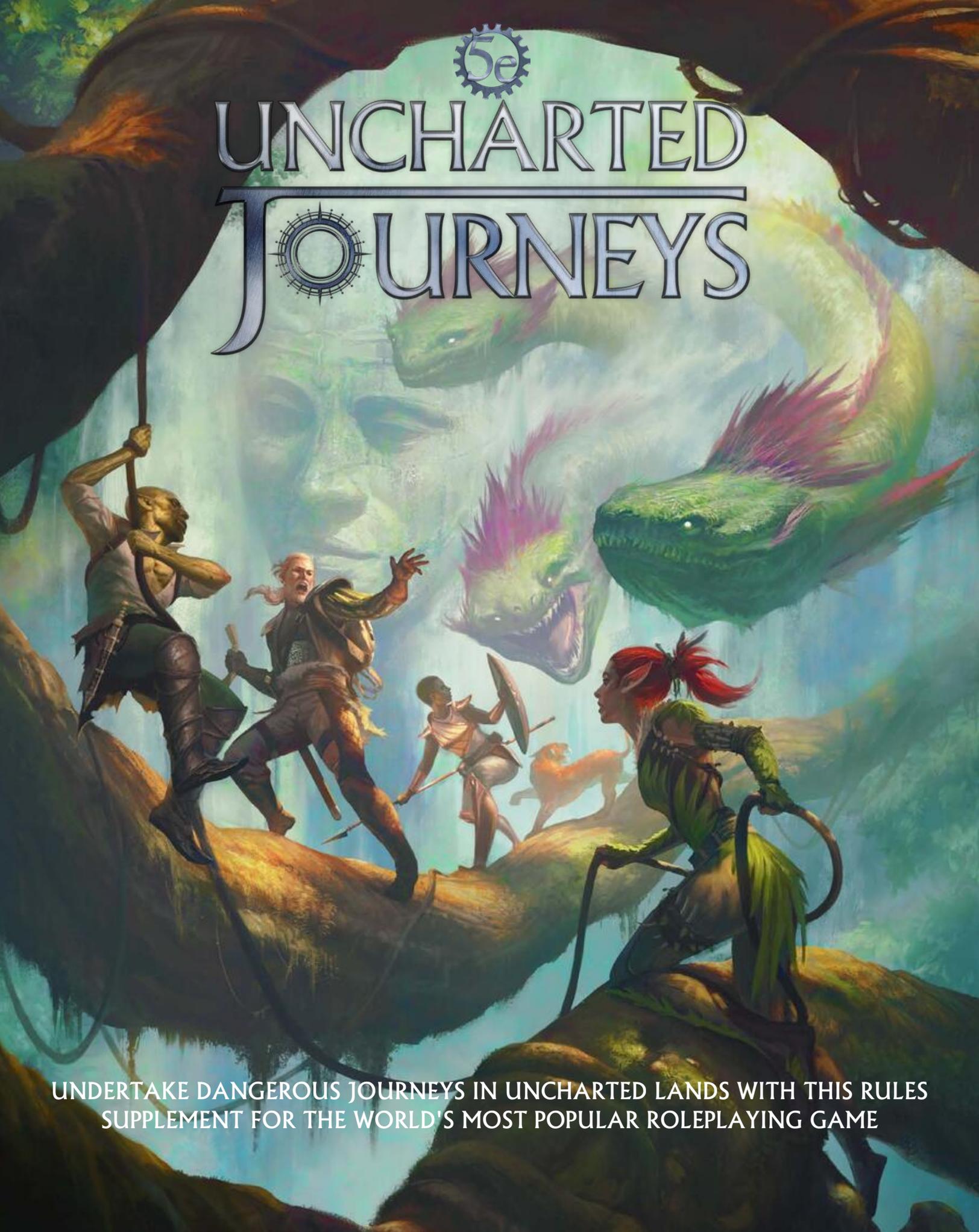


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UNCHARTED JOURNEYS



UNDERTAKE DANGEROUS JOURNEYS IN UNCHARTED LANDS WITH THIS RULES SUPPLEMENT FOR THE WORLD'S MOST POPULAR ROLEPLAYING GAME

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INTRODUCTION

"It's not the destination, it's the journey."

Travel allows adventurers to explore the world outside their homeland, meet and build relationships with new people, learn about different cultures, and uncover lost mysteries and ancient ruins. While they may know their intended destination, the adventurers must cross vast distances and traverse deadly landscapes to get where they're going.

The Journey Rules in *Uncharted Journeys* presents the perils, hardships, and opportunities the party face along the way and calls upon the players to work through them using their characters' full range of skills, resources, and abilities. *Uncharted Journeys* is divided into five chapters.

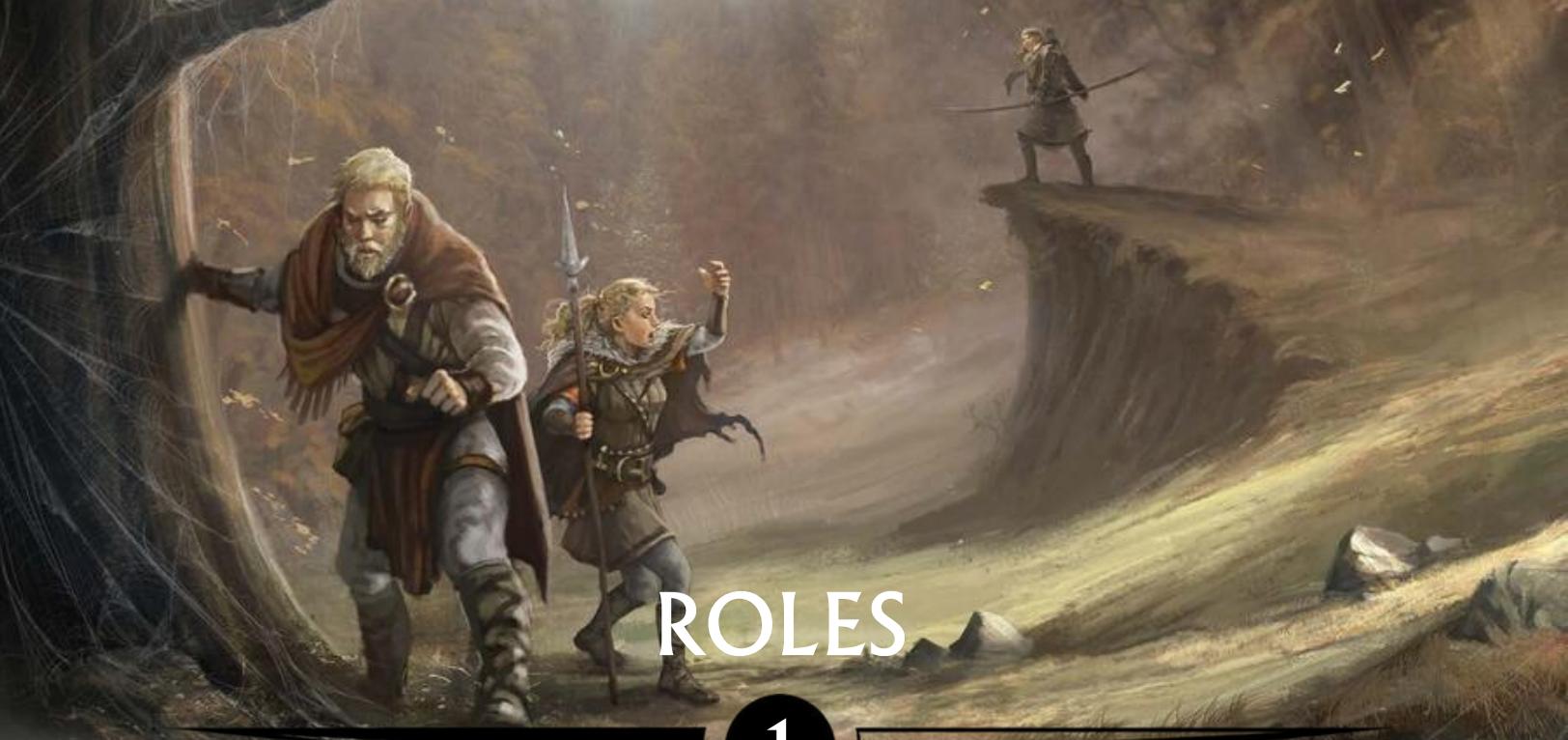
1. Roles: A successful journey requires co-operation and understanding from all members of the party. To help with this, we introduce Roles. This chapter also provides guidance on which class is suited to which Role, and new rules for recovering Class abilities.

2. Journey Rules: This chapter presents the rules for Journeys, which are broken down into three steps: Set the Route, Prepare, and Make the Journey. It also includes new rules for resting while on the road.

3. People Along the Way: The party will meet many varied folk on their journeys. This chapter provides guidance and rules for the GM to create unique and interesting people for the party to meet.

4. Ancient Ruins: There are all manner of ruins and lost tombs scattered throughout the land. This chapter contains expansive rules for creating strange and forgotten ruins for the party to explore.

5. Journey Encounters: Encounters represent the challenges the party must face and people they meet along the way. The results of these Encounters cause lasting consequences that impact the rest of the journey and may help or hinder the party's progress. This chapter provides rules for each type of encounter the party can have, as well as hundreds of events across 16 different biomes and regions.



ROLES

1

Day 26

On the road to the ruins at the peak, Aoifra has been scouting ahead. She's convinced she's seen a flying snake around here somewhere. I took inventory of the supplies last night — if all goes to plan we should have plenty left for the return trip.

Max hasn't taken a single easy breath since we entered the jungle. He keeps hearing 'unnatural noises' from somewhere to the east. Praise the gods that Havard has that flute. Who would have thought the smug fool would have had such an impact on our trip...

Travelling through unknown lands filled with strange creatures is a dangerous undertaking, so it is vital that everyone works together in order to survive. One of you may have a keen eye, able to spot trouble from a mile off; another may be an adept hunter who can provide food for the rest of the party; while someone else may have a keen mind and be indefatigable, lifting the party's spirits and pushing the group ever forward. Working in unity to support each other's strengths and covering for any weaknesses is essential to a successful — and safe — journey.

This chapter presents the rules for **Roles**, which assign certain responsibilities to each party member while on a journey. Page 8 also introduces new rules that allow each Class to regain key abilities by spending Hit Dice.

ROLES

A successful journey requires cooperation and understanding from all members of the party. To help with this, *Uncharted Journeys* introduces **Roles**, representing the responsibilities a party member undertakes over the course of a Journey. Any character can take on any Role, regardless of their class. However, certain classes may be better suited to certain Roles, depending on their abilities.

The four Roles are as follows. Page 8 provides guidance on which class is best suited to what Role.

- **Leader:** The Leader is a confident and wise party member who is capable of organising and encouraging the team to persevere through challenges they otherwise could not surmount.
- **Outrider:** The Outrider scouts ahead of the group. They are responsible for finding safe routes, and tracking threats to the party.
- **Quartermaster:** The Quartermaster is responsible for maintaining and finding food and supplies for the party. They ensure the group is well equipped, and that supplies are readily available after a hard day's journey.
- **Sentry:** The Sentry is the eyes and ears of the party. They keep watch over the group and their surroundings, and are often the first to spot danger.

Each Role has a **Role Ability** that they can use once per Journey. These unique abilities can be the difference between success and failure, particularly on long and gruelling journeys, so choosing the right time to use them is vital.

As well as their **Role Ability**, each Role lists options for the type of checks the Role makes during the **Group Travel Check** step of a Journey (see page 20). These are Ability Checks, Skill Checks, or Tool Checks that contribute to the overall success of the Journey. At the GM's discretion, they may allow you to propose a different type of check if it makes sense for your Role, and as part of the story.

LEADER

The Leader's primary goal is to keep up party morale and lead their allies to safety. Typically, a Leader aids their fellow party members in pushing past harrowing obstacles, keeping spirits high on the road, and resolving tense interactions with other travellers.

Leaders are typically wise and have a strong spirit. They may often do the talking for the party, but can also be a keen strategist who devises plans to tackle challenges the party may face. A calm and level-headed leader can excel at negotiating conversations and labyrinths alike.

INSPIRATIONAL RESOLVE

You inspire your allies and lift their spirits, driving them forward to push beyond their limits. As a Reaction while on a Journey, you can allow another party member to reroll a failed saving throw or ability check. You can do this once per party member per Journey.

GROUP TRAVEL CHECK

You can make one of the following checks during the Group Travel Check step of a Journey.

- **Outward Confidence:** You are a bastion of hope and optimism to those around you. Make a **Charisma (Persuasion)** check to inspire others for the journey ahead.
- **Inward Resolve:** You look inward, steeling yourself for what is to come and the trials you must face. Make a **Wisdom (Insight)** check to prepare yourself for the journey.
- **A Song in Your Heart:** You sing a song or tell a tale of heroic travellers on an epic quest. Make a **Charisma (Performance)** check or an ability check with any **Musical Instrument** to fill your allies hearts with hope and heroism.

OUTRIDER

An Outrider's goal is to find the path through dangerous terrain and lead the party to safety. The Outrider watches for signs of nearby movement, assessing any threats based on perceived evidence, and spotting other travellers along the road before they notice the party.

Outriders typically have a strong knowledge of the wilds and are at home in nature. They usually take point on Journeys and will often be away from most of the party, searching for signs of danger or opportunity.

FIND THE PATH

You have a keen sense for the perils that lie ahead, and can guide your party along a safer route. Once per Journey when the GM rolls 1d12 to determine the Encounter Type (see page 21), you can also roll. The GM tells you the type of Encounter you both rolled, but not the specifics. You can then decide which type of Encounter the group has next. The GM rolls on that table and prepares the Encounter as normal.

GROUP TRAVEL CHECK

You can make one of the following checks during the Group Travel Check step of a journey.

- **Blaze the Trail:** You trek ahead of the rest of the party, navigating the wilderness and finding the best routes to set off upon. Make a **Wisdom (Survival)** check to find the ideal starting point.
- **Leave No Stone Unturned:** Your expertise with the natural world allows you to predict the potentially dangerous wildlife you will encounter along the way. Make an **Intelligence (Nature)** check to research the local flora and fauna before you set out.
- **Chart the Course:** Using your own knowledge and understanding of geography and the natural world, you sketch out a map indicating the various terrain and hazards you will all face along the journey. Make an ability check using **Cartographer's Tools** to determine the accuracy of your work.

QUARTERMASTER

The Quartermaster ensures the party are well fed, well equipped, and well prepared for the road ahead. Having enough supplies and equipment to complete the journey is crucial, and having the right tools to deal with any complications can be the difference between the expedition grinding to a halt or overcoming a minor setback.

Quartermasters usually have a strong back and are able to intuit the needs of the group. Their attentions are usually focused on the party, rather than the world around them. They spend their time monitoring and hauling supplies, offering aid, and keeping a sharp eye out for any additional stores that can be retrieved from the land.

WELL PREPARED

You always come prepared, and have the right tools, gear, and food to keep everyone going and give a much needed boost when things get tough. At the start of **Stage 3: Make the Journey** (see page 20), you gain a number of Supply Dice equal to your Proficiency Bonus. For example, a 5th-level Quartermaster departs with three Supply Dice. The Supply Die is a d6.

At any time throughout the Journey, as a reaction to an ally making an ability check, you can spend a Supply Die to improve the ally's check, adding 1d6 to the result. You can decide to spend the Supply Die after your ally has rolled but before the GM declares whether the check succeeds or fails.

GROUP TRAVEL CHECK

You can make one of the following checks during the Group Travel Check step of a journey.

- **Share the Load:** You take a few extra things from your fellow adventurers, lightening their load and allowing them to excel at their own tasks. Make a **Strength** or **Constitution (Athletics)** check to carry some of your ally's gear.
- **Good As New:** You take an inventory of you and your ally's equipment, sharpening blades, tightening straps, mending saddles and stirrups, and reshaping dented armour. Make an ability check using **Blacksmith's Tools** or **Leatherworker's Tools** to ensure the quality of the party's gear.
- **A Warm Meal:** You prepare a hearty feast or stiff drink for the group as you set off, ensuring everyone starts the expedition with a warm meal in their bellies and a spring in their step. Make an ability check using **Cook's Utensils** or **Brewer's Supplies** to start your journey off right.



SENTRY

The Sentry acts as the lookout for the party. They cover the party's trail and watch for pursuit and ambushes. A Sentry's senses are always on the world about them, keeping an eye open for danger and staying in the shadows to turn the tables on those who would sneak up on the party.

Sentries have sharp senses and a keen mind, and can easily stay hidden and alert for long stretches of time. They remain close to the party as they travel, but often stray off the road to watch for danger. Of all the group, they are usually the most keenly aware of the threats that lurk in the night when the party makes camp.

EVER VIGILANT

You are always alert to danger, and keep a close eye out for ambushes, hazards, and traps that could hurt you or your allies. At the start of **Stage 3: Make the Journey** (see page 20), you gain a number of Focus Dice equal to your Proficiency Bonus. For example, a 5th-level Sentry departs with three Focus Dice. The Focus Die is a d6.

At any time throughout the Journey, as a reaction to an ally making an saving throw, you can spend a Focus Die to improve the ally's check, adding 1d6 to the result. You can decide to spend the Focus Die after your ally has rolled but before the GM declares whether the saving throw succeeds or fails. Additionally, you can spend a Focus Die to grant an ally +1d6 on their Initiative check at the start of combat.

GROUP TRAVEL CHECK

You can make one of the following checks during the Group Travel Check step of a journey.

- **First Watch:** As the party embarks on the journey, you keep a keen eye out for any dangers that might be lurking on the road ahead. Make a **Wisdom (Perception)** check to spot early problems along the route.
- **Slip the Noose:** You keep to the shadows and out of sight as the party departs, making it hard for anyone to follow your trail. Make a **Dexterity (Stealth)** check to ensure the party is not followed.
- **Hide in Plain Sight:** You know the best way to avoid becoming a target for trouble is to make yourself seem unimportant and not worth the effort of ambushing. Make an ability check using a **Disguise Kit** to disguise the party as simple travellers carrying nothing of value.



CLASSES

Each Class has their own strengths and weaknesses, with some being better suited to certain Roles than others. This section offers advice on which Class is best suited to which Role. Additionally, as resting is limited when using the Journey Rules (see **Rest**, page 19), this section provides rules that allow players to spend Hit Dice to recover some of their character's key Class abilities. Between Encounters, but not during, a player can spend the requisite number of Hit Dice to recover a use of their Class abilities, as listed in each class entry.

The list of Class abilities in this section focuses on core Class abilities, not subclass abilities. If you would like to offer the opportunity to recover other abilities, a good rule of thumb is as follows

- It costs 1 Hit Die to recover a single use of a Class ability that recharges on a Short Rest.
- It costs 2 Hit Die to recover a single use of a Class ability that recharges on a Long Rest.



BARBARIAN

Barbarians are well suited to ranging ahead of the party, and are unafraid to throw themselves into dangerous situations. As such, they make good Outriders when embarking on a Journey. Their strength and hunting ability also make them a good candidate as a Quartermaster.

RAGE

Between Encounters, you can spend 2 Hit Dice to regain one use of your Rage feature.

BARD

Bards are often a jack of all trades, and can take on almost any Role on a Journey. However, they serve best as Leaders, letting their charm and insight ingratiate the group with other travellers, and their songs and stories inspire their own companions.

SPELL SLOTS

Between Encounters, you can spend Hit Dice to recover spell slots. You must spend a number of Hit Dice equal to the level of the spell slot you wish to recover. For example, you must spend 1 Hit Die to recover a 1st-level spell slot, 2 Hit Dice to recover a 2nd-level spell slot, and so on.

BARDIC INSPIRATION

Between Encounters, you can spend 1 Hit Die to regain one use of your Bardic Inspiration feature.

A DIFFERENT CLASS

Many 5th-edition supplements introduce new and exciting Classes, such as cunning crafters who can build fantastical contraptions, or strange spellcasters who weave magic from blood. If your campaign includes Classes not listed here, don't worry! Use this section as a guide for how other classes in your campaign can recover their own abilities. For example, any Class with spell slots can use the rules listed in the Wizard or Cleric entry, and you can use Classes with abilities that recharge after a Long Rest (such as a Barbarian's Rage) as a template for other similar abilities. Likewise, if there is a subclass or archetype that borrows abilities from another class (such as a spellcasting fighter!), allow the character to recover their abilities in the same way.

CLERIC

Clerics are often good negotiators and diplomats, with a keen eye for their companions' spiritual and physical needs. They serve well as Leaders or Quartermasters.

SPELL SLOTS

Between Encounters, you can spend Hit Dice to recover spell slots. You must spend a number of Hit Dice equal to the level of the spell slot you wish to recover. For example, you must spend 1 Hit Die to recover a 1st-level spell slot, 2 Hit Dice to recover a 2nd-level spell slot, and so on.

CHANNEL DIVINITY

Between Encounters, you can spend 1 Hit Die to regain one use of your Channel Divinity feature.

DRUID

Druids are at home in nature and the wilds, with the ability to take on the form of beasts native to the terrain they are travelling through. As such, they excel as Outriders and Sentries. However, their keen insight and adaptability means they can fill in as Leaders and Quartermasters if the need arises.

SPELL SLOTS

Between Encounters, you can spend Hit Dice to recover spell slots. You must spend a number of Hit Dice equal to the level of the spell slot you wish to recover. For example, you must spend 1 Hit Die to recover a 1st-level spell slot, 2 Hit Dice to recover a 2nd-level spell slot, and so on.

WILD SHAPE

Between Encounters, you can spend 1 Hit Die to regain one use of your Wild Shape feature.

FIGHTER

A Fighter's strength and physical capabilities mean that they make excellent Quartermasters. However, Fighters can fill almost any Role depending on their particular area of expertise.

ACTION SURGE

Between Encounters, you can spend 1 Hit Die to regain one use of your Action Surge feature.

SECOND WIND

Between Encounters, you can spend 1 Hit Die to regain one use of your Second Wind feature.

INDOMITABLE

Between Encounters, you can spend 2 Hit Dice to regain one use of your Indomitable feature.

MONK

Many Monks have an acute awareness of themselves and those around them, making them a natural fit as Leaders on a Journey. Their physical attributes and endurance mean they also make good Quartermasters, as they can easily bear the burdens of others.

KI POINTS

Between Encounters, you can spend a number of Hit Dice to regain an equal number of Ki Points. For example, you must spend 1 Hit Die to regain 1 Ki Point, 2 Hit Dice to regain 2 Ki Points, and so on.

PALADIN

Paladins are exemplars of their god's will, and often have strong personalities to go along with their unflinching beliefs. As such, they make excellent Leaders, but may also serve well as Quartermasters.

DIVINE SENSE

Between Encounters, you can spend 1 Hit Die to regain one use of your Divine Sense feature.

LAY ON HANDS

Between Encounters, you can spend 1 Hit Die to replenish 5 points to the pool of healing magic from your Lay on Hands feature.

CLEANSING TOUCH

Between Encounters, you can spend 2 Hit Dice to regain one use of your Cleansing Touch feature.

SPELL SLOTS

Between Encounters, you can spend Hit Dice to recover spell slots. You must spend a number of Hit Dice equal to the level of the spell slot you wish to recover. For example, you must spend 1 Hit Die to recover a 1st-level spell slot, 2 Hit Dice to recover a 2nd-level spell slot, and so on.

RANGER

Rangers can easily fill any Role on a Journey, as they are well used to travelling through lands both known and unknown, and how to navigate dangerous situations. They are best suited as Outriders, particularly when travelling through lands they are familiar with, but can easily adapt to any other Role as needed.

SPELL SLOTS

Between Encounters, you can spend Hit Dice to recover spell slots. You must spend a number of Hit Dice equal to the level of the spell slot you wish to recover. For example, you must spend 1 Hit Die to recover a 1st-level spell slot, 2 Hit Dice to recover a 2nd-level spell slot, and so on.

ROGUE

Many Rogues prefer to work in the shadows and have a keen eye for detail — and danger. Rogues make excellent Sentries and Outriders, but particularly charming Rogues can make good Leaders too.

STROKE OF LUCK

Between Encounters, you can spend 1 Hit Die to regain one use of your Stroke of Luck feature.

SORCERER

A Sorcerer's strength of character and personality mean they often gravitate to the Role of Leader. However, their versatility and inherent magical ability means that they can fill any Role that is needed.

SPELL SLOTS

Between Encounters, you can spend Hit Dice to recover spell slots. You must spend a number of Hit Dice equal to the level of the spell slot you wish to recover. For example, you must spend 1 Hit Die to recover a 1st-level spell slot, 2 Hit Dice to recover a 2nd-level spell slot, and so on.

WARLOCK

Warlocks are often self-assured in their power and abilities, and are quick to take the measure of others (including their own party). As such, they make good Leaders. Particularly wary or paranoid Warlocks can also serve well as Sentries.

SPELL SLOTS

Between Encounters, you can spend Hit Dice to recover spell slots. You must spend a number of Hit Dice equal to the current level of your Warlock spell slots. For example, a 5th-level Warlock has two 3rd-level spell slots. They must spend 3 Hit Dice to recover one of these spell slots.

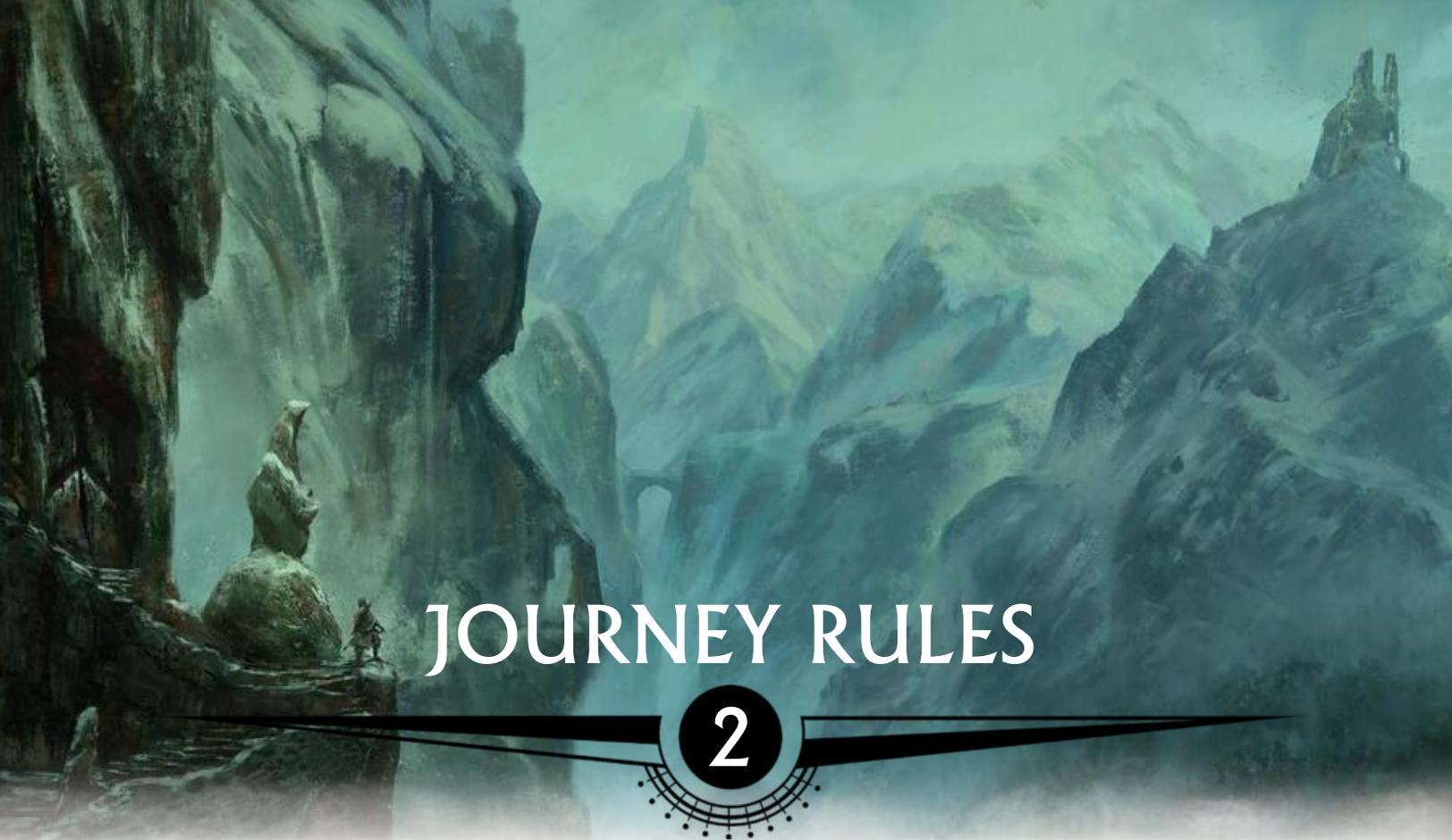
WIZARD

A Wizard's clinical mind, in-depth knowledge of the world, and truly varied array of magical abilities mean that they can serve almost any Role on a Journey. However, their attention to detail and problem solving ability makes them particularly adept in the Role of Outrider or Quartermaster.

SPELL SLOTS

Between Encounters, you can spend Hit Dice to recover spell slots. You must spend a number of Hit Dice equal to the level of the spell slot you wish to recover. For example, you must spend 1 Hit Die to recover a 1st-level spell slot, 2 Hit Dice to recover a 2nd-level spell slot, and so on.





JOURNEY RULES

2

Travel allows adventurers to explore the world outside their homeland, meet new people, learn about different cultures, and uncover lost mysteries and ancient ruins. While the GM and the party know the journey's origin and intended destination, the adventurers must brave the wilderness to get where they're going. The origin and destination will no doubt provide all manner of interesting situations for players, but the spaces between can be just as exciting — and deadly. Such a journey is often an adventure of its own and might serve as a prelude of things to come, reveal new threats and secrets, or introduce new allies and enemies.

The Journey Rules in *Uncharted Journeys* present the perils, hardships, and opportunities the characters face along the way and call upon the players to work through them using their characters' full range of skills, resources, and abilities. The outcomes of these encounters affect the Journey, ultimately shaping the experience and leading to memorable and exciting moments along the road. The Journey Rules are best applied to trips that would take the PCs longer than a day to complete, and shorter trips are usually best handled through the GM's narration. However, the rules can be adjusted to account for shorter journeys, such as when travelling through great cities.

Any expedition important and lengthy enough to play through in detail uses the rules presented in this chapter, and is referred to as a Journey with a capital 'J'. These rules break a Journey down into three distinct stages, which are listed below.

- **Stage 1: Set the Route:** The first stage, **Set the Route**, determines the origin and destination of the Journey, as well as the distance and difficulty involved.
- **Stage 2: Prepare:** The second stage, **Prepare**, represents the opportunity before the Journey's outset for characters to assign roles, take stock of their resources, and engage in various endeavours to prepare for the trials ahead.
- **Stage 3: Make the Journey:** The final stage, **Make the Journey**, represents the noteworthy events and challenges that arise during the Journey. This stage also includes **Journey's End**, where the group takes stock of how they have been changed by the Journey.

STAGE 1: SET THE ROUTE

This stage builds the framework for a Journey by determining the Distance and Difficulty of the Journey. The players choose their Destination, and the GM determines how long it will take and the Difficulty of the Journey. Some of the information may not be appropriate to share with the players at this stage, though the GM is welcome to provide partial information, vague clues, or hints as to what may lie in store.

DISTANCE

JOURNEY LENGTH	DISTANCE (IN MILES)	TRAVEL TIME (ON FOOT)
Short	50 – 150	2 days – 1 week
Medium	150 – 500	1 – 4 weeks
Long	500 – 1,000	1 – 2 months
Very Long	1,000 +	2 months +

IT'S ALL RELATIVE

The Distance table presents the estimated distance and travel time for Short, Medium, Long, and Very Long Journeys. This assumes that the party are venturing beyond the safety of a town or city and travelling across the wilderness. However, you may wish to use the Journey Rules to represent characters travelling shorter distances, such as journeying from one side of a huge city to another (we've included the **Great Cities** Encounters beginning on page 148 for just this reason). When doing so, think of the Journey Distance in the context of the area you are travelling through. A Short Journey in a Great City may mean travelling just a few streets over and take less than 30 minutes. A Very Long Journey could mean traversing the length of the city and could take the party all day.

Similarly, if your game uses a map with a hex grid, you can adjust the Distances to directly relate to the number of hexes the group travels. A Short Journey may be one hex, a Medium Journey two hexes, and so on. The Distance of a Journey is kept purposely loose to allow for maximum utility in your game. Don't be afraid to adjust it to fit your needs!

DISTANCE

The players begin a Journey by identifying their point of origin and intended destination. Population centres like cities are common origins for Journeys because they help facilitate preparations in **Stage 2: Prepare**, but the origin is usually simply the place the party currently is. Potential destinations can vary widely, but the PCs should decide on one that is clear and unambiguous, such as a specific landmark, a popular trading town, or the sealed gates of a long abandoned dungeon. Establishing the Distance at the outset helps the players and GM to conceptualise the Journey narratively, but also serves a crucial purpose when determining the number of **Encounters** (see page 20).

The GM then determines the approximate Distance between the origin and destination. This should represent the most direct route under ideal circumstances and should not take into account terrain, weather, or similar factors. Most parties can expect to cover approximately 20 miles per day on foot, or 30 with reliable mounts (see **Procure Mounts**, page 17).

***Example:** Havard, Aoifra, Max, and Ziony are preparing to leave the city of Stonewood to travel to the Sunrise Institute — a remote hospital that purportedly has the cure for lycanthropy. The GM checks her notes and determines that the Sunrise Institute is roughly 200 miles away, so it will take the party about 2 weeks to reach on foot. The GM notes that the party are undertaking a Medium Journey.*



DIFFICULTY

Once the GM has determined the Distance, they must establish the **Difficulty** of the Journey by assessing the weather and terrain the party will have to contend with. The Difficulty is a value from 12 to 30, and determines the DC of any checks the party make along their Journey. Using the **Journey Difficulty** Table, the GM assigns both the weather and terrain a value from 1 to 10. These are then added to the starting Difficulty of 10 to determine the final Difficulty of the Journey.

$$10 + (\text{Weather}) + (\text{Terrain}) = \text{Difficulty}$$

If the route includes a mix of various terrains and weather, the GM should determine the average Difficulty across the length of the Journey.

Example: The GM is deciding on the Difficulty for the party's Journey from Stonewood to Sunrise Institute. The party are travelling during the Spring, so it's mostly clear with the occasional rain shower. She assigns a value of 2 for the weather.

The GM then looks at the route from Stonewood to Sunrise Institute. About half the Journey is across a well-kept road (1), but the second half of the route is through dense forest and steep hills (6). She decides to take the average value, rounding down to 3.

The final Difficulty of the Journey is 15 (10 + 2 for weather + 3 for terrain). This means that ability checks and saving throws the party make during the Journey will be DC 15.

JOURNEY DIFFICULTY

EXAMPLE WEATHER	EXAMPLE TERRAIN	VALUE
Perfectly clear, comfortable weather.	A well-kept path.	+1
Light drizzles here and there.	An overgrown or poorly-maintained path.	+2
Occasional bouts of rain, snow, or wind.	The broken remains of an old road.	+3
Infrequent gales and thunderstorms.	Open range with rare but substantial obstacles.	+4
Frequent rain and snow. Thick, lingering fog.	Rugged, rocky terrain. Barren expanses.	+5
Frequent storms with high winds.	Dense forest. Steep hills.	+6
Heavy snow or sweltering heat.	Leech-filled swamps. Deep, muddy ravines.	+7
Ice-slick ground. Perpetual rain. Scathing sandstorms.	Steep cliff faces. High mountains with poor passes.	+8
Unceasing, howling wind. Biting cold. Deep snow. Flash floods.	Broken expanses of sharp rocks and treacherous precipices. Impenetrable woodlands of brambles.	+9
Constant storms of mud, rain, and pounding hail.	Rampant volcanic and seismic activity.	+10

MAKE IT YOUR OWN

While they travel, the group will have a number of **Encounters** (see page 20). These are unique events that occur during the course of the journey that bring interest and excitement to the endeavour. As well as these random encounters, the GM is encouraged to include important plot points and narrative scenes relevant to their current campaign — if the journey takes place during a time of great upheaval and war, the party should see signs of violence and meet displaced peoples along the way.

While most Journeys are at least somewhat dangerous, even relatively safe ones should include character-building opportunities, dramatic choices, and exciting moments to drive the story.

STAGE 2: PREPARE

This stage is when characters **Assign Roles** and determine what responsibilities they will have during the Journey. It also presents the opportunity for the party to **Make Preparations** in the days and hours before their departure. The characters do not *need* to make preparations before their Journey and some or all of them can skip that stage if they wish. However, ignoring these opportunities completely is ill-advised as making preparations is one of the only ways to reduce the Journey's Difficulty. A high Difficulty makes a Journey significantly more perilous, so any opportunity to reduce it could be the difference between a successful expedition and a disastrous one.

ASSIGN ROLES

Before the party sets out on their Journey or starts making preparations, the players must each select a Role for their character (see **Chapter 1: Roles**). Roles entail unique responsibilities and provide abilities that shape the Journey in various ways. Each character must have a different Role.

- **If there are less than four party members**, a character can occupy up to two Roles. They choose one as their primary Role and one as their secondary Role. They have Disadvantage on ability checks they make for their secondary Role, but can use the Role Ability of each.
- **If there are more than four party members**, up to two characters can occupy each Role. Only one player rolls when their Role must make an ability check (taking turns is recommended), but they do so with Advantage. Only one character can use their Role's Ability during the Journey, however.

Example: *The party are discussing who should take on which Role. Havard puts himself forward as Leader, offering his charm and rapport with people by way of explanation. The party roll their eyes but assent. Ziony takes on the Role of Quartermaster due to her meticulous nature and unfaltering strength. With her bond with nature and knowledge of the surrounding lands, the Outrider is a natural fit for Aoifra. Finally, Max takes the Role of Sentry due to his keen eye and ability to remain unnoticed.*



MAKE PREPARATIONS

Once Roles are assigned, each character participating in the Journey may attempt one Preparation. A character can choose to make one additional Preparation, but they skip the **Rest** step (see page 19) and gain one level of Exhaustion. Players choose a Preparation from the following list, or they can work with the GM to come up with a new Preparation as befits the situation.

Resolve Preparations with a DC 13 ability check using the pertinent Skill, though the GM may adjust the DC as needed to account for beneficial or detrimental circumstances. Additionally, the GM may decide that a Preparation is simply impossible at the current location — such as asking for directions in a place with no inhabitants! If this happens, the player can simply choose a different Preparation. Each Preparation has an effect if successful, and some also have effects on failure. Unless otherwise noted, the party cannot attempt the same Preparation more than once per Journey.

It's possible to accomplish an activity that counts as a Preparation prior to the Journey, such as finding an accurate map of the surrounding lands during a prior adventure, perhaps before the party had even decided to undertake the Journey. If the GM agrees that a prior activity counts as a Preparation, that Preparation is automatically successful during this step.

Once the party is finished making Preparations, they record the benefits and penalties they have gained on the Party Sheet, and the party may **Rest** (see page 19). Regardless of how many Preparations succeed, the party cannot reduce the Journey Difficulty below 10.

Example: *With their Roles decided, the party set about making preparations. Havard decides to Rally the Party, granting them all +1 to ability checks until the end of the Journey. Ziony decides to Pack Up, reorganising the party's equipment to be more efficiently distributed and therefore reducing the Journey Difficulty by 2. Aoifra undertakes the Procure Beasts of Burden Preparation, further reducing the Journey Difficulty by 2. And Max decides to Procure Supplies to improve Ziony's Role Ability. She decides not to ask exactly how he came across the supplies...*

THE NEMESIS

In campaigns where a powerful organisation, villain, or hostile force actively opposes the adventurers, that nemesis may devote resources to hindering the adventurers' Journey. A vampire lord might send its spawn to scour the countryside in search of the adventurers, or it might blanket the landscape in bewildering mist. A fanatic cult may entreat foul gods to warp the weather or leave monsters to guard otherwise safe routes.

Regardless of the specific form of the Nemesis and its machinations, if the GM decides it is actively working against the adventurers on their Journey, they can increase the Journey Difficulty by an additional 1 to 10, add an additional Encounter specifically tied to the Nemesis and its servants, or a combination of the two. The more strongly the Nemesis opposes the party, the more severe the modifiers should be. Use this with care, however, as these modifiers can make a Journey far more lethal.

HURRY UP, WE GOTTA GO!

If the players and GM are not interested in playing through the Making Preparations step and would rather streamline the process without losing the benefit of Preparations, the GM can skip this step and simply subtract 1 from the Journey Difficulty for each party member. Alternatively, they can roll 1d8 and subtract the result from the Journey Difficulty if they wish to add more variance and chance over multiple Journeys.



ASSIST ALLY

You assist an ally with their Preparations. One other character may make the ability check for their Preparation with advantage.

BREW TONICS

You bolster your party with fortifying brews, potions, salves, or tinctures. Make an **Intelligence (Brewer's Supplies, Chemist's Supplies, or Herbalism Kit)** check. On a success, each party member has advantage on Constitution checks and saving throws until the Journey ends. A character loses this benefit the first time they fail a Constitution check or saving throw.

CAROUSE

You decide the best way to prepare for the road ahead is to enjoy life now — just in case you don't get another chance! You visit your favourite bar, treat yourself to a fine meal, and swap stories (and maybe fists) with the locals. Make a **Constitution (Athletics, Performance, or Gaming Set)** check.

- **On a success**, you are filled with a love for life. You have Advantage on all ability checks during the first Encounter on the Journey.
- **On a success by 5 or more**, you had a joyful and memorable time. As well as Advantage on ability checks during the first Encounter, you also learn something valuable about the Journey. Decrease the Journey Difficulty by 2.
- **On a failure**, you are a little worse for wear. You have Disadvantage on all ability checks during the first Encounter on the Journey.
- **On a failure by 5 or more**, you don't really remember what happened and turn up just in time to depart. As well as Disadvantage on all ability checks during the first Encounter on the Journey, you skip the **Rest** step (see page 19) and begin the Journey with no more than half your total Hit Dice.



CHART COURSE

Using the information you have about your origin and destination, you lay out the best possible course to follow for your Journey. Make an **Intelligence or Dexterity (Cartographer's Tools)** check. On a success, reduce Journey Difficulty by 5. On a failure, increase Journey Difficulty by 2.

CONSULT THE OCCULT

You spend a few hours practising esoteric traditions to search for signs and portents concerning the difficulties that lie ahead. Make an **Intelligence or Wisdom (Arcana or Religion)** check. On a success, each party member may reroll a failed saving throw once before the end of the Journey.

HIRE HELP

You hire a skilled companion to aid you in your journey. When you take this Preparation, you pay for the services of a hireling for the duration of the Journey. The hireling is an NPC controlled by the GM but follows your direction unless it conflicts with their beliefs or breaks the terms of your agreement.

Hirelings can be used to fill vacant Roles for a Journey, including the use of the Role Ability. Hirelings have +3 for all ability checks and saving throws relating to their Role. The cost of the services of a hireling are listed below. At the GM's discretion, the hireling may charge "hazard pay" equal to the Journey Difficulty \times 10 sp. When choosing this Preparation, work with the GM to come up with some details and personality for the hireling: Who are they? What is their profession? Aside from money, why have they agreed to travel with you?

HIRELINGS

JOURNEY LENGTH	COST
Short	10 gp
Medium	35 gp
Long	90 gp
Very Long	200 gp

PACK UP

You lug, haul, and consolidate the party's supplies, then painstakingly organise and pack them tightly to make them as easy to carry as possible. Make a **Strength** or **Constitution (Athletics)** check. On a success, reduce the Journey Difficulty by 2.

PREPARE A FEAST

You prepare a feast, either simple and hearty or elaborate and decadent, lavishing your party with good food and company to lift their spirits before the Journey begins. Make a **Wisdom** or **Charisma (Cook's Utensils)** check. On a success, the first time each party member suffers an effect that would make them gain a level of Exhaustion during the Journey, they do not gain Exhaustion.

PROCURE BEASTS OF BURDEN

You take time to find capable creatures to bear your party's supplies on the Journey ahead. Make a **Charisma (Investigation)** check to locate and purchase pack animals from a populated origin. The GM determines the price, if any. Alternatively, make a **Strength** or **Wisdom (Animal Handling)** check to find and wrangle useful pack animals from the surrounding area. On a success, reduce Journey Difficulty by 2.

PROCURE MOUNTS

You search for riding animals to carry your party throughout the Journey. Make a **Charisma (Investigation)** check to locate and purchase trained mounts and riding gear from a populated origin. The GM determines the price, if any, as well as what kinds of mounts are available. Alternatively, make a **Dexterity (Stealth)** check to steal mounts rather than purchasing

them. On a failure, you are spotted before you can steal the mounts and must abandon your plans. You can't make another Preparation. If you fail by 5 or more, you were caught in the act, likely resulting in hostility, legal consequences, or other narrative complications.

Regardless of the specific approach, if the Preparation succeeds, the party acquires a mount for each character. Mounts can be any properly equipped riding animal, such as horses, large lizards, and other esoteric beasts. The GM determines the type of mount from those listed below. The mounts may all be the same type, or each character may have a different type of mount.

- **Agile:** Agile mounts are sure-footed and nimble, navigating precarious terrain with ease. A character riding an agile mount can make Wisdom (Animal Handling) checks in place of Dexterity checks and Dexterity saving throws during the Journey.
- **Rugged:** Rugged mounts are hardy creatures, enduring arduous travel conditions without complaint. A character riding a rugged mount can make Wisdom (Animal Handling) checks in place of Constitution checks and Constitution saving throws during the Journey.
- **Strong:** Strong mounts are powerfully muscled, capable of great feats of strength. A character riding a strong mount through the Journey can make Wisdom (Animal Handling) checks in place of Strength checks and Strength saving throws during the Journey.



PROCURE SUPPLIES

You spend time inventorying the party's supplies and procuring the proper provisions to outfit the group for the challenges ahead. Make a **Charisma (Investigation)** check to locate and purchase the necessary supplies from a populated point of origin. The GM determines the price, if any. Alternatively, you may opt to make a **Wisdom (Survival)** check to harvest useful supplies from the surrounding area.

As another option, you may attempt to steal supplies rather than purchasing or harvesting them. Make a **Dexterity (Sleight of Hand or Stealth)** check. On a failure, you are spotted before you can steal the supplies and must abandon your plans. You can't make another Preparation. If you fail by 5 or more, you were caught in the act, likely resulting in hostility, legal consequences, or other narrative complications.

Regardless of the specific approach, if the Preparation succeeds, each of the Quartermaster's Supply Dice increase from a d6 to a d8. See page 6 for more information on Supply Dice.

ROLEPLAY OR ROLLPLAY?

Players and the GM may prefer to roleplay Preparations in detail, allowing the GM to adjudicate success or failure based on how the situation plays out rather than a roll of the dice. This can be a perfectly fine approach if your group are happy to do so, but be aware that applying this to all players at the table may negatively impact players who prefer to avoid the spotlight. It's perfectly reasonable for a player to prefer to let the dice decide — especially if they've invested in certain Skills and Feats!



RALLY THE PARTY

You speak to or perform for your party members, mentally and emotionally preparing them for the long road ahead. Choose one of the following approaches and make a **Charisma (Performance)** check. On a success, your party gains one of the following bonuses.

- **Encouraging:** Each party member begins the Journey with Inspiration.
- **Galvanising:** Party members gain +1 to ability checks until the end of the Journey.
- **Hopeful:** Party members gain advantage to ability checks and saving throws made during the first Encounter of the Journey.
- **Resolute:** Each party member gains temporary hit points equal to twice their Proficiency Bonus. These temporary hit points remain until they are lost due to damage or when the Journey ends. They are not lost when the character rests.
- **Solemn:** Party members gain +1 to saving throws until the end of the Journey.

RESEARCH

Poring over the records available at your origin, you search for relevant maps and information specific to the Journey you are about to undertake. Make an **Intelligence (History)** check. On a success, each party member may reroll a failed ability check once before the end of the Journey.

SEEK ADVICE

You ask local inhabitants or travellers to provide advice about the Journey you are about to make. Make a **Wisdom (Insight)** or **Charisma (Persuasion)** check. On a success, each party member has advantage on Wisdom checks and saving throws until the Journey ends. A character loses this benefit the first time they fail a Wisdom check or saving throw.

STUDY THE WEATHER

You survey the state of nature around you and do your best to forecast the weather, allowing you to prepare accordingly. Make an **Intelligence** or **Wisdom (Nature)** check. On a success, reduce Journey Difficulty by 2.

REST

Starting a Journey fresh maximises the chances for a successful expedition, so once all Preparations have been made, the party should take a short or long rest. The party will have very limited opportunities to rest again during the rest of the Journey (see below), so it is strongly recommended that the whole party use this opportunity to rest while they can. If a character does not take a long rest during this step, they suffer a level of Exhaustion but can make one additional Preparation.

RESTING DURING A JOURNEY

Once the party are on the road, opportunities to rest and recuperate are severely limited. While the party no doubt stops moving and makes camp periodically, there simply isn't enough safety and security to relax and recover sufficiently while travelling. During a Journey, Short and Long Rests are limited in the following ways:

- **Short Rest:** Once per Journey, the party can choose to take a Short Rest. If they do so, the GM rolls an additional Encounter to represent the party pausing long enough to recuperate at the expense of extending their trip.

- **Long Rest:** The party can't take a Long Rest during a Journey unless an Encounter specifies they can, such as from *A Place to Rest* Encounter.

Though resting is limited, characters have the option to spend Hit Dice to recover some of their class abilities to aid them in their Journey. See page 8 for more information on recovering Class abilities.

ONE STEP AT A TIME

Because resting is limited during Journeys, longer Journeys are more dangerous because there are more opportunities for things to go wrong, especially if the Journey Difficulty is high. These consequences could hinder characters severely or even kill them if they are ill-prepared, already harried, or otherwise unsuited for a long trek. To mitigate the risk of fatal trips, low level groups may want to avoid lengthy journeys altogether or consider breaking a longer journey into shorter, more manageable trips, planning to stay somewhere safe for a Long Rest before embarking on a new Journey to take them the rest of the way to their destination. Such pauses are great opportunities for the GM to introduce plot twists, story hooks, and narrative complications, however, so the party should weigh their options carefully.



STAGE 3: MAKE THE JOURNEY

In this stage, players deal with the actual travel and **Encounters** that occur during the Journey, as well as the events of **Journey's End**.

ENCOUNTERS

Encounters represent the challenges and situations the party must address and resolve along the way. The results of those Encounters cause lasting consequences that impact the rest of the Journey and the party's condition, meaning a Journey with more Encounters is generally more perilous. The number of Encounters the party must face is determined by the Distance of the Journey, as shown on the **Base Encounters** Table. This is then modified by the results of the party's **Group Travel Check** (see below).

BASE ENCOUNTERS

JOURNEY DISTANCE	ENCOUNTERS
Short	1
Medium	2
Long	3
Very Long	4



GROUP TRAVEL CHECK

The **Group Travel Check** represents how well the party work together. If they work as a cohesive unit and everyone performs to their utmost, the party can make good time and may be able to avoid hazards and events that otherwise would have caused them hardship. If they perform poorly or aren't united in their efforts, they may have to double back on their route or stumble into unforeseen problems.

Each party member must make a Travel Check, choosing one of the Skills or Tools listed in their Role description (see page 5 onwards). The DC for this ability check is equal to the Journey Difficulty determined in Stage 1 (see page 12). Once all ability checks are made, the GM notes the results and consults the **Group Travel Check** Table, modifying the number of Encounters accordingly.

***Example:** The GM knows that the party's Journey from Stonewood to the Sunrise Institute is a Medium Journey with a Journey Difficulty of 15. She calls for a Group Travel Check to see how the party fair.*

Aoifra makes a Wisdom (Survival) check to determine the party's path and passes, Ziony passes a Strength (Athletics) check to help her allies carry their gear, Max fails his Wisdom (Perception) check to keep an eye out for hazards, and Havard fails his Charisma (Persuasion) check to inspire his allies. Unfortunately, half or more of the party have failed. The GM consults the Group Travel Check Table and adds an additional Encounter to the party's Journey.

GROUP TRAVEL CHECK

OUTCOME	NUMBER OF ENCOUNTERS
The whole party succeeds.	Base -1 (minimum 1)
More than half the party succeeds.	Base + 0 (unmodified)
Half or more of the party fails.	Base +1
The whole party fails.	Base +2

RESOLVING ENCOUNTERS

Regardless of how many Encounters the party must face, each Encounter is resolved in the same way.

- The GM determines the Region the party are travelling through (see **Region Type** Table). Note that different Encounters can occur in different Regions over the course of a single Journey.
- The GM rolls 1d12 and consults the **Encounter Type** Table to determine the nature of the Encounter. See page 53 for information on how to resolve each Encounter Type.
- The GM rolls 1d10 and consults the appropriate Encounter Table in **Chapter 5: Journey Encounters**.
- The GM describes the Encounter and the party resolve it as they see fit.
- The GM notes the consequences and rolls for the next Encounter, if applicable.

During an Encounter, the GM describes the scenario to the players, then the GM and players decide whether they wish to roleplay the scenario in detail or resolve the situation by rolling dice. In either case, the Encounter includes conditions for success and failure. Some encounters may require the party to roll again on the Encounter Table depending on the outcome. Encounters generated in this way do not count toward the Journey's total number of Encounters; they are additional to the total and typically represent the Journey taking longer than expected as the party struggles through setbacks.

If the group decides to resolve an Encounter by simply rolling dice, the Encounter will call for one or more rolls. Unless otherwise noted, the DC for such rolls is equal to the Journey Difficulty.

If the group decides to resolve the Encounter via roleplay, the characters interact with the scenario as they would outside of a Journey. The GM should use their discretion when determining the levels of difficulty involved, though it is recommended to use the Journey Difficulty as the DC for any rolls directly related to the Encounter's challenges. While roleplaying through an Encounter, characters may use their resources and abilities normally, but they may not take a rest during the Encounter unless otherwise noted.

ENCOUNTER TYPE		REGION TYPE	
1D12	ENCOUNTER	REGION	PAGE
1	A Chance Meeting	Coast	64
2	Hidden Reserves	Desert	78
3	A Bump in the Road	Farmland	92
4	Needing Assistance	Forest	106
5	Danger Afoot	Frontiers	120
6	Natural Wonders	Grassland	134
7	Monster Hunt	Great City	148
8	A Place to Rest	Haunted Land	162
9	Old Memories	Hellscape	176
10	A Dark Place	Jungle	190
11	Deadly Fight	Lands of the Fae	204
12	Fateful Encounters	Mountains	218
		Open Water	232
		Underground	246
		War Torn Land	260
		Wild Magic Land	274

RUSHING OR DRAGGING

Though there is little a party can do to shorten the length of a Journey, they can quicken their pace to cover ground more quickly, rushing toward their destination. Such haste may allow the party to lessen their time on the road and even outrun trouble, but it invites substantial risk and stress in the process. If the party chooses to rush their Journey, decrease the number of Encounters by 1 (to a minimum of 1), but all saving throws during the Journey are made with Disadvantage, and the Journey Difficulty increases by 5.

Likewise if the party chooses to take their time and move more cautiously, increase the number of Encounters by 1, and the Journey Difficulty decreases by 3 (to a minimum of 10).

Example: On their Journey from Stonewood to the Sunrise Institute the party will have three Encounters — two due to the length of the Journey (Medium), and an additional one because half or more of the party failed the Group Travel Check.

The GM decides that the first Encounter will take place in the Farmlands surrounding the city of Stonewood. She rolls 1d12 to determine the type of Encounter, and gets a 6: **Natural Wonder**. The GM then turns to the Farmlands Natural Wonders Table on page 99 and rolls 1d10. She gets a 5: **Wild Heartroot**. The party come across a patch of medicinal plants and can harvest the flowers to gain their benefits.

As the party moves beyond the farms and further from civilisation, the GM decides the second Encounter will be in the Grasslands. She again rolls 1d12 to determine the Encounter Type (5: **Danger Afoot**) and 1d10 for the Encounter itself (2: **Desecration**). The party is drawn into combat with a cabal of cultists. They are victorious but bloodied from the encounter. They decide to take a Short Rest to recover, but this adds an additional Encounter in the Grasslands. The GM rolls again and gets a **Lonely Pool** on the **Old Memories** table for Grasslands. The party are buoyed by the sight of the strange magical waters and press on with their Journey.

The Sunrise Institute is hidden away in thick forest at the base of a mountain, so the GM decides that the Region Type for the last Encounter will be Forests. She rolls 1d12 for the Encounter Type (8: **A Place to Rest**) and 1d10 for the Encounter (10: **Hunter's Cabin**). The party have found a safe place for a Long Rest. Just as well as, unbeknownst to them, they won't have a chance to recuperate once they reach Sunrise Institute...

JOURNEY'S END

The final stage of the Journey is known as Journey's End. Here the GM and players determine the Outcome of their Journey, what occurs upon their **Arrival**, and any **Rewards** they may receive for their Journey.

OUTCOME

A Journey ends in one of the following ways.

ARRIVE SUCCESSFULLY

The party completes all of the Encounters and arrive at their destination, either buoyed by a successful expedition or drained by the events that have occurred.

Each party member must make a **Constitution** saving throw, adding the Quartermaster's Strength or Intelligence modifier to the result.



On a success, the character gains temporary hit points equal to their level. On a failure, they gain a level of exhaustion. If the entire party succeeds, each character gains Inspiration. If the entire party fails, each character loses Inspiration.

The party then arrives at their destination, ending their Journey and resuming play as normal. See **Arrival** below for more information.

ABANDON THE JOURNEY

If things are not going well, the party may choose to abandon the Journey between Encounters.

Each party member must make a **Constitution** saving throw, adding the Quartermaster's Strength or Intelligence modifier to the result. On a success, the character manages to endure and suffers no adverse effects of their failed expedition. On a failure, they gain a level of Exhaustion. If the entire party fails, each character also loses all their remaining Hit Dice.

The party then arrives at a destination determined by the GM. This location should be somewhere between the origin and the intended destination, possibly in the middle of nowhere and far from safety — potentially a more dangerous situation than finishing out the Journey. See **Arrival** below for more information.

CATASTROPHIC FAILURE

The party's expedition has suffered catastrophic failure. A number of the party members may have been lost, maimed, captured, or killed. The party is broken, the Journey ends, and any remaining characters suffer a level of Exhaustion, as well any other effects as determined by the GM.

ARRIVAL

By the end of their Journey the party will be longing for a soft bed and a hot meal. However, as much as they yearn for a well-earned rest, they may not always receive the warmest welcome upon their arrival.

When the party arrives at their destination, the Sentry rolls $Xd12$, where X is equal to their Wisdom modifier (minimum 1), and takes the highest result. The GM then refers to the **Arrival** Table to determine the circumstances awaiting the party.

If the party has the option to rest, they may do so but are not obligated to if they would prefer to do something else upon arrival. If the party enters a dangerous situation, the GM decides the exact circumstances. Combat with hostile creatures, stumbling into environmental hazards, and discovering narrative complications that make the party's goals harder to achieve are all good examples of dangerous situations a party might encounter on a roll of 1–7.

ARRIVAL

1d12 CIRCUMSTANCES

- | | |
|-------|--|
| 1–2 | Unforeseen Danger. The party unknowingly stumble into a dangerous situation, such as walking into an ambush or entering a town overrun by plague. They are unaware of the hazards that await them and have no time to prepare. Any hostile creatures are aware of the party's arrival and have at least one round to prepare before making an Initiative check. |
| 3–5 | Immediate Danger. The party arrive during a perilous situation, such as a violent civil war or a fire rapidly spreading through a settlement. Neither the party nor any hostile creatures are surprised, but no one has a chance to prepare. Roll Initiative as normal if the situation requires it. |
| 6–7 | Imminent Danger. The party arrive on the cusp of a dangerous situation, such as when an ally is about to be executed or a storm is about to hit a coastal village. The party has at least one round to prepare or act before they are noticed by hostile creatures, and the party may notice hazardous conditions before being exposed to them. |
| 8–9 | Unsafe. The party ends their Journey safe from immediate danger but with a looming threat on the horizon, such as a hostile army preparing to attack or a nearby volcano about to erupt. The danger is close enough to prevent the party from taking a Short or Long Rest in the area but they have some time to prepare. |
| 10–11 | Relative Safety. The party arrives at a relatively safe time. Perhaps a dragon was spotted nearby but doesn't pose an immediate threat, or there is a vampire stalking the streets at night but they arrive while the sun is high in the sky. It is safe enough to take a Short Rest without significant risk, but danger is near enough to preclude a Long Rest. |
| 12 | Safety. The party ends their Journey in a safe location, far from danger. This may be a well fortified city during peacetime, or an arcane institute kept safe by powerful wards. It is safe to take a Short or Long Rest without significant risk. |

REWARDS

When a Journey ends, the experience should change the party in some way. Not all Journeys will be harrowing or profound, some may be relatively mundane, but regardless of what happens the experiences should have an effect on the party.

You can convey the importance of a Journey and make it more meaningful and memorable to the players by rewarding the characters for completing their expedition. You can do this through **Narrative Rewards**, **Short-term Bonuses**, or by **Awarding XP**.

NARRATIVE REWARDS

Narrative rewards are benefits and perks the party receive that may not be easily quantified, such as fame, renown, or gaining new allies. Narrative rewards can often be more impactful for both the players and the characters as it means that someone in the world has taken notice of their actions. Below are some sample narrative rewards.

- **Fame and Renown:** The party's expedition was noteworthy for some reason. They may have successfully navigated a deadly mountain range that was thought impassable; they may have come across flora or fauna that no-one has ever seen before; or they may have uncovered an ancient stronghold that was thought lost to history. Whatever the case, the party has earned notoriety. People begin to tell stories of what they accomplished, and important figures start to take note. They may find some doors are now open to them and they can pursue endeavours they previously couldn't, or are called on by influential figures for important quests.
- **Allies and Enemies:** The party encountered denizens of the land or other travellers on their journey and made a lasting impression — either good or bad. They may have helped those in need and earned powerful allies that can aid them in the future, or inadvertently wronged someone who does everything in their power to get revenge. Introducing allies and enemies allows the party to build a web of connections across the world that can have a long-term effect on their adventures.

- **Personal Change:** Whether it was a memorable encounter while on the road or the accumulated events of their travel, the journey changed one or more of the party in some way. This can be something as simple as earning a distinctive scar from a battle, or a new outlook on the world due to a profound experience. Personal change is very much up to the player, but the GM should encourage the party to think back on their journey and how it affected their character. This may even lead to some of the characters changing their characters ideals and traits, or removing (or gaining) a new flaw.

SHORT-TERM BONUSES

Short-term bonuses are minor mechanical benefits the party earns for completing their journey, such as earning Inspiration, gaining Advantage or a bonus die on certain Skill checks, or temporary or improved proficiency with a set of tools. Unlike narrative rewards, short-term bonuses have a clear in-game purpose and are finite. The bonus a character receives should reflect their experiences on the Journey and directly relate to some or all of the events that occurred. Some example short-term bonuses are listed below.

- **Inspiration:** One or more events on the Journey inspired the character and lifted their spirits. They gain Inspiration, regardless of the circumstances of their Arrival (see page 23).
- **Advantage or a Bonus Die:** The character has become particularly adept at travelling through this area or other similar lands. If their next Journey is through the same region, they have Advantage on all ability checks made as part of performing their Role. Alternatively, if their next Journey is through a different region but is the same type of terrain, they may add +1d4 on all ability checks and saving throws made as part of performing their Role.
- **Proficiency or Expertise:** The character is 'in the zone' and has successfully performed the same task so many times as to have gained temporary mastery of it. The character gains Proficiency with a Skill, saving throw, or set of tools. If they already have proficiency in the relevant skill, their Proficiency Bonus is instead doubled for ability checks using that skill.

- **Recovery:** The character persevered through extreme hardship or succeeded against all odds. They regain a single use of a key ability as determined by the GM, such as regaining a use of their Bardic Inspiration ability, recovering a spell slot, regaining Ki points, or recovering Hit Dice.

AWARDING XP

The final way to award the party for a successful Journey is to award XP. To do this, consult the **Awarding XP** table below and grant the party shared XP per Encounter based on the Journey Difficulty. This is the final Difficulty after the party has made their Preparations (see page 15).

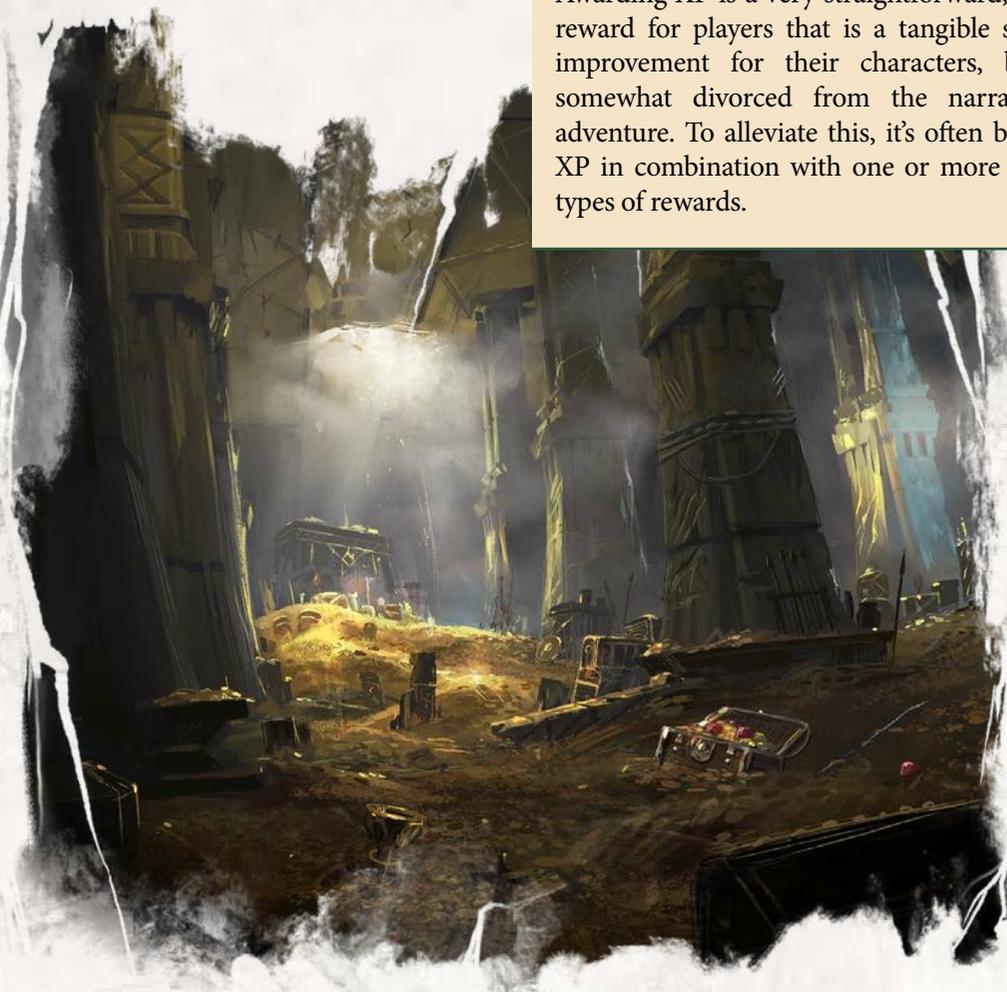
***Example:** Havard, Aoifra, Ziony, and Max completed a total of four Encounters on their Journey from Stonewood to the Sunrise Institute. The Journey Difficulty was DC 15, so the GM awards the party a total of 4,400 XP (1,100 XP × 4 Encounters). Split between the party, each party member gains 1,100 XP for the Journey.*

AWARDING XP

DIFFICULTY	XP	DIFFICULTY	XP
11 or less	100	21	5,900
12	200	22	7,200
13	450	23	8,400
14	700	24	10,000
15	1,100	25	11,500
16	1,800	26	13,000
17	2,300	27	15,000
18	2,900	28	18,000
19	3,900	29	22,000
20	5,000	30+	25,000

EXPERIENCE VS. XP

Awarding XP is a very straightforward, quantifiable reward for players that is a tangible step towards improvement for their characters, but can be somewhat divorced from the narrative of the adventure. To alleviate this, it's often best to award XP in combination with one or more of the other types of rewards.





PEOPLE ALONG THE WAY

3

While journeys across uncharted lands can be lonely, harrowing affairs, it is not unusual to encounter strangers along the way. From scholars of the alchemical arts in pursuit of rare ingredients, to survivors of natural disasters or nefarious attacks in search of a new home, the open road contains stories large and small.

This section is designed to provide Gamemasters with the inspiration to design interesting encounters with new characters. It contains a variety of optional tables that you can use to generate memorable encounters with unique characters. This chapter also includes a number of sample travellers your party might encounter along the way.

SETTING THE SCENE

Before the party meets other travellers along the road, it's important to set the scene. You can roll on the following tables to establish the time of day and location of the encounter. However, once you know the type of person or creature the party will encounter, you might want to change the time of day or location to something more fitting. Does this chance meeting occur on a dark and unforgiving night, when dangerous beasts lurk

amidst the trees and the party must share shelter with a group they don't know? Or do the party happen upon strangers in the golden glow of the morning, the rising sun glistening on a babbling brook?

Be sure to use the weather, flora and fauna, and points of interests tables in each Region Type to help you set the scene. Describe the sounds, smells, and feel of the world and think about how that might impact the players' perceptions heading into the encounter.

TIME OF DAY

1D6 TIME OF DAY

- | | |
|---|---|
| 1 | The break of dawn |
| 2 | Mid-morning, when the sun is still low |
| 3 | Afternoon, perhaps lunchtime |
| 4 | Late afternoon, as the day begins to darken |
| 5 | Evening, as the sun sets |
| 6 | The dead of night |

LOCATION

1D12	LOCATION
1	A crossroads of many paths
2	A suitable spot to rest or shelter
3	A place of worship
4	Near a water source
5	In a ruin
6	In the wilds, far from the road
7	A place of previous struggles
8	A dangerous place
9	A rural homestead
10	A distinct landmark
11	A recently abandoned site or home
12	A well travelled path

BACKGROUND

Next, think about who these characters are. Are they cheerful Dragonborn craftspeople, on a journey to find their muse? Or perhaps they are a shady group of young Humans, protective of their hidden bounty and eager to be on their way? Roll once on each column of the Background table to randomly determine the other travellers' Species, their age, their demeanour when they meet the party, and their purpose for being on the road.

LOCALS, VILLAINS, AND STRANGERS

The last three entries in the Species column of the Background table are **Locals**, **Villains**, and **Strangers**.

Local means the group or demographic most prevalent in the area. So if Dwarves make up the majority population of a particular area, then this entry means that the party has met dwarven travellers. Locals can also refer to a specific Species prevalent in that region, such as subterranean Gnomes in the Underground, or Sea Elves on the Open Waters.

'THEY'RE NOT FROM AROUND HERE'

Keep in mind that while the Background table may suggest that the party has an equal chance of encountering each Species, this may not be indicative of the region the party is travelling through, or the actual demographics of your setting — maybe Dragonborn don't even exist in your game! Feel free to amend the table to better fit your campaign, even changing the 1d12 column to a 1d100 column and separating each Species by the percentage chance of encountering them.

Likewise, a lot of fantasy settings have 'monocultures' in their lore: the Elves come from the Elven Kingdom (probably somewhere in the woods where it's perpetual twilight), the Dwarves come from the Dwarven Kingdom (somewhere dark and hot), and so on. If your campaign is set in a more egalitarian society where the Species work together and most of the divisions are along cultural lines rather than Species, you can replace the Species column in the table with major cities or countries from your own campaign. For example, a game set in the classical era of our world would replace the Species entries with Romans, Egyptians, Greeks, and so on.

Villains means people with ill-intent that are common in the area — these could be minions of the party's nemesis, or traditional 'evil' creatures from many 5th-edition products, such as Bugbears or Giants. These creatures don't necessarily *have* to be evil and probably shouldn't immediately try to murder the group (unless that's what you want). Instead, these encounters should provide a tense situation for the party to navigate with a potentially deadly group that they have heard unsettling stories about.

Stranger is a chance to add in particularly strange and unusual Species for the party to encounter, such as beautiful celestial beings, mischievous cat-people, or bizarre bipedal hippos from another dimension. This can be a great opportunity for sharing the history of your world or foreshadowing future events.

BACKGROUND

1D12	SPECIES	AGE	DEMEANOUR	PURPOSE
1	Dwarf	Adolescent	Lonely	Looking for a new home
2	Elf	Teenager	Determined	Searching for someone or something
3	Halfling	Young Adult	Scared	Selling their wares
4	Human	Young Adult	Protective	Running from something
5	Dragonborn	Adult	Friendly	On a quest for an important figure
6	Gnome	Adult	Unfriendly	Rest and relaxation
7	Half-Elf	Adult	Desperate	Protecting something or someone important
8	Half-Orc	With a Baby/Child	Knowledgeable	Hunting someone or something
9	Tiefling	Middle Aged	Naïve	Seeking inspiration
10	Local	Old	Grim	In search of knowledge
11	Villain	Old	Enthusiastic	Looking for work or on their way to a new job
12	Stranger	Ancient	Helpful	Spying on a person or place

'HUH, IMAGINE THAT...'

Due to the random element of rolling on a table, it may seem like some combinations of backgrounds and motivations might not work well together, such as a scared old villain travelling the road as a merchant. You can just reroll and try to get another result, but try to figure out how the traveller came to be in their current situation. Perhaps they are a lone Goblin who wants to 'retire' and has fled their cruel overlord to start a new life as a merchant... but perhaps acquired their goods in a less than wholesome way. Taking a moment to consider the possibilities of an odd pairing can lead to truly memorable encounters!

TRAVELLING COMPANIONS

While travelling, the party will likely encounter friendly (or perhaps not so friendly) NPCs that they wish to travel alongside. If the GM is happy with this arrangement, and the NPCs agree to join the party, the players should receive Advantage on appropriate Journey Encounters while travelling together.

NPCs shouldn't make rolls for the party, as the players are the focus of the game, but they can definitely help out. Advantage offers a mechanical bonus without ensuring that the players will go out of their way to recruit companions. If the GM feels that the players are relying too heavily on companions, feel free to alter the situation so that the NPCs must depart: they have reached their destination, they must stop due to injury, or they feel it safer to travel in smaller, less noticeable groups.

OTHER CONSIDERATIONS

The Backgrounds featured in this chapter are a jumping off point for an imaginative GM to create fun and compelling encounters. To ensure that each encounter stays unique and interesting, consider some of the other factors listed below. By constructing and combining these answers, you can create more in depth and varied encounters, using them as an interesting stop in the road, or furthering the story of your campaign and creating a lived-in world for your players.

- **Size:** Is this a lone traveller, or a large group of wanderers?
- **Time:** Is this a fleeting encounter? Does this event take place over many days along the journey? Do the party keep coming across the same group? Varying the length of these meetings creates a perspective of how long these journeys can take.
- **Status:** Have you encountered a poor farmer, or a noblewoman flaunting her wealth?
- **Fortune:** Are these characters down on their luck, or have you met with a successful band of adventurers who just looted a dragon's lair?
- **Exchange:** Will the group openly share useful information or supplies with the party, or will they ask for something in return?
- **Expectation:** Are your players happy with familiar tropes or do they prefer to be surprised by a fresh twist on their expectations? Perhaps the polite elven prince is actually a rage-filled killer, and the skittering Kobold actually has a heart of gold?
- **Mission:** Will this encounter spark a new side quest for the party? Are there people who need help, or is there treasure to be uncovered?
- **Emotion:** Will the party feel inspired and hopeful after this encounter, or will it leave them with a sense of dread, an ill portent of hardships yet to come?
- **Context:** Will this encounter reference events of the past, reinforcing ideas and establishing a history? Does it foreshadow a new threat, hinting at a later encounter? Or is this event untethered from the overarching plot?
- **Tone:** Does this meeting serve to reinforce the theme of the campaign? Does it remind players of the tone set for this story? Or is it a lighthearted break from the unrelenting horrors they have been experiencing?
- **Impact:** Does this meeting leave the party or specific characters feeling different? Were any of their personal plots progressed?



SAMPLE ENCOUNTERS

This section provides some sample encounters that were built using prompts from the tables above. You can use these in your own campaign, or as inspiration for creating your own unique encounters.

ALCHEMY AND ALGAE

Location: Near a water source

Background: Stranger, Elderly, Knowledgeable, Searching for someone or something

A wizened Lizardfolk scours the riverbank for alchemical ingredients, using her trusty spear as a walking stick. She is gathering flowers, roots, feathers, and frogspawn to concoct a number of tinctures and tonics for her tribe. She has lived her entire life in this area from egg to elder and is extremely knowledgeable of the flora, fauna, and the land itself. She is happy to help the party find their way and freely offers directions and advice. She also sells a variety of potions and components, should the party need to stock up.

DEAD DROP

Location: A rural homestead

Background: Villain, Young, Determined, Looking for work or on their way to a new job

The party hear a knocking from up ahead, and can see a large figure standing outside an isolated home. The figure is methodically knocking on the door, causing the wood to slowly crack. As they grow closer, they see the figure is a large, newly built undead construct. The creature has been sent to claim an innocent from this home and return it to its malevolent master — a twisted necromancer that lurks somewhere nearby. The party can intervene and stop it, or allow it to take the child and follow the creature back to its master's lair.

EDUCATIONAL TRIP

Location: A well travelled path

Background: Dragonborn, Teenager, Naive, In search of knowledge

The party encounters a group of a dozen or more young Dragonborn on the outskirts of a forest. A scholarly Dragonborn introduces herself and her class of students, and tells the party she has brought the group on a field trip. The young Dragonborn must prove they can survive in the wild and provide for their clan. The area is a perfect blend of untamed woods and well-known roads where young Dragonborn can learn to forage for food and supplies, and set up camp in relative safety — though she doesn't tell her charges that!

FAR FROM HOME

Location: A dangerous place

Background: Tiefling, With a Baby/Child, Desperate, Selling their wares

A family of Tieflings wander through the wastes, hefty bags of trading goods upon their backs, but no survival supplies. They call out to the party, pleading for assistance as they have a child with them, and tell their tale of woe. They are travelling merchants and were attacked by a band of Kobolds as they rode through these badlands on horseback, hoping to take advantage of a risky shortcut to an annual market. When their horses fled, so did their chances of survival, and it was only through sheer luck they managed to escape their Kobold pursuers.



FINDERS KEEPERS

Location: A recently abandoned site or home

Background: Gnome, Old, Enthusiastic, Seeking inspiration

A greying Gnome sifts through the rubble of a large manor humming a cheery tune. He is so engrossed in his rummaging that he fails to notice the party until they are upon him, at which point he raises his head and peers at them through intricate magnified glasses. He enthusiastically tells them that this manor once belonged to a powerful Wizard who specialised in crafting magical constructs. While the manor was destroyed in a rebellion by his own creations, the Gnome is sure that secrets and remnants of the constructs are to be found in the rubble.

ON THE HUNT

Location: In the wilds, far from the road

Background: Human, Adult, Unfriendly, Hunting someone or something

Human hunters are tracking a vicious bear that has taken up residence in a nearby cave. The bear has threatened their nomadic tribe, ransacking supplies and attacking their young while the warriors were out hunting. Determined and skilled hunters, they are unhappy with the party's intrusion, as they are disturbing the tracks, creating lots of noise, and making this search a great deal more difficult. They demand the party leave or join the hunt.



PRECIOUS GEMS

Location: A distinct landmark

Background: Dwarf, Adult, Helpful, Protecting something or someone important

A seemingly desolate mountain ridge is pleasantly interrupted by the hustle and bustle of a Dwarven mining operation. Stalwart guards stand at the mouth of the mine, blocking the bejewelled entrance. The Dwarves are friendly but stubborn fellows, and explain that their kingdom has laid claim to the spoils within the mountain. They are very familiar with the area and helpfully direct the party through the mountain pass, eager to send them on their way, and sternly request that word of this operation not spread.

RITUAL AND REFUGE

Location: A place of worship

Background: Halfling, Old, Grim, Running from something

The party encounters an old Halfling praying at a rural shrine, seeking the protection of his god. He is travelling across the wastes to seek refuge in a distant town. He fled his hometown after it was besieged and eventually destroyed by a legion of Hobgoblins. He was once an adventurer and is relatively prepared for the journey, but does not trust his skills after years of growing soft in the safety of his town, and fears his old age may limit his chances of survival.

STOLEN THRONE

Location: A crossroads of many paths

Background: Half-Elf, Young Adult, Lonely, Looking for a new home

A Half-Elf shelters at a crossroads, desperately studying a map but clearly not used to the life of an adventurer. He is relieved to see the party as he has been alone on the road for a long time and is inexperienced with life beyond the city walls. He asks for assistance in getting to the nearest town, and explains that his family denied him his rightful throne unless he proved himself worthy. However, he's no adventurer and instead plans to find a cosy town to stay in for a few months, before returning home to weave a tale of adventure and glory to claim his seat of power.

TOMB ROBBER

Location: In a ruin

Background: Half-Orc, Young Adult, Protective, On a quest for an important figure

Camping in the shadow of an impenetrable Dwarven tomb, the party are awoken by the scraping of stone doors as a Half-Orc exits the ruin laden with treasure. They are just as surprised to see the group, and instantly become distrustful, holding their loot close to themselves and unwilling to share their secret of success. They do not stay for long, telling the party only that they are on a mission from their patron, and must return with a worthy haul or face punishment.





TOO CLOSE TO HOME

Location: A place of previous struggles

Background: Elf, Adult, Scared, Spying on a person or place

Passing through frontier land, the party happens upon a group of young Elves: scouts from a newly established town who have been plagued by misfortune. Danger comes in a new form, as the band spies a group of Bugbears who have set up camp too close to their new home. Ill-equipped for a direct attack, they are merely gathering enough information to bring back to their town, but they are fearful of their chance of survival against an army of Bugbears.

UNEXPECTED INN

Location: A suitable spot to rest or shelter

Background: Locals, Middle Aged, Friendly, Rest and relaxation

After days on the road with not a soul to be seen, the party are surprised to find a busy inn. They have unknowingly stumbled upon a popular holiday destination. The patrons are friendly and cheerful, enjoying the local landscape and relative safety of this part of the world. They are surprised to see well-armed adventurers in the inn, as this is a quiet area popular with older, and perhaps wealthier, holiday goers, but they happily buy a round of drinks to hear tales of the party's life on the road.



ANCIENT RUINS

4

Adventurers frequently encounter the ruins of past civilisations along their journeys, for many inhabitants of this world have come and gone, risen and fallen, long before your party has set out on their first adventure. Abandoned cities, ancient roads, forgotten shrines, and destroyed outposts litter the landscape in various stages of decay. Dwarven towers may lay unblemished through the centuries, while a Hobgoblin encampment sits rotting after only a few decades.

This chapter provides Gamemasters with structured guidance in order to inspire the creation of unique and original ruins. It should help build a clearer picture of the ruins, and generate some ideas as to the history, and the present use of these crumbling monuments. To create a ruin from scratch, use the five-step process below to provide structure based on origin, location, and needs of the adventure.

1. Who built it?
2. How old is it?
3. What was it originally?
4. What does it look like now?
5. What is it used for now?

SO CLICHÉ

This chapter assumes that your campaign is taking place in a traditional fantasy world, where classic tropes hold true and major cultural and aesthetic differences occur between Species. In such settings, each Species usually has a particular style of architecture: Elves tend to build elegant structures that embrace nature, while Dwarves build imposing structures from stone and metal.

Your setting may be different. Dwarves, Elves, and Humans may all share cities, and aesthetic and cultural differences occur between countries and cities rather than Species. If that is the case, feel free to adjust these tables as needed. Or you can leave them as is, and use this as a way to show how divided the Species used to be before they learned to live and work together.

STEP 1: WHO BUILT IT?

To determine the original builder of the ruin, you can either select an appropriate Species or group, or roll on the table below. The table includes entries by Species, as well as by creature type and association.

The **Dark Forces** entry refers to sentient species with ill-intent that are (or were) common in the area, be they intelligent monsters or insidious cultures. This can also include servants of the party's nemesis, as well as cults and other malevolent factions.

The **Humanoid (Good)** entry refers to generally good-aligned groups that are perhaps not often culturally distinct, like Half-Elves, Half-Orcs, or cultures and peoples that have been lost to time. This can also include any other Species that exist (or once existed) in your world, such as cat-people, Lizardfolk, and other playable Species.

The **Humanoid (Evil)** entry refers to creatures typically viewed as evil, or described as such in other 5th-edition supplements. This includes creatures such as Goblins, Bugbears, Kobolds, and so on. Generally these are humanoids that players would not choose during character creation. They may not necessarily be evil in your campaign, but this entry serves as a way to include them in creating your Ancient Ruin.

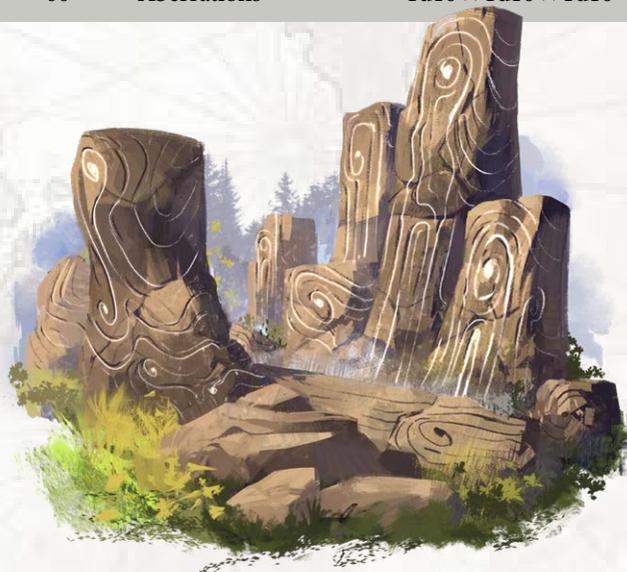
LET'S GET WEIRD

The **Who Built It?** table uses a d100 roll, which means it assigns a percentage chance to each entry. For example, there is a 10% chance the ruins were built by Dwarves, and only a 2% chance it was built by Aberrations.

If you want a chance for stranger and more varied ruins but still want to roll, you can instead roll 1d20 to determine who built the ruin, rerolling results of 19 and 20. This will flatten out the entries, and mean there is more chance to get rarer ruins.

WHO BUILT IT?

1D100	BUILT BY...	AGE (IN YEARS)
1–10	Dwarves	4d20 × 100
11–20	Elves	2d10 × 100
21–30	Halflings	3d12 × 10
31–40	Humans	2d20 × 10
41–45	Dragonborn	2d20 × 100
46–50	Gnomes	5d20 × 10
51–55	Orcs	1d12 × 10
56–60	Tieflings	2d20 × 10
61–70	Humanoids (Good)	1d20 × 10
71–80	Humanoids (Evil)	1d10 + 1d10
81–85	Mages	3d100
85–90	Dark Forces	1d20 × 10
91–92	Giants	1d10 × 1,000
93–94	Fey	1d100 × 1d10
95–96	Undead	2d10 × 100
97–98	Fiends	1d20 × 1d20
99	Celestials	1d100 + 1d100 + 1d100
00	Aberrations	1d10 × 1d10 × 1d10



STEP 2: HOW OLD IS IT?

Once you know the original creators of the ruin, we can determine its age and learn a little bit about its builders and their usual practices.

ABERRATIONS

Age: $1d10 \times 1d10 \times 1d10$ years old. Multiply by another $1d10$ for each 10 rolled, and continue doing so until no dice shows a 10.

Aberrations are truly alien beings, with incomprehensible goals and baffling biology. As such, anything they create is equally esoteric and bizarre. A structure created by an aberration may still be part of their unfathomable machinations but, for now at least, it remains dormant. These ruins often take the form of strange fleshy constructions with bizarre geometry and architecture that defies physics and unhinges the mind.



Eyes stare out of pulsating walls as intruders venture within, slimy tentacle-like appendages reach out, and yawning maws filled with twisted teeth provide the only egress. To venture into such a ruin is to court madness and risk the ire of unknowable beings from beyond our reality, for such ruins are never truly abandoned.

CELESTIALS

Age: $1d100 + 1d100 + 1d100$ years old. Add another $1d100$ for each double rolled (11, 22, 33, etc.), and continue doing so until no dice shows a double.

Celestials are servants of divine beings and as such anything they create has a clear purpose or role to play in the machinations of their god. Structures built by celestial creatures, such as angels, are often orderly and easily navigated, and were built to serve a specific function. They are typically carved from white marble, glass, and other materials that reflect the divinity of their purpose.

Celestial structures are most likely abandoned when they have served their purpose and are no longer needed, but may also have become abandoned due to the death of the god that decreed its construction or through assault from fiendish demonic forces.

DARK FORCES

Age: $1d20 \times 10$ years old

While more often sentient monsters and demonic creatures defile and corrupt buildings built by other peoples, sometimes a malefactor (perhaps the party's nemesis or the villain for your campaign) sets its minions to work constructing towers of their own, or an insidious cult builds a shrine to worship some dark god. Perhaps the ruins once served a nefarious purpose: dungeons to torture innocent prisoners, watchtowers and gates to control fearful populations, effigies of despots and tyrants.

Even long abandoned, these ruins hold dark memories that invade the mind, leaving those who pass through them with darkened hearts and a chill as though someone had just walked upon their grave.



DRAGONBORN

Age: 2d20 × 100 years old

Ruins of the Dragonborn people are far less common than those of other cultures. Being a nation so devoted to their clan, most Dragonborn settlements still remain in the same spot they originated thousands of years ago, only being abandoned under the most dire of circumstances. While Humans and Dragonborn share a similar life expectancy, what sets them apart is their need for expansion — or lack of it in the case of most Dragonborn. Dragonborn lay claim to a space and settle in it for centuries, continuously building upon themselves until architectural styles cross generations, and whole cities are buried under continuous construction.

Such multilayered cities create steep slopes and, as the elements break down these constructions, these buildings are known to sink and collapse into the old towns beneath. Despite the desire of some Dragonborn to reject their draconic heritage, many share their progenitor's craving for precious metals and jewels, and incorporate these into the design of their buildings. However, it is rare to see any ruins still containing such valuable materials as Dragonborn ruins are highly prized among tomb raiders and thieves.

DWARVES

Age: 4d20 × 100 years old

Dwarves surpass all others when it comes to stonework and masonry, which gives the buildings they construct a longevity beyond that of any other mortal craftsperson.

Their kingdoms delve far beneath the mountains, with underground tunnels and roads that stretch across continents. Dwarven architecture tends to favour hard edges and sharp angles, granting their buildings a visual stability as well as a structural one. However, Dwarves are never ones to back down from a challenge, so some buildings are cleverly designed to blend in with their environment, incorporating trees, caves, and other natural features to push their designs to the limit. Apart from aesthetics, these designs often hide secrets, such as treasure, secret doors, or private resting grounds.

Although not the longest living species, it is said that the Dwarves build their works to last as long as their people shall endure in the world and it is only through malevolence, ill intent, or natural disasters that Dwarven buildings fall. However, the Dwarves are an industrious and sometimes rapacious folk, and rarely know when to stop. There are many tales of Dwarves who dug too deep and awoke something in the earth, bringing doom to their homeland. Such sites now lay abandoned, their stonework and structures as solid as ever, but the halls now silent and home only to malicious forces.

ELVES

Age: 2d10 × 100 years old

Elven architecture takes inspiration from nature, and often blends harmoniously with the world around it. Trees are delicately coaxed through the architecture, thriving amongst the structured buildings. Delicate fountains offer sustenance for plants and wildlife, and shafts of sunlight reflect off ingeniously placed mirrors to illuminate homes and atriums. Many buildings are specifically designed to return to nature once abandoned, offering itself as a sanctum to local fauna or decaying and returning to the earth.

The nature of Elven architecture and its symbiosis with the world around it means that it is open to the same threats. Natural disasters, violent storms, rampaging wildfires, and sickening blights can all cause an Elven structure to be abandoned. Sometimes nature will find a way, regrowing old structures to leave a beautiful relic of what once was. Other times, a corruption or rot seeps into the land itself, twisting the delicate elven architecture into something aggressive and unwelcoming, filled with thorns and poisonous spores.

FEY

Age: 1d100 × 1d10 years old

Like their Elven cousins, the Fey tend to live in harmony with nature, though their constructions tend to have a more surreal and dreamlike quality. Rather than build anew and try to harmonise with their world, the Fey use powerful magic to simply shape the lands to their liking. They draw together trees and plants from wildly different biomes, create glistening lakes from nothing, and lift entire structures free of the earth to float through the air. Theirs is a land of perpetual twilight, no matter the time of day or whether they are above or below ground. To venture into the domain of the Fey is to walk in a land of fairytales and illusion, where nothing is quite as it seems.

A Fey ruin then, is nothing short of a nightmare. They may have been abandoned when a capricious Fey grew bored and sought out more interesting pursuits, or the lands may have been the sight of a great battle between the courts of Summer and Winter, leaving it a frozen or scorched husk of what it once was. The flora and fauna must fend for itself, growing twisted and violent as it consumes and absorbs what it needs to survive. Any structures, corridors, or doors the ruin once held cannot be trusted. To venture into a Fey ruin is to risk becoming trapped for all eternity.

FIENDS

Age: 1d20 × 1d20 years old

Fiends are malevolent creatures from the lower planes who toil in hellscape of blood and flame. They are irredeemably evil and seek only to bring pain and suffering to all others. Their constructions are grotesque effigies, shaped from blackened earth and shredded bone, or built from the still-screaming bodies of damned mortals.

The form a fiendish structure takes is influenced by its creators or the being that demanded its construction. Devils prefer order so their structures are often brutally economic, with everything devised with the cruel intent to extract the most pain and suffering as possible. Demons on the other hand are forces of chaos, carving and shaping their abominable works from flesh to create a nightmarish maze of horror and malevolence.

