

GM'S MISCELLANY

WILDERNESS
DRESSING



SYSTEM
NEUTRAL

THE DREAD LAIRONOMICON



A SYSTEM NEUTRAL CAMPAIGN DRESSING RESOURCE FOR BUSY GMS

RAGINGSWANPRESS/DREAD-LAIRONOMICON

GM'S MISCELLANY

WILDERNESS
DRESSING



CREDITS

Design

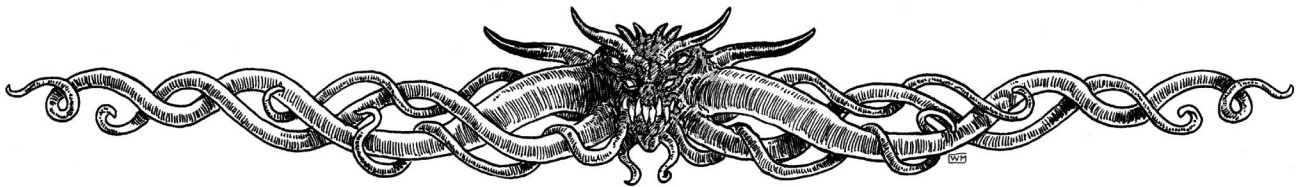
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FOREWORD

I love dressing up. Ever since I found the dungeon dressing tables in the 1st Edition *Dungeon Master's Guide*, I've been entranced (or perhaps obsessed) with adding detail and verisimilitude to my adventures. Locales without detail are boring—pale imitations of what they could be.

And there is no reason why dungeons should get all the love. Dressing up your wilderness adventures (and your urban adventures) is as important as dressing up your dungeons. You wouldn't want your campaign to be scantily dressed, would you? That's what happens if you only dress some of it.

Players remember the feel and style of an adventure—and, of course, certain exciting events—much more than the mechanics behind any given encounter. Who cares what the orc's attack modifier is (after it is dead) or how hard a certain lock was to pick (after it has been defeated)? Mechanics are important—we couldn't game without them—but ours is a hobby of the imagination. If we can't get our players to suspend their disbelief, we have failed as a GM.

Immerse your players in your game world. Make them believe it. Bring it alive in their imagination.

This book gives you the tools to bring your wilderness adventures to life; use it before or during your game session. Modify or ignore anything herein that does not fit your campaign. However you use this book, I hope it reduces your game-based stress and helps you have better and more memorable gaming sessions with your friends.

PATREON

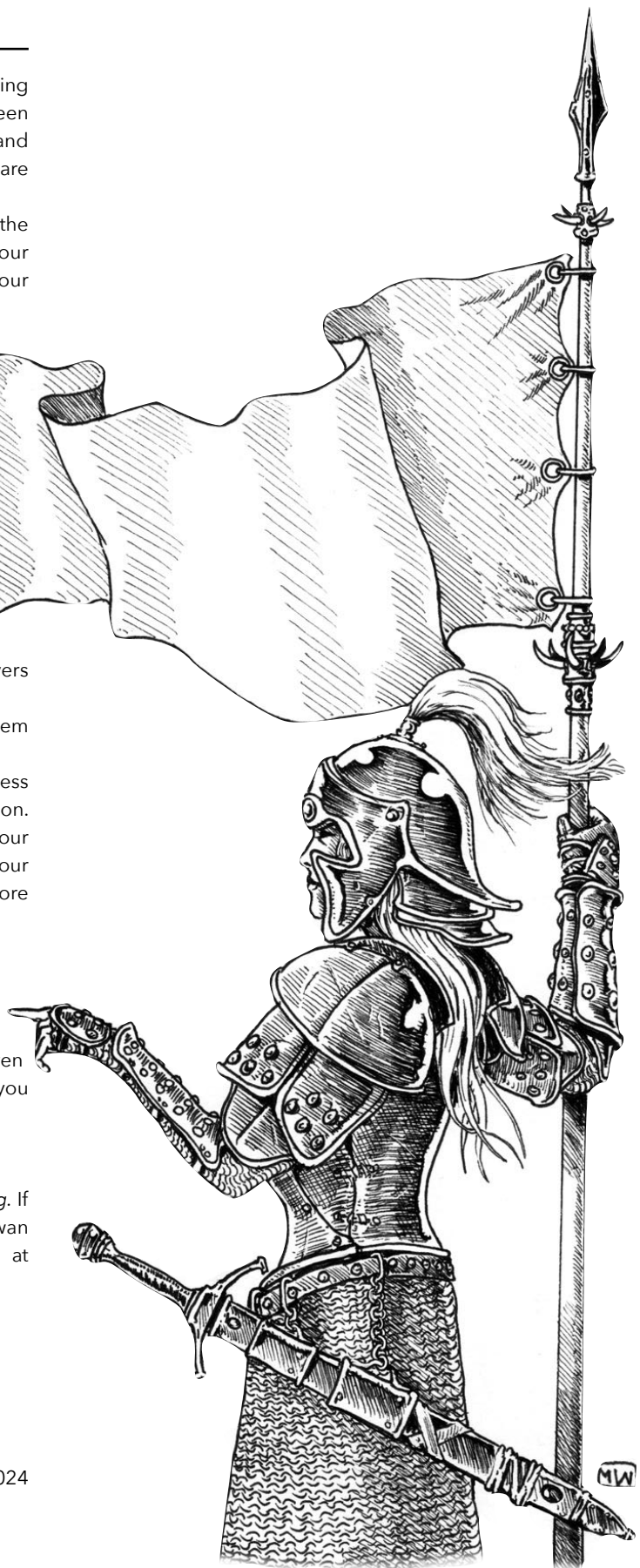
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THANK YOU!

I hope you enjoy the *GM's Miscellany: Wilderness Dressing*. If you have any comments or questions about Raging Swan Press, I'd love to hear from you. You can contact me at creighton@ragingswan.com.

Good luck with your games!

Torquay, February 2024



CONTENTS

Tired of glossing over your characters' overland journey (except for the inevitable, violent random encounters)? Want to easily add minor features and events of interest to their journeys? Want to make their journeys seem more "real"? This GM's Miscellany presents loads of great features to add to the wilderness areas and journeys in your campaign. Designed for use during preparation or actual play, this supplement is an invaluable addition to your GM's toolbox!

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"Whatever doesn't match, remove from the material and substitute your own in its place."

Gary Gygax



BADLANDS

BADLANDS

Badlands—dry, desert-like and barren—feature steep cliffs, rocky plateaus and deep, meandering valleys and gorges of bare rock. Such locales are the perfect places to find the remnants of fallen civilisations.

MINOR BADLANDS EVENTS

Many minor events of interest can occur while the characters explore a badlands.

D%	MINOR EVENT
01	A vulture circles high above the party's heads. It follows them all day.
02	A single white cloud hangs in the sky.
03	A faint breeze provides some relief from the relentless heat.
04	The merciless sun bakes the surrounding land.
05	Thin clouds drift across the sky and provide sporadic relief from the ever-present sun.
06	One of the party's mounts collapses, a victim of heatstroke.
07	A faint wind stirs the grit and dust into short-lived dust devils that swirl and die as the wind ebbs and flows across the badlands.
08	The mirage of a many-spired city floats in the air halfway to the horizon.
09	The sound of shod horse hooves on bare rock echoes through the still, dry air.
10	The sun glints off something reflective halfway up a queerly-shaped cliff.
11	The howling of some unseen creature—perhaps a coyote—echoes across the badlands.
12	As #11 but, the howling is taken up by more of the creatures—and comes from all around the party.
13	There is no moisture in the air; the characters get exceptionally thirsty.
14	Pebbles and tiny rocks fall from a nearby cliff to clatter to the ground.
15	A pack of hyenas appear in the middle distance and observes the characters. They flee if attacked.
16	An odd, otherworldly wailing fills the air.
17	A translucent figure appears by a nearby cliff. It disappears into a small cave if approached.
18	A wisp of smoke smudges the horizon.
19	As the sun sinks below the horizon, the cliffs and ridges glow with soft light.
20	As the sun sets, a breathtaking blaze of orange and red lights up the horizon.
21	It is scorchingly hot in this area.

22	A scorpion scuttles across the hot, bare rock.
23	Someone sobs quietly from behind a low rise.
24	An eagle, hunting for prey, hovers on the thermals rising from a high cliff.
25	A bird's shadow passes over the party, but there is no bird in the sky.
26	An arrow falls out of the sky to splinter on the rock mere feet from the lead character.
27	One of the party's mounts throws a shoe.
28	A cloud floating across the sky looks like a caravel under full sail.
29	Heat shimmers rise from the bare rock.
30	Deep shadows fill the ravines, valleys and gullies, cutting through the surrounds, providing ample hiding places and welcome shade.
31	Streaks of white cloud drift overhead.
32	A mournful howling drifts across the barren landscape for several minutes.
33	The howls of a pack of hunting predators drifts across the badlands.
34	Sweat drips into the characters' eyes.
35	A sudden gust of wind creates a short-lived dust devil that dances about the party.
36	The sparse grass growing across a nearby slope undulates lazily in the slight breeze.
37	A few birds fly lazily over the party.
38	The sun is relentless. There is no moisture in the air, and heat shimmers in the distance.
39	Dark shadows move in the dim recesses of a low cave mouth.
40	The rattle of a nearby snake's tail alerts the party to a lurking, deadly danger.
41	The distant screech of a bird of prey reaches the party's ears.
42	A faint light glimmers from the depths of a shadowed cave mouth.
43	A flash of light attracts the characters' attention to a rusting shield part-buried in grit and dust.
44	A cool breeze briefly blows across the badlands.
45	The moan of the wind sounds like the wails of all the souls who have died in the badlands.
46	A sudden, savage wind blasts the party and throws up a huge dust cloud. Investigation reveals the wind came from a deep, funnel-shaped cave.
47	A quiet susurrations—wind in the trees of a small stand of sheltered trees—greet the characters.
48	The impossibly blue sky is utterly devoid of clouds.
49	The clatter of hooves on bare rock echoes through the dry air.
50	A bank of dark clouds hovers over the horizon.

51	A venomous snake slithers across the party's path.
52	Three vultures feast on the sun-baked corpse of a donkey; the birds fly away if approached.
53	A rock clatters down a nearby steep slope to shatter on the hard ground.
54	The badland's colourful rocks glow in the sunlight.
55	A vulture pecks at the corpse of a small mammal.
56	Strong winds gust through the badlands and tear at the party's cloaks.
57	A buzzard sits atop a rounded boulder and watches the characters travel by.
58	As the sun rises, the shadows cast by the eroded cliffs move and change shapes.
59	Six riders appear over a nearby rise. They stop, observe the party and then disappear out of sight. They appear sporadically throughout the day.
60	A coyote appears atop a rise. It watches the party before darting away.
61	Distant howling fills the dry air.
62	The pale moon lingers in the sky well past dawn.
63	A nine-foot-long viper slithers across the bare rock a scant dozen paces from the party.
64	The sun casts the shadow of a tall, leafy tree onto the bare rock ground—but there are no trees in the immediate vicinity.
65	It is surprisingly cold in this area.
66	A riderless horse wearing a saddle and saddlebags totters toward the party.
67	As #66 but a rider has lashed themselves to the saddle. The rider is dead—slain by the blood loss caused by the two arrows stuck in their back.
68	#67 but the rider barely clings to life.
69	A smudge of smoke lingers on the horizon.
70	A horse—equipped with saddle and saddlebags—crops at the sparse grass growing by a muddy pool; there is no sign of its rider.
71	A great cloud of dust on the horizon suggests a large body of people are on the move.
72	A heavy, hot wind scours the party.
73	A powerful duststorm barrels across the badlands.
74	Lightning arcs downwards to strike something out of sight atop a high cliff. Strangely, there are no clouds in the sky.
75	A boulder rolls down a nearby slope.
76	A gust of wind throws grit into the party's faces.
77	As the characters approach, the wind uncovers the bleached bones of a traveller long covered by sand and grit.
78	The wind blows a dust cloud across the characters' tracks effacing them.

79	The rotting corpse of a horse sprawls by the trail; three vultures peck and tear at its flesh.
80	A black cloud hangs motionless over a plateau of wind-blasted rock. As the characters arrive, it lets forth a concentrated downpour.
81	A hissing sound comes from a small hollow at the base of a cliff past which the characters move.
82	The faint sound of someone playing a violin wafts through the air.
83	A thunderous boom hailing from somewhere close by spooks the characters' mounts.
84	A large boulder breaks loose from a cliff and smashes to the ground—shattering into many sharp pieces.
85	A small pack of coyotes lope over a hill; they watch the party but do not attack.
86	A rare light drizzle falls for a few minutes.
87	The ground shakes almost imperceptibly under the characters' feet.
88	Dark, ominous clouds gather on the horizon; the smell of ozone fills the air.
89	A sudden thunderstorm soaks the party.
90	A group of riders appear behind the party; they seem to be following the characters.
91	The blazing sun mercilessly bakes the badlands—and all the life in it.
92	A heat haze shimmers in front of the party, distorting the look of the heavily eroded cliffs.
93	Sand—blown by a sporadic breeze—sifts down the cliffs looming over the trail.
94	Dusk seems to come early this day; it is colder at night as well.
95	Strong wind kicks up dust and creates swirling dust devils that dance and writhe about the party.
96	For a few rare moments, light drizzle falls over the parched landscape.
97	A lone rider appears atop a nearby cliff. They sit motionless, watching the party. If accosted, they simply back their horse out of sight.
98	Loud thunder fills the cloudless sky. The sounds echo from the surrounding cliffs. A perceptive character might determine the thunder is actually caused by powerful magics.
99	The roar of a large rockslide fills the air. From the sound of it, and the dust cloud rising from behind a cliff, the rockslide was nearby.
100	A huge, scaly creature soars through the sky high above the characters' heads.

BADLANDS DRESSING

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	MINOR DRESSING
01	A single shrub clings to life in the lee of a small stony mound.
02	A dried-up river bed cuts across the badlands. It—like the surrounds—is devoid of water.
03	A small stand of cacti fills a shallow, dusty depression in the otherwise barren surrounds.
04	The tracks of a large creature are visible in the dust and sand.
05	A pile of stones topped by a rusting, sun-scorched helmet looks suspiciously like a grave.
06	A narrow, steep-sided valley provides shelter from the relentless sun.
07	Here, the ground is bare rock; the incessant wind has scoured all the soil away.
08	The remains of a sand-choked campsite—a few collapsed tents, some scattered equipment and the like—fill a shallow depression.
09	Old tracks, part-obscured by the wind, lead along the trail before diverting into a canyon.
10	The wind, siphoned through innumerable canyons and gullies, whines through the badlands.
11	The distant jagged hills are tinged with purple.
12	This tall, eroded rock stack looks for all the world like a chimney.
13	From their vantage point, the characters can see endless deeply scoured purple-tinged hills processing to the horizon.
14	Indistinct scuff marks mar the bare rocky ground.
15	A field of rubble slows the characters' travel.
16	The nearby cliffs comprise bands of grey and purple rock.
17	A deep drift of sand lies hard against a cliff.
18	A dark, ponderous cloud glides slowly across the sky. The cloud is very close to the ground.
19	The rocky ground gradually undulates upwards toward a range of jagged, multi-hued hills.
20	A splash of dried blood stains the ground.
21	The skeleton of a human sprawls on the ground.
22	The smooth rocky ground here looks like it has melted at some point.
23	A dead and rotting gnoll missing its legs sprawls on the ground.
24	Sun-baked horse dung dots the trail.
25	High wind-carved bluffs rear up on either side of the party.

26	A steep-sided lofty plateau rises from the badlands to form a massive table-like feature visible for miles.
27	A precariously arranged column of stones stands by the trail. The pile is easily knocked over.
28	Drifts of soft sand choke a narrow, shaded canyon. The sand creates difficult terrain.
29	Thin and stunted, coarse grass covers the ground about a small, muddy pool.
30	The foundation stones of a small settlement are all that remain on this wind-swept ridge.
31	A few stunted trees cluster together by a pool.
32	The jagged hills on the horizon look like the jaws of some ferocious beast.
33	A narrow, dusty trail winds through the badlands, following the course of a dry riverbed.
34	An arrow juts from the hardpacked ground.
35	A dusty backpack lies discarded on the trail. It contains nothing but an empty water skin.
36	The bones of some huge unidentifiable beast jut from the side of a hill.
37	A mesa of blue stones rises from the stony plain.
38	A wagon lies on its side at the bottom of a steep slope; a dead, rotting horse lies in its traces.
39	Four skeletons slump at the base of a cliff. Mouldering equipment surrounds the dead.
40	A tumbled pile of rocks lies at the base of a steep cliff, blocking the trail.
41	A knotted rope dangles over a nearby cliff and reaches the ground.
42	As #41 but the frayed rope ends about halfway down the cliff. Below the rope, a suspicious stain mars the hard ground.
43	A shattered wagon wheel lies on the bare ground.
44	Tracks in the dust show where a lone rider has passed recently.
45	The dry course of a wide and once-powerful river cuts through the badlands. Its banks are shallow and easy to traverse.
46	As #45 but the river's banks are steep and crumbling. A search reveals a suitable crossing point a mile upstream.
47	The bones of several animals—horses and their riders—are scattered about a bare rock shelf; several arrows lie amid the remains.
48	A dusty blanket lies on the ground near a discarded helmet and suit of chain armour.
49	The wind has blasted a hole straight through this jagged ridge.
50	The striped flanks of the many hills and cliffs in the region are surprisingly colourful.

51	A lone leafless tree stands stark against the endlessly blue sky.
52	Small stones have been laid out to form an X on the ground.
53	A few wisps of cloud drift across the sky; they offer no respite from the sun.
54	The sun-scorched, baked bank of a much-diminished lake bears mute testimony to the lack of rain and relentless heat.
55	A small cottage of dry stone walls huddles in the shade of a high cliff. The hut's roof has collapsed.
56	Six heaps of stone stand to the side of the trail; four of them have been broken open to reveal white bones and scraps of old equipment within.
57	A javelin—its tip bent—lies in front of a boulder.
58	Birds roost on the weathered flanks of a towering rock pinnacle.
59	Short, steep ridges rise up to a table-like plateau.
60	The rugged beauty of the badlands stretches to the horizon.
61	Bare rock extends for several hundred feet; tracking in this area is virtually impossible.
62	A weathered rock pillar looks a bit like an elongated face of a sneering man-like thing.
63	A few bighorn sheep graze on the sparse grass growing on the banks of an all but dried-up river.
64	Jagged cliffs and pinnacles jut skyward like the jagged teeth of some impossibly vast predator.
65	A dark, ponderous cloud glides slowly across the sky. A perceptive character realises the cloud is moving against the wind.
66	Bare rock surrounds a small pool of muddy water.
67	A huge sinkhole pierces the ground; within, the hole disappears beyond the party's sight.
68	A small village carved into the rock of a looming cliff face overlooks the nearby badlands. An air of abandonment hangs over the place.
69	A narrow corridor of sparse grass grows on either side of a thin, sluggish river.
70	The wind has scooped out a bowl-like depression in the ground; soft sand and dust fill the bowl.
71	The entrance to a mine pierces a cliff. Ten feet in, a hopeless tangle of rubble blocks the passage.
72	Small trees grow from the thin soil, filling shallow, sheltered depressions in the rock.
73	Endless ranges of bare, wind-blasted hills march to the horizon.
74	The rocky ground undulates toward the horizon. In places, patches of vegetation cling on.
75	A crude set of rough-hewn steps has been hacked into the side of this steep slope.

76	Two huge boulders rest precariously one atop the other and overlook the trail.
77	The surrounding stone is stark and white; dark cave mouths glower from the base of several cliffs.
78	The worn trail leads to the edge of a wide ravine.
79	Wildflowers dot a swath of sparse grassland; a few bees buzz about.
80	A wide cave mouth pierces a cliff. The sound of something large moving within is audible.
81	Waist-high pillars of piled stones stand at regular intervals along the well-worn trail.
82	A worn track passes under a wind-sculpted overhang. Under the overhang, it is cool and sheltered. Vipers lurk in small caves hereabouts.
83	Sand—blown by a sporadic breeze—sifts down the cliffs looming over the trail.
84	A cliff overhangs the trail.
85	This tall, slender spire of wind-blasted stone has been carved to depict a beautiful woman.
86	Dry gullies—some only a few feet wide—cut across the bare rocky ground.
87	A 300-foot-high spire with a flat top rises from the ground; birds circle about the spire.
88	Faint, weather-worn petroglyphs have been carved into the side of this cliff.
89	The trail peters out amid a field of rubble.
90	Here, hills are striped with blues, pinks, greys, and purple bands of rock.
91	Graffiti scratched into the rock says, "Turn back".
92	A worn trail follows the top of this exposed ridge.
93	Graffiti etched into a boulder says, "Water ahead".
94	Deep sand chokes this narrow ravine.
95	Small holes pockmark the rocky ground.
96	The remains of a hamlet—no more than a dozen ruins—cluster around the entrance to an old mine.
97	A drystone wall about waist-high has been thrown up across the entrance to a narrow gorge. Several arrows lie splintered in front of the wall.
98	A single word, "Ashaldon", has been deeply incised into the stone in huge letters under a deep, shadowed overhang.
99	The trail passes through a huge natural, wind-carved stone arch, which easily towers 60 feet above the party's heads.
100	The lofty cliff ahead looks like some insane sculptor has tried to carve a fairytale castle from the living rock.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	A few circling birds are the characters' only company on this hot, lonely day.
06-10	The party traverse a bleak landscape and sees no one and nothing all day.
11-15	Nothing assails the party this day except the heat, the wind and the bleak feeling of desolation.
16-20	The party move through a series of interconnected valleys and gullies for much of the day.
21-25	The blazing sun is merciless this day; there is no escape, and the characters end the day thirsty, dusty and exhausted.
26-30	A few wisps of cloud provide brief respites from the murderous sun that otherwise bakes the ground the party cover this day.
31-35	The party spends its day moving through a narrow, shaded canyon. Soft sand covers the ground, and progress is slow.
36-40	The merciless sun bakes the badlands all day. The characters see no one and nothing but drab rock.
41-45	The endlessly empty blue sky witnesses the characters endure a slow and almost unbearably hot torturous day's travel.
46-50	A vulture follows the party for much of the day but gets bored and flies away at dusk.
51-55	In the morning, the characters hear the clatter of hooves on stone, but they see no one all day.
56-60	In the mid-afternoon, a bank of rare thick clouds provides shelter from the merciless sun.
61-65	As the sun sinks below the horizon, the cliffs and ridges glow with soft purple light.
66-70	The party toils through deep ravines and gullies all day.
71-75	It is hot and dry all day; travel is uncomfortable. The characters see no other living creatures.
76-80	Thin clouds drift across the sky and provide some relief from the ever-present sun.
81-85	This part of the badlands seems utterly devoid of life. The characters see no one all day.
86-90	The party cross a series of narrow ravines that slow their progress throughout this day's travel.
91-95	Blistering heat begins shortly after dawn and relentlessly assails the party through the day. The group ends the day exhausted and thirsty.
96-100	A sudden thunderstorm soaks the party in the middle of the afternoon. The brief storm is savage.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	A steep-sided gully provides blessed shelter from the relentless sun.
06-10	A dry cave pierces a bare cliff; it is cool inside.
11-15	A narrow gully leads to a bowl-like depression which holds a small pool of muddy water.
16-20	A small cottage of dry stone walls huddles in the cool shade of a high cliff. The hut's roof is in imminent danger of collapse.
21-25	A hole dug into the side of a dry riverbed leads to a small, cool cavern.
26-30	A deep cave offers respite from the harsh climate; unfortunately, several snakes lair within.
31-35	The walls of this narrow valley taper toward the top, creating an area of cool shade for much of the day. A covering of fine sand covers the ground.
36-40	A bowl-shaped valley sculpted from a high cliff holds four large burial mounds.
41-45	A faint spring oozes from a cave at the base of a cliff. The cave is a known badlands haven; it might already be occupied.
46-50	The muddy hollow that was once a small lake suggests water may be in the vicinity—if the characters want to dig for it.
51-55	Two small spoil tips betray the presence of an abandoned mine. The mine is only 30 feet deep and intersects with a natural cave.
56-60	A field of huge tumbled boulders at the base of a lofty cliff provides ample opportunities for concealment—but precious few spots suitable for a comfortable night's sleep.
61-65	Coarse grass by a thin, sluggish river provides sparse grazing for the party's mounts.
66-70	An overhang buried deep into a cliff provides excellent shelter.
71-75	The low, weathered walls of a small settlement provide some shelter from the wind and the sun.
76-80	Shallow indentations in the bank of a dried-up river are large enough to hide a person or two.
81-85	A tall pile of stones—an ancient barrow—provides shelter from the elements.
86-90	The remains of a small settlement straggles along the shade cast by a crumbling escarpment.
91-95	Several abandoned cliff-homes stud a sheer cliff; a crumbling stair zig-zags up to the homes.
96-100	A narrow cave mouth opens into a huge cathedral-like cavern. Animal bones cover the floor.

RANDOM BADLANDS ENCOUNTERS

D12	CREATURES	NOTES
1	Viper (1)	This viper curls in a shadowy niche under a large boulder near the trail. It lunges forth to bite at the leg of the first creature to pass its lair. Further back in the furthest recess of the niche lies a writhing mass of the snake's young. Anyone putting their hand into the niche is in for a rather unpleasant surprise.
2	Lion (1)	A mountain lion hunts for food amid the dim shade of the gorges and canyons crisscrossing the badlands. Sometimes, it roars, and the sound echoes weirdly, making locating the stalking predator difficult.
3	Manticores (2)	This mated pair of bad-tempered predators lurk in a noisome cave high up on a huge plateau thrusting upwards from the surrounding badlands. From their perch, they can see the dust kicked up by a large band of explorers. They are wily and use the surrounding terrain for cover as they approach their quarry.
4	Griffon (1)	Well used to scouring the surrounds for food, this griffon is exceptionally perceptive. It won't approach large groups of armed travellers, preferring to prey on the wild horses sometimes wandering the area. Thus, the characters see the griffon diving on its prey instead of being the prey.
5	Air elemental (1)	This air elemental is enjoying hurtling across the badlands and throwing up a billowing dust cloud in its wake. It is not hostile but decides to "buzz" the party for fun. It flees if attacked.
6	Giant scorpion (1)	This giant scorpion claims a small, rock-strewn gorge as its lair and territory. It lurks in the shade at the entrance to the gorge to pounce on unsuspecting prey passing by.
7	Gnolls (6)	This hunting party of feral desert scavengers lurks among the tumble remains of an ancient rock fall. They are patient hunters and wait until the characters are traversing the rock field before attacking.
8	Earth elemental (1)	A nearby cliff shakes and shudders as a large earth elemental bursts from its vertiginous flank. The creature manages to catch itself before it falls, but its arrival causes part of the cliff to collapse dangerously close to the party—who may see it as a hostile act and react accordingly.
9	Pazuli (young female blue dragon)	Pazuli is new to this part of the badlands and keen to claim the area as her own. To that end, she does not want to kill the characters—rather, she wants them to spread tales of her awesome might to all they meet. She doesn't immediately attack, rather circling down leisurely to greet the travellers. Obviously, she demands a toll of people moving through her territory, but it is not as extortionate as it could be...
10	Ashaldon (male adult brass dragon)	Ashaldon is hunting for a young blue dragon that has just moved into the badlands. Ashaldon probably spots the characters before they spot him and circles down to introduce himself and to find out if they have seen his quarry. He is friendly but reserved and ready for trouble—many foul people and creatures move through the badlands.
11	Purple worm (1)	This monstrous predator burrows its way through the badlands in search of food. The creature has honeycombed the surrounding cliffs—which are now dangerously unstable—with its tunnels. The creature is hungry and bursts forth below the characters' feet; if it grabs a snack, it immediately retreats back into its tunnel. Once it has eaten, it returns for another snack, and another...
12	Purple worms (2)	As #11 but two purple worms attack the party; the canny predators attack from different directions—one from the front and one from the back.



BANDITS

BANDITS

Bandits lurk throughout the world. Whether they are persecuted peasants forced to make a life for themselves in the woods, freedom fighters struggling against a corrupt lord, or hardened criminals taking what they want, bandits are a danger to travelling adventuring bands.

Bandit gangs comprise many diverse folk. Use the individuals in the lists below to quickly generate a few personas in a bandit group.

HUMAN BANDITS

Human bandits are the most common type of bandit encountered—many peasants suffer at the hands of their lords and have no option but to take to a life of crime.

1. **Eohric Frewer** was a peaceful woodsman until goblins burned down his house. Left with nothing, he has turned to banditry to feed his family. Wracked by guilt, he apologises while collecting travellers' tolls.
2. **Osred Burch** is well-used to scavenging and thievery. A thug-for-hire until recently, he fled a nearby town to escape (true) accusations of murder. He is an odious individual. He wears his black hair cut extremely short.
3. **Avel the Jolly** is an immensely fat individual. He is a coward and flees combat (slowly) if injured. Avel is an excellent cook and wears food-splattered clothing.
4. **Kaia the Proud** is a middle-aged woman who possesses an iron will. Forced from her home by a petty, wealth-obsessed landlord, she exacts her revenge on any travellers of means crossing her path. Expletives riddle her speech.
5. **Akana Khmun** is a young, impulsive woman who dreams of becoming an adventurer. When she meets the characters, she makes a snap decision to join them. She tries to act as a mediator between her fellow bandits and the party to avoid bloodshed.
6. **Adjo Repo** was forced to take to the woods after he was caught gutting a deer he had poached. He is dirty and coarse. Personal hygiene is a mystery to Adjo. He wears a patchwork rabbit skin cloak.
7. **Ibba Lieno** was a man-at-arms who fell catastrophically out of favour after his liege discovered him dallying with his lady. Forced to flee, he took to the woods. Ibba is a romantic, and he is handsome in a rough, ungroomed sort of way.
8. **Adalvert Dol** is unimaginative and lazy. Convinced he is special and the world owes him a living, he delights in terrorising travellers. Adalvert is a bully and quickly backs down from confrontations with adventurers and the like.
9. **Kebi Edfu** believes she should lead the gang and constantly works to undermine the current leader. She makes snide comments and rarely acts for the good of the group. She is blind to her faults and has no friends.

10. **Eadith Gorze** is a genuinely nice person forced into a life of banditry by circumstances of birth and the predations of a local lord. She is heavily pregnant and could go into labour during the encounter. She desperately wants to change her life for the better and takes any opportunity that presents itself. She is loyal to her friends and never forgets a favour (or slight).

HALF-ELF BANDITS

Half-elves are often outcasts, doomed to be ostracised and scorned as nothing more than mongrels. Such individuals frequently drift into a life of banditry, finding acceptance among society's flotsam.

1. **Dulannis Aldarrae** is a troubled young man who was thrown out of his sylvan home after being found torturing birds and other small woodland animals.
2. **Ilasual Evdrearn** was abandoned as an infant and—remarkably—was taken in by a goblin tribe. This spiteful youth learnt much from his adoptive brethren and yet has friends among them. They, in turn, use him as a spy.
3. **Naillae Sehiateir** has long, pale golden hair and overly large luminescent eyes. She has known no other life than banditry and is comfortable in the wilderness.
4. **Tahlys Aralivar** is an emotional wreck. Her mother recently told her she regretted having a half-elven baby. Since then, she has been taking greater and greater risks. Given her last name, she fantasises she is related to the legendary bard and pirate captain Vilimzair Aralivar.

HALF-ORC BANDITS

Half-orcs often become bandits—the race's natural tendency to violence makes them a perfect fit for the bandit lifestyle.

1. **Ausk Life-Taker** is a swift, savage warrior. He cares nothing for anyone but himself and enjoys painting sigils on his face using his foe's lifeblood. His fellows fear him. He has no friends.
2. **Ignen Swift-Strike** has a pockmarked face and lank black hair. She hisses when angry or upset and glares angrily at everyone she meets. She finds it impossible to trust anyone.
3. **Narka the Ugly** was lucky; she grew up loved by her parents, but her orc mother was lynched, and her father slain while trying to rescue his wife. Narka escaped, but her mother's screams yet haunt her. She is gaunt and pale-skinned.
4. **Silug the Rampant** considers himself a great warrior and lover. In truth, he is a passable warrior, and women terrify him. He attempts to be chivalrous but comes across as patronising.

BANDIT LEADERS

Bandit leaders—either due to their intelligence or battle prowess—are normally a cut above their rank and file brethren. Perhaps driven by greater need or greater greed, they have developed abilities common bandits cannot hope to emulate.

1. **Cheron Nousia** has big plans for his band. He recently wiped out a goblin tribe and has taken their lair as his own. From here, he plans to control the entire locality. Cheron thinks big but lacks attention to detail. He is lucky, though, and that has served him well to date.
2. **Ati Buto** is at home in the wilderness and does not like killing travellers. She'd much rather negotiate a toll and avoid bloodshed. This tactic has kept her band alive and well-fed but has resulted in a dearth of treasure. Some of the bandits mutter that she is soft. Soon, they will move against her; she has an inkling of this and desperately needs a big score.
3. **Hannu Eronen** has been an outcast for much of his life, and he is accustomed to taking what he wants and killing anyone who stops him. His followers fear his anger and brutality but follow him loyally, for he has made them rich. Hannu likes defeating foes in single combat.
4. **Pia Keto** is youthful and pretty, few would guess at the black depths lurking within her breast. Appearances are deceptive. She has an inferiority complex and loves making travellers grovel and beg to be allowed to pass. She is dangerous if threatened or backed into a corner.
5. **Felix Drusus** is a cad and very attracted to women—particularly those who clearly dislike him. He fancies himself a knight and assumes courtly mannerisms when trying to impress a lady. He is brutal and violent; his captives are often savagely beaten.
6. **Veli Leino** is noble born. The brother of the current local lord, he was forced to flee his home when his brother tried to murder him. He now lurks in the countryside, striking at his brother's interests. He has no desire to hurt innocent travellers but levies tolls nonetheless to fund his private war. Many of his band are loyal men-at-arms who followed him into exile.
7. **Osgar Elphee** lusts for wealth; his lust consumes him. He believes an ancient wizard's tower lies somewhere in the locality and uses his men to search for it. Banditry is his way of keeping everyone away from "his" treasure. He is obsessed with the legend and closely questions any obviously educated adventurers falling into his clutches.
8. **Alaviv the Hunter** was once a skilled huntsman, but now he preys on travellers instead. He blames the local lord for failing to protect his family from marauding raiders while he was away hunting. Consumed with grief, he metes out suffering on all he meets. Characters

expressing sorrow for his situation—and offering practical help to the band—earn his friendship.

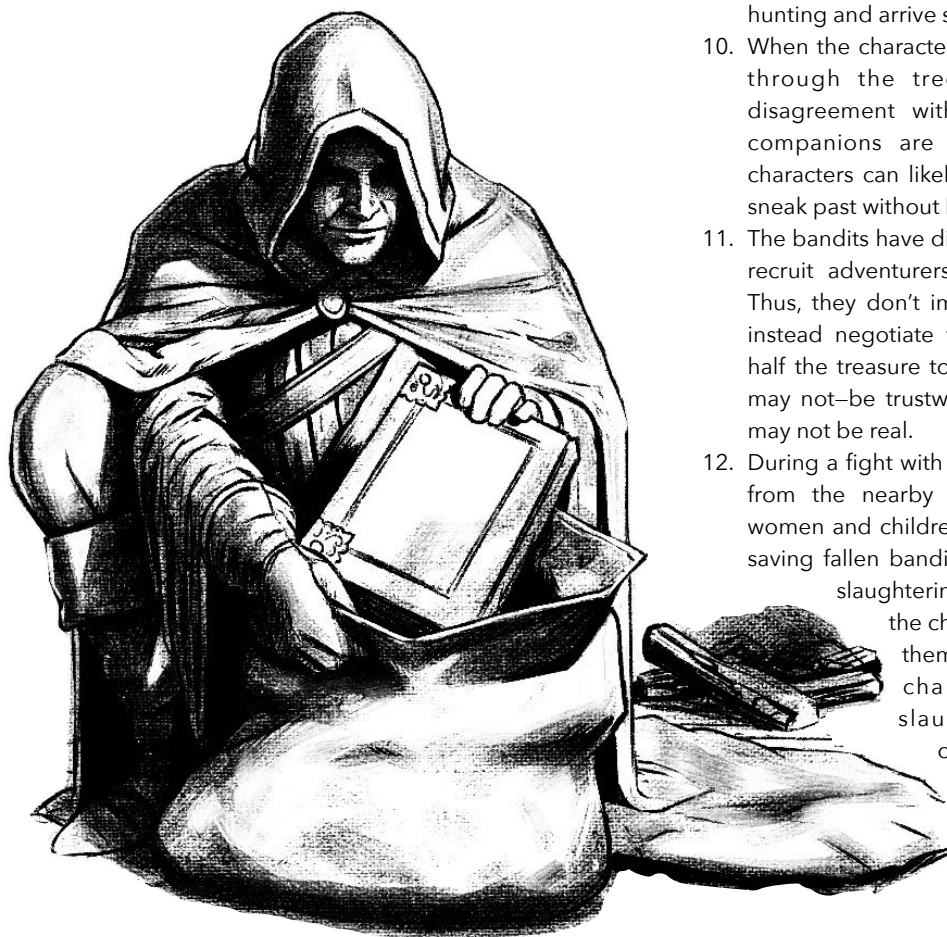
9. **Uzfug the Terror** has a mouth full of broken, blackened teeth and terrifyingly bad breath. He screams terrible curses in battle, but in rare moments of peace, pampers his beloved pet cat
10. **Stiina Mielo** styles herself the Bandit Queen and demands from her followers and victims the respect due to such an august personage. She is not strong but is deadly with her daggers and utterly without remorse. She knows, though, that good minions are hard to find and thus restrains herself from meting out savage punishments on her followers. Travellers falling into her band's clutches, however, are not so lucky.



HOOKS, COMPLICATIONS & OPPORTUNITIES

Lucky adventurers find opportunities almost anywhere. Unlucky adventurers find complications almost anywhere.

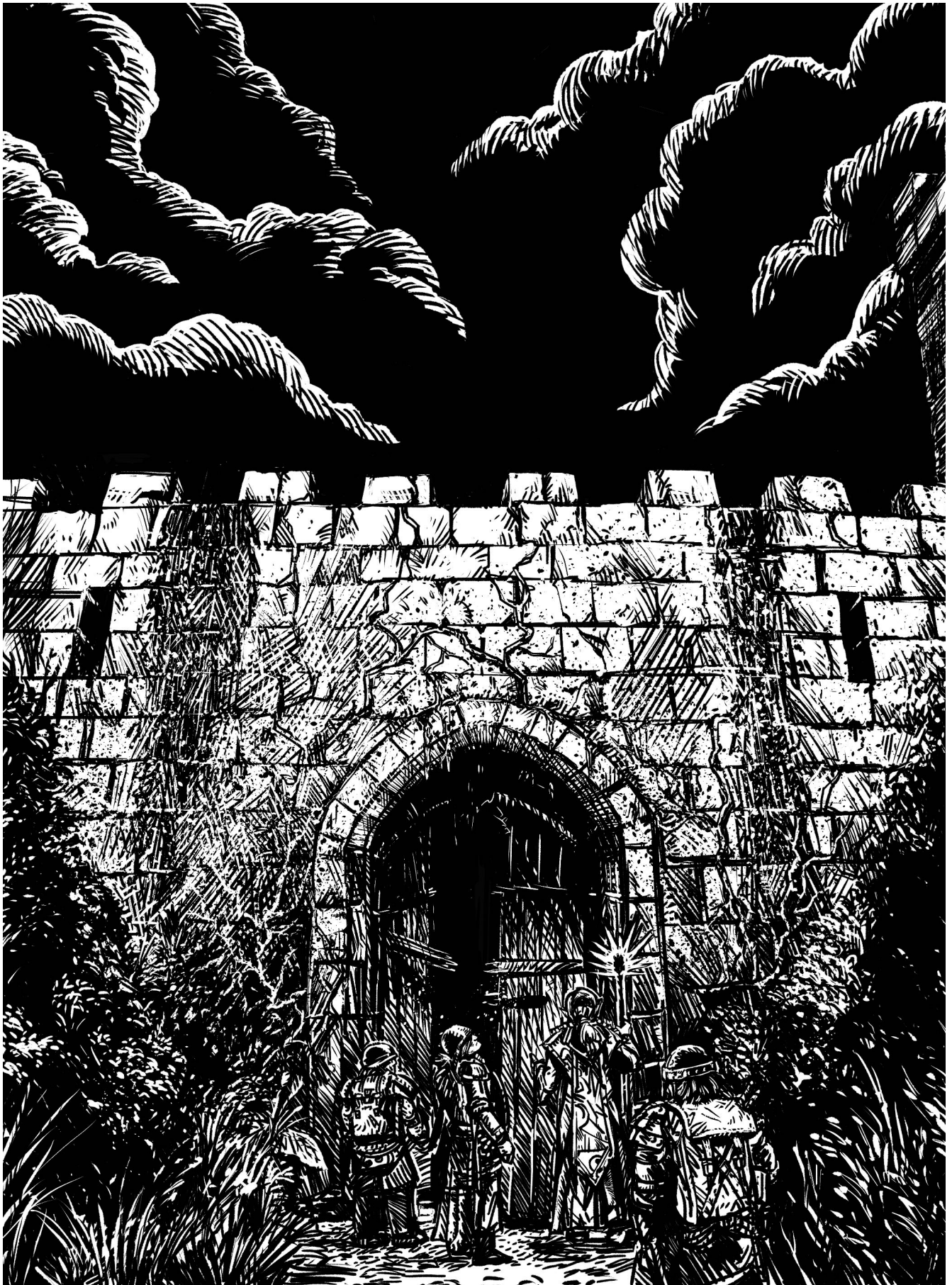
1. The bandits have felled trees to block the trail and driven stakes into the ground in front of their position to disrupt charges. A narrow trail leads around the blockade. The bandits have also rigged trees to fall behind travellers. If the party seems belligerent, the bandits fell the trees, trapping their prey.
2. The bandits try to extract a toll from the characters using dire threats. If the characters force the matter, the bandits flee without offering battle.
3. The bandits are starving and ask for food, not gold. If battle ensues, the bandits suffer a -1 penalty to their "to hit", damage and saving throw rolls. If the characters give the bandits food or offer them other aid, interesting roleplaying may ensue.
4. The bandits are particularly inept (or unlucky) and have badly set their ambush. (Perhaps their tracks are obvious, one of their number wears a brightly-coloured tunic or so on). The characters spot the ambush before the bandits have a chance to pounce.



5. The characters arrive at the ambush point, as the bandits are threatening another band of travellers. This forewarns the characters, and the other group immediately begs for help. (Alternatively, this could be an elaborate trap, and both groups could be bandits; when the characters rush forward to help, they spring the trap).
6. The bandits have taken great care in preparing their ambush. In addition, the bandits have sited their hides so they see the characters approaching from some distance. If the characters approach along the trail, it is virtually impossible to surprise the bandits.
7. The bodies of bandits lie scattered about the ambush location. Most are dead, but a few yet cling to life (but are unconscious). Survivors tell of an adventuring party that merrily slaughtered them and even tortured a few captured bandits before continuing on their way. The party resembles a party of evil marauders the characters have heard about recently. Dealing with them could form an interesting subplot in the campaign.
8. The bandits are led by a leader who sees himself as a freedom fighter struggling against the local noble (or other landholder). He asks for a donation to the cause and promises to use it to overthrow his enemy.
9. A lone bandit watches the road. When the characters arrive, he shouts a demand for a toll and even shoots a warning shot from his bow. His companions are off hunting and arrive shortly thereafter.
10. When the characters arrive, the sounds of a brawl echo through the trees. Two bandits are settling a disagreement with a fistfight, and their distracted companions are enjoying the entertainment. The characters can likely surprise the would-be attackers or sneak past without being noticed.
11. The bandits have discovered a treasure map and want to recruit adventurers to help them recover the hoard. Thus, they don't immediately attack the characters but instead negotiate from their hidden hides. They offer half the treasure to the characters. The bandits may—or may not—be trustworthy, and the treasure map may or may not be real.
12. During a fight with bandits, screams suddenly break out from the nearby trees. Moments later, the bandits' women and children rush onto the battlefield—intent on saving fallen bandits and stopping the characters from slaughtering their menfolk. They don't attack the characters but beg for mercy, interpose themselves between the bandits and the characters and so on. Characters slaughtering unarmed women and children experience alignment issues. Similarly, sparing the bandits likely spawns some interesting roleplaying.

RANDOM BANDIT ENCOUNTERS

D12	CREATURES	NOTES
1	Bandits (3)	These bandits masquerade as a merchant and his guards. However, a perceptive character notices that “mercenary guards” seem to lack proper discipline and aren’t really watching out for danger.
2	Bandits (12)	A spy told the bandits that a wealthy merchant would soon be passing this way. Consequently, the bandits have dug a narrow ditch across the road. It’s not too deep, but it is designed to immobilise a wagon’s wheel.
3	Bandits (6)	These bandits are in no mood to fight a band of heavily armed adventurers. Thus, they do not ambush the characters, instead remaining hidden. Perceptive characters may spot the hiding bandits. If they do so, the bandits pretend to be a band of hunters lying in wait for a savage owlbear that has been seen in the locality.
4	Bandits (2)	The bandits have mostly sawn through a large tree standing near the path. When the characters get close, they attempt to push the tree over, but it resists their efforts. For the bandits, the ambush is off to a terrible start.
5	Bandits (4)	The bandits have camped by the road—and could appear to be wandering hunters, out-of-work mercenaries and the like. They offer the characters the comforts of their camp and plan to fall upon the characters in the dead of night (but only if a good opportunity presents itself).
6	Bandits (4) and heavy horses (4)	Dwelling in the deep wilderness, this mounted band of bandits likes to harry their victims—tiring them out so they can offer less resistance when the bandits finally strike. Their leader is patient and cunning.
7	Bandits (12)	A merchant has just fallen prey to this bandit gang. The merchant’s wagon lies on its side, and the bandits are swarming about it—looting anything of value from a pile of boxes and sacks scattered over the ground. At sight of the characters, the bandits flee with whatever they can carry.
8	Goblins (6) and orcs (5)	This mixed band of goblins and orcs used to be pirates, but their ship sunk in a recent storm, and they have been reduced to banditry. Their nautical gear, sayings and mannerisms are incongruous with their racial heritage and location. They hail from the distant Picaroon Peninsula.
9	Bandits (6) and war dogs (6)	A skilled dog handler and trainer has provided these bandits with several large mastiffs. The sight of these dogs is often enough to quell even the bravest merchant’s objections. The dogs are huge and bark loudly. The bandits have grown fond of their canine companions, though, and do not risk them in battle.
10	Bandits (6)	This band of bandits are just one of several groups serving “the Master”. They are uniformly terrified of “the Master” and refuse to say anything about him, her or it. The Master could be nothing more than a powerful bandit chieftain. Alternatively, the bandits could serve a powerful monster such as a vampire or dragon. If the characters learn of the Master, they may choose to investigate this threat—perhaps leading to a whole series of intriguing adventures.
11	Bandits (3)	These bandits are part of a band lairing at the so-called Shadowed Keep on the Borderlands. They are not loyal to their mistress, Firean Maiethil, and eagerly offer the location of their camp in exchange for their freedom.
12	Ogres (2) and bandits (6)	Having formed an alliance with two ogres this bandit gang has been enjoying a rare run of good success. They have grown cocky and overconfident as a result. The bandits let the ogres do most of the fighting and flee if their powerful allies are slain or otherwise incapacitated.



CASTLES

CASTLES

Castles dot the land of virtually every kingdom. Serving as homes and strongpoints they are imposing features built to prove and augment their owner's power and status.

SMALL CASTLES

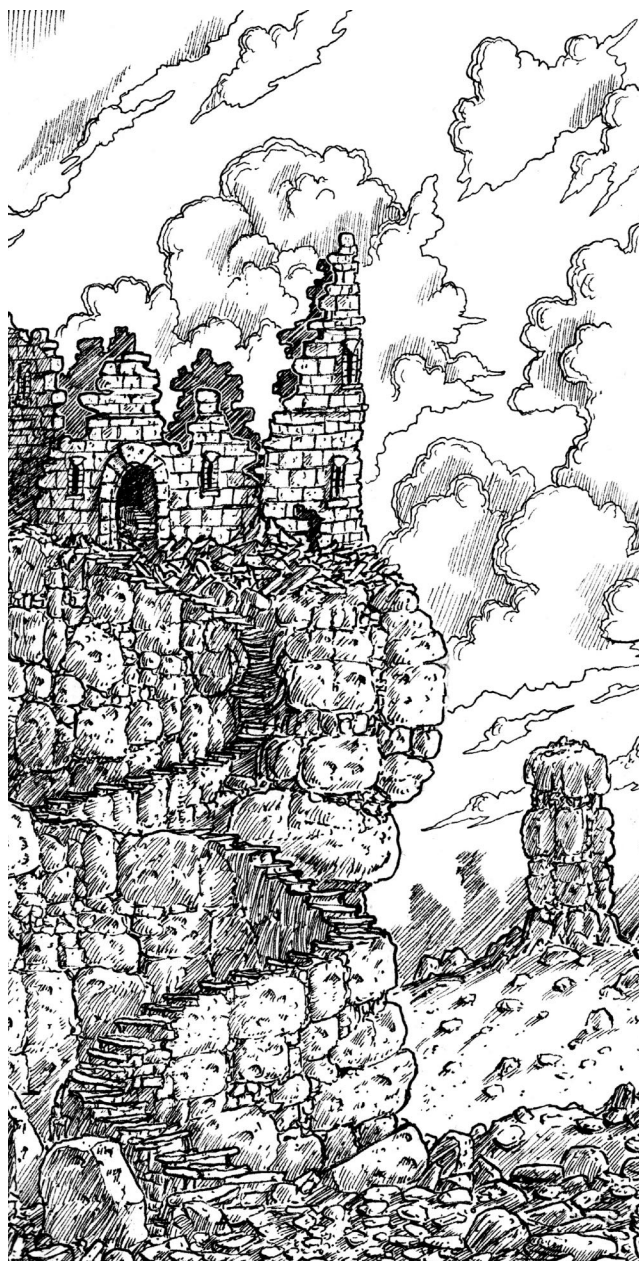
Many small castles and other fortifications dot the countryside. Use this table to determine what small fortification the characters discover.

D%	SMALL CASTLE
01-02	A stone tower with an ironclad door keeps watch over fields of wheat. The positions of a few windows show a spiral staircase circles the interior.
03-04	A fortified wooden wall surrounds an ordinary-looking farmhouse, which is the only indication this serves as a defensible position.
05-06	The shattered remnants of a wall surround a small but sturdy keep; rust coats its ironworks.
07-08	A portcullis and drawbridge over a moat deny access to this otherwise innocuous, though massive, stone windmill.
09-10	A precarious wooden tower, tilted at an obscene angle, reaches improbably high into the sky.
11-12	This shell keep, with a crenulated widow's walk surrounding the upper floor, is in good condition.
13-14	Heavily reinforced walls with ornately sculpted buttresses protect this otherwise innocent-looking two-storey barn.
15-16	A solid gatehouse, flanked with towers, stands at each end of this massive oaken bridge.
17-18	A reinforced gateway straddles a road leading through a densely wooded region.
19-20	A stout stone wall surrounds this small but well-kept chapel devoted to the god of protection. The chapel's lofty bell tower provides an unimpeded view of the surrounds.
21-22	A solidly built treehouse nestles in the bows of an ancient elm; no means of entry is visible, though its walls are riddled with arrow slits.
23-24	A lonely spire of black stone rises skyward to form a solitary tower. No windows or entrances are visible from the outside. A balcony runs around the top of the tower.
25-26	The battlements of this small castle are crumbled and broken in places and have been replaced with wooden hoardings. The place looks to be in an advanced state of decrepitude.
27-28	A wooden keep built to resemble a horse with articulated legs stands immobile. A small trapdoor provides access from the rear.

29-30	Four gibbets hang from the battlements of this squat tower keep. From each hangs a decomposing body.
31-32	This small but solid-looking building sits at the heart of a deep crater, looking almost as though it had been dropped there from a great height.
33-34	The walls of this fortified manor are riddled with pockmarks, as though it had been the subject of a siege, terrible weather or powerful magic.
35-36	This fortress has been raised on stone stilts as if to keep it safe from flooding, though the ground below looks solid and dry.
37-38	This elaborate mansion looks to be made of ice; it is cold to the touch but shows no sign of melting, even in places that taper to delicate points.
39-40	The half-buried carapace of a monstrosity enormous crab has been hollowed out to form the bulk of this seaside keep.
41-42	The skull of a massive creature provides the basis for the armature of the keep for this small fortress; the skull's massive fangs act as pillars.
43-44	An enormous dragon skeleton with wings outstretched provides a roof over the porch of this ostentatious, fortified inn.
45-46	Criss-crossing roads terminate at an extravagant watchtower; the upper-level hovers about 50 feet above where it ought to stand. A spiral without walls or handrail staircase links the two.
47-48	A small round door and a miniature chimney are the only visible parts of this maze-like warren of underground tunnels.
49-50	The walls of this stone keep are covered in friezes depicting a band of local heroes overcoming a variety of challenges while saving the world from an ancient threat.
51-52	An enormous hollowed-out mushroom of obvious magical origin comprises the body of this bizarre slender tower.
53-54	Woven tree trunks provide an almost nest-like small outpost.
55-56	The walls of this large house are made from finely painted canvas stretched over wooden frames. Any damage seals itself instantly.
57-58	A wall of shields has been bolted together to provide reinforcement for the walls of this lonely manor house.
59-60	This large, round stone building rests at the mouth of a large river, providing a defensible lookout against any invaders.
61-62	Magical fires burn at the apex of this tall, slender tower. The tower itself is of smooth, black stone. The tower has no door and its few windows pierce the walls of its upper levels.

63-64	Heaped skulls slathered in mortar form a low wall around this ominous black tower. Every hour, a bell tolls menacingly, though no signs of movement inside the tower are visible.
65-66	A great mass of skeletons—huge fish, crocodiles and the like—fills the ditch surrounding this run-down wooden fortress.
67-68	At the centre of this small lake, a magnificent manor house carved from coral thrusts above the water; much more lies beneath the waves.
69-70	Armoured towers provide defensive positions on either side of the aquatic gateway to this secluded fortified harbour.
71-72	This enormous iron sentinel statue is hollow. An observatory in the statue's head provides a clear view for miles.
73-74	A massive natural stone shard has been hollowed out to provide the core of a fortress that also extends underground.
75-76	A squat sphinx-like monument straddles the paved path at the entrance to a narrow valley; a brass gate swings on rusting hinges between the sphinx's forelegs.
77-78	A series of catwalks connect tree-borne fighting platforms in this swamp fortress. Retractable rope ladders provide access to otherwise difficult-to-access levels.
79-80	The roof of each level of this many-layered, star-shaped fortress comes to a rising point at each of its vertices. Elaborate dragon and tiger carvings and gargoyles decorate the otherwise plain walls.
81-82	The entire structure of this fortress has been formed from carefully, possibly magically, cultivated trees and bushes; it is virtually invisible against the background of the surrounding forest.
83-84	What appears at first to be a large pavilion tent is actually canvas nailed over solid wooden walls to form a deceptive checkpoint. Soldiers or disguised bandits could lurk within.
85-86	Huge slabs of grey stone have been crudely stacked to form a rudimentary series of small buildings and walls.
87-88	This incredibly elaborate cathedral dedicated to a local saint provides a travellers' refuge. Its walls and windows depict the saint vanquishing a variety of monsters and villains.
89-90	Brass trim frames the black and crimson walls of this ugly, squat building. Wrought-iron fences topped with sharp pikes are adorned with the heads of a variety of humanoid creatures.
91-92	Vibrant colours daubed in dazzling patterns on the walls of this large house make it look more like a dance hall than a defensive structure.

93-94	This abandoned prison has been retrofitted to make it a more amenable position for long-term habitation. Its walls and barred doors and windows are in excellent condition.
95-96	The stonework of this small, squat keep is scorched and blackened as if it has been exposed to an intense fire. The ground about the fortification is similarly scorched.
97-98	This large, round tower seems like it might once have been part of a larger structure, though all that remains of any other buildings are a few heaps of rubble.
99-100	This towering stone lighthouse is the only landmark within miles, though there is no body of water nearby.



LARGE CASTLES

Large castles and other fortifications dot the countryside in strategic or important locales. Use this table to determine what large fortress the characters discover.

D%	LARGE CASTLE		automated doors and other cunning defences.
01-02	Crenelated walls punctuated with solid towers at each corner ward this large, square stone keep.	37-38	The steel walls of this massive fortress show no signs of tooling or fastening, displaying a level of superhuman, otherworldly engineering.
03-04	An unusual octagonal-shaped keep stands inside walls set with tall, slender towers at each of their eight points.	39-40	This vast castle looks to have been built for giants, although the doorknobs and accoutrements are oddly sized for humans.
05-06	This enormous, sprawling castle seems to be made of glass or crystal, though it is as solid as stone against any attack.	41-42	This castle sits perched atop a rise of rock that seems to float above the ground. A precarious winding path weaves a sole route of entry.
07-08	This massive stone castle is seamlessly built into the face of a cliff, as though hewn from the living stone itself.	43-44	An oversized gatehouse and curtain wall suggest this keep may have been built by a different-sized race than the current occupants. Its worn stonework tells of great age.
09-10	This black stone castle is surrounded by a moat of roiling fire. A glass drawbridge, providing the only egress, arches elegantly over the flames.	45-46	Each tower top and the facade of the keep of this cliffside castle has been sculpted to resemble vicious birds of prey.
11-12	A huge gothic mausoleum stands where the keep should be in the walled courtyard of this grand castle-graveyard.	47-48	This castle of sand seems impossible. For all the world, it looks like a child's sandcastle scaled up to accommodate human-sized occupants.
13-14	Stained glass in quatrefoil windows depict the heroic deeds of a saint in this fortified fortress-cathedral. The glass is magically hardened.	49-50	The castle's walls are covered in tiles creating mosaics depicting a vast array of monsters—both real and imaginary. The tiles glint in the sun.
15-16	The curtain wall of this castle is made of huge stones roughly arranged as if placed by giant, clumsy hands. The wind whistles through innumerable gaps in the walls.	51-52	Heaped corpses make up the outer wall of this fortress; lingering necromantic magic causes them to twitch and writhe in an unsettling manner. Sometimes the fortress itself moans with a chorus of damned voices.
17-18	The front gate of this imposing castle is carved to resemble an enormous skull.	53-54	The buildings and walls of this castle seem to be formed of molten lava cascading down from a central core of volcanic rock.
19-20	Golden-coloured onion domes decorate the tower tops of this predominantly brass fortress.	55-56	A grey stone castle with solid oaken entries looms ominously on a steep hilltop; well-armed towers guard its corners.
21-22	This half-sized castle seems almost like a model; complex machinery makes the automated operation of gates and portcullises appear almost magical. A grinding sound fills the air.	57-58	The curtain wall of this castle slopes disturbingly outward, making it an excellent vantage point from which to repel any besieging forces.
23-24	White walls with silver tracery cause this sprawling stone complex to gleam visibly from miles away.	59-60	This heavy stone-walled brewery has an array of vents that can release beer steam at any attackers. Its walls are thick, and the heavy smell of hops hangs in the air.
25-26	The gates in the concentric walls around this bailey all lock from the outside as though they were designed to keep something in.	61-62	Tall towers wrapped in coils of wire crackle with electric energy that brightens the night sky about this otherwise mundane hilltop castle.
27-28	The layers of defence in this towering castle are separated by deep chasms, and all its external doors are a hundred feet above the ground.	63-64	A grandiose castle with soaring towers seems to be torn from a children's storybook and placed at the mouth of this river. A nearby waterfall even provides mist at dawn.
29-30	Even the crenulations of this forbidding chain- and spike-covered castle are razor sharp.		
31-32	This enormous stone castle has been sculpted so that its keep is a huge stone head, its curtain walls enormous arms and the gates giant hands, funnelling visitors into its gaping maw.		

65-66	Enormous visible gears and springs inside the walls of this castle grind slowly, providing the means of operation for a series of slowly turning walkways that allow access from the outer courtyard to the inner reaches.
67-68	An army of stone soldiers, each ten-foot tall, stand shoulder to shoulder to form this castle's outer wall. In stark contrast, the buildings inside are plain and utilitarian.
69-70	Staked to the outer walls of this massive castle are the bodies of countless marauding monsters in various states of decay; some are still fresh, while others have long since turned skeletal.
71-72	Flowering ivy has grown so densely on the walls and buildings of this castle that it is nearly impossible to tell if there is actually anything underneath, never mind if it's wood or stone.
73-74	Something in the angles of construction of this massive fortress defies logic; staring at its architecture for longer than a minute or so tends to give the viewer headaches.
75-76	A latticework of walkways connects haphazardly placed towers to create a castle that actually appears to be more air than solid material, held in place by cunning design that defies mortal logic.
77-78	The buildings of this castle interlock like puzzle pieces, though this is only obvious when viewed from above. Narrow alleyways run between the tightly intertwined buildings.
79-80	A large dome tops the castle's central keep; while spire-topped towers supported by flying buttresses crest each corner of its outer wall. A crenulated walkway provides access all around.
81-82	Though it appears to be little more than a tumble-down ruin, this castle is designed to be inconspicuous; piles of "rubble" are actually hollowed out to act as buildings and hallways. Some are designed to collapse on intruders.
83-84	A grand pyramid serves as the keep for this odd castle. Though no visible walls exist, a series of monoliths rain fire down on anyone who dares to pass between them.
85-86	Polished silver coats every surface of this magnificent castle; the reflected sunlight acts as a gleaming beacon visible for miles.
87-88	Red brick with white mortar has been used in the construction of this unorthodox castle, in stark contrast with the usual grey stone that permeates the region. The red bricks have been used to spell out certain eldritch symbols.
89-90	Powerful illusionary walls made of fire repel invaders from this castle as well as any conventional defences could. The illusionary fire walls hide stout granite walls.

91-92	At the confluence of two rivers stands a castle that sprawls over and around the entirety of the waterways; cunningly constructed walls providing shelter for water-wheel powered buildings within.
93-94	Fire spouts from the towers of this grandiose brass citadel, which seems like it might be displaced from the Elemental Plane of Fire.
95-96	The graceful, sweeping architecture of this castle belies its true strength—a web-like latticework woven into its walls forces energy to be dispersed in a way that makes the walls far stronger than they appear to be.
97-98	This seaside castle appears to be made of sand, though it shows no sign of weathering despite its odd construction material.
99-100	This large stone castle seems to be of normal construction, but a thick mist hides the fact that it is hovering about a foot off the ground.



CASTLE DRESSING

Castles are not dull, drab places; many minor sights, sounds, and discoveries lie in wait for the characters.

D%	DRESSING
01	The bones of hundreds of humanoids litter the fields surrounding this castle.
02	Eldritch crimson glyphs have been painted on every surface of this castle.
03	A massive hole pierces one wall of this castle.
04	A stone tied to the end of a tree trunk grows in the centre of the castle's courtyard.
05	A tangle of briars has been carefully cultivated to grow over the walls.
06	The entire keep has been painted bright blue.
07	The roof has been shingled in copper that long ago oxidised into a brilliant green colour.
08	Rows of decaying bodies have been staked upright outside the gates.
09	The keep is made from an unusual stone, which is not available locally.
10	Intricately sculpted caryatid columns support the entrance to the keep.
11	Topiary monsters guard the castle's courtyard.
12	A vast array of various flags flutter atop the castle walls. Some flags are old and are from kingdoms or noble families long fallen.
13	Long abandoned, but still mostly intact, siege equipment lays scattered nearby.
14	Rows of abandoned pavises face the castle.
15	A crucified skeleton stands outside the walls; a sign around its neck reads "Heretic."
16	Ornately decorated flying buttresses depict a variety of terrifying monsters.
17	A sculpted name over the entrance has been hastily scraped away; a new name is daubed over it in fresh paint.
18	The castle's tallest tower has become the nesting place of a storm of semi-domesticated stirges.
19	A dried-up moat circles the castle.
20	A circle of standing stones surrounds the castle.
21	A line of statues, cast in magically hardened glass, adorn the walls.
22	Scrawled graffiti covers every surface of the castle with blasphemies.
23	A variety of rare birds have been nailed to every wall in some form of macabre display.
24	A menagerie of inanimate gargoyles provides perfect cover for their monstrous living cousins on the castle's walls.

25	A wall burned and damaged by lightning has never been repaired.
26	A set of large drums allows for communications within the castle.
27	The gates of this castle have been painted with black and orange tiger stripes.
28	A black tar-like substance seems to be slowly spreading across the walls and floors of this castle.
29	A bird-dropping-coated statue depicts the founder of this fortress.
30	A tiny shrine dedicated to the god of war is the cornerstone for this keep.
31	Dozens of crows' nest top the castle's main gate. The birds are encountered everywhere.
32	Most of the courtyard is filled with brightly coloured butterflies.
33	The foundation of a stout tower with a staircase has been built nearby.
34	An enormous stone, probably hurled by a catapult or giant, is embedded in the castle's wall.
35	A vast assortment of brightly coloured shields hangs from a large tree outside this castle.
36	A golden statue of the castle's founder stands proudly in the central courtyard.
37	Petrified birds are scattered throughout the courtyard as if they dropped from the sky.
38	An orange grove dominates much of the area around the castle.
39	Exquisite tapestries depict the founding of the castle as an almost legendary event.
40	All of the doors of this castle are made of magically reinforced glass.
41	A pair of stuffed and magically preserved owlbears flank the entrance to the keep.
42	A recently sprung pit-trap stands open outside the castle's gate. Many sharp spikes line the pit.
43	Clouds of swirling blue smoke surround the castle.
44	A rainbow pours out of one of the upper windows and pools at the base of the castle's wall.
45	Ballistae perch atop the castle's towers.
46	A rusty portcullis lies discarded beside the castle's main gate.
47	A bas-relief of a grim reaper is carved above every door in the castle.
48	The skeleton of a hydra lies impaled on a lance in the courtyard.
49	A strange mausoleum bearing the name of an ancient hero stands unopened nearby.
50	A deep pit has been dug just outside the castle walls. It is old and partially full of rubbish and detritus.

51	Columns made of delicate-looking marble hold up the ceiling of the castle's great hall.
52	Ornate leafy faces have been carved into the keystones of every archway.
53	Coloured tiles form a red and white checkerboard pattern on the gatehouse.
54	All of the statuary of the castle seem to slowly change position over time.
55	Hundreds of lanterns hang from every conceivable position within the castle walls.
56	Semi-tame peacocks wander the castle grounds.
57	An ornate bell crowns the keep's central tower.
58	Despite the climate, a sandy garden complete with palm trees is growing in the courtyard.
59	Delicately painted details cover the ceilings of the great hall and chapel.
60	A massive chandelier is suspended in mid-air within the castle with no visible means of support.
61	All of the buildings in this castle have transparent glass roofs.
62	This castle has a rarity—cleverly fashioned running water and plumbing.
63	Buried crypts from an older building lurk under the castle.
64	Gorgeous twisted columns denote the main entry to the keep.
65	Fist-sized worthless gems litter the courtyard.
66	A well-maintained herb garden provides a focus for the inner court.
67	Suits of gleaming armour stand vigil at every doorway of this well-defended castle.
68	Bird excrement streaks the castle walls.
69	A large telescope in a high tower serves as a celestial observatory.
70	Broken glass, as though from bottles hurled from a window, lies at the base of the gatehouse's towers.
71	Terrifying shrieks emerge from beneath the castle.
72	The stench of decay fills the air of the courtyard; its source is indeterminate.
73	Darkness, seemingly a physical thing that fills the air, seeps from the windows of the castle.
74	Phosphorous moss grows on the castle, illuminating it at night.
75	Thick clouds cling to the upper reaches of the castle's towers.
76	The doors of this castle are mirrors that ripple like water when passed through.
77	Vats of acid are mostly buried in the courtyard; the remains of small animals lie nearby.
78	Black smoke pours from a chimney in the central keep; the acrid smell of burnt flesh fills the air.

