

ELEMENTS OF INSPIRATION



EXPLORATION, ROLEPLAY, AND COMBAT
ENCOUNTER CUES FOR ANY FANTASY ROLEPLAYING
GAME, WRITERS, AND STORYTELLERS

TABLE OF CONTENTS

<u>INSTRUCTIONS</u>	<u>P. 2</u>
<u>WEATHER</u>	<u>P. 3</u>
<u>MOON PHASE</u>	<u>P. 3</u>
<u>RUNEWORD</u>	<u>P. 4</u>
<u>DESERTS</u>	<u>P. 5</u>
<u>FORESTS</u>	<u>P. 13</u>
<u>MOUNTAINS</u>	<u>P. 27</u>
<u>PLAINS</u>	<u>P. 41</u>
<u>SWAMPS</u>	<u>P. 49</u>
<u>TUNDRA</u>	<u>P. 57</u>
<u>UNDERGROUND</u>	<u>P. 65</u>
<u>URBAN</u>	<u>P. 79</u>
<u>WATERWAYS</u>	<u>P. 93</u>

INSTRUCTIONS

Elements of Inspiration is a set of system agnostic, location-oriented random encounter generators for your roleplaying games. The intention of each deck is to make overland travel more exciting and varied, as well as easier to run in a pinch, with little need for prep.

To use *Elements of Inspiration*, simply choose the section which matches the environment through which your player characters are traveling (deserts, forests, mountains, plains, underground, swamps, tundra, urban, or waterways). Then, roll on the table at the start of that section.

If you are looking for a specific type of encounter (combat, exploration, or roleplaying), roll a d20 and select from the appropriate section of the table. If you have no specific type of encounter in mind, roll a d6 to select one. Once you have a result, read its title and short, general description, then either roll a d4 or choose from the options to give further depth and added detail to the encounter. If you want to make the encounter even more eventful, consider generating a second (or even third) result, and how these results might interact.

The content of *Elements of Inspiration* is written in different tenses and tones, in order to situationally best convey the idea of the encounter featured. For example, an encounter with an ambushing creature might be written in the present tense to convey the sense of surprise and urgency such an encounter

might evoke. However, feel free to use the encounters in whatever way you wish. If you want to change the tense of a result so that an encounter happens in the future (for example, when the characters' next rest), or in the past (perhaps they have to deal with the aftermath?), you should feel empowered to do so!

Additionally, following these instructions, are tables for weather, moon phase, and runeword, which can be used to add further detail or thematic elements. For example, an ambush in the rain, or on a moonless night might have a very different feel to one in blazing sunshine. Equally, how might themes introduced by the runeword, such as 'terror', 'love', or 'wealth' inform the motivations or actions surrounding that ambush?

The runewords are inspired by Norse mythology and customs but they have been adapted to work with almost any fantasy story. Their inclusion in this product is designed to inspire your imagination through concepts that can be applied to your heroes, villains, supporting characters, locations, and the world in general. These concepts may be the result of supernatural events, magic, or divine intervention. When bringing an element of inspiration into your story, look at the runeword rolled and refer to the list to identify it. Then discover how that runeword might apply to your story through its description. Keep in mind that the details of these runes may inspire any aspect of your story, its characters, worlds, or events.

D8	WEATHER	DESCRIPTION
1		Sunny/Clear. By day, temperatures increase and long exposure can lead to fatigue. By night, the moon, stars, or a combination of both, light the way.
2		Snowy. By day, travel can become impossible and the ill equipped may be risking their lives if they do not seek shelter. By night, the world may be illuminated in an eerie glow, though a thick enough flurry can be deadly to many creatures.
3		Stormy. By day, travel becomes more hazardous due to risk of exposure, roads can become unusable, and valleys can become flooded. By night, the temperature drops suddenly and violent squalls are common.
4		Windy. By day or night, whether cold, warm, or moderate, the wind can drain creatures of their moisture, causing harm to their skin. It can also bring smells and particulates hundreds of miles away, warning of fire, or signaling a nearby ocean.
5		Rainy. By day, the rain brings water for all manner of life, from the civilized in their settlements, to the beasts in the mountains, to the crops in the fields. By night, it obscures vision, overwhelms hearing, and refuses to dry.
6		Cloudy. By day, temperatures decline and travel by foot or beast of burden is easier for those sensitive to sunlight. By night, routes are dark and dangerous for those with poor vision.
7		Partly Cloudy. By day, temperatures decrease slightly as the clouds offer a reprieve from the sun. By night, it is peaceful, and puddles of moonlight appear in large batches all over the ground.
8	-	Reroll

D6	MOON PHASE	DESCRIPTION
1		Waxing Crescent. A time of building energy, establishing alliances, and planning.
2		Waxing Gibbous. A time of peaking energy, acting on plans, and perseverance.
3		Full Moon. A time of illumination, more nocturnal activity from terrestrial beasts, and strong ocean tides.
4		Waning Gibbous. A time of dwindling energy, parting ways, and decreased momentum.
5		Waning Crescent. A time of rest, conservation, and reflection.
6		New Moon. A time of vivid dreams with hidden meanings, dark nights, and strong ocean tides.

D30	RUNEWORD	DESCRIPTION
1		Progress, evolution, growth
2		Love, passion, adoration
3		Peace, friendship, reconciliation
4		Luck, blessing, karma
5		Healing, curing, mending
6		Good health, vitality, endurance
7		Heritage, ancestry, legacy
8		Dawn, renewal, restoration
9		Life, soul, spirit
10		Turbid, murky, obscure
11		Mortality, fatality, extinction
12		Travel, wandering, pilgrimage
13		Birth, beginning, creation
14		Bravery, courage, valor
15		Sun, day, brightness

D30	RUNEWORD	DESCRIPTION
16		Defense, armor, fortification
17		Contest, challenge, trial
18		Strength, power, nerve
19		Harvest, yield, effect
20		Freeze, cold, solidify
21		Night, darkness, unknown
22		Havoc, catastrophe, devastation
23		Joy, delight, indulgence
24		Talent, expertise, craft
25		Light, radiant, unobscured
26		Path, direction, passage
27		Charisma, allure, appeal
28		Terror, dread, panic
29		Power, capability, influence
30		Wealth, abundance, bounty



DESERTS

DESERT ENCOUNTERS

Roll a d6 to determine an inspiration type, then roll a d20 to determine the specific element.

D6	D20	RESULT	PAGE
1-2 Combat	1-2	<u>Ambushing Monster</u>	p. 7
	3-4	<u>Giant Insect</u>	p. 7
	5-6	<u>Angry Elemental</u>	p. 7
	7-8	<u>Aerial Assault</u>	p. 7
	9-10	<u>Walking Dead</u>	p. 7
	11-12	<u>Raiders</u>	p. 8
	13-14	<u>Shapechanger</u>	p. 8
	15-16	<u>Giant Animal</u>	p. 8
	17-18	<u>Camouflaged Creature</u>	p. 8
	19-20	<u>Dune Stalker</u>	p. 8
3-4 Exploration	1-2	<u>Oasis</u>	p. 9
	3-4	<u>Sinkhole</u>	p. 9
	5-6	<u>Dust Storm</u>	p. 9
	7-8	<u>Ruins</u>	p. 9
	9-10	<u>Sunken Library</u>	p. 9
	11-12	<u>Shrine</u>	p. 10
	13-14	<u>Heat Wave</u>	p. 10
	15-16	<u>Buried Treasure</u>	p. 10
	17-18	<u>Prints</u>	p. 10
	19-20	<u>Cactus Field</u>	p. 10
5-6 Roleplay	1-2	<u>Scouts</u>	p. 11
	3-4	<u>Archaeologists</u>	p. 11
	5-6	<u>Traders</u>	p. 11
	7-8	<u>Sandship</u>	p. 11
	9-10	<u>Desert Guide</u>	p. 11
	11-12	<u>Deceitful Dunes</u>	p. 12
	13-14	<u>Uncovered Puzzle</u>	p. 12
	15-16	<u>Ancient Constructs</u>	p. 12
	17-18	<u>Exiles</u>	p. 12
	19-20	<u>Hidden Settlement</u>	p. 12

ELEMENTS OF INSPIRATION

DESERTS – COMBAT

AMBUSHING MONSTER

An ambushing monster erupts from the shifting sands in front of the characters, or bursts through a dune behind them. Only the most vigilant can spot it coming.

Ankheg. Sands go flying as an insectoid creature emerges from the sand dunes and sprays acid in a wide arc across the characters. It drags unconscious prey into its burrow.

Sandworm. A giant sandworm opens its maw wide, causing sand to collapse and fall into the ten-foot-wide mouth. Those nearby might fall in.

Bulette. A land shark erupts from the rocky desert floor and charges at the characters. It tries to stomp them into submission.

Dune Mimic. The sands around the characters are not what they seem; beneath the grains is an engulfing monstrosity with adhesive skin.

GIANT INSECT

An enormous insect of some description scuttles at top speed toward the characters, hoping to feast upon their fleshy forms.

Scorpion. A giant scorpion advances, sting raised. It lashes out with the venomous barb, which contains a stunning poison.

Scarab. A colossal beetle rolls a huge boulder of sandstone into the characters' path, hoping to flatten and consume them.

Centipede. Hundreds of legs shift through the sands of the desert in pursuit of the characters. They have no chance of outrunning the overgrown insect.

Spider. Darting out of a web-filled burrow is a huge spider that tries to wrap up one of the characters in its webbing.

ANGRY ELEMENTAL

Racing through the searing wastes is an elemental being whose wrath has been invoked by the foolish characters. It attacks mercilessly.

Fire Elemental. Beings of purest eternal flame, these wrathful elementals launch fireballs and whip up firestorms to cook their foes alive.

Anubian. These jackal-headed living sandstorms seek out spellcasters to destroy as a vengeful response to being summoned from their plane of existence.

Sand Golem. These hulks of compacted sand are created by seismic disturbances. They protect their home dunes viciously.

Azer. Dwarf-like elementals with flaming beards, these smiths from the realm of fire come to deserts to found forges away from mortal eyes.

AERIAL ASSAULT

Soaring up above in the searing skies is an airborne creature that tries to pick off one or more of the characters, and carry them back to its lair.

Chimera. This monstrosity may be compounded from goat, lion and dragon parts, as is typical, or might instead have a scorpion tail, serpent head, or other desert-specific appendages or features.

Manticore. A disturbing mix of humanoid, lion and dragon, it is likely to fire its tail spines at the characters from afar, kiting them until they break down from injury or exhaustion.

Roc. With wingspans of two hundred feet, these colossal birds are terrifying to behold. They can easily take on a whole party that intrudes on their territory.

Wyvern. Dragon-like creatures with venom-loaded scorpion tails, these creatures use hit and run tactics on the weakest character.

WALKING DEAD

Neither living nor truly dead, corpses shamble across the sands, their flesh curing under the intense heat. Sand shifts between their bones and pours from their eye sockets.

Mummy. The ruling class of an ancient culture, these preserved bodies spread foul diseases and can spit ancient curses against tomb raiders.

Skeleton. Rising up from beneath the shifting sand dunes, skeletons emerge to ambush unwary characters. They might be buried warriors or servants.

Zombie. Flesh cooking on their bones, zombies shamble across the rocky wastes in search of flesh to feast on.

Desiccated Corpse. These zombie-like undead draw moisture out of those they touch, and exhale searing breath from their decaying lungs.

ELEMENTS OF INSPIRATION

DESERTS – COMBAT

RAIDERS

A group of marauders uses the desert as a place to ambush and loot already exhausted travelers. They might be looking to amass treasure, or be simply searching for their next meal.

Gnolls. These hyena-like humanoids are the spawn of a demon, and cannot contain their ferocious hunger. They eat other humanoids.

Lizardfolk. Duneswift lizardfolk, with neck frills and webbed feet that allow them to race across the sands, try to devour the characters.

Desert Giant. A desert giant wants to enslave one of the characters because of a special skill they possess, like proficiency with a musical instrument.

Bandits. Greedy bandits hope to ambush the characters and have them turn over their supplies, before leaving them for dead.

SHAPECHANGER

A tricky shapeshifter tries to corrupt or con the characters. They might want to enslave them, steal from them, or even devour them.

Lamia. These half-lions take on humanoid forms to enchant potential thralls. Once the lamia tires of a subject's performances, it devours them.

Werejackal. Jackals who can magically assume human forms use their sleep-inducing gaze to try and knock characters unconscious before looting them.

Sila. Capable of transforming into a range of animal forms, as well as a humanoid one, these spirits try to lead people astray in the wastes.

Sphinx. Some sphinxes have the ability to take a humanoid form to deliver their riddles in a more subtle manner. What does solving the riddle yield?

GIANT ANIMAL

Some preternaturally enlarged animal makes itself known to the characters. It might see them as prey, or be interested in them for other reasons.

Snake. A giant sidewinder moves rapidly across the sand dunes toward the characters, hoping to strike them with its venom-filled fangs.

Lizard. A lizard the size of a camel approaches the characters, scoping them out to see if they are worth eating. It can be bribed to serve as a mount with food.

Owl. An enormous desert owl circles the characters. It is a guardian of the desert, and will assist those who mean no harm to the ecosystem.

Vulture. A giant vulture follows the characters for days, scavenging from their kills. If not frequently supplied, it might eventually decide to try to eat one of the characters.

CAMOUFLAGED CREATURE

With coloration and patterns that allow it to blend in with the surrounding desert, a creature tries to ambush the characters, attacking from an unseen position.

Sand Adder. These ten-foot-long snakes are almost impossible to distinguish from the sand around them. They latch onto legs before constricting the entire body.

Hunter Bug. These weevil-like insects are the size of a goat, but impossible to spot when half-buried in the sand. They suck the juice out of prey with their proboscises.

Grick. A desert grick can coil up to take on the appearance of a sandstone boulder. Those who get too close are grappled by its tentacles and bitten by its beak.

Cactid. Only talented botanists can tell these semi-sentient plants from mundane cacti. They restrain their prey with spiked tendrils.

DUNE STALKER

A stealthy predator follows the characters, hidden by the glaring sun or keeping to the shadows of nearby dunes, awaiting the best moment to strike.

Serpopard. These half-serpent half-leopards can run at immense speed, catching up with fleeing prey in moments. They spray a reeking musk.

Karkadann. Gazelle-like creatures with thick hides, they use their single, scythe-like horn to spear their prey after charging them down.

Shahmaran. Half-serpent and half-woman, these human-eating creatures slither unseen through the dunes, then use their hypnotic gaze to stun prey.

Shadhavar. These skeletal unicorns play a captivating melody through their horns to lure in prey, before casting a magical darkness and goring them.

ELEMENTS OF INSPIRATION

DESERTS – EXPLORATION

OASIS

What appears to be a hazy pool of freshwater, perhaps surrounded by shrubs, cacti, or even palm trees, can be seen on the horizon.

Fresh Water. The oasis is a much-needed source of fresh water at which the characters can refill their water skins and bathe.

Watering Hole. The oasis is frequented by a wide variety of creatures, both mundane and monstrous. The characters must be wary when visiting the place.

Protector. The oasis is protected by someone or something. Perhaps a summoned elemental prevents people drinking, or a desert giant demands payment.

Ooasis. The oasis is not as it seems; it is, in fact, an enormous ooze that aims to engulf those who try to drink from it.

SINKHOLE

A huge hole opens in the earth near to, or underneath, the characters. It leads down into the earth, perhaps to a cave or unearthed dungeon.

Quicksand. The sinkhole is formed by quicksand which threatens to swallow the characters whole, unless it can be spotted and avoided.

Caverns. Beneath the sinkhole is a network of caverns. Do monsters lurk in the caves? Do undead haunt the tunnels?

Dead Drop. The sands drop away into an incredibly deep fissure. Falling the entire way could seriously injure or kill the characters.

Sand Vortex. An enormous swirling vortex of sand begins spreading across the desert. Those caught in the whirlpool will certainly suffocate in the shifting particles.

DUST STORM

Winds whip up dust and sand which spreads across the desert, impeding travel across the region. It might be over in hours, or last for weeks on end.

Dust Devil. A whirling dust devil howls across the landscape, picking up and throwing anything in its path. It moves erratically, and at immense speed.

Haboob. An insanely tall wall of dust and sand moves on a weather front across the region, engulfing everything in its path for days.

Sandstorm. A raging storm pulls up the sand from the desert, flinging it around in combination with immense heat. The sand tears and scratches all exposed surfaces.

Sand Fog. A thick, particulate fog rises from the desert, partially or totally obscuring the surrounding landscape.

RUINS

Emerging from the sands are the ruins of some ancient structure. Who knows what treasure lies buried under the grains?

Lizardfolk Pyramid. A pyramid built by lizardfolk has half-sunk into the sand, pointing out at a strange angle. Inside are mummified lizardfolk wearing their weight in gold.

Ancient Temple. An ancient temple to a forgotten deity is protected by elemental forces and creatures that try to dissuade intruders from entering.

Genie Palace. The remains of a genie's palace rises from the dunes. It is filled with immense wealth, but thoroughly trapped to deter treasure seekers.

Towering Citadel. The battlements of a once-towering citadel can just be spotted on the horizon. There are weapons within, but the place is cursed.

SUNKEN LIBRARY

Beneath the rocky hills is a library filled with ancient tomes of forgotten lore. Those who can access this vault of wisdom could unlock many secrets.

Scrollarium. The library consists of scrolls, many of which contain curses and hexes that have not been cast for centuries or longer.

Giant Tome. Buried beneath the sands is an enormous book, its pages the size of a cottage floor, that is protected from damage by abjuration spells.

Sandy Spellbooks. Dozens of spellbooks are stored in a chamber that has sunk beneath the sands. Their pages are damaged by the grains, but not beyond repair.

Clay Tablets. History, myths, legends, and prophecies are all recorded in an antediluvian script upon clay tablets. Translating them likely reveals untold secrets.

ELEMENTS OF INSPIRATION

DESERTS – EXPLORATION

SHRINE

Out in the searing wastes is a strange shrine, now rarely visited by any but the most devoted. It honors an unusual deity whose powers can be earned in some way.

Weather. The deity controls the weather of the desert. Those who offer it freshwater can alter the weather by praying for an hour each morning.

Sun. The deity has mastery over the sun. Those who conjure magical fire in the shrine's braziers can cause an eclipse, eradicate night for a week, or drop the temperature.

Death. The shrine is devoted to an evil deity of death. Killing a humanoid on the altar empowers devastating, necromantic spells.

Fire. The shrine is devoted to a chaotic deity of fire. Offering it the ashes of living things makes the supplicant immune to the searing heat.

HEAT WAVE

The desert is blasted with an unexpected wave of intense, searing heat that threatens the lives of all exposed creatures, no matter how prepared they are.

Mirages. The heat is intense, but the mirages it makes are even more troubling. The characters see strange, threatening, and alluring things in the heat haze.

Exhaustion. The warmth is bearable, but only for short periods of time. Trying to do anything involving any sort of physicality for more than an hour at a time is totally exhausting.

Searing Heat. The extreme heat comes and goes, causing intense burns each time it appears. This might damage equipment as well as living things unfortunate enough to be exposed to the sun.

Unbearable Temperature. The high temperature is literally unbearable. The characters must find some resolution fast, before they die of exhaustion or dehydration.

BURIED TREASURE

While the characters are exploring the dunes, they come across some sign of buried treasure. Perhaps the booty has been partially uncovered by a sandstorm, or maybe they have found a hidden map, or some other clue.

Coins. The treasure is a receptacle filled with coins. Maybe the money is stolen, or perhaps it has been cursed.

Gems. The characters discover gemstones beneath the dunes. They might have merely material value, or perhaps they contain trapped genies or mortal souls.

Treasure Trove. A wealth of various items of treasure is found in a buried chamber. Who made the items? What is depicted on them? Who is, or was, their owner?

Magic Item. Hidden beneath the rocks and sand is a magic item of great power. Why was it buried in the first place?

PRINTS

The sands are marked by the passage of some creature. Sharp-eyed characters can spot them, and those proficient in tracking can tell what they belong to, and maybe further details.

Humanoids. The prints were left by humanoids moving across the area. They might be accompanied by mounts or livestock, and might show signs of specialized footwear.

Worm or Snake. The furrows that mark the landscape belong to a worm or snake. The former might be beneath the sand nearby. The latter might lurk in the shadows.

Insectoid. The prints were clearly made by some sort of insect: anything from a lowly dung beetle to a deadly giant scorpion.

Monstrous. The unusual prints suggest some monstrous source. Where is the monster now? Was it hunting something?

CACTUS FIELD

Stretching out ahead of the characters is a vast mass of spiky foliage, forming a seemingly impenetrable field. Traversing through the field may save time, but runs the risk of injury.

Thorn Hedge. The thorny vegetation forms a long hedge that stretches for miles. It is painful to cut through, but circumnavigating it would take days.

Water Source. Wise characters might deduce that lush growth of this magnitude could not occur without some kind of water source nearby. They might be able to locate it.

Prickly Pear. The field is made up primarily of prickly pears. While the fruit is tricky to harvest, it may be well worth the effort and occasional prick.

Spike Maze. The cacti form an elaborate, natural maze that is far more complex to navigate than it first appears.

ELEMENTS OF INSPIRATION

DESERTS – ROLEPLAY

SCOUTS

The characters spot, or are spotted by, scouts who are scoping out the area. Depending on who they work for, they might not be pleased to have been noticed.

Military. The scouts are determining whether it is possible to march an army across the desert, determining available resources, whether the sandstorms will destroy siege equipment, etc.

Spies. The scouts are spies. They might be snooping on the characters themselves, or perhaps on an interesting location that is nearby.

Criminal. The scouts are criminals - bandits, black market dealers, false guides, or some other cronies. They might try to make victims of the characters.

Magical. The scouts are using some kind of magic, are magical themselves, or possess a magic item that aids their information gathering.

ARCHAEOLOGISTS

Working out in the desert are a group of archaeologists. They might be unearthing ancient fossils or plumbing trap-filled tombs.

Lost. The archaeologists are lost. Maybe they recently emerged from a subterranean dungeon nearby, or became lost during a sandstorm. They need help.

Endangered. Something is threatening the lives of the scholars. Perhaps a desert giant raided their camp, or they triggered a nasty booby trap.

Working. The characters encounter the archaeologists while they are working on site. They might have unearthed something worth seeing.

Traveling. The archaeologists are traveling between locations - perhaps between sites, between a site and their base, or to/from a settlement. They know the way.

TRADERS

A group of traders, craftspeople, artisans, or other merchants are spotted by the characters. They might have some useful skills or items.

Stonecutters. The traders are stonecutters and masons. They have tools for getting through rocks, and might have enchanted stone idols to sell.

Herbalists. A small group of herbalists is out collecting cacti pollen, prickly pears, aloe sap, and other desert plant resources. They know how to cure wounds and, perhaps, make potions.

Weavers. The characters encounter a collection of weavers. Do they weave wicker, cloth, or tales? They know much about the local area.

Herders. Accompanied by a group of livestock such as goats or giant beetles, this group of herders has enough resources to share with the characters.

SANDSHIP

An enormous sandship is spotted on the dunes by the characters. There is something that is preventing it from being immediately useful to them, though.

Abandoned. The sandship is abandoned. Who did it belong to? Why has it been abandoned? Has it been stripped of components or taken damage?

Broken. The sandship has been damaged in some way that makes it non-functional without extensive repairs. What rare material is required to get it up and running?

Fleeing. The sandship is working, but its crew is fleeing from something. Is a sandworm chasing it through the dunes, or is it pursued by wyverns? Can the characters help?

Trapped. The sandship has been disabled and left in a conspicuous location by bandits who hope to lure in explorers.

DESERT GUIDE

The characters encounter a rare creature of good intentions that could serve them as a guide, provided they assist the creature first.

Uraeus. These golden, winged cobras seek wards who are pure of heart. They assist their masters in all things, provided they are cared for.

Coatl. These divine, winged serpents take humanoid form to test potential companions. If a resource, such as food or water, is shared with them, they reveal their true form.

Anqa. These fabulously vibrant birds resemble parrots crossed with cranes, but have a humanoid face. They reward those who share treasure with them.

Almiraj. These desert hares have a single, unicorn-like horn. They respond well to flattery, and will assist those who constantly pander to them. They can scare wild beasts.

ELEMENTS OF INSPIRATION

DESERTS – ROLEPLAY

DECEITFUL DUNES

The sand dunes hide something from the characters. Perhaps the sands shift rapidly as to disguise what is behind them, or maybe heat haze disrupts the image.

Structure. Hidden between the dunes is a structure of some sort. It might be an ancient temple to a genie, a humanoid fortress, or a sorcerer's tower.

Resource. The dunes hide a valuable or useful resource: freshwater, hunting grounds, edible plants, metal ores, etc.

Humanoids. A group of humanoids has taken rest in the dunes, safe in the knowledge that they are hidden from the outside world.

Monsters. One or more monsters use the strange effect of the dunes to ambush potential prey wandering nearby.

UNCOVERED PUZZLE

The characters spot something that allows them to uncover a puzzle previously hidden by sands, salt, or rocks. Solving the puzzle yields magic, treasure, or some other prize.

Interlocking Rings. The puzzle is one of interlocking rings which, if positioned correctly, open a central vault. The rings might have markings to help line them up.

Riddle. The characters uncover a riddle written on a block of sandstone, or delivered by the head of a sphinx, resulting in a cryptic message for them to solve.

Keys. The characters uncover either a keyhole or a key. They must find the counterpart before they can open the lock. Who has it, and where is it?

Magic. A magical puzzle must be solved by lighting magical darkness, quenching magical flame, creating water from thin air, etc.

ANCIENT CONSTRUCTS

Some constructed creations of an ancient civilization are spotted by the characters. Does something cause them to animate? What is their goal?

Stone Golems. These golems are forged from immense blocks of sandstone, and have ancient lore engraved on them.

Iron Cobras. Metallic snakes of interlinked metal rings slither across the dunes toward the characters. They might spit venom. Why are they hunting the characters?

Animated Statues. Statues from a settlement long since buried beneath the sands animate when characters approach. They can speak in ancient tongues.

Prophetic Sphinx. A stone sculpture of a sphinx sits in the desert. It speaks of prophecies that come true, but are hard to decipher.

EXILES

The characters encounter a group of exiles traveling across the desert. They might be slowly starving, in need of water, or well-equipped with supplies.

Criminals. The exiles hide the reason they are here: they have been exiled from a nearby settlement for crimes they committed.

Refugees. The exiles are refugees, fleeing from war or monsters that attacked their home. Can the characters help them return, or find a new home for them?

Cultists. The people were exiled because they are members of a heinous cult. Who do they worship? What evil lore do they possess?

Political. The people are political exiles, ejected from a settlement for their beliefs. Do the characters agree or disagree with them?

HIDDEN SETTLEMENT

During their exploration of the sand-strewn landscape, the characters uncover a settlement hidden in a rocky pass, or beneath the shifting sands.

Buried. The settlement has been buried by a sandstorm, or by the passage of time. What magic item was lost when the sands rolled in?

Camouflaged. The settlement is naturally camouflaged in some way. Perhaps sandbanks conceal the city walls, or heat haze makes it hard to see.

Cut into Stone. The settlement is cut into a rocky cliff face. The facade seems like little more than natural erosion, but a whole city is concealed beyond the rock face.

Illusion. A magical illusion conceals the city from the eyes of most. How did the characters manage to spot it?



FORESTS

FOREST ENCOUNTERS

Roll a d6 to determine an inspiration type, then roll a d20 to determine the specific element.

D6	D20	RESULT	PAGE	D6	D20	RESULT	PAGE
1-2 Combat	1	<u>Ambushing Monster</u>	p. 15	3-4 Exploration	11	<u>Forest Crown</u>	p. 21
	2	<u>Wild Beast</u>	p. 15		12	<u>Traps</u>	p. 21
	3	<u>Raiders</u>	p. 15		13	<u>Enchanted Sundial</u>	p. 21
	4	<u>Hulking Brute</u>	p. 15		14	<u>Shrine</u>	p. 21
	5	<u>Shapechanger</u>	p. 15		15	<u>Forest Fire</u>	p. 21
	6	<u>Animated Plants</u>	p. 16		16	<u>Prints</u>	p. 22
	7	<u>Giant Beast</u>	p. 16		17	<u>Fallen Tree</u>	p. 22
	8	<u>Giant Insect</u>	p. 16		18	<u>Sludge Pits</u>	p. 22
	9	<u>Forest Horror</u>	p. 16		19	<u>Dark Grove</u>	p. 22
	10	<u>Angry Elemental</u>	p. 16		20	<u>Equipment Cache</u>	p. 22
	11	<u>Walking Dead</u>	p. 17	5-6 Roleplay	1	<u>Wayfaring Ranger</u>	p. 23
	12	<u>Defenders</u>	p. 17		2	<u>Hunters</u>	p. 23
	13	<u>Cultists</u>	p. 17		3	<u>Vigilant Druid</u>	p. 23
	14	<u>Unseelie Fey</u>	p. 17		4	<u>Scouts</u>	p. 23
	15	<u>Camouflaged Creature</u>	p. 17		5	<u>Harmless Humanoids</u>	p. 23
	16	<u>Aerial Assault</u>	p. 18		6	<u>Ghostly Wanderer</u>	p. 24
	17	<u>Spellcaster</u>	p. 18		7	<u>Potential Mount</u>	p. 24
	18	<u>Opportunistic Stalker</u>	p. 18		8	<u>Unicorn</u>	p. 24
	19	<u>Tiny Assailants</u>	p. 18		9	<u>Fairies</u>	p. 24
	20	<u>Woodland Guardian</u>	p. 18		10	<u>Rambler</u>	p. 24
3-4 Exploration	1	<u>Sacred Grove</u>	p. 19		11	<u>Festival</u>	p. 25
	2	<u>Fairy Ring</u>	p. 19		12	<u>Celebration</u>	p. 25
	3	<u>Empty Hut</u>	p. 19		13	<u>Traders</u>	p. 25
	4	<u>Fey Gate</u>	p. 19		14	<u>Priests</u>	p. 25
	5	<u>Water</u>	p. 19		15	<u>Injured Animal</u>	p. 25
	6	<u>Ruins</u>	p. 20		16	<u>Dark Deal</u>	p. 26
	7	<u>Webs</u>	p. 20		17	<u>Awakened Creature</u>	p. 26
	8	<u>Dangerous Plants</u>	p. 20		18	<u>Curious Creature</u>	p. 26
	9	<u>Faerie Throne</u>	p. 20		19	<u>Strange Melody</u>	p. 26
	10	<u>Heart Tree</u>	p. 20		20	<u>Miraculous Event</u>	p. 26

ELEMENTS OF INSPIRATION

FORESTS – COMBAT

AMBUSHING MONSTER

A creature drops down from the branches of a tree, leaps from behind a rotting stump, or bursts from the undergrowth. Unless spotted, their attack is a total surprise.

Basilisk. A basilisk uses its petrifying gaze to turn a character to stone, then disappears into the forest. It returns later to eat the petrified creature.

Ettercap. An ettercap throws webbing down over the character at the back of the marching order, then lifts them up into the canopy.

Troll. A troll bursts forth from a hiding spot to attack the smallest of the characters. It continues to fight until it takes acid or fire damage.

Hydra. A hydra strikes from stealth, using its heads to grab a creature and pull them down into a cave, or into a body of water.

WILD BEAST

Some sort of wild animal native to the forest tracks down the characters and waits for an opportunity to attack them, or attacks when its territory is intruded upon or its home is put at risk.

Bear. A lumbering grizzly bear, enraged black bear, or even ornery cave bear swipes at the characters. Its den or cubs are nearby.

Axe Beaks. A flock of axe beaks hunts down the characters and launches a coordinated strike against them, attacking from all angles at once.

Wolves. A wolf pack follows the characters and waits for them to settle down for a rest before launching their attack.

Big Cat. A lone big cat stalks the characters and waits for a prime opportunity to pick off the smallest one.

RAIDERS

A group of humanoids moving through the forest attacks the characters in a coordinated fashion.

Goblinoids. A group of goblins, bugbears, or hobgoblins (or a mix thereof) attacks the characters. They might be defending their encampment, or looking to loot the characters.

Orcs. A group of orcs dedicated to honoring a deity of war attacks the characters to prove themselves worthy, and to claim their weapons and armor.

Snakefolk. A group of snakefolk use poisoned weapons and their own natural venom to kill the characters for intruding on their land, or to capture them as slaves.

Lizardfolk. A group of lizardfolk attack wildly, stopping only to feast on the bodies of the fallen in the heat of combat.

HULKING BRUTE

The footsteps of an enormous humanoid shake the dried leaves around your feet. Animals flee in its wake. The tremors head in the characters' direction.

Ettin. These fickle, two-headed giantkin struggle with a split personality and a voracious appetite. Their actions are unpredictable, but typically aggressive.

Hill Giant. A hill giant tries to squash the characters using a boulder or tree trunk. They might be accompanied by a dire wolf or other hunting companion.

Ogre. Slow-witted and ungainly, these bloated humanoids act before they have finished thinking about what they are going to do.

Cyclops. The immense strength of these one-eyed giants is formidable, but their lack of depth perception is an obvious weakness.

SHAPECHANGER

A being capable of changing its form approaches the characters. They might first appear in humanoid form to scope out their prey, or simply leap from the foliage and strike.

Wereboar. Wereboars guard regions of the forest in which they forage and occasionally hunt. They are more likely to approach characters in humanoid form first.

Weretiger. With incredible stealth, a weretiger typically takes on tiger form to observe its prey before finding the opportune moment to strike.

Werewolf. Working together in packs, werewolves can be a serious threat. Their hunting instinct is unrivaled in the forests.

Hag. Hags take humanoid forms to corrupt and manipulate their victims into debasing themselves and accepting dark deals.

ELEMENTS OF INSPIRATION

FORESTS – COMBAT

ANIMATED PLANTS

Ranging from tiny twig blights to enormous treants, the animated plants of a forest detest intrusions from woodcutters, fire-wielders, and the like.

Shambling Mound. Formed from piles of decaying organic matter, shambling mounds grab their prey with lashing tendrils then reel them in to be engulfed.

Treant. Towering above the canopy, treants are ancient creatures with incredible wisdom, who seek to protect their forest and their kin.

Wood Woad. Wood woads are guardians of sacred groves and enchanted trees. They attack with immense force, and have near-impenetrable bark skin.

Blights. Ranging from twig-sized to tree-sized, blights are the result of necromantic magic infusing plants.

GIANT BEAST

Forests are home to a panoply of overground beasts who make their lairs in shadowed glades and sheltered caves. Few of them are friendly.

Ape. A giant ape swings through the trees toward the characters. It is more than capable of tearing them limb from limb, if it catches them.

Boar. Charging through the undergrowth, splitting fallen trees like kindling, is a giant boar. Those in its path will be eviscerated.

Fox. Slinking silently through the foliage is a giant fox. Although they prefer to pick up carrion, they will happily ambush smaller humanoids.

Snake. Winding across the forest floor is an enormous serpent. It might have venom-filled fangs, or be capable of crushing boulders with its constriction.

GIANT INSECT

An enormous insect has set its rudimentary sight on the characters. It doggedly pursues them through the trees, giant exoskeleton clattering with each step.

Centipede. Hundreds of human-sized legs scutter over all terrains in pursuit of its prey. The centipede paralyzes those it catches with a swift bite.

Wasp. Tearing through the canopy comes a wasp the size of a boar. Its cruel sting is as long as a short-sword, and could easily slay without the assistance of the venom contained within.

Spider. A giant spider lurks in the canopy, where it has made its web. It drops down on unsuspecting characters, or reels them up into a web cocoon.

Ants. Once one dog-sized ant has located the characters, it will not be long before more arrive. On their own, they are a threat. Amassed, they are certain death.

FOREST HORROR

Some awful amalgamation of bark and earth spills out into the path of the characters. To look upon the creature is to court madness.

Bloodbark Beast. These half-bear, half-hawk creatures are formed from angular chunks of flesh-bark that drip oozing, crimson blood. They attack with relentless ferocity.

Gorehound. A gorehound's colossal maw is filled with row upon row of lacerating teeth, and its moss-filled fur gives them perfect camouflage.

Melding Oak. These slow-moving ambush predators grasp their prey while incapacitated or sleeping, and pull them into their own trunks, where they become stuck.

Ravening Elk. Giant elks with an appetite for humanoid flesh stalk the darkest depths of the forest. They use their enormous antlers to impale their prey.

ANGRY ELEMENTAL

As with all natural landscapes, elementals can manifest in forests as guardians of places of wild beauty. They pursue trespassers relentlessly.

Earth Elemental. A hulking mass of stone and earth, these elementals protect crystal caves, moss-covered standing stones, and ivy-strewn chasms.

Vine Golem. Formed of twisting vines that take a vaguely humanoid form, these elementals protect ancient plants from harm.

Air Elemental. Air elementals course through the canopies of ancient woodlands, protecting them from aerial threats.