Fiendish ruins are often abandoned when they have served their purpose — whatever dark ritual it was built for has already taken place. They may also be abandoned when the archdevil or demon prince who ruled it was slain or cast down, or when the creature's followers were eradicated by some celestial force. Whatever the case, it is almost impossible to purge such a place of its fiendish nature and to explore one is to court ruin.

GIANTS

Age: 1d10 × 1,000 years old

Giants are huge titans that are almost as old as the world itself. They have been around for millenia, and have built towering structures of incomprehensible scale. Each race of Giants — cloud, fire, frost, hill, stone, and storm — favours a particular element or terrain and builds their structures accordingly. All are massive structures that dwarf the mortal Species, with even climbing the steps to a Giant's dwelling proving a difficult task.

These titanic constructions should dominate the landscape, but the Giant's ceaseless wars with the dragons has almost wiped them out. Many such structures are now forgotten ruins that have crumbled to the earth, leaving only rubble. The ruins of a Giant's hold are massive and awe inspiring, and often show signs of cataclysmic battles with dragons or internal strife such as melted stone or titanic bones forever frozen in ice.



GNOMES

Age: 5d20 × 10 years old

Gnomes often build underground but close to the surface, with structures that blend into the natural scenery. They are fond of trees, especially the eaves of a forest or near a clearing where they can grow mushrooms, berries, and other foodstuffs. Lands where Gnomes live can seem almost wild, but are actually carefully cultivated orchards and berry bushes. Gnomes are often fond of creating various contraptions and other devices and sometimes build above-ground structures for these purposes, making their structures feel like a unique blend of Elven and Dwarven architecture.

The love of science and artifice that many Gnomes have can sometimes be the reason they abandon a location. Experiments gone awry, out of control clockwork automatons, or tricks and traps that even the Gnomish owners couldn't disarm can force them to flee. Venturing into a ruin that was once the home of Gnomes comes with plenty of perils.

GOBLINOIDS

Age: 2d8 × 10 years old

Goblins don't often have time to leave their mark on the grounds they live in, succumbing to infighting, migration, or extermination before they have a chance to settle down. However, in the secluded dens where goblinoid settlements survived through the years, adventurers can spot distinctive signs of the original constructors. Wooden walls, barricades, blockades, and traps surround a circular compound, with only the sturdiest of remnants surviving over the years.

Goblinoid structures are purely functional in design, with the only decorative flairs being trophies they have claimed in their raids. Large blocky huts are built for the whole tribe to live and sleep in, with only leaders such as Hobgoblins having their own private buildings. Stone walls mark pens used for vicious Worgs and wolves kept by goblinoids as beasts of battle. The centre of their ringed compound is usually the most built up and defended, as goblins are always ready for war, and purposely design their settlements to confound and obstruct invaders. Modern adventurers should take care when exploring goblinoid ruins, as many traps remain buried, waiting to ensnare intruders.

HALFLINGS

Age: 3d12 × 10 years old

Most Halflings are content to live in their own lands, which are often smaller villages within a larger kingdom or other political structure. There they build long and low houses close to the ground (or sometimes tunnel into the side of hills), along with barns and workshops. Since the land has only so many suitable hills, Halflings sometimes build more conventional single-storey farm houses as well, or a whole clan will pile into a single underground structure, able to contently live in close quarters that might drive other cultures to distraction or ruin.

Once Halflings set down roots in a region, they rarely willingly leave. Exploring a Halfling ruin often means uncovering the tragedy that befell its diminutive inhabitants. Burned homes, devastated crops, and signs of slaughter are often evident, though some signs of the life and joy that once bloomed there may still remain.

HUMANOIDS (EVIL)

Age: 2d10 years old

The world is filled with a wide variety of humanoids, some of which are viewed as malicious, violent, and decried as evil. This includes Species such as Kobold, Lizardfolk, Gnolls and more. Whether or not these Species are truly 'evil' is a matter of perspective, but regardless they are viewed with suspicion. These Species rarely build of their own accord, and prefer to build atop existing structures and ruins, or claim locations as their own. Once they have found a suitable site, such as the sewers beneath a city, an ancient keep, or a forgotten ruin, they begin construction. Many of these Species are nomadic, so their structures are often built to be temporary, but they still show incredible ingenuity and adaptability in their artifice.

These sites may be abandoned by their owners for a variety of reasons. They may simply move on, having secured the resources they required from the surrounding lands. They may succumb to infighting and civil war. Or, in a lot of cases, they may be ousted by well-meaning adventurers. Whatever the case, such sites often still have plenty of tricks, traps, and dangers in store for unwary explorers.

HUMANOIDS (GOOD)

Age: 1d20 × 10 years old

Many of the Species listed above, such as Dwarves, Elves, and Halflings, are only a small sampling of the plethora of Species that exist in the world. Some, such as Drow and Duergar, are an offshoot or distinct lineage of one of the other Species. They may use a similar form of construction and aesthetic, but they have adapted and changed it to fit their own circumstances. Others may simply live alongside other Species, adopting that culture as their own, or may be fewer in number due to the chance of their birth, or are the last remnant of a once great empire. Structures built by these Species may adopt the aesthetic and design of other Species, or may be truly unique and unlike anything anywhere else in the world.

Ruins left by these less common Species have their own stories to tell. Learning how and why they were abandoned is an adventure in its own.

HUMANS

Age: 2d20 × 10 years old

Few races are as short-lived as Humans, but that also means that they are ambitious to leave their mark upon the world before they pass on. In most settings, Humans form the majority of most nations and so have ample opportunities to build. But Human kingdoms can be unstable, and from the point of view of longer-lived races, seem to be temporary, often only lasting a few generations before falling to external enemies or collapsing due to internal strife. Humans are adaptable, building in wood, stone, brick, mud, turf, and any other material suited to the site.

In times of prosperity, Human ruins might have been built to last, constructed of well-worked stone and impressive in architecture, engineering, and scope. But in other times, they might have made only temporary structures that are quickly reabsorbed by the wilderness once they moved on.

MAGES

Age: 3d100 years old

Ruins are most often crumbling remains of structures built by hand, intended by their architects to serve a purpose of shelter or function. Ruins of the magical variety are more often frivolous and decorative, meant to impress and demonstrate the power of the caster. There is little unifying architecture when it comes to magical ruins, and their designs are as individual as their creator, and often as outlandish too. Impossible unsupported bridges, colour changing hallways, magical portals, gravity defying stairways, and confounding illusions are all common features of magical structures.

When a magically constructed building falls to ruin it is usually through the architect's hubris. They pushed the limits of their abilities too far, or called forth a being from another realm that tore their tower asunder. Once the caster is gone, the magic can degrade or become unstable, making the ruins unpredictable and deadly to navigate. However, the promise of powerful magical artefacts is often too enticing to be ignored.

ORCS

Age: 1d12 × 10 years old

Orcs tend to be nomadic, and don't often settle in one place long enough to construct sturdy buildings. As such, the things they do build rarely survive through the years. Instead, Orcs tend to inhabit the ruins of other Species, building upon the already existing infrastructure. They typically use wooden slats to compensate for ruined walls, and treated animal skins and furs to cover decayed roofs. Orcs often carve large pits into the earth to use as cooking fires, and construct small pens for their mounts and beasts of burden.

Orcish ruins are usually abandoned for two reasons. The first is that the Orcs simply continued on their journey, leaving behind anything they no longer needed. The second, and unfortunately more frequent, is that the Orcs were attacked and either killed or run-off by a local militia or 'adventurers' who see them as little more than evil raiders.

TIEFLINGS

Age: 2d20 × 10 years old

Tieflings rarely gather together as a society, and would more commonly integrate themselves into the most prevalent culture in their land. When Tieflings do congregate and settle down, the results are almost always a little chaotic. Mismatched architecture, multifunctional structures, and unplanned winding roads are surefire ways to identify a Tiefling ruin.

This anarchic predisposition cannot only be attributed to the Tiefling's infernal ancestry, but to the distrust that many have for one another. While some embrace their heritage, others push it away. At best, this leads to disagreements over design and purpose in their structures. At worst, it results in in-fighting and the burgeoning community fracturing before it has begun. Identifying the cause of a Tiefling structure being abandoned can often be as simple as discovering signs of fiendish architecture and the worship of some great devil or demon.

UNDEAD

Age: 2d10 × 100 years old

Many view the Undead as mindless monstrosities, who crave flesh and have little thought for anything else. While this may be true of the shambling hordes of zombies and skeletal warriors, creatures such as Vampires and Liches are dreadfully cunning and have all of time to enact their plans. Many Undead creatures claim other sites as their own, taking up residence in ancient tombs or sites of arcane power. Others build towering gothic castles as monuments to their eternal glory, enslaving whole villages to their whim.

Ruins of the Undead are rarely abandoned, and often remain haunted by spirits, ghosts, and walking cadavers long after their master has fled or been slain. Some powerful Undead, such as Liches, even construct maniacal deathtraps for the explicit purpose of luring in adventurers and harvesting their souls.



STEP 3: WHAT WAS IT?

After determining the creators and the age of the ruin, next you need to decide what was the intended purpose of the structure. Roll on the table below, or choose one that best suits your vision. Was it once an intricate tomb, or a sturdy military outpost? Even after years of neglect, the original purpose of a building might still shine through.

Each entry below lists several **Points of Interest**. These are unusual features and fascinating characteristics that you might find in such a location. Some features provide benefits or give penalties to the characters, and some recommend rewards the party could find during their exploration. If a Point of Interest calls for an ability check or saving throw, the DC is equal to the Journey Difficulty (see page 13).

GMs should pick and choose which Point of Interest suits the story they are telling best; the story not only of the ruin itself, but the party's Journey.

WHAT WAS IT ORIGINALLY?

1D12	PURPOSE
1	Archive
2	Artefact of War
3	Crypt
4	Forum
5	Foundry
6	Inn
7	Magical
8	Manor
9	Place of Beauty
10	Place of Worship
11	Road
12	Sinister

ARCHIVE

Many Species in this world are long lived, and as such tend to accrue large collections of knowledge. Libraries within towns may come and go, but protected archives like these were buildings meant to safely contain records for centuries. From the logbooks of courtly affairs, to the songs and tales of legends and history, these archives hold important details of ages long since past. When abandoned, their precious records are moved elsewhere. If catastrophe struck, and their keepers and the archive was left to ruin, many important documents might still remain — though many may have been plundered, or damaged by the passage of time or the calamity that led to the archives abandonment.

Archives are built as a means of protection for books, records of parchment, and other important documents of fragile material. Therefore, the construction of these buildings usually includes very few openings and windows, and are sometimes built in out-of-the-way locations — especially if the contents were highly valuable, secret, or extremely dangerous. Inside, these ruins are often in relatively good condition due to being sheltered from the elements, and it is not unusual to find rows of intact shelves still standing, and cabinets and chests filled with valuable books and documents.

YOUR MYTHS AND LEGENDS

Ruins should be a fascinating glimpse into the past for your party. You should use ruins to inject life and history into your campaign, providing a backdrop for the current adventure. Use this as an opportunity to reveal crucial information to your party, create story hooks that tie in to the setting, and establish a lived-in and believable world.

If you are using these ruins as part of a Journey, consider limiting it to one ruin per trip, and find a suitable spot between encounters to have your players happen upon them. Perhaps these ruins were just over the hill the party stopped on to watch the stars as part of their **Natural Wonders** event, or are the backdrop in which the party take a much needed Rest. Ruins don't necessarily need to be the focus of an Encounter, but they can provide a tantalising hook for inquisitive parties to pursue.

POINTS OF INTEREST

The archive has one or more of the following features.

WRITTEN IN STONE

The walls or floors of the archive are themselves a chronicle of precious information. They may be carved to show cartographical information, list the names of those who died in a great tragedy, or be inscribed with the tenets of a long-forgotten god. GMs can use this to provide historical context to their players, or reveal clues about the land long since forgotten.

ANCIENT RECORDS

There is at least one book, scroll, or other record-keeping device that remains that contains information about the surrounding lands. If the characters can decipher the writing with a successful **Intelligence (History)** check, they reduce the journey's Difficulty by 1.

FORBIDDEN KNOWLEDGE

There is a secret chamber or sealed vault that has some sort of precious writings within. The characters can discover a hidden chamber with a successful **Wisdom (Perception)** or **Intelligence (Investigation)** check, or unlock a sealed vault with a **Dexterity (Thieves Tools)** check. Inside they discover a very rare *spell scroll* of your choice. If your world does not have such arcane magic, it is instead a recipe for a very rare potion or elixir. Alternatively, the party finds a piece of vital information that is crucial to your campaign, such as the lineage of a centuries old royal bloodline, or the blueprints to construct a powerful arcane device.

ARTEFACT OF WAR

War has persisted throughout all the ages, between good and evil, over politics and borders, and sparked from love and hate. Evidence of these bloody battles are scattered throughout the land: watchtowers can be found along tall hills, where only the main stone structure remains; trenches may seem like ditches in the earth, but if traced, regular patterns and artefacts of war can be evident; ramparts were made from stone and packed earth, with important locations warranting sturdier structures.

Large keeps capable of holding hundreds of warriors are a rare sight in most places, save for war torn lands. Smaller keeps are more common, only fit for ten or twenty fighters at most, and often built in inaccessible but strategic locations, such as overlooking narrow

mountain paths or important bridges. These keeps frequently stand the test of time, at least from the outside. Behind their defensive walls, however, most keeps hide sunken pits and exposed cellars where wooden floors have rotted away.

POINTS OF INTEREST

The artefact of war has one or more of the following features.

SENTRY

Part of this structure was designed to warn others in case of enemy attack or other need. There might be the remains of a bell, a rotting pile of wood that would have been used for a bonfire, or arcane markings that a mage can use to cast a warning spell. If the characters ascend the tower and succeed on a **Wisdom (Perception)** check, they gain a clearer view of the path ahead, noticing obstacles and pinpointing safe routes. Reduce the journey's Difficulty by 1.

CELLS AND STOCKS

Somewhere (usually in or below the central structure) there are one or more cells or a stockade, built for holding prisoners of war or for overly rowdy members of their own force to sleep off the effects of too much ale. Although the bars have rusted, their locks and sturdy structure can still temporarily hold someone captive.

UNIQUE LOCATION OR PURPOSE

This fortification was built for a singular reason, such as to guard against seaborne invaders, aerial assault by dragons, or to deny ogres entry into the lowlands. Some memory of its purpose should be clear in its design — for example a fortress designed for dragon attacks will have weaponry capable of felling a dragon, and overhangs where warriors can take shelter from a dragon's breath weapon.

Alternatively, or additionally, the fortification may be built in a truly unique or unusual location: a lone watchtower in the centre of a swampland haunted by undead, an enormous castle that hangs precariously off the edge of a cliff, or a huge arcane weapon built along a chain of islands.



CRYPT

There is one timeless fact that affects all Species and cultures: death comes to us all. How each culture chooses to bury their dead is as varied as the Species themselves. Some tombs are sprawling underground complexes, with layers upon layers of the dead. Others are more private, perhaps designed for royals who wished to be buried in lavish mausoleums with their treasured belongings. Many crypts of potential worth have long since been plundered, but some tombs may have been avoided due to superstition... perhaps for good reason.

POINTS OF INTEREST

The crypt has one or more of the following features.

ANCIENT CATACOMBS

Many barrows or tombs contain the remains of a lone individual, perhaps along with their worldly possessions. This crypt is far larger and more complex. It might contain an entire family's gathered remains, along with those of their servants and pets, and include a church or place of worship within its structure. Or perhaps it is a tomb dedicated to all those who fell in an ancient battle, with the remains of the unknown warriors arranged in long orderly rows in tunnels that stretch on and on.

YOU CAN'T TAKE IT WITH YOU

The dead were buried with all their riches, the amount (and form) of which vary from region to region and from person to person. It is possible that someone has later helped themselves to some or all of it, but some valuables may yet remain. If the characters succeed on an **Intelligence (Investigation)** or **Wisdom (Perception)** check, they discover a hidden cache with coins, gems, and jewellery worth $3d10 \times 100$ gp, and 1d4 Uncommon items.



THIEVES BEWARE

Tomb robbers have existed since there have been tombs to rob, and this structure has some sort of mechanism to protect it. Perhaps the entrance is especially tricky, there is a second door to shut unwanted visitors inside the tomb, or an unwelcome surprise waits inside the burial chamber itself. Gaining entry to the tomb and disarming its traps requires a **Dexterity (Thieves Tools)** check. If an unwary party explores the tomb and sets off the traps or disturbs a fell guardian, they must make a **Constitution** saving throw at the end of the ordeal or suffer a level of exhaustion. Consider rewarding the party with a Very Rare magic item or considerable treasure if they take on this daunting task and survive.

FORUM

Forums are an important structure for any society, and are used as a gathering place for meetings about community, politics, and even war. The exact nature of these meetings and purpose of the forum may be discovered in its structure. It may have a podium for grand political speeches, a large stage for performing plays and sharing old stories, or have two sets of seating facing one another as a sign that vigorous debates were undertaken there. Halls built for performances and music may be more decorative, with acoustics being reflected in its architecture, and perhaps even surviving, lending to strange echoes of the discovering party.

POINTS OF INTEREST

The forum has one or more of the following features.

GRAND HALL

The forum took the form of a grand hall, and whoever built it was rich, well-loved, mighty, or perhaps all of the above. It once was a grand structure, with a long hearth, tall roof, and many tapestries, rugs, tables, chairs, and other items of comfort. What remains now is but tattered remnants of a former glory. The party can use this as an opportunity to take a Short Rest.

NOOKS AND CRANNIES

This hall was designed to host many people having varied and spirited debates, and contains numerous anterooms for clusters of speakers to gather. None of them are truly private, but their structure allows for interested parties to have side conversations while another debate or discussion rages. The nooks can provide cover and are easily defensible, but likewise serve as places of potential ambush for unwary explorers.

MEMORIES AND REMNANTS

Forums were sites where influential people came together to debate and argue over the future of their society and culture, tell stories of the world, and share their art with their peers. These powerful emotions can leave traces, binding spirits to the site or drawing creatures there. On other occasions, the presence of such powerful people may mean that powerful items and objects were left behind, or traps remain unsprung from failed assassination attempts. Whatever the case, something of the site's past remains today.

FOUNDRY

Forges, workshops, mills, and factories are often the sign of prosperous civilisations, or at least crafty ones. Dwarven and Gnomish ruins are often the most common, being the great manufacturers of the world. Sturdy buildings like these were designed to weather repetitive work, great heat, or heavy materials, but while the structure remains, the tools within were often removed or plundered, leaving adventurers to piece together their original purpose from layout alone.

POINTS OF INTEREST

The foundry has one or more of the following features.

STILL USABLE

Despite being abandoned for some time, the foundry is still functional — or has all the supplies needed to get it up and running again. With a day's work, a character can relight and prepare a forge, get a windmill working, or start steam pistons pumping again. Once it's up and running again, the foundry can be used for its intended purpose, though the rest of the site is still in ruins.

TOOLS OF THE TRADE

The party can find useful tools to take with them, including Brewer's Supplies, Carpenter's Tools, Mason's Tools, Smith's Tools, or Tinker's Tools. Additionally, they may be able to find raw materials, such as steel or well-preserved grain.

WORK IN PROGRESS

The party find an incomplete piece of work that could be finished if the foundry was repaired or the work was brought to the right person or place. The workshop contains everything the party needs to assemble a Very Rare magic item, but it still requires 5d100 gp worth of materials, or double that to pay a craftsperson to complete it.

INN

Across civilisations old and new, there has always been a need for communal spaces of leisure and rest. Inns built within towns and cities often prevail through time, or are demolished to make way for new buildings. Inns along the road, however, such as those at important crossroads, may have fallen to the relentless march of time and the ravages of the elements. These buildings once served as shelter for weary travellers, and may still provide some benefit in its ruined state, with sturdy walls protecting long faded interiors.

POINTS OF INTEREST

The inn has one or more of the following features.

YOU MEET IN A TAVERN

Taverns and inns have seen the formation and first meetings of countless adventuring groups. This was one such inn, and is the site where a legendary group of adventurers first met before taking to the road on a journey of epic adventures that would see them save the world from certain doom. Some sign of the group's first meeting still remains, such as their names carved into the table where they first met, one of their tattered travelling cloaks hanging by the door, or one side of the tavern being completely destroyed when the wizard hurled an impromptu fireball.

ONE FOR THE ROAD

The old building has a miraculously undisturbed cellar where there are still a few bottles of wine and spirits, at least one keg still holds some ale, and there are still some preserves and dried meat. The party can find enough goods for a hearty meal. Additionally, an **Intelligence (Investigation or History)** check reveals that one of the bottles of wine is a rare vintage worth between 100 and 1,000 gp depending on the buyer.

HEARTH TO HEART

Although the inn is in ruin, its basic shape still remains. It even has a functional hearth to make a fire. The party can rest in comfort and are reminded of good times spent in inns during their life, both together as a team, or with friends and family before the group met. The party can use this as an opportunity to take a Short Rest. Additionally, GMs can use this as an opportunity to delve into a character's past, or to reflect on a time when the party gathered in a tavern together. Any character who shares a story of their past gains Inspiration.



MAGICAL

The ruin is magical in nature, perhaps constructed by a powerful sorcerer or the site of some great arcane calamity. Magic still lingers amongst ancient ruins, creating wondrous scenes or dangerous arcane traps. Roll again on the table or choose an appropriate purpose for your magical ruin. The ruin can have one or more Points of Interest from those listed below and from the new result.

Consider how magic may affect the ruin. For example, a wizard's crypt may contain a spectral vision of the most important moments of his life, a magical forum may render those not standing on the podium silent, or an enticing mirror in an elven manor may reflect the viewer with whatever hairstyle they wish.

POINTS OF INTEREST

The magical ruin has one or more of the following features.

ARCANE RUNES

The ruin has a chamber or location filled with arcane runes that enhance or modify spells cast within it. The runes may be engraved using some rare material, such as mithril, inscribed in chalk, or even written in blood. Regardless of how they were constructed, the magical power contained within means they have stood the test of time. A spellcaster can make an **Intelligence (Arcana)** check to study the runes and learn how to utilise them. On a success, the wizard learns that any spell cast while standing in the arcane runes does not use a spell slot, including casting lower level spells at a higher level.

PROTECTIVE WARDS

The site is still protected by magical wards, though their effectiveness may have waned. Upon entering the ruin, the party hears a cacophonous ringing sound. A character that makes an **Intelligence (Arcana)** check realises they have triggered the effect of the *Alarm* spell. The spell may have once alerted the previous occupants or called forth a magical protector, but now does little more than make a lot of noise. However, the spell remains active, so the party can safely take a Long Rest at the site, safe in the knowledge they will be alerted to any interlopers.

Other wards remain as well, though the magic has drained out of them. A spellcaster can reactive the wards by spending spell slot of the appropriate level

- **1st level:** *Protection from Evil and Good*
- **3rd level:** *Glyph of Warding (Explosive Ruins)*

MAGICAL PORTAL

This ruin has the remains of a still functional magical portal. If a character makes an **Intelligence (Investigation)** or **Intelligence (Arcana)** check, they can ascertain what type of portal this may be and where it leads. On a failure, they know it is a teleportation circle of some sort, but don't know where it leads. On a success, they know this is a *Teleportation Circle* and the destination it will transport them to. On a success by 5 or more, they know what the portal is and where it leads, and can adjust its destination. Doing so reduces the number of Encounters for the Journey by 1.

MANOR

Stately houses and personal villas are common status symbols amongst the wealthy and influential. They were once opulently built and lavishly decorated, but have fallen into decay and ruin after years of neglect. The stonework of the main house may remain after all these years, but most wooden structures and furniture have long since rotted away. Signs may remain of these now ruined structures, such as horseshoes where the stable may have lay, or a collapsed door that leads to a now flooded cellar.

POINTS OF INTEREST

The manor has one or more of the following features.

CLASS DIVIDE

Evidence of a strict class divide can be found throughout this ruin: basement halls or outer buildings where the servants lived and worked, kitchens and sculleries out of view of the owners, and coach houses where servants kept and cared for the horses and carriages. Depending on how villainous you wish the previous owners to be, there may even be signs of corporal punishment being used to discipline servants who stepped out of line or failed in their duties.

FOOD AND SHELTER

Despite the disrepair, there is enough of a shell remaining of the old manor that it can still provide food and shelter. There may be a relatively safe wine or root cellar that provides cover from the elements and has stores of preserves, or there may be an overgrown garden filled with fresh herbs and vegetables. The party can use this as an opportunity to take a Short Rest, and the Quartermaster can make a **Wisdom (Survival)** check to recover 1 Supply Die.

LIFE'S WORK

The site was a safe haven for the previous owner to pursue their life's work and indulge their passion. Somewhere on the grounds, or perhaps the house itself, is dedicated to the pursuit of a singular goal. Roll or choose another purpose from the table, and include a representation of that site and one of its Points of Interest in the manor grounds. For example, an **Archive** could represent the owner's relentless pursuit of knowledge, a **Place of Beauty** could show their passion for artwork and sculpture, or a **Place of Worship** could represent their dedication to a god.

PLACE OF BEAUTY

Some buildings are constructed purely to serve a purpose, utterly utilitarian in their design. However, occasionally the aesthetics of the structure go hand in hand with the function, and true places of beauty are born. Over time, their sheen may have faded, but their intent remains clear. Oxidised copper accents glow garishly green, proud statues stand limbless in lifelike repose, and garden beds and benches betrayed by bursting roots lay choked and broken. This slow decay and degradation can give such sites a sense of tragic fragility, and may even enhance their beauty.

POINTS OF INTEREST

The place of beauty has one or more of the following features.

DESECRATED

The ruin has been tampered with or defaced, and parts of it may have been broken off or stolen. It still holds some of its beauty, but it has been fractured and irrevocably damaged. Perhaps the group that vandalised this property can be encountered later on the road, carrying the valuable decorations stolen from this ruin.

MONUMENT

The site was created as a monument to some great event or legendary being. It bears a date, the name of a ruler, or other information that allows visitors to tie it to an important point in time. It might be relevant to the background of one of the party members or their family, or a vital piece of knowledge commemorating a crucial time in the history of your world.

HIDDEN PURPOSE

The ruin was constructed for reasons other than simply aesthetics. Instead, its beauty was designed to hide its true purpose. It may have a hidden chamber that serves as a secret lair, be a conduit of arcane energy, or even be a living being that is lying dormant. A character can make a **Wisdom (Perception)** or **Intelligence (Investigation)** check to discover the site's secret purpose.

PLACE OF WORSHIP

Places of worship are often cared for generation after generation, but it is not unusual to discover an abandoned or forgotten site. Faiths were forgotten or some tragedy befell those who worshipped there. Places of worship may have natural formations like standing stones that were tended by druids to pay respects to the old gods, while other faiths may create more intricate structures designed around the phases of the moon or the rising sun. Temples built by devout clerics are common among villages, and more often are built with stone rather than wood, meaning they frequently outlast the surrounding buildings.

POINTS OF INTEREST

The place of worship has one or more of the following features.

REMNANTS OF FAITH

Although in ruins, and clearly abandoned by most, it seems that some believers still live on or make pilgrimages to the site. Evidence of recent campfires, fresh offerings, or modern waymarkers can be found around this ruin, suggesting that the faith of this place still lives on in some fashion. If the party encounter such pilgrims, the faithful can offer aid, healing each party member for 1d8 + 2 hit points.

SACRED GROUND

Despite its neglect, the land remains consecrated and such holy power still flows through here. Clerics who spend an hour in prayer can regain one use of their **Channel Divinity** ability as they bask in the divine energy of this ruin. Additionally, creatures within the ruin gain the benefits of the *Protection from Evil and Good* spell.

DARK GODS

Upon closer inspection, it is clear that this site was used to worship some unknown being or vile creature from beyond the stars. The faithful here once worshipped aberrations, paying respects to these alien beings and even attempting to summon them to our plane of existence. Any character in the ruins suffers -1d4 to all ability checks and saving throws as the pervasive alien nature of the place unsettles and disturbs them. Creatures who rest here suffer nightmarish visions of incomprehensible beings from somewhere beyond their own realm and are haunted by bad dreams for weeks to come.

ROAD

Roads are a sign of civilisation, no matter how far from the nearest settlement they may be. Paths can point in the direction of long forgotten towns and cities, or to important landmarks and resources. Many roads have succumbed to nature, with stretches sunken into the ground, beneath water, or fractured by weather or catastrophe. Dwarven roads, however, are especially resilient, built to connect their mountainous kingdoms and deep mines, long since depleted. Old roadways such as these may still be in use today, repurposed to fit modern needs, with ancient road markers that once provided helpful directions long since destroyed or rendered inaccurate.

POINTS OF INTEREST

The road has one or more of the following features.

MARKER

Some old marker remains — this could be a standing rock plinth, a wooden sign now rotted into illegibility, or a smooth pathstone carved with a name or number. In any case, it provides some sort of clue as to where the road leads, how long it is, or what used to be nearby. The Outrider can use the marker to navigate, and gains Advantage on their next Survival check.



HIGHWAY

These roads, although ancient, are still widely used by travellers. Meeting people along these roads is common, as they are the easiest way to traverse the land. GMs should consider preparing some NPCs for the party to encounter (see **People Along the Way**, page 26).

WELL-MAINTAINED

This stretch of the road (or perhaps a bridge or other structure) is in nearly perfect condition. It might be because of locals who feel obligated to honour old agreements to keep the road clear and in repair, or through the excellence of its construction. The Difficulty is reduced by 1 for the length of the road (typically one or two Journey Encounters).

SINISTER

The ruin once served some malicious purpose. It may have been a site dedicated to the worship of some malevolent entity, the home of a long dead tyrant, or an archive of forbidden lore. Roll again or choose an appropriate purpose for your sinister ruin. The ruin can have one or more Points of Interest from those listed below and from the new result.

POINTS OF INTEREST

The sinister ruin has one or more of the following features.

RESTLESS SPIRITS

The restless spirits of previous victims may still linger here. These tortured souls can't find rest and are doomed to haunt the ruin. Spectres and wraiths attack the party

as they explore the ruin, but ghosts who still cling to a shard of their former selves may warn the party or provide important information.

The site may instead be protected by a powerful guardian who has been instructed to defend the site and slaughter any who would dare enter. Immortal beings such as Death Knights, Golems, and lesser Demons and Devils are often bound to such sites and must be defeated before the ruin can be explored.

CURSED ARTEFACT

An artefact of the previous occupants may be found within the ruins. It may be a weapon used in profane rituals, a book of madness-inducing scripture, or the desecrated remains of the site's original architect. Whatever its purpose, simply carrying the vile object has a negative effect on the party, causing tempers to flare or leaving the group with an unshakeable feeling that they are being watched. While the group is in possession of the cursed artefact, they can not gain Inspiration and lose Inspiration if they have it.

VITAL INFORMATION

If the party can overcome the lingering horror of the ruin, they may discover some vital information about the inner workings of the creator or its servants. They may learn of alliances, revealing the truth of spies within powerful organisations; discover the history and origins of the creature of cult that lurked here; or learn of some great weakness or an object precious to the creator, such as a Lich's phylactery. Whatever the information, it may prove vital in battling those who dwelled in the sinister ruin.

STEP 4: WHAT DOES IT LOOK LIKE NOW?

You should now have a clear idea of what the ruin once was. Next, decide how the passage of time has affected the ruin. Once upon a time it may have been a glorious structure that could be seen for miles around, but time eventually whittles down even the mightiest of structures. Is all that remains a crumbling monument to a better time, or has nature reclaimed the ruin, leaving it hidden beneath overgrown trees and roots? Roll on the table below or choose whichever option makes sense for the story you're telling.

WHAT DOES IT LOOK LIKE?

1d6 APPEARANCE

- | | |
|---|-----------|
| 1 | Crumbling |
| 2 | Drowned |
| 3 | Hollow |
| 4 | Reclaimed |
| 5 | Restored |
| 6 | Shattered |

CRUMBLING

The passage of time has not been kind to this ruin, and years of pounding rain and strong winds haven't helped. While portions of the original building remain, most of the structure has wasted away into a shell of its former self. Some of the structure may have already collapsed and fallen away, leaving a gaping hole where stone walls once stood. Venturing inside this ruin feels unsafe, with every step producing creaks and moans from the unsteady ruin.

DROWNED

The sea or the earth itself has consumed the ruin, causing it to sink down to the depths. It may have been slowly dragged beneath sucking bogs, sank into perilous shifting sands, or fallen into the ocean because of some great tsunami or through years of crashing waves eroding its foundations. Whatever happened, now only the upper portion of the building remains to be seen. Adventurers hoping to explore the ruin must be well equipped and prepare for a journey that could easily see them lost beneath the surface as well.

HOLLOW

Much of the outer structure of the ruin remains, particularly any solid stone walls. However, the interior has been completely gutted. Perhaps a fire ravaged the building, burning it from the inside out and leaving only blackened walls and the charred remains of what once stood; or a powerful storm ripped part of the building away, leaving the inside exposed to the elements. The interior of the ruin is rotten and weakened, making it particularly deadly to traverse any upper floors. However, the mostly intact outer structure means that it can still provide adequate shelter for those who can make peace with the creak and groan of wood, or the ash and dust in the air.



RECLAIMED

Much of the ruin may still be standing, but nature has reclaimed this building since its abandonment. It is overgrown with creeping moss and choking vines, filled with bushes and shrubbery, and bright with wildflowers. The interior may be clogged with thick roots, making it hard to gain entry, but there is shelter to be found amongst the greenery that holds this structure together, and plenty of wildlife to hunt.

RESTORED

The building has been restored, or is currently being rebuilt. New foundations and structures have been erected where the old ones fell, and its walls show telltale signs where new stone and old stone meet. Much of the old structure remains and, for whatever reason, someone has decided to reclaim and restore the old building. It may be a monarch intent on reclaiming a family home, a general rebuilding a vital watchtower, or pilgrims restoring a monument to their god. When you roll on the **What Is It Now?** table (see page 52), think about how and why the ruin was restored. If it is occupied, did the new occupants restore it, or was it restored and then stolen from those who rebuilt it? Be sure to consider this when designing your ruin!

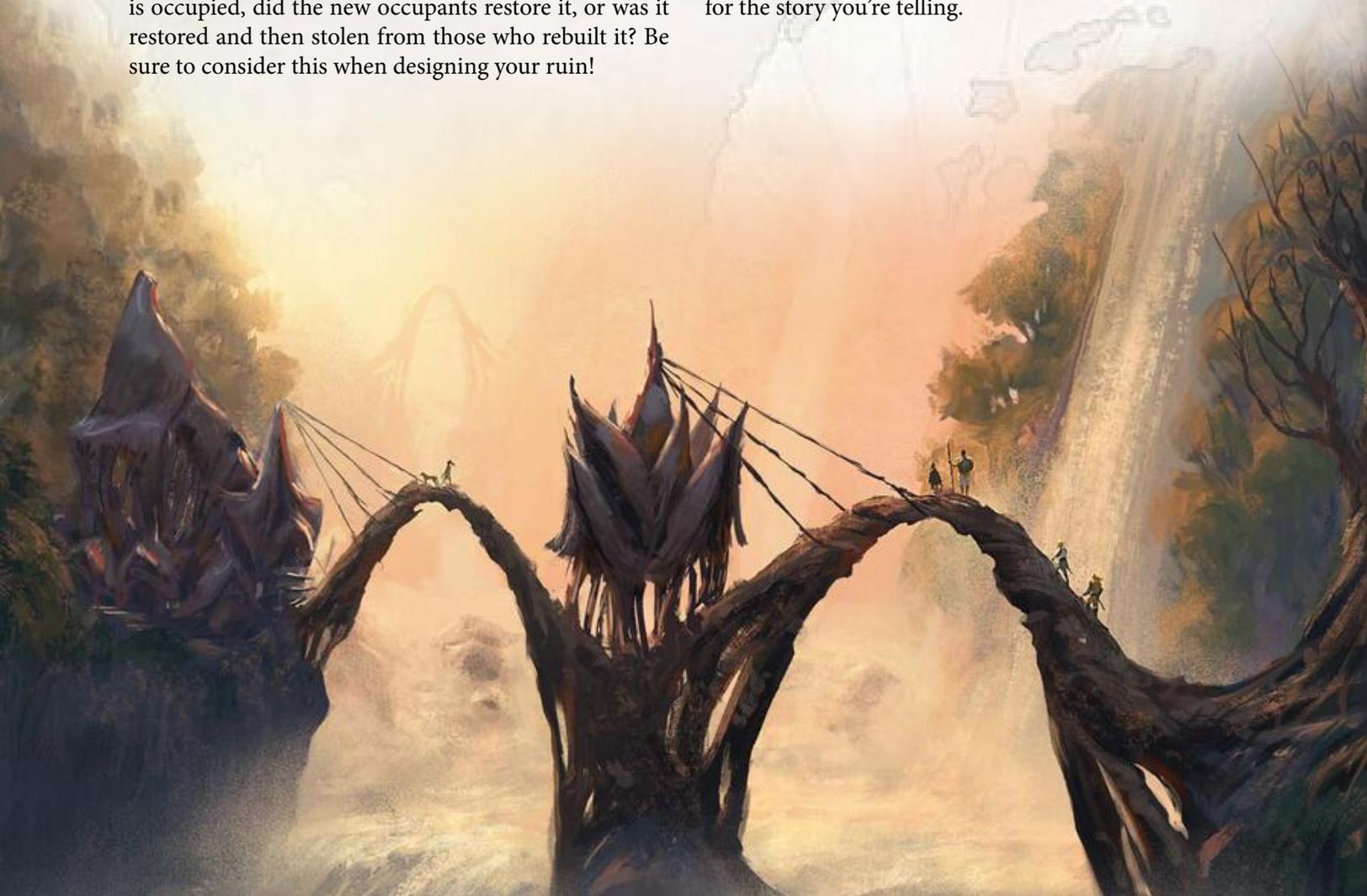
SHATTERED

The building has been utterly shattered and broken apart through war, natural disaster, or some other calamity. It may have been destroyed by powerful magic, its scattered remains left to dot the landscape, or ripped asunder and levelled by powerful weapons of war.

Regardless of the circumstances of its destruction, little remains of what it once was. To the average passerby, it appears as little more than rubble along the road. However, there may be some remnants of the past still hidden in or below the ruins for those willing to undertake the search.

STEP 5: WHAT IS IT NOW?

The last step in creating your ruin is to decide what it is currently being used for. Has it been abandoned, and left to rot, or have foul creatures claimed it as their own, reshaping it in their own grotesque image? Roll on the table below or choose whichever option makes sense for the story you're telling.



WHAT IS IT NOW?

1D12	PURPOSE
1-3	Forgotten
4-5	Cursed
6-7	Occupied
8-9	Infested
10-11	Sanctuary
12	As Intended

FORGOTTEN

While once a place of pride for a kingdom or people of a bygone age, the ruin's purpose or even its location have been lost to time and forgotten. Rediscovering the site and bringing the news of its existence can ingratiate the party with powerful and influential people, or alert historians to a relic of times past and lead to lost knowledge being recovered. For sites that people know the location of but not the purpose, these might serve as waystations and places of refuge for travellers on the road. However, the mystery surrounding its origin can also lead to rumours and superstition that mean many travellers give the site a wide berth.

CURSED

These ruins are shrouded in dark energies, and locals are eager to warn the party of such places. Some such places hold the malevolent spirits of those who dwelt there, cursed to haunt the land or refusing to leave their home. Others may be the domain of a necromancer or a twisted cult, whose dark rituals have summoned vile creatures into the world. Explorers that venture into these ruins risk their own lives and may inadvertently unleash untold horrors on the world.

OCCUPIED

Although in ruins, the site is not entirely abandoned. Those without homes or on their own journey, may have settled into the ruin, claiming it as their own, if only for the time being. The party may be able to speak to the occupants, sharing the ruin for a time, trading goods, and offering one another strength in numbers.

Often, abandoned ruins draw unwanted attention from those with ill-intent. These nefarious occupants settle in and create a base or lair within the bones of this ancient civilisation. Any encounter the party has with such a group is likely to end in violence, as neither party can safely share the site.

INFESTED

The ruin is overrun and infested by creatures or beasts. Swarms of rats, nests of giant spiders, packs of wolves, and slumbering bears are all likely to make their homes in abandoned places such as this. These new occupants often leave signs of infestation, such as tangled webs or bones, but often the party may only learn of what dwells in the ruin when they explore it or try to bed down for the night. In this case, the party has unwittingly stumbled into the lair of a wild animal and will immediately be viewed as a threat — or a source of food.

SANCTUARY

At first glance, these ruins may look abandoned, but great effort has been made to conceal the life within. From protected refuges to hidden caches, these well hidden sanctuaries hold many secrets. Commonly, human sanctuaries are designed to look completely abandoned, with fences crafted from fallen branches and doors covered in seemingly haphazard stones. Elves craft their shelters within the trees themselves, rather than in the ruins, using the building only as a recognisable location. Dwarven refuges are often impenetrable hidden behind gates, traps, or other obstacles; more protected than hidden.

If the party manages to gain entry into such sanctuaries, they may choose to take a Long Rest in these safe havens. However, the owner of such refuges may not be particularly keen on strangers using their hideout, and tension may occur if they are discovered.

AS INTENDED

Despite the centuries, the ruin still serves its original purpose. It may have been reclaimed by the original owner's ancestors, or taken over by a new group entirely. However it came to pass, it is being used as intended. The site is likely still a ruin, but works may be underway to rebuild or reshape it into something more akin to how it was originally conceived.



JOURNEY ENCOUNTERS

5

When undertaking perilous journeys in your adventures, moments of tension and drama will arise. Knowledgeable sages appear and give wizened advice, quarrelling Dwarves need to be separated before blades are drawn, and dangerous monsters prowl through the undergrowth just outside of view.

These types of encounters are essential to creating memorable and exciting journeys. This chapter provides thousands of unique Encounters to use in your game, and provides a framework for how to run each Encounter Type. See page 21 for more on determining the Encounter Type for your Journey.

Additionally, each Region Type includes examples of the types of weather the party may need to contend with in the region, the flora and fauna often found there, local inhabitants the group might meet, points of interest they will see, and possible reasons for travelling through that region. The GM can use all of these examples to create vivid descriptions of the lands the group is travelling through, immersing them in the world as they venture forth on their journey.

ENCOUNTER TYPES

When Resolving Encounters in **Stage 3: Make the Journey** (see page 20), the GM determines the type of Encounter the party will have. Encounter Types are broad categories representing a variety of events that can occur on a Journey, such as meeting someone on the road (**A Chance Meeting**), coming across a breathtaking view (**Natural Wonders**), or being forced into battle with a terrifying beast (**Deadly Fight**).

The following section provides advice for the GM on how to run each type of Encounter. Unless otherwise stated, the DC for ability checks and saving throws during the Encounter is equal to the Journey Difficulty (see page 13). Each Encounter Type includes suggestions for rewards and penalties based on the party's actions during the Encounter. Some entries in the Encounter tables may offer different rewards or penalties unique to that situation, and the GM is free to come up with their own rewards based on how the Encounter plays out. This helps to ensure that each Encounter feels unique and worthwhile for the party.

To determine the Encounter Type, roll 1d12 and consult the Encounter Type table.

ENCOUNTER TYPE

1D12 ENCOUNTER

- | | |
|----|--------------------|
| 1 | A Chance Meeting |
| 2 | Hidden Reserves |
| 3 | A Bump in the Road |
| 4 | Needing Assistance |
| 5 | Danger Afoot |
| 6 | Natural Wonders |
| 7 | Monster Hunt |
| 8 | A Place to Rest |
| 9 | Old Memories |
| 10 | A Dark Place |
| 11 | Deadly Fight |
| 12 | Fateful Encounters |

INSPIRATION

A number of Encounters grant the party Inspiration as a reward for success. However, characters either have Inspiration or they don't; it is not a scale that goes up and down. If the GM and players agree, you can use the following optional rule.

If a character already has Inspiration and would gain it again, their heroism has invigorated them, bolstering their drive to keep on fighting. They instead gain a number of temporary hit points equal to one roll of their largest hit die. For example, a Wizard with Inspiration who would receive Inspiration again instead gains 1d6 temporary hit points.

If a character does not have Inspiration and would lose Inspiration, the exertion and dejection saps their will, causing them to suffer damage equal to one roll of their largest hit die. For example, a Bard without Inspiration that would lose Inspiration from an Encounter instead suffers 1d8 damage. This damage cannot be reduced or avoided in any way, but it also can't reduce you below 1 hit point.

REPLACING RESULTS

In certain Encounter Types, a specific Role can replace another character's result with their own. This allows another character to succeed where they otherwise may have failed. This can only be done once per Encounter.

For example, in a **Hidden Reserves** Encounter, the party's Quartermaster gets a result of 17 on their **Intelligence (Investigation)** check, and the Leader rolls a 6. The Journey Difficulty is 15, so the Quartermaster succeeded on the check, but the Leader failed. The Quartermaster wants to improve the Leader's result, as doing so would improve the overall result for the Encounter. The Quartermaster replaces the Leader's result with their own result, turning the 6 (a failure) into a 17 (a success).

A CHANCE MEETING

When the party encounters another person or band of travellers along their journey, they often carry tales of the road and news from the region. **A Chance Meeting** is an opportunity for the GM to share more information about the world and setting, plant adventure hooks, introduce allies and rivals who may become important later, allow for moments of levity, and let players stretch their roleplaying muscles.

These Encounters feature one or more NPCs, and describe their mood, their motivation, and any interesting information they might share with the party. The Leader is an important Role in this Encounter Type, as their insights into the other travellers will keep the party forewarned and prepared.

A Chance Meeting has two steps: the Leader Check and the Group Check.

LEADER CHECK

The Leader makes a **Wisdom (Insight)** check to evaluate the mood of the newcomers and gauge their intentions. This represents the Leader making introductions for the group while trying to get a feel for how best to approach the situation.

- **On a success**, reduce the DC of the Group Check by 2.
- **On a failure**, increase the DC of the Group Check DC by 2.

GROUP CHECK

Once the Leader has made the introductions, each party member then makes a **Charisma (Persuasion)** or **Wisdom (Insight)** check, representing their contributions to the conversation, their demeanour, and their intuition about how the meeting is going. If one or more party members is lying or misleading the other group, they can make a **Charisma (Deception)** check instead.

- **If the whole party succeeds:** The party leaves a good impression and may be given helpful directions to a sheltered spot or interesting landmark on the road ahead. The GM rolls 1d6, replacing the next Encounter with one of the following: on a 1–3, the travellers direct the party to a nearby **Natural Wonder**; on a 4, they whisper of **Old Memories** the party may wish to discover; on a 5, they tell the party of a safe **Place to Rest**; and on a 6, they disclose that there are **Hidden Reserves** secreted away close by.
- **If more than half of the party succeed:** The two groups part amicably and share knowledge of what they have seen, such as potential hazards and how to overcome them. Each character makes their next ability check with Advantage.
- **If half or fewer of the party succeed:** The travellers share little and are keen to be on their way. The party gain no additional effects.
- **If no party members succeed:** The party insult, cajole, or otherwise leave a bad impression on the group, to the point where they purposely mislead the party. The GM adds another Encounter onto the Journey as the party take the wrong path. If the party make a *really* bad impression, instead of rolling for the next Encounter, the GM can decide that the other group directs them into danger and chooses either **A Bump in the Road**, **Danger Afoot**, or a **Deadly Fight** as the next Encounter.



HIDDEN RESERVES

Throughout the lands, there are always caches of supplies to be found. **Hidden Reserves** Encounters are a chance for the party to find additional supplies to help them on their Journey. They often feature abundant sources of food, forgotten stashes of ammunition, useful equipment for traversing the region, or hidden caches of healing items. Finding these windfalls is challenging, but well worth the effort.

A Hidden Reserves Encounter features a description of the resource the party stumbles upon, where they are, and how they are useful to their Journey. The more supplies the party successfully gathers, the stronger the impact on the party. The Quartermaster is an important Role in this Encounter Type, as they are often adept at foraging for supplies and identifying useful equipment. Their expertise will help the party find, track, and best use these new provisions.

To resolve a Hidden Reserves Encounter, the party must make a Group Check to search through an area to find the hidden cache of supplies.

GROUP CHECK

Each party member must make either an **Intelligence (Investigation)**, **Dexterity (Sleight of Hand)**, or **Wisdom (Survival)** check. The Quartermaster may replace another party member's result with their own.

- **If the whole party succeeds:** The party find more supplies than they expected and are filled with hope after this successful haul. Each party member gains Inspiration or removes one level of Exhaustion (player's choice), and the Quartermaster recovers 1 Supply Die (see page 6).
- **If more than half of the party succeed:** The extra supplies lessen the party's burden. Each party member removes one level of Exhaustion.
- **If half or fewer of the party succeed:** The supplies found are meagre, only just balancing out the energy expended to find them. The party gain no additional effects.
- **If no party member succeeds:** The search is grueling, and the supplies found are not worth the time and effort. Each party member gains one level of Exhaustion.

A BUMP IN THE ROAD

When travelling, it is inevitable that some natural or artificial obstacle blocks your way forward. A **Bump in the Road** Encounter features a hurdle that the party must overcome, such as hazardous terrain, creatures protecting their lands, or other travellers who wish to interfere in the party's business. There is rarely a reward in such Encounters, and they can often lead to negative consequences if the party are not up to the challenge.

A Bump in the Road Encounter includes a description of the obstacle the party faces and the appropriate ability check or saving throw needed to overcome it. The Outrider Role is important in this Encounter Type, as their pathfinding skills affect how hard the party has to work to overcome the problem.

A Bump in the Road has two steps: the Outrider Check and the Constitution Save.

OUTRIDER CHECK

The Outrider must make an ability check as determined by the entry on the Encounter table. The result of this check affects the Constitution Save (see below).

- **On a success by 5 or more**, the Outrider advises the group on how best to prepare for the challenge ahead. Each party member makes the Constitution saving throw for this Encounter with Advantage.
- **On a success**, the Outrider is unsure how to approach the obstacle, but does their best to guide the party. Each party member makes the Constitution saving throw as normal.
- **On a failure**, the Outrider directs the party to approach it in the wrong way. Each party member makes the Constitution saving throw for this Encounter with Disadvantage.

CONSTITUTION SAVE

After determining the result of the Outrider's check, each party member must make a Constitution saving throw. This represents the party having to cover more ground to push through an obstacle or travelling far out of their way to avoid it. The result of each character's individual saving throw determines the effects applied to that specific character; this is not a group check.

- **On a success**, the character endures the trials without any negative consequence.
- **On a failure**, the character has pushed themselves further than their resolve could handle. They gain 1 level of exhaustion.

NEEDING ASSISTANCE

Travelling through unknown lands and even along well-trodden paths can be dangerous, and there are many pitfalls and hazards that unwary travellers can fall prey to. The party can sometimes come across folk **Needing Assistance** and can render aid to those who may be lost, trapped, or in danger from the world around them. Those they have helped may offer news or rewards for the party's aid, though the party runs the risk of delays to their own Journey due to taking the time to care for the new travellers.

A Needing Assistance Encounter includes a description of the people who are in danger, what led to their current predicament, and the actions and skills required to help them. The Quartermaster is an important Role in this Encounter Type, as they can use their supplies and equipment to aid their allies and calm those in need.

To resolve a Needing Assistance Encounter, the party must make a Group Check to aid the other group.

GROUP CHECK

Each party member must make an ability check, as determined by the entry on the Encounter table. The Quartermaster may replace another party member's result with their own result. The players may choose not to help those in need, should they wish. If so, the GM should record the NPC's that were encountered and use them at a later stage as possible rivals / nemeses.

- **If the whole party succeeds:** The party's help may have saved the travellers from catastrophe, and they are eternally grateful for the party's aid. At the GM's discretion, the group may offer the party additional supplies (the Quartermaster recovers one extra Supply Die), give them directions to a location the party seek (add one additional Encounter but the party can choose the Encounter Type), or promise to offer them aid or monetary reward should their paths cross again.

- **If more than half of the party succeed:** The party has helped someone in need, and each group can safely go on their way. The party's spirits are raised by knowing they helped another in need. Each party member gains Inspiration.
- **If half or fewer of the party succeed:** The party's efforts were in vain. They failed to help the group and the effect is dejecting. Each party member loses Inspiration.
- **If no party member succeeds:** The party fails completely, and may even make things worse. They may expend too much energy (each party member gains a level of Exhaustion), waste resources (the Quartermaster loses a Supply Die), become disheartened by their failure (each party member loses Inspiration), or even inadvertently hurt, injure, or wrong those they are trying to help. The GM should choose an appropriate outcome.

DANGER AFOOT

There are those throughout the world that seek to take advantage of unwary travellers. In a **Danger Afoot** encounter the party confronts humanoids actively working against them, or other forces trying to ambush or attack them. There are signs that, if noticed, betray the presence of these enemies. These encounters put the party in harm's way, but also may present the opportunity for an easy win.

A Danger Afoot encounter includes a description of the enemies the party are facing, the telltale signs that can forewarn the characters, and the motivation and goals of

the enemies. Sentries are a vital Role in this Encounter Type, as being alert and on the lookout for enemies will improve the odds for the Encounter ahead.

To resolve a Danger Afoot Encounter, the party must make a Group Check to determine how prepared they are for trouble.

GROUP CHECK

Each party member must make a **Wisdom (Insight)**, **Wisdom (Perception)**, or **Dexterity (Stealth)** check. The Sentry may replace another party member's result with their own.

- **If the whole party succeeds:** The party notices the danger ahead and has ample time to prepare. If and when combat begins, the enemy is Surprised.
- **If more than half of the party succeed:** The more observant of the party notice the incoming threats and warn the rest of the party. If and when combat begins, neither side is Surprised.
- **If half or fewer of the party succeed:** The enemy gets the drop on some of the party. If and when combat begins, any character who failed their check is Surprised.
- **If no party member succeeds:** The party was distracted, wrong-footed, or otherwise caught completely unaware and stumble into danger. If and when combat begins, the whole party is Surprised and make their Initiative roll with Disadvantage.



NATURAL WONDERS

The land is filled with wonders, from beautiful snow capped mountains creating a picturesque vista, to small pearls shining beautifully within the shells of oysters. **Natural Wonders** can be inspiring, giving hope and sparking something in the soul, or it can be foreboding and daunting, making characters feel insignificant as they confront the near-impossible task ahead.

Each Natural Wonders Encounter includes a description of a prominent geographical or natural feature, and what aspects of the feature may contribute to the party's hope or despair. Leaders play an important Role in this Encounter Type, as they can use this moment of awe to lift the party's spirits. Natural Wonders are a great opportunity for the GM to share more about their world, allowing them to introduce prominent landmarks, share stories of the land to fill its history, and give the party insight and context for the world they are adventuring in.

To resolve a Natural Wonders Encounter, the party must make a Group Check to determine if they are overwhelmed by the awesome presence of this feature.

GROUP CHECK

Each party member makes a **Wisdom** saving throw to determine how the sight of such an awesome wonder affects them. The Leader may replace another party member's result with their own.

- **If the whole party succeeds:** The party takes a quiet moment to admire this natural wonder, perhaps feeling their burdens lifted or a new sense of purpose. Each party member gains Inspiration. The GM may grant additional rewards, such as gaining Advantage on checks to navigate the region as the party use a towering mountain to orient themselves, or recovering a Hit Die after drinking from a crystalline lake.
- **If more than half of the party succeed:** The party are invigorated by the beauty before them and excited to face the challenges ahead. Each party member gains Advantage on their next ability check or saving throw.
- **If half or fewer of the party succeed:** The party fails to see this wonder as more than just another sight on the long hard road to their destination. The party gain no additional effects.
- **If no party members succeed:** The party feel small and insignificant in the face of the unrelenting harshness of nature and the daunting challenge ahead. Each party member loses Inspiration and has Disadvantage on their next ability check or saving throw.

MONSTER HUNT

The party stumbles across evidence of a natural beast or monster from the region. These creatures are likely patrolling their territory or on the hunt for their next meal. The party can avoid the risk of a deadly encounter, but great opportunities and rewards await a successful **Monster Hunt**.



A Monster Hunt Encounter includes a named monster that has wandered into the area or is local to the region, the signs and evidence of the monster's presence in the area, the creature's demeanour, and the valuable reward that can be obtained from these creatures. The Outrider is a key Role in this Encounter Type, as they will likely be the first to notice evidence of the dangerous creature and will be essential in finding the monster. If the party choose to avoid the creature, the Sentry plays a vital part instead.

To resolve a Monster Hunt Encounter, the party must first decide if they want to try and track the creature, or to avoid it.

TRACKING THE MONSTER

If the party chooses to track the creature, each party member must make a **Wisdom (Survival)** or **Intelligence (Nature)** check to see how well they follow the creature's trail. The Outrider may replace another party member's result with their own.

- **If more than half of the party succeed:** The party's efforts have led them to the creature's exact location, and it has not noticed their approach. When combat begins, the creature is Surprised.
- **If half or fewer of the party succeed:** It has taken longer than expected, but the party has successfully tracked the creature to its lair. However, their presence has not gone unnoticed, and combat begins immediately.

AVOIDING THE MONSTER

If the party chooses to avoid the creature, each party member must make a **Dexterity (Stealth)** or **Wisdom (Perception)** check to avoid the creature's notice. The Sentry may replace one other party member's result with their own.

- **If more than half of the party succeed:** The party escapes from the monster without notice or interference. No combat occurs and there are no further effects.
- **If half or fewer of the party succeed:** The party inadvertently stumble into the monster's lair, or the creature has actually been hunting the party all along. Combat begins immediately and the party are Surprised.

A PLACE TO REST

The party's Journey will be taxing and offer few moments to rest. However, they may be lucky enough to come across a safe haven where they can recuperate. **A Place to Rest** offers the opportunity for the group to regain their spent resources. These locations are an ideal opportunity for a break from the tension and stress of the road, but the party may not be the only creatures seeking sanctuary.

A Place to Rest Encounters include a description of the location the party have found, what about it makes it suitable as a potential campsite, and any enemies that may try to oust the party from the location. The Quartermaster is an important Role in this Encounter type, as they can aid the party's recovery with hearty foods, redistribution of gear, and minor repairs to any damaged equipment.

A Place to Rest has two steps: the Quartermaster Check, and the Group Check.

QUARTEMASTER CHECK

The Quartermaster makes a **Wisdom (Survival)** check to determine how safe the location is, directs the party how best to set up camp, and prepares the evening meal. The result of this check affects the Group Check.

- **On a success by 5 or more,** the Quartermaster has prepared an ideal campsite and made the site as safe and comfortable as possible. The party makes the Group Check with Advantage.
- **On a success,** the Quartermaster has adequately prepared the camp for a good night's rest. The party makes the Group Check as normal.
- **On a failure,** the Quartermaster has set up camp in a less than ideal location, leaving the party exposed to the elements and any dangers lurking beyond. The party makes the Group Check with Disadvantage.



GROUP CHECK

After determining the result of the Quartermaster's check, each party member must make a **Constitution (Perception)** check to ensure those on duty stay alert and awake through their shift.

- **If the whole party succeeds:** The party have a peaceful and refreshing night's sleep. They gain the benefits of a Long Rest.
- **If more than half of the party succeed:** The party have a relatively comfortable night's sleep. They gain the benefits of a Short Rest.
- **If half or fewer of the party succeed:** The party have an uneasy night and can't relax. They feel no better by morning and gain no benefits from the night's sleep.
- **If no party member succeeds:** The party have a terrible night's sleep and are left drained. Perhaps something already occupies the place and they are forced to fight it, or the stresses of the road lead to a night of bickering with one another. The party gains one level of Exhaustion. This happens after any combat that may occur during the night.

OLD MEMORIES

There are ancient civilizations scattered throughout the land, their stories lost to time. The remnants of these forgotten empires can still be found in the world. They are the crumbling ruins your party passes on their journey, or the secret magical relics found in hidden tombs. These **Old Memories** are an opportunity for the GM to share some of the history of the campaign world, to give the party context for their endeavours, or it may remind them of all that has been lost to the sands of time. These locations are intended to add depth and age to your world, and if the players want to explore these locations further you can use the rules for creating **Ancient Ruins** beginning on page 34.

An Old Memories Encounter includes a description of an ancient structure or relic that is emblematic of cultures that were once powerful and prominent, but have since faded through history. The Leader, in telling tales of this place lost to time or presenting it in the context of the party's current trials, can inspire a sense of hope in the party, or inadvertently invoke a sense of loss and remorse.

To resolve an Old Memories Encounter, the party must make a Group Check to glean more information about the location.

GROUP CHECK

Each party member must make an **Intelligence (History)** check to recall or glean what information they know about this place, attempting to appreciate and understand the purpose of these structures. If it is appropriate, a character may make an **Intelligence (Religion)** or **Intelligence (Arcana)** check instead. The Leader may replace another party member's result with their own.

- **If the whole party succeeds:** The party is inspired by the history and importance of the location, perhaps recalling stories of heroic last stands or great scientific or arcane achievements. In addition to any rewards noted in the Encounter table entry, each party member may add 1d4 to all ability checks, saving throws, and attack rolls they make in their next Encounter.
- **If more than half of the party succeed:** The party gains a new appreciation for the history of this place, noting this location on their maps and moving onwards to continue their journey.



- **If half or fewer of the party succeed:** The party deliberates on the challenges of the past, reflecting on the struggles of past societies and how meaningless they now seem. Their malaise at these thoughts lingers a while. Each party member has Disadvantage on their next ability check.
- **If no party member succeeds:** The party becomes dejected at the inevitability of failure and ruin, unable to muster much energy after being confronted by the cold harshness of mortality and the insignificance of their existence. Each party member loses Inspiration and must subtract 1d4 from all ability checks, saving throws, and attack rolls they make in their next Encounter.

A DARK PLACE

The world is filled with ungodly locations and corrupted sites where evil deeds have gone unchecked and malicious forces hold sway. The site of an infernal ritual where dark things were summoned into the world, the remnants of a bloody slaughter, or the inconspicuous house where dozens of innocents were murdered — these are just a few such twisted locations. It is easy to be overwhelmed when confronted by such **A Dark Place**, and the party must steel themselves to overcome these unnatural places.

These Encounters are designed to be an emotional low point in the Journey. They show the malice and ill will of the nearby villains, and can overwhelm the party with dread, or instil them with a grim resolve. If you are running a game with a prominent villain or nemesis, these encounters are an ideal opportunity to showcase their twisted machinations.

A Dark Place Encounter includes a description of the site, the events that led to it being tainted, and the potential glimmer of hope that can push the party to move on. The Outrider is the first to discover these encounters, and how this location affects them will strongly influence the morale of the team, though some aid from the Leader can offset this.

A Dark Place has two steps: the Outrider Check and the Wisdom Save.

OUTRIDER CHECK

The Outrider makes a Wisdom (Survival) check to scout the Dark Place. The result of this check affects the Wisdom Save (see below).

- **On a success by 5 or more,** the Outrider has identified any potential hazards the location holds. Though the place is unsettling, there is little else to fear. Each party member makes the Wisdom saving throw for this Encounter with Advantage.
- **On a success,** the Outrider surveys the location and has a bad feeling about it. They advise the party to be wary as they approach. Each party member makes the Wisdom saving throw as normal.
- **On a failure,** the Outrider attempts to scout the location but is completely unnerved and must return to the party. Each party member makes the Wisdom saving throw for this Encounter with Disadvantage.

WISDOM SAVE

After determining the result of the Outrider's check, each party member must make a Wisdom saving throw. This determines if the party can overcome the oppressive dread of the encounter and find an inner tenacity. The Leader may replace another player's result with their own result.

- **If the whole party succeeds:** The party musters an inner strength and finds the resolve to persevere, insisting such crimes will never happen again. Each party member regains a Hit Die.
- **If more than half of the party succeed:** The party resists the grim aura that this place exudes, keeping their heads down and marching through unperturbed. They suffer no adverse effects.
- **If half or fewer of the party succeed:** The party's morale is undermined by the horrors they have witnessed and the unsettling nature of the place. Each party member loses a Hit Die.
- **If no party member succeeds:** An overwhelming sense of dread overcomes the party, which they can't shake for days to come. Each party member loses a Hit Die and gains a level of Exhaustion.



DEADLY FIGHT

Travel is a dangerous business and sometimes you must fight to survive. These **Deadly Fights** present the party with challenges that can only be overcome with violence, such as an attack from a wild-eyed necromancer who seeks a grim harvest from unwary travellers, an ambitious young dragon seeking to establish its dominion over the region, or a skittering Remorhaz erupting from the snow drifts to attack the party. These encounters will challenge the party's combat skills above all else.

In a Deadly Fight Encounter, you will find monsters and monstrous humanoids alike, spoiling for a fight and intent on doing the party harm. The Sentry will play a vital Role in this Encounter Type, as sighting the threat in advance will allow the party to prepare for the oncoming fight.

A Deadly Fight has two steps: the Sentry Check and the Group Check.

SENTRY CHECK

The Sentry must make a **Wisdom (Perception)** check to spot the threat before combat starts, giving them a chance to warn their allies.

- **On a success**, the Sentry notices the approaching danger and the party has time to prepare. See Group Check for next steps.

- **On a failure**, the Sentry doesn't notice the enemies and the party are ambushed. Combat begins immediately and the party are Surprised.

GROUP CHECK

If the Sentry is successful, the party has a chance to prepare and can set an ambush for the approaching enemies. Each party member makes a **Dexterity (Stealth)** or **Charisma (Deception)** check to hide or lure the enemies in.

- **If the whole party succeeds**: The party lays an ambush for the enemies. When combat starts, the enemies are Surprised. The GM may award additional effects based on preparations that were made, such as snares knocking the opponents Prone, or traps dealing additional damage.
- **If more than half the party succeed**: The party is prepared for the attack. When combat starts, the other group is Surprised.
- **If half or fewer of the party succeed**: The party has squandered their opportunity for a surprise attack. Neither side is Surprised.
- **If no party member succeeds**: The party delayed so long in their preparations that the enemies managed to get the drop on them regardless! Combat starts immediately and the party is Surprised.

FIXING FIGHTS

During a Journey, there are three Encounter Types where the party are most likely to experience combat: **Danger Afoot**, a **Monster Hunt**, and a **Deadly Fight**. These Encounters list the type of creature, but usually don't list the number of enemies or the Challenge Rating for the Encounter. This is to allow you to tailor the combat to suit your party, increasing or decreasing the numbers as needed. You can even swap out the type of enemy to make things more challenging. A pack of Wolves is of little concern to a level 3 party, but a pack of Dire Wolves pose a real threat, and a pack of Winter Wolves is going to be a potentially deadly combat.

But remember, the world needn't tailor itself to the players abilities. Sometimes it's better not to adjust a fight and just let things play out. This might mean that your party cruises through an easy fight with a group of Kobolds, or finds themselves in over their heads when they stumble across the lair of a Green Dragon. Depending on your style of campaign and what the player's enjoy, it can bring an extra level of excitement to know that there are some things the party can't fight and sometimes it's better to just run!



FATEFUL ENCOUNTER

A lone stranger or a mysterious group approaches you from across the horizon. This **Fateful Encounter** could be a messenger, carrying word from an erstwhile ally, or could be an agent of your nemesis, sent for acts of subterfuge and espionage. Their motives and secrets are a mystery, and their involvement in the fates of the characters will have a lasting impact.

In a Fateful Encounter, the party meets a wandering soul who may seek to help or hinder the party on their adventure. The Encounter describes the character the party meets, what their motivations are, and the hidden information that they may have. The Sentry will be essential in determining whether the wanderer the party meet is friend or foe.

These Encounters are intended to help add recurring characters to your adventures. The hidden secrets that these characters have can function as clues to adventure locations and side-quests, and the messengers can be powerful allies or devious villains. If a fight breaks out, the character will likely flee and return to haunt the party another day. These Encounters work best when tailored to your own campaign, or can be the jumping off point for new and unexpected adventures.

To resolve a Fateful Encounter, the party must make a Group Check to gauge the intent of their new companion and what they might be hiding.

GROUP CHECK

Each party member must make a **Charisma (Persuasion)**, **Intelligence (Investigation)**, or **Wisdom (Insight)** check to try to make a good impression on the traveller, deduce hidden clues about them, and gauge their intent. The Sentry may replace another party member's result with their own.

- **If more than half of the party succeed:** Through amicable discussions, keen insight, or quick wits, the party learns the secret information this person is hiding.
- **If half or fewer of the party succeed:** Despite their best efforts, the party is unable to uncover the travellers' true intent and what secrets they may be hiding.

COASTS

Coasts are the regions of the world where land meets the sea: where the primordial forces of earth and water clash together in an epic battle along treacherous cliff sides, or coexist peacefully along scenic beaches and peaceful lagoons. Waves crash, tides push and pull, and currents drag and drop in these areas, creating an ever changing landscape along beaches, lagoons, cliffsides, islands, and caves. People hug the coastlines for their livelihood, adventure, protection, and seclusion. Ships set sail, fisherfolk haul in their catches, pirates hide their treasures in coves, and sightseers watch the ebb and flow of the world before them.

WEATHER

Gusting winds blowing in from the sea

Stormy weather moving in from the coast, birthing crashing waves

Gentle sea breeze, carrying the scent of salt

Thick fog covering the coastlands, dangerously obscuring vision

Grey clouds and light drizzle, with the salty sea breeze creating a chilling effect

A heavy downpour and churning seas

Storm clouds loom ominously over the horizon, while the weather remains still on the coast

Clear skies and the wind at your back

Strong sunshine reflecting harshly off the waves

Cold winds cutting across the coasts, sending mesmerising ripples along the sea

FLORA AND FAUNA

A flock of seabirds scooping up fish from the sea, creating a cacophony of squawks

Sand dunes held together by wispy marram grass, hosting burrowing rodents, lizards, and snakes

Rock pools nurture life, from small fish and slimy anemone, to Giant Crabs and Frogs

Jellyfish washed up on shore after a storm, lining the beach with their bodies, still stinging after death

Herds of seals or walruses lounging on the rocks, loudly shouting at one another as they splash in the ocean

Pods of dolphins swim just offshore, leaping above the waves gracefully

Mussels and barnacles clinging to rocks and cliffs, with seaweed swaying in the swell

Nesting sea turtles coming ashore with vulnerable hatchlings working their way back to the sea

Marine monsters such as Merfolk or Sea Hags, poking their heads above the water in tidal caves

Coastal birds such as puffins with their multicoloured bills, and frigatebirds with their inflated red pouches

LOCAL INHABITANTS

A large fishing boat landing onshore after months at sea

A crew of sailors stopping off to resupply during their long voyage

Local residents walking the cliffs and beaches for pleasure

Lizardfolk hunting for fish in the water, part of a local tribe situated in the caves off the coast

Farmers cultivating a bed of oysters in a brackish lagoon

Craftspeople searching the beach for shells, rocks, and other interesting materials

Birdwatchers studying the unique marine fowl that nest in the cliffs and swim in the ocean

Land dwellers who speak to, trade with, or have fallen in love with Merfolk

Pirates prowling the coastline, looking for easy targets on the way to their next mark

POINTS OF INTEREST

An old shipwreck, long since plundered, and slowly being reclaimed by nature

An inland blowhole that erupts with jets of water at high tide

An abandoned cabin situated precariously on a cliffside, the ground underneath it eroding away

Mysterious sea caves, where treasure may be hidden, or where monsters create their lairs

Shallow lagoons with crystal clear water, protected by sandbars or coral reefs

Mangroves boasting complex roots both above and below the brackish water

Narrow sand spits that can provide handy shortcuts, but are easily submerged by the rising tide

Stretching estuaries where a river meets the ocean, creating shallow silt waterways and marshy islands

Marshy deltas where plant life is abundant, and predators roam

POSSIBLE JOURNEYS

A wise hermit in a storm shrouded lighthouse has knowledge the party seek

The party race against a group of pirates in search of fabled treasure map, hidden in a cave along the coastline

The **Sahuagin** have been raiding a nearby Elven kingdom and must be confronted in their waterlogged temple

A shipwrecked ally has been imprisoned by **Harpies** in an abandoned seaside fortress

A notorious pirate lord must be captured and arrested in return for a sizeable reward from a local kingdom

A rare magical seaweed is cultivated and guarded by a Lizardfolk tribe, but people will pay well for a sample

A whirlpool made by **Water Elementals** has trapped a ship with critical provisions that must be rescued

The fish population has dwindled and can only be restored by a nearby commune of surfing druids

Brokering peace between **Merfolk** and a dwarven kingdom over the ownership of a beach

A CHANCE MEETING

1D10 EVENT

1 **Old Man by the Sea:** An old human sits on a rocky outcropping, watching the ships and the waves. He was once a sailor, but old age has beached him here. Still, he has a wealth of knowledge about the sea in general and the local goings-on, and is happy to share them in exchange for a drink and some company.

2 **The Catch:** A fisherman stands along the beach reel fishing. Her bucket is overflowing and, it being a good day, she offers some of her catch in trade to the passing party. She is friendly and personable, with a raw sense of humour, but she warns the party that the **Sahuagin** sometimes hunt on this beach.

3 **Fishing Trouble:** A child sits by the water, sobbing. Her attempts at fishing have resulted in broken fishing gear, and she is both mad at herself and the trouble she may get into at home. A **Wisdom (Survival)** check repairs the gear and gains the fixer a new friend, one that may have a well-placed parent or guardian.

4 **Bottle Shock.** A weathered old bottle is stuck in the sand just beyond the crashing waves. Inside, on strange yellowed parchment, is a dire warning about a horror that hasn't happened yet, except that the event must have happened years, if not decades ago. Did this bottle travel back in time?

5 **Seasoning Salt:** An older woman sits by the seashore singing to herself while shaking a massive pan over a fire. Inside the pan is seawater slowly simmering down into salt, which the woman is happy to barter for coin, trade, or interesting news. She grins a toothless smile and her songs speak of long lost creatures and ancient lands.

6 **On the Rocks:** Glowing lights emanate from the hull of a ship split open upon a reef. Songs ring out from deep within the wreck, echoing through the rock formations. Further inspection reveals planks have been laid from the hull to shore. Carousers come and go from the makeshift tavern arm in arm, swaying with the waves.

7 **Sea Mail:** Treading along the edge of a cliff, a postman staggers into view, completely drenched after a freak wave crested the cliff face. He laments his sodden letters and parcels, having believed a coastal walk would be a pleasant journey. Despite his disappointment in his performance, he delivers his postal guild motto with gusto, oblivious to the seaweed stuck in his cap.

8 **Ships in the Night:** A boat sails along steep cliffs, unable to find a suitable dock. The party looks down at them, noticing that they are oddly familiar... Each crew member is dressed exactly like one of the party, and their facial features are markedly similar, though not identical. They are just as surprised as the party at this resemblance.

9 **Easy Pickings:** A flock of gulls can be seen swooping down at a Dwarven man, appearing to attack him while he remains unfazed, casually bending down to collect handfuls of eggs. Watching further, the gulls never actually reach the man, repelled by an invisible force. If the party inquires, he simply taps the *Amulet of Shield* around his neck and offers them an egg.

10 **Reverse Fishing:** Erupting from the waves, a whole school of fish beach themselves, followed by a group of **Merfolk** rising from the sea with baskets under arm. They begin collecting the flapping fish from the sands and are grateful for any help the party provides, letting them keep a few fish before returning to the waves.

HIDDEN RESERVES

1d10 EVENT

- 1 **Salvage Rights:** The shifting tide reveals a well-hidden smuggler's cave, replete with supplies and treasures plucked from the ocean's depths. Closer inspection reveals most of the items have actually crumbled to dust, rotted away, or been otherwise ruined by years of briny weathering and corrosion, but a thorough search might uncover something preserved well enough to still be useful.
- 2 **Seaweed Bonanza:** The party comes upon large clumps of seaweed deposited at the edge of the surf, a valuable food source when prepared properly. An **Intelligence (Nature)** check reveals that the copper-coloured seaweed lacing some of the clumps has special healing properties.
- 3 **Unburied Treasure:** A recent tempest has pushed seawater further inland, pulling away undisturbed sand. The receding waters reveal the top of an old chest that has all the markings of a famous sea pirate treasure. Inside are strange coins, warm clothes, and a pristine weapon or two. The party better hope they don't meet the pirates while wearing their haul.
- 4 **Seafood for Dinner:** A **Giant Crab**, large even amongst its own, rests in the surf. A **Wisdom (Survival)** check reveals that it has only recently died and its flesh is still edible. While this grants the party a filling feast, its three missing legs means that there's an even more dangerous predator about.
- 5 **Cauldron Cove:** An unholy stench fills the air, emanating from floating barrels full of fish soaking in lye. Beyond the barrels, crates full of croaking frogs drift attached to ropes. Following the rope leads to a hidden cave filled with mildewed cauldrons, dried octopi, a dozen shattered mirrors, and a slime covered spellbook written in Aquan. It is only a matter of time before the **Sea Hag** returns home.
- 6 **Lost Provisions:** The sun shines on receding water, exposing several sunken chests tied together with rope. Recovering them reveals they are all branded with the same sigil. Inside the chests are assorted ancient weapons, a dozen watertight pouches of long-spoiled grain, and several bottles of assorted poisons. An **Intelligence (History)** check discerns these were stashed for one party in an ancient war and never retrieved.
- 7 **Succubus Sea Spa:** A pleasant fragrance wafts out of a sea cave, where the party finds a seaside spa run by a **Succubus** and **Incubus**. The friendly fiends offer a seaweed bath and sea salt exfoliation treatment to those comfortable enough to relax and indulge in this odd, yet enjoyable break on their journey.
- 8 **Microbiome:** Rockpools brim with life along the rocky outcrops of the coasts, with a colourful array of creatures coexisting in such small spaces. Putting aside the beauty of life, the Quartermaster can capture and cook these helpless critters to make a delicious seaside smorgasbord from the crustaceans and shellfish.
- 9 **Floating Arms:** A shipwreck's armoury has been broken into and several floating barrels of harpoons, fishing spears and nets are readily accessible, if you can brave the currents.
- 10 **Catch of the Day:** A set of lobster traps have been effective at catching their prey. Floating buoys mark their locations in the water below, and can be reeled in for additional food supplies. After collecting the crustaceans, a sigil is noticed on the traps, indicating they were set by a well known pirate crew. They won't be pleased to see their catch stolen.

A BUMP IN THE ROAD

1D10 EVENT

- 1 **Crab Swarm:** Crabs blanket the beach, clicking, snapping, and clambering over each other (treat as **Swarms of Insects**). Walking through them risks combat and the space they cover is considered difficult terrain. A path through them can be carved with a **Wisdom (Animal Handling)** check, or a **Strength (Athletics)** check to scale the cliffs.
- 2 **Do Not Disturb:** A **Dragon Turtle** has come ashore and is peacefully sleeping on the beach. If aroused, it hungrily snaps at the party for a quick meal before returning into the deep. The Outrider must make a **Dexterity (Stealth)** check (with advantage) to avoid waking this dragon from its slumber.
- 3 **High Tide:** The party approaches a section of beach where high cliffs lay between the sand and the rising water. A **Strength** or **Constitution (Athletics)** check by the Outrider is needed to endure the difficult climb to the safety of the cliff tops.
- 4 **Sticky Fingers:** A grassy marsh lies in the party's path, but these aren't regular reeds. They are carnivorous flora, hunting tiny fish and while harmless to larger animals, they tend to wrap around the legs of waders. This not only makes the path difficult terrain to move through, but requires a **Strength (Athletics)** check to escape their grasp and carve a path to surer footing.
- 5 **Siren Song:** A half dozen sirens (use the **Harpy** entry) lounge on the rocks overlooking the waves, styling each other's hair and singing to themselves. They have yet to notice the party, but could at any moment. Avoiding them requires going a different way or sneaking by via a **Dexterity (Stealth)** check, in addition to a **Wisdom** saving throw to resist their song.
- 6 **Coastal Corrosion:** After an unavoidable trudge through brackish water, any character wearing metal armour notices Tiny **Rust Monsters** nibbling through their armour. If the Outrider fails on a **Dexterity (Sleight of Hand)** check to pick them off, the armour takes a permanent -1 penalty to the AC it offers. Any water waded through from now on must be thoroughly inspected for pests.
- 7 **Rustling Feathers:** Setting up for a beachside lunch, the party is beset by hungry seagulls who swoop and dive at any exposed food, squawking and flapping, causing a huge ruckus. A **Wisdom (Animal Handling)** check can appease the gulls or make them fight amongst themselves for scraps of food, or a **Strength (Athletics)** check can outrun the bothersome birds before they snag any of the party's supplies.
- 8 **Misjudged Mistake:** Crossing a sandbank at low tide, the Outrider immediately notices their untimely error. The tide is rising, closing off the walkway when submerged, and there is no time to retreat. A **Bronze Dragon Wyrmling** laughs hysterically at the party, amused at their mistake. A successful **Charisma (Persuasion)** check can convince it to carry each member to the beach, saving them a soggy trudge through the water.
- 9 **Quick Sinking:** As a river flows into the sea, it slows down and spreads its sediment, creating a marshy wetland delta. The terrain slows the party down, and the Outrider must make a **Constitution (Athletics)** check to trudge through the sand and find the best route.
- 10 **Unstable Earth:** The bluffs and cliffs that the party are walking along have been severely undercut by the sea eroding the rocks beneath them. Sections of the rock are giving way, creating sudden pits into the sea. A **Dexterity (Stealth)** check is needed to avoid triggering any more rock falls.

NEEDING ASSISTANCE

1d10 EVENT

- 1 **Pleading for Help:** A young man pleads for help while swimming towards the shore as a massive tentacle rises from the water behind him. If they choose to assist, then the party must make a group **Strength (Athletics)** check to reach him in time and engage the **Giant Octopus**, otherwise the man is drowned before their eyes!
- 2 **Hunters and Hunted:** A galley rows offshore, with some of the crew throwing tethered harpoons into the water. A group **Wisdom (Perception)** check enables the party to realise that the crew is not hunting a marine animal, but rather one of the **Merfolk**. To save the swimming creature, the party needs to get the crew's attention.
- 3 **Strange Prey:** What looks like a Dwarf is stuck in a net, bobbing up and down in the ocean. A **Wisdom (Perception)** check reveals it is not a drowning Dwarf, but an undersea creature trapped in a net camouflaged as seaweed. It can be untangled and freed with a group **Dexterity (Sleight of Hand)** check. Unfortunately, the trappers aren't far behind, and they won't take kindly to those who free their catch.
- 4 **Lost at Sea:** The party is flagged down by a crew coming ashore from a strange looking ship in the distance. It takes a **Charisma (Persuasion)** check with disadvantage to communicate with them; they are from an unknown land beyond the horizon. They offer interesting trinkets and perhaps new arms, armour, and magic to anyone willing to help them meet local leaders.
- 5 **Voiceless Vagabond:** A young woman stumbles across the shore, attempting to flag down the party. Though she cannot speak, she communicates through gestures that she is lost and deeply confused. Characters who do not speak sign language can communicate with her via a **Charisma (Persuasion)** check. She looks at the open water with longing and is fearful of any magic used in her presence. She implies her family will pay heartily for her return.
- 6 **Fugue for Freeriders:** A group of young **Commoners** approach and inform the party of nearby **Giant Seahorse** racing set up by a greedy **Noble**. The youths are eager to free the seahorses and return them to the water. A group **Wisdom (Animal Handling)** check accomplishes this, though a **Charisma (Deception)** check allows them to hoodwink the idealists long enough to place bets instead.
- 7 **Fishy Business:** The sounds of people in trouble seem to be echoing from somewhere in the cliffs. A **Wisdom (Perception)** check leads the group to discover the crew of a small boat trapped in a cave. The tide has come in, cutting off the cave entrance, with them inside. The tide keeps rising, and the crew are in danger, but a small hole leads to the cliff top. The crew are smuggling alcohol, hoping to avoid the taxes at the harbour, but even smugglers don't deserve to drown.
- 8 **Tidal Comeuppance:** An Elven man is buried up to his neck in the sand, shouting for help as the tide ascends. He regals an intricate sob story of the events that led him to this unfortunate position. A **Strength (Athletics)** check is required to dig him out, though a successful **Wisdom (Insight)** check reveals that his story is false, and he may be deserving of this fate.
- 9 **Drifting Dinghy:** A small raft is found adrift in the water, an unconscious Orc lying on top of it. A **Intelligence (Medicine)** check can resuscitate this Orc, who has food and kit "borrowed" from a settlement upriver. She reveals that she is not in need of medical aid... she is just terribly, terribly drunk.
- 10 **Stranded Sailors:** A life boat filled with distressed sailors has gotten completely lost. They're arguing over a map, their compass lost to the depths. A successful **Intelligence (Survival)** check sets them on their way. Using Navigator's Tools grants advantage on this check.

DANGER AFOOT

1D10 EVENT

- 1 **Under Occupation:** A coastal village has been attacked and conquered by an army of **Sahuagin**. They have rounded up the villagers and placed them in a fenced area on the beach, but why they've attacked or what they plan to do with the prisoners is a mystery. The party must make a group **Dexterity (Stealth)** check to avoid being seen.
- 2 **Mistaken Identity:** The party is mistaken for pirates by a government vessel with an overzealous crew of **Guards**. Due to coincidence, a party member has the same distinguishing article of clothing as one of the pirates. The hunters assume that anything the party says is a lie and they demand the stolen loot back, or else.
- 3 **Lover's Revenge:** A young man is crying by the water. He is actually undead, upset over being killed by a rival. He mistakes the party for the hired killers that drowned him, turning hostile immediately. If he is convinced otherwise, then he asks the party to avenge his death. In return, he promises to reveal a treasure that lies not far beneath the waves.
- 4 **Too Good to be True:** Crates bob in the waves just offshore. The outside ones offer tantalising labels such as 'wine' or 'spice,' but these are simply the lure. Peppered amongst the treasures are a family of **Mimics** disguised as crates, waiting to attack hapless salvagers when they are bogged down in the waves.
- 5 **Widow's Walk:** The party hears sobbing carried on the wind. From the remains of an ancient lighthouse, a strange shimmer in the moonlight takes on a humanoid shape pacing back and forth: a **Specter** of someone whose love never returned from sea. Lost in their grief, they assume the party holds their love captive.
- 6 **Tail of a Tale:** Shouting and jeers are overcome by screams and splashing in a covered grove. A group of **Weretigers** are having an initiation party for their newest "cub" by having chicken fights, playing keep away, and fetch. They do not take kindly to being spotted, and will fight to keep their secrets hidden.
- 7 **Shark in the Water:** Half-orc hunters have hauled more than they bargained for while fishing for sharks to make shark fin soup. Capturing the prized pet of a **Sahuagin** warrior, the underwater troop have come ashore to fight those who would dare harm their sacred animals.
- 8 **Figures Skating:** Ominous chanting can be heard across the misty lagoon, where the fog grows thicker by the minute. Figures spotted in the distance soon close the gap as they glide by the party: **Druids** taking advantage of their *water walk* spell to skate across the surface of the water. They do not wish to kill the party, but trespassers must still be punished.
- 9 **Mine! Mine! Mine!:** A gull hunter hoping to stealthily snatch some eggs has drawn the ire of a flock of aggressive seagulls, using the stats of **Blood Hawks**. He is battered and bruised by the time the party reaches him, but his expertise with a net might come in handy while fending off these seabirds.
- 10 **Fool's Gold:** A pack of **Goblins** have been carving up a beached whale. They believe they've found ambergris, and are intent on selling it. In reality they have clumps of half digested krill, and they don't appreciate being corrected, or having their payday taken away.

NATURAL WONDERS

1d10 EVENT

1 **A Beautiful, Terrible Expanse:** Looking out to sea, the ocean stretches out to the horizon and down into unknowable depths. Its undulating surface belies its mysteries, simultaneously beautiful and terrifying. To some, the open water represents unfettered freedom, exciting adventure, and lucrative opportunity. To others, the dark waves hold only terrible danger, crushing isolation, and insurmountable obstacles.

2 **Shipbreaker Shoals:** A stone's throw from the beach, a dozen shipwrecks lie half-submerged in the surf. As the tide recedes, a massive field of jagged, sun-bleached coral emerges from the water. It holds the ruined hulks aloft like an army of warriors hoisting vanquished invaders upon their calcified spears as a warning to other foolhardy mariners.

3 **The Whistle:** A gorge in the cliffside near the sea plays natural music when the winds are just right and the tide is high enough. This is an event that attracts the local villagers for a ceremonial celebration. The party is invited, but these villagers seem to harbour a dark secret...

4 **Perspective Matters:** For centuries, treasure hunters have waited for a **Cyclops** to emerge from the sea, rumoured to have an eye that can grant great wealth to whoever pierces it. However, a recent storm has pulled back the waters in this inlet, revealing that the 'cyclops' is actually a natural formation of coral and stone shaped like a large eye.

5 **Golden Moments:** The shore gleams with light as a nest of a dozen newly hatched **Gold Dragon Wyrmlings** wriggle their way into the water for the first time. A warm glow beneath the waves reveals their mother marking the trail for them. Does this inspire hope, greed, or terror of the future dragons and their massive parents in the depths?

6 **Rainbow Falls:** A geyser of multicoloured water provides a warm respite, heat, and light. For centuries, bards have spoken of the magical rainbow waters and its life-giving properties. Hidden in the spray are **Sprites** ensuring via *heart sight* that only the deserving access their sacred water.

7 **The Weight of the World:** Admiring the smattering of islands on the horizon, the Leader notices one island seems to be slowly moving across the surface. The party may be unbelieving of this phenomenon... until the entire island breaches the surface, attached to the back of a gargantuan **Dragon Turtle**. With a melancholic cry, the creature submerges entirely, creating a huge wave that smashes into the other islands.

8 **The Queen of Gems:** Splashing through an estuary at low tide, the Quartermaster notices a glint amidst the rocky reef. Further inspection reveals a living oyster, with a beautiful iridescent pearl forming within its shell. An appreciation for the oddities of nature can be gained here, though some may choose to harvest this pearl, killing the mollusc in the process.

9 **The Revealing Storm:** On the morning after a terrible storm hammered the beaches, a new day brings a fascinating sight. Enough sand was torn away from the beach to reveal the bones of an as-yet-unknown creature to the party. The Outrider or other party member familiar with the wilderness may be able to make assumptions about the creature due to its bone structure.

10 **Drifting Danger:** A cloud of jellyfish are drifting along underneath the surface of the water. A full spectrum of colours is visible in the rings on their heads and their trailing tentacles. The swarm drifts along just beneath the surface for hours as your ship passes by, catching the different angles of sunlight through the day. The danger they would pose to anyone unfortunate enough to fall in is not lost on the party.

MONSTER HUNT

1D10 EVENT

- 1 **Danger From Above:** The party makes their way past a beach with a high cliff, where a group of **Pterosaurs** live. Fortunately, a group **Wisdom (Perception)** check can spot these creatures before they try to make a meal out of the party!
- 2 **Burying Treasure:** The party catches sight of a ship just off-shore, along with a small rowboat dragged up on the beach. A pirate band is taking the opportunity to bury treasure, and they wouldn't be too happy to find the party observing them. It takes a group **Dexterity (Stealth)** check to keep from being spotted.
- 3 **Sudden Eight:** Rumours of a territorial **Giant Octopus** from the depths pass between superstitious fisherfolk. Said to camouflage itself until someone gets too close, the octopus springs onto land, grappling its prey and attempting to drown it in a nearby pool before consuming it. Whoever slays the beast can sell its ink for a pretty penny.
- 4 **Creeping Seaweed:** A seaweed variant of the **Violet Fungus** lays in wait for the party. It looks like an ordinary patch of seaweed, but a group **Wisdom (Perception)** check enables the party to realise that it is slowly creeping towards them, independently of the rolling surf. If the monster is spotted, then the party can easily outpace it.
- 5 **Blood in the Water:** Bloody chum drifts on the churning waters. In the distance, tattered sails and the remains of a broken raft float on red waves. Beneath the shoreline, a **Swarm of Quippers** quickly disperses as a **Giant Shark** begins to feed.
- 6 **Nestled:** Rumours of a massive sea monster in a nearby bay have sailors terrified to venture out. Upon inspection, what appears to be a log floating in the distance is the neck of an ancient and sleepy **Plesiosaurus**. Its nest is filled with ancient debris from eggs it has nurtured and hatched over the centuries.
- 7 **Scrambled Rage:** A **Hydra** has plundered a trading barge for its loot. Claiming the eggs inside the barge for itself it is trying to hatch them, not knowing the eggs to be valuable art pieces. The party may notice the debris from the barge first, or the giant footprints left in the mud by the hydra.
- 8 **Fanged Danger:** The party finds a wide trough in the mud on the banks here. The trough is lined with the imprint of scales, and leads to a nesting site for a **Giant Anaconda**. The beast has eaten several adventurers whole, and has some impressive weapons and armour in its guts.
- 9 **That Damned Crab:** A hermit fisherman hails the party, requesting their aid with some pest control. His boathouse has been chosen for the nest of a notoriously large, mossy crab (use the statistics of a **Shambling Mound**) and its fresh brood of **Giant Crabs**. After felling this pest, the party can retrieve its sturdy chitin, as well as a large quantity of fresh crab meat.
- 10 **Abyssal Hunger:** A mile off the coast, a **Kraken** finishes devouring a pirate ship and turns its attention toward the survivors rowing to shore. Its tentacles writhe onto land, attacking anything within reach. Those rescued from the beast's wrath will part with some of the treasure they managed to save as thanks, and tentacles severed in combat can provide an exceptional rubbery material.