79	Fecund poisonous fruit-bearing vines grow on the castle walls.
80	Thousands of discarded arrowheads litter the ground around the castle.
81	An enormous crater complete with glowing stone meteorite pierces the castle's courtyard.
82	Scorch marks attest to an attempt to burn down the castle.
83	The castle stands upon an island in the centre of an artificial lake.
84	A complete dragon's skeleton has been wired in a rearing pose over the castle's gates.
85	The hoof prints of hundreds of horses mar the dust around the castle.
86	One of the castle's towers collapses every night at dusk, only to be reformed by dawn's first light.
87	A carpet of red poppies dominates the fields surrounding this castle.
88	The dried-out husk of a giant octopus is wrapped around halfway up one of the castle's towers.
89	All of the doors in this castle have been closed with massive chains and padlocks.
90	All of the glass from the windows of this keep have been blown out.
91	A rope circle on the ground forms an ad-hoc fighting area in this castle's courtyard, but whether it is for humans or animals is unknown.
92	A troupe of performers puts on a ghastly dark comedy outside the walls of this castle.
93	All of the windows of this castle have heavy bars across them that can swing open, though many are rusted shut.
94	A pristine guillotine is prominently displayed in the courtyard.
95	A pit full of skulls has been dug next to the gates of this castle.
96	Wild cats patrol the walls of the castle. The place has a rat infestation, and the cats eat well.
97	Brightly coloured exotic feathers, falling from a cloud castle hovering above the castle, tumble through the air around this fortress.
98	A statue fashioned from what seems like a single enormous diamond depicts a bird in flight over the main gates.
99	The castle's gates stand open, and the place seems abandoned at first glance.
100	The castle walls and towers have been whitewashed; in the sun, they reflect the light, and the castle literally glows as a result.

COMPLICATIONS & OPPORTUNITIES

Lucky adventurers find opportunities almost anywhere.
Unlucky adventurers find complications almost anywhere.

D%	COMPLICATION OR OPPORTUNITY
01-08	When the characters arrive, they find the castle abandoned. They discover signs of obvious battle, although no corpses remain. Almost everything of value has been looted, but a careful search might uncover a level-appropriate treasure.
09-16	A member of the castle's garrison has been found guilty of treason. When the characters arrive, the garrison is preparing for this execution; a gibbet hangs out from a high tower and single, doleful drum is sounding.
17-24	The lord of the castle is out hunting; as the characters arrive, their hunting party emerges from a nearby wood and approaches the party at a gallop. The lord questions them extensively about the reason for their presence.
25-32	The castle gates are shut, and the party cannot gain admittance. The plague or another disease is savaging the castle garrison, and they are trying to contain it within the walls.
33-40	The castle's lord has a problem, and the party's arrival is serendipitous. A large band of humanoids or bandits has been seen in the locality—they have not yet attacked the castle, but the lord is desperate for news of their lair and intentions.
41-48	Scaffolding festoons certain parts of the structure, and labourers are busy at work. Dust coats everything, and the folk therein are very busy and have little time for adventurers.
49-56	A large flying creature such as a dragon, or perhaps a small flock of lesser beasts such as wyverns or manticores, are attacking the castle.
57-64	The inhabitants of the castle are celebrating a local festival or an event of significance, such as a wedding or birth. The party are welcomed and encouraged to join the festivities.
65-72	The castle's lord loves hearing the tales of brave adventurers and their derring-do. The party are invited to dinner in the great hall. They are expected to regale the assembled diners with tales of their heroics.
73-80	The castle is on fire; perhaps an accident in the kitchen caused the conflagration, or alternatively, it could be the result of sabotage or attack.
81-88	The castle has just been attacked. The defenders repelled the attack, and the bodies of the fallen lie scattered about its walls. The defenders are tending the wounded, repairing battle damage and so on; they are suspicious of the party.

89-100	As the party approach the castle, an alarm bell rings, and the gates swing shut. It transpires the party resembles marauders who recently attacked the castle.
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CASTLE NAME

Every castle and fortress should have a name.

D%	CASTLE NAME
01	Stonehaven Keep
02	Castle Invictus
03	The Black Spires
04	Fort Hilhurst
05	Iron Widow
06	Castle Redbrykk
07	Gravehurst Manor
08	Schloss Frinzene
09	Chateau Lyon-Sur-Lac
10	Palace of Fallen Leaves
11	Manticore Keep
12	The Legacy of Sir Guillaume, Defender of the Land
13	Canderburre
14	Castle of the Seven Gates
15	Heaven's Barrier
16	Crossroads Castle
17	The Keep
18	The Victor's Circle
19	Barimus' Regret
20	Palace of the Six Broken Hearts
21	The Sleeping Phoenix
22	Crumbledown Keep
23	The Falling Fortress
24	Obsidian Armageddon
25	Hangman's Tribute
26	Keep of the Red
27	Flight of Fancy
28	Brookside Manor
29	Tower on the Coast
30	Imperious
31	Caer Syllan
32	The Safe House
33	Everac
34	Unassailable
35	Castle Neverfallen
36	Morgrymor Keep
37	Al Rahaj's Revenge

38	The Deadly Keep of Doctor Morimus Von Draak
39	Hell's Gate
40	The Spires at Sindaloo
41	Duke's Folly
42	Asylum
43	Gryndalore-on-Meridus
44	Slumbering Castle
45	Forsaken House
46	Warlord's Vigil
47	Solace-in-Turmoil
48	Fortress Black
49	Castle Renadau
50	Gryphon Keep
51	Protean's Gamble
52	The Final Testament
53	Saint's Respite
54	The Cleft Tower
55	The Skykeep
56	The Grande Estates of the Great Baron Armonde, Protector of the Worthy
57	Humble Beginnings
58	Victorius Imperialus
59	Lonely Tower
60	Lastskull Manor
61	Whitebrick Castle
62	The Slain Dragon
63	Den of the Last True Lion
64	Feragar Point
65	Survival's Hope
66	River's Edge Keep
67	Golden Valley Manor
68	The Walls of Eternity
69	Savage Keep of the Man-Lizards
70	Hericho's Walls
71	Forestwall Castle
72	Blackchasm Keep
73	Ilthurn Fort
74	The Thrice-Fated Keep of the Lord of Atherbury
75	The Solitary Tower of the Bandit King
76	Fort Brjekivk
77	Blackstone House
78	The Black Lord's Castle
79	Refuge from Darkness
80	Sea Devil's Bane
81	The Wall at the Edge of the World
82	Holdout Against Savagery
83	Castle Moraine

84	The Gates at River Blood
85	The Stone Hold of Clan Jorgundragmir
86	The Midnight Palisade
87	The Old Stones of Marlborough Forest
88	Castle Kranquist
89	Peacock Keep
90	The Legendary Fortress of the Iron Tsar
91	Bluethrush Hold
92	Thorton Stronghold
93	The Iron Walls of the Brass Sultan
94	Briaredge Fortress
95	Eagle's Eye Tower
96	Grim Abbey
97	Fortress of the Last Stand
98	Royal Keep of the Silver Prince
99	Sapphire Hold
100	Chateau Miserable

CASTLE RULER

This table lists the basic details of 20 lords and ladies. The rest of their details are left for you to improvise—after all, it is unlikely the party will fight the castle's lord. Improvise such details as the lord's personality and title. Minor titles include lord, lady, baron, baroness, warden, protector and marshal.

D%	LORD OR LADY
01-05	Aaro Laitnen (male human fighter)
06-10	Agis the Good (male human fighter/cleric)
11-15	Ati Buto (female human paladin)
16-20	Azakial Myloneir (male half-elf wizard)
21-25	Baki Lahum (male human monk)
26-30	Coel Frewer (male human fighter)
31-35	Daela Orrick (male human ranger)
36-40	Eadith Montier (female human cleric)
41-45	Eriulf the Scourge (male human fighter)
46-50	Etana Agade (male human cleric)
51-55	Gislin Fosi (male human fighter)
56-60	Gunda Manimi (female human fighter)
61-65	Holg the Destroyer (male half-orc fighter)
66-70	Irja Outila (female human wizard)
71-75	Lothair Omer (male human wizard)
76-80	Osswith Burch (female human fighter)
81-85	Perork the Pitiless (female half-orc fighter)
86-90	Rhea the Swift (female human thief)
91-95	Sauli Purho (male human fighter)
96-100	Willithar Friisond (female half-elf wizard/thief)



CAVES & CAVERNS

CAVES & CAVERNS

One of the great unexplored (at least by humans) wildernesses, the lightless reaches of the Ebon Realm are far from empty, boring places. Many opportunities for adventure lurk within.

MINOR CAVES & CAVERNS EVENTS

Many minor events of interest can occur while the characters explore a cave or cavern.

D%	MINOR EVENT
01	The subtle sound of dripping water reaches the characters' ears.
02	Cold water drips from the ceiling onto the characters' heads.
03	A perceptive character detects faint vibrations in the stone beneath their feet.
04	The faint aroma of sweat and blood lingers in the still air.
05	The soft clink of metal on stone betrays the presence of a nearby mining operation.
06	A single scream shatters the silence.
07	The soft clatter of a distant rockfall echoes through the cavern.
08	The sound of footsteps emanates from somewhere ahead of the party.
09	A foggy haze hangs close to the floor.
10	From some unknown place, the rhythmic beat of a drum begins.
11	A lone bat gets trapped in a character's hair.
12	A character dislodges a rock from its perch on a narrow ledge. The rock loudly clatters to the floor.
13	A cacophony of screaming fills the air. It continues for a couple of minutes before abruptly ceasing.
14	A cold breeze curls around the characters' ankles.
15	One character gets the distinct impression that unseen, hostile eyes gaze upon the party.
16	The cavern is totally silent except for the sounds the party makes.
17	A thick mass of cobwebs coating the ceiling suddenly violently undulates, although there is no obvious cause for their sudden movement.
18	Cold, merciless laughter echoes through the air. The laugh continues for a few moments and then stops. Later, it starts up again—this time, closer.
19	A small swarm of harmless bats flutter about the party's heads. The swarm flees from loud sounds or bright lights.
20	Painfully thin rats scuttle about the cave in search of scraps of food. Loud noises drive them away.

21	A perceptive character detects a faint clicking sound coming from behind the group.
22	Three tiny dim lights low down near the floor approach the party; these are harmless, luminescent beetles searching for food.
23	Slime oozes down a wall to pool on the floor; a noxious smell emanates from the slime.
24	A warm breeze curls around the characters' ankles.
25	A moaning sound fills the tunnel as a soft breeze caresses the party.
26	A precariously placed stone falls from a small ledge as the party passes.
27	The smell of ozone hangs in the air.
28	A soft slithering sound comes from a high ledge above the party's heads.
29	Glowworms crawl about the floor.
30	A suggestion of furtive movement comes from a dark cave mouth.
31	A red light flashes in the distance.
32	The putrid stench of decay and rot fills the air.
33	A stale, fetid smell wafts about the party.
34	Here, the air is perfectly still, and the silence—except for the party's noise—is absolute.
35	The temperature suddenly plunges to near zero.
36	A soft puff of grey dust spurts from a jagged hole in the floor.
37	The sound of many tiny scuttling feet reaches the party's ears.
38	Perceptive characters hear the clinking of a chain.
39	A dim flickering light emerges from a small hole under an overhang on a nearby wall.
40	Fresh water drips loudly into a small pool.
41	The sound of footsteps emanates from somewhere behind the party.
42	Cobwebs festoon the ceiling and undulate gently in a faint breeze.
43	A loud banging sound assails the party's ears.
44	Rancid greenish slime oozes down a wall into a deep pool.
45	Acrid smoke fills the cave; it seems to be emerging from a cave mouth partway up one wall.
46	Drips of blood fall from a huge smear of the stuff plastered over the ceiling. Clearly, something died here—recently.
47	This area is utterly silent.
48	Soft chuckling from some unknown source reaches the characters' ears. The chuckling is redolent with malice and ill-intent and follows the party sporadically.
49	A faint wisp of smoke swirls against the ceiling. The faint smell of burning wood hangs in the air.

50	A rounded pebble rolls slowly out of a narrow cave entrance ahead of the party.
51	Glowing violet eyes silently regard the party from a side passage. They disappear if approached.
52	The ceiling groans and shifts; dust sifts down from above, but nothing larger falls.
53	The smell of fresh dung hangs in the air.
54	Glowworms crawl about the ceiling and walls.
55	A soft breeze blows into the characters' faces.
56	A foggy haze obscures the ceiling.
57	Steamy mist rises from a long, jagged floor vent.
58	Faint screaming reaches the characters' ears.
59	A crack suddenly appears in the ceiling above the party's heads.
60	The harsh clamour of metal on metal—a desperate battle—starts up from the west. Screams mingle with the sounds of battle.
61	A pain-filled howl reaches the party's ears.
62	A magic mouth appears on the wall and says, in Elven, "Danger. Beware the Lurker in the Dark" before disappearing. The magic mouth is permanent and reappears every time a living creature passes by.
63	The cold breeze blowing into the characters' faces is heavy with moisture.
64	A strong updraft of air bursts from a crevice as the party passes by.
65	The barely perceptible sound of rushing water comes from under the cave floor.
66	Something furtive moves in the shadows at the maximum extent of the party's lights.
67	Snatches of indistinct conversation in what might be Dwarven reach the characters' ears ¹ .
68	The strong aroma of sweat and blood hangs heavy in the air.
69	A low buzzing sound fills the air.
70	A tiny spider falls onto a character's head.
71	A lone bat flutters about the party's heads before flying away.
72	The faint rhythmic clanking of metal on metal—perhaps a forge or mine operation—emanates from a narrow crack in one wall.
73	The smell of rotting vegetation emanates from a decidedly ill-looking patch of mushrooms festooned with mould. One of the mushrooms quivers slightly at the characters' arrival.
74	The distant tramp of many booted feet—drawing closer—echoes through the tunnels.
75	A soft breeze caresses the characters' backs.
76	The air temperature suddenly rises dramatically.
77	A heat shimmer fills the air ahead of the party.

78	In this section of cavern, sounds echo weirdly and loudly, making stealthy movement difficult.
79	An arrow shot from the darkness narrowly misses a character. It splinters on a nearby wall.
80	The stench of burnt flesh hangs in the air.
81	Cackling emanates from the darkness.
82	Shadows shift and move with a certain furtive purpose at the edge of the party's lights.
83	A faint yellow flame wavers in the distance.
84	The discordant sound of a wailing pipe comes from somewhere ahead of the party.
85	The deep rumble of stone grinding on stone reaches the party's ears.
86	A large boulder rolls out of a side cave.
87	A loud buzzing sound fills the air.
88	A swarm of harmless bioluminescent flying insects surrounds the party.
89	The rhythmic clamour of a gong shatters the quiet.
90	A horde of blind white beetles swarm over a patch of wet wall carpeted with purple lichen.
91	The screech of some underground predator assails the party.
92	Squeaking heralds the arrival of three small blind, albino rats.
93	A skull rolls from the mouth of a dark passageway which the characters have just passed.
94	The acrid smell of powerful acid fills a low-lying section of the cave.
95	The rumble of fast-moving floodwater rushing toward the party heralds the arrival of sudden, potentially lethal danger.
96	The floor beneath the party sags and groans before collapsing into a cavern below.
97	The cracked floor in this cavern is unstable—perhaps deliberately so. A weight of more than 300 lbs. causes the unstable section to collapse into a cave below.
98	If the characters carry mundane light sources, the flames flare blue as the party makes their way through a low-lying section of tunnel.
99	A powerful, chill wind roars through the cave, drowning out conversation and potentially extinguishing any open flames.
100	The roar of a cave-in—close by the cacophonous sound—rents the still air.

CAVES & CAVERNS DRESSING

Caves and caverns are not dull, drab places; many minor sights, sounds, and discoveries await the characters.

D%	MINOR DRESSING
01	A gnawed leg bone lies on the ground.
02	The horse-sized skeleton of some kind of ferocious underground predator is scattered about the floor.
03	A hollow in the floor holds a gallon of pure water. A small wet patch on the ceiling directly above the hollow betrays the puddle's source.
04	A small splintered crossbow bolt of curiously delicate design lies against a wall.
05	A gushing stream cuts through the cavern. It is audible for some distance.
06	A small pile of unstable rubble covers the floor.
07	A smudge of charcoal on the wall shows where an explorer has stubbed out a torch.
08	Footsteps on the dusty floor show where someone walked long ago.
09	Long, thin stalactites hang from the moist ceiling. They grow above similar-looking stalagmites; in places, the two growths have formed glistening columns of slick stone.
10	A mass of piled stones has been deliberately used to block up a tunnel mouth.
11	Deep cracks riddle the floor. Paranoid characters may suspect the floor is unsafe.
12	Scratches on the wall show where some underground predator sharpened its claws.
13	Water oozes from a crack in a wall into a shallow, muddy pool.
14	A damp patch covers part of one wall; it glistens in the party's lights.
15	A single knee-high leather boot stands upright in the centre of the floor.
16	A pool of water fills half the area. The pool extends under a rock shelf to a hidden cavern wherein ghouls once laired.
17	Dark stains on the walls close to the ceiling show this area has repeatedly flooded. Puddles of cold water dot the floor.
18	A stone has been laid over a small hollow in the ground under an overhang. The hollow holds a bag containing a cache of 96 golden coins minted with the head of a female elf.
19	A curtain of dripping green and red lichen hanging from the ceiling almost reaches the floor.
20	Luminescent insects scuttle about the ceiling. Their changing positions mimic mystic sigils.

21	A pile of sticks in a corner shows where someone tried to build a small fire.
22	A bent copper coin sticks from a crack in a wall.
23	The smell of rotting vegetation emanates from a decidedly ill-looking patch of mushrooms festooned with mould.
24	The head and half the haft of a warhammer lie next to the skeletal remains of a long-dead dwarf.
25	A mouldy grey blanket lies in a muddy puddle.
26	A broken arrow lies on the floor by a wall.
27	Bat guano dots the floor.
28	Rusted spikes set at ankle height jut from opposite walls. Scraps of rope are twisted around both spikes.
29	Specks of ore in the ceiling glimmer in the characters' light.
30	A shaft of sunlight pierces the ceiling through a tiny hole. A pool of rainwater fringed with fungi and lichen lies below the hole.
31	The rotting carcass of a giant spider sprawls on the floor, surrounded by a dried pool of ichor and blood. Someone has removed the spider's fangs.
32	A rough 20-foot-deep pit has been hacked into the floor. Iron spikes line its bottom.
33	As #33, but the corpses of several creatures are impaled on the spikes.
34	A tripwire runs across the corridor; it is attached to a precariously balanced shield, which clatters to the ground if the tripwire is activated.
35	A perfectly detailed statue of an elf wearing supple chainmail and aiming a one-handed crossbow part fills an alcove.
36	Wet footprints emerge from a pool in this cavern and lead away in the direction of the party's travel.
37	A series of high, rough, debris-strewn natural steps lead upwards to the next passageway.
38	A pile of rubble lies about a passage opening. Disconcertingly, bite marks seem to surround the tunnel as if something had chewed its way through the rock.
39	A rusting, part-crushed lantern lies on its side.
40	Faded arrows of blue chalk point the way through a small but confusing labyrinth of narrow caves.
41	The passageway enters a huge cavern, runs along a narrow ridge high up on one wall and then descends into another passageway.
42	An expansive grove of monstrosly large mushrooms fringe the bounds of this large subterranean pool.
43	Luminescent green lichen covers the ceiling. Discoloured water drips from the lichen.
44	Rotting chunks of wood cover the floor.

45	A torn, empty sack lies on the floor.
46	A fresh blood stain mars the cavern floor.
47	A rock cairn holds the body of a dead explorer.
48	The cave ceiling drops to only three feet high.
49	A six-foot-high natural step divides this area.
50	Simple paintings of a terrible beast cover a wall.
51	The cave descends a series of rubble-strewn natural steps. Each step is about two feet high.
52	Drips of dried candle wax lead down the passageway for several hundred feet.
53	The shards of an empty wine bottle lie amid the rubble of a small side cave.
54	Dark stains on the walls show where this passageway has flooded; tangled masses of debris show the flood's extent.
55	A bundle of fetid rags, home to a colony of insects, hangs from a wall.
56	A waterfall tumbles through the ceiling and into a hole in the floor; spray fills the air.
57	Huge piles of long-dropped animal dung dot the floor; here and there, footprints show where other travellers have trod in the stuff.
58	A faint arrow is scratched into a wall at about a human's waist height.
59	Blind, albino fish dart about this long and thin lake fed by several small cracks piercing its bed.
60	A stepped series of four deep pools lie below a sluggish waterfall.
61	An old wooden ladder leans against a wall.
62	Thick mud cloaks the cavern floor, and water drips from the ceiling.
63	Cracks in the mould-riddled ceiling allow a faint, damp breeze into the area.
64	A near-bottomless shaft pierces the floor.
65	Bat guano covers the floor.
66	Rampant mould grows over the corpse of a huge, scaly beast. Investigation reveals the creature broke a leg and probably starved to death.
67	A swarm of tiny spiders scuttle about a curtain of webs hanging over a cave entrance.
68	Marks on the walls and floor show where someone has widened and improved the area.
69	Primitive symbols, daubed in dried blood, decorate the walls and floor.
70	A rotting, inhumanly long tongue lies on the floor.
71	Glowing purple fungi grow all over a stone standing in the centre of the area.
72	An impromptu breastwork of piled stone cuts the area in twain.
73	As #72 but skeletons and rusting equipment show a battle was fought here long ago.

74	Small piles of stones mark a set of cave mouths.
75	Shards of pottery—a smashed jug—cover the floor.
76	Bits of matted fur hang from the cave wall.
77	The ceiling soars to 40 feet high.
78	The passage seems to end in a water-filled sump.
79	The remnant of a magic circle of powdered silver lies on the floor. A spray of dry arterial blood hints at the fate of the person creating the circle.
80	The tangled skeletons of some old skirmish fill this area. Successive explorers have picked the site clean—nothing of value remains.
81	A broken sword blade is wedged into a crevice.
82	A pick handle lies on the floor next to a small hollow hacked from the cave's wall.
83	A wooden chest (a mimic) stands against a wall.
84	Two slabs of rock have fallen from the ceiling and become wedged against one another; they form a low arch that explorers must crawl under.
85	A field of iron caltrops covers the floor.
86	Scattered teeth and bones dot the floor.
87	Bloody scratches mar a wall near a small ledge.
88	A bloody handprint decorates a wall near a small pile of mouldering equipment.
89	"Vilimzair was Here" is carved into a wall.
90	A soggy, mould-ridden length of rope hangs down one wall. The rope leads up to a high passageway leading off to the west.
91	A cracked water flask lies against a wall.
92	The remains of a small campfire fill a small ledge set about six feet up a wall.
93	A shattered coffer lies on its side against a wall.
94	A rope bridge crosses a wide chasm.
95	This cave holds many bones and much rotting equipment. This was once a predator's lair.
96	A cave-in blocks the passage; it takes three hours of work to clear a way through the blockage.
97	A cave-in has almost blocked the passage, but the party can crawl over the tumbled debris to make further progress.
98	A deep chasm cuts the ground in twain. The chasm is 20 feet wide and 70 feet deep. Strange sounds emanate from its depths.
99	The outcrop of rock hanging over the entrance to a passage looks a bit like a melted face.
100	The ruin of a small fortified building sits in the centre of this large cavern. A veritable sea of bones surrounds the ruin.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	The party traverse a set of dry, dusty and seemingly abandoned caves.
06-10	The party spend hours traversing a huge cavern whose uneven floor is covered with boulders. Afterwards, they follow a long, winding passageway for the balance of the day.
11-15	A series of cave-ins force the party on a circuitous, time-consuming detour.
16-20	The party follows a trail of old tracks for the day.
21-25	Bats and scuttling albino insects are the party's only companions this day.
26-30	The party pass through vast, lofty caverns strewn with rubble. Although sounds echo weirdly, they encounter no one or nothing of note.
31-35	The party discover a cave-in has blocked the passageway they need to take, and they spend most of the day carefully clearing the blockage.
36-40	The party discover a long and straight but undulating passageway leading in the right direction and makes excellent time.
41-45	The party cross four streams during their day's journey. Although they see tracks on the stream banks, they encounter no creatures.
46-50	The party discovers a huge cavern near-filled with the still waters of a subterranean lake. Skirting the lake is slow and boring.
51-55	An escarpment of crumbling stone blocks the party's passage, forcing them to backtrack to find another way around.
56-60	Pushing through a series of uninhabited, wet caves, the party see nothing of note all day.
61-65	The party traverses a spiralling ramp running around a deep shaft that leads ever-downwards. The ramp is narrow, and the going is slow.
66-70	Local flooding forces the party to backtrack and waste a whole day trying to find a way forward.
71-75	Old tracks in the dust lead the party onwards.
76-80	Empty, dead caves wind ever-onwards.
81-85	The party pass through a weird, dank forest of gigantic mushrooms.
86-90	Old tracks in the rock dust show where previous travellers have been.
91-95	Minerals glimmer in the walls, floor and ceiling throughout today's empty caves.
96-100	The party follows a sluggish, shallow stream for much of the day before entering dry caves later.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	This dry cavern has a flat, debris-free floor.
06-10	Reached via a sloping ledge, this cave has a naturally hidden entrance.
11-15	A sluggish waterfall oozes into the pool that half-fills this otherwise dry chamber. The pool's banks are smooth and free of debris.
16-20	Phosphorescent lichen fills this dry cave with dim violet light. Scorch marks on the floor show where other travellers set a fire.
21-25	A ledge overlooks a crumbling escarpment of stone, which drops into a huge cavern. This provides an excellent vantage point.
26-30	A narrow but flat, sandy shelf next to a stream provides a comfortable campsite.
31-35	A waterfall wards the entrance to a deep cave. The remains of an old, dusty camp fill the cave.
36-40	A ramp of narrow, smooth stone leads upwards to a highly defensive cave.
41-45	A cave pierces the wall on the other side of a small lake. Boulder stepping stones lead to the cave.
46-50	Piles of rubble have been pushed to the sides of this roughly circular cavern. Trash left by previous explorers litters the cavern.
51-55	The tumbled remains of a slender tower dominate this large cavern. The tower stands on a slight rise surrounded by a still, black lake. The tower's lower floor remains habitable.
56-60	A narrow crack in a wall leads to a long, thin and dry cavern with a comfortable sandy floor.
61-65	The crumbled remains of what may have once been a village of sorts fill a large cavern.
66-70	Undulating piles of rubble fill this large cavern.
71-75	A curtain of flowstone reaching almost to the floor divides this chamber into two sections.
76-80	A sea of bones covers the ground of this large cave; this was once the lair of a powerful predator.
81-85	A causeway of piled stones leads to a small, defensible island amid the waters of a dark lake.
86-90	An open secret door betrays the location of an old dwarven safe haven. It is dry within.
91-95	A dusty grey blanket hangs over a narrow tunnel leading to a dry, comfortable cave.
96-100	A glowing door surrounded by mystic runes provides access to a small demiplane. The demiplane apes a wizard's tower and has all the comforts and amenities to be expected therein.

RANDOM CAVES & CAVERNS ENCOUNTERS

D12	CREATURES	NOTES
1	Troglydye (1)	A scout for its tribe, this troglodyte creeps through the Ebon Realm's endless dark in search of food. If it spots the party, it does not attack but follows them until they stop to rest. Once they do so, it slips away to summon its fellows. Soon, the tribe will eat well!
2	Rust monster (1)	A rust monster wanders the caves searching for sustenance. It has not eaten in days, and it is hungry!
3	Duergar (6)	These dwarves search for a vein of iron ore reported by one of their scouts several weeks ago. They carry much mining gear and supplies for a long sojourn. Blackhearted and foul, these duergar are not interested in fighting; they would rather let the party pass. They defend themselves vigorously, if attacked.
4	Ghouls (4)	Driven by their endless hunger, these ghouls slink through the underworld in search of food. The group was once much larger but recently fell foul of a drow raiding party; thus, they avoid elves.
5	Shadows (2)	These shadows linger over the ruin of a drow outpost long fallen to one of the dark elves' many enemies. They lurk in the ruin's deepest recesses and wait for prey to settle down to sleep before striking.
6	Shikiri (medusa)	Shikiri has dwelt in her cavern-home for decades. She is lonely and sometimes appears as a heavily cowed figure who offers to guide travellers through this part of the Ebon Realm. If the characters are courteous and kind and keep to the agreement she makes with them, she does not reveal her true identity. If they fail her, she stones them without mercy.
7	Black pudding (1)	Lurking in a jagged crevice in the ceiling, this mindless predator waits for prey to wander below. When a living creature does so, the black pudding falls onto it.
8	Minotaurs (3) and kobolds (12)	A gang of minotaurs claims this cave system that intersects with an old dwarven mine. The minotaurs know their labyrinth intimately and let explorers get deep inside before striking. The minotaurs are aided by a group of kobolds, who they allow to take the scraps from their kills. The kobolds have set many cunning traps throughout the labyrinth.
9	Giant octopus (1)	This monstrous aquatic beast lurks in the deep waters of a sunless, subterranean lake. A series of small islands linked by ridges of stone barely above water level crosses the lake. The octopus attacks when its prey is far from the shallow waters fringing the lake.
10	Goliath spider (1)	This colossal spider has laired here for decades, and it has grown fat on the fresh meat that sometimes blunders into its lair. Cobwebs festoon the lair, but water dripping down through the ceiling conspires to keep them wet enough to resist most flames. The fetid stench of the spider's lair is almost overpowering and detectable for some distance.
11	Roper (1)	This roper lurks in a cave beyond a 20-foot chasm. Crude stairs cut into the chasm enable travellers to traverse the obstacle. The roper is cunning and lurks here to dine on those using the perilous steps. Once it has ensnared a victim, it drags them across the chasm to its lair.
12	Purple worm (1)	Ever hungry, this rapacious predator detects the characters and tunnels underneath them. Perceptive characters detect tremors in the floor and to realise what they probably mean before the beast bursts forth. The worm fights until reduced to one-quarter hit points.



DESERTS

DESERTS

Deserts are far from bland locales comprising nothing but sand dunes, the occasional cactus and unending sun. Gnoll tribes, ferocious blue dragons and ancient ruins all lurk in the interior ready for brave adventurers to discover them.

MINOR DESERT EVENTS

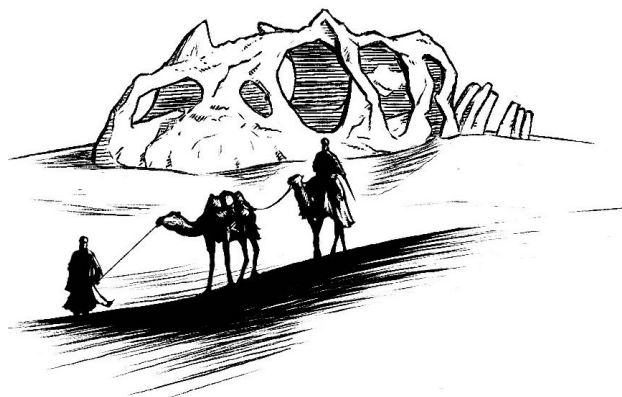
Many minor events of interest can occur while the characters explore a desert.

D%	MINOR EVENT
01	The smell of spices hangs in the air.
02	During the night, the howling of a pack of jackals makes it hard to sleep.
03	Severe heat blankets the desert.
04	A slight breeze gives a needed respite from the sweltering conditions.
05	Five stones are arranged amid the sand in a semi-circular pattern.
06	Patches of sand feel wet to the touch. (In fact, it is soaked in acid, which deals 1d4 acid damage).
07	The wind has laid bare a small nest of eggs.
08	The setting sun bathes the endless dunes in blood-red hues.
09	Two sets of neatly folded clothes lie in the party's path; there is no sign of their owners.
10	Drifting sand partially covers a large, polished purple stone.
11	Several large birds circle on the horizon.
12	A goat herd nibbles at the sparse scrub.
13	The party comes across an empty, partially collapsed tent.
14	A flock of vultures are startled and take flight, abandoning their grisly meal.
15	Cool, welcome shade lies under a wide and deep rocky outcropping.
16	A pack of hyenas trails the party for a while. They stay at a safe distance and flee if attacked.
17	In the distance, a caravan passes the party.
18	The winds die down, and the air is still.
19	A dark shape blots out the stars in the night sky.
20	A loud, animalistic roar breaks the silence.
21	Giant footprints are discovered just as the soft wind covers them with sand.
22	A young boy frantically searches for a lost sheep.
23	Several rocks stick up through the sand. They seem to be arranged in circular patterns, but whether it is a natural occurrence or artificial is impossible to tell.

24	A dung beetle rolls a ball of dung up a dune.
25	A monitor lizard warms itself on a nearby rock.
26	The party travels through an area of fine pitch-black sand.
27	Tracks from three large slithering creatures cross the sand.
28	A group of escaped slaves come crawling through the dunes, near death from thirst and starvation.
29	The wind carries the sound of far-off chanting in the dead of night.
30	Heaps of camel droppings cover the sand.
31	On the top of a nearby dune, several vultures feast on a dead camel.
32	A flying carpet passes over the party; the carpet's passengers take no notice of the characters.
33	Scorch marks in the sand tell of a magical duel.
34	Bestial tracks cross the sand. These tracks foreshadow the party's next random encounter.
35	A desert cliff has steps carved into it. Someone or something is scaling the steps.
36	In the distance, a massive sandstorm rages. Luckily, it will not move in the party's direction.
37	The dried-out husk of a kobold lies in the sand.
38	A large mesa stretches out before the party; sunlight glints from something atop it.
39	A red silken veil drifts past the party, blown by the faint breeze.
40	Fresh tracks reveal a gnoll slaver caravan is operating in the area.
41	The party finds a skeleton clutching a dust-filled waterskin and a faded map.
42	A character finds a huge, cracked tooth partly buried in the shifting sand.
43	A perfectly circular hole pierces the bedrock. Scratching sounds come from within.
44	The stinking rotten carcass of a gigantic worm lies in the sand.
45	A natural sandstone bridge spans a deep chasm.
46	At night, the glow of a campfire rises from beyond the dunes.
47	A perfectly clean skull sits on the sandy ground; scorpions lair within.
48	Small waves ripple in the sand as if something is burrowing beneath.
49	While the party camps at night, green lightning can be seen shooting up from the ground some miles to the south.
50	A 20 ft. by 20 ft. carpet lies halfway up a dune. It is in pristine shape, and not a single grain of sand mars the carpet's surface. If the characters approach, it flies away.

51	A wet bloodstain, in a roughly human shape, mars the sand. Someone probably bled to death here.
52	A whirlwind traverses the desert against the prevailing wind direction.
53	A small lizard watches lazily as the party passes.
54	A raving mad hermit yells insults at the party.
55	A nomadic tribe riding camels, travelling in the opposite direction, passes the party.
56	The unmistakable sound of a rattlesnake reaches the party, but no snake can be seen nearby.
57	A vulture falls from the sky, dead.
58	Sunlight glints off an eight-inch long bluish-tinted scale partly buried in the sand.
59	A small merchant caravan approaches over the dunes but veers away from the party.
60	A well-guarded caravan takes steps to keep the party at a distance.
61	At night, a sickly green glow is seen over the dunes to the east.
62	Several vultures circle overhead.
63	A half-dead jackal is trapped in a snare.
64	The rearmost party member's waterskin has been leaking for a while; it is now half full.
65	The wind has formed a lifelike face in the sand.
66	A heavy scimitar sized for a giant lies in the sand.
67	At night, the sound of huge flapping wings comes from far above the campsite.
68	A character falls over a stone sticking up through the sand. Worn, unreadable runes cover the stone's every surface.
69	A lone gnoll scout observes the party.
70	A small rodent flees from the party into a hole in the sand.
71	Sand covers most of an ancient ruined building.
72	A family of meerkats watches the party curiously from their underground tunnel entrances; should anyone approach them, they dive into the safety of their tunnels.
73	Something on a dune a few miles away reflects the sun into a character's eyes.
74	A nonvenomous snake slithers below the sand as the party approaches.
75	The night is pleasantly warm.
76	Thirteen blazingly hot silver pieces lie in the sand. They glint in the harsh sunlight.
77	In the far distance, a bluish mountain range rises from the desert.
78	Wisps of smoke seen over a dune leads to a campfire used by someone during the night.
79	A dragon-like creature sits on a rocky outcrop in the distance.

80	A scorpion kills a beetle and carries its prey off.
81	Nomads collect water from cacti. They silently watch the characters and only offer minimal hospitality or help.
82	A green human-shaped rock lying in the party's path radiates cold.
83	Tracks reveal a group of gnolls passed this way a few hours ago.
84	A crate dropped by a caravan lies in the sand.
85	The wind is noticeably colder than usual.
86	A desert tortoise has been flipped over and is struggling to regain its footing.
87	Bats fly over the party's campfire.
88	Two small scorpions are engaged in a battle for a dead beetle.
89	A spear has been driven into the sand.
90	The wind blowing around nearby hoodoos plays a haunting tune.
91	A large patch of cacti is in full bloom.
92	A single boot—half-filled with sand—stands forlornly halfway up a dune.
93	At dawn, cacti drip with dew.
94	A desert owl silently glides over the party's campfire at night.
95	A distant pack of gnolls travel hastily away from the party.
96	The desert shows signs of recent precipitation.
97	The party reaches an oasis where they can stock up on fresh water.
98	No living things have been seen for miles.
99	A bottle of fine wine lies part-buried by the sand. The bottle's contents have long since evaporated.
100	An oil lamp lies discarded in the sand.



DESERT DRESSING

Deserts are not dull, drab places; many minor sights, sounds and discoveries lie in wait for the characters.

D% MINOR DRESSING

01	A dead rattlesnake lies coiled at the bottom of a shallow sinkhole.
02	Several animal skeletons lie around a small oasis.
03	The merciless sun has fused the top layer of sand into glass.
04	Four gnolls riding huge hyenas crest a nearby dune. At the sight of the party, they retreat.
05	A gigantic bird flies overhead, clutching a dead camel in its talons.
06	A welcoming oasis turns out to be nothing more than a mirage.
07	A dry well stands in the middle of some ruins.
08	A giant scorpion scuttles into view.
09	Cries for help lead to two men buried in the desert sand up to their necks.
10	An eroded statue of an eagle-headed man stares off into the distance.
11	A lamia shelters from the searing sun in the shade of a dune.
12	The party discovers an abandoned campfire; it is nothing but embers now.
13	A recent sandstorm has unearthed a black monolith covered with strange, unreadable sand-worn inscriptions.
14	The skeleton of a colossal creature sprawls across the sand.
15	A troupe of wandering merchants ask to travel with the party for protection.
16	The soft sand is deep in this part of the desert and counts as difficult terrain.
17	Clicking sounds from over the dune reaches the party's ears.
18	An ancient ruined watchtower is partially buried by sand.
19	Camel-riding slavers question the party concerning escaped slaves.
20	The sand comes alive as several hungry scarab swarms emerge.
21	Giant ants devour a dead camel.
22	A small oasis lies in the lee of the next dune.
23	A tablet with mostly worn-off hieroglyphs lies halfway down a dune.
24	A recent sandstorm has revealed a cave entrance.
25	A large patch of sand feels cold to the touch.
26	A pack of hyenas pick up the party's scent.

27	A burnt-out shipwreck lies halfway down a dune.
28	Ten-foot-high cacti form a thorny desert forest.
29	The party must cross a wadi; the dry riverbed has steep sides.
30	A severe sandstorm makes travel impossible unless the party possesses magical protection.
31	A randomly determined character falls into a patch of cacti and takes 1d6 damage.
32	A madman in fine clothes wanders under the searing sun.
33	A crude wooden tower stands in the lee of a dune.
34	A ruined stone aqueduct juts from the sand at an odd angle.
35	A djinni sits in front of a chessboard; he invites a character to play.
36	The party discovers a scene of carnage and bloodshed; a caravan has been raided. Both men and camels have been put to the sword; nothing of value remains. (A gnoll raiding party is responsible and has carried away the caravan's survivors as slaves and food).
37	Screaming curses, a frightened, half-naked, sunburnt gnome rushes into view.
38	A wooden sign proclaims, "Hell's Courtyard".
39	A shredded backpack lies in the sand.
40	A ruined tower floats several feet above the sand.
41	Black smoke rises from the north.
42	A small bird peeks out from its nest in a cactus.
43	The partially eaten carcass of a small brass dragon bears signs of electricity damage.
44	The wind is scorching hot today.
45	Several fire elementals fight for territory a few hundred feet from the campsite during the night.
46	An efreeti rampages through the dunes; he looks for something.
47	A skull tops a wooden pole.
48	Bones litter the sand in front of a cave entrance
49	A veritable maze of man-sized hoodoos rises from the desert sand. It is hard to shake the impression that some are disturbingly humanoid in shape.
50	The wind has revealed an ancient battleground. It has been looted, and only bones remain.
51	A huge hyena guards a cave.
52	Crumbling ruins surround a mine entrance.
53	The desert divides, and a long canyon stretches out ahead of the party. The shadowed canyon provides a welcome respite from the heat.
54	A small stepped pyramid stands on the horizon.
55	Several animal-headed statues lie in the sand. They seem to have been toppled on purpose, and some have been defaced.

56	During the night, a bright light from an unknown source projects up into the night sky.
57	This abandoned oasis is an illusion.
58	A blanket of black smoke covers the desert ahead; it seems the ground itself is on fire.
59	Confused and muddled tracks cut across the party's route.
60	An abandoned wooden palisade in severe disrepair stands atop a dune.
61	A sandstone tower stands between two dunes.
62	Wearing torn and bloodied clothes, a gaunt man runs towards the party, repeatedly screaming, "It is coming. It is coming".
63	A discarded bronze amulet lies on the sand. It is scorchingly hot to the touch.
64	The ground trembles slightly.
65	Four camel riders observe the party from afar. The camels have blue arcane protective symbols painted on their fur.
66	A sandstorm assails the party for 1d3 hours.
67	Four desiccated corpses lie around a campfire; they are long dead and have nothing to loot.
68	Clouds gather, and thunder and lightning follow, but precipitation does not.
69	A line of rocks pierce the desert sand.
70	A broad wadi cuts across the party's route.
71	At dawn, clawed humanoid footprints are discovered within the party's camp; the guards saw nothing.
72	A small whirlwind spells out the word "Help" in the sand before abruptly dying away.
73	A mournful howl greets the rising sun.
74	Suddenly, the tall dune the party is traversing collapses. Treat this as an avalanche, but reduce by half the time taken to dig out buried characters.
75	The party comes upon a collection of ruins. A tent town stands nearby, and a dig is in progress.
76	A dwarf has been tied to a hoodoo and left to die of exposure.
77	A rope leads 20 feet up into the empty sky.
78	The shade from a huge tree protects the dried-out husk of a dead dwarf.
79	A permanent illusion ¹ covers an area of quicksand.
80	An abandoned oasis, all the irrigation canals filled with sand, squats forlornly in a hollow.
81	A dead nomad grasps a sand-blasted scroll in his wizened hands.
82	A wizard calmly walks around, drawing sigils in the sand, with his staff.
83	Two desert giants demand the party leave their territory immediately.

84	A blue dragon flies over the party.
85	A massive earthquake has split open a flat rock, revealing a tunnel leading steeply downwards.
86	The sand gives way to reveal a 400 ft. long rift, the bottom of which cannot be seen.
87	The party comes upon a nomad camp; the inhabitants are friendly and offer refreshments.
88	A sphinx challenges the party to a duel of riddles.
89	Jets of steam randomly shoot up from the ground; anyone caught in a blast suffers 4d6 fire damage.
90	During the night, several small flames sprout from the flat expanse of sand. Local nomads believe these are the souls of those taken by the desert, trying to escape to the afterlife.
91	A long, graceful stone bridge crosses nothing but sandy dunes.
92	Unidentifiable arcane symbols surround the top of a low stone pyramid.
93	In the morning, a random character is stung by a small scorpion, which had sought shelter in their clothes during the night.
94	In the distance, two dragons fight a ferocious battle in the sky.
95	The party is caught in a sirocco; the fiery hot duststorm deals 1d6 fire damage per minute of exposure (and lasts for 1d10 minutes).
96	Stones are arranged in arcane patterns only visible from the air.
97	A green crystal spire pierces the monotonous sandy landscape.
98	The party finds a summoning circle drawn in the sand; it seems incomplete, as if something has broken out.
99	The party spend the night in an oasis populated by fey. The night is a drunken revel, but the oasis and all in it disappears at dawn.
100	Suddenly, the sand beneath the party's feet forms a large hole. Anyone falling in takes damage (2d6 from a 20 ft. fall) and finds themselves in a large hall built of sandstone. In the northern wall, a doorway offers the prospect of adventure.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	The day is scorchingly hot. No clouds mar the sky. The party sees no one all day.
06-10	A few clouds scud across the sky, and the wind occasionally blows sand into the characters' faces.
11-15	Around midday, the party discover old tracks in the sand but otherwise sees nothing of interest.
16-20	A sandstorm blows across the horizon in the afternoon, but luckily, it does not come in the characters' direction.
21-25	The party toils over several high dunes for much of the day. Going is slow.
26-30	Patches of deep, soft sand stymie the characters' swift progress in the morning, but they pick up the pace in the afternoon.
31-35	Circling buzzards follow the party for much of the day. The birds drift away as dusk falls.
36-40	A few clouds provide a smattering of shade in the morning, but the afternoon is hot and boring.
41-45	The party enters a particularly featureless dune field. Here, nothing grows, and no one and nothing are encountered all day.
46-50	A soft wind blows sand devils around the party for most of the morning. The wind abates in the early afternoon, and the temperature rises alarmingly.
51-55	The party toil up some impressively high and steep-sided dunes this day. Their progress is pitifully slow and frustrating.
56-60	Today, the party pass through a field of spiky cacti, filling a wide depression amid the dunes.
61-65	The party pass the strung-out remains of a caravan that succumbed to the harsh desert.
66-70	Mid-morning, the party reaches a rocky plateau. Nothing but sand is visible to the horizon.
71-75	Dark clouds lurk on the horizon for much of the morning. In the afternoon, a stiff breeze blows them away. Nothing of note happens today.
76-80	The heat reaches almost intolerable levels in the afternoon, and the party make slow progress.
81-85	Jackels trail the party for much of the day, but they stay well back from the group.
86-90	A cool breeze blows throughout the morning, invigorating the party. They make good time.
91-95	The party threads their way, slowly and carefully, through a cacti forest. A few scratches are the only excitement this day.
96-100	The day is stupefyingly dull; nothing happens.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	A steep dune provides shade and protection from the cold night breeze.
06-10	A small oasis lies amid a field of low star-shaped dunes. The smattering of date trees clustering about it provide welcome shade.
11-15	A rocky hill rises from the sand; several shallow caves at its base provides shelter.
16-20	A dried-up river bed twists and turns through the desert. Its steep banks provide shelter. Characters digging in the bed may even find water.
21-25	Three forlorn tents hold nothing but the desiccated remains of long-dead travellers.
26-30	Someone has dug a deep well in this dry riverbed. The river bed provides shelter.
31-35	A narrow canyon winds through the desert. It has several spurs and tributaries suitable as small campsites. It is cool and shaded in the canyon.
36-40	Several box canyons pierce this low range of steep hills. Any of the canyons would make an excellent place to camp.
41-45	A shallow depression between four dunes provides a sheltered camp but terrible sight lines.
46-50	A small complex of ancient, crumbling stone walls ranges across this part of the desert. They provide a quasi-sheltered campsite.
51-55	The shattered ruin of an ancient temple yet struggles above the sand. Strange animal-headed statues surround the place.
56-60	This oasis is an illusion. If the party rests here, they awake thirsty and tired in the morning.
61-65	The sand-choked remains of a hermitage have been carved into the side of a small box canyon.
66-70	The deserted remains of a sunbaked village straggle across a high hill.
71-75	A cave pierces the flank of a craggy hill. Bones and the other leavings of a hyena pack litter the floor.
76-80	Five old wagons, part-buried in sand, form a rough circle. Scavengers have picked them clean.
81-85	The dunes here are low but steep and provide shelter from the wind.
86-90	A thin rift in the desert floor leads to a small cave.
91-95	The skeletal remains of a vast dragon lie across the sand. Someone has draped tents, cloaks and the like across the beast's ribcage.
96-100	A large oasis lies between two huge dunes. Unfortunately, other desert dwellers know of the oasis. The characters may not camp alone.

RANDOM DESERT ENCOUNTERS

D12	CREATURES	NOTES
1	Kalim and Herab (male gnolls)	These two young gnoll warriors were exiled from their tribe after being found guilty of tomb robbing; they have been left behind, buried up to their necks in the desert sand to die of exposure or from the depredations of the ever-hungry desert wildlife.
2	Sula (female human werewolf)	Sula asks to travel with the party as her own caravan was attacked by gnolls. She bides her time and tries to slay a single party member at an opportune moment. Outwardly, she pretends to be scared and a little confused; within, she is an icy, stone-cold killer.
3	Giant spitting snake (1)	This large snake has recently made its lair in the party's path. Now, it awaits prey to stumble into its sinkhole.
4	Yossuf (male janni)	Yossuf is an elderly janni enjoying his solitude in the deep desert; he is very hospitable and offers food and water to those in need. He is a good source of information on the desert and its inhabitants.
5	Gnolls (4) and hyena (1)	A patrol of gnolls is using a hyena to search the dunes for a caravan's stragglers. The stragglers are added to their growing number of slaves back at camp. If the gnolls outnumber the party, they attack.
6	Giant scorpions (3)	These scorpions nest between some rocks and ferociously defend their territory. The surrounding area is covered in dense rubble, and their lair is buried beneath a large boulder. Injured scorpions retreat to their nest.
7	Purple worms (2)	Two purple worms—called death worms by local nomads—have been hunting the dunes for years and have grown bigger and more aggressive than normal. The locals have posted a bounty to rid the area of the pair. Hopefully, the days of the crawling death are soon at an end. The two's incessant tunnelling has created several routes to an ancient buried city.
8	Mummies (4)	Tomb guard of Akh-en-Tholus. Recently, the tomb of the pharaoh Ankh-en-Tholus (see encounter 11) was breached and looted by two tomb robbers. The enraged pharaoh sent his undead tomb guard to punish the guilty and any who were found with them. They attack the party from ambush, rising from the sands to sow confusion amid their prey and carry any slain enemies back to their master as proof of their devotion.
9	Behirs (2)	These behirs survey their domain from their lair in a desert cliff. They attack the party on sight, using their breath weapon for maximum effect and then engaging in melee.
10	Hashab and Serlim (male hill giant)	Hashab and Serlim are patrolling their tribe's territory and turn away the party from their ancestral lands. If the party is not aggressive, they share information about the terrain and any interesting sites nearby.
11	Akh-en-Tholus (human lich)	In the forbidden tomb of Akh-en-Tholus, the pharaoh himself awaits behind legions of lesser undead and his tomb guard. In this tomb, he was imprisoned millennia ago and only recently was his prison opened. Now Akh-en-Tholus bides his time before he is once again powerful enough to conquer the nearby lands with his undead army.
12	Ahmentherap (adult blue dragon)	The Emir of the Bloody Dunes lurks beneath a stretch of blood-red sand dunes. Ahmentherap lairs in a network of sandstone caverns; from here, he oversees his many plots and schemes in the area. If the party trespasses into his territory, he observes them, and if he deems them a threat lets them pass unmolested. Otherwise, he attacks as he is eager to add more treasure to his hoard.



EXTREME WEATHER

RAINSTORM

Rainstorms range from gentle and short summer rains to brutal squalls that produce several inches of rain in an hour, generate powerful strokes of lightning, drop fist-sized (or larger) hailstones and spawn tornadoes. A rainstorm can make for an exciting encounter in its own right, or it can provide a new dimension to a combat encounter.

DESCRIPTION

Use this table to describe the rainstorm.

D%	DESCRIPTION
01-05	The storm starts as gentle rain and builds to a downpour before gradually returning to a drizzle.
06-10	The storm's clouds have a green hue, and they swirl in a clockwise direction.
11-15	Beyond the storm's edge trails an enormous rainbow with wide bands of individual colours.
16-20	Sheets of lightning rage at the storm's centre; the ground shakes with the sound of thunder.
21-25	The storm front comprises sheets of rain, but the rain settles to a steady downpour after a minute.
26-30	Heavy rain gives way to a downpour of tiny bits of hail that carpet the ground an inch thick.
31-35	A massive thunderhead builds over the afternoon; it reaches two miles from top to bottom, and the characters can see lightning forks within the enormous cloud.
36-40	Ominous black clouds gather and spit stinging rain in the area they cover.
41-45	This storm has light rain at its edges; the rain intensifies towards the storm's centre.
46-50	Multi-coloured lightning streaks along the storm's edges and illuminates the rain.
51-55	A miles-wide storm has dozens of funnel clouds scattered throughout it; several funnels touch down and unleash destruction.
56-60	This single 100-foot-diameter cloud produces a considerable amount of rain.
61-65	Two storm clouds collide with each other; where the clouds meet, the rain and wind intensify.
66-70	The sunset illuminates the bottom of the storm clouds, giving them an eerie red glow.
71-75	The sun shines brightly during a cloudburst produced by a single storm cloud; several more clouds drench the land in scattered patches.
76-80	A thundercloud rests over a large body of water, from which moisture visibly fills the cloud; several minutes later, a gust of wind pushes the rain-burdened cloud in the party's direction.

81-85	The tall clouds bearing down on the party are reminiscent of angry, shouting faces.
86-90	This storm produces sheets of rain; thunder booms without any preceding lightning strikes.
91-95	The storm's rain creates a drumming sound as it strikes the ground or structures; a rare flash of lightning precedes a burst of thunder.
96-100	A large flock of birds flees the fast-moving, powerful storm; the flock creates a thick cloud of its own.

EVENTS

Use this table to add events to your rainstorm.

D%	EVENTS
01-05	Lightning strikes a tree and causes it to topple; the tree falls toward one or more of the characters.
06-10	As the characters battle their opponents beneath an overcast sky, the clouds finally release their watery burden.
11-15	Lightning cascades overhead and spells out an ominous warning—or runes that match those the party later encounters.
16-20	The storm produces a foot of water which has its own eddies and currents (and causes the terrain to become difficult terrain); a kitten (or another helpless animal) cries plaintively for help as it drifts by on a bit of flotsam.
21-25	Unusually large chunks of hail fall from the sky; for five rounds, each character suffers minor damage.
26-30	The rain strikes the hot ground, creating a fog that further reduces visibility.
31-35	As the party cross a bridge during a storm, the rain-swollen river surges and threatens to knock them into the river.
36-40	A swarm of rats erupts from its underground lair in an attempt to escape flooding; the swarm attacks anyone in their path in their frenzy to flee.
41-45	A cascade of lightning forms in front of the party and persists for two rounds; anyone passing through it is struck by lightning.
46-50	As the characters make camp, a sudden rainstorm strikes; the party have three rounds to prepare before the storm develops into a thunderstorm.
51-55	Lightning strikes near one of the party's mounts (or an animal companion), dealing no damage but threatening to spook the animal.
56-60	The storm produces a steady rain, except with respect to one character, who gets caught in a downpour that seems to follow them about.

61-65	A powerful gust of wind blows rain in a horizontal direction; characters who do not close their eyes suffer a -1 penalty on attack rolls for one minute.
66-70	A mother duck and her flock of ducklings paddle around in large puddles formed by the storm.
71-75	The rain from this storm falls on parched land, which absorbs the moisture and leaves no evidence of the precipitation.
76-80	During a thunderstorm, the wind and rain die down, and a tornado forms above the party; two rounds later, the funnel touches down.
81-85	A bolt of lightning strikes an area 10 feet from a character; two rounds later, another bolt strikes the same spot.
86-90	Frogs fall from the clouds, dealing no damage to the characters; a nearby tornado picked up the animals and hurled them in the party's direction.
91-95	The storm reduces the ground to mud, creating a sticky field for the characters to slog through.
96-100	Lightning strikes multiple locations, setting flammable material alight; the fire threatens to spread despite the rain.

HOOKS & COMPLICATIONS

Lucky adventurers find opportunities almost anywhere. Unlucky adventurers find complications almost anywhere.

D%	HOOKS & COMPLICATIONS
01-05	The rainstorm opens up access to a previously unknown network of caves or ancient ruin. Once it has drained, the characters can investigate.
06-10	A long-lasting, stationary rainstorm results from a curse; the afflicted residents implore the characters to end the curse.
11-15	The party must conduct an hour-long ritual to bring rain to a desert area, but the characters must stay under the rainstorm during the ritual.
16-20	One of the characters overhears snippets of discussion about a planned raid timed to occur during a rainstorm three days hence.
21-25	A contact the characters expect to meet gets spooked by the rainstorm and runs off (or rides away) into the storm.
26-30	A days-long rainstorm prompts superstitious villagers to start building a boat on which they plan to reside until the storm abates.
31-35	Enough rain has fallen that a nearby river has swollen and threatens a town on its bank; town residents have built a number of impromptu levees to contain the river.

36-40	A string of unnatural and deadly storms strikes several villages along a predictable path; the party may learn of the pattern as they travel through the devastated communities.
41-45	A territorial battle between an air elemental and a water elemental generates a terrible storm that threatens everything in the vicinity.
46-50	A strong storm delays the party's journey.
51-55	The deluge of rain along a mountain range's windward side creates a mudslide that threatens villages at the mountain's base.
56-60	While the party tracks an escaped foe, a sudden storm strikes and obliterates all traces of their opponent's path.
61-65	The party arrives at a village suffering under a long-lasting rainstorm; some villagers approach the party to ask them to stop the storm, but the village elder contends the storm must continue for an undetermined period.
66-70	During a violent storm, lightning sets fire to a safe house or storage location belonging to one of the characters; they are nearby when this occurs.
71-75	Thieves steal a vital document or other treasure under the cover of a rainstorm; evidence points to one of their number possessing the ability to manipulate the weather.
76-80	A storm causes flooding in a localised area but also completely fills a deep pit with water, waking an aquatic horror that had previously hibernated in the mud at the bottom of the pit.
81-85	A woman travels from town to town, claiming she can bring rain; after gaining most of the town's wealth, she keeps her promise, but the rain never stops and gradually increases in intensity.
86-90	Steady downpours disrupt the completion of vital road repairs.
91-95	Flooding erodes ground that previously concealed a collection of mausoleums; rumours suggest undead creatures have emerged from their newly uncovered crypts.
96-100	An angry storm giant threatens a town with severe rainstorms until one of the townspeople returns something they stole from the giant.

SNOWSTORM

A snowstorm can feature gently, steadily falling snow, or wind can accompany the storm, reducing visibility and stinging exposed eyes and skin. While many think of snow as beautiful, characters confronted with inches or feet of the stuff may think otherwise.

DESCRIPTION

Use this table to describe the snowstorm.

D%	DESCRIPTION
01-05	Leaden clouds dump a steady stream of tiny snowflakes that melt as they hit the ground.
06-10	The snow pours down in large flakes that splatter on hard surfaces when they hit; the flakes cling to the characters' clothing.
11-15	The sun cuts through gaps in the clouds while it snows; sunlight catches on individual flakes, giving them a firefly-like appearance.
16-20	Steady, strong winds blow falling snow horizontally in a random direction.
21-25	The snow falls in heavy flakes, which make a whispering sound as they fall to the ground.
26-30	Wind gusts pick up the snow and swirl it around in tiny funnels, which quickly break apart.
31-35	An occasional flash of lightning and the rumble of thunder accompany the steady snowfall.
36-40	As the snow falls on the warm ground, it melts quickly and generates fog that only reaches four feet above ground level before dissipating.
41-45	The falling snow barely sticks to the ground; the wind pushes ribbons of snow across the land.
46-50	The storm produces a steady stream of freezing rain; icicles form on trees and overhangs, and after an hour, the longest measures one foot.
51-55	Snow falls at night, illuminated by a full moon that penetrates the cloud cover. The scene has an ethereal quality.
56-60	Driving snow renders everything white; visibility is reduced to almost zero. Anyone caught in the storm without protection starts to freeze.
61-65	The storm has passed, but the wind carries dry snow so that it seems like the storm continues; sunlight reflects off the windblown snow, making visibility worse.
66-70	The snowflakes from this storm are large enough that an observer can discern the snowflakes' individual crystalline shapes.
71-75	Due to pollutants in the air, the snow is grey rather than its normal colour; the discoloured snow has no apparent adverse effect.

76-80	Ominously dark clouds roll in and unload snow, which falls lightly at first but soon turns into an hours-long downpour of snow.
81-85	Clouds unload snow over the area before the sun emerges and reflects off the fallen snow without melting it.
86-90	Snow falls heavily, quickly covering the area. Any travel is at half normal speed.
91-95	Sleet mixes with the snow and stings exposed flesh when it lands; while this causes some discomfort, it deals no damage.
96-100	A distant snowstorm moving in the characters' direction looks like a white sheet extending from the ground high up into the sky.

EVENTS

Use this table to add events to your snowstorm.

D%	EVENTS
01-05	A lynx emerges from the swirling snow and regards the party before leaping away from them.
06-10	Snow has melted and refrozen on the ground, while fresh snow covers the slippery area.
11-15	As one of the characters passes under or next to a tree laden with snow, the snow falls on them.
16-20	The snowfall conceals a stream; a character or mount weighing more than 150 pounds falls through the snow and into the stream.
21-25	A drove of hares bound over the fallen snow and flee from the party.
26-30	Children playfully throw snowballs at each other and at passing characters.
31-35	A large snowflake grabs the attention of one of the characters and may lead them to an important clue they may have missed in the storm.
36-40	A dagger-like icicle breaks free from a tree and plummets toward a character.
41-45	Wolves howl in the distance as they hunt their quarry in the snowstorm.
46-50	While looking for shelter, the characters find a cave that seems to offer protection from the storm.
51-55	A snowy owl surprises the characters as it silently swoops by and snatches a vole struggling in the deep snow.
56-60	The weight of ice and snow proves too much for a tree's largest branch, which breaks and falls a few feet from the party.
61-65	Someone has built a snowman during the storm, complete with tree limbs for arms, a carrot for a nose, black buttons for eyes and a top hat; a muffled sound emerges from within the snowman.

66-70	A black bear, annoyed by the falling snow, passes within yards of the characters and growls menacingly; however, the animal only attacks in self-defence.
71-75	The characters encounter a ranger traversing the snow on snowshoes; she offers to sell them and another pair she owns to the characters.
76-80	A gust of wind blows snow directly into the party's faces, blinding them for one round. This event periodically repeats itself.
81-85	The snow-blanketed land's silence is broken when icicles caught in a breeze strike one another, sounding like wind chimes.
86-90	In an area covered by three to four feet of snow, the party spots a depression, which outlines a pit or a cave's entrance.
91-95	During a storm, the temperature suddenly increases, transforming the falling snow into rain; additionally, snow on the ground melts, creating a muddy mess.
96-100	After an hour of steady snow, the sky clears and gives the characters a short respite; more snow will fall in a half hour.

HOOKS & COMPLICATIONS

Lucky adventurers find opportunities almost anywhere.
Unlucky adventurers find complications almost anywhere.

D%	HOOKS & COMPLICATIONS
01-05	A surprise late spring snowstorm closes the pass the party needed to travel through, requiring them to wait or discover another means to cross to the other side of the mountains.
06-10	A recent blizzard piled six feet of snow in a two-mile-square patch of land; the accumulated snow blocks the entrance to a dungeon the characters planned to explore.
11-15	An NPC the characters had been tracking escaped during a heavy snowstorm; while the snow obscured the NPC's initial set of tracks, the characters easily pick up their trail later.
16-20	The party finds themselves far from any settlement when a sudden snowstorm arrives. Without shelter, they are in for a miserable time.
21-25	The characters meet a druid who warns them of an impending snowstorm. The druid knows of a cave in which they can shelter, and if the characters are respectful, he shows them its location.
26-30	The party's arrival precedes an unexpected snowstorm; a primitive tribe regards them as gods or demons that herald wintry destruction.

31-35	A gnome offers the party a small treasure for procuring a pair of special snowflakes.
36-40	In a blizzard-beset village, a child goes missing; frantic villagers beg the party to find her.
41-45	Snow delays a war band preparing to launch a raid the next morning; the commander asks the party to help clear the way.
46-50	Tunnels honeycomb a large area of drifted snow; the tunnels are large enough for a Small creature to move comfortably, and ice formations buttress the tunnels to prevent their collapse.
51-55	During a pitched battle, dark clouds unload their snowy burden, drastically changing the battlefield.
56-60	Under the cover of a blizzard, inmates escape an otherwise inescapable prison; the party may encounter escapees, or the warden may ask the party to track them down.
61-65	In anticipation of an approaching snowstorm, a town's markets increase prices on vital perishables and supplies threefold.
66-70	Rumours persist the heart of a blizzard that has raged for several days, leads to an extraplanar realm populated by evil creatures.
71-75	Recent and continuing snowfall renders a previously dangerous or impassable area safer and easier to cross.
76-80	A lumber company asks the party to rescue a team of loggers stranded by a late autumn snowstorm.
81-85	A mysterious elderly man approaches the characters and asks they provide light and company for him as he delivers packages to those he considers deserving.
86-90	Something has poisoned the water comprising the snowfall, which poses no problem for those affected by the snow...until it melts.
91-95	A barge finishing its last trip before the crew retires for the winter becomes stranded as a sudden snowstorm ices over the river and makes it impassable for the boat.
96-100	An annual dog sledging competition has increased difficulty due to a recent blizzard; the organisers refuse to reschedule the gruelling, multi-week event.

WINDSTORM

Windstorms can accompany rain- or snowstorms, or they can be events in their own right. In the desert, wind very rarely occurs with precipitation and instead creates massive sheets of sand that devastate travellers. A thunderstorm can spawn a tornado more powerful than any creature the characters have fought. Finally, in coastal areas during the summer, hurricanes can bring sustained winds and rain that render adventuring virtually impossible.

DESCRIPTION

Use this table to describe the windstorm.

D%	DESCRIPTION
01-05	A straight-line wind at the edge of a line of black clouds bends trees and throws stinging debris in advance of its approach.
06-10	A funnel cloud drops from the dark sky, followed by an additional funnel every 30 seconds until five of them touch down.
11-15	The wind does not reach all the way to the ground, so it picks up nothing; however, the air visibly ripples with the gusts.
16-20	A 400-foot-tall tan wall erupts from the ground as powerful winds blast desert sands.
21-25	White clouds streaked with grey take on the shape of a hand fan and undulate gently such that they appear to generate the wind.
26-30	Millions of flying insects comprise the yellow, red and black forefront of this windstorm; one can hear their droning over the winds' howling.
31-35	Black clouds blot out the sun, and screaming winds extinguish all non-magical light, turning day into night; no sound penetrates the screeching winds, which come from every direction at once.
36-40	The wind seems stratified such that the most severe wind blows at ground level and up to 100 feet above and gradually diminishes every couple hundred feet.
41-45	A mile-wide funnel cloud descends on a village, churning up the ground and throwing splintered wood, other debris, livestock and unfortunates caught in the funnel's path hundreds of feet in every direction.
46-50	A hurricane makes landfall at night, blocking out the full moon's light, with the exception of the hurricane's eye; the moonlight filters through the eye's wall in a crimson colour.
51-55	The wind suddenly calms as the clouds turn a sickly green and begin to rotate clockwise. A tornado quickly forms.