Mud Mephit. Mud mephits are mischievous dirt-slingers who care more about entertaining themselves than protecting anything.

ELEMENTS OF INSPIRATION

FORESTS – COMBAT

WALKING DEAD

Shambling and stumbling through briar and bramble come the living dead. Their appetite for flesh can be sated by animal prey, but they prefer humanoids.

Will-o'-Wisp. These ghostly lights are the trapped souls of explorers and wanderers who died while lost in the woods. They lure others to a similar end.

Rootwound. Encased in wrapping roots, these undead have become one with the forest. Their soft flesh is protected by bark, and they eat those who hurt the woods.

Fungal Zombie. These decaying bodies are infused with fungal masses; this provides them with auras of spores that might poison, cause hallucinations, etc.

Banshee. The spirits of dead elves, banshees use their awful wailing to knock their foes unconscious.

DEFENDERS

A group of humanoids defending their homes spots the characters and trails them. If they do something that threatens their homes, or the forest at large, they attack.

Elves. Elves armed with bows scout around the characters, ensuring no animals get caught in their path. They do not reveal themselves unless they must.

Gnomes. A gaggle of gnomes approaches the characters and asks them to turn back, leaving their homes in peace. They use illusion magic to appear in greater numbers, or more threatening.

Centaur. A herd of centaurs charges the characters. They have no patience for intruders in their home ranges, and wish to turn them back.

Bearfolk. Bearfolk are highly protective of their homes and will not wait for intruders to prove they are a threat. They attack with lethal force, using guerilla tactics.

CULTISTS

Devoted to an evil cause, cultists lay down their lives in pursuit of a great goal. They seek secluded places, like shadowed groves, in which to conduct dark rituals.

Death. A group of death cultists wants to capture the characters for a ritual sacrifice. They might be accompanied by undead, such as skeletons or wraiths.

Fungal. Covered in toadstools or sprawling mycelium, these cultists use spore auras and illusion magic to kidnap the characters, hoping to feed them to the Mother Fungus.

Eldritch. The cultists are dedicated to some eldritch entity from beyond the stars that gives them mastery of psychic abilities and unholy knowledge.

Bestial. Wearing furs and animal skulls, these cultists embody the creatures of the forests, hunting alongside the animals they worship.

UNSEELIE FEY

The realm of fey is closely connected to ancient forests and woodlands. Sometimes the denizens of that plane visit the mortal realm to influence its occupants, or amuse themselves.

Dusk Striders. These dark forms are beings from the fey realm projecting themselves into the mortal realm without actually traveling there.

Shadow Fey. The shadow fey were once elves, but have been corrupted by evil forces from the shadow realm. Now, they hunt humanoids for sport.

Changelings. Sometimes fey creatures steal humanoid children and replace them with their own. These changelings can be found in many humanoid guises.

Askafroa. Guardians of ash trees, these fey creatures are akin to dryads, but seek to capture and sacrifice humanoids to their home forests in the fey realm.

CAMOUFLAGED CREATURE

Disguised in the foliage is a creature that waits to ambush the characters. They can be spotted only by those with the sharpest eyes.

Giant Mantis. A giant praying mantis disguises itself as a fallen log, an enormous flower, or a bunch of leaves. It strikes with slashing claws that can chop a humanoid in half.

Bark Beetle. These enormous, poisonous beetles have elytra that look exactly like bark. They use their poison to incapacitate foes, then suck them dry with their proboscis.

Fey Giant. These giants are huge, but can mask themselves in forests using a mix of illusory magic and their own camouflaged clothing. They animate plants around them.

Dire Gecko. These colossal lizards cling to tree trunks, looking like leafless branches. They drop down onto foes, hoping to squash them.

ELEMENTS OF INSPIRATION

FORESTS – COMBAT

AERIAL ASSAULT

Diving through the canopy comes an aerial predator, intent on killing the characters. They might have disturbed a nest, or simply be too tasty to resist!

Harpy. A harpy, or flock thereof, uses its luring song to draw characters off the trail. Once they become lost, the harpies strike with their deadly talons.

Giant Owl. A giant owl, angered by those that have disturbed its nest, uses its flyby to attack on the wing, kiting the characters until they leave its roosting spot.

Giant Eagle. Having picked out the characters from the skies high above, a giant eagle swoops down and grabs a character to take back to its nest and consume.

Drake. A forest drake, covered with camouflage patterns and with a deadly, poisonous breath weapon, swoops down on the party.

SPELLCASTER

An errant spellcaster bumps into the characters and decides to test their arcane abilities. They might be working toward a greater magical goal that the characters could uncover.

Blight Druid. A druid who has turned to necromancy uses their magic to drain the life from the characters, spreading disease and plague through the forest as they cast their spells.

Stormcaller. A wild, barbarous sorcerer screams up into the skies, summoning thunder and lightning to thwart the characters' expedition.

Vermin Master. A rat-covered druid summons insects from the earth and pests from the undergrowth. They send their varmint minions to devour the characters.

Dark Growth Druid. Summoning forth rampant shadow growth, a dark druid aims to corrupt the forest with shadow magic.

OPPORTUNISTIC STALKER

Something follows the characters from afar, tracking their prints in the fallen leaves and catching their scent on bushes. Soon, they will strike.

Shadow. A shadow, an undead manifestation of pure darkness, lurks in the eternal dusk of the woodland. When night falls, it will drain their strength.

Moss Monster. A rolling mass of moss, capable of blending in perfectly with the forest environment, awaits an opportunity to smother its victims.

Oaken Grasper. This arboreal half-plant half-ape moves silently through the branches above. When it is sure it is hidden, it tries to strangle its foes with vines.

Blink Dog. Blinking in and out of existence, these fey hounds stalk their prey for days, terrorizing them before they make their fatal attack.

TINY ASSAILANTS

Suddenly, the characters are surrounded by tiny creatures that harry them. They might start as an annoyance but, as their numbers grow, it becomes scarier and scarier.

Swarm of Insects. A swarm of insects or spiders begins to cover the characters, rapidly delivering bites or stings, or encasing them in webbing.

Pixie Gang. A gang of angry pixies fires volley after volley of tiny arrows into the characters, causing bleeding from a myriad of tiny wounds.

Scurry of Squirrels. Squirrels bombard the characters with nuts, pelting them from afar or dropping them from a height.

Kettle of Hawks. A kettle of hawks begins to assail the characters - stealing their equipment, ripping their tents, stealing their food, and even raking them with their claws.

WOODLAND GUARDIAN

There are many creatures within the woods whose sole aim is to protect these beautiful places from harm. If they perceive the characters as a threat, they attack mercilessly.

Dryads. Dryads emerge from their host trees and lure the characters with their beauty. They might cause their enthralled victims to drop into hazardous terrain, or enter monster lairs.

Ajatar. These serpentine spirits inhabit glades and dells, ensuring that none trespass upon them. If angered, they summon snakes and spray deadly venom.

Fey Dragon. Fey dragons appear cute and harmless, but can summon greater monsters (including actual dragons) if they feel their homes are threatened.

Stone Guardian. Blending in with standing stones and stone circles with ease, these troll-like creatures only reveal themselves when it is too late to flee.

ELEMENTS OF INSPIRATION

FORESTS – EXPLORATION

SACRED GROVE

The characters discover a break within the forest that has an overtly magical feature. It might be protected by guardians.

Magic Fruit. There is a tree growing in the grove, the fruit of which grants some magical benefit. It might cure disease, fill empty bellies, or provide invisibility.

Enchanted Stones. There is a ring of standing stones in the glade. Those who step inside see a route out of the forest, or gain temporary flight.

Holy Well. There is a spring in the glade that feeds a well of fine construction. The water within is holy water, but taking it draws the attention of a guardian.

Fey Spirits. Faerie ghosts visit the glade each dawn, dusk, midday, or midnight. They might not take kindly to intruders.

FAIRY RING

A ring of toadstools, mushrooms, or other fungi has sprouted up from the undergrowth. The characters might accidentally stumble into it, if they are not vigilant.

Magical Mushrooms. If one enters this ring of mushrooms, a magical enchantment is bestowed upon them, such as the ability to change size or speak with animals.

Fantastic Fungi. If one enters this ring of fungi, an illusory image appears before them, such as a shortcut through the woods or a rare woodland creature.

Toxic Toadstools. If one enters this ring of toadstools, they may become poisoned or intoxicated by clouds of spores.

Fairies. There are fairies dancing around the ring who invite the characters to join. Poor or unenthused dancing has dire consequences.

EMPTY HUT

The characters stumble across an empty hut in the middle of the woods. It might have been abandoned, or its owner might be just about to return.

Witch's Hut. The hut is filled with potion ingredients, a large cauldron, an animated broomstick, and the like. The witch's familiar might be lingering nearby.

Bothy. This rundown, single-room stone hut is made for people, such as rangers and foragers, to camp out in. Who camped here last?

Hunting Lodge. This wooden lodge clearly belongs to either a noble hunter or a ramshackle ranger. What trophies hang from the walls?

Edible Cottage. The hut is, in fact, a multi-room cottage made from some edible substance, like gingerbread or a giant pumpkin.

FEY GATE

A shimmering portal can be spotted between the split trunk of a tree, inside an immense root ball, or inside a ring of standing stones.

To Fey Realm. The gate leads to the fey realm, a wonderful mirror of the mortal plane filled with fantastical terrain and tricksome fey creatures.

Through Time. Stepping through the gate transports the characters through time. How far back or forward do they travel?

To Demiplane. The gateway leads to a strange demiplane. What is different here? What lives here? How does one get back?

Through Space. Stepping through the portal allows the characters to move through space. They might appear instantly at the forest's edge, or at its heart.

WATER

A body of water gives the characters the opportunity to refill their waterskins and bathe, but might also pose some kind of threat.

Shimmering Pool. This pool of water shimmers with a magical gleam. Perhaps bathing here is especially restorative, or reflections in the water come to life.

Surging River. A wild river surges through the forest, perhaps even cutting a ravine for itself over the millennia. It is impossible to cross without an anchor.

Babbling Brook. A babbling brook is the perfect, peaceful spot to grab some freshwater and soak in the sights and sounds of the forest.

Flash Flood. Somewhere nearby, a body of water has burst its banks. Water floods through the forest. Can the coming wave be avoided?

ELEMENTS OF INSPIRATION

FORESTS – EXPLORATION

RUINS

Poking up from the undergrowth are shattered, stone pillars and blocks of moss-covered granite. What was this place? What happened to it?

Graveyard. Headstones and tombs poke up like shattered bones from the loamy earth of the forest. Yew trees watch over the resting dead. Ravens speak their names.

Elven City. The ruins were once a splendid elven city. Examples of their art, and perhaps their treasure, still remain untouched.

Wizard's Tower. An arcane experiment gone wrong caused the fracturing of this tower, which now floats in the air. Is the wizard's spellbook still here?

Snakefolk Ziggurat. A crumbling ziggurat occupies a glade in the clearing. It is still stained with the blood of the humanoid sacrifices that were made here.

WEBS

Enormous webs, with strands as thick as an orc's arm, fill the forest before you. It is unclear how close the spiders that created them are.

Blocking. The webs block the path that the characters are on. Do they risk luring the spiders by moving through the webs, or risk getting lost by circumnavigating?

Holding Treasure. Suspended in the webs is some kind of treasure that might lure the characters into recovering it. The spiders do not like being stolen from.

Captives. Captives are strung up in cocoons. They might have been rendered unconscious by spider poison, or be wriggling around in vain attempts to free themselves.

Nearby Foes. The giant spiders are nearby, and might be accompanied by swarms of their offspring, or ettercap shepherds who care for them.

DANGEROUS PLANTS

The forest is riddled with poisonous foliage that present all kinds of challenges, but these particular plants are on another level. The characters encounter lone specimens, or entire hedges of them.

Razorvine. With vines that wrap and twist together, covered with deadly, sharp thorns, this razorvine hedge spreads rapidly to block off trails.

Snatchvine. Snatchvines throttle creatures while they are sleeping. They are capable of slow ambulation, meaning they can be found almost anywhere.

Mantraps. These enormous, bell-shaped plants lure prey in with sweet smells, then clamp down upon them with a toothed lid.

Poison Ivy. Patches of poison ivy are hard to distinguish from regular undergrowth. They cause itching at best, and death at worst.

FAERIE THRONE

Resting atop a tree stump or boulder is a marvelous sight—a throne of living vegetation, fit only for fey nobility. Do the characters dare sit in it themselves?

Seelie Archfey. A bright and cheery fey noble owns this throne, and might find it amusing to find a mortal sitting in it. So amusing that they take them as a consort.

Unseelie Archfey. A dark fey with malicious intent owns the throne, and will demand a duel with any pretender.

Queen of Hags. The Queen of Hags owns this throne, which grapples those who sit upon it and whisks them away in the form of a giant bat.

Smallfolk Noble. A member of the smallfolk owns the throne. Their response to having it sat upon by another varies, depending on their particular temperament.

HEART TREE

Heart trees are found in ancient glades and spinneys, and serve to feed the rest of the forest with their elemental magic.

Luminous Sanctuary. This tree glows softly, and is taller than most buildings. Nestled in its branches are places of sanctuary.

Dragon Tree. Gifted by a dragon to their home forest, these trees can exude elemental auras to deter intruders.

Iron Trunk. A towering evergreen with a burnished iron trunk rises into the sky. The other trees around it feed off its strength.

Awakened Sage. This heart tree speaks. It has learned much over the thousands of years it has stood vigil here.

ELEMENTS OF INSPIRATION

FORESTS – EXPLORATION

FOREST CROWN

The characters stumble across a forest crown: an item that looks like it might be placed upon the head of a noble, made from the forest's resources or terrain.

Coppiced Tree. This tree has been coppiced to grow thinner branches. The entire stump is the crown of a troll lord, who knows exactly where it is at all times.

Jagged Stones. These jagged stones might look like a stone circle, but are actually a hill giant's crown, that they lost many years ago.

Glowing Crystals. A circle of glowing crystals marks the spot where a fairy royal was crowned. Stepping inside summons the spirit of said fairy.

Animal Bones. A crown of animal bones might be the ritual site of a hag, a marker of werewolf territory, or something equally sinister.

TRAPS

Some kind of trap has been placed in the forest, most likely for hunting. Only perceptive characters can spot it in time.

Bear Trap. An enormous bear trap clamps down on an unwitting character's leg. It might slow them or, if chained down, stop them moving more than a few feet.

Snares. A snare tightens around a character's leg, hoisting them into the branches of a nearby tree.

Net. A net either pulls the characters up, or shoots down upon them with weighted elements keeping them stuck to the floor.

Magical. A magical trap, perhaps set by a fey creature, catches the characters. Maybe it freezes them in time, or turns them to stone.

ENCHANTED SUNDIAL

The characters stumble across a sundial in the midst of the forest - a rather curious piece of outdoor furniture. It does something spectacular.

Changes Season. Manipulating the sundial changes the season in the glade around it, causing leaves to fall, flowers to blossom, etc.

Changes Weather. Manipulating the sundial changes the weather in the glade around it, bringing in storms, causing rain to fall, etc.

Changes Time. Manipulating the sundial changes time in the glade around it. Perhaps the trees shrink to saplings in the blink of an eye.

Changes Light. Manipulating the sundial changes the light in the glade around it, swinging from the depths of darkness to blinding light.

SHRINE

Hidden in a shaded grove is a shrine - a construction of twisted branches and roots, adorned with mushrooms, animal skulls, or other strange offerings.

Animal Spirits. The shrine is dedicated to animal spirits, which can be seen wandering around the grove. They might serve as companions, for a short time.

Weather. Placing different offerings upon the shrine can change the weather in the forest within minutes.

Nature. The shrine is dedicated to a deity of nature, and might bestow animal-form blessings, or power over the elements.

Fertility. Making offerings of water and flowers to the shrine yields a harvest, such as fresh fruit or gourds filled with honey.

FOREST FIRE

Smoke rises from the forest floor where a fire has broken out. Perhaps it is the natural effect of dry ground and lightning strikes, or the result of deliberate arson.

Thick Smoke. Thick smoke chokes the forest, making it impossible to see more than a few feet ahead, and causing characters to cough and splutter.

Searing Heat. The heat of the fire is immense, draining those who are nearby for too long, and even dealing damage.

Wall of Flame. A wall of flame blocks the characters' path through the forest. They either need to deal with it or spend days traveling around the disaster.

Inferno. Insane towers of flame rise up into the canopy, spreading rapidly through the trees and incinerating anything they touch.

ELEMENTS OF INSPIRATION

FORESTS – EXPLORATION

PRINTS

The passage of something through the forest can be spotted by survivalists by the marks on the forest floor, or by damage to the undergrowth.

Humanoid. The prints indicate the passage of humanoids through the woodland. Perhaps they are traders, explorers, or raiders.

Prey. The marks show that prey animals have passed through this point in the forest recently. This could include animals such as rabbits, deer, pheasants, boar etc.

Predator. The prints show that a predator has moved through the forest recently. It could be a beast such as a leopard or wolf, or a monstrosity like a troll or hydra.

Behemoth. Some enormous behemoth has left its prints in the forest for all to see. Following it is easy, but perhaps foolhardy.

FALLEN TREE

One of the enormous trunks that surround the characters topples down with a tearing crash of bark and wood. It might occur while the characters are right beneath it!

Crashing Down. The tree falls just as the characters pass beneath. They must leap out of the way in time to escape being flattened.

Blockage. The tree has fallen across the characters' path, causing a serious blockade that would take hours to hack down. It might be made worse by ivy, or other strangling plants.

Infested. The fallen tree is infested with something—perhaps a wasp's nest or a fungal disease—that threatens the characters.

Makeshift Bridge. Conveniently, the tree has fallen over some hazardous terrain, such as quicksand or a raging river.

SLUDGE PITS

The forest floor is peppered with sludge pits that make the terrain hazardous. Spotting and avoiding them is of paramount importance.

Quicksand. The pits contain quicksand that sucks down anything that steps upon them. They are masked by fallen leaves.

Boggy Ground. The pits contain boggy ground, camouflaged by patches of mossy earth. They are exhausting to wade through.

Sinkhole. A layer of branches and vines covers an enormous sinkhole that drops tens of feet into an inescapable pit.

Root Hollow. The roots of trees have created a makeshift cave on the forest floor where the earth has been washed away. It is a safe place to camp.

DARK GROVE

Shadows flit around a grove of trees that the sunlight seems unable to pierce. A constant dusk hangs here, giving the place an eerie feel.

Spider Infested. The grove is infested with spiders of all shapes and sizes. Their webs fill the canopy, and stretch between the trunks.

Animated Trees. The trees in this grove come to life when no one is watching them. They might have a dark intent, such as to devour or disorient the characters.

Haunted. The grove is haunted by a malignant spirit, such as a dead explorer, a will-o'-wisp, or a hunted animal.

Cursed. The grove has been cursed by someone, perhaps an evil, fey noble or a treacherous hag. Lingering here has detrimental effects.

EQUIPMENT CACHE

Stored in a root hollow, an abandoned cave, a hanging tree house, or some other secret location is a bundle of equipment. Someone has clearly left these supplies to collect at a later date.

Arms & Armor. The bundle contains weapons and armor that are in great condition and ready to be used. They might be made of natural materials, such as bone and bark.

Potions. The cache contains potions and other alchemical creations that heal, cure diseases, or otherwise assist the characters.

Rations & Water. The bundle contains freshwater and edible rations that have been left by someone for collection when needed.

Equipment. The cache contains equipment that might include ropes, tinderboxes, axes and machetes, climbing gear, etc.

ELEMENTS OF INSPIRATION

FORESTS – ROLEPLAY

WAYFARING RANGER

A rambling ranger catches up with the characters as they move through their territory. They are well equipped for living life in the wilds.

Guide. The ranger is happy to act as a guide for the characters, if they are lost, though might only be willing to escort the characters out of the forest.

Hunter. The ranger is hunting wild animals, and might be happy for the characters to tag along. They might be after sustenance, or collecting trophies.

Slayer. The ranger is a monster slayer who is tracking down a dangerous creature. They might welcome the characters' assistance.

Hostile. The ranger does not want the characters here, intruding on their territory. They might set traps to deter the characters from further intrusion.

HUNTERS

The characters encounter a group of hunters stalking their prey. They could be nobles coming to collect trophies, or peasants out poaching their dinner.

Protective. The hunters are highly protective of their quarry, and try to make the characters turn back and leave them be.

Generous. The hunters are happy to share their kills with the characters, if they are in need of sustenance, or might serve as guides.

Ornery. The hunters are not keen on being disturbed, and might blame the characters for quarry that got away from them.

Desperate. The hunters are desperate for food. They might be ill-equipped, or have inadequate knowledge of tracking.

VIGILANT DRUID

A druid who is duty-bound to carefully watch over the woodland approaches the characters while they make their way through the wilderness.

Injured. The druid is injured, and in need of immediate medical attention. They might have been gored by a beast, or perhaps contracted a disease. What injured them?

Angered. The druid is in a terrible mood, and takes it out on the characters. They might want the characters to leave the woods.

Curious. The druid is keen to find out why the characters are out here. They might be able to offer assistance in some form or other.

Helpful. The druid wants to help the characters survive in the forest. They provide hunting, foraging, tracking, or navigating tuition.

SCOUTS

The characters spot, or are spotted by, one or more scouts making their way stealthily through the woodland. Their footsteps are so light they do not even disturb the fallen leaves.

Military. The scouts are part of the military. They might be scouting their borders for intruders, or mapping routes through the forest for an army to take.

Spies. The scouts are spies, sent by an enemy of the characters to gather information about them. They might be hostile, if confronted.

Criminal. The scouts are criminals of some description. Perhaps they have set up an illegal toll gate in the forest, or are hiding out from the guard.

Magical. The scouts use magic to help them in their exploration. They might be able to stride between trees or move through hazardous terrain.

HARMLESS HUMANOIDS

A group of harmless humanoids crosses paths with the characters. They might be curious, jovial, hilarious, or playful.

Shroomies. These miniature mushroom people love to sing and dance, and emit spores that encourage such behavior in other creatures they meet.

Seedkin. Seedkin are seed-like creatures with stubby arms and legs that like to drop down on creatures walking beneath their tree-top villages.

Frogfolk. Frogfolk are deeply pious and devout, and like to spread the word of their various amphibian deities to any who will listen.

Mousemen. Mousemen walk tiny alleys cut through the undergrowth of the forest. They like to surprise and scare those who visit the woods.

ELEMENTS OF INSPIRATION

FORESTS – ROLEPLAY

GHOSTLY WANDERER

A haunting presence moves through the tree trunks, toward the characters. Its spectral form is unhindered by the briar and brambles.

Haunting. The ghost haunts the characters, making it hard for them to get a good rest and distracting them from hunting, mapping, navigating, etc.

Possessor. The ghost tries to possess one or more of the characters. If the ghost is humanoid, the character gains a flaw; if it is an animal spirit, the character takes on an aspect of that animal.

Benefactor. The ghost is a mysterious benefactor, who assists the characters to ensure they do not meet the same grizzly fate that they themselves did.

Patron. The spectral wanderer has a mission for the characters, related to its own unfinished business.

POTENTIAL MOUNT

Picking its way through the brush is a creature that could potentially serve as a mount, if the characters are careful enough with their approach. The wary creature will not be easily swayed, however.

Hippogriff. These winged horses have eagle-like heads and forelimbs. They only respond well to those who show them proper respect.

Pegasus. A celestial horse with brilliant white wings walks quietly through the woods. It will only accept a rider who has committed no evil deed.

Pony. A lone pony, or small group thereof, grazes on the undergrowth. If it can be captured, it can be broken in a matter of days.

Giant Spider. An enormous arachnid picks its way through a web in the canopy above. Provided it is fed well, it will serve as a mount.

UNICORN

Standing proud in a wooded copse is a unicorn - a celestial horse with a single horn that serves as a guardian or warden of the woodland. It is respected by all other life in the forest.

Benevolent. The unicorn is benevolent, and wishes to help the characters in any way it can, especially if they have treated the forest with respect.

Mischievous. The unicorn is mischievous, and wishes to provoke the characters before it is willing to help. It might lead them astray, for example.

Wary. The unicorn is wary of the intruders in its realm. It stays out of sight, observing the characters. If it does not like them, it might attack.

Dark. The unicorn is a dark being, corrupted by some shadowy influence. It seeks to spill the blood of intruders.

FAIRIES

A gaggle of fairies crosses the trail ahead of the characters. If the two groups spot each other, they might become involved in a game of cat and mouse.

Sprites. Fluttering on dragonfly wings in shaded glens, these aggressive warriors take severe measures to ward strangers away from their homes.

Pixies. These diminutive, elf-like creatures use invisibility and their pixie dust to stay out of sight, wherever possible. They are notorious tricksters.

Brownies. These kind-hearted creatures are around the size of a mouse, and behave much like one. If treated kindly, they bestow gifts and blessings.

Sylph. These air spirits flit through the canopy at immense speed, darting this way and that. They delight in causing other creatures to levitate and fly.

RAMBLER

The characters encounter a lone rambler, making their way along the forest trail. They might have a story to share, or a favor to ask.

Bard. Armed with a musical instrument or sweet melodic tone, this bard is eager to learn of the characters' exploits, and share a drink or two with them.

Bird Watcher. Keenly scanning the branches above, this rambler might stumble into the characters if they are not watching where they step. They are on the hunt for rare birds.

Storyteller. This individual knows more stories than anyone has a right to remember, and they share them willingly.

Folk Magician. With a knowledge of herbal remedies and strange, ancient magic, this folk magician might be able to assist the characters.

ELEMENTS OF INSPIRATION

FORESTS – ROLEPLAY

FESTIVAL

The sound of festivities can be heard bouncing around the woodland up ahead. Clearly, some party is just about to begin.

Festival of Falling Leaves. When the first leaf falls from the tree in autumn, a festival is held among the fairy folk. They celebrate the changing seasons with dance and song.

New Moon Mass. Each new moon, druids and magicians get together to welcome the lunar entity. This might involve ritual sacrifice.

Harvest. When harvest rolls around, and the fruit-laden trees bend beneath their own weight, forest dwellers celebrate their offerings of food with a feast.

Spring Masquerade. Each spring there is a masquerade ball in the forest. All are invited, though not all last the night.

CELEBRATION

A great celebration is occurring in the forest, and can be heard or seen from afar. Perhaps the characters have a chance to join in the party.

Satyr Revelry. A gang of satyrs drink and dance until they drop, their hooves pounding the earth in a pulsating rhythm.

Seelie Ball. A fey ball is being held, with nobles from the Seelie Court attending in great numbers. Here, fates are made and lost.

Faerie Orchestra. Brilliant music fills the woodland from a root hollow in which an orchestra of faeries plays. Their instruments radiate brilliant magic.

Hag Birth. When a hag gives birth to a daughter, there is much celebration among her underlings, who bring her captives to eat.

TRADERS

A group of traders who are making their way through the woodland spot the characters and make their way over, hoping to offload some goods before they reach town.

Furriers. These folk trade furs of all varieties, anything from the loyal rabbit to the royal tiger. They might even have magical cloaks, gloves, and the like.

Foragers. Carrying great bundles of berries, stone fruits, sweet leaves, and all manner of natural edibles, these foragers have all the food anyone could wish for, and the knowledge to find more.

Herbalists. Herbalists make medicinal brews from herbs and other natural substances. These are less expensive than regular potions.

Woodcutters. Dragging or carrying bundles of kindling, these woodcutters might ask for help getting back to town.

PRIESTS

Wearing strange robes and holy symbols, these priests hurriedly move through the undergrowth with purpose.

Knowledgeable characters might recognise who they worship from their vestments.

Nature. The priests are devoted to a nature deity, or some aspect of nature itself. They might have druids in their ranks, or even animal companions.

Sun. The priests are devoted to the sun, or a sun deity. They wear bright colors and wield magical fire.

Revelry. Dancing and singing as they go, these revelers might already be inebriated, or engaging in other forms of hedonism.

Earth. Priests dedicated to elemental earth summon beings from the mud and rock, and chant solemn hymns late into the night.

INJURED ANIMAL

An injured animal lies in the mud, not far from the path. It is in need of immediate medical attention if it is to live. Perhaps it has already attracted the attention of predators.

Elk. If healed, a wounded elk might serve as a guide or mount for the characters. Their injuries might be from predators or hunters.

Wolf. If restored, a wounded wolf might serve as a hunting companion or tracker. Their injuries are often from their packmates.

Lynx. If helped, a wounded lynx might serve as a guide or hunting companion. They may have been injured in a fall.

Bear. If healed, a wounded bear might serve as a mount for a small humanoid, or as a companion. Their injuries are likely due to hunters.

ELEMENTS OF INSPIRATION

FORESTS – ROLEPLAY

DARK DEAL

A being, such as a hag, witch, or shadow fey, approaches the characters offering a dark deal. The cost for the deal might be hidden in esoteric scripture, or concealed in tricksome wording.

Wealth. The creature offers great wealth to the characters; their mount might be turned to gold, for example.

Power. The creature offers great power to the characters; they might be able to command animals by becoming one.

Navigation. The creature offers to guide the characters to their destination, or out of the forest. They might have to serve as guides themselves, in return.

Sustenance. The creature offers sustenance to the characters. Perhaps the food they are given is rank and rotten, though edible and nourishing.

AWAKENED CREATURE

A creature that has been gifted with intelligence and sentience lives in this area of the woodland. It is curious about newcomers.

Tree. Awakened trees see much over their decades, or even centuries, of life, and have gained the ability to communicate. Their tales last for days.

Squirrel. Mischievous and secretive, awakened squirrels like to trade their nuts and edible goodies for shiny things, which they store in tree stumps and hollows.

Robin. Awakened robins are even more curious than their regular counterparts. They constantly question those who make their way through the woods.

Butterfly. These tiny creatures are obsessed with beauty in all its forms. They become closely attached to other beautiful creatures.

CURIOUS CREATURE

A creature takes an interest in the characters, following them through the forest for days on end. If treated well, it might become friendly enough to serve as a companion.

Hawk. A hawk circles the characters high above or flies from branch to branch, watching their every move.

Wolf Cub. A lone wolf cub, ostracized by its pack, sees the characters as its new family. It is constantly tripping them up.

Owlbear. A young owlbear begins following the characters. It looks formidable, but is soft at heart. It crushes their tents when it tries to cuddle.

Fox. A coy fox watches the characters for days before approaching. It is a vigilant protector, but has a habit of defecating on the characters' gear.

STRANGE MELODY

A strange melody—perhaps haunting, perhaps enchanting—drifts through the leaves, causing them to shudder. Even the birds stop singing to listen to the tune.

Satyr Piper. A satyr blows a jovial jig on their pipes, causing creatures that hear it to start dancing. The urge is irresistible, and eventually exhausting.

Enchanting Harpy. From high in the canopy, a harpy sings a luring song that draws in prey. Those who cannot resist might become dinner.

Elf Song. An elven choir sings in some wooded chapel off the beaten trail. Their reverie might last for days on end.

Chorus of Leaves. Some magic has imbued the leaves of the trees with musicality. Harmonies are heard here when the wind blows through the branches.

MIRACULOUS EVENT

A wonderful event, the likes of which are heard of only in myth and legend, happens to the characters.

Falling Leaf Flight. Falling leaves drop from the trees above, but form into a flying carpet or whirling vortex that the characters can use to fly for a few days.

Size Changing Seeds. Seeds drop from the trees, shrinking and growing as they do. Eating a seed causes the characters to change in size, from mouse to giant, or vice versa, and everything in between.

Healing Pool. A wonderful pool of glistening water can be seen from the trail. Its waters are healing - they restore vitality when drunk, and heal injuries if bathed in.

Fairy Banquet. A group of fairies are having a banquet in the woods, and invite the characters to join. The food heals all exhaustion and disease.



MOUNTAINS

MOUNTAIN ENCOUNTERS

Roll a d6 to determine an inspiration type, then roll a d20 to determine the specific element.

D6	D20	RESULT	PAGE	D6	D20	RESULT	PAGE
1-2 Combat	1	<u>Angry Elemental</u>	p. 29	3-4 Exploration	11	<u>Cloud Castle</u>	p. 35
	2	<u>Ambushing Monster</u>	p. 29		12	<u>Empty Hut</u>	p. 35
	3	<u>Wild Beast</u>	p. 29		13	<u>Water</u>	p. 35
	4	<u>Walking Dead</u>	p. 29		14	<u>Ruins</u>	p. 35
	5	<u>Aerial Assault</u>	p. 29		15	<u>Dragon's Hoard</u>	p. 35
	6	<u>Raiders</u>	p. 30		16	<u>Volcanic Activity</u>	p. 36
	7	<u>Hulking Brute</u>	p. 30		17	<u>Idyllic Pass</u>	p. 36
	8	<u>Giant Beast</u>	p. 30		18	<u>Hail Storm</u>	p. 36
	9	<u>Defenders</u>	p. 30		19	<u>Glacier</u>	p. 36
	10	<u>Camouflaged Creature</u>	p. 30		20	<u>Frozen Adventurer</u>	p. 36
	11	<u>Opportunistic Stalker</u>	p. 31	5-6 Roleplay	1	<u>Potential Mount</u>	p. 37
	12	<u>Spellcaster</u>	p. 31		2	<u>Miners</u>	p. 37
	13	<u>Elder Evil</u>	p. 31		3	<u>Climbers</u>	p. 37
	14	<u>Volcanic Aggressor</u>	p. 31		4	<u>Wayfaring Ranger</u>	p. 37
	15	<u>Cultists</u>	p. 31		5	<u>Vigilant Druid</u>	p. 37
	16	<u>Mine Guardian</u>	p. 32		6	<u>Harmless Humanoids</u>	p. 38
	17	<u>Runaway Construct</u>	p. 32		7	<u>Priests</u>	p. 38
	18	<u>Dangerous Exile</u>	p. 32		8	<u>Scouts</u>	p. 38
	19	<u>Berserker</u>	p. 32		9	<u>Ghostly Wanderer</u>	p. 38
	20	<u>Capricious Creature</u>	p. 32		10	<u>Traders</u>	p. 38
3-4 Exploration	1	<u>Blizzard</u>	p. 33		11	<u>Injured Animal</u>	p. 39
	2	<u>Avalanche</u>	p. 33		12	<u>Awakened Creature</u>	p. 39
	3	<u>Abandoned Mine</u>	p. 33		13	<u>Miraculous Event</u>	p. 39
	4	<u>Howling Wind</u>	p. 33		14	<u>Oracle</u>	p. 39
	5	<u>Drop</u>	p. 33		15	<u>Mischief Makers</u>	p. 39
	6	<u>Obelisk</u>	p. 34		16	<u>Celestial</u>	p. 40
	7	<u>Beacon</u>	p. 34		17	<u>Celebration</u>	p. 40
	8	<u>Shrine</u>	p. 34		18	<u>Airship</u>	p. 40
	9	<u>Earthquake</u>	p. 34		19	<u>Lost Explorer</u>	p. 40
	10	<u>Equipment Cache</u>	p. 34		20	<u>Unguarded Treasure</u>	p. 40

ELEMENTS OF INSPIRATION

MOUNTAINS – COMBAT

ANGRY ELEMENTAL

A raging elemental courses along a mountain ridge, sending snow, scree, or sand in its wake. It churns up a cloud of debris as it races toward the characters.

Air Elemental. A blustering manifestation of elemental wind surges at the characters. It uses its whirlwind to try and throw them off the mountainside.

Snow Golem. A humanoid golem made of snow uses its icy breath to freeze the characters, or blinds them with a flurry of snow.

Salamander. These fiery, snake-like humanoids seek slaves for their volcanic mines and forges. They use nets and other restraining weapons.

Xorn. Hungering for gemstones and precious metals, these elemental burrowers can be bribed with a bag of coin.

AMBUSHING MONSTER

Lurking in a shaded ravine, or behind a mound of granite boulders, lurks a monster, ready to ambush any creatures that come past its spot. Only the most alert will spot it in time.

Basilisk. These reptilian monsters train their petrifying gaze on their foes. They might flee once they have petrified a creature and then return later to eat it.

Bulette. Surging up from beneath the ground comes a colossal quadruped that tries to trample the characters to death.

Troll. A camouflaged troll lurks in the entrance to a cave. It drops down from a high ledge to attack in a flurry of vicious claws.

Roper. Initially appearing to be nothing more than a broad stalagmite, these monsters' true forms become clear when their grasping tendrils lash out.

WILD BEAST

A natural beast native to the mountain range begins stalking the characters, seeing them either as prey or as a threat to their supremacy in the region.

Bear. A bear uses boulders and other cover to stay out of sight, but watches the characters. If it feels they are a threat, it attacks while they are sleeping.

Wolf. A lone wolf haunts the characters for a few days, waiting to see if they become exhausted. If they do, it brings in the rest of the pack to hunt.

Cougar. Mountain lions use ambush tactics to surprise their prey, focussing on weaker, smaller characters with their attacks.

Saber-toothed Tiger. These prehistoric predators attack in packs, or use hit-and-run tactics to wear down their prey.