A PLACE TO REST

1d10 EVENT

- 1 **Strange Temple:** The ruins of an undersea temple are revealed during low-tide. The temple's layout is designed to be moved through in all 3 dimensions. Inside, there are carvings of abyssal creatures, sea-dwelling folk, and a god of the deep water. Despite its ruined appearance, the temple still has the blessing of its deity upon it, and resting here restores all spent Hit Dice.
- 2 **Ghost Town:** A shabby seaside village borders the inlet, its residents dismal and haggard. Most houses are boarded up, abandoned, and neglected. Once a thriving fishing community, a disgruntled **Water Elemental** cursed the waters in the bay when it noticed the overfishing. Many villagers left for more prosperous locations, leaving this dwindling community to perish.
- 3 **Perfect Protection:** A cave entrance in the cliffside is revealed only at low tide. While the cave itself will be flooded, upper sections of the cave are safe enough for a party to spend the night. If the party doesn't vacate before the tide changes, they will have to swim out of the cave, risking facing fishy foes.
- 4 **Old Graves:** The party discovers a safe place to camp just off the shoreline, a pleasant seagrass meadow. Unfortunately, it is actually an old burial ground whose markers were lost with the shifting of the coastline. The party may find themselves cursed and under siege by **Ghouls** unless they can placate the dead according to some long-forgotten custom.
- 5 **Rained In:** An abandoned fishing cottage provides adequate protection from the rain, as only part of the roof is caved in. The dozens of **Rats** living in the rafters welcome the company. A waterlogged journal details a mysterious plague the previous occupant was "this close" to curing by the final entry.
- 6 **Auntie's House:** A cheery shoreside cottage welcomes travellers in. Inside, an elderly **Green Hag** stirring a pot of fish stew bids everyone eat heartily and rest their weary bones. In return, all she asks for is a cherished memory to keep.
- 7 **To Light The Way:** A lighthouse shines in the distance, topped by a burning beacon with a massive concave mirror that rotates, powered by the heat of the fire driving a fan. The lighthouse keeper is nowhere to be seen, and all that remains are dozens of notebooks with 'she is coming back' scrawled over and over in them. A warning? Or hope for the return of a long lost love?
- 8 **Below Deck:** A capsized vessel provides immediate shelter from a heavy storm. Once beneath this overturned boat, the party finds it surprisingly comfortable. Exploring the upside down cabins, enough supplies can be scavenged to recover one Supply Die, though sheltering **Giant Crabs** may not be willing to share their food.
- 9 **Giant Shell:** The corpse of a huge turtle has washed ashore. It has decayed to the point where only the shell and bones remain, which makes it a dry and defensible shelter. It was deposited during a rough storm and remains in place until a similar storm pulls it back into the sea.
- 10 **She Sells Sushi On The Sea Shore:** A **Merfolk** has set up a stall on the shoreside, selling portions of fresh fish prepared in appetising bitesize displays. She invites the party to take a seat and enjoy the meals, for a fair price. The arrangements of raw fish are delicious, but some of these fish might be poisonous to landlubbers.

OLD MEMORIES

1D10 EVENT

- 1 **City Uncovered:** A recent landslide unburies the remains of an ancient city on a seaside cliff. It shares many similarities with Dwarven settlements, although these dwarves apparently worshipped a sea god and have incorporated many ocean motifs into their religious iconography. Much of their building material consists of coral drawn from the nearby reef.
- 2 **The Imprint:** An ancient city has crumbled into dust, but the magic protecting it still exists. When the tide rises, the waters stop along an invisible barrier that once kept it from flooding the city, except where the old residents wanted it to flow. The outline of old docks are clearly visible at high tide.
- 3 **Tiny Village:** With a crunch underfoot in tall dune grasses the party is alerted to the remnants of an ancient fae village, scaled for creatures 6 inches tall. There may be hidden messages or treasures in these small buildings, but such can only be accessed by those willing to shrink. For the shrunken, however, hidden dangers lurk, as many shore creatures have made this village their home.
- 4 **Warrior's Graveyard:** The party comes upon the remnants of a great battle fought between two **Storm Giant** armies. Huge weapons and armour lie strewn about the old battlefield, rusted in the salt air. Some swords may mark heroic last stands, while helms and shields offer hints as to the armies' identities.
- 5 **Merrow Grove:** A massive coral spire juts out from beneath the waves. An abandoned **Merrow** castle, decorated with mother of pearl, and sea-glass mosaics depicts valiant wars against **Kraken** and **Sahuagin** alike. In the darkest depths, **Giant Sharks** slumber among the prized relics of yore.
- 6 **Kraken the Code:** Centuries of water recession left dozens of shipwrecks to dry in the sun. At the centre of this accidental graveyard, a massive opalescent orb is cracked down the middle. Near the orb, the sound of thunder is heard regardless of the weather. Inside, an infant **Kraken** barely clings to life.
- 7 **Cliff Warden:** A sea cliff was long ago hewn into the likeness of a warrior-priest. While many of the massive statue's features have worn away, its intricately carved hands and fingers still clearly form some sort of sign; however, the sign's meaning has been lost for thousands of years, as forgotten as the folk that originally made it.
- 8 **Above the Surf:** An abandoned village rises above the churning surf, each house resting on stilts. They were clearly deeply cherished as each house is beautifully formed and intricately carved, but now several are missing or lie broken, their reinforced stilts snapped by what must have been an incredibly powerful wave or perhaps a dangerous predator.
- 9 **Smuggler's Den:** The waves lashing against the cliffside do well to hide a coastal cave, just big enough for a rowboat to slip inside. A makeshift shelter has been constructed on the small shore within, which nobody has visited in a long time. Stacks of rotten crates contain old bottles of alcohol and water damaged goods, while a crude map is carved into the back wall.
- 10 **Aeons Eroded:** A large stone wall runs along a coastal cliffside, with either end curving towards the cliff, crumbling over the drop into the sea. Remnants of an overgrown road lead toward a gatehouse in the wall, its rusted iron gate stuck open. Whatever ancient settlement these walls were meant to protect has fallen into the sea long ago.

A DARK PLACE

1d10 EVENT

1 **Cruelty Descends on Swift Wings:** A trio of **Eagles** cry overhead, circling above the water. One dives every few minutes, crashing to the water's surface to snatch up some fish. However, the fish caught in their talons emit blood curdling screams, crying out in articulate, desperate speech. The eagles eventually land and tear apart their pleading prey, eyeing the party with sinister intent and malicious laughter.

2 **Crawling Horrors:** Large hermit crabs converge around an old lighthouse set on an island just beyond the shoreline. These hermit crabs are using humanoid skulls for shells, making it seem as if the disembodied skull eye sockets are watching the party's every move. The crabs seem to move as a group and follow any who would approach the lighthouse.

3 **You Are What You Eat:** A noble of some repute is adrift and begs the party for help. Their ship had crashed on a desert island and the crew was forced to resort to cannibalism to survive. Naturally, the noble is the sole survivor. Though outwardly sickened by their fiendish actions, the noble can be caught eyeing the party hungrily.

4 **Night Light:** A lighthouse of polished bone shines with a sickening light on the horizon. Following it leads to a living island with rippling blood pools and grass made of tiny grasping fingers. Leaving the island requires a sacrifice: a reduction of Maximum Hit Points, a permanent level of Exhaustion, leaving behind a crew member, or worse.

5 **Island of Dreams:** Whispers on the wind speak of a nearby island shrouded in darkness where anything imaginable is true. Dreams, nightmares, hopes, and fears take form on this island of possibilities. Temptation worms into the party's soul and begins feasting upon their hearts, despite their better judgement.

6 **Disturbing Fins:** As the party approaches the edge of the surf, they notice a number of fins out in the waves, presumably **Reef Sharks**. These "sharks," however, are swimming dangerously close to the surf, almost as if they aren't worried about getting beached. They are amphibious, and have legs that enable them to walk as fast as they swim.

7 **They Didn't Make It:** The party comes upon a group of pirates attempting to row to shore. The trouble is, these pirates drowned and their **Zombie** selves are trying to complete the journey, rowing a boat that's already beached beyond the surf. They take no notice of the party as their leader silently gives them orders to keep rowing.

8 **Shore Reave:** Looking down from a sea cliff, the party sees a long skiff pulling up to a small reef island just beyond the shore. Not long after the distant foragers set foot on the 'isle' its head rises from the surf to bite several of them in half. Their distant screams carry on the wind until the sea serpent finishes devouring them all.

9 **Dead Waves:** The water in this cove is as still as the sand, with no tide to be seen. The absence of the waves reflects the uncomfortable silence, with no signs of life nearby. An overwhelming dread fills the party, and any who step too close to the shoreline find themselves overcome with the urge to keep walking into the depths.

10 **Ghost Cruise:** A luxurious sea vessel has beached itself on the sand, with no sign of a crew. Climbing aboard, the party finds tables set for dinner, plates covered with cooked food still steaming hot, sleeping quarters filled with clothes and neatly made beds, but no sign of life on board. It's as if the crew vanished just mere moments ago.

DEADLY FIGHT

1D10 EVENT

- 1 **Ghost Lights:** A lightning flash illuminates the fateful flag of an infamous pirate ship crewed by **Wights**. Before attacking, the ship sends out a 'boarding beacon' of **Will-o'-Wisps**. The Wights then board the ship and try to slay everyone aboard.
- 2 **Hunting Season:** A band of **Sahuagin** steps out of the waves, spoiling for a fight. They have several trained **Giant Crabs** to help them in their hunt. The Sahuagin engage the closest party members as the giant crabs corral any that try to run, slowly closing the circle until they are menacing the party on all sides.
- 3 **Turnabout is Fair Play:** A local undersea community of Elves has responded to a seaside community's overfishing by sneaking ashore at night and slaughtering their livestock. The community responds by attempting to hire the party to rid them of the 'raiders.' Of course, they fail to mention why they're being attacked.
- 4 **March of the Dead:** Centuries ago, a feared necromancer and their minions were sunk sailing the high seas. Unfortunately, the necromancer and crew turned undead and have slowly marched back to shore. Of course, no one remembers this incident, so it is a surprise when waterlogged **Zombies**, led by an undead **Archmage**, rise from the waves to seek revenge!
- 5 **Titan's Fall:** Unceasing storms plunge the coast into darkness as lightning rends the sky asunder. Two **Storm Giants** argue playfully over who can create the most impressive wave and prove worthy of the title Fulminus Gargantua. Unfortunately, the only path forward is between the two of them.
- 6 **Sea King:** Angry shouts rise from an **Archmage** barking orders at a group of **Water Elementals** in an attempt to control the seas. Lightning courses around him as the elementals are poised to strike back.
- 7 **Part of the Crew:** A Tiefling warlock is embroiled in battle against her former pirate crew who were cursed after stealing ancient treasure. Slowly dying on their return voyage, they have turned into hideous **Ghasts**, jealous of their surviving crewmate who kept watch on the ship during their plunder. Her *eldritch blasts* only exacerbate their stench whenever she lands a hit.
- 8 **Nosy Neighbour:** A cadre of **Merfolk** surface beside the ship shouting for assistance in heavily accented Common. They reveal an **Aboleth** has moved into their waters and is preying on their hopes and desires under the guise of granting wishes. The merfolk offer to reward the party for the aboleth's removal and several of their best warriors (use the **Merrow** entry) offer to fight alongside the party.
- 9 **Crustacean Trouble:** The party inadvertently stumbles into the hunting grounds of a **Chuul**, who lurks beneath the waves by day and scuttles out at night. The Chuul prefers to attack party members on watch while the others are asleep, leaving them defenceless. It keeps any treasures it finds beneath sea rocks beyond the surf.
- 10 **First Meal:** As a storm brews overhead, the sands beneath the party's feet begin to stir. A clutch of **Blue Dragon Wyrmlings** erupt from below, freshly hatched. They cry out in unison, seeing the party as the only available food source nearby. Desperate to sate their hunger, they give chase and refuse to flee. Hopefully their mother doesn't return any time soon.

FATEFUL ENCOUNTERS

1D10 EVENT

- 1 **The Pirate Queen:** The party comes upon a charming “pirate queen” drinking herself into oblivion. She is just coherent enough to claim that her entire crew betrayed her, but that there is a valuable yet dangerous object aboard her ship. She needs to recover it and offers the party the other valuables in ‘her’ ship if they help her.
- 2 **The Lost Dragon:** A clumsy young ‘adorkable’ man begs the party for assistance. He claims to be a **Young Bronze Dragon** permanently transformed by a seaside wizard. The wizard plans to use his “draconic essence” to open a portal to another plane, which the wizard believes will grant him power but the dragon believes will destroy the world.
- 3 **A Matter of Tradition:** Every 13th year, a **Sahuagin** champion rises from the waves to challenge a landlubber. This is purely a nonlethal ritual between the Sahuagin clan and the local village, but plague and war has erased the landlubbers. Unfortunately, the champion believes that one of the party is their combatant, and killing the Sahuagin is akin to starting a war.
- 4 **Sudden Island:** The party sees that a burial site, and a gargantuan portion of the land surrounding it, has been ripped up and dragged into the ocean, spotting trees and foliage out on the horizon. A long dormant **Dragon Turtle** had unknowingly cultivated this land on its back as it slept, and it is secretly tainted with necromantic powers from the powerful mages buried on its shell.
- 5 **A Fair Bargain:** Dreams from a **Kraken** offer great power in the form of Warlock patronage at a terrible price. The price includes at minimum a constant psychic link to the kraken. Ignoring the dreams results in the dreamer gaining no benefit from long rests until the kraken is answered. The kraken has slumbered for millenia, awakening now to conquer the planes one warlock at a time.
- 6 **The Sleeping Swordsman:** A retired elven swordmaster (use the **Marilith** entry) is rumoured to sleep in a massive seashell on a distant shore. She trains only those who swear to use her teachings in the service of the less fortunate. The Elf is in self-imposed exile as all her previous students have died horrific violent deaths.
- 7 **As the Crow Flies:** An **Iron Golem** covered in barnacles and dragging seaweed rises from the depths and trudges onto the beach. Having walked in a straight line from its point of origin across the sea, it now attempts to clamber up a cliff face, intent on the most direct path to its goal. It has been so long since it set out on its journey that it no longer remembers the message it was meant to deliver.
- 8 **Divine Recognition:** A beautiful **Deva** swoops down from above. If the party has recently done a service for the greater good, such as slaying a Nemesis, the Deva thanks them wholeheartedly. If the party is only starting their quest for good, this angel senses their future actions and gives them sage advice. This celestial was sent by a deity to gather information about the party.
- 9 **King Crustacean:** Two parallel lines of crabs emerge from the shore, brandishing horns and sputtering a royal tune as their giant king rises from the waves, a rusted crown atop his shell. Bellowing in Common, he demands entertainment in the form of magical spells. He is secretly a powerful Wizard himself, looking for someone worthy to bestow his knowledge upon.
- 10 **Downcast:** A **Merfolk** lies on the beach, staring into the sky, spear and shield discarded to the side. They barely react to the party’s presence and seem dejected and depressed. They don’t want to talk about it, but they have been exiled by their people, never to return to the sea. Beneath the waves, they were a powerful warrior of some renown.

DESERTS

Deserts are environments characterised by their lack of rainfall. Extremely dry, the plants, animals, and people have learned to adapt to the lack of water, and an ill prepared party are sure to perish if they too don't acclimate. The main types of deserts covered in this book are hot and dry deserts and semi-arid deserts. These range from intense sunshine and extreme temperatures, with rolling sand dunes and little shade or shelter, to more rugged regions with sparse ground-hugging brush and rocky mountains.

WEATHER

Searing sun, beating down mercilessly and sizzling unprotected skin

Strong winds whipping up sand, stinging eyes and reducing visibility

Light breezes causing the sand to dance, and gravel to clatter noisily against rocks

A singular cloud passing overhead, perhaps the castle of a fearless **Cloud Giant**

Large sandstorms in the distance, hurling dust into the air that tints the light of the sun with a murky orange hue

Sudden storms causing flash floods, carrying sand and rocks downhill in a dangerous flow

Freezing temperatures at night as the heat escapes into a cloudless sky

Rain clouds unleash their burdensome water, which evaporates before it even touches the ground

Wind sculpts the landscape overnight, the party waking up to a very different arrangement of dunes

Temperate caves providing shade from the sun, and howling when the wind blows

FLORA AND FAUNA

Wandering camels, perfectly adapted to crossing the scorching sands

Rattlesnakes, thorny lizards, and desert tortoises bask in the sun, their blood warmed by its light

Roadrunners sprinting across the rocks, wrens nesting in a cactus, and hawks wheeling through the open skies

Waxy succulent plants, short and stubby, spread throughout the sandy soil

Giant Vultures seeking weakened prey, feeding first off their misery, and then on their corpse

Fields of prickly cacti, temptingly juicy, but dangerous to handle

Packs of wild jackals roam the hills, while some are tamed by **Lamias** as guard dogs

Scarabs and dung beetles rolling the waste of larger creatures, their metallic carapaces glinting in the sun

Sand loving monsters, such as **Bulettes** and **Elementals**, alongside cave dwelling creatures like **Basilisks**

Giant Scorpions hide beneath boulders waiting for the cool evening to hunt

LOCAL INHABITANTS

Copper Dragons, talkative and tricky, uneasily share the land with **Blue Dragons**, cruel and cunning

Nomadic tribes trek across the dunes, on their way to new homes, where food and water are more plentiful

Villages spring up around oases, taking advantage of these fertile lands in the barren desert

Adventurers lured to desert lands, searching for lost ruins, dragon hoards, and buried treasures

Cruel **Lamias** reside in crumbling ruins, watching trade routes for the easy pickings of beautiful baubles and attractive adventurers

Merchants and traders, crossing the harsh landscape to avoid longer routes and make some quick coin

Scholars and historians researching petrified fossils, ancient ruins, and the natural elements

Farmers whose land has been swallowed up by desertification, but refuse to leave their ancestral farmlands

Elementals and **Genies** basking in the abundance of their elements, or perhaps summoned by powerful mages

POINTS OF INTEREST

An oasis, the spring nurturing a wealth of animals, plants, and people

Vultures circling in the distance, watching and waiting for their prey to succumb to dehydration or their wounds

Ancient ruins of an advanced civilisation, lost to time and buried under the sand

Dust devils spin hot air just above the ground, picking up dust and dirt, racing across the landscape

A brilliantly clear night sky, showing the vastness and beauty of the stars above

Buttes that stretch high above the ground, flat-topped, and taller than they are wide

Mountainous sand dunes, arranged in winding patterns across the desert

Old villages, abandoned as the desert crept in and the water dried up

Slot canyons cutting through mountains, leaving only enough space to squeeze through

POSSIBLE JOURNEYS

A scholarly ally has run afoul of the undead, and the party must rescue them from an ancient ruin in the dunes

Guarding a caravan of supplies, the party must travel between twin kingdoms separated by the sand wastes

An empire long fallen prey to the sands is said to hold a legendary weapon capable of killing a god

The corrupt magic of an **Archmage** is turning fertile farmland to arid desert and must be stopped

A titanic monument inexplicably changes location with the seasons. Track it down and see what secrets it holds

Enchanted sand has been shaped into highly coveted magical glass amidst a fight between elder **Elementals**

The secretions of a **Purple Worm** sighted on the rocky plains are the perfect poison to assassinate the tyrant king

An "archeologist" has stolen a sacred relic and fled to the chasms for safety. It must be retrieved

The hideout of the rebellion is sequestered in the desert, a challenge to the empire that would oust them

A CHANCE MEETING

1D10 EVENT

1 **Sand Surfers:** A group of giddy Halflings whizz by the party on sleds made specifically for surfing the desert dunes. Only able to support a single Halfling's weight, they don't have any to spare for the party, but they are eager to share the sport if enough wood is available for crafting.

2 **Caravan Trail:** A long line of caravans trudge through the desert on their way to their next city, a shortcut deemed necessary by their guild leader. Exhausted, overworked, and angry at their superiors, they are eager to trade with the party and badmouth their incompetent leaders.

3 **Fame and Glory:** A non-native group of Gnomes have set out on an expedition to uncover the histories of a lost civilization within the desert, hoping to return home with incredible discoveries. Despite their enthusiasm, it is clear that they have no knowledge of survival within the harsh climate, and are dangerously unprepared for their journey.

4 **Familiar Frog:** A large frog hops weakly along the rocky ground, moaning in Common. It is the familiar of a nearby Wizard who has holed herself up in a cave and sent it out to find food, despite its amphibious body struggling in the dry desert.

5 **Love Letters:** A Half-Orc rides a two humped camel across the dunes, the personal messenger of two lovers situated on either side of the desert. She is paid handsomely, and enjoys the solitude, though she scoffs at the sickly-sweet love of her patrons.

6 **Carrying a Secret:** A Dragonborn adventurer is encountered along the road, looking dirty and injured, and hesitant to talk with the party. He is protectively cradling an object wrapped up in cloth, and becomes very paranoid if asked about its significance.

7 **Desert Express:** A uniformed postman passes by the party on his way to a delivery. Struggling in his ill-suited clothes, he admits that the unsteady dunes, extreme temperatures, and odd wildlife have reduced his efficiency, and vows to work harder when he returns to favourable climes.

8 **Lines of the Gods:** The party finds a group of locals carving vast incisions along the desert floor for the amusement of their god as she looks down upon her worshippers. They are eager to move the party along and out of their way, warning them not to touch any of the sacred carved lines.

9 **Seeds of Life:** A tribe of nomadic Druids cross the desert heading in the opposite direction of the party. They leave grasses and flowers in their wake, delighted in their mission to spread life to this barren region, but if the party follows their trail they find only the dried remains of dead plants. The desert is not kind to fools who wish to destroy it.

10 **Cloudless Nights:** A Dwarven Wizard is found climbing up a steep ridge, searching for the optimal spot to study the stars. He is annoyed to have found other people in such a remote area, having left his busy city in order to observe the stars in peace, away from the light pollution of urban areas.

HIDDEN RESERVES

1d10 EVENT

1 **Waters of Life:** A **Water Elemental** has been sealed away from the world within a glass prison. It begs to be free so that it can help restore life to this barren land. Should the party heed its request, it will gladly replenish their supplies of water before searching for a spot to create a new oasis.

2 **Oasis:** An uninhabited oasis in the sands offers refuge from the heat of the desert. What trees have grown offer shade from the sun, as well as their fruits, and the crystal clear water quenches the thirst of weary travellers.

3 **Amidst the Dead:** Mounds of bones lay in piles around a cave entrance, though there are no signs of predators anymore. Sifting through the bones can gift the party with a dead cartographer's unfinished map, with handy shortcuts marked on it, which can reduce the number of Encounters on this Journey by 1.

4 **Desert Mounts:** Two camels wander through the desert, saddles and equipment lashed to their humps. They are skittish, having seemingly escaped from their last owner, but they would make great mounts... or food.

5 **Blood from a Stone:** Large clusters of boulders line this valley, and the glint of the sun catches the Quartermaster's eyes as it reflects rainwater hidden within their clefts. Perhaps more water hides under these innocuous rocks.

6 **Succulent:** Most of the cacti the Quartermaster has attempted to cook have left an unpleasant taste in everyone's mouth, but unless they try every new variation they come across, they'll never know if there's one particular variety that is delicious.

7 **Floating Font:** Water spouting magically from an invisible source 5 ft. off the ground whizzes quickly by the party, unable to be stopped or captured. If they are able to contain some of this fast moving water, it tastes fresh and clean.

8 **Abandoned Cargo:** Cargo half sunk in the sand is scattered across the area. While signs of a struggle are hard to find, it's clear that whoever owned these supplies has long since fled the area. Though such supplies are welcome, the threat of bandits shouldn't be ignored.

9 **Mirror Mirror:** A flooded salt flat stretches out to the horizon, reflecting the sky in a stunning display. As the sun sets, a small desert shrine can be seen only in the reflected world, alongside a winged celestial. With a gesture from the divine creature, plantlife bearing fruit blooms around the shrine, and falls upwards into the real world.

10 **Canyon Grove:** Sheltered within the nooks and crannies of a canyon's rocky surface, an abundance of fruits and berries can be found from plants growing between the rocks, their roots sinking deep to find water wherever they can.

A BUMP IN THE ROAD

1D10 EVENT

- 1 **Vitrified Sand:** The heat of the desert sun, or more worryingly, a Dragon's breath, has scorched the sand into a vibrantly reflective glass. Threatening to crack and slice through the boots and soles of those who risk walking on the fragile surface, a successful **Intelligence (Investigation)** check allows a safe crossing, each step carefully considered.
- 2 **Moving Mountains:** The direction and strength of the wind has led to the formation of mountainous sand dunes that block the path ahead. After reaching the ridge of one sand dune, the party is disheartened to see that it is but one of many. A **Strength (Athletics)** check determines how exhausting this climb will be.
- 3 **Tight Squeeze:** A rocky mountain blocks the direct route, but it may be possible to cut through this obstacle by climbing through a narrow slot canyon. Using a **Dexterity (Acrobatics)** check, the Outrider can find a path through this outcropping that the party can squeeze through.
- 4 **Sandstorm:** A roiling brown cloud forms in the distance, a dangerous warning of the sandstorm to come. A shelter must be found with a successful **Wisdom (Survival)** check before the sandstorm envelops the party, buffeting them with its abrasive wind and obscuring the path ahead.
- 5 **Hungry Larvae:** A stretch of vast sand pits alerts the party to the traps of giant antlions. They must carefully skirt the edges of these pits with a **Strength (Acrobatics)** check to avoid falling into the mandibles of this insect. If the Outrider fails, the party must instead fight the giant antlion (use the **Giant Centipede** entry) to escape.
- 6 **Anthills:** Unusual mounds poke out of the sand, with the crawling insects moving between them creating a wall of millions of tiny legs and pincers. As the dominant creatures of this area, the ants will attack any who attempt to cross, stinging them and wriggling off with their food. A successful **Intelligence (Nature)** check can determine the best spots to circumvent the nest without going too far off course.
- 7 **Bulette Holes:** Large **Bulletes** have dug through the ground, leaving complex warrens of intersecting tunnels and caverns. The ground is unstable, and every collapsed section delays the party. A **Wisdom (Perception)** check is needed to find and avoid the telltale signs of the treacherous cave-ins.
- 8 **Whispering Winds:** Mystical chanting on the wind confounds the ears and confuses the mind. Whispering conflicting directions to the listener, the party begins walking in circles. A **Wisdom (Insight)** check can determine which inner voice is real, and which one is misleading. Alternatively, an **Intelligence (Cartographer's Tools)** check can keep the party on track.
- 9 **Spider Farm:** A forest of cacti stands before the party, with thick strands of spiderweb strung between them, creating an uncomfortable barrier. Scuttling out from the webs, an **Ettercap** shouts in broken Common, warning none to trespass on its farm, lest it summons its spiders. A **Wisdom (Perception)** check allows the Outrider to circumvent the farm without too much delay.
- 10 **Do Not Touch:** Large sapphires litter the sands ahead, laying in plain sight and glinting under the sun, an attractive and easy payday. Aware of this notorious trap of the **Blue Dragons**, an **Intelligence (Investigation)** check allows careful avoidance of any alarms... should the party be able to resist temptation.

NEEDING ASSISTANCE

1d10 EVENT

1 **Beneath the Crust:** A caravan of Dwarves has encountered a salt flat, one of their wagons having cracked through the crust, revealing a quagmire of mud that has engulfed the wheels. With assistance of the party's **Strength (Athletics)** check, they can attempt to salvage their stock before it sinks completely.

2 **Grim Determination:** A female Half-Orc wanders alone through the desert, deep scars covering her body. She vaguely tells the party that she is on a personal quest, remaining scant with the details. Despite her obvious injuries and evidence of severe dehydration, she resolutely refuses assistance... Until, at least, she collapses in exhaustion, necessitating a group **Wisdom (Medicine)** check.

3 **Curse of the Tomb:** The party encounters a male Halfling who wants nothing to do with the group, insisting they keep their distance. He claims that he has been cursed after attempting to rob a tomb, and is showing obvious signs of hallucinations and paranoia, but an explanation with an **Intelligence (Arcana)** check may calm him down.

4 **Curious Nomads:** A group of nomadic Humans make their annual trip through the desert to visit another settlement, and their knowledge of the desert geography is invaluable. In exchange for their assistance, they ask only for the party to entertain them on their voyage with a **Charisma (Performance)** check.

5 **A Final Journey:** An aged Elf Wizard is making a final journey to the city of her birth, hoping to spend her final days there. While she is eager to share the history of her home, she remains quiet about more recent events surrounding it, as the city fell long ago. An **Intelligence (History)** check may reveal some clues to the party, and bring light to the Elf's eyes.

6 **Three Wishes:** Three young wizards carrying an empty lamp are trying to hunt down a genie, hoping to split its three wishes amongst them. They are performing a variety of odd spells in the hopes of summoning one, with very little success, and wonder if the party can help them in their rituals with an **Intelligence (Arcana)** check.

7 **Dry Quicksand:** A Lizardfolk and their dinosaur mount has sunken into a sand pit, their thrashing and wailing carried on the winds. Only the nimblest of adventurers can rescue them without sinking themselves, requiring a successful **Dexterity (Acrobatics)** check.

8 **Disappearing Act:** The party watch as an extravagant palace in the distance crumbles into nothing but sand, a lone figure escaping the destruction. Upon reaching the scene, they meet a Human treasure hunter who had entered this magical palace from a very different location and has no way home. An **Intelligence (Cartographer's Tools)** or **Wisdom (Survival)** can provide them with directions.

9 **Scattered in the Wind:** A dust devil has whipped through an encampment of humans, ensnaring their papers in its winds. They are desperately trying to follow it and snatch their documents back, appreciating the help of a successful **Dexterity (Sleight of Hand)** check.

10 **Sword in the Stone Golem:** A **Stone Golem** has been immobilised by a magic sword that has been stabbed deep into its back. Unlike most of its kind, it can speak and seems somewhat intelligent. It begs to be released so that it may accomplish its task, but states that only the worthy may pull the sword, necessitating an **Intelligence (Religion)** check. Alternatively, a successful **Dexterity (Mason's Tools)** check can blasphemously loosen the sword.

DANGER AFOOT

1D10 EVENT

1 **Desert Raiders:** A group of mounted Orcs have found the party wandering through their lands, and view them as easy pickings. Some follow after, while others seek to travel ahead, cutting off the forward path, and surrounding the party — this isn't their first rodeo.

2 **Against the Elements:** A cluster of **Dust Mephits** are blowing over the dunes. These elementals are seeking to spread chaos and vandalism. If the party notices the mephits, it's because they spotted the rolling dust cloud was moving against the wind, despite the fierce gale.

3 **Gnome Trapper:** A Rock Gnome **Mage** and some gnomish **Bandits** have set up human sized snares and pit traps in the sand, using them to ensnare trespassers to rob. If the Gnomes are discovered, it is because their trap lines were visible or their hiding holes were not well concealed.

4 **A Challenger Approaches:** A group of Monks challenge any who pass by their monastery that is carved into the cliffside to a trial of combat. They promise not to deal any killing blows, but state that they will not hold back.

5 **Burrows:** Loose sand gives way to craggy rocks, littered with caves dug out by a nest of **Giant Centipedes**. Such creatures can often dig up veins of ores or punch into long buried ruins and monuments to the dead, but with little use for such things, they leave them in the dirt. The party risks awakening these writhing insects by entering, but treasure lies within for those brave enough to try.

6 **Scorpions:** A pair of **Giant Scorpions** seem to be performing an intricate dance in the desert sands, circling one another in instinctive tradition. Once they spot the party, they move in tandem to attack, angry at this intrusion on their private courting ritual.

7 **Ghoul Cave:** What appeared to be a tempting campground in an abandoned village carved into the stones of a rocky outcropping reveals itself to be occupied, though its **Ghoul** residents would love to have the party for dinner.

8 **What Lies Below:** A trio of **Mummies** guard the entrance to a tomb complex beneath the sands, commanding their **Skeleton** minions to drag victims deeper within the tomb for some unknown horror. Great dangers and treasures lay in wait within, though the exact opening mechanism is unknown to the party.

9 **This Cave Ain't Big Enough For Both of Us:** A cave offers the only protection from a terrible sandstorm that sweeps across the area suddenly. Though at first the cave seems empty, deeper within are a group of **Bandits** and a **Bandit Captain** who are also taking shelter from the storm.

10 **Crawling Stones:** Long, perfectly straight lines cut their way through the upper layer of sand here. Following these puzzling lines, they will find a group of rocks at the head of each path. The rocks are completely still, with no indication that they have moved themselves. If one touches a rock, the answer becomes clear: toothy boulder **Mimics** begin attacking.

NATURAL WONDERS

1d10 EVENT

- 1 **Eye of the Desert:** A strange formation of craggy mountains juts out from the desert sands, resembling a hollowed-out dome. Spiralling inwards from the centre is a rich vein of vibrantly colourful minerals, shining in stark contrast to the rocks and desert sands. From a high vantage point, the formation resembles a giant bull's eye, potentially causing unease for some.
- 2 **Acid Bath:** A natural basin holds crystal clear water above brightly coloured stone, tantalisingly refreshing to the parched mouth and gritty eyes of adventurers. If any party member attempts to scoop it up, the water reveals itself to be acidic and highly corrosive, dealing 1d6 acid damage if it touches bare skin.
- 3 **Starry Night:** The cloudless skies of the desert night present a spectacular view of the stars, and the party have noticed a stunning display of shooting stars streaking across the twinkling backdrop. Some may view this as an omen of good fortune, but for some, they remind them of their cosmic insignificance.
- 4 **Salt Pan:** A dazzling white surface extends as far as the eye can see: a dried up lake bed that left behind minerals as its water evaporated under the sun. The transformation of liquids into solids and gases may fascinate some as they cross the salt flat, while to others, it is a grim reminder of the deadly intensity of the sun.
- 5 **Ancient Dance:** What seemed to be a broiling sandstorm turns out to be a passionate dance between an **Air Elemental** and an **Earth Elemental**, pure beings of their respective elements. They are far enough away to pose no threat to the group, though some may grow frightful at the prospect of encountering beings of such raw power. Others find beauty in this rhythmic fusion of sand and wind.
- 6 **Sand's Song:** The harsh desert wind reacts strangely with the sand dunes here, creating a haunting tone that shifts and flows with the sands themselves. The shapes of the dunes and the strength of the wind change from moment to moment, creating ethereal songs or phantom voices. Such songs may be haunting, sounding like dire omens or warnings, or may be softer, soothing the woes of travellers.
- 7 **Sea of Glass:** The terrain gives way, changing into a vast expanse of glass stretching out across the landscape, all that remains of a vast magical firestorm that scorched across the desert sands. Though fragile looking, the glass is solid enough to walk on. In the daytime, the sun is reflected harshly, but on a cloudless night, the stars and moon shine against the mirrored surface in a beautiful display of light.
- 8 **Fairy Circles:** The arid underbrush here breaks up into odd formations with no explanation, strange circles and other shapes forming holes in the ground. From even a low vantage point, one can see these patterns stretch out for a great distance, eventually ending as abruptly as they began. Such patterns must be the result of fae magic, or druidic intervention.
- 9 **Great Canyon:** The flat ground is suddenly cut through by an immense canyon complex that has been carved into the ground here long ago by the flow of water, creating a stunning vista and a mile long drop. The canyon stretches out tens of miles across and is hundreds of miles long, but a stable rope bridge could be used to cross the chasm.
- 10 **Great River:** The lifeless desert is torn through by a wide river that feeds an abundance of life in this region. The drastic change in the landscape from sand and rock to greenery and growth is a welcome sight, and may give comfort that even in the harshest of places, life can still bloom.

MONSTER HUNT

1D10 EVENT

- 1 **Risky Business:** The ground crumbles beneath the party's feet and they fall into an underground cavern pitted with large **Ankheg** eggs. The eggs would take time to gather, and the rumbling ground signals their parents approaching. Collecting the eggs would surely mean a fight, but provided they don't hatch too soon, they are a lucrative haul.
- 2 **Giant Snakes:** Great swells in the sandy ground give a clue that there are serpents taking shelter from the heat under the sand's surface, and the size of these indicate they are of monstrous proportions. Fangs, venom glands, meat and scales all have value to the desert cultures, as everything can be made use of. Since these **Giant Snakes** are resting, slipping by unnoticed shouldn't be difficult, though picking a fight with one snake will surely raise the ire of the others.
- 3 **Manticore Pack:** The area ahead is littered with spikes, weapons, and bloodstains. A successful **Intelligence (Nature)** check reveals the attackers: a pride of **Manticores**, with drops of blood leading back to their lair. The manticore's diet of humanoids often leads to them eating valuables and even magic items, that may be cut out of their stomachs, in addition to the value of their hides and claws.
- 4 **Bird of Prey:** The bodies of large animals litter the area, long since picked clean of meat. The bones smashed apart as if dropped from great height signals the territory of a **Roc**. While its nest may be hidden, it is likely to be high with a view across the land: a rocky outcropping, mesa, or mountain are likely places. The eggs of a Roc are valuable, but with their keen eyes they're likely to spot trespassers in their domain.
- 5 **Desert Jewel:** A young **Blue Dragon** has made its lair in the ruins of an ancient city, and arrogantly displays its wealth for all to see, creating a shining lure in the middle of the wastes. While the dragon is watchful of interlopers, it must still search for food occasionally, leaving its treasure unguarded.
- 6 **Gorgon:** Uninteresting and flat landscape gives way to strange stones of jagged and irregular shape, some eerily resembling humanoid limbs. Hoof marks signals that a **Gorgon** roams this area. Within the gorgon's den, an un-smashed statue of a warrior stands, with their magic sword untouched by the petrifying breath.
- 7 **Little Grey Men:** A group of **Doppelgangers** whizz across the night sky on a fast moving *Floating Disk*. The party witnesses as they silently abduct a Tiefling from a nearby camp and replace her with one of their own. Doppelgangers are notorious for learning important secrets of those they abduct, and living off their stolen wealth, and are sure to have amassed a sizeable sum of gold.
- 8 **Lost Crusaders:** A tattered banner of a distant god flies high above a procession of armoured figures lost in the desert, their livery identifying them as knights of a distant land. Religious fervour couldn't protect these pilgrims from the desert harshness, and now they wander the sands as **Zombie Knights**, still clinging to their loot and treasures as they march ever onward.
- 9 **Lost Sarcophagus:** A group of mummified figures wander the desert, carrying aloft a cracked sarcophagus. On closer inspection they seem to be moving with determination towards an unknown target. They are draped in finery and rather than a body, the sarcophagus is full of treasure. Any attempt to disrupt their journey results in a fight with these **Mummies**.
- 10 **Wyvern Nest:** The rockface of a tall mesa has deep gouges scratched into its surface. An **Intelligence (Nature)** check can determine that these were made by a territorial **Wyvern** marking its domain. The Wyvern will be more aggressive than usual, as hidden away within its nest are its recently hatched children; extremely valuable to those who have the knowledge and skill to train them.

A PLACE TO REST

1d10 EVENT

- 1 **Sand Sea:** A large seafaring ship stands proudly upon the desert sands, seemingly ready to weigh anchor if not for the lack of a crew... and ocean. If the wayward crew returns to their ship, they will be unhappy at any stowaway occupying their boat.
- 2 **Clay Army:** A sudden stairway to an underground chamber is found. Inside it is cool and shady, but lurking in the dark are rows upon rows of **Clay Golems**, standing in immaculate order. Inanimate and inert, the party can rest uneasily between their lines.
- 3 **Canyon Oasis:** A large hidden oasis is found, protected by the canyon rocks. Strange and unique plants are abundant here, providing shade and food. The water is crystal clear and pure, but the animals here seem hesitant to let strangers into their watering hole.
- 4 **Nomad Camp:** A suitable campsite is already occupied here with a group of desert nomads, who are more than happy to share their camp and provisions with other travellers. The nomads' tales of their heroes and legends may give insights into the region's history and dangers. However, not all the smiles may be genuine, and some of the nomads may have hostile intentions.
- 5 **Village of Stone:** Inventive inhabitants of the desert make use of everything they can, even down to rocky landscapes that can be found within the wastes. One such community once resided in this area, having carved out their homes from the abundant rock, providing protection from sandstorms. The village may only be temporarily abandoned, its residents travelling from rocky village to rocky village.
- 6 **Old Mine:** A once thriving mine exists here, its entrance half choked by the sands. Deep inside the mine is likely to be cool, offering protection from the desert heat. Though anything of value has likely already been taken, the mine is extensive and vast, and likely to contain **Swarms of Bats and Insects**.
- 7 **Serpent Temple:** An intricate temple complex to a serpentine god stands proud in the desert, obelisks and sandstone statues of serpentine humanoids dotting the landscape. No matter where one stands within the complex, the statues always seem to be staring, watching for something. Should disrespect to their god be shown, the statues will come to life, ready to fight (use the **Gargoyles** stat block without fly speed for these statues).
- 8 **The Perfect Camp:** A well constructed camp with a gentle fire sits mysteriously in the desert. It is well sheltered from the harsher winds, and the tents seem to be the perfect temperature for their occupants. The camp is secretly a gift or the trap of a **Ghost**, and those who slumber here may wake up to no camp at all in the morning, or find themselves fighting off this spectral foe.
- 9 **Melting Metropolis:** A small mountain is surrounded on all sides by ancient houses, constructed with muddy materials. The houses seem to droop and sag, looking as if they have melted in a freak rainstorm, their structures collapsing or merging. **Grey Oozes** often lurk in such places, and perhaps even cause such decay.
- 10 **Remnants of Monsters:** A cave on the side of a sheer cliff feels temperate and shaded to the weary party. A **Wisdom (Nature)** check reveals that this cave was once carved by a Purple Worm, but seems disused. Caves such as these are perfect nests for **Giant Spiders** and **Giant Scorpions**.

OLD MEMORIES

1D10 EVENT

- 1 **Eternal Spring:** A bubbling fountain of water stands in the centre of an extravagant village, the spring having never stopped flowing. No living creatures can be found within the town walls, nor any evidence of past occupants.
- 2 **Canyon City:** Weathered statues of humanoids can be found jutting out of the rocks as the adventurers descend into a canyon pathway. As they descend deeper and deeper into the canyon, they find more evidence of ancient habitation, eventually stumbling into the heart of the once mighty civilization that called the canyon home. Vast complexes were carved out of the canyon walls. The buildings sit abandoned and forgotten, the strange statues their only remaining residents.
- 3 **Ancient Seabed:** Harsh winds have blown the sands away from this area, revealing what has been buried since ages past: an ancient seabed scattered with the fossilised remains of life from another time. Giant seashells, bleached coral reefs and the titanic skeletons of ancient whales are unearthed. Such a glimpse into the past is surely temporary, as the desert will once again bury it beneath the sands of time.
- 4 **Titanic Grave:** The party finds ancient pillars in a curved formation, thinking they are just more ruins in the desert. It isn't until they find a titanic skull that they realise they have walked through the ribcage of a great beast. Shelter can be found inside the skull, if they can weather the eerie sound of the wind blowing through its eyesockets.
- 5 **Contaminated Canals:** An orderly network of empty canals crisscrosses the landscape, appearing to link ancient cities and villages. A purple slime covers the base and sides, and an **Intelligence (Investigation)** check will reveal that it is poisonous, and must have contaminated the water source.
- 6 **Sands of Time:** A giant hourglass stands upon a tall pillar, sand slowly trickling between bulbs, appearing to be over halfway complete. The structure seems ancient, indicating that its end is not any time soon, but its ominous countdown provokes portentous thoughts.
- 7 **Skull City:** A site of a long passed civilization lies carved into the cliff face. From afar, it appears as if this city was designed to resemble a titanic skull or perhaps more unsettlingly, it was built *inside* a giant skull. Within each eye socket, thrones face out onto the desert landscape, providing a helpful vantage point.
- 8 **Clockwork Construct:** A vast clockwork construct in the shape of a beetle lays slain on the sands, corroded mechanical viscera scattered across the dunes around it. Questions surrounding its purpose, inventors, and demise linger on the minds of the party as they investigate this intricate construction.
- 9 **Meteor Fall:** Embedded into the cliff face is a massive rock, its colouration and texture unlike all those around it. Evidence of a meteoric impact can be deduced with an **Intelligence (Investigation)** check, alongside scorch marks, indicating that this rock fell from space and lodged itself here.
- 10 **Dry Well:** A stone well sits unused by an old road. It seems to have received much use in the past, with weathering evident where people would rest or place their hands while using the well. Perhaps this area wasn't always so barren and desolate.

A DARK PLACE

1d10 EVENT

- 1 **A Fallen Friend:** Heat shimmers across the empty desert, playing tricks with the dehydrated minds of the party. One of their fallen comrades seems to call out to them mournfully, begging to know why the party didn't save them. This may just be a mirage of a painful memory, or a **Ghost** preying on the grief of the group.
- 2 **Lost Oasis:** A once thriving town existed here around what used to be an oasis, now dried. All that remains of its inhabitants are sun-bleached bones and half buried houses, the desert slowly reclaiming the land. Such a miserable end may even have ensnared the souls of those who remained, trapping them as resentful spirits.
- 3 **Screams of the Dead:** The sound of the rushing wind resonates peculiarly with the sand dunes here, filling the air with sharp high-pitched shrieks and wailing cries of pain and agony, threatening to lure trespassers away from their comrades. There is no beauty to be found in these notes, and many undead spirits are drawn here by the cry of the wind, lending their own ethereal voices to the sorrowful song, adding to the dread it inspires.
- 4 **Caravan of Corpses:** A once thriving caravan has met its end in the wastes, the desiccated bodies of its traders and pack animals having long since been picked clean of their treasures, leaving only bones and dried meat for the vultures. Signs of a struggle may be found, but traces of the bandits will have faded with the desert sands. It seems like justice will not be served.
- 5 **Ruined Obelisk:** The party finds the ruins of a great obelisk amidst the sands, shattered and cast down, the desert winds having eroded it to formlessness. The only artefact untouched by the weather and time is a bronze plate, inscribed in Draconic. "Gaze upon our city, the grandest of the world." Some may find it a lesson in hubris, others losing hope in their own homelands' longevity.
- 6 **Boneyard:** The lonely desert soon becomes cluttered with the massive bones of great beasts, sunken into the sand, a vast herd of the dead stretching across the horizon. A grim reminder of the ever-present threat the desert poses.
- 7 **Territorial Claims:** A **Brass Dragon** and a **Blue Dragon** fighting over territory creates thunderous noise in the distance. Their battle has devastated the local area and they are so caught up in the frenzy of battle, that they would attack any trespassers on what is rightfully theirs, even should they assist.
- 8 **Lost Knowledge:** A blackened spire punches through the ground, much of its structure sunken beneath the sands. Exploring this ruin reveals its history as a grand library of countless tomes stretching back throughout history, before a great inferno consumed all that it contained. Even the most novice of academics would be horrified at such a loss of knowledge, while the more cynical may simply lament the loss of fuel to keep them warm in the desert nights.
- 9 **Fat Cats:** A lair of **Lamias** lounge lazily in a ruin, no longer interested in hunting. Several **Flesh Golems** hang in cages, cruelly used as eternal foodstuffs ever since the Lamias learned to harness lightning spells to regenerate them.
- 10 **Far From Gnome:** The upper half of a wizard's tower lays crashed in the desert, a teleportation spell gone terribly wrong. The gnomish Wizard himself has lost his sanity, struggling to cast another spell to return him without any of his equipment still functioning.

DEADLY FIGHT

1D10 EVENT

- 1 **Thundering Rage:** A **Young Blue Dragon** flies overhead, letting out a threatening roar as it swoops and dives, before turning around to land before the party. Creating instant thunderstorms, it challenges the party to battle, but it will flee should it risk losing the fight.
- 2 **Sand Sharks:** A signpost juts out of the ground, stating in bold letters: "Beware of Sharks". Though such a sign may seem amusing in the middle of the desert, those who ignore its warning will find themselves ambushed by **Bullettes**.
- 3 **Lord of the Scorpions:** An intelligent **Scorpion** shouts out in a shrill voice that the party is to leave their tribute and flee his domain, for he is the lord of all scorpions. Should the party refuse his demands, he will retreat, while his **Giant Scorpion** servants attack.
- 4 **Fairest of Them All:** A **Lamia** and a pack of **Jackals** ambushes the party, catching them in a metal trap. It purrs over their forms, choosing the most beautiful of the bunch to take home to their crumbling lair, allowing the rest of the party to leave peacefully.
- 5 **Too Good to be True:** A group of **Blue Dragons Wyrmlings** are keen to show off their brilliance by setting up an ambush. Burying themselves in the sand and leaving only their horns jutting out of the ground, they circle a rocky outcrop studded with tempting aquamarine out in the open.
- 6 **Stalwart Guard:** A lone figure towers above the sand, motionless until the party draws close, upon which they realise that it is a **Shield Guardian**. It moves to defend its master: a skeleton half buried in the sand, still clutching at its magical items and a tattered spell tome. Valuable loot, and potentially rare spells are just behind this stalwart guardian.
- 7 **Marginally Mad Magician:** A lone figure ranting and raving at some imaginary being can be heard at some distance. Upon approach, this **Mage** nods his head in agreement with his companion, who, in a flurry of sand, reveals itself to be an **Invisible Stalker**, heading straight for the party amidst a dust devil.
- 8 **Fight to the Undeath:** An undead **Gladiator** has been awakened by unwitting tomb raiders, who now serve them as **Zombie** minions. Searching for combatants to join its performative fight, they wander the wastes in search of those strong enough to contend.
- 9 **Sky Pirates:** A floating ship explodes from beneath the sand, and looms overhead above the party. With shouts of orders, ropes are released, and sky pirate **Veterans** swing down to start a fight! If the pirates defeat seems evident, their captain decides to retreat, leaving behind any remaining crew and swearing that the party shall rue the day they crossed him!
- 10 **Holy Retribution:** A Human Paladin in full plate wanders the sands, dragging her sword behind her as she suffers from heat stroke. She stands in the party's path, believing them to be fiends or guardians of the holy item that she seeks, and claims her lord sent her to find.

FATEFUL ENCOUNTERS

1D10 EVENT

- 1 **Long Serving Guard:** A **Clay Golem** lays partially destroyed, sunken into the ground. Imbued with the ability to speak archaic Common, it points them in the direction of some ancient ruins over which it once stood guard, hiding the fact that it was the cause of the destruction.
- 2 **Wealthy Pilgrims:** A pilgrimage of richly dressed travellers, including the wealthy king of their nation are making their way to a religious site. The king's journey will take him many months, even years to complete, and secretly he is concerned that their wealth will soon dry up due to the lavish gifts they bestow on each town they visit.
- 3 **Wasteland Queen:** With a thunderous beating of wings and whipping of sand, a **Blue Dragon** lands before the party, declaring that she is the queen of these wastes. She demands the party gather or hand over a precious treasure in exchange for permission to pass her grounds. She has played this game before, hiding her own gems throughout the desert in order to send adventurers on a treasure hunt.
- 4 **Druid of the Sands:** Amidst a stone circle stands a wizened woman wearing the trappings of a powerful **Druid**. She maintains the stones and makes swirling patterns in the sand, the significance of which is known only to her. Secretly, she is responsible for the spread of desertification in some areas, and the alleviation in others, as she slowly moves the desert across the continent.
- 5 **Riddles and Games:** An **Androsphinx** blocks the entrance to a tomb complex lined with tomes of lost arcane knowledge. Though either boredom or its mystical nature, it will allow the party entrance to this tomb if they can pass its tests. Riddles, games of wit or chance, or even a physical contest may be issued. The sphinx is the only creature that knows the rituals described inside the tomes are a deadly trap, working only for their original creator.
- 6 **Brass Tacks:** Approaching the party is an **Ancient Brass Dragon** polymorphed as a Tiefling. Excited by these new travellers and eager to learn about them and their travels, they will be quite persistent in pestering them with countless questions. Conversation is a gift to Brass Dragons, and it will be taken as a serious insult should answers be withheld. They will hold the location of their lair as a close secret, as it is filled with embarrassing poetry from its centuries as a young wyrmling.
- 7 **Lost to Time:** An extremely pale, almost translucent Elf stands outside a cave, squinting in the harsh sunlight, inappropriately dressed for the desert. He speaks to the party in archaic Elvish initially, but does speak Common. He is very confused about where he is, as the kingdom he was returning to has been lost to the sands. He does, however, know the secret location of a lost temple nearby where he has been in meditation for millennia.
- 8 **The Sky is Falling Down:** A **Cloud Giant** falls from the sky, having been cast out from her family. She is despondent at her exile from her kingdom, and is able and willing to take it out on the nearest people. She knows the hidden roads that transport people to the sky kingdom in the clouds above.
- 9 **Under the Rug:** A worn and frayed *Carpet of Flying* struggles beneath a boulder after a bitter disagreement with its previous owner. It telepathically speaks Common and is hesitant to serve anyone new after its mistreatment. It knows the location of its **Archmage** creator at all times.
- 10 **Fair Trade:** A tribe of living cacti stand firm in the desert, calling out to the party to come speak to them. They offer their fruit to the party in exchange for news from the outside world, though they know the fruit may have unusual effects on its consumers.

FARMLANDS

These regions represent the lands outside major cities and large towns, encompassing rural homesteads and small villages. While more populated than the surrounding forests, these farms can be vast in scale, with settlements hard to come by, and their inhabitants wary of strangers. The people here are not merchants or warriors, for the most part. They are simple folk trying to live their lives, growing crops and caring for livestock. To pass away the hard days of labour, festivities and local gatherings are common, and an adventuring party may be beset with requests from inquisitive villagers and troubled farmers.

WEATHER

Heavy raindrops plopping into puddles and streams; lovely weather for ducks

Breezy days carrying scents of crops and chimney smoke, and the bracing smells of mud, animals, and slurry

Brisk morning breezes that mellow out as the sun rises and warms the land

Cool nights, where the sparks of chimney smoke make the party envious of the warmth of a hearth

Fluffy clouds floating high in the sky, their forms interpretive and always shifting

Calm and still days, where the sounds of animals, labourers, and busy village folk echo pleasantly from all sides

A spell of sunny days, where farmers lament the lack of rain to nourish their crops

A spell of rainy weather, where farmers grumble about the lack of sunshine for their crops

Fog clinging to the ground at dawn, reducing visibility and coating crops in morning dew

Wet days following rainy nights, where mud squelches underfoot and the threat of downpours hangs in the air

FLORA AND FAUNA

Ducks and flocks of ducklings paddling merrily through rivers and streams, while drakes sit on the banks

Cats prowling amongst the grasses, hunting field mice and rats that threaten to devour crops and food stores

Mastiffs protecting farm boundaries from intruders, or used as mounts by Halflings to dash between fields

Paddocks of unusual mounts; **Hippogriffs**, **Axe Beaks**, **Wyverns**, **Griffons**, and **Pegasi** to name a few

Slow and methodical cows, grazing in groups, the occasional moo directed at others in the herd

Snuffling pigs, eager to roll around in the mud, and clambering over each other when a farmer lays out their feed

A murder of **Blood Hawks** spying the countryside below for easy targets, be they farm animals or humanoids

Treants fighting against the encroaching farms, protecting their woodland borders from deforestation

Pesky moles poking their heads above ground, creating unstable ground through their tunnelling

Flocks of geese flying high overhead in V formations, migrating to appropriate climes depending on the season

LOCAL INHABITANTS

Halfling warrens built into and under the hills, leaving every inch of owned land available for crops

Shepherds tending their flock, using sheepdogs to corral unruly animals as they cross from pens to grazing fields

Poor farmers barely subsisting on their meagre harvest while hoping the seasons will be kind

Wandering salespeople, going farm to farm selling curios that they promise will improve farmers' lives

Distrustful villagers, unhappy with outsiders upsetting their quiet lives with tales of big cities and open roads

Religious folk who rely on the whims of the gods and are eager to keep them pleased

Wealthy farm owners who hire many farm hands to attend their thriving crops or livestock

Seasonal workers of various backgrounds and species, moving from farm to farm depending on the harvest

Families happy to accommodate travellers in exchange for help, specialised skills, and education for their children

POINTS OF INTEREST

A view from on high of the landscape below, with farms of varying colours cleanly divided by hedging

Unpleasant smells plaguing the landscape as slurry is spread to fertilise the soil

Pitifully small farms jostling for space in one large field, the result of the land being divided over generations

Local fairs organised by rural communities to mark the passing of the year, and build friendships

Farms teeming with local fieldhands and itinerant workers, a glorious co-operation of culture and species

Roads chock-a-block with wagons, all heading in the same direction: the lucrative farmer's market

Communities buzzing with activity and excitement, as the fruits of their labour are finally harvested

Myconids tending their own farms of fungus, an odd sight to see above ground

Poor harvests caused by unseasonal weather pushing farmers to seek the help from a Druid to restore their crop

POSSIBLE JOURNEYS

Convincing a rampaging **Ogre** to help on a farm rather than rob from it, working for food instead of stealing it

A pack of **Gnolls** has been sighted in the area, and the helpless villagers must be trained to protect their farms

Stopping a chaotic **Air Elemental** who is stripping away the topsoil, exposing bare rock and tearing up crops

A hungry **Oni** claws on the doors of a farmstead every night, terrifying the children, and must be chased off

A **Nightmare** has been summoned by a stud farmer to unnaturally infuse their horses with fiendish powers

Tensions between expanding farms and the protective fae of the forest are rising. A peace treaty must be brokered

A hedonistic **Satyr** is attempting to lure the farm hands into a decadent stupor, and must be driven off

A local school, starved of teachers, asks the party to give a lecture on their adventures and the wider world

A wandering **Ettercap** shepherds its cluster of spiderlings through towns and villages on its way to a new home

A CHANCE MEETING

1D10 EVENT

1 **Minotaur Farmers:** A family of **Minotaurs** works their farm as the party draws near, inviting the newcomers to join their family for lunch. The mother explains the farm has been in her family for generations, and they hope to continue the tradition as long as they can. The children are polite and curious, asking many questions about the party's adventures.

2 **Local Produce:** A group of Humans lounge in a produce stand near a busy road. They politely ask the party not to linger, but they are happy to strike a fair deal for their goods while they dispense folksy wisdom and espouse the importance of traditional values. Bemusement fills their faces whenever anyone discusses the world beyond this region.

3 **Desperate Alchemist:** A travelling alchemist is having a difficult time selling her wares. The locals don't have much use for anything beyond elixirs for helping crops grow and tinctures to heal wounds, leaving her with a bunch of 'boutique' oils and potions that will spoil soon. She's willing to offer them at a great discount... but is this sale too good to be true?

4 **Mistaken Identity:** The party is treated with overwhelming hospitality by the locals, but it seems a little forced and desperate. There is a local bandit king that has promised to punish the farmers if they can't meet their tithe quotas and the locals mistake the party as enforcers. The party may wish to bask in this misunderstanding, though the locals are truly terrified.

5 **It's a Steal:** A bedraggled man approaches and pleads with the party to buy his family's heirloom necklace. The necklace is extremely valuable and if pressed, he readily admits to having stolen it, pleading again for them to take it off of his hands at any price. The necklace is actually cursed.

6 **Blessed News:** Two jovial young women in simple dress offer the blessings of their goddess upon the party. They offer information about the area, compliment the party on their skills, and emphatically extol the virtues of their deity. Regardless of the party's interest, the women offer informative pamphlets and assure them that all are welcome to worship.

7 **Class Act:** Passing through a cluster of farmhouses, a Halfling school teacher calls out to the party. They insist the party stay for an interview with their students, informing them of life outside the village, and to warn them of the dangers lurking just outside the farmlands.

8 **Cottage Industry:** A kindly Elf calls out to the party, lamenting their lack of fashionable headwear. She ushers them into her busy home, where a team of workers craft a multitude of hats. Speaking with each member of the party, she creates unique hats for each of them, banking on the free advertisement a group of adventurers would provide.

9 **The Tax Collector:** A local tax collector greets the party as he approaches them. Assuming they aren't local, he asks them to accompany him on his rounds as the locals are quite adverse to paying him. He offers them a reasonable fee for their services, neglecting to mention the tax increase that the lord of the land has imposed this year.

10 **The Entertainer:** The party encounters a travelling entertainer who is approaching a village. She pays her room and board in trade by playing her lute and singing for the locals. Unfortunately, she's had a good run with songs critical of the current rulers, unaware she is about to sing for a village that is very pro-regime.

HIDDEN RESERVES

1d10 EVENT

1 **Beneath the Wreckage:** A small farmhouse sags in mouldy shambles, damaged by storms years ago. The surrounding fields lie fallow, and there are no signs of life. Beneath the wreckage and debris lie the intact doors to a root cellar. Its stocks aren't prolific or perfectly preserved, but some of the stashed bottles of moonshine may be salvageable.

2 **Squirrelled Away:** A glint of light alerts the party to a squirrel darting across their path. It leaps into a nearby tree, disappearing within. Minutes later, the squirrel leaves again, creeping into a nearby field. Inspecting the hollow in the tree reveals the squirrel's nest. Though filthy, it's replete with small trinkets presumably pilfered from the nearby farms.

3 **Exotic Cuisine:** The party comes across a local rancher that is only too happy to sell them new provisions. While they have heard this pitch before, they do feel rather hungry. Unfortunately, his 'livestock' is made up of giant domesticated spiders. If the party can stomach them, they are quite tasty and filling when properly prepared.

4 **The Wellspring:** The party arrives in a town that has a public well from which water may be drawn. When a bucket is lowered and water retrieved, they discover that a valuable ring has come up with it, along with the remnants of the hand that held it. Unfortunately, none of the townsfolk are eager to offer any information about either the ring or the hand.

5 **Golem Revolution:** The party finds a wealthy plantation worked entirely by **Stone Golems**. The dwarven owners explain how the golems require neither rest nor food, thereby not only providing food for their village but wealth for their family in particular. The party can incite the golems to revolt, though the village will face a significant food shortage next season.

6 **Windswept Farmstead:** A semi-collapsed farmhouse stands alone, its fence ripped from the ground and strewn haphazardly around it. Inside, farming implements and stored dry goods are recoverable along with a tiny pair of silver shoes, which have the same properties as a pair of *Boots of Speed*.

7 **Fertile Game:** Even a cursory look at the untilled areas around the farm reveals a variety of wildlife suitable as game. Hares, squirrels, and deer are abundant. Setting traps in this area catches enough game to feed the party without the need for a **Wisdom** check, and a **Wisdom (Survival)** check nets double the usual total.

8 **The Cache:** Many years ago, this farmland was a pivotal fallback position for an army. Many weapons and provisions were stored here, and while most have either been eaten or long rusted away, the arms and armour remain. Hidden in the barns or buried in shallow pits there are a few pieces of valuable gear amongst them.

9 **Ashy Grove:** The party happens upon the remains of a burnt orchard, with scorched trees that have been turned a variety of strange colours. An **Intelligence (Arcana)** check will reveal that the orchard was destroyed by a powerful spell. Some scorched fruits still grow on several of the trees. Despite their outward appearance, they taste wonderful.

10 **One Bandit's Trash:** A carriage sits still in the road, provisions piled up in the back. At the front, the fresh corpse of a Human is keeled over, an empty coin purse discarded on the ground. All the signs of a highwayman attack are clear, but they were only interested in the money. The provisions, and the **Horses** that pulled them, are free for the taking.

A BUMP IN THE ROAD

1D10 EVENT

- 1 **Court of Crows:** A massive cornfield populated by a conspicuous number of crows fills the valley, occupying the only sensible route forward. At its centre, the party discovers a sapient scarecrow, the field's self-proclaimed king, with hundreds of crow courtiers. The Outrider must make a **Charisma (Persuasion)** check to convince the xenophobic creatures not to drive the party out forcefully.
- 2 **Waterspout:** Water sprays violently from a stone well near the roadside, flooding the entire area. A raging **Water Elemental** is bound within the well, nonplussed at its inability to escape. The Outrider must make an **Intelligence (Arcana)** check to soothe the enraged creature or release it to its home plane, mitigating the obstacle's intensity before it harries the party too severely.
- 3 **Storm Waters:** The party arrives in a small village in the midst of a terrible thunderstorm. Deciding to wait out the weather in an inn, a dam breaks during the night and the entire town is flooded. Trudging through the waters requires a **Constitution (Athletics)** check, but the party may wish to stay and help the flooded farmers.
- 4 **Riddle Me This:** The party meets a farmer who pesters the party until they stop and have a drink with him. He offers the Outrider several riddles, requiring an **Intelligence (Investigation)** check. While playing, it's soon obvious that this is more than just a good-natured game and that this is no ordinary farmer, but a **Satyr** in disguise!
- 5 **Blockhead Blockade:** Two Halfling caravans block a crossroads, their leaders ferociously arguing over whose family the road belongs to and which caravan has right of way. This is an ancient blood feud. The Outrider must succeed on either a **Charisma** check of their choice to ease tensions or succeed on an **Intelligence (History)** check to determine the true owner.
- 6 **Bramble Wood:** The road winds through a thicket of trees that is choked with brambles. The Outrider must succeed on a **Strength (Athletics)** check to move aside the weeds and clear a path.
- 7 **Stampede!:** The party is walking down a path between farms when the cattle on one side are disrupted by a wolf that has entered the farm. Panicked, the cattle stampede, easily breaking through the wooden fence and threatening the party. **Dexterity** Saving Throws are necessary for the party to leap out of the way of crushing hooves.
- 8 **Broken Wagon:** A broken wagon lies in the centre of the road, blocking the passage of all but foot traffic. Characters with horses or wagons need to remove the broken wagon first, which can be accomplished via a **Strength** check or by repairing the wagon with the appropriate tools.
- 9 **Silent Treatment:** The hungry party happens upon a farming village where absolutely nobody is willing to look at them, much less talk to them, or acknowledge their presence in any way. If the Outrider succeeds at an **Intelligence (Religion)** check, they deduce this behaviour is connected to an old superstition regarding strangers. If they return the following day, everyone's very friendly, being no longer unknown to the village.
- 10 **Toll Booth:** An oppressive baron of the area has imposed a toll for the roads ahead, which the militia under his thumb is keen to collect. The toll is 5gp per head to pay, but a successful **Charisma (Deception)** check from the Outrider can trick the militia into thinking the party has already paid the toll to another guard on the road.

NEEDING ASSISTANCE

1d10 EVENT

1 **Swords to Ploughshares:** A contingent of elderly veterans have banded together to work a farm amidst the battlefield they fought each other upon decades prior. Blood no longer waters the fields, nor does rain, but if the party helps them carry water from a distant creek with a group **Strength (Athletics)** check, this year's harvest might get them through the winter.

2 **Today an Ox, Tomorrow a Family:** A field lies half-furrowed, the plough on its side mid-row, still yoked to a dead ox. The farmer's family gathers nearby, worrying how they will finish the work without missing the impending season. The party can help finish ploughing the field with a group **Constitution (Athletics or Nature)** check.

3 **Danse Macabre:** The party comes upon an isolated village in the midst of a festival. Everyone is cheering, singing, and dancing, yet looking closer reveals that no one in the village is happy. They are being magically forced to perform the festival in retribution for some trivial slight against the woodland fae. A group **Charisma (Performance)** check can appease the casters, relieving the village of their dancing duties.

4 **Unnatural Growth:** A strange plant has infested a worried farmer's fields and it is taking over like an ornery weed. Worse, the plant is spreading into other farms, causing friction amongst the farmers. A group **Wisdom (Nature)** check can cut the plant strategically before it spreads, but this dissection indicates that the unnatural plant is not of this plane.

5 **Chasing Chickens:** A Gnome farmer requests help repairing their broken henhouse and recapturing their scattered chickens. A successful group **Wisdom (Animal Handling)** check recovers the chickens with ease while a successful group test with **Carpenter's Tools** fixes the coop for an extra reward. The Gnome offers them thanks with a warm bed for the night, a roast chicken dinner, and a dozen eggs for their help.

6 **Wolf in the Henhouse:** A suspicious father requests the party watch his daughter who he believes has welcomed unwanted visitors into her bedroom, noting tracks outside her window. Characters speaking to the daughter and succeeding on a **Wisdom (Insight)** check or examining the tracks and succeeding on an **Intelligence (Nature)** check discern she is a **Werewolf** and has been sneaking out for her family's safety. She offers a silver necklace for the party's silence.

7 **Out of the Bag:** A cat demands the party's attention before speaking, revealing herself to be a cursed villager who had an affair with a farmer, only to be caught by his wife and transformed to hunt mice on their farm. She has slowly gathered all the components to reverse the curse, but due to her lack of opposable thumbs, needs the party to perform the ritual with a **Intelligence (Arcana)** check.

8 **Entitled Goose:** A particularly aggressive goose is pestering a farmer, stealing small, but vital items, such as keys, purses, and tools. Exasperated, they ask for help, requiring a group **Strength** or **Dexterity (Animal Handling)** check to chase, wrangle, or outmanoeuvre this pesky poultry, ending its reign of terror.

9 **Stuck Helper:** A farmer screams at the party for help as a **Clay Golem** stands in the middle of the field doing nothing, no matter what orders it is given. As it turns out, the golem has sunk into a muddy hole and doesn't know how to get out. A group **Strength (Athletics)** check is necessary to pull it free.

10 **Quick Save:** After a bad thaw, several farms need assistance as a nearby river is overflowing. The party can help each farm by making a group **Intelligence (Nature)** check to determine the best way to build barriers to channel the water where it needs to go. A separate group **Constitution (Athletics)** check is necessary to build the structures.

DANGER AFOOT

1D10 EVENT

- 1 **Outlaws:** A group of **Bandits** are stealing crops as the party passes by. These bandits believe that the local lord is treating their peasants poorly and have been declared outlaws. Unfortunately, they tend to behave as such and a well-equipped party makes for a tempting distraction. Bandits surround the party as their leader demands their money, to pass onto the poor.
- 2 **Pillagers:** Soldiers from a travelling army invade the village and demand food, board, and supplies. These **Thugs** are pretty aggressive and won't take 'no' for an answer. Should a character react or even simply give them a dirty look, the soldiers decide to make an example out of them. Fortunately, the soldiers don't realise that they've bitten off more than they can chew.
- 3 **One Way or Another:** A well-fortified village is under siege by bandits and they appeal to the party for aid. These bandits seem to understand the village's defences very well and are bleeding them dry. Turns out the 'bandits' are irate workers that built the wall for the village, only to be denied their full payment.
- 4 **Strange Tribute:** The countryside is plagued by a Wizard in the hills. They implore the party to destroy him, offering a secret entrance into his fort. Unfortunately, the country folk are actually in league with the wizard, sending him well-equipped victims to trap and pilfer. Some goods are sold on the market, while others he keeps for himself.
- 5 **Bountiful Starvation:** A village with a wealth of flourishing crops is somehow full of starving villagers. They inform the party they do not own their land and are forced to send all of their food to the nobles, leaving only small gardens for themselves. Unfortunately, the guards have recently decided small gardens take too much time away from their real work and banned them, tearing these precious plots to shreds.
- 6 **Plague on Their Houses:** A farming village is overrun with wild animals and plantlife, choking the crops. The farmers are ill with a mysterious necrosis only affecting humanoids. Investigation reveals a circle of **Druids** are reclaiming the land for the local animals and, of course, their circle.
- 7 **River Uprising:** The watchman of a village and his villagers beg the party for assistance in dealing with the ongoing raids they have endured from a band of Lizardfolk. They fail to mention that the **Lizardfolk** are angry at them for partially redirecting a nearby river to irrigate their fields, leaving the Lizardfolk's downriver village a mudhole.
- 8 **Lottery Day:** The party finds a village in the midst of a local celebration. Everyone seems to be in a fantastic mood, except the 'winner' of a recent contest who looks miserable. The locals dissemble about what's really going on, but the winner will be sacrificed to ensure a good harvest. If the party wishes to intervene, the farmers are all effectively **Cultists**.
- 9 **Village of Spores:** The party encounters a small Dwarf village, seemingly abandoned in great haste. Tools lie where they were dropped, and meals stand unfinished. Stricken villagers are found milling about the fields, covered in bulbous mushroom growths, victims of a magical fungal bloom triggered by working the soil. At first docile and insensate, the villagers react with mindless violence upon sighting the party.
- 10 **Protectors of the Realm:** A band of **Knights** on horseback trot towards the party, believing them to be the group of bandits they were warned would be coming down this road. Though clearly strong, these knights don't seem too smart and are convinced the party are villains. Winning a contested **Charisma (Persuasion)** against their **Wisdom (Insight)** at Disadvantage will convince them otherwise.

NATURAL WONDERS

1d10 EVENT

- 1 **Amber Waves of Grain:** From a low hilltop, the party spies vast fields of grain rippling like water as the wind blows through the shallow valley. The farmer and their homes are nowhere to be seen, creating the illusion of a golden ocean stretching near to the horizon, catching the majesty of the setting sun in glimmering waves.
- 2 **Getting Comfortable:** The ground ahead rumbles and splits, then rises above the surrounding land as a vaguely humanoid giant pulls itself out of the earth. Large enough that several farms remain fully intact on its back, it stretches and yawns before plodding off, only to lie down again between two nearby hills, relocating the farms with minimal harm.
- 3 **Flying Fish:** A strange creature native to this countryside are flying fish that ‘swim’ through grains and grasses, occasionally flying through the air as they feed. They are natural pests to the locals, who often go ‘fishing’ to thin the schools that plague their fields. Unfortunately, the party may discover that similarly adapted sharks also plague the fields.
- 4 **Magic Lens:** For as long as anyone can remember, the sky above the countryside has been enchanted. It has no effect on those below, but on clear nights it changes the colours of the stars, providing those viewing it with a brilliant multicoloured display. An **Intelligence (Navigator’s Tools)** check indicates that there’s a pattern to the colours that suggests a map.
- 5 **Truffle Hunters:** A forested commune is a welcome spot for culinary-minded visitors, boasting fine cuisine and honey mead. The friendly proprietors are a **Werebear** and **Wereboar** couple who, along with their large family, excel at beekeeping and truffle hunting.
- 6 **Mystic Orchard:** Delightful scents beckon from the fruits of an ancient orchard, their knotted trees winding skyward and creating verdant archways. The fruit from this orchard is believed to have provided prophecies, started wars, and opened the minds of ancient people. Will the characters take a bite?
- 7 **Bulette Train:** A thriving farm boasts beautifully ploughed fields replete with bountiful crops, the result of an ingenious and brave farmer’s new technique. Trained **Bulette** plough through the soil, breaking up stones and mixing the earth to ensure fertile ground. Seeing them swim through the land in perfect formation is a sight to behold, though their deadly nature may leave some fearful of a nasty bite.
- 8 **Faerie Fields:** The grain stalks of these fields are multi-coloured and the party can see swirling patterns from high points on the ground. While an interesting sight, the grain itself is normal. Long ago, the farmers helped a fey lord who enchanted their fields as a gift. Their grain grows full every season and the ground is always fertile.
- 9 **Terrible Punishment:** The fields of this village are “protected” by scarecrows that are actually criminals. The party sees prisoners tied to a field post as a human scarecrow to keep the crows away. Each post is enchanted to deliver a slight shock whenever birds draw near to induce the prisoner to scream and scare them away, an awful sound to accompany an awful sight.
- 10 **Domestic Sprinkler:** A small, dark cloud hovers low above a farmhouse, wrapped in chains that leash it to the ground. The farmer can be seen dragging the cloud across his fields, tugging on the chain to squeeze the water out like a sponge. A **Wisdom (Nature)** check can reveal the cloud as a **Water Elemental** and **Air Elemental** entwined together and somehow tamed.

MONSTER HUNT

1D10 EVENT

- 1 **Strange Tracks:** The Outrider finds strange tracks leading up to a farmhouse. The farmer has been replaced by a **Doppelganger** who plans to gorge himself on the farmhouse supplies before moving to the next house. Fortunately, it has only imprisoned the family rather than killed them, but if the party doesn't act it will do so before moving on.
- 2 **Diabolic Contract:** A Halfling farmer has been having incredible luck growing crops during a bad season. Unfortunately, it's because he made a pact with a devil. During the night, **Hellhounds** are unleashed to roam free. It is up to the party to protect the town from these hellish creatures and root out the source.
- 3 **Footprints:** Someone's been stealing livestock and the farmers believe it to be the work of a nearby Giant. They've hired the party to find the giant and either destroy it or otherwise convince it to leave the farms alone. Unfortunately, a **Wisdom (Survival)** check indicates that these are not giant footprints, but an unnaturally huge **Ettin**.
- 4 **Not Our Problem?:** While camping, one of the party notices a **Gorgon** some distance away. The creature poses no threat to the party, but it appears to be heading towards a farm with a family that was friendly to the party. Unless the party is roused and follows the Gorgon, it will likely kill the family.
- 5 **Eggstra Harvest:** Excited farmers report a massive speckled egg among their hens' nests. A successful **Intelligence (Nature)** check reveals this is not an extra special chicken egg, but a **Cockatrice** egg about to hatch.
- 6 **Sprite Stronghold:** Ominous chittering carried by the wind spooks local farmers who point to their rusted tools as evidence of a curse. Following the path of verdigris sludge leads to a **Rust Monster** ranch tended by **Sprites**. None of them appreciate company, though they are happy to liberate the party of any iron they carry.
- 7 **Nobody's Picnic:** The party is invited by some farmers to join a local drinking festival. Because many different types of wine and liquors will be on hand, weapons are to be checked to avoid accidents. Unfortunately, this means no one is armed with anything more than daggers when a furious swarm of **Ankhegs** erupts from the ground to stop all the noise from the drunken carousing.
- 8 **Storm Born:** Farmers claim that one of the fields they left fallow this season has been haunted since a massive storm and now a terrible spirit resides within it, attacking any that dare trespass upon it. They would be extremely grateful to any willing to exorcise the field, offering supplies for seasons to come. The field isn't haunted however — the storm's lighting awoke a **Shambling Mound**.
- 9 **What's Cooking?:** The sour scent of burning crops brings the party to a deep sinkhole between fields. Out of this fissure in the earth comes a long, winding line of jaunty **Magmins**. Their migratory path brings them across fields of valuable wheat surrounding a small market town. If their destructive course is not stopped or deflected, the year's harvest will be destroyed by their trailing flames.
- 10 **Wolf In Sheep's Clothing:** A sheep farmer requests aid from the passing party, claiming something is killing his sheep every few nights. Staking out the farm at night or a successful **Intelligence (Nature)** check will reveal one of the sheep is actually a **Mimic**. As thanks for disposing of the culprit, the farmer will reward them with modest payment.

A PLACE TO REST

1d10 EVENT

1 **Green Inn:** The party is welcomed by the Halfling proprietor of a warm and welcoming country inn. The halfling is a Druid and vegan. His dishes are as unique as they are tasty; there is no one for miles around who can cook vegetable dishes like he can. He also brews a delicious and very satisfying beverage that he calls a 'root beer'.

2 **A Proposition:** A farmer approaches the party with a proposition. She offers free room and board if they spend the night in her barn and discover what is eating the livestock at night. It turns out to be a pack of **Giant Hyenas**, as the party are woken by the cackling of the creatures and their slavering jaws.

3 **Not Quite Abandoned:** The party finds the ruins of an old outpost on a hill amongst the farms, an ideal place to spend the night. Unfortunately, not all is as it seems. As the party makes camp, a **Wisdom (Perception)** check spots almost imperceptible markings on the walls. This outpost belongs to something intelligent that is slipping past the farmers unseen.

4 **Battle of the Bards:** The party comes across a roadside inn with a friendly Half-Orc proprietor. She offers them free room and board if they can regale her other patrons with tales of their travels. Should the party agree, the regular tavern bard soon arrives and challenges them to a singing duel.

5 **Kiss Goodnight:** A tavern is brimming with jovial but strangely dead eyed guests. The handsome proprietor (a disguised **Incubus**) welcomes the party in, assuring them that once they settle in, they will never want to leave.

6 **Counting Sheep:** A sheep shed appears to be a cosy, if noisy, place to bunk down for the night. The nearby farmstead shimmers in the dark, as if not truly on the material or ethereal plane. The **Night Hag** living there is eager to have overnight guests.

7 **Any Port in a Storm:** A thunderous downpour sends the party hurrying for shelter. Sighting lamplight and following raucous voices, they find, under a low hill, a bar crammed with **Kobolds**. The merry clientele are welcoming, offering a peculiar metallic-tasting ale (potable on a successful **Constitution** check) and rest for the night. Of course, party members may find certain belongings missing in the morning...

8 **Smoky Lodgings:** An old abandoned barn, clearly once used as a smokehouse judging by the aroma, offers the only shelter for miles. The main area of the barn has a hayloft, where a large flattened patch amidst the hay indicates that something very big has slept here regularly. Whatever it was, it does not seem to have been here recently.

9 **Oak Inn:** Out on the edge of a vast farmland the party discovers an oak tree so massive, a family of Halflings have carved a small hostel within it. While it is cramped for bigger folk, their scrumptious meals more than make up for the inconvenience. Their hosts confess they are still worried about a **Blood Hawk** roost they drove out in order to start the inn.

10 **Hitchhike:** A **Centaur** is pulling a carriage of hay bales and offers the party a ride in the back. The well-travelled road is smooth and their destination is far enough for the party to have a pleasant nap on the hay. Though these roads are often peaceful, they are notorious for the occasional stick-up from bands of highwaymen.

OLD MEMORIES

1D10 EVENT

- 1 **Ruined Estate:** A crumbling castle looks over the countryside. This village was once very important, but over time its status was reduced to the point where the local nobles moved elsewhere. No villager dared claim the castle, so it has been crumbling on a nearby hill ever since, occasionally being occupied by bandits or monsters.
- 2 **The Red Weed:** A strange weed affects the local farms. It randomly sprouts and, when it does, it quickly overruns the fields, destroying the crops. Despite its ruinous nature, the weed isn't particularly troublesome and a good day or two of weeding eliminates it. Locals speculate that it may have been a food source for a forgotten monster.
- 3 **Echoes in the Land:** The party comes into possession of an ancient map of an old city with hidden treasures. When they arrive at the site, they discover a village and farms that follows the old city streets, though none of the locals realise, making it an awkward prospect to dig up their land!
- 4 **Hold the Wall:** A group of militia are going through their drills before standing guard along the remnants of a ruined wall that lines one side of a valley. While there hasn't been a threat from the other side in over a century, the militia still dutifully perform their duties, shooting the occasional rabbit or pheasant, and its leaders have old titles and honours gifted during a half-forgotten war.
- 5 **Petrified Woods:** A forest of stone **Treant** statues stand in combat formation. A reminder of an ancient war with a Medusa? Digging up the earth reveals the Treants still have living roots and could possibly be revived. If they still believe themselves to be at war however, doing so could be dangerous.
- 6 **Vanished Village:** An empty village on a river is perfectly preserved, as if everyone simultaneously vanished. Anyone spending the night in the village reports dreams of drowning and hears faint singing, accompanied by distant screams for several days.
- 7 **Dutiful to the End:** The party encounters a flooded plain that was once covered centuries ago by fertile farmland. Under the placid water a dozen **Clay Golems** still carry out their daily tasks, reaping non-existent wheat and milking long-departed stock. Whatever powerful source of magic maintains the automatons still exists, somewhere beneath the water.
- 8 **The Old Ones' Clock:** All the farms within a day's journey use an old series of menhir rings covered with various astrological symbols to accurately predict the coming weather. Those that earn their trust will be shown the 'real' clock – an ancient tarnished device beneath the menhirs with far more disturbing sigils, which they claim warns when dangerous alignments between the planes will occur.
- 9 **Galloping Fields:** A series of small tremors routinely shake an otherwise quiet area of farmland, causing minor damage. After returning from an adventure at exactly the right angle over the surrounding hills at twilight, the party perceives that the entire farm was laid out long ago in the shape of a herd of running horses, the careful labour of a century or more.
- 10 **Wishing Tree:** A withered tree stands alone amidst a valley of crops. Though barren of leaves, an abundance of ribbons and trinkets hang in their place. Upon closer inspection, these gifts are inscribed with wishes and prayers in all kinds of languages, weather-worn but still firmly attached. Any sign of the deity this tree was used to worship is long gone, but the sentiment remains.

A DARK PLACE

1d10 EVENT

1 **Grim Procession:** A procession of forlorn farmfolk, eyes downcast and unwilling to speak, trudge toward their farmhouses in the distance. Defeat and perhaps something darker hangs over them like a pall. A mile further, the party finds iron manacles bolted to a granite plinth, both spattered with still-wet blood and surrounded by dozens of fist-sized stones.

2 **Scorched Earth and Salted Fields:** Smoke rises from a smouldering farm, its buildings razed and the fields salted. While the lack of corpses at first seems fortunate, the party quickly finds evidence that the farm was destroyed at the hands of at least a hundred creatures, and the lack of bodies can mean only one thing.

3 **The Hole:** The country folk are all friendly and approachable, especially when encountered in the local tavern. A **Wisdom (Survival)** check reveals that there is one spot of good soil that no farmer will till, and if questioned they only respond that ‘the hole is there.’ It’s obvious that no one knows exactly what is in the hole, but they are all terrified by it.

4 **Infernal Unicorns:** A local community is being slowly abandoned, as outlying farms are slowly being slaughtered by piercing adversaries. It soon becomes apparent that these are **Unicorn** attacks, but why would lawful good creatures do this? The answer may lie in the twisted woods they call home, woods that slowly encroach back onto the ‘cleared’ farmlands.

5 **Blood Fruit:** A downtrodden village offers ‘blood apples’ for sale, noting they only grow on a hanging tree. The village, positioned at a waypoint between several outlying communities, is where the local nobles perform all their executions. The grove of hanging trees thrives on the blood that drips down from the poor souls left to rot among their branches.

6 **Sheep Slaughter:** Ravaged and gutted sheep lie rotting for miles across the fields. Reaching the centre of the slaughter, “beware of wolves” is written on a sign in blood. As the party move on, the sun begins to set, and the howling begins.

7 **The Whisper Tree:** There is an old tree in the woods that no local will go near, as it is reputed to be haunted. An old **Ghost** is anchored to the tree and can’t rest until a wrong is righted. Should the party investigate the tree, the ghost curses them until they make the descendents pay for their forebears’ crime.

8 **Sanctuary:** On the night of the full moon, the farmers and villagers gather in their country temple to pray all night long. They claim that anyone that doesn’t pray inside with them is in danger. The party is free to join or ignore their pleas, but there is a good reason; a pack of **Wereboars** roam at night and the creatures are warded off by the temple’s holy ground.

9 **The Deluge:** The party encounters a drenched village whose surrounding fields have been destroyed by a seemingly endless downpour. Once they ply the morose and sodden farmers with enough of the local rotgut to finally get their tongues wagging, they tearfully whisper that they prayed for rain to the wrong god.

10 **Reaper’s Harvest:** On the not-so-distant horizon, skeletons walk through barren fields of tilled soil with a silent and stoic purpose. Though devoid of crops, they swing scythes toward the earth as if harvesting something unseen. With each wide cleave, faint sounds of tearing flesh are carried by the cold wind that chills the party to the bone.

DEADLY FIGHT

1D10 EVENT

1 **Cult:** Due to a poor crop the previous year, farmers are cutting down part of the forest for more fertile soil. This has upset a local druidic cult, who've decided to wipe out the farmers in response. Led by a **Druid**, these **Cultists** attack the nearest farm just as the party is passing by.

2 **Hunters:** Whether staying at an inn or a farmhouse, the party is joined by another guest, an exhausted **Scout** who escaped an underground prison. Unfortunately, her captors won't allow her to escape and have sent **Driders** in the night to reclaim her. The party finds themselves under siege as the driders have orders not to leave any witnesses alive.

3 **Not Quite Eagles:** Local ranchers ask the party to help them deal with a giant eagle problem. The eagles are swooping down during the night and snatching cattle. If the party agrees, they discover that the ranchers are mistaken; the culprits aren't giant eagles but **Wyverns!** Worse, they are pets of a **Stone Giant** who comes after anyone that harms them.

4 **Look What I Found!:** While spending the night at an inn, the party meets a farmer who dug up a strange object while ploughing. This proves to be a curse, as **Wights** rise from the local cemetery to reclaim the object. The inn finds itself under siege as they attempt to kill anyone who's even seen the object.

5 **Fertiliser Fight:** A long-standing feud between two farmsteads has become dangerous to everyone. One farmstead has cultivated magical fertiliser with the unfortunate byproduct of creating **Shambling Mounds**. The other has captured a pair of **Blue Dragon Wyrmlings** for protection and lets them roam unimpeded.

6 **Walk Behind the Rows:** Several young farmers eagerly invite the party to participate in their harvest celebration. The "celebration" is a sacrifice to a **Otyugh** who the farmers believe keeps them safe from outside influences.

7 **Stalked by Scarecrows:** The party notices a field with far more scarecrows (use the **Flesh Golem** entry) than necessary. The party are unwittingly herded into a darkened farmhouse where they notice the bodies of the previous occupants, their mouths stuffed with straw. During this discovery, scarecrows stare through each window, ready to attack.

8 **Extra Crispy:** Farmers have been waking up to their guard dogs, sheep, cows, and horses having all been ripped apart, gorged upon, or burnt to a char late at night – though their goats are never touched and no one has ever heard a thing. They beg for the party's help in stopping whatever fiend is responsible; a wickedly clever **Chimera** with a magic ring that lets it cast *Silence* once a day.

9 **The Blight Eternal:** Farmers the party are friends with come to them, terrified, claiming an ancient evil has once again returned to menace their people. The party finds an entire village obeying the whims of a young girl with glowing green eyes, who immediately demands their obedience, threatening terrible retribution if they defy her — she is the *dominated* emissary of a vicious **Spirit Naga**.

10 **The Rusted Knight:** A lost **Knight** stumbles toward the party, his full plate so rusted so that any crest is undistinguishable. Grumbling incoherently, he seems to be overcome with madness. Cursed to never rest, he recovers 8d8 hit points shortly after 'death'. A successful **Intelligence (History)** check recalls rumours of this curse, and a *Remove Curse* spell will grant him peace.

FATEFUL ENCOUNTERS

1D10 EVENT

1 **The Breeder:** The party meets a Halfling rancher who's used a combination of selective breeding and magic to exclusively raise giant animals. He's happy to reprovision the party with whatever they need especially if they can gather rare herbs for him that happen to be in the areas that they plan to travel.

2 **Problem Mounts:** A Wood Elf known as a renowned breeder is raising Hippogriffs as mounts for nobility. Despite living a rustic life, she knows a lot about the intrigue and machinations of regional politics. She is also willing to sell Hippogriff mounts to the party at a reduced price, with the caveat that these Hippogriffs are bad tempered, and loathe to take training.

3 **The Statue:** There is a statue in the centre of the village. It seems out of place in the otherwise rustic setting and no one seems to know anything about it. No sooner does the party approach the statue than it animates, offering them cryptic useful clues before offering them a magic item. It then returns to stone having delivered its peculiar gift.

4 **I'm Retired Now:** The party meets a Elf who is a former resident of the nearest major city, but they've long since retired and made amends for any wrong-doing. He now prefers the simple life of a village blacksmith, but he's more than willing to share any secrets or useful information he has for a drink and good company.

5 **Barn Raising:** The party is invited to a barn raising overseen by an exceedingly beautiful couple. The couple are **Vampires** who have "farmed" the local population for centuries. They are happy to provide knowledge or succour, for a price of course.

6 **Cattle Colony:** Herds of **Cats** welcome the party to a massive barn filled with **Panthers** in large stalls. The felines are overseen by a **Minotaur** researcher determining how best to teach assorted felines to navigate mazes. She is happy to offer maps, knowledge, or even feline mounts to anyone who proves capable.

7 **The Property Bubble:** Perambulating about in his own personal sphere of water, a **Merfolk** estate agent is looking for land suitable for his irrigation schemes. He is eager to pay those willing to assist in clearing the land of uncooperative farmers. If the party resists him, or his plans are irreparably derailed, there is always the option of flooding the desired area.

8 **Runs Like Thunder:** Some villagers ask the party to act as their go-between to an individual they admire, but also admit they fear – a Ranger famous for her hot temper. The farmers neglect to mention the ranger is a Centaur who wears beautifully engraved wooden plate armour and that she is angry because they broke their agreement to not expand their fields into the local woodland.

9 **The Rain Maker:** The party meets a man that all the local villages are in absolute awe of, treating him with a nervous reverence. For the right fee, he is said to be able to bring much needed rain. Rumour also whispers that he can redirect the rain from rival villages to yours for an even higher fee. No one knows how he accomplishes this wondrous act.

10 **Extended Warranty:** An odd looking Gnome pops up from seemingly nowhere, asking the party if they have been in any vehicular accidents lately. He implies they can earn large sums of gold if they report any collisions after signing for his insurance, hiding the fact he is actually an **Imp** in disguise who makes countless contracts imbued with curses.

FORESTS

The forests of the world take on a variety of personalities, from mysterious foreboding thickets of trees, to whimsical glades. They provide security and seclusion, but also hide threats and mysteries. People here tend to live in tightly knit communities, or completely in isolation. Towns often have walls to keep out danger, and most who live in seclusion prefer to stay that way. Many will spend most of their lives here, with families staying put for generations, making their living from work in orchards or in hunting game. Trade and industry will usually gather around mills or riverbanks. Anyone who ventures outside of the safety of the towns crosses into another world, where just about anything could be hiding among the trees.