56-60	As the wind blows across a lake, it picks up water from the lake and sprays it up to a mile ahead, creating a de facto rainstorm.
61-65	In an apparent trick of the light, the sandstorm blasting across the desert takes the shape of a screaming face with glowing red eyes while a sand geyser shoots from its "mouth."
66-70	Gritty clouds billow up from the ground as the wind strikes the desert sand and whips it into ominous shapes.
71-75	As the hurricane's eye passes, calm descends; however, the oncoming maelstrom mirrors the one just experienced.
76-80	A mighty surge of wind picks up dirt and debris that creates a towering grey wall through which glints of sunlight pass.
81-85	A gust of wind catches a flock of geese in its path; the birds tumble out of control in the wind, and some are dashed to the ground.
86-90	Wind accompanying a storm sweeps through a grove of trees and shears the tops off all the trees except for one.
91-95	Wind blows through tall grasses, flattening most of them and uprooting the rest; when the wind stops gusting, the grass remains flat.
96-100	A powerful windstorm picks up thousands of loose pebbles and creates a moving wall of churning stone in its wake.

EVENTS

Use this table to add events to your windstorm.

D%	EVENTS
01-05	The powerful wind turns a handful of branches into deadly weapons that attack each character
06-10	As the wind strengthens, it spooks one or more of the characters' mounts.
11-15	An infant's cry barely pierces the screaming tempest surrounding the characters.
16-20	A surge of wind picks up loose soil and blinds the characters with it for 1d4 rounds.
21-25	Lightning strikes the ground and starts a fire just as gusts of wind pick up embers and scatter them about, threatening to create an inferno.
26-30	After one-inch-diameter hailstones fall from the sky, a gale picks them up and sprays them about.
31-35	As gusts blow around the party, they hear the unmistakable sounds of anguish, despair and rage from some unknowable location.
36-40	The wind catches an enormous flying creature and flings it to the ground 200 yards away.

41-45	The windstorm sweeps up a colony of ants into the party's path.
46-50	A pole with a standard attached lands precariously close to the party; the standard comes from a tribe whose territory is dozens of miles away.
51-55	A tornado touches down, and, in the scramble to find low ground in which to escape the spout, the characters find a 20-foot-deep ravine.
56-60	A character spots a person floating on the strong winds using a billowing cape; the figure drops below the tree line after travelling half a mile.
61-65	A sudden burst of wind strikes while the characters climb a cliff face or other structure.
66-70	A sudden gust of powerful wind uproots a tree, which falls on some of the party.
71-75	A powerful gust strikes the outer wall of a building; it collapses in two rounds.
76-80	A cow and several chickens drop from the sky, unharmed; the characters recognise the livestock from a farm they passed an hour previously.
81-85	A woman on horseback bursts from a thicket and charges at the wind with a lance, but the gale knocks her off her horse.
86-90	Powerful winds knock down several branches that shower the party with debris.
91-95	The wind picks up a dilapidated shack and flings it 50 feet; it crumples into a pile of rotting wood when it smashes into the ground.
96-100	A strong wind gust takes the party by surprise.

HOOKS & COMPLICATIONS

Lucky adventurers find opportunities almost anywhere.
Unlucky adventurers find complications almost anywhere.

D%	HOOKS & COMPLICATIONS
01-05	A tornado blasts open a hole in the earth a mile away from a town and reveals a previously undiscovered underground complex.
06-10	During a strong storm, a gust of wind slaps a piece of paper over a character's face; the paper is a wanted poster from an unknown country showing a portrait of one of the other characters.
11-15	As the characters pursue a thief who stole one of their items, the thief heads into an oncoming storm, which spawns a tornado; the tornado throws the thief a mile in a random direction.
16-20	An oncoming hurricane threatens to stop a fleet of ships delivery important items to a nearby land.
21-25	A natural feature of a deep canyon, frequent windstorms prevent much travel along the canyon's floor.

26-30	A duststorm buries a structure the characters need to enter.
31-35	A windstorm threatens a festival; those in attendance insist on keeping the decorations, tents and other items from blowing away without regard for their own safety.
36-40	Rumours tell of a tornado that recurs daily in a wasteland roughly two days' travel from the nearest settlement; the tornado could lead to other realms or one's doom.
41-45	A village has a run of bad luck with its crops, as an annual windstorm wipes out three-fourths of the plants just prior to harvesting.
46-50	A recent windstorm uprooted a settlement's sacred tree, but the local druid believes the tree will survive if replanted within 24 hours.
51-55	A rider approaches the party and tells them a hurricane devastated a character's home; the rider has no word regarding surviving friends or family.
56-60	A wizard claims to have imprisoned a huge air elemental. He threatens to force it to create windstorms unless his demands are met.
61-65	A windstorm scours ages-old dirt from a cliff face, revealing ancient glyphs.
66-70	A tornado has destroyed a bridge over a turbulent river; the nearest ford is two days' travel away.
71-75	A scroll inscribed with an unusual ritual flutters into the party's possession as a result of a windstorm; the scroll's owner searches for the scroll and tracks the party to regain it.
76-80	A windstorm diverted a messenger pigeon bearing vital information from its course.
81-85	A sentient wall of wind has scoured the land for days and does not stop until someone convinces it to do so.
86-90	A character dreams of a three-tailed black cat; the dream portends a devastating trio of tornadoes.
91-95	According to rumour, a hurricane's eye holds a fabulous treasure for those braving the storm.
96-100	A tornado that devastated a town also exposed a vein of precious ore or other valuable resource.



HILLS

HILLS

Ancient ruins, lost mines and strange burial sites often lurk in the hilly wilderness areas bordering civilised lands. Adventure lies in such places.

MINOR EVENTS

The characters' travels should not be boring affairs wherein either they encounter no one of note or end up fighting everyone (and everything) they meet. Use the minor events below, to add flavour and detail to their journey.

D%	MINOR EVENT
01	A murder of midnight black ravens erupts from the trees ahead.
02	The orange glow of sunrise or sunset silhouettes a wolf pack cresting a nearby hill.
03	A vulture ¹ sits motionless atop a cliff, watching the characters intently. Its pose and intense gaze suggest a malign intelligence—and hunger.
04	A distant rumble of thunder rolls toward the party as a cold wind blows, damp with the scent of rain.
05	Wind whips the dusty path, throwing grit into the characters' eyes.
06	The crunching of dried leaves and cracking twigs can be heard in the distance.
07	A stiff breeze blows the scent of wood smoke through the hills.
08	The sudden clatter of rocks rolling down a hill breaks the quiet.
09	The sun blazes high in the sky; a falcon dives toward the ground in search of prey.
10	The sound of barking echoes through the hills. It slowly moves away from the party.
11	A large elk stands at bay a short distance away. The hills rise sharply behind it.
12	Several birds wheel overhead, in full song.
13	Faint, high-pitched squeaking heralds the arrival of a bat swarm.
14	A winged insect flies into a character's mouth and down their throat.
15	An orc with three arrows in its back tumbles down a slope onto the trail.
16	The rumble of a distant rockslide fills the air.
17	A large raccoon clutching a small mouse in its paws eyes the party.
18	Flashes of light coming from between two distant hills interrupts the gathering gloom.
19	A desultory drizzle begins to fall.
20	Dusty grey squirrels chatter while chasing one another around a large oak.

21	An eclipse begins with the sun swallowing the moon. It bathes the hillside in blood-red light.
22	A ram, flanked by two ewes, stands on a low rocky hill and surveys the characters.
23	A bright blue-white flash of lightning rends the sky; the sound of splintering rock follows.
24	A dozen fat cows graze in a pasture. Neither a shepherd nor a dog is watching over the herd.
25	A tangled mass of brush and tree limbs lies at the base of a flat-topped hill. The sound of scratching comes from inside the brush.
26	Desiccated bodies of birds, mice and other small animals swing gently from a tree's low branches.
27	A wavering ball of whitish-green light rolls along a ridge. It moves away from the party.
28	Dark clouds obscure the sun, plunging the hills into deep shadow. The temperature drops quickly.
29	A rotten branch snaps and falls from a tree. It clatters to the ground.
30	The faint smell of roasting meat wafts on the breeze, probably from the sliver of smoke floating up from behind the next hill.
31	The torn remains of a brown cloak caught in a bush flutters in the breeze.
32	Sunlight glints off a tarn's placid waters.
33	A comet dashes across the night sky.
34	The howling of a wolf pack reaches the party.
35	A trickle of mist covers the low-lying ground between several hills.
36	The clatter of hooves on stone fills the air.
37	A large, brown snake slithers across the trail.
38	A sliver of blue fox fire snakes about the hillside before disappearing into the ground.
39	The glint of sun on metal leads the party to the rotting corpse of a light warhorse clad in rent chain barding.
40	A distinct rattling sound comes from the tall grass covering the hillside.
41	The ground opens beneath a character's feet, dumping them into a 20-foot-deep sinkhole ² .
42	The crack of whips and screams of pain echo through the hills.
43	The scent of smoke and burning flesh fills the air. To the east, a plume of smoke mars the sky.
44	A gibbous moon hangs above the hills.
45	Bright sunshine warms the air.
46	As the sun reaches its apex, gusts of wind whip the hills. Distant chanting rises in tone.
47	A set of large humanoid footprints lead over a hill to where two voices argue.
48	Rabbits play on a grass-covered hillside.

49	Low, dark clouds gather above the hills.
50	A plume of smoke rises from a distant campfire.
51	Positioned in the crook of a tall oak atop a hill rests a severed dwarven head.
52	The scent of death wafts through the hills. Characters searching the area find a dead bear.
53	Wild grapes grow among a twisted briar. The briar hides a massive bee hive—as evidenced by an incessant buzzing.
54	A young wolf pup lurks behind a thorny bush at the base of the hill. It is emaciated and hungry.
55	A large arrow thuds into the ground at a character's feet.
56	A large brown bear appears on a ridge overlooking the trail. The bear does not bother the characters unless they attack it.
57	Fireflies flash at the base of a twisted hill.
58	The ground shakes violently ³ .
59	The characters hear the creaking of cart wheels from behind them.
60	Carrion birds circle a nearby hill where lie the remains of several humans and goblins.
61	A large pit full of decomposing animals pierces the hillside. Flies cluster about, and the stench of death is heavy in the air.
62	The trail heads down a difficult, irregular hillside. Incautious characters could slip and fall.
63	A cold wind moans through the hills.
64	A sudden drop in temperature heralds dark, rain-laden clouds creeping over the hills.
65	A sudden, strong wind sends small pebbles tumbling down a cliff.
66	Some kind of huge winged creature occasionally beats its wings as it soars high overhead.
67	A slow, heavy rain gradually turns the trail into a mix of mud and slippery stone.
68	A large flock of mountain sheep graze silently in the fold between two hills.
69	A long line of ants snakes across the party's path.
70	The warning yip of a fox comes from the tangled bushes growing over a nearby rise.
71	The bright flash of an explosion bursts from the shadowed side of a steep-sided hill.
72	A low rumbling echoes through the hills.
73	A stark, unearthly shriek pierces the air; all other sounds cease, and the wind grows in strength.
74	A broken chest lies on its side, on a hillside. This is a lure for an ambush.
75	Two sets of clothing, along with other odds and ends, blows down a hillside.
76	Four riders move across a distant ridge.

77	The hill rises to a cliff pockmarked with caves. Wisps of smoke rise from several cave mouths.
78	A faint call of "Hello" reaches the characters' ears.
79	Two broken down wagons block the trail. Shouting and banging come from under the first wagon.
80	Vultures circle in the sky a few hills away.
81	A large stag stands atop a hill. It snorts in the party's direction.
82	A ten-foot-deep hole pierces the hill. Strange sounds emanate from within.
83	Large rocks tumble across the party's path.
84	Dark clouds gather over the hills, and the wind picks up. A storm is in the offing.
85	Several wolves circle an injured deer. Slowly, the circle grows smaller.
86	A dead body rolls down a hill and onto the trail. The unfortunate man clutches a book in one hand and an empty bowl in the other.
87	Three heavily laden, but unattended, horses are tied to a large oak stump at the base of a tall bluff.
88	The stench of brimstone and sulphur wafts from cracks in the hill.
89	Atop a convoluted hill, a single branch on a lone elm tree slowly bobs up and down.
90	A windblown scrap of parchment is snagged in a bush's thorny branches ¹ . Only one word—"Help"—written in Dwarven remains legible.
91	The sound of sweet music fills the air.
92	Wild screaming suddenly fills the air. It comes from a nearby valley and trails off after a half minute.
93	A loud explosion atop a distant hill creates a bright flash of light. A few seconds later, the explosion's thunderous roar rolls over the party.
94	Heavy rain lashes the hills; after 2d20 minutes, rivulets of water start to wash down the trail.
95	Smoke pours from a deep rent in a nearby hillside.
96	Fluffy clouds scud swiftly across the sky.
97	The characters stumble into an area of deep, cloying mud, which soaks their feet and makes further travel deeply uncomfortable.
98	A flock of ducks flies over low overhead. One drops from the sky, pierced by an arrow.
99	Roll twice on this table and combine the results.
100	A murder of midnight black ravens erupts from the trees ahead.

1. A character paying attention spots.
2. A character might be able to throw themselves clear.
3. The characters may fall over. This is a minor earth tremor, but its source may not be natural.

MINOR DRESSINGS

The hills should not be devoid of interesting, minor features. Use the features below as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	MINOR DRESSING
01	Tucked into a small grotto stands the burned husk of a miner's cabin.
02	A large patch of morel mushrooms sprouts from the ground in a boggy dell.
03	A thick growth of wild raspberry bushes has a path roughly chopped through it.
04	A recent rock slide partly covers the underbrush.
05	An old game trail crosses the trail; roll a 1d6: 1 tracks from a wild turkey, 2-4 no distinct tracks, 5 tracks of soft-heeled boots, 6 bear scat.
06	A wild strawberry patch grows in the hollow between two low, grassy hills.
07	The characters find a small cairn of flat slate stone surrounded by wildflowers.
08	A scrap of red silk is caught in the thorny grip of a wild white rose bush.
09	The path widens; a vine-covered cart with two broken wheels rests on the side of the trail.
10	A hollow among three steep hills drops into a 40-foot-deep sinkhole.
11	A dilapidated hunter's cabin leans uneasily against a rocky hillside.
12	The low, broad outline of a stone archway pierces the grassy side of an evenly rounded hill.
13	Piles of tall grass lie in neat piles. Lazy smoke rises skyward from behind the hilltop.
14	Stunted blueberry bushes huddle about a small sunken pool of clear water.
15	A woodsman's axe lies on the ground next to a pile of cut wood. Dried blood covers the axe.
16	The dry heat of the sun has baked dry, cracked faces into the sparsely covered hills.
17	A group of semicircular hills rise in the distance; large, flat stones top all three.
18	The tumbled remains of a watchtower top a gently sloped hill.
19	This section of trail has been dug into the side of a hill, doubling its width.
20	A large earthen berm circles a ruined and abandoned hamlet.
21	An exposed deep hole between adjoining hills opens into a cavern.
22	A ten-foot-thick archway cuts through a gigantic tree between two hills.

23	As the trail ascends a steep hill, ancient flagstone steps are visible beneath the mud.
24	The remains of a crumbling tower cascade down one side of this rocky crag of a hill.
25	An outline of a giant man is laid out in stone on the hillside a few bowshots ahead.
26	Two sharply rising hills flank the road.
27	A tall wooden tower perches atop a hill in the distance; it appears unoccupied.
28	Large flat stones etched with illegible symbols cover a hilltop. This is an ancient burial site.
29	The trail winds through closely crowded hills. Travellers must move in single file.
30	Dishes outside a small roadside shrine contain mouldy cheese, bread and herbs and a small tiger eye agate (worth 10 gp).
31	A low oblong hill, covered in tiny white and purple flowers, has crude steps cut to its flank.
32	A massive 100-foot-deep crater pierces a hilltop's northern face.
33	Lines of dark hawthorn trees flank the path ¹ through the hills.
34	A tight, small grove of crab-apple trees wreaths the top of a hill to the north.
35	A low, crumbling moss-wreathed stone wall snakes its way downhill.
36	The smashed remains of a wooden bridge fill a narrow gorge.
37	Vines and underbrush grow thickly over the steps and walls of a ruined cottage.
38	A rock shelf juts out over a low opening at the base of the hill.
39	A broken circular stone platform stands at the centre of this earthen amphitheatre.
40	This small roadside shrine has been vandalised.
41	An opening of an old mine shaft is supported by stout oak posts bleached white by age.
42	A narrow chasm slices the hill in half. Thick underbrush and thorny bushes hide it from view.
43	A tight stand of birch trees covers a lone hill.
44	A sturdily built, weed-choked wooden fence climbs its way up the hillside.
45	A hill of coarse and pitted black volcanic rock rises and falls like a wave amid the other hills.
46	The trail ends abruptly at the base of a steep hill.
47	Piled stone battlements, no taller than a goblin, squat about the base of a low hill.
48	The hillside provides ample cover for any creature traversing it.
49	Patches of mist drifting up from below cloak the grey-green face of this cliff.

50	The twists and turns of the low foothill gullies have become rocky, like a dry riverbed.
51	The crumbling remains of two massive pillars carved with devils' faces flank the trail.
52	This lone half-timbered shack's mouldering thatch roof has partially collapsed.
53	Several pecan trees laden with green-skinned immature fruit grow across a hillside.
54	A grassy plain thickly coated with wildflowers covers a nearby plateau.
55	A flat hill flanks the trail. Atop it, a windmill with broken sails stands forlornly in splendid isolation.
56	A low bluff slopes up to a rocky prominence; its shape is vaguely pyramidal.
57	A wind-hewn tor stands atop a steep crag. The tor vaguely resembles a five-finger hand.
58	The limestone face of this broken crag is dotted by blue spruce pine and their fallen kin. A chimney crack splits the crag's face.
59	Grass grows along a ridge like a receding hairline.
60	Gorse, low bushes and weeds cloak the foundations of an old, abandoned village.
61	Two huge boulders, one piled precariously onto the other, stand by the trail.
62	A gurgling rill runs away from a small waterfall. A rudimentary bridge of flat stone crosses the rill.
63	Cold winds, blowing a ripped and torn cloak, whistle down the trail.
64	A blackened hill looms above the trail. Scorched and charred vegetation shows where a fire raged.
65	A deep crack in a cliff overlooks the trail. Inside, a slope leads down to a small, dry cave.
66	Five stones stand at the base of the hill. From the pile, a small game trail snakes into the bushes.
67	The slopes of the defile rise like a tear in the hillside. Shadows shroud the path.
68	A broad, shallow valley opens up ahead. Wildflowers cover the ground.
69	The path splits, leading off in five directions. Three of the paths are well-travelled.
70	The deeply eroded hillside exposes loamy, black soil. Root balls of tall grass hang from the sod.
71	An extremely jagged hill provides cover from the wind that whips about this high spot.
72	A heavily reinforced stone door pierces a cliff.
73	Four switchbacks zigzag up the steep hills. A large cairn of stones stands at each turn.
74	A difficult path runs up the rocky hill face. Its edges crumble away if anyone gets too close.
75	A near-perfect rock dome tops the hill. Black cracks cover the web-shaped dome.

76	Terraced hills form small farm plots. The plots are overgrown and abandoned.
77	A whistling sound caused by wind moving through gaps and crevices in the hillside fills the air.
78	A small abandoned mining settlement sprawls over the gentle slope of this hill.
79	A steep, massive tor rises from a hillside. A lone watchtower perches at its zenith.
80	A side path runs between two small mounds linked by a crumbling and cracked stone archway.
81	The form of several sharp outcrops on the hillside are suggestive of leering faces.
82	A wind-worn flat rock faces the rising sun. Its mirror-smooth surface glints brightly.
83	Thin, foot-long grass-green crystals protrude like spines from both sides of the hillside path.
84	The tall grass growing here is twisted into tight spiralling bundles.
85	The dry wash below a hill opens into a small basin.
86	A massive sinkhole nearly engulfs the base of a high, sheer rocky hill.
87	Slabs of black obsidian coat the low hill like armour. An archway pierces the hill's flank.
88	Sulphurous, terraced pools of hot water flank the trail. Stinking mists fill the air.
89	A small cave mouth lies at the back of a grotto.
90	Tucked between two hills, boiling mud pits roil with heat and noxious gasses.
91	Foresters' huts dot the hills bordering the forest. Much cut lumber is piled about.
92	A colony of ants fills the cracks in this cliff.
93	Slimy, iridescent pale blue mushrooms cover this deeply shadowed hillside.
94	The path winds down a steep, sparsely grass-covered hillside like an undulating serpent.
95	A starkly bright lichen-covered rock juts from a cliff. Its huge overhang could shelter five humans.
96	The wall of a broken well stands at the base of an overhanging bluff.
97	Deeply eroded red clay blankets this section of rolling hills.
98	Wedged between the rocks halfway up this hill stands a stone hut. A slow pillar of smoke drifts from its chimney.
99	The hill path ends at a precipice that drops hundreds of feet to the foothills below.
100	An entire hill face is carved with a 30-foot high relief of a mythical beast.

1. A character steeped in nature lore knows it is unlikely the trees grew naturally in this pattern.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	Clouds scud across the pale blue sky during the morning. A cold wind begins as the sun sets.
06-10	A rugged section of hills gives way to a grassy plateau. The trail heads ever on.
11-15	Three buzzards follow the party for much of the day but lose interest in the late afternoon.
16-20	Light rain falls overnight and in the morning. The weather brightens in the afternoon.
21-25	Fog blankets the hills' lower slopes but burns off as the sun rises. It is a cold, bright day.
26-30	Dense clouds hang over the hills all day, threatening rain. It stays dry, though.
31-35	Heavy rain lashes the hills all day, making travel slow and miserable.
36-40	The characters see no other travellers or large animals this day; the hills seem empty of life.
41-45	A chill wind plucks at the characters' cloaks for much of the day. Clouds and rain arrive at dusk.
46-50	Silence hangs over the hills. The only sound is the wind and the sound of the party's progress.
51-55	The steep trail wends its way between sharply flanked hills and through narrow valleys before terminating on a flat hilltop.
56-60	Around midday, the characters catch the glint of sun on metal from a distant hilltop. Otherwise, they see no one all day.
61-65	The trail wends its way through a lightly forested area for much of the day. Little vegetation grows under the trees, and there is no set trail in places.
66-70	Intermittent bursts of light rain strike the hills throughout the day, but this is merely an irritant and does not slow the party.
71-75	The party discover tracks on the trail, but it is obvious no one has come this way for days.
76-80	Dense fog fills the valleys and gullies, cleaving the hills. The fog halves visibility, deadens sounds and slows the party.
81-85	Except for the sounds of wildlife, the moan of a soft wind and their own footfalls, the characters hear little all day.
86-90	This section of the trail is wide and in good condition. The characters make good progress.
91-95	The sun hangs high in a cloudless sky, bathing the hills in welcome warmth. It is a beautiful day.
96-100	The day is thoroughly boring and uneventful.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	The looted remains of an old camp are strewn about the base of the hill.
06-10	A stand of small trees, bushes and shrubs grow in a hill's lea. The stand provides shelter from the wind and cover from prying eyes.
11-15	Fallen trees border a recent campsite. Blackened stones surround a sunken fire pit.
16-20	Tents of foreign design stand on a hillside. All are empty and show signs of hastily abandonment.
21-25	An abandoned campsite has a crude map of the local area drawn in the earth. An "X" marks a spot just over a nearby ridge.
26-30	Part of the hillside has crumbled away to reveal a strangely carved cave mouth partially filled with fallen rocks. A dry cave lies beyond.
31-35	A hollow under a hawthorn tree-covered hillside served as a wolf or worg den. It is empty but for the bones of the predators' victims.
36-40	A trail leads towards the sound of running water. A gurgling stream emerges from a sheltered cave.
41-45	A massive hickory tree's roots grow out of a craggy hill, creating a protected overhang.
46-50	A narrow crevice cuts through a spur in a high hill. It leads to a sheltered valley. A tranquil pool lies at the centre of the valley.
51-55	A ruined house of drystone walls stands in the shadow of a craggy hill. The roof has fallen in, but the walls still provide shelter from the wind.
56-60	A flat, grassy plateau looks out over the hills. The spot is exposed but is an excellent vantage point.
61-65	A small tranquil tarn fills the hollow between two hills. A small section of raised bank abuts a rocky promontory. It is a defensible spot.
66-70	A tumbled stone wall rambles down a slope. In places, it is four feet high and can serve as a passable windbreak.
71-75	A shallow cave—perhaps ten-foot-deep—pierces a sheer cliff wall about five feet off the ground.
76-80	The time-worn, wind-blasted ruin of a tower sprawls across a high hill. The place had a small cellar, some of which is still habitable.
81-85	A narrow stone causeway leads to a tree-fringed islet in the midst of a small lake.
86-90	A shallow, wide hollow provides shelter but quickly turns boggy if it rains.
91-95	A thick stand of trees clusters along a stream.
96-100	An old mine entrance gapes in the side of a hill.

RANDOM HILL ENCOUNTERS

D12	CREATURES	NOTES
1	Orcs (3)	Scouts for their tribe, these orcs sneak through the hills looking for a dwarf seen prospecting in the area. They don't attack large groups, unless many party members are injured or distracted. They sneak after the party and if they camp near a cliff or steep slope, the orcs try to start a landslide to slay the intruders. They wait until the dead of night to strike.
2	Hippogriff (1)	The characters encounter a hippogriff feasting on a recently slain orc. The hippogriff is fiercely territorial and does not give up its meal.
3	Hobgoblins (4)	These hobgoblins guard a rudimentary rope bridge leading into their tribe's territory. Their leader offers single combat to the party's greatest warrior for the right to cross the bridge. He tries to push his foe into the chasm. If he is slain, his fellows cut away the bridge's supporting ropes.
4	Ogre (1) and orcs (3)	This ogre is a mercenary for the Blood Eye tribe and it leads these orcs in a hunt for interlopers. The ogre is unsubtle and charges into battle, but retreats if reduced to half hit points. If the ogre retreats, the orcs fall back and try to kill it; they resent this bullying ogre leading them and see the perfect opportunity to take their revenge.
5	Giant spiders (6)	These spiders lurk in a narrow rocky cleft near the characters' camp. The creatures emerge at night to hunt. They try to immobilise one foe before dragging it back to their lair to eat later.
6	Leucrotta (2)	These cunning creatures use their power of mimicry to split the group. They wait until a character is alone—perhaps answering a call of nature—and call for help. They attempt to lead the gullible character deeper into the hills.
7	Wyverns (2)	Two wyverns swoop low over the hills, searching for prey. They are starving and even attack large groups. They swoop down and try to grab a tasty snack. Once a wyvern has grabbed a target they fly away to a nearby hill where they drop their snack and fight between themselves over who gets the choicest piece of the meal.
8	Hill giants (2)	Two young hill giants have crept away from their clan in search of fun, violence and treasure. They attack the party from range, hurling boulders at archers and spellcasters. They exclaim at every hit with childlike glee and retreat if reduced to half hit points.
9	Hill giant (1) and ogres (4)	This hill giant leads its ogre warrior-minions in search of loot and fun. The giant is brutish and stupid and has only the flimsiest grasp of tactics; the ogres let the giant fight the toughest foes.
10	Gorgon (1)	This dominant bull gorgon is hunting for food for its young. Its mate, and two young, dwell in a nearby cavern. If the battle with the characters is long and loud, the female comes to investigate.
11	Nal Karak (old cloud giant)	Blinded by battle rage and fear of encroaching old age, Nal Karak attacks the party intent on proving his virility and prowess. He plans to leave one foe alive to tell of his power and might. He screams his name and deeds during battle, to intimidate his foes.
12	Angkarmiir (adult copper dragon)	Angkarmiir is patrolling his territory when he spies the party. He lands and demands to know what they are doing in his realm. He is a whimsical fellow given to making mischief and only lets the characters pass if they can correctly answer his riddles. (If they fail, he lampoons them and asks for a gift before letting them go on their way).



ISLES & ISLANDS

ISLES & ISLANDS

Innumerable isles and islands dot the waters of the world's seas and oceans. Such places provide sanctuary for shipwrecked mariners, hidden locales for pirates to bury their treasures and hazards for sailors to avoid.

MINOR ISLES & ISLANDS EVENTS

Many minor events of interest can occur while the characters explore an isle or island.

D%	MINOR EVENT
01	Waves crash against the rocky shore, sending plumes of spray into the air.
02	Seagulls and other birds wheel and soar above the surf. Other birds bob in the waves, occasionally diving underwater to hunt for fish.
03	The waves seethe and roll over part-sunken ruins standing a few dozen feet from shore.
04	A shark's fin cuts through the surf but a dozen yards or so from the party.
05	A squall blows a curtain of heavy rain across the island. It is gone as quickly as it arrives.
06	Dense fog hangs over the island and the surrounding waters, muting sounds and halving visibility. It only shifts in the late afternoon.
07	Something large disturbs the water just down the beach from the characters' position.
08	Seals bask on the island's rocky foreshore; they bark loudly if the characters approach.
09	Flotsam and jetsam bob in the surf.
10	Seals infest the foreshore and react aggressively to intruders.
11	A crazed naked man—a shipwrecked mariner—runs toward the party, shouting intelligibly. The man is mad and has forgotten how to talk.
12	One of the party feels that unseen eyes are watching them.
13	Thick, dark clouds gather on the horizon and move toward the island; a storm is coming.
14	The wind picks up and blows the smell of the sea over the party.
15	A rumbling sound comes from somewhere deep in the island's interior.
16	Turtles slowly bury their eggs in the gently shelved sandy beaches fringing this island.
17	Breakers smash into the island's rocky shore, throwing great sheets of spray skywards.
18	High overhead, a flying carpet with three figures perched atop it flies over the island.
19	The ground shakes and rumbles.

20	The wind drops away to nothing, and silence descends over the island.
21	Waves boom against the island's cliffs.
22	The scurrying sound of many small creatures emanates from amid the island's vegetation.
23	Sunlight reflects from something shiny snagged halfway up a tree.
24	Bright blue sky—without a single cloud—hangs over the island.
25	A noisy flock of seabirds wheel overhead.
26	A wild pig wanders into view. It seems unfazed by the characters' presence.
27	The island is silent, and a lurking sense of despair hangs over the place.
28	Torrential rain and heavy winds batter the island for the entire day.
29	A swarm of tiny crabs scurries about the glistening piles of seaweed covering the beach.
30	Snakes—mostly harmless—infest the island; the characters see them everywhere they go.
31	The sound of a barking dog reaches the characters' ears. The sound comes from deeper into the island's interior.
32	Dark clouds scud across the island, plunging great swaths of it into deep shadow.
33	A sailor's bloated, decomposing corpse bobs gently in the waves just offshore.
34	The persistent breeze blowing in from the sea makes the air feel colder than it should.
35	A bank of sea fogs drifts toward the island, driven onshore by a strong breeze.
36	As #35 but the fog is thick, and strange sounds—the creak of wood and the muttering of voices—emanate from within.
37	A scrap of white, lacy cloth snagged on a sharp rock flutters in the breeze.
38	Fifty feet from shore, a huge shell breaks the surface of the water before diving out of sight.
39	The air is calm, and there is no wind. If the characters have a sailing ship, it is becalmed.
40	A seagull falls from the sky and lands at the characters' feet. Investigation reveals the bird has some kind of horrible wasting disease.
41	A penguin waddles into sight.
42	A sudden wind picks up and plucks at the characters' cloaks.
43	Far out to sea, the translucent form of a ghost ship slips across the horizon.
44	The boom of distant thunder rolls in across the sea, and dark clouds hover in the distance.
45	A V-shaped formation of birds flies overhead.

46	A loud roaring sound—the cry of some unseen predator—comes from further inland.
47	With a sickening tearing sound, a decomposing tree suddenly splits in half.
48	It begins to rain, and it does not stop for two days and nights.
49	The haunting, melodic song of an unseen harpy drifts through the air.
50	A wild pig and her two young come into view.
51	A squirrel darts along a tree's branches and jumps over the characters' heads to another tree.
52	The wind picks up, and foam flecks the waves crashing into the island. It is difficult and dangerous to put to sea until the weather calms.
53	One of the characters feels a chill down their spine—as if someone had walked over their grave.
54	A huge white bird—an albatross—glides majestically over the island.
55	At low tide, stunted and eroded ruins of ancient artifice emerge from the sea.
56	A thin stream of smoke drifts skyward from somewhere further inland.
57	A rabbit hops into view. It flees if attacked.
58	Light rain falls over the island.
59	The sound of surf pounding the shore fills the air.
60	A ship is anchored on the other side of the island; its captain sends a party ashore for fresh water.
61	A lone cow wanders the island.
62	Heavy seas surround the island; landing is dangerous for even skilled sailors.
63	The characters encounter a group of mariners from another ship refilling their water barrels.
64	On the horizon, a ship burns. That night, the ship's exhausted survivors straggle ashore.
65	Heavy rain and strong winds pummel the island.
66	Brilliant sunlight bathes the island.
67	The clouds part, and bright sunlight lances down to illuminate one part of the island.
68	Swarms of flies fill the air above a large decomposing corpse of unidentifiable origin.
69	The translucent form of a mariner appears. The figure gazes out to sea before slowly fading away.
70	Dolphins cavort in the waters just offshore.
71	Soft laughter from an unknown source follows the characters wherever they go on the island. The laughter slowly takes on a mocking tone.
72	A parrot watches the characters from a tall tree.
73	High overhead, a huge winged creature passes over the island.
74	Wherever the characters go on the island, they cannot escape the sound of the sea.

75	An emaciated, half-starved dog slinks into view.
76	The sound of wildlife is wholly absent from this part of the island. Paranoid characters may wonder why...
77	Nearby undergrowth rustles, but nothing emerges to attack the characters.
78	A swarm of rats burst from the undergrowth, stream across the path and then disappear.
79	A palpable feeling of loneliness hangs in the air.
80	Screaming reaches the characters' ears.
81	Birds—startled by something—take flight from a nearby tree and fly away.
82	A seagull swoops low over the party's heads.
83	Drizzle falls for several hours.
84	Dark smoke rises from a camp or signal fire somewhere in the interior.
85	A large crab scuttles along the beach.
86	A pile of shells glimmers in the sunlight.
87	Faint calls for help reach the party's ears.
88	The cawing of a flock of seagulls drowns out all other noise and makes conversation difficult.
89	A faint, wailing piping sound fills the air.
90	A swarm of crabs feast on a whale's corpse.
91	On the horizon, a sailing ship comes into view. It disappears without coming close to the island.
92	A black and white cat wearing a ragged collar stalks into view. It carries a dead rat in its mouth.
93	A light, cold fog clings to the sheltered parts of the island. It does not affect visibility.
94	A flotilla of ships glides along on the horizon.
95	A thunderstorm rolls in; heavy rain falls, and lightning strikes the island's highest points.
96	A huge bird—a roc—glides through the air high above the island.
97	A mysterious, glowing blue light appears on the island's highest point.
98	Two ships appear, one chasing the other. Flashes of light and the faint sound of explosions show the ships are locked in a death struggle.
99	On the horizon, the sail of a sailing ship comes into view. The ship is making for the island.
100	A huge red dragon swoops low over the island, looking for prey or (perhaps) a new lair.

ISLES & ISLANDS DRESSING

Isles and islands are not dull, drab places; many minor sights, sounds, and discoveries lie in wait for the characters.

D%	MINOR DRESSING
01	Treacherous shoals surround the islands; it is only safe to approach the island in a few spots.
02	The jagged stump of a ruined tower stands atop the island's highest point.
03	Sharks hunt in the waters surrounding the island.
04	A lopsided driftwood hut overlooks the beach from its spot in the shadow of a small copse.
05	Huge piles of glistening, storm-driven seaweed cover the beach.
06	A large octopus lairs in a sunken cave at the base of a cliff.
07	The bleached bones of a shipwrecked sailor lie amid the remains of his lonely camp.
08	The rotting remains of a shipwreck litter the beach. A large, ocean-going ship died here.
09	Seals bask on the island's rocky foreshore.
10	Rats—the only survivors of a long-ago shipwreck—infest the island and feast on the local seabirds.
11	A strange rock formation looks a bit like a ship's prow pointed upwards as if sinking.
12	The island has few beaches; most of its bounds comprise steep cliffs or jumbled boulder fields.
13	Half-sunken huts dot the island. They mostly stand in sheltered spots.
14	Flotsam and jetsam bob in the surf.
15	Seven graves stand in a ragged line; an eighth open grave has partly collapsed in on itself.
16	Docile penguins infest the island.
17	Trees grow thickly across the island. Faint, disused tracks wend their way between their boughs.
18	An upturned rowboat large enough for eight people has been pulled above the high tide line. Four oars lie under the boat.
19	Wild sheep graze on the island; they are docile and easy to catch.
20	Ancient and time-worn ruins sprawl across the island's highest point.
21	A flag bearing a rampant bear sigil flutters from a pole driven deep into the ground.
22	A small ruined settlement—a half dozen shacks—stands at one end of a small graveyard.
23	A human skull lies amid the long grass.
24	A crumbling sea stack stands just offshore.
25	A stream flows from the island's interior and out into the sea.

26	A wooden pole carved with demonic faces leers down at the party from atop a small mound.
27	The bones of a huge creature—a whale—are half-buried in the sandy beach.
28	A part-overgrown path wends its way into the island's interior.
29	A rowboat lies amid the ruin of an abandoned camp. Investigation reveals some of the boat's planks are rotten.
30	The huge tracks of some gigantic beast mar the ground. The tracks are deep and quite fresh and lead to a cave mouth...
31	The ruined shell of an old stone building stands atop a bluff.
32	A windowless metal tower stands near a gurgling stream. The tower has one door, and it is firmly bolted from the inside.
33	Fecund vegetation covers the island, and trails and tracks are few. Much of the island is impenetrable.
34	A cliff rises from the island's east side. A huge carving of a leering demon head faces the sunrise.
35	The island's trees are gnarled and bent—forced into contorted shapes by the endless wind.
36	An old, part-collapsed wooden jetty thrusts out from the beach into the sea. It is slimy, and barnacles and seaweed cover its legs.
37	Black mussels cling to rocks dotting the beach.
38	Many holes—clearly recently dug—pockmark the island. It appears someone has been diligently searching for something.
39	A sign nailed to a tree simply reads, "Turn Back."
40	A treasure chest festooned in seaweed lies half-buried in the sand at the high tide mark.
41	A small rocky isle lies about 50 feet offshore. Loudly cawing birds cluster on the rock.
42	The remains of a raft are scattered up and down the beach.
43	The island appears completely devoid of any life larger than a rat.
44	As #43, but the rats dwelling on the island are numerous, starving and aggressive.
45	Three spades and a pickaxe lie around a patch of disturbed earth. Old, dried blood covers the handles of the pickaxe and one of the spades.
46	The torn and weathered remains of a treasure map are scattered about a thicket.
47	The birds inhabiting the island ignore intruders—they do not realise how dangerous they can be.
48	Two old burial mounds stand opposite each other. Wildflowers and weeds grow across both mounds.
49	Gigantic bees infest the island. They are peaceful unless attacked.

50	The bloated, decomposing corpse of a seal, shark or another large aquatic creature lies on the beach. Large bite marks cover the corpse.
51	Large piles of freshly turned earth—akin to huge molehills—dot the island.
52	A crude wooden sign has a single word—Flee—carved deeply into it.
53	The corpses of diseased seagulls dot the ground.
54	Caves, breached by sinkholes, riddle the bedrock of the island. Some caves are tidal, and one can cross the island wholly underground.
55	Tidal caves pockmark the island's cliffs. Explorers can safely enter them at low tide; at high tide, they become deathtraps.
56	A narrow sea stack stands just offshore; seabirds nest thereon.
57	A narrow shelf of glistening rock visible at low tide links this island to its smaller neighbour.
58	A ring of blackened stones and cold ash shows where someone once had a campfire.
59	A swath of the island is utterly denuded of all animal and plant life.
60	The entrances to a rabbit warren stud a high bank. Rabbit tracks and droppings are much in evidence in the surrounds.
61	A sign nailed to a tree reads, "I claim this island. Flee or die."
62	A dense and stunted stand of trees clusters thickly inside a short, steep-sided valley.
63	A forlorn flag bearing three stars and a sail device hangs from a drunkenly leaning pole.
64	An old collapsed tent flutters in the breeze.
65	The ruin of a ship driven ashore during a recent storm is scattered about the beach. Here and there lie the crew's decomposing bodies.
66	The skeleton of a humanoid is caught in the branches of a tree.
67	A wide swath of scorched and blackened vegetation shows where either lightning struck, or a campfire got out of hand.
68	A small freshwater lake fills a tree-fringed hollow.
69	A sunken hut stands atop a high bluff; an ankle-deep slurry of leaves and mud part fills the hut.
70	The rotting remains of a small stockade and a few collapsed huts ring a craggy hill.
71	Rock pools dot the shoreline, and many crabs can be found within the seaweed-fringed waters.
72	Tracks of a half-dozen armoured humanoids trek through the forest. The tracks end at an area of badly hidden turned-over earth.
73	A great swath of scorched and burnt vegetation runs across the island. Here, nothing lives.

74	Treacherous sandbanks surround this bare island of rock and stone.
75	Wild, aggressive boars live on the island.
76	Great mounds of seaweed—driven ashore by heavy seas—festoon many of the island's beaches.
77	The rotting remains of a sailor are caught in the upper branches of a high tree. It looks like the man fell from a great height.
78	Stone statues of strange half-man, half-crab creatures dot the island; all look out to sea.
79	A longsword lies on the ground; its tip has been broken off.
80	Much of the island's vegetation is sickly and dying.
81	A handful of silver coins lie on the ground.
82	Large patches of dried blood mars the sward.
83	Piles of bones are scattered about the island.
84	The ruin of a hermit's home languishes atop a windy promontory. The hermit's bones lie within.
85	Tracks of a barefoot humanoid emerge from the surf and lead into the island's interior.
86	A carved figure of a hybrid snake man decorates the side of an ivy-wreathed stone pillar part hidden by dense undergrowth.
87	A short stretch of low-lying salt marsh lies in the party's path.
88	Turtle eggs dot the island's sandy beaches.
89	An open pit lined with stakes blocks the path.
90	A freshwater spring flows out of a small hill.
91	An unlit signal fire stands atop a cliff.
92	A vast amount of flotsam and jetsam chokes the island's beaches.
93	A stone portal pierces the base of a cliff.
94	A magical shimmering gate stands atop the island's highest point. It leads...elsewhere or perhaps even elsewhen...
95	A line of footsteps emerges from the surf and disappears into the island's interior.
96	A squat mausoleum covered in alien sigils squats amid a deep patch of vegetation at the centre of the island.
97	The burial cists of an ancient people are scattered over the island.
98	A part-sunken ship languishes on a sandbar a half-mile from shore.
99	A single word—Vilimzair—is deeply carved into a large boulder.
100	A rock formation jutting from a cliff resembles a gigantic face, but the face has only a central eye.

ISLES & ISLANDS

The characters may discover or explore many small isles and islands on their adventures.

D%	ISLES & ISLANDS
01-05	Stark, wave-battered cliffs surround this seabird-thronged sea stack.
06-10	From a beach on its eastern side, this long, thin island slopes rapidly upwards to a craggy summit.
11-15	This isle is little more than an angled shelf of slick rock. When the seas are high, the island is almost completely inundated.
16-20	Two sea stacks stand offshore from this small, scrub-covered isle.
21-25	Lush, almost rampant, vegetation cloaks this island. The interior is near-impassable, such is the fecundity of the place.
26-30	A thick wood replete with wildlife covers much of the island. Here, game is plentiful.
31-35	Flanked by vertiginous cliffs, this island is difficult to access. A single beach pierces the cliffs.
36-40	This low island comprises nothing but sand and rock. Storms scour it free of anything else.
41-45	This island is one of three closely set together. At low tide, it is possible to walk between the islands.
46-50	A ridge of hills forms the spine of this sparsely wooded, windswept island.
51-55	One side of this island comprises rolling dunes that blend into the hills covering the rest of the forest-covered island.
56-60	Seals bask on this rocky island's foreshore. Large sharks lurk in the surrounding waters and prey upon the seals. The island is hilly and features a small lake at its approximate centre.
61-65	Roughly shaped like an upturned bowl, trees grow over the lower parts of this island. The island's central peak is denuded of trees. A crumbled ruin sprawls across the peak.
66-70	Treacherous sandbanks surround this bare island of rock and stone. Great mounds of seaweed—driven ashore by heavy seas—festoon many of the island's beaches.
71-75	A sheltered valley thronged with trees leads upward to this island's zenith.
76-80	Two thin sea stacks rise from the island's west side.
81-85	Many reefs lurk near this island.
86-90	Flanked by vertiginous cliffs, this island is only accessible by skilled climbers or those who can fly.
91-95	Nothing grows on this island; it is barren.
96-100	Smoke rises from the cone-shaped mountain in the middle of the island.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	A stand of trees set back from the beach provides shelter for a private camp.
06-10	A wide nub of rock thrusts upward from the sandy beach, providing a sheltered spot to camp.
11-15	The ruin of an old settlement—nine wooden huts set about a pool of fresh water—stands at the mouth of a wide, low valley.
16-20	A small cave pierces the side of a craggy hill. The cave is warm and dry and provides a good vantage point.
21-25	A flat area has been dug into the side of the hill. The sheltered spot is large enough for two tents.
26-30	A crude cabin of cut and dressed wood stands on a bluff overlooking a beach.
31-35	An arm of bare rock cuts across the back of the beach, providing a windbreak.
36-40	A clear patch of land stands amid a stand of mature trees. A fire pit has been cut into the centre of the clearing.
41-45	A swath of woodland overlooking the beach has been cleared to make a camp. A thin screen of trees provides a windbreak.
46-50	The shattered stern of a sailing ship driven ashore by a gale lies beyond the high tide line. Items scattered about the wreck suggest someone survived here for a time.
51-55	A bank of sand surrounds a rude camp overlooking the beach.
56-60	Sand dunes edge the beach and provide shelter.
61-65	A narrow tree-fringed valley runs upwards into the interior. A stream gurgles out of the valley.
66-70	Several large trees grow closely together, creating an area of cool shade bounded by a steep bank.
71-75	A stream flows from the mouth of a small cave. The cave floor is shelved and free of debris.
76-80	A rudimentary treehouse fills the branches of the largest tree on the island.
81-85	A flat section of land has been dug into the sheltered slope of a wide ledge, providing a handy area to pitch up to three tents.
86-90	A winding trail leads up to the scrub-covered top of a high hill. A hollow at the hill's zenith provides a sheltered, defensible campsite.
91-95	The abandoned nest—easily 20-foot in diameter—of a huge bird fills a ledge on a sea cliff. An old, worn path leads to the ledge.
96-100	A rudimentary stone wall bounds a clearing.

RANDOM ISLE & ISLAND ENCOUNTERS

D12	CREATURES	NOTES
1	Sea devil (1)	A sea devil scout watches the island for signs of easy prey. It watches the characters from the safety of the water. If the group seem weak or disorganised or if one or more elves are among the party, the scout swims away to gather a war party. They return that night.
2	Dolphin (1)	A playful dolphin approaches the party's boat as they draw close to the island. Paranoid characters may suspect the dolphin is actually a shark. If it is attacked, it flees but shortly thereafter encounters a group of aquatic elves who take an extremely dim view of the characters' actions.
3	Sharks (8)	A school of sharks lurks off the island. The arrival of any kind of vessel attracts their attention. If the vessel is small—such as a rowboat, canoe or raft—the sharks bump and nudge the boat. If it is large they merely lurk in the vicinity.
4	Octypa (harpy)	Exhausted and blown out to sea by strong winds, this harpy spots the island and wearily drifts down to rest. Initially, she is uninterested in fighting and either avoids or parleys with the party. Once she regains her strength, however, she begins to get hungry.
5	Ghouls (12)	A pack of ghouls—survivors of a shipwreck haunt the island. They have killed all other animal life on the island and are starving. They fall upon any landing party with but one intent—to feed.
6	Carixis (male merfolk)	Carixis crawls from the sea. Badly injured—he has just been bitten by a shark and has lost a lot of blood. He collapses just above the high tide line. If the party help him, he is grateful. Carixis knows much about the local waters and could be a handy guide or friend for the party.
7	Deseka (sea hag)	Deseka dwells in a watery cave beneath an isolated part of the island. She enjoys preying on crews while they anchor offshore. She loves to see how many she can capture and kill before the rest realise something is going on and flee.
8	Giant octopus (1)	This giant octopus dwells in a cave at the base of a sea cliff. The wrecks of small boats litter the seabed around its lair.
9	Sea devil (8)	This sea devil war band keep an eye on the island as they know air-breathers often come ashore to explore. In such instances, the band's first target is the group's rowboat. Destroying the boat strands the air-breathers on the island and enables the sea devils time to leisurely pick off their targets one by one.
10	Giant eagle (2)	Two gigantic eagles soar overhead. If the characters attract their attention, the eagles swoop down for a closer look. If properly motivated and treated with respect, they may even help the party. If they are attacked, they simply fly away and do not return.
11	Roc (1)	A huge bird soars over the island looking for prey. If it spots the characters, it swoops down to grab one. If successful, it flies away to its nest on another island 20 miles away. There it feeds the character to its young.
12	Alaxia (dragon turtle)	The huge shell of a dragon turtle breaks through the waves as she plays in the shallow water surrounding the island. Her "play" creates large waves that could swamp a small vessel. Unless she is attacked, she ignores small vessels or land-based groups. However, if the characters attack her, she destroys their ship, which could leave them stranded on the island.



JUNGLES

JUNGLE

Jungles are filled with interesting sights, sounds and smells. Some such events are nothing to worry about; others could presage the attack of some kind of vicious predator.

MINOR JUNGLE EVENTS

Many minor events of interest can occur while the characters explore a jungle.

D%	MINOR EVENT
01	A small snake slithers across the path in front of the characters.
02	Light rain falls on the jungle and pitter patters on the leaves above the characters' heads.
03	Rustling comes from nearby bushes, but nothing emerges to confront the characters.
04	Monkeys play loudly in the branches above the characters' heads.
05	Insects buzz about the characters' heads; by dusk, everyone sports several irritating bites.
06	Dark clouds gather over the jungle, threatening torrential rain.
07	Birds call to one another from the tree canopy.
08	The jungle is alive with the sounds of animal life; it seems like the characters are surrounded by jungle beasts!
09	The oppressive heat of the jungle grows noticeably hotter, and the characters sweat profusely at the least exertion.
10	A huge constrictor snake is wrapped around a branch under which the characters must travel.
11	Something loud crashes through the undergrowth nearby, but nothing appears to beset the party.
12	A veritable carpet of ants covers the ground.
13	Two small elephants stand in a shallow, muddy pool, blowing water over their backs.
14	A tiger stalks through the jungle. An attentive character spots the tiger as it glides between two trees about 30 feet ahead.
15	A sloth slumbers on a branch jutting out over the trail. It ignores the characters.
16	Chimpanzees fill the nearby trees and make a hell of a racket; the braver chimps come to investigate the party.
17	A huge gorilla sits in the branches of a vast tree. It impassively watches the party. It roars at them if they get too close.
18	A character trips over a small fallen branch.
19	The gurgling sound of running water betrays the presence of a stream ahead.

20	Thick spider webs clearly spun by huge arachnids fill the space under the trees hereabouts. Something large and shadowy moves about within the web.
21	Beautiful black and red flowers—their petals heavy with pollen—line the track. As the characters approach, one of the flowers blows a cloud of its pollen into the air.
22	A beautiful multi-hued parrot perches in a tree and screeches loudly as the party pass by.
23	Several small, brightly coloured snakes lie on the trail but slither away as the characters approach.
24	One of the characters gets the strong impression that they are being watched.
25	The sound of dripping water reaches the characters' ears and leads them to a moist cliff redolent with moisture, fungi and ferns.
26	The jungle canopy sways wildly in the wind—but the jungle floor is quiet and untroubled by the tempest raging above.
27	The distant sound of thunder reaches the characters' ears.
28	Two ant armies battle to annihilation in a small clearing. Rival ant nests lie nearby in the surrounding jungle. Surviving ants are aggressive and have nasty bites.
29	A leopard stalks prey in the party's vicinity. The characters may not even notice the cunning, near-silent predator.
30	A cloud of mosquitos envelops the party.
31	The roar of an elephant quietens other creatures in the vicinity for a few minutes.
32	Sunlight streams through a hole in the canopy to illuminate a gurgling stream.
33	A large, black, hairy spider squats motionless on a wide leaf.
34	Heavy rain pummels the jungle; soon, water is dripping through the dense tree canopy. The cacophony makes hearing anything else difficult.
35	A beautiful multicoloured feather (a couatl's) drifts down from the canopy to land at a character's feet.
36	A river flows across the party's path; a perceptive character spots a crocodile lurking in the water by the opposite bank.
37	The loud crack of a twig snapping underfoot reaches a paranoid character's ears.
38	A cooling breeze caresses the characters' faces.
39	Wisps of mist drift through the jungle.
40	The tree branches above the characters rustle in an ominous fashion.
41	The heady, soporific scent of flowers in bloom surrounds the party.

42	The clash of blades and the screams of the wounded reach the characters' ears; somewhere up ahead, a battle rages.
43	Mist curls through the jungle; it is not thick enough to reduce visibility.
44	The loud crack of a tree's trunk snapping heralds the fall of some distant jungle giant.
45	A spear arcs from a nearby bush to slam into a tree mere inches from a character's head.
46	Dark clouds plunge the jungle into deep shadow.
47	The jungle grows denser and denser until every step forward becomes an epic struggle.
48	A leopard appears a few dozen yards ahead of the party. It slinks away if attacked or approached.
49	The humidity and heat rise precipitously.
50	Thick fog drifts through the jungle.
51	The smoking remains of a campfire smoulder by the trunk of a huge fallen tree.
52	The canopy above the characters' heads rustles loudly even though there is no wind.
53	A lone gorilla watches the party from its perch high up in a tree.
54	Faint chanting—perhaps a kind of ritual—borne on the breeze reaches the party's ears.
55	Leaves drift down from the tree canopy; something big moves up there.
56	The foul smell of rotting flesh fills the air.
57	A monkey—its eyes alive with intelligence—regards the characters from its treetop perch.
58	A strong wind rattles the treetops.
59	The buzzing of insects fills the air.
60	Large drops of warm water fall from the tree canopy onto the characters' heads.
61	A single beam of sunlight cuts through the tree canopy to illuminate an oddly carved stone idol.
62	The distant barking of a dog reaches the party's ears. An explosion follows, and then silence falls.
63	Soft music—pipes and drums—from some unfindable locale fills the air.
64	As #62, but perceptive characters detect a hint of enchantment in the music.
65	A thicket just off the trail rustles violently; something large lurks within.
66	A low and distinctly sinister growl comes from deep within a thick bush.
67	The pitter-patter of light rain on the jungle canopy fills the air, but the rain does not penetrate to the jungle floor.
68	Clouds of biting insects fill the air.
69	A horde of ants scuttle up and down a tree trunk.
70	The panicked shrieks of monkeys fill the air.

71	The sound of something large but unseen moving in the tree canopy filters down to the jungle floor.
72	The beat of a single drum fills the air. The sound goes on for an hour before petering out.
73	A naked man carrying nothing but a spear emerges from a thicket. At the sight of the characters, he flees back the way he came.
74	The roar of a waterfall fills the air.
75	The scent of rotting vegetation fills the jungle.
76	Something crashes through the nearby trees.
77	The temperature rises rapidly.
78	Loud birdsong fills the air.
79	The sun emerges from behind dense clouds.
80	A sinkhole opens at the party's feet.
81	The rhythmic beat of a drum floats through the air.
82	A chimpanzee flings a handful of nuts at a character before fleeing.
83	The temperature drops rapidly.
84	Froned brushes nod lazily in the breeze.
85	Bird excrement hits a character on the head.
86	A gigantic beetle emerges from the shadows.
87	A venomous snake hisses at the party from a patch of long grass.
88	The roar of a big cat shatters the air; all other animal noises abruptly cease.
89	Monkeys chatter loudly in the trees above the party's heads.
90	Ants writhe over a decomposing animal's corpse.
91	Drizzle falls over the jungle.
92	The faint smell of cooking reaches the party.
93	A breeze plucks at the party's cloaks.
94	A quiet tittering reaches the party's ears.
95	A shaft of sunlight illuminates the party.
96	Clouds of smoke fill the air; something burns.
97	Two tigers stalk through the jungle; only a perceptive character spots the predators.
98	Thin shafts of sunlight pierce the jungle canopy.
99	All background noises abruptly cease.
100	The distant rumble of thunder and a strengthening of the wind heralds an approaching thunderstorm.

JUNGLE DRESSING

Jungles are not dull, drab places; many minor sights, sounds, and discoveries lie in wait for the characters.

D% MINOR DRESSING

01	The path the characters have been following peters out when it enters a dense swath of fecund, oddly fragrant undergrowth.
02	A rotten tree lies across the path.
03	Above, the canopy is particularly dense; gloom and shadow fill the surrounds.
04	An old campfire fills the hollow between an old tree's huge roots.
05	The rotting remains of a treehouse hang precariously from the branches of a huge tree.
06	A fast-flowing river cuts across the characters' trail; it is audible for quite some distance.
07	A thin band of boggy ground surrounds a small lake fed by several sluggish rivers.
08	A carved pole depicting a ferocious demon glowers down over the path.
09	Tracks in the mud show where a four-legged, predatory big cat recently stalked.
10	The undergrowth grows thick, and the characters must find another way forward or laboriously hack their way through.
11	A huge constrictor snake with a suspicious bulge in its belly lies on the ground, digesting its last meal. It is not interested in the party.
12	The remains of an old path cut through the jungle and provide a short period of easy travel.
13	Three huge ant hills flank the path.
14	Vines and creepers hang down over the trail creating a curtain of sorts.
15	The bleached bones of a huge beast lie part-hidden amid the rampant vegetation.
16	Distant howling reaches the party's ears. (The howls come from black howler monkeys warning their fellows of a tiger in the area.)
17	The broken bones of some unfortunate humanoid are scattered about the ground.
18	Three collapsed tents stand about a small clearing. The rotting and rusting detritus of a small expedition is scattered about the clearing.
19	A slender tree has fallen across a narrow river, providing a handy—if narrow—natural bridge.
20	Beautiful black and red flowers—their petals heavy with pollen—line the track.
21	The rotten remains of a wooden causeway yet span a section of swampy, noisome ground. The causeways looks ready to collapse.

22	A dark cave mouth pierces the side of a tree-cloaked hill. A faint breeze issues from the cave.
23	The bones of a humanoid lie amid the long grass. A small snake nests within the remains.
24	Two-foot-high, much-eroded stone obelisks line the winding trail for a few hundred meters.
25	A majestic multihued parrot perches in a tree and screeches loudly as the party pass by.
26	The obvious tracks of a huge creature—an elephant—mar the soft ground.
27	A short set of big cat tracks—perhaps a lion or a leopard—lead into a nearby thicket.
28	A narrow gorge cuts through the jungle; an old rope bridge spans the gorge, but it looks rotten in places and unlikely to hold a heavy weight.
29	A river tumbles from a jagged range of hills into a beautiful tree-fringed pool.
30	Moss and ferns grow rampantly over a fallen tree. The tree is massive—easily 80 feet long and 20 feet in diameter.
31	The carved stone head and torso of a glowering snake-headed person looms over the path.
32	Creepers grow about a large tree seemingly to be trying to strangle it.
33	The trail descends into a boggy valley cutting across the jungle.
34	The rotting remains of a small stockade surround four huts. The stockade wall has collapsed in three places; human bones lie amid the ruin.
35	Long tracks in the soft ground show where an immense snake slithered quite recently.
36	A splatter of fresh blood covers the leaves of a tree bending low over the trail. More blood covers the ground below.
37	A rotting bush—torn and shredded by some powerful predator—lies on the ground.
38	An arrow on the ground made from a dozen or so stones points to the west. Weeds have begun to grow over the arrow.
39	A leopard lounges on a low branch of a large tree; it dines on a chimpanzee's corpse.
40	A rotting tree lies across the trail. Mushrooms and ferns grow all over its trunk.
41	Six small red and white snakes writhe in the deep shadow under an old fallen tree.
42	Curtains of thin, gossamer spider webs cover the trees in the locality.
43	The path curls its way down a gentle bank covered with ferns and small bushes.
44	A tree leans drunkenly over the trail and is only held aloft by the opposite tree's thick branches.
45	A narrow gorge cuts through the jungle.

46	Four shallow caves pierce the side of this steep and craggy tree-crowned hill.
47	The remains of a skirmish—rotting bodies, broken weapons and so on—litter the ground.
48	Piles of soggy, decomposing leaves litter the area.
49	A spring gurgles from the ground at the base of a hill before flowing through a series of small pools.
50	The tracks of the jungle's abundant wildlife appear in profusion around this wide pool.
51	A clear trail runs for about a mile before petering out on the bank of a small lake.
52	The normal jungle surrounds a swath of burnt and blackened wasteland. Here, nothing grows.
53	A hideous worn stone idol depicting a three-eyed frog demon stands amid a malodorous bush of sickly aspect.
54	A spear pins the looted, decomposing corpse of an explorer to a tree.
55	A donkey's bones lie near a tree; a rotting leather rein still hangs from a low branch.
56	A leather pack covered in maggots and worms lies by the side of the trail.
57	The rotting remains of a village fill a small clearing, slowly being recolonised by the jungle.
58	An axe juts from the trunk of a tree. The axe is wedged in place and does not come out easily.
59	The location of some of the trees in the locality seems suspiciously uniform, as if they had been planted long ago by an intelligent hand.
60	A break in the jungle canopy gives the characters an uninterrupted look at the sky.
61	Sunlight streams through a hole in the canopy to illuminate a gurgling stream.
62	The trail leads up to a rocky outcrop overlooking the jungle but goes no further.
63	Half a broken spear lies on the ground.
64	An arrow is embedded deep in a tree's trunk.
65	Insects writhe over the remains of a monkey lying at the base of a tree.
66	Four burial cairns stand on the banks of a stream.
67	Something large and unseen moves through the undergrowth nearby.
68	A raft's rotting remains float in this river's waters.
69	Thick, tangled undergrowth fills this broad swath of jungle.
70	Low, thick clouds hang over the jungle.
71	Three rivers feed this wide jungle-fringed lake.
72	A scrap of illegible rotting parchment is nailed to a tree trunk with a rusting crossbow bolt.
73	A rope hangs down the trunk of this huge tree.
74	A part-eaten monkey corpse lies on the ground.

75	A sinkhole pierces the jungle floor; within a pool-filled cavern glints in the faint sunlight.
76	A single gold coin of old and archaic design fills a crack in a fallen tree's trunk.
77	A large spider spins its web in the branches of a nearby spiky-leafed bush.
78	Dripping moss hangs from low tree branches.
79	The soft sound of dripping water fills the air.
80	Brightly-coloured butterflies flit about the party.
81	A gigantic beetle emerges from a pile of freshly turned earth.
82	The bones of a large creature lie amid the weeds.
83	Cloying mud coats the banks of this river.
84	A pool of blood and viscera covers the ground.
85	Dirty water fills the deep tracks of some kind of immense beast.
86	Bright flowers sway beguilingly in the breeze.
87	The jungle grows denser and denser until every step forward becomes a struggle.
88	A faint breeze laden with an unplaceable scent caresses the characters' faces.
89	Trampled grass, crushed bushes and so on show where a large beast rampaged recently.
90	A shredded cloak hangs from a low branch.
91	A low growling sound comes from a thicket.
92	One of the characters get the distinct feeling that they are being watched.
93	The rumble of a distant explosion reaches the party's ears.
94	A strange rocky spire thrusts upwards from the jungle floor.
95	The trail descends into a boggy valley cutting across the jungle.
96	As #95 but patches of quicksand lurk amid the mire to drown the unwary.
97	The shattered remains of an ocean-going ship lie about the jungle floor. Oddly, it looks like the ship fell from the sky.
98	Several large, beautiful red and blue feathers lie on the ground. These are couatl feathers.
99	The stone head of a leering demon lies on its side in the mud. Creepers and vines over the nine-foot-tall head.
100	The tumbled remains of a stone ziggurat jut from among the new-growth trees slowly reclaiming this large clearing.

1. A cleric, druid or ranger can confirm that a large predator cracked the bones to get at the marrow within.
2. This is the remains of a shambling mound; a druid or ranger identifies it as such.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	The party make slow progress today, literally having to hack their way through the jungle.
06-10	A low-lying section of jungle becomes decidedly swamp-like which slows the characters' travel.
11-15	The characters pass through a huge clearing and make good progress.
16-20	A savage downpour pummels the jungle all day. Travel is miserable and the ground transforms into a sucking, glutinous bog.
21-25	The relatively clear banks of a sinuous river provide the party a highway of sorts; travel is swift.
26-30	High humidity and temperature make today's journey taxing in the extreme.
31-35	A trail leads in the general direction the characters wish to go and the party makes good progress.
36-40	A troop of noisy, curious monkeys follows the party for much of the day.
41-45	The party follow the course of a river for much of the day and makes excellent time.
46-50	The characters toil over several tree-wreathed ridges; going is slow all day.
51-55	Thick, tangled undergrowth fills this broad swath of jungle; going is slow and hard work.
56-60	Several swiftly-flowing rivers bar the party's passage and going is slow
61-65	It is particularly hot and the characters end the day exhausted and dripping with sweat.
66-70	A rainstorm of epic proportions accompanied by savage winds makes travel virtually impossible for 1d3 days.
71-75	Mist clings to the trees as the characters move through a surprisingly quiet stretch of jungle.
76-80	An inquisitive troop of monkeys follow the party for most of this uneventful day.
81-85	The characters happen across a swath of devastation—it looks like a tornado destroyed a decent part of the jungle; the destruction and fallen trees make for slow-going.
86-90	The jungle gives over to a swath of grassland. The characters make good time and return to the jungle as dusk falls.
91-95	A deep river flows through the jungle; its rocky banks are devoid of vegetation; the characters make good time while they follow the river.
96-100	This section of jungle sprawls over a range of hills; the characters' progress slows to a crawl.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	The rotting trunk of an immense fallen tree provides shelter and privacy.
06-10	The tumbled ruin of a stone building stands amid a swath of new-growth trees.
11-15	A small valley cuts through the jungle and ends in a rock wall pierced by three caves.
16-20	A small clearing by the side of a swiftly flowing river provides a sunny campsite.
21-25	A tall bald hill rises above the surrounding trees. The campsite is windy but has excellent views.
26-30	A cave pierces the sheer flank of a craggy hill; it is dry and sheltered within.
31-35	Tall grass fills this wide clearing; a low hill stands at the centre of the clearing.
36-40	The crumbled remains of an old stone building stand on the banks of a swiftly flowing river.
41-45	A shallow depression filled with trees, but freer of undergrowth than the norm, provides a handy, sheltered campsite.
46-50	A small clearing hemmed in by old-growth trees provides an easy camp.
51-55	An abandoned treehouse high up in an immensely old tree offers safe haven.
56-60	A rickety stockade surrounds a lonely, empty hut.
61-65	A narrow clearing in the jungle straddles the banks of a narrow, but fast-sliding, river.
66-70	The remains of a camp fill a wide but shallow depression fringed by thick stands of trees.
71-75	The grassy reed-fringed banks of a sluggish river offer a tempting campsite. Crocodiles lurk in the river's turgid waters, however.
76-80	The tumbled ruin of a stone building stands atop a rocky tor. The place was likely a church or some kind of place of worship.
81-85	A narrow cave mouth pierces the side of a deep valley. The cave is cool and dry.
86-90	An old rope dangles down a rocky cliff from a dark cave opening about 30 feet up.
91-95	A large hut stands in the shelter of a huge tree. This was a druid's home but they died mere days ago. The hut's contents remain unlooted.
96-100	A stone ziggurat rises from the jungle floor. An entrance halfway up the 60-foot-tall structure leads into a large chamber. A pit of unknown depth pierces the chamber floor.