WALKING DEAD

Some undead horror shambles toward the characters, sinew dripping from its battered body. It hungers for humanoid flesh, and will trail them tirelessly unless it is destroyed.

Ghoul. These intelligent undead know how to set an ambush, and even work together to attack. Their paralyzing claws are their most deadly weapon.

Will-o'-Wisp. These haunting lights are the souls of lost explorers who died up in the peaks. They lure the characters down sheer drops and onto scree slopes.

Zombie. Festering undead humanoids might have been formed by something deep within a nearby mine, or by a local necromancer.

Frozen Wight. Frozen by the low temperatures of the peaks, these undead warriors use the ice as a shield and a weapon.

AERIAL ASSAULT

Swooping down from the cloudless sky comes an arial predator ready to devour one or more of the characters. Atop a mountain there's little cover to hide behind.

Harpy. One or more harpies - winged women with bird-like features and broad wings - use ranged weapons or their luring song to harry the characters.

Manticore. Flicking venomous tail spikes and spitting taunting insults, these devious predators might stalk their prey for days on end.

Roc. These colossal birds are more likely to be targeting the mounts of characters; the pesky humanoids that ride them are barely a snack.

Wyvern. Swooping low on wings of stretched skin, these snake-like creatures use their poisonous stingers to deliver lethal doses of venom while in flight.

ELEMENTS OF INSPIRATION

MOUNTAINS – COMBAT

RAIDERS

A group of raiders from somewhere in the mountain range crosses paths with the characters. They are unlikely to be overtly stealthy, but could be concealed by the terrain.

Duergar. Ash-skinned dwarves from the caverns beneath the mountains, these industrious humanoids take slaves to toil in their mines and smithies.

Kobolds. Scions of the dragons that lair in mountain peaks, these reptilian servants try to steal wealth to please their avaricious overlords.

Orcs. Orcs devoted to warfaring deities seek to fill their war wagons with plundered goods from the settlements in the foothills.

Birdfolk. Raiding birdfolk steal livestock and other supplies from their terrestrial kin, using ranged weapons to pepper those who try to stop them.

HULKING BRUTE

The mountainside shakes with the footsteps of some enormous brute who wanders through the peaks and valleys. Their passage cannot be ignored.

Ettin. Twin-headed, and possessed of a dangerously split personality, these giantkin argue with themselves about what to do with their captives.

Yeti. These giant, ape-like creatures are covered with shaggy, white hair that helps them blend in with their surroundings. They can frighten foes with their hideous howls.

Frost Giant. Frost giants are notorious raiders, hoping to please their warring gods with offerings of stolen arms and armor.

Fire Giant. Working hard in volcanic forges, these giants leave only when they need food or other provisions.

GIANT BEAST

Some overgrown beast approaches the characters with malicious intent. It might seek to fill its belly, or to see off a potential threat.

Goat. Giant goats despise those who intrude on their slopes. They charge at foes and try to butt them off of the peaks and ridges they occupy.

Eagle. Enormous eagles tend to be kind-hearted creatures. However, if they feel threatened, they might capture intruders to feed to their chicks.

Marmot. These colossal rodents burrow through the rocky slopes, forming enormous cave networks. They create dangerously unstable terrain.

Lynx. Moving silently across scree slopes and through forested valleys, these gigantic felines hunt for humanoid prey at night.

DEFENDERS

Are they defending their home valley against intruders, patrolling the boundaries of their hunting grounds, or protecting a secret site on the mountain's top?

Half-Giants. These enormous folk are the scions of giants and humans. They keep hidden shrines to the giant gods.

Dwarves. Eager to protect their hoarded wealth, the dwarves of the mountains do not take kindly to intruders. They charge, mounted on giant goats.

Gnomes. Ready to ambush the characters with flame-spitting crossbows and thunder-powered hammers, the technological marvels of the gnomes are to be feared.

Bearfolk. Fiercely protective of their hunting grounds, the bearfolk of the mountains attack from the shadows at night.

CAMOUFLAGED CREATURE

Blending in with the craggy rocks and powdered snow around them, a creature leaps out at the characters, or stalks them from afar, waiting to strike.

Grick. These worm-like monstrosities are perfectly camouflaged against the stone. They slither around tunnels and caverns, waiting to feast.

Snow Leopard. Disruptive fur patterns make these felines hard to notice against the snowy caps of a mountain. They will drag off the weakest member of an adventuring party.

Stone Giant. With stone-like skin, these giants are surprisingly stealthy in their home ranges. They might simply be curious about the characters.

Stone Strangler. Twisting forms of molten stone, these hideous abominations slide down cliffs to choke their victims.

ELEMENTS OF INSPIRATION

MOUNTAINS – COMBAT

OPPORTUNISTIC STALKER

Something has been following the characters for days, waiting for the right moment. It might seek to kill them, steal their goods, or learn about them.

Shadow. Invisible in the darkness of the mountain's shade, or the darkness of a cave, these undead wait until night to strike.

Frostveil. Slowly drifting through the air like a frosted cobweb, these plants emit psychotropic spores before engulfing their prey.

Rock Wraith. These semi-spectral creatures move through the rocks themselves, haunting those who disrespect the landscape.

Stoneshifter. Capable of turning into a boulder in a heartbeat, these creepy, goat-like creatures are able to sneak up on even the most vigilant guards.

SPELLCASTER

The characters draw the ire of a spellcaster. Perhaps they are trespassing, have seen something they should not have, or simply pose a threat.

Stormcaller. The spellcaster has druidic talent or sorcerous heritage, and can summon storms with a word. Thunder shakes the mountains and lightning arcs overhead.

Volcanist. The spellcaster uses flame and molten rock to barrage their opponents. Their fiery tempers are notorious.

Snowcaster. These druids use the ice and snow to infuse their magic. They create walls of ice to protect themselves, and cast cones of freezing cold.

Geomancer. Working closely with the earth itself, these arcanists throw boulders as if they were pebbles.

ELDER EVIL

Some awful being from between the stars has been drawn or summoned to these towering peaks. Their alien intellect perceives the characters as a threat, or a tool.

Mi-Go. These insectoid aberrations serve masters who lurk behind dark stars. They harvest humanoid brains and prove their intellects.

Star Spawn. Star spawn seek to claim this world for their own, as they have many others before. Their alien minds and tactics are impossible to comprehend.

Great Old One. The mere presence of these creatures corrupts humanoids around them, causing paranoia, avarice, and bloodlust.

Gibbering Mouther. Horrible amalgamations of molten flesh, mismatched eyes, and toothed maws, these creatures create chaos wherever they crawl.

VOLCANIC AGGRESSOR

A plume of smoke emerges from the volcanic peak as creatures emerge from the fiery basin within. They might have awoken because of the characters' passage through the area.

Phoenix. These blazing birds protect volcanic peaks from intruders who would seek to stymie their natural beauty. They bathe their foes in flame.

Magmin. These mischievous elementals hurl searing clots of magma at their foes. They contain a destructive force that explodes out of them when they are destroyed.

Dragon. An immense dragon emerges from the peak, its presence so formidable that most flee, even from its shadow.

Fire Elemental. Blazing vortexes of fire and magma, fire elementals are uncontrollable agents of elemental chaos.

CULTISTS

A group of cultists have met on the mountainside. They dance and chant into the open skies, drawing something down from the naked midnight, or up from the heaving earth.

Eldritch. The cult is dedicated to an eldritch entity from beyond the stars, some arcane behemoth of unimaginable form and aberrant mind.

Storm. The cultists worship the storm, the surging lightning and crashing thunder, the whipping wind and blinding snow. They summon forth thunderous beings.

Endless Ice. Coated in hoarfrost, these white-eyed zealots call forth the endless ice, eternal and everlasting elemental death.

Eternal Flame. Igniting themselves, but feeling no pain, eternal flame cultists summon creatures from volcanoes that should not exist.

ELEMENTS OF INSPIRATION

MOUNTAINS – COMBAT

MINE GUARDIAN

The characters inadvertently stumble across the entrance to a mine. It might be ancient and abandoned, or still functioning. Some guardian of the place comes to see them off.

Stone Golem. A golem carved from stone thunders toward the characters. It might be made in the image of the miners, or an abstract form.

Iron Golem. Wrought from twisted metal and plates of corroded iron, this golem might have spells stored within it.

Walking Statue. Statues, masterfully hewn from stone, border the mine's entrance. They animate when intruders approach.

Mine Spirit. A strange elemental or undead spirit guards the mine. Perhaps it is the soul of a miner who died within.

RUNAWAY CONSTRUCT

The gnomes and dwarves of the mountains are well known for their clockwork and iron creations. Sometimes though, these machines go haywire and cause havoc.

Iron Pit Pony. These pony-like machines are designed to pull carts of ore and coal. When malfunctioning, they charge around relentlessly until they wear down.

Autodriller. Armed with a pair of whizzing drills, capable of cutting through solid stone, these haywire automatons are best avoided.

Crystal Construct. Formed from lumps of arcane crystal and geodes, these constructs are designed to protect miners from threats while they work.

Lode Detector. With incredibly accurate sensors, these insectoid constructs are impossible to sneak past. Thankfully, they are relatively harmless.

DANGEROUS EXILE

Another humanoid, exiled from their former place of residence, has become a dangerous recluse up here in the mountains. They detest other people.

Vampire. A vampire clambers up the scree slope toward the characters in the dead of night, eager to sate its thirst for blood.

Witch. A witch with a mastery of dark arcana curses the characters, throwing hexes at them as punishment for entering their territory.

Necromancer. A necromancer, who has been building an army of undead in the isolated mountain range, sees the characters' bodies as valuable assets.

Murderer. A murderer, who has fled the guard of their hometown, now lives in a mountain cave. They are still driven to take the lives of others.

BERSERKER

The characters are attacked by a berserker, driven into a frenzy by bloodlust, devotion to a deity, psychotropic mushrooms, or some other influence.

Barbarian. Channeling the power of a bear, wolf, eagle, or another animal, this barbarian seeks to prove themselves against the characters.

Minotaur. Driven by a psychotic condition brought on by drinking a liquor of fermented moss, this minotaur attacks with inhuman rage.

Ogre. Driven by greed and avarice, this bloated brute hurls boulders toward the characters, bellowing insults as it does so.

Orc. Having devoted themselves to worship of an evil god, this particular orc has become incredibly muscular and overpowers others with ease.

CAPRICIOUS CREATURE

A changeable creature is caught in a bad temper by the characters, and decides to take their malicious mood out on them. They might need to be defeated or talked down from their attack.

Azza Gremlin. These fey creatures love lightning, and often lurk within machinery that harnesses it as a power source. If caught in the wrong mood, their behavior is shocking.

Bereginyas. These fairies are made of fog and mist, and lurk around the tallest mountain peaks. If they are not placated with offerings of food, they might steal it instead.

Kot Bayun. These fey cats are savage predators, but sometimes take a liking to their prey. If they do, they become poetry-telling companions.

Stuhac. Taking the guise of an elderly person, these fiends trick prey into helping them. The stuhacs then cripple the creature before devouring them.

ELEMENTS OF INSPIRATION

MOUNTAINS – EXPLORATION

BLIZZARD

A swirling storm of ice and snow blows through the mountains' valleys and lashes their peaks. Smart travelers seek shelter as soon as they feel a cold wind coming in.

Blinding Snow. The storm sweeps up powder snow from the peaks and throws it around in blinding patterns, making it impossible to navigate.

Hailstones. Hailstones pummel the mountainside, ranging in size from pea to plum. They might be a mere annoyance, or a deadly threat.

Pushing Winds. Freak gales buffet the mountain range, threatening to shove explorers off the knife-edge ridges and down the slippery slopes.

Ice Storm. Shards of ice slash through the air, lacerating exposed material and flesh alike. Tents are reduced to tatters, and skin is scarred for life.

AVALANCHE

A tumbling mass of snow begins sliding down one of the mountain slopes, posing a serious threat to all in its path.

Rockfall. The avalanche is accompanied by boulders that ricochet off each other, coursing toward the characters like stones flung from trebuchets.

Snowball. A ball of ice and snow rolls down a slope or trail, accumulating more as it goes, causing it to exponentially grow in size.

Snow Slide. An enormous shelf of snow falls from the mountainside, sliding down over the slopes in a plume of white powder.

Scree Fall. Loose ice and stone skitters along the steep mountain's edge, slicing through the undergrowth like so many knives.

ABANDONED MINE

The characters happen upon a mine shaft that is now abandoned. There might still be equipment, machinery, or treasures to be salvaged from within.

Monster Attack. The mine was the site of a monster attack, and the corpses of the victims are still strewn about. What did this? When did it happen?

Uncovered Lair. The shaft dug too deep, exposing the lair of some abomination lurking within the mountain. What was it? Is it still here?

Cave-in. Following the mine leads to a cave-in where the passage is blocked by rubble. What caused the cave-in? Are there trapped survivors?

Natural Hazard. The mine uncovered a natural hazard, such as a boiling lake of lava, or a freezing torrent of water. Can it be passed?

HOWLING WIND

A blustering gale blows through the valley, nearly bowling the characters over. It carries a haunting howl upon it that makes the hairs stand up on the back of their necks.

Deafening Gale. The winds are so loud that they deafen the characters. This might end once the gale dies down, or last for days or even weeks.

Awful Moans. There are hideous moans upon the winds that are enough to drive even the most stoic mind to despair. The maddening effects are intolerable.

Mind-Numbing Shriek. A piercing shriek cuts through the wind, stunning those who hear it. What could make such a sound?

Carried Conversation. The wind carries a conversation with it. Perhaps there are ambushers waiting for the characters on the road ahead, whose cover is now blown.

DROP

The characters come across a sheer drop that is difficult to cross, but would take days to circumnavigate. They must decide how to tackle the hazardous terrain.

Chasm. A broad chasm opens up before the characters. Perhaps it was formed by glacial movement, earthquakes, or volcanic eruptions.

Cliff Edge. The characters come to an unexpected cliff edge; where they expected the mountain to continue is a sheer drop.

Mountain Ridge. The slope on which the characters walk becomes steeper and steeper, until only a knife's edge ridge remains.

Unnatural Crack. Something has caused a fissure to open up in the earth. What caused such a crack? How deep does it go?

ELEMENTS OF INSPIRATION

MOUNTAINS – EXPLORATION

OBELISK

Rising into the clear skies above the cloud level is an obelisk, clearly erected centuries ago by someone. The purpose of the strange monument is not immediately obvious.

Haunted. The shard of stone is haunted by the one who erected it. Their spirit is anchored here. Are they benevolent or malicious?

Earth Magic. The crystal obelisk channels earth magic, causing nearby boulders to float, scree to turn into dust, etc.

Wild Magic. Wild magical effects are centered upon the obelisk, which seems to shudder and shift at random. What triggers the effects?

Lightning Magic. The obelisk serves as a lightning attractor, and is regularly struck by electrical bolts. What is the obelisk charging?

BEACON

The characters spot some sort of beacon high up in the mountain. Even distantly from their location it is clearly visible, and must be for miles in each direction.

Magical Flame. Contained within an enormous brazier is a magical flame that seems impossible to extinguish. Who lit it? What does it warn of?

Massive Brazier. A colossal tower is capped with an iron cage filled with flammable material, which has been ignited. How long will it last?

Divine Light. Divine light glows from the beacon, powered by a celestial connection to the heavens. What evil does it warn of?

Eerie Glow. An eerie, haunting glow emanates from the beacon, which might be fashioned from a giant's skull, or be a twisted construction of iron and flesh.

SHRINE

Nestled within a wooded dell, deep in the mountain range, is a shrine. It could be made of stone, twisted roots, solid ice, or some other material.

Weather. Making an offering to the shrine allows those who pray there to change the weather in the mountain range for a short period of time.

Nature. The shrine is dedicated to natural spirits; they help any who leave offerings of natural resources taken from those that extracted them unsustainably.

Elemental. The shrine venerates some elemental energy, such as ice, fire, air, or earth. Short-term mastery over such an element could be acquired here.

Stars. The shrine sits beneath a blanket of stars, which can be communed with when the right constellations appear overhead.

EARTHQUAKE

Gentle shudders can be felt in the earth around the characters, which quickly intensify into tremors and rapidly become a full blown earthquake.

Unstable Terrain. The quake is not too bad, but creates unstable terrain around the characters that must be carefully traversed to avoid injury.

Fissures. The earthquake is severe, and forms deep fissures around the characters. They might have to avoid these as they open.

Quakes. The earthquake continues to send powerful tremors which threaten to knock characters from mountain ridges.

Thrown Boulders. The earthquake dislodges enormous boulders which come flying toward the characters, as if thrown by giants.

EQUIPMENT CACHE

Hidden behind a boulder, in the mouth of a cave, or some other secret location, is a bundle of goods that has been stashed away.

Arms & Armor. The bundle contains armor or weapons that are in usable condition. What mark on them identifies their previous user?

Potions. A handful of potions in an alchemist's bag are spotted. What do the potions do? Who left them here?

Rations & Water. The bundle contains edible rations and freshwater that have been left for collection at a later date. What do the rations tell of the person who left them?

Equipment. The cache contains useful equipment, such as ice axes, climbing gear, ropes, and the like. Do they have flaws from prior use?

ELEMENTS OF INSPIRATION

MOUNTAINS – EXPLORATION

CLOUD CASTLE

Moving slowly across the open sky is a castle, supported by a magical cloud, that undulates softly as it moves. Despite the distance, the characters may be able to spot one or more cloud giants within the structure.

Friendly. The giants are friendly, and spot the characters. They approach cautiously to assess the characters, before offering them a lift.

Angry. The giants are angry about something which makes them hostile. Perhaps it is something the characters have done.

Abandoned. The cloud castle is abandoned, and either hangs listlessly in the air, or rests on the mountain slope. Where did the giants go? Can it be flown without them?

Crashing. The castle is in the process of crashing down into the range. What has caused it to veer off course?

EMPTY HUT

After trekking through the mountain range, the characters spot an empty structure in which they might be able to make a more comfortable camp. It is safer to rest here than in the open.

Bothy. The tiny, one-room hut is used by shepherds and explorers as a temporary camp while in this area of the range. Who was the last occupant?

Hunting Lodge. A wooden lodge, made for hunters to stay safe, is nestled in a wooded valley. What trophies are within?

Miner's Cottage. A decrepit cottage once belonged to a worker in a nearby mine. What did they leave behind when they left?

Laboratory. The hut contains laboratory equipment, which might be for producing potions or making constructs. What tools and components remain? Why is no one here now?

WATER

The characters discover a source of freshwater that might be much-needed. It could be flowing down the mountainside, or resting in a valley.

Surging River. A surging river makes its way down the mountainside, toward lower ground. It flows with such force that getting near it is dangerous.

Waterfall. A pool of water empties over a cliff face, thundering down to a plunge pool below. The characters might be at risk of going over the edge.

Freshwater Pool. A beautiful, undisturbed freshwater pool allows the characters to refill their skins and tankards. What wildlife visits the pool?

Meltwater Flood. Meltwater from higher up the mountain courses down the side of the mountain at a formidable pace. The characters could be caught in the flood.

RUINS

One or more of the characters spots the ruins of some ancient structure at the peak of the mountain, or down in a valley. It might be a safe place to stop, or contain treasures of the past.

Dwarf Citadel. The ruins were once a dwarf citadel, and still contain weapons and armor fit for dwarves.

Giant Castle. The ruins are clearly of giant scale and construction. They might be a crashed cloud castle, or perhaps a fire giant fortress.

Orc Fort. The ruins bear marks of orcish construction. Perhaps it was a peaceful culture with herds of sheep and goats, or a war-like nation that worshiped an evil god.

Gnome Village. The ruins are of a gnomish village. Strange, mechanical treasures can be found in the cottages.

DRAGON'S HOARD

Glinting in the sunlight, an enormous pile of treasure sits out for all to see. It is comprised of thousands of coins, gemstones, goblets, idols, and other masterpieces wrought from precious metals.

Guarded. The hoard is, understandably, guarded by a dragon. Luckily, the wyrm is currently absent, but it will surely not be long before it returns.

Looted. The hoard has already been looted. What remains is either an illusion or a bunch of worthless fakes. Who took the treasure?

Slumbering Wurm. A dragon slumbers beneath the pile of treasure. Alert characters can spot telltale signs before they plunder the hoard.

Trapped. The treasure has been trapped, either magically or mechanically, so that thieves will be captured.

ELEMENTS OF INSPIRATION

MOUNTAINS – EXPLORATION

VOLCANIC ACTIVITY

As the characters make their way through the mountain range, they spot some signs of volcanic activity. If they can get far away fast, they might be safe.

Smoke Plume. A vast plume of smoke rises up from a mountain peak. It rapidly spreads, becoming a choking cloud that obscures vision and restricts breathing.

Ash Cloud. A searing cloud of ashes rises up from an active volcano. If it blows toward the characters, it will severely burn them.

Eruption. The characters witness a volcanic eruption. Magma and lava spew forth from the top of a mountain, which literally explodes, sending rock, smoke, and ash flying.

Tremors. The characters spot a volcanic eruption far off, but still feel the tremors of the explosion.

IDYLLIC PASS

Up ahead of the characters is a gorgeous mountain pass; it looks like it could be hanging in a gilded frame on a noble's wall. It is so picturesque that it is hard to believe it is real.

Skiing. There are skiers sliding down the snowy slopes of the pass, having the time of their life. Smoke rises from cozy-looking lodges at the top.

Forested. Pine trees rise high from the pass, sheltering it against the wind and foul weather. Hidden behind their trunks is a beautifully peaceful grove.

Brook. A gentle brook flows through the pass, babbling as it goes. There might be kayakers headed down it, or deer sating their thirst on the shore.

Inhabited. The pass is inhabited by a humanoid culture. Perhaps gnomes have built cottages in the valley, or dwarves have cut homes into the rock.

HAIL STORM

The characters are caught in a hail storm that batters the mountain. They need to find shelter fast if they are to avoid the worst of it.

Slowing. The hail is frustratingly thick, even though the stones are only small. It makes it hard to navigate, and the characters' pace slows.

Damaging. The hailstones are big enough to bruise and break the skin. More than a few minutes in the storm is likely to seriously hurt.

Injuring. The hailstones are the size of a fist, and fall with immense force. Each stone can easily break an arm, crack a rib, or rip a tent in two.

Deathly. The hailstones seem imbued with the wrath of the gods. They are as big as pumpkins, and smash into the earth with intense force.

GLACIER

An enormous glacier of solid ice blocks the characters' path. They might be able to clamber atop it and continue on their route, or might be forced to divert from their course.

Slippery Ice. The glacier is covered with slippery ice. Those walking on it run the risk of sliding off the edge. Sleds would be useful.

Slush Flow. The glacier leaves a flowing trail of slushy ice that slows pace. Getting caught in the flow could be lethal.

Serac Collapse. A piece of glacial ice collapses, sending shards of ice raining down upon the characters. They will be injured if they cannot dodge aside.

Powder Plume. The glacier is accompanied by a plume of powder snow, which reduces visibility and makes navigation much harder.

FROZEN ADVENTURER

An adventurer, frozen solid, stands out on the side of the mountain. They wear an expression of fear and shock - a grim portent out here in the freezing weather.

Flash Freeze. A natural, but sudden, drop in temperature caused this adventurer to become frozen in place. What are they holding?

Magical Ice. The adventurer was frozen by some spell, or spell-like effect. Who or what cast the spell? Why?

Monster Attack. The adventurer was frozen by a monster effect, such as the freezing breath of a white dragon. Where is the monster now?

Imprisonment. The adventurer was magically imprisoned in ice. They are still alive, and would reanimate if thawed. What did they do? How can they be safely thawed?

ELEMENTS OF INSPIRATION

MOUNTAINS – ROLEPLAY

POTENTIAL MOUNT

A creature that could serve as a mount can be spotted by one or more of the characters. Gaining its services is not as easy as it might seem.

Hippogriff. These half-horse, half-eagle creatures are obsessed with formality and etiquette. Only those who approach appropriately will be accepted as riders.

Pegasus. These celestial beings take the form of winged horses. They accept riders, but only if they are pure of heart and have committed no evil.

Griffon. Half-lion, half-eagle, these voracious predators require a constant stream of food if their loyalty is to be bought.

Pony. Ponies frequent the slopes of foothills, and even pick their way up into the higher mountain ranges. They can be caught and broken in with relative ease.

MINERS

The characters find themselves on the same trail as a group of miners. They might be on their way to work, or fleeing from something in the mines - perhaps a monster or natural hazard.

Dwarves. A burly gang of dwarves flees from a magma flow which pours forth from their volcanic mine. What can be done to save them?

Gnomes. A line of gnomes clogs the trail. They are all waiting to enter a newly opened mine to search for gemstones.

Duergar. These ash-skinned dwarves come from an avaricious society that prioritizes wealth. They will not let on where their mine is.

Half-Giants. A trio of half-giants flees from a bulette which has tunneled up out of the mine toward them. How can the monster be stopped?

CLIMBERS

A trio of climbers is attempting to ascend a sheer peak, eager to prove their incredible skill. They might be using gear to help, or be free climbing.

Sporting. The climbers are ascending for sport and adrenaline. They are eager for fresh competition, if any of the characters fancy themselves athletic.

Injured. One or more of the climbers is injured, and in serious need of assistance. If the characters can heal them, they could share equipment or serve as a guide.

Lost. The climbers are done with their sport, but have become lost on the way back to their camp. They need assistance if they are to make it through the night.

Helpful. The climbers are jovial folk, eager to help anyone in need. They have expertise, rations, and equipment.

WAYFARING RANGER

A ranger clad in mountain gear walks the peaks. They are clearly at home in the mountainous environment, and their pace is barely slowed by the hazardous terrain.

Guide. The ranger is happy to serve as a guide for the characters if they are in need of a navigator. They know the mountains like the back of their hand.

Hunter. The ranger is a hunter, searching for food to sustain themselves, and perhaps others, in a nearby settlement.

Slayer. The ranger is out searching for a specific monster, or other creature that they believe is a threat, or is responsible for some awful event.

Hostile. The ranger does not want the characters hanging around the region they have sworn to protect. They try to ward them off with a nonlethal assault.

VIGILANT DRUID

A druid, sworn to protect the mountain range, can be seen interacting with the environment, or with the native flora and fauna. They might be treating an injured animal, or causing plants to grow.

Injured. The druid is injured and in desperate need of healing. Perhaps they have been caught out in the freezing temperatures, or fell down a scree slope.

Angered. The druid is angered by the characters' presence, and does all they can to see them off. They might summon beasts to attack the characters.

Curious. The druid is keen to know why the characters have ventured into the mountains. If they approve of their mission, they might be able to help.

Helpful. The druid wants to help the characters however they can. They can find food and water, summon beasts, alter the weather, etc.

ELEMENTS OF INSPIRATION

MOUNTAINS – ROLEPLAY

HARMLESS HUMANOIDS

A group of harmless humanoids is practically falling over themselves playing on the mountain. They throw snowballs, slide down shallow scree slopes, or balance rocks in towers.

Rocklumps. These creatures look like jagged stones with stubby arms and legs emerging from them. Their central, polished-stone-like eyes are full of emotion.

Burrowlings. These gopher-like humanoids thrive and depend on good company, and can even die of loneliness. Thus, they stick close to groups that they encounter.

Ravenfolk. These curious humanoids are capable of flying, and often circle people they are interested in. They love to collect shiny trinkets.

Lunar Children. These strange, glowing creatures take the forms of spectral owls. They love to watch humanoids to see what they are up to.

PRIESTS

A group of priests, clad in strange robes or other outfits, is spotted by the characters. Depending on who they worship, they might react differently to the attention.

Nature. The priests have dedicated themselves to worshipping nature, or a deity thereof. They praise the changing seasons, natural flora and fauna, and lunar cycles.

Earth. The priests are devoted to elemental earth, and wish to see civilization overthrown by the tectonic movement of the world itself.

Air. The priests are zealots of elemental air. They wish to see all weak life blown off the face of the earth, and eroded by the howling winds.

Astral. The priests worship entities from the astral realm. They might have been possessed by these aberrant beings.

SCOUTS

Scampering across the rocky landscape is a group of scouts clad in camouflaged clothing. They do not take kindly to being spotted, and either flee or lash out.

Military. The scouts are here on behalf of a military organization. They are looking for a safe route that an army could take through the mountains.

Spies. The scouts are here to spy on something, such as a mine, or someone, such as one of the characters. If spotted, they attack.

Criminal. The scouts are criminals of some sort. They might be acting as bandits on the trails, or might be fleeing the law.

Magical. The scouts have spells at their disposal, or are scouting using magical means, such as with a familiar. Why are they here?

GHOSTLY WANDERER

A strange, spectral creature moves through the rocks and boulders toward the characters. It drifts across the terrain, without slowing.

Haunting. The ghost haunts the characters, making it hard for them to get a good rest and distracting them from hunting, mapping, navigating, etc.

Possessor. The ghost tries to possess one or more of the characters. If the ghost is humanoid, the character gains a flaw; if it is an elemental spirit, the character takes on a related chaotic aspect.

Benefactor. The ghost is a mysterious benefactor, who assists the characters to ensure they do not meet the same grizzly fate that they themselves suffered.

Patron. The spectral wanderer has a mission for the characters, related to their own unfinished business.

TRADERS

A group of traders picks their way along a hazardous trail through the mountains. They carry their goods with them, and are keen to trade with the characters.

Lapidarists. These individuals trade in gemstones. They sell cut stones, and are eager to buy uncut ones for a lower price, if the characters have any to trade.

Stonecutters. The traders are stonecutters and masons. They have icons and other sculptures for sale, or can be hired to cut paths through the rock.

Ice Merchants. These folk carry insulated packs of ice with them. They might preserve the cubes with magic, even. They know how to clear ice fast.

Ore Dealers. These folk have ore to trade to smelters, who turn it into metal to be used in smithies. They know shortcuts through the mountains.

ELEMENTS OF INSPIRATION

MOUNTAINS – ROLEPLAY

INJURED ANIMAL

Not far from the rocky trail is an injured animal. It is in dire straits, and needs medical attention soon if it is to survive much longer.

Goat. This goat has a broken leg from a fall, or has been hurt by a predator. If healed, it can lead the characters on a safe path to shelter.

Wolf. This wolf has been hurt by other packmates. If healed, it will stick to the characters like glue, serving as an animal companion for a short while.

Bear. This bear has been hurt by a falling branch or boulder. If healed, it can lead the characters to fresh water and food, like fish or berries.

Cougar. This cougar has contracted a disease that is killing it. If healed, it will serve as a hunting companion for the characters.

AWAKENED CREATURE

A creature, given unnatural intelligence by a druid, a priest of nature, or some other source, approaches the characters. They might just want a conversation with some new friends.

Eagle. An awakened eagle spots the characters from the wing and watches them for a while, to decide whether they seem trustworthy, before engaging in conversation.

Marmot. A tiny marmot, near its amazing network of burrows, pops up to welcome the characters to the mountains. They know the peaks amazingly well.

ibex. An ornery ibex wants to know what on earth the characters are doing, risking their lives on the mountain ridges.

Bear. A jovial awakened bear wants to share a joke it just made up with the characters. It is not particularly funny.

MIRACULOUS EVENT

A wonderfully miraculous event occurs around, or to, the characters, the like of which usually only happens in myths and legends. The characters might be able to take advantage of the event.

Sweeping Windpath. The wind atop the mountains blows with such immense force that it forms a windpath, allowing the characters to safely fly along it, without using spells.

Earthmote Rise. All around the characters, enormous boulders begin rising into the air. If the characters can get atop one, or harness it, they can levitate.

Healing Snowfall. Pure, white snow drifts down from the white skies overhead. The glistening flakes heal those they land upon.

Spell Well. An enormous fissure, down into the core of the earth, spews out arcane energy. Although it is dangerous, it can be harnessed to restore arcane energy.

ORACLE

Up in the mountains is an oracle, a prophet, a storyteller, or some other master of myth and imagination. The characters see them meditating atop a rocky column, or other area of seclusion.

Past. The oracle can see into the past, or knows legends from centuries ago. They might shine some light on the current situation in the world.

Present. The oracle can see the present by looking into a mirror of ice, a snowstorm, or in some other magical way. They can see things happening right now realms away.

Future. The oracle can get cryptic glimpses into the future. They might carve these into the stone of the mountainside.

Lies. The oracle is false. They might know this, and actively deceive others, or they might believe their fake visions are real.

MISCHIEF MAKERS

Some mischievous creatures approach the characters, eager to meddle with their affairs. They might try to sneak up upon them, or reveal themselves immediately for the shock factor.

Fraughashar. These goblin-like creatures have icicle beards, and protect sacred rivers. They launch snowballs from their slings.

Mephits. Elemental nuisances that form in places of natural essence, these creatures shower the characters in snow, or cause icicles to drop down on them.

Pandrals. These creatures resemble red pandas but have three pairs of legs, and enormously bushy tails. They like to steal food.

Shardlings. Resembling insects made of ice, these elementals drain heat from campfires and sleeping creatures.

ELEMENTS OF INSPIRATION

MOUNTAINS – ROLEPLAY

CELESTIAL

A celestial creature from the heavens above visits the characters. Perhaps it is keen to reward them for some good action they have taken, or to punish them for misdeeds.

Angel. An angel from the celestial realms visits the characters. They might have a message for them, a divine boon to bestow, or a warning to issue.

Couatl. Couatls can take humanoid forms to interact with characters before they reveal their true, celestial bodies. They are eager to protect the natural world.

Archon. These celestials are the warriors of the divine realms. They only appear when there is conquest to be embarked upon.

Disembodied Voice. No physical form visits the characters; instead, they hear a divine voice giving them advice, or a commandment.

CELEBRATION

The noise of a wonderful celebration rings out through the mountains and valleys. It draws attention from all creatures around, most of which seem to want to avoid the scene.

Mine Opening. A new mine has just been opened, and miners eager to get down into the tunnels are celebrating with a pint of ale before heading down to the riches below.

Ski Season. The start of a new ski season has come around, and sporting individuals are getting ready to head down the slopes. The wine flows.

Sled Race. Groups of competing athletes are having a sled race down a hazardous track. Audience members cheer for their favorites from stands erected along the course.

Storm's End. A vicious snowstorm has finally abated, and the folk of the nearby settlements have come out to celebrate with dances and festivities.

AIRSHIP

The characters happen upon an airship on a mountain slope. However, there is something about it that is not quite right.

Abandoned. The airship has been abandoned, but it has been damaged over time or the important parts have been stripped. Who did it belong to?

Broken. The airship is severely damaged. Perhaps it crashed or was struck by lightning. What can the characters do to fix it?

Fleeing. The airship is fleeing from something at high speed. It swoops overhead in a broad arc. What is it fleeing from?

Crashed. The airship has recently crashed into the mountainside. What caused the crash? Are there survivors?

LOST EXPLORER

The characters encounter a lost explorer who is incredibly happy to see them. They might be in desperate need of assistance.

Airship Traveler. The explorer was an airship pilot or passenger. Why did they have to abandon their vehicle? Where is it now?

Ridge Climber. The explorer is a climber who has a variety of useful gear. How did they get lost? Are they alone?

Hiker. The explorer is a hiker on a trail. They have great survival skills, but are running from something? What are they fleeing?

Cartographer. The explorer has been mapping the mountain range, or the caverns beneath, but has become hopelessly lost. Why are their maps flawed?

UNGUARDED TREASURE

As they trek through the rocky landscape, the characters discover something unusual: a buried treasure of some sort. It could be a single piece of treasure, a pile of gold and gems, or something else entirely.

Cursed. The treasure has been cursed by some nasty being that seeks to corrupt mortals. The treasure is unguarded to lure in weak-willed individuals. What is the curse? Who made it?

Illusory. The treasure is, in fact, an illusion. It could have been created by some magical phenomena nearby, or by a magical creature as a lure. What is the source?

Lost. The treasure has been dropped or lost in some way. Maybe it fell off an airship or out of a backpack. Who does it belong to?

Trapped. The treasure is trapped in a mundane way, perhaps resting atop a pit, pressure plate, etc. Who left this trap?



PLAINS

PLAINS ENCOUNTERS

Roll a d6 to determine an inspiration type, then roll a d20 to determine the specific element.