WEATHER

Moderate rainfall, drizzling through the canopy into a fine shower

Mild temperatures, with occasional gusts of cool wind that rustle the undergrowth

Dry weather accompanied by the crinkling of leaves, making hiding near impossible with the noise

The trees show full blooms in spring and summer, vibrant colours in autumn, and skeletal branches in winter

Winds causing a loud flurry of leaves overhead, yet the gale never reaches the party below the canopy

Pleasant temperatures, the canopy protecting the travellers from the heat

Airless days where nary a breeze penetrates the thick tree cover, leaving the forest eerily still and silent

Fat droplets of rain trickling down from the canopy, rainwater gathering on each leaf before dropping

Biting cold as the wind slices through the boughs of the trees, bringing chattering teeth

Calm breezes as the sun breaks through the tree line in beautiful columns of golden light

FLORA AND FAUNA

Deciduous trees of maple and oak, whose leaves change according to the seasons

Deer and elk prancing over roots and between trees, quick to flee at the slightest sense of danger

The scurrying of racoons, possums, and porcupines; animals who hide between trees and under leaves

Kingdoms of insects only visible when one stops to look: beetles, centipedes, worms, slugs, and ants

Dangerous beasts such as mountain lions, wild boars, bears, **Dire Wolves** and **Blink Dogs**

Life suited to the layers of the forest: the sunlit canopy, the leafy understory, and the gloomy forest floor

Sneering **Green Dragons** who revel in stalking their prey, savoring the terror as people lose their way

Where sunlight fails to reach, fungi thrive on the forest floor, feeding on decaying plants and animals

A plethora of edible plants, such as asparagus, chickweed, mint, wood sorrel, chicory and berry bushes

Giant Owls silently gliding from branch to branch, keeping a close eye on those who cross their realm

LOCAL INHABITANTS

Myconids thriving on the decaying leaves and detritus of the forest floor

Sacred groves attended to by worshippers of old gods, pristinely maintained by the devout

Green Hags relishing in the tragedy of wanderers who fall for their wicked wiles

Rangers and Druids seeking harmony between people and nature

Watchtowers manned by wardens high above the canopy, maintaining a connection between kingdoms

Alchemists wandering the woods seeking ingredients for their concoctions

Campers enjoying the tranquillity afforded by woodlands and their distance from civilisation

Lumberjacks chopping down trees for timber and firewood

Dryads flitting between trees, tempting those who wish to become lost in nature

POINTS OF INTEREST

Forest fires ignited by lightning or magic, spreading rapidly from tree to tree

Soft and bouncy ground, as decaying leaves and pine needles squelch underfoot

Huge swathes of felled trees, industrialisation fighting against ancient nature

Intricate gaps in the leaves where the trees do not touch, a phenomenon known as 'crown shyness'

Giant root systems of enormous trees, enough space between them for a Halfling to carve a home

Lone cabins in the woods, inhabited by hermits or those seeking a quiet life away from civilisation

Babbling brooks and languid rivers, overhung by branches and traversed by experienced sailors

The sounds of life within the forest: creaking trees, busy woodpeckers, yelping frogs, and hooting owls

Dappled groves where druidic shrines are found; a place for quiet reflection

POSSIBLE JOURNEYS

A skilled group of Elven warriors live in the woods and the party want recruit them to help defend a town

Freeing the duke from a hypnotic **Green Dragon** who is collecting the taxes of his fiefdom in gold coins

Negotiating the removal of a curse by a coven of **Green Hags** who have blighted an ally of the party

A druidic conclave meet at the centre of the woods — the party will ask them to remove a curse

Rescuing the child of a blacksmith who was kidnapped by **Goblins** and taken to their hideout

Reach an agreement with the cult of a forest spirit who wish to engulf nearby villages in choking vines

Hunting for a rare strain of mushrooms, a vital component in a hermit Wizard's potion

Escorting Halfling traders who are taking a shortcut through the forest to get ahead of their competitors

A cursed item that the party has cannot be destroyed, and must be hidden deep within the woods.

A CHANCE MEETING

1D10 EVENT

1 **Keep off the grass:** A group of **Sprites** meet with the party, their leader explaining that they wish to escort them quickly through the woods so that they don't disturb the forest any more than they already have. They berate the party over the many seemingly minor transgressions the party has committed against nature: startling the birds, scaring away the herbivores, and disturbing the flowers.

2 **Green Party:** A singing **Satyr** has set up a long table in the middle of a glade. Lying next to it are his current party guests: the forest's many plant eaters. The Satyr gladly welcomes these new guests to join the party and partake of the feast, though they may not find leaves and grass to be all that palatable.

3 **Stolen Name:** A female Half-Elf approaches the party, demanding to know if they know who she is. Rather than hubris, she asks out of genuine confusion, not knowing her own name after an encounter with a Fey while she was out cutting wood.

4 **The Floor is Lava:** A cry of alarm comes from above the party. Rather than an ambush or attack, they can see the shocked expressions of a group of Forest Elves hiding in the treetops. They express their concern and amazement that the party is able to survive on the ground, having always believed it to be deadly.

5 **Barking Up the Wrong Tree:** A **Dryad** is having an argument of some sort with a tree. She will only half explain what is going on, throwing snarky remarks at the tree all the while, but as the party cannot innately hear what the tree is saying, her ravings tell only her side of the story.

6 **Friendly Flowers:** Walking through a flower filled glade, a voice calls out in greeting, though its source is nowhere to be seen. After brief confusion, it appears to come from a small group of flowers underfoot. Rooted to the ground as they are, the talking flowers know much about the immediate area, though little beyond it.

7 **Bardic Pride:** A fellow traveller greets the party: a wandering Bard who seems rough around the edges, their clothes dirty and torn in places, though they are in good spirits. Though the Bard is extremely lost, their pride stops them from admitting so, leading to many dismissed questions and false confidence.

8 **The Defender:** A bloodied and beaten Half-Elf Ranger approaches the party just as they're settling down to camp. She claims to have stalked and destroyed a great evil in the forest, but she is very reluctant to talk about it, attempting to dissuade them from travelling where she has been.

9 **The Lost Ring:** A band of Halflings are busy arguing with each other over who lost a valuable ring. Some of them are pulling up shrubs while others are digging in the grass looking for it. They are very concerned and they demand that the party stop and help, lest they accidentally pick it up.

10 **Secret Source:** A Dwarven alchemist kneels over a small pond around a standing stone, collecting samples of water in glass vials. They claim the pond is blessed with healing properties, and intend to use this as a secret ingredient for their latest intoxicating brew. If the party promises to keep it a secret, the alchemist vows to send them a keg of the first batch.

HIDDEN RESERVES

1d10 EVENT

1 **The Bare Necessities:** A passing Halfling Druid offers to teach the party how to forage for food in the woods without disturbing the delicate balance of the forest. While the supplies can be invaluable, the knowledge the party gains can help them to avoid upsetting other, less benevolent forest creatures.

2 **A Helpful Warning:** A circle of large standing stones surrounds a central stone laden with meat and berries. Looking over the area, the characters will find writing that has been drawn on the stone, marking out the words ‘Take it, and begone.’

3 **Teasing Orchard:** A lush orchard of apple trees dominates this area of the forest, yet very few apples litter the ground, dropping only when they are *just* right. If someone reaches up to take another apple, the branch whips away, pulling its delicious fruit just out of arm's reach.

4 **Carrion Cave:** An opening in a cliff face reveals a large cavern inhabited by **Dire Wolves**. Luckily, they don't seem to be around right now, but their recent prey lies unprotected inside. If the party is quick, they could gather up a large amount of fresh meat and make their escape.

5 **Witches Brew:** Standing alone in the middle of a clearing sits a large iron cauldron, blackened, and with a dying fire underneath it. The cauldron sits unattended, though bowls are left nearby. A cautionary sniff reveals that what's been brewing here is soup, and a rather tasty one! Looking around the area, one can find a message left for the party carved into a tree, ‘Granny is always watching.’

6 **Buried Stash:** While exploring, the Quartermaster notices a suspicious patch of leaves that doesn't blend in with the surrounding area. Investigating them will reveal that someone or something placed this covering over a hidden cache of a startling variety of mushrooms. None of them are poisonous or harmful, though some may have amusing side effects.

7 **Guarded Treasure:** Sitting in a small clearing surrounded by large mushrooms sits a chest, old and worn. There is a small path free of the mushrooms that leads to the chest, though if the party approaches, the mushrooms reveal themselves as **Shriekers**, sounding an alarm. The chest contains helpful supplies, as well as 1d8 × 10 gp.

8 **A Treasure Map:** The party finds a bottle with a message inside it, describing how someone has buried thrice their weight in treasure within this forest for the worthy to find, and warning those who travel it that there are great beasts and thousands of steps to take. However, following the map, the largest threat along the way is simply a few wolves, and they really don't have to travel far. The “vast treasure” is contained in a rather small chest, consisting of a small number of valuables and some armour fit for a pixie.

9 **Adventurers' Camp:** The party discovers a campsite that was recently made by another party of adventurers. The adventures are gone, but their tents, supplies, and even some treasure and magic items remain, along with some clearly agitated pack animals. Where the adventurers have gone, and whether they will return, is a mystery.

10 **Grave Robbing:** A Hobgoblin band lies dead just off the path, all having succumbed to their wounds. They have a plethora of equipment, both their own and what they purloined before beating their hasty, and ultimately futile, retreat, giving the adventurers a chance to pick them clean. Some of the items that the Hobgoblins stole may still be of interest to those who dealt the killing blows.

A BUMP IN THE ROAD

1D10 EVENT

- 1 **Fungal Forest:** The plant life shifts in this area of the forest, grand trees giving way to a vast expanse of mushrooms. Only once the party disturbs one of the mushrooms do they react to the party's presence, shaking violently and expelling a variety of spores into the air. Once these spores are felt by the other mushrooms, they too release their spores, and the area quickly becomes a deadly trap.
- 2 **We Can't Go Over It:** A ravine marks the only path forward without taking a long detour, but as the party descends, the path becomes increasingly blocked and marred by thickets of brambles and thorns that block the way. Taking it slow to clear them will hamper the journey, but moving through the brambles will harm the party.
- 3 **Uprooted:** A storm has ravaged the area, uprooting the mighty trees that made their homes here. The mess of fallen trees and their uprooted networks of roots have made the area difficult to traverse, but should enemies strike, the area will be both defensible and combustible.
- 4 **Mysterious Pathway:** The path the party follows suddenly breaks into a fork, with the well-trodden route continuing their intended path, and a far less travelled path not marked by any guides or maps the party may have. The new branch of the road is overgrown with plant life but is still identifiable as a route that people once travelled.
- 5 **Fanged Path:** A **Dire Wolf** is insistently remaining on a bridge over a river within the forest. The animal does not make any hostile actions unless the party approaches it, and then it will attempt to scare them off. Its behaviour is unusual for a reason, as its pup has gotten its paw stuck in the bridge and cannot get it out, leaving the animal scared and confused.
- 6 **Conservation Conflict:** A long-held dispute between two bands of Rangers and Druids over their ideals and methods of protecting the forest has escalated into open conflict with skirmishes ravaging the thing they vowed to protect. Both sides of this conflict will distrust the PCs and only a **Charisma (Persuasion)** check can try to convince them that the party is unbiased in this war.
- 7 **Forest Fire:** A section of the forest has caught fire, making the way ahead dangerous. Should they attempt to power through or fight the fire, the smoke and heat can harm them. Alternatively retreating and waiting the fire out would be safer, but if the inferno grows too strong, it may devastate the entire forest and threaten them anyway. Whether they choose to fight it or ignore it, the protectors of nature will know.
- 8 **Abandoned Traps:** A band of hunters once stalked this area long ago, and though what happened to them is a mystery, their traps remain, the ravages of nature and time rusting them, making diseases a danger should there be a misstep. Bear traps, pitfalls, and snares are all possible dangers, as well as more inventive magical traps.
- 9 **Ants in the Pants:** Stopping for a spot of lunch, the Quartermaster lays out a lavish feast hoping to invigorate the weary party. The second a crumb falls to the forest floor, however, a nest of ants evacuate their burrow to scavenge any food they can find, necessitating a **Dexterity (Acrobatics)** or **Intelligence (Nature)** check to escape the scurrying insects. On a failed roll, the Quartermaster loses 1 Supply Die.
- 10 **Missing Path:** While the map clearly shows a path through this part of the forest, there are no markers to show its presence. Worse, the foliage and terrain are completely different than what was expected, leaving no room for a possible path. A **Wisdom (Survival)** check is necessary to guide the party through rough terrain until the path resumes.

NEEDING ASSISTANCE

1d10 EVENT

- 1 **All Wrapped Up:** A quintet of Gnomes dangle helplessly high in the forest boughs, wrapped up to their necks in webs spun by **Giant Spiders**. The party can rescue the Gnomes with a group **Strength (Acrobatics)** check to climb up, cut them loose, and lower them to the ground safely, though surely the spiders will return to feed soon.
- 2 **Barking Up the Wrong Tree:** An explorer has become lost, leaving behind a series of notes carved into tree trunks throughout the dense forest. The messages are each dated no more than two days ago, indicating where the explorer was heading next. A group **Intelligence (Investigation or Survival)** check allows the party to follow the clues to find the explorer.
- 3 **Puddle Trouble:** After fresh rain, the party hears cries for help nearby. Looking underfoot reveals that a few travellers are trapped within puddles, as if caught in a mirror image. An **Intelligence (Arcana)** check will determine how to free them, but there is a complication. The trapped victims aren't alone, and their predator stands a chance of being freed as well.
- 4 **Under Siege:** Cries for help lead the party towards a carriage beset upon by hungry **Tigers** (or any great cat not native to the area). An **Intelligence (Nature)** check confirms that they are not local. In addition to helping the travellers from becoming a great cat's dinner, the party must now worry over what other non-native dangers lurk nearby.
- 5 **Wood For the Trees:** The sound of crying leads the party to a young **Druid**. His mentor is gravely ill and he has been unable to find a rare healing herb needed to save him. With a successful group **Wisdom (Perception or Survival)** check, the party locates the herb and the Druid rewards them with whatever potions he has in his bag.
- 6 **The Silent Circle:** A soft humming sound leads the party to a clearing where several people hover in mid air, slowly circling a sphere of brambles glowing with green light. Their faces are blank but the party can make a group **Charisma (Persuasion)** check to break them out of their trance and claim a green *Elemental Gem*.
- 7 **Motherly Instincts:** Tracks and blood lead the party to a wounded **Dire Wolf** that has fought off opportunistic predators to protect its cubs. Mistrust and fear make it hostile to the party, but without a successful group **Wisdom (Animal Handling or Medicine)** check, it will surely perish from its injuries within the hour, leaving its cubs alone to fend for themselves.
- 8 **Slow and Steady:** A family of Tieflings have taken a dubious shortcut through the forest in order to avoid being late to a wedding. Unfortunately, the father tripped over a gnarled root, breaking his leg and slowing them down considerably. A group **Wisdom (Medicine or Survival)** check can help him get back on his feet, with a makeshift splint and crutch.
- 9 **Hallowed Hollow:** A frantically upset Gnome shouts requests for help from the party, as their home within the hollow of a large tree is collapsing inward and has made getting their most prized belongings out almost impossible for them. A group **Dexterity (Sleight of Hand)** check can nab a few items out before its collapse.
- 10 **Itsy Bitsy Wyrmling:** Angry roaring and childish cursing lead the party to find a **Green Dragon Wyrmling** that has gotten themselves trapped within the web of a **Drider**, panicked and afraid. Helping them may prove difficult, and their noise may be a dinner bell for the Drider that made the web.

DANGER AFOOT

1D10 EVENT

- 1 **Predator and Prey:** A band of **Bugbears** hide behind trees lining the path, waiting to ambush the party. Unfortunately for them, they've chosen a couple of **Treants** to hide behind, which ruins their surprise when the Treants start eating them. When the chaos kicks off the party must choose whether to get involved or flee.
- 2 **Web Warning:** The party enters a part of the forest covered in webbing. This is the domain of a colony of **Giant Spiders** who use their webs to guide their prey into a position where they can be safely cocooned, stored, and eaten. Unfortunately, by the time the party realises just what they are walking into, it may be too late.
- 3 **Bait and Switch:** Two roads diverged in the woods. One conceals a number of traps set up to catch humanoids. The other leads towards a **Brown Bear** den. A band of **Scouts** lay in wait to pick through the remains of any travellers through their woods, willing to finish the job themselves if they have to.
- 4 **Honey Trap:** Following a sweet scent, the party discovers an overturned carriage. Loud buzzing can be heard, and a few bees can be seen flying around the carriage. **Swarms of (Flying) Insects** are inside, feeding on broken jars of honey, becoming aggressive in protection of their food. Should the party linger, the honey may attract **Black Bears** as well.
- 5 **Ring a Roses:** Enticing music drifts through the forest and the party observes a group of **Dryads** performing a dancing ritual. They regard anyone who steps within the ritual grove as a sacrifice to appease the forest and root them to the ground or charm them so they cannot escape before bludgeoning them with ritual clubs grown from their trees.
- 6 **Woodland Friends:** A group of **Giant Badgers** and a **Giant Boar** are stalking the party from the undergrowth. A successful **Intelligence (Nature)** or **Wisdom (Survival)** check identifies that the animals are acting strangely: a **Druid** is directing them to herd the party away from a sacred location in the woods and if the party decides to investigate anyway, the animals attack.
- 7 **Childhood Trauma:** A young Half-Orc weeps amongst the trees, exhausted from chasing a mysterious group who swept into town and kidnapped only his mother. A group of **Berserkers** remain in the woods, though the main culprits have dashed away on horseback. Despite his weariness, the child demands to be a part of the fight, swearing vengeance.
- 8 **Forbidden Glade:** A beautiful clearing in the deep woods is surrounded by sigils and warnings which indicate that trespassers are strictly prohibited. Parties that ignore the warnings will swiftly be set upon by a band of haughty **High Elves** who claim that the glade belongs to their people. They ignore excuses and will attack without mercy if intruders refuse to leave immediately.
- 9 **Why Do It Yourself:** A band of Halflings (use the statistics of **Spy**) have set up a series of traps through a section of the forest. They hide in the trees, hoping their contraptions will do all the work and then they can loot the corpses after. If the rope traps, pitfalls, and log swings prove unsuccessful then the Halflings will ambush the party themselves.
- 10 **Home Intruders:** At the bottom of a forest gorge, cave openings line the cliff sides with trodden pathways of grass running between them. A successful **Intelligence (Nature)** or **Wisdom (Survival)** check will recognise the tracks of **Ogres**, making this gorge their home. A hungry growl rumbles from the caves, growing louder as the inhabitants creep closer.

NATURAL WONDERS

1d10 EVENT

1 **Elemental Spire:** A single enormous tree rises far above the forest, scraping the sky with its branches. An inexplicable waterfall cascades down one side, splashing into a small lake at the roots of the tree. The water is crystal clear and steaming hot, suggesting an unusual confluence of elemental magic at work somewhere within the tree's branches.

2 **The Angry Sky's Scar:** A blasted stump surrounded by charred fragments of bark marks the site of a lightning strike. The surrounding trees are little more than charcoal sticks, leaving a blackened scar amidst the rest of the verdant forest. The acrid scent of smoke still hangs on the wind, reminding the party of the awesome power of nature.

3 **Silver Lake:** The party comes upon a small ridge and a clearing beyond that is set in a rough circular pattern. This crater has a pool inside, but, while it appears to be water, there are no reflections, nor are there any fish or other creatures inside. For those who'd hoped for drinking water, this is an unsettling and unwelcome find.

4 **The Patch:** Deep within the forest, there is a small section, perhaps only a mile in diameter, that is unlike the rest. The flora and fauna are different, representative of another place. Even the weather is different. The unnaturalness plays with the party's thoughts, giving them a sense of unease.

5 **Parliament of Fowl:** Discordant chirping greets the party as they see tall, ancient trees filled with birds of all kinds. They twitter and caw as though in the middle of a heated argument, but fall utterly silent as the party approaches. If the party tries to speak to them, they all fly away in a great gust of feathers.

6 **Land Before Time:** In a calm and sunlit grove, time seems to while away more slowly and it is tempting to sit and rest for a spell. The shadows do not make sense for where the sun sits in the sky and as animals pass through the grove, they seem to evolve backwards into earlier, more primal forms...

7 **The Scaled Hill:** The party sees a strange hill of fungus in the middle of the forest with the bony remains of a **Green Dragon's** wings protruding from it. For a low-level party, this is a dire warning that the dangers in this part of the forest are formidable, while others may start digging in the hopes of uncovering valuable dragon scales.

8 **The Tree Bridge:** The party comes to a gorge within the forest, but two enormous trees from either side have grown into each other, forming an easily passable bridge. The beauty and care, especially to the trees' health, put into its design must be the result of ancient magic and anyone who traverses the bridge feels calmness and reinvigoration.

9 **Druid's Grave:** At the centre of a small clearing lies a tree as white as polished ivory, surrounded by a bed of bright and fragrant flowers. The trees around the clearing bear fruit that tastes pleasantly sweet. Faintly in the bark of the ivory tree, a face can be seen with eyes closed in a peaceful slumber.

10 **Rooted Guardian:** A shouting voice ahead warns the party to leave, or suffer its wrath. Following the voice, a **Stone Golem** can be found, repeating empty threats as it struggles to move. A tree has grown around it, roots pinning the golem's legs. Annoyed by the disturbance, the tree uproots itself, revealing it to be a **Treant** as it wanders away with the golem.

MONSTER HUNT

1D10 EVENT

- 1 **Unquenched Hunger:** The party discovers several slaughtered deer along a forest path. These deer are mauled, but surprisingly not missing big chunks. A **Wisdom (Medicine)** check reveals that the deer were sick, which means whatever killed them couldn't eat their flesh. There is a **Saber-toothed Tiger** about, and it is still very hungry.
- 2 **Angry Tree:** Recent logging in the area has caused a **Treant** to snap, killing anyone with a weapon that enters the forest. The party becomes aware of its actions when coming across loggers that have been stomped to death. Unfortunately, the treant can't tell the loggers from adventurers and if the party remains then they'll become a target.
- 3 **Suddenly Hunted:** The party is camping for the night when a horde of **Giant Rats** scamper through the camp. These rats aren't interested in feeding, though. A **Wisdom (Perception)** check reveals that they are running from a pack of **Gnoll** hunters who would happily trade hunting rats for hunting humanoids!
- 4 **Maze Trap:** In a dense part of the forest the party is attacked by a group of **Ettercaps**. They hunt from a distance at first, creating a maze of webbing to trap moving prey. Not only does the area become Difficult Terrain, but party members must make appropriate **Wisdom (Perception)** checks or risk getting caught in the webs.
- 5 **Dangerous Shrubbery:** The air stinks of rot and the flora nearby is malnourished: a wide trail of brackish water and slimy plant matter indicates that a **Shambling Mound** has been through here. Caught up in its vile mass are the remains of animals and travellers that crossed its path, their possessions still embedded within it.
- 6 **Beware the Bull:** An echoing bellow and the thunder of hooves gives warning that this is the domain of a large creature. The trail of smashed trees, deep cloven hoof prints and petrified plant matter leads to an enraged **Gorgon**, whose heavy metal plates could make fine armour or could be sold to a blacksmith for a good price.
- 7 **Hoo-hooooar!:** The party enters a stretch of woods lacking any other animals, where the trees have all clearly been heavily mauled. An **Intelligence (Nature)** check reveals these are the distinct markings of a very large **Owlbear** sharpening their claws. Owlbear talons and beaks are worth quite a bit, but claiming them is a dangerous undertaking.
- 8 **Lingering Ice:** The party encounters a portion of the forest where the chill of winter remains and large patches of snow have failed to melt. If they choose to press on, they will soon be hunted by a **Winter Wolf** pack that lurks in the area. Dangerous and cunning beasts, their snowy-white pelts are highly valued by traders.
- 9 **Hectic Hog:** Loud snorting and rustling leads the party to a **Giant Boar** that is digging through the forest floor. It has eaten some magical fungi, giving it the ability to cast *Misty Step* once per turn. The hole it digs holds an unusually large truffle the size of a boulder, while the beast's tusks would also fetch a high price.
- 10 **Did We Shrink?:** Flora in this section of the forest grow much larger than elsewhere, flowers and mushrooms towering over the party. This growth has gifted the insects too, as giant ants (use the statistics of an **Ankheg**) burst out of a large mound ahead. Clearing out this nest and descending inside leads to a horde of artefacts collected from the area.

A PLACE TO REST

1d10 EVENT

- 1 **Treetop Village:** As nightfall approaches the party is hailed by Halflings that live high in the trees. They've built treehouses and rope bridges among them and have several means of protection against creatures that attack from below. They offer room and board to the party in return for stories of their travels and adventures.
- 2 **Waterfall Cave:** The party encounters a large waterfall that forms a pool in the forest. Behind the waterfall is a natural overhang that provides a good place to shelter for the night, as it is easily defensible and protected from the elements. Etchings are carved into the walls, perhaps offering clues to a nearby hidden treasure.
- 3 **Remnants:** An **Intelligence (Investigation)** check reveals a hidden cabin in the woods, which is little more than a dug-out room with a small chimney and a camouflaged roof above it. While there is nothing inherently dangerous about the makeshift shelter, it does suggest that someone else has recently travelled this way. A **Wisdom (Survival)** check reveals their species and the disturbing fact that they had a captive.
- 4 **Small Comfort:** As a storm brews, the party is approached by a tiny fey that offers them shelter. The catch is that the party must shrink themselves to take advantage of the offer, but the fey have the means. If the party agrees, then they spend the night with a unique perspective of the forest.
- 5 **Night Watch:** A raised watchtower set up for seasonal use by a society of nomadic hunters contains a shrine to a forest spirit they pay homage to. There are packs and bedrolls tucked away from recent inhabitants, but the hunters seem to have been interrupted on their way back, as they have not returned.
- 6 **Snail's Tail:** A giant, empty snail's shell the size of a small room provides a cosy shelter. The pearlescent inner surface is covered with writing and drawings from past travellers who have spent the night here. One says 'Beware the voice in the night. It is not who it claims to be!'
- 7 **Seven Dwarves:** An empty cabin is found in a woodland clearing, the inside piled high with clutter and covered in soot. Seven small beds line the upstairs room, each inscribed with the name of a school of magic at its foot. After a harrowing trek through the forests, these dwarven sized beds look very comfy... perhaps a quick clean first, though.
- 8 **Mush-Roomy:** The largest toadstool the party has ever seen rises from the forest floor before them. A village of **Goblins** has made the giant mushroom their home and soon send guards out to discern the party's intentions. If the party agrees to peace-bind their weapons, and provide some entertainment, they are welcomed to spend the night.
- 9 **Unstaffed:** The sounds of cracking wood leaves the party sure there is a fight up ahead. Upon investigating, they discover a teenage girl armed with a wooden staff, practising against logs and sticks hanging from the trees. She has lived alone in the woods for a year, and is preparing to fight those who destroyed her village. Her sheltered and well stocked camp is nearby.
- 10 **Hunter's Cabin:** There is a cosy log cabin sequestered away in the forest. It is lavishly, though gruesomely, decorated with many animal pelts and taxidermied creatures stare out from the walls with glassy eyes.

OLD MEMORIES

1D10 EVENT

- 1 **Pristine Circle:** A low circle of rough-hewn stones, clearly non-native to the surrounding forest, stands beneath the shade of the canopy. Not a single fallen leaf appears within the immaculately clean circle, nor has anything spoiled the lavish spread of tea and cakes laid out on the central slab. The thick feeling of ancient magic hangs heavily over the scene.
- 2 **Silent Assembly:** Humanoid statues formed from gnarled wood and living ivy stand gathered in a clearing beneath the bright sun. Clearing away the vines reveals Elven features and determined faces immortalised in wood. They do not appear carved, but rather grown or transformed. One statue holds a spear aloft, the sharp stone head gleaming white, its haft weathered and split.
- 3 **Displaced Ruins:** The party comes upon ancient 'stone' ruins deep in the forest. An **Intelligence (Nature)** check, however, reveals that these ruins are not stone but coral. Deep in the past, this land was underwater and home to a grand civilization. Some ruins may be traversed, but they lack stairs and often have ceiling entrances.
- 4 **Who Came First?:** An overgrown swamp lies before the party, with many old statues and columns sunk in its depths. It presumes an ancient culture, but a character fluent in the Orc tongue realises that this was once an Orc civilisation. Buried arms and armour indicate a style very different from the modern cultures nearby.
- 5 **Hand Over Hand:** A sheer cliffside has handholds, runes, and mighty beasts carved into it, the designs taken from the surrounding area. Was this a training wall, a playground, or a religious site? Tucked into cubbies in the wall are keepsakes from those who loved and treasured this place, such as animal claws, ancient hammered coins, and beautifully-decorated beads.
- 6 **House of Healing:** A collection of tumble-down buildings in a sheltered valley appear to be an old healers' station, from what remains of the furniture. The shelves are stacked with healers' tools, herbs crumbling away at a touch and dusty bottles containing murky liquids. Some of the varnished bark scrolls with instructions which hang on the walls have survived intact.
- 7 **Overgrown Circle:** The party encounters several large stones buried among the brush and sprouting trees. The stones form a rough circle and was once a sacred place for a vanished Druidic culture. If the party takes the time to clear out the old circle, they receive a blessing from the "slumbering god" who is overjoyed at having new worshippers after so long.
- 8 **Petrified Forest:** The party steps into a grove of petrified trees. The trees are actually **Treants** that were turned to stone during a battle with a **Gorgon**, so many trees look distressed and contorted in strange ways. Should the Treants be returned to life they are very thankful and may have old information that is still useful in the present day.
- 9 **Bridge to Nowhere:** An ancient span stretches part way across a gorge that has long since been filled in, with a mere trickle of water now running below it. The bridge was carved from the bones of some great creature and what remains is still impressively sturdy.
- 10 **Fruit of War:** Faint remains of an Elven settlement lie half-buried and covered in moss. At the centre of a forgotten courtyard stands a large tree, swords and arrows hanging from its bowed branches. These weapons seem sharp and capable despite being made from wood.

A DARK PLACE

1d10 EVENT

- 1 **Flippant Fungus:** A once peaceful grove where Gnomes buried their dead has been infested with fast growing fungus. These mushrooms have burst from beneath the ground, uprooting dozens of coffins and splaying their former residents on the forest floor, where more fungi have grown upon them. The stench is unbearable.
- 2 **Warning Remains:** The forest's trees become littered with the skulls of animals, deer, and other antler bearing creatures, crudely nailed to the trees with sharpened iron spikes in a clear desecration of nature.
- 3 **Human Effigy:** A wicker-work statue in the shape of a Human stands a dozen feet tall. Its hollow chest is lined with thorns, and contains the remains of what may have been a prisoner or sacrifice. The sounds of manic laughter is carried on the wind, though there is no visible source for the sound.
- 4 **Blood from Stone:** A circle of towering carved stones surrounds a central monolith, each stone stained with crimson markings of strange design. A sharp cursed dagger lies driven into a crack in the central table, and fresh blood oozes from the wound within the rock.
- 5 **Eerie Quiet:** The lively sounds of the forest suddenly die out, leaving nothing but an ominous deafening silence surrounding the party. They are still able to speak, though may be too afraid or shocked to do so. The sounds of the forest will not return until the party has left the area, or dealt with what has caused the sudden silence.
- 6 **Devastation:** A massive section of forest has been burned to the ground here, leaving a large clearing of burned out stumps. The scale of the destruction is heart wrenching to those who care for nature, while the more cynical will be concerned with the lack of chances to resupply while moving through this region.
- 7 **Muck and Mire:** Within a boggy region of the forest, the recent movements of the earth have caused the long buried ruins of a village to re-emerge, along with the naturally mummified bodies of the villagers, exposed to the air once again. Investigation reveals that however the village and its residents ended up here, it was not natural.
- 8 **Grim Grotto:** This tree's knots have warped into scowling faces, the branches grasping, and the vines threatening to tangle like a noose. A foul druidic magic has encouraged this grotto to claim the lives of any who enter, and the tangled bodies proved it has succeeded more than once.
- 9 **Bog Bodies:** The collected corpses of a whole village were buried in a bog here. Movement in the earth has unsettled these peat mummies, and the dead are none too pleased.
- 10 **Petrified Wood:** The trees, foliage, and undergrowth here have been petrified into a dense canopy of stone. The petrified area is a perfect circle, radiating out from a five foot hole in the centre. Where branches enter the circle and leave, they are petrified on an exact line. In the bottom of the hole is a humanoid skull made of black bone.

DEADLY FIGHT

1D10 EVENT

- 1 **Huntsman:** Someone has hired a mysterious hunter to track down the party and tear out their hearts as proof of their demise. The hunter knows the forest well and is prepared to lay traps and ambush them, but should fortune turn against them, they are willing to flee and make their escape, only to return when the party is otherwise occupied.
- 2 **Thread Lightly:** A network of webs stretches high into the trees, with the large shapes of **Driders** and their broods slumbering in the safety of their nests. Thin strands of webbing criss cross between the bases of the trees like tripwires, ready to snap and alert their creators should they be disturbed.
- 3 **Pseudo Wood:** A comfortably sized hollow of a tree provides comfortable shelter from the elements, and has more than enough room for all of the party. However once inside, the sinister trap is revealed, with the tree itself being a rather hungry **Mimic**.
- 4 **The Shade of the Forest:** The tree cover is especially dense in this region of the forest, reducing the amount of light available even more than usual. A **Vampire** and her **Vampire Spawn** have taken up residence to take advantage of this, and they spring ambushes on travellers with little fear of the daylight's wrath.
- 5 **Words of the Wood:** The call of a rare and valuable bird cuts through the usual forest sounds, easily identified as such by those with knowledge of nature. This is the trap of a **Green Hag**, using her powers of mimicry to lure the greedy hunters or enthusiastic hobbyists off the road.
- 6 **Brute Force:** A band of **Hill Giants** have been constructing a crude totem to an unknown deity. They're looking to add some adventurers and their gear to the offerings pile.
- 7 **Guerilla Warfare:** A **Green Hag** is determined to protect her portion of a dark and twisted wood, invisibly following a band of adventurers and wearing them down by killing their beasts of burden, poisoning their food, and stealing their magic items. Once satisfied, the hag then picks them off one by one, starting with those on watch.
- 8 **Divide and Conquer:** A **Weretiger** pretends to be an innocent victim, a youngster lost in the woods. It begs the party for assistance, but all it really wants to do is get close enough to strike. It works in tandem with another Weretiger, who draws some of the party away before the 'victim' reveals itself and strikes at the remainder.
- 9 **In the Thicket:** The party find themselves wandering into an overgrown hedge maze guarded by an outraged **Guardian Naga**, intent on hunting down intruders that foolishly wander through its domain. Parts of the maze are sneaking **Awakened Shrubs** however, that close pathways behind the party and constantly shift the shape of the maze. This confusing labyrinth, and the creatures that guard it, must surely mean something valuable is hidden within.
- 10 **Fungal Hosts:** The canopy of this forest section is overgrown with mould, spores floating down like snow. The animals wandering beneath find themselves infected with the parasitic spores, sending them into a blind rage. Deer, badgers, and boars throw themselves at the party (use the statistics of a **Zombie**) as well as bears and wolves (use the statistics of an **Ogre Zombie**).

FATEFUL ENCOUNTERS

1d10 EVENT

1 **Refugees:** The party comes across a group of beaten and exhausted Wood Elves. Something has driven them from their homes and, if the party can help, then the Wood Elves will reward them with healing and gifts of magic once they've had a chance to rest. They may even offer a guide through the rest of the forest once their home is secure.

2 **The Singing Spy:** The party hears a flamboyant Bard playing loudly as he travels through the forest on a donkey (he's had a bit of bad luck at gambling). He asks the party if he can join them, offering to sing stories of local events. He's cheerful and friendly, but he hides a secret: he is a **Spy**, collecting intelligence for a powerful enemy.

3 **High Stakes:** A distressed Bard approaches the party and vigorously signs that she's in trouble. She lost a wager with a nearby Fey and her voice was the reward. The Bard indicates that she was cheated and begs for help. Should the party agree then they may find themselves making their own wagers with the Fey!

4 **All for Love?:** A young Human approaches the party with a proposition. His lover is locked away in a nearby house and he needs help to rescue her. He might be telling the truth, or maybe he's looking for unwitting kidnappers to help him acquire the object of his desire. A **Wisdom (Insight)** check ascertains the truth.

5 **The Dragon Knight:** The party overhears a cheery **Kobold**, clattering with the pots and pans he wears as armour, along with a helmet clearly meant for a larger creature. He is on a quest to prove himself worthy of becoming a squire for a **Knight** he admires, but the Knight has sent him into danger to get rid of him.

6 **Hunter's Kiss:** A richly-bedecked **Noble** is examining the tracks on a game trail. On a hunt several months ago, she shot a deer and it turned into a beautiful Human woman. The noble took her back to her house for healing, but she was stolen away by a **Green Hag** who claimed to be the girl's mother.

7 **Master of the Four Winds:** A few of the party's most valuable possessions get pulled off their persons and tossed about in the air, weaving in strange patterns. A laughing **Monk** retrieves them, apologising for his 'playful friends'. He is evasive when questioned about the playful friends, as he doesn't want the party to find out that he has befriended a pack of spiteful pixies.

8 **Forest Heart:** The party is awoken late at night by a luminous silver furred **Giant Elk**. By his actions, the elk indicates he wants the party to follow him. If they choose to do so, he leads them to a large logging camp. The ancient trees the loggers have cut are all still slowly bleeding a thick flowing fluid which is as much blood as sap, and the moans of the trees float on the wind.

9 **Bad Deal:** A **Sprite** offers the party assistance in their travels, claiming they can summon any item their heart desires. The limitations of this wish seem rather extensive, and the Sprite does well to gloss over the fine details of the arrangement — that the wish-maker must cut off a thumb in order for this sparse wonder to be granted.

10 **Slimy Cleric:** A **Giant Snail** slithers slowly through the forest, greeting the party in well-spoken Common as they pass. Rude and outspoken, he claims to have healing powers and boasts that he is able to remove any curse or condition afflicting them. Though his powers are real, the procedure is rather unsavoury, requiring him to slowly slither over the patient.

FRONTIERS

These are the borders where settled lands meet the untamed wilds; a last familiar place before plunging into the unknown. These regions are characterised by their great expanse, wide vistas and big skies; often swampy or dusty, they are shaped by the other regions they stand between. Humans are commonly found on frontiers as they spread out and explore, but a variety of peoples seek a fresh start or a new life on the edge of society, though nature pushes back against any attempt to control it. Settlements here are new, laws are loosely-enforced if they exist at all, and the people here will fight to preserve their freedom.

WEATHER

Wide clear skies with a light breeze, a pleasant warmth, and a blue haze on the horizon

Fiery winds tearing through the region as settlers burn away the forest to create farmlands

Muggy dampness where the rain brings no relief, but soaks into the ground, turning it into a soggy mess

Dramatic flashes of lightning and cracks of thunder from a dry storm that leave a pervasive smell of ozone

Dust storms that whip stinging grit across open ground and leave a film of sand on everything

A refreshing deluge, hammering on roofs and causing streams of water down the middle of the road

A high sun in a cloudless sky bakes the air so that even the shade offers no relief

A choking mist rises that refuses to shift for hours, limiting visibility to a few feet in all directions

Tornados rake the land, huge twisters that rattle shutters from miles away and tear up anything in their path

Heavy grey storm clouds crackling with lightning bring a front of heavy rain that can be seen as it approaches

FLORA AND FAUNA

Giant Frogs sit lazily around an algae-choked pond filled with small fish that nibble at the surface

Pink-winged cranes fly overhead and perch in ponds, darting their heads down into the water to spear fish

Trees with low, spreading branches and wide roots that are hanging with rich moss and clinging vines

Centipedes, beetles, and woodlice crawl across a rotten log, making homes among its hollows

Scorpions and lizards scuttle away into the shadows whenever the light comes near them, even inside buildings

Fleshy, squat plants covered in spines and bright flowers weather the unforgiving climate with tough outer skins

Crows with iridescent feathers and jewel-like eyes caw ominously at anyone who passes

A copse of blighted trees whose bare branches are still used to nest in by many different birds

Snakes covered in gorgeous scales coil along strong branches or slither across the ground with unnerving speed

Scrubby, dry plants that detach from their roots and roll along the ground at the whims of the wind

LOCAL INHABITANTS

Cynical and skilled law keepers determined to protect their town and its people by whatever means necessary

A falsely-accused criminal trying to make a quiet life in an isolated house near a small community

A small enclave of Clerics acting as community organisers and trying to build connections among everyone in the settlement

Doctors working to cure mysterious diseases, poisons, and an overwhelming number of animal attacks

A merchant family of **Lizardfolk** who sell to travellers on behalf of local hunters, crafters, and herbalists

Hunters who have banded together to hunt more efficiently, bringing back skins and meat for their community

A Druidic sect who originally lived in the area and were driven out by aggressive predators, now returned

The entertainers at the local pub, very aware of the hardships they help the locals forget with their shows

A band of prospecting Dwarves who are searching for an unusual resource found in this area in the past

POINTS OF INTEREST

A fenced-off graveyard atop a hill with warning signs outside and warding sigils to keep the dead in

A deserted town with signs that whatever attacked the place dragged the residents into the wilds

An old mine being rebuilt by a group of Gnomes and Humans who laugh off old tales of it being cursed

A bustling town of many cultures, all drawn by the promise of gold found in the hills nearby

A maypole in the middle of a ruined town, as cheery as the day it was put up

A bandit hideout in the hills where they keep the gold and other valuables they have stolen from travellers

A ranch specialising in tough and adaptable riding animals that can endure many environmental dangers

An insular fruit farm where the family of Tieflings inhabiting it eye strangers warily as they go past

A canyon with dozens of fossils in its walls, indicating some sort of disaster that befell the area

POSSIBLE JOURNEYS

Seeking out an artefact in the wilds that causes corrupted growth and is harming the local environment

Investigating the disappearance of a newly-arrived Cleric in a small frontier town filled with secrets and lies

Racing another group of explorers intent on reaching a legendary stone monument that was recently uncovered

Seeking shelter while preparing for a journey beyond the safety of the kingdom, hiring locals as guides

A legendary **Bulette** has bested dozens of hunters and a handsome reward is offered to those that can slay it

Travelling to contested territory between two frontier towns to broker a peaceful sharing of resources and land

Rescuing a town beleaguered by bandits who claim to be offering protection but prey upon the town themselves

Residents seeking to salvage their homes after a magical catastrophe caused their town to fall into a chasm

Discovering the true identity of a **Weretiger** amongst the townsfolk, who has been terrorising the local area

A CHANCE MEETING

1D10 EVENT

- 1 **Circuit Judge:** A mounted traveller introduces himself as the region's circuit judge on their way to the nearest town to preside over the trials of prisoners awaiting their day in court. The judge is pleased to share news with decent folk but also explains they are wary of strangers because circuit judges are prime targets for miscreants and ne'er-do-wells.
- 2 **Grace for Sale:** An itinerant priest crosses paths with the party, offering to bless them with a deity's favour for a reasonable price. Holy water and chanting precede sermons and counselling. Whatever the party members need, the priest is selling. And what luck! The priest is a physician, too, selling all manner of tonics, tinctures, and definitely not snake oil.
- 3 **First Contact:** Another group coming from the unknown frontier encounters the party. This group comes from an entirely different culture and speaks an unknown language. This group, however, is fleeing unidentified attackers that have destroyed their frontier communities. Through exaggerated actions, the group may communicate with the party to varying effect.
- 4 **Dangerous Herbs:** A friendly herbalist has learned of a patch of rare moss growing just beyond the borders of civilization and is just returning from the journey when she meets the party. She found the moss near a **Green Dragon** nest, but hides the fact that she absconded with an egg.
- 5 **Wagons Retreat:** The party stumbles upon a caravan arguing over which direction to turn. Their wagon leader has died of dysentery and the caravan has seen enough wilderness for a lifetime. They request the party's aid in finding their way back to their hometown.
- 6 **Land Rush:** An assorted group of Humans travel at breakneck speed, each bearing small flags. Their leader, a wealthy Dragonborn, informs the party that the surrounding million acres are available for settlement by whomever can claim them first. The party is invited to partake in the rush just as the sound of fighting breaks out in the distance.
- 7 **Go Down to the River:** Enthusiastic Humans dressed in lilac robes form a disorderly line as they make their way to the mouth of a river. Worshipping a newly encountered god of this river, they have brought new initiates to be cleansed in the water, confirming their faith. They are eager to tell the party all about their new religion, insisting they come to their baptismal ritual.
- 8 **Pony Express:** A horse rears as it nearly crashes into the party. The mounted man apologises, explaining that his service as a postman carrying letters between the new settlements and the larger cities requires that he be the fastest courier in the land, or else the frontier towns run the risk of total isolation.
- 9 **Map Swap:** The party encounters a Half-Orc pathfinder who is trying to help a neighbouring nation establish a fort along the frontier. He is willing to share his map and insights with the party in return for a look at theirs. He tells them that the fort captain is looking for a party to scout the area beyond the fort's immediate territory.
- 10 **Amnesiac:** A High Elf lies in the grass. She is well-dressed and speaks both Common and Elvish with a pronounced accent. She has no idea who she is but she has a surprising knowledge of the local area. Her fingertips spark with eldritch magic, though she can't remember how to wield it.

HIDDEN RESERVES

1d10 EVENT

1 **Abandoned Mining Camp:** The party comes across the remains of a mining camp. It's obvious that the camp was abandoned suddenly, as all the mining equipment and much of the supplies remain, as do carts of unprocessed ore. Hopefully, whatever scared the miners away is no longer around, but for now the party can resupply with whatever is leftover.

2 **Airship Wreckage:** The remains of a magical airship lie broken above a jagged patch of rocks, its crew having long since abandoned it. Inside, the party finds not the equipment of the original fliers, but instead the gathered booty of a group of **Gnolls** that claimed the wreckage as their home. Fortunately, these humanoid are also long gone.

3 **Icy Mystery:** A small ice hill sits in the distance. Inside is a dead party of adventurers whose gold and gear may be chiselled out of the ice. Worryingly, the weather is cool but not ice cold, so questions remain regarding what caused the ice, and the age of the corpses within it. An **Intelligence (Arcana or Nature)** check reveals it was the frozen Sorcerer's own doing.

4 **Old Lines:** This part of the frontier receded over the last few decades, as dangerous monsters and lack of support forced frontier communities to pull back. Some of these communities retreated quickly, leaving deserted villages that still hold equipment and gear, though the threat of these monsters lingers in the silent air.

5 **Liquid Gold:** The party discovers a mine long abandoned after it flooded. Examining the water in daylight reveals it is vibrantly colourful and the ripples sound like singing. Drinking a bottle of the water provides the benefit of a Short Rest. Drinking three or more bottles in one day requires succeeding on a **Charisma** saving throw to avoid fixating on the water and taking one level of Exhaustion.

6 **All Right Corral:** Characters stumble upon an abandoned ranch filled with blood-stained hay and hoofprints. Behind the horse stalls are dozens of freshly dug graves, each with a bloody weapon sitting atop the crudely made headstone. No one living is present, except for a singular blood stained horse with mud caked-hooves.

7 **Reanimation Ranch:** The party come across a bustling farm, but on closer inspection, every worker is either a **Zombie** or a **Skeleton**. If they investigate, the farm owner is indeed a **Necromancer**, who claims to be trying to aid the community with '*efficient and basically free labour*.' She offers the party as much produce as they can carry if they can help to improve her reputation with the neighbouring farmers.

8 **Gold Rush:** Sentient species, humanoid and monstrous alike, line the bank of a river panning for gold. A sense of camaraderie binds these creatures together, with plenty of food provided by a large Halfling family. Each party member can roll 1d20, striking gold on a 20.

9 **Lizard Lounge:** A group of **Giant Lizards** are lounging on an island amid a swamp. They barely react to the party's presence, placid and docile, happy to bathe in the sun. Though slow and often lazy, these beasts can wade through the bog water with ease and make for excellent mounts or draft animals.

10 **Fool's Gold:** A **Mule** trudges along the road, dragging the corpse of its rider along behind it. The dead rider is littered with arrows, their ankle stuck in a rope tied to the saddle made of fine leather. The packs tied to the sides are filled with food and travel supplies, as well as a small bag of precious gems hidden in a bag of dirt.

A BUMP IN THE ROAD

1D10 EVENT

- 1 **River Ford:** Recent flooding has caused a river crossing the party's path to swell, overflowing its banks and washing away the only bridge in this region. Braving the swift currents to guide the party across the treacherous water requires the Outrider to make a **Strength (Athletics)** check.
- 2 **Swampland:** The party comes to the edge of a vast and dense swamp. Travelling around it would take a lot of time, but moving through it is also quite a challenge. The Outrider may make a **Constitution (Survival)** check to slog their way through the swamp and determine the best path.
- 3 **Bovine Blockade:** A herd of cattle, bison, or buffalo block the plains in massive numbers, the noise of their calls filling the air and making it hard to concentrate. Navigating a safe passage between these beasts without getting trampled or upsetting the herd requires the Outrider to make a successful **Wisdom (Animal Handling)** check.
- 4 **The Holy Pass:** A community at the mouth of a mountain pass believes that the pass leads to the home of the gods. They allow no one to enter the pass except to accompany funeral processions that leave bodies on a 'sacred ridge' not far from the village. An **Intelligence (Religion)** check or a **Charisma (Deception)** check by the Outrider can convince the community that the party should be allowed to pass.
- 5 **Draw City:** Passing through a one-horse town, the party find themselves unwittingly entered into a duelling competition. The party isn't allowed to leave the town without competing. The Outrider must succeed on a contested **Strength (Athletics)** or **Dexterity (Sleight of Hand)** check to win a round, while succeeding on a **Charisma (Persuasion or Intimidation)** check grants them leave without competing.
- 6 **Caulk the Wagon:** The party reaches a crossing impossible to ford. They can attempt to construct a ferry, with the Outrider making a **Wisdom (Survival)** check, or an **Intelligence** check with appropriate Tools, or they can swim across, following the Outrider's **Strength (Athletics)** check.
- 7 **Secret Quicksand:** Dense foliage and moss disguise quicksand as passable terrain. The Outrider must make an **Intelligence (Investigation)** check to notice the subtle indicators that the path is not as safe as it seems before the party wanders into the pool of quicksand. Fortunately, it only sinks them waist deep, but may cause other complications.
- 8 **Infernal Isolation:** Clear markers draw the border of 'Tiefling territory', where Tieflings have gathered to escape the prejudice found in the big cities. Should any member of the party not be a Tiefling, the Outrider must ask for permission to pass through with a **Charisma (Persuasion)** check. The party must pass through these lands as fast as they can to avoid offence.
- 9 **Rolling Hills:** The party must pass through a region of unmarred rolling hills. The continuous changes in elevation and visibility makes navigation more difficult. The Outrider must make a **Wisdom (Survival)** check to avoid getting lost.
- 10 **Nothing Left:** A village on the road that was once a peaceful pit-stop is now left a burning ruin, still smouldering from a recent ransack by unknown assailants. The Outrider must make a **Dexterity (Stealth)** check to get closer before they can tell if the raiders still linger. Success reveals a pack of **Gnolls** still sifting through the rubble.

NEEDING ASSISTANCE

1d10 EVENT

1 **Buried Them Deep:** A small town's graveyard issues rhythmic sounds, as though the dead were digging, but no one is willing to investigate. A group **Intelligence (Investigation)** check reveals the subterranean graverobbing that's been taking place, ending the mystery and the noises, though the culprits are long gone by the time the empty graves are found.

2 **Wounded Soldier:** An exhausted horse staggers along, approaching the party with a hollow look in its eyes. An unconscious Dragonborn slumps over its back. A group **Wisdom (Medicine)** check revives the Dragonborn, who begs the party to return the way he came and help the settlement he abandoned. The undead have risen and are attacking his home.

3 **Trapped!:** A child approaches the party seeking help. Their friend went foraging in the woods and tumbled into a hole. A group **Wisdom (Survival)** or **Strength (Athletics)** check can rescue the children, who have had a great time on their adventure. An **Intelligence (Investigation or Nature)** check determines that these holes are ancient mineshafts.

4 **This Old Map:** A friendly prospector is having trouble following the map she purchased that should lead to a valuable silver vein. An **Intelligence (History)** check reveals the map was made before an earthquake irrevocably changed the landscape. A group **Intelligence (Nature)** check may provide a reasonable guess as to the ore's current whereabouts.

5 **Party Foals:** The party hears shouts of frustration accompanied by thundering hooves. They find several **Centaur**s whose children have run away from the herd. Rounding up the foals requires succeeding on a group **Charisma (Persuasion)** check or **Charisma (Musical Instrument)** check to guide the children back home.

6 **Dead and Unburied:** A grieving woman approaches the party. Her recently deceased partner is banned from being buried in the town's cemetery for being a **Wererat**. The group can help her in one of these ways: a **Carpenter's Tools** check to create a beautiful casket, a **Strength (Athletics)** check to dig a fresh grave, or a **Charisma (Intimidation)** check to convince the town to bury her beloved.

7 **Rhythmic Ribbits:** A **Giant Frog** hops headfirst into the Sentry, apologising to the party in Common. He has escaped his arcane master, who only wished to use him in assistance to her spells. The frog has other dreams however; he wishes to be a musician. A group **Charisma (Performance)** or **Charisma (Musical Instrument)** check can help teach him some notes.

8 **Forward Planning:** A Gnome inventor has been tinkering away on an ingenious sailing ship, crafting it expertly on her plot of land. Unfortunately, she failed to take into account the lack of open water anywhere near her workshop. The party can help drag the boat to a body of water with a **Strength (Athletics)** check, doing so with Advantage if they have a strong pack animal.

9 **Diversified Portfolio:** The only bridge over a particularly tempestuous river is guarded by a **Troll** tollkeeper who is having trouble with the local tax collector raising their rates. The Troll charges an exorbitant fee to cross the bridge, clearly unconfident in his toll. A group **Intelligence (Investigation or History)** check can help them understand this new system and the ebb and flow of taxation.

10 **Old Wounds:** A large city's population has dwindled and local **Druids** are attempting to reclaim the land, causing tension with the settlers. A group **Charisma (Persuasion)** check can aid in an agreement between the two sides. Alternatively, a group **Intelligence (Nature)** check can allow the Druids to take over, or a **Charisma (Intimidation)** check can keep the town in the hands of the residents.

DANGER AFOOT

1D10 EVENT

- 1 **Lone Stranger:** A Human Barbarian walks down a lonely road, never looking up from beneath the brim of his hat. If the party try to interact with him, he sneers, remarking that they've caught him at a bad time, and that he's feeling mighty feisty. He chugs a vial that he whips from his belt, growing in size as though under the effects of *Enlarge/Reduce*.
- 2 **Unwelcome Refuge:** After a tiring day, the Outrider spots a small hunting cottage in the distance. It looks inviting enough, a sturdy building that can protect them from both the elements and predators. Unfortunately, the front door is actually a **Mimic** lying in wait, with another Mimic disguised as a rocking chair on the porch.
- 3 **Predator/Prey:** **Goblins** have always been a problem for this community, so when a band of them comes out of the wilderness the town prepares to fight. It is soon revealed that the Goblins aren't charging the town: they're fleeing a larger predator. An **Ettin** crashes out of the woods, both heads shouting in unison.
- 4 **Respecting Boundaries:** The party finds, or is currently helping, a new community that has just established itself further into the frontier. Unfortunately, the move has inadvertently activated the long-dormant **Stone Golem** that was a sentinel for a lost empire. Unless the party assists, the new community is going to be crushed underfoot!
- 5 **Ghost Stories:** Travellers tremble at the memory of the ill-fated Ferndream Party, a caravan of Halflings (use the **Ghast** entry) forced to eat their own before vanishing without a trace. Small footprints and drool near the party's campsite every morning imply they are neither gone nor forgotten. It seems they hunger still.
- 6 **Too Good to be True:** An abandoned wagon on the side of the road sporting a broken axle looks to be a serendipitous repository of supplies. Upon inspection, the party find their hands phase right through the food and equipment: a trap set by magical marauders (use the **Bandit Captain** and **Mage** stat blocks).
- 7 **Live Bait:** A group of devil-worshipping **Cultists** led by a **Spined Devil** have constructed a set of linked treehouses above a dilapidated road, and are using long, hooked chains and nets to capture unwary passers-by to steal their goods. The party watches as the brigands snag a merchant by the voluminous robes they're wearing.
- 8 **Tumbleweed Terror:** A rumbling dust cloud of screaming tumbleweed rampages across the blasted landscape towards the party. Each tumbleweed is in fact a bandit that has been transformed into a plant by a witch with a strange sense of humour. There are dozens of tumbleweeds, each using the statistics of an **Awakened Shrub**.
- 9 **Forced Providers:** A band of **Veterans** approaches the party. They were tasked with destroying a raiding party menacing frontier villages, but soon discovered that the raiders were more formidable than previously thought. Unfortunately, they believe their mission to be more important than the party's needs, and demand their food and any useful magic items, or else.
- 10 **Move Along:** From over the crest of a hill, the sound of battle can be heard; but by the time the source is visible, the fighting is over. A number of **Centaur**s stand victorious over the remains of some kind of camp, and look to the party in a moment of tense hesitation before raising their weapons.

NATURAL WONDERS

1d10 EVENT

1 **Stark Truth Beneath the Stars:** Far from settled lands, the moonless night sky is awash with surreal colours and a breathtaking sea of stars. Beneath this humbling cosmic display, awe, wonder, and dread descend upon the party in equal parts, and each individual must make their own peace with existence and their place within the vast infinity arrayed before them.

2 **Vast Herd:** Out beyond the nearest population centres, a vast herd of cattle roams. The sheer abundance of life gathered in one place is a staggering sight. Unspoiled nature free from the influences of society, ambition, and settlement is an increasingly rare sight as the frontier expands and unexplored spaces recede into obscurity.

3 **Crystal Canyon:** There is a place beyond the frontier where a mighty river has carved a canyon to reveal layers of crystals along the banks. When the sunlight hits it just right, the entire canyon blinks in a kaleidoscope of colours. There are rumours that there is a message within the blinking, but thus far no explorer has identified it.

4 **The Eversmoking Mountain:** Just beyond the frontier there is a mountain volcano that discourages further encroachment due to its ever-smoking vent. While it occasionally produces ash that harmlessly falls on the closest villages, the volcano has yet to erupt. Some wonder if it hides a Dragon's lair, or a Giant's forge.

5 **Giant Golf:** Massive arches of stone loom on the horizon, framing the scenery with rocky splendour. In the distance, the sound of rockfalls echo like thunder. Legends tell of ancient giants building these arches for their golf matches. Perhaps they return to play when no one is looking.

6 **Dusty Dreams:** The wind howls in the distance, whipping the dust into a storm. From certain angles, the maelstrom looks like wild Pegasi and Imps in an endless struggle. While the dust storm itself is deadly if approached, such visuals have for centuries inspired bards to write ballads of good versus evil.

7 **One Man's Trash:** A poorly planned settlement has been dumping its waste in a ditch outside the town border, and the town Wizard has also contributed with her magical dregs and runoff. This unseemly combination has led to an inverted waterfall of sewage, glittering beautifully with magical energy, though a thoroughly disgusting odour poisons the air for miles around.

8 **Petrified Farm:** A farm stands seemingly unoccupied, but on closer inspection it is evident that there are several farmers that have been petrified while going about their normal work in a perfect diorama. Further inspection reveals that only a single blind farmer still lives here, rearing **Basilisk** pups for a purpose they will not disclose.

9 **Swamp of Resizing:** Crimson red bubbles rise into the sky from a sulphurous, ever-bubbling blood-red swamp. Animals regularly drink from its waters, and all that do randomly increase in size. If the party linger here, they will observe a **Swarm of Rats** drink from the oozing pool and become 20 **Giant Rats**.

10 **Eternal Honey:** A towering lean-to constructed entirely of bee hives dominates the skyline. It is maintained by a single **Clay Golem** who dutifully cares for the bees day and night, continuously (if slowly) aiding in building and expanding the hives. They have a tremendous store of honey that is of no use to a golem, and are more than willing to part with it for anyone that is willing to provide assistance.

MONSTER HUNT

1D10 EVENT

- 1 **Giants Revealed:** The party encounters several abandoned frontier towns and forts with messages left behind warning of 'giants'. No sooner does the party venture forward into the unmapped wilderness than they learn what the 'giant' is. Loud roaring and thundering footsteps reveal that this area is the domain of **Giant Apes**.
- 2 **Fiery Domain:** The forest ahead is charred, with the remnants of a wildfire finally burning itself out. The party soon comes across a similarly burned village, which should have been outside the wildfire's range. A few discarded red scales soon reveal the truth. At least one **Young Red Dragon** calls this region home, and jealously guards its territory.
- 3 **The Pristine Forest:** Elf lore holds that none should enter the nearby forest. When this decree is violated, whether due to a community needing firewood, a party passing through, or even livestock wandering in, a band of angry **Treants** exacts a bloody toll in response. The bodies and loot of all those victims is a tempting haul for daring adventurers.
- 4 **Missing Persons:** People and livestock in a frontier village have been going missing one by one each night, causing mass panic. A **Phase Spider** is the culprit, snatching villagers and dragging their webbed bodies back to its hungry children for future consumption. The sheriff will pay a handsome reward to those who can squash the spider.
- 5 **Welcome to Tyrannosaur Park:** A local village excitedly shares news of their mines unearthing titan bones. The bones actually belong to a **Tyrannosaurus Rex** skeleton and the excitement has awoken the creature from its undead slumber. These bones would be valuable to any archeologist, or perhaps a necromancer.
- 6 **Booters Beware:** Frontier dwellers are accustomed to leaving their boots upside-down before resting, and shaking them out upon waking to avoid **Scorpions**. What leaves them utterly bewildered, however, is waking to find their left shoe missing. The culprit is a **Kobold** stealing shoes for its pet **Giant Wolf Spider**. Cobblers in the town will owe the party a great debt upon the boots' return.
- 7 **Lost Labyrinth:** A recent earthquake has left a fissure in the earth, where frightening roars and lonely whimpers emanate from within. A brief expedition inside reveals an underground labyrinth, where a **Minotaur** roams. The loot of lost adventurers is a tempting treasure to plunder from this subterranean maze.
- 8 **Planar Pyromaniac:** The town Wizard, locals say, has been experimenting with interplanar magic, and has not been seen for days. Lights shine from within her tower, flickering and moving. Summoning a horde of **Magmins**, the Wizard was overrun and killed, leaving any spell scrolls that haven't been used for kindling up for grabs.
- 9 **Toad in the Hole:** A **Giant Toad** lies in wait beneath the muddy waters of a swamp, poised to swallow whole any prey that wades nearby. A perceptive adventurer will notice that the ripples in the water are not natural, indicating movement below. Many travellers have succumbed to the toad's ambush, and as such it has swallowed a lot of valuable items.
- 10 **Barely Wounded:** Locals warn of a grizzled, monstrous bear (use the statistics for a **Werebear**) spotted in the forest, dozens of weapons buried into its hide. Many attempts have been made to poach this beast, though it shrugs off attacks with ease. Magical weapons are among those embedded in its back.

A PLACE TO REST

1d10 EVENT

1 **The Old Fleet:** The party comes across an isolated village in a dry riverbed, built from the hulls of grounded ships. The villagers are descendants of a navy who were transported here through magic. They settled and turned their ships into new homes. This has proven surprisingly defensible, and the village thrives, though they are wary of landlubbing strangers.

2 **The Giant Homestead:** An old Hill Giant homestead sits out on the frontier, surrounded by giant animals still grazing in its gardens. The occupants are long since gone but the structure remains, which is especially welcome in bad weather. The inside is safe and warm enough, but the party may have trouble with the Huge-sized furniture and tools. The animals have grown unaccustomed to humanoids, and are easily spooked.

3 **Monk Hospitality:** A lone monastery sits atop a hill or nestled against a mountain cliff on the edge of the frontier. The monks and other residents keep watch for any lurking dangers or large-scale movements on the horizon. While martial in character, they are very hospitable to guests and offer food and shelter, though they may wish to spar.

4 **Friendly Skies:** A Dragonborn airship captain is performing maintenance on their small airship when the party encounters them. The captain is mapping the uncharted frontier and is happy to give the party a place to rest on their ship. Though their vessel is not yet ready for flight, their map points towards an **Old Memories** or **A Dark Place** encounter.

5 **Hagspitivity:** Dancing lights in the darkness lead the party to a welcoming cottage with an unruly garden. The proprietor is a friendly older female **Commoner** with a half-dozen **Cats**, a **Raven**, and several **Frogs** as pets. She exclaims how delighted she is to have guests and immediately offers them freshly baked cookies and tea, though strangers aren't always to be trusted.

6 **Tombstone Tunnel:** The full moon rises over a small graveyard constructed between two rocky plateaus. Flat ground and defensible entrances make this a suitable campsite. The wind blowing through the tunnel sounds like crying, though the dead appear quiet for now.

7 **A Town With No Name:** The party finds a group of tents bustling with people, around them a swathe of cleared land and work sites. The locals explain it is the foundation of their new frontier town. They notice that everyone is arguing about what their new town should be named, and are soon approached for suggestions.

8 **Tiny Home:** An upturned boot lies amongst the scrub, unimpressive save for a tiny colourful garden surrounding it. Any who touch the boot immediately shrink, becoming Tiny while in the circle of the garden. Inside the boot is a pristine house, comfortable and well supplied. The party may choose to rest here, though the **Sprite** homeowner may not appreciate uninvited guests.

9 **It Belongs in a Museum:** A group of scholars led by an eccentric Gnome has set up camp around a fresh dig site, believing the ground beneath them holds some significant ruins of a long lost culture. The scholars are happy to share their findings and boast of their discoveries. The mercenaries hired to protect them, however, grow frustrated in their boredom.

10 **Work Break:** A camp of Humans are circled around a fireplace, sharing stories and laughing heartily. They invite the party to join them, offering portions from the pot of beans they are cooking over the fire. Conversation can turn sour however if the topic of why they're here is pressed, as this band of **Thugs** usually make their living by ambushing travellers.

OLD MEMORIES

1D10 EVENT

- 1 **Poor Soil:** This relatively gentle stretch of frontier looks perfect for farming and there are many barns, houses, and other structures indicating that previous occupants attempted just that. It is equally obvious, however, that the land proved unsuitable for farming, at least for the crops attempted, as the buildings are abandoned and falling apart.
- 2 **The Wall:** The party spots a partially-standing wall off in the distance, an obvious attempt to set a boundary and keep out the dangerous elements on the other side. Interestingly, the wall does not exist on any of the party's maps, nor does anyone recall hearing of such a wall. Further investigation reveals it is the corpse of a Grey Ooze.
- 3 **Halfling Memories:** The ground is a patchwork maze of open channels, the remnants of an old Halfling village. This was once an area of hills that have weathered down and exposed the old building interiors and linking passages. **Intelligence (Investigation)** checks may reveal hidden places where old treasures may lie.
- 4 **Forgotten Monument:** A crumbling old statue stands forgotten in the ruins of what was once a temple. The statue represents a god that is no longer worshipped, as its place in the pantheon was usurped by another. Wisps of the old god's spirit or those of dedicated followers still whisper in the wind.
- 5 **Just Right:** A home, long abandoned, holds three of everything: beds, chairs, bowls, and more. The name on the door reads 'Björnstad' along with a welcome mat reading 'Wipe Your Paws'. The lock has been broken by a previous intruder and it appears the family left in a hurry. An **Intelligence (Investigation)** check reveals strands of golden hair and blood stains.
- 6 **Bad Sun Arising:** A massive stone sundial marks the grounds of an ancient duel. No matter the weather conditions, the sundial always points to midday. An **Intelligence (Arcana)** check reveals remnants of a chronomantic abjuration spell. Breaking the spell via *Dispel Magic* results in the sound of two rapid explosions, which then allows the sundial to function normally again.
- 7 **Harrowed Graves:** An ancient graveyard lies inside an open glade, much older than the surrounding settlements. The weather-ravaged gravestones stand at awkward angles, some toppled over entirely. The plots around them are split open, some exposing planks of rotten wood. A scattering of used reagents from a necromantic spell are found along the borders of this site.
- 8 **The Old Haunt:** A long disused wayside tavern sits derelict and abandoned. The bottles of spirits gather dust or lay shattered, broken in a brawl between friends long passed. The lonely barkeep still tends to the place, even after death, their phantom spirit still polishing glasses.
- 9 **Well-Intended:** A well stands alone on an arid plain, looking relatively new in construction. Pulling the bucket up from below brings nothing but dust and dirt, despite the clear signs of water-wear on the inner walls. Whoever tried to settle here has long moved on, leaving only shallow pits around the well where building foundations once lay.
- 10 **Crumbling Heavens:** Escaping a minor rockfall, the party runs down a hill and tumble along the dry ground before falling through the dirt. Exposing a deep cavern, it appears this was once a family home of Duergar, neatly abandoned until now.

A DARK PLACE

1d10 EVENT

1 **The Grinning Witch:** The central square of an abandoned ghost town features dozens of bleached humanoid skeletons lying in disarray around a single charred pole set into the ground. A blackened skeleton bound to the pole with chains grins out over the others, defiant in death. Evil permeates the site, but either party from the execution could be its source.

2 **Cursed Road:** This stretch of road is well-kept and well-marked. Each mile features a tall wooden post with a unique rune burned into it, though the language is unrecognisable. Scores of dead birds in various states of decay litter the ground around each post: some recent, others deeply decayed. A gap-toothed humanoid jawbone tops every third post.

3 **Strange Bumps:** A patch of land has several small mounds dotting the landscape. Digging up one of the mounds reveals the remains of a **Dire Wolf**. A **Wisdom (Medicine)** check reveals that the wolf was ritually slaughtered as part of a ceremony after it had consumed humanoid flesh. The party now stands on unholy ground; it is possible they are now afflicted with a curse.

4 **Village Slaughter:** The party arrives in a small town. Blood is smeared everywhere and corpses litter the streets. It seems everyone is dead except for a twitching body that is pinned to a cart by a large sword. The twitching body is a **Zombie**, and a **Wisdom (Perception)** or **Intelligence (Investigation)** check reveals that the bodies and blood are arranged in a pattern.

5 **Another Mouse's Sky:** A small empty town is filled with the bodies of Mousefolk. Bloodstains are smeared on walls and doors. Sounds of commotion lead to the culprit: a **Giant Constrictor Snake** fighting for its life against an **Invisible Stalker**, rodent in shape, summoned to avenge the town.

6 **Two Bits a Play:** On a lonesome road, one building struggles to stand against the skyline. Its windows are shattered, gambling tables lay broken, and corset-strewn balconies have collapsed. Strains of harpsichord music jangle tunelessly. A tiny clockwork child smacks at the keys of the piano, still animated by ethereal strings long after its patrons have left.

7 **The Empty Altar:** A stone altar stands within a copse of rotting trees. Three cadavers surround it, frozen in pain at the moment of their death, like their life force has been sucked right out of them. An **Intelligence (Investigation)** check reveals that whatever was enshrined upon the altar is now gone, residues of unknown magics surrounding where it lay.

8 **Living Fertiliser:** A stunning field of myriad mushroom species grows in seemingly infertile ground. The fungi tower overhead, some bioluminescent, some oozing a delicious-smelling ichor. Soon the party spots the upper body of a bandit submerged in the ground. Warnings in Druidic are etched into the stalks of these fungi.

9 **Totem Boundary:** The party comes up to a group of humanoid corpses lashed against standing poles. It is apparent that this is a warning to keep them from going further. What is also apparent is that these corpses are fresh. The party can still smell the stench of recent death and the bodies haven't even begun to decay.

10 **The Church:** An old, boarded-up church sits on a hill. It is inhabited by **Wights** who once refused to fight and sought refuge here. They were cursed by their god for their cowardice and refused entry into the afterlife until they can prove themselves worthy. They tell their tale solemnly to the party, still unwilling to draw blood, despite their curse.

DEADLY FIGHT

1D10 EVENT

1 **Supper Interrupted:** The party is enjoying a meal at a frontier inn when a hunter drags herself back to town with a spike in one leg. She is the sole survivor of her hunting party, who had the misfortune of gaining a **Manticore's** attention. Unfortunately, the Manticore is hot on her tail, and its brought a friend or two along with it.

2 **The Secret Threat:** A friendly traveller from beyond the frontier stops at the same inn where the party is staying. They offer tales of life beyond the frontier and prove an exceptionally able drinker. Unfortunately it is all a ruse and, at night, this traveller transforms into an **Oni**. Its first victims will be the innkeeper's children unless it is stopped.

3 **Meet the Deity:** The party visits an isolated town deep in the frontier. The town has made sacrifices to survive, including adopting a local **Young Black Dragon** as their 'god'. This dragon demands regular humanoid sacrifices and, with the arrival of the party, the townsfolk need not sacrifice one of their own. They welcome the travellers even as they poison their food and drink.

4 **Deadly Trophy:** Frontier ranches have been plagued by wolf attacks. One old retired adventurer proudly proclaims that he killed the beast with his magical axe, only for the corpse to return to Human form. Needless to say, the deceased's **Werewolf** lycanthropic family isn't pleased by this turn of events and vow to kill everyone in town.

5 **Ghost Riders:** The howling wind disguises the sounds of screaming. The hunt of the infamous ghost riders (**Wraiths** on **Nightmares**) has begun. They travel the winds, killing the weak and inducting the strong into their eternal hunt across the plains.

6 **Black Gold:** A gold mine is quickly abandoned when their sudden excitement to strike the elusive 'black gold' is replaced with horror. The mine is home to a massive **Black Pudding** that devours all intruders. Only gold dust, corroded pickaxes, and unsent letters filled with hope remain of the original crew.

7 **Putrid Plain:** Settlements encircle an empty plot of land, where seeds die the second they are buried, and foul odours stink up the air. A band of **Dretches** have found their way to this plane and have sought to expand their vile territory into nearby settlements.

8 **Firebrand:** Bandits riding **Nightmares** ambush the party, their fiendish mounts burning brightly against the setting sun. These Bandits are unhappy with the party's recent good deeds, revealing that they were actually the cause of a previous encounter, and now intend to take the fight into their own hands.

9 **Welcome to the Neighbourhood:** The party arrives at a small village that has only been set up fairly recently. Several homes are still being built, but the settlers seem inexperienced and aren't too knowledgeable about the area. Their hubris is apparent when **Gnolls** arrive and surround the village, poised for a fight and filled with bloodlust. Among them are tamed **Giant Scorpions**.

10 **There's a Snake in My Boot!:** A towering mesa has left a number of rocks in the party's path from a recent landslide. Amongst these rocks, however, is a pack of **Grick** waiting in ambush. The dry ground has been disturbed by the recent geological instability and can crumble underfoot, sinking an unfortunate ankle into a vice-like trap that requires a successful **Strength (Athletics)** check to escape.

FATEFUL ENCOUNTERS

1d10 EVENT

1 **Dual Plagues:** Several townsfolk have come down with a mysterious plague. To make matters worse, a farmer is having trouble with some **Goblins** in his fields. The farmer hires the party to catch them. When the party catches a Goblin, it explains that its community is also suffering from the plague, but there is a cure — wild herbs growing in the farmer's field.

2 **Wolf's Clothing:** After suffering a few demon attacks, frontier ranchers are noticing demonic symbols freshly painted around the outskirts of the community. The culprit is a sketchy **Priest** who is actually a retired demon hunter, the runes warding against future attacks. Removing the symbols allows the demons back in.

3 **Strange Face:** The party reaches a town at the outskirts of a famed ancient temple. The innkeeper looks strangely at a party member while he warns them of the temple's many traps. He recognises this member of the party, as their face is depicted in large murals on the temple walls.

4 **Opposites Attract:** A town of Humans is unusually run by two mayors: a **Bearded Devil** and a **Deva**. This balance of good and evil keeps the town neutral, and strict agreements are in place to ensure no violence between the angel and devil, though a secret love is blossoming between the two.

5 **I Run This Town:** A small outpost deals in secrets and favours instead of currency. Their leader, a **Rakshasa** disguised as an Elven noble, is keen to wrap the party in their web of debts and conspiracies. They offer whatever the party most desires and appear capable of fulfilling their promises as long as the party 'plays by town rules'.

6 **Strange Omens:** The party encounters a dazed Tiefling **Acolyte** at a crossroads. The young traveller states they have left their monastic school for orphans in search of their parents, whom they are positive still live thanks to visions they've received. In truth, their parents are a **Pit Fiend** and a **Planetar** who supervised this territory for millennia and abandoned their child for everyone's safety.

7 **Not All Bad:** A dishevelled Warlock spends the night in a frontier town before travelling into the unknown to 'meet his patron'. He has been seen leaving markings on several buildings. His patron has asked him to condemn this town, though an **Intelligence (Arcana)** check discerns that he has built in protective runes to spare the lives of the children.

8 **A Time of Change:** A teenage Half-Orc asks the party to tag along on their adventures, seeking to leave his podunk town behind and forge his own path. He is incessantly annoying in his enthusiasm, wanting to know everything about the party. He has recently discovered that he is the Changeling son of a **Doppelganger** and is running away from his family.

9 **Low Noon:** A mysterious stranger enters the taverns of outskirt towns at dusk, challenging individuals to a duel at midnight. A party member is challenged by this stranger, and they refuse to back down unless a **Strength (Intimidation)** check is passed. The stranger hides that they are a **Vampire** who uses these duels as a means of feeding unnoticed.

10 **Right Place, Wrong Time:** An Elf in unusual garb wanders into the tavern on the edge of the frontier. They speak in a strange dialect of Elvish, their only language. They claim to be from a faraway kingdom, and react sheepishly to mechanical contraptions. The distance they travelled is actually time, as they fell through a portal that brought them millennia into the future.

GRASSLANDS

Grasslands are vast open plains that, due to the lack of rain, are dominated by hardy grasses. The wildlife and peoples of these regions are resilient due to the harsh conditions, and sedentary lifestyles are nearly impossible, leading to nomadic cultures that make use of the plentiful herbivores and powerful predators that they share the region with. The cultures that populate these regions often have close knit communities or clans of families, where wronging one member means wronging all, leading to feuds that can last generations. Abundant resources are scarce, so raids and warfare between these groups are common, as are attacks on neighbouring regions that possess vital resources.

WEATHER

Bright uninterrupted sunlight, with blustery winds stealing any warmth

Dry heat, lack of rain, and wispy winds signalling the border between grassland and desert

Sudden storms with intense winds, heavy rain, and dangerous lightning

Long periods of drought, turning the grasses yellow and leaving animals parched

Heavy rain flooding river settlements and making passage impossible

Frosty winter temperatures alongside frigid winds, chilling travellers to the bone

Hot weather during the dry season, igniting wildfires that tear across the land

Strong winds blowing dry soil into the air, creating great dust storms that reduce visibility and clog the lungs

Damp and rainy weather turning all of the grasslands into a slippery mud trap

Storm clouds roiling overhead, lightning crackling and threatening to strike the tallest thing on the plains

FLORA AND FAUNA

Grazing herbivores such as bison and deer, outnumbering any carnivorous predators

Large, languid herbivorous dinosaurs that trample any budding trees as they chew on grasses

Singular trees dotting the landscape, the sparse rainfall barely capable of sustaining one tree, let alone a forest

Flying eagles, vultures, **Griffons**, and **Hippogriffs** that scan the fields below for unwary prey

Predatory animals such as cobras and jackals that stalk within the tall grasses

Flightless birds such as ostriches and **Axe Beaks** running through the grass at high speed

Coarse grasses ranging in height from under a foot to as high as seven feet

Bouncing gazelles, elk, and other deer that skitter and scramble at the first sign of danger

Giant Weasels hunting in packs, or used as mounts by **Kobolds** and other small humanoids

Wild horses race through the plains, their thunderous trampling and whinneys echoing across the fields

LOCAL INHABITANTS

Nomadic peoples crossing vast open stretches on mounts, from horses and elephants, to **Axe Beaks** and **Worgs**

Caravans making long treks between trade posts, flogging essential goods and rare items from far away lands

Herders tending to their animals: large herds of grazing beasts that migrate with the seasons

Priests and sages wandering between settlements, offering aid, wisdom, and guidance to those who need it

Lycanthrope clans living in isolation, enjoying the freedom of the plains and the distance from society

Water Elementals travelling through rivers, basking in their freedom, and protecting the purity of their domain

Emigrants travelling the long and dusty roads, seeking a new settlement to call home

Bandits and outlaws taking advantage of the wide open spaces to evade capture

Hunters who roam the plains, looking to capture or kill animals and monsters as a test of strength

POINTS OF INTEREST

Lazy meandering rivers, carving wide swathes through the lowlands, and forming oxbow lakes at their bends

Grassland fires that ignite suddenly in the dry heat, spreading rapidly, forcing animals to scatter

Extremely tall grass, where rustling and animal noises emanating from within are a source of trepidation

Dry grasses slowly petering out into dusty soil, marking the border between grassland and desert

Long trains of trade caravans crossing the vast land, ferrying prized goods across well trodden paths

Dirt tracks where travellers frequently cross between towns and cities, taking advantage of relatively safe crossings

Huge herds of grazing animals migrating, their sheer numbers intimidating predators

Tainted battlegrounds where weapons litter the fields and bloodshed has desecrated the soil

Contest grounds where local tribes compete in games, wrestling, and races to settle disputes, or even just for fun

POSSIBLE JOURNEYS

Rescuing a chieftain's son from a group of nomadic raiders that captured him

Hunting down a dangerous barbarian warlord and her army of **Wyvern** riding warriors

A wealthy trader who has gone missing in the steppes, his family is sending out adventuring parties to find him

Werewolves seeking a cure have tracked down the progenitor of their curse and need help to face it

A Cleric requires guards to keep him safe while he spreads the word of his pantheon to these new lands

Mummies seek to turn the plains into a desert by hunting down the **Water Elementals** who maintain the region

A legendary fae kingdom is hidden in the vast expanse of grasslands; a lost world of untold riches and luxury

Journeying to a mystical spring said to have the power to break powerful curses once every hundred years

Defeating a mad warrior who is crossing the savannah, seeking to bring about a new dark age

A CHANCE MEETING

1D10 EVENT

- 1 **Falconry Hunting:** A group of mounted hunters are taking their birds out to hunt, to supply a feast for their nomad tribe. They are friendly enough, if a little competitive. Should the party have the means to help, they will gladly accept, making a contest of it. The party are more than welcome at the feast as well.
- 2 **Wrestling Tournament:** A large gathering of locals is causing a stir as they celebrate or bemoan the victory of a match between two fighters — the first of many in a day of martial might, drinking, and song. The locals will invite them to join and celebrate, and any stout fighters among them will receive an extra invitation to compete.
- 3 **Silk Road:** A group of merchants are travelling to a trade post; a part of a much larger network, taking advantage of the well-worn roads crossing through these grasslands. The traders may be willing to offer the party a deal on fine silks and other luxury goods at a price much lower than the in the cities, cutting out the middleman.
- 4 **Sage Advice:** A travelling sage approaches the party, offering to impart his wisdom upon them. Before they can properly accept or refuse, they begin to give a rambling speech full of segues, repetitions, and contradictions. Worst of all, their wisdom seems to never end...
- 5 **Your Hands Only:** A mounted courier is making his way across the plains, carrying a satchel of letters and other packages meant for distant lands. He will approach the party asking who they are, and will name one of them specifically with a package from home, from an ally, or from an enemy they have made during their travels.
- 6 **Seasonal Nomads:** A nomadic tribe of druids is making its way across the region in order to prepare for the coming wet season. They have knowledge of the area, and will have plenty of tales of the gods and monsters responsible for the weather in this region.
- 7 **Disappointing Celestial:** An explorer just bought a **Unicorn**, although he seems to be quite disappointed in it. It seems much bulkier and less impressive than he had heard in the legends. Grey, thick skinned, and lower to the ground than he was expecting too. If the party tries to correct him by pointing out that it's a rhino, he will scoff at the idea of such a fantastical sounding creature.
- 8 **Fairy Festival:** A band of travelling fae creatures crosses the party's path, on their way to a moonlit ridge to set up their circus. The party may have heard of their legendary status on their journey. Though unfamiliar with any surrounding towns and cities, these fae folk know the plains like the back of their hand.
- 9 **Return to Nature:** A procession of nomads carry a silk wrapped body across the plains, followed by mourners. The body is placed in the middle of the plains and given no markings or significance — even the silk shroud is removed. When the tribe departs, vultures and other scavengers pick at the body until nothing remains.
- 10 **A Steppe Too Far:** Jutting out from the plains, and half buried in the ground, lies the massive structure of a warship. Its masts tower high into the sky, and its sails bear the mark of a pirate crew. These pirates are too concerned with repairs to engage with the party, grumbling about getting their ship back to sea, and never angering a Wizard again.

HIDDEN RESERVES

1d10 EVENT

- 1 **Reeding is Fundamental:** A lazy river meanders through the land. Upon its banks the party meets three dwarven women harvesting reeds from the riverbank. An old tradition, these reeds will be used in weaving baskets and other crafts. The Dwarves are willing to teach this skill, if the party is willing to learn.
- 2 **Cool, Calm, Collected:** When stopping at the bank of a watering hole, the party feels an overwhelming sense of calm. This serenity is mirrored in the nearby animals, who lackadaisically brush past each other, predator and prey alike, without fear of violence. This seemingly magical aura of harmony allows all to share in the bountiful food and water present.
- 3 **Magical Berries:** A patch of berries stands out from the surrounding grasslands, their colours unnaturally vivid. Evidence of magic lingers in the area, and a Druid or *detect magic* spell may identify these as *goodberries*. When plucked and eaten, the juice stains all it touches for hours, leaving no doubt as to who has been scrumping, should the farmers return.
- 4 **Following the Leader:** A family of **Elephants** plod through the expanse, calves running in between their parent's legs. Following this herd could lead the party to clean drinking water, although an opportunistic adventurer could also attempt to use an elephant as a mount or beast of burden. Be wary though, as an elephant would not willingly leave its family behind.
- 5 **Delicious Drops:** A bubbling font of water bursts from the top of a hill just as the party crest it, showering them in magical water. Should any attempt to drink this water, they find that it tastes just like their favourite meal, and fills them up just as much. The fountain dwindles quickly, leaving all scrambling for containers before this mystical spring dries up.
- 6 **Bountiful Burrows:** The Quartermaster catches their foot in a burrow, which indicates the presence of hares in these fields. Clever traps and quick shooting may provide enough of these rodents for a decent meal, though the hares are quick, with plenty of hidey-holes.
- 7 **Quip Wits:** An oxbow lake provides a nestled camping spot, with plenty of fish beneath the soft ripples of the water. Those skilled at fishing may catch a tasty meal, though tales of **Quippers** in these lands are common. A dip in the lake is ill-advised, lest the party wish to be fish food.
- 8 **Road Runners:** A flock of **Axe Beaks** thunders through the steppe, squawking and flapping. Older and weaker birds fall behind the crowd, relatively easy pickings should the party feel brave or foolhardy enough. Domesticated axe beaks have also been known to be good beasts of burden, or used as mounts by smaller folk, though these wild varieties could be harder to train.
- 9 **Army Aid:** A regiment of soldiers has crossed paths with the party, on a training exercise in the grasslands. Having had no luck finding food, the Quartermaster can ask for aid from the colonel. Replace the normal **Intelligence (Investigation)** check for Hidden Reserves with a **Charisma (Persuasion)** check.
- 10 **One Dino's Trash:** The fresh corpse of a **Triceratops** lays on the open field, evidence of a rampaging **Tyrannosaurus Rex** who must have continued its pursuit of the rest of the herd. There is plenty of meat to be harvested, and its leathery skin and pointed horns could make good materials, if the party feels safe enough to spend time exposed while a T-Rex is on the prowl.

A BUMP IN THE ROAD

1D10 EVENT

- 1 **Tall Grass:** The grass of the region grows taller here, making navigation difficult for all but the tallest of people. A **Constitution (Survival)** check determines how well the Outrider can keep their sense of direction in this never ending obstruction. Local predators lurk in the thickets, using the grass as cover before striking at their prey.
- 2 **Choking Smoke:** Dry weather has caused the already arid grasses to become increasingly prone to wildfires, one of which has cut a swathe across the path of the party. The wind has carried choking clouds of smoke in their direction, and a successful **Wisdom (Medicine)** check can help alleviate any effects of smoke inhalation.
- 3 **Storm A-Comin':** The already harsh winds pick up strength. This storm threatens to throw medium sized members of the party to the ground, and hurl smaller sized members into the sky momentarily. A successful **Strength (Athletics)** check can allow the Outrider to find an anchoring point in time, perhaps a lone tree, a cave, or a sheltered nook.
- 4 **Concealed Canyon:** A sudden drop into a large gorge has been hidden by an illusion, only noticeable at the last second as the party nears the edge. A dastardly trick of magic, a successful **Intelligence (Arcana)** check will reveal what the spell covers, allowing the Outrider to find a safe crossing. Who cast this spell? Was it to trick travellers, or to hide something at the bottom of this canyon?
- 5 **Crude Awakening:** Sticky tar pits block the way, their noxious smell evident for miles around. With no avoiding their oily clutches, the best the party can do is nimbly hop between safe mounds with a **Dexterity (Acrobatics)** check, hoping to escape the fate of the many oily animals around them.
- 6 **Hungry Vultures:** The area ahead seems uneventful, though overhead a large pack of **Giant Vultures** circles high in the sky. They are desperate and hungry, and a successful **Dexterity (Stealth)** check is all that can be done to crawl through the grasses to avoid their gaze.
- 7 **Dust Bowl:** A recent dry season has turned much of the soil to dust, with strong winds whipping it up into the air. A **Constitution (Athletics)** check tests how well the Outrider finds their way as they brace themselves through the blinding storm, the effects of which will last for weeks after the event.
- 8 **Burning Rain:** The path ahead is worn and lifeless, with even the grass shying away from this area. As the party continues, clouds in the sky grow dark and sinister above, with an **Intelligence (Nature)** check alerting the Outrider to acid rain beginning to fall. Some may interpret this cloud in the shape of a skull... a sign that this phenomenon is not natural at all.
- 9 **Magical Mist:** A strange mist twists and weaves itself around the party, cutting them off from each other as its enchanting embrace ensnares those who pass through it. Calling out to each other in the mist, the Outrider must listen out and gather up the party with a **Wisdom (Perception)** check and so they can push their way through this cloud together.
- 10 **Cow Patch:** A herd of large horned cattle are travelling across the plains to a new grazing site. The herd is huge, and their path cuts right through the road ahead, blocking it. The party must navigate through this herd with a **Wisdom (Animal Handling)** check from the Outrider, being careful not to spook the creatures and cause a stampede.

NEEDING ASSISTANCE

1d10 EVENT

- 1 **A Hungry Hunt:** A family of Orcs abandoned by their nomadic tribe are camping near a river, the mother unable to find enough food for all of her children. She is starving herself so that they may eat, though pride means she refuses to ask for help. She will, however, ask if the party would join her for a hunt, a **Strength (Survival)** check allowing for the takedown of some meaty prey.
- 2 **Pauper Prince:** A young man in chains runs towards the party, beaten, bruised, and close to collapsing. In the distance horsemen are approaching, chasing after him. Hiding in the tall and tangled grass, he begs the party to point his pursuers in the wrong direction with a **Charisma (Deception)** check, telling them that he is a prince and those chasing him are the rivals of his family.
- 3 **Pack Horses:** A caravan of traders is under attack by a group of **Centaur**s, who are trying to chase them off so that they can liberate their subjugated pack animals. A successful **Charisma (Intimidation)** check can assist the side of the party's choosing, convincing the centaurs the fight is not worth the trouble, or the traders to release their chained chattel.
- 4 **Bottled Rage:** A group of Wizards are fleeing from a **Djinni**, begging for help from the party, while keeping from them that they had attempted to trick it into eternal servitude. The Djinni will be upon them soon if not for a successful **Dexterity (Stealth)** check, seeking to teach them the error of their greedy ways with a cruel lesson.
- 5 **The Perfect Steed:** Horses are scattered across the area, with a naive young Elf chasing after them on foot to no avail. The herd is in danger of fleeing entirely unless he receives help, and a successful **Wisdom (Animal Handling)** check can wrangle the perfect horse for the grateful Elf before they gallop into the distance.
- 6 **As Good as Gold:** An elderly Halfling woman wandering the plains approaches the party and asks if they have any alms to spare for the poor. The old beggar is secretly more than she seems, a **Gold Dragon** in disguise, and a **Wisdom (Insight)** check allows the party to act appropriately around such a creature, avoiding its ire and remaining on its good side.
- 7 **Gone With the Wind:** A finely dressed Dragonborn is riding his horse while shouting out across the plains, searching for his brother after they were separated from their caravan during a raid. A successful **Intelligence (Investigation)** check can find evidence of the missing brother, though the Dragonborn has less than a day to track him down before the caravan moves on.
- 8 **Seeking Salvation:** A desperate Gnome prays at an overgrown shrine, pleading for the help of whatever god will listen. He has gambled away all of his life's savings, losing friends and family along the way, and seeks atonement. However, unsure of where to start, he doesn't even recognise this shrine, though a successful **Intelligence (Religion)** check can help him get started on the way to salvation.
- 9 **Back Breaking Work:** A Dwarf is laying on his back crying out in pain, a fall from his horse having injured him greatly. The horse has long since run away, and predators are watching and waiting for their new meal to stop screaming. A successful **Wisdom (Medicine)** check can stabilise the Dwarf, but he will need carrying to the nearest settlement.
- 10 **Lost Cub:** A baby tiger cries out and looks around desperately for its parents. A **Wisdom (Animal Handling)** check determines how well cared for it is for the day, before the party encounter worried **Weretiger** parents, relieved to find their baby unharmed, and thankful for its rescue.

DANGER AFOOT

1D10 EVENT

- 1 **Hungry Hobgoblins:** A small band of **Hobgoblins** riding horses and **Worgs** surrounds the party. Demanding their food and camping supplies, they strangely make no mention of gold. Their ferocious mounts, willingness to fight dirty, and desperate hunger will make them a challenging fight.
- 2 **Desecration:** Hidden away in a hilly region of the steppes, a cabal of **Cultists** led by a **Cult Fanatic** are preparing a sacrifice to their dark god, planning to taint the grounds here with the blood of their Halfling captive to further their goals. With the party catching them off guard, they'll fight to the death to keep their preparations secret.
- 3 **Bring Out Your Dead:** A pair of **Flesh Golems** are looting the corpses of a recent conflict between two raiding parties: one carries gold and equipment of value, while the other piles corpses onto a cart. Should they see the party, they will attack, to ensure their work remains uninterrupted.
- 4 **Private Property:** Galloping **Centaur**s surround the party, claiming they have passed through their territory without the permission of their clan. Insulted by this disrespect, they will hear no apologies, and will attack the party, seeking to bring them back to their settlement to stand trial.
- 5 **Remnants:** The remnants of a great battle stir here: a large number of undead **Knights** riding skeletal horses ride for war, fighting and dying with each rise and fall of the sun. Trespassers will find themselves attacked by both sides.
- 6 **River Raiders:** Travelling down a larger river that cuts through the landscape is a small boat crewed by Halflings and Gnomes. Should they sight the party, they'll move closer to the shore, the **Veterans** and **Bandits** pelting them with javelins and arrows.
- 7 **Get Off My Lawn:** A pair of **Druids** watching over these lands warns the party not to trespass on their domain. They guard a vulnerable nature spirit somewhere in the area, and fear for its life, attacking all who they fear may wish it harm.
- 8 **Terminal Velociraptor:** While the party is preparing their camp for the night, a pack of **Velociraptors** catches their scent and prepares to ambush them in the dark. Should anyone in the party wander off by themselves, or have obvious wounds, they will be the first target.
- 9 **On the Prowl:** A pride of **Lions** prowls the area, hunting for food. Withered and starved, they have had little success lately, and must be desperate to attack a group of humanoids.
- 10 **Violent Herbivores:** A herd of **Triceratops** is moving through the area, though a recent attack by predators has left them agitated and hostile. Should anyone draw too close, they will defend themselves.