RANDOM JUNGLE ENCOUNTERS

D12	CREATURES	NOTES
1	Crocodiles (2)	These crocodiles lurk in the turgid waters of a slow-flowing river. Reeds and other thick growths choke the river's banks, but a raised rock shelf provides an inviting-looking natural ford. The crocodiles have learnt prey often crosses there and await their next meal.
2	Constrictor snake (1)	Hungry, this snake lurks in the undergrowth waiting for something to blunder by. It attacks the smallest creature present but flees if reduced to half hit points or fewer.
3	Tiger (1)	This hungry tiger stalks the jungle in search of food. It will not attack large groups but will pounce on a small, lone individual. If the attack is successful, it drags its prey away to eat in private.
4	Elephants (6)	This herd of small elephants is trekking through the jungle on the way to a nearby waterhole. The elephants are not aggressive but vigorously defend themselves if attacked.
5	Huge spider (1)	This huge spider dwells in a web-festooned valley deep in the jungle. The stench of death and decay wafts from the valley. Local villagers know of the beast, and warning markers are set on all the obvious approaches to the valley.
6	Wights (6)	A pack of wights dwell in a vine-shrouded, crumbling ziggurat of ancient origin. The ziggurat has stood here for centuries untold. Blocks of stone and the remains of a ceremonial processional dot the surrounding jungle. The wights stalk the surrounding jungle at night, but lurk in the tunnels honeycombing the ziggurat by day.
7	Apes (8)	This small troop of gorillas are lounging in and under several huge old trees. They are not pleased to see the characters and robustly defend their territory. However, if the characters avoid the troop's immediate vicinity, the gorillas are content to watch the characters pass by.
8	Amallaemar (treant)	Amallaemar has dwelt in the jungle for centuries uncounted. Small trees grow in his boughs, and he is festooned in vines and creepers. He moves slowly now and is content to merely observe the characters. He only stirs himself to action if the party damage or destroy the trees in his charge.
9	Ninaz Sitara (male vampire)	Ninazu lurks in his tomb buried deep under a crumbling tree-thronged temple-complex of ancient origin. The surrounding territory is curiously devoid of any large animals. His bone-choked home is a horror to behold. He likely discovers the characters when they camp for the night nearby.
10	Ilasual (female couatl)	Ilasual has been drawn to the party's goodness and nobility and has come to observe them. Alternatively, she is here to guide them back to the path of goodness and law. The characters likely only become aware of Ilasual when she uses her powers to help them in some critical situation. If the characters complete a great task in the service of good, she gifts them 1d4 of her colourful feathers. Each feather can be used to summon her once.
11	Shambling mound (1)	The horrible, noisome predator lurks at the edge of a fetid swath of jungle mire replete with patches of quicksand and other natural hazards. This ambush predator attacks anything coming within reach.
12	Tyrannosaurus (1)	This huge, perpetually hungry predator prowls the less dense sections of the jungle looking for fresh meat. It cannot penetrate the jungle's deepest, most fecund reaches and characters fleet of foot may be able to outrun this gigantic killing machine.



MOORLAND

MOORLAND

Isolated places of beauty, moorlands can seem like timeless, unchanging places. In reality, many folk and creatures make moorlands their home. Old mines, forgotten towers and fallen settlements all await discovery by the characters.

MINOR MOORLAND EVENTS

Many minor events of interest can occur while the characters explore a moor.

D%	MINOR EVENT
01	A bird of prey glides through the air high above the party's heads.
02	Dark clouds pregnant with rain hover ominously low over the moor.
03	A shaft of sunlight pierces the dark clouds to brightly illuminate a lonely hill; something glimmers amid the ruins atop its summit.
04	A group of travellers appear on the horizon. They disappear shortly thereafter.
05	The soft rumble of distant thunder rolls across the moor.
06	Thick fog covers a wide swath of low-lying moor. A stiff wind disperses the fog as the group approaches to reveal a rambling stone ruin.
07	Smoke from a lone campfire drifts into the air from behind a nearby hill.
08	Strong gusts of wind pluck at the characters' cloaks, and the temperature drops noticeably.
09	The moor smoulders in the middle distance. Perhaps ignited by a lightning strike or unattended campfire, the fire sends a drifting sheet of grey smoke skyward.
10	A scrap of frayed red cloak is snagged on a bush.
11	Heavy rain pummels the moor; quickly, the ground gets boggy and the characters are drenched. The rain halves visibility.
12	A rider appears in the middle distance. They plod along for a few minutes before suddenly spurring their horse into a gallop and disappearing.
13	Birds fly westward, above the characters' heads.
14	The faint sound of distant screaming reaches the characters' ears.
15	The sound of drumming hooves coming from behind the party fills the air.
16	Thin mist blankets the moor; in low-lying places, the mist is thicker.
17	A great murmuration of starlings fills the air.
18	A sudden wind howls across the moor, chilling the characters and plucking at their cloaks.

19	A rider trots over a nearby hill; at sight of the characters, they veer away.
20	Rabbits play on a nearby sheltered bank; their burrows lie nearby.
21	The sound of high-pitched laughter comes from behind a small pile of stones. Investigation reveals no one and nothing, however.
22	For as far as the characters can see, the moor appears utterly deserted—it seems they are the only people for miles in every direction.
23	Three small ponies crop contentedly at the thick, coarse grass. They flee if approached.
24	A streak of red catches a character's eye; a fox darts away from the party.
25	Clouds scud across the sky, plunging the characters into cold, gloomy shade. As quickly as they arrive, the clouds blow away.
26	A column of smoke smudges the horizon; somewhere, a hut is burning.
27	A shaft of sunlight breaks through the low clouds to illuminate a small spot on a nearby hillside. Investigations ³ reveal a narrow cave mouth.
28	The clatter of rocks heralds a small rock fall from a nearby steep-sided hill.
29	Far overhead, a huge winged beast glides across the moor. The beast ignores the characters.
30	The party rounds a hill to blunder into a flock of sheep; there is no sign of the flock's shepherd.
31	As #30 but the flock has been slaughtered; blood, gore and viscera stain the moor.
32	The far-off glint of the sun on metal catches a perceptive character's eye ² . It repeats several times before disappearing.
33	A six-strong band of mounted travellers crest a hill to the east but make no attempt to close with the party.
34	A horse grazes nearby. The horse wears a saddle, bit and bridle but has no rider. A smear of blood mars the horse's flank.
35	Brilliant sunlight bathes the moor in bright light.
36	Perceptive characters hear the sound of faint, distant barking.
37	The wind is harsh and cold. When it gusts, it takes the characters' breath away with its chill.
38	A small snake slithers under a nearby boulder.
39	The faint sound of hoof beats fills the air.
40	A stag, highlighted against the sky, stands majestic atop a bare hill.
41	The loud croaking of many frogs comes from the reeds surrounding a deep, fetid pool.
42	A galloping centaur crosses the crest of a nearby hill. It stops to observe the party.

43	A flag flutters from atop a low hill. The slain and looted remnant of a war band lies about the hill.
44	A red and green snake basks on a flat stone.
45	Dense fog fills a valley in the characters' path.
46	The moor feels damp, dreary and gloomy.
47	A brief rain shower soaks the party.
48	A guttering campfire fills a small hollow scraped from the hillside. The fire is unattended.
49	With a shrill screech, a hawk strikes, taking another bird from the air above the party's heads.
50	Sheets of light rain drifts across the moor.
51	The distant howling of a wolf pack reaches the characters' ears.
52	The screech of a plunging bird of prey shatters the moor's timeless quiet.
53	The overgrown, ivy-clad remains of several buildings cluster about a boarded-up mine head. An overgrown graveyard lies nearby.
54	The trail skirts the bank of a deep, cliff-sheltered pool of cold, fresh water.
55	A flock of birds passes over the party.
56	As #55, but a character suffers a direct hit with bird excrement.
57	Heavy clouds plunge the moor into chill shadow.
58	A crow lands near the party to watch them.
59	The wind blows a rough scrap of tartan cloth across the moor.
60	The harsh croaking of frogs draws the party to a hidden reed-fringed pool.
61	A character slips and falls into a muddy pool.
62	A blackbird lands on a nearby stone and pecks about in search of insects and the like.
63	A rabbit, chased by a fox, darts across the path.
64	Sheets of heavy rain deluge the moor.
65	The weather is unseasonably warm all day.
66	Faint shouting reaches the characters' ears.
67	One of the characters suddenly gets the uncanny sensation that they are being watched.
68	Thunder rolls across the moors. On the horizon, lightning repeatedly arcs downwards from a single impossibly dark cloud.
69	Wind howls across the moor; to imaginative characters, its keening sounds like the moans of the damned.
70	Water oozes from a bank of earth; as the characters pass, the bank slumps forward.
71	A hawk plunges to the ground; moments later, it takes to the sky clutching a rabbit in its talons.
72	The weather is unseasonably cold all day.
73	A cloud of fog drifts directly toward the party.

74	A fluttering scrap of traveller's cloak is snagged on the gnarled branch of a hornbeam.
75	A suggestion of furtive movement comes from a dark cave mouth.
76	The faint haunting wail of a trio of badly played flutes fills the air.
77	Five ponies graze in the shadow of a high hill.
78	Several small boulders clatter down a hill.
79	A dark cloud looks like an angry man's face.
80	Heavy rain driven by strong wind lashes the moor for several hours.
81	The clouds clear, and the bright sun shines down on the moor. Visibility is unrestricted.
82	Wisps of white cloud smudge the bright blue sky.
83	Sunlight glints off the still waters of a distant lake.
84	A rotten branch falls from a nearby tree.
85	A large crow fixes a character with an evil stare.
86	A brief but heavy squall passes over the party.
87	A rainbow frames the characters' destination.
88	A low drumbeat comes from behind a ridge.
89	Distant thunder echoes across the moor.
90	A light flickers at the base of a steep hill. Investigation reveals a deep, twisting cave pierces the hill.
91	A man staggers toward the party and then collapses. He has deep claw marks on his back; he dies before the party reaches him.
92	A pack of wild dogs watch the party from a hill; they do not approach large groups but might attack a lone traveller.
93	A bright flash of light bursts on the horizon.
94	A translucent figure stands atop a hill; it fades from sight if approached.
95	A huge black-hued winged creature flies high overhead. Perceptive characters spot the creature throughout the day as it trails the party.
96	A spectral moon hangs low over the moor at twilight, bathing the barren landscape in pale, ethereal light.
97	A singular cloud, bizarrely shaped like a rearing swan, glides majestically across the blue sky.
98	A translucent, spectral figure gestures to the characters. If they follow it, it leads them to a burial cairn before disappearing into the mound.
99	Thick fog rolls in, cutting visibility to mere feet.
100	The howling of an impossibly huge hound from some distant, unidentifiable locale fills the air.

MOORLAND DRESSING

Moors are not dull, drab places; many minor sights, sounds, and discoveries lie in wait for the characters.

D% MINOR DRESSING

01	A swath of low, boggy ground lurks in a shallow valley to slow and bedevil travellers.
02	A tumbled stone ruin of a small building lies in the lee of a craggy hill.
03	A field of boulders covers the shallow flank of a low hill. A cave pierces the hill.
04	The characters discover a worn path wending its way between the steep flanks of two hills. The path is obviously well-travelled.
05	A dozen or so sheep crop the grass on the other side of a valley.
06	A deep tree-filled valley cuts across the moor; Perceptive characters can hear the sound of a swiftly flowing river coming from within.
07	A large cairn of tumbled stones stands defiantly atop a high hill.
08	A stream trickles from a cleft between two steep hills; the surrounding ground is boggy.
09	The stark white bones of a horse lie amid a field of weeds; rotting remnants of a saddle, bit and bridle lie nearby.
10	Wildflowers carpet the south side of a valley; deep shade cloaks the near-barren steeper side.
11	Five streams flow into a pool-filled depression. Rushes cluster thickly about the cold, deep pool.
12	Stones have been laid out in a 12-foot-long arrow pointing to the southwest.
13	The glass-smooth black waters of a long, narrow pool reflect the sky above.
14	A narrow, steep-sided gorge holds a wood of moss-wreathed, twisted oaks and hornbeams.
15	A three-foot deep rectangular pit edged with large stones is all that remains of an old building.
16	A high ridge of upthrust grey stone cuts across the moorland.
17	Two large chunks of rock—both 40-foot high—rear from the moor. A path weaves through the surrounding boulder field between the rocks.
18	A fast-flowing stream cuts through the moor; its banks are steep and verdant. A long, smooth stone has been laid across its course as a simple bridge at a narrow point.
19	An old mine working pierces the side of a high hill. The mine's leavings lie about the entrance.
20	Glutinous mud covers the ground; old tracks show a mounted party passed this way days ago.

21	A part-sunken burial mound overgrown with wildflowers leans drunkenly by a stream.
22	Stone mile markers showing the distance and direction to the nearest settlement fringe a deep, rough track.
23	Soft grass fringes the banks of this swiftly flowing river cutting through the moorland. It flows over several small waterfalls.
24	Moss-covered boulders and trees fill a narrow river valley that cuts around a swath of uplands.
25	Ancient weathered carvings decorate this large boulder. The boulder stands atop its twin.
26	The remains of a small settlement of a half-dozen buildings stand in the lee of three hills. Little but tumbled walls of fieldstone remain.
27	A swath of purple heather covers the ground.
28	A dark cave mouth pierces the side of a tall hill; the ground is rocky and bears no tracks, but a profusion of scattered broken bones hints of something dwelling within.
29	A rounded boulder next to the trail has a single arrow carved deeply into its top surface.
30	The stark ruin of an old tower stands forlornly atop a lonely hill. Fallen stones dot the ground around the tower.
31	A noose hangs from the branches of a hornbeam tree. The noose sways gently in the breeze.
32	Thick mud fringes the banks of this black-watered pool. Tracks in the mud show where animals have come to drink.
33	Wildflowers grow about a small cairn of piled stone. The cairn is low, moss-wreathed and probably only big enough for a single person.
34	A swath of blackened grass and scrub shows where a fire once raged. A careful search reveals blackened, splintered bones amid the burn.
35	The bones of a sheep lie just off the path; investigation reveals the bones have been gnawed by something.
36	Thick green and red lichen grows over several boulders half-sunk into a hill's flank.
37	The worn ditches and hills of a hill fort straggle around the summit of a high hill.
38	All that remains of this cottage is a pile of rubble and its chimney stack that yet stands erect.
39	A swath of bluebells leads down to a secluded, woodland-choked valley.
40	This secluded pool has beautiful turquoise water.
41	An ancient track wends its way over the moors.
42	On the rocky flank of a high hill, a piton secures a rope dangling down to a cave mouth.
43	A river noisily tumbles over a weir of piled stones.

44	A stream flows between two pools, filling a wide, shallow depression in the moor.
45	This steep-sided, thickly-wooded gorge rambles for over a mile across the moor.
46	Giant mossy boulders and fern-clad trees lead downwards to a hidden grotto and pool.
47	A wooded island thrusts up from the placid waters of this wide lake.
48	This hill ends in a dramatic, 30-foot-high cliff, which provides spectacular views over the moor.
49	Diseased-looking reeds and sedge grass surround a noisome pool of rank water.
50	Five boulders of decreasing size are stacked one atop the other by the path.
51	A small traveller's inn—the Nowhere Inn—stands hard against the path.
52	A small collection of huts next to an area of boggy ground houses a group of friendly peat cutters.
53	A great chunk of granite rears from the moor atop a ridge of grey, dripping stone. A boulder field lies at the base of the ridge.
54	A single gnarled oak stands near where the trail splits in two. A cairn stands under the tree.
55	A swath of boggy ground fills the valley into which the characters' trail leads.
56	A spring oozes from the flank of a grassy hillock.
57	The bones of a horse lie amid the thick grass growing along a stream.
58	Ash and charred wood filling a sheltered hollow show where a fellow traveller once rested.
59	A time-worn monolith leans drunkenly amid a boulder field. Faint carvings of animals decorate the stone's flanks.
60	A dramatic waterfall plunges over a high ridge into a wide valley at its base.
61	The characters come to a sucking bog. A perceptive character spots a skeletal hand clutching a rotting branch atop the mire's surface.
62	An old cart track descends into a boggy hollow before emerging again on the other side.
63	A dry, narrow path wends its way through an area of bog pockmarked with noisome pools.
64	Thin clumps of wildflowers dot the moor.
65	The air in this deep hollow is chill, and a light frost lies upon the ground.
66	The path wends its way through a boulder field.
67	An old drystone wall encloses a small field near a tumbled, moss-wreathed building.
68	The rotting remains of an overturned wagon lie at the bottom of a slope.
69	Flies buzz above a rotting horse's carcass.

70	Small, stunted trees gather in the lee of a long, craggy ridge of dark stone.
71	The remains of a stone bridge span a river. The river foams about the bridge's fallen stones
72	An old stone wall flanks the trail for a half mile.
73	A low stone wall encloses what might have once been a field.
74	A small cave serves as a roost for a flock of bats.
75	A small beaver dam part-blocks a stream flowing from a secluded woodland.
76	A small cottage squats by a stream.
77	A rotting sheep's carcass sprawls on the ground.
78	A human's skull fills a niche between two boulders leaning against one another.
79	Three rabbits watch the party pass by.
80	This weathered chunk of stone looks a bit like a man sitting with his head in his hands.
81	An arrow juts from the path.
82	Moss-wreathed boulders line a stream's banks.
83	A white boulder balances atop its black twin.
84	A mass of indistinct tracks crosses the trail.
85	A pack donkey munches contentedly by the trail.
86	A rusting sword lies amid the gorse.
87	A stream oozes from under an oak's twisted roots.
88	Smoke rises from a densely wooded river valley.
89	A thick spear pins a dead ogre to the ground.
90	A hole at the base of this large stone shows where someone has dug for buried treasure.
91	A dozen bloody silver coins lie amid the mud.
92	A ragged banner flutters atop a nearby hill.
93	A spade juts from the bottom of a shallow hole.
94	Part of the trail turns into little more than a bog.
95	Part of the trail has slid into a noisome pool surrounded by glistening mud.
96	The trail winds its way around a high, bare hill.
97	A swath of blue and purple flowers flank the path.
98	Someone has broken into this huge cairn of piled moss-blanketed stone.
99	Smoke drifts from the chimney of this three-storey tower of local stone. Strange lights glimmer in the upper storey's windows.
100	A swath of quicksand-like bog lurks in the characters' path. Incautious characters may blunder into it; unlucky characters could die.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	Light rain caresses the moor in the morning, but the sun breaks through the clouds later.
06-10	Thick fog blankets the moor, making travel difficult and dangerous; accurate navigation is practically impossible—wise characters remain at camp today.
11-15	The party passes a forlorn, windswept ruin in the afternoon and sees ponies in the distance just before twilight falls.
16-20	Cold wind plucks at the characters' cloaks for much of the afternoon, but the weather stays dry.
21-25	Patches of grey fog drift across the stark moor in the morning, but the sun burns it all away before midday. The afternoon is chill and bright.
26-30	The landscape gets progressively wilder as the characters journey deeper into the moor.
31-35	Smatterings of rain assail the party, but otherwise, they make good time.
36-40	The party crosses a line of low, craggy hills, which slows their progress considerably.
41-45	The characters traverse a desolate section of the moor and encounter no one and nothing all day.
46-50	Light fog cloaks the moor during the morning, providing the party some cover from prying eyes; it burns away by the afternoon, but the characters see only birds today.
51-55	Rain smudges the horizon, and although dark clouds advance over the party, their day of travel is boring and uneventful.
56-60	A deep gully forces the party to detour, wasting a decent chunk of the day.
61-65	The characters see only birds and grazing sheep this day.
66-70	Columns of wan light break through the clouds, seemingly leading the characters across the moor.
71-75	The moor's stark desolation is particularly beautiful today. The party experiences complete solitude.
76-80	Today is slow going as the path takes the party through an expanse of low-lying boggy ground.
81-85	A small herd of grazing wild horses provide the only excitement on this otherwise boring day.
86-90	The party discovers occasional animal tracks but encounters no one and nothing of note all day.
91-95	Today, the moor is stark, desolate, timeless, and empty.
96-100	Beautiful sunshine follows the party this day, and their journey is pleasant and uneventful.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	A sheltered dell featuring a small pool, several stunted trees and soft grass serves as an excellent place to camp.
06-10	A shallow mine working provides shelter from the rain; the mine is, though, narrow and wet.
11-15	The ruin of a stone-walled building provides shelter from the wind. The building also shelters a cave mouth, but the low cave is part-flooded.
16-20	Three small interconnected caves provide enough shelter for ten individuals; soot stains on the walls show where other travellers have set fires.
21-25	A dead-end natural gorge ends in a waterfall, feeding a small lake. The overhanging walls of the gorge provide shelter.
26-30	Three stout but abandoned cottages stand in the shadow of a hill that was clearly quarried for its stone. The cottages still have their roofs. It is warm and dry inside.
31-35	A series of plunge pools break up the course of this river. The pools' wide banks provide excellent places to rest (and fish).
36-40	The tumbled remains of a low-walled settlement huddle in a folded hollow. The crumbled walls provide shelter from the wind but none from rain.
41-45	A sheltered hollow backing onto a steep hill provides shelter and cover.
46-50	A deep overhang of stone juts from a dripping, fern-wreathed cliff. Underneath the overhang, it is dry and sheltered.
51-55	A small quarry, now part-filled with a small pool, provides a good camping spot. Rusting tools are scattered about the pool.
56-60	A small pool near a cave provides fresh water.
61-65	A narrow stream runs through a small wood; tumbled ruins lurk amid the trees.
66-70	A sheltered dell filled with stunted trees provides shelter and firewood.
71-75	A deep mine penetrates a craggy hill. Spoil heaps obscure the mine's entrance.
76-80	Nine high stone cairns circle a jagged hilltop. Old campfires litter the ground inside the ring.
81-85	The undulating ground provides many small sheltered hollows; some are waterlogged.
86-90	The ruin of an old tower stands stark atop a hill.
91-95	Portions of an abandoned inn remain roofed.
96-100	A dense wood straggles along in the lee of a hill. Mossy boulders litter the ground.

RANDOM MOORLAND ENCOUNTERS

D12	CREATURES	NOTES
1	Dog (1)	Trapped in a sucking mire, this wild dog is exhausted and near death. Terrified, it bites at anyone trying to save it. However, if it is calmed and rescued, the characters gain a loyal companion.
2	Giant frog (1)	A giant frog lairs in a wide pool, filling most of a sheltered valley. The frog preys on small creatures—dogs, wolves, foxes and the like—and avoids large groups. At night, the characters hear its loud croaking and perceptive characters may spot something moving in the pool's otherwise placid waters.
3	Enania (N dryad)	Enania dwells in a twisted, stunted oak in a forest of similar stunted trees that fills a broad valley scooped into the side of a hill. She is withered and gnarled like her tree. She is shy, and only perceptive characters may realise they share their camp with a fey.
4	Stirges (8)	A colony of stirges haunts a boggy forest filling a narrow river gorge. The bones of many creatures litter the boulder-strewn ground of the valley floor. The gorge's high, rocky walls channel and amplify the stirges' buzzing, making it seem like they are much more numerous than they are.
5	Nevath and Ailre (both male centaur)	These centaur warriors gallop across the moor, hunting wolves. At sight of the characters, they change course. Slowly approaching, they clearly signal their friendly intent. They know the moor well and can offer directions or aid to a lost group.
6	Wolves (6)	A pack of wolves prowls the moor hunting for prey. They shadow but do not attack larger groups, instead waiting for an individual to wander away from the group. Alternatively, if the characters slay other travellers or monsters, the wolves feast on the slain once the party has moved on.
7	Bulette (1)	A lone bulette claims a line of low hills on the moor. Many of its shallow tunnels have collapsed, turning them into a network of streams which rapidly flood when it rains. The tunnels channel the water into the low-lying hollows between the hills, turning them into boggy morasses.
8	Will-o'-wisps (2)	A lone tree grows amid a fetid mire replete with quicksand-like sections of bog. The wisps lurk beneath the tree close together to emulate a smouldering campfire. In this way, they hope to lure victims to their doom.
9	Wyverns (2)	A mated pair of wyverns lair within a foul, bone-carpeted cave at the summit of a high craggy hill. The female is pregnant, and both are in foul, violent moods. They pounce on any travellers they spy, although they both flee when one is reduced to half hit points.
10	Azariah (treant), Jhaeros (dryad) and Rolima (dryad)	These three peaceful folk have dwelt together for centuries. Their wood sprawls through a sheltered river valley of idyllic appearance. They well know the effects humans and their ilk have on the pristine wilderness and resist (non-violently) incursions into their home. Characters making them friendly gain powerful friends and a safe base from which to explore the surrounding moor.
11	Kayvara (female adult black dragon)	Kayvara's realm is a noisome swamp bounding the moor. Sometimes, she flies over the moor in search of food and fun. If reduced to under half hit points, she flees to her stinking lair.
12	Spectres (6)	A spectre swarm haunts an abandoned mine and—at night—the surrounding bleak stretch of moorland. The spectres—long-dead miners of the blackest hearts—hate the living and yet defend the glimmering treasures to be found in their part-flooded mine.



MOUNTAINS

MOUNTAINS

Hiding abandoned dwarven holds, lost mines, dragon lairs and more, mountain ranges are often the site of exciting, desperate adventures far from civilisation's comforts.

MINOR MOUNTAIN EVENTS

Many minor events of interest can occur while the characters explore a mountain range.

D%	MINOR EVENT
01	Wan sunlight bathes the mountains.
02	A black kite swoops from its perch and lands on a nearby rock.
03	A slow column of smoke rises from a crevasse 200 feet away.
04	The gusting wind carries the sound of bestial crying and warbling.
05	Thick fog rolls through the trees covering the mountainside, halving visibility.
06	The bleeding, mutilated bodies of three dwarves lie just off the mountain trail.
07	In the dead of night, coyotes howl.
08	The painful cry of an animal splits the air. A bear has been caught in a leg trap.
09	Dark clouds scud across the sky.
10	Small rocks and a boulder clatter down a slope onto the trail.
11	Below a ledge on a jutting rock, a golden eagle feeds its young.
12	Signal lights flash across the valley.
13	The temperature drops rapidly as night falls. Dark clouds rolling overhead block out the stars.
14	Several snow rabbits frolic amid powdery snow near the path.
15	Six climbers make their way up a distant cliff face. They are roped together in tandem.
16	The wooden footbridge spanning a crevasse looks to have been recently demolished.
17	The moon creates a "red ring" solar eclipse positioned low between two peaks.
18	Drag marks of a large object lead off the trail into a crack in the mountain face. Faint crunching sounds come from within.
19	Strong winds blow snow off the range's peaks.
20	Dark clouds bring a deluge of cold, hard rain which lasts for several hours.
21	A hawk circles above the party.
22	A large white scale teeters on a conical boulder. This is a white dragon's scale ¹ .

23	The constant "hoot" of an owl breaks the night's quiet, making sleep a thing of dreams.
24	The sun throws weird shadows on the ground.
25	Three freshly dug graves stand in a shady dell near the trail. A faded flag flutters over them.
26	The sun casts shadows from a rock formation in the pattern of a gated door onto a nearby cliff.
27	A rabbit—chased by a fox—dashes across the trail.
28	A large bird with a ten-foot wingspan glides effortlessly overhead. This is a condor ² .
29	Three large vultures circle high overhead.
30	A trickle of rocks slides down a nearby cliff.
31	Cold, hard rain deluges the party for hours.
32	As the group reaches a high ridge, fog gathers in the valley below.
33	The wind drops to nothing, and total silence settles over the mountains.
34	The crash of thunder rolls across the mountains. Far away, lightning arcs downwards to repeatedly strike a glimmering peak.
35	A red-tailed fox darts across the trail, carrying a freshly caught rabbit in its mouth.
36	An aurora of green and blue colours fills the sky in flashing spectral patterns.
37	A herd of chinchillas bathes in pools among the tumbled rocks.
38	A badly injured orc crawls onto the trail before collapsing into unconsciousness.
39	A mountain lion pounces on a lone antelope halfway up a nearby slope.
40	Two collapsed canvas tents flutter in the breeze.
41	A fast-flowing stream gurgles over rocks; its cheery sound travels some distance.
42	Glistening like a patch of pure ice, a foot-long scale rests on the ground. The scale comes from a silver dragon ¹ .
43	Rocks slide away, revealing a snake with black and red along its back markings.
44	An arrow thunks into a nearby tree.
45	The sound of chopping wood and the fall of a tree resounds through the mountains.
46	The moon begins passing into the umbra as a lunar eclipse begins.
47	Shouts for help ring out from high up a cliff.
48	Heavy rain or snow falls on the party, slowing travel and reducing visibility by half.
49	A glint of light on metal catches a character's eye. Investigation reveals a dented metal shield partially buried by grit and gravel.
50	A small herd of mountain goats forage nearby. They flee if approached or attacked.

51	Faint screams carried by the wind reach the party's ears. The screaming abruptly stops after about 30 seconds. Silence reigns.
52	The tail of a comet flares high up in the light of a bright sky.
53	By the light of the full moon, the landscape becomes eerily bright, as if it is daytime.
54	A goose falls from the sky with an arrow piercing its neck.
55	Tree limbs crowd a ledge as wide as a house. The squark of chicks comes from a large nest high up amid a tree's branches.
56	The bloody remains of several skinned deer litter the ground. The blood is still fresh.
57	As the sun moves overhead, its rays perfectly illuminate a hitherto overlooked cave mouth.
58	A fast-flowing stream has been dammed, and the surrounding area is beginning to flood.
59	Freshly cut trees lie downslope; several figures stand by a wide, slow-moving river.
60	A rainbow frames a distant mountaintop.
61	Four corpses hang from the branches of a hoary oak. The corpses sway gently in the breeze.
62	A five-foot-wide fissure in the rock angles downwards; cobwebs fill it, and strange chitterlings come from within.
63	A herd of wild yaks graze on low scrub grass.
64	Dark shapes glide through the night sky.
65	Ripped and torn cloth is scattered around a small fire pit. Wet blood splatters the rocks nearby and leads off to the east.
66	Five bear-skinned, cloaked figures huddle by a campfire near a snow-covered rock spire.
67	A huge ibex stands atop a lone boulder.
68	Carried by the wind, the faint smell of smoke reaches the party's nostrils.
69	A donkey stands sullenly on the trail. Its saddlebag lies next to it; there is no sign of its owner.
70	The door to an old, part-collapsed cabin bangs quietly in the breeze.
71	Frozen bodies poke through the windblown snow. They are completely looted of valuables.
72	Light rain or sleet falls. This does not slow travel but could render the party cold and miserable.
73	With a roar of tumbling rock, a landslide engulfs part of the trail the party just traversed.
74	Rain falls in torrents, and a minor mudslide slides onto the trail.
75	The stench of smoke fills the mountain air.
76	The distant sound of trotting horses comes from behind the party.

77	A gap in the low-lying gloomy clouds briefly bathes the mountainside in warm sunlight.
78	Shrill bird calls echo through the air.
79	A character slips on a patch of part-melted ice.
80	The thunderous roar of a huge flying creature emanates from the thick cloud above.
81	The howling of a wolf pack echoes from somewhere below the party.
82	The thunder of hooves echoes among the peaks (a herd of bighorn sheep are stampeding in the party's direction).
83	A severe wind blows up and blasts the party.
84	Intense sunlight reflected off a wide swath of pristine snow and ice momentarily blinds some of the party.
85	The baying of a donkey rolls through the valley from up ahead.
86	Two small snares near a bank festooned with holes each hold a struggling rabbit.
87	Streams of shooting stars fill the night sky.
88	A smouldering signal fire and its dead attendant lie atop a steep cliff.
89	A distant horseman with ice-crusting armour rides through the snow.
90	Plush mountain farms checker the valley. Lazy smoke rises from several small yurts.
91	The loud cracking of rock startles the party as stones slide noisily down a nearby slope.
92	A sudden and brief torrent of sleet and hailstones blast down from the sky.
93	In the dark of night, a high-pitch squeaking fills the air. This is a swarm of bats ² on the hunt.
94	A partially exposed block of glimmering ice holds a giant figure trapped within.
95	High in the mountain pass, a makeshift graveyard holds six burial graves and three cairns. Old flags flutter in the breeze.
96	The sound of barking dogs followed by shouts comes from somewhere ahead.
97	Tiny figures toil up a steep slope far away.
98	In the distance, three short horn blasts cut through the still mountain air.
99	The broken body of a human climber lies beneath a gently swaying rope.
100	A bushy-tailed tree squirrel raps a walnut against an oddly shaped rock formation.

1. A wizard or elf identifies.
2. A character steeped in nature lore or an elf identifies.

MOUNTAIN DRESSING

Mountains ranges are not dull, drab places; many minor sights, sounds and discoveries lie in wait for the characters.

D%	MINOR DRESSING
01	A small ruined lookout tower perches atop a conical hill.
02	Strange circular geometric patterns cover the ground just above the tree line.
03	Deep fissures cut through the ground.
04	A small village huddles out of sight under a massive rock overhang.
05	A narrow switchback trail ascends the cliff.
06	Bright white and black speckled marble slabs are piled through the pass.
07	A lake fills the valley between two mountains.
08	Loose rocks and large boulders bear witness to an old avalanche.
09	The taste of limestone dust fills the air of a narrow mountain gorge.
10	Three trees cap a mountainous ledge.
11	Two ten-foot-tall obelisks flank the narrow trail leading into a valley.
12	Many cracks in the mountain's glacier face form a jagged serac.
13	A sturdy dwarven bridge spans a 30-foot-wide, 80-foot-deep chasm.
14	A 40-foot-high rough escarpment of sandstone rises high vertical.
15	A circle of petrified tree stumps overlook the valley below.
16	Rounded at its edge, the lip of this cliff slopes down in a gentle but progressive curve.
17	The entrance to a small, played-out mine pierces a cliff face.
18	Rock columns—large boulders balanced atop one another—litter a sheltered valley.
19	Like an ocean coast, the tree line zigzags below the snow cap of the mountain.
20	The valley floor opens up to sparse ground cover. Natural fairy chimneys do the valley.
21	A giant stone anvil inscribed with weathered and unreadable runes rests upon a stone dais.
22	Sheets of slate grey rock lie scattered along the mountain trail.
23	A series of ledges jut from the cliff face.
24	In a wide culvert off the trail, a narrow set of carved steps ascends the cliff.
25	A 50-foot-high bas-relief carving of a snarling humanoid decorates the cliff overlooking the trail.

26	This natural wind-carved arch spans 50 feet from one cliff face to another.
27	A 15-foot-deep cave opens under a jutting overhang. Deep darkness clusters within.
28	Six dangling corpses hang from the brink of a high cliff and sway gently in the wind.
29	Pink and white veins of marble run up the wind-blasted cliff.
30	Swirls and undulating waves of sandstone form smooth bowls throughout this part of the range.
31	Rising from the glacier sheet high in the mountain stands a nunatak of black rock.
32	For almost 2,000 feet, a series of waterfalls and plunge pools drop down the entire cliff face.
33	A single shelf of rock slopes up toward a small hole in the cliff.
34	Towers of stone jut from the mountain valley floor, like stone trees.
35	Sheer cliff walls of dark grey granite hem in this deep gorge.
36	The trail breaks onto a thirty-foot-wide "rock pulpit" high above the valley floor.
37	An ice-covered shoulder of the mountain extends toward the north.
38	A dry, cold and desolate rubble-strewn desert has formed on the lee side of this ledge.
39	A steep-sided, lofty plateau emerges from its gossamer mist-shroud.
40	A shifting swath of dull brown scree skirts the foot of the mountain, halving all land movement.
41	The steep slopes of this gorge descend into the turquoise water of a river far below.
42	The shallowness of the col between two peaks gives them the appearance of teeth.
43	By the light of the setting sun, a rock formation looks to be that of a troll's face; thick, coarse grass sprouts from its forehead.
44	Rising to the highest of all the peaks, this mountain reaches 26,414 feet into the sky.
45	Banded strips of red sandstone curve smoothly in slow arcs through this part of the range.
46	Folding backwards toward the east, this mountain has towering roof-like overhangs.
47	Tall, carved wooden totem poles flank the trail.
48	The snowline dips low into the treeline.
49	Vast swaths of wildflowers cover the floor of this shallow, sunlit mountain valley.
50	A crown of darkly coloured transparent blue-tinted ice rests atop this mountain's summit.
51	Towering walls of ice coat the rock wall just before the summit of a nearby mountain.

52	An expansive moraine sits just below the mountain's glacier.
53	This culvert in the rock is made distinct by the one-inch-long crystals protruding from its walls.
54	A deep ice cave opens at the foot of a glacier.
55	Hundreds of shallow natural bowls worn into the rock cover this wide plateau. Each holds a few mouthfuls of water.
56	The ruins of a watchtower loom over the trail.
57	Dusty brown and red sandstone ridges stretch to form a long valley.
58	A partially buried watch tower is smothered under a long-past landslide.
59	Deep interconnected amphitheatres of brightly coloured limestone form a giant maze.
60	Only as wide as a halfling, this chimney crack rises all the way up a cliff.
61	A narrow eight-foot-long rock needle protrudes from the cliff face above the trail.
62	Placed in erratic spots about the valley, huge boulders are spaced widely apart.
63	Standing alone, a narrow plateau is pierced through its centre by a 20-foot-diameter hole.
64	The jagged ridge line of the mountain drops to a cliff. A small keep dominates the ridgeline.
65	Many small lakes fill this mountainous valley.
66	A wide brow of rock overhangs a long-abandoned clifftop village.
67	The view from this mountain's summit looks down on the tops of thick clouds.
68	The trail leads down a steep slope of scree. Travellers must move cautiously or fall.
69	A series of terraced gardens rise towards an old tottering keep.
70	Rising 60 feet up the cliff, a carved crack has a four-foot-square hole near its centre. On misty days, a rainbow emerges from the hole.
71	Snow and ice cap the nearby mountain peaks.
72	A precarious pile of rocks overlooks the trail. Set high on a ledge, they could easily be pushed down onto those below.
73	A ramshackle roofless shack sits near a swiftly flowing river.
74	Dramatically hanging near the summit, a horn of rock protrudes from the mountain's face.
75	A huge scorched rock lies near the trail. It has been split in half by some tremendous force.
76	The mountainside rises like a curtain wall in a near-vertical face.
77	Pinned into a deep dead-end valley rots a festering mountain bog.

78	Flat-topped rock outcroppings provide good views of the surrounds.
79	Savage wind whistles down from the highest peaks, extinguishing exposed flames and taking travellers' breath away.
80	Rising high above the clouds, a bare mountaintop looms like a balding head.
81	A twenty-foot-deep overhang of rock hangs above a narrow ledge. A small cave opening hides deep within the shadows below the overhang.
82	Only sparse grass grows on this swath of wind-blasted rock.
83	This peak is only accessible during the early spring months. Otherwise, it is covered in deep, light powdery snow.
84	An ancient burial cairn set on an exposed sliver of rock overlooks a valley.
85	Water fills long, deep grooves in the rock.
86	The bare slopes of a mountain descend to a placid, sheltered lake.
87	Wind blowing from a deep, gaping cave mouth creates a loud moaning sound.
88	Small cairns mark the winding footpath leading up the mountain flank.
89	Perched high above on a small plateau squats a lone two-storey building.
90	Thick, dark, loamy soil riddled with weeds covers the ground.
91	The dazzling sparkle of white and orange quartzite makes the rock face nearly blinding to look at.
92	The ruins of a mountain watchtower protrude from a narrow ridge.
93	An ever-present icefall plugs the shoulder between two mountain peaks.
94	Five miles from the base of the range towers a lone butte 200 feet tall.
95	Nearly perfect spheres of granite poke from the ground. They seem to be placed at random.
96	Five skulls sit in a line on a flat rock. They are weathered, old and all look in the same direction.
97	The trail gives way to a gap created by a previous avalanche. The ground is unstable.
98	Green and grey swirled marble forms a nearby smooth cliff face.
99	This mountain sprouts a broken crag of bare rock, at the foot of which gapes the mouth of a 100-foot-wide cave.
100	Fast-running rapids have cut a deep channel fifteen-foot-wide into this valley's floor.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	Dark clouds cast everything into deep shadow. It is a cold, gloomy and uneventful day.
06-10	Bright sunshine greets the characters as they set out. The sun wanes as the day progresses. By dusk, dark, pregnant clouds herald imminent snow.
11-15	A cloudless sky gives the characters unobstructed views; despite the sun, it is cold all day.
16-20	The trail takes a gentle route through the range. By the afternoon, the trail narrows considerably, forcing the heroes to go in single file.
21-25	Light snow in the morning gives way to heavy gusts of wind and sleet in the afternoon. The characters see no other travellers.
26-30	In the morning, a glint of sunlight off metal hints at the presence of other travellers. However, the characters see no one all day.
31-35	The only excitement this day is the distant rumble of an avalanche in the mid-afternoon.
36-40	The day starts cold and gets colder. A cold fog fills the lower valleys and resists the faint sun's pathetic attempts to burn it away.
41-45	The howl of the wind and the chill of the mountain air are the party's only companions this day.
46-50	The faint trail leads up and down several steep ridges. Today, the characters make little progress.
51-55	The drudgery of the day is only broken by birds soaring high overhead and the discovery, in the mid-afternoon, of a sheltered spot to camp.
56-60	The sun hides behind thick clouds for much of the day. It is dark, gloomy and cold as a result.
61-65	Light clouds scud across the sky. The wind picks up toward the end of the day.
66-70	Thick fog curls through the mountains, reducing visibility and deadening sound. The characters see no one all day.
71-75	The wind picks up in the mid-morning, and light snow falls sporadically for the rest of the day.
76-80	The characters see no one all day, but at night, the faint blaze of a campfire is just visible miles ahead.
81-85	Thick clouds rush across the sky for much of the day, casting the mountains into gloomy shadow.
86-90	The trail peters out, forcing the characters to backtrack; the party makes no progress this day.
91-95	The trail gently wends around two mirror-flat tarns.
96-100	Intense cold and heavy snow combined with strong winds make travel impossible today.

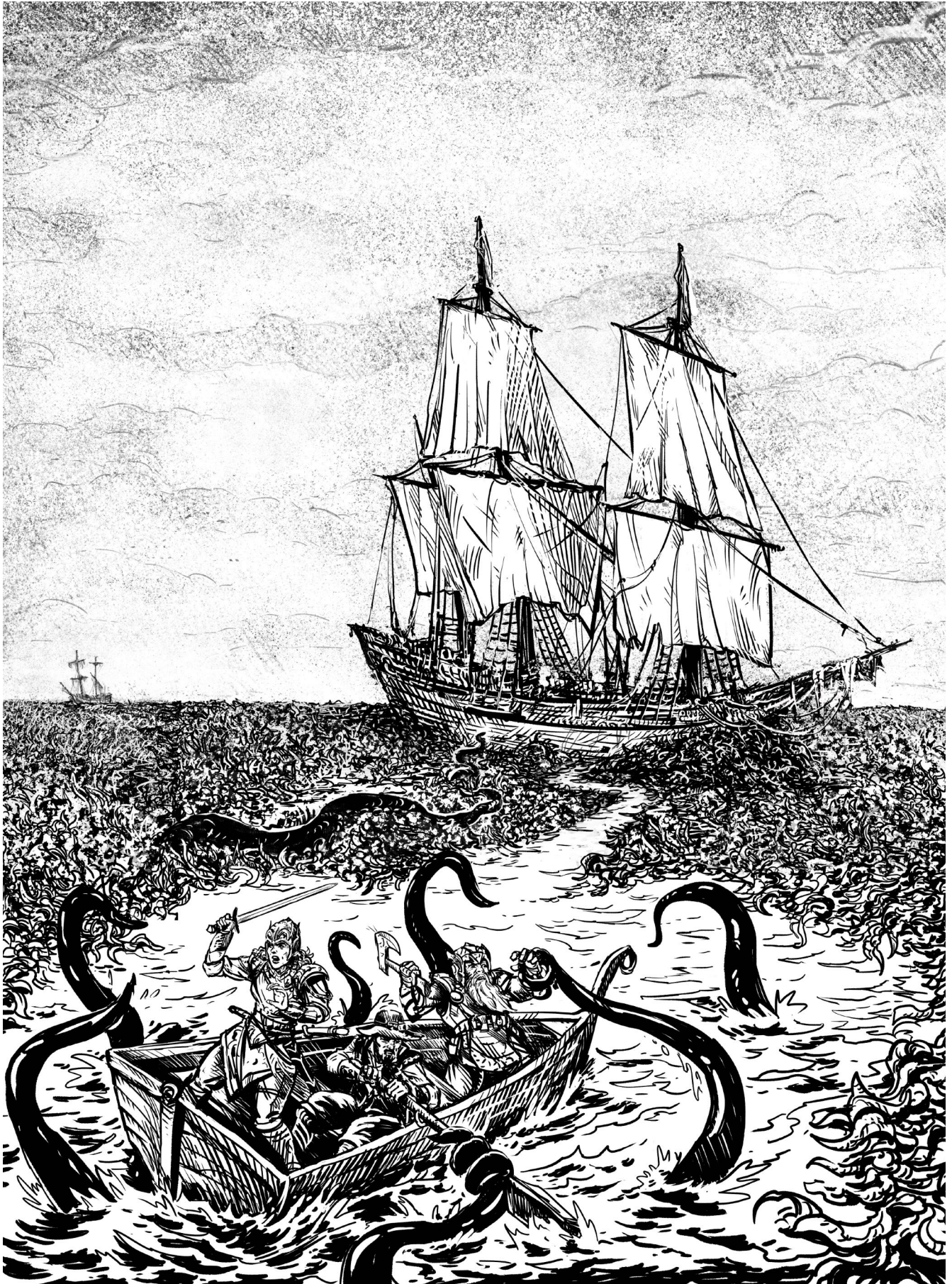
CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	A wide cave mouth opens into a dry cave; animal bones litter the floor.
06-10	Narrow and steep-sided this V-shaped depression provides shelter from the wind, but not precipitation. A small pool fills half the hollow.
11-15	Protruding 15-foot from the cliff this rocky overhang provides shelter. A loose wall of piled stone blocks up a cave mouth to the rear.
16-20	The shattered remains of a small tower surround rubble-choked steps leading down into a cellar.
21-25	A flat slab of exposed rock provides a place to pitch tents but no protection from the elements.
26-30	The rubble from an old landslide next to a small tarn provides a handy windbreak.
31-35	A dense stand of gnarled, weather-sculpted trees stands hard against a cliff. The trees' boughs blend together to form a near-impenetrable canopy.
36-40	Crumbling stone walls of troublingly large proportion enclose much of a wide ledge above the trail. A steep, narrow path leads to the ruin.
41-45	A narrow cleft in the ground leads steeply down to a cave; after heavy rain, this cave may flood.
46-50	A huge burial cairn fills a ledge overlooking a valley. Someone has previously dug into the cairn, turning the interior into a cramped campsite.
51-55	Small hollows in a cliff face provide individual shelters for man-sized travellers.
56-60	The gaping maw of a mine shaft pierces a cliff. Nearby slag heaps dot the surrounds.
61-65	This small cave system—the floor covered in bones and the air smelling slightly of troll—provides a dry, but not necessarily safe, campsite.
66-70	A dried-up riverbed provides shelter from both the wind and prying eyes.
71-75	A natural cliff arch juts from a ridge; only perceptive characters spot the cave at its base.
76-80	A wooded steep-sided valley provides privacy and shelter; a friendly druid dwells within.
81-85	A waterfall tumbles over a cliff into a small tarn; the cave behind the waterfall is dry and private.
86-90	A half-dozen tents stand in a rough circle around a wide fire pit. Mouldering equipment lies scattered about the old, abandoned campsite.
91-95	A narrow cleft into the rock leads to a sheltered ravine. The dead-end ravine is about 40-foot-long.
96-100	The campsite is occupied; roll on "Random Mountain Encounters" and roll again on this table.

RANDOM MOUNTAIN ENCOUNTERS

D12	CREATURES	NOTES
1	Ferel and Tal (male dwarves)	These dwarves frantically search for their missing friend, Hiral (see #2), and happily accept the characters' assistance. They warn of increased ogre activity in the area.
2	Ogre (1) and Hiral (male dwarf)	Humming a happy tune, this ogre is dragging the unconscious Hiral back to its lair for dinner. The ogre is distracted and is making no attempt at stealth. If rescued, Hiral is grateful and asks to be escorted back to his nearby village.
3	Giant eagle (1)	This giant bird soars far overhead, searching for dinner for its young. It does not attack large groups but may prey on any Small or smaller animal near the party.
4	Bugbear (2)	These two bugbears have set up an ambush near a small waterfall. They lurk behind the falling water and wait for prey to come closer. The small cave behind the waterfall is their camp.
5	Yeti (1)	This gigantic predator is starving. It attacks the person at the back of the group and tries to drag away the first character it knocks down.
6	Troll (1)	This troll is out hunting. The characters likely hear its grunting and growling before actually spotting the beast. (This may allow the party to set an impromptu ambush).
7	Giant wolves (2)	These powerful predators are tireless hunters and pad through the mountains in search of fresh meat.
8	Young roc (1)	This gigantic bird is flying high over the mountains when it spies the party. Hungry, it swoops to attack, targeting the individual at the back of the group. It tries to grab a tasty snack before flying away. If reduced to half hit points or less, it flees.
9	Aya Kishi (CE female human vampire)	This vampire recently escaped from a lead-lined coffin buried a century ago in a small cave nearby. (An earth tremor opened up the cave and damaged the coffin, allowing her to escape). However, she doesn't know where she is and seeks information. She approaches the party's camp at night in search of answers. She has recently sated her thirst with ogre blood, and as long as the party answer her questions, they are not in any immediate danger.
10	Stone giants (2)	Hunting two fire giants recently spotted in the area these gigantic humanoids are hiding on a high stone ledge in hopes of spotting their enemies. They have no interest in fighting the party but hail them in hopes the adventurers have seen the fire giants. If they are attacked, the giants fight savagely and prefer to crush their enemy with thrown rocks. If badly injured, they retreat but tell their tribal companions of the evil adventurers stalking the hills.
11	Fire giants (2)	These marauding fire giants have come down from the high mountains in search of plunder, mayhem and death. They have acquired a taste for roasted dwarf and eagerly attack any such adventurers they find.
12	Kimuralisti (LG adult silver dragon)	This self-styled "Lord of the Mountains" is patrolling his domain when he spots the party. He investigates, landing atop a nearby cliff and demands the party explain themselves. If the party are good-aligned, and on a noble quest, Kimuralisti allows them to rest in his lair overnight. His lair is nearby, and he may choose to sell or swap some of his treasures with his guests.



OCEAN VOYAGES

OCEAN VOYAGES

The characters' voyage should not be boring affairs wherein either they encounter no one of note and nothing happens, or they end up fighting everyone they meet. Many minor, but interesting things can happen on an ocean voyage.

SHIPBOARD EVENTS

Daily life aboard ship is punctuated by many minor events and encounters. Use them to add depth and flavour to the crew and other passengers.

D%	SHIPBOARD EVENT
01	A crewman tries to steal a small, mundane item from a character.
02	A pale-faced landlubber clings to the main mast.
03	Two burly sailors hold the ship's wheel.
04	Storage boxes slide about on deck as the ship lists from one side to the other.
05	An outbreak of dysentery wreaks havoc among the passengers.
06	A passenger goes to great lengths to keep themselves out of the weather.
07	The body of a crewman is found stuffed in the bilge. His throat has been slashed.
08	Two of the crew, who are identical twins, display full-body dragon tattoos.
09	A blind passenger dressed in aristocratic clothes wanders about, followed by a balding manservant.
10	Several rats scurry among crates of cargo.
11	A ship's officer bellows at a member of the crew and lashes them for insubordination.
12	The call to work the pumps breaks the calm of the noonday sun.
13	An order is given to "bare the poles!" With strong winds blowing, sailors scramble to take in the sails.
14	A sailor sneaks about the deck.
15	A small, emerald-green and red feathered parrot lands on one of the upper deck handrails.
16	A strange, rotten smell wafts up from the bilge.
17	After fishing for several hours, three sailors haul a small squid onboard.
18	A small bottle marked with a skull and crossbones tucked into a coil of rope glimmers in the sun.
19	The sun beats down on the deck, baking all in the sweltering heat.
20	Much of the food on board goes bad.
21	The "Old Man" or captain walks the deck, mumbling in a disconcerting tone. The sailors whisper in worried tones behind his back.

22	A sailor carves a serpent into the handrail on the starboard bow.
23	As the wind picks up, the order to "chock-a-block" rings out loud and clear. The sails are pulled tight to the rigging.
24	A passenger dies of tuberculosis. Many of the crew avoid the remaining passengers as a result.
25	Two rough passengers play mumble peg with a large kitchen knife.
26	Two sailors begin to argue; a fight breaks out.
27	Children are entertained by a passenger's outrageous comedy antics.
28	A sudden freak wave heaves a wash of water across the deck.
29	A female passenger is seen talking intently but quietly with the captain.
30	A character's clothes become infested with fleas.
31	Odd sounds come from a closed cabin.
32	Several sailors sit on deck and carve whale bones.
33	No wind blows for the day; the ship is becalmed.
34	Sailors move barrels of rum above board to amidships. The captain supervises.
35	A thin man in loose robes plays a strange flute to a large cobra as it sways back and forth.
36	Several of the sailors are tired, and they have faint, pink scars on both sides of their necks.
37	A passenger asks for help in persuading the captain to change course to a nearby island.
38	During a storm, lightning strikes the mainmast and sets it ablaze.
39	Below decks, it is hot and fetid. The sailors are in a bad mood, and many have taken to sleeping on deck to escape the foulness.
40	A minor fire breaks out in the galley.
41	One of the crew invites a gullible-looking character to a dice game.
42	Just by a sailor's actions, the characters can tell he "doesn't have both oars in the water."
43	Overnight, some of the crew and passengers develop bad coughs.
44	In the morning, a bloody hex mark is found on the captain's cabin door.
45	A group of seagulls assails several crewmen as they climb the mizzenmast.
46	The damp air makes the ship's deck slippery; movement is halved.
47	The wind carries away the sheet music of a bard practising his craft on deck. The sheets are marked with arcane marks.
48	Vague mutterings of discontent circulate among the crew.

49	A drunken trader bumps into a character and then accuses them of thievery.
50	It is too hot and smelly to sleep below deck.
51	Each day at noon, the crew salute a small altar kept on the quarterdeck.
52	Worms and grubs are discovered to have infested some of the ship's food.
53	A weather-worn sailor blocks a character's descent through the companionway.
54	A zigzag hex mark is found burnt into the main hold's door.
55	At sunset, the crew play musical instruments and sings shanties while working.
56	The helmsman yells as the wheel spins free.
57	One sailor offers to pierce a character's ears for good luck.
58	At dawn, a ghostly shape hovers near the mast.
59	The sound of heavy cargo sliding and shifting comes from the hold.
60	The crew whisper among themselves about an unmarked crate chained up in the hold.
61	The last full water barrel is brought up from below.
62	Several of the crew start suffering from scurvy.
63	The ship sails through a dense fog bank.
64	As the ship comes about to catch the wind, a yardarm snaps under the stress.
65	Crewmen begin setting out buckets of sand. The ship is heading into pirate waters, and the captain wants to be prepared.
66	The crew swabs the deck.
67	Many of the passengers are new to sailing and suffer from violent sea sickness.
68	A cloaked figure sneaks through the hold ¹ .
69	During heavy winds, many of the ropes tying a sail down come loose. One strikes a nearby passenger, knocking them unconscious.
70	The crew gather expectantly on deck in preparation for payday.
71	Several sailors are lowered over the side in boatswain chairs to paint the hull.
72	Several laughing crew play cards.
73	A sudden strong wind blows up, increasing the ship's speed by half.
74	On a night with no moon, the eyes of the catheads to either side of the figurehead glow light blue.
75	The ship yaws back and forth between large waves. Several passengers get seasick.
76	Several of the crew argue heatedly with the captain on the poop deck.
77	A trail of fresh, wet footprints ¹ leads away from a porthole toward the hold.

78	One passenger is a trader and approaches the party, attempting to sell their wares. They are extremely persistent.
79	A crewman asks a character if they fancy a spot of fishing in one of the ship's longboats.
80	Four sailors gather suspiciously near the gig. The captain's rowboat is the centre of attention.
81	Wild yarns are spun as the sailors gather for the evening meal.
82	The muffled sound of dice rolling comes from behind a stack of crates.
83	A sudden squall soaks everyone on deck.
84	All the ship's lanterns' flames suddenly turn the green colour of baleful witch fire.
85	The body of one of the ship's riggers is found dead. Ring-like markings cover his neck.
86	An accidental fire breaks out on deck.
87	Several of the crew take great steps to avoid the party for no apparent reason.
88	A heavy squall passes over the ship.
89	A strong, cold wind fills the ship's sails.
90	The ship's galley is oddly quiet before mealtime.
91	The sound of gathering seagulls wakes the characters as dawn breaks.
92	A few sailors covertly exchange small pucks of chewing tobacco.
93	A crewman is wearing his clothes inside out. If asked why, he states he is warding off the bad luck that has been plaguing him.
94	The captain bursts from her cabin and shouts her astrolabe and maps have gone missing.
95	The foremast looks as if the rigging has been comprehensively sabotaged.
96	A sailor falls from the upper rigging into the sea.
97	The ship's compass spins wildly and points in random directions.
98	As the crew perform maintenance, they discover extensive rot in the hull.
99	Several sailors grumble under their breath as they swab the deck.
100	As the ship settles for the night, a spectral human outline appears at the bow.

MINOR ENCOUNTERS

Many minor encounters and events happen to a ship and its crew during an ocean voyage.

D%	MINOR ENCOUNTERS
01-02	The ship passes the wreckage of another vessel that has burnt down to the waterline.
03-04	A passing ship seems suspiciously under-crewed and refuses all attempts at contact.
05-06	The sinuous humps of some huge creature break the waves far off to port. The gigantic creature must be the size of a galleon!
07-08	From the crow's-nest, the lookout spots a ship flying a "plague flag."
09-10	The ship is caught in a heavy rainstorm.
11-12	A half-sunk chest bobs in the waves.
13-14	A massive storm wall is spotted far off. Grey sheets of rain splatter the crew.
15-16	An unconscious survivor adrift in a longboat.
17-18	A rogue wave hits the ship. Everyone is battered and thrown about and suffers 2d6 damage.
19-20	Thick fog cloaks the ship for days.
21-22	A fishing sailor discovers a strange amulet in the belly of a gutted fish.
23-24	The flotsam and jetsam of a wrecked ship drift in the ocean's waves.
25-26	The passengers and crew of a sinking vessel are abandoning ship in rowboats.
27-28	The coastline is thickly packed with a sargasso of seaweed. Movement slows to one-quarter.
29-30	A light wind that does not blow steadily from any one direction buffets the ship.
31-32	The fin of a monstrously large shark is spotted following the ship.
33-34	The sea steams and bubbles as if about to boil.
35-36	A broken mast trailing a sail bumps loudly into the ship's hull and may get entangled in the rubber.
37-38	An oncoming storm darkens the horizon.
39-40	The ship crests a particularly heavy swell (caused by a faraway storm).
41-42	In the distance, six ships sail across the horizon.
43-44	The lookout spots a strange fin atop an unusual humpback creature.
45-46	Distant figures mounted on sea horses ride the waves off to the west.
47-48	Giant clams are found among the reef of a shallow cove when the ship takes on fresh water.
49-50	An abandoned wreck sits forlornly high and dry on a hidden reef.

51-52	A ship moves extremely slowly and flies a red and yellow striped flag. It has a broken mast and is dragging its anchor.
53-54	The captain gives orders to give a beautiful, seemingly deserted island a wide berth.
55-56	A massive iceberg passes the ship to starboard.
57-58	Two caravels move across each other's wake, jockeying for position. Their crews brandish weapons.
59-60	A sounding reveals the water is surprisingly shallow.
61-62	As the ship approaches the coast, cliffs pockmarked with sea caves come into view.
63-64	A massive cloud of phosphorescent sea anemone bob surround the ship late at night.
65-66	A ship with no crew but under full sail passes by.
67-68	A single, rocky island is visible on the horizon.
69-70	A bare isle of rock rises above the ocean waves.
71-72	A ship's longboat bumps into the hull. The rotting corpses of three sailors sprawl within.
73-74	The ship enters an unusual stretch of opaque, cloudy water.
75-76	A small cutter is spotted off to the north. It is wreathed in fire and smoke.
77-78	Far off to the east, a carrack is spotted moving fast.
79-80	A floundering ship sits very low in the water. People on deck can be seen frantically bailing; they call for help.
81-82	An adult humpback whale rises from the waves with a giant squid wrapped around it.
83-84	A pod of dolphins swims alongside the ship for half a day.
85-86	A large swath of dead fish drift slowly on the ocean currents.
87-88	A group of sahuagin are spotted swimming under the ship. They ignore the vessel (luckily).
89-90	The twisted circulations of a large whirlpool are seen from the crow's nest.
91-92	The sound of beautiful singing reaches the ship on the wind.
93-94	Dark shapes move in the depths of a kelp forest.
95-96	A flock of seagulls swarm the vessel.
97-98	A sudden strong wind, heavy with the scent of death and decay, blows up from the south.
99-100	The ship enters an area in which many rocks lurk just below the ocean waves.



OMENS

Sailors are a superstitious lot; they see omens everywhere.

D%	LUCK	MINOR ENCOUNTERS
01-02	Bad	Black travelling bags are found hidden below deck.
03-04	Bad	A heavily pregnant stowaway is found in the hold.
05-06	Bad	During a calm day, a mop or bucket is lost overboard.
07-08	Good	Large sea turtles swim in the clear water near the ship.
09-10	Good	As the clouds part, the ship is bathed in the warm rays of the sun.
11-12	Good	Among the clouds, a herd of pegasus glide in circles.
13-14	Bad	A crewman falls down a ladder and breaks a leg.
15-16	Good	The shape of a flying ship is seen in the clouds nearby.
17-18	Bad	Rigging to the mainmast and yardarm snaps in a light breeze.
19-20	Bad	One sailor accuses another of talking with a red-haired person before the voyage.
21-22	Good	A figurehead of a naked woman is mounted to the front of the ship.
23-24	Good	All the sailors have long nails and hair.
25-26	Good	The setting sun turns the horizon a vivid and fiery dark red.
27-28	Good	A fresh tree is found adrift in the ocean.
29-30	Good	The ship is weighing anchor as three butterflies land on the capstan.
31-32	Good	The ship's mascot is a family of black cats. They are playing happily.
33-34	Bad	As the ship sails from port, church bells ring out.
35-36	Bad	An albatross with a broken wing lands on the main deck.
37-38	Bad	A single cloud rings the full moon all night.
39-40	Good	An albatross lands on the deck.
41-42	Good	A flock of seabirds circle the ship.
43-44	Bad	A strange, luminescent (but non-damaging) fire wreaths a sailor's head.
45-46	Good	The ship's fishing nets are "salted in."
47-48	Good	A silver-tailed shooting star streaks across the night sky.
49-50	Good	A silver coin is found nailed to the masthead. It is as bright and shiny as when it was minted.

51-52	Bad	The lookout sights a curlew flying north.
53-54	Bad	The ship's bell suddenly starts clanging—no one is near it.
55-56	Good	A seagull defecates on a sailor's head.
57-58	Good	Fresh evergreen branches bump against the ship's hull.
59-60	Good	A pod of humpback whales travel alongside the ship.
61-62	Good	Three white rats are found in the hold.
63-64	Bad	A passenger says the word "drowned".
65-66	Bad	The rising sun turns the morning sky blood-red.
67-68	Good	Six sparrows flutter about the mast.
69-70	Good	Right before the ship takes sail, the crew pour wine on the deck of the ship.
71-72	Good	Dolphins cavort in the ship's wake.
73-74	Bad	A trident of strange design is spotted embedded in the ship's prow just above the waterline.
75-76	Bad	Three days and nights of net fishing result in no fish caught.
77-78	Good	A shower of shooting stars crosses the sky just before sunrise.
79-80	Bad	Several ropes securing one of the ship's sails unravel for no apparent reason.
81-82	Bad	The ship passes a whale's rotting corpse.
83-84	Good	A pure white two-headed gull has nested in the masthead.
85-86	Bad	Light clouds form a noose around the moon—a sure sign rain is coming.
87-88	Good	A group of white-tailed black doves roost in the crow's nest.
89-90	Bad	A rat—its back broken—is found lying before the mast.
91-92	Bad	A dead gull falls onto the deck.
93-94	Bad	A shark follows the ship. The sailors see this as a sign of inevitable death.
95-96	Bad	A sudden gust of wind blows out all the torches on deck.
97-98	Bad	A cormorant is sighted by the crew.
99-100	Good	Five mermaids swim alongside the ship and blow kisses to the sailors.

RANDOM OCEAN ENCOUNTERS

D12	CREATURES	NOTES
1	Dolphin (1)	This injured dolphin (hp 3) swims around the ship. It has a severe gash on its flank (from a shark bite) and is losing a lot of blood. A watertight scroll case is tied to its fin.
2	Merfolk (3)	Three merfolk hail the ship (from a safe distance) and warn the crew of sahuagin raiding parties lurking in the surrounding waters. Some of the crew believe this to be a ruse or trap, arguing merfolk are well known to serve a dark, master race lurking in the deep oceans.
3	Sharks (3)	These aggressive predators attack anyone entering the water.
4	Sahuagin (1) and shark (1)	Scouts for a nearby sahuagin outpost, this pair shadow the ship, trying to ascertain how easily the vessel would fall prey to a boarding party. At night, the sahuagin boards the ship to take a sailor for his shark companion's dinner.
5	Killer whale (1)	When the characters sight it, this aquatic predator is feasting on the decomposing body of a giant squid and is hard to spot as it lurks under the corpse. It attacks anyone disturbing its feast.
6	Sahuagin (4)	Four sahuagin are carving great strips of flesh from a bloated whale corpse bobbing in the swell. Their task distracts them, and they may not notice the ship approaching. If attacked, they dive into the water and hide under the corpse until the ship moves away.
7	Jarks and Beris (sea hags)	Jarks and Beris dwell (for the time being) aboard the part-sunken Mermaid's Mane—a merchant ship out of a nearby port. The crew are dead, and the ship's deck is awash. The two hags patiently await explorers below decks amid their victims' bloated, suppurating corpses.
8	Incantrix (lich)	Incantrix dwells in a lonely shard of rock that barely emerges above the waves. In winter, the sea inundates the rock, and Incantrix dwells elsewhere. She is fiercely territorial and defends her home from any who would explore it. Extensive tidal caverns pierce the rock, and fish are abundant in the surrounding waters.
9	Giant crab (1) and crabs (20)	The ship sails into a stretch of seaweed infested with crabs. The giant crab attacks any sailors exploring the weeds, whereupon it—and its minute brethren—swarm the unfortunate.
10	Giant shark (1)	This monstrous predator follows the ship, waiting for a crewman to enter the water or for the ship's boat to be deployed. Perceptive characters may spot it trailing the ship and savaging any leftover food dumped overboard. The shark is merciless in its hunt for food.
11	Dragon turtle (1)	A gigantic dragon turtle bursts from the water, a huge shark held firmly in its mouth. The shark struggles violently before the two crash back into the water. The water churns around the two, and shortly thereafter, the dragon turtle is triumphant. The beast does not attack the characters' ship unless they intervene in its battle.
12	Giant squid (1)	A ship sails several miles off the port bow. Suddenly, huge tentacles burst from the water and start pulling the ship apart. The characters hear the desperate screams of the dying and pleas for help from the other vessel rolling across the water. If they do nothing, the giant squid quickly destroys the vessel. A few survivors bob in the water and cry for help. They don't last long.