D6	D20	RESULT	PAGE
1-2 Combat	1-2	<u>Raiders</u>	<u>p. 43</u>
	3-4	<u>Charging Beast</u>	<u>p. 43</u>
	5-6	<u>Wild Beast</u>	<u>p. 43</u>
	7-8	<u>Aerial Assault</u>	<u>p. 43</u>
	9-10	<u>Ambushing Monster</u>	<u>p. 43</u>
	11-12	<u>Pesky Pest</u>	<u>p. 44</u>
	13-14	<u>Hulking Brute</u>	<u>p. 44</u>
	15-16	<u>Shapechanger</u>	<u>p. 44</u>
	17-18	<u>Giant Animal</u>	<u>p. 44</u>
	19-20	<u>Plains Behemoth</u>	<u>p. 44</u>
3-4 Exploration	1-2	<u>Watering Hole</u>	<u>p. 45</u>
	3-4	<u>Cloud Castle</u>	<u>p. 45</u>
	5-6	<u>Graveyard</u>	<u>p. 45</u>
	7-8	<u>Ruins</u>	<u>p. 45</u>
	9-10	<u>Battlefield</u>	<u>p. 45</u>
	11-12	<u>Crater</u>	<u>p. 46</u>
	13-14	<u>Stampede</u>	<u>p. 46</u>
	15-16	<u>Shrine</u>	<u>p. 46</u>
	17-18	<u>Earthquake</u>	<u>p. 46</u>
	19-20	<u>Sky Signs</u>	<u>p. 46</u>
5-6 Roleplay	1-2	<u>Plains Dwellers</u>	<u>p. 47</u>
	3-4	<u>Knight Errant</u>	<u>p. 47</u>
	5-6	<u>Potential Mount</u>	<u>p. 47</u>
	7-8	<u>Ranchers</u>	<u>p. 47</u>
	9-10	<u>Game Field</u>	<u>p. 47</u>
	11-12	<u>Boundary</u>	<u>p. 48</u>
	13-14	<u>Traveling Performers</u>	<u>p. 48</u>
	15-16	<u>Prisoners</u>	<u>p. 48</u>
	17-18	<u>Airship</u>	<u>p. 48</u>
	19-20	<u>Ancient Spirits</u>	<u>p. 48</u>

ELEMENTS OF INSPIRATION

PLAINS – COMBAT

RAIDERS

A group of marauders charges across the plains, screaming vicious war cries as they go. They might be headed toward the characters, a trade caravan, or a settlement.

Goblinoids. Devoted to building their goblinoid empire, these goblins, bugbears, and hobgoblins have banded together into a small army.

Gnolls. Driven by demonic fury and insatiable hunger, a wild pack of ravening gnolls wants to devour any humanoids they can get their hands on.

Orcs. These orcs have become barbarous zealots of a war-like deity, who they worship through violence and conquest.

Loxoda. These elephantine humanoids are devoted to a xenophobic matriarch, and wish to keep their territory free of other humanoids.

CHARGING BEAST

A creature charges the characters, kicking up dust as its feet pound the dry earth. Unless the characters can dodge aside, they will be thrown over.

Minotaur. These bulky, bull-like humanoids seek to prove their worth in combat against those who intrude on their lands.

Rhino. A rhinoceros charges toward the characters, hoping to spear one of them on its nose horn. The beast sees them as a threat, and might have young nearby.

Elephant. One or more elephants stampedes toward the characters. They are relentless when defending their own, and will not tire until the characters have fled.

Crocotta. These hideous animal hybrids go on bloodthirsty rampages when they are injured or threatened. They kick out with their hooves to kill foes.

WILD BEAST

The characters spot, or draw the attention of, a wild beast. It might see them as potential prey, or as a serious threat.

Lion. A lion, or pride thereof, spots the characters and decides to start hunting them. The lionesses work together to bring down physically weak prey.

Cheetah. A lone cheetah might take a fancy to one of the smaller characters in the party, using their immense speed to run them down.

Hippo. Hippos are incredibly dangerous, despite being herbivores. They will not tolerate people, attacking with their enormous tusks.

Mngwa. These ethereal lions hunt in treacherous, rocky terrain, where they have an advantage. They can hide in mist and smoke.

AERIAL ASSAULT

Some monster soars over the open plains toward the characters, having marked them out as prey. It might swoop in for a strike, or harry them for days on end.

Chimera. This three-headed arcane accident breathes flame down upon the party as it swoops past, exploiting the panic to grab a character.

Harpy. A nesting harpy uses its luring song to draw a character to it. There might be a whole colony of them waiting for their prey to arrive.

Manticore. This human-faced beast taunts the characters as they traverse the plains, peppering them with tail spikes as they go.

Roc. A truly enormous bird of prey, whose shadow blots out the sun, swoops over the plains. It grabs the largest creature, perhaps a mount.

AMBUSHING MONSTER

The characters are ambushed by a predator with deadly instincts and a unique mode of attack. If the vigilant party members do not spot it, they are all surprised.

Ankheg. One or more insectoid creatures burrows up from beneath the steppe and sprays the characters with enzyme-filled acid.

Bulette. The earth shakes as an enormous land shark erupts from beneath the grassy plains. It tries to swallow its prey whole.

Gbahali. The scales of these crocodilian monsters shift to match their surroundings, enabling them to sneak up even the most wary of characters.

Serpopard. These half-serpent, half-leopards are extremely fast, and spray a poisonous musk to mark their prey.

ELEMENTS OF INSPIRATION

PLAINS – COMBAT

PESKY PEST

Some nuisance of a creature begins pestering the characters. They might be able to get rid of it easily, or it might persist for days on end.

Cockatrice. A squawking, flapping mess of feathers keeps following the characters, picking up scraps of food. They must avoid its petrifying peck.

Blood Hawk. A kettle of blood hawks circles the characters wherever they go, scavenging from the corpses of creatures they kill. They reveal the party's location.

Markat. These gopher-like creatures burrow up from the ground in search of warmth, appearing beneath sleeping bags and tents.

Axe Beak. A lone axe beak, separated from its flock, begins trailing the characters, trying to snatch any food it can.

HULKING BRUTE

An enormous humanoid barrels toward the characters. They use their colossal fists, or clubs made from standing stones or pulled-up trees, to assault their foes.

Ettin. These brutes suffer from split personalities, represented by their twin heads. They bicker constantly with themselves, so are easily heard approaching.

Hill Giant. Hill giants are not famed for their intelligence, but they have a dangerously good aim and a seemingly insatiable hunger, which drives them on.

Cyclops. Cyclops are fierce protectors of their home plains, valleys, and steppes. They often work alone, or in pairs, to deter intruders.

Ogre. These overgrown humanoids are dangerously infantile, lashing out whenever they are upset, angry, or hungry.

SHAPECHANGER

The characters are approached by a shapechanger, typically in humanoid form. They try to trick the characters into compromising situations, then transform to attack.

Wereboar. When a humanoid is infected with wereboar lycanthropy, they often become avaricious and greedy. They try to swindle or rob travelers.

Werewolf. Evil werewolves typically hunt in packs, savoring humanoid flesh as the finest delicacy. They are rarely encountered alone.

Lamia. Lamias covet interesting consorts, and use enchantment magic to allure characters and entice them into joining their harems.

Werejackal. These jackals have the ability to turn into humans, though still retain their canine personality. They steal food by using their sleep-inducing gaze.

GIANT ANIMAL

The characters cross paths with a giant animal: an overgrown version of a natural beast with heightened aggression and appetite.

Boar. A giant boar thunders across the open plains, hooves churning up the grass as it goes. It might be looking for something to feast on, or returning to its home.

Snake. All varieties of giant snakes can be found on the plains; colossal adders lie in wait to unleash a venomous bite, enormous constrictors hide near watering holes.

Hyena. A giant hyena, perhaps accompanied by their regular peers, lopes through the grasslands. The pack hunts night and day.

Vulture. A giant vulture blocks out the sun for a brief moment, casting an enormous shadow on the plains below. It swoops down to pick up weak prey.

PLAINS BEHEMOTH

Some truly gigantic animal can be seen from miles away, crossing the steppe. Its footprints are large enough to bathe in.

Mastodon. These six-tusked, elephantine creatures are big enough to smash through city walls and carry a dozen riders.

Kongamato. These man-eating, dinosaur-like birds can carry off humanoid prey with ease. They have a special dislike of boats.

Savager. These bear-badger-porcupine hybrids are well-over ten feet long, and attack with an unnatural savagery that most put down to the influence of dark spirits.

Tusked Skyfish. These enormous, jellyfish-like creatures float through the air above plains, using their shocking tentacles to stun foes.

ELEMENTS OF INSPIRATION

PLAINS – EXPLORATION

WATERING HOLE

A pool of freshwater stands out from the swaying grasses of the plains that surround it. It is a good opportunity for characters to refill their waterskins and rest.

Crowded. This particular watering hole is crowded with animals drinking at its shores, or other humanoids who might be bathing, fishing, etc. Predators are surely not far away.

Trapped. The watering hole has been trapped by someone eager to capture animals or humanoids that come to drink there. The trap could be magical or mechanical.

Hunters. A group of hunters is waiting to ambush animals at the watering hole. They are annoyed by humanoids who spoil their hunt.

Enchanted. The watering hole is enchanted in some way. Perhaps it causes drinkers to fall into peaceful sleep, or helps to close wounds.

CLOUD CASTLE

Moving through the cloudless sky is a floating castle atop a cotton-like puff of fog. The castle is clearly occupied by cloud giants, who can be spotted on the battlements.

Friendly. The cloud giants are eager to help humanoids out on the plains. They can give directions, and might be persuaded to offer a lift.

Angry. The giants are unhappy about the presence of the characters, and hurl boulders at them from hundreds of feet above.

Abandoned. The cloud castle is entirely abandoned. It might have been recently emptied, or have been that way for years.

Crashing. The castle is crashing for some reason, rapidly falling toward the vast plains. The giants might have fled already, or be trapped within.

GRAVEYARD

A graveyard of sorts is visible just off the road up ahead. It might contain tombstones, sepulchers, burial mounds, etc.

Royal Tomb. A fancy stone tomb, ornamented with carvings, statues, reliefs, tapestries, or other luxurious features, marks the grave of a noble or royal individual.

Barrow. These ancient burial mounds can sometimes be accessed by a hidden or subterranean entrance. Dead warriors are interred within.

Desecrated. This graveyard has a fearsome aura, and has clearly been desecrated. Perhaps some foul ritual has occurred here.

Undead. Undead creatures, such as zombies and skeletons, stalk the graveyard when the sun sets. They might be humanoid or animal.

RUINS

A set of ruins pokes up from the otherwise flat grasslands. Although its foundations are crumbling, some of the structures remain intact.

Wizard's Tower. The ruins are of a wizard's tower. There might still be spell scrolls, potion-making equipment, or magical items within.

Humanoid Settlement. The ruins are of a humanoid settlement. Perhaps people still seek shelter here in the ruined houses.

Trading Post. The place was once a trading post, and might still have abandoned goods hidden away inside it.

Goblinoid Fort. The ruins are of an abandoned goblinoid fort. There might be watchers here still, such as ravens or giant rats, that warn the nearby goblins of intruders.

BATTLEFIELD

As the characters move through the grasslands, they come to an area that was clearly once a battlefield. There might be hazards, or something to be gained.

Haunted. The battlefield is filled with armor and weapons, and perhaps treasure, but is haunted by the ghosts of the deceased.

Recent. The battle that occurred here was a recent one. People still lie dying in the mess of blood and mud.

Current. The fight is still ongoing, and can be heard for miles around. Knights mounted on camels charge the flanks, while archers aim their bows at the advancing infantry.

Hazardous. There is a hazard in the center of the battlefield, such as quicksand or a fissure. What treasure makes it worth the risk?

ELEMENTS OF INSPIRATION

PLAINS – EXPLORATION

CRATER

A crater marks the otherwise pristine landscape of the plains. It could range in size from a few feet across to hundreds of miles across.

Meteorite. A meteoric impact formed this crater years ago. There might be remnants of the valuable star metal at its center.

Spell Effect. Some arcane phenomena made the crater. There might be dangerous lingering magic, or a humorous effect like noise alteration.

Demolition. Something was demolished here. What was it? What remains? Why is it dangerous or alluring?

Footstep. The crater is, in fact, an enormous footstep. What behemoth made this mark? Where is it now?

STAMPEDE

The characters are caught up in an unexpected stampede of creatures. Perhaps they are natural beasts, like buffalo, or herds of monsters.

Sudden. The stampede happens so suddenly that the characters are caught by surprise, suddenly surrounded by stomping hooves and charging bodies.

Driven. The stampede is being deliberately driven by someone or something. Perhaps it is a hunting technique.

Predator. A deadly predator has caused the stampede. What is the predator? Would it prefer to eat the characters?

Disaster. Some disaster, natural or otherwise, is the cause of the stampede. Perhaps a fissure has opened nearby, or earth tremors scared the beasts.

SHRINE

The characters spot a shrine atop a raised area of the plains, or hidden in a shaded valley. There might be worshippers there, or it could be peaceful.

Sun. The shrine is coated with brass and other polished metals that reflect the sun. Worshipping here can lengthen days or raise the temperature.

Life. The shrine is dedicated to a deity of life, and numerous people have left offerings here. Healing can be acquired from this holy place.

Nature. The shrine is ornamented with antlers, tusks, furs, and other symbols of nature. It can bestow blessings of animal command and communication.

Weather. The shrine has been engraved with a weather cycle. Leaving offerings can bring rain, stop storms, etc.

EARTHQUAKE

The characters are shaken by an earthquake which rolls through the plains. The tremors cause animals to panic and trees to fall.

Unstable Terrain. The earthquake creates unstable terrain around the characters which slows their pace and is exhausting to traverse.

Fissures. The earthquake opens fissures in the earth which the characters might have to dodge to ensure they do not fall in.

Quakes. The tremors of the earthquake threaten to throw the characters over, perhaps dropping them into hazardous terrain.

Collapse. The earthquake causes some nearby structure or terrain to collapse. Perhaps trees fall, towers tumble, etc.

SKY SIGNS

The characters spot something in the sky that serves as a message, warning, omen, or other portent. The communication could be from a deity, other humanoids, nature itself, etc.

Strange Star. A strange star that glows with unusual light has risen into the firmament. It might be an omen of war, or warning of aberrant attacks.

Migrating Flock. A flock of birds is migrating at the wrong time of year, or in a particular pattern from which certain messages can be derived.

Cloud Writing. Written in the clouds is a message. It might be for the characters, or they might have intercepted communication between other parties.

Sun Symbols. Arcane symbols appear on the surface of the sun. They are hard to look at, but reveal some secret.

ELEMENTS OF INSPIRATION

PLAINS – ROLEPLAY

PLAINS DWELLERS

The characters come across some plains dwellers while making their way through the fynbos. They might be happy to meet the characters, or wary of these new adventurers.

Centaur. These half-horse people travel from plain to plain with the seasons. They have a rich oral tradition, and can share amazing myths and legends.

Nomads. A nomadic group of humanoids can offer the characters shelter within their tents, food and supplies, and perhaps even mounts.

Nkosi. These feline humanoids can turn into lions, and often travel in that form. They are wary of outsiders, but sell war ostriches as mounts to those they trust.

Tosculi. These wasp-folk reside in a hive somewhere on the plains. Each hive has a different song, which dictates their behavior.

KNIGHT ERRANT

A knight, clad in plate mail and in search of adventure, crosses paths with the characters as they travel across the open plains.

Ornery. The knight is in a foul mood, and will not waste time talking to the characters for long unless they can provide useful information.

Valiant. The knight is searching for ways to prove themselves, and will happily accompany the characters on their own quest for a while.

Helpful. The knight knows some useful snippets of information that might assist the characters in their own missions.

Challenging. The knight has fallen afoul of valor, and instead seeks to defeat the strongest opponents they come across. They issue a challenge to a character.

POTENTIAL MOUNT

The characters come across a creature that could potentially serve as a mount, if only they can entreat it to serve them in such a way.

Hippogriff. A cross between eagle and horse, these majestic creatures value respect above all else. One must use proper etiquette when approaching such a beast.

Pegasus. These celestial, winged horses only serve as mounts for those who have committed no evil, and expect to be treated as any celestial would.

Griffon. Part lion, part eagle, griffons are deadly predators that only serve as mounts to those who can prove that they are not just another meal.

Horse. Wild horses gallop in herds over the plains. These beasts are as wild as the wind, but make incredible mounts if they can be broken.

RANCHERS

A group of ranchers crosses paths with the characters. They are likely not far from whatever animals they are caring for, but might need assistance.

Shepherd. A shepherd's flock of sheep or goats has been attacked by some kind of monster. Where is the monster now?

Cattleman. A cattle rancher has been targeted by rustlers who have stolen several herds. Where did the bandits take them? What secret weapon have they got?

Wrangler. The wrangler has a few captured wild horses with them, but has lost more to an aerial predator. What beast attacked the horses?

Herder. The ranchers are herding something unusual, such as mammoths or hippogriffs. Who is trying to capture one of their expensive animals?

GAME FIELD

Marked out on the plains is a field for some game or sport. There might already be humanoids there enjoying the recreational activity.

Hunting. This portion of the plains has been allowed to grow thick and dense. Now beaters move through the grasses, stirring up prey to be shot with bow and arrow.

Shinty. These rectangular pitches are used to play shinty, a sort of aerial hockey that involves a lot of barging and head injuries.

Stoolball. Stoolball is a game somewhat akin to cricket or baseball, played on a circular pitch where fielders try to catch balls hit by batters.

Mob Football. These disorganized, often muddy, pitches are crowded with people kicking a leather ball around. There appears to be no real aim.

ELEMENTS OF INSPIRATION

PLAINS – ROLEPLAY

BOUNDARY

The characters come up against some boundary that might prevent them continuing on their planned route. Crossing the boundary might have dire consequences.

Grazing Lands. A drystone wall or other boundary marks land for animals to graze. The shepherds do not like intruders.

Hunting Territory. The characters find themselves up against someone's, or something's, hunting territory. They might attract predators or be accused of poaching.

Regional Border. Posts, fences, or other boundaries mark the borders of a region. Crossing could cause political issues, or draw in guards.

Waterway. A river cuts off the trail, and there is no sign of a bridge. If it is fast-flowing, characters crossing might be swept away and drowned.

TRAVELING PERFORMERS

A group of traveling performers can be heard or seen putting on a show out in the plains. They might have erected a big top or other structure in which to perform.

Circus. A wonderful circus is traveling through the area, and is currently putting on a show. There are tamed animals, fire eaters, knife jugglers, and far too many clowns.

Bard. A lone bard, or band thereof, performs on the side of the trail. They might have erected a stage and drawn in a crowd.

Fireworks. A group of alchemists have created wonderful, perhaps magically enhanced, fireworks to display in the open night sky.

Carnival. A traveling carnival has stopped here in the plains. There is lively music, wonderful food, and spectacular dancing in vibrant costumes.

PRISONERS

A group of prisoners makes their way across the steppe. They might ask the characters for assistance, or even try to exploit them in some way.

Escorted. The prisoners are being escorted to their destination, perhaps to the gallows, by a guard who is responsible for their safety.

Escaped. A group of prisoners has escaped from a nearby prison, and is fleeing across the wilderness. They might ask for help, or try to steal supplies.

Mobile Prison. The prisoners are kept in a mobile prison - perhaps a city-sized vehicle filled with cells, or a rolling spherical cage they are fastened within, pulled by elephants.

Magical Internment. The prisoners are magically imprisoned in some fashion. They might have magical bonds, or be sealed into the earth somehow.

AIRSHIP

An airship cuts through the cloudy skies over the characters heads. It could have a balloon keeping it aloft, a trapped elemental, or magical sails.

Abandoned. The airship has been abandoned. Perhaps it still floats, anchored to the plains, or maybe it has settled on the ground. What supplies remain within?

Broken. The airship is broken in some way. Perhaps the mechanism by which it flies has been disabled, or taken out.

Fleeing. The airship still has crew, and is fleeing from something, perhaps sky pirates, a tusked skyfish, or a soaring roc.

Crashed. The airship has recently crashed, or is in the process of crashing. It might have been attacked or be badly piloted.

ANCIENT SPIRITS

Spirits move through the plains, visible for all to see. Animals avoid these spectral forms, and they emit a strange aura felt by all within miles of them.

Elemental. The spirits are elemental in nature, and reflect the emotions of the land. If it is being treated badly, the spirits might be angry and attack.

Animal. The spirits are of animals; elephants, hippos, gazelle, rhinos, etc. They might reveal hidden clues about the landscape, such as shortcuts.

Ancestral. The spirits are the ancestors of humanoids who once lived here. Depending on how the characters respond, they might be helpful or try to possess them.

Prophetic. The spirits speak cryptic prophecies to those who will listen.



SWAMPS

SWAMP ENCOUNTERS

Roll a d6 to determine an inspiration type, then roll a d20 to determine the specific element.

D6	D20	RESULT	PAGE
1-2 Combat	1-2	<u>Ambushing Monster</u>	p. 51
	3-4	<u>Walking Dead</u>	p. 51
	5-6	<u>Aerial Assault</u>	p. 51
	7-8	<u>Raiders</u>	p. 51
	9-10	<u>Wild Beast</u>	p. 51
	11-12	<u>Giant Animal</u>	p. 52
	13-14	<u>Camouflaged Creature</u>	p. 52
	15-16	<u>Unseelie Fey</u>	p. 52
	17-18	<u>Swamp Horror</u>	p. 52
	19-20	<u>Lurking Ooze</u>	p. 52
3-4 Exploration	1-2	<u>Sludge Pits</u>	p. 53
	3-4	<u>Gas Leak</u>	p. 53
	5-6	<u>Profane Altar</u>	p. 53
	7-8	<u>Hive</u>	p. 53
	9-10	<u>Behemoth Skeleton</u>	p. 53
	11-12	<u>Shrine</u>	p. 54
	13-14	<u>Prints</u>	p. 54
	15-16	<u>Enchanted Pool</u>	p. 54
	17-18	<u>Desecrated Ground</u>	p. 54
	19-20	<u>Strange Darkness</u>	p. 54
5-6 Roleplay	1-2	<u>Sunken Wagon</u>	p. 55
	3-4	<u>Harmless Humanoids</u>	p. 55
	5-6	<u>Mischief Makers</u>	p. 55
	7-8	<u>Dark Deal</u>	p. 55
	9-10	<u>Bog Witch</u>	p. 55
	11-12	<u>Transport</u>	p. 56
	13-14	<u>Vigilant Druid</u>	p. 56
	15-16	<u>Ghostly Wanderer</u>	p. 56
	17-18	<u>Submerged Sentience</u>	p. 56
	19-20	<u>Corrupting Creature</u>	p. 56

ELEMENTS OF INSPIRATION

SWAMPS – COMBAT

AMBUSHING MONSTER

A shower of sod and stagnant water erupts into the air as a creature tries to ambush the characters. Only the most alert characters spot it before it attacks.

Hydra. These lizard-like creatures have seven or more heads attached to their serpentine necks. They are capable of holding their breath underwater for hours.

Troll. A lunging, leaping form, with long limbs and slashing claws, wails on the characters. The troll can be deterred with fire or acid.

Sinkworm. These revolting, fleshy worms live beneath muddy water, waiting for the footsteps of their prey to alert them of food. They open their mouths rapidly, sucking in creatures.

Glass Gator. These nearly-transparent hunters strike from water beds. They have poisonous stingers that can be deadly.

WALKING DEAD

The swamp plays host to a variety of undead creatures, as it has claimed so many lives itself. The necromantic magic of the place animates the unfortunate corpses.

Ghoul. These slaving creatures can choke with their immensely long tongues, or paralyze using their venomous claws.

Will-o'-Wisp. These ghostly lights are mistaken for torches from a distance. They lure people into the swamp to drown.

Skeleton. Once a corpse's flesh has been eaten by worms and piranhas, it might reanimate as a skeleton with malicious intent.

Bog Body. These zombies ooze with fetid mud that contains awful diseases. Sharp bones cut through their peat-stained skin.

AERIAL ASSAULT

Diving down from the gray skies over the swamp is an aerial predator ready to devour one or more of the characters.

Manticore. Manticores are malicious and intelligent creatures that choose to taunt their foes before killing them with tail spike projectiles.

Wyvern. Wyverns are dragon-like creatures with poisonous stingers. They fly past foes and sting them, then follow until their prey dies.

Drake. Drakes are like miniature dragons, but are far less intelligent. Some have nasty breath weapons that they use while in flight.

Giant Vulture. Giant vultures have renounced their scavenger nature, and instead seek out small prey to carry back to their enormous nests.

RAIDERS

A gang of raiders moves through the swamp. They might be naturally adapted to the place, and thus unimpeded, or they might have come up with a way to traverse the swamp more easily.

Lizardfolk. Capable of swimming as fast as they can walk, lizardfolk natives of the swamp seek out humanoids to devour.

Goblinoid. These raiders might use swamp vehicles to get through the wetlands. The goblinoids worship a war-loving deity, and seek out combat opportunities to please them.

Subek. During the flood season, these crocodilian humanoids become violent and territorial, attacking and killing all trespassers.

Snakefolk. Some snakefolk worship dark powers from under the earth. They take humanoid captives for sacrifices.

WILD BEAST

The characters are attacked by a wild animal that might see them as a threat to their territory, or perhaps as prey. They can likely be scared off or calmed with appropriate tactics.

Alligator. A large alligator snaps at the characters while they are crossing a body of water. If it can clamp onto a limb, it will perform a death roll.

Panther. A panther stalks the characters, attacking when they're in a difficult spot, such as hazardous terrain.

Poisonous Snake. The characters disturb a poisonous snake that bites one of them. The venom might take a few hours before it becomes deadly.

Black Bear. Black bears can climb, swim, and run faster than people. They are unlikely to hunt humanoids, but fiercely protect their cubs.

ELEMENTS OF INSPIRATION

SWAMPS – COMBAT

GIANT ANIMAL

Some overgrown specimen of natural fauna from the mire viciously attacks the characters, hoping to consume them like so many others it has eaten in the past.

Catfish. These enormous, slimy fish open their gaping mouths wide to suck prey into them. They tend to attack swimming creatures.

Crocodile. Giant crocodiles are seriously deadly animals. They can swallow most humanoids whole.

Snake. These snakes can grow up to 50 feet in length. Some possess lethal venom, others constrict their prey.

Heron. Giant herons are seriously terrifying creatures. They use their razor-sharp bills to pierce their prey like a spear, and can then fly off with them.

CAMOUFLAGED CREATURE

Lurking in the muck and mud of the mire is a creature that is perfectly camouflaged, thanks to its natural pattern and/or coloration.

Bagiennik. These plant-like aberrations are covered with oozing muck. They can spray this stuff like acid on their foes.

Mire Toad. The size of a bear, these enormous toads have grasping tongues that they use to pull foes into their maws. Their mottled skin is the perfect camouflage.

Strangler Vine. These plants are indistinguishable from regular wrapping roots or vines, except that they can move. They creep toward prey and garotte them.

Craw Clasper. These giant crayfish cover themselves with a casing of branches and reeds as disguise. Their enormous claws are impossible to break free of.

UNSEELIE FEY

Some malignant fey creature sneaks up on the characters, hoping to corrupt them with dark deals, drown them in the bog, or take them back to the realm of the fey.

Miremal. These fungus-covered, degenerate fey creatures serve as unreliable guides, leading desperate characters to their doom.

Brook Horse. Appearing as ordinary horses, these creatures lure riders onto their backs, where they become stuck and can be pulled underwater.

Neck. The neck plays wonderful music, on a flute or other instrument, to lure creatures into a marsh from which they never escape.

Vodyanoy. Algae-covered, frog-faced water spirits, the vodyanoy are brutes who try to knock creatures unconscious and enslave them.

SWAMP HORROR

Some awful creature rises up from the mire, covered in mud that obscures its sanity-snapping features. They stalk the characters through the swamp.

Otyugh. These horrors wrap their prey up in their slimy tentacles and drag them into their enormous maws, which are filled with scythe-like teeth.

Shambling Mound. Assemblages of rotting vegetation and fungal growth, these plants seek warm-blooded prey to engulf and digest.

Catoblepas. These reeking cattle have clubbed tails with which to stun their prey, and can either breathe noxious gas or shoot necrotic eye rays.

Mire Mangler. Formed of oozing mud and slimy flesh, these eel-like creatures have enormous sucker mouths with which to latch onto their prey.

LURKING OOZE

Just beneath the surface of the swamp is an ooze, waiting for prey to stumble into its reach. The globular masses dissolve flesh in seconds.

Black Pudding. Blending perfectly into the stagnant swamp water, these oozes shoot out pseudopods to drag their prey into themselves.

Gelatinous Cube. Slurping through areas of clearer water, these cubes are almost impossible to spot until you have already waded through them.

Gray Ooze. These oozes slither like liquid snakes through streams and bogs, rising up to strike at their foes. Their touch melts metal.

Ochre Jelly. Though easier to spot than other oozes, these jellies have the advantage of being able to split into many parts to surround their prey.

ELEMENTS OF INSPIRATION

SWAMPS – EXPLORATION

SLUDGE PITS

Peppering the path ahead are bubbling pits and pools of sludge and slime that force your pace to slow to a crawl. They suck at your boots and soak your socks.

Quicksand. The pits are filled with quicksand, which rapidly pull in anyone who steps upon them. They are hard to spot beneath the water.

Boggy Ground. Boggy ground filled with stagnant water threatens to infect wounds and spread diseases, and is filled with swarms of mosquitoes and other pests.

Tar Pit. Noxious gasses bubble up from these tar-filled pools. Creatures that spend too long nearby might fall unconscious and slide into the tar.

Sinkhole. These patches of sucking sludge are unstable and might fall away into caverns beneath the bog at any moment.

GAS LEAK

Toxic gasses rise up from the bog, formed by decaying matter trapped beneath the sludgy waters.

Explosive. The gasses are dangerously flammable; the slightest spark causes them to explode in a ball of flame, igniting anything nearby.

Fainting. The gasses slowly cause headaches and then unconsciousness. Creatures that faint are at risk of sinking into the bog, or being discovered by hungry monsters.

Reeking. The putrid gasses reek, making it almost impossible to breathe. Short-term exposure poisons those who breathe it; long-term exposure can cause vomiting, or even necrosis.

Hallucinations. The gasses cause hallucinations in those who breathe them. The visions range from fleeting shadows to second suns.

PROFANE ALTAR

Some awful altar to a sinister entity sticks up from the swamp. It could be made of bone, ooze, or some other sickly substance.

Humanoid Sacrifice. The altar has been, or is being, used for a humanoid sacrifice. The sacrifice might power a necromantic or divination spell.

Bloodletting. A creature bleeds itself onto the shrine in order to gain some evil boon, or to cast a curse upon another creature.

Fiend Summoning. A dark ritual is being prepared here which culminates in the summoning of a fiend, be it a devil, demon, or other evil being from another realm.

Blight. The shrine is dedicated to a blighted nature deity that spreads disease and plague. Offerings are made here to initiate these disasters.

HIVE

The characters stumble across a hive or nest of some creature. They pour out and attack intruders that get too close or disturb the hive.

Wasp. Deadly, killer wasps fly out of the hive, buzzing deafeningly. One sting is painful, more than a dozen is enough to kill.

Mosquitos. Mosquitoes spawn in stagnant water, and are common in bogs. Their bites often carry nasty diseases.

Stirges. A group of stirges can drain a humanoid of blood in mere minutes. They tend to nest in hollow trees or small caves.

Cicadas. Cicadas make an enormous noise, and swarm intruders. Their bites are painful, and their chirping draws in other creatures.

BEHEMOTH SKELETON

An enormous skeleton is half-buried in the sludgy mud, emerging from the muck for all to see. Something is strange about the corpse.

Necrotic Magic. The skeleton is imbued with necrotic magic. It might reanimate if people intrude upon its grave.

Monster Lair. The skeleton serves as a lair for some other creature. It might use the rib-cage as a tent, or the skull as a cavern.

Swallowed Treasure. The skeleton has swallowed some kind of treasure, which is now poking out of the water and might be spotted by alert characters.

Collapsing. The skeleton is structurally unsound. Getting too close causes the thing to collapse, possibly injuring those within.

ELEMENTS OF INSPIRATION

SWAMPS – EXPLORATION

SHRINE

On a raised spot of land, surrounded by a moat of fetid sludge, is a shrine of sorts. It might have been visited very recently, or could have been forgotten.

Animal Spirits. The shrine venerates animal spirits, such as toads, herons, bears, and other natural fauna. Communing with them provides survival benefits.

Nature. The shrine is dedicated to a nature deity. Perhaps this place was once lush and fertile, rather than a stagnant mire.

Water. The shrine is dedicated to a deity of water. Leaving offerings on the shrine gives the ability to control and purify water.

Death. The shrine is dedicated to a deity of death. It is adorned with skulls and bones, and is visited by a death cult.

PRINTS

There are prints in the muck that are easy for all to see. The impressions in the sloppy mud can be tracked by relatively unskilled characters.

Humanoid. The prints are of humanoids; these could be traders, raiders, explorers, etc. They might point to a nearby settlement, or to a shortcut out of the swamp.

Prey. The prints have been made by prey creatures - something edible that the characters could track, hunt, and kill to sustain themselves.

Predator. The prints have been made by a predator, such as a hydra or a giant snake. They point in the direction of the nearby predator.

Behemoth. The enormous prints are big enough to lie down in. Some gigantic behemoth of the bog must be nearby.

ENCHANTED POOL

Hidden deep in the swamp is an enchanted pool. The enchantment upon it is not a good one, and was perhaps left by a hag or other evil creature.

Mirrored. The pool is mirrored, making it impossible to see the depths. There might be something hidden beneath, or perhaps it creates doppelgangers.

Luring. The pool seems to lure creatures into it. The water is deathly cold and the bottom is mucky. Creatures sink into it and cannot escape.

Thirst-Inducing. The pool seems to be perfectly fine to drink from, but doing so induces an incredible thirst that cannot be sated.

Infested. The pool is infested with a magical malady that cannot be removed naturally, only by removing a curse. The disease might mutate, if not cured quickly.

DESECRATED GROUND

A patch of the swamp has been desecrated, infusing it with unholy, necromantic magic and making it a hive for undead creatures, whose powers are stronger there.

Barrows. There are numerous barrow mounds spread over the terrain. Each contains skeletons ready to emerge and attack intruders.

Drowned. There are dozens of drowned humanoids beneath the surface of the swamp. They grab at the ankles of travelers moving past.

Battlefield. The swamp was the site of a battle some time ago. Perhaps the victims manifest as ghosts or bog bodies.

Ghostly Lights. Ghostly lights - will-o'-wisps or evil illusions - move throughout the desecrated ground, luring people in.

STRANGE DARKNESS

An unusual darkness stretches out across the swamp, seemingly without a cause. It is unclear what lingers within the darkness up ahead, but circumnavigating would take days.

Creeping Dusk. Some item within the darkness projects dusk out in all directions. It is slowly spreading across the entire swamp.

Giant Shadow. The darkness is cast by some enormous, invisible object between the sun and the swamp itself.

Snuffing Aura. An item inside the darkness has an aura that magically puts out open flames and lights.

Creature Emanation. The darkness is being created by a creature, perhaps as a defense mechanism or as a way to ambush prey.

ELEMENTS OF INSPIRATION

SWAMPS – ROLEPLAY

SUNKEN WAGON

Half sunken within the swamp is a wagon of sorts, possibly from the nearest settlement. It seems there is something inside.

Trapped Victims. A handful of smallfolk are stuck in the wagon. Unless the characters intervene quickly, they will drown in the muck.

Hidden Treasure. The wagon contains a minor magic item of some sort. The characters might be able to retrieve it if they delve into the sludge.

Important Information. The wagon contains some information relating to the campaign the characters are playing through that will help them.

Salvageable. The wagon itself is in good condition, if a little dirty. The characters can salvage it if they pull it out of the swamp.

HARMLESS HUMANOIDS

A group of humanoids, mostly incapable of causing you any harm, crosses your path. They might be excitable, foolish, irked, or vindictive.

Frogfolk. A gaggle of theocratic frogfolk, made up of disciples and acolytes, tries to preach to the characters and convert them to worship of their aquatic deities.

Shroomies. These dancing mushroom people emit clouds of spores which inspire dance and hallucinations in others. They live wildly, and delight in hedonism.

Ratfolk. To these rat-like humanoids, there is no such thing as ownership. The concept does not exist in their culture. They take what they need and then get rid of it afterwards.

Fishkin. Obsessed with collecting suitably shiny objects, these mercantile, swamp-water dwellers are always eager to trade.

MISCHIEF MAKERS

A frustratingly mischievous creature interferes with the characters, frustrating their travels and quests.

Mephit. These elementals are nothing but a nuisance. They taunt the characters from afar, before mixing with the mud or fog and disappearing.

Boloti. These small, swamp-dwelling water spirits delight in stealing from unsuspecting victims, who they lure into shallow pools and springs.

Moss Lurker. These nasty, gnome-troll hybrids take a sick delight in spreading foul smells around their environment, nauseating other creatures.

Sludgeling. Formed entirely of muck and sludge, these barely sentient creatures muddy everything they touch, making it almost impossible to use.

DARK DEAL

Something offers the characters a dark deal - an opportunity to gain something but at a high price. It might be offered by a fey or fiend, or some other creature.

Wealth. A character is offered great wealth. Perhaps their armor is turned into gold pieces, or their child is bought by a hag.

Power. A character is offered power in some way. Maybe a noble family member dies and they inherit the title.

Navigation. A character is offered help navigating through the swamp, or a shortcut to their destination. Perhaps the character must serve as a guide to others in return.