NATURAL WONDERS

1d10 EVENT

- 1 **Mile High Club:** Two **Hippogriffs** fly through the air, performing an aerial mating dance full of graceful dives, impressive twists, and rapturous calls. With no interest in the party below, the group may take a moment to watch this display of love, admiring nature's beauty, or fearing what such loud squawking may attract.
- 2 **Sacred Mountain:** A small mountain rising above the steppes provides a home for trees and animals to flourish in surprising serenity. Many of the local people of the area have set up small personal shrines to their gods and ancestors here, with no rhyme nor reason to their devotion, a true mix of faiths.
- 3 **Grazing Giants:** A pair of colossal **Diplodocuses** roam the plains, their swooping necks bringing giant heads close to the ground to graze. Trampling through the grasslands they crush any aspiring trees, leaving the landscape flat. Seeing families of these gargantuan dinosaurs is a sight to behold, their placid nature and low calls contrasted by their immense size and strength.
- 4 **Suitable Steeds:** In the distance, dozens of **Giant Weasels** race across the plains, each mounted by a Halfling rider who expertly guides the creature with calls and prompts. A contest seems to be underway between the Halflings at the front of the procession, while younger members of the group canter calmly towards the back, learning how to handle their mounts and work as one.
- 5 **Great Wall:** A great wall of stone towers high above, cutting through the flat lands. Untouched and unworked for many hundreds of years, this once mighty border wall has since fallen into disrepair, nature reclaiming this artificial structure for its own purposes.
- 6 **Fairy Garden:** The continual sea of green gives way to a beautiful multi-coloured patch of flowers, tended to lovingly by **Pixies** who flutter between each bloom, caressing the petals and encouraging growth with their fae magic. **Sprites** guard the borders of these gardens, poised to attack the party if they do more than just observe and admire.
- 7 **The Forest for the Trees:** Tall trees in the distance break the flat monotony of the plains, but the party are quick to notice that these trees are not rooted in place. **Treants** are herding animated trees and shrubs between them, seeking a suitable place to set up a new forest, the sound of their creaking branches and rustling leaves carrying on the wind.
- 8 **Foreshadowing:** While stopping to rest at night, a **Giant Elk** crests the hill, regally assessing the party. Its majestic antlers seem to nestle the moon within their grasp as it stares, before it snorts and strides away across the plains. Visitations by these animals are often omens of important events, though what occasion might be on the horizon is left to interpretation.
- 9 **Air Show:** From atop a hill the party spots unusual yet rhythmic movement across the grasslands. An **Air Elemental** dances along the plains, almost invisible to the naked eye save for the rippling of grass beneath its feet. The wind rushing through the grass and over the hill creates a musical effect, all combining into a stunning performance brimming with power.
- 10 **Call of the Wind:** The harsh winds have calmed down momentarily, with still occasional flurries amidst bracing breezes. If the party remains silent, however, they can almost hear voices in the wind... voices of friends, lovers, and allies. Snatches of conversation can be heard, magic carrying their words as though the party were beside them, revealing insights otherwise unobtainable.

MONSTER HUNT

1D10 EVENT

- 1 **Tyrant King:** Large footprints will lead the party towards the nest of a **Tyrannosaurus Rex**. The dinosaur is guarding a pair of eggs in its nest, and will fight to protect them from threats, but such eggs are a tempting target for greedy adventurers.
- 2 **Carriion Feeders:** The picked carcasses of a band of adventurers can be found in a clearing. Their armour is destroyed, and their adventuring gear seems to be missing. Feathers that litter the area give a clue as to the perpetrators: a flock of **Giant Vultures**. Tracking them to their nest will reward them with the gear of these adventurers, and that of the other unfortunate souls that the vultures have picked at.
- 3 **A Mammoth Task:** The tracks of a herd of **Mammoths**, noticeably lacking in numbers, the old and sick having fallen behind. The tusks and pelts from mammoths are valuable, and the amount of meat available would replenish supplies for the journey.
- 4 **As I Lay Down to Sleep:** A crude camp has been set up by a wandering **Hill Giant**, who loudly prepares his meal and bed for the night. Attached to his pack of crude camping supplies is a large chest full to the brim with valuables and trinkets he has gathered across his journeys, along with the skulls of those who've tried to take it from him.
- 5 **Sparkle in the Sun:** The mutilated body of a unicorn sits abandoned at the side of the road, having been slain for its blood by a **Vampire Spawn**, its horn also stolen. The creature's bloody tracks lead off into a secluded cave hidden in a crag in the earth, where the long dead remains of other similarly drained magical creatures can be seen.
- 6 **Landlocked:** A **Wyvern** with torn wings drags its way across the plains, struggling to catch food as it slowly makes its way back to its nest. Striking it while it is wounded would be an easy way to claim its valuable scales and venom, but its nest may contain collected treasure, eggs, and of course more Wyverns.
- 7 **Smiling Hunter:** A large buffalo has been turned into a pincushion by a **Manticore**. The predator's spines are useful alchemical components and can be used in making arrowheads. The Manticore will need to be tracked as it takes off and lands intermittently.
- 8 **Stealth Phase:** The fields ahead are coated with a blanket of webs from a clutch of **Phase Spiders**. The silk made from the webs is said to have magical properties. Tracking the miniscule footprints and partially encased prey may be worth the risk.
- 9 **Wind on the Prairie:** The long blades of grass are parted like wakes on the water. **Air Elementals** have taken up residency here and glide across the surface of the plains like ships. Following their whimsical trails will be confusing at best, but the ritual site that summoned them has magical components that would make it worthwhile.
- 10 **Crouching Dinos:** A pack of **Velociraptors** have recently chased down some gazelle. Their feathers and teeth are prized trophies to nearby tribes. The bloody trails left in the grass blades are not hard to follow, but finding the hidden raptors will be.

A PLACE TO REST

1d10 EVENT

- 1 **The Water's Fine:** A well used camping spot on the banks of a gentle river can be found here, with signs of recent use and some fishing supplies left behind. A picturesque spot, though any thrashing in the water may indicate signs of **Quippers**, and may explain the absence of the owner.
- 2 **Windward:** A wooded mountain provides great cover against the strong winds, if not the rain. With these rains, however, come abundant wildlife and foragable food, a fact known by the party and many other predators, such as **Wolves**.
- 3 **Trading Post:** A small settlement of tents and temporary housing has sprung up along a major trade route, only used during this season. Finding shelter here is easy, and there are many traders looking to buy and sell. Spots with many travellers and traders like this often draw opportunistic rogues looking to make some quick coin.
- 4 **Shoes Off:** A **Giant Eagle** leads the party to a sheltered campsite, evidence of past travellers noticeable by the Quartermaster. Several pairs of boots line the end of each bed, provoking questions as to who would leave such necessary equipment behind... questions the eagle doesn't seem to appreciate.
- 5 **Uneasy Alliance:** Two Orc guardsmen surprise the party with their stealthy arrival, and bluntly insist the group follow them. Unthreatening, they lead the party to their nomadic campsite, where the chief coldly offers them shelter and supplies for the night. Unfamiliar social cues leave the party on edge, feeling that the slightest insult may cause an outrage.
- 6 **Hollowed Hill:** The party face yet another grassy mound, only to notice a small wooden door leading inside the hillock. Though suitable for small members of the party, medium sized members must hunch over to enter this empty Halfling house. Modern furnishings tell that this house isn't abandoned, but a layer of dust indicates that it is rarely used; a safe house, perhaps, or a holiday home.
- 7 **Water Relief:** A scenic pond comes into view just as the party begin complaining about the humid heat of the day, relieving all. While insects buzz around this water source, they are mostly harmless, making this an ideal campsite.
- 8 **Meeting Grounds:** A sheltered ridge seems the perfect site for a camp, with flat space and protection from the wind. During set up, the Quartermaster notices recent signs of use, and carvings on the walls indicate that this may be a meeting point for various tribes of the land. The party can only hope they aren't intruding.
- 9 **What Lies Beneath:** Open grasslands don't always provide adequate shelter, and sometimes an empty patch of land carpeted with soft and springy grass is the best the Quartermaster can find. While the party rests for the night, a rumbling can be heard beneath the ground: nests of burrowing insects. Hopefully these bugs stay in their underground warrens.
- 10 **Fortunate Forest:** The party chances upon a thicket of trees, shielding them from sight and an oncoming storm. The trees take the brunt of the winds, leading to a cacophony of rustling leaves, though rain still trickles down. Wild animals may also have taken shelter here, and may not be so willing to share.

OLD MEMORIES

1D10 EVENT

- 1 **Regions Unknown:** A golden path winding through the grasslands has brought the party to a crossroads. Multicoloured signs adorned with images of gynosphinx, rakshasa, and bugbears point the way to regions unheard of. Attempts to follow the road are unsuccessful, as they quickly wind back into the wilderness.
- 2 **Ancient Battlefield:** Harsh winds have partially exposed what had long been buried underneath the ground: the dried bones, broken arms, and armour of countless warriors from a battle fought in ages past. With no settlements nearby, it is unclear who these armies were or what they were fighting over.
- 3 **Banner Ground:** A circle of metal banner poles jut out from the ground around a mound of stones. Each banner displays the symbol and name of a long dead tribe. Buried beneath the mound is a chest containing their ancestral relics, arms and armour. While they are interesting artefacts, time has worn away their market value.
- 4 **Standing Stone:** Standing proudly upon the steppes is a large stone slab. Once expertly carved and smooth, it has been eroded and warped by time. An archaic form of Common carved in the stone speaks of a long voyage across sea and land, and how Orc explorers chose to settle these lands from their frozen home.
- 5 **Lone Fort:** A ruined fortress sits isolated on a rise in the terrain, its walls crumbling and most of its buildings collapsed. A sturdy watch tower holds firm, commanding an impressive view of the lands around the fortress if climbed. Judging by the rusty armour left behind, this fort was built by Tiefling soldiers in an unknown war.
- 6 **Court Order:** A paved area with chairs carved out of stone lays atop a hill, worn smooth from repeated use. A central altar sits in the centre of this structure with delicate weighing scales poised atop, indicating some sort of judgement took place here. If the party sits on these chairs, they must be truthful as if under the effects of *Zone of Truth*.
- 7 **Abandoned Farmstead:** Nomadic life on the plains and grasslands is not suitable for all, with some attempting to settle down and eke out a meagre harvest from the poor soil. Most, if not all, attempts end in failure as with this crumbling homestead, the aspiring farmers leaving for more promising prospects, or returning to life within city walls.
- 8 **Crash Landing:** A village of unfamiliar architecture seems to have crashed violently onto the plains, debris littering the fields for miles around. Strange propellers dot the landscape or lay crushed and warped on the outskirts of this structure, suggesting that this village once flew through the skies.
- 9 **Lonely Pool:** A small pond, unconnected to any source of flowing water, glitters temptingly in the sun. Upon inspection, this mystical pond reflects to the viewer their loneliest moment, evoking feelings of despair in some, while reminding others how much they have overcome.
- 10 **Winter Wonderland:** A frozen town hugs the south bank of a mighty river, also locked in ice. The weather in this region is not cold enough for this frosty phenomenon, nor is the air here similarly freezing. Attempts to melt the ice are met with a cold shoulder, though the ice covering the river is thick enough to cross safely.

A DARK PLACE

1d10 EVENT

- 1 **Long Shot:** A tent sits in the shadow of a steep mound, but when the party investigates they find three dead Halflings inside, their legs elongated unnaturally, their clothing stretched and torn. Their peaceful faces indicate no pain, but an empty bottle of 'Granny's *Longstrider* Concoction' lies nearby.
- 2 **Hunter Becomes the Hunted:** The titanic corpse of a Tarrasque lays half buried into the earth, rot and decay slowly working their way through the creature. This colossal cadaver sends shivers up the spine of even the bravest adventurers... but not as much as the thought of what could have possibly killed such a titanic beast.
- 3 **Tainted Ground:** Blood has seeped deep within the earth here, tainting it forever in the eyes of the native nomads. Their beliefs are not without good reason, as when night falls the bodies and spirits of the long dead stir once more, waging war upon each other as they once did in life.
- 4 **Arboreal Atrocity:** A lone tree towers above the landscape, heavy branches creaking in the wind. Thick chains tied around its trunk trap the bodies of the condemned, their rotten remains withering in the sun. An air of malevolence surrounds the tree, as if it craves more.
- 5 **Bird Feed:** Vultures circle overhead, warning the party of death along this dirt track. An overturned wagon spills its remains on a dirt track: seeds and farming tools, and two dead Humans. Their corpses have been decimated by the carrion feeders, and a **Giant Vulture** perches menacingly at a distance, assessing the party and weighing its chances.
- 6 **Smoke and Bones:** The smoking remains of a village are visible in the distance, its buildings and crops torched, the soil salted, and the people's corpses piled together on a pyre. Such a deliberate slaughter chills even the coldest of adventurers, and instils a desire for justice for the victims.
- 7 **The Earth Bleeds:** A great gaping wound in the earth has been carved here, and a violent expulsion of furious flames pours from it ceaselessly. Whether this strange sight is caused by natural gas igniting beneath the earth, or from something far more sinister like a devil or demon, the sight of such a firestorm is unnerving on a primal level.
- 8 **Draconic Demise:** A dragon's remains sit slumped against the entrance to a small cave, a strange sight in itself. Inside is a chamber that once held a vast amount of treasure, now looted save for a few scattered coins. Smashed up remains of eggs can be found, the pillagers ensuring none of the dragon's kin would come seeking retribution.
- 9 **Fallow Year:** Farmland has been carved out of the wilderness, an impressive feat in itself. An empty farmhouse bears evidence of attack, its stores plundered by raiders. Whether an opportunistic raid, or an attack by a nemesis to sow fear, the party feel disheartened by the waste of life along this journey.
- 10 **Beat a Dead Horse:** Instead of the normal herds of horses roaming the lands, the arid region here is home to a macabre species: the **Warhorse Skeleton**. These bony beasts behave just as they did in life, running free and wild, even trying to graze. Skeletal foals huddle near their mothers, the sound of clacking bones heard in place of whinnying.

DEADLY FIGHT

1D10 EVENT

- 1 **Stalker in the Night:** A **Troll** is stalking the party, striking at nightfall. Battling a troll is challenging enough, but being unable to identify the troll or even locate it will prove to be deadly complications. Quick thinking and luck will be needed to survive the night.
- 2 **Pack Territory:** A group of Orc **Werewolves** have seen the party trespassing in their hunting grounds, and will not only fight to push them out of their territory, but punish them for the transgression. Skilled hunters and trackers, they'll pursue the party until they are sure they've learned their lesson.
- 3 **Cavalry Ambush:** A squad of armoured **Centaur** soldiers attack, in search of a good challenge and better plunder. Their mobility and reach make them difficult opponents to fight.
- 4 **Inflight Meal:** Though Dragons rarely take up residence within the wide and seemingly empty plains and steppes of the world, they can be seen in the region, often travelling to another by wing. Long flights can leave a Dragon quite hungry, and a **Blue Dragon** has spied the party as a quick snack.
- 5 **A Bad Joke:** A group of **Oni** disguised as jesters approach the party in the midst of performing tricks and other entertaining feats. Their leader asks if they'd like to see the show — it's especially popular with children, but all ages are welcome! The deadly circus tricks they perform will surely not end well...
- 6 **Precision Strike:** A powerful **Assassin** has been hired to deal with the party. The **Assassin** rides a tamed **Wyvern**, and is armed with a bow and longsword. The assassin is not fanatically loyal to their employer, and will not fight to the death unless forced to, though should they escape, they may strike again.
- 7 **A Show of Force:** A powerful **Sorcerer** has recruited a following of **Apprentice Sorcerers** and means to instruct them in the art of violence.
- 8 **Armour on the Wing:** A favoured mount of the martial forces of **Hobgoblins** is the **Griffon** — a squad of them are tracking the party, whose weapons and plunder are ideal loot for the legions.
- 9 **Crushed Under Hoof:** A band of **Wights** and **Zombies** ride the plains astride flaming **Nightmares**. Their hunt leaves wakes of scorched earth in their path, and any who have survived their pursuit speaks of it in tones of dread.
- 10 **Raise Dread:** A **Necromancer** has begun experimenting with more exotic remains to resurrect, and in doing so, has restored an **Allosaurus** to life. The Necromancer is eager to test the limits of their creations, and is capable of using any available 'resources' to further their experiments.

FATEFUL ENCOUNTERS

1D10 EVENT

1 **Unholy Pilgrimage:** A powerful lord of the region is making a pilgrimage to a sacred site of his faith, travelling lightly and with only a small retinue of his most experienced warriors and closest companions. Despite his friendly demeanour, he works for the party's nemesis or another powerful malevolent force, and his final destination is a site of evil power.

2 **Testing, Testing:** A voice calls out to the party, its source unknown. It pleads for assistance, claiming to be a Wizard whose experiment into invisibility went a little too successfully. Requesting to tag along, he is of little help due to his clumsy nature, but hides the fact that he is actually a respected professor out of embarrassment.

3 **Cowardly Giant:** A **Hill Giant** is attempting to hide from the party once he spots them, crouching behind a thin copse of trees and sucking in his belly. Hands over his eyes, he refuses to look at the party, hoping that if he can't see them, they can't see him. He has run away from his tribe of violent hill giants, but is still reluctant to give up their location.

4 **Gentle Goblins:** A trio of **Hobgoblins** are leading a band of **Goblins** across the plains. The Goblins are agitated and try to provoke a fight whenever they think their leaders are not looking, but their masters keep them on a tight leash. They do not wish to fight the party, claiming they are peaceful, but in actuality they are riling up their army to cause the most destruction once they reach their quarry.

5 **Plant Dad:** The party almost stumbles over an Elf druid as he crawls through the plains, head buried in the long grasses. He claims to be learning the names and stories of each individual blade of grass, a daunting task, even for those as long lived as the Elves. He is extremely familiar with the area, and knows the lost history of many sights along these roads.

6 **Dual Purpose:** A great sage is known to reside atop a secluded hill, and has telepathically asked for the party's presence at their camp. The seer is a **Gold Dragon** in disguise, wishing to assess the skills of the party in an attempt to recruit them to aid in dangerous quests. Despite this, she is eager to help the party on their travels, providing aid and assistance.

7 **Seeking Destiny:** A **Unicorn** canters serenely over the hills, stopping with a fantastic neigh beside the party. Speaking telepathically, it demands to know the identity of each member and their reason for travelling through these grasslands. It is searching for the chosen one who will purge the world of chaos through holy fire, though none of the party are the one it seeks.

8 **Odd Alliance:** An envoy of a powerful local lord offers to travel with the party for a while, as their journey's paths align. He and his escort may ward off trouble along the way, as those who would harm him will incur his lord's wrath. However, his lord has a sour reputation as a despot and a tyrant.

9 **Spreading The Word:** A Cleric is delighted to meet the party, mistaking them as members of a local tribe. She is on a quest for her god, ruler of the skies above these plains, to unite the tribes under one banner and cultivate the land. She is wary to talk of her success in this mission, as she has only been met with mockery and aggression.

10 **Bridal Train:** A large procession of nobles, envoys, and guards trek through this land on their way to a wedding of the accompanying lord's daughter. She is terribly upset at this forced wedding, wishing to be united with her true love. Her family, however, are secretly very poor, and this marriage is the only way to ensure her town prospers.

GREAT CITIES

Great Cities are the bustling metropolises of the world. They may be built upon flat land or carved into hilly ground, or they might have sprung up beside seas or rivers. The people here can be cosmopolitan or culturally homogenous, and clear social hierarchies may be evident in different parts of town. Great divides between rich and poor are not uncommon, and stories abound in every corner.

While many humanoids call these cities home, animals and monsters alike prowl the streets, crawl through its underbelly, or even fly high above, perching on the architectural wonders that dot the landscape.

WEATHER

Chill, blustery winds that blow between the arches and the buildings of the city

Warm and sunny, with scant cloud cover in the sky

Rain sprinkles down from the heavens, a gentle pitter-patter on windows and walls

Hot, humid, and still. A typical summer's day, thick with the smell of sweat

Thick snow covers the pavements and the streets, impeding foot traffic

Crisp autumn leaves dance along the streets, blown about by winds that delight in the coming of winter

A pleasant spring day devoid of rain, though the sun is shielded by fluffy clouds

A thunderous boom in the sky overhead, as dark clouds gather and twirl above the city spires

Water, lots of water, a relentless downpour, giving rise to mud puddles and light flooding

Chilly and overcast, dry but gloomy, as if the weather cannot decide what season it is

FLORA AND FAUNA

Rats and insects, common vermin that inhabit urban spaces, always looking for food

Domesticated cats, dogs, and parrots, beloved pets and companion animals

Decorative fish and reptiles in glass aquariums and display cases

Grass, weeds, and neatly trimmed hedges, found in the strips of green that line the sidewalks and roads

Ivy curtains on the trellises above beds of roses and chrysanthemums in the city's botanic gardens

Bonsai placed in intervals next to towering spires, designed to stress the aesthetics and perspective

Decorated horses, the trusty mounts of the city guard, clop-clop-clopping along cobbled streets

Birds nesting in the spaces under the rooftops, while flocks of pigeons roost on any surface they can find

Languid geckos on the walls of roadside cafes and public rest houses, the enemy of spiders and flies

Gargoyles hiding amongst their carved cousins on countless cathedrals, waiting to pounce and torture

LOCAL INHABITANTS

Shopkeepers and business owners. Aspiring industrialists rub shoulders in the commercial district

Families with children of all ages, jostling for space and attention, scrounging for every scrap of food

The middle class, full of aspirations, occupying institutions of education and trendy cafes

Flighty upper class folk, their servants carrying their meticulously groomed pets and babies in dainty carriers

Nobles parading in the latest haute couture, wearing ornate jewellery and masks

Peasants in the slums, going about their daily lives, working but wishing for a better tomorrow

Stall owners cajoling people in the market to buy their wares, offering deals and discounts

Spectators mill around a stage and the antiques on display; auctioneers gesture to the high bidders

Academics, sages, and researchers gather at a conference within the ivory towers of a grand university

POINTS OF INTEREST

A baroque exhibition hall with domed ceilings and gaudy frescoes

The grand library, towering over the other academic buildings. Gold-accented statues greet visitors

A temple to the god of trade and commerce is austere and minimally furnished, as if advocating frugality

A museum offers guided tours of its displays of artefacts and antiquities from ancient times

A bustling, suburban night market, offering street food and unique handcrafted goods

An award-winning restaurant opposite the grand fountain, where the rich and famous prefer to dine

A notorious inn by the docks, patronised by scallywags from the sea and rogues of the land

The boulevard outside the palace boasts magnificent orange trees with delicious sweet blossoms

A long and narrow alleyway that snakes and winds through the darkest and dirtiest slums

POSSIBLE JOURNEYS

An up and coming middle class family needs assistance in preparing a grand soiree to impress the nobles

A thieves guild sends a spy to the party, seeking their help to assassinate a rival guild member

The mayor needs the party to go undercover and identify traitors amongst her staff

A xenophobic city counsellor has hired the party to spy on some foreign diplomats

A greedy merchant has hired the party to protect his warehouse full of illicit magical items

Killing a local gang member on behalf of a noble, who intends to trigger infighting with their enemies

A petty nobleman suspects his wife is cheating. He needs a subtle team to find proof of her infidelity

A poor family asks the party to investigate disappearances in the slums, as the city guard have no interest

A clan of nobles seeks to sabotage talks between two other houses who are intent on forming an alliance

A CHANCE MEETING

1D10 EVENT

- 1 **Hear Ye, Hear Ye!:** A Halfling town crier with a booming voice sings the news of the city. Charismatic and compelling, he easily draws a crowd wherever he goes. His dream is to become a bard, but he lacks the confidence. Should the party help him, he would be forever grateful.
- 2 **We Built This City:** A drunken Dwarf offers to share secrets in return for ale. He was part of the construction crew that built this city and he knows the secret passages that the thieves guild paid to have threaded through it.
- 3 **Not Again!:** A member of the party quite literally bumps into a character they've brawled with previously. This could be played straight as a rematch, or maybe the character has changed since the last encounter.
- 4 **Privileged Annoyance:** An obnoxious young dilettante is attracting the wrong kind of attention in the wrong part of town. Whether the party assists, harasses, or ignores them, they are later revealed to be a relative of the party's patron.
- 5 **Street Preacher:** An older man with a voice seemingly amplified by magic shouts at passersby of his dead god. Heedless of harassment heaped upon his head by the jeering crowd, he threatens the party with eternal damnation unless they confess their sins and convert immediately.
- 6 **Tourist Trap:** A sparkling edifice is filled to the brim with enthusiastic workers, eager to provide information on the history of the building, its founder, and the surrounding area. Their eyes betray a hollowness and exhaustion in direct contrast with their overly cheery surroundings.
- 7 **The Chosen Ones!:** An emaciated, raggedly robed priest barrels toward the party, spitting '*You are the Chosen Ones!*'. The priest is enraptured with the party, and demands that they follow him to 'the prophesied location, on this, the most sacred of days!', which may or may not be where the party is already headed.
- 8 **Chuck & Hurley's High-Flying Transport Service:** Hurley is a loud, extravagantly moustachioed **Halfling**, proudly announcing their high-flying transport service. The service involves purchasing a rickety hang-glider, then being thrown in vaguely the correct direction by Chuck, a friendly and exceedingly well-fed **Hill Giant**.
- 9 **A Disagreeable Sign:** Two carriages have crashed at a city crossroads. The scene is under control, being managed by an **Ettin** watchman. The Ettin is trying to direct traffic, but its two heads constantly argue with one another about the best path.
- 10 **The Harmonic Expert:** An upset Tiefling is trying to persuade several business owners to evacuate their buildings immediately as there is 'something wrong with the street's flow'. The shopkeepers are suspicious and hesitant, but passersby note she is a famous architect who knows the feng shui of the city better than anyone.

HIDDEN RESERVES

1d10 EVENT

- 1 **Unlicensed Alchemist:** The party is drinking in a shady pub when one of them notices a suspicious patron purchasing a sealed flask. The proprietor is actually an unlicensed alchemist willing to sell potions at a discount. Many come here to buy *Potions of Poison*.
- 2 **No Room Service:** A rented room turns out to be a gold mine as the previous guests left quite a bit of equipment and even a few minor magic items behind. In fact, they were killed performing an overnight adventure, but since they paid in advance the lazy innkeeper didn't notice, nor did he bother to clean the room.
- 3 **Wrong Alley:** The party encounters a few deceased adventurers in a random alley. While they've obviously been killed, their bodies are strangely unlooted. If the party tries to take the few common magic items, the city guard will spot them and assume the party are the killers.
- 4 **Peepers Peri:** A friendly Halfling approaches the party claiming intimate knowledge of the city, from its darkest streets to its noble mansions. She offers her services as a guide for a reasonable fee. While Peri is very knowledgeable, she can't resist taking the scenic route, pointing out all the 'more fun' locations, people, and events along the way.
- 5 **Estate Sale:** A Halfling cheerfully announces discounts from their shop, boasting the finest antiques for the cheapest prices. Their entire supply of family heirlooms is pilfered from homes foreclosed by their clever cousin, a noble breaking mansions down into smaller rooms for short-term ownership.
- 6 **Paid Research:** The local mage's college is hiring test subjects. The fee is moderate and involves testing first-year students' spells and potions, but requires signing a lengthy non-disclosure agreement.
- 7 **Fast Food:** As the party passes a small bakery, they are treated to a surreal sight — dozens of small baked goods have grown legs and dashed into the street, smearing passers by with cream and frosting. The sobbing baker explains that his new oven was made from stones taken from a fairy ring, and he is desperate to make amends.
- 8 **Tempting Treats:** In a busy square a table packed with baked goods, pies, and pastries is unattended and ignored. A sign in half a dozen different languages declares they are free for the needy and the curious. Should a player character consume one, a scholarly individual begins to follow them for the rest of the day, taking notes. There is otherwise no effect.
- 9 **Hey You!:** A sign above a stall declares it to be 'Sybil's Speaking Sundries.' As the party passes by, several objects on the table begin to cry out, begging to be bought. Each boasts of its own merits, and most seem well made. They have all been enchanted by the eponymous 'Sybil', who completely ignores the many ethical questions raised.
- 10 **Everything Must Go!:** A Dwarf trader loudly proclaims the imminent closure of his trading emporium. All his goods were originally incredibly overpriced, so they are now mostly average; however, there are some real bargains to be had amidst his adventurer's gear, and a modest selection of potions are all half-price.

A BUMP IN THE ROAD

1D10 EVENT

- 1 **Distracting Race:** A group of children are having a race through the streets, practically bowling the party over in the process. The children are pickpockets, who rob the party as they pass. The Outrider must make a **Wisdom (Perception)** check to notice the scheme in time.
- 2 **Pressed into Service:** An enemy army is approaching and the local defences need to be shored up quickly. Having assessed the party's capabilities from a distance, a fearsome army recruiter aggressively tries to press them into service, refusing to take no for an answer. The Outrider must make a **Charisma (Intimidation or Persuasion)** check to drive off the recruiter.
- 3 **Magical Duel:** The party finds themselves on a street at the precise moment that two rival **Mages**, fortified by one too many ales, decide to settle their differences once and for all. It requires a **Dexterity** saving throw from the Outrider to avoid the worst of the *Fireballs*, but there are innocent people caught in the crossfire.
- 4 **Inconsiderate Carriage:** The party is travelling down the street when a noble's flying carriage swoops down and parks right in front of them. The magnificent carriage and pegasi take up the entire street, causing a traffic jam and drawing a crowd of gawking pedestrians. The Outrider must make an **Intelligence (Survival)** check to identify the most optimal route around.
- 5 **Ghost Tour:** The party bumps into a group of ten **Commoners** led by a **Ghost**. The ghost is giving a tour of the neighbourhood to those with an interest in life after death. The tour guide immediately accuses the party of joining the tour without paying. A successful **Charisma (Persuasion)** check soothes over the situation while a **Dexterity (Stealth)** check allows them to dissolve back into the crowd.
- 6 **Roadblock:** The roads are blocked by several **Stone Giants** tearing the street up to make way for new construction. The giants refuse to stop their work or let anyone see what they are building. Speaking to them in Giant may convince them to build a veiled ramp around their work to ease traffic. Those unable to speak Giant can reach the same result by arm wrestling the giants via a **Strength (Athletics)** check.
- 7 **Mimely Manner:** An annoying street performer pesters the party as they pass, imitating each member in a comical fashion. If the party are good natured with this mime, and offer coin for his performance, he jauntily strolls away. If they refuse to tip, the mime will create invisible walls to block the way, requiring a **Dexterity (Acrobatics)** check to scale.
- 8 **Running of the Chuuls:** The party's path is blocked by a cheering crowd. An odd festival is taking place, in which several **Chuuls** are released into the blocked off streets. Participants flee from the creatures, clearly in danger despite the festive mood. PCs who join in can make an **Acrobatics (Dexterity)** check — they may even be crowned this year's Chuul Champion.
- 9 **Toll Road:** The party discovers a wide-open street in an otherwise crowded city. If they use it to cross between dense neighbourhoods, they will eventually be accosted by a contingent of guards asking to see their travel pass. They've taken the 'Noble's Way' and it will take a **Charisma (Deception or Persuasion)** check to avoid a heavy fine.
- 10 **When You're a Jet:** A long-anticipated knife fight between rival gangs has drawn a raucous crowd, blocking several streets. Passing unharmed through the wildly swinging youths takes a **Dexterity (Acrobatics)** check, causing the surrounding crowd to cheer. Stopping the fight is unpopular, and requires the Outrider to make a **Charisma (Intimidation)** check or a **Charisma (Persuasion)** check.

NEEDING ASSISTANCE

1d10 EVENT

- 1 **The Odd Rod:** The gate to another section of town has been barred with an *Immovable Rod*. The gathering crowd is desperate to get through. The gates themselves may be smashed open with an **Athletics (Strength)** check. An **Intelligence (Arcana)** check can be made to recover the rod instead.
- 2 **Collapse!:** A building near the party begins to crumble. Several people are trapped inside and will be crushed if they don't escape. A group **Intelligence (Athletics)** check is needed to determine how to best support the structure long enough for everyone to get out.
- 3 **Miniature Madness:** A pet shop owner purchased a number of exotic "miniature pets" from an unsavoury peddler. The *Enlarge/Reduce* spell that was placed on the animals is wearing off, making them instantly spring back to normal size, confused and panicked. The owner implores the party to help wrangle the creatures.
- 4 **Arms Race:** A cart was upturned in the street, spilling a pile of umbrellas and canes into the street. Each is actually a *+1 Club* and while the owner managed to collect most of them, a few children ran off with some to play *Catacombs & Critters*. The purveyor of self-defence weapons begs the party to return them before someone gets hurt.
- 5 **Granny's Groceries:** An older woman is struggling with her shopping bags. Her walking speed is 5 ft. and she lives a long way from the town square. Carrying Granny's groceries is easy, and a **Strength (Athletics)** check allows a PC to carry Granny herself. She offers 1 cp per party member and cookies as recompense.
- 6 **Cat Carriage:** The cat carriage — a massive carriage pulled by tamed **Tigers** — is late, leaving a line of frustrated commuters. Characters with access to a vehicle can transport the irritated townsfolk with a successful **Navigation (Land Vehicles)** check or track down the cat carriage with a successful **Wisdom (Survival)** check. The Tigers are sleeping on a rooftop nearby.
- 7 **Closed for Construction:** An **Iron Golem** leads a procession of constructs protesting for the rights of automaton workers. They refuse to budge unless given support, and the party can make a group **Charisma (Performance)** check to join in the chanting. The protestors become aggressive if any member shows intolerance of their plight.
- 8 **Big Kids:** A young pixie plays a ball game with her much larger Human schoolmates. Adopted by a Human family, she is disheartened that she is *'not like the other kids'*. A group **Charisma (Persuasion)** check may help her realise that true strength comes from within.
- 9 **Fire!:** A building explodes in flames, leaving those on upper stories trapped. If the party thinks fast, they can scrounge a large blanket to catch them. It takes a group **Dexterity (Acrobatics)** check to properly stretch out the blanket and safely intercept falling victims.
- 10 **Hissy Isn't Well:** A desperate wizard is afraid for her beloved pet 'snake', as it has recently been sprouting strange new growths. It will take a collective group **Wisdom (Animal Handling)** check to figure out how to care for a young **Hydra**. The grateful wizard offers her magic item identification expertise as payment.

DANGER AFOOT

1D10 EVENT

1 **Spring Cleaning:** In the process of cleaning out their cluttered laboratory, an eccentric wizard has hung an old **Rug of Smothering** on a washing line. The party hears the muffled cries of a hapless citizen caught in its suffocating grasp.

2 **Ouch!:** A sloppy wizard's apprentice has accidentally summoned a pack of **Steam Mephits**. The mephits have been running along steam pipes and jumping into carriages, scalding locals in their wake.

3 **Trash Collector:** The party walks through an unusually clean stretch of alleyway. A **Wisdom (Perception)** check is required to notice the tentacles emerging from the sewer grate, otherwise someone is grabbed by the waiting **Otyugh**, who has gained a taste for human flesh.

4 **Flush of Death:** An assassin is employing a **Water Elemental** to attack victims from the plumbing system. The party finds themselves in the vicinity of such an attack and a character with an appropriate tool proficiency can make an **Intelligence** or **Wisdom** check to notice unusual activity in the pipes.

5 **Tigers Den:** An **Oni** disguised as a Human runs several back alley card games taking advantage of the city's more desperate denizens. A PC in the area can make a **Dexterity (Gaming Tools)** check to discern the cheating or a **Wisdom (Insight)** check at disadvantage to realise that the house shouldn't be winning by this much.

6 **Kobold Dueling Ring:** A group of **Kobolds**, angry their local fight club has been closed down, have decided to turn their aggression towards the building's new owners. Whispers of the Kobolds launching an attack on the new venue reach any characters who speak Draconic, otherwise characters may spot the Kobolds stockpiling weapons with a successful **Wisdom (Perception)** check.

7 **Familiar Sounds:** A **Wererat** attempts to lure passersby into an alley by mimicking the sounds of a person in distress. If the party follows the sounds, they are ambushed. The thief shapeshifts and attempts to escape, but if cornered, will lash out with its cadre of **Giant Rats**.

8 **A Fruitful Life:** A **Green Hag** disguised as a greengrocer is selling cursed apples, claiming they will bless consumers with a 'fruitful life'. The morning after eating one, the victim wakes with a miniature apple tree sprouting painfully from their head. While under this curse, a creature's Hit Point maximum is reduced by 3, but the tree provides 1 Ration of small, bitter apples each morning.

9 **Oops!:** A flock of **Axe Beaks** have escaped from a crashed circus carriage, and are causing chaos. To make matters worse, the driver demands that the bird not be harmed, as they are a gift to the lord of the city.

10 **Abandoned Rickshaw:** The party spots an abandoned rickshaw in a nearby alley. It is lavishly decorated, but there is no driver attending it. A **Wisdom (Perception)** check reveals the wallet and coin-purse sitting upon the seat, ripe for the taking. The rickshaw is a **Mimic**, and it attacks anyone who attempts to steal its lure.

NATURAL WONDERS

1d10 EVENT

- 1 **The Floating Castle:** An ominous castle floats over the city, its ever-moving shadow causing twilight below. The residents never look up for fear of agitating their silent ruler, a powerful sorcerer and warrior. Their fear is palpable, as any who displease the Overlord faces retribution. The despair is infectious, threatening to take root in the party.
- 2 **The Magical Zoo:** The party comes across a massive zoo that contains exotic beasts from around the world and magically restrained monsters. It is an awesome sight to behold, as many of the monsters interred within would be almost insurmountable challenges to the party.
- 3 **Prophetic Stone:** A large stone sits in the oldest part of the city. Its provenance is lost to time but it has become a huge tourist attraction. An **Intelligence (Masonry Tools)** check reveals carvings in an ancient language. If deciphered, it spells a prophecy of great danger.
- 4 **Healing Waters:** A cathedral is built around a healing spring. The water acts as a *Potion of Healing* or a *Potion of Poison*, depending on the drinker's fidelity to a local god. Dark rumours about the spring's true nature persist.
- 5 **Tiny Town:** In the town square, roped off for its own safety, is a tiny scale model of the entire city. The magical miniature city is enchanted to change along with its full-size counterpart. **Sprites** offer tours, but non-tiny tourists must allow themselves to be reduced in size to participate.
- 6 **Root for the Home Team:** In anticipation of a massive sports competition, brightly coloured magical lights fill the horizon. Every building is illuminated with the local colours, and encouraging messages to the team flash through the skies.
- 7 **Prancing Through the Sky:** Elegant **Pegasi** dash above the city, pulling enchanted carriages behind them. Their celestial grace is a sight to behold as they cart wide-eyed passengers between beautifully maintained stables.
- 8 **In Memoriam:** A narrow alleyway between two buildings is a lush tunnel of vines and dancing lights. The roots can all be traced back to an old, thorn-covered quarterstaff, said to have once belonged to a heroic Druid.
- 9 **The Mirrored Market:** An ancient enchantment causes all solid surfaces in this market to take on a polished-mirror shine. The inhabitants embrace this, filling the streets with coloured lights and bright fabrics, ensuring the market is a riot of colour, day and night.
- 10 **A Towering Miscalculation:** A half-formed Wizard's tower hovers above the street, broken into shattered fragments and spinning and rotating at all angles, in an unpredictable dance of gravitational pulls.

MONSTER HUNT

1D10 EVENT

- 1 **Gang War:** Two warring families, one **Wererat**, one **Werewolf**, are locked in an escalating war. Each side approaches the party seeking help to eliminate the other. Alleyways have been scraped and scratched by claws and teeth. The two families have built up collections of stolen goods from each other's homes.
- 2 **Infestation:** A recent spate of floods has led to an infestation of **Stirges** in the uncollected refuse. The city council is paying handsomely for pest control, but unfortunately, the Stirges are attracting larger predators to the area. As no-one has been able to clean out the area, riches hidden in the debris are not yet taken.
- 3 **New Tenant:** A **Phase Spider** has taken up residence in a dilapidated tenement. It has been preying on people in the streets and in surrounding tenements. It has amassed quite a horde for any courageous adventurers willing to kill it.
- 4 **Jelly Cleaner:** A **Gelatinous Cube** has escaped from an ailing Wizard who was using it as a cleaner. It sits on a window sill, waiting to drop on anyone who dallies in the alley behind the house. At night, it gets more brazen and lurks on a shadowy part of the pavement.
- 5 **Sewer Struggles:** A group of **Giant Crocodiles** have grown to a massive size, having fed off of the growing rat population as well as lost pets. Many of the town guards have been sent to deal with the beasts, but have fallen prey to them, leading to a large stockpile of arms building up in the sewers.
- 6 **Bats in the Belfry:** The skies are blotted out by **Swarms of Bats** every dusk. Following the bats reveals that they tend to circle religious buildings and magnificent abandoned halls. An ancient **Vampire** has grown tired of their accommodation and is scoping out new real estate.
- 7 **Regent of Rats:** As the party passes near an open sewer grate, a filthy Halfling tumbles out. She takes one look at the party, whispers 'Run!', and then follows her own advice. A moment later, a wounded **Rat King** emerges from the sewer, screeches, and dashes towards the party.
- 8 **Seeing Double:** This market square has many vibrant stalls and shopkeepers selling their wares. Several of the shopkeepers are **Doppelgangers** running a scam, they only have a few personas to disguise as currently, and the party may notice duplicate merchants. They have a hidden cache of money they have made by dodging commerce taxes by changing identities.
- 9 **Feral Alley:** All the wild dogs and cats in the district have been dropping dead of a grisly wasting disease. Fearful rumours suggest the curse of a witch, and fear it might spread to pets. In reality, a **Death Dog** has been hunting the smaller animals for sport.
- 10 **Mind the Verge:** A newly restored tenement building has been abandoned amidst rumours of its haunting. Multiple inhabitants died in their sleep, their bodies already rotting by morning. The true culprit is a beautiful nocturnal variant of **Violet Fungus** which was accidentally planted all around the apartments.

A PLACE TO REST

1d10 EVENT

- 1 **Bardcore:** An unassuming inn offers free room and board in exchange for performing for patrons. During the night the innkeeper wakes the party Bard (or other suitable character), as another performer is challenging them for the room. Should the party Bard lose or refuse, then the whole party is turned out and must pay for their food and drink.
- 2 **Illusions:** This inn is magically enchanted by a Gnome mage to appear as the mountaintop retreat where she grew up. The tables and benches are all 'outside' and food is being prepared on spits and fires. Each room in the inn is an isolated cabin. Behind the illusions is a filthy hovel.
- 3 **Hidden Fighters:** A Gnome approaches the party near an alley, offering them free room and board if they join his 'gym.' The inn's entrance sits in the alley with no identifying marks. In truth, it hosts illegal boxing matches in the basement.
- 4 **Entertain Us:** A bored noble offers the party rooms in their mansion in return for entertainment. Over the course of the evening, requests progress from simple stories and songs to humiliating trials. If the party falls short, then they are unceremoniously thrown out.
- 5 **Feeding the Faithful:** This simple tavern is staffed by disturbingly friendly **Acolytes** who offer free housing and food to all in need. Before eating, the entire inn takes part in a group prayer and all spending the night must attend a reading of spiritual literature. **Priests** stand at every door, eager to hear confessions.
- 6 **Best Inn Town:** A hotel with vivid flashing lights and blaring music promises to be the most 'authentic' place to stay. Far more expensive than any other inn or tavern in the area, they offer bland versions of local food, group activities, and themed bedrooms.
- 7 **Perfectly Normal Pub:** The party strides into an inn, only to be met with complete silence as surprised patrons turn and stare. Uncomfortable conversation with the innkeep can secure a room for the night, although they insist on cleaning the room. It soon becomes obvious that the party has stumbled into a cult meeting.
- 8 **Urchin's Cove:** A Human boy sitting lazily on a wall tosses back the purse he stole from one of the party members. He claims to feel a kinship with the party, and offers to show them the warren of alleys that the urchin children all call home.
- 9 **Den of Thieves:** One of the players accidentally trips a guard in hot pursuit of a waif carrying stolen food. The guard berates them, giving the thief enough time to escape. Later on, the thief offers the party a key and an address for a safe house. Not all of the thieves who frequent this safehouse agree the party should be allowed to know of its whereabouts.
- 10 **Dream a Little Dream:** A wizard styling themselves 'The Oneiromancer' offers a place to rest to all who volunteer as test subjects. The subject is given a draught of 'Sunset Coast' and that night they dream about watching the sunset on a frigid beach. If they report this, the wizard mutters that *'It wasn't meant to be cold!'* but is otherwise satisfied.

OLD MEMORIES

1D10 EVENT

- 1 **The Old City:** A century ago, an earthquake pulled part of the city beneath the ground. City planners simply built over it, leaving several streets and former ground floors buried. The undercity was promptly taken over by the thieves' guild, who now operates it as a safe haven from the city's laws.
- 2 **Grounded:** This city was a Cloud Giant paradise before it plunged to the ground. Now, its current residents have transformed it into a Human city, although ample evidence of its original form remains. Giant staircases are chiselled down the middle to allow the people of the city to ascend the enormous staircase, and old floors have had two or three storeys retrofitted into them.
- 3 **Poor Advertisement:** An old statue sits in front of a tavern that's named after it. The tavern owner has woven great tales about the statue's source. An **Intelligence (History)** check reveals that the statue's subject was a cowardly figure who did terrible things to save their own skin. Publicly revealing this sends the tavern into financial ruin.
- 4 **The Tunnels:** Centuries ago, the city was under constant threat of dragon attacks. In response, an undercity of tunnels and shelters was built into the hill. Most of these tunnels are filled in or repurposed, but some of the old maze remains, making for strange connections between buildings.
- 5 **Pave Paradise:** A historic temple, once deemed a wonder of the planes, is being torn down to create more stalls for a local noble's carriages. Historians and devout citizens alike bemoan the loss by holding a silent vigil of protest, while a Gnome bard composes a song about the temple.
- 6 **We Want You:** In a destitute area of town, old propaganda murals encourage the populace to sign up for the military. The art style of the ancient campaign and its outdated recruitment slogans are now used ironically in local advertising and slang.
- 7 **Gone and Forgotten:** An unremarkable statue stands in the centre of this square, covered in the waste of city birds and ignored by the locals, who can't even identify the figure. An **Intelligence (Investigation)** check can scrape some detritus away from the base and reveal the statue to be the founder of this part of town, who fought hard for its construction.
- 8 **Walls of Old:** The walls of an older city are present here, mostly demolished to make room for expansion. Hundreds of scraps of paper, cloth, and cracked pottery have been shoved into the cracks of the crumbling edifice, each bearing a message of hope, despair, or longing. As the party watches, a small child adds another note.
- 9 **The Glory Within:** The largest cathedral within the city is a massive structure, filled with stained glass and beautiful statuary, the whole built with both expert engineering and magic. It was built about a small shrine said to be old as time. Its stones are inlaid with the luminous script of angels, their meaning endlessly debated.
- 10 **Blue's Lair:** All the city stretches out from a tavern set within the side of a mountain. The tavern boasts a beautiful view of the surrounding countryside and a strangely shaped, incredibly smooth stone floor. Long ago, it was once the lair of a Blue Dragon. So vast was its hoard that settlers came in search of fortune.

A DARK PLACE

1d10 EVENT

1 **Worm Welcome:** The party enters a boutique tea room to find groups of patrons all slumped over their tables, dead. Purple veins criss cross their skin, and a look of surprise is etched onto their lifeless faces. A successful **Intelligence (Investigation or Nature)** check reveals the tea has been tainted with the poison of a **Purple Worm**.

2 **Work Doesn't Pay:** The party struggles against the tide of people returning home from work. From children to elderly folk, these labourers are filthy with grime and sweat, many of them lacking limbs and digits from countless workplace accidents. Their endless toil sits uneasy with party members who have traversed through wealthier districts.

3 **The Sentinels:** Decades ago, a cult opened a portal beneath the city to spawn an undead army. While that army was destroyed, the portal remains. Clandestine sentinels stationed in the sewers fend off any undead that make it through, but occasionally, one gets past them.

4 **By Invitation Only:** A band of young nobles patronise taverns in poor and questionable districts, making fast 'friends,' especially passing travellers, and inviting them back to their club. As it turns out, these nobles are bound to a demon, devil, or other powerful creature, and their 'new friend' is due to become the latest sacrifice.

5 **Shantytown:** There are more guards stationed in this section of the city, and the air is thick with the cries of infants and putrescent miasma. The guards stop and frisk anyone on the streets who seems suspicious, something determined by each guard individually.

6 **Alley of Woe:** Between a gated community for nobles and the merchant quarter, runs the dark alley where *'broken things are thrown away.'* The party sees an assortment of starving people staring dead eyed as they pass, too hopeless to ask for food.

7 **Great Fire:** The party finds themselves in a ghost town. This neighbourhood is a burnt out husk, the damage so extensive that little still stands, and a dreadful sense of loss oozes from the ashes. The city has closed off and built around this section, cutting its losses and leaving this disaster in the past.

8 **The City Beneath:** A sinkhole opens within one of the deep cellars of the city. It leads down to a grim revelation — the city was built upon the ruins of another city, one that was populated by serpent folk who built temples to their strange gods. The underground city is clearly long abandoned, but disturbingly well preserved.

9 **Who's in Charge?:** At first glance, this seems to be a safe city. The party observes no criminal activity even when there are no guards. City residents whisper reverently of 'the burgomeister,' although no one is willing to discuss them. The burgomeister's house is heavily guarded, with no one coming in or out, yet their proclamations are routinely read to gathered crowds.

10 **Beware the Cats:** Everyone in the city takes care of the numerous alley cats, leaving food and letting them roam free through buildings. At night, however, all cats go outside, with those stuck inside wailing until they are let out. Residents warn the party not to seek out the cats at night, for they are the servants of a powerful lunar god.

DEADLY FIGHT

1D10 EVENT

- 1 **Thief Trouble:** After dealing with a pickpocket, the party soon discovers that they have run afoul of the local thieves guild. Unfortunately, this is no ordinary thieves guild, for it is run by **Wererats**, who attack the party when they are sleeping or otherwise about in the night.
- 2 **Walls Won't Stop Them:** A colony of **Ankhegs** has moved in under the city. While the party is in a park or garden, several of them burst through the dirt, perhaps catching them by surprise before bathing them in corrosive acid.
- 3 **Carnival of Terror:** A risk-taking carnival owner purchased a half-dozen **Cockatrices** and is displaying them as 'lizard-chickens.' On the night that the party is perusing the carnival, several Cockatrices escape. Several people are turned to stone before the party has a chance to react.
- 4 **Cosy Killer:** A **Cloaker** has discovered a clever way of finding victims. During the night, it finds a grand party and slips into a carriage, pretending to be a blanket. When the occupants arrive and pull up a 'blanket' to stave off the evening chill, the Cloaker strikes. It uses its moan to frighten the driver and horses, leaving its victims unable to escape.
- 5 **Defenders of the Night:** A thousand year old ritual awakens the city's **Gargoyle** population. They have been created to punish sinners, but what was 'sin' a millennium ago is now common behaviour and the entire city is threatened.
- 6 **Urban Coyotes:** Improved waste disposal has left the local coyote (treat as **Wolves**) population without food. In their desperation, they've turned to attacking and eating people. Their larger packs have begun to congregate in parks during the day before roaming the streets at night.
- 7 **Wasting Away:** A horrid smell wafts from an open manhole that leads into the sewers below the city, where brown streaks lead to alleyways all along this road. Walking a few paces further, the party is swarmed by **Mud Mephits**, creatures formed by, or attracted to, the waste beneath the city, seeking to create more organic waste to supply their brethren below.
- 8 **Hiding as Hide:** A leatherworker's shop has been the lair for an opportunistic **Cloaker** feeding every night on drunken stragglers from the tavern across the road. When the party spots this attack, the Cloaker moans hauntingly, fighting to keep its hunting techniques hidden.
- 9 **Wrath Unseen:** To a witnessing crowd's horror, a merchant is beaten to death in the street by an unseen enemy, his head crushed on the cobblestones. The **Invisible Stalker** was unleashed by a demented **Mage**, upset with the way the merchant haggled. The Mage doesn't much like the look of the party, either.
- 10 **A Deadly Mistake:** One of the city's most ruthless criminal lords, a **Rakshasa** who has long disguised himself as an Elf drug dealer, mistakes the party for enemy agents. He and his gang of **Veterans** ambush the party as they make their way home from a tavern one night.

FATEFUL ENCOUNTERS

1d10 EVENT

- 1 **Cosy Job:** A reformed **Succubus** runs a 'comfort inn', and offers the party room and board if they help deal with the **Thugs** bullying her staff, as she thinks having the party inside might dissuade them. She turns out to be knowledgeable about other cities in the region and even knows a few helpful rumours and tips on handling individual merchants and nobles.
- 2 **I Want a New Life:** The heir to a powerful merchant family has run away from home, and wishes to accompany the party. They are willing to be a servant, apprentice, or squire to pay their way. Unfortunately, the child is likely to be more hindrance than help, although they do have many family connections in the region.
- 3 **Inconvenient Test:** A **Deva** serving a character's deity decides to test them at an inopportune time. While the character is busy doing something else, the Deva approaches as a beggar and asks for aid. If the character stops and helps them, the Deva rewards them with something that will help their quest. If the character dismisses them, then they draw their deity's ire.
- 4 **The Protégé:** One of the characters has attracted a young **Commoner** that wants to train under them. At first, they seem eager enough and won't take 'no' for an answer, but it quickly becomes apparent that they are running from something. Eventually, that 'something' is going to catch up to them.
- 5 **Lichbrary:** A local library is spoken of only in whispers. Thought to hold any scroll or spellbook imaginable, its powerful patron has never been seen and only provides entry to the most powerful mages or spymasters. The patron, a **Lich** who stayed alive to learn everything in the world, is hungry for knowledge and secrets.
- 6 **Bootleg Merchandise:** A shapeshifting scam artist sells bootleg magic items with disastrous effects. *Bags of Devouring* sold as *Bags of Holding*, *Potions of Poison* sold as *Potions of Health*, and cursed weapons sold as *+1 weapons*. The shapeshifter's family was killed by adventurers, and this is their way of taking revenge.
- 7 **Sweet Dreams:** The mystical store 'Salamun's Sumptuous Sweets' has been following the party through the city; they've noticed the sign in different neighbourhoods. The shop is run by an elderly Elf, whose sweets allow the party to astrally travel to fae lands whenever they dream.
- 8 **The Moonlit Circus:** A gaudy circus tent promises a daring acrobatics show every night this week. The performers wear elaborate costumes and masks, performing amazing feats of physical prowess, astonishing the crowds who come to see their midnight shows. A peek backstage reveals that these performers are all lycanthropes, hiding their cursed forms from the cruel public.
- 9 **Very Old Money:** The city bank is an ancient institution. Their interest rates are steep and their agents are ruthless when collecting on unpaid debts or hunting thieves. The bank is owned by a **Mummy Lord** who knows many buried secrets and is always in need of skilled agents with negotiable ethics.
- 10 **The Mimic Man:** A Dwarf entertainer, famous for his troupe of well-trained **Mimics** and the delightful shows he puts on with them, is the talk of the town. He always has interesting news to share, as his charges are the delight of every level of society. Some whisper that a body eaten by a Mimic completely dissolves without a trace, but that's just jealousy talking.

HAUNTED LANDS

These Haunted Lands are as varied as the dreams and nightmares that assail an individual when they sleep. Some are blighted, tainted with the curse of the undead and all things unholy. Some are draped in mystery and uncertainty, gothic mansions and seaside villages beholden to an otherworldly being. Vampires, ghosts, ghouls — the many creatures of the night and other spectral beings wander these lands, lost, or driven by an unfulfilled purpose. Those who enter the haunted lands experience an overwhelming sense of darkness and dread. People who live here are accustomed to this despair and do not expect a better future. Any small act of compassion and kindness is notable and impactful, though those willing to help others are few and far between.

WEATHER

Wisps of raggedy grey clouds with a gibbous moon hanging like a puppet on a string in the darkened sky

Cold and wet, a heavy downpour of rain and flooding upon the moors

A warm night where the stars shine bright and a gentle zephyr blows

Thunder and lightning threaten to tear the sky apart while wild winds blow through the town

Though it is day, no sun is visible. Ragged clouds drift across a sepia brown sky

Thick clouds obscure any light from the stars and moon

Dusk, where the colours of the setting sun still radiate pink, purple, and grey in the horizon

Twilight, a veil of purple descends upon the earth but the sky is murky grey

At the break of dawn, a sliver of sunlight pierces the sky and dimly lights the world

A misty morning, where thick fog obscures vision and hinders travel

FLORA AND FAUNA

Maggot crawl over what remains of the dead, gorging themselves on the rotten corpses

Prowling wolves pace to and fro, sniffing the air for prey

A flock of ravens perch on the bare branches of a dead tree, their cawing breaking the still silence

Two bulbous eyes peer out from a pool as black as ink, a giant mudskipper hiding its twisted shape

A stag silhouetted in a grove, its eyes glowing and fangs jutting from its snout, ghostly white in the gloom

A nightingale sings of the pain of the world, a thorn from a rose bush piercing its breast

Brambles cover the empty base of a fountain crowned with a statue of an angel holding an urn

A giant moth sleeps on the wall of a vast cavern, the eye-like patterns on its wings ever vigilant

Weeping willows laden with sorrow, bend down to touch the dark waters of a placid lake

A field overrun with tall weeds, spiky burrs, and nettles that sting

LOCAL INHABITANTS

In the graveyard, **Shades** drift lazily from tomb to tomb, restless and unsettled

The children of a haunted orphanage huddle together, whispering and scheming

Sleepwalkers march in a straight line across a stony field, their faces blurry and devoid of features

A shadow crawls out from behind the furniture, glancing around before slipping away elsewhere

Zombie Satyrs play haunting tunes on their panpipes as they skip down into the valley

Skeletal **Mermaids** greet visitors by the shore, singing siren songs that lure the unwary to their deaths

The ghosts of townsfolk who died of plague still continue their labour, wispy shapes till the barren fields

A weeping **Giant**, chained to the cliffside, howls as the vultures peck at his exposed abdomen

Wandering banshees mutter in incomprehensible language, scattering petals from rotting baskets

POINTS OF INTEREST

A graveyard where the tombstones are worn and unreadable, bearing statues both fiendish and celestial

A network of tunnels where a colony of **Giant Spiders** nest, encasing their victims in silken cocoons

Dead trees circle a slab of crystal that juts out of the ground, glowing gently as dark magic lingers here

A little cottage adorned carved jack-o'-lanterns and cobwebs home to spindly spiders

The ruins of a fortress, now covered with fluorescent moss and home to a pack of lycanthropes

A limestone cave with a candlelit altar covered with melted wax and a choir of screeching bats

A gothic castle with flying buttresses and tall spires forms an imposing silhouette against the full moon

Concentric patterns burnt into the grass of the meadow indicate a ritual site used to summon aberrations

A silent open air theatre, its walls adorned with the bones of men from a forgotten war

POSSIBLE JOURNEYS

Going to a castle to find the daughter of a noble who believes the **Vampire** who lives there truly loves her

A werewolf begs the party to kill a **Green Hag** who cursed him with lycanthropy to break the spell

Closing a vortex descending from the sky above a village, bringing with it ghosts and countless undead

Delving into a forgotten dungeon laboratory, to find the secret to resurrect the wife of a grieving widow

Appeasing the dead who left their graves to invade a town that has long forgotten the ancient gods

A necromancer in the area is rumoured to have mastered resurrection, and could revive a fallen ally

Exorcising a manor owned by a rich family, haunted by the souls of those killed in their lust for wealth

Seeking ingredients to cure a strange sickness afflicting the town built in an ancient burial tomb

Delivering a locket to the beloved of a dying soldier, a witch who guides lost souls to the afterlife

A CHANCE MEETING

1d10 EVENT

- 1 **A Troubled Child:** The party comes across a sobbing young woman. Her mother died in battle here a decade ago, and it took all her money to buy the information needed to find her grave. Now that she is here, the grave is empty, and her hopes of giving her mother a proper burial are dashed.
- 2 **The Village:** A necromancer once slaughtered a village and raised them up as an army, but he was felled before using them. Now the **Zombies** go about their business, performing their usual daily tasks as they await orders that will never come. They look to the party for assistance, silently pleading for a release from this neverending half-life.
- 3 **The Lone Grave:** The party notices a simple tombstone on a barren mound. When they approach the tombstone, a disembodied male voice sings of a lost love, and a **Ghost** floats out of the tomb. The ghost asks the party to retrieve his wedding ring from his corpse and destroy it so that he may find peace in the afterlife. The party will have to dig into the foul muck to grant his wish.
- 4 **Cult of the Seven Moons:** It is night but the light of a distant campfire burns with eldritch colours. The campsite belongs to cultists who worship the Gods of the Seven Moons. The cultists whirl around the campfire, chanting. They offer the magical blessing of their gods in exchange for a profane sacrifice from the party.
- 5 **A Game of Chess:** Two nobles, one a Half-Hag and the other, a Half-Vampire, play chess in a public garden to resolve a feud between their families. People form a ring around the nobles, watching them, hanging on every move, as this may well decide the fate of the entire village.
- 6 **Dance of Death:** A motley procession of skeletal musicians caper behind a necromancer Bard who has declared that he wishes to remind people of the joy of life through his undead performers. They travel from town to town playing merry tunes to celebrate death as a natural part of life and as a reminder to be humble and grateful for everything they have.
- 7 **'Til Death:** A **Vampire**, turned to fight in a war by a vicious vampire lord deserted in order to return to his husband. He's terrified of what his love will think of him, and frightened that he will not be able to control his newfound bloodlust.
- 8 **Paying A Debt:** A soldier asks to sit around the party's campfire and offers to take a watch. She is travelling to a well-known inn at a crossroads, where the unusually capable innkeeper protected her sister when she was fleeing one of the nearby bands of roaming undead. The soldier wishes to thank him for his kindness, and find out more about his odd proficiency with a blade.
- 9 **The Caravan Macabre:** Along the dusty road comes a covered wagon, pulled by a skeletal **Griffin**. Glimpsed within its velvet interior is an undead **Archmage**, a proud practitioner of the necromantic arts. Pleasant and affable, the expansive Archmage sells a selection of corpse-waxes and liniments. Each will heal the party for 1d10 hit points, while also secretly marking their souls for collection upon death.
- 10 **Soul Hunt:** The party encounters a ragged group of wild-eyed **Mages**. Festooned with strange and unwieldy silver devices of their own creation, the Mages are attempting to suck errant spirits of the dead from the air, with the aim of converting them into blocks of magical fuel. The scheme doesn't seem to be working, the spirits unwilling to power the arcane devices, and the irate investors have already sent **Thugs** to recoup their investment.

HIDDEN RESERVES

1d10 EVENT

- 1 **Recycling:** The party is camping in a desolate hollow, when a **Ghost** approaches them, begging them to follow it to a makeshift gravesite. In life, the ghost was a Paladin and his comrades left his equipment for fear of angering his god. Still, the ghost wants his items to be put to good use, so he can continue to serve the innocent even in death.
- 2 **The Church Grave:** The burnt out remains of an old church contains the magic items and equipment of the last people who sought sanctuary here. They'd expected a final stand, but the enemy simply put the church to the torch and burned them all alive. Much of their gear remains for the taking, if the party doesn't mind their provenance.
- 3 **Flowers in the Attic:** The attic of a Vampire lord's manor was converted into a garden, Full of edible flora that can be made into medicines or used in spells. The vampire lord will allow each person in the party to take an item from the garden if they agree to let him drink their blood.
- 4 **All That Glitters:** An abandoned mine is rich with veins of gold ore but the people of a nearby village claim a terrifying beast lives there. Unbeknownst to the villagers, the beast is a cursed man who owns the mine. A witch transformed him into a beast for his greed and to end the curse he must agree to share the wealth of the mine with the less fortunate.
- 5 **The Stars Above:** A meteor shower streaks across the sky, the bright lights appearing once every twelve years. A few shards of rock tumble to the earth, each chunk glowing a different hue. Possessing one of these grants the user resistance to a certain type of magic damage, but only if the wielder willingly submits themselves to the type first: a terrible burn or biting frostbite, for example.
- 6 **Death Mask:** In a quiet mausoleum complex, the party encounters a sect of Clerics whose specialty is in preparing the dead for burial. They happen to have a fresh, unused Disguise Kit that they use to restore the corpses to their living complexion and offer it to the party as a gift if they aid in the burial of one of their own order.
- 7 **Pipes of the Dead:** A grieving woman sits at a graveside holding a box of dark wood. She shows the party that it contains a very finely-carved bone pan flute, which belonged to her father before he died. She is weeping, having never learned to play, but promises to give it to the party if they can just play her one last tune.
- 8 **Requiem:** A tarnished marble altar in a graveyard holds a pale blue flame and the words 'An elegy for the dead is its own reward' carved into it. If the party speaks an elegy for someone who has died, the ghostly flame burns brightly and then goes out, leaving a Component Pouch containing 50 gp of spell components.
- 9 **Ghost Light:** In a cairn of skulls upon a low hill, the party finds one filled with a ghostly azure glow. Once belonging to a famous undead hunter, the skull speaks in an incomprehensible dialect (even *Comprehend Languages* struggles to decipher it). The skull bobs along at head height, casting low light in a 60 ft radius.
- 10 **A Drop Before You Go:** In a flooded gully between overcrowded graveyards sits a crooked and emaciated tree. Hanging from its branches are hundreds of wards and trinkets from every faith and religion. The tree is in fact a kindly **Treant** and will gift each of the party a powerful ward against the undead in return for a drop of blood.

A BUMP IN THE ROAD

1D10 EVENT

- 1 **Getting Handsy:** As the party moves through a patch of barren land, cadaverous hands burst out of the ground and try to restrain them. Each round within the field requires a **Strength (Athletics)** or **Dexterity (Acrobatics)** check and the field is treated as difficult terrain.
- 2 **Bloodstream:** The Outrider comes across a stream of blood that winds its way across the parched earth. While the stream isn't wide and could be easily crossed, a **Wisdom (Perception)** check enables the Outrider to notice a few birds crossing over the brook drop dead as the blood is pulled from their bodies into the stream.
- 3 **All Eyes On You:** The party enters a mysterious tunnel. A thousand gleaming cats' eyes on the walls of the cave blink open and stare at the party as they pass. They grow larger and larger, until the party notices that the vertical slit pupils are jaws with sharp teeth. The Outrider must fend off the eyes by succeeding on a **Strength (Athletics)** check.
- 4 **The Bells:** A lost cathedral looms from across the wastes, and inside the pews are smashed to pieces and the organ is a tangle of twisted pipework. The bells ring the hour and the tremors begin, and with every peal the shaking grows worse, threatening to bring the cathedral tumbling down. To stop the tremors, the Outrider must play the organ with a successful **Charisma (Performance)** check, its discordant sound counteracting the earthquake.
- 5 **The Hardest Climb:** The party ascends a rocky path up the snowy mountains. Pebbles tumble down from the cliffside at irregular intervals: an avalanche is imminent! The Outrider must find a safe way to navigate the mountains by succeeding on a **Wisdom (Survival)** or **Intelligence (Nature)** check.
- 6 **Elephant Graveyard:** The huge bones of ancient creatures that came here to die jut out of the landscape. The ground is thick with bone dust that eddies in the breeze and the endless rib cages, skulls and spinal columns make it hard to navigate. The Outrider must make a successful **Wisdom (Survival)** check to keep their sense of direction.
- 7 **Winds of Memory:** A violent storm scours the landscape, but the howling winds are not the greatest obstacle. With them ride a shrieking torrent of ghostly figures on horseback buffeting the party and bringing to the surface all the memories of all those they have lost or killed. The Outrider must make a group **Constitution (Athletics)** check to press on through.
- 8 **Profane Ground:** The mile surrounding a profane ritual site has been left corrupted by the necromantic energies of the cult worship performed there. The soil is sickly black and it strikes those who approach with unnatural fear. The Outrider must make an **Intelligence (Religion)** check to ward off the foul energies of this place or go around.
- 9 **Unnatural Disaster:** A shallow mire contains the perfectly preserved dead of some long forgotten battle. Unfortunately, the levee around the marsh has failed and the waters have spilled out, taking the dead with them. The Outrider must delicately pick their way through the undignified logjam of ancient warriors with a successful **Dexterity (Acrobatics)** check.
- 10 **A Pitiful Sight:** The Outrider encounters a deep pit in the scoured landscape where the fossilised bones of a vast herd of **Giant Elk** were slaughtered for devious rituals. The sloping sides are easy to navigate. The real challenge comes from pushing through the thousand screaming ghosts of maddened Elk at the base of the pit, achieved on a successful **Charisma (Survival)** check.

NEEDING ASSISTANCE

1d10 EVENT

- 1 **Buried Alive?:** As the party settles down to camp for the night, they hear the sounds of someone calling from beneath the ground. The person claims that they were buried alive and they need help before the air runs out. A group **Strength (Athletics)** check uncovers the human **Commoner** in time. Unfortunately, there are bite marks on his neck...
- 2 **Help, I'm Drowning!:** A young woman screams that she's drowning, having accidentally ridden her horse into deep quicksand. It's too late for the horse, but the woman can be saved if the party can make a human chain or find a rope and make a group **Strength (Athletics)** check. If the woman is saved, she gratefully tells them why she was running in the first place...
- 3 **Hunted:** An antlered nymph runs across the moors while fur-clad hunters and their baying hounds chase her. She stumbles across the party and begs them to save her. The hunters are hostile to anyone that stands between them and their prey but a successful **Charisma (Intimidation)** check can turn them away. The grateful nymph leads the party to a hidden cache of treasure.
- 4 **Family Matters:** A king looks out from his tower at the massed undead armies of his son, a necromancer, far below. They are at war over the love of a woman, a wyvern herder from the east. To broker peace between the king and the necromancer, the Outrider needs to succeed on a **Charisma (Persuasion)** check.
- 5 **The Rite of Spring:** A spring witch needs help with a complex ritual to capture a three-headed monster. She needs someone to watch over the ritual area to ensure no creature enters it while she completes a series of incantations and arcane rites. The Outrider can complete this task by succeeding on a **Wisdom (Perception)** check.
- 6 **Injustice Served:** A wary Dragonborn still wears the remains of enchanted manacles beneath her cloak. She unwittingly purchased a necromantic amulet and was imprisoned by the local **Noble**, but managed to escape during a riot. With a successful **Dexterity (Thieves Tools)** or **(Strength (Athletics))** check, the party can remove the manacles, which would otherwise allow her former gaoler to hunt her down.
- 7 **Good For What Ails You:** A timid alchemist is taking samples of the soil near a rotted tree. The alchemist explains that his mercenary companion has been infected by a necromantic poison: the alchemist is looking for a cure before it kills them. The party must pass a group **Wisdom (Survival)** check to locate the soil the alchemist needs for the cure.
- 8 **What Doesn't Kill You:** A whispering voice comes from the shadows and reveals that she was a Wizard whose spirit was torn from her body during a divination spell, and now she is trapped in this ephemeral state, unable to find her body. With a successful **Intelligence (Investigation)** check, the party can locate her body where ivy has grown over it.
- 9 **Grave Confusion:** A foppish, one-legged **Skeleton** in faded finery flags down the party. He outlines his problem: a recent landslide has swamped his graveyard, breaking up and scattering his fellow residents, leaving them searching for lost limbs and absent skulls. If the party aids in the search, sorting, and reassembly, he promises gold for each successfully completed skeleton.
- 10 **Affairs of the Heart(s):** Entering a town of **Flesh Golems**, the party is approached by a lovelorn inhabitant. She wishes to demonstrate to the object of her affections that she possesses a good heart. Literally. If the party will take the still-beating organ to the Flesh Golem Princess in the nearby castle, they will be rewarded with a fleshy *Bag of Beans*.

DANGER AFOOT

1D10 EVENT

- 1 **Shallow Graves:** The party spots freshly covered graves along a desolate road. Unfortunately, these are not the victims of a recent attack, but rather a ravenous pack of **Ghouls** looking to make the party their next meal. A **Wisdom (Perception)** check may enable a character to notice that some of the loose dirt is shaking.
- 2 **No Heroes' Welcome:** The party finds a small walled community that looks desperately in need of assistance. Unfortunately, the last thing that the peasants (**Veterans** after all they've been through) want is for adventurers to attract attention from the local **Vampire**. They quickly organise an assault, hoping that their enemies will be satisfied with fresh corpses.
- 3 **Let Sleeping Dogs Lie: Death Dogs** guard an abandoned house in the middle of a graveyard. Though they are asleep, they are alert and can smell intruders up to 60 ft away. They are hungry, and will attack anyone who is unfamiliar.
- 4 **Shine a Light: Will-o-Wisps** cling to the ceiling and walls of a cave illuminated by glow worms. They are territorial beings, and will swoop down upon anyone entering the cave, aggressively protecting their subterranean dwelling.
- 5 **Ghost Ship:** A sunken ship has been recovered from the seabed but no one dares enter it after the exploration team entered the cabin and never came back. They were killed by **Wraiths**, the spectral remnants of the crew who perished in the deep.
- 6 **River of Ghosts:** A fast-flowing current is not the only danger as the party tries to cross a river just downstream from a graveyard. With recent rainfall disrupting the bodies, **Ghosts** try to drag the party under as they cross the river. The party can try and push through with a group **Strength (Athletics)** check, or they can dispatch the Ghosts.
- 7 **The Forgotten Banner:** An eerie trumpet blast echoes across a lonely moor and out of the mists a group of **Skeletons** riding **Warhorse Skeletons** comes into view. The remains of an army, they are re-enacting the battle that slew them over and over again, killing anyone in their way that they perceive as their enemy. They can be avoided, outrun, or fought.
- 8 **Lambs to the Slaughter:** A group of **Cultists** led by a **Cult Fanatic** are in the process of slaughtering a caravan of people they have been travelling with, sacrificing them to a dark god of death in a profane ritual. If they are not interrupted quickly, any travellers they manage to kill rise as **Zombies** to join their forces.
- 9 **Dead Men's Words:** In a forest clearing the party encounters the remnants of a travelling troupe. On the tattered stage the **Zombie** actors mumble their half-remembered lines while undead stagehands clatter about with broken scenery and props. What remains of the audience blankly stare at the interminable show. The **Zombies** attack if the party interrupts proceedings or refuse to buy tickets from the rotting vendor.
- 10 **The Aristo-Ghasts:** Proceeding along broken roads in sedan chairs held aloft by teams of **Skeletons**, the party encounters a gathering of **Ghasts**. Dressed in powdered wigs and fine clothing a century out of style, the monstrous undead assemble for their yearly feast. A group of **Commoners** huddle nearby. If the party try to rescue them, they refuse — their sacrifice means the hungry phantoms won't feast on their village.

NATURAL WONDERS

1d10 EVENT

1 **The Grotto:** Hidden within a rocky cleft, the party finds a grotto filled with wondrous fungi feeding on the corpses of fallen warriors. The mosses and spongy toadstools are a spray of colour in this dark place, but who dragged the bodies here to feed these hungry mushrooms is a mystery.

2 **Seasonal Changes:** Due to a magical oversaturation, this region cycles seasons every night. This change affects the party as well; they age three months for every night they spend in this area. This means that they are well-rested, but their hair and nails grow from three months' neglect and any food they are carrying is spoiled.

3 **New Moon:** A second moon appeared in the sky recently: in stark contrast to the existing moon, this one had a light green glow, a visible aura that throbs like the beating of a heart. Is this moon a sign of good fortune or a bad omen?

4 **Water Music:** At midnight, the silvery waters of a forbidden oasis sing, softly at first, before rising into a crescendo like an ocean wave crashing upon the rocky shore. It fills the listener with awe, reducing all sense of ego into a mote of humility.

5 **Sanctuary:** A sage's favourite meditation spot is a small lookout at the top of a mountain, surrounded by pine trees and cedar. From here, one can see the rolling plains and the river snaking its way down to the coast. Birds sing from the trees above, and the breeze blows gently, providing a majestic view and a restful atmosphere.

6 **Rocks of Ages:** A ring of weathered standing stones is lit by ball lightning that dances atop them, even when there is no storm in the sky. The grass beneath them is blasted and blackened and the air shivers with electricity. Those who look closely might think they see faces in the balls of lightning, but that is impossible, surely?

7 **The Witch's Hut:** A large hut stalks across a swamp on two monstrous legs, colourful smoke and flashes of light occasionally appearing at the windows. Where the hut walks, animals and insects scatter out of the way, but a flock of crows swoops round the chimney letting out loud caws, settling on the roof when the house stops to rest.

8 **Web of Bones:** The party comes to a deep natural chasm in the ground where the sea rolls in and fills a pool beyond. Spreading across the pool is a vast and intricate web that seems as though it has been naturally formed by bones that have grown into strange patterns to fill the space.

9 **The Dead Spire:** Near the tumbled ruins of a necromancer's fort rises a slender pillar of blue-green ice, its summit cloaked with strange restless clouds. Up close, the ice is transparent and spinning within are the countless souls used in the pillar's creation. The ice is warm to the touch and trembles with the barely discernible voices of the dead.

10 **Stairs Ever Downward:** The party encounters a deep shaft in the blasted heath. Within, a spectral spiral staircase descends. Out of the air, spirits coalesce along its length and trudge mournfully downwards. Their goal cannot be seen, for the depths are swallowed up in a dull red light. A living character who steps onto the staircase is rendered intangible until the following morning.

MONSTER HUNT

1D10 EVENT

1 **Telltale Babbles:** The party arrives at a fortification that looks strong, yet it is seemingly abandoned: a pack of **Gibbering Mouthers** has invaded the fort and consumed everyone inside. Fortunately, they aren't very quiet about it. A group **Wisdom (Perception)** check allows the party to hear their babbling, otherwise they may enter the gate only to become the monsters' next victims!

2 **Roaming Free:** A **Hell Hound** pack roams the area, eating every humanoid, beast, or other monster they can to satiate their hunger. Fortunately, an Outrider may spot them with a **Wisdom (Perception)** check, noting their fiery breath as they hunt for more food. The party may avoid them, but it's only a matter of time before the pack gets their scent.

3 **Leave Me Alone:** The party approaches a nice house with a beautiful garden, the gate bearing a sign that says, 'Go away or I'll bite you!' A paranoid **Vampire Spawn** lives here. It is in the garden trimming the rose bushes, and will attack if bothered, wanting nothing more than to be left alone. The vampire wears a number of fine jewels, including an ornate ruby pendant, and several fine gold rings.

4 **The Guardian:** A **Wight** haunts Dwarven burial grounds near the sea. It is bound to this place, sworn to protect the burial grounds from treasure hunters and grave robbers. It can be seen from a distance, striding solemnly between the headstones. Vanquishing it allows the party to dig to their heart's content for the gold buried with the bodies, though grave-robbing may well leave a black mark upon their souls.

5 **Behold, the Nightmare!:** A **Nightmare** has been seen roaming the lands, driving away the native wild horses. At the same time, its burning hooves have sparked forest fires, devastating the surrounding woodland. A successful **Intelligence (Arcana)** or **(Nature)** check will reveal that the creature can be driven off with holy water, which can also quench its unnatural flames.

6 **The Harvest:** In a wide field of blighted corn, several scarecrows stand amid the rotting crops. The broken stalks mark where others have traversed the field but all of them stop halfway across — if the party follows them, they pick up on trails of blood, and the gentle creaking as the **Zombie** scarecrows begin to move towards them.

7 **The Labyrinth of Death:** A black stone maze has been carved into a mountain pass, silent but for the sound of something's hooves. They deep scratches where horns have marked the walls and the gory remains of someone who was pinned against the stone by a **Minotaur Skeleton**.

8 **The Darkness Within:** A writhing mass of smoke descends across the moors: the warm, foul-smelling stuff swamps farmsteads and forests, leaving ruin in its wake. Within the cloud is a vicious **Cloaker**, cursed to remain forever hungry. If the party chooses to end its suffering, they will find 1d20 gems embedded in its body that perpetually cast the *Darkness* spell.

9 **Consumed by Revenge:** Even in death, two villages of **Zombies** either side of a valley maintain an ancient enmity. Daily, they march to engage in mindless conflict. Waiting at the marshy bottom of the valley is a bloated **Oytugh**, who indiscriminately gobbles up the **Zombie** villagers. Defeating the Oytugh allows the party to carve open its distended belly and grab the trove of magic items it has swallowed up.

10 **Lifedrinker:** A human necromancer **Mage** leaves a trail of blighted plants and animals behind them. They are crossing the lands, consuming the life forces of any helpless beings in their path. On their person they have a collection of rare magical components and a spellbook containing many necromantic spells.

A PLACE TO REST

1d10 EVENT

1 **Masterless Manor:** Through a storm, a lightning bolt silhouettes a lonely manor out in the middle of nowhere. If the party knocks, the door is opened by a sinister Tiefling **Commoner**, who says that 'the master' is not home but that they are more than welcome to stay the night. If they accept they have a restful night's sleep despite the occasional creaking floorboard and whispering behind the walls.

2 **Necessary Grave Robbing:** A severe lightning storm sends multiple bolts of lightning into the ground, causing the party to seek shelter in a nearby cemetery. An old mausoleum looks large enough to shelter them and pushing the rusting gate aside they find a dry place for the night: though making an offering to the spirits resting here is probably a good idea.

3 **Ancient Ruins:** The party comes across ancient Elven ruins in a forest clearing. Though old and worn, they offer shelter from the elements. Magical wards once protected this place and can be invoked again for one night only by succeeding on a **Intelligence (Arcana)** or **(Religion)** check, warning the party of any approaching menace.

4 **Owlbear Den:** After trudging through the forest, the party arrives at an abandoned **Owlbear** den. The skeleton of the creature and its cubs lie at the back of the cave, and its throaty screech echoes through the space. The spirit of the beast can be appeased with some fresh meat, allowing the party to fall asleep against its ghostly warmth.

5 **Treehouse:** A hollow in the middle of a banyan tree holds a small altar and a bone carving of an unknown deity, incense burning either side of it. Praying before this altar invokes the protection of the deity, causing a wall of thick bark to grow out of the tree and surround the party, forming a makeshift hut.

6 **Sleeping Like the Dead:** A weathered facade leads to a set of catacombs delving deep into the earth. Here, rows of skulls are ranked in the cubbies carved into the walls, each one painted with delicate tracery around its cranium to resemble wreaths or jewellery. A deep sense of peace pervades this hall of the dead.

7 **Silent Watchers:** A ruined church is too windswept and damaged to provide much in the way of shelter, but a ladder leads up to the top of the spire which has remained surprisingly whole. Around the edges of the roof are gargoyles clinging to the gutters, but they are either inanimate or disinclined to pay the party any heed.

8 **No-one's Home?:** Out of the forest looms a slanted tower of wet black stone. Once inhabited by a dread necromancer, the now empty tower offers the party respite for the night. However, they soon discover the necromancer's magic lives on. Every item in the tower, the beds, chairs, tapestries, even the stones themselves, are animated and writhe in vengeful, mouthless agony.

9 **Dragon Inn Flight:** Swooping low to the ground is a great **Black Dragon**. Light spills between its scales and delicious smoke emanates from its snout. The dragon, stuffed and mounted on wheels, has been converted into a pub, piloted by a trio of green, red, and yellow **Pseudodragons**. In exchange for riddles and stories they offer lodgings in the snug, lavish interior.

10 **Sanctuary:** A shrine to ancient gods has been kept clear of the undead forces by a powerful *Hallow* spell. A Cleric tends to the shrine, and administers healing to the needy. They have the required material components to cast any healing spell of 3rd level or lower. There are **Knights** who serve a rival order that seek the destruction of this shrine, and may attack in the night, interrupting any rest.

OLD MEMORIES

1D10 EVENT

- 1 **The Well:** An abandoned town lies in a remote valley, with a large well dominating the town centre. Inside there is a mound of bones, the older ones Goblin and the newer ones humanoid. A diary stashed in one of the houses tells of how the village would sacrifice the local goblin population to appease the dark power, and once they were wiped out, the villagers turned on each other.
- 2 **Ozymandias:** A rough sculpture of a Hobgoblin warlord looks over a blasted landscape. Beneath her are words declaring the glory of the Hobgoblin Empire, the capital city upon which it stands, and the imminent divinity of their chief. No sign of the city remains, the gods having long cast down the warlord for her hubris.
- 3 **Bleeding Earth:** An archaeological dig site next to the river contains an assortment of ceramics and broken weaponry, stained with faded crimson smears. Long ago, an earthquake shattered this place and the earth itself bled from the destruction.
- 4 **Lucky Soup:** An old woman sits by a fire, stirring a large pot of delicious smelling stew, cackling joyfully. She claims to be the last descendant of a long line of royal chefs, and their secret recipe was said to fill the belly and lift the spirits. She is the last who knows how to make it, and offers the party a bowl that has them smiling ear-to-ear...
- 5 **Broken Bridge:** A long bridge constructed of bones lies broken over a yawning chasm. Beyond it lies the island that it connected to the mainland, where a lonely prison stands, the wails of those kept there still just audible on the whispering wind.
- 6 **The Sunken City:** Half-submerged towers and roof ridges emerge from an unnaturally still lake. A bell tolls mournfully from the spire of the church and shadowy figures lurch across the waters, seemingly able to walk across the surface of the lake. The strangest thing is that the windows of the houses still glow with bright firelight, inviting and lively.
- 7 **The Nightmare Halls:** A series of vast echoing halls are carved into this mountain in which the pillars, floors, and even the ceilings are painted with endless nightmarish monstrosities. Hundreds of silver amulets bearing these leering faces hang on hooks from the pillars, each one designed to contain the nightmare its owner painted upon the building. Surely there is no harm in taking one or two?
- 8 **Phantom Castle:** Drifting above the misty hills is the ghost of a splendid castle. Pale flags festoon its battlements, while in its tallest tower stands a maiden. Her voice carries across the moors, her voice changing from a beautiful ethereal song to a sorrowful screeching lament. Those who see the ghost castle will, for days afterwards, hear her song in their dreams until they wake.
- 9 **Ancient Appetites:** Between the low hills a mossy and much-weathered statue sticks up from the ground. It seems to be of an old **Ogre** king, his broad face smiling, and tongue lolling between sharp teeth. In his hands he holds a massive knife and fork, and on the massive stone plate in front of him, **Skeletons** dance, waiting to be eaten.
- 10 **Ancient Orator:** An aged Tiefling stands atop a crumbling watchtower, the long wasted away skeletons of his people laying around its base. He sings a song of the fall of an ancient empire, and looking around the party can see the ruins of this vanished civilisation, and its last lonely guardian.

A DARK PLACE

1d10 EVENT

1 **So Long As it Stands:** A cosy village up ahead in the gloom is revealed to be a nightmare when the party gets close — each house is covered with flayed skin, and bones festoon the rooftops. A crude sign sits nearby, the message upon it painted in blood: ‘You said you’d defend the village with your lives. Now fulfil your promise.’ The eerie stillness betrays no sign of who committed this atrocity.

2 **Ominous Cave:** Trying to stay out of the elements, the party finds a nearby cave in the hills. The cave seems to go deep, possibly providing a tunnel to the other side of the hills. The deeper the party delves however, the more they can hear the soft rhythmic sound of a heartbeat, until it is a deafening roar of pumping blood.

3 **The Eye:** The party opens a door in a haunted mansion and finds a never-ending void, dimensionless and silent. From the blackness, a colossal eye opens, its purple glow lighting the darkness eerily. It does nothing but gaze upon the party, watching them carefully, snapping shut when they leave.

4 **Wormhole:** The party falls into a deep hole in the ground, the dank cave at the bottom walled with fleshy clumps of organic matter. From the turgid walls, small worms wriggle free, each one emitting a tiny scream.

5 **The Cellar:** This wine cellar is dank and smelly, the floor littered with dead rats and bugs. The wine stored here is no longer drinkable, but a large cask smelling of fine brandy sits nearby. Pulling open the cask reveals a sallow corpse, pickled in the delicious buttery spirit, its face frozen in a rictus of terror.

6 **Whispering Down the Halls:** The party comes across a beautiful mansion in perfect condition, dust sheets across the furniture and windows intact, though the garden has not been tended in some time. It’s almost like the place has been frozen in time: a good place to sleep maybe, but what is that sound? A choking gurgle and the slapping of wet feet as *something* wanders the halls late at night, before retreating to its attic hideaway, leaving bloody footprints upon the carpets.

7 **The Curious:** A small hill turns out to be a barrow, an ancient gravesite, with a dolmen entrance. The heavy stone that sealed the barrow has split down the middle, providing a narrow crack by which to squeeze inside. Under the barrow, the body of a man lies with eyes staring in horror at the entrance, where he had tried to pile up earth to keep something out.

8 **Bodies in Silver:** An orb of silver light floats eerily above a lake of liquid metal. From the mercury-like liquid, corpses frozen at the moment of death reach up towards the orb, their silver-stained fingers forever reaching for the light. Though the scene seems frozen in time, the corpses are rising almost imperceptibly, the mire of metal tugging at their waists.

9 **Animal Town:** Deep in the forest, the party enters a town stricken by some terrible curse. Its inhabitants crawl on all fours, snuffling like swine or whining like dogs, trailing their clothing behind them. In the houses confused cows and cats, clad in stolen clothes and standing on their hind legs, attempt to explain what happened with sad eyes and mangled, unintelligible voices.

10 **Big Goblinoids Don’t Cry:** A campsite littered with the corpses of a dozen Goblins is tucked away in a copse of trees. A lone blue-nosed **Hobgoblin** kneels beside his troop, crying loudly in grief, as they had recently absconded from their violent kin. Overwhelmed by his sadness, he holds a sword up to the party, not able to end his misery by his own hand.

DEADLY FIGHT

1D10 EVENT

- 1 **The Dark Knights Return:** A **Vampire** demands that a village send her regular offerings or they will be punished. The beleaguered town elders are about to acquiesce when the party arrives, and seeing their salvation, the elders refuse. The incensed vampire sends an army of dominated **Knights** to teach them a lesson.
- 2 **The Gauntlet:** The party is travelling through a low gorge when a **Mage** materialises in front of them. He tells them that he will be waiting at the end of the gorge, then animates several **Skeletons**, who burst out of the dirt walls and menace the party, promising the if they should make it out he will reward them. The Mage hurls magical spells at them while they fight their way through the skeletal gauntlet.
- 3 **A Watery Death:** The party finds themselves in an arena with one wall made of thick glass, the view seeming to peer into the watery depths of some far off ocean. Behind the glass an **Aboleth** swims to and fro until a spectral whistle blows and the glass shatters. Water floods the arena, the Aboleth roaring out to strike at the party.
- 4 **Spiders, Spiders, Spiders!:** Exploring a dusty library the party comes across a trapdoor leading to a shadowy basement. From within a faint blue glow can be seen, a clutch of **Phase Spider** eggs. The party has no time to react when the parents drop from the bookshelves, skittering and blinking to defend their brood.
- 5 **Sacrifice:** A **Cult Fanatic** leads a group of **Cultists** in sacrificing a group of caged humans, the blood of each one allowed to drip over a golden sarcophagus. With each sacrifice, the **Mummy Lord** inside gets closer to awakening, and slaughtering both cultists and PCs alike.
- 6 **Rat Run:** A group of **Wererats** along with their pet **Swarms of Rats** have made a long abandoned mansion their home. They specialise in graverobbing and have accrued rooms of gems, jewellery, books and even the clothes the dead were buried in. Highly protective of their loot, they'll spring on any who try to take it in a chattering mass of sharp teeth and scabbling claws.
- 7 **Endless Screams:** In a mouldering prison filled with whispering voices of those who died in their cells, a **Cult Fanatic** has merged the bodies of the prisoners into a **Gibbering Moulder**. He keeps his creation in a pit in the courtyard, but is now ready to let it loose to devour more bodies and grow in size.
- 8 **Hag Whispers:** The party is stalked by a coven of **Night Hags**. A disagreement threatens to split the coven, so they decide to use the party to settle matters, using their magic to attempt to turn the PCs against one another. Should the party resist their influence, the Hags manifest to destroy them. If the disagreement is settled, the losing Hag takes out her frustration on her failed pawns.
- 9 **Meat for the Mound:** A young **Mage** perches on the shoulder of her creation, a **Shambling Mound** made from the remnants of her school field trip. To strengthen the Mound, she seeks out adventurers to feed it. Preferring to let the Mound fight, she only uses her powers if it seems in danger. Should the Mound be destroyed, she flies into a reckless rage.
- 10 **In Their Element:** A young Sorcerer only just discovering her wild powers has unwittingly summoned a variety of **Mephits: Dust, Ice, Magma, Mud, Smoke, and Steam**. Squabbling amongst themselves, their argument has grown violent, whipping their elements up in a tempest that threatens to destroy the land. The Sorcerer pleads with the party to intervene and send them back to their home planes.

FATEFUL ENCOUNTERS

1D10 EVENT

1 **The Forgiven:** A pale human steps out of the mists — they claim that they were once a vampire, but their god has forgiven them and returned them to human form. The Human offers to show the party where their now feral spawn dwell, and even offers to show them how to bypass the various deadly traps. Has the creature truly been reborn, or is this part of an elaborate trick to ensnare adventurers full of rich blood?