PLAINS

PLAINS

Plains are far more than endless vistas of rolling grassland and hills. Wandering adventurers will encounter many things on a plain.

MINOR PLAINS EVENTS

Many minor events of interest can occur while the characters explore a plain.

D%	MINOR EVENT
01	A murder of crows flocks over the cleanly picked remains of a large animal.
02	Vultures circle a stretch of grassland.
03	A character steps into the entrance of a rabbit's burrow and trips over.
04	A herd of loping deer crosses the path.
05	A solitary wolf stands over the prone form of a deer, growling in defence of its kill.
06	An ominous scarecrow sways in the wind as it stands vigil over a barren field.
07	A dappled stallion parallels the characters' progress before disappearing over a rise.
08	A herd of grazing cows crop the nearby grass.
09	The droppings of some enormous animal contain the remains of a partially digested sheep.
10	A random character trips into a shallow hole that looks like a half-dug grave.
11	An enormous black raven follows the party, intently eyeing any familiars.
12	A curious magpie swoops out of the sky, trying to steal a loosely attended shiny object.
13	A pack of wild dogs briefly trails the party.
14	The fresh tracks of centaurs have churned up the earth at irregular intervals for nearly a mile.
15	Tall grass conceals a broken hunter's trap.
16	The night sky is painted with bright colours, forming a surreal tapestry.
17	As the party camp, a shooting star blazes across the sky.
18	A thirteen-point bull elk crosses the party's path and lowers its antlers before dashing away.
19	A pure white eagle lands nearby, dropping something golden before taking off.
20	A discarded backpack containing books of children's stories lies near a tree.
21	A human skull oddly tops this dog's skeleton.
22	The mangled body of an owlbear—its eyes and tongue are missing—sprawl on the ground.

23	Distant figures trudge across a distant hill.
24	At midnight, the pitch darkness is shattered by a dense swarm of fireflies.
25	A newly birthed calf mewls near its dead mother.
26	A lamb wanders the plains, a collar proclaiming its name to be "Slaughter."
27	Black clouds swirl overhead, deluge the party in rain for a few minutes and then abruptly dissipate.
28	An enormous reptilian footprint serves as a pool from which several deer drink.
29	An ornate dining room table and chairs sit immaculately arranged just off the beaten path.
30	A shining, gold-hilted longsword (worth 400 gp) is planted point first in the ground at a crossroad.
31	Carrion birds pick at the body of a bandit staked out near the path.
32	As the party breaks camp, a character finds a small (non-venomous) snake in their boot.
33	Crude, pumpkin-headed effigies reminiscent of goblins leer at travellers for the next two miles.
34	A dimly glowing lantern flickers amid the remains of a ruined tower.
35	A character steps on an ant hill and is quickly covered with angry red ants ² .
36	A toppled bees' nest lies nearby, its occupants chasing off a black bear.
37	A rabbit foraging beside the trail flees at the characters' approach.
38	A woman's boot stands discarded in the remains of a hastily scattered campfire.
39	Faint lights, as if a mob carried torches, flicker on the horizon as the characters make camp.
40	Faintly visible humanoid figures shadow the party. Their distance is difficult to judge, seeming at times to be miles away and at other times to be within a few hundred feet of the party.
41	A large bird is caught in the jaws of a large carnivorous plant.
42	A flock of small birds in an arrowhead formation flies overhead.
43	A white deer races across the characters' trail.
44	The monuments of a roadside graveyard seem to move in the fading light of dusk.
45	Ropes have been staked out in this field, their pattern reminiscent of cobwebs.
46	A small fire is slowly eating away at a field of strange plants; a bizarre, acrid stench fills the air.
47	Rapidly moving clouds seem to be pulled into a distant canyon.
48	A wild dog drags a set of manacles, a severed hand still filling one side.

49	For a moment, near midnight, clouds scudding across the moon give it the appearance of a scowling face.
50	A character's ankle is grabbed by what seems to be a skeletal hand, which turns out to be an old withered root.
51	The sound of ferocious barking—carried on the wind—reaches the party.
52	The wind whips dust into the characters' faces.
53	A vulture picks at the corpse of a mail-clad dwarf.
54	A horse-drawn cart races across the plains, a swirling trail of hay cascading off the back.
55	Fruit falling from a tree splatters unerringly amid the party.
56	A small wild pony crops the grass nearby.
57	An escaped sheep—bearing its owner's brand—crops the grass nearby.
58	Pelting hail assails the party.
59	A character steps into a bear trap, but disuse has rusted it nearly solid—its jaws close mere inches.
60	A small dog follows the party, begging for scraps.
61	What seemed to be a stone reveals itself as a lizard as it opens one eye.
62	A school of luminescent fish fills this stream.
63	Two male sheep butt horns attempting to win the attention of nearby females.
64	A tumbleweed crosses the party's path, leaving a trail of fresh blood in its wake.
65	A screeching sound pierces the air; of the source, there is no sign
66	A flying predator distantly trails the party for a few minutes before seeking easier prey.
67	A wounded bear growls as the party approaches.
68	A baby griffon tears flesh from its kill. It flees if approached.
69	A nest of snakes swarm over a set of burnished brass keys.
70	A herd of grazing bison trample carelessly over the skeletal remains of dozens of humanoids.
71	A single bolt of lightning drops from the blackened sky a dozen feet from the party.
72	A wind-blown blue silk scarf wraps itself around a random character.
73	Hundreds of tiny lizards sit in a nearby tree, staring as the party passes.
74	A flock of starlings in full song hurtle across the sky above the characters' heads.
75	Swirling leaves seem almost to form words as they blow past the party.
76	A wagon wheel rolls past at an alarming speed, its source and destination unknown.

77	A black squirrel shadows the party, occasionally hurling nuts at them.
78	One of the party's animal companions or familiars dashes into nearby brush, finding a half-concealed corpse with 4 gp stuffed into its mouth.
79	A distant band of hill giants turn out to be detailed statues. They surround a freshly killed deer.
80	A fox slinks past, a rabbit in its jaws.
81	The party passes through a patch of clawing brambles. Several of their cloaks are snagged and ripped on the thorns.
82	A swirling dust devil ravages the landscape, throwing earth at a herd of cows.
83	Swarming red ants carry the complete remains of a skeletal human hand.
84	A travelling pedlar wanders toward the characters, whistling a happy tune.
85	A charnel pit emits a terrible stench.
86	A swarm of beetles scuttle over a fallen tree.
87	A lightning bolt descends from a clear blue sky to shatter a nearby tree.
88	A swarm of multi-hued butterflies swirls around the party before flying away.
89	As the party passes under a low-hanging branch, an enormous, hairy, but harmless spider drops onto a character's shoulder.
90	At night, something enormous flies overhead, blotting out the stars
91	A distant howling wolf is answered from seemingly every direction.
92	Glowing red eyes haunt the area surrounding the party's camp, though no creatures can be found.
93	The remains of a fallen building choke a small gully. An old man lurks within and offers to read the future for a small price.
94	A passing traveller offers to sell salted meat.
95	Two hunting dogs hurtle across the plain, chasing some unseen animal.
96	One character's mount dashes off, only to be found moments later grazing in a field of carrots.
97	An overpowering smell of fresh bread permeates the air for the next mile.
98	The howling wind sounds almost like screams.
99	Several birds peck among the crops in a nearby field. A boy runs toward them, shouting and waving his hands.
100	Shouts and laughter emanate from a sunken pool; within, several children play.

PLAINS DRESSING

Plains are not dull, drab places; many minor sights, sounds and discoveries lie in wait for the characters.

D%	MINOR DRESSING
01	The tumbled remains of a stone wall denote the boundaries of a long abandoned farm.
02	Many rabbit burrows pierce a mud bank. Abundant rabbit tracks mar the mud.
03	The burnt-out frame of a barn stands stark against the sky.
04	The entrance to a mine is boarded over. A sign warns of the dangers of collapse.
05	A lonely, massive oak tree stands alone amid a sea of grass.
06	A low area of scrub conceals a traveller's half-eaten remains.
07	A loose sign spins on its post, ironically trying to point to "the city."
08	A gate stands at the edge of a field, but there is no fence. A sign proclaims: "Tawcket's Place."
09	A set of squared stones is laid out in the crude imitation of a man.
10	An ancient statue stands at a crossroad, pointing to the eastern fork. Its inscription is barely visible—the words lost to time.
11	The burnt-out remnants of a wheeled canvas wagon lie near the path.
12	A spent oil lamp, its brass tarnished nearly solid green, perches atop a tree stump.
13	Wild roses grow as far as the eye can see.
14	A cornfield has been shaped into a simple maze, but much of the crop has now been harvested.
15	Much of this grain field has been flattened, forming eldritch patterns.
16	A circle of stones sits around a well-used fire pit. An assortment of candles and other arcane paraphernalia fill a nearby concealed hollow.
17	A thick, tangled growth of brambles fills a natural hollow near the path. Wild blackberries and other fruits grow among the tangle.
18	A crater stands as a blemish in an empty field.
19	The shattered remnants of a porcelain tea set frame a wagon rut.
20	An empty noose swings from a tall tree.
21	The nearby farmhouse has been abandoned for at least a decade.
22	A pool of stagnant water stands amid a field of bright orchids.
23	The only proof a building once stood here is a lonely archway in a weed-filled field.

24	A nearby pond is frozen solid, no matter the ambient temperature.
25	A sign on an unattended cart proclaims, "fresh fruit for sale: 1 copper". The fruit looks fresh.
26	A nearby tree is laden with overlarge golden fruit ready to eat.
27	The half-concealed skeleton of an enormous beast dominates an otherwise barren field.
28	The stones of this bit of wall are scattered throughout this field as if smashed inwards.
29	Many animal tracks crisscross the muddy trail.
30	Wind-swept leaves fill a shallow hollow.
31	Arcane sigils cover a stone that sits just off the beaten path; at night, they glow faintly.
32	A shattered wagon wheel, heavy with moss, lies half-buried nearby.
33	Wild strawberries grow haphazardly throughout a nearby field.
34	A handful of toppled columns are all that remains of a temple that once stood here.
35	Half-buried skeletal remains paint a picture of a conflict fought long ago.
36	A toppled tree stands as an improvised bridge across a shallow, dried stream.
37	This field may once have held bountiful crops, but it is now nothing but burnt stubble.
38	A skeletal arm thrusts from the ground clutching a shimmering blue silken scarf.
39	A small pool throws twisted reflections back at the party, showing subtle changes such as different hair or eye colours.
40	A weathered stone covered in thick moss appears to have been a statue long ago.
41	The flag of a far distant nation proudly stands ahead, flapping in the wind.
42	Simple wooden markers are the only indication of a roadside graveyard.
43	A faded sign is adorned with a simple spiral pattern in flaking yellow paint.
44	The skeletal remains of a human are staked out in a nearby field. Around its neck is a wooden placard that reads: "Witch, Heretic, Lover."
45	Ancient rusted manacles and a grey tunic with the device of a local lord are stashed between the roots of a tree.
46	Worn holes in a stone monument cause the wind to pierce the air in fierce howls.
47	A half-finished stone wall almost surrounds a well.
48	An owlbear's bones lie in the scrub.
49	The remains of an old campsite overlook the road from among a shrine's tumbled ruin.

50	A fire-damaged mirror lies nearby, distortedly reflecting the sky as though it were ablaze.
51	A well-built chest stands unguarded under a tree.
52	A desolate windmill stands near the decrepit remains of a farmhouse.
53	Monstrous boulders stand off the road nearby, forming a set of concentric circles.
54	A weathered shield lies nearby, its heraldry that of a family dead nearly a century.
55	Shattered lances and heavy hoof prints surround a short length of wooden fence.
56	An unlit funeral pyre stands atop a rise; the body atop the pyre is now skeletal.
57	A tall stone has been carved into a sculpture depicting a hero overcoming a terrible beast.
58	Bones litter the floor of this part-collapsed hut.
59	The half-eaten remains of a goat lie on the trail.
60	The shattered remains of a stone gargoyle are scattered about this field.
61	Shattered wine glasses and an empty bottle surround a well-used campsite.
62	A flag of a nearby kingdom flutters proudly from a nearby hilltop.
63	Brilliantly coloured flowers line the trail for the next three miles.
64	Crossbow bolts pepper the area; 2d6 of them are in good enough condition to use.
65	A stream meanders down a hill and cuts through the path; the party can use the ford or dare the stepping stones further downstream.
66	Two dozen glittering silver coins surround a ruined burlap sack.
67	Rubbish—the leavings of a nearby settlement—fill a small gorge.
68	Enormous pieces of eggshell suggest something ate well here.
69	A huge piece of claw appears to have been shed by a griffon sharpening its nails on a tree.
70	Pieces of a sundered crossbow lie about the trail.
71	Chunks of volcanic glass are laid out in a simple message: “Leave.”
72	A statue is frozen with horror as it points toward a set of six-legged lizard tracks.
73	Three-quarters of an arch, its keystone a leering skull, defies gravity to hang over the path.
74	A massive battleaxe lies in the ruins of this small cottage; giant footprints surround the ruin.
75	A dense patch of mushrooms grows in the lee of a fallen, rotted tree.
76	A tumbled dry stone wall runs parallel with the track for a hundred yards before petering out.

77	A small patch of bright red mushrooms stands jarringly in this field of green grass.
78	Wild raspberries have overgrown a mantichore's skeletal remains.
79	A red-stained stump stands at the head of a pit filled with the rotting remains of various animals. A gilded axe is planted in the stump.
80	These glittering beetle shells are easily mistaken for gemstones from a distance.
81	Half-buried glass bottles surround an old camp.
82	Scattered bone and stone weapons surround a tall black monolith.
83	Clouds form the shapes of two duelling monsters; the wind makes their movements seem lifelike.
84	The dirt here is stained with bright colours as if splattered with paint.
85	This iron cage has been torn open from the inside by something powerful.
86	Ragged tears suggest a large animal has been sharpening its claws on a nearby tree stump.
87	A well-made hat sits atop a mound of stones crudely piled to resemble a man.
88	Several cut and dressed large stone blocks lie by the side of the trail; weeds grow about them.
89	The foundations of a large building have been laid, but no structure was ever built.
90	A sheltered pool fills much of a hidden dell. A faint and steep trail leads down to the pool.
91	The corner of this way marker has been carved with monstrous visages.
92	Water oozes from a nearby bank and turns the path into a muddy bog.
93	Dozens of silver and copper coins, worth almost 50 gp total, fill this shallow well.
94	A rocky hill overlooks the trail; the smoke of a campfire rises into the air behind it.
95	A decapitated bronze statue, heavy patina covering the body, watches over the trail. The head—lying nearby—is well-polished.
96	The contents of a traveller's backpack are neatly laid out on a tree stump.
97	The trail crosses the shed skin of a snake nearly 10 feet in length.
98	The dirt here has been churned by the crossing of dozens of wheeled vehicles.
99	A broken wagon wheel lies discarded by the trail.
100	A weathered mile marker stands half-covered by weeds and brambles.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	A cloudless sky, a gentle breeze and glorious isolation give the party a quiet, relaxing day.
06-10	The trail leads ever onwards through a seemingly endless sea of grass. The characters encounter no other travellers.
11-15	Birds circling high overhead are the only living things the characters see on this hot, dry day.
16-20	Rain falls for much of the morning, but the clouds clear after midday, and the afternoon is pleasant.
21-25	Heavy rain falls all day. Progress is slow, and the characters see no other travellers.
26-30	Except for a herd of grazing cattle watched over by a trio of peasants, the characters see no one on this slow, boring day.
31-35	A range of low hills breaks up the monotony of the plain; it takes the party the day to cross them.
36-40	The trail leads the party through a broken region of tumbled boulders and scree, which slows their speed considerably.
41-45	The party face no delays and make excellent time today, covering more ground than normal.
46-50	The characters see a group of distant horsemen sporadically throughout the day. The horsemen may—or may not—be trailing the party.
51-55	The trail leads the characters through two fords in the morning and skirts a high bluff in the evening.
56-60	The sky is cloudless all day, and the characters have an unbroken view of the horizon all day.
61-65	Today is monotonous; the characters see little but the ever-retreating horizon.
66-70	Dark clouds fill the sky. It is cold, but it does not rain until nightfall when the heavens open.
71-75	The characters see a lone rider around midday. The rider flees when they spot the party.
76-80	A plume of smoke mars the horizon in the morning. In the afternoon, another joins it.
81-85	The party reaches a river in the early afternoon and spends the rest of the day looking for a ford.
86-90	The track winds its way through several shallow valleys, and the characters see no one all day.
91-95	A strong wind blows across the plain for much of the day. By dusk, the characters are dusty, cold and tired.
96-100	Conditions are perfect for travelling, and the party makes excellent time.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	A hollow between two hillocks provides a discrete camp away from prying eyes.
06-10	A ruined farmhouse stands amid weed-choked, unworked fields. Enough of the building remains to protect the party from the elements.
11-15	An isolated stand of trees in the lea of a hill provides shelter and good lines of sight.
16-20	Several old campfires dot the banks of this small lake that mostly fills an old quarry.
21-25	The flanks of this craggy hill provide several small spaced-out sheltered nooks.
26-30	This narrow valley has a sheltered floor cut through by a gurgling stream.
31-35	An abandoned cabin stands amid the shadows of a small hill. The cabin is in good condition.
36-40	A ruined watchtower perches atop a craggy tor. Inside, fallen masonry has been cleared to make the grand floor habitable.
41-45	The ruts of many wagons, and the remains of many campfires, cover a wide section of flat ground just off the trail.
46-50	An abandoned wagon, with a broken wheel, part-blocks the trail. Nearby, the remains of a prolonged camp are evident.
51-55	A ring of boulders—some as tall as a man—provide cover from prying eyes.
56-60	The soft, verdant banks of a sluggish river provide a comfortable place to camp.
61-65	A triangular-shaped wooded bluff leads upwards to a steep drop; enemies can approach the party from only one way.
66-70	The trail leads through a shallow valley. Dead-end spurs run to the east and west; any would make a good camp.
71-75	A shallow, dry cave pierces the flank of a lone hill.
76-80	An abandoned hamlet of roofless stone cottages stands around a low hill and an abandoned mine.
81-85	Nine huge trees bound a small, shadowed lake. Signs of campsites abound in the area.
86-90	Wildflowers cover the ground in this sheltered dell; aspring bubbles forth among the flowers.
91-95	An old mine working pierces the side of a low hill. The mine's shaft leads steeply downward to extensive workings.
96-100	A ring of standing stones surrounds a suspiciously stained altar stone. Animals avoid the area.

RANDOM PLAINS ENCOUNTERS

D12	CREATURES	NOTES
1	Pony (2)	Two wild ponies wander over to investigate the characters. If fed, the horses walk with the party for a while before cantering away.
2	Rabies-infected wild dog (1)	This dog is infected with rabies; it has recently escaped from its owner (who is now also infected) and, driven mad by the disease, attacks the party.
3	Giant eagle (1)	A huge bird of prey swoops down and tries to grab and fly away with a Medium or small animal (even perhaps a familiar or animal companion). If it grabs such a target, it flies away to consume its meal in peace.
4	Wild dog (7)	A pack of wild dogs rushes across the plains chasing a few rabbits. The rabbits elude the dogs and when the dogs notice the party they move closer; they are aggressive and bark, but do not attack unless provoked.
5	Worgs (2)	This pair of old, powerful worgs have been preying on animals in the area for years. They are hungry, and their arrogance leads them to attack the characters. They flee if reduced to half hit points.
6	Ankheg (4)	Ankhegs burrow into a field and attack the cattle therein. The cows stampede, knocking down the field's wooden fence, and the ankhegs give chase. As fate would have it, the cows flee past the characters. If the characters defeat the ankhegs the farmer asks them to investigate the ankhegs' burrow—he worries others might lurk within.
7	Vampire (1)	Safe in its subterranean lair, a vampire hunts the surrounding area. It stalks the characters and attacks at night when many of them slumber. Safe in its lair, it fights until it is destroyed. If the characters stay in the area, it returns for revenge.
8	Spectre (1)	A murderer's decomposing corpse hangs from a rope slung over the sickened boughs of a mighty oak tree. In life, the man was irredeemably evil, and his spirit lingers now as a spectre. At night, he stalks the surrounding area, looking for victims to slay. By day, he hides inside the oak, slowly corrupting it.
9	Flesh golem (1)	A flesh golem—on the cusp of self-awareness—has escaped its master's control and staggers across the plain. The golem clutches its head and weeps and moans as it walks. If attacked, it defends itself but otherwise pays no attention to the party. Its appearance, however, causes normal travellers to flee in terror.
10	Roc (1)	A roc has flown far on the hunt; as the party travels over the plain, it swoops down and attacks a nearby flock of sheep; the shepherd screeches for aid as it carries away one of his charges. The roc ignores the characters unless they attack it or try to retrieve its prey.
11	Giant badgers (2)	A mated pair of giant badgers lair in a deep warren hidden inside a wide hedgerow. The lair is well concealed. The badgers are extremely territorial.
12	Seraxmor (male human lich)	In life, Seraxmor was the indifferent son of a farmer, thrown out because the farmer could not afford to feed him. In death, he has returned to wreak his vengeance. Screams from a nearby farmhouse alert the party to something terrible occurring within. If the characters investigate, Seraxmor feels compelled to explain what terrible parents the farmers are, how he is only having his revenge and that in undeath they will serve and love him. He demands the characters leave; the terrified elderly farmers beg for aid.



PRIMAL FOREST

PRIMAL FORESTS

Home to myths and legends, the ancient, primal forests of the world hold many strange sites, otherworldly civilisations and overgrown ruins. Such places are ripe for adventure.

MINOR PRIMAL FOREST EVENTS

Many minor events of interest can occur while the characters explore a primal forest.

D%	MINOR EVENT
01	A character steps into a rotting pile of vegetation.
02	An owl swoops past the party and grabs a mouse from the nearby underbrush.
03	A gust of wind rushes over the party and topples a nearby dead standing tree.
04	An emaciated fox watches the party from a narrow opening between a pair of trees before bolting.
05	As the party travels along a rough trail, a clearer trail presents itself a few hundred feet away; the trail is illusory.
06	A dozen sabre-toothed squirrels scattered among the branches of several trees watch the party and chatter at each other.
07	Motes of multi-coloured light beckon the party off the trail; if followed, they stay ahead of the characters and eventually wink out never to return.
08	At dusk and dawn, the party spots a ghostly white stag in the distance; the creature stares at the characters for a while before snorting, shaking its head and leaping away. The stag leaves no tracks and cannot be followed.
09	Three raccoon kits tumble playfully with each other, crossing the party's path.
10	At noon, and for an hour afterwards, the air stills and a thick fog surrounds the party.
11	One of the characters steps in a snare; the ancient ropes used in the snare are rotten and have a 50% chance of breaking when pulling up a target weighing more than 100 pounds.
12	If the characters make a fire when they camp, a strong wind blows embers into nearby brush, which catches fire; if left unchecked, the fire consumes two acres before burning itself out.
13	A cloud of gnats accompanies the party, causing a multitude of annoying bites. Wind disperses the annoying insects, but they return 15 minutes later. An area of effect spell that deals 5 points of damage destroys the gnats.
14	Tiny fey taunt the party. Each character who hears the fey becomes confused for 1 round; the fey disappear if threatened.

15	A character breaks a trip wire ² , but nothing happens; the trip wire appears to not have an associated trap.
16	After the party makes camp, a conspiracy of ravens alights in the trees surrounding the campsite. They caw at each other, and occasionally, one of them waves a wing in the party's direction. After ten minutes, they fly away.
17	Hundreds of rats burst from the underbrush and rush past the characters; they are obviously terrified and do not stop—for anything.
18	The characters discover a large basket filled with enough fresh food to feed six; the food is not poisonous, nor does it radiate magic.
19	Two dogs and a cat cross paths with the party; the cat looks at one of the characters with a spark of recognition and then sadness before the trio wanders away.
20	Every time the party reaches a clearing, they spot a flock of buzzards circling directly overhead.
21	Beautiful flute music reaches the characters' ears from some unknown source during the day; at night, the music turns shrill and discordant.
22	A giant log trap swoops down at the party, barely missing the lead character.
23	The characters hear a large creature land in the forest's upper canopy, but they cannot see it; seconds later, it flies away.
24	Pony-sized rabbits hop past the party, heedless of the potential danger the characters represent.
25	A crow follows the party and repeats the last word spoken by a character after they pause or stop talking; if the character stops talking, the crow croaks out the same word every five minutes.
26	A shower of normal cocoons falls on the party.
27	The trees overhead part allowing the sun to bathe the forest floor in light. The sudden sunlight highlights the breathtaking beauty and diversity of the ancient forest.
28	A clump of mushrooms fires spores at anything that passes within 20 feet. If the clinging spores are not removed with a half-gallon of alcohol or a spell like <i>neutralise poison</i> , affected characters exude a pungent odour for the rest of the day.
29	After the characters pass a shallow pond, a bear shambling through it on its hind legs.
30	The smell of baking pies wafts through the air, but the party can find no source for the scent.
31	An explosion of light surrounds the party, outlining them in purple <i>faerie fire</i> ¹ for an hour.
32	Moments after the characters hear a woodpecker in one direction, a similar pattern sounds from the opposite direction.

33	A rotten tree falls, blocking the trail mere feet behind the party.
34	A character, or one of the characters' mounts, trips on an exposed root covered by leaves.
35	A wild cat crawls through the canopy and, spotting the party, loudly hisses before darting away.
36	Lightning strikes a tree in a nearby clearing, and the thunder almost deafens the characters.
37	A branch seemingly reaches down to tap the shoulder of a passing character.
38	A flock of wrens carrying a four-foot long, yellow ribbon drapes the fabric over a tree's branches; they flutter nearby, and then, satisfied with the ribbon's placement, the birds fly away.
39	A tree splits in two, and each half of the tree threatens to fall over, but it remains standing.
40	A haze envelops the party; it feels uncomfortably warm, and a loud buzzing fills the air.
41	Once per hour, the characters hear a faint knocking, as if it originates from within a tree.
42	A unicorn stands at the top of an uphill path and regards the party before trotting away.
43	As the party makes camp, flickering motes of light appear at random locations along the edge of the campfire's illumination; the lights emit musical notes before winking out.
44	Giant puffball mushrooms explode, covering the party in harmless white spores ⁴ .
45	A minor earthquake strikes the area, toppling small, weak trees but otherwise causing no damage to the forest or the party.
46	In the distance, a chorus of cheers goes up and repeats roughly every four minutes; once the party reaches the source of the cheers, they find an abandoned sunken arena in a clearing.
47	The characters disturb a nest of non-poisonous snakes underneath a pile of rotting leaves; the snakes hiss and slither off in all directions.
48	A fledgling bird falls from a nest high up in a tree.
49	A line of seven-inch long, black horned beetles travels parallel to the party; each beetle carries a ball of organic material nestled on its horns.
50	Chipmunks lob acorns from 16-foot high branches at the party, dealing no damage even if they hit; after one throw, each chipmunk scurries away.
51	A tiny winged woman alights on a branch and silently regards the characters; she flees at the first sign of aggression or approach.
52	Several flocks of sparrows line the branches around the characters where they quietly watch the party; a loud noise sends the birds away in an angry exclamation of chirps.

53	A distant bell tolls five times, stops for a minute and then tolls five more times.
54	The scent of roasting meat reaches the characters' nostrils, but the smell dissipates almost instantly.
55	A giant purple bird bursts through the trees, knocking one over, shrieks at the party and continues on its way.
56	Tiny leaflets flutter past the characters like butterflies; the leaflets, written in Sprite, discuss popular spring fashions in the faerie court.
57	As the party travels along a path, the trees alongside it suddenly sprout foot-long thorns.
58	A team of white stallions fitted to pull an elegant carriage canters by the party without a carriage.
59	A raven lands on a nearby branch and says, "Turn back" several times before taking flight.
60	The temperature suddenly plummets; untouched by the sun, a six-foot-deep snowdrift covers two acres of the woods.
61	A two-foot diameter sphere of frogs falls near the party; all the frogs in the sphere survive the fall and hop away.
62	During combat, a nearby tree takes similar wounds to those taken by a character; if the character is healed, the tree's "wounds" also heal.
63	A stand of trees seems to block the way forward, but the trees part when the party approaches.
64	A group of three-foot-tall, purple-capped mushrooms sways to an unheard melody.
65	An elm tree passes through a year's life cycle in mere minutes; the leaves it drops rot away quickly.
66	Six corpses hang from nooses slung from high branches; one of the "bodies"—a goblin—is still feebly struggling.
67	Branches from a willow tree unsuccessfully grasp at the characters; the tree lets out a nearly inaudible howl when it fails to grab someone.
68	Bats fly past the party, shrieking as they do, and one or two get tangled up in a character's cloak and hair. The bats are harmless but loud and could attract other things to the party.
69	The forest's sounds abruptly cease when the party reaches a certain point and begin again when they move on.
70	A large club crashes through the trees and lands near one of the characters; they hear a distant bellow seconds later.
71	During the night, the characters camp under the forest's canopy, which parts to reveal the stars and a streaking meteorite.
72	A hunting dog trots through the woods, carrying a bugle in its mouth.

73	A giant turtle, carrying an empty hut on its shell, lumbers across the characters' path.
74	A light rain seeps through the canopy; at times, pooled water in the upper canopy pours down on the party.
75	A tinny fanfare played from at least three bugles sounds from several hundred yards to the east, and it plays again ten minutes later.
76	A blue goat with a horn jutting from its nose meanders through the forest, a cowbell sounding as it walks.
77	At night, a swarm of fireflies gathers around the party; if the characters do not disperse the insects, they cover them in faint light.
78	Five warthogs surround the party and make threatening snorts; the animals flee at the first sign of aggression.
79	A large branch falls to the ground; it makes absolutely no noise.
80	A nearby tree suddenly gets sucked into the ground; investigation reveals a hole slightly larger than the missing tree that plummets deeper than the characters can see.
81	An animate mound of plant matter (a shambling mound) watches the party from a distance.
82	A rotten log gives way under a character's weight, dropping them into a 20-foot-deep pit ⁵ .
83	As the characters pass a grove of trees, the bark on all the trees turns ash white; no ill effects seem to result from this change.
84	A tree falls and strikes another tree, which, in turn, hits another tree, creating a slow-moving but loud chain reaction that finally stops with the seventh fallen tree.
85	An acrid, brown fluid seeps up from underground; it causes no harm to anything it touches but smells foul.
86	The lilting notes from a harp reach the characters' ears; the distant, beautiful sound lasts for about ten minutes.
87	A kindly-looking giant gazes intently at the characters before deciding to leave them alone. He then lopes away into the forest.
88	The top stone on one of four dolmens protecting a grove of yew trees crashes to the ground and splits in half.
89	A tree bends such that its bough touches the ground; if someone climbs onto the branch, the tree gently straightens out.
90	A pack of wolverines crosses paths with the party; the animals snarl and growl but do not attack; they continue on their way if left alone. If attacked, they scatter and flee.

91	On a downward slope in the forest, a boulder rolls past the characters and bounces off a tree before continuing downhill.
92	The smell of smoke reaches the characters' noses on a westerly wind; if they look to the west, they see a blaze has started roughly a mile away.
93	The distant sound of drums repeats once an hour; the drums seem to draw closer for a while and then recede.
94	A flock of quail land noisily in the branches above the party's heads.
95	The wind blows through a pile of rotting leaves, creating a tiny cyclone of leaves which travels 60 feet before falling apart; the cyclone passes over the party, coating the characters in leaves.
96	A 50-foot line of leafcutter ants parallels the party's path. After half a mile, the insects climb a tree crawling with thousands more of them.
97	The characters hear the snarling of wolves, quickly cut short by a yelp, immediately followed by a triumphant howl.
98	The characters hear chanting (druids recognise the language as Druidic); once the party reaches the chanting's source, they glimpse four cloaked figures who instantly disappear into thin air.
99	While the characters camp, a meteorite crashes through the forest's canopy and lands a half mile from the campsite; the impact causes a slight tremor and starts a fire.
100	Faint whispers carried on the wind warn the characters to turn back, run away and beware (followed by a muddled name). The whispers are in Dryad, and they cease after 15 minutes.



PRIMAL FOREST DRESSING

Primal forests are not dull, drab places; many minor sights, sounds and discoveries lie in wait for the characters.

D% MINOR DRESSING	
01	A giant termite mound rests near a rotting, ancient oak tree; the mound seems to pulsate as thousands of termites scuttle about.
02	A pair of birch trees have fallen so that they form a large "X" on the ground.
03	A stone plinth juts from the ground; carved eldritch runes warn of a terrible danger ahead.
04	The rotting carcasses of a dozen treants litter this clearing; the treants appear to have fought a major internecine battle.
05	Wind chimes hang from a willow tree's branches; close inspection reveals them to be of silver.
06	Rusted handaxes rest at the foot of five different saplings; each tree bears a cut as if it had taken a stroke or two from the axe.
07	A large river flows through the forest, and a number of tributaries branch off from it; all are crossed by simple clapper bridges.
08	A circle of eleven large toadstools stand evenly spaced, except for one spot where a toadstool appears to be missing.
09	Wild mistletoe has infested the trees in a 50-foot radius. Ten uses can be harvested; used as a material component for druid spells, they increase the spell's caster level by 1.
10	Twilight covers a 100-foot radius section of forest; here, the clustered trees block out the sun.
11	A weathered fence composed of thin trees lashed together and sharpened to a point surrounds a grove of trees; the characters find no other evidence of sentient life in the area.
12	A 30-foot wide path of toppled and smashed trees extends for half a mile before suddenly stopping.
13	An ancient stone bridge crosses a dried-up river bed; the bridge is inscribed with runes of warding against water creatures.
14	A few cocooned corpses dangle from a willow tree's branches.
15	A section of ancient, ivy-covered cobblestone road crosses the characters' path; it leads 50 feet in either direction before ending abruptly.
16	A 100-foot diameter, 50-foot deep lake stands in the party's way; the placid lake holds several old oaks that grow another 50 feet above the surface.
17	A wide cave set within a massive sequoia's roots belches noxious green smoke at regular ten-minute intervals.
18	Amidst a stand of maple trees, one tree is bare of leaves, and some of its branches have iced over. The tree is much smaller than its fellows.
19	A species of tree virtually unknown to the world at large grows in this section of forest.
20	A clearing holds an intact skeleton of an adult green dragon; its bones are picked clean. New growth of brambles, a few saplings and the like part-hide the remains.
21	A rough trail widens into a well-tended, 20-foot wide cobblestone path flanked by manicured hedges; the path travels 100 feet before returning to rough trail.
22	Here, the air is still, and the smell of rot fills the air; there is no obvious cause for these oddities.
23	The trees in this grove possess humanoid brown-irised eyes set roughly six feet up from the ground; the eyes follow the characters' movement.
24	Every five minutes, the water in a slow-moving stream changes to a blood-red hue; 15 seconds later, the water's appearance returns to normal.
25	A solitary 12-foot-tall fir tree is decorated with colourful ribbons, and a star (lit with <i>continual light</i>) sits at the very top of the tree.
26	All the trees in a 20-foot area bear a brand unrecognisable to the party.
27	An ancient campsite with rotting bedrolls and tents fills a clearing; the size of the remaining materials indicates creatures approximately 10 feet tall used this campsite.
28	What appears to be a three-foot diameter moss ball is actually a boulder hidden under two inches of moss.
29	A partially built wooden fort stands in a clearing created by chopping down the trees that now comprise the incomplete fortification.
30	Several trees here bend at a 90-degree angle, such that they are parallel to the ground; after a foot, the trees straighten out again.
31	A clearing contains a 40-foot diameter tar pit holding the remains of several skeletons belonging to huge animals.
32	Moss-covered mounds hide entrances to a small network of tunnels ³ ; the unoccupied tunnels lead to several empty chambers.
33	A hidden clearing holds four old graves; the names on the gravestones have worn away.
34	A colony of beavers has dammed a large stream running through the forest; several snarl and squeak at the characters' approach.
35	The trees press in tightly in this stretch of forest, requiring Small or larger characters to squeeze to get through.

36	A series of bills posted on trees declare a dangerous monster is loose in the forest; all but one are crossed out in blood.
37	In this densely forested area, a ball of light illuminates the surroundings in keeping with the sunlight beyond the canopy.
38	A pair of abandoned thatch huts sit in a clearing; an unattended broom sweeps off both front porches and swats at anyone approaching.
39	A 20-foot square penned-in area holds a six-inch deep pit of mud; faint indications of wallowing animals mark the mud.
40	A grove of trees is actually a group of painted metal replicas.
41	A four-foot-long stone cradle sits in a clearing; it holds fresh blankets and oversized baby's toys.
42	A massive oak tree towers over a ring of twenty evenly spaced smaller oaks.
43	Green mist fills a depression in the forest, and the wind does not stir it; creating a strong wind disperses the mist and reveals the skeletal remains of a giant quadruped.
44	Each of seven trees in a row holds a wolf pelt nailed to its trunk with silvered nails.
45	A fallen tree carved in the likeness of an ancient king rests on the forest floor. The trunk can be levered up, revealing an empty tomb underneath.
46	Wanted posters bearing the party's likenesses are tacked to trees; the characters have never visited the settlement where the alleged crimes occurred.
47	A rusted metal gate blocks the path; the characters can easily push it open or climb over it.
48	A grove of trees around a pond has petrified; investigation reveals the pond contains minerals that caused the trees' petrification.
49	A comprehensive set of mile markers stands in the middle of the clearing, indicating the distance to locations near and far.
50	Near the party's campsite, a grove of trees glows with bright light, illuminating a 400-foot area. The light comes from a strange blue moss.
51	A weathered bill of sale dated eight years ago nailed to a tree indicates the woods in a one-mile radius belong to a lumber consortium.
52	The rotting remains of a seagoing vessel and its complement of crew rest in a clearing. Splintered, fallen trees, piles of broken branches and the like suggest the vessel fell from the sky.
53	Five rows of eight unsprung bear traps wait along both sides of the path. None are hidden.
54	An 18-foot tall, seven-foot wide wooden throne stands in a clearing in front of several log benches.

55	A 20-foot deep sinkhole pierces the trail; investigation reveals two tunnels, large enough for a halfling, lead away from the sinkhole's bottom.
56	Sunlight glints off hundreds of pieces of valueless quartz on the bottom of a slow-moving stream.
57	An overturned pushcart containing rotten fruits and vegetables rests by the path.
58	Ivy covers the ground and strangles every tree in a 50-foot-square area except for one tree and a five-inch radius circle around it.
59	Several brass birdcages hang from tree boughs; all the birdcages are open and empty, but each birdcage has fresh birdseed in a tiny trough.
60	The nearby trees have been intentionally planted to form a small maze.
61	Several thick arrows form a makeshift ladder up an enormous elm tree; the arrows reach 40 feet up the tree before stopping.
62	Something has shorn all the branches on the north-facing side of the trees in this area and patched up the "wounds" with moss.
63	A 400-foot diameter lake bubbles as if the water boils; closer inspection reveals the lake sits over an active volcanic vent.
64	A tiny wooden sign proclaims the surrounding area as the territory of King Proulx and promises death to all trespassers.
65	A twisted pair of live trees, one elm and one walnut, grow ten feet high, each seemingly competing to be the taller of the two.
66	A rusting iron cover is set into the ground under a pile of leaves; removing the cover only reveals bare granite.
67	Seven rabbit burrows surround a clearing; occasionally, rabbits cross between burrows. No tunnels connect the burrows.
68	A garden filled with radishes, turnips and potatoes grows in a dense part of the forest; something or someone has recently tended the garden.
69	Thirteen humanoids fashioned from sticks stand along the left side of the trail; half of the stickmen wear plain clothes; one wears a straw hat.
70	A flowering tree attracts several bees, and a haze of pollen surrounds the tree.
71	This clearing holds a furnished sitting room, minus the walls; dust and cobwebs cover everything, including three teacups resting on a table surrounded by high-backed chairs.
72	A tree has an arrow pointing left carved into it; following the arrow leads to another tree with an arrow pointing left, right or up, and so on, eventually ending at a tree with an arrow pointing down to a gaping hole.

73	Several spider webs in this area have the same runic pattern built into the web; a larger web holds a different, more complicated and impressive pattern than the others.
74	A dozen burial mounds sit in a clearing; the east flank of one has been disturbed. Investigation reveals faint, indistinct tracks and scraps of bone that suggest something crawled out of the mound.
75	A wood tower extends past the tree canopy; if the characters climb the tower, which has plenty of ladders to make it an easy task, they can see the entirety of their surrounds.
76	Something has cleared this part of the forest into the shape of a trident's head; it points north.
77	A 100-foot deep, 40-foot wide ravine cuts through this stretch of forest; the ravine runs for one mile in each direction before becoming trivially crossable.
78	A wild apple orchard bears head-sized apples.
79	Several shrubs have been shaped into various fantastical beasts: a unicorn, a griffon, a roc and others; the shrubbery creatures seem ready to launch an attack on each other. The work is of excellent quality.
80	This great sequoia has a 30-foot diameter trunk at the base, stands 400 feet tall, and its bough measures 80 feet in diameter; no other trees stand within 100 feet of the massive sequoia.
81	Incongruously, a tree grows from the top of another tree; its roots are embedded within the branches of the lower tree.
82	Tiny pools flank the path at intervals of 200 feet; closer inspection of a pond reveals it as a four-foot deep footprint filled with rainwater.
83	Eight polished wooden spheres rest in a clearing; each sphere is of a different kind of wood.
84	At the very centre of the forest, a five-foot-tall wooden heart sits in a clearing; a thumping noise emanates from within.
85	A pyramidal pile of rocks stands three feet high; a stony wizard's hat makes up the rock pile's core.
86	The forest's canopy encloses this 60-foot-diameter clearing; ladders stand against the trees at the clearing's edge, and several rope bridges cross at various heights above the clearing.
87	A row of eleven unevenly spaced pine trees grows so that a tree is exactly one foot taller than the preceding tree.
88	A pair of two-foot wide, five-foot-tall wooden hands rise from the ground; a Medium or smaller humanoid can sit comfortably in a palm.
89	Dozens of flat fungi grow on an elm tree in the shape of a spiral staircase that scales the tree; any weight greater than 30 pounds breaks the fungus.

90	An ancient bronze sundial sits in a dark clearing; no sun can penetrate the canopy to reach it. Moss covers the sundial's face.
91	A tree-lined path leads to a log cabin's front door; the furnished home has no occupant and has been empty for years.
92	An ancient oak tree has been partially sawed through, and the rusted saw still rests in the slot it created; one more hour of work would complete the job.
93	Among a group of ten-inch tall mushrooms, the characters find several smaller unoccupied huts shaded by the mushroom's caps.
94	A recently painted white picket fence surrounds a 40-foot-diameter clearing.
95	Several elder trees seem to circle protectively around a small grove of saplings; the old and new trees are of different species.
96	A slow-flowing river meanders through the forest; a number of lily pads drift downriver; half of them carry frogs.
97	A gourd measuring eight feet in diameter and six feet tall is carved out such that it could provide shelter for a creature that fits; the gourd has a working door and a pair of windows.
98	A plain sign marks the building in this clearing as a "Trading Post;" others have already raided the store, which is currently empty of goods (and occupants). The post's stockade wall bears several scorch marks, and its gate lies open.
99	These mushrooms stand almost as tall as the lower canopy; numerous hand- and footholds have been carved out of the stalks.
100	The left branch of this strange crossroads looks identical to the path travelling straight ahead, while the right branch looks identical to the path from which the characters originated.



UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	It is cool and shaded throughout the day as the party heads deeper into the woods. Normal woodland sounds seem subdued in the morning.
06-10	Several streams slow the party in the morning. Dense forest slows them in the afternoon.
11-15	The party traverse a section of gloomy forest where virtually no light reaches the floor. It is preternaturally quiet for much of the day.
16-20	It is a brilliantly sunny day. Innumerable shiv lights illuminate the party's trouble-free progress.
21-25	Light rain falls for much of the day. The constant pitter-patter of rain on the forest canopy is alternately soothing and irritating.
26-30	The forest floor gently undulates for much of the day. The party pass a small lake in the afternoon.
31-35	The party discover a swath of burned forest. Here, the sun shines brightly, and saplings abound.
36-40	The party follow a network of narrow game trails. While the paths go in the right general direction, they take a rambling course, and progress is slow.
41-45	Dense woodland gives way to a wide clearing packed with bracken. Hacking through the bracken is slow, hard work.
46-50	Birds are the party's only companions all day.
51-55	The party discover an old woodland path delineated by periodic stone markers. The path is clear of underbrush. Progress is swift.
56-60	In the mid-morning, the party crests a treeless hill and gets a spectacular view of the surroundings. The rest of the day is uneventful.
61-65	Today, the forest is less dense, and undergrowth is plentiful. Rustlings in the undergrowth betray the presence of many small forest beasts.
66-70	The day is quiet, and the party makes good time.
71-75	The party pass an abandoned, part-collapsed hunting lodge of curious design in the morning.
76-80	Heavy rain falls all day and into the night.
81-85	Dense fog shrouds the forest until midday when it starts to burn off. Light mist lingers all day.
86-90	The party stumble on a steep-sided valley and follows the stream therein for much of the day.
91-95	A cliff-fringed ridge necessitates a diversion, which consumes most of the day.
96-100	The party hit their stride today and makes excellent time. Luck seems to favour them, and obstacles are few.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	Tumbled walls delineate the outline of an ancient ruin. Enough remains to provide shelter.
06-10	A stream runs through a steep-sided, shaded valley. Here, the mossy ground is comfortable and overhanging trees provide privacy.
11-15	A closely-clustered stand of oaks atop a small hill gives good sight-lines over the surrounds.
16-20	A dell boasts a small, dry and spacious cave in the flank of one of the adjacent hills.
21-25	A narrow causeway leads to a low island amid a placid lake. The causeway is defensive, and the fishing is good in the lake.
26-30	One path winds up a three-sided craggy hill. The hill's summit makes a good, if breezy, campsite.
31-35	Extensive ruins from some elder civilisation dot this section of the forest. Sheltered campsites abound amid the ruins.
36-40	A carpet of wildflowers decorates this small, sheltered clearing in a riot of colour. A stream flows along the clearing's northern fringe.
41-45	A forested ridge flanks a stream. A section of flat ground lies between the ridge and the stream.
46-50	Three rickety huts stand in a clearing. All are abandoned and robust enough to host visitors.
51-55	A huge treehouse fills the branches of a mighty oak. The dwelling is curiously empty.
56-60	The roots of a huge tree have ripped a hole in the ground. Two travellers could huddle therein.
61-65	A craggy outcrop of rock provides several hollows in its flanks suitable for small camps.
66-70	The moss-covered skeleton of a huge winged beast lies on the forest floor. Ferns and bracken grow thickly around the remains. Several travellers could shelter in the beast's huge ribcage.
71-75	Natural depressions in the forest floor provide shelter from the elements.
76-80	A ridge cuts across the forest floor. Narrow gulleys cut through the ridge and could serve as a camp.
81-85	Two trees have fallen over one another at right angles. Saplings grow from the fallen trunks.
86-90	This flower-filled clearing seems peaceful and bucolic, but swarms of ants infest the place.
91-95	A sinkhole just off the trail intersects with a deep cave. A pool of fresh water part-fills the cavern.
96-100	A network of interlinked small caves studs the undulating ground. Old gear shows others have previously camped here.

RANDOM PRIMAL FOREST ENCOUNTERS

D12	CREATURES	NOTES
1	Giant spiders (2)	These spiders call a large willow tree home. If prey or a threat gets within 30 feet of the tree, the spiders scuttle down the trunk and attack, focusing on one opponent at a time.
2	Selisse (dryad) and Kort (male ogre)	The ogre Kort has decided to take the dryad Selisse as his bride, regardless of her say in the matter. If she spots the party, she lets out a brief yell before Kort claps his hand over her mouth. She gives a small reward for her rescue.
3	Bart, Gart, Nart and Wart (male pixie)	Traitors to the court of King Proulx, these four pixies seek brave souls to help them overthrow the despot. They attempt to convert any humanoid creatures to their cause, and if the potential allies refuse to help, the pixies have their (nonlethal) revenge on them.
4	Old Ginny (medusa)	Old Ginny is nursing her wounds following a devastating battle. She pretends to be a young woman in a simple hut that belonged to her grandmother. If she thinks she can convince the characters to become proxies in her revenge, she attempts to do so first by aiding the characters on their adventure.
5	Flesh golem (1)	The bodies that "donated" the golem's various parts came from this forest. When the golem's controller died, the creature instinctively returned to these woods, which it protects from intruders. If the characters show they mean no harm to the forest, the golem leaves them alone.
6	Very young green dragons (4)	This pack of wyrmlings came from the same clutch and has managed to survive the deep forest by sticking to easy prey such as fey not serving King Proulx.
7	Shambling mounds (3)	These shambling mounds are actually cursed humans forced to take shambling mound form. They hunt animals and try not to attack humanoids in the hope that a helpful person will cure them of their curse. Time is running out, as their intelligences slowly drain away and they soon reach the point of no return.
8	Brachiosaurus (1)	Lost to time, this brachiosaurus lived when the forest was young. The creature has miraculously survived here, where it enjoys feeding off the copious plant matter in the forest's great canopy. Easily startled, the dinosaur attempts to trample creatures disturbing its grazing.
9	Deena (unicorn) and giant stag (1)	Deena befriended a wounded giant stag, which now acts as her protector and hunting partner. She enjoys the solitude in the deep woods, and while good, she does not hesitate to attack those despoiling the forest. If the characters are in desperate need, she helps them enough to allow them to continue on their way (away from her home).
10	Frangia (nymph)	King Proulx considers himself the ruler of the entire forest, and Frangia is one of his most devoted servants. Frangia demands strange tolls from humanoids passing over her river (a blue goat with a horn jutting from its nose, for example). She punishes anyone who does not pay her toll.
11	Jubix (female adult green dragon)	The fey in the forest have learnt to avoid Jubix or placate her if they have no other choice. Some fey are not above leading the hungry dragon to bands of travellers to save their own skins.
12	Treants (2)	These treants protect a baby sapling in a sheltered, hidden dell. They try to drive off anyone getting too close to the sapling using their animate trees ability. Anyone entering the dell bearing fire is subject to extreme violence.



RUINS

RUINS

The leavings of many civilisations dot the land. Such places are often a magnet for minions of evil. Bandits, marauding humanoids or other—more terrible and ferocious—monsters can be found lairing in such locales.

SMALL RUINS

Smaller ruins—abandoned homes, old chapels and the like—litter the land. Such places can serve as a temporary campsite or the locale for a short mini-adventure.

D%	RUIN
01-02	A neglected, roofless shrine sits by the road. Weeds choke the interior. A three-foot-tall statue, its features too weathered to identify, rests in an alcove at the far end.
03-04	A series of short, crumbling stone walls stretch east to west. They are evenly spaced as if denoting property or field lines. Rocks and bits of rotted wood fill a hole between the walls in what was once the entrance to a small farmhouse's cellar.
05-06	A mud hut, its mouldy thatch roof caved in, sags forlornly near a collapsed cow barn. Dense cobwebs stretch between the hut and barn.
07-08	The charred beam and pillar framework of a former inn stands like a blackened skeleton. Soot and ash cover the ground, and not even weeds find purchase in the barren soil.
09-10	Cracked stone steps ascend to a small circular platform beneath a series of worn, broken pillars. Broken mosaic tiles on the platform depict a demonic face.
11-12	An octagonal wooden fence, missing most of its planks, encloses ground empty except for a small stone plinth. A deep furrow runs from the plinth to a broken-down section of fence as if something large and heavy was dragged away.
13-14	Debris surrounds a tumbled brick chimney set in the jagged remains of a stone wall. Burnt table legs and a decayed blanket fill the hearth.
15-16	The shattered upside-down remains of a farmhouse lie in a small hole.
17-18	A dry stream bed runs past an ancient, but still sturdy-looking wood and stone mill. Only cobwebs and ivy call the empty interior home.
19-20	Wind whistles through gaping holes in a wooden barn leaning haphazardly to one side. A rickety wooden ladder leads up to a rotten upper floor.
21-22	Three copper mash tuns rust in an exposed stone basement; the faint smell of malt fills the air. A family of raccoons sleeps in one of the tuns.

23-24	Dressed of stone denote the foundations of a small manor house. A well, its interior pushed outward and distorted as if something huge slithered out, rests nearby.
25-26	A collection of large, rectangular moss-covered stones form a 40 ft. diameter circle. Inspection reveals the stones were once caravan wagons. Brightly coloured birds nest in the petrified interiors. A detect magic spell reveals a strong aura of magic on the stones.
27-28	The shell of a drystone house serves as the den of a wolf pack. They are out hunting half of the time.
29-30	A faded gravestone stands in an unused sheep pen. The earth around the grave appears to have been recently disturbed.
31-32	A boulder rests in the smashed top floor of a stout three-storey stone watchtower. A nearby rotting catapult appears to be the culprit. The remains of a thick, reinforced wooden door lie scattered on the wide, stone steps leading up to the entrance. Bits of broken weapons and armour litter the otherwise intact interior.
33-34	Worn hieroglyphs of once intricate design decorate a 12 ft. tall sandstone archway. Bits of sandstone scattered about suggest the archway was once part of a massive wall. Vultures squat atop the wall, eyeing travellers hungrily.
35-36	Noxious fumes still emanate from a two-storey fire-gutted tower. Bits of glass and various alchemical instruments lie among the debris.
37-38	The bell of an empty chapel has crashed through its roof, leaving a large, gaping hole. Wood boards cover the chapel's large windows. Swarms of bats inhabit the lofty interior.
39-40	A rickety and rotten wooden fence meanders for 50 ft. Every five feet or so, the skull of a small animal adorns the top of a fence post.
41-42	Four 20 ft. tall obsidian pillars lean at impossible angles as if about to fall over. Arcane symbols crawl along their cracked lengths. Large claw and bite marks scar the tops of the pillars.
43-44	A wooden cottage sits half-sunk in the ground. A stairway leads into a small dirt basement supported by rotting beams. A badly scrawled summoning circle decorates the earthen floor.
45-46	One side of a former wood and stone church slumps into a small adjoining cemetery, crushing most of the gravestones. The door to a nearby mausoleum gapes ominously open.
47-48	A scaffold looms over a crossroads next to an abandoned hut. A humanoid skeleton grins from a rusty cage dangling from the scaffold. Another cage lies broken on the nearby ground; its skeletal occupant is conspicuously absent.

49-50	A series of fire-scorched ten-foot high stone archways are all that remain above ground of a manor house. A few skulls lie half-buried in the ground. Extensive cellars lie under the ruin.
51-52	The broken stubs of marble pillars surround the three-foot-deep pool of a former bathhouse. Sludge-covered cracked mosaics on the pool bottom depict fantastical sea creatures.
53-54	A large, flat rock sits surrounded by a circle of eight polished ten-foot-high stone pillars, alternating between pale granite and obsidian. Nature symbols decorate the pillars.
55-56	A circular, three-storey tower is all that remains of an old keep. Piles of rubble show where its walls once stood. The ivy-choked tower appears to be in relatively good shape.
57-58	This small farmhouse is deserted. Plates of mouldy food lie on a table, and rotting clothes are strung out on a nearby laundry line. No sign of a struggle can be found. Either the former inhabitants fled in a hurry, or they vanished.
59-60	Two jagged stone walls meet, rising 15 ft. in height. A gaping arched hole in each wall five feet up suggests they once held windows. A few large chunks of masonry litter the nearby area.
61-62	Wooden boards cover the windows of this small cottage which has a smashed front door. Closer examination reveals deep claw marks in the wooden boards.
63-64	A small aqueduct, slick with slime, arches over a mostly dry, except for a small trickle of foul, brown water, riverbed. Anyone drinking the water may contract a waterborne disease.
65-66	The wood frame of a large barn groans ominously in the wind. Abandoned, rusted tools lie in a corner next to a pile of unused lumber. Many holes pierce the barn's roof.
67-68	A few low stone walls trace the outline of an old small church. A single tall humanoid statue stands on a pedestal in the middle of the ruins, its features smoothed by the rain.
69-70	Wind whistles through a small circular structure built from giant bones. The giant's skull, with most of its teeth knocked out, serves as the entrance. Inside, thousands of burnt bones, mostly humanoid, are piled around a black stone altar.
71-72	A low, crenulated wall surrounds a small cemetery. Tombstones lie in open graves amongst the splintered remains of the coffins. None of the graves contain any skeletal remains.
73-74	A fence built from skeletal arms zigs and zags erratically between hoary old trees. Grinning humanoid skulls stacked atop each other decorate the wall.

75-76	A roadside inn shows heavy damage from an attack. Scorch marks mar the walls while numerous arrowheads litter the ground—dried blood stains nearly every surface of its interior.
77-78	Symbols painted in blood decorate the outside walls of this small, simple wooden chapel. The skeletal remains of the clergy lie about the chapel's desecrated altar.
79-80	Fluted pillars, entangled in ivy, support the cracked and sagging roof of a small shrine. A vacant pedestal rests in the centre of the building. Faded, rotting tapestries depicting a hero's rise to fame cover the walls.
81-82	This farmhouse looks fine at a distance, but as soon as a character gets close, they notice it appears to have been cleanly split in two as if struck by a massive axe or sword.
83-84	The half-collapsed remains of a smithy lie next to the skeletal remains of a burned outbuilding. A few wisps of smoke and smouldering spots in the building suggest the fire was a recent event.
85-86	Debris fills the broken shell of an ancient stone watchtower. Ten minutes of digging reveals a trapdoor under the rubble leading to a cellar.
87-88	A tall, weathered bell tower stands alone above low, crumbling stone walls. A creaking, unstable staircase leads up to a large, yet serviceable, brass bell. If rung, the bell lets out a plaintive peal.
89-90	A rotting barn is half submerged in the muck. Water pools a couple of inches deep inside, where small slimes and oozes slither around and over brightly coloured mushrooms.
91-92	Weathered brick steps lead to a small domed crypt. Inside, the skeletons of humanoids lie fused in the walls. A large, ornate sarcophagus, its lid tilted slightly open, rests at the far end.
93-94	The roof sags on a small cottage. Musty and mouldering animal skins and heads decorate the walls. The hut's floorboards creak alarmingly.
95-96	The waterwheel of a tumbled mill dams a small stream. A door hanging on its hinges opens into the mill's interior, revealing a small room; rubble blocks the rest of the interior.
97-98	The carcass of a large beast fills a small hut. Its putrid scent attracts carrion birds and might attract other predators.
99-100	Stone walls support the partially collapsed thatched roof of an inn. Mould and mildew cover the bar area. Water leaks from somewhere onto rotting straw beds. Casks of stale wine and beer fill a cellar next to maggot-infested food stores.

LARGE RUINS

Large ruins—shattered castles, abandoned towns and the like, are likely well known in the locality. Many fell tales are told of such places.

D%	RUIN
01-02	Massive stone archways lean haphazardly over weed-choked stone boulevards and plazas. Only a few crumbling walls denote former houses.
03-04	A crumbling moat tower, overgrown with ivy, protects a castle half sunk into the ground, its interior exposed to the elements. Broken towers lean against the castle's keep.
05-06	Three massive stone pyramids sit in a line, steep steps leading to large fire pits carved into their flat tops. A single door at the base of each structure leads into a labyrinthine interior.
07-08	The burned-out husks of wood and thatch longhouses cluster around a stone well filled with debris. The smell of death lingers in the air.
09-10	Four great towers, their tops shattered, rise 50 ft. into the air. Thin, cracked stone bridges crisscross between the towers. Broken staircases spiral the inside of the hollow towers; jutting bits of stone are evidence of former rooms and floors.
11-12	Broken statues line a stone pathway up to a large marble-pillared building. Water floods the interior from an exposed underground spring that has broken through the floor at the building's centre.
13-14	Ivy and moss cover nearly every surface of a stout stone keep. Mould and mildew coat the keep, which is home to rats, bats and huge spiders.
15-16	Rotting ships, some as large as galleys, lie upturned next to large slabs of stone set in the ground. This now almost totally buried ruin seems to be the remains of a wharf.
17-18	Scattered blocks of obsidian, inscribed with the iconography of an evil deity, surround the foundations of a once proud temple. A few outlying buildings remain relatively intact. At night, a mist rises, bringing with it a foul presence.
19-20	Wind- and rain-eroded archways frame the ruins of a once grand building; most of its roof has caved in. A few rooms, crowded with fungus and a strange, silver glowing moss, remain mostly intact.
21-22	A collapsed tower guards the entrance to a stone keep. One side of the keep is open to the elements, but its interior floors remain stable.
23-24	Marble and stone intertwine into slender pillars surrounding a sprawling, overgrown building. Statues of a forgotten deity sit in alcoves throughout the complex. At night, the statutes come alive and slay any they find within the ruin.

25-26	A gaping hole in a stone wall leads to a keep's courtyard cluttered with scorched bones.
27-28	A smashed iron portcullis rests in a giant gatehouse set in a circular wall. The wall surrounds a leaning sandstone tower the colour of dry blood.
29-30	Crumbling stone walls form the shells of halfling-sized buildings arrayed like spokes in a wheel.
31-32	Jagged stone walls rise between the ribs of a dragon's skeleton. Hundreds of arrowheads fill deep claw gouges in the cracked marble floors.
33-34	A noisome green mist flows from the open windows of a forlorn, decrepit cathedral. The mist originates from a desecrated altar.
35-36	A giant-sized, massive marble stair spirals 150 ft. into the air before ending in a large, broken platform that miraculously stays aloft. Arcane runes decorate the stairs and the platform.
37-38	A series of 25-foot-tall gothic archways form a cross pattern. Collapsing walls link a few of the archways, but thick grass now covers the ground.
39-40	Wind whistling from the mouth of a 100-foot-tall pitted copper lion roars over the surrounding landscape. Rungs set in one of its rear legs lead to a hatch set in the statue's belly.
41-42	Ivory and gold cupolaed buildings 20-foot-high form orderly rows. Narrow, darkened doors and windows fill the circular buildings. Large cracks leave some of the interiors open. Bits of ancient pottery lie scattered about.
43-44	Three concentric crenulated walls, each one successively higher and with a gatehouse, enclose the exposed basement of a former keep. A second intact basement lies beneath the first.
45-46	Cunningly placed narrow, rusting metal pillars create a menagerie of fantastic creatures in a 200-foot-wide area. The type of creature depicted by the pillars depends on the viewer's perspective.
47-48	Stones denote the outline of a former church surrounded by many towering mausoleums in various states of decay. Most of the burial places have been looted, but a few remain locked by magical means.
49-50	Twin fortresses guard a long, grand stone bridge rising over a dried riverbed. One fortress appears unharmed, while its twin has suffered massive damage to its walls. An unnatural darkness fills the unharmed fortress.
51-52	A cracked dome of glass encloses the crumbling remains of stone houses clustered tightly together. The glass has been magically treated to be as strong as iron. A wide entrance at the base of the doom serves as entry to the collection of empty, abandoned buildings.

53-54	This three-storey crooked tower is all that remains of a once grand keep. Ivy covers everything, and water collects in shallow pools within the interior. Narrow, slippery steps lead to the tower's roof.
55-56	Two concentric rings of fluted pillars stand in various states of disrepair around a tall, lean tower missing its top half. A recent fire cleared out the tower's interior, so its floors, stairs and walls are now unstable and prone to collapse.
57-58	Overgrown shrubbery spills onto a cracked, stone courtyard in front of a burnt-down manor house. A nearby slightly charred carriage house stands intact and houses a rotting carriage.
59-60	A high stone wall, several sections collapsed, encircles four tumbled wooden barracks and a pile of rubble that was once a small tower.
61-62	The low foundations of numerous stone buildings radiate outwards for thousands of feet. Covered mostly by tall grass, bits of ancient pottery and bone hide in the soil. An occasional ruined wall, no more than four-foot high, peeks out of the grass, here and there.
63-64	The top storey of a massive black edifice, almost a mile in length and width, rises from the ground into which it has sunk. Open windows lead into a huge interior of cavernous boulevards, arcades, chambers, winding stairways and hallways.
65-66	Six domed buildings linked to a larger domed structure form a hexagon. The domes are cracked; the interiors support a vibrant ecosystem of animals, fish and plants. The broken remains of an astronomer's study fill the central dome.
67-68	The stone remains of a colossal stone arena dominate the surrounds. Collapsed sections of the walls spill onto the arena's grass-covered floor. The hypogeum below the arena floor is free of debris and shows signs of habitation.
69-70	Half a wide stone bridge spans a dried moat. Beyond its jagged end, a rusted portcullis bars entry to a shadow-haunted keep crouched behind high, ivy-covered crumbling walls.
71-72	Two four-storey spiralling obsidian towers flank a single seven-storey tower of pure white marble. Cracks run the length of the towers and ooze a translucent slime. The only entrance appears to be a window five stories up on the central tower.
73-74	Moss-wreathed boulders lie under the skeletal arches of a once grand cathedral. A few rooms near the interior remain intact; their doors have been recently repaired and barred from within.
75-76	Mouldy thatch covers these mud brick huts crowded behind a low wooden palisade. A single one-storey stone building, its windows boarded over, sits at the centre of the forlorn huts.

77-78	Grey stone slabs 30-foot-high thrust out of the ground. They stand ten-foot apart over a 200-foot-wide area and form a giant eight-pointed star. A weathered altar stands at the centre of the star.
79-80	The fire-blackened remains of siege engines litter the area around the debris of a once formidable stone wall guarding a keep that is now no more than a scattered pile of rubble.
81-82	Broken marble statues litter a broad stone causeway. It leads to four crumbling arcades surrounding a large, low stone building. A massive tree has grown through the building's roof.
83-84	Abandoned tents and digging equipment cluster about a cluster of grassy hillocks. The earth has been cleared away from one, revealing a stone archway leading into the central hillock.
85-86	Partial stone walls of several homes stretch out before the broken remains of a three-storey manor house. The manor's western wing is a complete ruin; the eastern wing is in much better repair.
87-88	A steep-sided sandstone pyramid sits half-buried in the ground. Bas reliefs of fantastical creatures slither and fly along its surface. Rubble lies at its base near a small hole leading into the interior.
89-90	A smooth granite wall reaches 50 ft. in height and stretches thousands of feet in either direction. Partial remains of attached watch towers are spaced every 500 feet.
91-92	The top half of a gigantic statue of an armoured warrior lies face down next to its 75 ft. tall lower half. An archway, hidden by overhanging vines, leads into the statue's left leg.
93-94	Wide, arched bridges, mostly broken now, once connected five towers of differing heights seemingly laid out randomly. Each tower's entrance is at a different height; the shortest tower is the only one to have a ground-level entrance.
95-96	This four-storey stone keep sports a gaping hole through its front, as if punched by an impossibly large fist. Otherwise, it appears undamaged.
97-98	Geysers of steam erupt from the ground through the blackened remains of an old temple. Statues of a good-aligned deity still stand in alcoves in the few remaining walls, but they bear horrifying claw marks across their countenances.
99-100	The yellowed bones of a colossal dragon form a bridge leading into its skull, which once served as an entrance into a fortress that is now nothing but a tumbled pile of boulders. A few rocks have been recently cleared away to reveal a staircase leading into a sprawling dungeon complex.