Sustenance. A character is offered sustenance. Maybe they are given the ability to eat mud, or given a cute animal to kill and eat.

BOG WITCH

Cackling to herself in a hut, cavern, or crocodile-skin tent is a bog witch. She is possessed of great knowledge, but might not feel inclined to share this with the characters.

Paranoid. The witch is paranoid, and believes the characters have been sent to kill or capture her. She will only offer her services if she can be calmed.

Eccentric. The witch is eccentric, but not unhelpful. She will assist the characters if they do something odd for her, like perform an unusual dance.

Dangerous. The witch is dangerous. She wants nothing to do with outsiders, and slings hexes and curses in their direction.

Helpful. The witch is happy to help the characters. Perhaps she is good-hearted, or maybe she is hiding the consequences of her help from them.

ELEMENTS OF INSPIRATION

SWAMPS – ROLEPLAY

TRANSPORT

One or more of the characters spots a method of transportation. Perhaps it has been abandoned and could be repaired and used, or maybe they can pay someone to use the transport.

Barge. A low barge is perfectly suited to travel through the wetlands. They are typically used for carrying cargo through the hazardous terrain.

Canoe. Canoes can take two people at a time. They are fast, but easily capsized by crocodiles, giant snakes, and other predators.

Stilts. Stilts are not particularly fast, and rather clumsy, but they prevent boots being filled with mud, and make it easier to dodge quicksand.

Hovercraft. A hovercraft, powered by magic or some alchemical fuel, allows the characters to fly throughout the swamp unhindered.

VIGILANT DRUID

A swamp druid, covered in mud and wrapped in a robe of vines, spots the characters and rapidly approaches them across the hazardous wetland terrain.

Injured. The druid is seriously injured; maybe they have a wound or have contracted a disease. If they can be helped, they'll serve as a guide or companion.

Angered. The druid is angered by the characters' presence. They demand that the characters leave, or summon animals to attack them.

Curious. The druid wants to know what the characters are doing in the swamp. If the druid likes their aims, they'll assist.

Helpful. The druid is helpful and wants to make sure the characters survive their swamp exploration. They might have supplies, equipment, or offer their services.

GHOSTLY WANDERER

A ghostly wanderer moves through the quagmire. It might have a humanoid or animal form, and might be accompanied by a chilling aura.

Haunting. The ghost wants to haunt the characters, perhaps to scare them away from a special place, or to get them to leave the swamp entirely.

Possessor. The ghost wants to possess one of the characters. They might gain a flaw, or take on some bestial trait.

Benefactor. The ghost isn't evil, but actually wants to help the characters. Maybe it can serve as a guide for them.

Patron. The ghost wants to be released into the afterlife. If asks the characters to help solve its unfinished business.

SUBMERGED SENTIENCE

Beneath the swampy fen is a strange sentience that seeks to interact with the characters. The weird intellect might terrify or comfort them.

Spiteful. The intellect is spiteful and evil. Perhaps it is an aberrant being from the depths of the world that wants to corrupt the characters.

Hopeful. The sentience is hopeful and bright. Maybe it is a unicorn's ghost that once lived in the woodland where the swamp now sits.

Aggressive. The weird intelligence is aggressive and wants to hurt the characters. It might be a fiend, trapped beneath the muck.

Forlorn. The sentience is forlorn, perhaps the ghost of an explorer who drowned in the morass. Maybe it can be freed from the place.

CORRUPTING CREATURE

A creature that tries to turn the characters toward evil deeds, or even upon each other, lurks in the swamp. It seeks out the characters and tempts them.

Swamp Hag. A hag, disguised as a human, asks for help getting out of the swamp. It tries to turn the characters on each other.

Succubus/Incubus. A luring fiend tries to seduce one or more of the characters. It might try to drown them in the swamp, or create fiendish spawn with them.

Devil. Infernal influences abound in the swamp. They try to tempt the characters with a deal in a time of need.

Unseelie Fey. Unseelie fey haunt the characters by making strange noises at night, or giving them nightmares.



TUNDRA

TUNDRA ENCOUNTERS

Roll a d6 to determine an inspiration type, then roll a d20 to determine the specific element.

D6	D20	RESULT	PAGE
1-2 Combat	1-2	<u>Walking Dead</u>	p. 59
	3-4	<u>Wild Beast</u>	p. 59
	5-6	<u>Ambushing Monster</u>	p. 59
	7-8	<u>Angry Elemental</u>	p. 59
	9-10	<u>Hulking Brute</u>	p. 59
	11-12	<u>Camouflaged Creature</u>	p. 60
	13-14	<u>Raiders</u>	p. 60
	15-16	<u>Elder Evil</u>	p. 60
	17-18	<u>Frozen Horror</u>	p. 60
	19-20	<u>Primeval Behemoth</u>	p. 60
3-4 Exploration	1-2	<u>Blizzard</u>	p. 61
	3-4	<u>Ice Tunnels</u>	p. 61
	5-6	<u>Frozen Fossil</u>	p. 61
	7-8	<u>Frosted Fountain</u>	p. 61
	9-10	<u>Shrine</u>	p. 61
	11-12	<u>Prints</u>	p. 62
	13-14	<u>Hail Storm</u>	p. 62
	15-16	<u>Frigid Water</u>	p. 62
	17-18	<u>Glacier</u>	p. 62
	19-20	<u>Flash Freeze</u>	p. 62
5-6 Roleplay	1-2	<u>Hunters</u>	p. 63
	3-4	<u>Scouts</u>	p. 63
	5-6	<u>Prisoners</u>	p. 63
	7-8	<u>Haulers</u>	p. 63
	9-10	<u>Tundra Dwellers</u>	p. 63
	11-12	<u>Onlookers</u>	p. 64
	13-14	<u>Speaking Snow</u>	p. 64
	15-16	<u>Oracle</u>	p. 64
	17-18	<u>Obscured Relic</u>	p. 64
	19-20	<u>Awakened Creature</u>	p. 64

ELEMENTS OF INSPIRATION

TUNDRA – COMBAT

WALKING DEAD

Corpses covered with a white, crystalline rime shamble toward the characters across the frozen wastes. Their shambling footsteps leave furrows in the snow.

Ghoul. These ghouls leap forth from frozen barrows and ice caves. Their paralyzing claws freeze creatures solid.

Will-o'-Wisp. Ghostly lights that drift through the skies like auroras, these life-draining creatures seek the warmth of living souls. Their touch draws heat from bodies.

Zombie. Zombies can remain encased in ice indefinitely, until warm weather causes them to melt free and seek out humanoid flesh to devour.

Frozen Wight. Warlords of ancient tundra tribes, these frozen warriors wield blades that flicker with freezing blue flame.

WILD BEAST

One of the many inhabitants of the wild tundra is drawn to the characters. They attack ruthlessly, but not to the death. They might be hungry or defensive.

Polar Bear. These great, white bears are fiercely territorial, and will attack those who they think threaten their hunting grounds.

Winter Wolf. Far larger and smarter than their ordinary lupine counterparts, these wolves exhale cones of freezing air to chill their foes.

Saber-toothed Tiger. Ancient denizens of the frozen planes, these creatures are perfectly adapted to hunting on the ice and snow.

Walrus. These hulking brutes do not have the speed on land that other beasts possess but, in the water, they are surprisingly agile and dangerous.

AMBUSHING MONSTER

A fearsome ambush predator catches the characters unaware, using a tactic that works perfectly in the frozen surroundings.

Remorhaz. These giant insects have tunnels beneath the ice. When they detect footsteps above, they melt the ice, dropping prey down into their gullets.

Rime Worm. Rime worms erupt from banks of snow in which they are camouflaged, hoping to slow foes with their chilling aura.

Frostveil. These semi-sentient plants look like frosted spider webs, and blow along the tundra on gales, seeking warm prey to engulf.

Akhlut. These orca-wolf hybrids are as fast in the water as they are on land, and can easily outpace sleds and sleighs. They hunt at night, when they are harder to spot.

ANGRY ELEMENTAL

Swirling across the snow-strewn planes comes an elemental being, filled with wrath. They may have been summoned by a spellcaster, or naturally manifested.

Snow Golem. A being of solid snow, in vaguely humanoid form, barrels toward the characters down a slope, accompanied by rolling ice boulders.

Ice Mephit. These mischievous creatures delight in freezing drinking water, snapping ropes with their sharp claws, and otherwise making life difficult.

Air Elemental. Coursing through the air at immense speeds, these elementals blow away tents and knock sleighs off course.

Keelut. Earth elementals that take the form of hairless dogs, these creatures move through snow like water, emerging to ambush their prey.

HULKING BRUTE

Some enormous thug of a monster charges toward the characters. They might use their immense strength to throw ice boulders, or even grappled characters.

Frost Giant. A frost giant on a raid sees the characters as potential targets. They might be accompanied by a mammoth mount or winter wolf pet.

Yeti. Mindless killers, these fur-covered, ape-like creatures can freeze their foes with a chilling gaze, and bring fear to the hearts of the brave with a howl.

Troll. Ice trolls are semi-aquatic, and immune to the freezing cold. They camouflage perfectly against the icy backdrop.

Amarok. These colossal wolves hunt alone, and have the terrifying ability to drain the souls from their prey, like a specter.

ELEMENTS OF INSPIRATION

TUNDRA – COMBAT

CAMOUFLAGED CREATURE

Some creature is hidden in the ice and snow, perfectly camouflaged in the tundra or arctic plain. Unless the characters spot it, it ambushes the weakest among them.

Snow Leopard. Snow leopards strike from hidden positions, grapple their prey in their mouths, then drag them back to their cave lairs.

Beli. These translucent faeries are impossible to spot against snowy surfaces or freezing skies. Their icy arrows drain the energy from those they hit.

Stryx. Stryxes have the bodies of giant owls with humanoid features. They can cast spells that freeze the minds of their targets.

Giant Owl. A giant snowy owl swoops silently down on the smallest of the characters and carries them off into the tundra.

RAIDERS

Marauders out to gather loot or food, these humanoid creatures have been raised in brutal societies where death is an everyday occurrence.

Tundra Gnolls. Like their plains counterparts, these demon-spawn seek out humanoid flesh on which to feast. Their coloring helps to camouflage them.

Bearfolk. These human-polar bear hybrids are carnivores, and eat almost anything that moves. Despite this, they can be bribed by treasure.

Half-Giants. Rising to well over ten feet in height, many half-giants have a great desire to amass wealth, and prove themselves in battle.

Tariaksuq. Half-human, half-caribou, these beings can phase through to the ethereal realm at will. They feast on the souls of the weak.

ELDER EVIL

Lurking in the ice is some hideous aberration - a manifestation of evil from the far realms whose motives cannot be explained. They seek the corruption of mortals.

Mi-Go. These nightmarish, insectoid creatures serve ancient powers from between the stars. They preserve humanoid brains in cylinders.

Wendigo. These malevolent spirits move between humanoid hosts like a ghost, inspiring insatiable hunger in those they inhabit.

Star-Spawn. Psychic void-travelers, whose inscrutable intellects set them apart from other beings, star spawn seek to claim the world for their own.

Great Old One. Indescribable aberrations from realms unknown, these creatures corrupt and influence those around them.

FROZEN HORROR

The endless arctic hides horrifying monstrosities whose very aspects are enough to warp humanoid minds.

Kigatilik. Kigatilik are clawed monsters that seek to consume arcane energy. They can turn invisible to better ambush spellcasters.

Red Snow. Part-ooze, part-elemental, these creatures drain the blood of those they envelop, freezing their exsanguinated corpses in the process.

Frozen Hungerer. These twisted reindeer creatures are an amalgamation of torn, frozen flesh and spear-like bone, and eat endlessly, bloating in size.

Mutant Parasite. Encased in frozen meteors, these worm-like parasites taint water sources once freed, infecting those who drink from them. They mutate those they infest into horrendous forms.

PRIMEVAL BEHEMOTH

A colossal creature of ancient times, but that still has a home in the freezing tundra, approaches the characters, likely charging at great speed.

Mammoth. Mammoths are typically peaceful herbivores, but can be deadly if angered or scared. They can squash a person flat with a single stomp.

Giant Sloth. Armed with scythe-like claws, these elephant-sized sloths will not hesitate to decapitate potential threats.

Wooly Rhino. Charging at immense speed, these creatures impale those who irk them on four-foot-long horns.

Andrewsarchus. These enormous, mammalian predators are a cross between a hyena and a hippo, and snack on humanoids.

ELEMENTS OF INSPIRATION

TUNDRA – EXPLORATION

BLIZZARD

A howling storm of ice and snow sweeps across the tundra, making travel almost impossible as visibility and temperatures drop to dangerously low levels.

Blinding Snow. Snow blindness plagues those who try to brave this blizzard, as the intense white of the whirling snow fills their vision.

Hailstones. Enormous chunks of ice, the size of human fists or even larger, hammer the ground around the characters, injuring them unless they shelter.

Pushing Winds. Immensely strong winds threaten to knock the characters over, or send them sliding across frozen lakes.

Ice Storm. Shards of razor-sharp ice slash through the air. They cut through tents and flesh like a warm knife through butter.

ICE TUNNELS

Spreading throughout the frozen ground beneath the characters feet is an enormous network of ice tunnels, which provide shelter from the elements, but might also conceal hidden dangers.

Erosion. The tunnels were formed by the flow of warmer water. There might be geothermal springs nearby.

Lair. The tunnels are the lair of a remorhaz, rime worms, or another burrowing tundra predator. They might detect intruders.

Magically Sculpted. Sculpted by heating spells, these tunnels are clearly made with a certain intent in mind. Are they a lair, a prison, a vault, or something else?

Mechanical. The marks of machinery can be spotted on the tunnel walls. What dug the tunnels and why? Where are the machines now?

FROZEN FOSSIL

Protruding from the ice is the frozen, fossilized form of a creature long since dead. It might be a primordial beast, or an ancient creature, like a dragon. It exudes some strange aura.

Necromantic. The fossil is empowered with necromantic energy, and might animate if the characters approach too close.

Boons. Perhaps the soul or spirit of the creature still remains, and bestows boons upon those who agree to properly bury it.

Banes. An evil presence lurks within the fossil that curses or hexes those that touch it, or come too close. The bane might exhaust the victim.

Natural. There is no unnatural aura about the fossil. Rather, it is a truly curious and fascinating thing that should be documented.

FROSTED FOUNTAIN

A strange fountain can be spotted, nestled into a frozen valley. Despite the freezing temperatures, the water still flows over the ice-coated structure.

Restorative. Bathing in the fountain restores vigor, heals wounds, cures diseases, or otherwise restores the bather. Who made the fountain?

Elemental. The fountain is occupied by a sentient elemental creature. It might tell riddles, offer information, or protect a magical treasure.

Animated Sculptures. The fountain has statues built into it that animate when approached. Are the statues combative or friendly?

Spreading Ice. A creature that touches the flowing water finds that it rapidly turns to ice around them, and begins spreading across their form.

SHRINE

Hidden among the drifts of snow is a shrine of stone or ice, honoring a deity or some other entity. It might be forgotten, or recently used.

Weather. Offerings are made at the shrine to stop foul weather. The entity to which it is dedicated has the power to fend off snowstorms and gales.

Nature. The shrine is dedicated to a nature deity, or some other animist spirit. Offerings and prayers might animate the snow into talking forms.

Death. Frozen blood affixes skulls to this evil shrine of death and morbidity. What foul entity is it dedicated to?

Cold. The shrine can be used to fend off the cold, if the right offerings are left. Some clue, such as a riddle, points characters in the right direction.

ELEMENTS OF INSPIRATION

TUNDRA – EXPLORATION

PRINTS

Sunken into the snow are prints of some sort - perhaps predator, perhaps prey. They are easy enough to spot and follow, but might shift and disappear with snowfall and winds.

Humanoid. The tracks are humanoid, or made by vehicles that only humanoids could drive. Perhaps they lead to an indigenous community.

Prey. The tracks are of prey animals that might be nearby. Skilled hunters can track down the animals to gather resources and supplies.

Predator. The tracks are of one or more predators, who might be nearby. They might be dangerous enough to make the characters change course.

Behemoth. The prints are enormous, clearly belonging to some huge or gargantuan creature, like a dragon or frost giant.

HAIL STORM

A pounding hail storm threatens to seriously injure the characters or their mounts, damage their tents or vehicles, or impede them in another way.

Slowing. The hail is not bad enough to harm, but will certainly slow down progress if it cannot be avoided.

Damaging. The hail is large enough to cause damage to equipment like tents and vehicles, but not so bad as to hurt armored and sheltered creatures.

Injuring. The hail is fast and heavy. It might be bad enough to cause bruises, to break the skin, or even to shatter and fracture bones. Shelter must be sought.

Deathly. The hail either falls with immense force or is absolutely enormous. Either way, being caught in the storm would be fatal.

FRIGID WATER

Some water source, as cold as you can imagine, is found by the characters. It might feature local wildlife that stop in for a drink.

Frozen Lake. A vast lake, covered with a thick layer of ice, sprawls out across the tundra. Maybe there are fishers or skaters using the place.

Ice Cold Stream. Running rapidly across the terrain is a stream of ice melt. Falling in is sure to exhaust the characters, but its pace makes it worth attempting to canoe.

Thin Ice. A pool of water is covered by a thin sheet of ice. Characters might be able to spot or work this out before stepping onto it and plunging through.

Chilling Bog. The tundra gives way to a bog filled with slushy, partly frozen water. The bog slows travel pace and exhausts those moving through it.

GLACIER

An enormous mass of ice, slowly creeping over the landscape, serves as a good vantage point for the characters, or unexpectedly blocks their path.

Slippery Ice. The top of the glacier is covered with incredibly slippery ice. Those close to the edge run the risk of falling to their deaths.

Slush Flow. The glacier is moving much faster than usual, the ice at its base turning to slush as it glides over the terrain. It poses a threat to those in its path.

Serac Collapse. A column of glacial ice collapses in a cloud of powder snow and sharp ice shards. The characters must dodge the larger chunks.

Powder Plume. A plume of powder snow is created by the movement of the glacier, reducing visibility to a few feet.

FLASH FREEZE

A sudden drop in temperature threatens all exposed life out on the tundra. It might be natural, or magically enhanced.

Encased. The freeze is bad enough to encase anything not sheltered. The characters might be frozen solid, or their tents frozen into blocks of ice.

Surrounded. Everything around the characters is frozen solid, surrounding them with obstacles which must be thawed or smashed.

Labyrinthine. The flash freeze changes the landscape, forming walls of ice that create a labyrinthine maze that is almost impossible to navigate.

Frostbite. Any creature exposed to the elements when the flash freeze happens contracts frostbite, and should receive immediate medical attention.

ELEMENTS OF INSPIRATION

TUNDRA – ROLEPLAY

HUNTERS

A group of hunters makes their way across the ice. They might be fishers, or be hunting seals, mammoths, or other beasts. They might have supplies and vehicles.

Protective. The hunters are protective of their supplies, their hunting grounds, quarry, or kills. It would take some persuasion to get them to share.

Generous. The hunters have had good luck, and are more than willing to provide supplies to the characters. They might serve as guides or tutors.

Ornery. The hunters are angry, having had a poor hunt. They quickly resort to violence if they are further angered.

Desperate. The hunters became lost in a snowstorm, or after fleeing some predator, and are in need of help getting home.

SCOUTS

Carefully making their way across a glacier up ahead are a detachment of lightly armored, well-equipped individuals who are clearly experienced explorers.

Military. The scouts belong to an army that is hoping to conquer and colonize the local area. They know the surroundings like the back of their hands.

Spies. These spies have been sent to gather information about the characters for their boss. Who are they working for?

Criminal. The travelers are either fleeing from a settlement where they committed a crime, or might serve as sham guides who lead people into the tundra to die.

Magical. The scouts have some magical aspect. Maybe they are protected from the cold by abjuration spells, or can turn invisible.

PRISONERS

A group of prisoners make their way across the ice. They might have done something awful, or be receiving particularly harsh punishment.

Escorted. The prisoners are accompanied by a jailor of some sort, perhaps a bearfolk warrior, or a giant who claims they stole its treasure.

Escaped. The prisoners have clearly just escaped from imprisonment. They are not outfitted for the tundra, and will likely die without assistance.

Mobile Prison. The prisoners are being held in an enormous ship that skirts the frozen coastline, or some other mobile prison.

Magical Internment. The prisoners are magically interned. They might be magically frozen into the ice for a certain period of time.

HAULERS

A detachment of couriers, hauling supplies such as blocks of ice, mammoth furs, walrus tusks, or the like, make their way rapidly across the landscape.

Dog Sled. The haulers are mounted on sleds pulled by dogs. Their cargo travels with them, perhaps being pulled behind the sled.

Deer Sleigh. A dozen or so reindeer pull a sleigh, laden with goods, across the snow. What is being hauled? Have the deer attracted predators?

Mammoth Caravan. A line of mammoths, each pulling a sled stacked high with resources, is being driven by haulers who travel alongside them.

Magical Transport. These couriers have some magical means of transportation, such as flying carpets or arcana-fuelled motor vehicles.

TUNDRA DWELLERS

The characters encounter a group of people native to the tundra. They might be nomads who constantly move from place to place, or be settled in buildings of ice and wood.

Adlet. These humanoid have canine lower portions, and are capable of running at great speeds. They lope across the wastes in search of shelter.

Nomads. Traveling peoples make their way over a glacier. They carry all they have with them, setting up camp when they find hunting grounds.

Dwarves. Tundra dwarves, with immense fortresses of ice and stone, rule over icy kingdoms. They do not share readily.

Half-Giants. Half-giants live in timber lodges and enormous igloos for years on end, before moving on in search of better hunting.

ELEMENTS OF INSPIRATION

TUNDRA – ROLEPLAY

ONLOOKERS

An enthralled group of sentient creatures watches some amazing event in awe. They might have seen it by coincidence, or be holding a festival honoring the event.

Aurora. Eerie, silent lights spread across the sky in vibrant colors, illuminating the ice and snow beneath. What can be seen between the lights?

Avalanche. Disturbed snow thunders down the side of a mountain, or some other slope, changing the local geography.

Glacial Shift. A glacier cracks and grinds as the ice flows across the surface of the world. What is uncovered beneath the ice?

Migration. A herd of animals migrates across the frozen plains, perhaps in search of breeding grounds or lush pastures.

SPEAKING SNOW

The snows whisper to those who listen. Their movement through the air traces letters, or their gentle crunch speaks secret words.

Prophecy. A prophecy of what is to come is told by the snow, carried on the howling wind. Is the prophecy foul or fair?

Myth. A myth is acted out before the characters by spectral, snowy forms in the air. It tells the characters something of the local legends, and conveys an important message.

Foresight. A vision of the future appears in a sheet of gleaming ice. It gives the characters an advantage in a situation that is before them.

History. The history of the landscape is told to the characters in frozen icy words, or by the crunching of snow beneath their feet. They might even be transported for a time.

ORACLE

A lone oracle sits in a shrine made of snow, atop the highest column of glacial ice. They are sought out by only the hardest of adventurers.

Past. The oracle has received visions of the past, even to ancient times. They can teach the characters about the local landscape and cultures.

Present. The oracle knows all things about the region at this present time, including where treasures are buried and which threats loom close.

Future. The oracle can see the future written in the snow. It might be hard to understand, but it yields some clue or advantage.

Lies. The oracle is a liar, knowingly or otherwise. Their visions and prophecies are false; maybe they worship a deceptive deity.

OBSCURED RELIC

Obscured by the tundra landscape is a relic of ancient times that is imbued with power. It might be a magical weapon or an enchanted treasure.

Snowstorm. The characters spot the relic through a snowstorm; it is hard to reach the item due to poor visibility and blasting winds.

Encased. The relic is encased in a block of ice. Perhaps it is trapped beneath the surface of a frozen lake or behind a glacier wall.

Sunken. The relic is sunken into the earth in some way. It might be buried, or lying at the bottom of a river. Reaching it is no mean feat.

Floating. The relic floats in the air, perhaps surrounded by whirling hail or snow. It cannot be reached without flight or some ingenious method.

AWAKENED CREATURE

A creature with unusual intelligence approaches the characters. It might be looking for assistance, or merely curious about the explorers.

Polar Bear. A gruff polar bear wants to know what the characters are doing here. It might offer to help them catch fish, or even serve as a mount or companion.

Tundra Hare. A tundra hare wants to help the characters reach their destination without freezing to death. It knows of ice tunnels they can use.

Penguin. A quirky, eccentric penguin that has traveled far across the ice pesters the characters for food. It will tell them a secret in return.

Narwhal. An awakened narwhal emerges from the freezing sea and demands to know what the characters are doing.



UNDERGROUND

UNDERGROUND ENCOUNTERS

Roll a d6 to determine an inspiration type, then roll a d20 to determine the specific element.

D6	D20	RESULT	PAGE	D6	D20	RESULT	PAGE
1-2 Combat	1	<u>Ambushing Monster</u>	p. 67	3-4 Exploration	11	<u>Slime</u>	p. 73
	2	<u>Giant Insect</u>	p. 67		12	<u>Mold</u>	p. 73
	3	<u>Lurking Ooze</u>	p. 67		13	<u>Vent</u>	p. 73
	4	<u>Raiders</u>	p. 67		14	<u>Webs</u>	p. 73
	5	<u>Angry Elemental</u>	p. 67		15	<u>Earth Vein</u>	p. 73
	6	<u>Pesky Pest</u>	p. 68		16	<u>Shrine</u>	p. 74
	7	<u>Charging Beast</u>	p. 68		17	<u>Sludge Pits</u>	p. 74
	8	<u>Cultists</u>	p. 68		18	<u>Equipment Cache</u>	p. 74
	9	<u>Elder Evil</u>	p. 68		19	<u>Traps</u>	p. 74
	10	<u>Camouflaged Creature</u>	p. 68		20	<u>Strange Lights</u>	p. 74
	11	<u>Demons</u>	p. 69	5-6 Roleplay	1	<u>Miners</u>	p. 75
	12	<u>Opportunistic Stalker</u>	p. 69		2	<u>Escaped Slaves</u>	p. 75
	13	<u>Aquatic Skulker</u>	p. 69		3	<u>Scouts</u>	p. 75
	14	<u>Transformed Humanoid</u>	p. 69		4	<u>Traders</u>	p. 75
	15	<u>Walking Dead</u>	p. 69		5	<u>Harmless Humanoids</u>	p. 75
	16	<u>Swarming Vermin</u>	p. 70		6	<u>Toll Gate</u>	p. 76
	17	<u>Tunnel Terror</u>	p. 70		7	<u>Black Market</u>	p. 76
	18	<u>Cavern Guardian</u>	p. 70		8	<u>Potential Mount</u>	p. 76
	19	<u>Spellcaster</u>	p. 70		9	<u>Underground Explorer</u>	p. 76
	20	<u>Animated Earth</u>	p. 70		10	<u>Celebration</u>	p. 76
3-4 Exploration	1	<u>Cave-In</u>	p. 71		11	<u>Experimenters</u>	p. 77
	2	<u>Subterranean Lake</u>	p. 71		12	<u>Patrol</u>	p. 77
	3	<u>Crystal Cavern</u>	p. 71		13	<u>Lost Pet</u>	p. 77
	4	<u>Graveyard</u>	p. 71		14	<u>Priests</u>	p. 77
	5	<u>Chasm</u>	p. 71		15	<u>Curious Creature</u>	p. 77
	6	<u>Fungal Growth</u>	p. 72		16	<u>Speaking Stone</u>	p. 78
	7	<u>Gas Leak</u>	p. 72		17	<u>Transport</u>	p. 78
	8	<u>Boiling Lava</u>	p. 72		18	<u>Bounty Hunter</u>	p. 78
	9	<u>Bridge</u>	p. 72		19	<u>Peculiar Group</u>	p. 78
	10	<u>Ruins</u>	p. 72		20	<u>Unusual Intellect</u>	p. 78

ELEMENTS OF INSPIRATION

UNDERGROUND – COMBAT

AMBUSHING MONSTER

Leaping out from a hidden side tunnel, or from beneath a cavern ledge, is a hideous creature. Only particularly alert characters can spot it before it attacks.

Ankheg. These burrowing, insectoid monstrosities can break out of loose, earthen walls to ambush prey they know is there thanks to their tremorsense. They open with a volley of acid.

Basilisk. Lurking around the corner from the characters is a basilisk. Its glowing eyes light up the darkness as its petrifying gaze takes effect.

Angler Worm. These huge worms burrow into the ceilings of tunnels, then set strong silk snares to capture their prey.

Roper. Disguised as stalagmites, these tendrilled creatures grapple foes and reel them into their enormous maws.

GIANT INSECT

An overgrown insect scuttles through the cavern network, searching for food, shelter, or warmth. It attacks creatures that it thinks are intruders or potential prey.

Rust Monster. These rust-colored creatures feast upon metal by making it corrode. They are the bane of heavily armored adventurers.

Spider. Giant spiders use webs to get around the tunnels, climbing over walls and ceilings with ease. They use web nets to restrain their prey.

Centipede. These many-legged creatures seem to slide through twisting tunnels after their prey. They paralyze their prey with a venomous bite.

Slug. Although slow-moving, these slugs possess a dangerous acidic spit, and their slime can stick creatures to the tunnels.

LURKING OOZE

Hidden around a corner, on a cavern ceiling, or in the cracks of the stonework is an ooze. It patiently waits for prey that it can engulf.

Black Pudding. These mounds of sticky, black sludge are indistinguishable from surrounding stone while in shadow or darkness. They dissolve flesh, wood, metal, and bone with ease.

Gelatinous Cube. These strangely cubic oozes scour the tunnels in silent, predictable patterns, leaving clean paths in their wake. They engulf and dissolve their prey.

Gray Ooze. These oozes are perfectly camouflaged as oily pools or wet rocks when motionless. When they are ready to strike, they slither like a liquid snake.

Ochre Jelly. These yellow jellies can slide under doors and through narrow cracks to reach their prey, even climbing across walls and ceilings.

RAIDERS

A gang of raiders approaches the characters, or another group, in the nearby caverns. They might seek slaves, riches, or something else they can take from others.

Duergar. Many gray dwarves come from cultures obsessed with industry. They head out in bands to capture slaves to toil in their mines.

Drow. Some drow worship a demonic spider goddess who demands humanoid sacrifices. Drow raiders take captives to die on the altar.

Grimlocks. These degenerate cavern-dwellers are blind, and use echolocation to find their foes. They form strange cults who worship deranged leaders.

Troglodytes. These reptilian brutes eat humanoid flesh. They head out in ravenous groups in hope of finding dinner for their larders.

ANGRY ELEMENTAL

Tearing through the tunnels comes an elemental being filled with chaotic fury. Perhaps it has manifested naturally, been summoned by a cult, or entered through a portal.

Xorn. These earth elementals can move through solid stone as if it were sand. They devour gemstones and precious metals.

Earth Elemental. Formed of boulders and piles of earth, these elementals swing jagged arms at their foes in a rage. Sometimes their bodies are peppered with gems.

Mud Mephit. These flying clots of mud and sludge gather in groups to harry their foes. They sling insults and muck until they are chased off, or get bored.

Magmin. Filled with fiery rage, these child-sized humanoid elementals burn and boil. They ignite everything they touch, and explode upon death.

ELEMENTS OF INSPIRATION

UNDERGROUND – COMBAT

PESKY PEST

Some creature that is more of a nuisance than a threat begins bugging the characters. It might be hard to catch, act only when it is not spotted, or have an easy escape.

Cockatrice. These squawking bundles of feathers steal food from campsites when no one is watching. They are easy to chase off, but their peck petrifies.

Darkmantle. These squid-like creatures cling to cavern ceilings, awaiting creatures to walk beneath. Then, they emit an aura of darkness and wrap around their prey's head.

Mimic. Mimics can take the form of almost any inanimate object, ranging in size from a tankard to a tower. They have frustratingly adhesive bodies.

Stirge. Stirges feast on humanoid blood, much like mosquitos, but are the size of cats. Alone they are a nuisance; swarms are deadly.

CHARGING BEAST

Something thunders toward the characters through the tunnels, causing tremors as it gets closer and closer.

Purple Worm. An enormous, burrowing purple worm tries to swallow the characters whole in its enormous maw. It eats through rock like the finest dwarven machinery.

Dogmole. A giant mole with spade-like incisors burrows through the loose earth toward the characters, its tentacled nose detecting their trail.

Bulette. A colossal land shark smashes through boulders in pursuit of the characters. Its ability to sense their footsteps keeps them from hiding.

Otyugh. A tentacled aberration slurps through the tunnels after the characters, tracking them by telepathically sensing their thoughts.

CULTISTS

Members of an evil cult have made their headquarters down here in the dark and damp. The fanatics are searching for slaves and sacrifices.

Demonic. The cult is dedicated to some abyssal lord. They might have taken on ooze-like features, bull's horns, or have serpentine imagery tattooed on their bodies.

Infernal. An infernal prince controls the cult. They are just as likely to pose as false guides and become a corrupting influence as they are to murder.

Eldritch. The cultists worship an eldritch entity from the far realm. They have uncanny abilities, like teleportation, mind control, or stone melding.

Evil God. The cultists worship an evil god who demands sacrifices, feeds off fear, or demands tributes of stolen treasure.

ELDER EVIL

Lurking in the bowels of the earth is some untold aberration whose very presence disturbs the minds of sentient beings for miles around.

Mi-Go. An insectoid being with advanced technology has set up a laboratory in the deepest caverns, where it experiments on humanoid subjects.

Star-Spawn. A swirling mass of darkness and starlight has been summoned here by cultists, or sent as an explorer to this realm. It consumes life.

Great Old One. These aberrant leaders use their corrupting influence to gain control over sentient humanoids, hoping to establish dominance over the world.

Gibbering Moulder. These globular masses of mouths and eyes wail and whisper constantly, driving those who hear them mad.

CAMOUFLAGED CREATURE

An ambush predator has camouflaged itself against the subterranean surroundings, and awaits the characters. When they draw near, it surprises them with an all-out attack.

Grick. These worm-like creatures can curl up to resemble boulders or piles of debris. They have slashing tentacles and a piercing beak.

Stone Giant. In low light, stone giants can blend in with the rocky terrain around them, or even pose as statues. Woe to those who get too close to their enormous feet.

Stone Strangler. These writhing balls of tendrils can retract into a hard outer shell that is indistinguishable from a smooth stone.

Cavelight Moss. Only the most skilled herbalists can pick out cavelight moss from normal moss at a distance. This stuff drains strength from its prey.

ELEMENTS OF INSPIRATION

UNDERGROUND – COMBAT

DEMONS

Wreaking havoc throughout the subterranean world is a host of demons that seem intent on creating chaos wherever they roam.

The creatures are straight from the abyssal realms.

Dretch Herd. These horrendous boat-bear-gorilla demons are disgusting to behold. They roam in herds creating fetid clouds.

Vrock. These vulture-like demons fly through the tunnels and caverns emitting stunning screeches and poisonous spores.

Hezrou. Toad-like and loathsome, these horrendous demons are weak-minded but dedicated to destruction. They devour humanoids they come across.

Nalfeshnee. These corpulent mockeries of ape and boar flit around the place on vestigial wings, or teleport into caverns from afar. They are highly intelligent ambushers.

OPPORTUNISTIC STALKER

A creature stalks the characters through the caves, sticking to the shadows where it will not be spotted. When the moment is right, it surprises the characters with a savage attack.

Cloaker. Cloakers lurk in caves awaiting prey to stumble into their reach. They wrap around their foes, suffocating them, and use a hideous moan to frighten away allies.

Naga. These intelligent serpents are superb spellcasters, using their array of hexes to take out entire groups. They are vengeful, and hold grudges for life.

Troll. Cave trolls are well camouflaged in rocky terrain, their thick hide looking like a pile of gravel. They are expert ambushers.

Horakh. These insectoid monsters attack from stealth, blinding their foes with a sucking bite or implanting them with eggs.

AQUATIC SKULKER

The characters encounter a creature lurking in a subterranean body of water, such as a foul pool or flowing stream. It might launch itself out of the water to attack.

Chuul. Chuuls look like lobsters crossed with horses. They can grapple and drown creatures with their claws, or use paralyzing tentacles to defeat their prey.

Hydra. Many-headed hydras lurk in the dark waters beneath the world's surface. Their everlasting hunger drives them to hunt constantly.

Bone Crab. These tiny creatures blend in with bones, and hide beneath the water. They have a hive mind, and work together to infect prey with an exhausting disease.

Giant Axolotl. Swimming at great pace through rapidly slowing streams, these beasts have enormous, toothless maws with which to swallow prey.

TRANSFORMED HUMANOID

A twisted humanoid, transformed or mutated into a new, hideous form, comes at the characters, lashing out at them in the darkness of a hidden cavern.

Driders. Driders are drow who have been transformed into half-spiders by the demon queen they worship. They use poisoned weapons and have a venomous bite.

Wererat. Infected with lycanthropy, these humanoids can transform into giant rats to conceal their true hybrid forms. Their curse afflicts them with greed.