2 **Revenge from Beyond:** A ghostly king appears before the party, telling a tale of how he attempted to vanquish a cruel **Mummy Lord** but was defeated and entombed. Still wearing his bandages, he is not aware that the Lord he speaks of was himself, and he details all the cruelties he performed in life as well as where he was entombed and the treasure hidden within.

3 **Lost in the Maze:** The party find themselves lost in a colossal hedge maze, wind whipping eerily through the labyrinth. They are not the only ones lost however, meeting a **Young Gold Dragon** in Human form, confounded by the puzzle. If the party can help him escape the maze, he'll happily part with any magic item in his hoard.

4 **Doomsday Clock:** A young girl has an intricate puzzle box in her possession, the complicated mechanism incomplete. She tells the party that she is a seer, and if the puzzle box is completed then it would grant a glimpse of the end of the world. She is terrified of what it might show her, and leaves the box in the party's possession, fleeing into the dark. Will they attempt to solve it, and what will they see if they do?

5 **Bone Dust:** A **Minotaur** necromancer is fighting the skeletons of his deceased family, pulverising their bones to dust beneath his hooves. Each night the bones reform from the bone dust, coming to punish their son who used their bodies in his necromantic experiments. The Minotaur is tired and old now, and it may not be long before he is reunited with his fallen family.

6 **Trick or Treat:** A group of **Goblins** are travelling to villages dressed up in elaborate costumes, performing a mummer's play and demanding to be given something of value in return. While some see it as harmless fun, others who have turned them away have encountered fatal misfortune shortly afterwards, the word 'TRICK' scrawled upon their doors and the laughing face of some cackling trickster god.

7 **High Stakes:** A village toils under the oppressive yoke of a nearby **Vampire** who dwells in a lordly castle. **Vampire Spawn** rise nightly, but salvation seems to have come in the form of a man who claims to be a legendary vampire hunter. Unfortunately he is nothing more than a grifter, and will take what he can before leaving the villagers to their fate.

8 **Unlovely Bones:** Cradled in his **Ogre** manservant's arms, an **Archmage** has been reduced to a puddle of skin. His own **Skeleton** has abandoned him, absconding to seek a new life. He implores the party to help him find his wayward bones. The **Archmage** doesn't know that his skeleton plans to raise an army against him, to free the undead in his thrall.

9 **Witch Blunder General:** The party encounters the most famous Witch Hunter in existence — though a curse has transformed them into a **Baboon**, they have continued, crossbows in hand, to hunt and eradicate evil. The curse, however, is strengthening, their mind becoming ever more bestial and irrational. Out of shame, they hide the source of the curse: their twin, a legendary witch of immense power, the very thing they have vowed to destroy.

10 **Immortali-Tea:** A blinded **Medusa** runs a tea room just outside a town, his eyes willingly gouged out years previously. He tries to put his immortality to good use, providing good food and conversation to those brave enough to visit, though he is reluctant to tell the story of the devil he fell in love with who turned him into this monster.

HELLSCAPES

The tormented domains of fiends are as numerous and varied as the fiends themselves. Hellscape are characterised by environmental extremes, foreboding natural phenomena, and bizarre cities built by ancient entities. Parties must navigate environmental challenges that range from catastrophic volcanoes and vast ice floes, to more insidious dangers like diseases, temptations, and mind control. The majority of inhabitants are fiends, along with the mortal souls they have imprisoned with their contracts and lies. Still, there are always people who see opportunity, even in the hells, with rich and rare resources to be mined or traded, and thrillseekers who hunt the twisted monsters there.

WEATHER

- High in the sky, a fiery maelstrom whirls and hot, ash-filled winds scorch the lands below it
- Raining magma drives hot pellets of molten stone towards the ground where they sizzle and solidify
- Black lightning sparks along the ground, discharging electricity and leaving a smell of ozone
- Floating balefires wink in the air, whirling in place before disappearing and reappearing elsewhere
- Acid boils from the ground in pools that seep upwards into the air as a rising, acrid mist
- Fog thick with the smell of blood roils from caves, making it impossible to see more than a short distance
- A volcano lets out a belching eruption of ash and smoke that falls like snow and tastes strangely oily
- A driving gale leaves the unlucky with lacerated skin where fragments of stone whip past at high speed
- The salty, sulphurous stench of a boiling sea blows off the coast and leaves a greasy film over everything
- Eddies of whirling bone dust and blood scream unnaturally as they dance across the barren landscape

FLORA AND FAUNA

- Crawling insects cover every surface, clinging and burrowing, with far too many to shake off or kill
- Large sickly green toads leave trails of bile around a deep putrid pond as they slither and croak
- Perched on thorny trees sit two-headed vultures with cruel eyes watching for weakness and opportunity
- A forest of flesh trees with trunks resembling bodies fused together, hands extending from the branches
- Tangles of red snakes with raspy, stony scales slither across the ground, all tugging in different directions
- Bulb-like plants with openings resembling distended maws, filled with needle teeth and long silky tendrils
- Crocodiles with elongated limbs and scales made of ice, which they bristle aggressively at perceived threats
- A field filled with neat rows of a crop plant, each stalk covered with eyes that blink curiously
- Buzzing, bloated flies circle a huge pale mushroom with a sticky red substance beading on its surface
- Living chains slither around, catching and strangling small creatures, and entangling the feet of larger prey

LOCAL INHABITANTS

- A group of **Imps** are trying to fly while lifting a large icy mirror that distorts the world it reflects
- A grinning Tiefling sits in a luxurious chair held aloft by a group of **Imps**, pointing imperiously ahead
- In a ritual circle made of huge, spiked pieces of carapace, a Warlock performs an invocation to her patron
- A **Chain Devil** drags bound souls along, laughing as they beg for mercy and claw at their bonds
- A dejected knight with a broken sword sits with head bowed beside the road, consumed by despair
- Pilgrims bearing a censer filled with swarming insects march in line, chanting words that scorch their lips
- Quasits** set out a feast for a **Manes** at a great table, but all the food is rotten
- Labourers with fiery runes on their skin perform menial work; the sigils dim as they finish their tasks
- A Tiefling trader sets up a stall in a ruined marketplace, exchanging mundane goods for infernal ones

POINTS OF INTEREST

- A colosseum of bloodstained marble in which a crowd of fiends gibber and cheer as mortals fight
- A field of thick, stinking mud in which people are half-submerged, scouring the muck for nuggets of gold
- An endless library of scrolls that glow with the infernal magic of contracts, kept by a **Bone Devil**
- A stone dock with steps leading down to a foetid lake where fiends move beneath the scummy surface
- A shabby market of items taken from lost and damned souls and frequented by **Imps**, **Quasits**, and cultists
- An ancient ritual circle with a huge, powerful demon transformed into red stone chained in the centre
- A city built into the side of a volcano, where Fiends, Tieflings, and other beings crowd the streets
- A port where reinforced boats go out to draw snapping eels and spiny fish from the boiling water
- A castle under a crackling lightning-filled sky, the walls of which are carved with hundreds of screaming faces

POSSIBLE JOURNEYS

- Retrieving an important soul who was taken by the **Horned Devil** who rules this part of the plane
- Travelling to the adjudicator of contracts, a **Spined Devil**, to debate the terms of a contract with a demon
- Helping a Tiefling find the demon that established their demonic heritage generations ago, to learn a secret
- Tracking down a Warlock who retreated to their patron's castle after they stole a powerful magic item
- Help a fallen Paladin redeem herself by slaying the demon who tempted her into betraying her god
- Find something that a powerful **Erinyes** will accept in return for the release of an angel she captured
- Obtain a valuable crafting material that can only be found in the heart of a volcano on this plane
- A planar conjunction will cause another realm to crash into this one, and it can only be stopped from here
- A **Rakshasa** has abducted and impersonated a duchess — the true noble must be retrieved

A CHANCE MEETING

1D10 EVENT

- 1 **A Taste Test:** In the barren wastes, the party meets three witches, all of demonic heritage, concocting a foul-smelling brew in a cauldron at a campsite. The witches offer a taste of the brew to the party. They speak of its numerous nutritional benefits and would like the party's feedback on what it tastes like.
- 2 **Good Omen:** A hellish creature, half bat, half wombat, shuffles across the cracked earth. It drags a ball and chain secured around its left ankle. It reaches a pimpled arm toward the party and screeches good tidings at them. It foretells the presence of a blue comet in the skies and says that it is a sign of good fortune for the party.
- 3 **Deal's a Deal:** A Fiend runs into the party at a drinking establishment and makes an offer: retrieve a scroll for him from a demonic library and he will reward them handsomely with magic items or knowledge from his vast collection. Betray him, and he will make sure they suffer for the rest of their miserable lives.
- 4 **An Intellectual Disagreement:** An exciting amount of purple smoke leads the party to a Human **Mage** who has decked himself out in tastelessly infernal paraphernalia. They are performing some sort of magical experimentation with various substances from the infernal realms and reveal that they are currently in competition with a rival Mage to prove their theories about fiendish magic.
- 5 **Hellish Hunter:** A **Gladiator** with infernal brands on her forehead and collarbone, dressed in blood-red armour shaped to resemble flayed musculature, stalks through a shanty town near a portal to another plane. She has two large **Mastiffs** with a row of bony spines growing along their backs and is hunting a soul who has escaped the Devil she is indebted to.
- 6 **Bird Brains:** A group of **Cultists** who all have bird legs give praise to a **Vrock** they worship. They throw green berries into the air to represent the spores it exudes and caw raucously in imitation of its frightening screech. Anyone who joins in their worship can ask the cultists questions about the local area.
- 7 **Need a Hand?:** Wreathed in cloying smoke, a Tiefling trader appears. In her ornate chest of drawers are sundered arms in every shape and size. They attach easily to either sternum or flank, providing swiping claws or sucking tentacles or simply another hand with which to wield weapons. The only downside is their predictable urge to strangle their new owner at night.
- 8 **Fellow Traveller:** Squeezing up through a grate comes an amorphous blob of putrescence. A sightseer travelling up from the foetid regions below, the stinking mass is a companionable sort and eagerly passes on any knowledge it has gleaned of the surrounding areas in its booming, cultured voice. The blob has no concept of personal space, and the party will taste it for days.
- 9 **Better Late Than Never?:** Clanking along within a rusting mechanical suit, a quartet of quarrelling **Gnomes**, devoid of skin, seek directions to a family reunion. While they can impart some knowledge of the area to the party, every detail becomes a source of contention, and a fight will inevitably break out amongst them. In truth they have been searching vainly for the reunion for seven centuries.
- 10 **A Hard Bargain:** A three-legged creature, four-eyed with skin half-flayed, pulls a creaky wagon across the barren plains pock-marked with shallow craters. It sells simple weapons and ammunition but at an exorbitant price. A successful **Charisma (Persuasion or Intimidation)** check reduces the asking price by 20%.

HIDDEN RESERVES

1d10 EVENT

1 **The Lab:** A hidden laboratory at the base of a wizard's tower holds a collection of useful chemicals. Many of these are stored in glass bottles and vials. Some are useful for extending the durability of equipment and items, some are explosives, and some can be used to corrode surfaces.

2 **Hot, Hot, Hot!:** Big Momma Moosie has a diner inside a crater. She serves generous portions of fried hell-chicken seasoned with a delicious blend of twelve herbs and spices. Her diner is a well-kept secret. Only gourmants who are brave enough to scour the world for the finest dishes know of her establishment.

3 **Signed in Blood:** A miasma of flies suggests that something is amiss, and the party finds the corpse of a messenger. Inside his bag are a number of messages inscribed on a variety of materials, including what appears to be human skin, but also a glowing gold infernal contract signed in blood that looks like it belongs to someone important.

4 **Sanctuary:** Those who are not Evil aligned who pass through this sheltered circle of marble feel their hearts lighten. Within is the ethereal presence of the Cleric who sacrificed herself to create and hide this sanctuary. On an altar before her are three *scrolls of Dispel Good and Evil* with the words 'Use them well' inlaid in silver on the altar.

5 **A Mirror Darkly:** In a hermitage by a frozen sea, a diviner with a bandage over his eyes invites the party to partake of his fire. He offers the party his scrying mirror, a disc of polished black glass with a silver rim, which acts as the material component for a divination spell up to three times before it cracks.

6 **Not Good Enough:** A human-sized **Giant Fire Beetle** skitters past, dragging behind it the tattered remains of a robe patterned with holy symbols. The robe belonged to a Cleric who was turned into a scarab in the course of his holy mission, but still has a holy symbol and a couple of bottles of holy water in its pockets.

7 **Healing Worms:** Creaking slowly across the blasted plain, a herd of arching spine worms are nearing the end of their migration: the rotting cadaver of a Red Dragon. The dull, docile spine worms can be turned onto their clattering backs to reveal their soft underbellies. Embedded in the warm flesh are scarlet carbuncles that, if laid upon the tongue, heal 1d6 Hit Points.

8 **The Taste of Heartbeats:** On a rocky promontory stands a stooped and withered tree. Hanging from its branches are soft, pitted fruit in the shape of shrunken heads. The fruit, throbbing and gently moaning, can be used to detect the presence of life within 60 ft: if the fruit's heavily lidded eyes are turned in the direction of a beating heart, it begins to lick its shrivelled lips.

9 **A Skinful:** Snagged on a field of barbed wire, the party finds billowing sheets of pastel coloured Lemure skin. The tough, knobby material can be converted into a waterskin, or a sack, or simply draped around the shoulders. Doing so allows the party to blend into their surroundings, though it does bring them into close proximity to the wretched voices of the skins' former owners.

10 **An Egg-citing Discovery:** Fire-pigeons nest in scorched trees nearby. They lay numerous eggs to account for the low survival rate of their young and the poor parenting skills of the adults. When the parents are clumsy, an egg falls out of the nest. The shell is rock-hard and can only be broken with a successful **Strength (Athletics)** check. Consuming the yolk grants resistance to fire damage for a day.

A BUMP IN THE ROAD

1d10 EVENT

- 1 **Naughty Imps:** Wicked **Imps** sit on the branches of a dead tree at a fork in the road. They cackle at the party and throw stone fruit at them for fun. They are cowards at heart and the Outrider can scare them away with a successful **Charisma (Intimidation)** check.
- 2 **Lava Flood:** A violent earthquake rips the basalt plain. Lava flows out of a deep crack, widening quickly into a river of hot liquid that threatens to destroy everything in its path. It takes a successful **Wisdom (Perception)** check for the Outrider to notice blocks of broken-off basalt floating on the lava, safe enough to cross.
- 3 **The Slough of Despond:** A deep bog of scummy water, sulphurous mud, and stinging insects stretches in all directions, draining the energy and willpower of anyone who travels across it. The Outrider must make a successful **Wisdom (Medicine)** check to identify and treat the malaise, removing the clinging sludge without giving in to despair.
- 4 **Heavenly Fire:** The air pressure grows more intense, and the ground begins to glow as hundreds of meteors burning with a baleful light are flung from the sky and rain down on the surrounding landscape. The Outrider must make a **Dexterity (Athletics)** check to dash through the wave of meteors without getting too close to any of the impact sites.
- 5 **Horrific Voyage:** The party starts to move through a passageway into a larger cave complex where everything feels very organic and sticky. The humid air smells of blood and bile and the walls drip acid. With a successful **Intelligence (Medicine)** check, the Outrider realises this is the body of some huge humanoid and guides the party through its dangers.
- 6 **Search Party:** A horde of **Imps** and **Hellhounds** comb an area of broken ground for escapees from a **Bearded Devil's** fighting pit, spreading out in an efficient search pattern as the Bearded Devil barks orders to keep them moving. The Outrider must make a **Dexterity (Stealth)** check to find a way through without alerting the many enemies nearby.
- 7 **Shut That Damned Door!:** Some inconsiderate wretch has conjured up a portal to a fiery plane, leaving it ajar behind them. Now purple and yellow flames roar from the diabolical aperture across the road ahead. The Outrider can close the door with a successful **Intelligence (Arcana)** check, but a failure leaves them wreathed in the living flame for 1d6 days, damaging their armour.
- 8 **In Your Face:** The Outrider encounters a vast plain composed of gigantic, fleshy faces. The tormented souls roll their eyes and gnash their teeth in ancient agony, the air filled with their exhausted, breathless voices. Navigating pores and pockmarks, the Outrider must pass a **Dexterity (Acrobatics)** check to ensure they do not plummet into any number of writhing orifices.
- 9 **Words of Power:** Without any warning, the clouds above are torn asunder, replaced by mile-high runes that burn with terrifying demonic power. The Outrider, caught in this unholy demonstration, must pass a **Wisdom** saving throw to avoid staring too long at the runes as they carve a path. If the Outrider fails, they age rapidly, getting 1d10 years older in a matter of moments.
- 10 **Sweet Deception:** A sickly sweet smell wafts through the narrowing gorge. Squeezing through this cleft, the party arrives at a patch of giant tulip-like flowers. They sway in the breeze, hypnotically enticing the party to climb inside them. A successful **Wisdom (Nature)** check by the Outrider reveals these flowers for what they are, carnivorous plants with teeth on the inner side of their petals.

NEEDING ASSISTANCE

1d10 EVENT

1 **A Game of Chess:** A demon and a devil are playing a complicated chess-like game. They've been playing for an eternity and are tired of it, but pride prevents them from making concessions and quitting. The party can resolve the game for them with a **Wisdom**, **Intelligence**, or **Charisma (Persuasion)** check, gaining advantage on **Intelligence** checks for a day on a success.

2 **Genie in a Bottle:** The party comes across a mountain of trash that is on fire. A glass bottle with an ornate stopper lies at the top of the heap. A **Djinni** is trapped inside the bottle. The party can free the djinni by removing the arcane seal with an **Intelligence (Arcana)** check and pulling the stopper. The grateful Djinni gives the party immunity to fire damage for a day.

3 **The Sentinel:** A suit of **Animated Armour** patrolling the road explains that they are actually a mortal, bound into this suit of armour as a result of their contract with a Devil. To free them, the party must make a successful **Intelligence (Investigation)** check to identify that the contract does not specify that the soul within the armour must patrol, only that the armour must, so the soul is free to depart.

4 **Line in the Sand:** A Halfling monk sitting in the middle of an area inscribed with demonic sigils asks for assistance in breaking the bindings laid on this place, as she trusted the wrong person and they imprisoned her here for a demon to eat. With an **Intelligence (Religion or Arcana)** check, the party can disrupt the sigils and free her.

5 **Twisted Sisters:** The party is surprised when a **Night Hag** asks for help. She and her sister witches made a foolish mistake and were transformed into Hags. They are losing the memories of who they were before. She offers her coven's help in the future if the party restores them to their true selves with a group **Charisma (Performance)** check to recite back to the Hags a tale of their past lives.

6 **We Had an Agreement:** A scholar Tiefling is trying to convince a Devil to honour a historical agreement with her people and give her a valuable artefact. An **Imp** ran off with some of her papers and now she can't remember the agreement's details! With a successful **Intelligence (History)** check, the party can help her figure it out.

7 **Champion of Boils:** Reclining in a rotting bower is a pustule-covered **Satyr**. He implores the party for help, not to cure his ailment but to ensure its proliferation. A recent bout of health threatens his lauded position as the Champion of Boils. Directed to a disease-ridden puddle, the party can, with a successful group **Wisdom (Medicine)** check, re-infect the Champion. The reward? His autograph.

8 **Trading Faces:** Glumly seated together on a tussock, the party encounters an **Ogre** and a Halfling. Their facial features have been swapped around or stolen by a gang of juvenile **Quasits** in a nearby barn. The party can help by intimidating the Quasits into returning the stolen body parts with a **Charisma (Intimidation)** check. Traders in rare cloth, the duo reward the characters with their pick of wares.

9 **Jewel Purpose:** A gigantic **Balor** has come to rest on the roof of a riverside building, its massive weight causing the structure to buckle. The panicking owner, a Tiefling jeweller, implores the party to rescue his wares from within using a group **Dexterity (Slight of Hand)** check. There is no chance the slumbering Balor will waken, but the building is close to collapse.

10 **Roadside Assistance:** A crotchety old woman and her **Imp** familiar are stranded on a trail, their rickshaw in a broken heap. They are struggling to mend the conveyance because they are both weak and infirm. The party can assist them with a successful skill check of their choice. This may include using Carpenter's Tools. The old woman rewards them with a good luck token that grants advantage on saving throws for a day.

DANGER AFOOT

1D10 EVENT

1 **Beware the Jabber Vrocks:** A gang of jabbering **Vrocks** circle overhead, waiting to ambush unsuspecting travellers. A successful **Wisdom (Perception)** check alerts the party to their presence. They swoop down upon the party, using their *Stunning Screech* ability first before releasing spores on their victims. They cackle wickedly as they tear at the party with their beaks and talons.

2 **Preaching to the Choir:** A **Barbed Devil** preaches to a choir of **Lemures** and directs them to sing hellish hymns. The party may witness their performance. However, the overwrought vocals of the lemures threaten to give the party headaches, and the performance agitates the Lemures into a violent frenzy.

3 **Impudent:** A group of **Imps** are clinging to the facade of a tower among the inanimate gargoyles there, ready to spring down on passers-by. They are competing to see who can cause harm to the most mortals, as their commander, a **Bone Devil**, has sent them out into the world to punish mortals who dare to trespass in the lands of fiends.

4 **Dretch Tunnels:** The party find themselves in a set of tunnels filled with growling shrieks. A group of **Dretches** has colonised the tunnels and they drag small prey down into the passageways to consume them. The Dretches are between the party and the exit, but can the characters sneak past, or will they put an end to the fiends?

5 **The Wild Hunt:** A pack of **Hell Hounds** surrounds the party, pushing them back towards a sheer drop. The Hell Hounds are hungry and desperate, evident in their behaviour and in the way their internal fires are guttering. They are willing to fight to the end if it means they might get a feast, and tireless in pursuit of their prey.

6 **Kiss of the Succubus:** A cult has been bringing prisoners to their mysterious patron, a shadowy figure with huge bat wings and burning eyes. The whole mess is actually orchestrated by a **Succubus** who is manipulating a group of fanatically loyal **Cultists** by creating the illusion of a godlike mystical figure that drives them to torture and kill for her.

7 **Fallen Idol:** To the lamentations of its **Acolyte** worshippers, a gigantic carnelian idol of a twin-headed demon slips from its wooden scaffolding and breaks upon the stony ground. The party have the misfortune of arriving upon the scene at this very moment, and the Acolytes, driven into a frenzy at the breaking of their god, blame the intruders rather than their shoddy workmanship.

8 **Gems for the Gem Head!:** While navigating a narrow canyon, the party is ambushed by a ragged group of **Bandits**. These are no ordinary brigands: in place of a head, each has a hovering multi-faceted gem the colour of blood. Uninterested in robbing the party, they instead wish to force them to ingest blood gems that will transform them into more of their kind.

9 **Noble Pursuits:** Unfolding bonelessly out of a deep cleft, two **Nobles** suddenly appear before the party and challenge them to a duel. They move clumsily, their flapping mouths out of sync with their voices. They are attached by fleshy umbilical cords to whatever resides in the cleft. At the fight's conclusion the unseen puppeteer thanks the party for the fun and withdraws the mangled bodies.

10 **Hungry Eels:** The party is crossing a bridge over a river of bubbling lava. Hungry fire eels (**Fire Elementals**) swim in the river. They leap out of the lava at anyone on the bridge or close to the edge of the river. The party can cross the bridge safely if they feed the eels with their rations or the corpses of creatures they've killed.

NATURAL WONDERS

1d10 EVENT

- 1 **The Seeing Tree:** A haggard tree grows at the top of a hill. Its trunk and branches are as black as ebony. Its leaves are grey and laced with red veins. Its flowers are bloodshot eyes surrounded by five fleshy petals. The petals unfurl at night but close tight during the day.
- 2 **Hellish Tornado:** A tornado blows through the waste. It carries swirling dust, fine specks of ground glass, and metal shavings that threaten to cut and shred any living creature that gets sucked in. The tornado leaves a trail of destruction behind it. The party sees this from afar, at the top of a cliff overlooking the waste.
- 3 **Loathsome Hollow:** Immensely tall trees stretch up towards the sky, and among them hang flesh nests of large buzzing insects swollen with blood. Hammered into the trees are black metal masks, grinning mouths and staring eyes watching those who pass through. Whether they are protective measures against the things that haunt this place or allies of the flies is a mystery.
- 4 **The Frozen Sea:** A wide sea stretches to the horizon, clearly once filled with mighty waves that threatened to overwhelm the coast but now frozen with such suddenness that the waves are still poised to break, preserved like sculptures of the ocean's fury. A pale glow beneath the ice shows the shapes of large sea creatures frozen in place.
- 5 **The Ash Wastes:** The remains of trees and buildings stretch out in all directions, stone crumbling underfoot as though something destroyed everything here in a matter of seconds. It does not seem like fire, but rather something that disassembles the structures, plants, creatures, and even the ground itself into ashes that catch in the throat and burn the skin.
- 6 **Hellish Design:** Canyons spread between impassable mountains; their walls laced with rich veins of ore. There is something intentional about the canyons' shapes, as though designed by an impossibly huge being, and looking down on them from above unsettles even the stoutest of hearts. To walk amidst their hideous geometry would surely cause an even greater disturbance to the mind.
- 7 **Wandering Oasis:** Crab-walking across the cracked desert on a hundred spindly legs, comes a great bowl of earth and water many miles high. Densely covered in thick green foliage and teeming with life, its awkward shuffling causes an intermittent deluge of crystal water to inundate the desert below. Its random path across the plain is marked by patches of slowly dying green.
- 8 **Scab Lake:** The party reaches the shore of a lake of clotted blood, stretching to the horizon. On the surface, thick brown plates of scab meat bump and buckle, while on the shore a settlement of wingless green bottle flies build scab-huts for their maggot young and tend to herds of fat, skittering ticks the size of elephants.
- 9 **Clashing Ice:** From two opposing mountain ranges come tongues of crushing blue ice. Unwilling to give way to each other, the two glaciers meet in a grinding, splintering maze of inconstant paths. Encased within each glacier are countless bodies of Frost **Imps**. As the ice fractures and melts, they are released, warring in the sky over which glacier will achieve supremacy and swallow the other.
- 10 **Wall of Fire:** A high wall of fire separates the desert from the rocky plains. No one knows how or when it came about, but it clearly marks the territory of a clan of **Salamanders** who communicate in dance and rhyme. The fire does not burn, but gently bathes those who dare walk through the wall with a gentle warmth.

MONSTER HUNT

1D10 EVENT

- 1 **Their Souls Forfeit:** A **Glabrezu** chastises a couple over their poor life choices and orders them to dig a pit. The couple, a Human man and a Human woman, sold their souls to this fiend in exchange for wealth, and now they are indentured to him. The Human woman notices the party and pleads with her eyes for their rescue.
- 2 **Her Royal Highness:** Mouthless humanoids carry a palanquin made of bone and gold and festooned with crimson fabric. An **Erinyes** sits inside this palanquin, cooling herself with a fan. She demands the party bow to her and address her as their queen. She attacks the party if they show her disrespect.
- 3 **Hell Hound on My Trail:** In a field of scrubby bushes and black sand, the trail of cinders, charred meat, and burning footprints of a larger-than-average dog are easy to follow. The **Hell Hound** is hard to take by surprise, but it is currently distracted by tracking a group of hellishly mutated pigs, ready to pick off the weakest.
- 4 **Demonic Stench:** Following the trail of bodies, the party knows they are up against something immensely strong with sharp claws, but it is not until they find the withered plants and asphyxiated vermin that they realise it must be giving off some kind of toxic stench. From there, they only need to follow their noses to track down the **Hezrou**.
- 5 **The Hag Stone:** To retrieve her *Heartstone*, a **Night Hag** has put a village of people into nightmare-filled slumbers. A set of footprints the size of a child's lead into the village and then transform into larger tracks when they reach a stone in the centre of town with a chunk gouged out of the middle of it, seemingly by a clawed hand.
- 6 **Really Terrible Lizard:** Bellowing with the voices of those it has devoured, a demonically corrupted **Tyrannosaurus Rex** stalks the ruins of a settlement. Its blue and purple scales are pitted with a thousand unblinking eyes, while along its back and tail the tormented faces of its victims push up through the flesh. Upon death it disgorges soft eggs, each containing a soul it has consumed.
- 7 **Strange Fruit:** A valley floor is littered with the burst bodies of soft green **Manticores**. Following the trail to a cave, the party discovers within a gigantic plant, unripe Manticores weighing down each of its branches. To protect itself, the plant releases its fruit. The blind, half-formed Manticores attack. Once the beasts are defeated the plant withers, revealing a *Ring of Animal Influence* amid its roots.
- 8 **The Devil's Steed:** The ground is branded with fiery hoofprints that melted the stone, and there are clear signs of a person who ran ahead in the same direction. The tracks lead to a tumbledown chapel where the shapes of two hoofprints are burned into the door, beyond which someone whimpers as the **Nightmare** shrieks and canters around the building.
- 9 **Dance of the Dust Devils:** **Dust Devils** dance in the desert to celebrate the crowning of a Rakshasa of the lower hells. They cause a sandstorm, annoying an infernal capitalist who is building a holiday resort nearby for the well-heeled. The investor offers a bounty to get rid of these pesky dust devils.
- 10 **Avoiding a Rampage:** A **Nalfeshnee** has sworn vengeance upon its rival, a minor warlord of hell. It goes on a rampage, destroying everything and everyone the warlord holds dear. Its blind rage eventually extends to unfortunate bystanders who cross its path. If the party takes the time to listen to gossip at an inn, they can avoid travelling near this Nalfeshnee's trail of destruction.

A PLACE TO REST

1d10 EVENT

- 1 **Say 'Ahh':** A cave on the western side of the canyon appears to be an impossibly large mouth, with teeth lining the entrance. A large uvula dangles at the back of the cave. Though there is no tongue, the cave walls are made of flesh and are damp with saliva. If the party lights a fire or damages any part of it, the cave mouth will scream loudly, drawing unwanted attention.
- 2 **The Nest:** The nest of a giant hell hawk, recently vacated, is in a secure location on the cliffside. Eggshells and down still litter the base of the nest. Though the chicks are fully fledged and have left the nest, who is to say these birds won't return?
- 3 **Overnight Education:** A ruined library filled with burned books provides a defensible location for a rest, as well as edible mushrooms that cluster in the piles of mildewed book remains and vermin that can augment dwindling food stocks in a pinch. Stray too far into the dark and the party may encounter the **Giant Rats** in the walls.
- 4 **Pack Life:** The party find a dry cave that they quickly realise is the home of a pack of **Hell Hounds**, but instead of attacking, the Hell Hounds chase off anyone who might try to interfere with the characters. The Hell Hounds are still risky to be around, but they seem to want to protect the party while they rest.
- 5 **Sleep of the Just:** An abandoned iron prison bounded on three sides by a fast-flowing acidic river provides a defensible position. The cells are strong enough to hold the most horrific of fiends, as well as being carefully warded to prevent the passage of more ethereal beings, though some of the inmates might never have left.
- 6 **Curious Cabinet:** A Tiefling trader appears, driving a cart behind a creature half-horse, half-fly. She invites the party to rest in the little cabinet upon the cart. Made of ornate red wood, the cabinet is two feet tall, one foot deep, and filled with shelves. The Tiefling disassembles the party, placing their limbs snugly upon the shelves. Reassembled next morning, they find themselves fully rested.
- 7 **Stay for the Knight:** In ages past, a contingent of Dwarven **Knights** established a squat bastion of stone amidst a tangled forest. An explosion of demonic energies melted the Knights into the walls of the structure where they remain to this day. They are an affable lot, trading stories and jokes with the travellers who come to the fort, only occasionally screaming with unending agony.
- 8 **Shelved:** A tower rises from a plain of firestorms and battles between Demons and Devils. The path to the tower is sown with protective magic, meaning the Fiends ignore those who walk it unless the party angers the arbiter who dwells within. The arbiter is an indistinct judge of neutrality for the Fiends, who can grant sanctuary to 'outstanding cases'.
- 9 **Island in the River:** A smelly, polluted river, its waters tainted by the organic refuse of villages upstream. The stench is so bad that even fiends refuse to come near. A little wooden bridge leads to a tiny island with a small tree growing in its centre. Notwithstanding the smell, it seems like a safe place to camp for the night.
- 10 **Down in the Peat Bogs:** An abandoned fisherman's hut is hidden amidst the fog that clouds the peat bog from view. There is no furniture but a small table, a chair, and a bedframe, all rotting from the damp. The sigil of a foul infernal presence decorates one of the walls, marking this as the territory of a swamp devil. Those who take shelter here are under this swamp devil's protection.

OLD MEMORIES

1D10 EVENT

- 1 **Boulevard of Sins:** Statues of fiends in contorted poses line the boulevard. They represent all the crimes and sins committed in the world. The last statue is that of the sculptor, a celestial. The plaque affixed to this statue explains that the sculptor became an advisor to the Lord of all the Hells after he completed this work.
- 2 **Mirror of Re-creation:** A mirror framed in dragon onyx shows a vivid re-enactment of the creation of this plane of hell. Minor devils guard this mirror but are canny enough to know that this is a tourist attraction popular with historians. They charge a hefty price for admission.
- 3 **Clash of the Titans:** Vast lakes of blood give way to islands of twisted bone upon an old battlefield scattered with huge broken weapons far too large to be wielded by mortals. Scavengers pass through, searching for opportunities to mine demonically forged metal from swords driven into the ground, and massive helmets have become shelters and outposts for the inhabitants.
- 4 **The Gates of Hell:** A vast metal and stone gate rises at the end of a narrow bridge over a lake of fire. Waterfalls of lava pour down through gaps in the gate and brilliant blue sigils are carved into its bulwarks. Piled in front of it are hundreds of keys of every material, size, and design.
- 5 **High Drama:** A once-rich theatre with old dusty velvet curtains, the remains of magic footlights, and rows of stalls. The stories performed here are not yet forgotten as music, the voices of actors, and the thunder of applause still echo around the wings and catwalks, while the props have taken on a life of their own and crawl in the shadows.
- 6 **Deity DIY:** In the flooded basement of an abandoned temple, the party discovers a chamber that is half-chapel, half-laboratory. Scattered on the floor are the bodies of a dozen raven-headed Cultists, some still holding surgical equipment. Sitting cross legged on an altar is the thing they were building out of demon bits, a raven-headed god of their own. Its empty chest awaits the addition of a heart.
- 7 **All That Remains:** Half-consumed by silver sands, an ancient city of crystal and glass is glimpsed in the deep desert. Its inhabitants are long gone, but its streets are not empty. Shadows once cast by its absent populace still flit along the streets by day, and at night their voices and laughter can be heard until, at the moment of daybreak, they are suddenly silenced.
- 8 **Cabinet of Curiosities:** A locked-up mansion built into the side of a red stone mountain contains a collection of monstrosities turned to stone or otherwise imprisoned by a **Medusa** who kept extensive notes on her acquisitions. She herself sits petrified before a mirror that has the touch of the infernal about it and shimmers darkly.
- 9 **The Pool:** A dark pool of water sits inside a subterranean cavern, gleaming in the shadows. Looking in, one sees one's reflection along with the ten thousand other paths that one could have taken in life. It can be too much to take in all at once. The ache of 'What if?' becomes a constant source of regret for months.
- 10 **Art Gallery:** A fiend has erected a small art gallery featuring works of art painted on the skins of flayed enemies. The artwork is mostly historical scenes from the wars between the forces of heaven and hell. Illusion magic abounds here. Some of the artworks project animated scenes that seem real and vivid.

A DARK PLACE

1d10 EVENT

1 **The Wheel of Pain:** The party is inside a factory. People in black and red robes feed the extracted souls of the sinful dead into a machine that looks like a water wheel and a steam engine combined. With every grind of the gears, the machine ejects a puff of acrid green smoke and a vision of the dead one's life.

2 **The Central Chamber:** The prison has a central chamber that connects all the wings. A lava pool occupies the centre of the chamber. Above it, chains dangle from the ceiling. **Lemures** hang from the hooks at the end of these chains. They wriggle, keening for release as they are slowly lowered into the lava.

3 **The Worm and the Woman:** In a large, covered pig pen, a woman plays a haunting melody on the flute before a bloated horned worm. The worm burrows into a mountain of carcasses, munching noisily. The woman smiles and kisses the worm.

4 **Gallery of Sorrows:** A crowd has gathered around the front of a building advertising an exhibition of desire. Inside are dozens of portraits of attractive, beckoning people, something for everyone, as the charming proprietor says. When nobody is looking at the paintings, they shift into desperate people warning those present not to make deals with the **Incubus** who runs the gallery, as they did.

5 **Crossroads Devil:** At a crossroads, several racks with flayed corpses are arranged with the words 'Be careful what you wish for' burned into the road. The **Barbed Devil** that does its deals here is brutal in its punishments for those who try to weasel out of payment and takes pleasure in trapping its victims with overly literal wish interpretations.

6 **The Corrupted Beacon:** A guiding light draws the party through a dark place where things grab at them with long, thin fingers. As they slam the door to the lighthouse, the blazing beacon atop the tower begins to flare with a terrible brightness. As a breathy laugh echoes through the building, the light goes out, and the shadows begin to move.

7 **The Taste of Memory:** In a long, low chamber of stone a hundred emaciated Halflings are chained to stone tables. In the air above their heads their worst memories are coalescing in monochrome bubbles. On a gantry suspended from the ceiling three corrupted Dwarves, massively bloated and wearing leather proboscises, greedily inhale the painful memories.

8 **Captive Audience:** A forest of brass trees emerges from a shallow lake. Pinned to their sharp branches are burning bodies, trapped on the very edge of death. In the light of these fires their tormentor can be seen: a lithe, dancing **Vrock**. It plays a mad sawing melody on its brass violin. As the music reaches its violent crescendo, the burning bodies flare ever brighter.

9 **My Creation:** A metal doorway, distorted after being wrenched open from within, leads to an underground laboratory belonging to a Warlock who was experimenting with combining the blessings of her patron with various captives. They are suspended, unconscious or dead, in large crystal tanks filled with a viscous purple liquid, cruelly mutated with horns, wings, goat legs, and other Fiendish features.

10 **The Abandoned Campsite:** This initially innocuous abandoned campsite reveals more of its prior occupants' identity once the party comes closer. Bones, hurriedly buried, were crudely hacked off and bear teeth marks. Someone's been chewing on them. Charred remains sit amongst the ashes in the campfire.

DEADLY FIGHT

1D10 EVENT

- 1 **Jealousy:** An **Incubus** is jealous of the party's growing reputation. He attempts to deceive the party by pretending to be a Human man who is on the run from an evil demon and draws them into a spike trap. Regardless of whether the spike trap is triggered, the Incubus's army of **Dretches** ambush the party.
- 2 **A Hungry Devil:** An **Ice Devil** hungers for the flesh of brave adventurers. It spots the party travelling from afar and trails them. At an opportune moment, perhaps while the party is camping for the night, it sneaks up to the weakest member of the party and strikes.
- 3 **Pay Up:** A **Rakshasa** is affronted when the party stumbles into his lands without paying the entry tax. He sends a group of **Imps** to annoy the party before facing them himself. He demands a very rare magic item from each member of the party. If they refuse, he will engage the party in mortal combat.
- 4 **The Kindly Ones:** In a small outpost of mortal traders and mercenaries, the party learns that an **Erinyes** has been trying to claim the area as her own and the inhabitants refuse to bow down to her. As punishment, she commands a horde of **Lemures** to swarm the outpost, and the party is caught in the middle.
- 5 **An Offer You Can't Refuse:** A **Glabrezu** sets up a trap for the party, luring them in with a homely-looking inn along the road, filled with illusions specifically designed to tempt each of them to give up their journey. When they give in or realise the Glabrezu's true nature, it tears the illusion apart in rage and attacks them.
- 6 **Winter's Grasp:** From the depths of an icy lake, a pair of **Remorhazes** and their **Young** seek out prey by vibrations on the ice until they can track the party and surround them. The Remorhazes burst out of the lake, breaking up the ice with the burning spines on their backs so they can isolate their chosen prey.
- 7 **Foul Descent:** The party descends into what seems to be a narrow stretch of marsh. Crossing it should be trivial, but the marsh is hexed. The party find themselves walking in circles as a noxious stench rises, and they begin to encounter, with ever greater frequency, butchered torsos on lengths of rusted chain. Only by reaching the centre of the marsh and defeating the **Hezrou** can they ever escape.
- 8 **Angel of Death:** Falling through the clouds like a sword of fire, a **Deva** crashes into the earth before the party. Hideously corrupted, with a mouth opening in its stomach and tiny quivering legs growing across its neck and shoulders, the once-angelic creature rants about 'failing in its mission' and how it must 'start over': but to begin again, everything must first end, the party included.
- 9 **Unchained Melody:** A **Chain Devil** with a particular fondness for tormenting Bards has a new recruit cowering on his knees, the devil sending out its living chains to choke the Bard and threaten to break his fingers. By destroying it, the party would rescue not only the Bard, but the keening **Lemures** that were once musicians themselves, now chained to the Devil.
- 10 **A Challenge:** Once a year, a **Horned Devil** puts out a challenge: fight him and win a prize, a rare magic item from his hoard. This year, he holds the challenge on the top of a jutting ledge that overlooks a bed of lava and cracked earth inside the crater of a volcano. He expects an audience and has hired a band of musicians to play rousing but discordant music during the fight.

FATEFUL ENCOUNTERS

1D10 EVENT

- 1 **Atonement:** A lost soul wanders the blasted landscape seeking redemption. They offer to accompany the party since their next destination is along the way. They want to be helpful to atone for their sins and will take the Help action to assist a member of the party in combat or in undertaking a skill check.
- 2 **Helping the Devil:** This part of hell has frozen over. The road, the mountains, and literally everything is covered with ice. A lone **Bearded Devil** stands by the side of the road, stuck in the ice. It has been trapped there for seven weeks and is on the verge of death. If the party breaks it free from the ice, it offers to come to the party's aid on the day they need it the most.
- 3 **The Enemy of My Enemy:** A **Succubus** lounges in the parlour. She is surrounded by several suitors. She dismisses them and beckons the party to come to her. She tells the party that they have earned her favour since they share a common foe. She will assist them in their journey, but she will leave the party if she is badly injured in battle.
- 4 **All in the Family:** A Tiefling sees the party win a fight and approaches them to ask if they would like to partake in a lucrative business opportunity. They are part of a criminal family of Tieflings on the material plane who are distantly run by a **Spined Devil** and could potentially provide some low-commitment work for the party.
- 5 **One of the Guys:** A **Bearded Devil** follows the party and shifts back into its natural **Doppelganger** form as it explains that it turned into a Bearded Devil to stay alive. It offers an alliance to help the party with their journey on this plane in return for travelling back to the material plane with them when they leave.
- 6 **Puzzle Within a Puzzle:** A **Gynosphinx** has been assigned to guard a puzzle box used to trap a powerful demon. She waits patiently, despite the jeering **Quasits** that dare not get within her reach, for someone worthy to take the puzzle box and protect it. The party must demonstrate their worth by telling her the true weakness they see in themselves.
- 7 **Gluttonous Gourmands:** Trundling across a plain of bone in a silver horseless carriage, a group of epicurean **Wereboars** are sloppily dining on meats in various states of decomposition. Their food of choice is demon flesh, and its consumption has resulted in various startling mutations in the diners. They ask the party to provide flesh they have never tasted before. Their own will do in a pinch.
- 8 **Hungry Book:** A young **Acolyte** stalks the desert, covered in burns, scars, bruises, all marks left by the thousand exorcisms she has performed. She carries a thick tome of scarlet leather, into which the demons have been consigned. In reality the book is a transformed **Balor**, and the Acolyte has been unknowingly feeding it. It only needs to consume one more demon to regain its true form.
- 9 **Scraps of Grace:** Powerful Demons in this area have an unusual affectation: they each have an incongruous orb of bright white light floating beside them. The orbs radiate the sensation that they represent a corruption of something pure. The orbs are the remains of a **Deva** that was separated into many pieces by a profane spell and are carried now as trophies.
- 10 **The Caged Bird Sings:** A giant cage hangs from the top of a rocky ledge. It swings to and fro, slowly, gently in the breeze. Inside it, a **Couatl** in the form of a songbird sings a mournful melody. This celestial is chained to the base of the cage. If the Couatl is released, the party gains a companion who will assist them until they reach the end of their journey in this hellscape.

JUNGLES

Jungles are dense forests typically in tropical climates such as rainforests, swamps, and mangroves. Navigating these places can be a disorienting experience, and those without the right skills can easily get lost and become overwhelmed. Jungles are among the most biodiverse of all the regions. Strange and fascinating creatures and plants are native to these woodlands, many of them yet to be officially discovered. Hunter-gatherer nomads trek through the jungles and at the fringes of the treeline one can find villages and longhouses, small settlements offering the comforts of civilisation. Jungles hold many secrets within their dense and dangerous lands. These may be ancient cities swallowed by the undergrowth, mystical fonts of magical power, or sightings of legendary beings. These rumours draw the attention of treasure hunters and explorers, keen to make their mark in the world.

WEATHER

- A tropical storm roars overhead, shaking the trees in the pouring rain
- Sunny, hot, and humid but the rainforest canopy gives shade to all
- A cold spell after the rain, the ground is slick and muddy
- The river overflows flooding the jungle and surrounding villages
- The dry season worsens and drought makes animals desperate and dangerous
- A typhoon blows in, uprooting trees and levelling huts and longhouses
- Mist hangs in the air, condensing on leaves and dropping between the branches
- The muggy air saps the strength of all in the jungle; even the insects buzz lackadaisically above the water
- When not in the shelter of the canopy, the scorching rays of the sun burn exposed skin
- A cool, gentle breeze caresses the leaves in the trees and cools tired creatures

FLORA AND FAUNA

- Beetles dart through the thick undergrowth, keeping close to the ground
- Mouse-deer leap across streams, their dainty hooves glinting in the sunlight
- A family of flying snakes dance from tree to tree, playful and carefree
- A solitary tiger stops by the river, its wary eyes scanning for movement
- A well-fed constrictor snake is asleep under the shade of a banyan, coiled and content
- Tapirs graze on fallen mangosteen and rambutan while their young curiously sniff abandoned anthills
- Durians hang precariously from the branches, threatening to fall when they ripen
- Carnivorous plants lure flies, ants and other insects with their sticky sweet nectar, trapping them with just a taste
- Otyughs** hide amongst the decay of the damp undergrowth, their sensory stalks on the lookout for easy prey
- Hibiscus and flame of the forest bloom, turning the jungle red, yellow and orange.

LOCAL INHABITANTS

Healers who gather herbs from the jungle and pray to the spirits for aid

Hunters with long blowpipes and collections of nets and spears

The wise village leader who wears a headdress adorned with crocodile teeth and hornbill feathers

A lumbering **Werebear**, gentle and kind, who rears orphaned children like her own

Warriors from the longhouse on the river wield mighty machetes with elaborate bronze hilts

A child and her pet water buffalo calf play in the river close to the village, under her mother's watchful eye

Lissom and lithe, the snake tamer dances, her sinuous movements matching the snakes that surround her

A teenaged boy goes to the caves every morning to harvest eggs from the nests of swallows

Nomads wandering the jungle, taking only what they need and replanting when they are about to leave

POINTS OF INTEREST

A skull-shaped mountain, draped with morning glory and ivy

Twin waterfalls that cascade over several tiers of jagged rock, ending in a pool where rainbows end

An ancient ziggurat with balustrades and stairs that curve like snakes entwined

Ruins of an ancient civilization, overrun with vegetation and lost to time

A river, as wide as a line of twenty elephants from snout to tail, winds across the expanse of jungle, home to murderous flesh-eating **Quippers**

A brightly painted stone totem of a minor deity warns of the terrible spirits guarding a sacred place

A longhouse, the centre of all communal activity, that is used to celebrate special religious days and birthdays

A cave near a **Dryad's** grove is the lair of an amphibious **Green Dragon**, protected by magical wards

A mangrove swamp where the useful nipah trees grow and mosquitoes breed

POSSIBLE JOURNEYS

Searching amongst the dangerous flora and fauna of the jungle to find medicinal plants that fetch high prices

Clearing an area of trees and monsters to help a burgeoning community protect its borders

If a stolen baby **Roc** is not reunited with its mother, she will destroy the settlement that took her young.

Tracking cultists who have kidnapped a beloved member of the village to be a sacrifice to a powerful devil

Seeking a celestial ruin built in the exact centre of the continent, said to still house a trapped **Solar**

Investigating rumours of the impossible sightings of a **Tarrasque** spotted at the base of a mountain

A supposed fountain of youth in the ruins of a temple has caused an influx of alchemists and wizards

Accompanying a young girl to find a rumoured cure in the heart of the jungle to prevent her brother's death

Coaxing back hunters from a hungry tribe who were entranced by a **Dryad**, relishing in the freedom of nature

A CHANCE MEETING

1D10 EVENT

1 **The Serpent Merchant:** An old snake merchant whistles absently as he tends a wagon loaded with hissing boxes, barrels, and baskets. He deals in meat, skins, and venoms should the party have such an interest.

2 **Take to the Bush:** A lone Human painted in green camouflage journeys downriver, seeking a young Halfling who has run away from home. A skilled tracker, this is his first foray into the jungle, but he has helpful tips to share with those who journey in any wilderness.

3 **Fair Warning:** A **Lizardfolk** is gathering herbs when they are surprised by the party's arrival. They warn them that they have crossed '*Sssilik's boundary*' and that Sssilik requires an apology, a sacrifice, and a retreat past the line. This sacrifice may be any item of value, although the more personal it is the more Sssilik will smile on them.

4 **Not Those Mushrooms:** The party meets a caravan of refugees fleeing from a danger on the other side of the jungle. They request medical aid as some of their number have been poisoned by jungle plants. The refugees may be a good source of rumours about what lies ahead.

5 **Talking Flower:** A flower the size of an elephant grows from fallen logs. The stench of it is enough to drive even the most desperate of animals away, but it speaks to the party telepathically and with a gentle tone. It asks them about themselves and their adventures.

6 **Laugh, Kookaburra, Laugh:** The party arrives at a watering hole at the edge of the bush. Laughter rings out from behind the gum trees to the west. A kookaburra sits on the closest gum tree to the party. It laughs maniacally once again and mocks the party, happily telling them about the insurmountable dangers ahead.

7 **One of the Pack:** A young Human boy walks alongside a pack of **Dire Wolves** who snarl at the party before he hushes them. He became separated from his family a year ago after an attack and was protected from harm by these wolves. He is on a quest to scour the jungle with his new family in search of his parents.

8 **Through the Grapevine:** A flutter of paper drifts from the canopy above, only to be snatched out of the air by a woman swinging deftly on a vine. She declares herself a postwoman who specialises in crossing the dangerous jungle. She has adapted her methods to increase her efficiency, and claims to only touch the forest floor when hand delivering a parcel.

9 **Tag Along:** An overenthusiastic Human treasure hunter is surveying the area, following rumours of lost ancient ruins containing an untold cache of gems and jewels. Delighted at encountering a friendly face in the depths of the jungle, they are eager to join the party in order to explore more of the woods, as they have not been successful in their search thus far.

10 **The Birdman:** A Halfling dressed in a bright, feathered costume, replete with a large fake beak, works on a large scaffold containing a massive, half-built slingshot. He mutters aloud to himself variations of '*I can feel it. This is the one. It will work this time!*' He politely declines any offer of assistance, though his knowledge of the landscape is extensive.

HIDDEN RESERVES

1d10 EVENT

- 1 **Fruit and Nuts:** The party identifies an area full of tall fruit and nuts growing high overhead in the dense canopy, within easy reach of those flying and climbing creatures. Monkeys and birds frequent this clearing, and enough skill or effort could grant the party access to this wealth of nutritious delicacies, as well.
- 2 **Coconut Grove:** The party comes across a grove of coconut trees with very ripe coconuts upon them. An **Intelligence (Investigation)** check reveals that part of the ground beneath one of the trees has been recently disturbed. Digging in that area reveals a buried treasure chest, as this grove of trees is used by a pirate band to hide their gains.
- 3 **Just Ripe:** The party comes across a grove of evergreen trees bearing inviting-looking fruit. To characters used to being in warmer climes, this is obviously a variety of ackee. While most ackee are okay to eat once ripened, an **Intelligence (Nature)** check reveals that this variety imbues the *Poisoned* condition for 1d3 days unless cooked.
- 4 **Stonewood:** The party finds an interesting tree with a particularly hard bark. It requires **Mason's Tools** to harvest, but, once removed, the bark can be fashioned into a version of scale mail armour that does not impart disadvantage on **Dexterity (Stealth)** checks while offering camouflage while in wooded area, imposing disadvantage on Perception checks to see the wearer.
- 5 **Magic Fungus:** The party finds the trail of a missing hunter, which leads to a cave behind a waterfall. Blue fungus luminesces along the cave walls. The fungus can be harvested and made into a potion that restores a Spell Slot when consumed.
- 6 **Boneyard:** As the party pushes on through the jungle, the thick undergrowth gives way to a large clearing. Here, the bones of ancient gargantuan animals lie scattered, as if this is a graveyard for such beasts. The bones can be fashioned into mundane weapons and tools.
- 7 **Healing Pool:** The party discovers a small grotto with a sparkling pool. An **Intelligence (Religion)** check reveals it to be sacred to a local deity and drinking from the pool acts as a *Potion of Healing*. The magic only works while in the grotto, and any waters taken from the grotto act as a *Potion of Poison*.
- 8 **Acid Digestion:** The party discovers a dense growth of purple-speckled pitcher plants in a clearing. Each of these throat-shaped plants contains a virulent acid used to digest their diet of rodents and frogs. A vivid, bubbling purple, this liquid can even melt metal. If the party passes a **Dexterity (Sleight of Hand)** check, they can decant this acid without suffering too many burns.
- 9 **Mobile Supplies:** A keen-eyed forager spots a long trail of honey ants wending along the jungle canopy. A particularly nutritious and sweet insect for any willing to eat them — a small handful can provide a whole day's rations, using the same rules as a *Goodberry* spell.
- 10 **Better Than Rope:** A rare cluster of jungle vines is discovered. They are near immune to cutting and strong enough to hold far more weight than any would imagine. Even better, they can be coiled into small, light bundles when not in use. Unfortunately, no form of preservation, even magical, prevents them from crumbling after a few months.

A BUMP IN THE ROAD

1D10 EVENT

- 1 **Big Game:** Traps for large beasts are concealed throughout this region of the jungle, using natural materials and clever placement to camouflage them. Many giant animals make their home here, making it unclear which animal these were laid for. The Outrider can painstakingly lead the party through the deadly area to safety with a successful **Wisdom (Investigation or Survival)** check.
- 2 **Ant Infestation:** The party is interrupted by painful ant bites: a few at first, then dozens more within minutes. Swarms of angry ants are infesting their clothes and supplies, biting and stinging indiscriminately. With a **Dexterity (Animal Handling)** or **Wisdom (Nature)** check, the Outrider can remove or repel the ants before they do permanent damage.
- 3 **Quickswamp:** The party stumbles into a swamp hidden beneath thick, floating vegetation. Anyone failing a **Wisdom (Perception)** check as they approach sinks waist deep into the mud and require a **Strength (Athletics)** check to hoist themselves up, taking 1d6 bludgeoning damage on a fail. The Outrider's **Intelligence (Investigation)** check reveals safe spots to pass through the swamp.
- 4 **Muddy Gorge:** A chasm splits the path the party is on. There are no bridges, and the gorge is too wide for felled trees. The Outrider must make a **Strength (Athletics)** check to help the party safely climb down and back up the gorge. **Wisdom (Perception)** checks note that **Giant Crabs** make their home in the mud below, though they are not aggressive.
- 5 **Venus Fly-Fishing:** A forest of snake-like vines hang down from the canopy, coiling around prey with sticky thorns and snapping them up into the floral jaws above. The Outrider must make an **Intelligence (Nature)** check to navigate through these vines safely, or a **Strength (Athletics)** check with a slashing weapon to cut a path through the constricting tendrils.
- 6 **Great Falls:** The sound of crashing water gets louder as the party travels east. When the party emerges from the cover of the trees, they see rivers and cataracts from all directions plummeting into a deep and narrow cleft in the earth. A rainbow rises from the mist. The Outrider can demonstrate a leap of faith with a **Dexterity (Acrobatics)** check, or find another path around with a **Wisdom (Survival)** check.
- 7 **Dense Foliage:** Jungle branches grow closer and thicker, making it impossible to pass without slashing and cutting one's way through them. The Outrider must make an **Intelligence (Nature)** check to determine the path of least resistance, or they can skip all checks and find an alternate route, adding another Encounter to the Journey.
- 8 **Headaches:** The heat and humidity become oppressive. While scouting, the Outrider must succeed on a **Constitution** saving throw to acclimate to the weather as they lead the group. During the next Encounter, the party can only see as if they were in dim light, as the sweat blurs their vision and headaches hamper their awareness.
- 9 **Hush Little Fungi:** The party must pass through a jungle region heavily infested with **Shriekers**, which are well concealed amidst other fungi. With the Outrider's **Intelligence (Nature)** check, the party can avoid the fungal blooms that look most likely to hold them. On a fail, hostile **Myconids** chase the party out of their territory.
- 10 **Slip and Slide:** The steep forest floor is completely covered with slick slime moulds, making staying upright an increasingly difficult challenge. A careful Outrider can pick out a stable path with a **Dexterity (Acrobatics)** check. Otherwise, one or more of the party are headed for a rapid, mud-covered plummet.

NEEDING ASSISTANCE

1d10 EVENT

- 1 **First Timers:** A group of novice adventurers has run aground on a shallow riverbed. They are following a highly inaccurate treasure map and it's obvious that they are in way over their heads — they don't even know how to get home. With their supplies dwindling and their nerve failing, a group **Intelligence (History)** check can direct them home through the party's route.
- 2 **Tree Surgeon:** The party comes across a badly burned jungle **Treant**. If they tend its wounds and help it recover, it tells the party that it is a guardian of a sacred place that a group of scoundrels tends to violate. An **Intelligence (Medicine or Nature)** check can patch it back up, though it seems that is the least of its worries.
- 3 **Language Barrier:** An Elf comes running out of the brush begging for assistance (her family is being menaced by **Saber-Toothed Tigers** and barely fending them off), but her language is unfamiliar. Unless a party member speaks Deep Speech, a group **Wisdom (Insight)** check is needed to make enough sense of her words and gestures to aid her family in time.
- 4 **Sinking Cart:** The party encounters a Gnome trader whose horses are sinking in quicksand. He is trying to coax them out without success, and it is only a matter of time before they get the wagon stuck as well. A group **Wisdom (Animal Handling)** check lets the party guide the horses and the wagon to safety.
- 5 **Missing Person:** A middle-aged woman in the village longhouse seeks the party's assistance. Her husband went into the woods to gather herbs a week ago and has not been seen since. She hands a rough sketch of her beloved to the party. A successful group **Wisdom (Survival)** or **Intelligence (Investigation)** check tracks her husband. She rewards the party with two spell scrolls upon his safe return.
- 6 **Eco-Warrior:** A Druid is replanting a bare patch of land with the seeds of native plants. There is a lot of land to cover and she cannot do it on her own, and implores the party to help her. It takes a successful **Intelligence (Nature)** check to complete the planting task, upon which she rewards the party with three *Potions of Healing*.
- 7 **A Spicy Situation:** On their latest trek into the jungle a trio of **Halfling** spice merchants have run afoul of the local plant life. Accidentally stumbling into a pit of **Violet Fungus**, they were forced to abandon their consignment of saffron. Snatching their crates out while avoiding the stalk of this plant requires the group to make a **Dexterity (Sleight of Hand)** check.
- 8 **Harping On:** A village elder asks for help defending against nightly raids by a flock of **Harpies**. While they don't attack the villagers, the Harpies carry off supplies to their cliffside roost. If confronted, the starving Harpies ask the party to mediate a diplomatic solution with the oblivious villagers, requiring a group **Charisma (Persuasion)** check to broker a deal.
- 9 **Monkey Business:** A small caravan of Dwarven merchants frantically try to fend off a troop of monkeys scampering rampant over their camp, rifling through bags, and stealing anything small that is not nailed down. They recommend tricking the monkeys with worthless supplies as they flee, requiring a group **Dexterity (Deception)** check to check to throw convincing distractions their way.
- 10 **Need for Speed:** Rapid floods brought on by torrential rain threaten to sweep away a struggling sloth. If the party helps the creature through a **Constitution (Athletics)** check, all the sloth can offer in gratitude is a very slow smile; however, a jungle Druid later comes to greatly aid them unexpectedly, telling the party the sloth passes along her regards.

DANGER AFOOT

1D10 EVENT

1 **Fast Hunters:** Over successive nights, the Sentry notices that the fire of another party's camp is getting closer. When they finally catch up, it is revealed that a band of **Driders** have perfectly adapted to jungle life and are hunting the party from the trees.

2 **Flying Threat:** While trekking through the jungle, the Sentry hears a shrieking roar from above the treetops, and soon sees evidence of a **Manticore** in the area. With feathers caught on branches, hairballs coughed up on the forest floor, and scales glinting in the sunlight as they float from above, there is no denying its presence.

3 **Ominous Footprint:** The Outrider comes across a set of tracks belonging to a **Tyrannosaurus Rex**. Upon further investigation it becomes evident that the party is in the dinosaur's hunting ground. A **Wisdom (Animal Handling)** check alerts the party to its irregular footprints, indicating that this dinosaur is already wounded and limping.

4 **Dead Swamp:** A **Shambling Mound** floats in a small jungle swamp, awaiting its prey. A successful Group Check allows the party to notice that the usually lush swamp is devoid of life, before this plant attacks.

5 **Stampede:** The party is travelling through a gorge that was once a river when there is a rumbling in the distance and the ground trembles. A herd of **Triceratops** soon stampedes through the gorge, kicking dust clouds in their wake. Usually docile, these dinosaurs are spooked and will fight anyone in their way.

6 **Not Vultures:** Pteranodons (use the **Gargoyle** stat block) swirl overhead, circling around the corpse of a dead Tyrannosaurus Rex. They are hostile, attacking anyone approaching their find, though with the body of such a large beast, they are impossible to avoid.

7 **Running Amok:** The party encounters a vast pool of gently bubbling mud. The warm muck offers a relaxing respite from the jungle slog, as well as camouflage for a group of stealthy **Lizardfolk**. Should the party take a mud bath, the Lizardfolk will attack as soon as they are unarmed. Otherwise they will patiently stalk their prey.

8 **Hunting the Hunters:** Crashing through the jungle comes a young albino **Giant Ape**. Wounded, it seeks to escape its pursuers, a cadre of **Hobgoblin** hunters. The Hobgoblins will not countenance anyone interfering with their hunt and will not lose such a valuable pelt.

9 **Large Reduction:** Finding a perfectly rounded iron pot amidst the natural chaos of the jungle perplexes the party. If the party peers over the lid, which stands 8 ft. off the ground, they notice it is filled with a steamy broth of many bones. This is a **Hill Giant** camp, and this fresh batch of soup means that this huge creature is not far away.

10 **The Infernal Creeper:** The party reaches the outskirts of a cursed region. The trees and foliage all show signs of unnatural corruption. Rotting corpses of beasts and travellers hang suspended in strangling vines. If they investigate, they will face a **Bearded Devil** wielding thorny vines, bound here long ago.

NATURAL WONDERS

1d10 EVENT

- 1 **Shaped Mounds:** The party comes across a pattern of overgrown mounds that suggest a city might have once been here. Half-legible carvings and marking suggest an ancient language. Characters proficient in Sylvan recognise it as an archaic variation invoking a growth curse.
- 2 **Triple Waterfall:** From a distance, a **Wisdom (Perception)** check enables a character to hear the sounds of falling water. Moving closer, the jungle gives way to the gorgeous sight of a triple waterfall. Each waterfall cascades down the ledge to separate pools of water which then all decant into a large pool beneath it.
- 3 **Animal Gathering:** From a distance, the party sees a variety of beasts gathering at the foot of a rocky outcropping. The apex predator holds court, a great lion that roars commands that the other beasts seem to acknowledge. They bow in deference to him, and some party members may also feel obliged to kneel.
- 4 **The Tunnel:** The party encounters the hollowed-out corpse of a Giant Constrictor Snake that now forms a tunnel through a particularly rough patch of jungle. It appears to have been magically preserved for this purpose, although with no connecting paths it's obviously been abandoned. Rare root vegetables may be cultivated from the interior.
- 5 **Fragrant Garden:** The party stumbles upon a clearing where strange, colourful flowers bloom. They fill the air with a sweet perfume that triggers joyful memories. Soft beds of leaves and grass make for comfortable seating, and the party can sit here in comfort and reminisce about happier days.
- 6 **Walking on Water:** A lake covered with lily pads and pink lotuses is home to sacred **Water Elementals**. Pilgrims come to worship here, placing offerings at the bottom of the lake before walking across the water to the other side. The hands of the Elementals reach out from below to support their feet, like stepping stones.
- 7 **Size Isn't Everything:** A cloud of ash and smoke spews from the summit of a nearby volcano, while lava courses down its slopes, sending villagers fleeing their homes. The volcano is three feet tall, the panicking villagers no bigger than dust motes. Some party members may be fascinated by the variety of life, while others see yet more suffering in the world.
- 8 **Eldritch Bones:** Preserved in a cliff of crumbling chalk, the party discovers the mile-high remains of some great primaeval beast. Its weathered black bones bear no resemblance to any creature living or dead. In what is presumably its skull, a single red eye, the size of an elephant, rolls with abhorrent life.
- 9 **Night Chorus:** As the party makes camp on the edge of a valley, a tumult of animal sounds and calls rise as twilight deepens, cheering those with primal connections. Though loud, it is also strangely beautiful, until a distant, but staggering, predator's roar dampens the rest.
- 10 **The Tree Eternal:** At the jungle's centre the party finds a tree like no other. Its vine-draped bark is pale and its leaves are a lustrous silver, changing to purple as the sun sets. No flame can catch upon the tree, nor can any blade cut it. Some great beast roosts high up in its branches, beyond the party's vision and predators avoid it.

MONSTER HUNT

1D10 EVENT

- 1 **Fish Out of Water:** Despite the heat and humidity, the plants along this path are covered in frost. The chittering of an **Ice Devil** can be heard amongst the shrieks of slain animals. Banished here for its treachery, its strength is sapped by the heat, though its carapace can be fashioned into a *Ring of Warmth*.
- 2 **Swampy Graves:** As the party traverses a waist-deep swamp, they notice rotting corpses beneath the water, many showing no signs of violent death. These are the unfortunate victims of a **Will-o'-Wisp** that haunts the swamp, and the party catches glimpses of it reflecting on the stagnant water. A bejewelled noble is among the victims, their jewellery valuable to any buyer.
- 3 **Pain in the Head:** An illness is ravaging villagers, and the village doctor says she needs the blood of a **Hydra** to brew a cure. Fortunately, she knows the lake where one lives, and she stresses that she only needs one head in order to brew the potion. If the village is cured, they offer beds for a Long Rest to the party.
- 4 **Marked Boundary:** The party comes across very realistic statues in the mud, marking the territory of a **Medusa** and they are a warning to travellers to steer clear. The Medusa is horrified at what she's become, and wants no one to see her, but any who do must be turned to stone, lest they spread word of her hideousness to others. She wears the finest of silk garments to hide her form.
- 5 **Bog Monsters:** The rainforest gives way to a mangrove bog. Steam wafts from the water, draping the area in a humid fog. **Earth Elementals** sit in the peaty soil waiting for unsuspecting victims. The peat they protect can be used as efficient fuel, or sold to local villages.
- 6 **Kill the Hag:** A **Green Hag** has been kidnapping villagers to boil and eat, to preserve her immortality. She lives in a wooden hut surrounded by wooden barricades and decked with talismans made from the bones of her victims. Though filled with dark magic, they function as a *Ring of Spell Storing*, storing one spell at a time.
- 7 **The Pudding is Off:** Descending the shallow slopes of a crater, the party encounters the shimmering, magic-infused bones of an Ancient Brass Dragon. Within its snout is the roiling, gelatinous mass of a **Black Pudding**, slowly but steadily devouring the creature that tried to make a snack of it.
- 8 **Abandoned God:** At the base of a towering hill is a cave mouth, surrounded by stone plinths, many fallen, all stained. The sacrifices that were once laid upon them are no more and the **Grick** which emerges from its treasure-filled cave, once revered, is now emaciated, maddened by neglect. Valuable offerings litter the cavern floor.
- 9 **Falling Stone:** The party finds a number of unusual figurines amidst piles of broken rock. The intact statues depict big spiders, predatory birds, monkeys, and the like. A tree dwelling **Basilisk** hunts in this area. Basilisk eyes are highly valuable to alchemists and wizards.
- 10 **Distant Thunder:** The undergrowth here has been trampled flat, and many trees bear deep gouges. The party can feel the ground occasionally shake. The source is a territorial bull **Triceratops**. His meat could feed an entire village, to say nothing of his valuable horns, but hunting him may be considered taboo.

A PLACE TO REST

1d10 EVENT

- 1 **The Mound:** With a **Wisdom (Perception)** check the Outrider spots an island deep in the jungle swamp that offers a reasonably dry place to rest. Even better, there are some dead branches surrounding a shady tree atop the mound, and the tree's large leaves will help shelter them from the frequent rain.
- 2 **The Upside-Down Tree:** The party finds a squat baobab, short enough for the party to climb up and set up camp between the branches, but high enough to dissuade most predators. The branches are too spread apart to provide shade, but it is easy enough to rig tents and blankets between them.
- 3 **Hunter's Hut:** The party spots a hunter's hut high up in a tree. Not only does it provide protection from both animals and elements, but it also offers a sweeping view of the entire area. The hut is well-stocked. It has obviously been used recently, so there's a chance that the hunter(s) using it will return during the night.
- 4 **The Outcropping:** The party comes across a shelf of rock jutting into the sky, pushing aside the trees. While the party wouldn't be protected from the sun or the elements, it does provide dry ground and the opportunity to notice any predators before they get too close. The slope is gentle enough to sleep comfortably.
- 5 **Treehouse:** A family of explorers built a home for themselves in the canopy of the rainforest. Lianas drape down from the branches, allowing one to swing from the treehouse to the surrounding trees. An elevator operated by a pulley system allows safe travel between the structure and the jungle floor.
- 6 **Watering Hole:** The party follows a herd of elephants to a watering hole surrounded by lush tropical vegetation. Animals of all kinds flock to this place at the end of the rainy season. There is an unspoken accord amongst all the animals here. Predators and prey rub shoulders, as if this place is neutral ground.
- 7 **Spa Break:** The party discovers a clearing where geysers drain into hot, mineral-rich pools. A flutter in the air reveals itself as a **Steam Mephit**, the host of this jungle resort. It invites the party to enjoy the facilities. The fee is exorbitant but the Mephit is an impeccable host, offering relaxation and a fine selection of steamed fruits.
- 8 **House of Temptations:** High in the jungle canopy, the party discovers woven platforms upon which dwells a hermit **Acolyte**. Devoting herself to a life without material possessions, she offers to share her food and lodgings with the party. On nearby woven platforms are magical weapons, potions and other treasures, placed there to test the Acolyte's commitment. They are protected by **Invisible Stalkers**.
- 9 **Shimmering Cave:** Behind a glorious waterfall lies a hidden grotto which glistens with reflected light. The falls are so loud that all other sounds are obscured, making conversation difficult and perhaps allowing other creatures to approach unnoticed if the party is not careful about keeping watch.
- 10 **Fallen Giant:** The party finds shelter within an ancient downed tree, so large they can easily camp within its trunk. There are signs and pawprints indicating some other creatures, great predatory cats most likely, have also recently made use of the tree.

OLD MEMORIES

1D10 EVENT

- 1 **Strange Crater:** The party arrives at the site of an ancient impact crater. An **Intelligence (Arcana)** check suggests that the meteor was laced with magic, as the plants growing here aren't like those in the surrounding areas. A character proficient with Alchemist's Supplies or a Herbalism Kit realises that some of these plants are magical.
- 2 **The Great Gate:** A large rounded arch rises ahead of the characters, a disused water gate, from when a river flowed beneath it. It is a monument to a long-dead civilisation and, while crumbling and littered with plants growing within its cracks, it is still very impressive.
- 3 **Revealed Ruins:** A wildfire recently burned through the jungle, revealing the ruins of an ancient city. Given the remoteness, it's unlikely that many treasure hunters have delved into hidden chambers, but it is only a matter of time until word spreads. Reliefs indicate that a feline humanoid species resided in the city.
- 4 **The Serpent Face:** The head of a giant cobra is carved into the side of a cliff, water pouring from its mouth and into a pool below. Nearby caves contain a snake folk civilization, with the humanoids being able to transform into medium-sized snakes. Many of the cave rooms are difficult to get inside without magic or tools.
- 5 **Ghost of the Past:** In a small clearing, the party finds the graves of soldiers who gave their lives to a lord who dreamed of conquest. A soldier's **Ghost** lingers here, telling the tale of this ill-fated mission to those who stay and listen.
- 6 **A Town No More:** The party comes across the remnants of a town overrun with vines and ferns. Behind the crumbling walls and broken pillars, the party finds children's toys and broken crockery. This was once a place bustling with life and commerce. The people that lived here were both reptilian and mammalian.
- 7 **Mobile Home:** Slowly drifting through the upper levels of the canopy, trailing vines and canted sharply to one side, is the ancient tower of a long-departed wizard. Constructed from multi-coloured brick and with a bewildering array of turrets, the party can access the structure by climbing the vines. Within is a colony of intelligent **Axe Beaks**.
- 8 **Black Stone Maze:** The jungle ends abruptly at a looming wall of black stone, as if all foliage is loath to encroach upon it. This is one flank of a vast and ancient maze of unknown origin. There are no inscriptions or markings to attest to its makers. Even under the jungle sun the oily stone is cold to the touch.
- 9 **The Nursery:** A decaying grove beside a river is filled with what appear to be old, strangely shaped toys. A single ancient **Treant** is the last of a once thriving community. The decay has damaged her and she has long forgotten how to grow more saplings.
- 10 **On the Wind:** On a blustery day, the party hears a beautiful and sorrowful melody. If they search out its source, they discover an abandoned elven village high within the trees. Many of its buildings are heavily damaged, and clearly torn open. A series of cunningly wrought instruments plays the haunting tune whenever wind blows through the wreckage.

A DARK PLACE

1d10 EVENT

- 1 **Hungry Jaws:** A slow river of muddy water meanders through the jungle. Along its shores, **Crocodiles** lie in wait, snatching animals as they drink. The local population knows not to venture too close, but their apprehension is to do as much with the restless dead as the crocodiles. Every night, the river's victims emerge from the water as **Zombies** and **Skeletons**.
- 2 **Orchestrating Oozes:** The intense aroma of coffee leads the party to a Halfling grotto carved into a giant tree, a dainty sign showing today's special meals. Inside, however, nothing is left but the bones of the patrons and servers, piled against the doors in their efforts to escape. Gelatinous residue indicates the combined attack of a **Gelatinous Cube** and an **Ochre Jelly**.
- 3 **Pool of Crimson:** The party arrives in a grotto surrounded by twisted, terrible trees, and carvings of demons. A **Wisdom (Medicine)** check reveals that the pool is filled with blood. There is nothing feeding the pool, so where the blood is coming from is a mystery.
- 4 **Skeletal Warning:** Just ahead, the trees are adorned with skeletons strapped to their trunks, forming a formidable boundary. An **Intelligence (Nature)** check reveals that some of these skeletons are **Ogres**, and all of the victims were killed by a large puncture wound to the skull.
- 5 **A Blighted Place:** A blight has tainted this part of the rainforest. The fruits are poisonous, the flowers drip acid and the trees have thorns that rip flesh from bones. A foul air permeates this place, giving a level of Exhaustion to those who fail a **Constitution** saving throw.
- 6 **The Cursed Altar:** Deep in the heart of the jungle, a bloodthirsty cult has erected an altar made of animal bones and hide. A successful **Intelligence (Arcana)** check reveals that all who spend the night here become cursed.
- 7 **Twisted Foliage:** As the party approaches a wizard's tower deep in the jungle, the foliage dramatically changes. While the surrounding jungle is full and lush, the trees and shrubs about the tower are pale and sickly. No birds can be heard in the sky, nor are any animals or insects grazing on the warped grass.
- 8 **Weeping Faces:** The party steps onto a path lined with palm trees. Each tree is bent away from the sun and their trunks have twisting patterns reminiscent of faces with pained expressions. These are the work of **Dryads** hoping to deter travellers from wandering into **Troll** territory.
- 9 **Thunderstruck Down:** A squall lingers here perpetually, lightning occasionally lashing down into a hollow surrounded by vast trees. At its centre lies the corpse of a Storm Giant, impaled on a massive iron spike. Bloody runes that glitter with electricity fill the hollow in vast circles spiralling away from the body.
- 10 **The Alabaster Ape:** A massive statue of a snarling gorilla carved from white stone stands amidst the wreckage of a fallen temple. The broken stones and surrounding trees are filled with monkeys and baboons who silently stare at the party. The longer they linger, the more monkeys arrive, all of them silently staring, unblinking, and then they all begin screaming as one.

DEADLY FIGHT

1D10 EVENT

- 1 **Swampy Surprise:** The party is traversing a swampy area when a huge reptilian head emerges from the water, studying them. This is followed by another head, and then another. The party has inadvertently caught the attention of a **Hydra**, and it has no intention of letting them pass.
- 2 **False Idol:** Just inside a jungle cave, the warnings lost to time, an old statue sits with a large ruby set in the centre of its head. This ruby contains a **Glabrezu**, trapped long ago by demon hunters that were unable to destroy it. Disturbing the ruby sets it free to wreak its vengeance.
- 3 **Encroachment:** The party inadvertently walks into the territory of a **Lizardfolk** community and they are in no mood for negotiation. Indeed, they believe that the characters would make for a tasty supper. They attempt to surround the party first, pelting them with javelins, before rushing in with clubs and spiked shields.
- 4 **Lost Guardian:** A **Stone Golem** stands covered in vines. It was once the guardian of a tomb that has since been destroyed, and it now protects the area where the tomb used to stand. Unfortunately, the party enters that area and the stone golem attacks. It only stops if the characters leave the area that it is 'protecting.'
- 5 **I Dare You:** A **Hezrou** was accidentally summoned into being by teenagers on a dare to prove their courage. It rampages through the village, killing everyone it sees. One of the teenagers is overcome with guilt and pleads with the party to save his village.
- 6 **Protectors of the Wilds:** Hidden warnings in Druidic warn of the oncoming assault of **Treants** and **Shambling Mounds**. These plants abhor the encroaching hand of civilization, and attack any non-plant creature who wanders through their territory. If any party member can read Druidic, the Sentry automatically succeeds on their check to spot the threat.
- 7 **Heavy are the Heads:** On a plateau above the jungle canopy is a ziggurat of gleaming platinum. Before it, hundreds of supplicants kneel in servitude to an **Ettin** dressed in jewels and fine fabrics. When this giant spots the party, it and its personal **Guards** attack, seeking to add to their collection of worshippers.
- 8 **Heart of the Jungle:** On the shores of a lazy river a dozen scarlet **Skeletons** grub through the silt and muck, overseen by a girl in a spotless red dress. She is secretly a **Horned Devil**, and her undead minions are searching for the lost gemstone heart containing half her power. She will attempt to conscript any travellers into her search.
- 9 **Raging Failure:** A furious **Guardian Naga** has awoken from a brief slumber to find that their charges were slaughtered by invaders while they slept. They are feeling vengeful and have decided to blame the party.
- 10 **Venomous Thoughts:** A **Green Dragon** has made her lair deep in the jungle in order to research deadly venoms. The party look like ideal test subjects.

FATEFUL ENCOUNTERS

1D10 EVENT

- 1 **The Last Dragon:** The party finds a young woman bleeding out on the jungle floor. She is actually a polymorphed **Silver Dragon** and her family was slaughtered by dragon hunters. If tended to, she begs the party help her get revenge, offering her treasure trove in payment. But can she be trusted?
- 2 **Reality or Illusion?:** The party meets an old man who claims that this jungle shouldn't be here. Its presence, and their memories of it, are the result of a powerful spell that wiped away an entire civilisation. The jungle threatens to cover the entire world unless the 'source' is destroyed.
- 3 **The Artefact Hunter:** The party meets a young Half-Orc with a treasure map. They claim that a hidden tomb holds an *Orb of Dragonkind*, but they are unable to make sense of much of the map. They are grateful for any assistance and offer shares of the treasure should the characters join them.
- 4 **Polite Hunter:** The party stumbles into a **Tiger** leaping out of the jungle brush to catch a **Boar**, only for it to transform into a **Weretiger**. The Weretiger invites them back to its cottage to share its dinner and offers them information regarding the jungle. It means no harm to the party, though its siblings may not be as peaceful.
- 5 **Local Advice:** Silent **Dryads** peer from the foliage. They judge the party without expression and then beckon for them to follow. They take the party to the base of a giant raintree where their leader sits upon a throne of balsa wood and clay, holding a stone chalice in one hand and a spear in the other. They offer counsel and advice on anything within the region.
- 6 **The Healer:** The party meets a **Druid** who is resting under a banyan tree. The Druid suffers from a bad limp and requires protection while she forages through the jungle for rare ingredients. She blesses the party with resistance to one damage type for a week.
- 7 **The Last King:** In the long-abandoned ruins of a fort, the party discovers the last survivor of a doomed expedition. The filthy, bedraggled Elf has crowned themselves Eternal King of the Jungle and rules over their 'court' of their mummified fellow travellers. The King knows all the secrets of the local area but expects deference and tribute in return for their kingly knowledge.
- 8 **Polite Request:** A gentle cough draws the attention of the party. In a tangled grove lies the disassembled remains of a **Shield Guardian**, its head the only functional part. It promises to lead the party to a magical forge where it was made if they rescue it. Its memory is faulty however, and it will insist on telling excruciatingly boring stories.
- 9 **Subtle Guardian:** An old man dressed in brightly coloured robes greets the party and asks for news. The information he gives in return directs the party to a great evil yet to take place. If they return, he will send them to other troubled places in the future, as he is a **Couatl** and always knows more than he lets on.
- 10 **Lord of the Jungle:** The party are saved from dangerous beasts by the Jaguar King, a **Barbarian** with pointed teeth. He offers some guidance, but is adamant that they are trespassers in his lands. If the party leave a good impression, then he reveals to them the safest way to leave the jungle.

LANDS OF THE FAE

The lands of the Fae are impossibly beautiful, but they are also deceptive, cruel, and monstrous. The Fae lands encompass wonders of the natural and magical worlds: enchanted forests, crystal waters, and agrarian cities that defy all logic. Many of the inhabitants are Fae creatures and beasts of myth and legend, but there are also mortals who stay here, whether voluntarily, or trapped in the wild. Many who venture into the lands of the Fae never make it home, eaten by strange beasts, lured into everlasting slumber by some Fae being, or simply lost in the endless mazes of a living, magical world of stories.

WEATHER

A wild wind whips through the trees, carrying with it the sound of baying hounds and hunting horns

Golden seed pods fall from the sky like snowflakes but vanish as they touch the ground

The sky shatters like glass, cracks slowly spreading from horizon to horizon, mending itself by the morning

Throughout the day, every body of water tips upwards into the sky and falls back to the ground as rain

Thick fluffy clouds in bright pinks, blues, and yellows move across the landscape, close enough to touch

Freezing rain coats the world in a thin layer of gleaming ice, even encasing fruit on the trees

Scintillating rainbows arc through the air for several hours, leaving afterimages of impossible colours

Stars fall across the sky, dancing to the ground before flaring like fireworks and returning to their places

From the ground rises mist that smells of different enticing scents, from strawberries to woodsmoke

A day where no time passes and the sun stays fixed in the sky in an eternal autumn afternoon

FLORA AND FAUNA

Glowing pale pink jellyfish slowly scull through the sky at sunset as though it was water

With a rumble, the ground shifts to reveal a huge turtle that has been sleeping as part of the landscape

A field of heavy white poppies where the droning of bees and the scent of the flowers induces sleep

A grove of trees with heavy hanging fruits that resemble hearts. They beat whenever anyone touches them

Flurries of butterflies, moths, and dragonflies whose stained-glass wings chime as they flutter

Jagged red thorns form high walls, and move — more slowly than most would notice — to cut off escape routes

Emerald green ferns with soft tendrils that curl and uncurl gently as the warm breeze ruffles them

Grazing animals with feathers instead of fur, who climb nimbly and launch into the sky on huge wings

Tiny jewel-toned sparkling dragons that dart over bell-shaped flowers dripping sweet golden syrup

Warm sweet-smelling moss covers the banks beside a pool, moving itself to better support whoever lies on it

LOCAL INHABITANTS

- A colony of **Sprites** who ride **Giant Owls** to deliver messages and small packages across the realm
- A Druid who carefully watches over a grove of **Dryads**, to protect both them, and others from them
- A hunter with her loyal **Blink Dog** tracks a deer through a thorny maze, only to release it
- An unscrupulous merchant keeps a **Drider** trapped in a cage as a fortune teller, fed on scraps
- A group of **Satyrs** cavort in a meadow with a handful of travellers they have drawn into their revelry
- A **Storm Giant** sits atop a mountain quietly contemplating the plains of the Fae lands beneath them
- From a tree wreathed in pixie dust, a community of **Pixies** dart out to play small tricks on travellers
- Several Humans touched by years spent dwelling in the lands of the Fae herd walking trees down a forest path
- Under an enchanted walking sunshade, some **Duergar** miners bring a load of unusual minerals to a market

POINTS OF INTEREST

- A cosy pub run by a **Satyr** and his **Minotaur** husband, where the beer is excellent and extremely strong
- An overgrown marble ruin that was once a fine temple, now inhabited by **Cats** watching with clever eyes
- An ice cave with floating lights bobbing through the air, and a shaped-ice banquet table and chairs
- A tall crystal tower overgrown with choking thorns that could be climbed, if one were careful
- A huge cloudbank that lies far too close to the ground turns out to be a **Cloud Giant's** castle
- An extensive treetop village with houses linked by rope bridges made of thin but strong glimmering silk
- Atop a craggy mountain, a stone seat is occupied by a king who blinks in and out of reality
- A **Giant Badger** sett with tiny lights strung around the entrance and little clothes hung on washing lines
- A dark house encircled by dozens of leering carved jack-o'-lanterns that turn in place to watch passersby

POSSIBLE JOURNEYS

- Bringing a blessed cornucopia to a **Pixie** banquet in honour of a powerful Fae of the forest
- A **Sprite** has stolen a rare herb from a witch's garden and she wants the root back to grow another
- A Fae lord requests the retrieval of a Human who has broken their promise and escaped into the wilds
- Retrieve a **Blink Dog** puppy for training by a Ranger who manages a group of guardians protecting the forests
- Seeking out a wise **Unicorn** with the power to heal the untreatable wound of a cursed ally
- Searching for a **Green Hag** who has stolen a nation's symbol of sovereignty to start a war
- Following the trail of a group of **Noble** travellers who chased **Will-o'-Wisps** into a treacherous bog
- Tracking a mythical stag with a silver coat who brings good luck to those who catch the beast without harming him
- Produce a map of an uncharted area of the Fae realm, since no-one else has ever returned

A CHANCE MEETING

1D10 EVENT

- 1 **Foundling:** A child in dirty rags sits on the fence that separates a field of wheat from the road. The child holds a faded pink balloon and shows an expressionless face. When spoken to, the child speaks in rhyme and cryptic sentences. The child points a finger eastward, as if directing the party to travel in that direction.
- 2 **A Feline Friend:** A one-horned calico cat licks its paws by the window of a quaint little cottage in the woods. She pays the party no heed but will rub her cheeks against the legs of anyone who offers her a tasty morsel of food. If the party showers her with gentle pats and chin scratches, she will accompany the party in their travels.
- 3 **A Very Important Date:** A rabbit the size of a Halfling wearing a fine waistcoat hops backwards along the road. It speaks to the party as though it has already met them, and then a moment later introduces itself. It complained out loud near a Fae's wishing well that it was running late, and now seems to be cursed.
- 4 **Building Bridges:** A Troll with a tool belt is in the middle of building a bridge, using its immense strength to haul the stones into place. It explains that the toll road will soon be open, but for now it is happy to let the party cross the scaffolding instead of paying the toll.
- 5 **Pick Up Sticks:** An old woman carrying a bundle of sticks stumbles in the road. If the party helps, she asks them to help her carry the wood to her house, which is across a wide chasm with no obvious bridge. If they refuse, she casts a spell, afflicting them as though with *Bestow Curse* for their next encounter, but if they help, she casts *Bless* for their next encounter.
- 6 **A Real Boy:** A small figure walks along the road with a jaunty stride, whistling with an oddly reedy timbre. At first, he appears to be a Human child, but upon closer inspection, he is a wooden puppet the size of an eight-year-old Human, sent on a quest by a Fae patron to become a real Human child.
- 7 **Les Mots Juste:** Languidly reclining in a pond of words, the party encounters a **Giant Frog**. Wearing a powdered wig and pale makeup, the Frog proclaims himself Court Poet to the Tadpole Prince. He is searching for fine, rare words to add to his Lexical Pond. If the party whispers a choice word or two into his ear, he disgorges the fine additions into the water.
- 8 **Spriteful Acts:** Barrels of honey bourbon roll to a rest in a ditch as a group of bickering **Sprites** blame each other for losing control of the casks. One Sprite lies on the ground, whimpering. The Sprites implore the party to attest to witnessing the accident. This is in fact an elaborate insurance scam, and all involved will find themselves caught up in endless litigation.
- 9 **Toy Goat:** A **Satyr** with a ludicrously full pack, larger than he is, and a fully loaded pony, skips along singing merrily. He's headed to a faerie market carrying his wares which mainly consist of clever and slightly magical toys. He isn't worried about bandits because a few of his toys are far more dangerous than they look.
- 10 **Sinister Company:** A series of darkly appointed travelling wagons with pitch black horses carries a group of grim Tieflings along a desolate road. They regard the party with unfriendly eyes, but are actually delightful folk and kind; they're an acting troupe who've faced abuse due to their heritage and so present themselves as dangerous to strangers to ward off trouble.

HIDDEN RESERVES

1d10 EVENT

1 **Squirrelled Away:** Giant trees reach up to the sky. The forest floor is littered with dry leaves and twigs. A giant squirrel keeps its cache of fruit and nuts inside a tree hollow hidden behind a curtain of ivy. There is enough to last two winters.

2 **The Herbalist:** A crafty Gnome herbalist has set up shop at the base of a hill. Her warehouse is built inside the hill and is well supplied. She knows of the party's reputation, and will happily brew a potion for each member whenever they drop by to visit her, if they can stomach the noxious fumes.

3 **Pixie's Boon:** The only way through a nasty-looking patch of thorns is an underground passageway that barely fits the party. They have to crawl on their hands and knees, but inside, the bare earth walls glow with the amount of pixie dust that has seeped into the ground from above. When they emerge, the party can all *Fly* for ten minutes.

4 **One Man's Trash:** A vast pile of shiny objects dropped by the giant magpies passing overhead carpets this shady hollow. Searching through it yields gems, strange coins, and even more esoteric items like a mirror with looping handwriting scratched onto it, or a crown that melts into the air. The magpies react badly to anyone trying to steal, but will happily trade.

5 **The Huntsman's Cache:** The party finds a statue of a hunter, made of stone and covered with ivy. Her stone quiver is hollow and holds a collection of unusual types of ammunition. The party can empty the quiver, and if they come back this way in the next month, the quiver has refilled itself under the light of the full moon.

6 **Golden Eggs:** A goose wanders into the road, looks sharply at the party and then runs off into the undergrowth. If they pursue it, they find a golden egg that makes a ringing sound when it is shaken. This egg gives the person who breaks it one use of the *Magnificent Mansion* spell. It cannot be broken by accident, proving surprisingly resilient.

7 **Fetch!:** Out of a twinkling rift trots an albino **Blink Dog**. Though she does not speak, an enchanted wooden sign around her neck informs the characters of the wares that she sells. She dips back and forth through the rift to retrieve them. These otherwise mundane items are all strange: oddly coloured or constructed, bizarrely scented or textured, as if fetched from far distant planes.

8 **Natural Cycle:** In a shallow gully between hills the party finds a bush of black and amber leaves. The bush brings forth a unique fruit: little silver bicycles, fit to be ridden by Small and Medium creatures. The jingling, tinkling conveyances can be used for up to two days. After that point, the fruit becomes soft and tacky, sticking to the skin of unfortunate riders.

9 **Boozy Shrooms:** A shady copse of odd-looking trees, which all seem to grow at unusual angles, hides several large toadstool rings. The mushrooms are edible, but they hold a faint taste of alcohol. Eating too many at once will result in the imbiber rapidly becoming very drunk, though the 'shrooms are quite filling.

10 **Bottled Resources:** Searching a long-abandoned Fae workshop yields a number of glass jars and a variety of other strangely shaped containers holding various preserves. While the majority hold tasty jellies, fruits, and honey, a few hold far more esoteric substances that can be released by opening them, such as shadows (as the spell *Darkness*), wind (*Gust of Wind*), and time (*Haste*).