RUINS DRESSING

Any ruin the characters discover is bound to have an interesting feature to two.

D%	RUINS DRESSING
01	The walls glow with a strange luminescence, shedding light in a five-foot radius.
02	Thick, sticky cobwebs and piles of rubble clog the ruins, creating areas of difficult terrain.
03	In a sheltered part of the ruins, the embers still burn from a recent campfire.
04	An unnatural keening moan fills the ruins ¹ .
05	A thick layer of soot, which counts as soft ground for tracking, covers everything.
06	Arcane energy fills the air; spells cast in the ruins function at +2 caster levels.
07	Sickly, yellow ivy covers the ruins.
08	Many small animal bones litter the ruins.
09	Some of the ruin's features (walls, floor and so on) are warped and bent at unnatural angles.
10	Evil humanoids from a local tribe have daubed crude drawings on the walls.
11	A message, written in days-old blood, warns people to stay away or befall a dire fate.
12	A rotted wooden spear impales a skeleton wearing rusted ceremonial armour.
13	Loose bits of debris occasionally come loose and tumble to the ground with a clatter.
14	From the ruins, when the stars are visible, the constellations seem subtly out of place.
15	Twilight seems to last longer in the ruins.
16	Bits of ancient, broken armour and weapons lie scattered about.
17	The large cracks in the ruin's walls form words of magical power. Arcane spells cast within the ruins function at +1 caster level.
18	An unusual number of fireflies flit about the ruins, providing areas of dim light.
19	A crumpled piece of parchment ³ wedged under a rock has a rough sketch of the ruins.
20	Thick fog fills the ruins, obscuring sight of anything further than 5 ft. away.
21	The ruins have a curious, half-melted look.
22	The smashed, yellowed skeleton of a gargantuan beast lies on the floor.
23	An unnatural darkness clings to the ruins; nonmagical flames provide only dim light.
24	The ruins sway and creak alarmingly.
25	Abundant moulds and fungi grow on virtually every surface. The ruins stink of rot and decay.

26	Small red eyes glare from dark corners but disappear when approached.
27	Ghostly balls of light, like will-o'-wisps, follow explorers around.
28	The wind blowing through the ruins creates a constant cacophonous din.
29	Rotting scaffolding surrounds the ruins as if someone attempted to rebuild but gave up.
30	Makeshift shelters fill parts of the ruins.
31	The subtle sound of roaring flames is omnipresent in the ruins. The effect grants +1 caster level to all fire spells cast in the ruins.
32	Carven stone humanoid faces stare forlornly from niches in the ruin's walls.
33	Every now and then, a cackle drifts through the air; the cackling always comes from a different spot.
34	Rats crawl from their many dens, creating nonaggressive swarms.
35	Biting insects swarm the ruins.
36	The sound of running water can be heard coming from somewhere below.
37	Dark brown spots stain the floors and walls.
38	The holy symbol of an evil deity is carved into a floor or wall of the ruins.
39	Broken statues, appearing as people going about their day-to-day business, dot the ruins.
40	A broken lamp lies next to the bloody, limbless torso of a recently killed humanoid.
41	A sudden cry of pain, abruptly cut short, echoes through the ruins. Laughter follows the cry.
42	The interior of the ruins is entirely (and suspiciously) swept free of dust, debris and cobwebs.
43	A blanket stretched out on the floor has enough water and food laid out for the party.
44	Features of the ruins crumble at the touch.
45	A viscous but harmless black slime covers everything and exudes a foul stench.
46	Flowering clumps of gorse fill the ruins, rendering the area difficult terrain.
47	Hundreds of small, non-poisonous snakes slither about the ruins. They are not aggressive and flee the characters.
48	The walls feature perfectly small holes bored into them seemingly randomly.
49	The burnt remains of many books fill a soot-stained room. One hour scavenging through the pile of scorched and burnt pages uncovers 1d4 low-level necromantic spells.
50	Peeling blue paint covers many ancient, evil symbols ³ daubed on the internal walls

51	Cultists conducted foul rites here. Shadows cluster thickly about the ruin.
52	Thick ice, resistant to nonmagical fire, coats the ruin's walls and floors.
53	Anyone exploring the ruins sees ghostly figures out of the corner of their eyes.
54	A natural spring creates a pool of water six inches deep throughout the ruins.
55	Every hour, the ruins shake violently as if struck by an earthquake; the shaking does no damage.
56	Veins of a strange red substance flow and pulsate within the walls of the ruins.
57	A small armoury contains rusting weapons and rotted armour.
58	Patches of deep and aromatic fungus cover the floor throughout the ruins.
59	The half-eaten remains of various animals lie scattered about the ruins.
60	Thousands of tiny insects buzz about the ruin ¹ .
61	Parts of the ruin's weather-worn walls are prone to sudden collapse.
62	Night in the ruins lasts twice as long as normal.
63	The ghostly sound of raging fire fills the air ¹ . Fire spells cast in the ruins function at +2 caster levels.
64	Faded tapestries, depicting a long ago legendary event, hang from the walls.
65	Small pools of acid dot the floor; characters in a pool suffer 1d6 acid damage a round.
66	A ghostly voice cries out in fear and pain.
67	Hundreds of brightly coloured butterflies flit about the ruins but do not leave its confines.
68	Bent and chipped copper coins surround the obsidian statue of an alien-looking creature.
69	A skeleton lies crushed underneath rubble.
70	An old diary ³ hidden under a stone details the ruin's last days.
71	A trophy collection of the skeletal heads of magical beasts adorns one wall in the ruins.
72	An unnatural chill fills the ruins. At dawn and dusk, a chill mist fills the interior and spills out over the surrounding countryside.
73	Five giant misshapen humanoid skeletons lie throughout the interior of the ruins.
74	Vines sprouting an unknown vivid red flower grow from the walls.
75	Claw marks score the features of the ruins, leaving deep gouges in the walls and floors.
76	In the corners of the ruins rests roughly carved stone statuettes of an evil deity.
77	Magical lights within the ruins flare up when creatures enter certain parts of the ruin.

78	Four empty, torn and blood-covered bedrolls lie in the centre of the ruins. The amount of blood strongly suggests the sleepers died here.
79	An aura of electricity thrums in the air ¹ . Spells summoning electricity deal 1d6 points of additional damage.
80	The sound of large footsteps follows anyone exploring the ruins.
81	A damaged painting or tapestry of a great hero hangs askew on a wall.
82	The flayed skins of many humanoids hang from the walls and over windows and doorways.
83	The walls of the ruins ooze moisture.
84	Nonmagical light sources brought into the ruins suddenly wink out and cannot be relit.
85	The recent tracks of a large beast or monster ² cross the ruin.
86	A steady wind blows, causing the ruins to groan and moan alarmingly.
87	A severed head tops a wooden sign written in crude Common advising against trespassing.
88	A broken marble statue lies on its side. Its eye sockets, once holding gemstones, are empty.
89	The interior dimensions of the ruin appear twice as large as from the outside.
90	Hundreds of sickly rats scurry about; they avoid any light source.
91	Unusual humanlike shadows crawl across the walls and floors. The shadows are harmless.
92	A large circle of arcane runes is engraved into the floor. The circle disrupts summoning spells; if such a spell is cast in the ruin, the summoned creatures attack the spellcaster.
93	Broken bits of pottery and smashed furniture crowd several of the ruin's chambers.
94	A ghostly voice randomly calls out the name of one of the characters.
95	An altar hidden in the ruins serves as a font of evil. Blood stains mar its surface.
96	Humanoid skulls rest in niches on the walls.
97	Small, harmless oozes slither about on the walls, floors and ceilings.
98	Two stone sarcophagi lie near the ruin's cellar.
99	Fresh blood smears the ruin's entrance.
100	The stench of blood and decay lingers in the air.

1. It is harder than normal to hear noise in the ruin.
2. A tracker spots.
3. A careful search locates.
4. A dextrous character may dodge the falling debris



SAVANNAH

SAVANNAH

Teaming with life, the savannah stretches seemingly almost without end. Here, where the rain rarely falls, roam huge and ferocious beasts and vast herds of their prey.

MINOR SAVANNAH EVENTS

Many minor events of interest can occur while the characters explore a savannah.

D%	MINOR EVENT
01	Birds perch atop a nearby lone tree. As the characters approach, the birds take to the air and fly away.
02	A dozen elephants trundle across the savannah. The herd ignores the party unless the characters get within about 50 feet.
03	The bright sun blazes down out of a cloudless sky, and a heat shimmer rises from the ground in the middle distance.
04	Something rustles in the long grass perilously close to the party.
05	Three vultures perch atop a lone tree. They watch the characters pass with hungry eyes.
06	A female lion emerges from a thicket to gaze at the characters. The lone predator does not attack—now—but her pride rests nearby...
07	A long black snake slithers through the grass.
08	Three giraffes trot swiftly around the party, giving them a wide berth.
09	The crack of thunder rolls across the savannah, coming from some undefinable point.
10	Heavy clouds hover on the horizon.
11	Wisps of mist drift across the savannah.
12	A thin trail of smoke rises from behind or amid a stand of widely spaced trees
13	The dark smudge of something large burning hangs menacingly over the horizon.
14	A dozen or so hyenas trail the party for an hour or two. They suddenly scatter—as if something larger and more dangerous had scared them away.
15	A few birds perch atop the branches of a high tree. They scatter noisily as the characters draw closer.
16	Two vultures soar high overhead, gliding on the savannah's endless thermals.
17	A herd of gazelles—pursued by three cheetahs—hurtles past the party; all are gone in a blur.
18	The bright sunlight glistens off the still waters of a distant lake.
19	A line of ants scuttle across the party's path; following the trail leads to the ants' nest.

20	Wisps of white cloud hang in the still air.
21	A hot wind blows across the flat savannah, fanning the grass and shrubs.
22	Faint drizzle falls for a few moments.
23	Screaming and a loud roar break the quiet. The commotion ends as quickly as it had begun.
24	Block dots—nearly at the extent of the characters' vision—creep across the grassland. They disappear into a shoulder-high field of grass.
25	Scraps of yellow fabric are caught on a thorny bush; the fabric flutters in the breeze.
26	The rumble of hundreds of stampeding animals fills the air—and they are getting closer.
27	The gibbous moon hangs low in the blue sky.
28	Dark clouds hover in the sky, casting much of the surrounds into deep shadow.
29	Wisps of white clouds glide slowly across the sky.
30	Two vultures land on a nearby tree and gaze at the party with longing, hungry eyes.
31	No clouds are in the sky, and there is no shelter from the blazing sun. Heat shimmers rise from the sun-baked ground.
32	Two armies of ants battle for supremacy in the hollow between two huge ant nests. They ignore the characters.
33	Birds perched atop a distant tree suddenly take to the air and quickly fly away.
34	An injured zebra, deep bloody slashes on its back legs, collapses about 50 feet away from the party.
35	The trumpeting roar of an elephant and the growls of several lions tell of a battle fought nearby.
36	Smoke drifts across the savannah; nearby, a stretch of grassland burns.
37	A green snake, almost six feet long, slithers from a patch of long grass.
38	A flock of large birds flies over the characters. They are heading toward a nearby lake; characters following them find the lake.
39	Two anteaters are busy attacking a large anthill. The pair are eating exceptionally well.
40	A wind-blown scrap of parchment bears a map of the surroundings.
41	A lone vulture pecks and tears at the pitiful remnants of an antelope.
42	A black cloud moves across the sky—oddly, it moves against the wind, and it is coming straight toward the party.
43	The sunlight glints off something partly obscured by the long grass.
44	The most paranoid character gets the unshakeable feeling that they are being watched.

45	Far ahead, a horseman appears to be chasing a small group of antelope. The antelopes quickly outpace the lone rider.
46	A wide, muddy river cuts across the savannah. Given the eddies in the water, large things probably lurk therein.
47	Wisps of smoke rise from an almost extinguished campfire; whoever camped here is not long gone.
48	An antelope lies on its side with an arrow striking from its neck. The creature is near death.
49	The distant wail of a bagpipe drifts through the hot, still air blanketing the savannah.
50	The sound of an explosion (the detonation of a <i>fireball</i>) rolls across the savannah.
51	Vivid blues, yellows and oranges fill the sky.
52	Two curious leopards watch the party pass.
53	A spotted hyena trots across the party's path.
54	Wisps of white clouds rush across the sky.
55	A mix of zebras and antelope crowd about a waterhole; three hungry leopards creep closer to their next meal.
56	A figure waves desperately from the bare boughs of a high tree. Perceptive characters spot two lions lurking in the long grass beneath the tree.
57	Two giraffes contentedly nibble on the lower branches of a tree surrounded by tall grass.
58	A white cloud passes overhead; from a certain angle, the cloud looks like a knee-high boot.
59	The blazing sun hangs low in the sky, seemingly glaring at the party like an angry eye.
60	A massive smoke plume rises high into the sky above a distant mountain.
61	A tiny lion cub—perhaps only a week old—emerges from beneath a thorny bush to look at the party.
62	Distant screaming—perhaps human, perhaps not—reaches the characters' ears.
63	A long brown snake—perhaps ten feet long—slithers through the long grass.
64	The ground shakes almost imperceptibly.
65	A herd of antelope trots across the savannah on their way to the next waterhole.
66	A single cloud that looks a lot like a two-masted ship sails majestically across the sky.
67	Hippos wallow in the deepest parts of this wide, muddy river.
68	The air smells odd—pungent somehow.
69	A zebra wearing a saddle nibbles at the grass.
70	Two javelins stick from this elephant's flank.
71	A mournful, ghostly wailing emanates from the mouth of a shallow cave.
72	With a crack, a nearby tree topples over.

73	A bird splatters a character with excrement.
74	The sunlight glimmers on a distant river, creating a shimmering ribbon of light.
75	The air is totally still; the area is utterly silent.
76	This area is particularly warm—cloyingly so.
77	A giant python lies in the sun, digesting a meal.
78	A flying carpet glides along the horizon.
79	An arrow flashes across the party's path.
80	The smell of smoke hangs in the air.
81	A distant hint of movement on the horizon draws the attention of a character.
82	Birds peck at what looks like a huge molehill.
83	A faint piping sound drifts across the savannah.
84	The stench of rotting flesh fills the air.
85	A cold breeze blows from some unknown place.
86	Ants crawl over a patch of freshly-turned earth.
87	A lioness watches over her cubs.
88	The pungent stench of ozone fills the air.
89	Three cheetahs chase down a giraffe.
90	The howling of jackals comes from all around.
91	The constant heat saps the characters' vitality.
92	A character steps in a pat of almost dry dung.
93	The ground shakes violently.
94	A tumbled pile of stone surmounts a lone hill; a pride of lions suns itself on the stones and waits for easy prey to blunder too close.
95	A wildfire rages out of control across the savannah; great palls of smoke—and many fleeing animals—presage the wildfire itself.
96	A ragged and indistinct shadow passes over the party, but there is nothing visible in the sky.
97	A lion and an antelope saunter across the savannah together. The lion makes no attempt to eat the antelope, and the antelope seems utterly unfazed by the powerful predator.
98	This part of the savannah seems suspiciously empty of animal life. The party see lots of tracks, and a few birds, but almost no animals.
99	From behind the party, the rhythmic sound of a distant drum reaches the characters' ears. It is joined by two more obviously coming from different locations. Is someone hunting them?
100	Something large flies far overhead. The sun catches the winged beast, and it glimmers with a golden light. (Refer to Random Encounter #12.)

SAVANNAH DRESSING

Savannahs are not dull, drab places; many minor sights, sounds, and discoveries lie in wait for the characters.

D% MINOR DRESSING

01	A river meanders across the savannah; in several spots, the bank slopes gently downwards, creating easy places to ford its sluggish waters.
02	An isolated copse of trees stands amid the savannah's waving grasses, providing welcome shade for weary travellers.
03	A rotting leather pack lies amid the tall grass; its contents have long since mouldered away.
04	A worn wagon trail cuts across the savannah, heading toward a distant hill. Bits of old equipment dot the trail.
05	The bleached bones of an elephant sprawl among a swath of flattened grass. Gnaw marks cover most of the remains.
06	A lone tree stands amid the swaying grass. Its wide, flattened canopy provides a wide swath of welcome shade.
07	A fallen tree lies on the side amid long grass that is growing up and over it.
08	A 30-foot-high escarpment cuts across the savannah. Grass and scrub cling to the escarpment, making the climb up or down easy.
09	Huge termite mounds dot the surrounds.
10	A broken wagon wheel lies discarded by the trail.
11	Swampy ground—now mostly dry—fills a wide depression in front of a low range of hills. In a few places, boggy ground lurks to catch the unwary.
12	The hacked stumps of six trees jut forlornly from a low area of scrubland.
13	A well-worn trail cuts across the savannah. The tracks show that both animals and humans use the trail.
14	A charred swath of savannah shows where a wildfire raged.
15	A domed hill rises from the savannah. Cautious characters may think the shape is too regular for a natural hill; they are correct—this is an ancient burial mound.
16	As #14 but wisps of smoke yet rise from the burnt and charred land.
17	The blackened, split trunk of a lone tree bears mute testimony to the power of lightning.
18	A crude grave stands in the shadow of a slight rise.
19	A line of low stone pillars runs for a half mile across the savannah; they have no discernible purpose or function.

20	A wide mess of tracks shows where a herd of animals stampeded. The tracks are fresh.
21	A humanoid skeleton lies at the base of a tree, surrounded by the remains of their equipment.
22	Huge piles of elephant dung dot the savannah; they make excellent fuel for the characters' fires.
23	A tent—slashed and torn to pieces—lies on the ground. The fabric is caught on something within.
24	The ground is broken and rough; stones and shallow holes make going hard.
25	A swath of widely-spaced trees interspaced with low, scrub-like grass extends for several miles.
26	An elephant's skeleton lies by a dried-up waterhole. Scavengers have picked it clean.
27	Two tall ant hills flank a broad hollow.
28	The tracks of many animals preserved in a stretch of dried mud show the profusion of wildlife on the savannah.
29	The remains of a burnt-out wagon lie on its side near a scorched tree. The bones of several people litter the surrounding ground.
30	A wide-brimmed hat, decorated with a single large white feather, rests on a shrub.
31	Stones arranged in a rough arrow point toward a craggy hill standing at the centre of a scattering of tall trees.
32	A sluggish spring oozes from between two boulders to fill a small pool. The water is pure, but there is not that much of it.
33	Huge tracks left by a beast much larger than an elephant cross the party's path. They lead toward the distant jungle.
34	A broad, flat-topped spire of rock thrusts upwards from the savannah. A faint path winds its way up to the top.
35	A well-worn path leads through the savannah to a watering hole that is almost completely dried up.
36	A rotting tree trunk lies next to a shattered stump; ants writhe over and under the rotting wood.
37	Nine six-foot-long freshly dug graves stand in a neat row atop a gentle rise. A helmet has been set at the head of each grave.
38	The corpses of three zebras rot in the sun; oddly, no predator has touched the remains.
39	Deep cracks zigzag across the sun-baked ground.
40	A wide, muddy river cuts across the savannah. Given the eddies in the water, large things must lurk therein. Many animal tracks lead down to the water's edge.
41	A weathered and pitted stone obelisk thrusts upwards from amid a patch of bare, sun-baked, hard-packed earth.

42	The grass-covered ground undulates as if ocean waves had been frozen.
43	The entrances to the burrows of many small creatures lurk amid the long grass, waiting to trip inattentive characters.
44	The skeleton of a man sprawls under a tree; three arrows pierce his ribcage.
45	A chest stands upside-down next to a wagon track.
46	A wide road, cut deep into the savannah, runs along a widely spaced avenue of trees.
47	A tumbled pile of stone surmounts a lone hill.
48	A steep escarpment cuts across the savannah, blocking easy progress.
49	Distant hills rise high against the impossibly clear blue sky.
50	Long shadows cast by distant hills stretch over the savannah toward the characters.
51	A javelin sticks out of the ground.
52	A wide and muddy river cuts sluggishly across the savannah; trees line its banks.
53	A line of hills straggles across the savannah.
54	A patch of large blood-red flowers nods lazily in the breeze.
55	A thirty-foot-wide arcane sigil has been cut deeply into the savannah's dry earth.
56	As #55 but the sigil glimmers with magical energy.
57	Muddy water fills the tracks of some immense four-legged beast.
58	The skeletal remains of a humanoid have been partially removed from an open grave.
59	A line of wooden stakes displays a variety of animal heads in varying stages of decomposition.
60	Yet wet mud comprises the bed of this dry river.
61	Wind chimes dangle from a tree's leafless boughs.
62	An arrow is embedded in the trunk of a tree.
63	A wagon lies on its side amid the weeds. It has been here for months. Nothing of value remains.
64	A tree has part fallen, but the trunk of its nearby fellow has arrested its fall.
65	The worn, sunken path wends its way through a field of huge boulders.
66	The stump of an iron tower rises from the zenith of the only hill for miles around.
67	The hilt of a rusting sword juts from the earth.
68	Judging by the tracks, hundreds of animals recently passed through the area.
69	A rough line of trees straggles toward a hill.
70	Red berries hang from thorny bushes.
71	An odd swirling pattern mars the dusty earth.
72	Small burrows dot the grass-covered plain.

73	A silver coin lying in front of an animal's burrow glints invitingly in the sun.
74	Picked clean, this elephant's bones lie stark amid the savannah's endless grass.
75	The savannah seems utterly flat; nothing more significant than the odd tree breaks the monotony.
76	A huge sinkhole pierces the ground—the waters of a dark lake lurk within.
77	A trail of discarded equipment leads to a cave.
78	This termite mound has been smashed open.
79	A sense of gloom pervades the area.
80	Several herds of animals graze in the environs.
81	A dozen elephants stand in a pool, blowing water from their trunks over each other.
82	The blazing sun hangs low in the sky, seemingly glaring at the party like an angry eye.
83	A patch of dried blood mars the earth and grass.
84	A lone hut stands under a huge tree.
85	The hint of drizzle cools the characters—slightly.
86	Smoke drifts from this unattended campfire.
87	This two-foot chunk of stone bears odd markings.
88	A sundered quarterstaff lies discarded in a bush.
89	Small birds perch on a bush and chirp loudly.
90	This swath of savannah is devoid of all vegetation.
91	A line of elephant tracks just stops, as if the elephant disappeared or flew away.
92	A gold chain dangles from a spear thrust deeply into the ground.
93	"Vilimzair Aralivar" is carved into a huge boulder.
94	The remains of a large settlement straggle along the banks of a sluggish river. The air smells odd.
95	The shattered remains of a hut lie smashed on the ground. It appears the hut fell from a great height.
96	A windowless tower of black basalt rises from the savannah. The tower is easily 100 feet high.
97	In the far distance, the faint outline of a ruined city appears. It is (probably) a mirage.
98	A lone trading post—part collapsed—stands by a track. Human bones are scattered about the place. Nothing of value remains.
99	Walls of tumbled stone lie part-hidden by the tall grass and dotted shrubs. The walls hint that a large building once stood here. It has long since crumbled and decayed into ruin.
100	A domed mound, perhaps 40 feet high, rises from the savannah. It is clearly unnatural. Pitted monoliths surround the mound.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	The sun beats down mercilessly all day. The characters see many animals, but no dangerous creatures approach them.
06-10	Although the savannah teems with life, the characters remain undisturbed through this hot day of monotonous travel.
11-15	Heavy clouds scud gently across the sky; in the afternoon, they clear, and sunlight blankets the savannah once again.
16-20	A dozen hyenas shadow the party for much of the day but do not attack. Their calls fill the night, making sleep difficult for nervous characters.
21-25	Heat blankets the savannah, and a heat shimmer rises from the baking ground. Travel is slow and arduous but without dangerous encounters.
26-30	The party sees many animals—zebras, giraffes, elephants and more—during the day, but none pose a threat to the travellers.
31-35	The day is blisteringly hot, and there is no respite. The party ends the day sweaty and exhausted.
36-40	Sun, heat and a vast array of wildlife are the themes for this day's uneventful travel.
41-45	The party sees many animal tracks but—surprisingly—few animals until midday. Then, the savannah is alive with an incredible array of life.
46-50	The savannah teems with animals, and the characters must detour around several huge herds of zebras, wildebeests and the like.
51-55	Not a single cloud mars the sky. It is hot, but a faint breeze keeps the heat down. The characters move leisurely across the savannah.
56-60	The party keeps pace with a herd of elephants moving parallel to their course for much of the day. The elephants keep predators away.
61-65	The characters hear hyenas for most of the day, but the trailing pack does not attack the party.
66-70	The day is dusty but uneventful. Progress is good.
71-75	The party passes through a low-lying area riddled with dried-up rivers and streams; going is slow.
76-80	The day is hot, and the party's travel is slow.
81-85	Hungry vultures follow the party all day.
86-90	The characters make excellent progress today.
91-95	The day is quiet and peaceful.
96-100	A rare drizzle falls in the morning, keeping the temperature down. The sun comes out in the afternoon, and the party has a pleasant day.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	The ruins of a large expedition's camp cluster around a huge tree. The camp is deserted, and many useful supplies can be found therein.
06-10	A village surrounded by a wooden palisade stands next to a river. The village is abandoned—and looks like it has been for years.
11-15	Hidden in a field of long grass, this shallow depression provides shelter from prying eyes.
16-20	A low cave mouth pierces the side of a hill; the characters must crawl inside, but after about 15 feet, the passage opens into a large, dry cave.
21-25	A widely spaced stand of trees provides some measure of shade for the characters.
26-30	A river—now little more than a trickle—has cut a gully through the savannah. It is cramped but sheltered within.
31-35	A domed hill rises from the savannah. Characters may think the shape too regular for a natural hill; they are correct—this is an ancient burial mound.
36-40	A shallow hollow surrounds the placid water of a wide watering hole. Animals here come to drink.
41-45	A craggy high hill rises from the grassland; it is easily defensible and provides excellent views.
46-50	A trading post—part collapsed—stands by a track. Human bones are scattered about the place. Nothing of value remains.
51-55	A hill stands at the centre of a scattering of tall, wide-crowned trees.
56-60	A lake of crystal clear water lies at the centre of a wide swath of trees. Here, the camping is good, and the hunting is good.
61-65	A narrow rift in the savannah leads to a hidden cave filled with the bones of innumerable animals.
66-70	A wide, flat-topped spire of rock thrusts upwards from the savannah. A faint path winds its way up to this lofty campsite.
71-75	A shallow ditch encircles a low mound of earth; rubbish, cold campfires and the like betray this as an old campsite.
76-80	A stand of trees fills a shallow, sheltered valley.
81-85	The charred remains of a wooden building stand inside a rude palisade of sharpened stakes.
86-90	A huge tree provides a lofty place to rest for those willing to climb.
91-95	A shadowed valley pierces a small range of hills.
96-100	A low earthen berm surrounds a patch of crushed grass covered with an expedition's rubbish.

RANDOM SAVANNAH ENCOUNTERS

D12	CREATURES	NOTES
1	Elephants (2)	This elephant calf has got separated from its herd. It trundles out from a patch of high grass right into the midst of the party. The calf is not hostile. Shortly after the calf blunders into the party its mother arrives. This much larger elephant viciously defends her baby but does not attack the group if they are peaceful.
2	Cheetahs (8)	A group of cheetahs has just failed to catch a gazelle. They are hungry and spot the slow-moving party. Such easy prey is hard to resist. They shadow the party, slowly sneaking closer. When the party enters an area with few obstacles, the cheetah burst forth to chase down their prey.
3	Lions (8)	A pride of lions rests in the shade of a few trees growing in the lee of a small ridge. The lions have just eaten and are sated. They watch the party pass by with lazy interest. If a character approaches the pride, one of the male lions roars loudly. The lions only fight if attacked.
4	Ankhegs (2)	Huge piles of earth—some freshly turned and some old—dot the savannah. These molehill-like piles are the entrances of an extensive ankheg burrow. The ankhegs eventually notice the party and burrow toward them in search of a meal. Characters exploring the burrow discover a veritable carpet of bones and the remains of several previous expeditions.
5	Hippogriffs (2)	This mated pair of hippogriffs soars across the savannah in search of food for their young who remain at their nest. They are curious about the party but fly away as soon as one of them is injured.
6	Elephants (6)	This herd of elephants is walking toward the next watering hole. They have two calves with them. If the characters act aggressively—or even approach a calf—the herd could stampede.
7	Viper (1)	A black snake nearly six feet long slithers aggressively from a patch of thick grass and shrubs. The snake is defending its young and is extremely quick. It bites repeatedly at the nearest character.
8	Zombies (8)	Eight figures stagger across the savannah toward the characters—these are zombies! The creatures were controlled by a necromancer, but when he was killed by a stampeding elephant, his control was sundered. Backtracking along the zombies' trail leads to the necromancer's crushed body. Lucky characters may find some treasure among the necromancer's squashed remains.
9	Pegasus (1)	Resplendent in the bright sun, this white-winged horse presents a breathtaking sight as it flies low across the savannah playfully chasing several zebra.
10	Giant Ants (4)	A small patrol of giant ants is searching for a new home for their queen, who rests nearby—a recent fire all but destroyed their old nest. They are not hostile but vigorously defend themselves.
11	Leopard (1)	A leopard lounges on the branch of a tree on the edge of a stand of trees. The leopard is uninterested in attacking a large party but could bestir itself to attack a lone traveller.
12	Galazzara (young male gold dragon)	Galazzara enjoys soaring high over the savannah. He loves watching the profusion of wildlife roaming his parents' territory. If he spots the characters, he circles the party for a few minutes or so. If the party does not act in a hostile fashion, he lands to greet them. Galazzara is friendly and quite knowledgeable about the surrounding territory. He mentions meeting the party to his parents when he returns home; this much more powerful pair of dragons may take an interest in the party.



SNOW & ICE

SNOW & ICE

The snowy and icy lands of the far north and south are far from featureless and empty barren wastes.

MINOR SNOW & ICE EVENTS

Many minor events of interest can occur while the characters explore a land of ice and snow.

D%	MINOR EVENT
01	Lemmings gather on the shore of a partially frozen river. Little bigger than hamsters, their brown and yellowish hair appears oily.
02	The body of a recently killed caribou lies in the snow. No hunter is in sight.
03	Clouds of snow glide swiftly down a mountainside. The distant rumble of an avalanche fills the air.
04	A caravan train of dog sledges glides across a snow-covered plain in the middle distance.
05	Five sets of cross-country ski tracks lead eastwards.
06	Columns of sunlight shine through clouds, highlighting the broken roofs of an abandoned, snow-drenched village.
07	Smoke slowly rises from the encampment of five large canvass tents in the lee of a nearby hill.
08	No clouds mar the sky, and the sun blazes down, creating some localised melting of snow and ice.
09	A huge, frozen bloodstain mars the ice.
10	Caribou gather in a huge herd to feed on the light scrub grass poking through the snow.
11	Two whaling ships and their crew are cleaning their catch offshore; red waves lap the shore.
12	Ice crystals floating in the air create halo rings around the moon.
13	A snowstorm strikes; it drops five feet of snow in one hour and makes going miserable for the party.
14	The trumpeting of sea lions basking on a nearby ice flow startles the party.
15	While chewing on grass shoots, three small pikas watch the party from atop a small boulder.
16	The ground vibrates and shakes. Fissures and cracks form in the ice but do not open wide enough to swallow an explorer.
17	Fifteen walruses sun themselves on a rocky beach.
18	A towering, lone thunderhead shaped like a castle slowly moves southward.
19	A family of mastodons—one male, a female and a smaller young female—move across the snow-covered valley floor.
20	Plump arctic hares chase one another through deep snow.

21	The wind moans like the disembodied voices of those who have died in the snow.
22	Parliaments of horned owls “hoot” from the few trees bordering the tundra.
23	Dusk comes early this day.
24	Great gouges in the snow show where two large clawed beasts wallowed.
25	A lone arctic fox zigzags behind the group. Its brown-tipped white fur waves in the breeze as it darts about.
26	The naked, frozen corpse of a human man lies in the snow.
27	A dozen white-furred wolves move across a nearby ridge.
28	The journey takes its toll on the perishable supplies; unprotected rations are frozen solid.
29	Four dwarves slowly dragging handcarts trek across the frosted plain.
30	A migratory herd of elk moves across the snow-covered field.
31	A snow trench looks a little too unnatural; something big has been moving under the snow.
32	Three fur-clad thugs rummage through a dog sledge. Human and animal remains litter the area.
33	With the sun just above the horizon, stripes of sea-green clouds colour the sky.
34	Dark clouds block out the sun, and the temperature drops precipitously.
35	Fourteen tundra swans glide atop the freezing cold water of a lake.
36	Four frozen figures sit huddled by a dead fire.
37	The eight peaked roofs of snow trench shelters form a radial pattern.
38	The remains of an ancient battle between humans and orcs peak through the snow.
39	Screaming from the heavens, a meteor strikes the ground just over the horizon.
40	An unkindness of arctic ravens gathers for a feast of carrion in the snow.
41	Melt water bursts from fissures in an ice wall.
42	Crude, guttural yelps carry on the gusty snow-filled wind.
43	Massive chunks of ice fly through the air; two young frost giants are having a hurling contest.
44	The glaring sun may blind explorers for 1d6 hours.
45	A pod of whales gather offshore in the open water.
46	Two frost giants cut up a mastodon’s carcass.
47	The temperature suddenly drops to -20; the cold snap lasts 10 minutes.
48	A small thatch hovel surrounded by a flowering garden stands alone. Snow drifts surround it.

49	Three heavenly bodies align; a swirling mass of spectral blue and red forms an upright disk above the snow.
50	A huge arrow has been drawn in the snow. It points in the direction of the party's travel.
51	Three igloos flanked by racks of freeze-drying meat come into view around a hill.
52	A mile-wide spectral green aura borealis lights up the sky.
53	Four igloos set just below a ridge capped with ice appear abandoned; one has partly collapsed.
54	Three frozen trees stand atop a high, icy hill.
55	Emperor penguins gather on an ice flow; their tall tuxedoed bodies cluster in a tight clutch.
56	Ice blue flame licks across the ice
57	As darkness falls, the immense expanse of the star-filled sky stretches from horizon to horizon.
58	Growing from the frozen taiga, a large hawthorn tree (a treant) shakes snow-covered branches.
59	An empty dogsled pulled by a pack of thick-furred huskies approaches the party.
60	Just below the ice, salmon swim to the ocean.
61	The shard of a broken disk juts from the snow; arcane runes adorn its surface.
62	A near-perfect hole pierces a thick ice wall; this is a remorhaz hole.
63	Hoarfrost forms on every surface following a light, misty rain.
64	Blowing ice and snow reduces movement and visibility by half.
65	A sudden, savage wind chills the party.
66	Exposed metal has become so cold that it sticks to bare flesh.
67	A deep patch of slush snow (treat as quicksand) lies ahead.
68	The reverberating sounds of cracking signal the breaking of ice ahead.
69	A frozen hand bursts from the snow.
70	The shores of a thawed river are covered in buzzing black flies.
71	A wagon with no horse lies forlornly on its side in the snow.
72	Four figures climb up to a dark cave opening.
73	A flurry of "St Elmo's fire" passes through the party's campsite.
74	Five frozen bodies huddle next to a low rocky rise.
75	Late at night, the howling of wolves comes from the middle distance. The howling moves closer.
76	The blank snow plain causes disorientation.
77	Eight humans stand frozen in place as if in flight from some attacking creature.

78	A single raven soars overhead.
79	Seals poke their heads through holes in the ice. Some flop onto the ice and watch the party.
80	A small tribe of mountain goats scramble up a steep cliff 30 feet above the party.
81	The snowy plane is actually an ice-covered lake. Encumbered characters have a 1 in 4 chance of breaking through.
82	The broken body of a penguin lies in the snow.
83	Fur-clad barbarians sack a distant fishing village.
84	When mirages appear that would be reflected in the snow, they appear to move across the sky.
85	Two polar bears emerge from the open water onto an ice flow.
86	At noon, five oval-shaped ice mirrors appear out of the swirling snow.
87	A low breeze blows snow into a mist; the party are but shadowy figures within.
88	Snow squall: winds are strong, and visibility is reduced by 50%; the squall lasts up to 30 minutes.
89	The wind blows small, whirling columns of snow about randomly.
90	Toboggans race downhill carrying blue-skinned goblins. They brandish whalebone weapons.
91	Three longswords crossed by daggers stand as headstones for low rock piles.
92	An eight-foot-long, cylindrical snow boulder rolls across an open snow field. It slowly comes to a halt near the party.
93	The pole star disappears for 1d4 hours.
94	The characters' breath forms crystals; scintillating light creates rainbow-like patterns.
95	A small cabin whose roof is made from an overturned long boat burns merrily.
96	Groups of natives glide across open water in sealskin kayaks.
97	A large ice slab floats by with stranded human explorers on board; they shout for help.
98	Nine light blue-skinned elven travellers gather by an overturned sledge.
99	All day long, the sun appears to be transfixed with a large cross.
100	Brown and white sandpipers gather during their migration. Their sharp calls cut through the air.

SNOW & ICE DRESSING

Snowy, icy lands are not dull, drab places; many minor sights, sounds and discoveries lie in wait for the characters.

D%	MINOR DRESSING
01	Glacier ice forms a bridge between two peninsulas separated by freezing water.
02	Three long triangular shadows appear to be cast by nothing.
03	A crust of hard snow covers softer snow.
04	After being sun-baked for hours, clouds cover the ice. As it cools, the ice cracks in small explosions.
05	Gaps in the glacier form deep crevasses.
06	Like a castle gate, a frozen waterfall cascaded over a 30-foot-high cliff.
07	The snowy plain is broken by a spider web of volcanic cracks, seeping noxious gasses.
08	The rocky plateau is comprised of sun cups—shallow, bowl-shaped hollows—filled with fresh, near-freezing meltwater.
09	The surface snow is frozen into a spiral pattern.
10	Towering, cone-shaped hills fringe the leading edge of a glacier.
11	A yet unfrozen river cuts across a snowy valley.
12	Twenty-foot-tall ice shelves form the coastline.
13	The remnants of an expedition's camp—preserved fish, blackened fire ring and blood-stained tents—lie scattered about.
14	A forty-foot tall arch of carved blocks frames the pass at the entrance to a valley.
15	Flowing from a glacier, slopes of loose rocks form an outwash.
16	This ice is mirror-smooth; movement is halved.
17	A lake covered with small, round, pancake-like disks of ice fills a wide valley.
18	Curtains of icicles line the face of a rocky valley.
19	Crystal-clear sheets of ice surround the entrance to an extremely slick ice cave.
20	A set of footprints twice the size of a human's cuts through a deep snowdrift.
21	An ice-shrouded lighthouse stands on a slender jetty of tumbled rock.
22	Thick ice sheets extend from the land out over the sea; thereon bask dozens of seals.
23	Wind-swept snow forms ripples like miniature sand dunes.
24	Aqua blue ice slabs capped with granular snow lie in a random pattern.
25	The glacier has receded enough to form a kettle hole filled with fresh meltwater.

26	Ice-caked scaffolding surrounds a twisted spiral-shaped tower.
27	Gaps of thick ice form angular breaks with fresh, thin, frozen water between them.
28	Towering icebergs bob slowly offshore.
29	Deep, white-streaked ice surrounds islands of high rock cliffs.
30	Several small, black rocks lie in a random pattern amid small snow craters.
31	The icescape forms a rippling swath of inches-deep ice ridges; this is difficult terrain.
32	A fine sailing ship lies entombed just below the surface of the ice.
33	A set of ice stairs descends into the base of a 30-foot-deep cone of powder snow.
34	The ends of these twenty-foot-tall horseshoe-shaped snow barchans point downwind.
35	Windblown snow and ice have formed a series of natural arches.
36	Crystal-clear ice cloaks a grove of frozen trees.
37	Four deep sinkholes drop into blackness; thick ice cakes their sides.
38	Two sets of snowshoe tracks lead westwards. A trail of blood runs between them.
39	Eight-foot-tall spikes of ice form a border around the base of a rocky crag.
40	A long pier extends into the sea. A dingy is half sunk near the shore.
41	Two ten-foot-tall columns of ice jut from the snow. A manacled human skeleton hangs between them.
42	Towering half cones of ice lie on their sides. The bottoms form windswept, spiky, shallow caves.
43	A fifteen-foot-long snow bridge stretches across an icy crevasse.
44	Permafrost has dissolved into bubbling, hot mud.
45	The massive structure of a pyramid made from carved blocks of ice rests before a rocky cliff face.
46	The black crack in a glacier wall is much colder than the surroundings. It is a portal to the Elemental Plane of Ice.
47	A series of what appears to be molehills rise from the snow. They look a lot like what a large burrowing creature might make.
48	Snow and ice fill this mile-wide crater; a three-foot-tall rough boulder lies at the centre of the crater.
49	A circle of standing stones comprises eight onyx slabs; each is ten-foot-tall, three-foot-wide and two-foot thick.
50	Deep crevasses in the ice make it impassable for miles in either direction. Strange sounds emanate from some of the crevasses.

51	A massive mote of ice floats 20 feet above the ground; mist cloaks its zenith.
52	Large cornices of bluish ice cling precariously to a rocky overhang.
53	Frozen sea birds are suspended in the opening of an oval-mouthed cave.
54	An impossibly tall tower tops a dark rock spire.
55	The wide shore of a river comprises rolling eskers of glacier silt and tilled gravel.
56	Seven rocks stand in a line. A smooth, grey stone sphere lies at both ends of the line.
57	Slippery patches of bare ice cover the ground.
58	Miles of taiga or boreal forests skirt the snow and ice-covered plains.
59	A small cairn of stones sits upon a low snow-covered hill.
60	Mist boils from the mouth of a valley. Warm tropical air bathes the party.
61	Frozen ice has formed in swirling patterns to form a colonnade of sorts.
62	Three canvas tents have been blown down by the wind. Snow partly covers the tents.
63	Booted footprints cover the tightly packed snow. A smooth, red rock sphere lies amid the tracks.
64	A crude altar of odd design fills a crack in the ice.
65	Mine car tracks lead out from a cave mouth; ice and snow fill a nearby frozen mine car.
66	A lone tree stands at the edge of the taiga. Oddly, under its green canopy grows tall grass.
67	Out in an ice-locked bay, a galleon is caught in the grip of deadly ice.
68	Thick transparent ice covers a deep crevasse.
69	The permafrost has thawed into a cold, wet bog.
70	Swirling masses of snow form impenetrable columns of snow and wind 30 feet in diameter.
71	A devil's tower of octagonal, volcanic rock forms a tall ice cover butte.
72	Twenty-foot-tall mega-dunes of ice and snow break up this low plain.
73	Six ring-shaped stones five feet in diameter emerge from the snow; two stand upright and face east, one is broken, and the last two are linked through the centre.
74	Patches of snow-topped white and bluish mushrooms grow in the shadow of a hill.
75	A 30-foot tall archway rises majestically and mysteriously from the snow.
76	Warming lake water billows up in a mist and forms clouds over the water.
77	The ice wall of the glacier is made of compacted, granular snow.

78	A radiant nimbus of bright green light surrounds a spear-like rock formation.
79	A rough-carved black and grey granite rock looks like a sneering orc head.
80	Cracked and broken shards of ice float down a wide, slow-moving river.
81	Two small hills are each topped with a single standing stone.
82	Several small wooden buildings stand on stilts above the surface of a frozen lake.
83	Patches of black ice mar the otherwise normal snow. Infused with negative energy, they damage any living creature standing upon them.
84	Four huge balls of ice lie perch atop a steep hill. Lurking frost giants push them down on travellers.
85	The gaping mouth of a cave opens in the snow; the interior walls are solid ice.
86	Bright red flags dot the snow.
87	A frozen maze of thick hedges standing ten feet tall surrounds a lone shingled tower.
88	Frazil flows downstream in tumbling piles of needle-shaped ice.
89	A recent avalanche has uncovered the ruins of an octagonal tower.
90	Higher up the valley wall is a smaller hanging valley whose mouth is partly blocked by thick ice.
91	A smooth, perfectly formed 15-foot high snow dome measures 50 feet in circumference.
92	A valley filled with icicle overhangs another valley.
93	The upper parts of this glacier are covered in névé –small granular particles of snow.
94	Deep blue ice streaks the glacier's face; a slow trickle of fresh water runs from its base.
95	Broken slabs of ice form overlapping finger-like projections; movement is reduced by half.
96	The jagged edge of an open pit pierces the ice; blackness shrouds its depths.
97	Five to ten-foot-deep drifts of powder snow form massive dunes.
98	Jutting at odd angles, spikes of ice protrude from a flat-topped rock.
99	On the shore of a small inlet stands a village of 18 cottages. Snow has inundated the settlement.
100	A group of tall, darkly coloured stone plinths has unearthly angular projections.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	The snowy waste is devoid of all other life, and the party makes quick progress.
06-10	Dark clouds hang over the snowy waste, and light snow falls in the afternoon. It is bitterly cold.
11-15	The party spends much of the day traversing three crevasses. This slows their movement by half.
16-20	The low-hanging sun casts its rays over an empty, barren land. The characters see no one all day.
21-25	Light snow blows into the characters' faces in the morning; by the afternoon, sporadic drifting slows their advance.
26-30	Occasional gusts of wind throw snow devils into the party's path. A polar bear is visible in the middle distance in the afternoon.
31-35	The party follows the winding, sheltered course of a snow-filled river valley for much of the day.
36-40	A swath of uncompacted, soft snow slows the party in the morning, but by the afternoon, they speed up and make good progress.
41-45	Light clouds scud overhead, occasionally plunging the party into shadow. The day is boring.
46-50	Around midday, the party spots a huge winged creature flying far overhead; it ignores them.
51-55	The party struggles over snow-drowned hills for much of the day. By evening, they are exhausted.
56-60	A deep crevasse flanked by a field of dangerously unstable snow forces the party on a lengthy detour. They make little progress.
61-65	The party skirts a range of low hills in the morning before dropping down into a sheltered valley heading in the right direction.
66-70	The day is boring and uneventful; as dusk approaches, dark clouds unleash heavy snow.
71-75	Today, the cold and the unchanging vistas are unendingly monotonous.
76-80	A wan sun provides a modicum of warmth and cheer during today's boring, uneventful hike.
81-85	The strong, persistent wind and the biting cold are the party's only companions this day.
86-90	The party discovers the tracks of another group of travellers but sees no one.
91-95	The sun is warm and strong all day; some localised melting occurs as a result.
96-100	The party make excellent progress across a flat, barren snowscape. The hills on the horizon barely get any close all day.

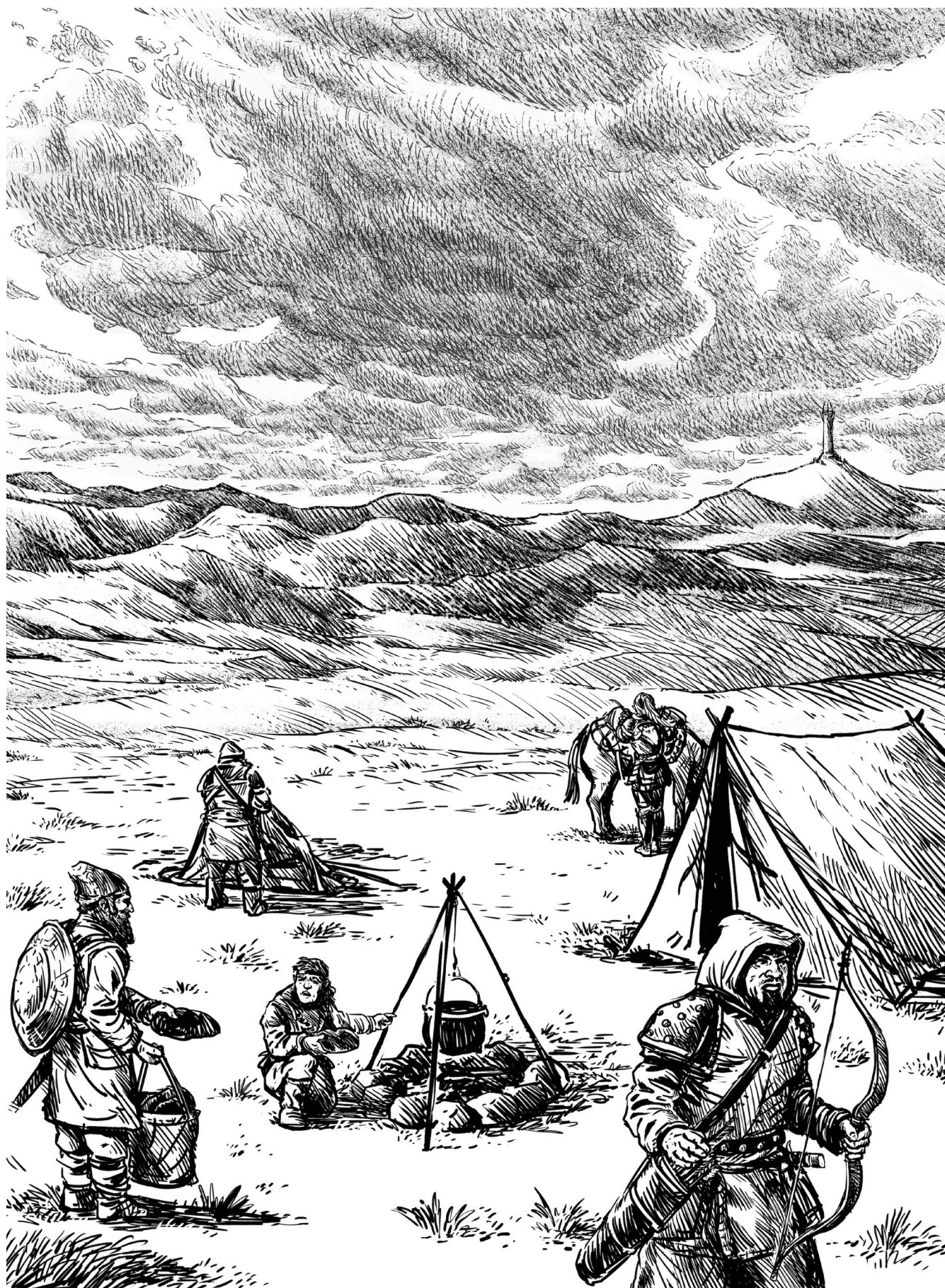
CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	A sheltered hollow provides shelter from the worst of the wind.
06-10	Three abandoned igloos provide handy shelter for up to nine people.
11-15	A wrecked sailing ship—its hull splintered by the remorseless ice—provides shelter, firewood and (perhaps) forgotten treasures.
16-20	The stub of a ruined tower—its walls now barely man-high—stands atop a lonely, forlorn hill.
21-25	The abandoned burrow of some gigantic burrowing creature—a remorhaz—provides respite from the wind and is surprisingly warm.
26-30	Several snow shelters pierce the side of a large snowdrift. The shelters look to be recently dug.
31-35	A steep-sided hill provides a modicum of shelter and a handy vantage point.
36-40	Hot springs have melted the snow in a sheltered dell. The springs provide fresh water and heat.
41-45	A 20-foot-diameter heap of snow is actually an old snow shelter. The shelter can hold up to six people and their gear.
46-50	Six tents set in a circle—along with their dead, frozen inhabitants—await the characters.
51-55	A soaring overhang of snow and ice juts out from a low cliff. The overhang is solid and provides good shelter for the entire party.
56-60	A natural ramp of snow and ice leads down into a crevasse's sheltered depths.
61-65	Blocks of cut snow and several tree trunks lie next to a wide, shallow depression cut into the snow.
66-70	A stand of hardy fir trees provides shadow and shelter. The trees grow closely together, and only a light dusting of snow covers the ground.
71-75	A field of boulders covers the plain. Some are small, while others are huge. Opportunities for shelter within the boulder field abound.
76-80	A crude, abandoned wooden shack stands amid a small swath of frozen woodland.
81-85	A steep-sided valley drops down to a small frozen lake. The lake's ice is not thick, however, and easily broken. It is cold but sheltered in the valley.
86-90	Tumbled blocks of ice and snow lie around a cave mouth as if someone had tried to fortify the place.
91-95	Four narrow caves pierce an icy cliff; each cave is shallow—barely ten feet deep.
96-100	An ice cave cuts into the side of a glacier. It is warmer than outside in the cave.

RANDOM SNOW & ICE ENCOUNTERS

D12	CREATURES	NOTES
1	Zombies (4)	Four zombies lie beneath a snowdrift. By chance, the group make camp nearby, and the heat of their campfire awakens the zombies.
2	Wight (1) and skeletons (3)	A wight leads three mindless minions in a hunt for victims. They move during the night and investigate any signs of life (such as a campfire) they spot. They attack suddenly (but unimaginatively).
3	Yeti (1)	This yeti has been cast out of its tribe and is very hungry. Wildly inexperienced, it attacks the party, seeking to drag away a pack animal or other mount for a tasty snack.
4	Flesh golem (1)	This part-frozen flesh golem carries the frozen body of its halfling master across the ice; the last command the golem received was to carry its master south in search of warm lands. Unfortunately, the halfling died of exposure shortly thereafter. The golem defends itself (and its master's body) but otherwise ignores the party.
5	Will-o'-Wisp (1)	The will-o'-wisp dwells on a frigid island in a frozen marsh. The island stands amid the waters of a sluggishly frozen river fringed with ice. The water is shallow around the island and a good point to cross the river. The will-o'-wisp lurks in ambush and attacks the first explorer making it halfway across the river.
6	Trolls (2)	Two trolls lurk in ambush. They are not clever creatures, and their tracks crisscross the snow (DC 5 Survival spots). They are easily ambushed by a vigilant party.
7	Remorhaz (1)	The party are travelling over a section of snow honeycombed with remorhaz tunnels. The heaviest party member's weight is too much for the weakened snow to hold, and they fall through into the tunnels.
8	Winter wolves (3)	Three winter wolves are feasting on the body of a mastodon. The broken bodies of another four wolves lie scattered about the crimson snow. The wolves protect their meal but otherwise show no interest in the party.
9	Aramonix (adult white dragon)	Petty and jealous, Aramonix is incensed with rage that a small band of frost giants has recently moved into his territory. When he spots the party, he is out searching for the giants. He lands nearby and questions the party at length in regard to frost giants. If he likes their answers, he lets them go (after they pay suitable tribute, of course). If he doesn't like the party's answers, he suddenly becomes very hungry...
10	Mastodons (2)	Two mastodons search for their newborn baby, which wandered away from the herd. To make this encounter more interesting, the characters should have previously encountered the near-dead baby mastodon. Unless the party has the baby mastodon, the parents ignore the party. If the baby is among the party, they menace the characters.
11	Frost giants (3)	Three frost giants are dragging the corpses of three slain polar bears and a half-dozen seals back to their lair. They have no rocks to throw, so when they spot the party, they hurl their kills instead (which are all frozen solid). They think this is marvellous fun and laugh loudly if a hurled corpse strikes its target.
12	Vilam Hersasta (lich)	This lich dwells in the depths of a deep crevasse amid the frozen ruin of its ancient tomb. The gloomy ruins are choked with bones and treasure. When the characters arrive, Vilam is meditating on the mysteries of life and the universe—and how best to bend both to his will. He is less than delighted to be disturbed.



STPPES

STEPPES

Rolling expanses of near-endless grassland may, at first, appear drab and boring. But many things lurk on the steppes, and many interesting features and locales await inquisitive characters.

MINOR STEPPES EVENTS

Many minor events of interest can occur while the characters explore the steppes.

D%	MINOR EVENT
01	Sunlight glints off something hidden in the grass a half-mile ahead of the party.
02	A spectral figure of a woman stands atop a small rise. By the time the characters reach the rise, the figure has disappeared.
03	The sound of jaunty whistling fills the air.
04	Dark clouds scud across the sky; dark shadows slide across the steppe below.
05	A gentle breeze creates ripples in the grasses, stretching as far as the eye can see.
06	Light drizzle falls on the steppe.
07	Four carrion birds circle over a certain spot—as if something had attracted their attention.
08	A thin plume of smoke rises from something hidden behind a low hill.
09	The distant roar of a ferocious predator—perhaps a tiger—echoes across the steppe.
10	Patches of faint mist drift across the steppe; they do not obscure vision.
11	Birds wheel and swoop above the party.
12	A bird flies overhead, and its falling blob of excrement narrowly misses the character with the highest Charisma.
13	The wind whips across the steppe; it is strong enough to take the characters' breath away.
14	A small pack of wild dogs watch the characters from atop a nearby knoll.
15	A fragment of a bright red cloak tumbles across the steppe.
16	Sunlight glimmers on the distant waters of a lake.
17	Cries for help issue from a hitherto hidden cleft running across the steppe.
18	Clouds of black smoke billow into the sky. Over the next hill, a swath of steppe struck by lightning vigorously burns.
19	The clouds clear, leaving nothing but empty blue sky above the characters' heads
20	Someone—not too long ago—has gouged a large arrow into the ground. It points north.

21	White, fluffy clouds process in a line across the sky.
22	Here, the grass is almost three feet high; it undulates gently in the breeze.
23	A snake hisses at the party from the long grass bounding the trail.
24	A dense cloud of flies buzzes about a rotting horse carcass sprawled on the ground.
25	A clutch of red wildflowers grows amid a patch of odd-coloured grass. The flowers release puffs of pollen if anyone examines them.
26	A strong wind pushes a dust cloud across the endless steppe.
27	Sunlight breaks through the heavy clouds to illuminate isolated spots of the steppe.
28	A line of birds makes their way across the sky.
29	A huge bird of prey circles the party for a few minutes before flying away.
30	A shrill, oscillating piping sound wafts its way across the steppe.
31	The neighing of several horses comes from beyond a low rise.
32	Heavy rain drenches a distant part of the steppe.
33	A horseman leading three horses appears; they make vigorous attempts to avoid the party.
34	The grass covering the steppe ripples lazily in a faint breeze. The air is cool.
35	An emaciated dog trots toward the party; the dog is domesticated, friendly and hungry.
36	A tiger stalks through the steppe's long grass; it only attacks lone targets.
37	A vast flock of birds migrates across the steppe.
38	A column of riders appears far behind the characters. They remain there for much of the day.
39	Drizzle briefly falls, and a faint rainbow forms—in the direction of the characters' travel.
40	Bright, radiant sunlight illuminates the steppe; visibility is excellent.
41	The sky is utterly devoid of clouds.
42	A long viper curls in the grass near the trail and strikes at the first human or animal to come close.
43	A wild horse crops the grass. It flees attempts to capture it.
44	A part-collapsed white tent flutters in the breeze, attracting the characters' attention.
45	The ground vibrates subtly under the characters' feet. This could be an earth tremor or the actions of a large burrowing predator.
46	Dense fog blankets the steppe, cutting visibility in half and making navigation difficult.
47	Rabbits hop among the long grass. In the distance, a lone horse grazes contentedly.

48	The wind howls across the steppes like a living, breathing predator. Any character wearing a hat loses it!
49	A majestic eagle silently glides high overhead.
50	Wisps of white clouds drift serenely across the impossibly blue sky.
51	Strong winds sweep over the steppe.
52	A half dozen wild horses gallop past the characters at full speed.
53	Dense, shoulder-high grasses fill this part of the steppe; the rustling of a loud creature moving comes from within.
54	The distant howling of a wolf pack reaches the characters' ears.
55	A few miles distant, three large birds—perhaps vultures—circle a certain point.
56	Dark gloom hangs over the steppes, and a chill fills the air.
57	The cloudless sky is an impossible shade of bright blue. The sun's rays blanket the steppe.
58	A spear, in good condition, juts from the ground.
59	Lightning—from no obvious source—arcs down to strike a target just over the horizon.
60	The air is completely still, and for a moment, silence reigns.
61	Strong winds tear across the steppe.
62	Wisps of white cloud rush across the sky.
63	Torrential rain pounds the steppe; quickly, the trail the characters are following turns into a muddy stream. Visibility plummets.
64	A bird of prey's screech cuts through the quiet.
65	The barking of wild dogs reaches the party's ears.
66	A lone cloud drifts overhead; from a certain angle, it looks like a castle.
67	Four riders appear over a shallow rise; they stop to observe the party.
68	A small group of wagons are drawn together in a circle in the lee of a hill. Smoke rises from several campfires, and a dozen or so people are visible.
69	Four riders, herding a small herd of wild horses, appear to the east. The riders are wary but friendly.
70	A confused bird of prey swoops down to grab one of the party's hats.
71	Mist gathers on the horizon.
72	A faint roaring sound from above filters down to the ground as a dragon glides across the sky.
73	Dark clouds gather, and the temperature drops as the wind picks up. As the conditions worsen, a tornado forms.
74	A herd of antelope bound over a nearby hill but pass wide of the party.

75	Two camels equipped with saddles and so on amble toward the party; there is no sign of the camels' riders.
76	Wan sunlight illuminates the steppe; it is cold.
77	The heavy smell of burning fills the air.
78	Swarms of biting insects buzz about a wide but shallow noisome pool of muddy water.
79	The faint sound of music—pipes and drums—floats across the steppes.
80	As #79, but a perceptive character detects the faint hint of enchantment in the music.
81	The temperature is unnaturally cold.
82	The temperature is unnaturally hot.
83	Small animals scurry about in the grass.
84	Nearby, grasses sway, but there is no wind in the air; does something lurk nearby?
85	A large winged creature—perhaps a dragon or wyvern—flies high above the characters' heads.
86	An insectoid creature the size of a horse bursts from the ground but 30 feet away.
87	A small viper suns itself on a flat stone.
88	A yellow and blue butterfly flutters about.
89	The sunlight glints off a distant piece of shiny metal; does someone lurk nearby?
90	A huge winged beast soars high above the steppe. It ignores the characters unless they (foolishly) try to attack it or attract its attention.
91	A small herd of wild horses canter across the steppe. Their drumbeats are audible for quite some distance.
92	Heavy rain pummels the steppes.
93	Three wolves stalk through the grass; they do not approach a large party.
94	A subtle heat shimmer fills the air.
95	One of the characters suddenly gets the chilling feeling that someone has walked over their grave.
96	A small flock of sheep quietly graze on the steppe's abundant grass.
97	The sun is blindingly bright; no clouds are in the sky, and visibility extends to the horizon.
98	A flying carpet bearing a single rider glides through the blue sky.
99	Strange lights of disconcerting hue brightly flash on the horizon.
100	The rumble of distant thunder rolls across the gloomy steppe.

STEPPE DRESSING

The steppes are not dull, drab places; many minor sights, sounds, and discoveries lie in wait for the characters.

D% MINOR DRESSING

01	Grassland stretches as far as the eye can see.
02	A low line of hills straggles across the horizon.
03	A horse's bleached bones lie in the long grass. Old wolf tracks crisscross the area.
04	The remains of a cold camp fill a small hollow below a lone, wind-sculpted tree.
05	A rotting wagon lies on its side; it has been comprehensively looted.
06	The rotting corpse of an antelope—an arrow in its left haunch—sprawls on the ground.
07	Two markerless graves stand by the trail. An animal has tried to dig into one, judging by the small hole and scrape marks.
08	A scrap of white cloth flutters from a short pole; a few miles distant, another scrap of cloth flutters from another small pole.
09	Steaming pats of horse dung suggest a herd of wild horses passed this way recently.
10	The tracks of a large herd of animals—perhaps cows or sheep—cut a swath across the steppe.
11	Gigantic “molehills” dot this part of the steppe.
12	Standing opposite each other, two vast chunks of rock rise from the steppe.
13	Colourful gorse grows over this otherwise barren swath of steppe.
14	Wagon tracks cut through the steppe; they run for a few miles before ending at a burnt-out wagon.
15	A pillar of precariously balanced stones stands watch by the side of the trail. The pillar is almost five feet high. It is easily knocked over.
16	The bleached skeleton of a gigantic creature—perhaps a dragon or some kind of immense worm-like creature lies amid the grass. It is visible for a half-mile or so, such is the size of it.
17	The remains of old campfire pits, a latrine pit and so on—mar the side of a small hill.
18	So well used is this trail that it has been worn into the steppe, forming a kind of sunken lane that runs for several miles.
19	The trail of a large band of riders—perhaps 100-strong—cuts a wide swath across the steppe.
20	An oddly shaped outcrop of rock rears from the surrounding grasses. From one angle, the rock looks like a dog's head.
21	A wide ring of standing stones surrounds an altar-like lump of blackish-blue stone.

22	Burial mounds—some large, some small—dot this part of the steppe. The area is sacred to a tribe long since gone extinct.
23	The land undulates downwards into a wide swath of boggy, muddy land.
24	The rotting remains of a chariot lie on their side at the bottom of a steep, rocky slope.
25	A dry river bed cuts its way across the steppe.
26	A long trail of rusting equipment—perhaps fallen from the back of a wagon—runs for about one mile across the steppe.
27	A swath of blasted, dead steppe extends as far as the eye can see. Here, nothing grows.
28	Here, the soil is dry and sparse; grasses endemic elsewhere on the steppe only grow in small clumps in the locality.
29	The grass here is almost three feet high; it undulates gently in the breeze.
30	The land slopes gradually upwards.
31	A broken, now rotting wagon wheel lies amid the tall grass.
32	Three heaped mounds of earth—unmarked graves—stand in a line atop a low rise.
33	Stones have been collected together and laid out in the shape of a giant man almost 20 feet long.
34	Three abandoned, part-collapsed tents cluster in the lee of a grassy knoll.
35	A lone, almost skeletal tree—stripped of leaves by the wind—stands atop a high mound.
36	The trail leads to a shelf of rock that serves as a ford across a wide river.
37	Deep folds in the ground lead up to a rocky ridge that runs across the steppe like a spine.
38	Two vultures peck and tear at a horse's corpse.
39	The remains of a ferocious skirmish dot the surrounds. At least a score of warriors lie dead over a wide area; all have been looted of their useable equipment and valuables.
40	A six-foot-tall stone juts from a patch of long grass. A weathered and unreadable inscription decorates the stone.
41	Small holes in the long grass lurk to break or twist an unwary ankle.
42	The trail descends into a sheltered vale; here, trees grow, and signs of farming are evident.
43	A rotting barge lies jammed into the bank of this wide, sluggish river. From the state of the wreck, it has been here for many years.
44	A range of low hills runs across the steppe; a small, shallow lake lies in their lee.
45	A sinuous, slow-flowing river wends its way across the steppes.

46	Small rocks and boulders litter the ground.
47	A single huge boulder, easily 20-foot in diameter, sits incongruously on the steppe. Its surface is weathered and pitted.
48	The trail passes a lone, wind-blasted tree; strips of cloth tied to its branches flutter in the breeze.
49	The crumbling ruin of a lone stone building clings to the side of a low hill.
50	A horse skeleton lies amid the long grass.
51	A column of riders appears on the horizon; shortly thereafter, they disappear.
52	A lone tower of glimmering metal rises from the highest spot for miles around.
53	Shoulder-high grasses fill this part of the steppe; a predator could easily lurk within.
54	Fresh wolf tracks run across the party's trail.
55	Old wolf tracks surround a horse skeleton.
56	The land slopes gradually downwards.
57	The ground undulates as it slowly rises toward a distant chain of hills.
58	A tree-fringed river cuts across the steppe; it is wide enough for narrow boats to traverse.
59	Grassy humps about two-foot-high dot the steppe.
60	A burial cairn surmounted by a small pile of stones stands lonely vigil by a small lake.
61	Blue and purple wildflowers dot the grassland.
62	Here, the ground seems near perfectly flat for as far as the eye can see.
63	Several small streams flow through the steppe to congregate in a wide, boggy hollow.
64	A thin, still lake filling a hollow between two low hills reflects the sky above.
65	Small flowering shrubs break up the monotony of grass all the way to the horizon.
66	A huge mound rises from the grass-sea. This is an ancient burial mound. Investigations reveal someone has tried to dig into the mound.
67	The mouldering corpse of a lone traveller fills a collapsed tent. Investigation reveals the traveller broke a leg and ran out of food.
68	Small muddy puddles dot the ground; the track wends between the worst of them.
69	A pile of rotting furniture stands next to a wide river. Wagon tracks lead down the steep bank into the river's rushing waters.
70	A wide valley filled with dying, leafless trees and a near-depleted pool lie at the base of a hill.
71	This swath of steppe comprises nothing but thick, glutinous mud.
72	A wide circular ditch surrounding a low hill hints that an old fort once stood here.