Oozefested. Controlled by psychic oozes that have replaced their brains, these humanoids can spit acidic jelly and use mind-control powers.

Shadowsoul. When humanoids spend too long in the dark and damp, they can become shadowsouls - infected with a disease that turns them into shadowy versions of their former selves.

WALKING DEAD

Some undead creature finds the characters and targets them. This could be a shambling horde of zombies, or a malevolent ghost, eager to possess.

Ghost. A ghost tries to possess one of the characters. It might be the spirit of some cavern inhabitant, or an explorer who was killed down here in the darkness.

Ghouls. These intelligent undead hunt in packs, using their paralyzing claws to make it easier to feast on the flesh of the living.

Zombies. Mindless and driven only by hunger, these festering undead congregate in the underworld where it is easier to capture prey.

Will-o'-Wisp. These eerie lights lure people into hazardous terrain before draining their life force.

ELEMENTS OF INSPIRATION

UNDERGROUND – COMBAT

SWARMING VERMIN

A writhing swarm of vermin appears in the characters' path. The creatures boil up from cracks in the ground.

Rats. A swarm of rats is bad enough as it is, but they might carry foul plagues and diseases that they pass on with their bites.

Centipedes. A single centipede is no threat but, if a humanoid is bitten enough times, their paralyzing venom accumulates in their blood.

Bats. Surrounding the heads of the characters is a seemingly endless swarm of bats. They might knock characters down, or drink their blood.

Snakes. Swarms of poisonous snakes emerge from nests in caves, striking at those who disturb their subterranean homes.

TUNNEL TERROR

Some awful, loathsome creature from the depths of the tunnels emerges from its terrible lair to assault the characters. It has some disgusting attack or ability that sets it apart.

Skittering Death. These insectoid terrors have long, sharp proboscises that they use to suck the organs from their prey, leaving only empty skins behind.

Doppelrat. These rats can clone themselves many times, rapidly becoming a swarm. Their bites carry a doppelganger disease that causes stillborn clones to emerge from the infected.

Gug. These underworld giants are little more than walking maws. They swallow their prey whole, lacerating them with rows of razor teeth.

Oculo Swarm. These revolting, floating balls of eyes blind their foes or muddle their minds, causing them to become paralyzed or confused.

CAVERN GUARDIAN

Various subterranean cultures create or summon guardians to protect their homes or vaults from intruders. They attack trespassers without hesitation.

Clay Golem. Forged from lumps of earth and sod, these incredibly strong golems can speed themselves up with the inherent arcana stored in their crude forms.

Cyclops. One-eyed giants with a fiercely territorial nature, cyclops can be hired to guard caverns. They use massive clubs or hurl boulders.

Deep Drake. These dragon-like creatures work for ghouls and other intelligent undead. They have poisonous stingers and a necrotizing breath weapon.

Idolic Deity. Shamans and spellcasters create these awful idols and bind demons into them. They drain the abilities of clerics, paladins, and other divine warriors.

SPELLCASTER

Hiding out in a cavern is a spellcaster, who has gone into seclusion to practice their awful arcane arts. They will not let anyone who sees their work live to report it to the outside world.

Necromancer. Necromancers use corpses to create zombies, flesh golems, and other hideous undead.

Geomancer. Geomancers can use the stone and earth around them in many ways, including changing its form and creating elementals.

Fungimancer. Fungimancers use fungi and their spores to create strange spells that cause hallucinations and intoxication.

Vermin Master. These druids command swarms of vermin who cover them to protect the spellcasters from injury.

ANIMATED EARTH

The very earth on which the characters walk animates to attack them. The animated earth might be the result of wild magic or the protective magic of a nearby spellcaster.

Cobbleswarm. The floor beneath the characters becomes unstable as the stones reveal themselves to be crab-like creatures with nasty stings.

Gargoyle. Carved from the stone, these guardians are impervious to most damage. They typically protect their creator's homes.

Rubblerrank. Formed from rocky debris held together by ooze-like flesh, these creatures clobber their foes with enormous pseudopods.

Sludge Strangler. These elemental creatures resemble slugs made of muck, but possess surprising speed. They smother intruders with choking mud.

ELEMENTS OF INSPIRATION

UNDERGROUND – EXPLORATION

CAVE-IN

As the characters squeeze through a tunnel or charge through a cavern, they feel the rock around them shudder as it begins to cave in over their heads.

Sudden. The cave-in is sudden and unexpected. The characters must quickly dive out of the way to avoid being entombed or crushed by falling debris. It might split the party.

Past. The cave-in occurred before the characters got there. Are there creatures stuck beneath the rubble? How long will it take to clear?

Orchestrated. The cave-in was not natural; it was caused by the deliberate actions of an individual or creature. Where is the creature now?

Trapped. The cave-in was the function of a trap that the characters accidentally triggered, or perhaps spotted just in the nick of time.

SUBTERRANEAN LAKE

The characters happen upon a subterranean lake fed by underwater streams, or by water trickling through the porous rock above them.

Freshwater. The water is fresh and pure, and can be safely drunk without purification measures. What other creatures use this place as a watering hole?

Fetid. The water reeks, and has been made unclean by rotting fungus, patches of slime, etc. It must be purified before it can be drunk.

Infested. The water harbors a disease of some sort, perhaps a sewer affliction, a laughing sickness, or a blinding plague.

Well-Fished. Cavefish swim through the clean waters, and are fished by other underground inhabitants like grimlocks or kobolds.

CRYSTAL CAVERN

The next cavern the characters enter is filled with crystalline structures. They might stud the walls or erupt like spears from the floor.

Mirroring. The crystals mirror the characters, making it almost impossible to navigate through the cavern without becoming hopelessly lost.

Illusions. Illusions move through the crystals. The characters might see distorted versions of themselves, or creatures that are not really there.

Magic. The crystals manifest some magical effect. Maybe all fire near them burns blue, or their presence allows any language to be understood.

Explosive. The crystals contain some flammable mineral. If exposed to flame, the crystals explode in a cloud of purple dust or razor-sharp shards.

GRAVEYARD

Secreted away in one of the darkest caverns is a graveyard - a place where the dead are interred, hopefully for good. The place has an eerie aura.

Undead. The graveyard has been corrupted in some way, and is now swarming with undead. Perhaps skeletons rise from bone piles, or zombies claw up through the earth.

Desecrated. The graveyard has been desecrated. There is an evil, unsettling aura in the place that corrupts all goodness within.

Haunted. The graveyard is haunted by the spirits of those interred there. They might have a quest for the characters to put them at rest.

Temple. In the center of the graveyard is a temple. Perhaps it is there to keep evil at bay, or maybe a necromancer uses it as their lair.

CHASM

Opening out in the characters' path is an enormous chasm that stretches into the earth below. Unless the characters can cross it, they will have to spend days going around it.

Shallow. The chasm is relatively shallow, perhaps only 60 feet or so. There might be something visible at the bottom, such as a river, lava flow, etc.

Deep. The chasm is immensely deep, perhaps even too deep to see the bottom. Its depth can be measured in hundreds of feet.

Unimaginable. The chasm is insanely deep, miles and miles, if it can even be measured. Maybe there is a portal, at the bottom, to another realm.

Bridged. There is something bridging the chasm, perhaps a rope bridge, narrow rock ledge, vine swings, fungal plinths, etc.

ELEMENTS OF INSPIRATION

UNDERGROUND – EXPLORATION

FUNGAL GROWTH

A bloated clump of mycelial mass grows out from the cavern wall. The fungi have some strange property that might be worth investigating.

Formidable Fungi. The fungi release psychoactive spores that cause fear and paranoia in those who breathe them in.

Hallucinatory Spores. The fungi release spores that cause hallucinations, or even form illusory patterns in the air.

Thick Forest. There are so many fungi that they form a thick forest in the cave. Some of the mushrooms grow as high as trees.

Poisonous Toadstools. The fungi are mostly toadstools that are seriously poisonous. This might be obvious, or they might appear edible.

GAS LEAK

Strange gas leaks into the cave or tunnel in which the characters are exploring. The gas begins to accumulate and affect the characters.

Explosive. The gas is explosive. Even a small flame or spark is enough to ignite it all like a fireball.

Fainting. The gas is noxious, and knocks out those who breathe it for too long. It might even kill unconscious characters.

Reeking. The gas stinks, causing characters to become nauseous, poisoned, or even vomit and retch because of the stench.

Hallucinations. The gas causes hallucinations in those who breathe it. These might be visual or auditory, or have a different psychotropic effect.

BOILING LAVA

Molten rock bubbles up through the crust of the earth here, presenting a serious danger to the characters. One wrong step and they could fall into the searing stuff.

Stream. The lava flows in a stream through a tunnel or chasm, sluggishly making its way down a gradient.

Pool. The lava forms a bubbling pool in the center of a cavern that might have to be circumnavigated.

Vent. Lava blows up through one or more vents in the cave floor. If it can be predicted, it can be safely avoided.

Cracked Floor. The floor of the cavern is cracked and unstable. Lava boils up from between these cracks.

BRIDGE

The characters are faced with a bridge that crosses a hazardous terrain feature, such as a chasm, a fast-flowing river, or a slugging lava stream.

Rope. A rope bridge is far from the most sturdy way of crossing, but it will save time. Perhaps the wooden planks are rotten, or the ropes worn down.

Stone. A stone bridge is a safer way to cross, but even stone might have eroded in places, or there could be holes that must be leaped across.

Illusory. The bridge is illusory, some awful trick played by treacherous individuals who want to lure folk to their deaths.

Damaged. The bridge is seriously damaged in some way. Repairs are necessary before it can be crossed.

RUINS

Ruins mark the place where a structure once stood within the caverns. It might be built up from the floor, but could hang from the walls or ceiling too.

Wizard's Tower. A wizard's tower, which might contain spellbooks, magic items, or other arcane treasures, has mostly collapsed.

Towering Citadel. What must once have been a formidable fort now lies in ruin. There might still be weapons and armor inside.

Mine. The entrance to a mine has partially collapsed, and the machinery around it rusts away. Perhaps there are treasures still within.

Sunken Temple. A temple from the overworld has sunk through the earth and ended up here, untended by the clergy. Who was the temple dedicated to?

ELEMENTS OF INSPIRATION

UNDERGROUND – EXPLORATION

SLIME

Some repugnant, oozing slime sticks to the walls, ceiling, or floor of a cavern through which the characters travel. It poses a unique threat.

Dropping. This acidic slime clings to the ceiling of tunnels, then drops down on creatures that move beneath it to digest them.

Slippery. This almost invisible slime covers the floors of caverns and is oily, making it extremely slippery.

Spreading. This suffocating slime spreads rapidly across anything it touches, including living creatures. It has some weakness, such as fire or cold.

Acidic. While easily spotted, this slime is extremely acidic. It might give off noxious fumes or even turn the air around it acidic.

MOLD

Mold grows across the mucky stone walls, giving off a nasty smell of mildew that clings to clothes and flesh alike. It has a dangerous property.

Chilling. The mold takes in heat from nearby sources such as lit torches or even living beings. It needs the heat to survive.

Choking. The mold emits awful spores that choke those who come too close, or it might even spread down into the airways of living creatures.

Slowing. The mold is thick and sludgy. Moving through the stuff slows the characters' pace.

Infesting. The mold infests anything that touches it, spoiling food and water, eating through metal and wood, and even spreading disease.

VENT

A geyser, or other kind of geothermal vent, blocks the path of the characters. There could be one, or several. They might go off predictably or randomly.

Steam. Boiling steam emerges from the vent with a burst of water vapor preceding it. Anyone caught in it will be badly burned.

Sludge. Freezing-cold, sludgy ice and mud spurt out of the vent. The chilling effects exhaust those caught in the blast.

Boiling Water. Boiling water bursts out of the vent. Those caught within are scalded, and the waters flow out from the vent, risking those nearby too.

Arcane. Arcane energy pours forth from the vent. This might cause wild magic effects or deal force damage.

WEBS

Blocking a passage or cave entrance is a thick barrier of webs, woven at some point by giant spiders. Where the arachnids are now lurking is not clear.

Giant Spiders. The giant spiders that wove the webs linger nearby. Touching the webs alert them, and they come to collect their prey.

Spider Swarm. Touching the web draws a swarm of poisonous spiders forth from cracks in the walls. Their bites are deadly.

Impassable. The web barrier is so thick that it is impassable without serious work. It might need something as powerful as a fireball to clear it out.

Cocoons. There are cocoons suspended within the webs. These might contain still-living humanoid prey, tightly wrapped treasures, or even magic items.

EARTH VEIN

A vein of something precious cuts through the stone or earth near the characters. If they are so inclined, they could stop to mine the resources.

Gemstones. The vein is comprised of glittering gemstones. They can be carefully extracted to be sold, or to serve as spell components.

Metal Ore. The vein consists of metal ores. If they can be identified and mined, they can be sold for a high price to smelters.

Coal. The vein contains coal, or another similar flammable substance. It can be used to restock torches, build bombs, or light fires.

Fault Line. The vein conceals a fault line. Mining it might cause a cave-in, an earth tremor, or similar seismic activity.

ELEMENTS OF INSPIRATION

UNDERGROUND – EXPLORATION

SHRINE

Hidden deep in the underground caverns is a shrine. It might have seen recent use, or perhaps it has been entirely forgotten about.

Earth. The shrine is dedicated to elemental of earth. Leaving gemstones or precious stones here gives characters the ability to summon elementals or move earth.

Darkness. The shrine is dedicated to darkness, and cannot be lit except by powerful magic. Leaving offerings allows characters to turn into shadows.

Underworld. The shrine is dedicated to the underworld, the realm spirits go to when their mortal forms die. The shrine might give temporary resistance to death.

Ooze. The shrine is dedicated to a deity of ooze, slime, fungi, or some similar substance. Offerings here give control over such creatures.

SLUDGE PITS

Ahead of the characters is a broad passageway, pockmarked with sludge pits. They might be concealed by debris, and their contents might not be obvious.

Sinkhole. The pits are sinkholes. Applying weight to them drops a creature down tens of feet into the earth, into inescapable pits.

Quicksand. The pits contain quicksand, into which creatures rapidly sink. Unless they can escape, the creature will suffocate.

Tar Pit. The pits contain tar. This sticky, cloying substance suffocates those who sink too deep.

Flowstone. The pits are filled with flowstone. This substance is indistinguishable from normal stone, but gives way like putty if stepped on.

EQUIPMENT CACHE

A bundle of gear has been hidden nearby, and can be spotted by alert adventurers. Inside is something useful, but its owner might come looking for it if it is taken.

Arms & Armor. The bundle contains weapons and armor that the characters can make use of. It might have been left by an adventurer or bounty hunter.

Potions. The bundle contains potions of different kinds. It might be obvious what their effects are, or they could be mystery mixtures.

Rations & Water. The bundle contains edible rations and freshwater, protected against decay. The kind of rations might indicate who left them.

Equipment. The bundle contains useful equipment - climbing gear, torches, lanterns, or other similar items.

TRAPS

Up ahead are some traps which have been left by denizens of the under caverns. They might be shoddy, or perfectly hidden from sight by master trapsmiths.

Collapsing Ceiling. Triggering the trap, by snapping a tripwire or stepping on a pressure plate, causes the ceiling to collapse, blocking a passage and burying unlucky creatures.

Snares. The traps are snares, either designed to capture creatures by lifting them into the air, or kill them by breaking their necks.

Net. These traps are designed to restrain. They might have been left by other humanoids who want to capture slaves.

Magical. The traps are magical in some way. They might include warding glyphs, force prisons, or other stored spells.

STRANGE LIGHTS

Strange lights can be seen in the cavern up ahead. They are strangely enchanting, and lure in those that look upon them.

Bioluminescent Fungi. The lights are made by naturally glowing fungi. These could be harvested to use instead of torches.

Glowing Crystals. The lights are made by crystals that are imbued with magic. Damaging releases the arcane energy.

Glimmerbugs. The lights are, in fact, large beetles that crawl across the walls, floors, and ceilings. They fetch a high price in underworld markets.

Phosphorescent Miasma. The strange lights are caused by miasma: a gas that fills the caverns. It is toxic stuff, and best not inhaled.

ELEMENTS OF INSPIRATION

UNDERGROUND – ROLEPLAY

MINERS

The characters cross paths with a group of miners. They might already be working, or are perhaps heading to or from their mine.

Dwarves. A gang of dwarves are digging away at a vein of precious metal when the cavern begins to collapse.

Gnomes. A group of gnomes flees from some underground monster, which is unfortunately far faster than they are.

Duergar. These ash-skinned dwarves come from a greedy culture. They might see the characters as potential laborers to be enslaved.

Svirfneblin. These underworld gnomes are dangerously secretive. They kill those who they think have compromised the safety of their mines.

ESCAPED SLAVES

The characters come across some slaves who have clearly escaped from captivity. They might be in dire need of assistance.

Hiding. The slaves are hiding because they are being pursued. Who are the slavers that took them?

Fleeing. The slaves are fleeing from something that chases them through the tunnels. What is after them?

Foraging. The slaves are foraging for food or other supplies to help them survive here. Will they share with the characters?

Beseeching. The slaves are in desperate need of help from the characters, and beg for help. Are they injured, endangered, or otherwise in trouble?

SCOUTS

Picking their way through the rocky underground caverns is a group of agents, clad in black, clearly trying to conceal their location and identities.

Military. The scouts are working for a military organization. They might be spying on behalf of subterranean cultures, or overworld armies hoping to infiltrate.

Spies. The scouts are actually spies. They could be spying on a specific location or individual, including one of the characters.

Criminal. The scouts are actually criminals. They might be engaged in some criminal activity when spotted by the characters, or could be fleeing the scene.

Magical. The scouts have magic, or magical items, that aid them in their reconnaissance. They might be willing to share their magic, or their information, with the characters.

TRADERS

The characters find themselves heading down a wide tunnel alongside some traders, who might try to sell their wares to the characters. They could be in a caravan, or a lone trader.

Fungers. These folk can easily identify fungi, and have specialist tools to help cut them, harvest their spores, and ignore their nasty effects.

Lapidarists. These traders have finely cut gemstones, or even jewelry, for sale. They are willing to buy uncut gems at a good price.

Foragers. These foragers have bundles of food and firewood, as well as bags of supplies and waterskins filled with freshwater. This stuff fetches a higher price in the subterranean world.

Alchemist. The traders are alchemists, and have a wide variety of strange potions, poisons, and tinctures for sale.

HARMLESS HUMANOID

The characters are approached, or surprised, by harmless humanoids who try to wind them up in some way. They are unlikely to cause any real harm.

Ratfolk. These diminutive humanoids like to steal shiny things. They are especially fond of polished metal, including daggers and swords.

Roachling. These insectoid humanoids are of low-intellect. They steal food to eat whenever they can, rather than foraging for their own.

Kuo-toa. These fishfolk come from a culture that invents and manifests their own gods. They try to convince the characters to believe.

Fungoids. Fungoids use spores to communicate their emotions, but also to share strange visions and dreams.

ELEMENTS OF INSPIRATION

UNDERGROUND – ROLEPLAY

TOLL GATE

The characters find themselves held up, possibly with a small crowd of others, at a gate where people are demanding payment for entry or safe passage.

Legitimate. The toll has been installed as part of the taxation system of a subterranean culture. The funds go towards keeping the route ahead safe.

Criminal. The toll is illegal, and has been implemented by bandits, thugs, or even an organized crime faction. They do not like people asking questions.

Expensive. The toll is much higher than one might expect, perhaps because of high danger.

Unusual. The toll is unusual, such as a donated dream, memory, vial of blood, or some other strange payment.

BLACK MARKET

The sounds of trade and bartering can be heard from nearby. Following the source of the sounds brings the characters to a black market, where exotic and illicit goods are traded.

Cursed Items. A peddler sells items that seem wonderful or magical, but are actually cursed. What sort of curse is upon them?

Poisons. A paranoid alchemist sells poisons of all varieties, and perhaps their antidotes too. Who will they not sell to, and why?

Monstrosities. Exotic pets can be bought here, ranging from dogmoles to rust monsterlings. Some are better trained than others.

Dark Magic. Scrolls of infernal boons, amulets of abyssal magic, and tomes of blasphemous curses are available for an unusual cost.

POTENTIAL MOUNT

An animal or monster that could serve as a mount is spotted by the characters.

Giant Lizard. A giant lizard scuttles across the ceiling of a cavern in pursuit of insect prey. It can be lured closer and bribed with food.

Giant Spider. Spinning a web in the mouth of a tunnel is a giant spider. These insects are scared of flame, and can be broken using it.

Giant Rat. Able to fit through tiny gaps and scuttle effortlessly through difficult terrain, giant rats make superb mounts, provided they are not carrying an awful plague.

Wormling. One wormling can serve as a mount for an entire party if every member clings to its slithering form. They are notoriously difficult to capture, however, thanks to their burrowing ability.

UNDERGROUND EXPLORER

The characters encounter another underground explorer. They might be native to the subterranean world, or a visitor.

Guide. The explorer is already serving as a guide, or could be paid to do so for the characters. They might know hidden shortcuts, or have a vehicle or mount.

Prospectors. The explorers are searching for veins of ore, lodes of coal, or clumps of gemstones and crystals to be mined.

Cartographer. The explorer is attempting to map the twisting tunnels and caverns of the subterranean realm. They might use quill and parchment, or a magical method.

Treasure Hunter. The explorer is searching for treasure in the tunnels below. They might share it with the characters, if they are willing to help search for it.

CELEBRATION

The noise of celebration echoes throughout the caverns and tunnels. It sounds like a group are having a superb time together.

Worm Hatching. A group of humanoids are celebrating the hatching of a purple worm, or some similar worm. These could be used as mounts, for mining, etc.

Mine Opening. A brand new mine has opened, and a group of miners and investors are celebrating with drinks.

Mushroom Harvest. A superb mushroom harvest is being celebrated by the farmers with an enormous fungal feast.

Cavern Expansion. A new cavern expansion to a city has been completed, and is being celebrated with music and dancing.

ELEMENTS OF INSPIRATION

UNDERGROUND – ROLEPLAY

EXPERIMENTERS

The characters come across a small group of people experimenting with some strange equipment, intelligence, or magic. Their actions could be seriously dangerous if they lose control.

Fungoid Brewers. A group of fungoids are brewing some unusual beverage. They would like to partake in the drink with the characters.

Dwarf Inventors. A trio of dwarves are working on a new invention. The artificers might accidentally animate a haywire construct.

Drow Arcanists. A group of drow are working on a new spell. Perhaps they are trying to capture slaves, or summon demonic spiders.

Kobold Alchemist. A kobold is working on a potion that will turn them into a dragon. It is almost certain to fail.

PATROL

A group of patrolling guards travels through the tunnels. If they spot the characters, they will approach to investigate who they are.

Dangerous. The patrolling guards are dangerous. They see the characters as a threat for some reason, and might try to capture or kill them.

Helpful. The patrolling guards are helpful; they might be able to give directions, point the characters to certain resources, or give travel advice.

Curious. The patrolling guards want to know who the characters are and what they are doing here in the under caverns.

Searching. The patrolling guards are searching for something. Maybe they are looking for the characters themselves, or something they have seen.

LOST PET

A pet, lost and alone, wanders sorrowfully through the tunnels. They are eager to be adopted, or reunited with their former owner.

Pseudodragon. A little pseudodragon flits around the tunnels on kaleidoscopic wings. It shares magic resistance with nearby allies.

Giant Fire Beetle. A giant fire beetle is almost extinguished, due to sorrow. Interacting with the insect reignites its fire.

Bat. A bat, once a familiar, flaps around the caverns dolefully. It can cast one low-level spell.

Living Wick. Living wicks are wax constructs created to light the dark tunnels of the underground domain. They respond to telepathic commands.

PRIESTS

A group of priests dressed in peculiar garb are spotted in a cavern. They might be traveling to or from a shrine, or conducting a strange ceremony.

Earth. The priests worship elemental earth. They might use gemstones to summon an elemental, or walk through the stone.

Ooze. The priests worship oozes, and are perhaps devoted to an eldritch ooze deity. They might have pseudopods instead of arms.

Spiders. The priests treat spiders like people, as they are sacred to them. They might wish to become spiders.

Fungi. The priests wear robes made of fungi, from which toadstools grow in vast clumps. They take of the psychotropic spores.

CURIOUS CREATURE

A creature takes a particular interest in the characters and trails them for hours, or even days, while investigating them.

Giant Toad. A giant toad leaps around the characters, trying to work out what exactly they are. It might even swallow one of them, to see if they are edible.

Dire Olm. These enormous amphibians nuzzle their enormous, damp noses into the characters. They will not go until they have been fed.

Night Scorpion. These scorpions grow to enormous size in the subterranean caverns. Their stinger venom is extremely valuable.

Critterling. These furry balls of fluff are truly adorable, and they have the ability to see invisible creatures, making them useful companions.

ELEMENTS OF INSPIRATION

UNDERGROUND – ROLEPLAY

SPEAKING STONE

As the characters travel through a cavern, the stone around them begins muttering. The prophecies of the ancient stone are cryptic and hard to decipher.

Prophecy. The stones speak a prophecy which is destined to come true. If correctly interpreted, it allows the characters to glimpse the future.

Myth. The stones tell a myth of the subterranean world that might shed light on something the characters are investigating.

Foresight. The stones speak of the immediate future, perhaps giving advice or providing a warning.

History. The stones speak what they have seen. They can relate anything that has happened in the cavern over the past ten centuries or so.

TRANSPORT

The characters spot some form of transportation down in the caverns. It might be theirs for the taking, require repairs, or already have a driver who can be paid for their services.

Riverboat. A barge-like riverboat glides along a subterranean river. It can be used to access a wide variety of aquatic locations.

Sewersphere. These globes take several riders within. They roll around like giant hamster balls, and are impervious to mundane damage.

Tunnel Buggy. These fast-running, fuel-guzzling buggies tear through the tunnels. They have a tendency to fall apart at inopportune times.

Rat Wagon. Pulled by giant rats, these wagons are not very reliable, but offer an opportunity for the characters to put up their feet.

BOUNTY HUNTER

A bounty hunter in search of their target makes their way through the caverns. They are well equipped with weaponry and gear, and move almost silently.

Endangered. Something poses a threat to the bounty hunter which they might not have noticed. There could be a terrain hazard or a nearby monster.

Hostile. The bounty hunter is hostile, perhaps because one of the characters is their quarry.

Helpful. The bounty hunter is willing to help the characters, especially if they can help the hunter. They might be looking for directions or sightings.

Dogged. The bounty hunter is obsessed with their target, questioning the characters before racing off down the tunnels.

PECULIAR GROUP

A peculiar group of individuals is spotted by the characters engaging in an unusual activity. The group might be a mix of unusual people, too.

Spelunkers. These cavers are squeezing through tiny gaps in the rock, climbing up the walls of a cavern, or taking a rest. They know a lot about the cave topography.

Divers. A group of cave divers sinks into a pitch-black pool. They know more about subterranean survival than almost anyone else.

Monster Hunters. A daring band of monster hunters is on the trail of some awful beast. They are armed to the teeth, drinking potions by the handful.

Secret Society. A secret society meets in a hidden cavern deep below the surface. They might be conducting an initiation ceremony or having a meeting.

UNUSUAL INTELLECT

An unexpected intelligence either approaches the characters or is spotted by them. It might want to interact with the characters or flee from them.

Awakened Beast. An animal with preternatural intelligence approaches the characters out of curiosity. It might accompany them for a while.

Aberrant Mind. Some evil aberration of heightened intellect wants to devour, drain, or meld with the brains of the characters to increase its own intelligence.

Fungal Brain. Formed from clumps of mycelium with fungal tendrils emerging from it, this cluster of mushrooms communicates telepathically.

Intelligent Monster. A hyper-intelligent monster, such as a dragon, realizes the characters are nearby. It might watch them for a while before revealing itself.



URBAN

URBAN ENCOUNTERS

Roll a d6 to determine an inspiration type, then roll a d20 to determine the specific element.

D6	D20	RESULT	PAGE	D6	D20	RESULT	PAGE
1-2 Combat	1	<u>Tournament</u>	p. 81	3-4 Exploration	11	<u>Lost Belongings</u>	p. 87
	2	<u>Call to Arms</u>	p. 81		12	<u>Stampede</u>	p. 87
	3	<u>Tavern Brawl</u>	p. 81		13	<u>Back Alley</u>	p. 87
	4	<u>Street Gang</u>	p. 81		14	<u>Spilled Goods</u>	p. 87
	5	<u>Animated Objects</u>	p. 81		15	<u>Crash</u>	p. 87
	6	<u>Angry Elemental</u>	p. 82		16	<u>Race</u>	p. 88
	7	<u>Shapechanger</u>	p. 82		17	<u>Unearthed Evil</u>	p. 88
	8	<u>Runaway Beast</u>	p. 82		18	<u>Mists</u>	p. 88
	9	<u>Spellcaster</u>	p. 82		19	<u>Urban Accident</u>	p. 88
	10	<u>Vermin</u>	p. 82		20	<u>Arcane Phenomena</u>	p. 88
	11	<u>Wild Animal</u>	p. 83	5-6 Roleplay	1	<u>Public Execution</u>	p. 89
	12	<u>Stray Monster</u>	p. 83		2	<u>Festival</u>	p. 89
	13	<u>Raiders</u>	p. 83		3	<u>Traveling Circus</u>	p. 89
	14	<u>Cultists</u>	p. 83		4	<u>Prisoners</u>	p. 89
	15	<u>Epic Attacker</u>	p. 83		5	<u>Charlatan</u>	p. 89
	16	<u>Rogue</u>	p. 84		6	<u>Gamblers</u>	p. 90
	17	<u>Living Spell</u>	p. 84		7	<u>Sport</u>	p. 90
	18	<u>Undercity Raiders</u>	p. 84		8	<u>Musicians</u>	p. 90
	19	<u>Thug</u>	p. 84		9	<u>Preacher</u>	p. 90
	20	<u>Fiend</u>	p. 84		10	<u>Criminals</u>	p. 90
3-4 Exploration	1	<u>Toll Gate</u>	p. 85		11	<u>Healer</u>	p. 91
	2	<u>Competition</u>	p. 85		12	<u>Guards</u>	p. 91
	3	<u>Market</u>	p. 85		13	<u>Reporter</u>	p. 91
	4	<u>Strange Shop</u>	p. 85		14	<u>Duel</u>	p. 91
	5	<u>Noble Visit</u>	p. 85		15	<u>Lost Pet</u>	p. 91
	6	<u>Enchanted Statue</u>	p. 86		16	<u>Wandering Noble</u>	p. 92
	7	<u>Miscast Spell</u>	p. 86		17	<u>Foreigner</u>	p. 92
	8	<u>Disease</u>	p. 86		18	<u>Victim</u>	p. 92
	9	<u>Rabble</u>	p. 86		19	<u>Drunkard</u>	p. 92
	10	<u>Building Damage</u>	p. 86		20	<u>Celebration</u>	p. 92

ELEMENTS OF INSPIRATION

URBAN – COMBAT

TOURNAMENT

A tournament is taking place in an open area. Two or more contestants face off against each other in a dangerous competition. There might be an onlooking crowd baying for blood, or it could be a personal affair.

Joust. Two mounted combatants charge toward each other with lances leveled. They might be mounted on anything from donkeys to dragons.

Melee. A group of combatants armed with melee weapons, anything from clubs to halberds, battle it out to see which team is superior.

Archery. Armed with ranged weapons, these individuals compete by hitting targets of increasing difficulty.

Magic Duel. Two or more spellcasters fire volleys of firebolts and rays of frost against each other in an arcane battle.

CALL TO ARMS

Something has caused the people of the settlement to unite and take up arms. Their previous quarrels are put aside to tackle a common foe that must be stopped for the greater good.

Angry Mob. The peasantry has had enough of their ruling lords and ladies. They have gathered what improvised weaponry they can to assault the nobles.

Attacking Army. A rival nation, culture, or people is at the gates. All must work to defend the settlement against the coming siege.

Marauding Monster. Some dire monster, anything from an ogre to a dragon, is assaulting the settlement. All must help defend the place.

Fiends. Dark denizens of the lower realms swarm forth to attack the city, wielding blades of black iron.

TAVERN BRAWL

Spilling out into the street is a brawl of immense proportions. The tavern from which the brawlers emerged seems to shake with the violence occurring inside.

Unarmed. Those engaged in the fight are using fists and feet, heads and elbows, knees and teeth - whatever they have got in their natural armory.

Improvised Weapons. The brawlers have picked up bar stools, broken bottles, decorative antlers, or empty barrels. Anything within arm's reach is a weapon.

Simple Weapons. The fighters came prepared; they wield clubs, daggers, and other crude instruments of violence.

Martial Weapons. Longswords slash through the air while flails send showers of splinters from the floorboards. These are not brawlers; they are warriors.

STREET GANG

A group of ruffians who are up to no good linger on a street corner, waiting for a target. Perhaps that target is the characters, or perhaps they are interrupted by the characters. They want something specific.

Money. The gang wants a handful of cold coins to fill their pockets. Maybe they are greedy; maybe they are desperate.

Captives. The gang is out to take hostages. They might want to hold these people to ransom, or use them for labor.

Magic Items. The gang is targeting adventurers because they want enchanted items. They might use magic items themselves.

Information. The gang has a specific remit; they need information about a recent event, and they know who it can be extracted from.

ANIMATED OBJECTS

One or more inanimate objects has taken on a semblance of life, either through conscious spellcasting or some other magical phenomenon. The objects are either malicious or out of control.

Animated Armor. A suit of plate armor clatters through the streets, swinging gauntlets wildly at those who stray too close.

Flying Sword. A blade slices through the air, flying aimlessly from place to place on a course of rampant destruction.

Rug of Smothering. Skulking silently around the city is an insidious rug whose sole aim is to smother. It is indiscriminate.

Walking Statue. Crushing carts with every step, an immense statue of implacable, impenetrable stone forges a new avenue through the settlement.

ELEMENTS OF INSPIRATION

URBAN – COMBAT

ANGRY ELEMENTAL

Someone has invoked the ire of an ornery elemental, and now all around them pay the price. This being of chaotic, planar magic brings destruction and havoc, crashing through market stalls.

Gargoyle. Perhaps from a nearby temple or gothic manor, this ancient, moss-covered guardian seeks those who have trespassed.

Trash Golem. Formed from refuse and dead vermin, this wretched, reeking mass of garbage drips acid and offal.

Haywire Golem. A golem, created as a bodyguard or laborer, has gone berserk. It is out of control, and likely being chased by its owner.

Errant Shield Guardian. A shield guard, created by a spellcaster to defend themselves, has manifested a mind of its own, and is causing a ruckus.

SHAPECHANGER

A creature capable of shifting between forms is causing trouble in a nearby district, or is silently stalking the characters, waiting for their moment to strike.

Wererat. Humanoids who can transform into giant rats stalk the sewers, hoping to snatch people off the street.

Werewolf. Lycanthropes who take the shape of wolves have found their way into the city. They might be members of a brutal street gang, or simply not in control of their animal form.

Doppelganger. An aberrant creature that takes the form of other humanoids moves unnoticed through the throng until they are right beside you.

Hag. Twisted fiends with a penchant for dark deals, a hag might take on a humanoid guise in order to better fool its victims.

RUNAWAY BEAST

Someone's animal - be it a pet, beast of burden, mount, or otherwise - has broken free of their bonds and moves unchecked through the market square. It is only a matter of time before someone is injured.

Horse. Having ditched its rider, this creature causes havoc as it runs amuck. It could be anything from a mule to a warhorse.

Ox. These lowly beasts typically pull carts, but this one has charged free, toppling food stalls in its wake.

Mastiff. A large and angry dog has flown into a rage and lost its owner. It bites those who come too close.

Monster. Some unusual, exotic animal, such as a cockatrice or pseudodragon, has fled from its owner and is drawing a crowd.

SPELLCASTER

For some reason, this wielder of the arcane has decided to pick a fight. Perhaps they do not like the way a character is looking at them, or maybe they simply feel they are superior, and can exert their power as they wish.

Warlock. A caster who draws their magic from a powerful patron. They might sling hellfire or cause roots to erupt from the earth.

Wizard. Covered with scrolls and lugging a portable bookshelf, this haughty caster brooks no fools.

Sorcerer. Born with arcane blood in their veins, sorcerers might struggle to contain the power flowing through them.

Cleric. An overzealous agent of a deity may have taken the law into their own hands, or perhaps the god they worship is an evil one.

VERMIN

Urban environments are swarming with small pests. These vermin devour food stores, spread their filth across the streets, and even carry foul plagues that spread like wildfire.

Swarm of Rats. A boiling mass of matted fur and greasy tails surges up from the sewers and floods a back alley, knocking people off their feet.

Giant Rats. Rats the size of dogs, rats the size of ponies, rats the size of bulls! These overgrown pests are not to be trifled with.

Giant Insects. A cockroach the size of a coach scuttles down the main thoroughfare, crushing pedestrians beneath its chitinous bulk.