A BUMP IN THE ROAD

1D10 EVENT

- 1 **The Sleep Curse:** The party is summoned to the court of a prince. However, the prince and his court recently insulted a witch. The witch cursed them to sleep for an eternity inside a castle overrun with thorny brambles. All entrances and windows are blocked. The brambles must be hacked away with a successful **Strength (Athletics)** check by the Outrider.
- 2 **Everlasting Snowmen:** Winter has arrived in the fairy dell. However, the snowmen have come to life and they stage a protest at the entryways of the valley. The snow is enchanted, twisted by magic, and new snowmen grow out of the drifts every night. Unless a magical flame can melt them, the Outrider must temporarily dispel their forms with an **Intelligence (Arcana)** check.
- 3 **Amazing:** A maze of thorns has sprung up in this area, preventing passage except by those who can navigate it. The walls of the maze grow impossibly high, and their roots dig deep into the ground, so climbing over or digging under is out of the question. The Outrider must make a successful **Intelligence (Survival)** check to reach the end of the maze.
- 4 **Roses are Red:** A lush garden beckons, filled with rose bushes that have the most perfect red roses the party has ever seen. Only as they investigate further do they feel the tendrils of plants tugging at their feet, and the Outrider needs to make a **Strength (Athletics)** check to prevent the party becoming food for the roses.
- 5 **Party On:** A group of **Satyrs** are playing music, drinking and dancing in these woods, and they are not keen to let the party pass through without at least spending some time in the revelry. If the Outrider makes a successful **Charisma (Performance)** check with a piece of music or story, the Satyrs can be distracted long enough that the party can pass by.
- 6 **The Bouncing Goats:** Ahead of the party is a narrow mountain path with a drop to one side and a solid rockface on the other. The path is made even more dangerous by the goats merrily leaping from rock to rock, heedless of who they might bump into, unless the Outrider makes a successful **Wisdom (Animal Handling)** check to herd them.
- 7 **Making Do:** On the bank of a rippling brook, a coterie of **Dryads** build a stage for their seasonal fair. Naturally eschewing the use of wood in its construction, they are instead utilising various meats from animals and unwary travellers. While the Dryads look for more building materials, the Outrider can summon their best shrub impression and endeavour to sneak past with a successful **Dexterity (Stealth)** check.
- 8 **Mood Marsh:** The Outrider ventures out across a wide expanse of marshland, every step sinking into the soft earth and releasing a puff of gas that affects those who inhale it. The bog is striated with bands of vivid colour, each indicating what emotion the released gas engenders. The Outrider must stuff their face with rags, making a **Constitution (Medicine)** check to guard against these effects.
- 9 **Crystal Wood:** The party's path runs through a dense forest of gleaming trees and luminous plants not grown, but carved entirely out of crystal. The translucent razor-edged plants are very difficult to avoid. The Outrider must make a **Wisdom (Perception)** check to navigate this bizarre forest, and each character must also make a **Dexterity (Acrobatics)** check or take 2d6 slashing damage from their passage.
- 10 **Fluttery Field:** A vast flutter of butterflies in a riot of scintillating colours sweeps through the fields on a migration. A level head and a successful **Intelligence (Nature)** check by the Outrider will figure out a way to navigate past without harming them. Failure will coat the party in butterfly corpses, making them an irresistible lure for the **Giant Toads** that live nearby.

NEEDING ASSISTANCE

1d10 EVENT

- 1 **The Rabbit's Foot:** A giant rabbit lies on its side, crying in pain next to its fallen Fae rider. The rider and the giant rabbit were attacked by bandits and left to die. Perceptive members of the party notice shards of glass sticking out of the rabbit's side and left foot, and it will take a group **Wisdom (Medicine)** check to safely remove them. Once healed, the grateful animal becomes a trusty mount.
- 2 **Missing Equipment:** Farm tools and equipment are reported missing. The villagers wonder if it is the work of mischievous 'Brownies', and they ask the party to stop the troublesome Fae. A successful **Intelligence (Arcana)** check leads the party to a rabbit warren where a ritual can be performed to appease the Brownies.
- 3 **Speak No Evil:** Three bickering stone heads arrayed along a wall beside a pool shout for the party's attention. They ask for a story that is sufficiently entertaining to alleviate their boredom. The party make individual **Intelligence (History)** or **Charisma (Performance)** checks and whoever gets the highest result may retrieve the assorted coins from the pool, as well as a *Scroll of Stoneskin*.
- 4 **A Little Familiar:** A **Homunculus** intercepts the party, hopping from one foot to the other as it asks for their help. Its master and creator, a mighty Wizard, has trapped himself in a crystal prison. With a successful **Intelligence (Arcana)** check, the party can rescue the Wizard and learn that he is only a student whose spell went wrong.
- 5 **Nature Warriors:** A group of river **Merfolk** are in ill health, their iridescent scales falling away and their skin dull. They explain that something is contaminating their river, a pipe to a magical forge that has burst and is emptying oily alchemical ingredients into the water, but can be fixed with Tinker's Tools or a successful group **Dexterity (Sleight of Hand)** check.
- 6 **Tainted Purity:** A **Unicorn** whinnies in pain and charges around a glade uncontrollably, a seeping corruption bubbling up from a spring on the other side of the glade staining its fur. The spring can be cleansed with a group **Wisdom (Religion)** check, and in return the Unicorn offers to cast *Healing Touch* on three members of the party.
- 7 **Filthy Mouth:** An elderly Dwarf flags down the party. The Dwarf's foul-mouthed partner has been punished by mischievous **Sprites**, who have stolen its mouth. The party can track the hollering of the stolen mouth with a **Wisdom (Perception)** check. It has been stuck to the belly of an **Elk**. It can be retrieved, but will need a good wash.
- 8 **Protection Racket:** A pair of **Trolls**, dressed in dark suits and shades, are attempting to convince the Halfling owner of a pottery store of the benefits of their 'insurance'. The party can diffuse the situation with a successful **Charisma (Deception)** check by pretending to be law enforcement, or better yet, actual insurance salespeople.
- 9 **Keep-Away:** A mischievous pair of **Blink Dogs** lead a group of shouting Halflings on a merry chase as they toss a satchel back and forth, disappearing just before they're grabbed. It will take a group **Wisdom (Animal Handling)** check to coax the satchel from the playful hounds. The grateful Halflings share lunch and a local map if their satchel is retrieved.
- 10 **Tea Time:** A dishevelled-looking Ranger sits beside a large stump in a woven-leaf skirt, along with a hedgehog, a rabbit, and a Giant Badger, all being served tea by a green-haired girl. They've all clearly been having tea for days on end. Rescuing them will take a group **Charisma (Persuasion)** check to convince the young **Dryad** to let them go.

DANGER AFOOT

1D10 EVENT

- 1 **Much Ado About Fruit:** The harvest season has arrived. Fruit is ripe for the picking in the valley but the abundance has attracted many dangerous monsters who do not want to share. **Ettins** and **Sprites** are at war for the valley's produce. They do not take kindly to any interlopers.
- 2 **Arcane Robbers:** A **Mage** and their **Grimlock** companions are transporting an ancient artefact that they've stolen from the Temple of Desire. They ride on horseback along the highway. Golden sigils glow upon their foreheads, as if they have been marked by protective wards. They will strike down anyone who stands in their path.
- 3 **Raging Elements:** A **Fire Elemental** and an **Earth Elemental** are having a mighty battle across a valley, tearing up the ground and scorching the grass. From their argument, it sounds as though they disagree on the correct placement for a house they were tasked with building from fired earthen bricks. The party risks getting caught in the middle if this continues.
- 4 **Unfortunate:** A beautiful singing draws the party towards a sea cave where they spot a **Sea Hag** surrounded by stolen things, combing her long lank hair with a silver comb and mouthing along to a music box containing the stolen voice of a fine singer. Her lair contains riches and important items that could be returned, but is risky to enter.
- 5 **The Mightiest Dragon:** A **Bronze Dragon Wyrmling** snaps at his captors, a group of **Gnolls** who have managed to fit the Wyrmling with a collar and wing shackles that stop him from using his breath or flying away. Despite his bravery, they are dragging him towards a portal through which they can make an escape to another plane and sell him.
- 6 **Brothers in Arms:** A **Dryad** has enchanted a pair of brother **Centaur**s to protect a tree beside the road from anyone who even walks near it. They can be seen from a distance driving off a group of **Kobolds**, a strange green shimmer to their eyes from the Dryad's control. She watches from the branches of her tree, amused by their obedience.
- 7 **Raptor Bouquet:** In the midst of a tangled forest, the party encounters a grove filled with gigantic, brightly coloured tulips. In reality, these flowers are the tightly curled bodies of extravagantly frilled **Lizardfolk**, propped up on their rigid green tails, their presence detectable only by their glacially slow breathing. Once the party is entirely encircled by them, they silently pounce.
- 8 **Crashing the Party:** The thunderous sound of mighty feet echoes across the fields. Suddenly a boisterous band of young **Drow** appear, each pair sitting atop a maddened **Rhinoceros**. These joy riders, brave with moon brandy, target the party with their cruel japes. *Poisoned* from drinking such a powerful brew, the Drow are barely able to control their mounts. The Rhinos don't care who they trample.
- 9 **Gory Gathering:** A large band of **Ogres** sit about a massive rough-hewn table, engaged in a grisly eating contest. They have not been subtle in gathering the materials for their ongoing competition. From some distance away, blood-stained rocks and gore-splattered clearings mark a staggering number of brutal deaths. Their yelling voices carry even further than the crunch of bones.
- 10 **On Wary Tides:** A well-appointed, seemingly abandoned, skiff slowly drifts down a trilling purple river near twilight, but it's a trap. Invisible **Duergar** pirates lurk in ambush on the boat and nearby along the river. Perceptive characters may notice the supposedly empty skiff rides low in the water, or spot hastily concealed boot prints in the mud near the shore.

NATURAL WONDERS

1d10 EVENT

- 1 **Lake of the Fireflies:** It is quiet by the lakeside. Dusk gives way to night. Fireflies dance above the water like dots of burning gold in an intricate ballet. The lake shimmers with their reflection. The lights of the fireflies turn into laces of illumination carried by the gentle ripples of the water.
- 2 **Stagfight:** Two stags fight for dominance in a clearing in the woods. Woodland animals form a circle around these sparring males. Behind them, the rock wall forms a natural alcove where a large stone shaped like an Elven god watches over all before it.
- 3 **The Lantern Grove:** The party find a circle of trees with large fruits hanging from their branches. They glow with a warm orange light that recalls memories of candles, campfires, and a cosy hearth. Within the circle, darkness and despair are driven away and rest is particularly restorative, but the shadows prowl all the more eagerly around the perimeter of the light.
- 4 **A Game of Cones:** Two mountains with craggy features and large stony hands pick up trees, rocks, and livestock as playing pieces in some inscrutable game upon the plains. They are very careful not to damage their pieces as they set them down precisely, though sometimes their deep laughter sets tremors running through the earth for miles around.
- 5 **The Bright Spring:** A cool spring in a mossy hollow with water as clear and fine as glass, suspended in the air in shimmering beads and fluted sculptures that send refracted light in all directions. Dragonflies trailing brightly coloured dust dart amidst the suspended water, alighting to delicately craft the solid but malleable liquid into a beautiful but strange shape.
- 6 **Fallen Sky:** Sitting in the midst of a rolling meadow, a chunk of sky has fallen from above. The thick, jagged shard of eggshell blue still shows the uninterrupted movement of the clouds. It is cold and brittle and impossibly light. Above, in the dark wound left by its absence, a great bodiless eye can be fleetingly seen, peering down on the world below.
- 7 **Fish Fashion:** At the same time every day they emerge from the river, a procession of fish with human legs, strutting along the causeway in a fashion show of leggings, socks, and (of course) fishnet tights, then dropping back into the water. No-one knows why they do it, or where the music and lights come from, but they are easy to catch and taste delicious.
- 8 **Shoreline to the Sky:** Sticking up perfectly perpendicular to the shore, the party encounters a slab of vertical beach. It has its own native gravity, and anyone can walk without aid along its white sands. At its furthest extent, just as the oxygen begins to give out and the stars emerge, there are towering castles of sand, their shadowy occupants glimpsed within.
- 9 **Rock Concert:** A valley of strangely shaped stones begins 'singing' as the party traverses it. Slowly increasing reverberations echo about the vale till the entire valley is rumbling with the sound. To some, the music formed by the stones is beautiful and serene, but others hear deep and ancient anger within the resonant tones.
- 10 **Set in the Stars:** As twilight falls, the sky is starless. Stars slowly begin to rise up, gradually depicting an epic story across the vault of night. Two stand together, first clearly as friends fighting against many foes, then as bitter rivals, till one kills the other in a duel; the survivor slowly fades. Some see a tragedy, others a tale of glory.

MONSTER HUNT

1D10 EVENT

- 1 **Storm Raider:** A **Storm Giant** has claimed an ancient keep on the cliffside for his own. He marks the boundaries of his territory with obelisks bearing his sigil. He has gathered great wealth from raiding the empires of the mountains. The Council of Emperors has placed a bounty on the head of this menace.
- 2 **Temple Temptress:** An abandoned temple is home to a beautiful **Lamia**. Locals say she holds many men hostage, all in thrall to her. She keeps them for labour and for her own nourishment. Her bowls of burning incense numb the senses, reducing Initiative rolls by 2 and halving Movement Speed.
- 3 **Call of the Wild:** When the party hears howls in the night, they know that wolves must be near. As they travel, they see ice-coated plantlife, huge tracks from which frost has spread, and the frozen remains of a stag in the path, and realise that this is no ordinary wolf: it is a **Winter Wolf**, a mighty predator who leads its pack of **Wolves**.
- 4 **Lair of the Snake:** The party can trace the origin of the dark magic coalescing in the nearby area to a ruined academy where enchantment still permeates the architecture. They find the tracks of a huge snake winding through the ancient pathways of the academy and shed scales that indicate it is a **Spirit Naga** coiling through this place of secrets and magic.
- 5 **White Hot:** The land cracks around a fiery forge that was once a major holding of the Azer in this realm, but something terrible has clearly happened here. The ground has been turned to glass by the heat of the conflict, indicating something of equal fieriness slew them. A scorched path leads to the heart of the forge and the **Salamander** within.
- 6 **Half Hidden:** On the shores of a small green lake, the party finds the still-smoking ruins of a Halfling settlement. Bodies litter the streets and the town square, while the remaining survivors are barricaded alone in their homes. An **Oni** has broken into the realm. By night it kills and destroys, by day it takes the form of a Halfling and hides amidst the terrified populace.
- 7 **Sweet Tooth:** An abandoned bakery stands beside a winding country lane. Spilling out of its broken storefront are hundreds of delicious cakes, the remnants of an unwise spell cast by an under-pressure chef. Biting into any of the cakes, handling them, or even stepping near them, releases what is inside: **Gelatinous Cubes** of fondant and crème.
- 8 **Always Floss:** Emerging from a chalk cliff is the monstrosously outsized skull of a Cloud Giant, its dark interior as large as a cave. Sitting at the rear of its mouth, just visible from outside, is a pile of glittering treasure. In the roof of the Giant's mouth, hidden amongst the teeth, is a colony of **Ropers**, patiently waiting for anyone foolish enough to enter the trap.
- 9 **Check Mates:** The grounds of an abandoned keep have been turned into a vast chessboard. An **Ettin** searches for some new chess pieces, as they smashed several flat when the 'pieces' dared move out of turn. While there is loot to be had from searching amidst the broken former pieces, staying in the area may result in involuntarily joining the next game.
- 10 **Mind the Topiary:** A garden of exquisitely snipped creatures stretches out into the distance, but a central figure is missing. A massive topiary elephant (use **Mammoth** stats) with flower eyes wanders the hedgerows, roaring and snuffling as it slowly searches for trespassers. The elephant's thorny tusks are worth a great deal to Druids who know their mystic properties.

A PLACE TO REST

1d10 EVENT

1 **The Woodcutter's Cottage:** A simple woodcutter's cottage in the woods offers safety and comfort to the weary. The woodcutter offers the party broth from the boiling pot on the stove. Although this place is sparsely furnished, the woodcutter has sufficient bedding for all in the party to take a Long Rest safely.

2 **Mushroom Village:** The party comes across a fairy ring. When they step into it, they are teleported to a grove of giant mushrooms. This is a fairy village, and it is not difficult to find shelter here and traders to trade with. Feisty **Sprites** breeze through town on occasion, a formidable foe when they are the same size as the party.

3 **Castle in the Clouds:** In the middle of the landscape sits a castle with dozens of spires in different styles. Inside is a sunlit hall with rich tapestries and beautiful marble floors, far too spacious to fit inside the castle you saw. A roaring fire starts in the hearth and the furniture moves of its own accord to accommodate travellers. Is this harmless magic, or the work of **Invisible Stalkers**?

4 **The Forget-Me-Not Inn:** A warm and cosy inn with clean beds, but everyone inside is a memory made flesh. They cause no trouble and go about their everyday business, but as soon as they leave the inn they dissipate, only to return that evening. In exchange for a night's rest, the barman asks for an inconsequential memory, though the process can be painful.

5 **The Autumn Queen's Camp:** In the middle of a forest where it is always the most perfect autumn day, the scoundrels serving the banner of the Autumn Queen have set up camp, with their tents the colours of turning leaves and a campsite that smells of woodsmoke and sweet wine. They welcome travellers, though they are constantly suspicious of spies.

6 **Flower Beds and Breakfast:** A glistening glade has a circle of queen-sized beds made entirely out of flowers and petals. There is an edible arrangement of luscious fruits laid out on each bedside table. The glade smells of nectar and hums with the songs of bumblebees. Hopefully the **Fauns** who built this place don't return during the party's stay.

7 **Fully Booked:** Drifting along a sunlit forest path, the party encounters a floating storybook. It flips open to an illustration of an elderly Ogre **Knight** and his Halfling **Scout** companion. They invite the party to step inside the magical tome and partake of their lodgings. The next morning the party emerges from the book fully rested but, for 24 hours, perfectly two-dimensional.

8 **Site Unseen:** A rather inebriated **Satyr** invites the party to the finest hotel in all the realm. He leads them to a ring of weathered stones atop a rain-lashed hill. From the outside the ring contains nothing but a patch of **Violet Fungus**, but stepping through, the party finds a wooden tower of sumptuous furnishings and the most exquisite cuisine.

9 **Resonant Hills:** A series of earthen caverns have naturally formed splendid stone bells which slowly ring in time with the wind. The caverns are secure and have cool water, but the sounds of the bells make it difficult to linger long, for they cause strange dreams of participating in magnificent balls beneath hollow hills. If the party have a nightmare, it forms around them upon awakening.

10 **Field of Fire:** A glorious field of brightly coloured wildflowers ripple as if they were living flame. When night falls, they still burn, throwing back the dark. While the flowers are incredibly beautiful and nearly mesmerising, their constant swaying may hide predators.

OLD MEMORIES

1D10 EVENT

- 1 **Forest of Faces:** Warm rays of the sun are dispersed through this magnificent forest of giant trees. Each tree has the face of an elder carved into it, which gaze upon visitors with curiosity, sadness, or knowing looks. The smell of cedar and oak, moss and vetiver permeate the air.
- 2 **The Hall:** The main hall in a castle is untouched by time. It is a circular room covered by a dome. The stained-glass windows depict warriors in victory poses. Sunlight streaks through these windows, and the warriors are bathed in a halo of gold. The mosaic floor shows the night sky in its full glory. Its tiles form swirling galaxies studded with suns, stars and moons.
- 3 **The Garden of Stone:** A formal garden smelling of fresh herbs is built around what was once the field of a great battle. The soldiers locked in combat were transformed to stone, now statues that act as decoration for the timeless gardens. Sometimes, the sounds of battle can be heard near the statues as though it still rages on somewhere within this place.
- 4 **The Ineffable Training Room:** A long hall with bright murals covering every inch of the walls, ceiling, and floor seems empty at first. Then the murals slowly start to come to life, changing to represent mighty foes, cunning traps, and overwhelming environments as dusty weapon racks rise up from the floor containing a dizzying array of practice weapons to train with.
- 5 **A Doll's House:** In a shed filled with porcelain doll faces sitting on every shelf, a tiny version of an elaborate castle sits on a table as though only just finished. If the party opens the front of the castle, they find themselves miniaturised and transported inside, where they may realise it is actually a true castle shrunk down. Leaving the castle grounds returns visitors to their rightful size.
- 6 **Once Upon a Time:** A heavy tome drops from the sky amongst a flurry of snow. When opened, vivid dreams of popular fairy tales fill the mind of the reader, activating every sense, though these stories do not have happy endings. They end in apathy, with unfulfilled desires, and mundane lives befalling favoured heroes and heroines.
- 7 **Swan Song:** Through the morning sky comes an ancient ship of peerless white wood, its prow gracefully carved in the likeness of a swan. Trailing pink and blue smoke, its slender oars still and its great white sails billowing, it slips across the sky, its origin and destination unknown. Any attempts to touch the boat result in it dispersing in a heavy mist before reforming again, not quite tethered to this world.
- 8 **Carnival Out of Time:** Deep in the forest, swamped in tangled undergrowth, are the remains of an enchanted fun fair. Ornately constructed from gold, rose quartz, and glass, the various rides still operate. Pride of place is the carousel, where strange chimerical animals, unseen for thousands of years, are recreated in amber and onyx. Laughter can be heard faintly on all sides.
- 9 **The First Court:** At the centre of a hoary grove of trees stand a series of armoured knight statues in a great circle. Each is unique, all clearly bearing different weapons and stances, but time has worn away their features and covered them with plantlife. A symbol resembling a star can still be seen on several shields, but none now live who remember its significance.
- 10 **Luminous Shore:** On a moonlit beach, where the churning sea strikes the shore, the tide flows out and a magnificent and intricate mosaic of brightly coloured shells embedded deep into the rocks can be seen. There is nothing left to indicate who placed the shells, but the patterns they weave across the shoreline speak to all who value beauty and loss.

A DARK PLACE

1d10 EVENT

1 **Sturm und Drang:** Inside a circle of towering menhirs, Giants dance upon the sodden earth in the pouring rain. Lightning streaks across the dark and stormy sky. The earth shakes, rattling nearby towns. The Giants pay no attention to the party, transfixed as they are in their ritual dance, though squished evidence can be seen surrounding their site.

2 **The Stables:** The king's stables are dimly lit. The horses are fed a diet of Human flesh and ground bone. They are born in the dark, and kept in the dark, let outside only to train and to be ridden into battle. Trainers nurture the horses' ferocity here. When the horses sight the party, they pound the ground with their forehooves and neigh threateningly.

3 **The Scent of Fear:** On the roadside, a perfumer's workshop is found, where specimens are suspended in oils to leech the scent from them. It smells at first of flowers and spices, but beneath those scents are more unsettling smells: pain, fear, and death. People are suspended in the perfumer's oils, kept alive in a heightened emotional state to extract the smell of their passions.

4 **Wormwood Forest:** There is a wood of gnarled trees with twisted branches where the morning mist never burns away. Paths wind between the trees in patterns that defy logic, never the fastest way, but sometimes a beam of sunlight pierces the canopy to gild something enticing: a soft bed of moss and primroses for the tired, or a crystal-clear pool for the thirsty.

5 **The Thorn Tower:** A doorway leads up the stairs of a tower that rises into a mirror world where the sky is made of churning clouds split by lightning. On every floor of the tower, young princes and princesses are encased in glass, asleep or dead. Some have discoloured lips, pricked fingers, or lacerations from the thorns that wrap around them.

6 **Little Play Things:** A sequestered hollow in the ground is littered with discarded **Pixie** wings. An obsessive **Dryad** has been trapping the tiny beings in wickerwork cages and toying with them, plucking off one wing at a time. She cannot conceive that anyone but herself is real, with the full suite of emotions she feels.

7 **Trophy Collection:** In the deepest part of the woods, where tangling shrubs grow so tall and thick they form impenetrable walls of verdure, the **Sprites** keep their collection. Pressed in rows into the green are the severed heads of their victims, their eyes decorated with flowers, their mouths filled with luminous moss. When the Sprites sing, the heads mumble and weep.

8 **Jade Harvest:** Encased in glowing armour of jade, faceless **Knights** move along the underground crypt, stopping to ensure the blood continues to flow from their bound captives. The liquid trickles down into runnels on the stone floor, carried on to shallow pools. In each, a fresh crop of glowing jade pushes forth from the blood, ready to be harvested.

9 **Worm Sign:** A massive pit stands open at the centre of an utterly shattered village. Once-quaint little houses lie smashed and broken, their occupants mostly missing, though a few bodies lie crushed flat against the cobblestones. A single intact corpse is bloated, their skin a bright purple around a deep puncture wound, their face locked in a horrified grimace.

10 **Dyeing Cave:** A grindstone sits at the centre of a dark hollow, beside a many-notched stump, and a large vat filled with a thick residue of congealed blood. Nearby, a clothesline sways, a single brilliant crimson red cap left behind to flap in an ill wind.

DEADLY FIGHT

1D10 EVENT

- 1 **Flying Death:** At midnight, a flock of **Stirges** descend upon the party from the trees above. They peck the party relentlessly, aiming for their eyes and noses. An **Oni** flies out from a hollow in the largest tree and cackles. It swoops at the nearest member of the party with its glaive and challenges the strongest one to a one-on-one fight.
- 2 **Silver and Gold:** A **Young Silver Dragon** and a **Young Gold Dragon** fight each other for the love of a **Young Red Dragon**. The party can choose which suitor to side with, but the sly Young Red Dragon would rather see a bloodbath than settle for a boring courtship. Her idea of entertainment is to taunt the victor and mock the party in battle.
- 3 **Web and Weave:** Sounds of distress lead the party towards an area of woods covered in webs, where a number of **Sprites** struggle to escape the traps laid by a group of **Ettercaps**. The Ettercaps are approaching quickly, and they will undoubtedly eat the Sprites at the earliest opportunity if the small Fae are not freed before they arrive.
- 4 **Heartbroken:** A murderer in town has been cutting out the hearts of his victims and taking them to a plateau where he nails them to a post for a flock of **Perytons** to feed on. Hungry for more hearts, the Perytons have followed him back to town and attack the townsfolk to rip out and consume the organs direct from the source.
- 5 **Teeth in the Dark:** A family of travellers is being stalked by an **Oni** who enjoys toying with its prey's nightmares before it attacks. It takes the forms of these travellers to lure the party towards it, striking from the shadows when its prey is isolated. A terrifying fight in the dark with a shapeshifting hungry trickster Giant ensues.
- 6 **Pious Paddock:** A beautiful **Solar** sits upon a throne of pearl, a herd of **Pegasi** and **Unicorns** laying gracefully around them, as if bowing to their master. Extremely bored at the lack of worthy opponents, they have decided to raise battle steeds to throw at their enemies, and order their celestial horses to put on a spectacular fight.
- 7 **Endless Questions:** Squatting on a crystal platform, a great grinning **Gynosphinx** taunts the party. Below her, in the town which she has taken as her own, crowds of charmed **Satyrs** advance from all directions. The Gynosphinx asks endless riddles of the party, and with each wrong answer, sends another wave of defenceless Satyrs into combat. The only true solution is to defeat the Sphinx.
- 8 **Contract Killer:** Attacking without warning, the **Assassin** falls upon the party. Butterfly-headed and with backward bending mantis legs, it moves with preternatural speed, its shimmering multi-coloured armour fracturing the light. Sent from one of the countless Fae courts to exact revenge for some minor slight, it has imbibed Contractual Nectar and cannot be reasoned with.
- 9 **Gruesome Twosome:** An unlikely lovestruck pair of a burly **Troll** and a lithe **Merrow** hunt the party as the main course for their planned lovers' picnic. They continually prattle sickeningly sweet terms of endearment to one another and discuss which bits of the party look the tastiest, even in the midst of combat.
- 10 **Tulgey Wood:** A disembodied voice demands tribute from the party in the form of all their magical items for daring to trespass into a forbidden forest. Failure to swiftly comply causes a ruthless and clever invisible **Green Hag** to unleash an immense **Treant** on the party.

FATEFUL ENCOUNTERS

1D10 EVENT

1 **The Last Unicorn:** A purple **Unicorn** resides in a twilight glade. A long time ago, her herd left for greener pastures but she was too attached to this land. For a very long time, she has been content living by herself, but secretly she has grown lonely, and she can be encouraged to leave her comfort zone and accompany the party.

2 **The Lady at the Lake:** A **Sea Hag** sits on a rock by the lake, mourning the death of her daughter. If the party helps her conduct the funerary rites to honour her daughter and send her spirit to the afterlife, she will gift them with a *Cloak of the Manta Ray*, an item she fashioned out of the skin of a trespassing Tiefling.

3 **Any Owl Soul:** A dejected-looking owl sits by the roadside. He explains that he was a Human scout caught in a love triangle between two Fae lords, and one of them turned him into an owl to drive the other lord away. He is happy in this form, free from the burdens of his former life, though he does secretly keep an eye on both his former lovers.

4 **Parental Troubles:** A **Veteran** has an infant in a knapsack and keeps finding that the child disappears at inconvenient times. The child was his sister's, but she died before she revealed who the father was. Now the Veteran is trying to find out why the child is constantly shapeshifting playfully, and protect her as he seeks answers about her nature.

5 **The Amazing Race:** Following a bet between some powerful Fae, riders have assembled to race various mythical creatures. A **Knight** rides a **Unicorn**, a **Mage** rides a **Pegasus**, and a **Berserker** rides a **Manticore**. They ask the party to adjudicate, though they all are secretly willing to pay a bribe to ensure their success.

6 **Nothing to See Here:** A very normal-seeming Human couple from the material plane are walking around the lands of the Fae, creating elaborate portraits of the people they find on the way. They are evasive when asked about their origins or past lives, as they are secretly agents of the Fae nobility, spying on all of the travellers of the realm.

7 **Unearthly Visitor:** On the shore, the party encounters an amnesiac **Mage**. She cannot recall her origins, but when she moves, tiny stars follow her. In truth she is the avatar of the universe, and the stars in her wake are those that have abandoned the night sky to search for her. To halt this exodus of lights, she must be returned to the heavens.

8 **Power Chord:** Sweet music brings the party to a sun-dappled dell, where a young **Hobgoblin** strums on a golden lute. He asks to accompany the party. In actuality, the young Bard is long dead, his body animated by the malevolent musical instrument. The lute's goal is to be taken to a city or magical college, any place of power where it can extend its control.

9 **Scaly Vengeance:** A Dragonborn **Gladiator** riding a **Giant Owl** accosts the party and demands to know their business. He was once the champion of a dark Fae lord who charmed him, using the gladiator to kill many innocents for sport. Now, he hunts his former lord for revenge and asks information as to the sadistic Fae's whereabouts from travellers, but is paranoid they might be spies.

10 **A Dream to Some:** The party meets an unusual Fae **Sorcerer** whose business revolves around the trading of dreams and nightmares. The Dream Merchant is obtuse in her dealings, though she does warn potential customers that her prices are unusual and the effects of giving up, or gaining, even the simplest of dreams can change entire destinies forever.

MOUNTAINS

These are the high places of the world, the towering peaks of rock that act as natural barriers between communities and kingdoms. Travelling across mountains is often treacherous, with rapidly shifting weather, unstable footing, and steep terrain that makes for an arduous journey. Mountains are sparsely populated, by nature of the few roads that persist in the rough terrain and they are often narrow, rocky, and limiting to traffic. The people that are found in mountains skew towards being hermits, monks, and others who value the quiet isolation. Any who do cross these regions are undertaking considerable risk, and therefore expect a worthwhile reward.

WEATHER

Snowstorms and blizzards, howling across the peaks

Thin air, making breathing hard work and heads lighter

Scorching hot cloudless days and blistering cold nights under the stars

Clear skies and bright sun, carrying little heat, but reflecting harshly off the mountain snow

Consistent rain and drizzle on one side of the peak, and calm, clear skies on the other

Snow capped peaks rising above temperate and green lowlands, the climate changing with the elevation

Warming rays of sun shining onto the slopes, with shaded areas remaining surprisingly cold

Muggy fog from geothermal vents and steam geysers, pungent odours on the air

Wind tunnels formed between peaks, blowing freezing air through the easiest paths

Intermittent violent storms, broken up by calm winds

FLORA AND FAUNA

Chinchillas, red pandas, and marmots are small enough that the food shortage doesn't bother them

Lynx, thick furred coats and padded paws making them well suited to the cold air and biting winds

Mountain goats methodically climbing seemingly impossible slopes, pulling at hardy plants growing on the cliffs

Coniferous pine trees, with needle-like leaves that scratch when not laden down with heavy snow

Sparse patches of gorse, spongy beds of moss, and undergrowth of ferns, all doused in morning dew

Grape vines, ivy, and hardy flowers growing in misty valleys and gorges

Polar bears, snow leopards and mammoths, coated with heavy fur and a layer of fat keeping them warm

Icy lakes nested in hanging valleys, populated with fresh water fishes, algae, and the occasional **Sea Hag**

Hawkes, Harpies and Hippogriffs use the cliffs and peaks as ideal nesting sites

Wolves, Dire Wolves, and Winter Wolves prowl the slopes, hunting fresh game

LOCAL INHABITANTS

Refugees fleeing to the high places for safety. They have beasts of burden and full families with them

Guides escorting travellers through the harsh landscapes, using sleighs and skis to traverse the peaks

A clan of Humans and Dwarves living in abandoned tunnel networks

Monks, secluded amongst the mountains, training their bodies and their minds in the harsh environments

Dwarven kingdoms buried beneath the rocky peaks, with sporadic entrances leading to the vast cities beneath

Cults comprised of Dragonborn, Kobolds, and Lizardfolk dedicated to a powerful Dragon

A fortified encampment occupied by Goblinoids, not opposed to outside contact, but protective of their land

Elven druids protecting isolated pockets of untamed nature that have not been intruded on in decades

Giant kin living in lofty mountain peak strongholds, unmoved by the small happenings of the lowlands

POINTS OF INTEREST

Bubbling volcanic mountains, slowly venting out smoke, occasionally rumbling the earth, threatening to erupt

Mountain peaks that are shaped extremely differently, one a perfect dome top, another is a jagged arrow shape

A range of peaks that regularly quake, showing the mountains still actively growing

Intricately carved entrances to deep tunnels, home of the artistic and contemplative **Stone Giants**

A valley that is filled with a gigantic glacier. Rivers and waterfalls of snowmelt carve their way through the ice

Along the face of this mountain cliff, fossils of long extinct animals and monsters have been revealed by erosion

A mountain slope that is covered in loose powdered snow, which could collapse into an avalanche at any moment

A valley floor filled with broken, sharp, eroded scree. The multiple shades of rock glimmer in the sunrise

Impossibly high peaks shrouded in constant cloud where Storm Giants reside, watching the world beneath them

POSSIBLE JOURNEYS

Bringing messages of peace or proclamations of war to a kingdom on the other side of the mountains

An important ally has sequestered themselves in a remote cave, and must be convinced to return

Rescuing ill-prepared hikers trapped by a snowstorm near a mountain summit

Escorting a trader bringing a chest of small but valuable goods to a buyer across the peaks

A recently slain Red Dragon leads to a gold rush that risks turning violent

A hidden school of martial warriors who train in the extreme climates holds great interest to any monk who wishes to hone their skill

Travelling to an obscure holiday spa deep in the mountains, the mountain pools warmed by steam vents

Uncovering a relic from a town lifted to great heights by a sudden and inexplicable mountain growth

A merchant ally has left with the wrong goods and must be tracked down before they cross the mountain pass

A CHANCE MEETING

1D10 EVENT

- 1 **An Unlikely Couple:** An eager **Goblin** peddler whose shop is a ramshackle pallet and tarp on the back of a long suffering **Ogre** trudges uphill. The pair are interested in buying supplies from the party, and have crude equipment for sale. They also have information about a Goblin camp nearby that banished them.
- 2 **Safety In Numbers:** The ravines and rifts are not easy to navigate, so a group of Human merchants are hauling their goods together over the rough terrain. Having been stuck in traffic crossing a busy mountain road, they have decided to stick together for safety, and have already survived attacks at night by local creatures.
- 3 **Forgotten Refuge:** An Elf in their later centuries has begun to lose their memory. They recall once staying in a druidic glade, impossibly lush... somewhere in the peaks nearby. They remember the pass phrase that grants entry to the glade, and wish to return and hopefully gain back some lost recollection.
- 4 **Shields of Vigilance:** A Dragonborn knight, sworn to justice and protection, is patrolling the pass attended by their squire. They are sceptical of the party, who are well armed and may bear signs of recent combat — they look like bandits to this stern upholder of the law and will have to convince him otherwise.
- 5 **Squabbling Siblings:** A squabbling clan of Dwarves are moving delicate products in armoured wagons. They are each independently trying to secure trade deals with a monarch at their destination city. If the party has a Dwarf, the DC for this encounter check is reduced by 2.
- 6 **Predators and Prey:** A group of Orc hunters are tracking animals for furs, and are willing to trade pelts, food, and hides in exchange for ammunition. They are aware of the passes that have become blocked off ahead by rockfalls and can provide shortcuts around them.
- 7 **Holy Herbs:** A group of Elf and Halfling monks are gathering herbs, bones, and other spell components for a nearby temple. The plants are essential for a ritual being performed to rejuvenate the land. They can inform the party about the local flora and fauna and how they can be best used to make life easier in the peaks.
- 8 **A Noble Quest:** A noble envoy from a neighbouring kingdom is crossing the peaks with a bedraggled retinue to the same destination as the party. They are seeking peace between rival houses, and can help the party with information about the people in power at their destination.
- 9 **Saved From the Beast:** A **Werebear** who struggles with their animal nature has cut themselves off from the rest of society by hiding in the mountain ranges. The party finds the Werebear in the aftermath of saving some Gnomes from a wolf attack, and his animal nose tells him that some bigger monster is inspiring the wolves to boldness.
- 10 **Refugee Camp:** A camp of many different cultures has been set up in a cleft between two mountain ridges. They have fled to the highlands to avoid Goblin raids. They have been watching traffic along the trails for weeks and can inform the party about what travellers they can expect on the road.

HIDDEN RESERVES

1d10 EVENT

- 1 **Freeze Dried Supplies:** Cultures accustomed to the altitude have learned that the extreme cold can freeze food stores. The Quartermaster has stumbled across a cache of potatoes and strips of jerky that have been frozen and stashed for lean times; perhaps more are stashed nearby. Who could have left these here?
- 2 **Woolly Rations:** The Quartermaster has been able to hunt sheep, goats, and llamas. The strips of meat, having been smoked over a fire, make for convenient portable rations, while the wool can line clothing and bedrolls.
- 3 **Potluck Supper:** A long abandoned Dwarven mine shaft still has a functional kitchen. The Dwarven appeal for long lasting construction appears to have also applied to their cooking. Pots containing surprisingly edible goat meat stew are a hearty meal indeed.
- 4 **Offerings Shrine:** A shrine to a deity that the party doesn't recognise has an abundance of offerings, including some healing potions. Many of the offerings have been blown away into the underbrush or weathered by the conditions here, though some are still useful.
- 5 **Reelin' in the Meals:** A frigid mountain lake is a brisk yet relaxing location to fish for one's supper. The cold water fish are unique to this region, and flavourful. There is no guarantee of good eating, but there is satisfaction in working hard for a well earned dinner.
- 6 **Spiced Wine:** Volcanic slopes and geothermal vents make for ideal grapevine terrain. The abundance of berries and vineyards on this mountain slope make for a giggly yet restful time, even in the face of an active volcano. Roll a d100: on a 1, the volcano erupts during the party's stay, meaning they must flee tippy down the mountain.
- 7 **Shrimp Cocktails:** The pools of steaming water around these hot springs are a warm reprieve from a strained journey. In addition, the warm, mineral rich water has led to an abundance of shrimp. Rich food and relaxing bathing improves morale for the remainder of the journey, restoring one Hit Dice for each member that succeeds their check.
- 8 **Afternoon Tea:** The Quartermaster notices clumps of herbs, including sorrel and chicory, that can be brewed into a piping hot tea. This dramatically improves a cold, blustery hike through the mountains.
- 9 **An Unfortunate Reveal:** A rockslide has collapsed in part of a cave, revealing the winter stores for an abnormally huge bear. The bear's misfortune gives the party a comically large number of berries.
- 10 **Rise to the Occasion:** A hot air balloon of Gnomish invention has tragically malfunctioned and crashed, killing all aboard. Their detailed logs of weather patterns and aerial surveys will be put to good use, alongside the preserved goods.

A BUMP IN THE ROAD

1D10 EVENT

1 **Mind the Gap:** There is a gap here between parts of the mountain pathway. It is only a short distance to jump but failure would result in a terrible fall. The Outrider must make a **Strength (Athletics)** check to leap the gap and inspire the group to follow.

2 **Already Occupied:** A snowstorm has rolled in and is making every step forward agonising. The only available shelter is an abandoned watchtower that is already occupied by a group of Humans. Convincing the occupants to squeeze and make space requires a **Charisma (Persuasion)** or **Charisma (Intimidation)** check from the Outrider.

3 **Road Block:** An abandoned wagon has become the keystone in the formation of a natural road barricade, a great drift of ice and snow that has become an impassable wall. A **Strength (Mason's Tools)** or **Constitution (Athletics)** check is needed from the Outrider to slowly break apart the blockade.

4 **Valley of Thorns:** A dense thicket of highly flammable thorns chokes the valley ahead. The Outrider must make a **Wisdom (Survival)** check to pick out a new path through the valley. Any open flame put to the thorns quickly starts a wildfire. To save themselves from the wildfire, have each player make a **Dexterity** saving throw or take 2d6 fire damage.

5 **Too Steep:** The path the group has chosen in the mountains is too steep for simple hiking and climbing is becoming necessary in places. The Outrider must make a **Strength (Athletics)** or **Dexterity (Acrobatics)** check to keep their footing. Using a Climber's Kit grants advantage on this check.

6 **Airsick:** The altitude is starting to make the lowlander player characters woozy, and air sickness due to the thinner atmosphere has disoriented the party. The Outrider must make a **Wisdom** saving throw to avoid confusion over their direction and route.

7 **Cold Snap:** The air temperature plummets while the party is travelling. The Outrider must succeed on a **Wisdom (Survival)** check to find a place to shelter from the elements.

8 **Steam Vents:** Cracks in the ground along the roads release jets of steam. The Outrider has to make an **Intelligence (Nature)** check to attempt to predict and notice which vent will erupt at what time, taking 2d6 fire damage on a failure.

9 **Rockslide:** A landslip has occurred and the path forward is now blocked by rubble and rocks. A **Dexterity (Acrobatics)** check is needed from the Outrider to clamber over the debris. Using a Climber's Kit grants advantage on this check.

10 **Suspense:** A rickety rope bridge, suspended over a wide gorge, is the only passage across. The Outrider must make a **Dexterity (Stealth)** check to gently cross the bridge without snapping it. Failure can lead to a treacherous drop and a lengthy detour to save them.

NEEDING ASSISTANCE

1d10 EVENT

- 1 **House Fire:** It only requires one moment of lapsed attention for a cook-fire to get out of control. Fortunately, the party manages to stumble across the farmstead just as the building has caught fire. The characters must make **Strength (Athletics)** checks to fight the blaze directly or make **Intelligence (Nature)** checks to know where to cut firebreaks to rescue the farmhands inside.
- 2 **Trapped:** There are many ancient mine-shafts in these hills. A group of miners has become trapped — perhaps an earthquake collapsed the shaft or rising waters threaten to drown them. Only group **Strength (Athletics)**, **Intelligence (Investigation)**, or **Wisdom (Survival)** checks can aid the trapped miners in escaping, potentially with some of the precious stones they've uncovered.
- 3 **Stuck Caravan:** It has rained for days on end, thus it is unsurprising to find other travellers in distress. The party comes across a caravan of bogged down farmers' wagons heading to a merchant craft run aground along the river. Each party member should make a **Strength (Athletics)** check or an **Intelligence (Investigation)**, to either push the wagons free of the muck, or figure out how to lever it free using physics.
- 4 **Evergreen Love:** An evergreen **Treant** has taken to fawning over a family of Dwarves, keeping them captive within its boughs. The Dwarves quite badly want to be allowed back home — a group **Charisma (Persuasion)** check is needed to convince the Treant to release them.
- 5 **Cliff-hanger:** The group finds a mountain climber in a terrible predicament: they're not badly hurt, but their ropes and safety devices are only barely holding them on the cliffside and they need assistance to get back to a safe place. A group **Strength (Athletics)** or **Dexterity (Sleight of Hand)** check will be needed to hoist the climber to safety.
- 6 **The Cornered Club:** A bear has a group of travellers backed up against the mountain. With a clever plan or just a lot of noise or other distractions they might be able to free the people without any danger to themselves. A group **Wisdom (Animal Handling)** check can manoeuvre the bear away from the unlucky souls.
- 7 **Buried in the Drift:** A group of exotic travellers, possibly Tieflings, Dragonborn or even stranger folk, have become trapped in a collapsed snow drift. Their unfamiliarity with the land has led them astray. A group **Strength (Sleight of Hand)** check can carefully dig out the travellers, or a group **Wisdom (Survival)** check can advise them on the best routes to take and the best methods to avoid danger.
- 8 **Busted Axles:** The rough terrain of the mountains can be fatal for wagons as a group of Halflings have discovered when the axle on their caravan snapped. A group **Dexterity (Sleight of Hand)** check can assist in realigning and repairing the broken axle, gaining advantage on the check if Carpenter's Tools are used.
- 9 **A Miner Problem:** A group of disgruntled mine workers are shouting insults into the office of the foreman of the mine. Aside from the personal insults, they're mostly complaining about the dangers posed by a **Mimic** infestation. A group **Charisma (Persuasion)** check to negotiate with the foreman can convince them to hire some adventurers to deal with the problem.
- 10 **Killer Suspense:** A thrill seeking Halfling was using an enchanted rope of extension to bungee jump off of the cliff edges here. The enchantment appears to have been all used up and he is stuck dangling from a rock. A group **Dexterity (Sleight of Hand)** can untie the rope and free him, or a group **Intelligence (Arcana)** can renew the enchantment and renew the fun!

DANGER AFOOT

1D10 EVENT

- 1 **Death from Above:** A group of Dwarven **Bandits** have set up an ambush in a ravine; their plan is to abseil down the cliffs and cut off any path of retreat. An observant party may notice the pitons and freshly disturbed snow along the walls of this ravine, suggesting people waiting at the top.
- 2 **Troll Toll:** A **Troll** is squatting on the only bridge crossing a fast mountain river. They want to collect payment from travellers, and will not tolerate people 'dodging their taxes' by taking different routes. The party may be able to smell the squalid conditions the Troll lives in before catching sight of them.
- 3 **Agents of the Noble:** The party gets attacked by a squad of soldiers working for a noble. The team is composed of **Veterans** and **Guards**, and are attacking the party for political motives, or potentially through an unfortunate case of mistaken identity.
- 4 **Loot Lizards:** The party may notice a series of crudely constructed traps along the slopes ahead. **Kobold** raiders have trapped the area to steal loot for their dragon master. The cowardly creatures hope the traps will do most of the legwork in killing travellers.
- 5 **Hobgoblin Blockade:** A squad of **Hobgoblins** have set up a 'checkpoint' to shake down travellers moving through the area. If the party pays up, they can obtain information about others who have travelled in the region lately. Otherwise the Hobgoblins will fight viciously to protect their gathered plunder.
- 6 **Ravenous Raiders:** A tribe of starving Human **Druids** ambush and attack the players for their food. Some are in animal form, others casting spells to ensnare the party. The druids in Human form are not particularly quiet with their vocal plotting to kill the party, which may give away their position.
- 7 **Roper Bridge:** A pack of **Ropers** have latched themselves to an overhead bridge, their unusual snowy skin making them easy to mistake for icicles. Only the small pile of bones collecting under the bridge gives away their location. They hunt by hoisting unwary travellers into the air and consuming them piece by piece.
- 8 **Elemental Flurry:** A whirling pack of **Ice Mephits** barrel their way across the ridges and headlands. They attempt to ambush the party under cover by casting *Fog Cloud*. The Mephits are travelling crosswind, and a party noticing this has time to brace before the combat begins.
- 9 **Reckless Vengeance:** The party is attacked by an undead **Revenant** who, in the midst of the fight, keeps shouting and demanding information about the troop that abandoned him in the mountains to die. His screaming and sprinting through the mountain passes are a dead giveaway for his presence, but it takes a discerning party to pinpoint how close he is.
- 10 **Pack Trackers:** A clan of **Lizardfolk** are pursuing the party through the canyons, with **Drakes** acting as bloodhounds to sniff out and trace them. They are gathering precious materials for their dark altar, and the bones of some travellers would be ideal offerings.

NATURAL WONDERS

1d10 EVENT

- 1 **Alpine Art:** A plateau is home to various sculptures, murals, installations, and carvings. These were created by the artistic **Stone Giants** who spend most of their lives in their caves. This is one of their art galleries, situated out in the open as a means to enhance appreciation as people enjoy the art.
- 2 **Blooming Valley:** A rift in the mountainside is overflowing with blossoms and petals. The edges fray with exposure to the elements, but inside is a verdant grotto of flowers. It's inspiring to see the flowers bloom despite the cold, but it is a temporary beauty, as the ice threatens to overwhelm the burst of colour at any moment.
- 3 **Hot Springs:** The steam vents and lakes in this valley have created a series of multicoloured pools of various mineral waters and acidic lagoons, blanketed with a humid fog. The mesmerising patterns in the water and rocks are vibrant, but the caustic waters means this is a wonder best viewed from a distance.
- 4 **Hollow Peaks:** The party finds an opened void in the rock leading to a hollow bubble in the mountain. The bubble holds a lake of molten rock, and emits scorching heat and jets of smoke. The power and vitality of the earth is awe inspiring, but the sweltering heat may make any heavy laden travellers pass out.
- 5 **Sky Henge:** Floating above the jagged peak of a mountain is a circle of slowly oscillating rocks of dark stone. At a distance, this impossible halo is difficult to discern, but up close, they are inscribed with elaborate runes in a Dwarvish script. The powerful magnetic magics that hold them aloft are impressive, yet lost to modern wizardry.
- 6 **Mammoth Graveyard:** The valley between the peaks is littered with the bones of countless woolly mammoths. The white ivory takes on a warm glow in the sunset, but offers a foreboding cast when viewed at night.
- 7 **Golden Dawn Peak:** This mountain top is made of distinct bands of different coloured rocks, and the apparent shades change as the sun rises and sets. The peak remains visible to the party throughout several days of travel, and lingers in their memory.
- 8 **Talking Echoes:** As a conversation begins between two party members, an echo of the conversation murmurs back to them in the same volume, pitch and tone, but no matter the language the players are speaking, the echo responds in Giant.
- 9 **Temple on the Peak:** Perched atop of one of the mountains several peaks away, there is an elaborately designed temple. The temple is dedicated to a specific order of martial artists, an ancient order vowed to exclude themselves from the world — if the party attempts to climb towards it, it magically relocates to another peak when they're not looking.
- 10 **Father of the Forest:** An ancient evergreen tree spreads over an enormous section of mountainside. The lowest branches reenter the ground and seed new trees again. Reverent **Dryads** tend to its delicate branches.

MONSTER HUNT

1D10 EVENT

- 1 **Speeding Bulette:** The characters hear a deep rumbling in the earth and come across evidence of underground tunnels. A hungry **Bulette** is patrolling the area and views the players as snacks with good meat on their bones.
- 2 **Flash Cooked:** A **Remorhaz** lurks in the snow drifts of the mountain. If the party is not an easy victory, it will attempt to retreat behind cover and then set up a new ambush. Snow half melted by the extreme body heat of the Remorhaz could tip off the players but the very things that generate and contain that heat, the fangs, thermal glands, and carapace of this creature are rare alchemical components.
- 3 **Wandering Behemoth:** A bull **Mammoth** is grazing in the tufts of grass nearby. The creature will not attack without provocation, but will fight brutally once enraged. Broken tree branches and deep prints left in the snow are telltale signs of mammoth activity. The mammoth's meat and tusks are both valuable and good for sustenance and crafting materials.
- 4 **Fanged Assailants:** A pack of **Sabre-Toothed Tigers** are enjoying a fresh kill nearby. The smell of blood and a red trail through the snow are the only signs of danger. The tigers are attempting to drive off any intruders on their feast, but if the party is desperate and in trouble, slaying them may be the only chance for food and shelter.
- 5 **Rock Bandits:** Shattered trees and tossed boulders are signs of nearby giant activity. A group of **Hill Giants** have been setting up a camp nearby and have been hoarding stolen wealth from nearby residents.
- 6 **Bolt From Above:** A rampaging **Behir** has been gouging holes in the sides of the mountains and releasing lightning bolts in the distance. The party could follow the trail left behind by its many legs and serpentine body towards its cave lair, lined with precious metals warped by its magical lightning.
- 7 **On the Surge of a Wing:** Feathers the size of doors litter the hillside nearby. A trail of them leads to a mountain peak with an enormous nest at its height. A **Roc** has roosted here, and has laid several large eggs that would sell at phenomenal prices if anyone was brazen enough to try and take them.
- 8 **Clutches in the Air:** A cliff face is dotted with nesting caves for a huge flock of **Pteranodons**. When tamed, these make for prized show pets. Their eggs are also highly sought after, but are stored in deep caves and are zealously protected.
- 9 **Saved for Later:** The bodies of adventurers are strewn about a ravine, stuck halfway through the cliff walls. A hungry **Xorn** has been hunting in this area, suffocating adventurers by burying them in the stone. Following the trail of bodies would be the best method of tracking the creature and finding the collection of precious gems in its lair, transported here from another plane.
- 10 **Statues of Fear:** A cave entrance is scattered with incredibly detailed statues of very frightened adventurers. In truth, they were once real, but have been petrified by a **Gorgon**. The possessions of the slain adventurers can be pried loose from the bodies.

A PLACE TO REST

1d10 EVENT

- 1 **Unrequited Awe:** At the final stop on a treacherous pilgrimage trail, a camp has been set up at the base of an impossibly tall peak. Old offerings lay untouched, with notes attached to each, seeking foresight into the future from the prophetic **Storm Giants**, who appear completely uninterested in engaging with these worshippers.
- 2 **Hot Springs:** A naturally occurring thermal bath has cropped up around a series of steam vents. The heat and water are intensely relaxing and the mineral rich water feels like it must have medical benefits. **Steam Mephits** prance between the jets of air, and may attack if bored.
- 3 **Freeze and Thaw:** A snow free cave keeps the wind off and the worst of the cold out. The faint whistling and howling from the air blowing across the entrance begins to soothe once the party grows comfortable with it. This is the perfect residence for any **Brown Bears**, who will not take kindly to visitors.
- 4 **Resting Place:** A colossal mammoth died some years ago. The husk of the body, with layers of matted fur, acts as an effective windbreak, making it an ideal campsite with shelter for a fire. A group of **Hobgoblin** hunters have sighted the mammoth, intent on harvesting the body for its pelts, though a storm may delay their arrival.
- 5 **Run Aground:** Stranded on a rocky bluff, there is a run aground ship of an archaic design. The sails and flags have long since rotted away, but the hull seems mostly intact. The sanctuary within is a welcome, if mysterious reprieve. A band of Halfling **Bandits** want to take the ship for themselves and may be willing to evict the players to do so.
- 6 **Tipsy Turvy:** A dwarven brewery has an obscure liquor ageing process that somehow involves the volcanic geysers that are abundant here. The party can have a relaxing time at the brew house, with liquor and company to entertain themselves with. There is word of a jealous tribe of **Stone Giants** who want to get a hold of the liquor, and will tear the roof off the building to get it.
- 7 **Halfling Bothy:** The party finds a small, stone bricked house with the doors left unlocked. This house is a bothy, a communally built place to act as a safe haven for any weary travellers to stay in. The only catch is that it is proportioned for Halflings. A snoozing **Grey Ooze** has nestled itself inside, and will wake up hungry if disturbed with too much shuffling.
- 8 **Quarrelsome Neighbour:** An open pit mine has several work sheds to shelter within. The miners are nowhere to be seen. A **Cloaker** has taken up residency within the mine hunting by any noise that the party may make.
- 9 **Dome Sweet Home:** A small stone pillar juts out from the mountainside. From it, a permanent *Tiny Hut* spell is projected, giving an ideal place for the party to stay. A **Sorcerer** has crafted this hut as a trap for unwitting adventurers and their precious treasure, though it seems as though it has been abandoned, perhaps as it has been an unfruitful trap.
- 10 **Roof and Roost:** At the peaks of mountains, vegetation grows sparse, making the giant pile of uprooted conifers and animal bones obvious to distant observers. This ancient **Roc** nest has many pockets of shelter inside it but it's quite possible that its owner could return at any time.

OLD MEMORIES

1D10 EVENT

- 1 **Caldera Temple:** An ancient structure dedicated to a long forgotten god of fire sits half buried in rubble at the bottom of a crater. Sculptures of volcanic rock line the caldera, seemingly formed straight from the earth.
- 2 **Relics of War:** A colossal fortress city of dwarven architecture lies ruined and melted by acid. Throughout its streets, caustic pools of liquid tell of a bygone Black Dragon attack from centuries ago, their breath attack still potent enough to burn.
- 3 **Swimming with the Fishes:** A glacier fills the valley between this peak and the next. Underneath the surface, the peaks of spires and towers are visible, with frozen Merfolk locked in the ice around them, trapped by their freezing fate.
- 4 **Memories of Heroes:** A Dragonborn city, with once elaborate spires and statues, has been long abandoned by most. There is a small clan of Dragonborn that live in a mausoleum dedicated to their fallen heroes, but they are the last family of this previously mighty empire.
- 5 **Bountiful Preserve:** There is a monolithic statue of an ancient deity of the harvest. At its base lies a huge cornucopia — the foods inside are preserved indefinitely, but none of the plants are recognisable.
- 6 **Titan's Wake:** The body of an ancient primordial being made of stone lays cold and dead over the ruins of a city. Across its back are scores of impact craters from the spells that slew it.
- 7 **Giant's Realms:** A cyclopean keep designed to house a gate to an alternative plane of existence stands nestled in the rift between two peaks. The gate has had its power source cut off, and its Giant engineers have been slain.
- 8 **The Labyrinth:** Nested walls and spiralling streets lead to a central mountain peak, whose tunnels all intersect, contradict, and turn back on themselves. The architecture of the Minotaurs that built this city is unintuitive and confusing and it is unclear if the labyrinth was intended to keep something inside, or to keep something out.
- 9 **The Eternal Cycle:** A pilgrimage trail through the mountains is lined with the **Ghosts** of former pilgrims, caught in an eternal loop of worship. The paths follow a circuit and do not permit the souls of those who have died on the trail from ever leaving. This bizarre afterlife does not appear to bother most of the phantoms.
- 10 **Dragon's Grave:** A gargantuan Dragon's skeleton lies exposed, halfway inside a cave entrance. Between its ribs, a sharp stalactite has been dropped from the roof of the cave, the final blow that slew the beast. There is evidence of a large-scale battle being fought against it, with the shattered remains of ballistae and arrows everywhere around the body.

A DARK PLACE

1d10 EVENT

- 1 **Frozen Solid:** There is a marble pedestal, with a bowl of rusted iron set atop it. This is a shrine of offerings for an **Ancient White Dragon**. The entire vicinity has been blast frozen, with scores of worshippers to the dragon frostbitten and encased in ice while prostrated in worship of the beast.
- 2 **Strange Aeons:** Jutting out from the slopes of the mountain, at an extreme angle, is a tangle of city streets made of iridescent stone. Scattered throughout the buildings are dozens of **Gibbering Mouthers**, and people trapped by the confusion and insanity brought on by the transplanar architecture.
- 3 **The Bone Pit:** There is a narrow cave, its entrance littered with bones. As the cave deepens, the mounds of bones grow larger and larger, until the floor of the cave is completely covered. The bones are almost completely undamaged, with only faint scratch marks to suggest a filleting knife.
- 4 **Fallen Empire:** A hastily assembled castle has collapsed due to a recent earthquake. The Human occupants; nobles, knights and servants, have been buried alive, trapped in air pockets deep beneath the earth.
- 5 **Disturbed Sleep:** The players find a mausoleum dedicated to the ancestors of rulers of a nearby kingdom. The building has been vandalised and several of the tombs have been opened. Dark rites have been performed inside in order to profane this holy place.
- 6 **Fungal Infestation:** What was at one stage a beautiful glade nestled in a deep rift, it has now been invaded and corrupted. The moss that lines the walls has been infected and blossoms with fungal growths. The once clean and crisp mountain spring water has turned a muddy brown.
- 7 **They All Float:** Nestled in a valley is a frozen lake. The top layer of ice is thin, and once brushed off, reveals the presence of dozens of corpses, floating belly-up, preserved in the water. A village here was once prosperous, but some sudden force melted the peak snow, flooded the village, freezing into this new cold hell.
- 8 **Deadly Hubris:** Along the slopes to a dramatic peak, there is a ravine that splits the clear path apart. The opposite side rises 15 ft. above the side the party stand on, and there is evidence of plenty of snapped ropes and dislodged climbing equipment. Hidden in the shadows of the ravine are scores of dead mountaineers who fell to their demise.
- 9 **Cloud of Death:** The flat valley floor at the foot of this volcano holds the remains of a nomadic village. The tents are all still intact, but the rotting corpses of its occupants are plainly visible. There are newer corpses too, all lying face down in the ground. This valley routinely fills with poisonous gas from the volcano, and has asphyxiated each new band of rescuers.
- 10 **Trapped and Starved:** A troupe of settlers got caught moving through the range too slowly and too late in the year, and got snowed into their tents. The party finds them weeks later, having perished due to a combination of exposure, starvation, and attacks from scavengers.

DEADLY FIGHT

1D10 EVENT

- 1 **A Spectral Hunt:** A band of **Wraiths** has been skulking about each night for days now, and sooner or later they will abandon the treeline and strike. The Wraiths are trying to raise new spectres, and are not sated by the life drain offered by small game in the woods.
- 2 **The Legion Marches:** A squad of **Hobgoblins** with a **Hobgoblin Captain** attacks the party to plunder their equipment and wealth. They are operating out of a nearby watchtower and will have been keeping an eye on the party's movements for some time.
- 3 **Smash and Grab:** A Dragonborn sorcerer has gathered a team of **Bandits** to work at collecting offerings for a nearby **White Dragon**. They will attempt to capture the party and offer them, and their possessions, as gifts.
- 4 **Brimstone Keep:** A squad of **Salamanders** have been summoned to this plane of existence. They've been recruited by an **Efreeti** to help establish a new kingdom in the active volcano nearby. The Salamanders seek to drive the players away for trespassing on their new borders.
- 5 **Birds of a Feather:** A small troop of Dwarves have decided to raid a **Harpies** nest, looking to take the shed claws and feathers for crafting crossbow bolts. The party have stumbled across the Dwarves mid-heist, with the Harpies furious at the intrusion.
- 6 **Winter's Hunger:** A Human **Hunter** has become the leader of a pack of **Winter Wolves**, possibly with the aid of druidic magic. After a string of unsuccessful hunts, the wolves are ravenous, and the party looks like a tasty meal.
- 7 **Bait in the Trap:** A huge **Remorhaz** bursts out from the snow drifts, and jumps to attack the largest party member first. A nearby wizard has been leaving bait for the Remorhaz in this area for weeks, to encourage it to stay close to the wizard's lair and kill any nosy adventurers.
- 8 **Twin Strike:** An Elf Ranger is protecting the last grotto of their people in this region. Their **Mammoth** animal companion is a loyal ally, and the two fight aggressively to ward off any who attempt to intrude on the sacred grotto.
- 9 **Sound and Fury:** A Dwarf **Berserker** stands on a rock outcropping surrounded by corpses, raging at the loss of their dwarven companion, mindlessly slaying all who approach in a grief induced rage.
- 10 **Stone Guardians:** A grouchy **Xorn** is guarding this pass, recruited by a **Stone Giant** camp to keep the road clear, and intruders out. After some warding shouts, it uses its *Earth Glide* ability to close the distance and attack the party. It will get distracted by any precious gems it notices the party carrying.

FATEFUL ENCOUNTERS

1d10 EVENT

1 **Incomprehensible Deity:** An Elf as pale as snow greets the party with an unknown gesture. Polite and well spoken, this Elf tells of an ancient god who they worship, but dares not speak their name. They claim their god is too powerful to comprehend, hiding the fact that most worshippers are driven completely insane through their devotion.

2 **The Goodness of Goblins:** The party follows the sound of chanting to find a circle of **Goblins** holding hands and singing songs. They invite the party to join their group, presenting them with flower crowns made in warmer climes. Investigation reveals that they are under an extremely powerful pacification spell.

3 **Never-Ending Climb:** Human hikers greet the party briefly, before hurrying onwards up the mountain, claiming to be hot on the trail of a tricky but playful Wizard. A few hours later, the same scene repeats itself, and again another few hours later. If questioned about the date they set off on this hike, it is revealed they have been stuck in this loop for over a century.

4 **Adorable Snowman:** Booming sobs can be heard echoing between the peaks. A huge **Yeti** is found crying in a small cave, upset over the hunters pursuing its trail from a mountainside town. It had been the protector of this town for years, fighting off unseen threats, but a recent sighting of it has spooked the townsfolk into defensive manoeuvres.

5 **Grumpy Ol' Giant:** A **Frost Giant** angrily shuffles through the snow, kicking it around and sieving through it with his hands. He grumpily acknowledges the party, unhappy at being caught off his peak. He enlists the party's help in searching for his keys that he dropped off the mountain. Despite his size, he is actually a teenager, and will be in trouble with his mother if he doesn't find them.

6 **Claymation:** Huge sculptures mark a cave entrance, where the walls are painted and sculpted masterfully. Inside, a **Clay Golem** is mechanically creating more artwork, unwavering from the purpose given to it by its master. In fact, its master's bones form its magnum opus, the Golem having killed them when it needed new material for its art.

7 **Horrid Hospitality:** A friendly mountain guide offers the party help in crossing the peaks, knowing all of the sheltered spots and speedy shortcuts. He insists on tidying up the camps before the party enters, as he has secretly been killing other hikers for their loot. He dares not fight the party, knowing that they are much stronger than him.

8 **Stone Cold:** Sheltering in a cave from a blizzard, the party notices stone statues of humanoids neatly lining the walls. A **Gorgon** speaking Common ushers the party in from the cold, offering to grant them a thick stone coat to keep them warm. It proudly shows off the people it has 'helped' in the past. When alone, it secretly arranges them and acts out domestic scenes.

9 **Darkness into Life:** A jovial group of Elves encounter the party, all wearing white robes that blend in with the snowy peaks of the mountain. They believe they have died, and are delighted to arrive in this heavenly afterlife despite their evil actions in life.

10 **Nasty Nip:** A wounded Tiefling calls out for assistance getting down the mountain after being bitten by a monster in a dwarven ruin. The pain in her head grows worse and worse should she travel with the party, and she hides the voice she hears in her head, as it demands she bites the Leader and infect them too.

OPEN WATERS

Uncharted Journeys has a strong focus on travelling across vast swathes of land, by foot or mounted, through varied terrain and distinct regions. If your party needs to cross a body of water, this chapter provides some alterations to Roles and the Journey Rules to accommodate travel through seas, rivers, and beyond.

ALTERED ROLES

The roles and responsibilities while at sea are different to those when travelling over land. To reflect this, the Roles presented in **Chapter 1** are altered to better reflect journeys over open waters. All Role Abilities and Group Travel Checks for each Role remain unchanged.

- The Leader becomes the **Captain**
- The Outrider becomes the **Bosun**
- The Sentry Becomes the **Lookout**
- The **Quartermaster** remains the same

LAND AND SEA

To make best use of this chapter, think not just about the kind of aquatic environment the characters are travelling in, but also the land-based regions that border it, and how they affect it. The Coast is an obvious choice to continue the journey when they reach land, but a sea that leads to between different worlds or drains into deep underground caverns provides a thrilling prospect for exploration.

CAPTAIN

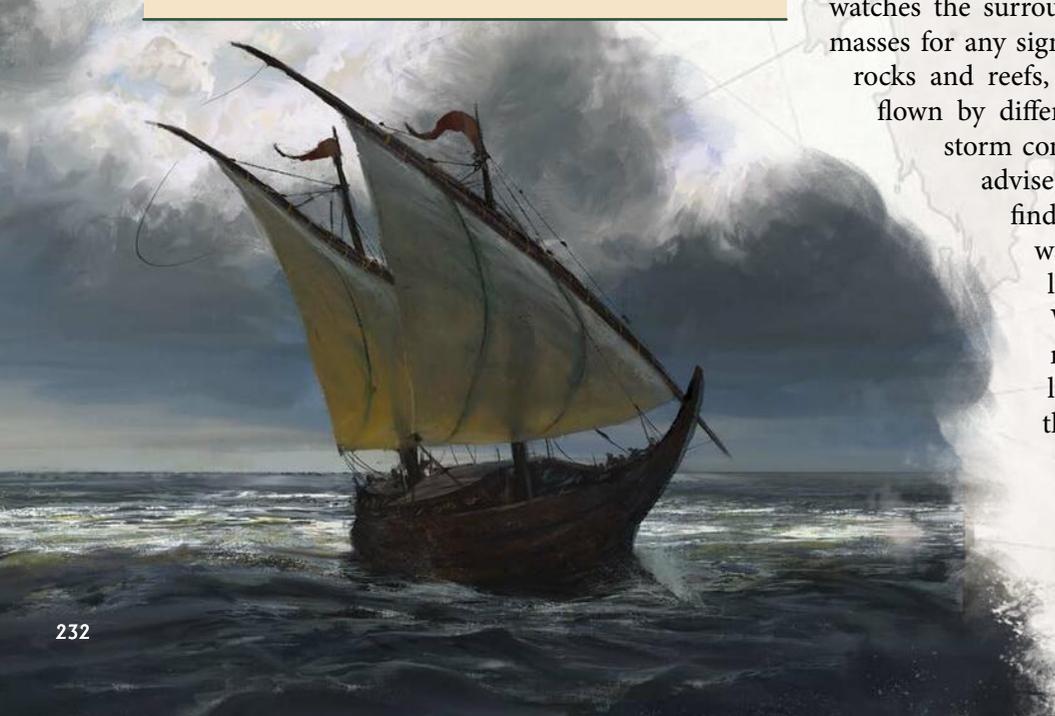
The Captain is the heart of any crew, the driving force that keeps the ship moving through becalmed seas and howling storms. An isolated crew surrounded by miles of ocean is in need of a Captain with a grasp of morale and discipline to avoid mutiny. They are also responsible for making sure the crew works together, resolving any conflicts before they have a chance to fester. The Captain's confidence and charisma are vital to ensuring that their crew respects them, as well as providing the first impression with landlubbers and other seafolk the crew encounters along the way.

BOSUN

The Bosun is the master of the deck, the person who keeps every member of the crew coordinated to ensure a speedy voyage. They manage navigation and steering so that no matter the conditions, the ship has a clear heading. The Bosun must keep their wits about them, as it is up to them to rouse the crew to action when the ship must change course or seek a sheltered harbour at speed. They have mastered the perils of the seas, often a font of sailors' tales and nautical knowledge in steering round a maelstrom or travelling through frozen seas.

LOOKOUT

Up in the crows' nest or on the prow, the Lookout watches the surrounding seas and approaching land masses for any sign of danger. They must be wary of rocks and reefs, knowledgeable about the colours flown by different ships, and be able to spot a storm coming a nautical mile off. They also advise on how to throw off pursuers, find somewhere to hide along the way, or disguise the ship to make it look undesirable or intimidating. Whether they encounter sea monsters, storms, or unfriendly locals, the Lookout's weather eye on the horizon keeps the ship safe.



QUARTERMASTER

Quartermasters remain an integral Role when travelling, no matter if it is over land or sea. Some ships or crews prefer to use the term First Mate, though the role remains largely the same. Quartermasters ensure the crew of any vessel are well equipped to face the hardships of stormy seas, the vastness of open oceans, and the rapids of a raging river. While they focus their attention on the crew, Quartermasters also keep an eye on the horizon for any food, equipment, or treasure that can be salvaged from the waters or land masses around them.

RESTING AT SEA

The Journey Rules limit the amount of Rest a party can take while on the road as there are few safe places to take shelter (see page 19). However, when the group is travelling on a large enough vessel, particularly one with crew quarters or even dedicated cabins for passengers, rest may come easier due to the relative safety. This may make travel at sea easier than other Journeys, so you can use the following rules to ensure that Journeys through Open Waters do not become trivial:

- If the party are on a small boat, such as a dinghy or a canoe, there is no room to Rest.
- If the party are on a medium sized boat, like a barge or yacht, up to two party members can rest for 6 to 8 hours to gain the benefits of a Short Rest. However, they are asleep during the next Encounter and no-one fills their Role. If the Encounter requires a check for that Role, the check is automatically failed.
- If the party are on a large ship with its own crew, the whole party can rest for 6 to 8 hours. If they have access to hammocks or a straw pallet, they gain the benefits of a Short Rest. If they have their own cabin, they gain the benefits of a Long Rest. However, the ship does not stop because the party are resting. The next Encounter happens while one or more of the party are asleep. Their Roles are filled by other members of the crew, who take the actions they feel are best. This can lead to some unexpected circumstances, such as the party being jostled awake while the crew battles a giant sea monster they chose to hunt rather than avoid. It is up to the GM whether the party must deal with the consequences after the Encounter, perhaps hearing stories from the crew, or whether they are awoken to help when things turn dire.

CHANGING TIDES

The other regions in *Uncharted Journeys* are divided into tables based on Encounter Types. However, the Open Waters section is instead separated based on the body of water the party is travelling through, such as Calm Seas, Rivers, Swamps, and so on. Each table provides ten encounters, with each entry titled based on the type of Encounter they represent. These work in the same way as the Encounter Types described beginning on page 53, bar a few exceptions which are noted below.

- **A Chance Meeting:** The Leader's Wisdom (Insight) check to determine the mood of the newcomers can be replaced by a **Wisdom (Perception)** or **Wisdom (Navigator's Tools)** check to represent them spying people in the distance through a spyglass.
- **Hidden Reserves:** The Group Check to recover supplies can include a **Strength (Athletics)** check to represent swimming down to sunken wrecks or hauling surface flotsam and jetsam aboard.
- **Monster Hunt:** While Tracking the Monster remains the same, Avoiding the Monster can be tackled by party members making an **Intelligence (Water Vehicles)** check to ensure they are expertly coordinating their efforts to escape the monster.

LOST AT SEA

The following Encounter Types do not appear in the tables in this chapter, as they are less suitable for adventures on the open waters:

- A **Place to Rest** has been removed, as resting on open waters is different than when on land. See **Resting at Sea** for more information.
- **Fateful Encounters** have been removed as the ocean is a lonely place with vast distances between landmarks or ships. The feeling of space and distance is an important part of sea voyages, and the characters are less likely to encounter as many folk on their travels on the water.

ARCHIPELAGO

1D10 EVENT

- 1 **A Chance Meeting:** The party arrives at a desert island with a sole coconut tree. A birdwoman sits underneath the tree with an array of trinkets made of coral, woven seaweed, seashells and bone. She lights a pot filled with incense and offers to tell the party their fortune.
- 2 **Hidden Reserves:** The ship the party is on approaches a peninsula. Trees bearing delicious edible fruit become visible as they sail closer, but they risk crashing into masses of rocks that rise from the sea. Navigating the ship to shore without colliding with the rocks will be tricky, but those with proficiency with Water Vehicles have Advantage on any check made to harvest these fruits.
- 3 **A Bump in the Road:** A sweeping arch of granite once connected two islands of the archipelago, until a disagreement between the inhabitants led to the destruction of the bridge between them. Now the shallow water is studded with a swirling reef of sharp, treacherous rocks. To pass safely through the area, the Bosun must make a successful **Dexterity (Acrobatics)** check.
- 4 **Needing Assistance:** In a shrill, piping voice, a tiny sentient floating island telepathically requests the help of the party. A great squall has separated it from its parents and the rest of its island chain. The party can guide the island home with either a successful **Intelligence (History)** or **Intelligence (Nature)** check. The worried parent islands will reward the party with an abundance of tropical fruits.
- 5 **Danger Afoot:** A trading vessel sails between ports, crewed by inhabitants of the local islands. Having been attacked frequently by pirates, the traders are wary of other vessels, and prepare to attack from afar and board the ship if necessary (use the **Guard** stat block). They can be talked out of a fatal fight if the party can convince them that their intentions are good.
- 6 **Natural Wonders:** A twist in the shore hides a stunning natural bay. A ship could easily hide here unseen from the open water, but the bay itself is also beautiful and unspoilt. The water is crystal clear, and the sand a pure golden colour. Parrots and macaws in spectacular colours fly between the dense foliage.
- 7 **Monster Hunt:** A **Giant Shark** has been bothering the fisherfolk from the fishing villages along the coast. The guards of these villages put out a call for adventurers to rid them of this beast, last seen lurking next to a lagoon to the north. According to local gossip, the beast likes to hunt **Octopus**.
- 8 **Old Memories:** A series of intricate and ancient stone bridges connect several islands together, providing access to the towers atop the highest points on the islands. Though abandoned, these buildings remain airy and bright, with crystal and glass cupolas that pattern the floor with colours. Each tower houses a large window that provides a scenic view of the sea and islands.
- 9 **A Dark Place:** A mysterious island looms out of the mist. A sheltered inlet hides a cave mouth lit by torches carved to look like the open maw of a kraken. Inside the cave, a group of **Sahuagin** are crafting a totem of a terrifying monster from coral.
- 10 **Deadly Fight:** As the party investigates a lush island, they hear rustling in the trees behind them. Attempts to spot the perpetrator are fruitless. Pushing through the foliage, they spot a webbed nest with eggs that seem to blur in and out of reality, just in time for the pair of **Phase Spiders** to attack from the trees.

BENEATH THE WAVES

1d10 EVENT

1 **A Chance Meeting:** In the ruins of an underwater temple complex the party runs into a group of **Sahuagin**. As the temple is a sacred space, the Sahuagin are bound to treat the party as guests. It is a good opportunity to talk to this usually hostile species, but outside the temple they will not be so friendly.

2 **Hidden Reserves:** Sea birds circle above a pod of dolphins encircling a school of tuna. The dolphins are happy to share, allowing the sea birds to swoop in and pick a fish at opportune moments. The party may be able to release a net, carefully avoiding the dolphins and catching lots of tuna fish.

3 **A Bump in the Road:** The seafloor is ruptured by underwater chimneys, the only visible evidence of the vast Dwarven factories that lie beneath the ocean. These stone stacks pump endless clouds of hot violet smoke into the waters, providing nutrients for a variety of creatures but also obscuring the area. The Bosun must pass a **Wisdom (Perception)** check to find their way through the smoke.

4 **Needing Assistance:** A **Svirfneblin** in an iron diving suit flags down the party, seeking assistance. Earlier they took their **Mastiff** (in its own iron diving suit) out for its daily walk, but after bobbing off after a catfish, it failed to return. The party finds the unfortunate animal lodged in a nearby crevice, requiring a successful **Strength (Athletics)** or **Dexterity (Sleight of Hand)** check to free it.

5 **Danger Afoot:** A group of **Giant Sharks** have decided the party will make a nice meal. They will track them from a distance using their sense for blood and disturbances in the water. Once the party pauses for rest they will charge at them like torpedoes.

6 **Natural Wonders:** In the darkest parts of the deep, a faint set of glimmering lights are visible. At night, the lights reveal themselves to be an ancient underwater metropolis populated by **Merfolk**. The spires, constructed of coral and rare metals, occasionally brush the surface.

7 **Monster Hunt:** The ruins of an ancient temple lie beneath the waves after a cataclysm. **Water Elementals** guard this temple and its riches. The remains of unsuccessful treasure hunters litter the outer grounds of the temple, some in gruesome states. The Water Elementals warn would-be intruders by blowing angry jets of water and bubbles.

8 **Old Memories:** An army of petrified **Merfolk** warrior priests and champions lie half-buried on the ocean floor. A great battle between two mer-kingdoms took place here. It ended tragically when a wayward mage made a mistake and cast a spell that turned everyone on the battlefield to stone.

9 **A Dark Place:** Black water bubbles out from this area of the seabed, tinging the water beyond its borders with a slow but inevitable corruption. At the heart of this inky water is an area where huge cracks open to reveal a volcanic glow beneath. The nearby sea creatures are twisted in horrifying ways by whatever comes from beneath the ocean floor.

10 **Deadly Fight:** The **Merrow** who live in the ancient bones of a huge sea creature have chained the corpses of their victims along the borders of their territory. The waters are too dim to see the bodies at first, and **Wisdom (Perception)** checks are made at Disadvantage. The Merrow have a glittering hoard of treasure if the party can defeat them without joining the corpses on the seabed.

CALM SEAS

1D10 EVENT

- 1 **A Chance Meeting:** A group of **Merfolk** mothers are hosting a playdate for their children, enjoying swimming games and playing music on coral instruments. They invite the party to join their fun. While they have no ill intentions, they forget the party may not be able to breathe underwater, and this may lead to trouble.
- 2 **Hidden Reserves:** In shallow waters not too far from a beach is a large bed of giant oysters. While valuable for their meat alone, there is always the chance of finding a pearl within the shellfish. The oyster bed is actually a farm so more than usual contain pearls, though the farmer might not be pleased should they catch the party in the act.
- 3 **A Bump in the Road:** The party enters a part of the sea that is preternaturally calm. The ocean surface becomes smooth as a mirror while the warm winds first slacken, then die altogether. Marooned in this area of absolute calm, the Bosun must pass either an **Intelligence (Nature)** check to rediscover the winds or a **Constitution (Athletics)** check to row to safety.
- 4 **Needing Assistance:** A terrible wail of fear draws the party towards a **Merfolk** washed up on the shore. It is caught in a fishing net, and the net's wicked barbs are tearing the creature's flesh. The Merfolk's cries risk drawing those who laid the trap near unless the party succeeds at a **Wisdom (Survival)** check to untangle the knots.
- 5 **Danger Afoot:** The ship sails near a coral reef, where a group of wayward **Mud Mephits** have made their home. The Mephits don't like intruders and will drive anyone away from their territory. Ill suited to their new home, their speed is halved while underwater as the currents drag against their muddy forms.
- 6 **Natural Wonders:** Beneath the waves, kelp forests encircle a beautiful natural garden of coral and seaweed. Fish dart playfully from intricate lattices of red and gold. The dappled rays of the sun reflect from the fine porcelain sand, creating illusory waves of light that dance against shades of blue and green.
- 7 **Monster Hunt:** Stories abound in this area of a terrifying lobster beast that steals magic items from its victims. A pouch of spell components still floats in the sea, along with splinters of wood smashed apart by pincers of great strength. The magic items the **Chuul** has encrusted onto its carapace give a trail to follow with a successful **Intelligence (Arcana)** check.
- 8 **Old Memories:** A coral reef is a living temple to a sea god, coaxed and shaped by careful aquatic gardeners over centuries. Since its custodians have left it to grow, the reef has spread beyond its neat twisted columns and elegant balconies into something more chaotic, but the beauty of both its tamed form and its natural rebellion can still be seen.
- 9 **A Dark Place:** A ship moves through the water silently when there is not a breath of wind to stir its limp sails. It is encrusted with barnacles and the smell of salt and rot rises from it. The sailors move in strange, juddering ways and, as they all turn to stare at the party with their dead eyes, it is clear that they are **Zombies**.
- 10 **Deadly Fight:** A ship empty of people floats on the horizon, its galley loaded with treasure. The treasure chests are all **Mimics** that attack when approached. The ship itself is an enormous floating Mimic, eager to devour greedy adventurers as soon as they open a chest, or ram the boats of those more restrained.

FRIGID OCEANS

1d10 EVENT

1 **A Chance Meeting:** A ship of explorers is seeking to reach the centre of a glacier that a previous expedition failed to reach. They invite the party to exchange information on the nearby seas and to dine with them. The party quickly realises that the explorers are unprepared for the dangers ahead, but they are arrogant about reaching their goal in record time.

2 **Hidden Reserves:** The party comes across a cave a nearby community has used as a winter store. Several fish have been gutted and prepared and then covered in water which has frozen over to preserve them. Once thawed out they are all ready to be cooked. While the meal would be filling, it also leaves the local people without their stock of food.

3 **A Bump in the Road:** Icebergs litter the sea ahead of the party's vessel, and eventually grow thick enough to block their path. Crashing through them causes the ice to break loose, but it closes around the ship. A **Wisdom (Survival)** or **Intelligence (Nature)** check will show where the ice is weakest, and allow the ship safe passage.

4 **Needing Assistance:** A shiver of sharks chase an orphaned baby orca whale. The baby's cries are loud and sharp, accented with fear. The party can drive away the sharks with a successful **Wisdom (Animal Handling)** check. If successful, following the orca whale will lead them to an unusually lush island where a *Ring of Warmth* can be found in the grass.

5 **Danger Afoot:** Passing through a region of clashing ice floes, the party find themselves encircled by small plates of ice. These mini-bergs are hollow, fitted with rudimentary pedal-powered mechanisms. Once these piloted floes are in place, their designers leap out of hidden portholes and fall upon the party: ice-blue **Lizardfolk** draped in thick winter furs.

6 **Natural Wonders:** Ribbons of light shimmer across the sky like a glowing path. As a sailor plays a tune, the lights seem to dance and pulse in time with the music and they move off in a clear direction towards a far horizon. The legends say that those who follow the Crown of Light will reach their hearts' desire.

7 **Monster Hunt:** Villages along the frozen sea speak of a monster that comes at night, tearing apart houses and leaving destruction in its wake. If this trail is followed, the party spies a frozen **Water Elemental** building and furnishing a house of ice. Trapped within the Elemental is the mind of its **Mage** creator, obsessed with building a facsimile of the life she once led.

8 **Old Memories:** In pale pastel shades, a great palace of ice is built into the side of an iceberg. Who had the skill to sculpt its cyclopean halls none can say. What is seen above the surface only hints at the size of the palace. It extends beneath the surface where vast, shadowed passages are filled with slinking shapes.

9 **A Dark Place:** The party reaches an island, a wide snowfield, blindingly bright and utterly bleak. A single cabin is barely visible through the glare of sunlight on snow. A meltwater stream flows from inland, pinkish in hue, before the party spots a mutilated corpse floating downstream in a river of blood that stains the virgin snow.

10 **Deadly Fight:** Sailing through a blinding blizzard, the party drift dangerously close to another boat manned by a figure swaddled in billowing cloaks. When they realise the party has spotted them, the **Mage** shouts an incantation, summoning an **Invisible Stalker** to board the vessel. They are a fugitive, unwilling to let any witness to their escape live.

JUNGLE RIVERS

1D10 EVENT

- 1 **A Chance Meeting:** The party runs into a herbalist making their way along the river looking for healing plants to restock their supplies. The herbalist is actually an **Assassin** looking for ingredients for deadly poisons. They have no desire to hurt the party, unless they get in their way.
- 2 **Hidden Reserves:** The party uncovers a large canoe tangled up in foliage in the riverbank. The only occupant is a skeleton peppered with arrows. Under a tarpaulin are several crates of trade goods that are still in good condition as well as some preserved food and weapons.
- 3 **A Bump in the Road:** The river narrows and begins to speed through a tight valley. Sharp rocks push up through the waters, causing treacherous eddies and swirling pools. Navigating this stretch of whitewater becomes increasingly difficult, the safe course changing every few seconds. To survive the rapids the Bosun must pass a **Constitution (Nature)** check.
- 4 **Needing Assistance:** Wading in the river are two **Ogre** fishermen on precarious stilts. They drag behind them chunks of rancid meat, bait for the aquatic **Giant Centipedes** that crawl along the riverbed. As the party approaches, one Ogre snags the largest Centipede she's ever seen. If the party helps to land the creature with a **Strength (Athletics)** check, the Ogres welcome them to the feast.
- 5 **Danger Afoot:** Either side of the river is a large colony of **Stirges**. They prey on anything passing by. The remains of other vessels on the banks attest to this. If the party can row past slowly and quietly they might be able to gain the upper hand against these creatures.
- 6 **Natural Wonders:** As shown by the bizarre colouration of the nearby vegetation, this segment of the river has been affected by a magical accident. Before the party, the river lifts off the ground, rising into a loop-de-loop that arcs overhead before settling back down to travel on as normal. Though the party is inverted for the duration, the river's magical gravity keeps them safely in place.
- 7 **Monster Hunt:** A group of local villagers asks the party to drive off a **Giant Crocodile** that lives on the river bank. They believe it is a local god and only want it driven away, not killed, and will panic if the fight becomes fatal. The creature has no problem with using deadly force on the party.
- 8 **Old Memories:** A half-submerged tiger statue leads the party into a temple complex. The Monks here practised deliberate lycanthropy and there are images around the walls of mighty warriors and devoted healers taking the forms of tigers, jaguars, bears and boars. The last remains of a ritual to bless a new line of Monks has withered on the altar.
- 9 **A Dark Place:** A tributary of the river leads to a place where overhanging branches knotted with moss plunge everything into gloom. The water is stagnant and sluggish here and the jungle nearby is strangely quiet. A roughly-made set of buildings sits at the water's edge — a bandit hideout where people are imprisoned as hostages or killed and thrown to the alligators.
- 10 **Deadly Fight:** A pack of **Gnolls** have caught a **Troll** with a magical collar and drive it towards the party with triumphant hyena chattering. The Troll cuts a swathe through the jungle with its immense strength. Fleeing will be perilous as both water and land are choked with vines and roots. The Gnolls wait eagerly at the back for the spoils.

LAKES

1d10 EVENT

1 **A Chance Meeting:** Sculling themselves along on floating platforms of webbing, a group of **Ettercap** bards sing a selection of ribald and bawdy songs to the delight of boaters and bathers alike. Nothing happens on the lake that escapes the notice of the Ettercap band. They are an unrivalled source of news and gossip, happily divulging all they know for gold and blood.

2 **Hidden Reserves:** A pleasure boat full of very drunk nobles decides the party is extremely entertaining just from a look at them. They invite them to join their luncheon as long as they share stories of their adventures and play up a little. The food and drink on offer is superb and the nobles will not stint in sharing.

3 **A Bump in the Road:** A lakebound **Dragon Turtle** has decided to take a rest in the party's path. It may be sleeping on a beach path or resting in the shallows, blocking river traffic. Waking it up is not a good idea as it will be very upset, so the Bosun must direct a stealthy diversion with a **Dexterity (Stealth)** check.

4 **Needing Assistance:** An egotistical knight calls to the party from a sinking dinghy, needing saving. In his heavy plate armour, he will sink quickly to the lake floor, though he is extremely hesitant to remove his ancestral plate. A group **Dexterity (Sleight of Hand)** check can doff his armour quick enough to avoid him sinking his ship, and when removed he stands proudly in nothing but armoured underwear.

5 **Danger Afoot:** A group of **Bandits** in gaudy costumes masquerade as tour guides, bringing wealthy tourists out to see the Really Magical Fairy Islands in the lake. The enchanted, wish-granting inhabitants of these isles only appear if your hands are bound and you wear a bag over your head. The Bandits have become adept at faking high-pitched voices.

6 **Natural Wonders:** At the same time each winter day, as the sun sets behind a low range of mountains, the light is caught in a crevice. It forms a beam of amber light that reaches out across the lake as darkness falls, drawing a line of dying sunlight across the water where fish attempt to leap across in one jump.

7 **Monster Hunt:** A **Plesiosaurus** has been sighted in the lake, the source of many legends in the area. If the party succeeds on Tracking the Monster, they learn that it only comes out at night to hunt. Fanatics will pay a handsome reward to those who find evidence of this fabled creature.

8 **Old Memories:** Drifting across the lake, seemingly dragging its own fog in its wake, comes an ancient wooden vessel, dragon-prowed and with shields lining its sides. Upon it, dressed in fine fabrics and surrounded with funeral goods, is a desiccated corpse, arms crossed upon their chest. There is evidence of where a fire was started but failed to take hold.

9 **A Dark Place:** Just breaking the surface of the lake are weathered pillars of black stone. Glimpsed in the depths, more shadow than substance, is a vast submerged structure, possibly a temple, possibly a factory. In the deepest darkness, seen only for moments, are dull red lights. On still nights one can hear the sound of bells, and the grinding of wheels.

10 **Deadly Fight:** A **Hydra** has recently moved into an underwater cave near the bay. It raids the nearby seaside town and attacks ships that sail by. Sailors and townsfolk speak of a telltale sign that the monster is approaching, and that is its awful stench, which can be detected from at least 100 feet away.

PIRATE TERRITORY

1D10 EVENT

- 1 **A Chance Meeting:** The party's ship is approached by a group of customs inspectors (use the **Scout** stat block) who want to see the ship's cargo. While they are legitimate, they are actually being bribed by a local pirate to tell them of any cargo worth stealing that they find. If the party carries treasure, pirates will soon be on their trail.
- 2 **Hidden Reserves:** On a quiet part of a deserted island the party find a group of dead pirates all lying around a treasure chest that seems to have been recently dug up. It appears there was an argument over the division of the spoils that no one won, and the treasure is there for the taking.
- 3 **A Bump in the Road:** Some enterprising individual has been mass producing counterfeit treasure maps, and now a hundred small boats crowd around the supposed 'X'. A huge row has broken out amongst the treasure hunters, each convinced they have the original map. To push through this quarrelsome mass, the Bosun must pass a **Charisma (Intimidation)** check.
- 4 **Needing Assistance:** Two sailors lie prone on a raft that drifts aimlessly in the middle of the sea. Left there to die after a failed mutiny, they are suffering from dehydration and sunstroke, requiring a **Wisdom (Medicine)** check to nurse them back to health. If they feel better, they offer their services as experienced seamen to help the party navigate the seas.
- 5 **Danger Afoot:** A pirate ship is sighted bearing down on the party's vessel. While they are some distance away, the pirate ship has the wind in their favour and is gaining fast. With their flag raised they clearly mean to board the ship and take it as a prize. Use the **Bandit** stat block for the crew and **Bandit Captain** stat block for the captain.
- 6 **Natural Wonders:** When the moonlight strikes the sunken wreck of the pirate ship the *Sleeping Maiden*, the reflection makes it appear to be sailing above the waves. It is said at certain times this illusion can be boarded, and her long gone treasure claimed. Others say this is a trap to claim covetous souls.
- 7 **Monster Hunt:** This area is the hunting grounds of a fearsome and scarred **Kraken** who has left a broken, bloodied dinghy capsized in the water with a huge chunk taken out of the side. The Kraken is waiting to strike, but the party can track it by the fish leaping out of the sea to avoid it.
- 8 **Old Memories:** A graveyard of ships cluster around a reef that spears up from the water. They originate from a dizzying array of civilisations and eras, all dashed against the reef. Many of them still have the tattered remnants of brightly coloured sails or flags, and there are likely rich pickings if the party is willing to risk scavenging.
- 9 **A Dark Place:** An infamous pirate city made of lashed-together ships clustered around a rocky island is unmarked on any map. Most of the ships are damaged, and the place shows evidence of a strange illness that slew all of the pirates who were based here.
- 10 **Deadly Fight:** A pirate ship chases the party. Its flag is a red skull and two crossed cutlasses upon black. The ship belongs to Tuaga, the infamous pirate **Archmage**, who broke free from prison recently. She orders her crew (use the **Cultist** stat block) to board the party's ship, kill everyone, and seize all valuables.