73	A worn trail—wagon tracks clearly visible—crosses the steppe, passing close to a small rocky outcrop.
74	A bank of white flowers clusters in the lee of a low grassy hillock.
75	A tree laden with white blossom fills a hollow.
76	A rabbit burrow's entrance pierces a shallow rise.
77	A single white cloud hovers in the blue sky.
78	The bare ground here is hard and cracked.
79	A hawk lies on the ground, an arrow in its wing.
80	The grass nearby smoulders.
81	The tracks of a huge beast cross the steppe.
82	Here, something big has flattened the grass.
83	A pile of chipped stones juts above the grass.
84	The long-abandoned ruin of a village straddles both banks of a wide river. The bridge crossing the river has long since collapsed.
85	The course of a near-dry river wends its way across the steppe.
86	A sea of yellow flowers covers the steppe.
87	A single horseman's tracks lead to a muddy pool.
88	The crumbling ruin of a tower stands atop the only hill for miles around.
89	Three dead (and rotting) sheep lie on the ground.
90	Here, the yellowy grass is dry and brittle.
91	A tiny shepherd's hut stands by a thin brook; a small enclosure of dry stone wall stands ready to pen the shepherd's flock.
92	A wide sinkhole pierces the ground.
93	A shallow river cuts across the steppe; it is easily fordable at virtually any point.
94	A line of stunted trees marks a river's course.
95	A wide lake forces the characters on a long, time-consuming diversion.
96	Ants infest the surrounds.
97	A distant mountain rises from the steppe.
98	The party enter a stretch of blackened steppe recently devastated by a wildfire. The ground is still warm, and wisps of smoke rise here and there.
99	A lone, stunted tree stands by a pool of still water. A nose hangs from the tree's thickest branch. Bones fill the pool.
100	A wagon laden with supplies stands alone and unattended in the middle of the steppe. Bloodstains on the ground suggest the wagon's owner may no longer need the supplies therein.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	The party sees little more than swaying grass and the seemingly endless steppe this day.
06-10	Light rain in the morning clears away to bright sun in the afternoon. The characters make good time.
11-15	The party discover an old track leading across the steppe in the right direction and make good time.
16-20	The party see little but birds, blue sky and grass on this peaceful day's travel.
21-25	Dark clouds that seem to follow the party plunge the steppes into gloom for much of the day.
26-30	Although the party hear the howling of wolves in the early morning, they encounter no dangers.
31-35	But for birds and a few rabbits, the characters see no other living things all day. Their travel is swift but boring.
36-40	Only wind assails the party on this boring day. Travel is fast, though, and they make good time.
41-45	The sun shines, and the winds are stilled on this pleasant day's travel.
46-50	Heavy rain in the late afternoon brings an early close to this otherwise boring day's travel.
51-55	The monotonous grassland stretches ever onward. No excitement breaks up the party's day.
56-60	The steppes seem devoid of other intelligent life; the characters see no other travellers all day.
61-65	The wind is in the characters' faces all day. As dusk falls, the wind finally dies.
66-70	Around midday, the characters spot a distant herd of wild horses. At dusk, as they prepare to camp, they encounter the herd again.
71-75	Today, the weather cannot make up its mind: one minute, it is raining, and then it is bright and sunny.
76-80	The characters enter an area choked by man-high grass. Progress is slow and slightly nerve-wracking; anything could lurk unseen in the long grass.
81-85	A range of low hills breaks the monotony of travel on the steppe today. The hills provide an excellent view of the surrounding territory.
86-90	The steppes gradually slope upwards toward a range of distant hills; by dusk, the group has reached the hill range.
91-95	Faint mist drifts across the steppe in the morning but burns away by the afternoon.
96-100	Savage rain pounds the steppes all day, making travel virtually impossible. The characters likely spend all day in camp trying to stay dry.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	The shallow valley between two hills provides shelter from the wind and a modicum of privacy.
06-10	A deep cave pierces the flank of a craggy hill rising from the otherwise flat steppe.
11-15	A small copse of trees fills a narrow valley cutting across the steppe. It is sheltered within.
16-20	The shores of a wide but shallow placid lake make an excellent campsite.
21-25	The lee of a large burial mound provides protection from the wind.
26-30	The tree-fringed banks of a wide river provide shelter and easy access to fresh water.
31-35	A low enclosure of dry stone walls provides shelter from the wind.
36-40	The ruin of a tower stands atop the only hill for miles around.
41-45	The entrance to an abandoned mine, surrounded by weed-covered spoil tips, pierces the side of a craggy hill.
46-50	A lone tree stands by a spring gurgling from a small grassy mound.
51-55	An abandoned fort stands by the only ford crossing a stretch of fast-flowing river.
56-60	A worn trail leads to a rocky cleft, which plunges deep into the steppes.
61-65	A cleft, hidden by clumps of long grass, provides a private—if long and thin—shelter.
66-70	A long ridge provides shelter for a small copse of trees. Here, firewood and shelter are plentiful.
71-75	Someone has dug into the side of this steep barrow to reach the (now looted) crypts within. The excavation offers a cramped, sheltered campsite for those without mounts.
76-80	A stand of trees fills a hollow between four hills.
81-85	The sound of falling water leads the characters to the head of a small, sheltered valley; a waterfall tumbles into the valley to feed a small lake.
86-90	The ruin of a hamlet surrounded by a network of walled, overgrown fields provides ample options for a campsite.
91-95	Caves pockmark the walls of a treeless, deep valley. A stream—its waters frigid but clean—flows from one of the caves.
96-100	A dozen wagons drawn into a circle gird a low rise. Mouldering bodies lie scattered about; a battle was fought here. Still, the wagons provide ample shelter and firewood...

RANDOM STEPPES ENCOUNTERS

D12	CREATURES	NOTES
1	Wolves (6)	A pack of wolves stalk the steppe.
2	Tiger (1)	A lone tiger stalks the grass-sea in search of prey. It will not attack large groups but might shadow a party in the hope of taking one of them during the night.
3	Ankhegs (2)	An ankheg burrow honeycombs this part of the steppes, as evidenced by gigantic “molehills” here and there. The ankhegs are hungry and attack the group as soon as they become aware of them. They are content to drag a pack horse or two down into their lair for a meal.
4	Bulette (1)	This ferocious burrowing predator patrols the steppes in search of food. When it detects the characters, it burrows under them and burst forth in the middle of the group. Its goal is to drag one of the party down into its lair, where it can feast in peace.
5	Giant ants (4)	A huge anthill stands in the fold between two hills; tracks of gigantic ants crisscross the locality. Dozens of the giant insects dwell in the anthill; if the characters approach, they encounter a patrol of giant ants sent to drive them off. If they defeat the first patrol and continue approaching another patrol is dispatched.
6	Griffons (2)	A mated pair of these ferocious predators glide over the plain, looking for food. They will not attack a large party but might attack a lone horse rider. They are more interested in the horse than the rider, though. Alternatively, the characters could witness the pair attacking a small herd of wild horses.
7	Manticore (1)	This manticore dwells in a deep cave at the top of the highest hill in the surrounds. From its eyrie, it watches for its next meal. It is stupid but cunning and prefers to strike at dusk or dawn. If it is seriously injured, it flees. The spoil of its many victims fills the manticore’s lair.
8	Cockatrices (3)	These cockatrices have a cramped, noisome den dug into a rocky ridge overlooking a placid lake. Discarded equipment lies scattered through the area—the leaving of the cockatrices’ many victims drawn to the sheltered lake’s shore. Animal life is curiously absent in the region, and the partial, gnawed remains of several incredibly lifelike statues of humans and animals may give the party pause.
9	Centaurs (6)	This hunting party approaches the characters to discover if they are a threat to the clan. The centaurs’ leader—Escoba—does all the talking. He is cautious in his dealing with the party and does not reveal the location of his clan’s home. He is happy to direct the party elsewhere, though.
10	Wights (8)	An old weathered barrow rises from the grass-sea. Within, lurk this group of wights—slain long ago in a border skirmish of a forgotten war. They emerge at night to hunt the surrounds. A narrow, low tunnel dug into the western flank of the barrow allows explorers to crawl inside.
11	Erlanril (young male gold dragon)	Erlanril soars over the steppe, simply enjoying the freedom and peace of flight. If the characters pique his interest, he spirals down to speak with them. He knows much about the surrounding steppe and is pre-disposed to help others following the paths of goodness and law.
12	Purple worm (1)	With a mottled green and brown body, this vast predator does not look like a typical purple worm—it behaves like one, though! It bursts forth under the party’s feet and tries to swallow a random target. If successful, it burrows back under the ground; the party may have to pursue the thing into its burrow to rescue a swallowed companion.



SWAMPS

SWAMPS

Adventure lurks amid the muck and mire of gloomy swamps and marshes. Ancient ruins, tribes of feral lizardfolk and even savage black dragons all lurk within such dismal places.

MINOR SWAMP EVENTS

The characters' travels should not be boring affairs wherein either they encounter no one of note or end up fighting everyone (and everything) they meet. Use the minor events below, to add flavour and detail to their journey.

D%	MINOR EVENT
01	A single bird cries aloud as it flies overhead.
02	A faint, bobbing light begins to glow from deeper into the swamp.
03	Mosquitoes swarm about the party.
04	The buzzing of flies fills the air.
05	The party comes across a wild pig stuck in a patch of quicksand. The pig is partially submerged and exhausted from its struggles.
06	A sudden wind sighs through the surrounding reeds and thick grasses.
07	A sparrowhawk flies overhead before diving into a nearby thicket. It emerges moments later, clutching a wriggling mouse.
08	A small, non-venomous snake slithers through the grass by the trail.
09	A lizardfolk warrior hides in a deep pool. As the characters approach, it submerges and waits for them to pass.
10	Dead fish float on the surface of a wide pool.
11	A small flock of wading birds stand in a shallow pool watching the party.
12	Several frogs hop along a muddy bank leading down to a small stream.
13	A viper basks on a fallen tree.
14	A deer suddenly emerges from a stand of tall grass. It bounds away if attacked.
15	A small stream flows through the mire. At one point, beavers have dammed the stream, creating a shallow, wide pool.
16	A dragonfly buzzes past the characters.
17	Several colourful butterflies flutter through the air. As the characters approach, the butterflies settle on a nearby tree.
18	An owl dwells in a large tree atop a dry hummock. By night, he hunts the surrounding area.
19	A flock of birds weave and dart overhead.
20	Lily pads float upon a deep pool; a small frog sits atop one such pad.

21	A sudden splash from a nearby deep pool splits the air, and large ripples spread ominously on the pool's surface. Paranoid characters may suspect something lurks within.
22	The loud croaking of several frogs fills the air.
23	When the party camp for the night, they discover that leeches have attacked them all. (Every character suffers 1 damage).
24	A loud splash shatters the silence.
25	Smoke from an unattended campfire rises from a distant hillock.
26	Several wading birds regard the characters from a shallow pool.
27	A giant frog hops across the path.
28	A <i>magic mouth</i> cast on a stone activates and croaks "go back" in Lizardfolk.
29	Thick black smoke marks the location of a sullenly burning hut.
30	A pool's surface is disturbed as if something large lurks just out of sight.
31	The wind blows sodden leaves over the party.
32	The stench of decay drifts over the party.
33	A single large black scale (from a black dragon) lies on the trail.
34	A character mistakes a bush for a lurking shambling mound.
35	The buzzing of many insects fills the air.
36	A mantichore's spike is embedded in the mud.
37	A loud (but distant) roar shatters the quiet.
38	Dense reeds obscure a deep pool. Unwary characters tumble into the pool.
39	A basilisk's rotting head hangs from a tree.
40	A tiny severed red- and black-scaled snake head lies tangled atop thick reeds.
41	A globe of total darkness (a <i>continual darkness</i> ¹) covers an area of marsh.
42	The characters hear distant singing.
43	A mass of ants scuttles across the trail. There are not enough to form a swarm.
44	The characters hear distant laughing.
45	A loud splash follows the crack of breaking wood.
46	A sudden loud chorus of frog croaks shatters the silence. The chorus continues for a few minutes before tailing off into silence.
47	Leeches attach themselves to one or more characters. Unless removed, the leeches drain 1 hp an hour from their victim.
48	Hard rain deluges the characters. After 1d6 hours, the trail begins to flood.
49	A distant splash and a suddenly cut-off scream fill the air. Ominous silence follows.

50	The air goes still; there is no wind.
51	The mournful sound of a flute fills the air.
52	A fly swarm buzzes about a crocodile's decomposing corpse with horrendous bite wounds to its head.
53	The cackling of a sinister crone echoes across the waters of a nearby pool.
54	Without warning, the straps of one of the characters' backpacks split.
55	Midges and gnats beset the party.
56	A long stream of bubbles breaks the surface of a pool close to the trail.
57	Schools of small fish dart about the depths of a pool, easily visible from the trail.
58	The characters spy a hunched, cloaked figure moving quickly away from them.
59	A crude coracle floats by; the body of a lizardfolk warrior laid out in state lies within.
60	Although no wind stirs the air, a patch of nearby rushes sways ominously.
61	The sounds of marsh life—the buzzing of insects, the croaking of frogs and so on—abruptly cease.
62	A large bird sings at the party as they pass.
63	A large butterfly lands on a character's nose.
64	The howling of an injured dog fills the air.
65	Drizzle falls. It doesn't stop until around midnight.
66	The clouds part to reveal the moon; it hangs low over the marsh, pregnant with menace.
67	A thick mist hovers over a low-lying area of marsh. Strange sounds emanate from within.
68	A high hillock seems like a perfect campsite. However, ants dwell thereon; if the party camp on the hillock, their clothes become infested.
69	The smoke of a smouldering fire drifts lazily skyward. If the characters investigate, they discover signs of a camp hastily broken.
70	Several birds suddenly take flight from a nearby tree and fly away while crying out in alarm at some unseen (by the party) danger.
71	A character steps into a deep patch of sticky mud and loses their shoe.
72	A steep bank bounds the trail; it collapses as the party passes, narrowly missing the last character.
73	The characters spy a distant manticores flying over the marsh. It does not see them.
74	A sudden cold wind whips up the water of the nearby pools.
75	Clouds block out the sun, and the temperature suddenly drops.
76	The smell of smoke borne upon the breeze reaches the characters.

77	A marsh bird transfixed by a slender arrow suddenly falls at the party's feet.
78	The roots of a tree stump hide a nest of swamp snakes. The snakes are harmless.
79	The distant boom of thunder rolls over the party, but the sky does not look stormy.
80	Heavy cloud cover brings dusk early, possibly catching the party without a dry campsite.
81	A huge pile of steaming excrement sits on the trail. The creature that created it may be nearby.
82	A javelin arcs from a nearby thicket of reeds and narrowly misses the rearmost party member.
83	A part-sunk raft lies in a pool near the path.
84	The party discovers a section of wooden causeway and makes good time for the remainder of the day.
85	The characters are bitten by many insects, and the bites rapidly become itchy and annoying ² .
86	The sky is clear of clouds, and the day slowly becomes unbearably hot.
87	A drifting, empty coracle floats nearby the trail.
88	The ground gives way at the party's feet, falling into a fetid, muddy cavern.
89	Faint luminescent fog rises from a nearby pool.
90	One of the party's pack animals slips and badly breaks a leg.
91	A marsh viper bites a pack animal. Panicked, the creature flees into the marsh.
92	Strong wind and heavy rain combine to make the day's travel a truly miserable experience.
93	A fallen tree blocks the trail. Characters climbing over it dislodge it and fall flat on their face into the mud and mire ³ .
94	The waters of a deep pool glow from within.
95	With a splash, a spear lands in a nearby pool.
96	The acrid stench of acid reaches the party.
97	A slender spear lies upon the mud about 20 ft. away. The area is riddled with quicksand, which may entrap those recovering the spear.
98	The party blunders into an area of quicksand
99	The party stumbles into an area rank with marsh gases and is sickened for 1d3 hours ² .
100	Many leeches attach themselves to a character. Until removed, they drain 1 hp an hour.

1. A spellcaster identifies.
2. A character with a high constitution may resist this effect.
3. A cautious character spots the danger, and a nimble one avoids it.

SWAMP DRESSING

Swamps are full of interesting, diverting features. Notable hillocks, twisted streams and signs of the place's other denizens abound. Use these features to add flavour and detail to the characters' woodland adventures.

D% MINOR DRESSING

01	The mire smells particularly odious here.
02	A fallen rotten tree lies in the muck. Small (harmless) snakes dwell among its roots.
03	A low bank of thick, cloying mud emerges from the mire. Animal tracks mar its surface.
04	The dirty water hides a deep pool. Unwary characters may fall into it. ¹
05	A partially collapsed, abandoned hovel squats atop a small hillock.
06	Faint mist hovers above the swamp.
07	The sound of splashing emanates from behind a thick tangle of reeds and tall grasses.
08	As the characters pass a tree, a sodden, rotten branch gives way and falls into a puddle.
09	A dry hummock rises above the swamp's waters; several small trees grow atop it.
10	An area of deep bog surrounds a large pool of stagnant water. Many small fish swim therein.
11	A narrow, raised trail cuts through the swamp for about a half-mile.
12	The trail leads into a deep, muddy pool.
13	Wide drag marks cut across the trail—a large slithering or crawling creature passed this way several days ago.
14	The rotting, severed head of a lizardfolk warrior lies partially obscured in high grass.
15	A small hummock is surrounded by light vegetation. A built but unused campfire stands atop the hummock.
16	A huge tree concealing a hunter's blind ² rises from the mire.
17	A long-dead animal's bleached, mouldering bones lie partially buried in the mire.
18	The trail passes through a thick growth of reeds in a soggy, low-lying area.
19	A huge footprint from a massive, clawed creature mars a muddy bank.
20	The branches of several large trees hang over the trail, forming a curtain of sorts and obscuring sight of what lies beyond.
21	A partially uncovered pit trap filled with rotten wooden stakes blocks the path.
22	The characters discover a mantichore's skeleton poking above the fetid waters of a deep pool.

23	An expanse of tall grass stretches several hundred feet to the base of a low ridge. Several sluggish streams flow through the area.
24	A swathe of thick, viscous sludge slows travel and coats travellers in mud.
25	A hedge of tall, thick grass hides a deep, sluggish river. Unwary travellers pushing through the hedgerow fall into the river.
26	A jagged tree stump hides within a tangle of reeds. Unwary characters twist their ankle. The injury reduces the character's speed by half for 1d3 days or until magic is used to heal the injury.
27	The rotting remains of a rudimentary wooden bridge stretch across a deep water channel.
28	An overgrown stretch of rotting causeway crosses an area of deep bog.
29	A rotten tree serves as home to an ant colony.
30	Two abandoned wooden cabins stand atop a long, low hillock. Scattered bloodstains and the like ² , hint the residents may have met a horrible end.
31	The jumbled bones of an ancient skirmish poke from a muddy bank. Digging into the bank reveals nothing more of interest.
32	An unoccupied raft of crude manufacture floats down a deep watercourse.
33	A conical mound ³ emerges from the mire.
34	An area of deep mud triples movement costs.
35	A shallow pool contains three-foot-deep sludge and slime on its bottom. Characters stepping into the pool get a rude surprise.
36	A rotting boat without any oars is drawn up on a muddy bank.
37	A large willow tree grows out of the centre of a wide, deep pool.
38	Clawed lizardfolk footprints are visible in the mud.
39	A blackened, lightning-blasted tree dominates a high, steep-sided hillock.
40	Dense reeds hide the entrance to a dismal mud-filled cavern.
41	A skull decorated with bird feathers hangs from a tree branch on a leather thong. This is a lizardfolk tribal marker.
42	A crude, reed-wreathed burial mound stands next to the trail.
43	Half-sunken into the mire, a few stones suggest an ancient stone wall once stood here.
44	A cluster of hillocks bound a deep, fetid pool thronged with reeds.
45	The tracks of many birds mar a long, low, glistening bank of mud.
46	A barely visible half-rotten lizardfolk corpse lies at the bottom of a muddy pool.

47	A clear pool near the path is filled with wriggling, hungry leeches.
48	A splatter of dried vomit covers a mossy stone.
49	The trail passes under a weeping willow. The ground is firm and dry under its boughs.
50	Steep banks of mud surround an obviously artificial pool. Many fat fish swim in the pool.
51	A narrow game trail intersects the path.
52	A broken, rotting spear lies on the path.
53	Four spears thrust into the mud are each topped by a decomposing head.
54	The tracks of a gigantic crocodile cross the trail.
55	Gently jangling bone and strap metal wind chimes hang from a tree's branches.
56	A tangled mass of roots and reeds hides a rotting, empty backpack.
57	An abandoned campsite covers a hillock.
58	A small wagon lies half sunken in the mire.
59	A beaver's mutilated body hangs from a tree.
60	The partially inscribed Lizardfolk rune for danger has been carved into a tree's trunk.
61	A gigantic blast of acid has partially melted a nearby tree.
62	A pool of stagnant water stands near the trail.
63	The intricate, very lifelike statue of a man with arms outstretched blocks the trail.
64	Booted footsteps suddenly start on the trail. They continue for 30 feet before disappearing.
65	A part-sunken wall emerges from the murk. A large hole has been dug at its base.
66	A half-flooded pit blocks the trail. Spikes are visible rising above the muddy water within.
67	A half-built wooden shack stands upon a small hillock surrounded by deep water.
68	A huge lily pad floats on a fetid lake.
69	A willow tree grows in the centre of the trail. The trail around either side is very narrow.
70	A few silver coins glimmer amid the mud.
71	A spear with a sign in Lizardfolk reading "Go Back" blocks the trail.
72	Shallow pools of particularly fetid, muddy water bound the trail.
73	Tall rushes surround a pool of potable water.
74	A jumbled mass of bones and rotting equipment marks an ancient battle site.
75	A naked human corpse lies in the muck.
76	Bloodstains cover the trail and lead into a nearby muddy pool.
77	A sinkhole pierces the ground. It leads to a muddy, sunken cavern.

78	A steep-sided hillock rises out of the swamp. Its zenith provides an excellent vantage point for spying out the surrounding area.
79	A rusting steel shield—its straps rotten and useless—lies partially hidden by reeds.
80	A bale of wood tied together with sodden rope lies discarded by a pool.
81	A nearby tree's trunk has been half cut through, and consequently, the tree stands lopsidedly.
82	The trail leads into a flooded section of marsh.
83	The party discovers an obviously artificial hill; large boulders packed together hold its flanks in place.
84	The mud beneath the party's feet oozes black liquid when trod upon.
85	A partially hollowed-out log lies near a pool.
86	Drifting patches of vegetation gently float about a large pool.
87	A stand of ancient, moss-wreathed willow trees dominates the flanks of a long, low hillock.
88	A crude wood bridge crosses a stream.
89	Pretty wildflowers cover a low hill near the trail.
90	A large tree has fallen across the trail. The characters must either clamber over it or detour into the surrounding fetid water.
91	A great mass of mushrooms grows in the shadow of a steep bank.
92	Green algae cover the water of a nearby pool.
93	The trail passes under the outstretched branches of several trees.
94	A crude face has been carved into the trunk of a large tree dominating a nearby hillock.
95	At night, the algae in a pool near the party's camp are revealed to be phosphorous.
96	An empty water flask is half-buried in the mud.
97	Several thick wooden poles have been set into the mud in a rough circle for some unknown reason.
98	A watchtower's crumbling ruin dominates a low ridge of stone and hard-packed earth.
99	Reeds near the path are crushed and broken as if something huge moved through the area.
100	Blazing sunlight suddenly breaks out from behind a cloud, briefly dazzling the party.

1. A nimble character avoids.
2. A keen-eyed character detects.
3. A close examination reveals it is not natural.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	A faint mist blankets the marsh during the morning but burns away during the afternoon.
06-10	A network of narrow streams and dense stands of reeds slow the party in the afternoon.
11-15	Thick fog covers the marsh but burns away by mid-morning. The day is hot, and the air is still.
16-20	The party spies a distant giant, winged beast in the morning, but otherwise, the day is agreeably empty of danger.
21-25	The party stumble over the tracks of a large party of lizardfolk around midday but finds no actual lizardfolk. It rains in the afternoon.
26-30	Drizzle falls for much of the day, and the characters see no dangerous predators all day.
31-35	The party rests on a low hill of dry ground around midday before plodding on through dense reeds for the balance of the day.
36-40	A wide lake forces the party to detour in the afternoon; they make little progress today.
41-45	Heavy rain assaults the marsh all day; meaningful progress is impossible.
46-50	Loud splashing from an unknown source in a small lake is the only excitement during this dreary day of marsh-slogging.
51-55	It is hot, and the marsh's insect denizens are out in force. The party end the day with many tiny, irritating bites.
56-60	Rain keeps many of the marsh's denizens in their homes; it seems the party have the whole place to themselves today.
61-65	Slogging through the monotonous marsh, the party end the day muddy and exhausted.
66-70	A low ridge of dry, clear(ish) ground enables the party to make good progress today, and it provides a handy, dry campsite.
71-75	Drifting patches of foul-smelling fog hide the party for much of this noxious day's travel.
76-80	Today, the marsh seems devoid of notable life.
81-85	Bright sun throughout the day makes the marsh look almost pleasant.
86-90	Cloying mud and innumerable pools slow the party to a crawl for much of the day.
91-95	A causeway makes progress in the morning easy. Things return to normal in the afternoon.
96-100	Dense fog blankets the marsh all day, slowing travel. The characters see no one all day.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	A low hillock, fringed with reeds, emerges from the mire. The hillock is lower than the surrounding reeds; distracted characters may not spot it.
06-10	A ramshackle hut set on low poles stands above the muck. The house is abandoned but still has most of its roof.
11-15	A stretch of wooden causeway extends over a pool of muddy water. The causeway is dry and relatively clean.
16-20	Two willow trees stand on the flanks of a slight rise. The trees' low branches provide concealment.
21-25	A part-sunken, part-flooded tower stands in a shallow pool. The lower level and cellar are flooded, but the upper levels are habitable.
26-30	Fringed on three sides by muddy pools, this low rock promontory is easily defensible.
31-35	The remains of a small lizardfolk village comprising several crude huts stand at the confluence of two streams.
36-40	A tumbled, mossy-wreathed stone wall surrounds an area of raised ground. Investigations reveal the area is an ancient burial ground.
41-45	A tree has fallen across a stream, diverting it; the ground behind its trunk is drier than elsewhere.
46-50	A network of narrow streams cuts through this area of slightly raised ground.
51-55	A causeway of heaped earth provides a long, narrow campsite.
56-60	Two grassy islands in a small reed-fringed lake provide two small campsites.
61-65	An expanse of dried mud shows where the marsh's waters have receded.
66-70	Four empty huts stand on a spur of dry land.
71-75	A small wooden stockade encompasses a raised hump. Three decaying, empty tents stand within.
76-80	Four small hillocks set in a rough diamond shape rise from the mire. Each is big enough for two human-sized campers.
81-85	A 20-foot-square raft is wedged on the bank of this wide, sluggish watercourse.
86-90	A cliff-flanked hill rises high above the marsh, providing excellent views of the surroundings.
91-95	A steep hill rises from the mire. On its north side, a dry cave mouth provides a handy campsite.
96-100	A swath of rubble—the remains of a fallen wizard's tower—studs a muddy bank. Some sections of the rubble provide dry camping spots.

RANDOM SWAMP ENCOUNTERS

D12	CREATURES	NOTES
1	Stirges (3)	These stirges dwell in the trunk of a rotten, partially fallen tree. The tree is a local landmark for swamp travellers, and the stirges delight in attacking anyone passing by.
2	Lamprey (1)	Lurking in a fetid river, the lamprey attacks anyone entering its watery domain.
3	Giant frogs (2)	The frogs have learned that animals stop near this pool to drink, so they lurk nearby, waiting to strike. Once a frog has swallowed its prey, it retreats across the pool to digest its meal.
4	Jirovex (medusa)	The characters encounter a cloaked woman searching for herbs. A cowl covers the woman's face, and she is surly and aggressive. In reality, she is Jirovex (a medusa) searching for poisonous herbs to use against a rival. She has no argument with the characters and does not attack them unless they attack her. She is an implacable enemy.
5	Crocodiles (3)	Screams from the deep marsh reach the characters' ears. They discover an upside-down coracle floating in a wide lake if they investigate. The water is churning wildly, and characters making a DC 20 Perception check spot a huge scaled reptile in the water. (The boat's owner has fallen prey to three crocodiles, who are now fighting over their prey's broken and torn body).
6	Strangle weed (1) and giant leech (1)	A gigantic strangle weed lurks near the trail. Tangled in its clutches is a rotten lizardfolk corpse upon which a giant leech feeds. The strangle weed attacks anything on the trail, and any creature dragged into the water suffers the attention of the giant leech.
7	Lizardfolk (5)	This hunting band from the Feathered Spear tribe lurks in the swamp, searching for a crocodile that has eaten several of their tribe. Two skilled warriors—T'pel and H-riss—lead the group. The lizardfolk are wary at first but grateful for any help the characters can provide.
8	Will-o'-wisp (1)	This ancient and evil will-o'-wisp takes great delight in stalking its prey for days. It attacks at night and heals its wounds by feeding on their fear (or the fear of other creatures it slays in the swamp during the day). It launches its final assault when the characters are busy with some other fearsome swamp predator.
9	Giant slug (1)	The characters encounter several huge slug trails leading through the swamp. Eventually, they come across a giant slug feeding on the partially digested corpses of two lizardfolk. The slug does not attack the party unless they attack it.
10	Will-o'-wisp (1)	A lizardfolk staggers into the party's camp one night and begs for aid. A few moments later, the will-o'-wisp attacks. It is merciless in its assault and, if driven off, returns the next night.
11	Young catoblepas (1)	Separated from its herd, this catoblepas has wandered the swamp for days. The party becomes aware of the beast when they hear screams coming from deeper into the swamp. If the party investigate, they witness the beast savaging a small lizardfolk settlement.
12	Nerophalax (ancient female black dragon)	The characters discover the rent and acid-drenched corpse of a huge crocodile amid a swath of mud torn by even larger, clawed tracks. Nerophalax recently killed the crocodile when it ventured too close to her lair. The clawed tracks lead to a nearby stagnant lake (within which can be found a sunken passageway leading to her lair).



TRAVELLERS

TRAVELLERS

The characters will be far from the only folk abroad.

PEDDLERS, TRADERS & MERCHANTS

Compared to the average peasant, most adventurers are fantastically wealthy. Thus, they attract the attention of many traders and pedlars during their travels. Use this list to determine who the characters meet.

D%		TRAVELLER
01-04	i	Anith Chuckleberry
05-08	ii	Migar Wafelbuttin
09-12	iii	Tharni
13-16	iv	Professor Anganthaniel Trinklewurtonburg
17-20	v	Brother Molentar
21-24	vi	Jervin
25-28	vii	Tarnel Zith
29-32	viii	Celifess
33-36	ix	Stennith "Kegs" Alhauser
37-40	x	Carnelle Virogon
41-44	xi	Palis Greenbough
45-48	xii	Pyter Greybeard
49-52	xiii	Miklail Nortoppe
53-56	xiv	Isah Blinken
57-60	xv	Poatte
61-64	xvi	Barlte and Bitty Wallenford
65-68	xvii	Kaver Kaynel
69-72	xviii	Lonal Longlegs
73-76	xix	Wygruber Motz
77-80	xx	Xaczos Goldenslate
81-84	xxi	Plintessa Alsworthy
85-88	xxii	Agganette Leafshallow
89-92	xxiii	Vitan
93-96	xxiv	Seber Reos
97-100	xxv	Lucien Goodfellow

- i. **Anith Chuckleberry** (female halfling) is a local washerwoman on her way to get fresh water for her work. Dressed plainly and carrying four empty buckets on a long stick, the plump, middle-aged halfling woman is cheerful, friendly and happy to offer directions to travellers. Her sleeves are likely wet, and her fingers pruned if she has already started today's work.
- ii. **Migar Wafelbuttin** (male gnome) is a travelling salesman pushing a cart filled with intricate clockwork toys. This chaotically dressed, bespectacled gnome is covered in tools, gear and splashes of paint from the toys he has recently completed. He tries to sell to other

travellers but especially loves children and anyone with a sense of curiosity.

- iii. **Tharni** (female half-elf) is a tanner's daughter. She has dark raven tresses, ice-blue eyes and hungers for a better station in life. She is angrily jealous of high-born travellers and curses the fate that left her alone with her poor human father.
- iv. **Professor Anganthaniel Trinklewurtonburg** (male gnome) is on his way to his next sale with a host of small exotic animals. This gnome is surrounded by small creatures that flit, slither or crawl, and he rarely bothers to cage them, leaving them to wander the vicinity, including investigating other traveller's belongings. While his speciality is exotic pets, Professor Trinklewurtonburg is knowledgeable about animals and monsters and might be useful to characters searching for such information.
- v. **Brother Molentar** (male human priest) is inebriated and has sweat and vomit stains on his brown robes. He is selling all manner of bones and knickknacks he claims are holy relics of whatever faith the characters seem to follow. In addition to forgeries and lies, the balding Brother Molentar offers minor spellcasting services for normal fees.
- vi. **Jervin** (male gnome) is a rat catcher and entrepreneur. Pushing a grill cart selling "beef kabobs" and small leather pouches covered in short grey fur, he swears his products are unrelated to his other job as a rat catcher, although if hired for those services, his ability to keep any rats he catches is part of the deal.
- vii. **Tarnel Zith** (male elf) is an oily, untrustworthy jeweller with sunken eyes who wears warm, regal purple clothing. With a knack for making enemies and a valise filled with valuables, he is usually accompanied by three burly bodyguards.
- viii. **Celifess** (male dwarf priest) wears black leather armour with a deep, dark cowl. His cloak has hidden pockets containing mind-altering drugs and poisons, which he sells to discerning customers. He avoids confrontations and walks away if a deal goes bad.
- ix. **Stennith "Kegs" Alhauser** (male human) is a hulking middle-aged man wearing workman's clothing that smells strongly of yeast. While he bakes the occasional loaf to sell, his true passion is brewing. He is currently taking several kegs of his latest batch to market and can be persuaded to tap and share a barrel if the characters ask politely. It is a high-quality beverage.
- x. **Carnelle Virogon** (female human thief) is a late middle-aged woman dressed in plain clothes who wears a knowing smile. She is the front for a ring that traffics in slaves, particularly small children. She has a knack for sniffing out trouble and is unlikely to broach a sale unless the characters appear disreputable, but she may sell information about missing loved ones for the right price. Any information she sells, which she claims to

have heard from a passing traveller at a nearby inn, contains half-truths at best.

- xi. **Palis Greenbough** (male elf) is dressed in ill-fitting woodsman's clothes and is puttering in the dirt on the side of the road. It is clear he does not spend much time in the field. He deals in rare plants and herbs and is looking for a particular specimen. He offers the characters 10 gp if they can find it for him, with a bonus for any additional rare plants they find. He prefers the plants be brought to him in some of their native soil, so he might try to cultivate them for future sale.
- xii. **Pyter Greybeard** (male human wizard) is an elderly sage on his way to sell some scrolls he has scribed. He hobbles with a cane and wears thick spectacles. He speaks softly and is knowledgeable about the history and geography of the surrounding area. He does not offer spellcasting services.
- xiii. **Miklail Nortoppe** (male human warrior) is a stern, white-haired merchant wearing simple, well-made, but not extravagant clothing. From a wealthy family, he has forgone his family's decadence for his lumber business. He does not have time for social niceties.
- xiv. **Isah Blinken** (male human thief) appears to be a round, friendly family man complete with a locket with miniatures of his wife and young daughter. Isah appears to be on his way to sell blank books, inks and quills but, truthfully, is scouting for likely targets. Isah is the scout of a kidnapping ring. If the characters seem trusting and within the capabilities of his allies, he suggests a shortcut to wherever the party are headed or offers a rumour of a mystery to be solved. In truth, the path leads the characters to an out-of-the-way road where the rest of the ring lies in wait.
- xv. **Poatte** (male human ranger) is a quiet, hairy woodsman carting an armload of freshly dressed game to market. His silent glare may initially seem menacing, but truthfully, he is uncomfortable around people. He knows a lot about the nearby woodlands.
- xvi. **Barlte and Bitty Wallenford** (male and female halflings) are married and run a small dairy. They are all smiles and laughs and offer samples of their latest cheeses.
- xvii. **Kaver Kaynel** (male human) is a chandler with a wide selection of coloured candles, wicks and matchsticks. He has a fascination with fire, things that burn or any creature related to fire, and is a font of information related to such matters.
- xviii. **Lonal Longlegs** (male human) is a tall, spindly man with a patchy beard. He walks from town to town, trading general goods that he thinks will sell well at his next stop. He is not especially good at his trade and often goes hungry. He desperately tries to convince the characters to buy the venison jerky he just acquired.
- xix. **Wygruber Motz** (male human) is shabbily dressed and covered in road dust and mud. With a slight paunch and balding, patchy brown hair, Wygruber trades in anything he thinks might make a profit, specialising in the

unusual. This means he might have just about anything the characters need. In addition, he buys just about anything the characters might be willing to sell: parts of monsters, recovered jewellery or art or even minor magic items. Wygruber is not especially concerned about where the item came from, but if the deal looks shady, he does not pay top coin for the item and tries to offload it as quickly as possible (possibly on unsuspecting characters).

- xx. **Xaczos Goldenslate** (male dwarf warrior) wears fine clothing and keeps his beard well-manicured. Only his rough hands and a fine, heavy mace suggest he is more than a simple, well-off merchant. An expert in weaponry, Xaczos is all business, willing to sell to any party as long as they stick to the terms of the deal. He often chooses to make an example of those who cross him and is willing to spend much more coin than was lost on the deal to exact vengeance. He generally deals in large quantities or specially made weapons, and his large, extended family crafted most of his wares.
- xxi. **Plintessa Alsworthy** (female human) wears a blue gown laced in a leather corset and carries a basket full of freshly cut flowers that she sells by the piece. With a wry smile, she encourages the characters to get something for that special someone in their lives.
- xxii. **Agganette Leafshallow** (female elf) is a seamstress who makes cloth dolls for children and shawls and scarves for women. She wears a lovely example of her work over her black hair, which displays an accurate map of the surrounding area.
- xxiii. **Vitan** (male half-elf) wears patched peasant clothing with his sandy hair tucked up under a shapeless cap. Vitan is a simple labourer looking for work. He is quiet, doesn't speak about what he sees and does just about any menial job for a few coins or a meal.
- xxiv. **Seber Reos** (male human) is a cobbler with nervous eyes that constantly flick from side to side as if he is looking for an imminent attack. Seber has well-tooled shoes, slippers and boots to sell. If asked about what he is looking for, after making a superstitious sign against evil, Seber claims he is afraid the feyfolk will sneak up on him and whisk him away to their halls under the hills to craft wee-little boots for them.
- xxv. **Lucien Goodfellow** (male human cultist) is dressed immaculately in fine robes and high boots. Lucien has obvious horns and a forked tail. He cuts a friendly, rakish pose, and it is easy to be lulled into comfortable conversation with this dangerous man who deals in secrets, lies and souls. Lucien knows the answers to many questions, and his network of informants can often find out what he cannot. However, his preferred payment is the seeker's soul, or if they no longer have theirs, someone else's. Lucien also purchases and occasionally sells powerful magical items, particularly cursed or evilly aligned ones.

BARDS, MINSTRELS & TROUBADOURS

Bards, minstrels and troubadours are common sights on many roads as they travel in search of audiences and new stories. Use this list to determine who the characters meet.

D%		TRAVELLER
01-04	i	Turnen Blackblade
05-08	ii	Parimae and Niresse
09-12	iii	Elion Menel
13-16	iv	Kalie Wintrose
17-20	v	Breela Gran
21-24	vi	Cup
25-28	vii	Three-Fingered Cob
29-32	viii	Lilarose, the Amber Lake Angel
33-36	ix	Nagar the Mighty
37-40	x	Elramir Elihu
41-44	xi	Sodon Milt
45-48	xii	Scyllia Snow
49-52	xiii	Jilnara Peak
53-56	xiv	Jol Stonebeard
57-60	xv	Roma Be'lil
61-64	xvi	Fairweather Sal
65-68	xvii	Fidelity Larent
69-72	xviii	Federal Balderack
73-76	xix	Daron Felwister
77-80	xx	Green-Eyed Del
81-84	xxi	Rond
85-88	xxii	Sparrow
89-92	xxiii	Star-crossed Primm
93-96	xxiv	Atius Minch
97-100	xxv	Tsia Xianan

- i. **Turnen Blackblade** (male human bard) is a spy for hire masquerading as a wandering troubadour. He strums a mandolin while wearing a bright red cape and an oversized feather cap. He could have useful information for sale or could have been sent to infiltrate and observe the party by one of the characters' foes.
- ii. **Parimae and Niresse** (both female elves) are twins. Parimae plays the harp while Niresse dances. They are professional artists who have honed their craft for many years and are used to playing for noble crowds. They try not to mingle with common travellers.
- iii. **Elion Menel** (male elf) is the fourth son of an elven noble who fancies himself a poet. Morose and dressed in black, he is looking to emotionally suffer in order to improve his art, and he finds death incredibly romantic. Seeing adventurers as agents of death, he tries to follow them from a distance so that he might draw inspiration from their brutal actions.

- iv. **Kalie Wintrose** (female halfling) appears as a thin halfling just short of starving, dressed in repeatedly patched clothing. She is a desperate artist with a spark of talent who draws portraits with coloured chalks for a few coppers. If someone should choose to sponsor her, she has the potential to be a great artist.
- v. **Breela Gran** (female dwarf warrior) is a former seamstress who has recently taken on the life of a travelling songstress. With her hair in golden braids and a selection of fine costumes made herself, Breela tries to entertain with such self-written classics as "Thimble of My Heart" and "Cross-stitch Love." As of yet, fame has proved elusive.
- vi. **Cup** (male human) is an orphaned nine-year-old named for the copper cup he always carries. He tells tall tales and bawdy stories that he has picked from a short lifetime on the road or scavenging in taverns. He is an excellent liar with a good memory. He has the potential to become a bard, rogue or wizard if properly mentored.
- vii. **Three-Fingered Cob** (male human thief) is dressed in rough spun peasant clothing and has three days of stubble on his cheeks. Cob nimbly performs sleight of hand tricks despite missing two fingers from his left hand—punishment for making a nobleman's purse disappear. Audiences would be wise to keep their own purses well-guarded.
- viii. **Lilarose, the Amber Lake Angel** (female halfling thief), is dressed in a fine orange gown with attached gossamer wings. A renowned dancer, she moves elegantly with a practised smile as she hurries to her next engagement. In addition to dance, Lilarose is fascinated by arcane magic, and sorcerers, wizards or other spellcasters can quickly win her favour with a demonstration of their art.
- ix. **Nagar the Mighty** (male half-orc warrior) wears only well-worn trousers. A tattoo of a clenched fist covers his back, and the hulking man scowls at all who cross his path. He is a professional pugilist who performs feats of strength and combat to delight the crowds while emphasising a rough and cruel demeanour. In truth, his real name is Lonnell, and he is a gentle soul who paints watercolours and loves kittens.
- x. **Elramir Elihu** (male half-elf wizard) wears simple clothing cut to emphasise his well-sculpted chest. More attractive than talented, he makes liberal use of magical spells to improve his singing and storytelling performances. Always on the lookout for his next romantic conquest, some of his tales contain nuggets of truth that might be useful for interested adventurers.
- xi. **Sodon Milt** (male human bard) wears typical minstrel's clothing and has a feather cap and harp. He plucks his harp constantly unless it clearly begins to annoy his patrons. He weaves complicated stories that take great effort to follow and likes to pair with pickpocketing rogues (such as Three-Fingered Cob above) that can make use of his talent for distraction.

- xii. **Scyllia Snow** (female elf priest) wears voluminous, warm clothing, edged in fur, no matter the temperature, as if she expects a blizzard at any moment. Her eyes hold a far-off gaze, which she often directs skyward and rarely looks directly towards those around her. It is rumoured she has the ability to sing up weather, fair or foul, and many a farmer has paid her to bring rains or hold off the snows. She is cold, beautiful and aloof.
- xiii. **Jilnara Peak** (female human) is a talented singer the party overhears as she gathers water from a well or works in the field. She dreams of running away to become a famous bard but is unwilling to forgo the responsibility she feels towards her family. She is the eldest daughter of a local farmer and has six siblings who are often her charge.
- xiv. **Jol Stonebeard** (male dwarf warrior) wears all black clothing, and his beard is neatly braided and flecked with silver. A poet with a throaty voice, he is prone to composing romantic sonnets. He has a dry sense of humour that is often mistaken for a dour mien.
- xv. **Roma Be'lil** (female half-elf) is a smirking troubadour with a feathered cape and well-used lute. Roma offers a constant smile and chipper attitude to attentive crowds, no matter if they appreciate her efforts or not. She knows many popular tunes and plays for tips.
- xvi. **Fairweather Sal** (female human) is a former barmaid turned bawdy singer and still dresses the part. With her long red hair and ample bust, Sal has become quite a good comic as well, though her unrefined talents will never find their way to a noble's hall, they are always appreciated by the common folk.
- xvii. **Fidelity Larent** (female halfling) is a shy, quiet flutist with strong lungs and a true talent. She was raised as a travelling performer by her mother, Krosta, who achieved some small fame as a flautist, and she still possesses her mother's cherished flute. She lacks her mother's dynamic personality to be a travelling performer and might do better in a chamber orchestra.
- xviii. **Federol Balderack** (male dwarf) wears serviceable workman's clothes and would not appear the musician that he is, if not for the drums and cymbals he carries. Federol has a deep, gravelly voice and a good sense of rhythm. He specialises in rhythmic chants and beats and often performs to motivate workers who perform repetitive tasks. He prefers socialising with working folk over the artsy crowd.
- xix. **Daron Felwister** (male human) is always dressed in costume or disguise when first met. He is an expert make-up artist and costumer, useful for any theatre or circus and usually wears some prosthetic to look unique: horns, a large nose, a hunchback and so on. He enjoys surprising unsuspecting observers by hiding strange devices in his prosthetics to startle them with loud noises or gouts of flame.
- xx. **Green-Eyed Del** (male human bard) looks like your average travelling performer, complete with road dust and a mud-splattered cloak. Del gained his moniker from his intense emerald eyes, which stare deeply at you as he tells his tales. He prefers to involve the crowd as much as possible, tossing props into the audience or allowing them to add details to the story, which he extemporaneously blends into his tale.
- xxi. **Rond** (male half-orc) wears plain, functional clothing and is always accompanied by his animals. He trains dogs, birds and small primates in a variety of tricks which they perform for appreciative crowds. He is not above teaching his pets a few useful skills that might be used for shadier pursuits, such as pick-pocketing monkeys, fighting dogs or necklace-snatching weasels.
- xxii. **Sparrow** (male human) is a young boy with wide eyes. Dressed plainly and full of nervous enthusiasm, Sparrow desperately wants to be a famous performer. Unfortunately, he's not especially good at anything. He is a passable juggler and has an average voice. He has yet to find that spark where he shines brighter than others. At the moment, he hopes to attach himself to a theatre company, circus or roaming troupe in order to find the fame he craves.
- xxiii. **Star-crossed Primm** (female gnome illusionist) appears as an average minstrel with a fair voice and shiny mandolin. Unfortunately, Primm is cursed with a split personality that murderously rears its head if she is heckled by children. When her other personality takes over, Primm executes a complicated scheme to murder the badly behaved children's parents. So far, no one has pinned the murders on Primm, and indeed, good-hearted Primm, unaware of her other personality, is devastated that a string of brutal murders seem to follow her wherever she goes.
- xxiv. **Atius Minch** (male human) is dressed in an old but fine suit with tails and hose. He is a skilled orator who adopts whatever local cause is at hand. Mobilising the people with the fiery speeches of a demagogue, Atius often promotes violence until the establishment pays him to move on. The characters may make good scapegoats or allies to his latest cause.
- xxv. **Tsia Xianan** (female human bard) is a trained courtier and expert in flower arranging. Ever polite and dressed in the silk robes of her far-off homeland, she defers to whatever the customer wants but has a sense of colour and skill with flower arranging that can evoke nearly any desired emotion in the viewer. Many eateries or public houses catering to the rich often employ her skills to subtly influence their clients with her near-magical talents. Her talents are much in demand.

MERCENARIES, SELLSWORDS & FREEBOOTERS

In most settings, skill with a blade is a valued skill and is always in demand. The characters likely meet many mercenaries on their travels—perhaps some will join the party if the pay is good. Use this list to determine who they meet.

D%		TRAVELLER
01-04	i	Ytor Pense
05-08	ii	Gryqo
09-12	iii	Dalat Thunderock
13-16	iv	Handsome Fess
17-20	v	Dame Lenailia Pibnius
21-24	vi	Brithe
25-28	vii	Captain Millibom Darkwater
29-32	viii	Bre'al Speardotter
33-36	ix	Carek Mallen
37-40	x	Old Pon Stouthammer
41-44	xi	Lightning Haln Amenith
45-48	xii	Chelyna
49-52	xiii	Acelia Trinkt
53-56	xiv	Alaria Brightdawn
57-60	xv	Alatariel
61-64	xvi	Appleseed Puc
65-68	xvii	Sir Kalis Angelstar
69-72	xviii	Xa Ne
73-76	xix	Duc Lloliwhal "the Many Coloured"
77-80	xx	Captain Shiel Krintz
81-84	xxi	Smithwhick Vandergooggin, Adventurer Extraordinaire
85-88	xxii	Twip and Pip Halanzo
89-92	xxiii	Watchman Quarrells
93-96	xxiv	Geda
97-100	xxv	Beeks

- i. **Ytor Pense** (male human veteran warrior) is a hedge knight who wears dented plate and rides a barded warhorse. His shield bears a black and blue chequy with a large yellow star in the upper left quarter. He is a serious man who has been hired to find a half-orc, former soldier and murderer named Gryqo (see ii) and interrogates the characters about whom they have seen on their travels.
- ii. **Gryqo** (male half-orc warrior) is a former soldier wanted for the murder of his commanding officer. He is dirty and frightened, nervously looking over his shoulder. If the characters question him, he says a man named Ytor Pense (see i) murdered his family and is now after him. If the characters cross paths with Ytor, he asks them not to reveal his whereabouts or direction of travel.

- iii. **Dalat Thunderock** (male dwarf veteran warrior) has no left arm, having lost it at the elbow in a long-ago battle. He is dressed in chain armour and carries a many-notched battleaxe on his back. Dalat has no sense of right or wrong and is looking for any way to get ahead. While he quickly sizes up the characters as being too strong for him to attack, he offers to join them in hopes of robbing them in the future.
- iv. **Handsome Fess** (male half-elf ranger) is a young charismatic archer, and sometimes outlaw, wearing worn, mismatched finery. He is a good singer and flirts with attractive female characters. He enjoys life immensely and is looking for his next experience and some coin to purchase it. Fess died and was raised from the dead three years ago through the charity of friends. Characters carting a dead friend to a nearby temple or hoisting a pint to the memory of a deceased friend find a sympathetic ear in Fess who offers to contribute a few gold or buy the next round.
- v. **Dame Lenailia Pibnius** (female human warrior) wears a breastplate covered in a tabard displaying her colours: a red dove on a field of blue. Her short brown hair is held in tight braids such that she can wear a great helm without problem. Lenailia is a loyal soldier to whatever country or lord whose lands the characters travel through and is of noble birth, with her family having a long history of martial service. She carries her father's longsword, *Unyielding Fidelity*.
- vi. **Brithe** (male human) is dressed as a courier and rides a skittish bay mare. Brithe is nervous as this is his first solo ride, and he tries to avoid the characters unless they hail him. If he is approached, he tries to keep a few yards of space between himself and the nearest character in case he should have to run. Brithe is unarmed and has a satchel full of letters.
- vii. **Captain Millibom Darkwater** (male halfling warrior) is dressed in a long blue coat with gleaming brass buttons. A bright red sash belts around his waist, and a large hat tops his head. The leader of a band of pint-sized smugglers, Captain Millibom is a gentleman's bandit with a sense of honour. He has no wish to harm anyone and prefers to avoid entanglements with the law.
- viii. **Bre'al Speardotter** (female human veteran warrior) wears a fur-covered chain shirt and carries a silvered spear and a shield displaying a roaring green dragon's head stuck on a bloody spear. Bre'al is a lusty fighter with a love for battle, song and ale. She mocks those who drink wine as weak nursemaids not worthy of being called warriors.
- ix. **Carek Mallen** (male human warrior) is new to the mercenary life. His studded leather armour looks new, and his mace and wooden shield have neither device nor battle scars. He is hoping to become a rich mercenary and quietly attaches himself to more experienced soldiers, hoping to learn the trade by observing them.

- x. **Old Pon Stouthammer** (male dwarf veteran warrior) is a solidly built dwarf of two centuries. The veteran of a dozen conflicts and house guard to nearly a dozen different families in his career, Pon has gathered enough coin to live comfortably but, with no children, seeks to pass on his advice and legacy. He carries *Skullhammer*, a magic warhammer graven with dwarven runes of battle. If someone could prove their worth as a soldier, he might pass the weapon on to them.
- xi. **Lightning Haln Amenith** (male half-elf ranger) wears a blackened chain shirt and sports two well-used short swords. He is fast and deadly and dislikes goblins. He has a sly grin and a wicked tongue but can be stealthy when needed. He is skilled in dungeoneering and murder and can be hired for the right price. He is trustworthy (to an extent) but suffers from wanderlust and rarely stays in one place long.
- xii. **Chelyna** (female half-elf druid) is never far from a pack of rambunctious hounds she treats as family. A skilled mistress of hounds, she makes an excellent trainer of animals for both hunting and war. Her quiet, angry personality and lack of regular bathing prevent her from socialising with humanoids much, which is just as she would have it.
- xiii. **Acelia Trinkt** (female gnome thief) is a tinkerer specialising in security. She can build a pit trap or design a vault or tunnel under a wall. Dressed for work in small, tight, dirty places where battle is likely, her talents are in demand both by noble lords protecting a castle and generals laying siege to one. With large, thick glasses, Acelia is friendly and used to the company of other soldiers more than polite society.
- xiv. **Alaria Brightdawn** (female human paladin) rides forth, clad in plate, on a shining white destrier. At the behest of her church, she searches for a group of prophesied heroes who are supposed to save the world from a dire threat. She is direct and focused on her task.
- xv. **Alatarial** (female elf assassin) skulks nearby, wrapped in an ebon cloak. She is a contract killer, and one of the characters resembles her target, or they are on their way to meet her target.
- xvi. **Appleseed Puc** (male halfling fighter) is a young watchman walking his beat. An expert with a crossbow, Puc earned his nickname from his love of apples. If prodded, he entertains the characters by tossing his apple high in the air before piercing it with a bolt.
- xvii. **Sir Kalis Angelstar** (male human veteran warrior) is dressed in shining plate armour covered in a white tunic displaying his device of crossed swords over a pair of feathered wings. Sir Kalis is a haughty nobleman and knight who is conscious of social proprieties and expects others to do the same. Uncouth travellers draw his scorn, and he avoids them at all costs.
- xviii. **Xa Ne** (male human monk) is an ageing foreigner with patchy white hair and eyes clouded with cataracts. With only a simple robe and a staff to lean upon, Xa Ne is in search of a student. He left his homeland after his last student brought great dishonour to his school by murdering a rival student.
- xix. **Duc Lloliwhal "the Many Coloured"** (male half-orc veteran warrior) is wrapped in dozens of different coloured scarves and sports several jewelled rings, necklaces and earrings. He uses the scarves and jewellery as a distraction to conceal many different blades about his person. Rakish and flamboyant, Duc is always on the lookout for his next adventure. If none are at hand, a fine wine will have to do.
- xx. **Captain Shiel Krintz** (male human warrior) is a tired captain returning home. If he sees obvious adventurers, he crosses the street to avoid them, as he knows such folk always cause trouble, and he wants nothing to do with it.
- xxi. **Smithwhick Vandergooggin, Adventurer Extraordinaire** (male gnome thief) is actually not all that adventurous. An expert in locks and traps, Smithwhick prefers to have safes or locked chests brought to him. If hired, he considers entering a dungeon to ply his trade, but only after it has been cleared out. He owns a pair of magical gloves that give him the trapfinding ability of a much more skilled rogue and allow him to disable magical traps.
- xxii. **Twip and Pip Halanzo** (both male halfling warriors) are identical twins who have honed their fighting style to work together. To confuse foes, they dress alike and wear beards trimmed in the same style. They wield identical wickedly sharp short swords.
- xxiii. **Watchman Quarrells** (male human warrior) is an unpleasant, rotund man with food and sweat stains on his uniform. He approaches the characters with threats of jail for fabricated offences they obviously didn't commit in hopes of getting a bribe.
- xxiv. **Geda** (female dwarf warrior) is a stout woman who strongly dislikes elves. With a plain appearance and no particular vocation, she moves from inn to inn, earning coins arm-wrestling drunken louts or winning other tavern contests. If she is near an elf during a barroom brawl, she is sure to send at least one stool or mug towards "the pointy-eared flower muncher."
- xxv. **Beeks** (male Birman thief) cuts a distracting image: a man-sized crow dressed in brightly coloured clothing decorated with hundreds of ribbons and shiny baubles. With no self-control, Beeks runs from one glittery jewel to the next highly polished gold plate, all of which he tries to good-naturedly stuff into his pockets. Beeks is an uncontrollable whirlwind of chaos and thievery that only slows if physically restrained. Even then, Beeks is confused, rather than contrite, assuming if you wanted the shiny thing, you would never have left it locked in that chest, inside a vault, behind those wards, where he could so easily get at it. When encountered, Beeks is being chased by at least one city watchman (use Appleseed Puc or Captain Shiel Krintz above).



TUNDRA

TUNDRA

With near-perpetual subzero temperatures and a short growing season, the tundra can seem like a barren, lifeless place. However, for brave adventurers, the tundra is studded with opportunities—crumbling ruins, hidden caves and the leavings of elder civilisations all await discovery.

MINOR TUNDRA EVENTS

Many minor events of interest can occur while the characters explore the tundra.

D%	MINOR EVENT
01	Cold wind blows from the north, chilling the characters and their mounts.
02	The howling of a distant wolf pack reaches the characters' ears.
03	Dark clouds hover low in the sky and threaten to unleash a snowstorm.
04	Wan sunlight breaks through the dark clouds to bathe the tundra in pale yellow light. The temperature does not increase by any noticeable degree, however.
05	A v-shaped formation of birds flies over the group, heading west.
06	A flurry of snow falls, driven by a gentle wind.
07	A thin trickle of smoke—perhaps a campfire—rises from amid a small stand of trees.
08	A dense cloud of black smoke hangs on the horizon; somewhere, something large is burning.
09	A large bear shambles into view several hundred feet away. It ignores the characters unless they get within 50 feet of it.
10	A shaft of sunlight breaks through the clouds to glint off something lying just out of sight.
11	A thin, cold mist clings to the ground and coils around the characters' ankles.
12	White clouds drift across the sky, their shadows sliding across the ground as they pass.
13	The temperature suddenly plummets for no obvious reason.
14	Thick white clouds gather on the horizon, quickly piling up high into the sky.
15	The still waters of an ice-fringed pool reflect the sky above; animal tracks mar the ground around the pool.
16	The loud drumming of hoofbeats fills the air; a large group of mounted travellers is nearby.
17	Rabbits play amid the frost-riddled grass.
18	A flash of movement comes from the crest of a nearby ridge; what lurks beyond?

19	The endless grass of the tundra sways gently in the ever-present breeze.
20	High, snow-covered hills comprise the horizon. Fog and clouds wreath the hills.
21	Freezing mist fills the hollows and depressions pockmarking the tundra. As the temperature falls, the mist begins to ooze forth.
22	A few birds wing their way overhead.
23	A skinny white fox slinks across the tundra, looking for food.
24	Brilliant sunlight blazes down over the tundra from a cloudless sky. The sun is not strong enough to actually thaw anything, though.
25	A small herd of bison crop the sparse grass several hundred feet away.
26	Blinding sunlight reflects off the snow and ice to dazzle the characters.
27	Off to the right, something catches the sun and flashes into the characters' eyes.
28	A gentle breeze caresses the characters' faces and plucks at their cloaks.
29	Overhead, a v-shaped formation of geese gracefully flies west.
30	Gusts of wind pick up a smattering of snow, creating snow devils that weave and dance about the tundra before collapsing.
31	Rabbits play amid the frost-riddled grass; a lurking fox pounces and the rabbits scatter.
32	Thick mist oozes over and down a range of hills straddling the horizon.
33	The smell of rotting flesh hangs in the air.
34	Light wind blows wisps of snow into the party's faces for an hour.
35	A faint rainbow hangs in the sky on the horizon; the characters are heading straight for it, but it disappears after only ten minutes.
36	The air grows cold, and the characters can see their breath in front of their faces.
37	A single wolf regards the party from a slight hillock. It flees if attacked.
38	The snow and ice covering the tundra sparkle invitingly in the strong sunlight.
39	A gigantic hound wearing leather barding approaches the party. The dog is alone and hungry. It is friendly if treated well.
40	The wind changes direction on an hourly basis as if it is trying to discover the best direction from which to assail the party.
41	A strange light glimmers high up in the sky.
42	A group of ten riders appear on the horizon, moving parallel to the characters. They disappear after an hour.

43	A bear and two cubs fish in the slow-moving waters of a wide and sluggish river. The mother ferociously defends her cubs.
44	A bird pecks at the frozen ground.
45	A large bear, followed by two young, ambles across a distant rise.
46	One of the party, or their mount, stumbles and trips in an unseen hole hidden amid the grass.
47	Pristine, unbroken frosty ground extends as far as the eye can see.
48	The faint sound of wailing pipe music drifts across the otherwise silent tundra.
49	A thin trail of smoke rises from the chimney of a small wood cabin.
50	An angry hermit shouts at the party to "go away".
51	A herd of bison wander across the party's path.
52	Mist rises from the frigid waters of a shallow lake.
53	The temperature is much lower than it should be.
54	The roar of a huge predator shatters the quiet.
55	A bloody bandage flutters on a bush's thorns.
56	The temperature is much higher than it should be, and some of the ice and snow begin to melt.
57	A thin trail of smoke rises from an abandoned fire.
58	Dark clouds gather over the tundra and eventually unleash a torrent of snow which lasts overnight. By dawn, a full foot of snow has fallen.
59	Even after daybreak, the moon hangs low in the sky. It returns hours before dusk.
60	Ice-cold fog issues down from distant mountains to creep slowly across the tundra.
61	A moose crops at the scraggly grass.
62	A white fox noses its way across the tundra.
63	With a crack, a snow-covered tree topples over.
64	A half dozen distant figures trudge slowly across the tundra.
65	The distant creaking of wagon wheels and the faint drum of hooves herald the approach of another group of travellers.
66	Light snow falls over a part of the tundra, lying in the characters' path.
67	Dark clouds obscure the sun; deep gloom cloaks the tundra.
68	A character gets the feeling of being watched.
69	As #64 but the figures are giant-sized.
70	A horse trots into view, its rider slumped in the saddle. Investigation reveals three arrows jutting from the rider's back.
71	Silence reigns; even the endless wind stills for a few moments.
72	Distant birdsong fills the air.

73	A vaguely castle-shaped cloud drifts across the sky; it is heading directly for the party.
74	A rotting sack caught on the thorns of a low bush flutters in the breeze.
75	A short, bald madman screams obscenities at the party before running away.
76	A small avalanche rolls down a distant hill.
77	Lights flash atop a tower standing atop a high hill.
78	A shooting star blazes its way across the sky.
79	A faint miasmic stench blows over the party.
80	A narrow stream oozes across the party's path.
81	A scrap of parchment—perhaps bearing a map—blows past the party.
82	An eagle soars over the party.
83	An oddly warm breeze caresses the party.
84	A shrub's branches rustle, but there is no wind.
85	Wisps of pollen swirl about in the breeze.
86	A faint rumbling sound echoes across the tundra.
87	A horse dragging its rider's body behind it comes into view. The dead rider's left foot is entangled in a stirrup.
88	The wind drops to nothing; silence fills the still air.
89	The entrance to a mine gapes from a hill's flank.
90	Black flies buzz about a rotting wolf's corpse.
91	A solar eclipse plunges the tundra into darkness.
92	The wind blows snow from a nearby tree to dust a hitherto unseen invisible form standing below it.
93	Hail falls about the party; luckily, the hailstones are not big enough to cause injury.
94	Light snow falls all day.
95	The ground shakes almost imperceptibly beneath the characters' feet.
96	Savage winds howl across the steppe, creating clouds of billowing snow ripped from the ground.
97	A huge white scaly beast soars high over the party's heads. The beast—a dragon—may or may not investigate the party.
98	A hailstorm pounds the tundra; some of the hail is as big (and as hard) as sling stones. Unless the party quickly find shelter, they each suffer 1d4 bludgeoning damage every ten minutes.
99	Thick dark clouds sweep down from the north and unleash heavy snow that falls at an alarming rate. Within an hour, the ground is blanketed.
100	A translucent figure fades into view, hovering over a small pile of heaped stones which looks suspiciously like a burial cairn.

TUNDRA DRESSING

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	MINOR DRESSING
01	The hard ground is frozen solid, and frost coats the sparse grass and low shrubs.
02	A small stand of trees huddles in the lee of a low, treeless hill.
03	The tracks of a large four-legged creature—a bear—wind through the frost and ice.
04	Small burrows pierce the side of a steep bank.
05	A small snow-dusted wood fills a narrow river valley, cutting across the characters' path.
06	The burnt-out remains of a hamlet of simple huts huddles in the sheltered crease between two hills.
07	This slight rise dotted with wildflowers provides excellent views of the frozen tundra stretching endlessly in every direction.
08	The jagged ruin of a watchtower stands stark atop a crumbling escarpment.
09	Vividly green moss grows over a swath of exposed black rock.
10	A wide, shallow river cuts through the tundra; the characters can easily find a fording spot.
11	Boulders—some small and some the size of horses—dot the ground; sparse grass grows between the moss-covered stones.
12	This trail is worn into the tundra and is slightly sunken compared to the surrounding landscape.
13	Yellow grass dotted with hardy wildflowers grows across the steppe.
14	Frozen puddles dot the ground; their ice cracks and breaks if anyone stands on them.
15	To the east, the land drops into a sheltered tree-filled depression. Snow covers the trees.
16	Smokes rises from the chimney of a lone hut standing by a slow-flowing river.
17	A few spaced-out fir trees stand stark against the white, frosty surroundings.
18	A fire pit filled with nothing but ash lies behind a slight rise. Crushed grass shows where a tent recently stood.
19	Three long piles of earth—which look suspiciously like fresh graves—stand a little way off the trail.
20	The frost-covered bones of some huge creature lie scattered about the area; the bones are part-buried; they have been here, likely, for literal ages.
21	A small herd of bison crop the sparse grass several hundred feet away. The herd stampedes if approached noisily or quickly.