Otyugh. A slimy creature whose gaping maw devours all that can be thrown into it. These tentacled aberrations exist only to consume.

ELEMENTS OF INSPIRATION

URBAN – COMBAT

WILD ANIMAL

A stray beast has found itself within the bounds of the settlement. Perhaps it was lured here by something, or escaped imprisonment. Maybe it lairs somewhere dark and out of sight.

Wolf. A ferocious canine, twice the size of a city dog, lopes through the streets at night, looking for weak victims to make its dinner.

Boar. A boar batters its way through a busy street. Gouts of blood spurt where its tusks leave their mark.

Bear. A hulking brute of muscle and fur has found its way into the town. Dogs bark and flee as it stumbles clumsily through the alleyways.

Raccoons. A troop of raccoons, hungry for food, mobs passersby, stealing their lunchtime pies and hurling stones at their heels.

STRAY MONSTER

Some awful monstrosity has found its way into the city. The likes of the creatures are only encountered in stories by most, and they are one step away from devastation.

Chimera. A three-headed mutant of dragon, goat, and lion, with a snake for a tail. Even the sight of this monster is enough to scare most witless.

Manticore. Flying above the rows of houses, peppering those below with tail spikes, comes a winged lion with the leering face of a scorned humanoid.

Gibbering Mouther. A heinous conglomerate of flesh, eyes, and mouths that cackles and babbles as it turns the cobbles to sludge.

Rust Monster. A blacksmith's nightmare wrought in insectoid form that seeks iron to corrode and consume.

RAIDERS

The settlement is assailed by marauders who seek plunder above all else. They are driven by brutal societies, cruel gods, or their own vile avarice. These groups are ready to fight to the death.

Goblinoids. Goblins, bugbears, hobgoblins, or similar, perhaps accompanied by swarms of ravens, intelligent worgs, or other trained animals.

Orcs. Driven by zeal and a lust for battle, a detachment of orcs wheels their war wagon to the town and hopes to fill it with heads.

Lizardfolk. Lurking in the sewers or the back alleys of the docks, these carnivorous creatures feast on humanoid flesh.

Gnolls. Spawn of a demon prince, these unholy abominations know nothing save bloodlust and carnage, which they spread mindlessly.

CULTISTS

Foul cults worshipping vile beings spring up wherever there is desperation and disillusionment. Urban locations are hives of this activity, and cults operate here frequently.

Demonic. Members of this cult worship a demon of the abyssal plane. They act chaotically and violently, spreading disorder and terror.

Infernal. Members of this cult worship a devil, though they may not even realize it. They might prioritize power, wealth, status, or another ideal.

Eldritch. Members of this cult worship a strange magical being from a far realm that gives them arcane boons and dangerous magic.

Evil Deity. Members of this cult worship an evil deity who compels them to act in heinous ways to further their dark goals.

EPIC ATTACKER

Some immense attacker is assaulting the city. It will take all the settlement's might to repel them, and the characters might be called upon specifically for assistance.

Giant. The shadow of a giant looms high over the town walls, their wrath apparent in the arsenal of boulders they have brought to hurl.

Troll. A gruesome troll has emerged from the wilderness and is throwing itself at the settlement's defenses. Its regeneration ability is making it hard to kill.

Ogre. A lumbering ogre batters at the gates, sending shudders through nearby buildings. It is only a matter of time before the brute breaks in.

Young Dragon. Circling overhead is a young wyrm, spitting gouts of acid, flame, ice, or other deadly substances upon the townsfolk.

ELEMENTS OF INSPIRATION

URBAN – COMBAT

ROGUE

A dastardly rogue with no care for the law is out to get one of the characters. Perhaps they have a personal vendetta, or maybe they are looking to make quick coin.

Assassin. This hired killer attempts to sneak up upon an unsuspecting target and slice their throat, stick a toxic needle into their kidney, or slip poison into their drink.

Thief. A cutpurse with a razor-sharp blade hopes to spill gold into their palm with a subtle swipe and sneaky grin.

Arcane Trickster. This individual uses magic and subterfuge in equal measure. Maybe they want to best an old foe, or try out new powers.

Inquisitive. Someone is looking into the characters on behalf of an old enemy or a new rival. They are looking to dig up dirt.

LIVING SPELL

A spell, once cast, ceases to be under the control of its caster. Normally, they fizzle out as expected, sometimes they take on a life of their own. They are always incredibly dangerous.

Cloudkill. A toxic cloud of yellow gas surges through the streets, choking those unfortunate enough to be caught in the effluvia.

Arcane Hand. A shimmering hand of immense strength punches holes in shopfronts and overturns carts. Perhaps it is trying to find something?

Burning Hands. An arc of flame that ignites everything it touches makes short work of the thatched roofs, and is headed to the distillery.

Lightning Bolt. Crackling with electrical energy, this erratic, leaping spell shocks random folk who do not see it coming.

UNDERCITY RAIDERS

Beneath any self-respecting city is a network of tunnels, cellars, caverns, sewers, and other dark places where troglodytic humanoids make their home, and often flourish.

Duergar. Gray-skinned dwarves, whose capitalist culture promotes avarice and greed, come to the surface to steal technology and resources.

Drow. Web-wearing elves with white hair, many of whom worship the demon lord of spiders who drives them to depravity. They desire sacrifices.

Grimlocks. Unseeing humanoids that see the world through echolocation, and feast upon humanoid flesh.

Kobolds. The children of dragons who do the bidding of ancient worms, these canny creatures set traps to protect their backs.

THUG

A lowlife with nothing better to do than pick on those weaker than themselves. Perhaps they stumble out of a tavern, or pick a victim out of the marketplace. They are often cowards at heart.

Bully. Someone starts slinging insults at one of the characters for no good reason. They are a nasty piece of work, but their bark is louder than their bite.

Hired. Some enemy of the characters has hired an armed assailant to take them out, or to test their mettle.

Drunk. Inebriated and foolish, this mess slobbers toward the characters down an alley, brandishing a broken bottle.

Opportunist. Desperate for a chance to prove themselves, to make enough money to eat, or honor a dark entity, they attack where chance allows.

FIEND

Summoned from the lower realms of existence, a fiendish creature has established a home for itself in the settlement, and does not like newcomers.

Demon. A rampaging agent of chaos spreads terror and death wherever it finds itself. Perhaps there is a cult that summoned it here?

Devil. Posing as a friendly merchant, this infernal entity watches and assesses the characters before deciding how best to acquire their souls.

Hag. Looking to corrupt what good and beauty can be found here, this fiend takes a humanoid guise to trick people into acting awfully.

Other. Some other fiend, such as a succubus or rakshasa, has business in the settlement. It is unlikely that they will reveal their true identity.

ELEMENTS OF INSPIRATION

URBAN – EXPLORATION

TOLL GATE

Blocking the characters' path is a wall and toll gate. They could try to clamber over or sneak around, but they are supposed to pay like everyone else.

Legitimate. The toll collects funds for roadway maintenance, street conservation, rubbish clearance, or some other legitimate cause.

Criminal. The toll has been instituted by criminals; it could be a minor gang making money in their neighborhood, or a dangerous mafia's enterprise.

Expensive. The toll seems extortionate. Maybe it is trying to protect a wealthy neighborhood from the peasantry, or raising money for a temple.

Unusual. Rather than coin, the payment necessary is something unusual - a morsel of food, a bottle of wine, an untold secret, a drop of blood, etc.

COMPETITION

A lively competition is underway in the town square, drawing the attention of passersby, some of whom may even have placed bets upon the event. The winner is sure to be the center of attention for days.

Strongman. Muscled individuals lift increasingly dangerous weights in order to prove themselves the strongest of them all.

Livestock. Livestock are compared against each other until one is declared the best, and honored with a ribbon and parade.

Produce. Who has grown the longest carrot or largest marrow this year? There is only one way to find out!

Athletics. Foot races, feats of strength, throwing javelin or shot put, even swimming in the castle's moat. Athletes are fiercely competitive.

MARKET

The marketplace is crowded with people buying and selling. Anything from food to spell scrolls might be available at this bazaar of wonderment.

Common. Only basic goods are available today: food and drink, adventuring equipment, artisan's tools, and the like.

Exotic. Strange goods can be bought here, ranging from magical potions to martial weapons. There is a chance for a good bargain.

Treasures. Amazing treasures from across the known realms have found their way here today, from golden globes from the desert pyramids, to ever-ice statues from the frozen wastes.

Magic Items. Someone at the market is selling magic items, but you have to know who to talk to. You had better bring a big purse filled with gemstones too.

STRANGE SHOP

While walking down an alley, the characters come across a rather unusual establishment. Perhaps there is a tree growing through the front window, or floating skulls advertising the wares.

Cursed Items. This shop sells items with minor magical properties for cheap prices. Unfortunately for the purchaser, these items are cursed.

Magic Tricks. This place sells single-use items that have a pinch of the arcane in them - fireworks, disappearing dust, rabbits in hats, and the like.

Esoteric Books. This bookshop contains tomes that have not been read in a thousand years, some of which contain forbidden lore.

Pets. This place sells a variety of animals, many of which patrons never knew existed before they step inside.

NOBLE VISIT

Some noble is visiting the settlement. They might be met with adoration by the crowds, or have horse manure flung at their carriage as they pass.

King/Queen. Today, royalty visits the settlement. The guards are on high alert for agitators, and the local ruler has gone to great expense to put on a display.

Baron/Baroness. A high-ranking noble is visiting, perhaps because they are collecting taxes or attending a ball.

Lord/Lady. A local lord or lady is attending some event, perhaps with a cohort of their peers. This is a chance to interact with the upper echelons.

Knight. A knight on a quest is stopping at the settlement to restock, or to pay a visit to an old friend. They likely have many stories to tell.

ELEMENTS OF INSPIRATION

URBAN – EXPLORATION

ENCHANTED STATUE

Hidden in a forgotten corner of the settlement, in a courtyard only visited by those in the know, is a statue that has been enchanted in some way. Although the statue is worn, the magic still lingers.

Speaks. The statue can talk. Perhaps it tells stories of old, or gossips about what it has seen. Maybe it only speaks when the moon illuminates it, or only to those of royal blood.

Points. Ask a question and it shall be answered, just not very clearly. This statue points as best it can to help those that question it.

Bestows Gifts. The statue can give temporary gifts; perhaps the gifts are conjured material items, magical boons, or divine blessings that last a short time.

Curses. A chill spreads down the spine of anyone that lays eyes upon this statue, and the feeling lasts for days on end.

MISCAST SPELL

Despite their best attempt, a spellcaster has miscast a spell, with catastrophic results. The spell's target could have switched, the effect made permanent, etc.

Polymorph. Perhaps someone the characters know has been turned into a toad. Maybe their favorite inn is now a bank.

Enlarge/Reduce. One of the trees in the park is ten times taller than the rest. That burly halfling walking down the road is actually a half-giant.

Fireball. A burning ball of flame lingers in the sky, incinerating anything nearby. A magical hearth actually drains warmth from the room it is in.

Grease. You literally cannot walk down the street without falling over on your behind and sliding until you reach the docks.

DISEASE

While making their way through the urban area, the characters are exposed to some awful disease that threatens to infect them. Perhaps it is spread by people, or by some vermin.

Deathly Plague. This malady is serious, and eventually results in death. It might start with a fever, boils, vomiting, or other less serious symptoms.

Transformative. This disease slowly mutates the infected, turning them into something disturbing, like animals, oozes, undead etc.

Blinding. This plague affects the senses of creatures infected by it. Typically it blinds, but could also deafen, remove smell or taste, or alter touch.

Exhausting. This malady drains energy from the infected until they are able to do anything save lie in bed until they waste away.

RABBLE

A massive group or mob of people block the way. The characters must push through, find a way around, or be inventive in how they move through the blockage.

Blocking Path. The group is deliberately blocking the path for some reason. Maybe it is a protest, or perhaps something dangerous is up ahead.

Riotous. A riot has caused the blockade. Maybe it is enforced by guards to herd the rioters, or maybe it is the rioters themselves.

Shoving. Anyone that gets too close to the rabble is shoved away. They might be defending something within their ranks.

Fighting. The rabble are engaged in a fight, making it impossible to get past without taking a hit. They could be fighting a turf war, gang war, etc.

BUILDING DAMAGE

Something is currently, or has just, damaged a building that the characters walk past. The damage is so severe as to be immediately noticeable.

Tower Collapse. A tower collapses, flinging stones and tiles down to the street below. Any wishing to avoid being hit must seek cover.

House Fire. A house goes up in flames, billowing smoke filling the alley. The fire might spread rapidly, or there could be people trapped inside.

Alchemical Explosion. A poorly mixed potion goes up in a burst of blue force, blowing out nearby windows and leveling those standing nearby.

Wild Magic. Unpredictable magic alters the buildings nearby. Maybe they turn to jelly and wobble about, or are sent back in time.

ELEMENTS OF INSPIRATION

URBAN – EXPLORATION

LOST BELONGINGS

The characters happen upon some unwatched goods that are clearly lost belongings. Returning them to their rightful owner would surely warrant a reward.

Trade Goods. The lost items are trade goods: bundles of furs, carts of fruit and vegetables, packets of spices, barrels of ale, etc.

Treasure Items. The lost items are expensive treasures: jeweled necklaces, silver chalices, golden idols, inlaid ivory boxes, etc.

Arms & Equipment. The lost items are weapons, armor, and equipment, anything from lengths of rope and crowbars to suits of armor and warhammers.

Magic Item. The lost item is a magical item. It might be instantly usable, or require an activation word that only the owner knows.

STAMPEDE

Something stampedes through the streets, causing an enormous disturbance. The creatures might be fleeing from a natural disaster, an act of terrorism, a stray monster, etc.

People. The stampede consists of people, perhaps fleeing for their lives, perhaps running to get a bargain.

Escaped Livestock. The stampede is made up of escaped livestock. Maybe they were accidentally released from a nearby field, or escaped from the market.

Guards. The stampede is of armored guards, their mail clattering as they go. They are probably responding to some emergency.

Dangerous Animal. The stampede consists of a single, enormous animal that represents a real danger, something like a rhino, bulette, or similar.

BACK ALLEY

The characters happen upon a back alley of note while they are making their way through the urban area. It is a little dark and creepy, but the discovery could be useful.

Shortcut. The back alley is actually an incredible shortcut, saving the characters much time while moving through the settlement.

Dodgy Dealers. There is a black market of sorts held in the alley, where interesting items can be bought for discount prices.

Ambush. Someone is waiting to ambush the characters in the alley. Maybe they have been waiting for the chance for a while, maybe they are an opportunist.

Gang Den. Down the back alley is a gang den where all the most notorious criminals hang out. They are good contacts to have for those that can stomach the work.

SPILLED GOODS

Something has been spilled across the street or road that the characters are on, making it harder for them to get to their destination.

Beer. The yeasty reek of warm ale warming on the cobbles fills the air as a foaming torrent of beer spills across the path. Anyone that continues through will be soaked and sticky.

Round Fruits. A rumbling tumble of spherical fruits poses a serious trip hazard to those that continue this way.

Nails. Nails have been scattered haphazardly across the street from a broken crate. They are not quite as bad as caltrops, but you wouldn't want to step on one.

Oil. A barrel of lantern oil has split and spilled its contents. Not only does it make the stone slippery, but it is also highly flammable.

CRASH

Something crashes right before the characters, putting them and those around them in peril, not to mention those involved in the crash itself.

Carriage. The crash involves one or more carriages or coaches, which might overturn and spill their passengers onto the cold cobbles.

Riders. The crash involves one or more riders, typically someone mounted on a horse, but other mounts are available.

Cart. The crash involves one or more carts laden with goods, normally pulled by oxen or ponies. The goods are likely to spill everywhere.

Flying. The crash involves one or more flying individuals. Maybe they are using a spell to remain aloft, perhaps they have a flying carpet, or even a winged mount.

ELEMENTS OF INSPIRATION

URBAN – EXPLORATION

RACE

A race is taking place in the urban area, causing a serious disruption. It might be an official race, with flags marking the course, or an illegal street race that the guards try to shut down.

Foot. The race is on foot, between two or more runners who hope to outpace each other. The winner gets a ribbon and a handful of coins.

Horseback. The race is on horseback (or similar mounts). There is a high likelihood of someone falling off, or crashing into the crowd.

Flying. The race involves flight of some fashion, perhaps the use of magic carpets or hippogriff mounts. Falling would probably be deadly.

Exotic Mount. The race involves some exotic mount such as dinosaurs, giant eagles, insane vehicles, etc.

UNEARTHED EVIL

The characters stumble across something recently unearthed within the city with an aura of evil that makes their skin crawl.

Artifact. The characters discover some strange, malicious magic item that exudes hatred and fear. It could be a sentient weapon, an alluring bone chalice, etc.

Spellcaster. A spellcaster who has tapped into evil powers confronts the characters. They might have eldritch boons, infernal spells, or abyssal familiars.

Fiend. A fiend seeks out the characters to try and corrupt them. Perhaps it was summoned by a cult, or traveled through a portal.

Shrine. A building within the city now houses a shrine to an evil entity, be it a deity, a being from the far realm, a fiendish overlord, etc.

MISTS

An awful miasma flows through the settlement, lending everything a sinister cast. The mist could be natural or magical. Removing it depends on its source.

Obscuring. A thick fog obscures everything. It could be smoke, magical darkness, or inky effluvia from a hideous monster.

Choking. The miasma is foul and choking, burning the lungs and stinging the eyes. Maybe it is draconic breath, a cloudkill spell, reeking stink from a swamp, etc.

Refreshing. The mists are strangely refreshing, making those that walk amongst them feel lightened, younger, brighter, or even healthier.

Spell-Sapping. The haze has strange effects on spells and spellcasters. It might prevent the casting of some or all spells, or even drain spellcasting ability.

URBAN ACCIDENT

Some awful accident stops the characters in their tracks while they are exploring the urban area. They might be caught up in it themselves, or be required to help save the lives of others.

Sinkhole. An enormous hole, anything from wagon- to building-sized, opens up in the street before the characters. Perhaps something they love falls into the earth.

Sewer Overflow. The sewers begin to overflow, spilling humanoid waste onto the streets. It is accompanied by an awful, gut-emptying stench.

Flood. A nearby waterway floods, causing the streets to become rivers and the ground floors of buildings to be submerged.

Fire. A fire breaks out in a district of the settlement and begins spreading into the character's path.

ARCANE PHENOMENA

Some strange, magical effect manifests in the settlement, affecting those around it in powerful ways. The characters might be able to use it, or need to end it.

Mirror Gate. A gateway to a mirror dimension opens in a street, archway, or other liminal space. It might not be obvious which dimension those that look upon it are in.

Teleportation Circle. A teleportation circle appears in the city, allowing creatures to move from one place to another in seconds.

Disappearing Bar. A magical tavern appears or disappears from the location. Its clientele are likely as magical as the place is.

Intruder Wards. Special magical abjurations, designed to stop intruders, suddenly activate. They might create sirens, defensive measures, etc.

ELEMENTS OF INSPIRATION

URBAN – ROLEPLAY

PUBLIC EXECUTION

The characters find their way into a town square or other public space where an executioner is preparing to mete out justice in brutal fashion. What did the criminal do? What are their last words?

Beheading. A criminal is placed upon the block, and the headsman readies their axe, sword, or other instrument of death.

Burning. A pyre is prepared and lit with the criminal atop or inside of it. Their screams ring through the streets.

Crucifixion. A criminal is strapped to a giant holy symbol and left to die. They are picked at by crows and jeered at by passersby.

Hanging. Gallows are erected in preparation for a hanging. There might be a special tree reserved for this purpose.

FESTIVAL

The characters suddenly become wrapped up in a festival that is occurring within the city. It could be based upon the current season, or a holy day.

Spring. Springtime festivals often celebrate the coming of new life, the return of warm weather, or fertility and flowering.

Summer. Summer festivals might venerate the sun and sky, they could be welcoming or staving off heat, or venerating growth.

Autumn. Autumn or fall festivals typically celebrate harvest, or involve protections for the coming winter. They might ask for milder weather to come.

Winter. Winter festivals are designed to raise spirits in the dark times of the year. They might praise the coming snows or aim to prevent them.

TRAVELING CIRCUS

A traveling circus comes through the settlement, inspiring joy wherever it goes. It is accompanied by bright costumes, joyful music, and amazing performers.

Animals. The circus involves performing animals who have been sympathetically trained. There might be balancing elephants, juggling monkeys, etc.

Magic. The circus involves feats of genuine magic, perhaps enchantment enthralls the crowd, or illusion enhances the performance.

Acrobats. Acrobats fling themselves from rooftops and flip around the cobbled streets. They defy the laws of gravity.

Clowns. Love them or hate them, the painted faces of clowns are due to make an appearance. Children laugh and cry as they slip on fruit and juggle.

PRISONERS

The characters come into contact with prisoners who could be criminals headed to jail, political prisoners, dissenters, etc.

Escorted. The prisoners are escorted by guards, spellcasters, or someone responsible for their security.

Escaped. The prisoners have escaped from wherever they were being held, and are on the run. There is a reward for turning them in, but they might be useful contacts.

Mobile Prison. The prisoners are in a mobile prison. Perhaps it is a cage atop a lumbering beast of burden, a vehicle comprising a containment sphere, etc.

Magical Internment. The prisoners are held captive through magical means. They could be trapped in the cobblestones beneath their feet or suspended in the air.

CHARLATAN

A con artist of some sort is either spotted by the characters, or tries to take advantage of them, depending on their wits.

Potion Seller. This charlatan sells potions that are actually duds, little more than colored water with a drop of scent.

Guide. A false guide claims to be able to lead people through the city for a low price. They get people lost then demand further payment.

Identity Thief. This actor mimics the appearance and mannerisms of another to try and gain control of their assets.

Sham Activity. An individual claims to be able to do something such as heal, read minds, see the future, etc. but is actually a hoaxster.

ELEMENTS OF INSPIRATION

URBAN – ROLEPLAY

GAMBLERS

A group of gamblers with their money on the table hangs out on a street corner or outside a bar, engaged in some kind of betting.

Poor. The gamblers clearly have nothing but coppers in their pockets, and are betting on cards, dominoes, etc.

Wealthy. Bags of gold, platinum, and gemstones are up for grabs as these wealthy folk gamble on horse races, magic duels, etc.

Criminal. An illegal ring of gambling with some shady characters who bet big but might not like losing. They bet on monster fights, bare-knuckle boxing, etc.

Noble. A group of nobles bet carelessly with money they do not appreciate on high-class sports, or make wagers about each other's prospects.

SPORT

Some sporting event is taking place in either a designated arena, or a cleared space for the games. It might have drawn in a sizable crowd of onlookers.

Skittles. Bowlers take turns throwing polished wooden balls down an alley to knock over wooden pins.

Horseshoes. A casual game of flinging horseshoes, with the intent of landing them around an iron spike dug into the ground, is often bet upon.

Shinty. A game akin to hockey where the ball can be played in the air and you can tackle with your stick. It is fast, aggressive, and exciting to watch.

Stoolball. A game similar to baseball and cricket, where a ball is thrown at an overturned stool, and the batter tries to stop the impact with a pail, bucket, or bat.

MUSICIANS

Wonderful song and beautiful music drifts over the heads of the crowd toward the characters, promising a spot of dancing and a lifted heart.

Traveling Bard. A traveling bard, with many a story to tell through song, can be heard from a nearby street corner, or through the open door of a tavern.

Local Band. A local band of musicians plays jigs, reels, or other dances to inspire motion in those around them.

Comedic Performer. A witty performer uses songs to poke fun at passersby, or deliver topical satire on the discourse of the day.

Magical Musician. This musician augments their performance with magic. Perhaps they play many instruments at once, bring songs to life with illusion, or project their voice.

PREACHER

The enthralling words of a preacher captivate those around them. They stand in a prominent location, such as beneath a statue or on a temple's steps.

Doomsday Prophet. The preacher speaks of the end times, of the apocalypse that is soon to come. Do they speak the truth?

Soothsayer. This individual sees the future of those who pass by, telling them what is to come in their life for a donation to the temple.

Blessings Giver. Divine boons are placed upon the generous by this preacher, who aids those in need. What temple do they work for?

False Prophet. This liar spreads false truths and propaganda. They might be trying to incite war, hatred, or revolt.

CRIMINALS

A gang of criminals is operating in the settlement, and the characters come face to face with them. They might wear similar clothing, have matching tattoos, etc.

Stocks. The criminals are being punished in the stocks, where folk throw rotten vegetables, animal dung, and stones at the offenders.

Gallows. The criminals await their turn at the hangman's rope. What crime have they been accused of? Are they guilty of it?

Active. The characters stumble upon a crime in action - a burglary, mugging, assault, murder, arson, vandalism, etc.

Pursued. The characters are caught up in a chase between law enforcement and criminals. Whose side will they take?

ELEMENTS OF INSPIRATION

URBAN – ROLEPLAY

HEALER

Working from a temple, an apothecary shop, or even a tavern, a healer offers their services to the injured and diseased.

Divine. This healer has a connection to the divine, drawing on the power of a deity to cure those in need. They might ask for a donation to their temple.

Arcane. Using arcane magic to knit together wounds and burn out disease, this healer might run a hospital of sorts, where they work.

Natural. This healing uses the power of nature to heal, perhaps in the form of tinctures made from rare roots, or natural life magic that neutralizes poison.

Pretender. This healer peddles false goods, impotent potions made of river water, paltry poultices of iron shavings and mud, or some other hoax.

GUARDS

The characters are approached by the guards of the settlement, who want to check in on newcomers. They might be armed or even magical.

Overzealous. The guards are highly suspicious of visitors to the settlement, and are a little too eager to rough up troublemakers.

Helpful. The guards wish to help in any way they can, providing directions or maps, offering recommendations, etc.

Curious. Intrigued by the newcomers, the guards ask question after question of the characters out of sheer curiosity.

Searching. The guards are looking for something. It could be related to the characters, or entirely unconnected. It might be something dangerous that they need help finding.

REPORTER

A journalist of some sort is working on a story when the characters spot them on the street. Perhaps the characters are already involved in the story, or are given the chance to be.

Broadsheet. This quilled individual scratches frantically at a piece of parchment, recording everything in shorthand for later printing.

Town Crier. With a ring of a bell and a bellowing voice, this person announces the deeds of the day to the entire settlement.

Blackmailer. This unsavory character is looking to glean compromising information about people to hold it against them later on.

Undercover. Slinking in the shadows is a spy, perhaps working for an enemy of the characters. They observe and report back to their employer.

DUEL

The characters interrupt a duel that has broken out, or been arranged, in the settlement. Perhaps the guards are already on their way, have not yet found out, or maybe dueling is legal here.

Martial. The clash of steel rings out as the two rivals' blades meet with a shower of sparks. They fight with weapons or hand-to-hand, until first blood or death.

Magical. Spells whizz through the air and smash into nearby structures, splashing in plumes of fantastical colors.

Intellectual. The duel is one of an intellectual nature, perhaps a strategic game, mathematical calculation, or a heated debate.

Wits. The duel consists of snark and snide remarks, exchanged riddles, philosophical jabs, or some other clash of wits.

LOST PET

A lost pet, alone and desperate for help, makes its way nervously through the streets. It is ignored by most. What happened to separate it from its owner, and where are they now?

Dog. A dog of some sort, anything from a tiny terrier to a lumbering hound, has become separated from its master.

Pseudodragon. Flitting solemnly through the skies is a delicate pseudodragon, scouring the streets for a sign of their owner.

Goat. Ramming people indignantly when they turn out not to be its owner, this ornery goat butts through the crowd.

Baby Owlbear. Not to be trifled with, even at this young age, a baby owlbear causes groups to quickly disperse as it blunders toward them.

ELEMENTS OF INSPIRATION

URBAN – ROLEPLAY

WANDERING NOBLE

A wandering lord, lady, or other noble strolls through the streets of the settlement. Perhaps they are observing life beyond the mansion gate, or are looking to buy something.

With Retinue. The noble is accompanied by a collection of squires, hat-holders, shoe-shiners, barterers, accountants, and/or servants.

Flâneur. Wandering casually through dingy alleys, taking in the scent of the city, this noble wishes to be immersed in modern life.

Sketchy. Something about the way this noble is acting is a little suspicious. What are they hiding?

Busy. Clearly in a rush to achieve their goals, the noble has no time for delay, pushing people aside with their cane or loudly announcing their approach.

FOREIGNERS

One or more individuals from a foreign land can be spotted in the urban area. They have a distinguishing feature, such as their attire, mannerisms, language, which shows they are not a local.

Refugees. The individuals are refugees, fleeing from another place due to war, famine, disaster, or monster attack.

Visitor. Here as a tourist, the foreigner wants to take in the sights and sounds of a new place. What drew them here specifically?

Pilgrims. Dressed in flowing robes or holy vestments, these visitors have come on a pilgrimage to a temple or other holy site.

Business. Here to make deals that should make them rich beyond their wildest dreams, the individuals have come for trade and politics.

VICTIM

The characters witness the last moments of a crime, or come across a recent victim. They might get a chance to identify the perpetrator, or even catch them.

Theft. Something was stolen from this individual just moments ago. What was it? Can the characters help get it back?

Murder. A corpse lies on the cold cobbles, or a grievously wounded individual spills the last of their life's blood into the mud.

Arson. A building goes up in flames, explodes, or begins smoking intensely. What is the building? Who has set it alight?

Assault. A fight or brawl is just finishing. Who started it? How badly injured is the victim? Do they want help from the characters, or do they lash out?

DRUNKARD

With a belly full of booze, this individual is in no state to be walking around. They need to get home, but might not want to yet.

Violent. The drunkard is violent, swinging at anyone that comes too close. They might be capable of doing harm, or entirely impotent.

Comical. Something the drunkard is doing is thoroughly funny. Maybe they are peeing on a statue of the local lord, telling bad jokes, or singing a rude song.

Endangered. The inebriated individual is in danger. Perhaps a carriage careens toward them, they sway along the dockside, or are about to walk into a lit brazier.

Passed Out. Entirely unconscious, the drunkard will spend the night where they have fallen unless someone takes pity on them.

CELEBRATION

A celebration is taking place on the streets that the characters have the chance to observe, or even get involved in. Is there something they can help with?

Wedding. A marriage is occurring, accompanied by much merriment and mirth. Who has just got married?

Faire. A faire, with games to play, food to eat, drinks to share, and other weird and wonderful attractions to engage in, is taking place.

Funeral. A somber procession moves slowly through the streets in the wake of a coffin lifted aloft. Perhaps, instead, the funeral customs here are remarkably unusual.

Coronation. A new monarch or noble is being placed in charge of the settlement, a rare occasion marked with street parties. Is everyone happy about it?



WATERWAYS

WATERWAYS ENCOUNTERS

Roll a d6 to determine an inspiration type, then roll a d20 to determine the specific element.

D6	D20	RESULT	PAGE	D6	D20	RESULT	PAGE
1-2 Combat	1	<u>Raiders</u>	p. 95	3-4 Exploration	11	<u>Equipment Cache</u>	p. 101
	2	<u>Ambushing Monster</u>	p. 95		12	<u>Floating Debris</u>	p. 101
	3	<u>Angry Elemental</u>	p. 95		13	<u>Unusual Island</u>	p. 101
	4	<u>Hulking Brute</u>	p. 95		14	<u>Sea Fog</u>	p. 101
	5	<u>Aerial Assault</u>	p. 95		15	<u>Mangrove</u>	p. 101
	6	<u>Giant Animal</u>	p. 96		16	<u>Safe Port</u>	p. 102
	7	<u>Wild Beast</u>	p. 96		17	<u>Abandoned Ship</u>	p. 102
	8	<u>Pirates</u>	p. 96		18	<u>Strange Wildlife</u>	p. 102
	9	<u>Camouflaged Creature</u>	p. 96		19	<u>Blue Hole</u>	p. 102
	10	<u>Walking Dead</u>	p. 96		20	<u>Hazardous Feature</u>	p. 102
	11	<u>Shapechanger</u>	p. 97	5-6 Roleplay	1	<u>Drowning Sailors</u>	p. 103
	12	<u>Unseelie Fey</u>	p. 97		2	<u>Traders</u>	p. 103
	13	<u>Epic Attacker</u>	p. 97		3	<u>Passing Ship</u>	p. 103
	14	<u>Shoreline Stalker</u>	p. 97		4	<u>Ghost Ship</u>	p. 103
	15	<u>Luring Horror</u>	p. 97		5	<u>Toll</u>	p. 103
	16	<u>Planar Venturer</u>	p. 98		6	<u>Potential Mount</u>	p. 104
	17	<u>Elder Evil</u>	p. 98		7	<u>Priests</u>	p. 104
	18	<u>Pesky Pest</u>	p. 98		8	<u>Harmless Humanoids</u>	p. 104
	19	<u>Stowaway</u>	p. 98		9	<u>Miraculous Event</u>	p. 104
	20	<u>Rapid Attacker</u>	p. 98		10	<u>Message in a Bottle</u>	p. 104
3-4 Exploration	1	<u>Currents</u>	p. 99		11	<u>Traveling Performers</u>	p. 105
	2	<u>Shipwreck</u>	p. 99		12	<u>Prisoners</u>	p. 105
	3	<u>Reef</u>	p. 99		13	<u>Sport</u>	p. 105
	4	<u>Shrine</u>	p. 99		14	<u>Scouts</u>	p. 105
	5	<u>Cavern</u>	p. 99		15	<u>Aquatic Folk</u>	p. 105
	6	<u>Tsunami</u>	p. 100		16	<u>Awakened Creature</u>	p. 106
	7	<u>Storm</u>	p. 100		17	<u>Transport</u>	p. 106
	8	<u>Flood</u>	p. 100		18	<u>Sea Spirits</u>	p. 106
	9	<u>Ruins</u>	p. 100		19	<u>Vigilant Druid</u>	p. 106
	10	<u>Kelp Forest</u>	p. 100		20	<u>Fishers</u>	p. 106

ELEMENTS OF INSPIRATION

WATERWAYS – COMBAT

RAIDERS

A group of raiders approaches the characters from under the waves, emerging at the last moment with their weapons drawn, ready to attack. They might wish to devour the characters, steal from them, etc.

Merfolk. Merfolk only attack as a last resort, when they feel their homes are threatened. They use spears coated with anemone poison to paralyze their foes.

Merrow. These merfolk have been corrupted by demonic influences from the depths. They use their claws and maws to rip flesh from bone.

Sahuagin. Sahuagin venerate vicious shark deities and feast on humanoid flesh as part of their worship. They use nets to capture creatures for later.

Subek. Subek are typically peaceful creatures but, when flood season comes, they are overcome with territorial aggression, protecting their rivers with lethal force.

AMBUSHING MONSTER

Lurking beneath the water's surface is a monster waiting to ambush potential prey. It can be spotted by the most vigilant characters, but surprises anyone else.

Chuul. These enormous, aberrant crustaceans have enormous claws that grab tightly while their paralyzing tentacles help to devour their prey.

Hydra. These many-headed reptiles are just as dangerous in the water as they are on land. They use their heads to grapple and drown their prey.

Eel Hound. These slippery ambushers hide in the muck and reeds of riverbanks, then burst forth as a pack to attack their prey.

Glass Gator. These see-through monsters resemble alligators, and have all the natural weaponry of those beasts. They sometimes constrict their prey.

ANGRY ELEMENTAL

The presence of the characters awakens and angers an elemental which might have been summoned to protect a body of water, or simply have manifested in an area of beauty that is now corrupted.

Water Elemental. These swirling masses of water wrap themselves around creatures then try to crush or drown them.

Mud Mephit. These gangs of flying elementals hurl mud and muck at creatures to annoy them. They are not above taunting and insulting too.

Shorecrasher. These enormous elementals take turtle-like forms, and get their name from the way they smash into shores, turn into liquid, then reform out at sea.

Water Bear. These ursine elementals are fierce protectors of sacred caves, holy pools, and oceanic shrines. They obey the commands of priests and cultists.

HULKING BRUTE

Up from the depths comes a great mass of living flesh, an enormous creature that collides with the characters. Water pours off its colossal frame as it breaks the surface, sending waves sprawling outward.

Storm Giant. Storm giants have huge citadels in the depths of the oceans where they live. They see themselves as rulers of the seas, to whom all must pay fealty.

Mokele-mbembe. These enormous, dinosaur-like creatures emerge from the water to smash boats, using their whiplike tails to stun foes.

Troll. Aquatic trolls are dangerous monsters indeed. They are immune to fire damage, one of the only weaknesses of their terrestrial kin.

Mahoru. These enormous monsters look like a cross between an orca and a polar bear, and have a vicious bite capable of severing limbs or even heads.

AERIAL ASSAULT

Soaring on thermals above the water is an aerial predator, ready to swoop down and pick off its next prey, which might well be one of the characters.

Chimera. Chimeras are the result of arcane experiments gone wrong. Those near water might have eel, shark, or squid heads.

Kongamato. These enormous, pterodactyl-like creatures have an irrational hatred of boats, and try to break them with their enormous beaks.

Manticore. Manticores live in cliffside caves and emerge to hunt. They use venomous tail spines to poison their prey.

Wyvern. Wyverns swoop low over oceans and lakes, catching the waters' surface with their wingtips and stingers. Their venom is lethal.

ELEMENTS OF INSPIRATION

WATERWAYS – COMBAT

GIANT ANIMAL

A hulking version of the normal fauna charges toward the characters. Its unusual size has given it a dangerous level of confidence. It views the characters as prey or a threat.

Crab. Giant crabs hide beneath the sand and sludge until prey comes close. They then emerge rapidly and use their claws to snip humanoids in half.

Crocodile. Giant crocodiles are capable of swallowing kayaks and canoes whole, and can only be outpaced by the fastest paddlers.

Octopus. Using their natural camouflage to blend in with their surroundings, giant octopi are just as stealthy as their smaller kin.

Shark. Giant sharks bite holes in the sturdiest of vessels, causing them to sink and spill their sailor prey into the waters.

WILD BEAST

A wild animal eyes up the characters. It might feel that the characters are a threat to its dominance, a potential prey item, or a threat to its nearby young.

Hunter Shark. These sharks have heightened senses, and can sniff out an injured animal in the water from miles away. They attack with shocking brutality.

Killer Whale. Orca hunt in pods, using advanced tactics to surround, encapture, and devour their foes. Creatures in the water do not stand a chance.

Reef Shark. Reef sharks are smaller than other sharks, but are dogged in their pursuit of prey. They use hit and run tactics to wear their quarry down.

Swarm of Quippers. Quippers have a reputation for their ability to strip flesh from bone in a matter of seconds. They live up to it.

PIRATES

Pirates plunder the seas, rivers, and coastlines of the world, often targeting ships at random in the hope of stealing plunder. One such vessel attacks the characters.

Drunken. The pirates have overindulged in rum and grog, and stumble about on deck as they try to load their weaponry and board the characters' ship.

Aggressive. The pirates know what they are doing, and attack with unrivaled brutality. They show no quarter.

Treasure-laden. The pirates have already amassed a great wealth of treasure which they have stored in chests in their hold.

Fleeing. The pirates are fleeing from something. Perhaps a nearby navy is chasing them, or there is a monster nearby that threatens their ship.

CAMOUFLAGED CREATURE

A creature that is almost impossible to spot stalks the characters, waiting for the right moment to strike for maximum devastation.

Only vigilant characters can spot it before they are taken by surprise.

Coral Drake. These aquatic dragonkin look like outcroppings of brightly-colored coral while they remain stationary. They have a dangerous steam breath which scalds their prey.

Razor Ray. Razor rays have sandy-colored, mottled tops which help them blend into the ocean floor when they rest. Their wings are as sharp as razors, and slice through flesh and armor with ease.

Reed Lurker. Covered in tall stems that look like reeds or rushes, these predators can unhinge their lower jaws to swallow prey whole.

Bone Crab. These crustaceans use bones to form a protective shell, making them hard to distinguish from dismantled skeletons. They carry a dangerous, exhausting disease.

WALKING DEAD

Shambling slowly along the riverbed is an undead creature, their bloated flesh slowly sloughing off their skeleton as they stumble along through the muck and roots.

Drowned Sailor. A ghostly, drowned sailor wails with despair as they think back on their tragic death. To hear their howling is to know true fear.

Skeleton. Devoid of flesh, these animated skeletons carry out the orders of pirates, necromancers, evil clerics, and other commanders.

Bloated Corpse. Zombies bloated with fetid water, these undead can shamble along the ocean floor or rise to the surface of rivers to bob along like logs.

Will-o'-Wisp. These ghostly lights are sometimes mistaken for other ships, or even distant lighthouses. They wreck ships and drain the life of the sailors aboard.

ELEMENTS OF INSPIRATION

WATERWAYS – COMBAT

SHAPECHANGER

A mysterious and mischievous shapeshifter chooses one or more of the characters as its next victim. It rises up from beneath the surface and attacks.

Selkie. These creatures can take the form of women and seals, shifting rapidly between the two forms. They drain the life from their victims with their gaze.

Kelpie. These horses appear like normal mares, but actually have sticky backs. They lure riders onto themselves, at which point they become stuck, and are pulled beneath the water to drown.

Wereshark. Weresharks are often driven to madness by their hunger for human flesh. They are typically broad and muscular, and have lacerating bites.

Nixie. Nixies use enchanting songs to lure their victims into freezing pools, through dangerous currents, and off waterfall edges.

UNSEELIE FEY

Lurking in the water is a fey creature that hopes to corrupt or influence mortals, or perhaps even kill them for fun or sustenance. Their magic makes them formidable.

Shellycoat. These half-troll, half-toad predators lurk under bridges to ambush their prey. They attack in order to steal jewels and other shiny things to add to their coats.

Rusalka. Alluring in their beauty, rusalkas try to lure creatures into water to drown them. They empty lungs with a kiss, and use their hair to strangle and squeeze.

Wampus Cat. These cats lurk along the water's edge, hoping to catch prey unaware. They use their wail to stun travelers, before attacking those who wear holy symbols.

Sea Hag. Delighting in the corruption of anything beautiful, a sea hag turns to violence when they see something beautiful they must destroy.

EPIC ATTACKER

Rising up from the deep comes an enormous, epic creature that must, most likely, be avoided or outmaneuvered. These titanic aggressors are supremely dangerous.

Aboleth. Aberrant beings from other planes, these creatures use psychic powers to control the minds of mortals, turning them into thralls.

Kraken. Tentacled masters of the oceans, krakens use ink clouds to cause confusion underwater, and can call lightning to destroy ships.

Dragon Turtle. These ship eaters can annihilate an entire crew with the exhalation of steam from their enormous beaks.

Sea Serpent. Twisting and writhing beneath the waves is a colossal serpent that can outswim any humanoid or ship. Thankfully, they can be bribed.

SHORELINE STALKER

Stalking the shoreline, or the rivers' edge, is a lurking predator waiting to leap out and attack. They are well disguised by the water, terrain, or plants around them.

Water Leaper. These frog-headed creatures vaguely resemble giant bats, with poisonous stingers on their long tails. Their shrieks are terrifying.

Sandrake. These dragonkin burrow into sand and silt on the shores of bodies of water, leaving only their nostrils above ground, through which they exhale poisonous gas.

Afanc. These monsters look like a cross between crocodiles and beavers. Their bite is deadly, as is their chilling gaze, but they can be soothed with music.

Dobhar-chú. These enormous, otter-like creatures reach up to 15 feet in length and have thick, black fur which protects them from mundane damage.

LURING HORROR

Something in the water lures the characters toward it, hoping to drown them in the depths. They might use strange lights, mimicry, or other calls to draw in their prey.

Ahuizotl. These spiny, aquatic, dog-like beasts have humanoid hands on the end of their legs and tail. Their presence causes fish to swim to the surface, which attracts fisherfolk.

Harpy. Harpies use their luring song to draw prey into the water where they can be picked off with ease.

Grindylow. Grindylows are diminutive, scaly humanoids with grasping tentacles. They mimic children's cries to draw in their prey.

Qallupilluit. These demonic creatures take the form of humanoids to lure people into the water, where they use their long hair to grasp and drown them.

ELEMENTS OF INSPIRATION

WATERWAYS – COMBAT

PLANAR VENTURER

A creature from another plane of existence has found its way onto the material world, where it lurks within a body of water. These creatures have immense knowledge and are incredibly dangerous.

Nihileth. These creatures were once aboleths, but have wandered the planes and become corrupted. They wish to spread the eldritch influence of the void.

Marid. Genies from the elemental plane of water, these capricious creatures are obsessed with obtaining wealth, and often use underhanded means to do so.

Dragon Eel. Sometimes dragon eels come from the elemental planes to the material to make their homes in submerged caverns. They claim entire coasts for themselves.

Lusca. These gigantic creatures resemble enormous, three-headed sharks but have octopus-like hindquarters. They travel between planes and live in blue holes.

ELDER EVIL

Lurking in the deep is something beyond most humanoids' comprehension - an evil so great that its mere presence has a corrupting influence on the weak mortal minds it seeks to control.

Deep Ones. The deep ones are corrupted creatures who live on islands and coastlines and venerate elder gods. They can breed with humanoids to create hybrids.

Krake Spawn. These demonic crossbreeds are monstrous to behold. They vomit forth acidic sludge to incapacitate their foes, and then devour them whole with their beaks.

Sea Scions. These creatures are truly horrifying to behold; they are humanoids so corrupted by the deep that they have merged with shellfish and molluscs into awful hybrids.

Beisht Kione. The heads of these deep dwellers are wreathed in shadow; only their glowing yellow eyes are visible. They can read mortal minds and devour dreams.

PESKY PEST

An annoying creature appears from nearby and causes a nuisance for the characters. It might be easy to chase it off, or could be a more persistent nuisance.

Garroter Crab. These tiny crabs normally prey on small creatures like cats, but they have an annoying habit of strangling sleeping humans.

Wharfling. These hairless, dog-like creatures congregate in packs on docks and quays where they steal from fishmongers and jewelers alike.

Blood Hawk. Blood hawks circle around creatures for days on end, waiting for a chance to scavenge from them.

Coral Snake. Coral snakes can swim as fast as they slither, and have a deadly venomous bite. Thankfully, they are easy to spot due to their signature banding.

STOWAWAY

The characters discover a stowaway on their ship that quickly resorts to violence if questioned or threatened in any way. It might have been lurking in the hold for some time.

Rum Gremlin. Rum gremlins are tiny, troll-like fey that emanate a magical aura of drunkenness that affects those around them. They prey on sailors and befriend rats.

Morphoi. Morphoi are bizarre, humanoid plants that come from distant islands but disguise themselves as humanoids to get passage on ships.

Franjaro. These small, sea slug-like creatures are often found hiding in dark ship hulls. They eat wood, slowly wearing down the boats they infest.

Criminal. A criminal has managed to sneak onto the characters' ship. They might be a thief, murderer, pirate, etc.

RAPID ATTACKER

A creature, swimming at the speed of lightning, rapidly approaches the characters. It is impossible to outpace, and has an arsenal of deadly natural weaponry.

Sea Serpent. Sea serpents are feared across the oceans, but can also make their way upriver. They are incredibly fast, thanks to their streamlined form.

Tlanusi. These enormous leeches are deceptively fast, and have horrible, sucking mouths that drain bodily fluids from their victims.

Zin. With a protruding, blade-like rostrum at the front of their hydrodynamic forms, these sawfish-like monsters slash their prey to pieces before devouring them.

Istiophor. These monsters look similar to sailfish, but have blood-red fins and can fire projectile spines. They feast on humanoid flesh.

ELEMENTS OF INSPIRATION

WATERWAYS – EXPLORATION

CURRENTS

Rapid and dangerous currents swirl in the water, threatening any caught in the waves, or ships that try to move across them.

Whirlpool. The currents form a swirling vortex that pulls people down into the deeps, and puts immense force on the hulls of boats, cracking them open.

Rip Current. These currents pull with immense strength away from shore. Those caught within are pulled out to deeper waters, where untold dangers await.

Undertow. Undertows drag swimmers down to the depths, pulling them beneath the crashing waves. Ships caught are smashed against the shore.

Portal. The currents are caused by an underwater portal that sucks the water into another plane, most likely a plane of elemental water.

SHIPWRECK

The characters discover a shipwreck while making their way along a coastline, reef, sandbar, or other hazardous geographical feature.

Treasure-Filled. The wreck is filled with treasure, which might even be visible from outside the ruin. If the hazards of the wreck can be overcome, there are riches to be had.

Haunted. The wreck is haunted by ghosts of the crew, or even by their skeletons or drowned bodies. What unresolved business do they have?

Sunken. The wreck is beneath the water, and might only be partially visible, or visible at low tide. Reaching it requires swimming talent and water breathing.

Guarded. The wreck has already been found by others, who fiercely guard it. Perhaps sahuagin lurk outside, or pirates are plundering the ruin.

REEF

Some kind of reef stands between the characters and their destination. It might be a chance to see a beautiful aquatic feature, or run the risk of damaging their vessel.

Coral. Filled with a kaleidoscopic cornucopia of life, these reefs are rare and beautiful. Many rare creatures live among their fantastic structures.

Iceberg. Floating chunks of ice can sometimes act like reefs when they lie low in the water. They must be spotted from a distance if they are to be avoided.

Rocks. A rocky barrier blocks the path of the characters. It has likely sunk ships before, and might be inhabited by sirens or other dangerous creatures.

Sandbar. Hard to spot beneath the waves, sandbars are responsible for foundering all varieties of ships, especially at low tide.

SHRINE

Hidden on an island of swaying palms, resting atop a lone rock, or hidden in a submerged cave is a shrine. It might be regularly visited, or perhaps it has been forgotten.

Ocean. The shrine is dedicated to the ocean itself, or a deity of the ocean. Leaving offerings here might allow the waves to be calmed.

Storm. This shrine is constantly clouded by thunderclouds, and struck by lightning on a regular basis. It allows worshippers to control the storms.

Weather. Offerings made at this shrine allow the worshippers to control the weather to a greater or lesser extent. They can change the wind, temperature, cloud cover, etc.

Animals. This shrine is dedicated to animals, animal spirits, or animal deities. It might be a sea elf dolphin shrine, or a sahuagin shark shrine, for example.

CAVERN

The characters spot a cavern that might serve as a safe spot to shelter, or even rest, if it is clear. It might be picturesque, or dark and dank.

Littoral. The cavern is on the shore, or the edge of another body of water. It could have a sandy or pebbly floor, and might be the lair of an aquatic creature.

Submerged. The cave is beneath the surface of the water, and only creatures that can breathe water can use it for shelter. It might be filled with weeds.

Hidden. The cavern is mostly hidden from view, and only alert characters can spot it. Because it is hidden, it is a safe place to rest.

Smuggler's Lair. The cavern has clearly been used at some point as a smuggler's lair, as there are stolen goods within. The smugglers might be long gone, or could arrive at any moment.

ELEMENTS OF INSPIRATION

WATERWAYS – EXPLORATION

TSUNAMI

A colossal wave threatens to destroy a coastal village in which the characters are staying, sweep away a seaside road, or even capsize a large sailing ship.

Earthquake. The tsunami has been caused by an earthquake, probably out at sea. It is accompanied by tremors that shake nearby structures.

Volcanic Activity. The tsunami was caused by volcanic activity, and is accompanied by clouds of ash and gouts of lava.

Landslide. A landslide has caused the tsunami. The water is filthy with mud and muck, and might contain clumps of earth and stone.

Monster. A monstrous creature caused the tsunami, with either a magical or mundane effect. It might be coming to survey the devastation.

STORM

A storm blows in from upstream, carrying with it wind, waves, rain, thunder, and lightning. It might be little more than a nuisance, or might necessitate hunkering down somewhere sheltered for a few hours.

Cyclone. These swirling storms cause immense devastation whenever they hit, destroying houses and ships alike with terrifyingly powerful winds.

Squall. These fast winds typically bring rain, snow, or lightning storms with them. They are not particularly dangerous, but can slow progress significantly.

Storm Surge. Violent storm activity causes a sudden rise in sea levels, causing serious flooding, even a distance up tributary rivers.

Hailstorm. Chunks of ice are thrown down from the heavens, battering those below. They range in size from peas to plums.

FLOOD

Waters levels rise rapidly, causing a flood to spill over defenses into the plains, villages, or wetlands beyond. Creatures caught in the flood are at a serious risk of drowning.

Monsoon. A huge downfall of rain causes the flood, and continues to obscure the terrain while the flood occurs, making it harder to get free of the waters.

Meltwater. A nearby glacier, or other mass of ice or snow, melts causing the waters to flow down and flood wherever they end up. The freezing water is exhausting.

Burst Dam. A dam bursts nearby, setting free an enormous wave of water that smashes all in its wake, and carries debris from the dam.

Magic. The flood is caused by magic. Perhaps a rogue stormcaller wants to drown a village, or an ahuiizotl has called down the rains.

RUINS

Sticking up from the coast, half-submerged in the water, or sunken to the bottom of the ocean, is a ruin. Although it is in disrepair, there might still be something interesting within.

Triton Fort. The ruins were once a triton fort, and there are still weapons and armor within. There might even be escaped giant sea horse mounts nearby.

Merfolk Conclave. The ruins were once a merfolk conclave. There could still be some merfolk treasures within, such as pearl and coral jewelry.

Abandoned Port. The ruins were a port, abandoned long ago because of pirate attacks, a flood, or some similar threat. There might be boats here that could be repaired.

Island Temple. The ruins were once a temple venerating storms, the skies, sharks, nature deities, or some strange entity from the fathomless depths.

KELP FOREST

The characters are forced to move through, or around, a thick forest of kelp, or another weed. Visibility within the forest is awful, but going around it could take days.

Ambusher. There is some ambusher waiting for prey to stumble through the kelp forest into its waiting maw. It could be a lone beast, like a razor ray, or a group of creatures, such as eel hounds.

Medicinal Weeds. In amongst the kelp are medicinal plants that can be identified by those with the right knowledge.

Dropped Equipment. Someone who came through the forest in the past has dropped something useful. It could even be a magic item that helps characters survive underwater.

Friendly Wildlife. The forest is filled with friendly wildlife. The characters might end up swimming with dolphins or interacting with a curious octopus.

ELEMENTS OF INSPIRATION

WATERWAYS – EXPLORATION

EQUIPMENT CACHE

Buried in the sandy shore, or hidden beneath a rock in the stream, is a cache of equipment that can be spotted by alert characters as they move past it.

Arms & Armor. The bundle contains usable arms and armor. The equipment might be made from aquatic materials, such as shells and coral.

Potions. The bundle contains magical elixirs that are useful in aquatic environments, like potions of swimming or water breathing.

Rations & Water. There are edible rations and containers of freshwater in the bundle that are ready to be consumed. They could include dried fish, seaweed, etc.

Equipment. The bundle contains useful equipment like foldable paddles, a compass, binoculars, and other seafaring gear.

FLOATING DEBRIS

Floating in the water is a vast quantity of debris that might force the characters to slow their pace. The debris could be smashed wood from a ship, tiles from a flooded warehouse, etc.

Survivor. Amongst the debris is a survivor, desperately trying not to drown. They might be clinging to something to stay afloat. They know where the debris originated from.

Supplies. Bobbing among the wooden planks are barrels and crates of supplies that might assist the characters.

Magic Item. Floating between bits of debris is a magic item. Perhaps it belonged to an admiral of the navy or a notorious pirate captain.

Treasure. Mixed in with the debris are treasure items, such as golden goblets or bags of gemstones. They might be within sealed chests.

UNUSUAL ISLAND

An unusual island looms up ahead, shrouded by a low fog which clings to the shore. There is something unusual about the place that might be immediately apparent, but could be hidden.

Zaratan. The island grows atop the shell of a zaratan: a gargantuan turtle that can perpetually hold its breath. Agitating the monster causes it to dive deep into the water.

Floating. The island is not on a foundation of rock - it is floating. It might be only an inch above the water, or a mile into the air.

Cursed. There is a foul curse upon the island, left by a necromancer pirate or a sea hag. Maybe it causes greed, undeath, or some other awful malady.

Enchanted. The island has been enchanted by benevolent water spirits or seelie fey. Those who sleep there are cured of all injuries, or experience some other restorative or positive effect.

SEA FOG

A sea fog or river mist sweeps in from the water, obscuring everything in a vast radius. It forces the characters to slow their pace, and makes it harder to spot ambushers.

Fret. Sea breezes bring these fogs from the oceans into coastal settlements and over cliff top trails. They are incredibly thick, and might last for days on end.

Sea Spray. Sea spray lightly obscures the area the characters are moving through, and slowly soaks them to the bone.

Drizzle. Drizzle falls from the skies above, forming a thin fog that lightly obscures the area and begins to chill the characters, unless they have got cold weather gear.

Unnatural. The fog is not natural. Rather, it is caused by some monster or spellcaster who is trying to conceal their presence or launch a surprise attack.

MANGROVE

The characters come to a mangrove forest - a place where trees grow up out of the sands and waters. The places are teeming with life, which is great for foragers and predators alike.

Wrecking Roots. The roots of the mangrove trees are sharp and hard to spot, often poking straight up from the sand. Boats that collide with them are scuppered.

Angry Predators. There are predators in the mangrove, full of fury that the characters are on their turf. They do not wait long before attacking.

Smugglers. Some smugglers are running their piracy operations out of the mangroves, and might kidnap the characters for a ransom.

Buried Treasure. There is buried treasure in the mangroves. The characters might see signs of recent burial, or uncover a half-buried chest in the sand.

ELEMENTS OF INSPIRATION

WATERWAYS – EXPLORATION

SAFE PORT

Finally, the characters reach a safe port where they can be sure to rest and get their ship repaired. This particular port offers a certain luxury.

Free Repairs. The characters can get their boat repaired in this port for free. There might be constructs waiting to do the job, or gnomish shipwrights eager to help.

Free Food. There is free food to be had in the port, perhaps because of an abundance of fish or because of kindly street vendors.

Free Drink. One of the taverns or inns in the port is offering free drinks to anyone who stays there overnight.

Free Crew. The port is swarming with crew who are happy to take on jobs for nothing more than a place to stay on the ship and some half-decent grub.

ABANDONED SHIP

An abandoned ship either floats solemnly across the waves, moving in a lackluster fashion, or has been scuppered on a sandbank or shore.

Empty. The ship is empty, devoid of both crew and supplies. What caused the desertion of this otherwise seaworthy vessel? Are the crew coming back?

Broken. The ship has been damaged in some way, and will need repairs before it is back in shipshape. What caused the damage? What is needed to repair it?

Crashed. The ship has been abandoned because it has crashed, and taken irreparable damage. Are there supplies or treasures still inside?

Sunk. The ship has sunk to the bottom of the ocean or down onto a riverbed. What lurks within the decaying hulk now?

STRANGE WILDLIFE

The characters spot some strange wildlife that they might be able to interact with in some way. The wildlife might have noticed them, too, and come to investigate.

Giant Clam. Giant clams contain enormous pearls that reach the size of a human head. They are known for their ability to rapidly clamp shut, however, severing limbs.

Mega Anemone. These sprawling anemones are dangerously venomous, but can be spots of great safety if their poison can be avoided or harvested.

Sea Cucumber. These disgusting-looking creatures are actually a rare delicacy, and sell for a high price on fish markets across the world.

Mudskipper. Mudskippers are bizarre creatures that look like they are halfway through their evolution. They like to jump on top of creatures that are unaware of them.

BLUE HOLE

The characters must cross a blue hole: a large marine cavern or sinkhole which is open to the surface and surrounded by a reef bank. They can be incredibly deep.

Hiding Monster. Lurking in the blue hole is some kind of enormous monster, like a dragon turtle. It considers the blue hole its lair, and attacks intruders viciously.

Lost Treasure. There is lost treasure to be found at the bottom of the blue hole, perhaps even magic items in locked chests that once belonged to pirate captains.

Bountiful Sea. The blue hole is frequented by shoals of edible fish, or is the site of shellfish beds or forests of edible seaweed. It is easy to forage here.

Water Gate. At the bottom of the blue hole is a portal to another realm, most likely the elemental plane of water. It might only be open at certain times, or under certain circumstances.

HAZARDOUS FEATURE

Some hazardous feature blocks the characters' path along the waterway. They will have to navigate through the terrain or find a way around, which will slow them down significantly.

Waterfall. The waterway the characters are on plunges suddenly over a steep cliff, forming a huge waterfall with a deep plunge pool on the far side.

Rapids. The characters are caught up in the currents that form a stretch of rapids. There might be rocks poking up from the water that threaten to capsize them.

Eddy. These circular currents form small whirlpools in which creatures and small vessels can easily become trapped.

Sweepers & Strainers. Overhanging trees, roots, and other obstacles are called sweepers and strainers. They can entrap and even drown unwary travelers.

ELEMENTS OF INSPIRATION

WATERWAYS – ROLEPLAY

DROWNING SAILORS

Desperate screams and cries carry on the wind as the waves lash the characters' vessel. There are sailors in peril, caught in the freezing water.

Shipwreck. The sailors were on a ship that was recently wrecked, perhaps due to hitting a reef or because of a whirlpool. How can the characters help?

Kraken Attack. The sailors' ship was attacked by a kraken and destroyed. The beast might still linger nearby, or perhaps it is the sharks' turn to take their share.

Luring Siren. A siren with a captivating song has caused one or more sailors to jump overboard into dangerous waters. Where is the monster now?

Storm. Thunder roars overhead and lightning provides flashes of the drowning figures. The storm has caused their ship to tilt, or even capsize.

TRADERS

The characters are approached by traders looking to sell their wares. They might accept gold for their goods, or ask for another kind of exchange.

Merfolk. Merfolk have sturdy equipment for sale, which they prefer to swap for other equipment they cannot make themselves. They might have seaweed rope, tasty rations, etc.

Coralkin. Coralkin create temporary magic items by imbuing them with elemental energy. They give these as gifts to creatures that listen to their tales.

Tritons. Tritons sell weapons and armor to sailors on a regular basis. They are often made from unusual material like coral, shells, seaweed, etc.

Sea Elves. Sea elves sell a wide variety of treasures, from coral jewelry to carved driftwood idols. They would rather hear stories of the surface world than accept coin.

PASSING SHIP

A ship speeds past the characters, clearly on its way to somewhere. It might be spotted many miles off if the weather is fair, and might interact with the characters, if hailed.

Naval. The ship is a warship headed to some naval battle, to strike down an aquatic foe, or protect traders from pirates.

Merchant. The ship is filled with goods headed to port. The merchants might be willing to sell some to the characters.

Private. The ship belongs to an individual; it might be their own private retreat, or they may be plying some other business, such as ferrying.

Unusual. The ship is unusual in some way. Perhaps it travels beneath the waves, or flies above them.

GHOST SHIP

Floating on the open waters is a ship that has been totally abandoned. It flies no flag, and the deck is devoid of crew. It is an eerie sight to behold.

Skeleton Crew. The ship has a crew of skeletons that slave below decks during the day and emerge at night. What turned them into undead?

Spectral Ship. The ship itself is ghostly and spectral. It might even travel right through the characters' ship. Where is it headed?

Unfinished Business. The crew of the ship are ghosts, specters, or wraiths. What unfinished business must be completed before they can find peace?

Illusory. As the characters approach, the ship disappears. It was an illusion. Was it caused by the swirling waves or some strange magic?

TOLL

Someone is extracting a toll from those who pass through a controllable area, such as a submerged coral gate, the entrance to a dock, or a deep river valley.

Legitimate. The toll is an official one, implemented by a local government or other organization raising money for some good cause.

Criminal. The toll has been implemented by criminals trying to line their own pockets. They do not want anyone asking too many questions or making a fuss.

Expensive. The toll is extortionately expensive, far more than is reasonable. This might be due to corruption, or because the passage ahead is dangerous.

Unusual. The payment required for the toll is something unusual. Maybe it is a lungful of air, a pearl from a giant clam, or a treasure map.

ELEMENTS OF INSPIRATION

WATERWAYS – ROLEPLAY

POTENTIAL MOUNT

The characters spot a creature that could serve as a mount for one or more of them. It could be lured in with food or tamed with animal handling.

Griffon. These aerial predators circle above bodies of water, looking for prey to snatch out of the water. They can be bribed with frequent food.

Hippocamp. Half-horse, half-fish, these creatures are rapid mounts that are just as useful on the surface of the water as they are beneath. They can be found in fresh- and saltwater.

Giant Seahorse. Giant seahorses can only carry a single rider, and are somewhat slow, but they are amiable creatures that form deep bonds with their riders.

Gerridae. These large, water-striding insects are a cross between camel and locust, but can walk atop the water. They can be distracted by sweet smells.

PRIESTS

A group of priests can be seen rowing in a small boat to a shrine, worshipping on the beach, or conducting some strange ritual beneath the waves.

Nature. The priests worship nature itself. They might be able to divine the changing weather patterns or predict the migration of fish.

Water. These priests are devoted to elemental water. Fanatics might wish to drown the surface world, but more reasonable clerics might try to purify and protect water.

Astral. The priests worship the astral realm, the stars above, or creatures from between the stars. They are expert navigators who never get lost.

Storm. These priests worship storms, and have some control over thunder and lightning. They might help characters in need.

HARMLESS HUMANOIDS

A group of harmless humanoids approaches the characters out of curiosity. They might have their own ships, or be aquatic creatures capable of moving through the water.

Lobsterfolk. Lobsterfolk like to swap treasures with other humanoids. What they consider treasure might not be the same as others, though. They are particularly fond of empty shells.

Kuo-toa. These fishfolk live in a society that creates its own deities. They try to get the characters to worship a strange, made-up god.

Frogfolk. Frogfolk like to play tricks on unsuspecting humanoids. They might offer to guide their ships and then suddenly jump overboard, for example.

Kappa. These mischievous water spirits love cucumbers and wrestling, and actively pursue both. They have water-filled dishes on their heads that, if emptied, sap their strength.

MIRACULOUS EVENT

The characters bear witness to some miraculous event that could help them on their expedition, if they can take advantage of it.

Coral Construction. Before their eyes, the characters witness a structure being formed out of the coral with no architect controlling it. They might be able to stay in a coral tower, or captain a coral ship.

Wave Surge. A wave surge boosts the speed of the characters on their way to their destination. Dolphins or sea spirits splash and play in the roaring wave.

Ocean's Splendor. Some wonderful treasure emerges from the ocean floor and rises up to the surface. It might be a colossal floating shell in which the characters can travel, etc.

Bounty of the Seas. All around the characters, the water comes to life with flora and fauna. They are bound to have no trouble foraging for days on end.

MESSAGE IN A BOTTLE

A bottle with a rolled up piece of parchment inside floats downstream toward the characters. If they act fast and fish it out, they might discover something interesting.

Treasure Map. The parchment has a treasure map scrawled upon it. If the characters can find where X marks the spot, they may discover something of immense value.

Request for Aid. The parchment has a scrawled quest upon it. Finding the patron allows the characters to accept the quest.

Secret Island. The parchment has a map that details the location of a secret island that might have magical enchantments upon it.

Pirate Lair. The parchment details the location of a pirate lair, something the characters might wish to avoid while they are exploring.

ELEMENTS OF INSPIRATION

WATERWAYS – ROLEPLAY

TRAVELING PERFORMERS

Music, laughter, or other merrymaking can be heard not far from the characters location. The sounds might be coming from a riverboat casino or some other location where entertainers perform.

Circus. A traveling circus has erected their big top on the shores of a lake, or even on a gigantic floating island. Acrobats fly through the air, and clowns scare children.

Bard. A bard, or band of performers, plays to their heart's content in a riverside tavern or on the deck of a floating gambling house.

Fireworks. Fireworks are reflected in the still waters of a lake, making them at least twice as impressive as they would otherwise be. People celebrate below.

Carnival. A floating carnival moves down the river. Music blares from the slowly sailing rafts, and people dance on the wooden decks.

PRISONERS

A group of prisoners is being escorted along the waterway. Perhaps they are tied up in a boat, or are in the hold of an immense prison ship.

Escorted. The prisoners are being escorted by guards, sailors, or someone else who is trying to keep an eye on them and recapture any escapees.

Escaped. The prisoners have escaped, and are making their way to shelter. They might have stolen a boat for themselves, or be swimming at top speed.

Mobile Prison. The prisoners are being stored in a mobile prison; perhaps they are in a jail barge or some other floating containment vehicle.

Magical Internment. The prisoners are magically interred in some way. Maybe they're trapped beneath the surface of a lake, or encased in the sands of the shore.

SPORT

The characters spot a group of humanoids engaging in a sporting competition of some kind. They are keen to have new challengers join their game.

Swimming. There's a swimming race going on that might even have spectators, or a prize for the fastest swimmer. Maybe the stakes are raised by swarms of piranhas in the water.

Sailing. There is a sailboat race occurring in the bay or on a lake near to the characters. If they have their own ship they can enter, and might win a big prize.

Kayaking. Extreme sportspeople kayak down rapids or over waterfalls in a crazy contest of daring and athleticism.

Diving. People dive off cliffs of insane height, performing acrobatic stunts on their way down to the plunge pools below.

SCOUTS

A group of skilled explorers travel along the waterway as stealthily as possible. They are taking pains to cover their tracks and stay out of sight.

Military. The scouts are military, and are perhaps checking out coastal defenses or potential army routes along a river.

Spies. The scouts are spies, sent to gain intel about a particular person, ship, or place. They might be spying on the characters.

Criminal. The scouts are actually criminals. They might be an elite group of ship-stealers or mere smugglers looking for a new hideout.

Magical. The scouts have something magical to assist them in their reconnaissance. They might be in possession of a magical vessel.

AQUATIC FOLK

The characters are approached by some aquatic folk who might wish to trade, swap stories, entertain, or merely chat with the characters for a time.

Merfolk. Many merfolk live in mercantile societies where wealth means a lot. Thus, merfolk often approach groups to trade with them, offering artistry and equipment.

Coralkin. Coralkin are craggy, brightly-colored humanoids that move and speak slowly, but are filled with wonderful tales of the ocean depths.

Tritons. Most triton cultures center on military achievement and prestige. These tritons might have weapons to sell, or might question the characters about their movements.

Sea Elves. Sea elves have submerged cultures that are similar to those of terrestrial elves. They protect their sacred seas and lakes, and have seen centuries pass before them.

ELEMENTS OF INSPIRATION

WATERWAYS – ROLEPLAY

AWAKENED CREATURE

An awakened creature—one with unusual intelligence—takes an interest in the characters. It might initially be merely curious, but form a fast friendship with them, if they are interested.

Turtle. A smart turtle bumps into the characters' boat and introduces itself. It knows the currents around the local area, and is happy to help the characters out.

Otter. An awakened otter wants to play with the characters. It might throw small stones or empty shells at them, or block their path with weeds.

Beluga. A friendly beluga whale performs some acrobatic activity for the characters, then asks them what they are looking for or doing in the sea.

Manta Ray. An intelligent manta ray reaches out to the characters, asking for help with a small favor. If they agree, it might give them a lift.

TRANSPORT

The characters spot some potential transport that they could use to traverse the waterway. It might need some work before it can be put into action.

Amiable Whale. The characters encounter a friendly whale that does not mind if they grab hold of its fins for a while. It might even be awakened, and offer the lift itself.

Barge. A low barge, designed for river travel, is moored up on the bank. There is no one around that could be captaining it, and it has clearly been abandoned for some reason.

Kayak. Some kayaks are moored or anchored near the shore. They must belong to someone, or perhaps they have been left as a trap.

Sailing Ship. A run-down sailing ship comes into view. It has sustained some damage from a nearby creature or piece of hazardous terrain.

SEA SPIRITS

Moving around the waterway are spirits of the water itself. They take a variety of forms, and might approach the characters differently, depending on how they have been acting.

Elemental. Elemental spirits tend toward angry responses, especially against those who have desecrated their waterway in some fashion.

Animal. The spirits take on animal forms, and their behavior varies based on the animal form they take.

Prophetic. The spirits are spectral and ephemeral, and speak in strange prophecies that are depicted in their flowing forms.

Storm. The spirits take on storm-like forms that swirl with violent emotion. They can summon the rains, thunder, and lightning unless properly respected.

VIGILANT DRUID

A druid crouches by the riverbank, testing the waters for signs of corruption or talking to the frogs nearby. Their response to the characters varies, depending on how much damage they have caused to the environment.

Injured. The druid is injured, and in need of help. They might have been attacked by smugglers when they tried to defend a sacred cove.

Angered. The druid has been angered—perhaps by the characters, perhaps by another group or individual—and is in no mood to help them out.

Curious. The druid is curious about the characters' intentions and goals, and wants to make sure they are not risking the environment.

Helpful. The druid wants to help the characters however they can. They could serve as a guide, provide resources or supplies, or even cast a blessing.

FISHERS

A group of fishers cast out into a river, lake, or ocean. They might be on the shore, or have a vessel of their own. They could even be spearfishing or diving for shellfish.

Protective. The fishers are protective of their waters, and do not want anyone disturbing the fish or, worse still, poaching their catch.

Generous. The fishers are generous, and happily share the waters with other fishers. They might even be willing to give the characters some free fish for supper.

Ornery. The fishers are already having a bad day, and do not want the characters interfering. They might become violent if prodded.

Desperate. The fishers are in dire need of help. Perhaps one or more have been injured by an aquatic monster.



CREDITS

Author: JVC Parry

Lead Designer: Chris Haskins

Proofing and Editing: Lou Fryer

Art Director: Ralph Stickley

Layout and Typesetting: Jay Lewis, Ralph Stickley

Illustrator: Sam White

Project Management: Chris Haskins

Brand and Marketing: Chris Haskins, Laura Mohler



Join the Adventure!

Check out the entire Nord Games product range on
www.nordgamesllc.com