22	The iced-over water of a small pool fills a natural hollow. A perceptive character spots the frozen body of a human at the bottom of the pool. Their hands have been bound.
23	A single red flower—its blossom the size of a small bush—grows amid the frost and snow. It is visible from quite some distance.
24	A large splotch of crimson mars the otherwise white ground. Something bled and died here.
25	A standing stone—moss-covered and wind-worn—juts skyward from atop a low mound.
26	Small holes dot the tundra; it is as if someone has been digging for buried treasure.
27	The tracks of a large herd of creatures—bison—cut a wide, muddy swath across the otherwise pristine tundra.
28	Stunted shrubs stud the grass-covered plain, extending illimitably toward the horizon.
29	A single huge fir tree breaks up the tundra's monotony; it is visible for miles.
30	Four barrow mounds rise from the featureless tundra; wildflowers and stunted bushes grow on and around the mounds.
31	A swath of yellow and red wildflowers breaks up the monotony of grass and bush.
32	Thick snow covers the ground and cloaks the nearby bushes and shrubs in a shining white veil.
33	Some of the ground has thawed; small patches of mud dot the tundra.
34	A swath of thick, glutinous mud bars the characters' path. If the party pushes on, they get exceptionally muddy.
35	Weed-covered spoil heaps flank the entrance to a small abandoned mine.
36	A twisting network of narrow trails cut through this section of tundra.
37	Thorny bushes grow thickly in a sheltered hollow. A burial cairn rises from the centre of the patch.
38	An old wagon lies on its side at the bottom of a gentle slope. Arrows stud the rotting wagon, and the bones of three humans lie nearby.
39	A tiny natural spring oozes from the side of a low rise, transforming the nearby land into a part-frozen marsh.
40	The bones of a half-dozen bison lie scattered about the nearby ground. Investigation reveals signs of skilled butchery on the bones.
41	An arrow juts from the tundra's sparse grass. If the characters look about, they find another four such missiles in the vicinity.
42	A rotting, lumpy sack lies on the ground; something moves within.

43	A once-deep, roughly circular ditch has been dug around a small mound overlooking the tundra. The ditch is old; in places, parts of its bank have collapsed into the ditch.
44	The stumps of a small stand of trees struggle above the snow. A rudimentary wood shack stands at the centre of what was once a stand.
45	A cloud of black flies feast on the arrow-festooned rotting corpse of an immense bear.
46	Blue and yellow flowers dot this south-facing slope. The grass here is lush and more verdant than in other parts of the tundra.
47	Pristine, unbroken frosty ground extends as far as the eye can see. There are no tracks anywhere.
48	A rotting spear lies amid a small patch of grass.
49	Wolf droppings cover the ground.
50	A collapsed tent partly covers an old fire pit.
51	A fallen tree has been caught by its neighbour's thick branches. The space below the tree is a good natural shelter.
52	Three gold coins glint invitingly from atop a low, flat boulder.
53	A narrow stream oozes across the party's path.
54	Deep snow covers this swath of tundra; the party's progress slows to a crawl.
55	Here, the frozen ground is as hard as iron.
56	Green lichen and moss grow across an expanse of bare grey rock.
57	Yellow wildflowers dot this part of the tundra.
58	A swath of low-lying peaty ground stretches before the party.
59	A mostly collapsed cabin stands by a lake, filling the fold between two ridges.
60	A sea of boulders stretches from the mouth of a low valley; some of the boulders are massive.
61	A frozen stream cuts across the tundra; it is not deep or wide and is easily crossed.
62	A low wall of dry stone encircles the ruin of what was probably once a farmstead or hunting lodge.
63	A bridge comprising a single flat stone spans a frozen stream.
64	A wagon wheel—splintered in two—lies amid the waving grass.
65	A wooden sign with an arrow carved into it points back the way the characters have come.
66	Dung—containing splintered bones—from some huge flying predator forms a ragged line of splats across the tundra.
67	The snow on a distant range of hills glimmers in the wan sunlight.
68	The air is cold, and the characters' breath is visible.

69	A frozen river winds its way across the tundra. The ice is not thick and breaks if anyone tries to cross.
70	Bizarrely, a pile of wooden furniture stands in the middle of a desolate stretch of the tundra.
71	An old campsite, obviously used by scores of travellers, straddles the shore of a small lake.
72	A tor of lichen-encrusted rock rises from tundra.
73	A raised bank of earth cut through the tundra for miles; grass and small shrubs grow over the bank.
74	The trail takes a wide detour around a patch of boggy, part-frozen, low-lying ground.
75	A feeling of utter desolation fills the air.
76	Sunlight streams down to strike the side of a hill, creating shadows on the hill suggestive of a skull.
77	The entrance to a mine gapes from a hill's flank.
78	Deep snow covers this part of the tundra.
79	A small herd of shaggy-fleeced sheep crop the grass; a shepherd and his dogs watch over them.
80	A column of piled stones stands by the trail.
81	A black swath of tundra shows where a fire blazed.
82	White rabbits play amid the frost.
83	Dark clouds hang over one part of the tundra.
84	Snow falls behind the party.
85	An abandoned book lies open on a flat stone.
86	A shimmering orb of blue energy hovers in the air.
87	A grinning skull sits atop a flat, mossy rock.
88	The wind has blown the snow into deep drifts.
89	A boulder has a shape suggestive of a dog's head.
90	The peaty ground is surprisingly boggy and soft.
91	An odd light hangs in the sky on the horizon.
92	Track of a lone bison cut across the tundra.
93	Slick unstable rubble covers the ground.
94	A line of old and faded fluttering banners denotes a boundary of some sort.
95	A throne-shaped boulder overlooks the trail.
96	Deep snow covers the tundra.
97	Mournful wailing fills the air.
98	The ruin of a hamlet straggles over the sheltered side of a high, rocky hill. Many skeletons lie amid the ruin, suggesting a violent end to the place.
99	Two gigantic statues stand amid a ruin. (See "Random Tundra Encounters" #8 for more details.)
100	A ruined tower stands on a small island amid a frozen lake. The vampire Sharnak lurks within. (See "Random Tundra Encounters" #9 for more details.)

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	The characters see no one and nothing this day; the endless tundra is their only companion.
06-10	The characters crunch their way through the endless tundra without incident or encounter.
11-15	Light snow falls all day, but it is not enough to slow the characters' travel.
16-20	The party cross three minor rivers during the day, which slows them as they must find easy places to cross if they don't want to get cold and wet.
21-25	The party pass through a swath of frozen marsh during the morning and regains higher ground after midday. The marsh does not slow their pace.
26-30	A light snow flurry around midday is the only excitement this day.
31-35	The monotony of the tundra is broken only by the occasional tree or migrating bird. The characters are alone all day.
36-40	Boredom and cold are the characters' only companions on this long, arduous day of travel.
41-45	The characters travel over a small range of hills and have to slog their way through snow-choked valleys. They end the day exhausted and cold.
46-50	The wind blows all day into the characters' faces as if it tries to stymie their advance.
51-55	Light snow falls in the morning, and the temperature plunges in the afternoon.
56-60	Bright sunlight caresses the tundra all day, but the temperature does not rise high enough to melt any of the snow and ice.
61-65	As dusk falls, the characters hear the howls of distant wolves; this is the most exciting thing to happen all day.
66-70	Drifts of snow slow the party's progress all day.
71-75	The characters discover the frozen shores of a lake and detour around it; this takes most of the day.
76-80	The party discovers the days-old tracks of another –larger– expedition, but they do not encounter the expedition itself.
81-85	Light wind blows wisps of snow into the party's faces during the afternoon. By night, a faint mist has begun to gather.
86-90	A wide river bars the party's path; they spend the day finding an easy fording spot.
91-95	Birds are the characters' only companions this day.
96-100	Numbing cold and monotony are the party's travelling companions this long day.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D%	CAMPSITE
01-05	An abandoned cabin standing in the shadowy depths of a stand of trees provides ample shelter.
06-10	A narrow swath of woodland huddles against a ridge of exposed black-veined rock.
11-15	This ice-bound river has cut a sheltered gorge through the steppes.
16-20	The jagged ruin of a watchtower standing stark atop a crumbling escarpment provides both shelter and excellent views.
21-25	Caves pierce the walls of a low, wide river valley. Old signs of long-term habitation are dotted throughout the caves.
26-30	A treeless valley leads down to a wide hollow mostly filled with a frozen lake. Small caves pierce the valley's walls.
31-35	Someone has dug several flat indents into the side of a low rise. The holes are big enough for normal-sized tents.
36-40	The ruin of a small hamlet stands hard against a shallow, winding river. Shelter lies within the ruins.
41-45	A stand of stunted fir trees grows along the bounds of a small hill.
46-50	A small stream breaks ground in a natural fold between two low hills.
51-55	A flat swath of ground bears the scars of several campfires set in a broad ring.
56-60	A broad, low cave mouth pierces the side of a craggy hill. A ruined tower stands atop the hill.
61-65	A jagged menhir, perhaps 30 feet tall, stands in the centre of a small hollow. Old tracks cover the surrounding ground.
66-70	A flat swath of grassy riverbank, sheltered by a small rise, provides a quiet site to camp.
71-75	A deep, waterless riverbed of flat stones and gravel provides a sheltered site to camp.
76-80	A small wood of fir trees huddles against a range of low hills. Plentiful firewood and shelter lie under the woodland's snow-covered boughs.
81-85	Two small frozen pools lie next to a pile of frozen piled earth. A narrow strip of land between the two pools is easily defensible.
86-90	Incongruously, four large boulders lie touching each other in a straight line. Their lee provides shelter from the savage wind.
91-95	An abandoned wagon lies on its side at the bottom of a slight slope.
96-100	Stunted fir trees line the bank of this wide river.

RANDOM TUNDRA ENCOUNTERS

D12	CREATURES	NOTES
1	Zombie (1)	This rag-clad zombie wanders the tundra. If it spots the party, it shuffles toward them, moaning.
2	Grizzly bear (1)	This bear is looking for food. It will not approach large parties, but if it comes across one or two characters, it may attack.
3	Wolves (6)	Hunting for prey, this wolf pack comes across the scent of the party in the early morning and follows the party all day. The characters may not realise they are being tracked. The wolves close in at dusk and attack lone travellers or stragglers.
4	Graz (doppelgänger)	Graz is miserable. He attached himself to a caravan heading to a nearby city. A snowstorm shattered the caravan, and one by one, the survivors died. He is the last. When he encounters the characters, he is in the guise of Enem Landil, a guard, but is near death through hunger and exposure. If the characters help him, he behaves himself and does not probe their thoughts. If the characters help him reach civilisation, he is eternally grateful and could pop up in the future—in a different guise—to help them
5	Ghost (1)	Driven mad by long solitude and a terrible death, this ghost is irredeemably mad. It attacks anyone coming within 100 feet of its bones. It has existed thus for a century or more.
6	Will-O'-Wisp (1)	This ancient and feeble will-o'-wisp inhabits a stretch of dismal frozen marsh dominating the shallow bowl-like swath of low-lying ground surrounding a lake studded with two islands. Ruins on one of the islands may entice the characters to investigate.
7	Yeti (1)	Come down from the nearby hills searching for food this cunning predator hides in the nearest depression or bank of snow and waits for prey to blunder within reach. With a roar, it bursts forth!
8	Stone golems (2)	This pair of gigantic statues carved to depict frost giants stand amid the ruin of a once mighty hall. Now all that is left is the statues and a series of low, crumbling walls. The golems animate at midnight to slay any daring to rest in the ruins. A hidden sepulchre lies beneath the hall.
9	Sharnak (male human vampire)	A ruined tower set on a frozen lake serves as the lair of this vampire. Now starving, he does not range far from his frozen demesne. If he sees a campfire, he flies forth in the guise of a bat to prey upon those foolish enough to camp near his home. He prefers to feed upon a sleeping victim and retreats to his ruined home once he is sated.
10	Frost giants (2)	These frost giants have come down from their frozen home to wander the tundra in search of fun and food. They are searching for a herd of bison they saw earlier. The homicidal pair are brothers and, while irredeemably evil, are loyal to each other.
11	Remorhaz (1)	The terrain around the remorhaz's lair features many strange tracks and spots of strangely snow- and ice-free ground. The creature lurks in the mouth of its cave, which is burrowed into the side of a hill, watching for food. The beast's home is labyrinthine and filled with the bones and leavings of its many meals.
12	Ezekinel (female adult white dragon)	Ezekinel dwells in a cave hidden behind a frozen waterfall. She often soars high over the tundra, looking for food and fun. She is a cunning, malicious creature who loves to terrorise her prey. Sometimes she trails groups for hours or days before striking. At heart, Ezekinel is cowardly and flees if reduced to under half hits points. In such an instance, she retreats to her lair, where she nurses her injuries and plots her diabolical revenge.



UNDERWATER

UNDERWATER

To most surface-dwellers, the ocean's depths are a harsh, unforgiving place. But for those able to breathe underwater, glimmering treasures, terrible creatures and heroic adventure await.

MINOR UNDERWATER EVENTS

Many minor events of interest can occur while the characters explore underwater.

D%	MINOR EVENT
01	A dark shadow on the surface glides over the party's heads.
02	A single fish swims past the party.
03	A school of fish swims above the party.
04	Fronds of long, green seaweed sway lazily in an invisible ocean current.
05	Bubbles rise from a small hole in the ocean floor.
06	A wide patch of flotsam (or jetsam) bobs on the waves above the party's heads.
07	This patch of water is colder than the surrounds.
08	This patch of water is warmer than the surrounds.
09	A strong current marks its course by stirring up the silt on the ocean floor.
10	Pieces of ripped and torn seaweed drift slowly through the party.
11	Crabs scuttle about on the sandy ocean floor.
12	The dull thud of a distant underwater explosion rolls over the party.
13	A shark cruises overhead; it is uninterested in the party and only attacks if provoked.
14	Chunks of gnawed-on flesh drift down from above; a school of small fish nibble at the meat as it falls to the ocean floor.
15	Rain falls on the surface; the faint sound of it reaches the characters' ears.
16	Above, a ship glides over the party's position, plunging them momentarily into gloom.
17	At the extent of their vision, the characters glimpse two scaly humanoids swimming away quickly.
18	A school of multi-coloured fish darts about the characters. Suddenly, they vanish; a large shadow overhead heralds the arrival of a shark.
19	Organic matter rains down on the seabed—above fish worry a whale's yet floating corpse.
20	Two dark shadows—a pair of caravels—pass over the party.
21	Darkness shrouds the party and their surrounds; above lies a huge patch of free-floating seaweed.

22	The bloated corpses of a scaly humanoid and an elf—locked in a final, violent embrace—float past the characters.
23	Legions of crabs scuttle about the seabed.
24	A small fish swims right up to one of the characters and looks them directly in the eyes.
25	A cloud of silt billows up from the ocean floor; something disturbed it—but what?
26	A multitude of crabs are all scuttling off in the same direction.
27	Columns of bubbles rise from an extensive network of holes piercing the seabed.
28	There are no fish whatsoever in the surrounds; their absence is odd.
29	The rotting corpse of a gigantic crab lies on the seabed; beyond its shell and pincers little remains. Small crabs pick over the remains.
30	Shards of light coming from above pierce the ocean's depths—fish swarm about the light.
31	A huge crab battles a small shark that is trapped in one of its claws. A cloud of blood and silt fills the surrounding water.
32	A dark shape lurks at the extent of the party's vision. The shape follows the party.
33	The sound of whale song reverberates through the ocean for hours.
34	A shark trailing blood and grasping something in its jaws swims past the party. It ignores them.
35	Two dolphins and their calf glide past the party. The youngster might get curious and investigate the party.
36	A shredded jellyfish sinks slowly to the ocean floor.
37	A kelp forest blankets the ocean floor, and its fronds wave gently in the current.
38	A crossbow bolt flies past the party. It lands on the seabed and kicks up a puff of silt.
39	A huge jellyfish floats over the party.
40	A vast school of fish passes over the party. The school is so big it casts a shadow over the group.
41	Three large whales swim serenely below the character. They are herbivores and do not bother the characters if they do not bother them.
42	A great white shark swims over the party. It ignores the group—blood is in the water a mile ahead.
43	The bloody remains of a large fish drop past the party toward the ocean floor.
44	A fish swims straight into a character's face.
45	One of the characters gets the uncanny sensation that they are being watched.
46	A curious shark begins to trail the party; it stays about 200 feet away until blood gets in the water.

47	An inquisitive whale follows the party.
48	A vast swarm of jellyfish fills the water. Most of the creatures are small and docile, but several much larger and far more dangerous specimens lurk within the group.
49	Two huge whales pass over the party.
50	A fleet of vessels passes overhead, creating a succession of large shadows that glide across the ocean floor.
51	The remains of a huge jellyfish float downwards. Poison yet lurks in its arms.
52	Blood fills the water; nearby, three sharks savage a whale's corpse.
53	Heavy rain lashes the ocean; the sound of it penetrates the depths.
54	A tiny jellyfish floats past the party.
55	A sodden yellow cloak drifts downwards.
56	Long kelp strands quest upwards from a thick bed.
57	Sunlight streams downward from the surface, creating columns of light.
58	A crossbow bolt flashes past the party.
59	The characters cross a strong current, which slows them for a few hundred feet or so.
60	A strong current flows in the direction the party want to go; their movement rate doubles.
61	A strong current flows in the opposite direction to the party's line of travel, halving their speed.
62	A lone shark comes to investigate the party; it is not hungry and does not attack.
63	The still water is much colder here.
64	A dolphin comes to investigate the party; if they are in trouble, it leads them to the nearest land.
65	A strong current stirs up the silt on the ocean floor. The current is sporadic; it comes and goes.
66	A faint glimmer of light emerges from a dark cave.
67	A long blue and yellow sea snake wriggles past the party. It ignores them.
68	A loud hissing sound reaches the party's ears.
69	A billowing silt cloud washes over the party.
70	Large bubbles rise ominously from a gaping black hole in the seabed. The bubbles stop as the party gets closer.
71	A small fish swims straight into the mouth of an unlucky character.
72	Faint lights glimmer in the distance—are they bioluminescent fish, or are they the light sources of other intelligent delvers?
73	A dull rumbling sound washes over the party. It comes from some unknowable location far away.
74	Bubbles rise from a vent in the ocean floor; here, the water is warmer than it should be.

75	A curtain of silt from which waving kelp tendrils emerge obscures view of the ocean floor.
76	Glimmers of magma are visible at the bottom of a deep ocean trench.
77	With a rumble, part of an underwater hill collapses; the resultant shockwave throws up silt and scatters the party.
78	A coruscating display of multi-coloured lights blazes forth from a wide cave mouth.
79	A 30-foot radius cloud of silt hangs in the water, resisting all attempts to dissipate it.
80	A small octopus scuttles along the ocean floor.
81	A school of multi-coloured fish engulfs the party.
82	A long frond of torn kelp floats toward the party.
83	As #82 but the frond is covered in blood.
84	A loud screeching reverberates through the water.
85	The pristine corpse of an elf lies on the seabed.
86	A small octopus floats past the party.
87	Two dolphins fight a shark intent on their calf.
88	One huge bubble rises from a hole in the seabed.
89	Nearby whales sing to one another.
90	Three sharks swim over the party.
91	The faint sound of underwater singing reaches the party's ears.
92	Far off in the distance, a myriad of lights glimmer.
93	A line of skeletal figures—perhaps cursed sailors, pirates or the like, processes across the ocean floor. The front figure urges the others on.
94	A large sea devil war band somehow fails to spot the party.
95	A powerful whirlpool fills the waters above a huge hole in the ocean floor. Here, the currents are strong, and characters getting within 50 feet may be pulled into the hole.
96	A skeletal figure, its black and red robes billowing out behind it, stalks across the ocean floor. See "Random Underwater Encounters" #12.
97	A huge shark glides soundlessly through the depths, searching for food.
98	A curtain of cold water flows out of a deep trench cutting through the ocean floor. Fish do not swim near the trench's black waters.
99	A pod of dolphins swims about and around the party. The dolphins are friendly and playful. See "Random Underwater Encounters" #5.
100	The characters spot an immense turtle swimming above them. If they are lucky, it does not spot them. See "Random Underwater Encounters" #11.

4. A character rolling equal or under their Strength score on 4d6 resists.

UNDERWATER DRESSING

The underwater realms are not dull, drab places; many minor sights, sounds, and discoveries lie in wait for the characters.

D% MINOR DRESSING

01	A seaweed-encrusted shard of black stone juts upwards from the ocean floor.
02	The remains of an old shipwreck—perhaps a fishing boat—lie on the ocean floor—fish dart about the rotting, disintegrating wooded hulk.
03	The flensed skeleton of a huge aquatic creature sprawls on the seabed.
04	A black cave mouth pierces the ocean floor. No light penetrates its depths.
05	What looks like huge footsteps lead across the ocean floor toward the nearest land.
06	An escarpment cuts across the rocky ocean floor; beyond, the water is deeper and colder.
07	Beautiful, seemingly unending, wave patterns decorate the sandy ocean floor.
08	Grey stones jut from the ocean floor.
09	An underwater range of hills rises from the ocean floor; several caves pierce their flanks.
10	A sunken ship stands proud on the ocean floor; seaweed and the like do not decorate the wreck, suggesting it has not lain here long.
11	An elf's decomposing corpse lies on the seabed; it is missing an arm.
12	A deep gouge in the seabed shows where something immensely heavy and large was dragged through the silt.
13	A thick forest of kelp covers the ocean floor. The kelp fronds are over 40 feet high and grasp at characters swimming through them.
14	A field of broken and cracked shells lies scattered about the ocean floor.
15	A rocky escarpment rears from the ocean floor—it nearly breaks the water's surface.
16	The ocean floor is scoured clear of sand by a powerful current. A huge rune has been cut into the ocean floor.
17	The gleaming white bones of some immense ocean dweller lie on the seabed; schools of multi-coloured fish dart through the skeleton.
18	The bloated corpses of a scaly humanoid and an elf—locked in a final, violent embrace—float past the characters.
19	Crabs feast on the remains of a shark.
20	Many small holes pierce the seabed.
21	A rusty anchor attached to a long length of rusty chain lies on the seabed.

22	A trident lies on the seabed; it is of elven make and in excellent condition.
23	The rotting remains of a gigantic crab lie on the seabed; a trident pierces its shell.
24	Shards of light coming from above pierce the ocean's depths.
25	Deep darkness fills the mouth of a wide hole piercing the ocean floor. Other ocean life avoids the surrounding waters.
26	A carpet of bones covers the ocean floor. The remains of many fish, mammals and larger creatures lie jumbled up together.
27	A field of boulders covers the undulating ocean floor. Grey silt surrounds the boulders.
28	Large footsteps lead across the ocean floor. The tracks are blurred and will soon be erased.
29	A wavy pattern decorates the silt and sand on the ocean floor. No tracks are evident.
30	Shafts of bright light pierce the ocean surface to illuminate patches of the depths.
31	Patches of odd, red seaweed dot the ocean floor.
32	On the seabed, one huge boulder rests precariously atop another much smaller one.
33	A trident lies on the seabed. It is of crude artifice but deadly sharp.
34	A huge jellyfish's decomposing remains are draped across the ocean floor. Powerful poison yet lurks in its arms.
35	Bones cover the seabed in front of a wide cave mouth piercing the side of an undersea hill.
36	A small field of kelp grows on the flanks of a sunken hill.
37	The characters cross a strong current, which slows them down for a few hundred feet or so.
38	A profusion of small octopuses lie on the seabed; these are females guarding their eggs.
39	Thin cracks pierce the rocky seabed; small fish dart about the area.
40	The trunks of petrified trees—some massive—jut forlornly and silently from the seabed.
41	The remains of several ships lie about the seabed; all sank within a few hundred feet of each other.
42	Part hidden by sand, seaweed, and rust, a lantern—yet blazing magically—lies on the seabed.
43	A long, motionless tentacle lies on the seabed.
44	As #44 but the tentacle emerges from a dark, rocky cave. It is dark within.
45	A spar, wrapped in a shroud of sailcloth lies on the ocean floor.
46	Rubbish dropped from ships litters the seabed.
47	Rounded mounds of silt dot the ocean floor.

48	Here, the silt is grey and featureless; this part of the ocean is dead and barren.
49	A pile of stones partly blocks a cave mouth.
50	A rusting anchor is embedded in the seabed; a similarly rusty long length of chain lies nearby.
51	Pebbles litter a jagged reef that rises from the seabed like a miniature mountain range.
52	Rocks litter the ocean floor.
53	A dense kelp bed grows across the seabed; here, fish are plentiful.
54	A natural arch of rock rises from the zenith of a small hill surrounded by a kelp forest.
55	Flotsam and jetsam litter the ocean floor.
56	Dark caves pierce the flanks of a range of worn underwater hills.
57	Voracious seaweed grows over what was once a proud ship. Now only rotting timbers remain.
58	A stream of sulphurous water leaks from a rent in the ocean floor. The water is warmer in the rent's environs than it should be.
59	Deep ravines crisscross the ocean floor, providing many places for predators (or prey) to hide.
60	Thick, viscous mud covers the seafloor; the unwary could get trapped within.
61	A deep crevice pierces the ocean floor; deep within, the faint glow of magma can be seen.
62	A bottle lies on the ocean floor; ironically, it holds a model ship that seems perfect in every detail.
63	The bones of three humanoids chained together lie in a line on the ocean floor.
64	Black stones litter the seabed.
65	A line of stones—reminiscent of a wall—runs along the seabed for about a mile.
66	A single gold coin lies on a stone jutting from the ocean floor.
67	A rent fishing net drifts through the depths.
68	A vent pierces the ocean floor. Here, the water is warmer than it should be.
69	What looks like an ancient stone road or causeway runs straight across the ocean floor.
70	In this part of the ocean, the currents are wild and unpredictable. At the least, the turbulent water slows the party.
71	Bare rock rises from the seafloor to form a crag almost 60 feet high.
72	The bones of some massive animal—like a whale but bigger—sprawl across the ocean floor.
73	An intact urn of archaic design stands upright on the seabed. Its stopper seems to be watertight.
74	A circle of upright stones stands around a wide circular hole seemingly bored into the seabed.

75	Rippled golden sand covers the ocean floor.
76	A rocky overhang shelters a cave.
77	As #77 but the cave harbours an air pocket.
78	A steep-sided ridge of stone rises all the way to the surface—this is Dead Man's Reef.
79	Several dead fish fill a net on the seabed.
80	As #79 but a merfolk—who yet lives—is also caught in the net.
81	A large motionless cloud of silt hangs in the water.
82	A long coil of immense rope lies on the seabed.
83	White bones poke from the silt.
84	Odd lights play on the surface of the water.
85	Strange geometric patterns decorate the sand covering the seabed.
86	An old chest, missing its lid, stands on the seabed.
87	Plankton drift in the water.
88	Something part buried glimmers on the seabed.
89	A locked treasure chest (actually an aquatic mimic) stands on a rock.
90	A white lace shawl is caught on a sharp rock.
91	A body wrapped in sailcloth lies on the ocean floor. A paranoid or imaginative character may think they spotted the body twitching.
92	A hut—seemingly watertight—sits on the seabed near a sunken ruin of obviously ancient origin.
93	A sunken ziggurat rears from the top of a conical-shaped hill. Other ruins cluster about the hill.
94	The remains of a drowned settlement straggle along a sunken bluff. Fish dart in and out of the place's gaping windows and doorways.
95	Rearing fifty feet from the seabed, a black monolith stands gaunt and silent. Odd carvings decorate its zenith.
96	A 30-foot-long severed tentacle lies on the seabed. Strangely, none of the fish swimming nearby will eat the brownish-grey thing.
97	A deep trench cuts through the ocean floor. Within, black water hides the trench's depth and what lies within.
98	An immense shell—the last vestige of a dragon turtle—lies upside-down on the ocean floor.
99	The ruin of a huge temple squats on the ocean floor; it backs onto a low hill of black stone. Silt is piled up at the temple's entrance.
100	A strong riptide cuts through this part of the ocean. Characters caught in the tide may struggle to easily break free.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D%	UNEVENTFUL DAY
01-05	The seabed stretches away—featureless and barren—for the whole day. The characters see only fish.
06-10	The party traverses a range of hills; fish swim above, but few things dare the range's underwater shadowed canyons.
11-15	The seabed undulates without end. Schools of fish swim about the party in the afternoon.
16-20	A storm rages above, but deep underwater, the characters are immune to its violence.
21-25	Shards of dappled light filtering down from above illuminate the characters through the day.
26-30	A shark shadows the party for much of the day but does not attack.
31-35	A swarm of jellyfish pass over the party in the morning; nothing else exciting happens all day.
36-40	The party see nothing but small fish, drifting seaweed and a kelp forest.
41-45	Above, a storm rages, but the characters are safe and untroubled below the surface.
46-50	The party passes over a wrecked ship in the morning and another two in the afternoon. All are old, and nothing of interest lies within.
51-55	The party pass over a deep section of the ocean from which cold water wells. No light penetrates the depths over which they swim.
56-60	The party battles unpredictable currents all day and only makes half as much progress as normal.
61-65	The current is with the party, and they make excellent time—doubling their normal speed.
66-70	Today, schools of fish teem about the party, distracting any predators in the environs.
71-75	The party travels through a murky patch of sea; disturbed sediment reduces the party's vision (but also that of anything hunting them).
76-80	The party pass a sunken ship and loses several hours searching it (fruitlessly) for treasure.
81-85	The sea teems with life for the whole day; the fish are so abundant at times they give the characters cover from prying eyes.
86-90	The characters pass over an area of deep ravines for much of the day.
91-95	The party pass over a swath of dull, barren ocean floor during the morning before passing through a kelp forest later in the day.
96-100	The party see a frenzy of sharks, but the predators pay them no mind. The day is otherwise boring.

SHIPWRECKS

Travellers underwater will inevitably discover wrecked ships.

D%	SHIPWRECK
01-05	This large fishing boat lies upside down on the ocean floor; it is missing its stern.
06-10	The rotting shards of this once-proud ship are scattered across the seabed. Almost everything has succumbed to long immersion.
11-15	The stern of a caravel—surrounded by a debris field—stands upright on the ocean floor.
16-20	A rowboat rests upright on the ocean floor. A man's skeletal remains—chained to the boat—yet sits upright amid the slowly accumulating sand.
21-25	A broken galley lies on its side; skeletal sailors still sit at their stations, mindlessly rowing.
26-30	Two halves of a caravel sit opposite each other, separated by a swath of debris-covered sand.
31-35	All that remains of this shipwreck are the vessel's wooden ribs and a rusting iron figurehead of an eagle with outstretched wings.
36-40	Two wrecks appear in the gloom; bizarrely, one wreck rests atop the other.
41-45	Shards of an extensive wreck litter the seabed, but no large pieces of the ship remain intact.
46-50	This wreck perches on the edge of a chasm; it looks like it will slide into the dark of the deep ocean at any moment.
51-55	The two halves of this wreck lie on either side of a shard of stone jutting from the seabed. The stone evidently broke the ship's back.
56-60	A short debris trail leads to the remains of a shattered hulk. The skeletal remains of a surprisingly large number of people lie in and about the wreck.
61-65	Two ships lie side by side on the seabed. It appears they sunk while lashed together.
66-70	An odd wreck—essentially a huge sealed metal tube—lies at an angle on the seabed.
71-75	Pottery surrounds this mouldering wreck. Several of the urns are big enough to hold a human.
76-80	From the remains, this ship seems to have been crafted from bones!
81-85	This ship has strange metal tubes jutting from holes in its hull.
86-90	Nothing but this ship's mast pokes above the silt.
91-95	This caravel—its back broken—lies on its side.
96-100	This ship sits serenely on the ocean floor; it seems completely undamaged.

RANDOM UNDERWATER ENCOUNTERS

D12	CREATURES	NOTES
1	Octopus (1)	This predator lurks in a small cave on the ocean floor. Perceptive characters notice a single tentacle part hidden in the silt and sand. The octopus does not attack a foe bigger than itself.
2	Sea devil (8)	These sea devils patrol the area looking for sea elves—their traditional enemies. They are happy to ambush and slaughter the characters but will not attack a large or well-equipped party. Instead, they shadow the characters and strike when the time is right.
3	Sharks (2)	Two sharks hunt for their next meal. They are not fussy about what they eat.
4	Imzel (sea hag)	Imzel delights in dragging victims—particularly air-breathers—down to a watery death. Hideously ugly, she uses her horrific appearance to terrify and weaken her foes. She dwells nearby in a part-sunken cave that pierces the tidal flank of a small, rocky island.
5	Dolphins (16)	A school of playful dolphins surrounds the party. The dolphins don't want to fight, but they do want to play. They dart about, nudging each other and the characters. If the characters attack, they flee and do not return. If the characters do not attack, the playful dolphins lead them—perhaps accidentally and perhaps deliberately—to a shipwreck.
6	Water elemental (1)	This playful elemental is enjoying experiencing the waters of the Material Plane. When it spots the party, it “buzzes” them to see how they react. Essentially invisible and supremely manoeuvrable underwater, it feels quite safe. If the party injure it, the elemental retreats but returns to annoy and harass the party at an inopportune moment.
7	Giant crab (1)	A gigantic crab scuttles across the ocean floor. If the characters get within claw range, it tries to grab one of them.
8	Electric eel (1)	This small, bad-tempered and hungry eel lurks in a shallow cave. It darts forth to attack the first character wearing metal armour to pass its lair.
9	Giant octopus (1)	This large octopus is capable of catching and killing a shark—or an inattentive surface-dweller ill at ease in the depths. It lurks in a cave and is ready to pounce on anything coming within reach of its lengthy tentacles. If it is badly injured, it jets forth from its cave to escape.
10	Giant shark (1)	This immense predator is always hungry. It is used to killing and eating whatever it wants, and the characters look like a tempting snack. It tries to kill one target; if it succeeds, it swims away with its meal to rip the corpse apart in peace.
11	Calaunosk (dragon turtle)	This immense, bad-tempered predator is patrolling its territory. The creature jealously patrols its territory and has become used to accepting gifts and bribes from those daring to enter. The dragon turtle is intelligent and does not immediately attack the characters. First, it demands a gift; if it does not get one, it decides to teach the party a lesson. Perhaps it destroys their vessel or eats one of them. Afterwards, it again demands a tithe. If it does not get one, it destroys the impertinent interlopers.
12	Majier Ualin (male lich)	Majier Ualin has consulted certain forbidden texts and has determined that an ancient civilisation sunk somewhere in the vicinity. Obsessed with stories of their great learning and control over magic, he has come here to plunder the ruins—when he finds them. The characters do not interest him, and he won't attack unless provoked. He does demand, though, to know if they have seen any ruins in the locality.



WOODLANDS

WOODLANDS

Woodlands are ripe locales for adventure. Under their boughs old ruins moulder, bandits lair and evil humanoids plot their next raids. Almost every adventurer will one day sally forth into a woodland in search of gold and glory.

MINOR WOODLAND EVENTS

The characters' travels should not be boring affairs wherein either they encounter no one of note or end up fighting everyone (and everything) they meet. Use the minor events below, to add flavour and detail to their journey.

D%	MINOR EVENT
01	The characters see a skunk in their path before the animal sees them.
02	A hawk dives into the bushes near the characters and grabs a small rodent before flying away.
03	The wind suddenly gusts through the trees, bending their less sturdy boughs.
04	A wolf howls in the distance; from the opposite direction, another wolf answers.
05	A tree falls across the party's path about 200 feet in front of them. The crash of its fall resounds through the wood.
06	A hermit bursts out of the trees, screaming about a terrible monster pursuing him. The wild-eyed man disappears as quickly as he appears. The characters can hear his screams disappearing into the distance until they are abruptly cut short.
07	Squirrels chatter at the characters from a nearby tree's branches. The squirrels taunt the party and hurl acorns at them if approached.
08	A cloud of butterflies, comprised of several different species, flutters past the characters.
09	The wind creates a susurrant in the treetops. It sounds like a humanoid whispering.
10	A dead branch drops from a towering oak and crashes to the ground.
11	A flock of startled birds erupts from a nearby bush.
12	A faint odour reminiscent of baking bread reaches the characters' nostrils.
13	A faint mist gathers among the trees at midday, but it does not appreciably affect visibility.
14	An owl cries "Hoo" at the appropriate time in response to the characters' conversation.
15	Three porcupines trundle across the party's path. They ignore the party.
16	A sudden thunderstorm drenches the party. During the storm, lightning strikes a nearby tree and splits it in half.

17	A large winged creature silently flies directly over the party; the beast is oblivious to (or uncaring of) the characters.
18	A sinkhole forms about 300 feet in front of the party. The 10-foot diameter sinkhole is 30 feet deep and opens up to underground tunnels left by a giant worm-like creature years ago.
19	A white three-foot-diameter seed head floats by the party; if it is disturbed, it explodes into many tiny seeds.
20	One of the character's mounts (or a character, if the party has no mounts) trips in a rut.
21	A swarm of stinging insects flies alongside the party; the swarm does not react to the characters unless provoked.
22	A deer bursts from a nearby thicket, startling the characters' mounts.
23	A distant roar sounds from behind the party; the roar repeats once an hour from the same distance for the rest of the day.
24	A pile of dead leaves held in a wide net drops on a character. It fails to entrap the character.
25	Two fey creatures are arguing; the creatures present no threat to the characters but may reward those who help resolve their disagreement.
26	A nest of snakes slithers out from under a bush; the snakes are not poisonous and do not attack except in self-defence, but the creatures might disturb the party's mounts.
27	Strong wind throws leaves and other bits of debris into the characters' faces.
28	An empty, runaway carriage heads straight for the characters; the mount pulling the carriage dies of exhaustion after the characters stop it (or a short way further down the trail).
29	A large, black cat crosses the characters' path; it arches its back and hisses at them but otherwise takes no offensive action.
30	The faint smell of smoke upon the breeze reaches the characters, but no fires burn nearby.
31	A flock of doves takes off at the characters' approach in a flurry of white feathers.
32	The characters encounter Borril the huntsman (male human) who describes a group of foul, dangerous poachers and asks if the characters have seen them.
33	A sudden chill settles over the woods, creating frost on the grass; the temperature returns to normal after an hour.
34	A mated pair of deer timidly approaches the characters; they seem comfortable with humanoids and appear to want food.

35	The leaves on a single tree suddenly change colour as if the onset of autumn took place over but a minute.
36	The ground shakes as if a large creature moves through the nearby woods.
37	A gentle rain falls, creating a steady, light drumming on the leaves above. Very little rain reaches the ground until the leaves bend under the collected water's weight.
38	At hourly intervals, an unseen bird chirps a number of times equal to the hour; the bird seems to follow the party throughout the day.
39	The party reaches an oak tree where a family of four opossums hang by their tails from the same branch; the animals ignore the characters.
40	A sudden (but distant) shriek sounds from in front of the party.
41	The party interrupts a raccoon washing its food in a small stream; the animal chitters at them angrily and runs off.
42	A root trips up an inattentive character.
43	As the party travels toward their destination, blackbirds alight at regular intervals on nearby trees; the number of birds equals the number of miles to the party's destination.
44	A sudden wind blows through the woods, threatening to uproot smaller trees; the characters are battered by severe winds for 1d4 rounds.
45	A pair of foxes cross the party's path; shortly afterwards, a horn sounds, followed by the distant baying of hounds.
46	Through a break in the trees, the characters spot a cluster of dark clouds scuttling across the sky toward them. Half an hour later, the party is beset by an intense but brief rainstorm.
47	The sound of someone whistling reaches the characters' ears; it comes from random directions, and the characters cannot find its source.
48	During the evening or just before the characters awake, squirrels rummage through packs and other accessible containers; they steal rations and small shiny objects if nothing threatens them.
49	A druid (Tialla [female half-elf]) approaches the party and asks them to protect her animal companion, Marinda—a wolf—while she undertakes a dangerous mission; she promises to meet the characters further along on their travels, and the wolf behaves herself during their journey (but does not fight unless directly threatened).
50	Just before dusk or dawn, the distant sounds of faint drumming fill the air; the nearest known settlement is too far away to be the source of the mysterious drumming.

51	A wild boar bursts from a thicket; it barrels onward to the other side of the path before disappearing into a thicket.
52	A cloud of gnats swarms the party; while they deal no damage, they are an irritating distraction; dealing any damage to the swarm disperses it.
53	When the characters reach the bank of a pond or lake, they find a colony of frogs croaking in unison at their arrival. The frogs ignore the characters.
54	A tree falls and may hit one or more of the party; it "attacks" in a 15-foot line.
55	A peacock walks up to the character with the highest Charisma, fans its tail and then struts away.
56	A fox—a dead rabbit in its bloody jaws—darts across the trail. At the sight of the characters, it sprints into nearby undergrowth.
57	Three trees lie by the trail. Each has obviously been chopped down; there is no sign of the woodcutter. An axe stands against one of the fallen trees, and a nearby backpack contains mouldering food.
58	Squirrels in a nearby tree chuck nuts at the characters, evidently trying to drive them away. Any threatening action taken towards the squirrels scares them off.
59	A family of brown bears wanders into the party's campsite; they are hungry but are not aggressive. If anyone feeds the bears, they follow the party for a couple of hours before wandering off.
60	A cloud of white and yellow hallucinogenic spores blows over the party. Some of the party may suffer hallucinations and visions as a result.
61	A cascade of water bursts from a rocky shelf above the party, drenching an unlucky character.
62	The temperature drops precipitously during the night; unprotected characters are affected by cold weather (during spring, summer or fall months) or severe cold (during winter months).
63	The characters reach a riverbank where someone has tied a boat to a nearby tree; the boat contains fishing equipment, but its owner is elsewhere.
64	Distracted characters do not notice the entrance of an abandoned, overgrown badger set. An inattentive character may fall and twist their ankle.
65	The characters hear mewling from a nearby hole; if they investigate, they find a litter of eight hungry bobcat kittens. The mother has abandoned the young or perished.
66	Beroca, a treant, rumbles across the characters' path; he remains oblivious to them, unless they draw his attention. Beroca does not attack and may answer questions about this portion of the woods if the characters are friendly and polite.

67	A wild man, nude except for a loincloth and with sticks and twigs in his hair, confronts the characters; he speaks gibberish but is obviously trying to warn the party about something. Eventually, he gives up and goes away.
68	At night, assuming the party has a campfire or other light sources, a swarm of moths mills about the light; if unbothered, they dance about the light for an hour and then fly off.
69	The characters encounter a man whose wrists show signs of previously being bound; he refuses any offers of help and goes on his way. The characters may meet his pursuers later.
70	Bats fly from a nearby cave, potentially startling the characters' mounts.
71	Panicked animals—rabbits, deer and so on—crash through the trees towards the party; they obviously flee from something. No other signs of what frightened the animals present themselves.
72	A middle-aged woman (Calsita [female human]) covered in boils and apparently suffering from a nasty disease warns the characters to stay away from her village where all the inhabitants suffer from the same affliction. She then stumbles away, mumbling about getting help from a local druid.
73	A team of fine horses, wearing harnesses adorned with bells, prances past the characters; while they act like they know where they are going, they have no riders.
74	An eight-foot-long throwing spear crashes through the trees and lands several feet away from the party. Of who threw it, there is no sign. The spear, though, is clearly sized for a creature larger than a human.
75	Lightning flashes, and an ominous boom of thunder sounds in front of the characters. A storm is imminent.
76	A griffon flies over the treetops but spies the characters' mounts through gaps in the trees; after a tense moment where the creature circles as it decides whether or not to grab a tasty horse, it flies off.
77	The party happens upon an overturned empty cart in a ditch. Of the rider or horse, there is no sign. The wagon has not lain here long, and there is no sign of foul play.
78	A badger, interrupted from enjoying the snake it recently killed, hisses at the characters and drags its kill into a dense thicket.
79	The party reaches a tranquil pond that sparkles in the sun; fish regularly jump out of the water before splashing back into the pond. The fish are plentiful; here, the fishing is good and soft moss lines the bank.

80	The wind creates a tiny tornado that picks up dirt and leaves and swirls them around; a character in the swirling winds is temporarily blinded by the wind-blown debris.
81	An ape jumps down from the forest's canopy, beats its chest and stares down the strongest character; after the ape makes its display, it climbs back into the trees.
82	A flock of blue songbirds darts in and out of the trees around the party; they sing a lively tune while they frolic.
83	When the party passes through a clearing filled with flowers, the flowers turn from the sun to face any divine spellcasters in the party.
84	A grizzly bear, drunk on fermented honey, attempts to pass the characters while weaving on its rear legs. If the characters provoke the bear, it merely grunts at them and then belches.
85	In a hilly part of the forest, the characters hear a shouted warning before a runaway log barrels down the hill, narrowly missing them.
86	A large tree near the characters suddenly splits in half, and each half falls over. The tree is dead, killed by a rotting mould; the trunk split under its own dead weight.
87	In a dry patch of the woods, the characters must be particularly careful to avoid starting a forest fire when they camp.
88	Snarls and roars herald the frenzied arrival of a pair of tigers locked in a territorial battle. They roll past the characters, biting and tearing at each other. They attack a character only if they directly interfere with their battle.
89	A crow attempts to land on a character's shoulder; if allowed to land, it caws out a name the characters do not recognise every few minutes.
90	A unicorn, riddled with arrows, reaches the party and collapses. It dies in two rounds unless the characters act. The arrows are of crude manufacture. If revived, the unicorn (Firatris) thanks the characters and warns of a band of marauding orcs in the area.
91	The party interrupts a large spider in the process of cocooning a deer caught in its web deep in a foreboding thicket. If the characters approach, the spider hisses and clacks its mandibles menacingly before retreating, allowing the characters to rescue the trapped animal.
92	Witch-lights appear and dance enticingly to lead the party into a dark and foreboding part of the woods; when the characters reach the last light in a secluded clearing, they do not find anything. This behaviour repeats itself for two days.

93	After the characters set up camp, a flock of owls lands on tree branches encircling the camp; they hoot at each other as if discussing the party. If attacked, they fly away. If allowed to remain, the owls hoot all night, and the characters are fatigued the next day due to lack of sleep.
94	The wind blows a rare lotus blossom of a deep red hue past the party. The flowers are worth 50 gp to a buyer if preserved in good condition.
95	A cluster of puffball mushrooms burst when the party passes by.
96	One of the characters' mounts refuses to enter a dingy and chill section of the forest; it must be carefully coaxed to continue.
97	The characters hear a commoner (Sezerin [CN male human]) calling for Hurst; when they find him, he claims to have lost his prize pig, which slipped into the woods. He offers a meagre reward to help him find his pig.
98	The party come across a large clearing. A riot of wildflowers covers the ground. As the characters look on, the flowers sway as if caught in an intangible breeze.
99	The characters stumble upon a bandit's hidden treasure cache. A shovel lies on the ground near a large hole dug between the roots of a mighty elm tree. At the bottom of the hole lies the shredded remains of two sacks holding 247 sp.
100	The characters encounter a man painting a forest scene; however, the painting portrays events that have not happened yet and includes at least one party member. If the characters question the man—actually a ghost—he fades from sight.

UNEVENTFUL DAY'S TRAVEL

Some days, an adventurer's life is full of danger and excitement. Other days are boring and uneventful.

D% UNEVENTFUL DAY

01-10	The day is quiet. Birds sing, and small creatures rustle about in the undergrowth, but the characters see nothing of note all day.
11-20	The party follow a wide, clear trail but sees no one all day. Light rain falls in the afternoon.
21-30	Around mid-morning, the sound of distant barking reaches the party, but otherwise, the characters' journey is uneventful.
31-40	Dark clouds gather over the woodlands, casting them into deep gloom. The woods are quiet—as if they are waiting for something to happen, but nothing does.

41-50	The pitter-patter of rain is the characters' constant companion all day.
51-60	A wide, sluggish river bars the party's progress in the early afternoon, but an hour's searching uncovers a good place to cross.
61-70	Bright sunlight sends shiv lights through the trees' canopy. The day is warm and pleasant.
71-80	This stretch of woodland is agreeably lacking in obstacles and dense undergrowth. The party makes good progress.
81-90	Mist drifts among the trees in the morning but burns away by midday. The forest is quiet all day.
91-100	The party pass through a series of large interconnected clearings, which greatly speeds their progress. The weather is good.

CAMPSITES

Travellers in the wilderness are wise to seek a good campsite.

D% CAMPSITE

01-10	A broad grassy bank by a gurgling stream provides a tranquil place to camp.
11-20	A stand of closely packed trees provides shade and concealment. The soft ground is vegetation-free, giving the party space to spread out.
21-30	A small pool of calm, clear water part-fills a steep-sided dell.
31-40	A rocky tor rises from the forest floor. Shallow caves stud its eastern flank.
41-50	This old campsite—perhaps a bandit hideout—has rudimentary defences. Someone has piled branches around the site to form makeshift walls.
51-60	The path dips into a natural fold in the ground. A small burial cairn lies a dozen feet from the trail amid a clearing filled with wildflowers
61-70	A huge tree that fell long ago has begun to sink into the earth. It provides shelter.
71-80	A jagged gash in the ground serves as the entrance to a steeply sloped cave with ample room for the party.
81-90	An old cabin lurks in the shade of a huge tree.
91-100	A burial mound fills much of a wide clearing; someone has dug into the mound's interior to reach the chambers within.

WOODLAND DRESSING

Woodlands are full of interesting, diverting features. Notable trees, twisted streams and signs of the place's other denizens abound. Use these features to add flavour and detail to the characters' woodland adventures.

D%	MINOR DRESSING
01	A gnarled tree stands in an otherwise normal grove; its trunk looks like a petrified humanoid.
02	A dry ravine cuts across the path; it is five-foot-wide and ten-foot-deep.
03	An abandoned campsite sits a few hundred feet from the trail; the campfire still burns, and camping gear litters the area.
04	A hut stands near the path; it is uninhabited, but many shrunken heads decorate the place.
05	The trail forks into two separate trails that meet up a mile further (a mile and a half for the other, meandering trail).
06	A wide river cuts across the trail; a covered bridge spans the river.
07	A huge footprint crosses the path; the print is a couple hundred years old and does not lead to other footprints.
08	The crowns of this grove of trees uniformly bend in the same direction.
09	This old battleground shows signs of arcane fire magic; no weapons or treasures remain.
10	A series of underground homes line the path; they are abandoned but appear to have housed a gnome clan.
11	A large mound of rusted iron sits forlornly in a barren field.
12	A grove of willow trees sits within a ring of vegetation that appears to have been destroyed by frost.
13	A large tree has fallen across the trail and completely blocked it.
14	A cave, looking much like a monster's maw, becomes evident as the party crests a hill.
15	A small settlement of ten houses lies empty; the houses have had their roofs ripped off.
16	A saltwater pond filled with marine life sits near the trail; freshwater fills nearby ponds.
17	A set of steps climb a nearby hill; each step is ten feet wide, five feet tall and made of material unique to each step (granite, iron, etc.)
18	A ring of eight-foot-tall toadstools surrounds a lone 40-foot-high oak tree.
19	A shallow slope leads into an underground cavern; large insect husks litter the floor.

20	This campsite appears to have been attacked by large animals; tents are torn, food is scattered around, and splotches of blood cover the ground.
21	Vines and brambles cover the tumbled pile of stone that was once a manor house.
22	Here, four large trees have grown so closely together their trunks and branches have become intertwined. The trees grow along a high earthen bank and form a formidable barrier.
23	A deep natural amphitheatre stands empty among the trees.
24	An empty, 30-foot-diameter beetle's black carapace lies amid the trees and can provide shelter from the elements.
25	Large granite spires form four-fingered hands.
26	A perfectly circular lake surrounds a flat, perfectly square island.
27	This 100-square-foot field of beautiful blue flowers fills a wide clearing.
28	An ancient, overgrown grave lies near the path; the stone is weathered and unreadable.
29	The land is cleared to form an 'X'; each line measures fifty feet long.
30	Columns of willow trees flank the path, creating a natural archway.
31	Colourful ribbons cover the trees. They use varying shades of blue, purple and red. Many bear short prayers or names; these trees are sacred to a nearby community.
32	A lone tree with copper plates affixed around its trunk stands in a clearing. The tree is scorched and burnt as if repeatedly struck by lightning.
33	The gutted and rotting, expertly butchered carcass of a deer lies in the undergrowth near the trail. It has obviously lain here for weeks.
34	This clearing holds an ancient ring of weather-worn menhirs. At noon and during a full moon, the stones sparkle as if inset with precious gems.
35	The characters find the leavings of a battle evidently between fey creatures under a small cluster of mushrooms. No bodies remain, but tiny bows, swords and lances litter the battlefield.
36	Partially uprooted trees lean into each other as if they huddle against each other for support.
37	Chalk arrows on trees point out a path but end without reaching an obvious destination.
38	A large beehive hangs from a sturdy branch; as long as the party stays more than twenty feet away from the hive, the bees do not attack.
39	Deep ruts in the ground create a wide area of difficult terrain. If it has rained recently, water fills the ruts, further slowing movement in the area.

40	A shallow, malodorous bog covers part of the path. Anyone passing through the mud gets covered in muck and gives off a pungent odour until they wash.
41	A gnarled oak that appears like a contemplative old man sits near an enormous boulder; the boulder hides the entrance to a forty-foot diameter cave ¹ . A small pool at the rear provides fresh water.
42	A tall tree features its first strong branch 20 feet off the ground; this branch has a hangman's noose tied to it, but no creature hangs from the rope.
43	A thick patch of poison ivy covers a ruined, part-collapsed hovel.
44	A quick-moving stream blocks the way; a fallen, rotting tree bridges it.
45	A lone tree stands in a clearing; someone has decorated the tree with brightly-coloured garlands and bunches of wildflowers; no other nearby trees are so decorated.
46	Loggers have clear-cut this area; however, they have left a pair of trees untouched. There is no apparent reason the trees were spared.
47	Several unusual fungi specimens grow in this area; they look like brains set on spinal columns.
48	A trio of trees bear strange, round and unnatural yellowy-green leaves.
49	A large tree has partially fallen; its fall was arrested by a smaller neighbour. The fallen tree lies over the trail, creating an archway of sorts.
50	A wooden trapdoor hidden underneath a pile of leaves and branches protects a cache of trail rations and water.
51	A pond rife with lily pads fills a large clearing; the pond may or may not be the home to a teeming group of frogs. Trees crowd close to the pond, throwing much of it into shade.
52	A tree grows two feet up before its trunk twists perpendicularly so it is parallel to the ground; the trunk then turns straight upward again after another four feet. The trunk is sturdy enough to hold 1,000 pounds on its horizontal portion.
53	An abandoned bandits' hideout is poorly hidden behind a row of trees; several old campfires and piles of rubbish bear mute testimony to the bandits' presence.
54	A grove features trees with twisted trunks as if a tornado attempted to uproot them. The trees are otherwise healthy.
55	A large oak's trunk has etched ancient dwarven runes on it; the faded runes provide directions to a hidden mountain fortress, which may or may not still be occupied.

56	A blackened tree sits among hearty specimens; its leaves withered. It could be a victim of rot, or it could be cursed.
57	Normal trees give way to giant sequoias and redwoods; the smallest tree stands at least 100 feet tall, and their lowest branches are 40 feet from the ground.
58	A grove of pine trees shelters animals that would otherwise be natural enemies (wolves, foxes, rabbits, deer and so on); they remain peaceful even if the characters approach.
59	A small home sits amid the branches of a large tree; the inhabitants—halflings or gnomes by the decor—have abandoned their home.
60	The pathway descends steeply; rough steps—edged with half-buried tree trunks—have been cut into the earth.
61	The path ends abruptly at a 50-foot-high cliff, but trees grow from the side of the cliff; climbing up or down is easy.
62	A grove of fruit trees bears multiple different types of fruit—apples, pears, peaches and so on.
63	The trees in the area have tacked-on signs proclaiming death to trespassers; the “by order of” line has several marked-out names, with no name currently uncrossed.
64	Rope bridges link the trees here; the bridges hold creatures weighing less than 500 pounds and allow the party to cross the forest aboveground for several miles.
65	Wind and water erosion have revealed a vein of precious metal; it would require several months and heavy equipment to extract the metal.
66	Fibrous creeping vines cover the entirety of this one-mile swath of forest; the trees they cover seem to be dying while the vines continue their rampant growth.
67	Moss-covered bones from a large creature lie in a clearing; this was an adult green dragon.
68	These trees are petrified—their bark has the consistency of shale, and their leaves even appear to be made of thin stone.
69	The trees here have faded paintings depicting a series of great battles between a giant and a sky serpent on their wide, gnarled trunks; the primitive tribe responsible for the paintings is long since gone.
70	A dilapidated house sits within a ring of dead trees; the trees have been carved with runes to prevent creatures from exiting the ring of trees. (A wizard can identify the runes.) If the characters investigate, they find nothing in the house and may freely leave the circle.

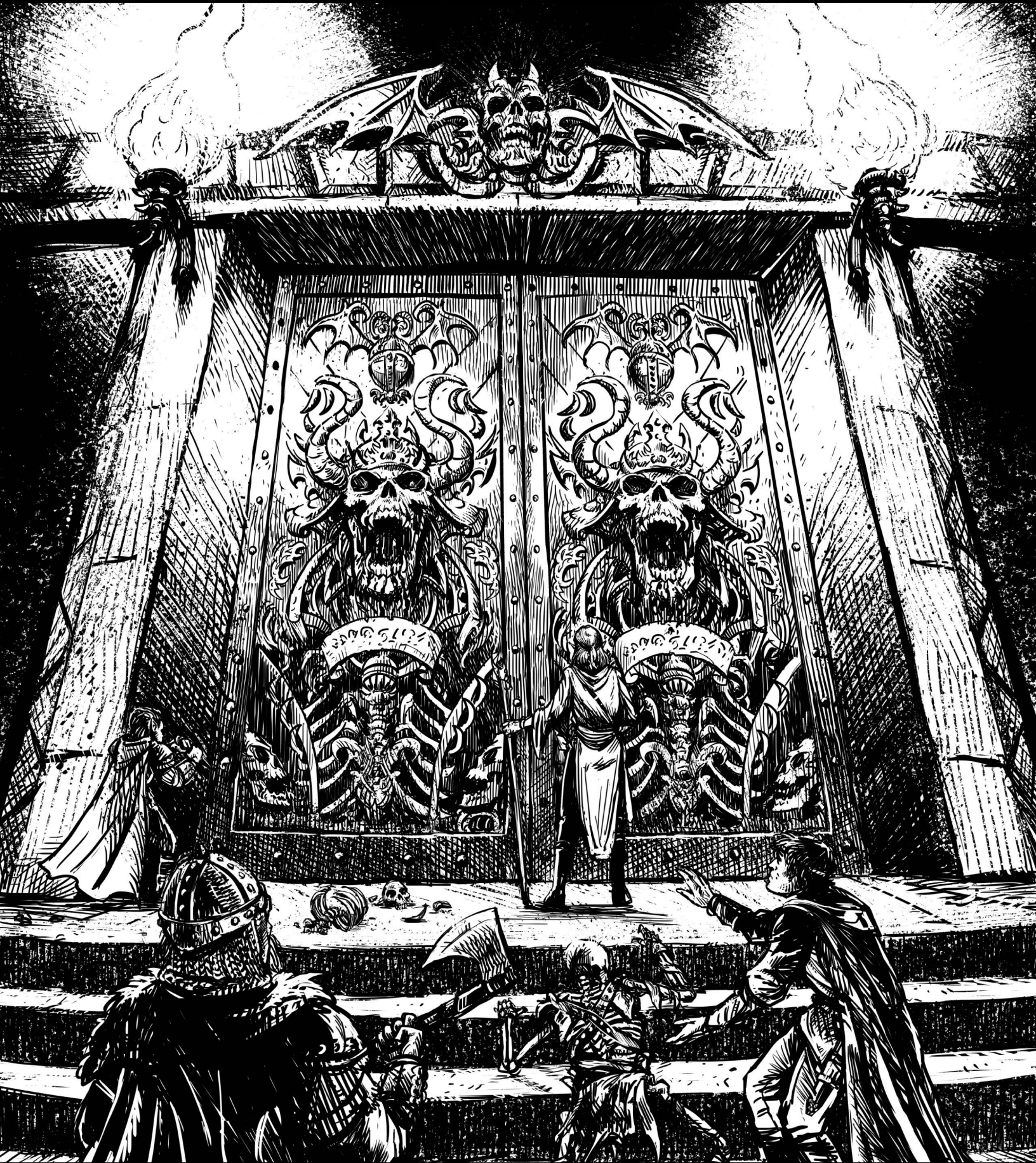
71	The canopy thickens so much daylight cannot penetrate a 100-foot-radius stretch of forest.
72	The path comes upon an area containing well-maintained topiaries of fantastic creatures, such as griffons, manticores and unicorns.
73	Something has shaped living trees in this area to form spikes roughly 30 feet high; some of the spikes have dried blood upon them.
74	A large meteorite that struck here over 100 years prior lies hidden within a glade; characters camping nearby may uncover the meteorite, which may contain unusual metal such as mithral or adamantine; extracting such treasures is difficult.
75	Blue moss covers the trees; at night, the moss glows with the brightness of a torch. If the moss is deprived of daylight for two days, it does not glow until it gets a full day's exposure to sunlight.
76	Two dozen rabbit burrows are situated among the roots of a huge tree; in total, over 400 rabbits inhabit the burrows.
77	A small stream oozes from a muddy bank. A ten-foot section of the path is knee-deep in mud.
78	A grove of uncultivated apple trees grows in orderly rows and columns.
79	This clearing holds ten untripped snares and two tripped traps that hold skeletal remains of animals; the traps have been here for at least a year.
80	A family of beavers has dammed a large stream; at least 40 animals tend to the structure that holds back the eight-foot-deep water. A trickle of water spills over the top of the dam.
81	The east side of all the trees in this part of the forest is stripped of bark as if something took a blade to flense just that portion of each tree.
82	Masses of uninhabited spider webs fill the gaps between the trees; searching the area uncovers several spider husks.
83	A tall wooden totem stands among the trees; it is fashioned from the same wood as the surrounding trees and features artisanship belonging to a culture not of this area.
84	A single tree features a brass doorknob; turning the knob does nothing, and inspecting the tree does not reveal a door or hollow area within.
85	Tall grasses grow among the trees; the grasses bend in the breeze.
86	This is a treant graveyard; many of the creatures lay in rows, rotting away but providing nutrients for saplings—young treants—growing here.
87	This otherwise normal stand of trees forms a rune that a flying creature can read; this layout is invisible from the ground.

88	The trees in this area have 6- to 12-inch-long nettles entwined ten feet up their trunks; anyone with any nature knowledge knows nettles do not normally grow in this manner.
89	The aspens here glow with a silver light during nights with a full moon.
90	The trees grow so densely here Small or larger creatures must squeeze to get through. The light level is one level lower here than normal.
91	Nests, ranging in size from those for small birds to those for giant eagles, fill the canopy overhead. Only the smaller nests contain birds.
92	This clear pond is filled with weak acid; the acrid smell and lack of wildlife give away this fact. The pool sits to the side of the trail.
93	A part-built log cabin sits near the path; its missing roof makes it a poor choice for shelter. Several cut logs rest next to the cabin, waiting to complete the abandoned task. Rusting tools lie about the area.
94	The leaves on this unusual tree bear an image that looks like a humanoid eye; the leaves' eyes seem to follow those who pass by the tree.
95	These trees are fleshy rather than made of plant material; if someone cuts through a tree's skin-like bark, the tree bleeds.
96	An exceptionally tall tree stands among the other trees; someone has nailed a wooden ladder to its trunk. The ladder climbs the tree trunk's entire 60 feet, and the top gives a clear view over the forest.
97	All trees in this area have bleached tree bark; the leaves retain their green, albeit pale, colouration, and the trees appear otherwise healthy.
98	The trees in this portion of the forest move very slowly about; each tree moves approximately one inch every 24 hours. The migration's purpose is not obvious, but a character who can speak with plants may be able to learn it.
99	Scrolls tacked to the trees contain unanswered riddles; anything written as an answer below a riddle has been obscured. If the characters decide to mark a scroll with an answer, they find their work obscured after a maximum of a week.
100	The trees in this area form a simple maze; solving the maze takes 15 minutes for a creature with a 30-foot movement rate. An ancient treant waits at the maze's centre to speak with visitors.

RANDOM WOODLAND ENCOUNTERS

D12	CREATURES	NOTES
1	Sgur (young bugbear) and goblins (3)	Sgur is leading his first raiding party and is eager to please his father. He is bullying the goblins (who are plotting to slay him) when the characters encounter the group.
2	Zoxt (goblin) and wolf	Zoxt is an advance scout for the Severed Foot tribe. With his trusty pet, Gutripper, he sneaks through the woods looking for easy targets for his fellows. He only attacks very weak groups or individuals. Otherwise, he watches the characters and returns to his tribe to gather a large warband.
3	Miro (mastiff, hp 7) and giant wolf (hp 19)	The characters hear barking and snarling coming from deeper into the woods. If they investigate, they discover a giant wolf and mastiff fighting. If the characters aid Miro he joins them for a few days. He knows the surrounding woods well.
4	Huaira (unicorn)	Huaira is wandering the woods when the characters encounter her. She is friendly, if reserved, with travellers unless they are rude or aggressive. Her mate was recently slain by a pack of giant wolves and she is lonely. If the party contains a virtuous woman, Huaira may travel with the group for a while; if they bond, she may even let the character use her as a mount.
5	Young owlbear (1) and kobolds (2)	A young owlbear has cornered two kobolds in the boughs of a huge oak tree. Neither group notices the characters' arrival, but the characters can hear the owlbear's hoots from some distance away. The kobolds want to flee and shoot at anyone stopping them.
6	Aelliah (dryad) and Feradul (centaur)	Feradul is devoted to Aelliah. The two are reclining beneath Aelliah's tree when the characters happen upon them. Feradul aggressively protects his love, while Aelliah uses her powers on the characters to get them to go away. If Aelliah is rendered friendly or helpful, the pair share their knowledge of the surrounding area with the characters.
7	Giant wolf (1) and wolves (4)	A giant wolf leads a small pack on the hunt. The party hears their howls from several miles away. The giant wolf is cunning and content to trail the party for a day or two. They wait for an opportune moment to strike.
8	Young brown bears (2)	Two young brown bears just escaped when their mother was set upon and killed by a giant tiger. They are hungry, confused and scared and approach the party's camp in search of food. They ignore the characters (unless attacked) and instead paw through packs and so on.
9	Balazygax (LE female young green dragon)	Driven forth from her parent's lair (a pair of adult green dragons), Balazygax is in a foul mood and is on a rampage through the woods. Her natural inclination is to fall upon and kill the characters, but alternatively, she might try to talk them into joining her with the goal of slaying her parents. She is not to be trusted.
10	Strangle weed and ghost	A strangle weed has taken up station in the party's path. The weed is not alone, however. The restless spirit of a previous victim is bound to it and attacks anyone attacked by the weed. It hates the living. The bones of the poor unfortunate yet lie under the weed. Burying the bones destroys the ghost. Otherwise, it reforms 2d4 days later.
11	Solalithel (treant) and giant wasp (2)	Solalithel is wandering the woods. His boughs contain two giant wasps. If he is subjected to an area of affect spell, two giant wasps become angry and attack. They do not attack Solalithel.
12	Baldev (rakshasa)	Disguised as a simple woodsman, Baldev enjoys stalking the wilderlands and preying on hapless or gullible wanderers.

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