RIVERS

1d10 EVENT

- 1 **A Chance Meeting:** Old Ethel has fished the river in this same spot for most of her life. She is a widow who lives alone nearby and misses company. She happily shares gossip with other river folk and is a very good source of local knowledge, but does tend to talk a lot.
- 2 **Hidden Reserves:** The party finds a dishevelled river barge that was once a Halfling home on the river bank. Its reclusive owner died of old age and no one has claimed the vessel. There are a few supplies but the vessel itself is still seaworthy and in good condition under the clutter.
- 3 **A Bump in the Road:** This stretch of river marks the boundary between two countries, each of which maintains a toll station monitoring traffic on the river. To pass a toll station, one must pledge allegiance to its operators. Of course, this means being blocked by the other station. The Bosun must mediate between the sides with a successful **Charisma (Persuasion)** check.
- 4 **Needing Assistance:** Transporting raucous **Kobolds** has taken its toll on an exhausted ferryman. He pleads with the party to take his place and allow him to rest. Guiding the nimble ferry requires a **Dexterity (Sleight of Hand)** check, while distracting the Kobolds requires a **Charisma (Performance)** check. In return the ferryman gives the party valuable knowledge of the river.
- 5 **Danger Afoot:** A group of **Goblins** have set up an ambush at a narrow bend in the river. When a barge goes past they leap aboard from both banks and try to take their vessel and steal its cargo. There are a lot of them, but they are also cowards and are not expecting much resistance.
- 6 **Natural Wonders:** A rocky river flows with the dazzling colours of a rainbow due to the minerals seeping up from the stone and the plants that make the river their home. By day, the river plants reach for the sun and produce vibrant colours that bleed into the water and by night, phosphorescent fish swim in schools that cause it to glow.
- 7 **Monster Hunt:** As the party follows a river surrounded by dense foliage, a flock of bright parrots caw in alarm and then go silent. In the wet sand, they can spot the muddy trail of **Giant Constrictor Snakes**, and find a few scales from their skin. Several logs float in the river, making it hard to pinpoint where these snakes are lurking.
- 8 **Old Memories:** A vast viaduct stretches across the river, its gorgeously-detailed arches still intact despite its age. Nearer the water, the marble statues of dancing, nymph-like figures are worn and weathered but still glow softly in the sunlight. A marvel of engineering, the viaduct is also a magical boundary that protects the lands beyond from flooding with delicate sigils carved into every stone.
- 9 **A Dark Place:** The river inexorably flows towards a yawning cave mouth that has only inky blackness beyond. Passing through, the temperature immediately drops. What first appear to be stalagmites on both banks are revealed to be petrified people who have been made unidentifiable by the minerals built up on them over time, victims of a **Medusa** who lies motionless, frozen by her own reflection.
- 10 **Deadly Fight:** In a dark, sheltered part of the river where the trees stretch so far overhead that they tangle with those on the other side, the party smells death and rot. A horde of waterlogged **Zombies** controlled by a **Wight** rises up from the water, surrounding the party and clawing at them with bloated hands.

SEA FLOOR

1D10 EVENT

- 1 **A Chance Meeting:** An immortal noble of an ancient people has been chained to the sea floor for centuries as punishment. They will implore the party to free them, claiming they have paid an unjust penalty for their supposed crimes. They have watched the changing tides for years, and know of all the passing creatures of this portion of sea.
- 2 **Hidden Reserves:** The ancient wreck of a ship from a long forgotten civilisation lies on the seabed. The people who built it famously used long forgotten magic to give their vessels incredible grace and speed in the water. Carved into the beams of the wreck are the lost words and sigils that allows non-living matter to be imbued with the *Haste* spell.
- 3 **A Bump in the Road:** The sea water boils. Steam rises from cracks on the seafloor and threatens to overwhelm all occupants of the vessel with searing heat. The Bosun must make an **Intelligence (Nature)** check to escape the almost unbearable heat and pass through these waters, which sit above a natural magma vein.
- 4 **Needing Assistance:** Grimacing apologetically, a **Zombie** waves at the party. Shooing away clouds of nibbling fish, it points to the iron nail through its ankle and the heavy weight that has sent it to the ocean floor. It mimes for the party to release it. This requires a **Strength (Athletics)** check, but in return the party receives its only worldly possession: a single golden coin.
- 5 **Danger Afoot:** The party uncovers an old sunken ruin. Unfortunately the huge statues that once guarded it are **Stone Golems**. They were built to protect what was once the city harbour, and doggedly continue their duty. Uncaring that the city is long drowned, they attack anything that enters the broken ruin they protect.
- 6 **Natural Wonders:** The bottom of this seabed is littered with the giant remains of broken coral, bones of giant fish, with glittering rocks between it all. The seafloor is an elaborate mosaic of colour and history, which glimmers beautifully should any light reach it.
- 7 **Monster Hunt:** Glimmering with ghost lights, the luminous mucus with which the **Aboleth** has made its lair is seen in the abyssal depths. There it concocts its diabolical schemes: psychically inducing sailors to step off their vessels and entire villages to walk into the sea. To reach the creature, the party wades through scenes from their lives recreated in mucus by the Aboleth.
- 8 **Old Memories:** Murky water envelopes the party, as lightning flashes inside a roiling cloud and a ghost ship materialises overhead. The ghosts of pirates, aglow with fluorescent white and green, leer at the party and brandish their weapons. Though they do not board the party's ship, they taunt the party with swears and empty curses.
- 9 **A Dark Place:** A twisting cavern with a magic air bubble over it descends downwards. There are huge tentacles carved into the walls. It is only when they reach the bottom of the pit that the party realises the tentacles are not stone, but belong to an impossibly vast and utterly unknowable creature. It is surrounded by the remains of hapless **Merfolk** that have been dragged down to feed it.
- 10 **Deadly Fight:** Straying into the path of a band of raiding **Sahuagin** who ride **Plesiosaurus** into battle, the party is faced with fighting these creatures on their own turf. The Sahuagin know the territory well, using underwater geysers to propel themselves across the battlefield and drawing party members into narrow reefs.

SHALLOW WATERS

1d10 EVENT

- 1 **A Chance Meeting:** On a small island a group of nobles have been marooned after a recent storm. They will be glad of rescue even though they may be officious and privileged. They were targeted by an **Archmage** who called up the recent tempest, a bitter adviser to their king who was ousted for their immoral suggestions.
- 2 **Hidden Reserves:** In a cave in a large coral reef is the lost spell book of a long dead mage who specialised in water magic. Its cover ripples and sloshes with every movement. Several water based spells are inscribed here as well as much lost lore about tidal magic.
- 3 **A Bump in the Road:** Something is stuck on the vessel's underside, weighing it down. The Bosun can dive into the water to discover a dead giant squid splattered across the hull. Removing the corpse requires them to swim underwater, hold their breath, and make a successful **Strength (Athletics)** check.
- 4 **Needing Assistance:** A matronly **Treant** is escorting her cospse of fragile **Awakened Trees** through the shallow strait that separate two forested islands when an errant wave lifts the smallest tree off its roots. The party must act quickly but carefully to save the delicate plant from being swept out to sea. On a successful **Dexterity (Nature)** check the little tree is rescued, suffering no injury.
- 5 **Danger Afoot:** After a long dispute over ownership of the area, a magician has summoned a **Water Elemental** and commanded it to protect their claim. While locals know boats have been lost, most people believe it is the work of unseasonal storms.
- 6 **Natural Wonders:** The party sails through crystal clear waters where every sea creature can clearly be seen. An unusual phenomenon in the shifting sea bed has revealed variegated bands of stone in reds, oranges and yellows, which gleam gem-like beneath the waves. Brightly-coloured sea urchins and tiny transparent octopuses are making this newly-revealed stone their home, and have adopted its colours to better blend in.
- 7 **Monster Hunt:** An area of silty shallows with occasional rocks poking out of the water is inhabited by a **Black Pudding** ooze. The party notices there is absolutely no life in this area of water, despite the silt making a rich feeding ground for fish and other aquatic creatures. The viscous water moves strangely in places as the Black Pudding travels beneath the surface.
- 8 **Old Memories:** Beneath the waters are a series of intricate carvings colonised by the local plantlife. They stretch over a wide area of shallow water depicting a huge ritual that holds a mighty sea monster at bay. The magic of the ritual has begun to falter, but with some careful cleaning of algae from the stones, the binding magic flows once more.
- 9 **A Dark Place:** Among the trees and lush vegetation, an area of connected brackish pools in concentric circles feeds an ancient tree with roots mired in the mud. The channels leading to the tree contain tiny plants that only appear where blood flows, an indication that these are used for more than just water when the locals want to ensure their community's safety.
- 10 **Deadly Fight:** A Druid and their pet **Giant Poisonous Snakes** are on the hunt for larger prey than the usual vermin they find in the nearby mudflats. They attack the party in a coordinated way, navigating the sticky mud easily where it slows the party down and grappling party members to poison them as a way of weakening them for the kill.

STORMY SEAS

1D10 EVENT

- 1 **A Chance Meeting: Sirens** appear on the surface of the ocean. Waves lap at their long hair as they sing to the passengers of the ship before them. Their haunting voices warn of danger beneath the waves. They advise the party to pay their respects to the ocean gods.
- 2 **Hidden Reserves:** A ship has been split in two by the storm, and is swiftly sinking. The crew have already abandoned the vessel, taking only what they could carry. Before it sinks though, its cargo may yet be salvageable. Some of the crew or passengers may also remain trapped, and will offer a reward if rescued.
- 3 **A Bump in the Road:** As the party navigates around a **Kraken's** lair, fearsome winds rock the boat and threaten to capsize it. The Bosun must make a **Dexterity (Water Vehicles)** check to outrace the storm or a **Strength (Survival)** check to secure the sails and ropes with expertly tied knots.
- 4 **Needing Assistance:** A sailor clinging to a broken mast in the middle of a storm can barely be heard over the winds, and keeping track of her so the party can rescue her without knocking her into the waves is a challenge. The party must pass a group **Wisdom (Perception)** check to locate the sailor and haul her up to safety.
- 5 **Danger Afoot:** Taking advantage of the storms that regularly lash the area and the distress and panic it causes, a band of **Drow**, protected by magical subaqueous skins, are targeting the stricken vessels. Rising through the waves at the height of the storm, they plunder their chosen ship, needing only minutes to dispatch the distracted crew and strip it of all its valuables.
- 6 **Natural Wonders:** Near the rocky coast, a towering stack of limestone shaped like the broken end of a bridge rises from the water. The waves crash into its bottom, hollowing out a cave at one end. This magnificent structure once connected the mainland to an island far away.
- 7 **Monster Hunt:** Lurking among the rocks by a sheltered harbour near an area regularly wracked by storms, a **Hydra** waits for its prey to come to it. The party sees a thrashing displacement of water that indicates something large in the vicinity. They can see old blood on the rocks near a cave opening and several wrecked ships in the narrow mouth of the harbour.
- 8 **Old Memories:** A stone monument floats across the sea. It cannot sink to the ocean floor because it is enchanted with a powerful spell. Large runes are inscribed upon its surface in Giant. When read aloud, a vision of a map of all the known seas, and the maritime boundaries and landmarks of long lost kingdoms appear in the air.
- 9 **A Dark Place:** The party's vessel is caught in a storm. Thunder and lightning assail the party's senses. Heavy rain and wind batter the ship. In the distance, on the top of a cliff, a lone Dwarven figure with their arms outstretched as if embracing the elements, roars a string of incomprehensible words before being struck by lightning and killed instantly.
- 10 **Deadly Fight:** In the heart of a storm that has persisted for weeks, an **Air Elemental** and a **Water Elemental** are engaging in wanton destruction and exercising their control over the waves and wind to create a dangerous maelstrom across a shipping route that has disturbed them. Stopping them means sailing into the storm, but leaving them alone will risk many lives.

SWAMPS AND MARSHLANDS

1d10 EVENT

1 **A Chance Meeting:** A party of young warriors have been injured while hunting. If the party has any healing skills they can help these warriors, and doing so will gain them dedicated friends and useful guides. The group are initially suspicious of strangers, though they soon warm up to the party if they are treated well.

2 **Hidden Reserves:** On one of the dryer swathes of land the party comes across a patch of cultivated mushrooms. They have been grown there by a local alchemist. All of them have powerful healing properties, but many of them have hallucinogenic properties too. Roll 1d20. On an even number, any mushrooms harvested inflict the imbiber with strong hallucinations.

3 **A Bump in the Road:** A wide area of clinging mud is impassable by boat, requiring the party to either anchor or haul a light boat across. The mud itself grows thicker and more treacherous until it turns into a tar pit that threatens to suck the party in unless the Bosun makes a **Strength (Athletics)** check to grab a vine and haul everyone out.

4 **Needing Assistance:** Vivid turquoise smoke draws the party to where a Gnome inventor and her gangly, spider-legged craft have sunk into the soft earth. Designed with enthusiasm rather than sense, the craft's doors have seized, trapping the inventor inside. She can be freed with Smith's Tools or a successful **Strength (Athletics)** check. She rewards individual party members with rides in her craft.

5 **Danger Afoot:** A **Green Hag** decides the party would make a good meal. She will try to trick them one by one into her lair. Her favourite ruse is to disguise herself and offer her 'healing skills', to the weakest looking party member, and insist she should be alone with the patient to practise her art.

6 **Natural Wonders:** Golden eggs shimmer in the chromatic mist of a swamp, an aura of magic emanating from the clutch. Any who stray too close to these **Gold Dragon** eggs hear telepathic murmurs in their minds, the gurglings of unborn Wyrmlings. Warmth and whimsy accompany these thoughts, leaving the listener feeling awe-struck and giddy for the rest of the day.

7 **Monster Hunt:** Webs choke the trees on the banks of the swamp, their leaves strangled and withering. Sluggish giant insects buzz about the party, while Sprites and Pixies lay ensnared by webs that crisscross above the water. The obvious work of **Ettercaps**, many valuable alchemical components can be harvested from their prey, though disturbing the webs will alert these monstrosities.

8 **Old Memories:** The party's vessel gets stuck between protruding structures, requiring careful navigation. Upon inspection, the many structures reveal themselves to be the submerged and decayed ruins of a town, sunken into the swamp and claimed by nature. **Giant Frogs** perch atop old roofs and chimneys, the only occupants of a once thriving community.

9 **A Dark Place:** A stretch of viscous muck and mire is littered with the remains of unwary travellers. They lay down on the surface, petrified as they were trapped in the mud with their corpses slowly rotting away from the knees-up. An Intelligence (Nature) check reveals this is the breeding ground of **Ochre Jellies** who have flown the nest.

10 **Deadly Fight:** Wide tracks and displaced earth in the bog reveal the presence of a **Shambling Mound** in the region. It lurks in the mud and murk and waits to strike, but its half-eaten meals can be seen floating in the bog near its hunting grounds. Many adventurers have tried and failed to slay the Shambling Mound, and so it has amassed a hoard of loot.

UNDERGROUND

Beneath the ground stretch endless caverns, vast ravines, and cities of ancient civilisations long forgotten by those on the surface. The Underground is a place of alien creatures and the constant threat of environmental danger. Underground predators are often uniquely suited to their environments, equipped with heightened senses or natural weapons. The cultures down here are closed-minded and survival-focused, but many understand the need for community even more keenly. For those who know these paths well, the secret roads of the Underground are fast routes, but they also risk brushes with strange powers that have flourished in the dark.

WEATHER

Rushing water and hot, damp air where a roaring geyser shoots from a deep hole in the ground

The stone walls and floor are slick with ice, as breath clouds in the bone-chilling air

Fluorescent fungus slowly shifting across the ceiling lights the dust that drifts through the air

An atmosphere of pressure that grows more intense as a heavy heartbeat thrums through the stone

Fresh, sweet air and bright light filters down from an opening to the outside world high above

A foetid stench hangs in the heavy air from the geothermal vents belching smoke and ash like snow

Clusters of stalactites drip artificial rain that tastes of copper into pools of murky green water

Blood pools upon the spongy floor and runs down the slick walls of an uncomfortably warm cave

Roots clustered around the walls emit clouds of gas that hang in the air and glitter in the torchlight

Strong, bone-rattling breezes filled with choking dust from a dizzying maze of honeycombed openings

FLORA AND FAUNA

Pallid blooms emitting sweet meaty scents, while pale **Salamanders** dart their tongues into the flowers

A **Swarm of Bats** darts through luminescent hanging vines that ripple towards them lazily

A field of pale yellow fungi like tiny moons, where flickering moths dance in and out of the darkness

Large fish with massive needle teeth and wide black eyes swim through the air at a leisurely pace

Patches of black moss that grow towards movement and light, as star-nosed moles nibble at their edges

Trumpet-shaped plants covered in tiny fronds, the snouts of raccoons snuffling at the air from within

Pangolins with pale scales scratch cautiously in the dirt for worms that shrivel as the light hits them

A pack of little raptors the size of cats, with oversized eyes and hooked claws for clinging to walls

Pale, translucent cave shrimp swim lazily in pools of water that go deeper than the light can penetrate

Spiders the size of a human hand spin their webs, snapping huge, thorned pincers at one another

LOCAL INHABITANTS

Duergar herders moving through a chasm, protecting the **Giant Lizards** their people use as pack animals

A group of **Driders** prepare to drop down onto a unit of **Hobgoblins** as part of a territory dispute

Svirfneblin work in concert to build a wall with an **Earth Elemental** controlled by one of them

Young **Goblins** dive into a deep cave pool to retrieve wriggling white fish in some sort of contest

A **Druid** with luminous fungus growing on her cloak tends a vault of mushrooms and pale, hungry plants

Orcs guarding a watch post pass the time by racing **Gricks**, using the remains of dead adventurers as bait

A band of **Dwarves** on **Giant Badgers** navigate a crumbling ruin using their knowledge of its architecture

A nomadic group of **Myconids** have set up a growing ground nearby filled with lots of **Myconid Sprouts**

Drow guards watch the surrounding caverns closely as others in robes tend a shrine bedecked in webs

POINTS OF INTEREST

Elaborate spiralling paintings cover the walls of this cave, depicting a celebration of a long-lost religion

Scattered in the debris surrounding an abandoned mine entrance are the rotting remains of mine carts

A nest of wary **Giant Fire Beetles**, illuminating the caves they dwell in with bright, warm light

Chiming crystals glitter across a natural mirror maze that distorts voices and reflections in confusing ways

A woven tapestry of dyed spider webs covers a huge obsidian tomb depicting a many-legged figure

A deep churning pool glows with light at the bottom and lets out a keening, unsettling noise

A complex lattice of bones holds three huge eggs with gem-encrusted surfaces and a thick layer of dust

A line of figures turns out to be a procession of humanoid statues with eerily lifelike expressions

A glowing red-hot stone at the heart of a series of geometric frames that somewhat resembles a forge

POSSIBLE JOURNEYS

Stories tell of a miraculous plum tree that can heal any ailment, and the party desperately need a cure

Searching for a ship's treasure that mysteriously fell into a rift in the caverns

Completing the perilous journey to the court of a Dwarf lord following an urgent summons

Rescue a hostage, as the **Drow** have taken a noble's son prisoner to force the return of a sacred item

Stopping a dangerous cult who have retreated to their cavern temple to summon a horrifying aberration

Investigating a mining village where contact and trade has ceased suddenly, and which seems deserted

Hobgoblins have a subterranean prison for war captives, and have imprisoned an important general

Venturing to an evil wizard's lair to find the only door to a pocket realm of her own twisted creation

A powerful artefact of a malevolent god must be buried deep where no one can ever find it again

A CHANCE MEETING

1D10 EVENT

- 1 **Bury Them Deep:** A pair of Dwarves dig into the rocky ceiling, preferring not to discuss what they're doing once discovered. A cursory inspection of the area reveals the Dwarves are digging beneath a graveyard to loot graves undetected. They gladly share news or plunder to convince the party to leave them to their dubious work.
- 2 **Scaly Hospitality:** A pack of **Kobolds** crouch around a tiny fire, roasting a lizard as the firelight glints off their metallic scales. They alert the party with a cry, chittering a warning about dozens of traps they've set. The apparently good-natured crew might be playing a deeper game, but they seem genuine, more interested in catching dinner than adventurers.
- 3 **Nicely Spicy:** A Dwarf trader approaches the party, carting her goods aboard a *Floating Disk* that carries her wares. She specialises in procuring trade goods from underground civilisations, specifically spices that don't grow on the surface and command a high price in noble kitchens and dining halls. She eagerly offers her wares to the party.
- 4 **Ship of Secrets:** A large merchant ship sits leaning against the cavern wall. How it got here is anyone's guess, but more importantly are the goods inside, already being scavenged by entrepreneurial **Duergar**, uninterested in the party. **Intelligence (History or Nature)** checks indicate that this ship comes from a part of the world nowhere near the land above this part of the underground.
- 5 **The Hunter:** The party meets an Elf Druid who is setting snares. The Elf wears no metal armour nor carries any metal weapons. She is a trapper and was hired by miners to rid them of a **Rust Monster** infestation. She insists the party doesn't help her, as she is a professional exterminator and will lose her bonus if she enlists others to do her work.
- 6 **The Lost:** A tired and hungry Fighter wanders through the caves. They lost the rest of their party 'ages ago', and they've gone half-mad trying to find their way back to the surface. They are now at their breaking point, and they beg the party for help, tearfully offering a treasured magic item in trade.
- 7 **Culinary Delights:** A new restaurant has opened up next to a popular inn in an underground city, offering fusion cuisine dishes for the adventurous. The owner, a rotund **Svirfneblin**, is offering limited-time-only half price meals to inn patrons as part of a promotional launch campaign. The party may partake of this offer of fine dining.
- 8 **Inspiration:** Lolloping gently through a shale gallery, quill in one hand, lutes in the others, comes a massive **Xorn** minstrel. Craving inspiration for a new ballad, it eagerly seeks out the tales of travellers. While it takes a *Comprehend Languages* spell to understand its songs, even the most tin-eared of adventurers can tell its titanic rumblings have a sweeter timbre than its kinfolk.
- 9 **You'll Be Back:** Suspended from a pair of buzzing **Giant Fire Beetles**, a legless **Goblin** trader rises from a vent in the ground. Promising deals the likes of which the party has never seen before, the goblin sells minor magical items and potions. Each is subtly cursed: weapons quickly need replacement parts; potions cause a thirst that only they can slake.
- 10 **Shroom Brewer:** The party meets with a cheerful **Myconid** brew master who is searching for new ingredients for their next batch. They offer to trade some of their work, which they keep in small stone flasks, for promising ingredients, especially ones from the surface. Their drink is a bit loamy, very potent, and near the best thing a dwarf will ever taste.

HIDDEN RESERVES

1d10 EVENT

- 1 **Abandoned Food Stores:** The party finds a disused cache in a dead-end cavern. Filled with crates, sacks, and barrels, the supplies clearly came from the surface, but were apparently abandoned. Most of the food has long since rotted or been eaten by vermin, but a wealth of sealed provisions, mostly pickles and cured meats, remains to be found.
- 2 **Glowing Lichen:** Shining conspicuously in the otherwise lightless depths, a carpet of softly glowing lichen illuminates a patch of damp earth. Tiny rodents nibble on the blue fungus, but they seem to avoid the others. If the blue lichen is safe for more than mice to eat, the lightweight source of food would bolster the party's supplies.
- 3 **Gnomish Hospitality:** The party chances upon a group of **Svirfneblin** tucked away in a cave system. These Gnomes enjoy hearing stories about the 'lighted lands' and gladly share food and offer shelter to travellers that can entertain them. It seems a bit too good to be true, and a **Wisdom (Insight)** check reveals that they're actually terrified of the aboveground party.
- 4 **Fish Food:** A glistening saltwater lake lies before the characters, its waters crystal clear. It is full of fish and shellfish, but it is also lined with humanoid skeletons. Broken skulls and bones suggest this is a dumping ground for bodies, and an **Intelligence (Nature)** check reveals that the aquatic life is thriving on this regular source of food.
- 5 **Hidden Wine:** The party comes across an abandoned town, possibly the result of a humanoid raid. One burned-out building shows a still-locked trapdoor, as the raiders weren't interested in basement clearing. Opening the trapdoor by making a **Dexterity (Thieves Tools)** check reveals a wine cellar stocked with local vintages from neighbouring vineyards, many of them still very drinkable.
- 6 **Odd Cache:** The party finds a stockpile of gear and provisions from an aquatic band that is planning to explore the underground near their undersea lands. While the gear and provisions are useful, they all have an aquatic twist. Tridents, harpoons, and coral axes sit alongside brined fish, molluscs, and shellfish. Seaweed ropes and shell baskets hold them all.
- 7 **Cave Aged:** The party uncovers a small, blocked cavern which proves to hold great wheels of truly ancient cheese. Most have spoiled, but at the heart of each wheel, though it takes some cutting to get to it, remains a fistful of the best, and sharpest, cheddar they've ever eaten.
- 8 **Guiding Lights:** At the bottom of a great shaft, the party finds the body of a **Fire Giant**. Studding its back are sharp crystals of tourmaline. They resonate with the sound of voices, shining with bright pink and green lights. The crystals can be extracted from the corpse for use as lanterns, as long as the party keep their voices raised in song.
- 9 **Go West:** Preserved in the strata are the smashed remnants of an unknown craft of white glass and silver threads. The party can excavate the craft with a successful group **Strength (Athletics)** check. While the flimsy thing falls to pieces, one strange device is recoverable: a flat arrow of white glass that spins in the palm, but always comes to a rest pointing west.
- 10 **Pure Water:** Deep inside a pale blue cave of glistening calcified rock, water gushes out of an underground spring. It forms a pool surrounded by stalagmites. Drinking from it removes all adverse conditions. The water can be collected and stored in vials or waterskins. However, the collected water loses its beneficial properties in five days.

A BUMP IN THE ROAD

1D10 EVENT

- 1 **Sharp Crossing:** A wide, shallow ravine bisects the cavern, blocking the way forward. There is no path around, and unless the party can find a way over it, they will have to walk across the bottom. Razor-sharp, broken stones line the ground, requiring the Outrider to make a **Dexterity (Survival)** check to pick out a safe path through the rocks.
- 2 **Cave-In:** A section of tunnel begins to collapse as the surrounding stone shifts. Rocks fall from the ceiling while fissures open in the ground below, threatening the party from all angles. The Outrider makes a **Constitution (Athletics)** check to weather the hazards while guiding the party through the gauntlet of obstacles unscathed.
- 3 **Hissing Warning:** The sounds of dripping and hissing permeate the tunnel before the party just as drops of magma begin to seep through cracks in the stone above. An **Intelligence (Nature)** check allows the Outrider to avoid the vein of magma above, though the temperature in the cavern may be too much for those in heavy armour to bear.
- 4 **Going Too Deep:** You've travelled so deep into the ground that gravity begins to affect you from both ends, increasing your movement by 10 feet and giving you the carrying capacity of a creature one size larger than you. It also has a disorienting effect: the Outrider must make regular **Constitution** checks or gain the *Poisoned* condition from nausea.
- 5 **Hidden Cube:** A **Gelatinous Cube** stands in the party's way, wedged between the walls, ceiling, and floor of a darkened corridor. Fortunately, the Outrider has a chance of noticing the monster by making a **Wisdom (Perception)** check or even an **Intelligence (Investigation)** check, as the stone it has touched is a bit too clean.
- 6 **A Sudden Chasm:** An earthquake suddenly tears through the ground, pulling apart the path in front of the party. As the furthest ahead, the Outrider must make a **Dexterity** saving throw or be pulled into the widening chasm. If they fall, then they must make a **Strength (Athletics)** check to grip the side of the chasm before plummeting further still.
- 7 **Warning Tones:** As the party travels, a series of crystals begin to appear in the surrounding cavern walls which thrum when disturbed. A **Wisdom (Perception)** check allows the Outrider to realise that too much noise, perhaps even overly loud voices, will create resonance causing a tremor and even a cave-in if the party does not travel quietly for a time.
- 8 **The Squeeze:** The path ahead comes to a sudden impasse. The only way forward is through a narrow fault between basalt columns. This perilous squeeze requires the party to divest themselves of armour and crawl forward in single file, dragging their equipment behind them. The Outrider must make a **Dexterity (Sleight of Hand)** check or leave a random pack behind.
- 9 **Uncertain Ground:** The party encounters the overflowing midden of a **Grimlock** colony above. This teeming tide of rubbish and filth must be crossed to reach the next passageway. The party must make a group **Dexterity (Survival)** check to avoid being speared by bones or poisoned by rancid offal. There is also a chance of finding a magical item mistakenly discarded by the blind Grimlocks.
- 10 **Hungry Moss:** A wide field of thick red moss covers the ground ahead and the whole place smells of rot. The moss spreads towards the party with disturbing speed and starts to consume any natural materials like leather or wood. The Outrider can make a **Wisdom (Survival)** check to judge that fire will push the moss back enough to clear a path through.

NEEDING ASSISTANCE

1d10 EVENT

1 **Owner of the Necklace:** A pale **Goblin** whines mournfully for its lost treasure. It splashes through a shallow pool, lamenting its bad luck, but entreats the party to help it find the lost item. A group **Wisdom (Investigation)** check can help the goblin find its missing necklace. In return, the Goblin knows a shortcut through the tunnels ahead.

2 **Guidance System:** A **Stone Golem** wanders through the darkness, pausing periodically before continuing. The Golem is not hostile, ignoring the party. Chiselled into its back is a message explaining that the golem will lead them to a lost treasure if they can restore the magical waypoints guiding its sense of direction with a group **Intelligence (Arcana)** check.

3 **Hole to Where:** A little girl begs the party to help retrieve her dog that fell into a small fissure that formed after an earthquake. A group **Strength (Athletics)** check is needed to climb down the fissure but, once a character gets about 100 yards down, they suddenly feel like they are climbing up! Rather than descending further underground, the character emerges up into a strange new land!

4 **Stupid Gawkers:** A group of young people thought it would be fun to watch the rumblings of a dormant volcano, looking for the 'legendary steam vent' that supposedly holds magical powers. Instead, they accidentally fell through an old lava tube. The party must make a **Wisdom (Survival)** check to track down the access tunnels to find these people.

5 **A Cry for Help:** While near an underground stream, the party hears a cry for help. A Dwarf **Commoner** fell into the stream and is being pulled along by the current. The party needs to make a group **Strength (Athletics)** check to rescue him.

6 **Snares Spun:** The webs of generations of spiders have snagged a potholing gang of Halflings. Their picks, belt buckles, and grappling hooks prove to be perfect at getting caught in corded spider webs. The Halflings desperately call out for help, and if freed with a group **Strength (Athletics)** check, will provide maps of the tunnels they've explored so far.

7 **Heirloom Peril:** A terrified young **Knight** clad in fully engraved, extremely intricate plate armour stands on a rocky promontory above a pit of acid. The Knight tearfully explains that their armour has been in their family for centuries and they cannot risk it in the pit. A group **Dexterity (Acrobatics)** check is needed to help the Knight leap across the stone pillars.

8 **Sacred Stone:** The party discovers a colony of subterranean Halflings. Blind and translucent, they are in a state of distress. The sacred stone which 'maintains' their village is missing. An **Intelligence (Investigation)** check will reveal it has merely been bumped from its podium and rolled under some shelves. The party can return the stone or take the opportunity to loot the poor sightless Halflings.

9 **Cold Feet:** In a cleft of shattered rock a congregation of tiny **Homunculi** have gathered to wed two of their own. The groom, however, is missing. The little bride's wailing attracts the party, while her father offers gemstones if they will trawl the local bars for the recalcitrant groom, requiring a group **Charisma (Persuasion)** check to convince him to return.

10 **Baited Breath:** A tunnel has been filled with scores of mouse traps and dozens of rats have been caught. A **Gnome** cheesemonger who is protecting their underground vault asks the party to help reset the traps. A **Dexterity (Slight of Hand)** check prevents any trap misfires from catching slow fingers, and in return, the Gnome can provide the party with rare cheeses.

DANGER AFOOT

1D10 EVENT

1 **The Sun Below:** Soft chanting leads to a domed chamber where a dozen **Cultists**, bat-headed seekers of the fabled Sky Beneath, are constructing a bizarre device. This great orb is made from gold and platinum and filled with liquid fire; a new sun to light the darkness of the underworld. An **Intelligence (Arcana)** check reveals the device is unstable and moments away from detonating.

2 **Lost Envoy:** Shambling along a narrow gallery, clad in tattered, trailing finery and clutching a mass of mouldering documents to its rotting chest, the party encounters an **Ogre Zombie**, the last remnant of a doomed diplomatic mission to an underground kingdom. Its mind is gone, save for one conviction: to protect its important war-averting missives at all costs.

3 **Snatching Vines:** Roots have penetrated the interior of this tunnel, and the bodies of small animals and adventurers are entangled in them. A pack of **Kobolds** have been using the roots to create snares to capture people for their loot and food.

4 **Hidden Nest:** As the party makes its way through underground passages, **Wisdom (Perception)** checks reveal the sounds of skittering and scraping. They also discover gnawed bones, indicating the presence of **Giant Rats**. It's possible that treasures litter the floors of these caverns, but is it worth risking hordes of hungry rodents?

5 **Boxing In:** As the party makes its way through underground ruins, an **Intelligence (Investigation)** check reveals that a floating magical sword in one corridor is actually inside a **Gelatinous Cube!** What the party may not be aware of is that this cube hunts with friends. It is slowly moving away from the party so that a second **Gelatinous Cube** can box them in from behind!

6 **Hot Heads:** Blasts echo through the cavern as a Wizard fights off crazed **Azers**, attempting to send them back to the realm whence they came. Greedy and ill-prepared, this Wizard had attempted to summon a hoard of gems from another plane, unknowingly stealing a stash of the Azers, who were dragged through to this plane alongside their riches.

7 **Blind Hunters:** The party finds strange etchings in the stone, symbols that only **Grimlocks** know. They prey upon those foolish enough to enter their territory, hiding in the stones and ready to pounce on the party. **Wisdom (Perception)** checks enable the characters to hear them moving or to catch a glimpse of a Grimlock hiding behind a boulder.

8 **Mineral Thieves:** A character with Stonecunning or proficiency with Jeweller's Tools or Mason's Tools notes that the scraped cave walls indicate that something literally scooped out (or ate) the veins of mineral ore in the walls. A **Xorn** lurks nearby, ready to feast on the party's metal and jewels. It goes for the most heavily armoured character first.

9 **Law of the Underground:** A group of stealthy **Drow** stalks the party, their presence only apparent to those who make a successful **Wisdom (Perception)** check, as they wait to see if these intruders dare to wander into their sacred spider nests. Eventually, an impetuous Drow decides that it is time to pre-emptively expel the trespassers from their lands.

10 **Stench of Death:** A horrible stench fills the air as the party finds a vile creature that must once have been human. A successful **Intelligence (Religion)** check reveals that it has been mutated upon death into a **Ghast**. It is tearing into a pile of freshly killed corpses and the party have but a moment to react before it turns its claws on them.

NATURAL WONDERS

1d10 EVENT

- 1 **Stars Without Number:** The tunnel transitions abruptly from a rough cylinder of drab stone to a spherical cavern of countless multi-coloured crystals that reflect the party's light sources into a galaxy of glittering motes. Within the massive geode, those acquainted with the night sky recognise familiar constellations in the crystalline reflections, the field of minerals mimicking the stars above.
- 2 **Wormfood:** A horrific roar threatens to deafen the party members, but it subsides after a couple of seconds, followed by a shuddering tremor, a feeling of momentary weightlessness, a violent crash, then eerie stillness. Travelling another few minutes onward imparts the terrible realisation that the party had been inside an enormous worm that was just killed by something even larger.
- 3 **The Golden Tunnel:** The party find themselves walking through a tunnel seemingly carved entirely from rich veins of gold. A character with Stonecunning or proficiency with Jeweller's Tools or Mason's Tools may note that, while there is much of it, trying to excavate any of the gold may result in a total cave-in as the soft metal gives way.
- 4 **The Glowing Grotto:** The party comes into a large cave where dripping water from above has formed a large pool surrounded by glowing, phosphorescent fungi. It is breathtakingly beautiful, but also begs the question as to what is feeding the growth of these fungi? An **Intelligence (Investigation)** check suggests that the small creatures heard moving through the caves might be the source.
- 5 **Natural Excavation:** The party enters earthen tunnels surrounded by large roots from trees above. The roots have runes carved into them, and perceptive characters see the roots slowly twist and sweep to keep the tunnel firm and maintained. This appears to be the result of druidic magic, although the language of the runes is unknown. The party feels safe here.
- 6 **Underground Paradise:** The party enters a large cavern dominated by an underground grotto. The water is fed from dripping holes above, and the trees and plants are nurtured by strange bioluminescent moss covering the ceiling. The twilight paradise has a soothing effect on the party, a welcome respite from endless dark tunnels.
- 7 **Fire and Ice:** A vast pool of lava bubbles up from deep beneath the ground in the centre of a chamber made of black volcanic glass. A sparkling half-frozen waterfall plunges from where a surface glacier melts high above, sending up clouds of red steam that feed the brightly coloured plants clinging to every surface of the chamber.
- 8 **The Eyes Have It:** In a cavern that has stepped sides almost resembling raked seating, huge crystal formations growing from the walls are eerily reminiscent of eyes. Indeed, walking out into the cavern feels like being at the centre of a hall of judgement, an effect further enhanced as all the eye-like crystals turn to look at the party.
- 9 **Prismatic Chimney:** The party encounters a narrow, vertical shaft encrusted with milky quartz. The chimney reaches all the way to the surface, where a single weak beam of light breaks through. Refracted and magnified by the quartz, randomly redirected by minute changes of air pressure and the wanderings of dust motes above, the beam is transformed into an erratic, burning scourge of light.
- 10 **River of the Dead:** Through a wide fissure in the rock comes a slow, deep river. The waters are clear, cold, and filled with skeletal fish. Drifting on the surface of the river are mummified bodies, consigned to the depths by the inhabitants of some distant city. Their wrappings are encrusted with crystals and salts from their long immersion in the mineral-rich waters.

MONSTER HUNT

1D10 EVENT

- 1 **Bulettes in the Chamber:** The party encounters a large, artificial gallery, remnant of some great excavation works. The makers are long gone, but the **Bulettes** they used to excavate tunnels have only proliferated, filling workshops and dorms with their teeming litters. The fat, content Bulettes are currently slumbering, but the slightest disturbance will wake them.
- 2 **Chuul to the Touch:** A wandering vein of magic-infused rock leads to an outcrop of the material, glowing with sickly ultraviolet light. The party are not the only ones to have found it: nesting in the black radiance is a **Chuul** and its young brood. The magical stone eradicates all light save for its own, leaving combat to take place in its velvet shadows.
- 3 **No Earthly Notion:** Drifting through the tangled warrens of an abandoned mine, the party encounters an **Earth Elemental**. Strapped to its back is a throne of gold where a decrepit skeleton jostles. The magical creature has been searching loyally for its departed master, unaware that it has been dragging his corpse around for decades.
- 4 **Execution Style:** The party comes across the corpses of a group of bandits who still have their ill-gotten gains on them. The corpses are picked almost clean of flesh, yet even more disturbingly, their skulls are crushed. A **Wisdom (Medicine)** or **Intelligence (Nature)** check may reveal this to be the work of **Darkmantles** lurking nearby.
- 5 **In the Way:** Someone is using a **Purple Worm** to clear new tunnels of debris. The characters, stuck in a long tunnel, must find their way to an escape tube and the surrounding warren of connected tunnels. The Worm has uncovered a rich vein of gold in its nest.
- 6 **Collapse:** The party is walking along a tunnel when there is a sudden earthquake. The floor shakes and gives way, dropping the characters into a chamber below. A **Strength (Athletics)** check breaks their fall, but the characters find themselves in a cavern filled with **Ankheg** eggs. They hear the sounds of several adult Ankhegs approaching.
- 7 **Lightning Wyrms:** The party enters a maze of huge tunnels. Some tunnels contain the remains of young Dragons, as this is the lair of a **Behir**. The party is first alerted to this fact by distant light emanating from the Behir's lightning breath as it kills another Dragon. Unfortunately, unless the party wants to turn back, they'll need to confront it.
- 8 **Responsible Waste Disposal:** The only path forward leads through a rubbish dump used by a community or communities over a long period of time. Crossing the unstable stinking rubbish heap requires great care and a successful **Constitution (Athletics)** check, with every step risking attracting the interest of the local rubbish disposal **Otyugh** who views this as its feeding ground.
- 9 **Lying in Wait:** A **Grick** haunts these tunnels, slithering through crevices and lurking in the shadows to pick off unwary travellers and creatures. A successful **Wisdom (Perception or Survival)** check locates markings on the walls that convey some sort of danger ahead — the marks of tentacles with suckers, and the scattered remains of those who have fallen victim to the Grick.
- 10 **Pure Greed:** As the party navigates a network of tunnels, they hear distant laughter coming from a cave. Inside this cave, a **Xorn** sits atop its hoard of gold and precious gems, laughing gleefully as it counts its treasure. It stops when it sees the party and demands that they give up their gold and valuables. It attacks the party if they refuse or are rude to it.

A PLACE TO REST

1d10 EVENT

- 1 **Stalactite City:** Above a vast, deep lake filled with pearlescent jellyfish, hangs a forest of stalactites. The biggest amongst them, reaching to the water, has been hollowed out, converted into a thriving **Svirfneblin** village. They are happy to house the party, but the only food they serve is glowing jellyfish. Eating even a morsel causes the consumer to temporarily glow too.
- 2 **Web of Delights:** Over a bottomless pit a great city of webs has been constructed by industrious **Ettercaps**. A paragon of culture and sophistication in the dark emptiness of the underground, the party can find anything they desire in the Ettercap city, as long as they are willing to pay in the currency of choice: meat, preferably fresh.
- 3 **Insect Embassy:** Trundling up and down through the layers of the underworld on an ancient but well-maintained rack and pinion mechanism, the party encounters the embassy of the **Giant Centipedes**. Here the party will find food, lodgings, and many rumours of the world beneath the ground, for the affable Centipedes consume gossip as voraciously as they consume their sweet aphid milk.
- 4 **Empty Nest:** With a **Wisdom (Perception)** check the Outrider spots an old nest high up a cavern wall. It takes some climbing and **Strength (Athletics)** checks to get to, but it's very defensible. An **Intelligence (Nature)** check may reveal what kind of nest it was and whether its previous occupants may still be in the area.
- 5 **The Outpost:** An old, abandoned stone fortification sits against a gigantic cavern wall. Obviously, this area was once important to someone, but its strategic value has long since passed. The fort was designed for smaller creatures, so Medium-sized humanoids may have a little difficulty squeezing inside. Fortunately, it has an open roof.
- 6 **Friendly Wager:** A trio of **Duergar** miners are throwing dice and gambling by a cooking fire. When they see the party approach, they invite them to tuck into a mushroom and carrion stew and join the game. The Duergar have several gems of varying size to bet, as well as an *Amulet of Health* and a +2 *Dagger*.
- 7 **Unexpected Turn:** An underground passage leads to a secret door into the wine cellar of a local inn. It's possible that the innkeeper doesn't even know about the secret entrance, but the wine cellar is much more comfortable to rest in. Alternatively, the group could go upstairs and request rooms for the night, perhaps in return for information about the tunnels.
- 8 **Light in the Dark:** The party enters a chamber that was once a vast salt mine, carved by the miners into an underground banqueting hall the equal of any in the richest houses on the surface. Glowing lanterns wrought of luminescent crystal still cast dramatic shadows across the walls and vaulted ceiling, though this place has been uninhabited for some time.
- 9 **Subterranean Refuge:** The party walks into a vast underground chamber. Here, they find a mushroom forest and an underground pool. The temperature is cool but comfortable. The insects that scurry about are small and harmless. Moss and lichen form soft layers over hard ground, making excellent beds for the weary.
- 10 **Behind the Waterfall:** A friendly Ranger patrolling the tunnels that connect to a subterranean metropolis gives the party directions to the nearest campsite. This campsite lies beneath a long rocky overhang, just behind a small waterfall. Colourful little fish swim in the plunge pool.

OLD MEMORIES

1D10 EVENT

- 1 **Echoes of the Past:** Footsteps and conversations resonate throughout the twisting corridors ahead, but the echoes that return to the party are the voices of ancient **Ghosts** crying out, whispering, and telling tales of events no living soul was present to witness. For good or ill, the party might learn something from those who walked these paths before.
- 2 **Atlas Shrugged:** The hands of a colossal statue emerge from an unfathomably deep pool of dark water. Above the statue, the ceiling yawns open to the surface, indicating an ancient cave-in followed the statue's descent. The fallen rocks leave a path up to the surface but few hints about the calamity that brought the titanic statue low.
- 3 **Kobold Monuments:** The party finds evidence of a powerful ancient underground civilisation now in ruins and overrun by monsters. At first, the party presumes these are Dwarven ruins, but an **Intelligence (History)** check suggests that the carvings match no known Dwarf style. Instead, it appears that a highly advanced Kobold civilisation once existed here.
- 4 **Fallen Remains:** The party comes across a stretch of ruined buildings and monuments that tumbled underground after some catastrophe ripped open the land above, swallowing them. The current inhabitants, a band of **Goblins**, have created a fanciful history of how these ruins came to be and are currently digging beneath nearby towns to bring them down as well.
- 5 **Secret History:** While travelling through an ancient cave system, the party stumbles upon cave paintings from a prehistoric civilisation. The pictures depict Humans as arriving from somewhere else and, judging by the elaborate paintings, from somewhere other than merely a far-off land. Instead, the pictures indicate that Humans came here from another planet!
- 6 **The Lost Ship:** Centuries ago, a powerful empire sent ships abroad to map the world. Each ship was loaded with treasures for trade and expected to return with new ones. The party stumbles across the wreckage of one such ship, which managed to make its way to an underground lake. It is still laden with treasure but is now home to a **Spirit Naga**.
- 7 **Past Marvels:** Murals on a cave wall depict scenes from an ancient civilisation which had strange but advanced technology. There were machines that tunnelled efficiently through rock and stone, and citadels that channelled the geothermal energy to power their cities and provide transportation.
- 8 **Stone Ship:** The party comes across a strange rock formation that resembles a pirate ship with a broken mast. With a successful **Intelligence (History)** check, the party recalls a folk tale about an infamous pirate who once challenged the gods. The gods cursed the pirate — the earth opened, and the pirate's ship was sucked beneath the waves and petrified.
- 9 **Pilgrim Steps:** A narrow flight of sandstone steps descends into the void, their distant end shrouded in darkness. As the party follows them down, they encounter the dried and dusty corpses of those who once trod this path, **Wererats**, in ever greater numbers. After a day of slow descent, the pilgrims' goal is reached: the sundered head of a **Nalfeshnee**, radiating light.
- 10 **Invasion 101:** The party enters the ruins of a vast amphitheatre. Perched on tiered seating are countless dead **Ankhegs**, while below a solitary Ankheg slumps beside a lectern. On the shale slabs behind them are scrawls in chalk. The language is indecipherable, but the images are clear: paths to the surface. It seems an invasion was averted by some sudden, unknown catastrophe.

A DARK PLACE

1d10 EVENT

1 **Haunted Dungeon:** Hundreds of chains hang from the damp stone ceiling of a long, narrow cavern. Each chain suspends a rusted iron cage, and though nothing lives within them now, most still hold the skeletal remains of once-living creatures, humanoid and otherwise. Whoever let these creatures starve may have also condemned their restless souls to haunt the prison.

2 **Insidious Vapours:** Vile fumes seep from cracks in the stone floor and walls. Though they won't harm the party physically, they induce hallucinations of scenes too disturbing for the party members to simply shrug off. Most disturbing of all is the unshakeable feeling that the hallucinations are actually promises of true events yet to come.

3 **Sphere of Evil:** Those consulting maps of the tunnels beneath the earth notice a sphere-like gap within them. No creature, good, evil, or unaligned, dares penetrate this sphere. Characters getting close to the invisible 'wall' feel the temperature drop a few degrees and an overwhelming sense of evil coming from the other side. Do they dare tap a hole into the sphere?

4 **Ceiling of Death:** As the party enters a part of the caverns that leads to an ancient temple, they find the way lined with dead soldiers held against the ceiling by thorny vines. They were trapped during battle, and the stone floor beneath the party's feet is stained red with their blood. It's as if the soldiers were sacrificed to consecrate this evil place.

5 **Creepy Echoes:** As characters enter a winding, descending path, their spoken words create strange echoes. These echoes are in their own voices, but in addition to repeating what they say, the echoes also warn the party to turn back. If the party persists, then the echoes get more aggressive, belittling the party's prowess and predicting their painful deaths.

6 **Final Escape:** The party stumbles upon an old underground temple dedicated to a Duergar deity. A giant sculpture depicts the god and between his legs is a sliding passage with 'escape' written in Undercommon. Unfortunately, the slide ends in a *Sphere of Annihilation*, as it was intended for sacrifices to the god seeking an escape from existence.

7 **Tight Tunnel:** The party make their way through a dark and narrow tunnel overrun with tree roots of various lengths and widths. The ground is difficult terrain, and it is easy to trip over the roots if one is not careful. Occasionally, a little insect that glows in the dark emerges from a crack in the walls or from a hole in the roots.

8 **Room for the Dead:** Soft whispers and chirrups echo in this embalming room. Embalming fluid and the tools and materials used in the embalming process are neatly organised in jars and containers on the shelving to the north. Sarcophagi line the east and west walls. In the centre, a statue of an Elf holds two gems, one in each hand.

9 **A Massive Endeavour:** On a towering slab of green marble an unknown hand has laid out, in meticulous detail and with a plethora of exacting diagrams, how one is to carry out the dissection of a **Cloud Giant**. Nearby are passages filled with a thousand man-high glass jars. Not all are empty...

10 **The Factory Floor:** Vast brass pipes, many tall enough to walk within, loop down through the strata to a fume-filled rendering plant. There are an industrious group of leather clad **Duergar** work with paddles and nets upon a great, steaming pool of liquid flesh. The living soup is decanted into various geometric shapes and enlivened with shocks of electricity.

DEADLY FIGHT

1D10 EVENT

- 1 **Demon in My Mind:** Out of a cleft leaps a crazed **Commoner**, flailing with fists and feet, demanding the party kill them 'before it's too late'. Why they were driven from the surface becomes apparent: vivid purple liquid pours from their mouth and eyes, swiftly reconstituting itself into a **Marilith**. Wanting to stretch after her long confinement, she jauntily engages the party in combat.
- 2 **Warbirds:** A shrieking whoop echoes along the cavern as the party traverse a long forgotten battlefield. Two flightless **Rocs** emerge from the shadows, still wearing their war panoply. When one is injured, it retreats and lets the other attack.
- 3 **The Collector:** In a perfectly square cavern of emerald, the party discovers a long avenue of plinths. Upon them, eternally posed in sublimely heroic stances, are a hundred adventurers of every species. At the end of the avenue, lounging on a floating sofa, is the individual who collected them, a **Rakshasa** of immense proportions. She is eager to add fresh adventurers to her collection.
- 4 **Beware the Behir:** The party passes a dark cave littered with bones and the stench of rotting corpses. This is the lair of a territorial and aggressive **Behir**. It slithers out of the cave to attack the party. It attacks the weakest member of the party or a spellcaster first.
- 5 **Predators:** These large ice tunnels are home to a pack of **Remorhaz**, who trawl the tunnel hunting for prey. The Remorhaz strike the first party member they see, and are familiar enough with the tunnels to herd the party into dead ends.
- 6 **A Bad Feeling:** The party inadvertently walks into the open mouth of a sleeping **Purple Worm**. The ground feels a bit strange and a character making a **Wisdom (Animal Handling)** check may notice that the slight throbbing of the 'walls' and the regular breaks in the noise of the 'wind' indicate that they are inside of a beast. And that's when it stirs...
- 7 **The Gauntlet:** The party is walking through a cavern when they notice stalagmites with strange markings, as if they were painted with runes. This is just bait though, as the 'stalagmites' are actually **Ropers** that attack any characters that get within 50 feet of them. While two Ropers block one entrance, the party must outrun the others if they can't defeat them.
- 8 **Dino Fight!:** The party stumbles into a tropical paradise deep within the earth. Unfortunately, they have little time to enjoy it, as they find themselves standing between a **Triceratops** and a **Tyrannosaurus Rex** doing battle with each other. The party's presence interrupts the fight as the two dinosaurs disengage to go after the smaller targets.
- 9 **Drow Patrol:** As the party enters a large cave, they are beset by a **Drow** band bringing surface prisoners back to their underground city. The Drow, led by a **Droider**, decided that the characters would make excellent additions to their collection. They immediately attack and will settle for nothing less than unconditional surrender.
- 10 **False Face:** A group of **Doppelgangers** disguise themselves as explorers seeking a gemstone cave where vast treasure awaits. They offer the party their pick of the cavern's riches if they accompany and protect them on the way. When they reach the cavern, the Doppelgangers turn on the party, taking by surprise anyone who does not succeed on a **Wisdom (Insight)** check.

FATEFUL ENCOUNTERS

1D10 EVENT

1 **The River Princess:** Floating along a magma river on an obsidian paddle steamer, the party encounters the boat's young **Fire Giant** captain. Full of knowledge about the underground and eager for company, she will bring them anywhere they desire. She is secretly the princess of the Fire Kingdom, fleeing her betrothal to the **Frost Giant** king. Teams of Giants are searching for her.

2 **Weapon of Choice:** At the base of a waterfall, the party discovers a sentient **Flying Sword**. It is purportedly inhabited by the soul of its maker, a **Svirfneblin** smith of renown. It asks the party to enact revenge on the rival who killed him, promising riches. In actuality, thousands of these swords were disseminated by trickster wizards, the blameless subject of revenge randomly assigned.

3 **The Hungry Mind:** A vast gallery of silicon has been shocked and splintered in such a way that over millennia a cool, emotionless mind has developed amongst its pathways. Its crystalline veins reach for hundreds of miles. It sees and hears all. It will tell the party many secrets as long as they bring to it knowledge of the world beyond its senses.

4 **Rock On:** As the party moves through the cavern, they see the signs of extensive mining that has cut back many of the natural rock formations, and feel as though they are being watched. The sentient telepathic stalactites and stalagmites first try to frighten them off with ghostly voices, and then ask them to stop the Dwarven mining that is killing their people.

5 **Sweet Dreams:** The party finds a well with a crystalline matrix suspended above it. The silvery water within the well moves in an almost sentient way and the air smells of sweet ozone as fragments of other people's dreams pass through the party's minds. A figure in robes sleeps against the side of the well holding a cup half-filled with silvery water.

6 **Help Me:** A **Doppelganger** miner is trapped under fallen beams in a mine. If the party rescues the Doppelganger, they offer to take the party to rich veins of ore that can be mined for a fortune. The Doppelganger also offers to be the party's guide in the mines.

7 **The Guardian:** Some underground civilisations merely wish to be left alone. Their guardian is an **Assassin** dressed like a fellow traveller. They attempt to dissuade the party from travelling further and even offer to take them back to the surface or some other part of the underground. Should the party prove intransigent, then the guardian attacks.

8 **The Chosen One:** The party discovers a tribe of **Grimlocks** deep beneath the surface. While this would normally spell danger, a Grimlock priest singles out one of the party as the 'chosen one' that will lead the tribe back into the surface world and restore their sight. The identified character needs to make an appropriate **Charisma (Deception)** check to keep the Grimlocks believing in them.

9 **The Defector:** The party meets a Drow **Veteran** who has decided to leave her community and explore the surface. She asks the party for assistance in finding a way to the surface and surviving once she gets there. In return, she gives them as much information about her home city and the environs surrounding it as possible.

10 **The Merfolk:** The party meets a small group of Merfolk who've been trapped in an underground lake for quite some time. They take care to properly farm the cave fish in the water. In addition, they've struck trade deals with other communities, as the cave fish is an underground delicacy. Still, they dream of returning home to the open sea.

WAR TORN LANDS

Realms touched by war feature populations exhausted by conflict and landscapes despoiled by the march of armies. War Torn Lands are fragmented places where invaders brutally seize territory, where governments teeter, and where law and order break down routinely. Isolated settlements, often populated by the very old and the very young, fight against the predation of armies, deserters, and brigands. A mass movement of people fills cities with refugees, putting pressure on local infrastructure. Here, radicalism and rebellion are fomented, while the rich pay exorbitant fees to escape. Amidst abandoned fields and destroyed settlements are corpse-strewn battle sites, forests destroyed by bombardment, poisoned rivers, and plains of churned muck riven with trenches and fortifications.

WEATHER

Bleak, washed-out sunlight breaks through a grey overcast sky, draining all colour from the landscape

Thick black smoke from distant fires combines with early evening fog to create a pall of choking smog

Frost crunches sharply underfoot, cloaked by a layer of crawling mist

Bright, brittle sunlight shines from the blue, unspoiled sky to reveal the horrors of the battlefield

A torrential downpour reduces visibility to zero, turning the soft ground into a treacherous mire

The still air is heavy and humid from the rains. In the sweltering heat, the stench of death is overwhelming

A thin drizzle makes every activity miserable. It sinks through layers of clothing, reaching the skin

A fall of wet sleet becomes a squalid mess of slush, reducing movement to a crawl

Overnight a heavy fall of snow has left the landscape white and pristine, erasing the wounds of war

The sky is filled with black rolling clouds. Thunder hammers the air, but the storm will not break

FLORA AND FAUNA

Carrion eaters of every size, from flies and maggots to **Ravens** and **Giant Rats**, all the way up to **Otyughs**

Animals used by armies, including Pigeons for messages, **Mastiffs** and **Blink Dogs** to sniff for armaments

Flowers thriving on broken ground and in stagnant water, including poppies, **Shriekers**, and **Violet Fungus**

Beasts deployed by mounted troops such as **Warhorses**, **Giant Elks**, **Rhinoceros**, and **Mammoths**

Emaciated and diseased livestock untended in their pens: sheep, cattle, goats, and camels

Long lines of beasts of burden carrying supplies to the front, from **Mules** and **Draft Horses** to **Griffons**

Moving from battle to battle, ghostly **Awakened Trees** and **Awakened Shrubs** leech from the dead

Creatures warped and mutated by lingering magic into analogues of **Chimeras**, **Pegasi**, and **Minotaurs**

Domestic pets looking for their owners or gone feral to survive, including cats, dogs, and parrots

Rare and exotic creatures released from zoos or private collections, including **Magmin** and **Xorn**

LOCAL INHABITANTS

Groups of refugees wandering the roads. Their destination unknown, wishing only to find safety

Scammers, prophets, hangers-on, and quacks, profiteering from contraband and increased prices

Medics and **Acolytes** who have arrived to minister to the wounded and sick of the war-torn land

Bands of deserters hide from both sides of the conflict, seeking to escape the brutality

Packs of **Ghouls** stalk the battlelines, as they lay claim to the battlegrounds with the highest casualties

Well-fed, comfortable, and far from the front, cliques of **Noble** officers plan for the next stage of the war

Mercenary bands from across the world. Some have noble intentions, but most are motivated by profit

Scouts, envoys, and **Spies** engage in a clandestine war of information to hasten a victory

Suffering in death as they did in life, the spirits of those killed in the conflict manifest as **Ghosts**

POINTS OF INTEREST

A bewildering maze of trenches, cut deep into the earth, mark previous boundaries of the conflict

A mighty fortification, made from dark blue stone cut into harsh angles, overlooks a river crossing

Facing a nearby army, a group of **Mages** set fire to their library. Months later the magical fire still burns

On a plain, the oversized corpses of a **Giant Lizard** and a **Giant Ape** are locked together in death

In a one hundred mile wide circle, the trees have been flattened, the result of some aerial detonation

Protected by high walls, a vast complex of chimneys and furnaces produce **Clay Golems** for the front

The invaders have constructed an avenue of pillars, atop each sits a statue of their war horses

Villagers who have taken refuge in a vast complex of chalk caves beneath the surface

An army has broken a dam to flood the valuable farmland below, resulting in a vast, shallow lake

POSSIBLE JOURNEYS

An outbreak of plague means much-needed supplies must be brought deep into the conflict zone

An important Wizard has gone missing while travelling through the area and must be found

An ally of the party reaches out, asking for help to evacuate their village before an army arrives

A diplomat on a mission of peace wishes to meet with the combatants, but requires a personal guard

A stealth mission to relieve a town on an important trade route is necessary to keep supplies flowing

An army is poised to advance into a new front. The plans for this offensive must be waylaid

A chapel housing an important relic was captured by rebel forces. It must be recovered at all costs

An army has developed a strange new weapon. It must be destroyed before any civilians are harmed in its wake

A group of refugees are trying to escape the front, and have asked the party to help escort them

A CHANCE MEETING

1D10 EVENT

1 **Opportunity Knocks:** A rather seedy-looking **Commoner** raises his voice in greeting and opens his bag to reveal a wide array of mismatched jewellery, small personal items, and even some gold teeth. He insists that it was all obtained legitimately, but it is hard to miss the red-tinted mud on his knees and under his nails.

2 **Loose Lips:** A group of wandering labourers asks to join the party for mutual protection as they are travelling in the same direction. As they travel, they chat about the recent fighting and share concerns. The labourers are actually **Spies** working behind enemy lines to find out more about enemy troop movements and positions.

3 **Camp Followers:** A ragtag group of peasants are travelling to the site of a recent battle to see what they can find or steal from the dead. They suggest the party help them look for valuables picked from the fallen, offering to share everything. In truth, they take careful note of the party's destination and hope to steal back this loot.

4 **Whatta Scoop!:** As the party navigate the abandoned earthworks of a previous field of battle, they are accosted by a goat-headed **Commoner**. A chronicler from a distant land, she has no desire to risk her life to file a factually-accurate report on the war. Offering gold, she asks the party to record their phoney experiences of the conflict.

5 **Sole Survivor:** Methodically moving across the churned earth of a field, a lone **Shield Guardian** retrieves the sundered parts of their destroyed companions. Somehow, they can discern which bit of mangled machinery belongs to which Guardian, laying each piece reverently in one of the thousand trenches they have dug. With gentle pride they tell the party the story of each of their fallen allies.

6 **Recruiters:** A pair of old **Veterans** are looking for workers to spread their pamphlets of propaganda. They offer a standard wage for anyone willing to sign up, making it sound very exciting and important to their cause. In truth, they were hired for this job for a much bigger sum, and are bored to tears by the work.

7 **Little Drummer Boy:** A military drummer emerges from the bushes, limping. He is a Human, barely out of his teens. Should the party give him medical aid and take him to the nearest friendly military outpost, he gives them a small gift: a little toy soldier that grants everyone Advantage on one Ability Check once a day.

8 **The Painter of War:** It is a strangely mundane sight in lands of such violence to see an artist riding a summoned **Elk** laden with scroll cases and paint boxes. The painter is companionable enough, confiding that her job is to paint large battles for **Nobles** who wish to celebrate victory by hanging a painting on their wall.

9 **Band of the Buried:** A group of desperate deserters have united together to recruit and protect other soldiers who are traumatised by war, or who might otherwise turn to looting. They are cautious and unwilling to start fights, and ask the party to direct any other deserters they might discover to them.

10 **Ministering to the Dead:** A **Cleric** searches the battlefields for those who can be healed or have recently died. They perform rites to ease the passing of spirits, serving a god of death as part of an order that is respected by most. Some of the more fanatical **Soldiers** dislike the fact that they tend to everyone, regardless of allegiance.

HIDDEN RESERVES

1d10 EVENT

- 1 **Homeward Bound:** A skittish **Warhorse** and a protective **Mastiff** give the party a wide berth, clearly both once bound to the same master and remaining together despite their master's death. With a successful **Wisdom (Animal Handling)** check or an offer of food, the party can befriend the wandering animals, who are well-trained in battle, carrying supplies, or keeping watch.
- 2 **Weapons Cache:** In a small cave is a cart full of weapons and ammunition, especially arrows and quarrels. It is here to reequip one of the armies in a nearby battle if they retreat. The party may steal from it or destroy it depending on their greed or allegiance.
- 3 **Water Supply:** The party comes across a cart stuck fast in some mud. The horse is missing and it appears abandoned. Three water barrels remain on board, presumably left as there was no way to carry them. The party can replenish their water, but the barrels are damaged and slowly leak, so they will have to do so quickly.
- 4 **All That's Left:** Buried under a stone wall, the party discovers a cache left by a family fleeing the conflict. In a small wooden chest, bound with twine and sealed with wax, are trinkets, letters, and an etching of the happy Halflings in better times. There is also the family's accrued wealth: four gold coins and two silver.
- 5 **Aerial Scout:** A mangled **Flying Sword** lies in a flooded crater. Used for scouting by one side of the current conflict, it can be repaired with a *Mending* spell or with Smith's Tools. In telepathic Common, it can relay knowledge on the geography of the surrounding area, though its intelligence on troop movements is completely outdated. Left unguarded, the Sword will attempt to return to its original owners.
- 6 **Lay of the Land:** Just off the path are the dead bodies of a few soldiers, ambushed by their enemy. They still have their weapons and armour, revealing the ambushers did not have time to search them. One body has a map, detailing their faction's troop positions, which is useful if the party wants to avoid them. However, if they are found with the map the party may be taken for spies.
- 7 **Hidden Cache:** A party member stumbles over a loose stone, shifting it. The stone covers a hidden cache of non-perishable food items. The party finds bars of compressed cacao and seeds, oatmeal cakes, preserved fruit, and strips of meat jerky wrapped in dirty linen, replenishing 1 extra Supply Die on any successful search.
- 8 **Triage:** The party comes across the tattered remains of a medical outpost that was hurriedly abandoned. It looks as though most escaped, though a couple of bodies lie haphazardly where they fell. Among the empty sacks and boxes, a few healing supplies have been left behind: a Healer's Kit, a *Vial of Antitoxin* and a *Potion of Healing*.
- 9 **Stolen Riches:** A stash of gold and valuable items is found, looted from a nearby wealthy manor, where the manor's lady has refused to leave her home despite the dangers of the war. The characters can keep the items for their monetary value, but should they be returned, the party are rewarded with an ancestral *Arrow-Catching Shield* by the lady of the manor.
- 10 **Eye Spy:** A well-concealed scout post on a hill has clearly been used recently, though its occupants do not seem to have returned in a few days, suggesting they have been caught. The hide yields a Spyglass, Paper and Ink, a Rope, a Signal Whistle and maps of the local area detailing hazards and troop movements.

A BUMP IN THE ROAD

1D10 EVENT

- 1 **Rocky Road:** This area of rocky terrain is controlled by a series of checkpoints at every road. To clamber over the steep rocks carefully doubles the time the journey takes, but getting past the checkpoints requires the Outrider to make a **Dexterity (Stealth)** check, or a **Charisma (Deception or Persuasion)** check to talk to the guards.
- 2 **Spell Detritus:** The remains of especially nasty battle magic hangs over this area. Entering the area has the same effects as a *Stinking Cloud* spell. It is otherwise invisible, requiring an **Intelligence (Arcana)** check by the Outrider to figure out where its boundaries are and safely pass it.
- 3 **Lost Herd:** A large herd of horned cattle that were run out of a nearby village have come to a stop in the middle of the path. Their fear has made them highly territorial and they attack anyone getting close. It will require a **Wisdom (Animal Handling)** check to pass through them safely.
- 4 **Defences Destroyed:** To cover their retreat, a fleeing army has magically detonated the side of a levee, flooding the low-lying agricultural land behind them. The rushing waters have brought all kinds of treacherous debris from the battles upstream and wading through the polluted waters requires careful movement. The Outrider must pass a **Dexterity (Survival)** check to nimbly wade through the debris.
- 5 **Fallen Giant:** Speared through the heart by a jagged bolt, a great **Green Dragon** has tumbled from the sky to obstruct the only path forward with a tide of scaly meat. The Outrider must pass a **Strength (Athletics)** check to clamber up and over its rotting body, taking care not to disturb the toxic innards protruding through the scales.
- 6 **Bribes and Lies:** A group of soldiers have set up a checkpoint to restrict travel and uncover spies. If the party doesn't want to fight their way past them it will require **Charisma (Deception or Persuasion)** check, with Advantage if aided by the use of a Disguise Kit.
- 7 **Land Mines:** The fighting has moved on from the eastern front but the ground is scattered with magical land mines camouflaged by loose soil. An Outrider who succeeds on a **Wisdom (Perception)** check can detect them. Setting the mines off in a massive explosion without being in the line of fire rids the land of this danger.
- 8 **In the Wires:** A retreating unit has thoroughly trapped the area with caltrops and densely-strung razor wire, from which hang various alchemical flasks. The Outrider must make a **Dexterity (Sleight of Hand)** check or use Thieves' Tools to painstakingly clear a path through for the party.
- 9 **Mud and Blood:** In the aftermath of a rainy battle between armies on horseback accompanied by siege weapons, the terrain is churned up into a quagmire of mud and blood. The clinging mud is filled with broken weapons, splinters of wood and other hazards, which require a **Constitution (Athletics)** check to wade through without getting injured or slowed down significantly.
- 10 **Hungry Thorns:** Razor-sharp red plants feeding off the spilled blood have become a major hazard in this area. Farmsteads and civilian buildings are at risk of becoming overgrown as the plants have become more aggressive in seeking new prey. A narrow valley is choked with these vines and requires a **Wisdom (Survival)** check to clear safely.

NEEDING ASSISTANCE

1d10 EVENT

- 1 **Your Highness:** The king of a losing side has disguised himself to avoid being captured or killed. He is disguised as a labourer, but with a successful **Wisdom (Insight)** check, the party picks up that his hands are far too soft to be those of a commoner. He offers a reward if the party helps him reach his ally's forces.
- 2 **Wounded Soldier:** The party comes across a badly wounded veteran from a side they are sympathetic to. It will require a **Wisdom (Medicine)** check to be able to move him safely. He tries to joke his way through the pain, and insists that the party leave an old man like himself alone.
- 3 **Capturing Killers:** The party meets a woman with stolen weapons and armour following a small group of soldiers. The soldiers were responsible for killing her husband and burning her village. She will ask the party to help her set a trap to catch them (with a **Wisdom (Survival)** check). She hunkers down and waits patiently for her prey to fall into her trap.
- 4 **Waystones:** On a sloping hillside in the pouring rain, a young Elven **Acolyte** is struggling to drag a large menhir up the slope to an incomplete stone circle. The party can help her drag the cumbersome rock to the summit with a successful **Strength (Athletics)** check. There they witness the purpose of the stone circle: directing the spirits of the deceased on towards the afterlife.
- 5 **The Last Ingredient:** An elderly **Svirfneblin** apothecary, dressed in bloodied robes, is frantically searching the undergrowth for the final ingredient needed for a life-saving salve: the fluffy blue leaves of the exceedingly rare 'Shy Hemlock'. The soft warblings of this **Awakened Shrub** can be tracked and the plant caught with a successful **Wisdom (Survival)** check.
- 6 **Fire Escape:** A village is in flames and several people are trapped in their homes. There is no way to douse the fires as they have fully taken hold, but **Strength (Athletics)** or **Dexterity (Acrobatics)** checks will help get trapped people out. Any party member who fails takes 1d8 fire damage from the flames.
- 7 **Feed the Refugees:** A family of refugees, displaced from their homes, clamour for food and water. A **Wisdom (Survival)** check can help them locate provisions, though a full success can be earned if the Quartermaster hands over two Supply Dice. If helped, the oldest refugee offers their family heirloom, an antique locket bearing the symbol of a god of wealth.
- 8 **Forget Me Not:** The **Ghost** of a lost soldier wanders the road, trying to get home. She regrets that she never managed to send the letters she wrote to her husband who remained in their village. With a successful **Wisdom (Religion)** check, the party follows the Ghost's link to her body and retrieves the soldier's personal items to take back home.
- 9 **Afraid of the Dark:** A young camp follower is wandering in the road, covered in blood and traumatised by the horrifying monsters that fought on the enemy side. He wants to find the soldier who mentored him but is terrified that she might be dead. With a successful **Charisma (Persuasion)** check, the party gains his trust and leads him to safety.
- 10 **Dirty Tricks:** A villager runs along the road and collapses in front of the party. They are clearly in the throes of some sort of poisoning. With a successful **Wisdom (Medicine)** check, the party can save the villager and help them recover, but they explain that their whole village was poisoned by food distributed by soldiers and they need healers desperately.

DANGER AFOOT

1D10 EVENT

- 1 **Fires of Industry:** A group of **Centaurs** and **Sprites** protect the border of their forest home that has been turned into material for the war: burned in blacksmiths' forges, turned into palisade walls and siege engines, or just cleared for an encampment. They seek to repel trespassers from their lands and consider anyone who is not a natural inhabitant of the forest to be an intruder.
- 2 **Grim Discovery:** The party comes across a pack of **Winter Wolves** who have recently killed a lone soldier. If they drive off the wolves they can search the soldier. In his pocket is a pouch of gold and an old note that should he be found dead, the gold should be given to his wife and child. The note details their names and the town they live in, one close enough that he must have been on his way home.
- 3 **Opportunistic Orcs:** A group of nearby **Orcs** have decided to 'pick some low hanging fruit' by raiding the border towns and killing off injured soldiers. They assume the party are also easy prey and launch an optimistic ambush. If defeated, they have spoils from previous encounters that may be useful.
- 4 **Spoils of War:** A local tavern has become an impromptu barracks for a mercenary group of **Hobgoblins**. The road outside of the tavern is despoiled with their filth, while the body of the unfortunate Halfling owner hangs from a post. The Hobgoblins have abandoned the war to revel in the pub's vast stores of food and drink, defending their ill-gotten plunder against any who dare to come near.
- 5 **Saboteurs:** Moving under the cover of night, a small group of Dwarven **Spies** enter an enemy village. They carry large glass beakers in which fizzes a virulent purple substance. They intend to poison the village well with this deadly concoction. If they are interrupted they will attempt to flee, fighting with normal weapons as well as utilising their poison exactly as in the *Poison Splash* cantrip.
- 6 **Mercenaries:** A group of deserters (use the **Thug** stat block) try to convince the party that they are authorised to collect tolls on this road. If the party sees through this ruse (**Wisdom (Insight)** check) or resist paying, the deserters attack and try to steal everything they have.
- 7 **War Elephants on Parade:** Fearsome **Gladiators** mounted upon **Elephants** bedecked with spiked barding march toward a city of broken spires. The thunderous trumpeting alerts the party to their presence. The riders use their Elephants to stomp upon those foolish enough to disrupt their parade.
- 8 **Dying to Eat You:** Bodies are piled up in a sheltered cave to get them away from a nearby village, but the rotting meat has attracted predators. **Ghouls** and a **Ghast** live among the piles of corpses, aggressively guarding their food source while more and more of them flock to the cave, meaning it will soon spill out into the village.
- 9 **The Rat Queen:** A **Wererat** Druid has declared herself Queen of the Rats and commands **Giant Rats** in raiding parties that isolate and consume wounded people and lone travellers. She is merciless in her cruelty, watching her Giant Rats tear people apart with glee. She seeks to claim more and more land for the rats, taking over whole settlements.
- 10 **Sting in the Tail:** A group of **Hobgoblins** whose leader rides a **Manticore** are getting arrogant and branching out beyond their usual raiding grounds, stealing supplies and ammunition, sabotaging equipment, and generally making a nuisance of themselves. The group can be avoided, but they are also likely to continue their activities until someone teaches them a hard lesson in humility.

NATURAL WONDERS

1d10 EVENT

- 1 **Red Sun Rises:** After a night of horrors where creatures from different armies ran wild across the countryside and every person on watch was constantly on edge, dawn finally breaks. The sun rises blood red and seems to echo the violence of the night before in almost unbearable natural beauty. Many of the monstrous creatures hide or dissipate with the morning.
- 2 **Aurora of Lightning:** Various deadly magics from a nearby battlefield have badly affected the weather. The party can see a strangely localised thunderstorm in the valley below, purple clouds and green lightning shimmering beautifully within its circumference.
- 3 **New Life:** In a long destroyed village, some new hope is returning. Between the burned out homes and lost possessions, a great field of poppies is growing, covering the lost village in a sea of red flowers.
- 4 **The Briefest Beauty:** The most recent bombardment of enemy positions has caused one side of a steep hill to collapse, revealing a cross-section of delicate crystal caves within. For the first time, sunlight reaches into the galleries, refracting through stalactites of topaz and quartz to fill the space with dancing lights. The next enemy barrage will destroy it all.
- 5 **Memory Food:** A dead forest stretches to the horizon, victim of a noxious brew released by one of the combatants. However, a single copse of startlingly green verdure stands amidst the devastation. The reason for the trees' survival becomes clear. Their exposed roots, fat and engorged, have fed upon the bodies buried beneath them. Now they take their shape, down to the detail of faces.
- 6 **Peaceful Oasis:** In the midst of a shattered battlefield and burned forest is a small pool fed by a waterfall. Both sides of the fighting have avoided damaging the area as it is a useful source of water. As such, it offers a brief interlude of peace in the war torn land.
- 7 **Finger Peak:** From the lookout, the tallest peak of the mountain range is visible. A tall, vertical line of the hardest rock, covered in snow, extending upwards from its shorter cousins like a middle finger, as if throwing the ultimate insult to the gods above. When lightning strikes, the snow upon it flickers like an electric ghost.
- 8 **Unspoiled:** A sudden unseasonable snowstorm whips up, creating white, unspoiled fields of snow. The clash of weapons is softened by the heavy flakes and the weather freezes the pools of blood and mud, masking the carnage of the battlefield. When the sun finally breaks through the clouds overhead, ice and snow sparkle across the hushed region.
- 9 **Home by Candle Light:** By night, floating gold lights hover a few feet above the ground and cannot be explained by insect life. Called 'candle-lights' by the local people, they are believed to be sent by the gods to guide the souls of heroes home to their realms. Supposedly anyone who follows them, living or dead, ends up in the afterlife.
- 10 **Where the Flowers Grow:** An expanse of soft white flowers spreads across a valley. Here and there saplings emerge from the drifts of flowers, each of them planted in memory of the dead buried beneath them. A sect of Druids move the scattered bodies of the dead into this valley and grow plants on top of them so they bring new life.

MONSTER HUNT

1D10 EVENT

- 1 **Dead or Alive:** The party is asked to track and capture a group of armoured **War Horses** driven wild from the spell of an enemy **Mage**. Ideally they should be brought back alive in the hopes of finding a cure, but the officers make it clear that these horses could endanger the locals, and would rather put them down than hurt a civilian. There is a reward for each horse the party brings back, dead or alive.
- 2 **Nightmare in Green:** The war has drawn the attention of a **Green Dragon** from a nearby forest, angry at the damage recent fighting has done. The creature has attacked any soldiers who come near so the party is asked to destroy it. Its lair contains a hoard of gold but also some magical weapons and armour.
- 3 **Fallen Soldiers:** An army needs to travel down into a valley that is rumoured to be haunted and from which no scout has returned. The party discovers that several fallen soldiers from a previous battle have become **Wraiths** and are attacking anyone who comes near. If they are too dangerous to take on directly, destroying or burying their original bodies will put them to rest.
- 4 **Mouths to Feed:** On the shores of a foetid, mist-cloaked lake lie bodies from a recent skirmish. Through the mists a ponderous sloshing can be heard as something rises from the depths. One by one, the bodies are dragged into the water, consumed by a parasite-riddled **Hydra**. The bodies are scant sustenance for its many heads. If the party approaches, it will attempt to devour them.
- 5 **Toll of War:** Weighed down by plates of rusted metal, its wings broken and useless, an ancient, decrepit War **Wyvern** wanders the countryside, still wearing its siege panoply. Traumatized by its brutal treatment, it sees all other living things as enemies, savagely attacking before any more hurt can be done to it. Nesting in a destroyed village, the party discovers it methodically depopulating another.
- 6 **Crocodile Beach:** There is a beach where warships are plagued by **Giant Crocodiles**. They attack on sight, their iron jaws never letting go of their quarry, be it jolly boats from the ships or their passengers. The party may deal with these pests if they want to form an alliance with whoever commands these warships.
- 7 **Worth Their Wight in Gold:** A trio of fallen soldiers have risen as **Wights**. They murder innocent people in a nearby town and leave behind bodies mangled beyond recognition in the local tavern. The town offers a sizeable reward to those who can slay the **Wights** and protect the town.
- 8 **The Crate Escape:** A major supply route through a tunnel under a mountain has been interrupted. Scouts found no evidence of violence, and nothing left of the people at all. The tunnel is strangely empty, without any of the usual flora and fauna, due to a **Gelatinous Cube** lying in wait for the supply trains.
- 9 **We March Together:** A **Flesh Golem** knitted together from the enemy's soldiers has escaped the control of its creator and gone on an indiscriminate rampage. It can be tracked easily by the trail of fallen skin and body pieces that fall off as the spells holding it together start to degrade, and by the magical traces of necromancy. Its skin can be used to craft necromantic spell scrolls.
- 10 **Triple Threat:** A **Chimera** whose rider was killed in battle is searching for food in civilian and military settlements, attacking anyone who stands between it and a good meal. Its distinctive footprints, the deep claw marks it leaves, and the scorched areas from its fiery breath show where it has been, and food can be used to lure it out.

A PLACE TO REST

1d10 EVENT

- 1 **Broken Village:** The party comes across a half burned village that people are beginning to return to. Most of the buildings are destroyed and those whose houses no longer remain have been taken in by their neighbours. The party may rest here, if they are willing to repair a building to sleep in, though not all villagers are keen to trust strangers.
- 2 **Merchant Caravan:** A group of merchants are making their way through the area and are very nervous about travelling near any fighting. They ask the party to stick with them through the night and keep a lookout for enemy **Knights**, providing a hearty meal and a chance to trade in return.
- 3 **Neutral Ground:** The party comes across a group of soldiers resting between battles. If they approach peacefully, the soldiers do not attack and are happy to share their food and supplies. But once the meal is over, talk turns to politics and the party will need to make a **Charisma (Deception)** or **(Persuasion)** check to convince the soldiers they are not the enemy.
- 4 **Artificial Heart:** In a deep furrow of earth, gouged by its apocalyptic crash landing, the party finds a gigantic mechanical humanoid made of metal and pearl. Its internal mechanisms are beyond reconstruction, but a cavernous cavity in its chest provides protection against the elements. Staying too long within the mechanism is not advised, however; its power source cracked in the crash and debilitating magic now leaks out.
- 5 **Grave Circumstances:** A pair of Tiefling **Veterans**, one impossibly thin, the other egregiously rotund, are making tea in the back of their covered wagon. Grateful for company, they present themselves as honest, if overworked, gravediggers travelling between sites of battle. In reality they are exhuming corpses for use by their demonic master. They do not react well if their secret is uncovered.
- 6 **A Safe Haven for All:** The nuns of a convent in the mountains offer food and shelter to everyone regardless of which side they're fighting on. Fighting or any kind of misdemeanour are prohibited here and will be punished should the party act too rowdy.
- 7 **Shelter of the Learned:** An abandoned library still stands in a town that is all but destroyed by the war. Though there are holes in the roof, the supports are still intact. The spaces underneath the fallen bookshelves provide adequate cover from adverse weather. **Swarms of Insects (Beetles)** may turn territorial overnight should the party overstep.
- 8 **The Parting Glass:** A **Goblin** couple offers shelter for all in their inn created from old ammunition crates. The pair have come up with novel food and drink based on what they can scavenge from the nearby thickets. A group of soldiers outside is watching closely for enemy combatants being harboured, ready to attack.
- 9 **Dire Warning:** The party comes across a cave used by soldiers, deserters, and refugees escaping the war, carefully hidden by a sheet of long vines. A few possessions and bedrolls are scattered around, including a journal that reads *'They're chasing us. Hunting us. They will never give up. Beware if you rest here, lest they believe you helped us.'*
- 10 **Breaking Bread Together:** In a ruined church, a family of Halfling camp followers welcome the party into their shelter. They are cooking rabbits caught nearby using their family recipe. They offer to share their meagre meal, as they believe in welcoming any who arrive to share in whatever food they have, but warn that the church might be haunted.

OLD MEMORIES

1D10 EVENT

- 1 **Lost Love:** Passing through a village, one of the party sees someone who reminds them of a previous lover from their past. The person in question has been obviously hurt, possibly with even a disfiguring wound. It may make the character wonder about the fate of those they have left behind.
- 2 **Smiling Through the Pain:** Even under the spectre of war, this village is holding a traditional small festival to thank the gods for what they have. It is very similar to festivals the party may have experienced at home. It might give them peace in the midst of all the fighting, or make them homesick for those they left behind.
- 3 **Futility:** Slowly manoeuvring across the moonlit field is a spectral army in battle formation. Formed into tight ranks, the **Ghosts** of the young soldiers are clad in outdated uniforms and wield ancient weaponry. Trotting beside them, seated on a massive war **Elk**, is a portly officer. He points with his sabre and the army advances into enemy fire. One by one the young soldiers disappear.
- 4 **Empires Die:** Rising at an angle from the mire is an old stone statue. In stern, authoritarian angles it depicts a figure in military uniform, arms crossed over a medal-emblazoned chest. At the base of the statue the inscription reads: *'Your Land Belongs to Us.'* The statue has been so heavily defaced the identity of the ancient invaders cannot be discerned.
- 5 **An Ancient City:** The party finds ruins of an ancient city, untouched by the ravages of war. Statues of animal-headed gods support the sacred domes of temples draped with ivy and vines. Flat-roofed houses, empty and worn but still intact, appear safe enough for shelter. Their floors bear mosaics of life in old times, peaceful and carefree.
- 6 **Titan Bones in the Trenches:** The party nearly falls down a trench, recently dug and abandoned as the army pushes on northwards. Titanic bones stick out of the walls. These were the original inhabitants of the world, titans that once walked the earth but became extinct. Who knows what killed them all?
- 7 **In Memoriam:** On the hill above a bloody battlefield, a collection of polearms and blades have been thrust deep into the earth where the weapons of the nameless fallen have been left as a memorial to the senselessness of their deaths. Around the memorial, candles of all shapes and sizes have been left by people passing through as a tribute.
- 8 **Eternal War:** An impossibly ancient stone indicates that this place has been a battlefield for thousands of years, torn by unceasing war. The ground is filled with the bones of those who have died for some cause or another. Can it ever end? Or is this valley cursed to always be the site of violence and conflict?
- 9 **Forgotten Gods:** An old blood trail leads to a shrine beside a river, dedicated to a goddess of protection and healing. Her flame is ebbing in the face of so much death. Small offerings are still left here, whether by worshippers or those who instinctively wished to pay tribute for the relief they felt upon reaching the shrine after so much strife.
- 10 **Hidden Sanctuary:** A ruined, ramshackle waystation stands empty in a grove, the remains of what was once a place of safety for refugees. It seems like it once housed many people, and was an aid to them escaping the horrors of the battlefields.

A DARK PLACE

1d10 EVENT

- 1 **Food Store:** Near some trees is a crate of plain but edible food supplies. Unfortunately the food is poisoned, designed to kill deserters and enemy soldiers who find it. There is a small mark in Thieves' Cant on the crate so those who left it know what it is. A **Wisdom (Perception)** check will reveal the dead bodies of previously poisoned soldiers nearby.
- 2 **Dead Drop:** A large fight has occurred here recently, with bodies piled up all around. Neither army has paused to bury their dead as the fighting has pushed to a new area. Carrion birds pick at the remains and a few peasants search the remains for valuables.
- 3 **Poison Stream:** The party comes across a village that seems perfectly fine, but is ominously quiet. The villagers are all dead, but it takes a while to find any bodies as most died in their homes. Enemy soldiers introduced a slow poison into the nearby river, their only water source. By the time anyone realised, it was too late.
- 4 **War Profiteers:** The sound and stink of industry leads the party to a squalid estuary polluted with chemical runoff and strewn with scraps of rusting metal. On a high platform out in the bay is a **Kobold** factory where munitions are made. One long line of barges ships raw materials to the platform, another brings finished products back to shore to keep the war going.
- 5 **Nothing Stands:** With cool precision, a phalanx of **Shield Guardians** disassembles an enemy town. Houses have been stripped of belongings, then broken down into their component parts. In the fields, arranged with geometrical exactitude, towering bonfires consume the debris. When the party arrives the Guardians are busy with their last task: prising up the cobbles of what used to be the town square.
- 6 **Corpse Pit:** There is a deep pit, where the bodies of the dead lie on top of each other. Flies buzz over maggot-infested mounds of rotting flesh. Soldiers throw the dead in here, some of them former comrades, and some, their enemies. Some may think it is time to burn everything inside, that the pit can be cleansed and rid of this eyesore for once and for all.
- 7 **The Sacrificial Site:** Behind the enemy's fortress, there is a small area encircled by dead warriors impaled on stakes. Skulls half-buried into the ground form a ritual circle where a sacrifice has recently been performed. The ground is streaked with red, for blood has seeped through the soil.
- 8 **Ancient Faith:** A ring of standing stones surrounded by mist is haunted by an **Invisible Stalker** commanded by an ancient priesthood. Soldiers scattered by conflict are drawn in by voices and pleas of loved ones. They cannot see one another, only hear the screams as the Invisible Stalker kills them one by one, until finally death comes for them all.
- 9 **Army of the Dead:** Though the bodies are long rotted away and buried by the grass that grows over their bones, the ghosts of two armies fight endlessly in a battle that will never end. By night, they ride or trudge, often half-submerged in lands that were once lower or passing through buildings that were not there in the past.
- 10 **Red Wet:** A robed person dips a bowl into the red waters of a river clogged with the dead, entirely aware of the pollution. When they glance up, their mouth is stained with blood and they give a grin that reveals sharp, white teeth. They give a bow and collapse into a mass of blood that flows into the stream.

DEADLY FIGHT

1D10 EVENT

- 1 **Take That Back!** In a roadside inn, the party are overheard mentioning one side of the warring factions. A group of enemy elite soldiers (use the **Gladiator** stat block) decide to take offence, regardless of what was actually said. They issue a drunken challenge on the spot and take refusal as proof of cowardice. They will fight fair, but they will also do everything to win.
- 2 **Angry Giant:** One of the factions has enchanted a **Hill Giant** into a confused and livid rage and pointed it at a nearby enemy town or fortification. It blunders into the place attacking anything that crosses its path. To save innocent people the party will have to destroy it.
- 3 **Crosshairs:** While crossing the countryside, the party discovers they are actually walking between two armies. But no sooner have they noticed, the armies choose to charge each other. In moments the party is surrounded with fighting soldiers (use the **Guards** stat block), who will attack anything not wearing the colours of their side. The party will have to fight their way out of the middle of the battlefield.
- 4 **Rogue Weapon:** In an effort to halt the ongoing conflict, a cadre of **Nobles** have smuggled into the realm a powerful artefact from a distant land: a magical lamp. None amongst them, however, prove strong enough to control the **Efreeti** they release from its imprisonment. The Efreeti cares nothing for either side in the war, desiring only to prevent its return to its enchanted prison.
- 5 **Secret Cargo:** One of the masterminds behind the current conflict is secretly being transported between camps. Carried on a palanquin by a quartet of blinded **Ogres** and sustained within a bubble of water and glass, the monstrous, gold-garlanded **Aboleth** probes the surrounding area with its vast telepathic powers. It will attempt to destroy anyone who crosses its path, lest they divulge its current whereabouts to the enemy.
- 6 **Fighting Air:** A general has summoned **Invisible Stalkers** to guard a strategic site and kill any intruders. The opposing army wants that strategic site and will pay a large bounty to anyone who can kill these creatures and secure the site for them. The site is en-route to the party's destination.
- 7 **The Terminator:** The city's military unit has unleashed a **Stone Golem** in a last ditch attempt to push back invading forces. Unfortunately, the golem has misinterpreted instructions and is now killing every creature it sees indiscriminately. It stomps through the city, bulldozing everything in its path.
- 8 **Angel on the Battlefield:** A **Deva** released from an iron flask by a Paladin moments before they died is on a rampage across the area, determined to judge every single person who exists in these unjust lands. They can be talked down, but only after they have been defeated, as their righteous fury is too overwhelming for reasoning to reach them.
- 9 **Shadows of War:** In a corrupted area where the fighting involved extensive necromancy, sighing songs on the wind rustle the dead leaves and foul earth, and bodies here decay far too quickly to be natural. The **Shadows** and **Spectres** who haunt this place wait until the party is deep inside the life-sapping area of corruption before they attack.
- 10 **Roc and Roll:** With a blood-curdling shriek, a **Roc** wheels down from a peak and swoops to attack a group of straggling soldiers ahead. Its feathers are bloody, but it is not significantly injured, and grabs one soldier while the others scatter. It hunts near a route that is frequented by injured soldiers retreating from the battlefield for easy pickings.

FATEFUL ENCOUNTERS

1D10 EVENT

1 **Heavy is the Head:** Carefully hidden in a cave is a small crown belonging to the king of a defeated nation. His **Ghost** still haunts this precious possession, and attempts to scare off any who find it, with moans and gestures. He fears the party will discover that those who hold the crown can claim the kingdom for themselves, ignorant that his kingdom fell centuries ago.

2 **The Worth of Words:** A poor wandering peddler asks the party to take a look at her wares. They are all pretty common but serviceable second hand items. If they buy something, the peddler reveals she has much better wares in terms of information. She has travelled the area extensively and can tell the party anything about the local politics, troop positions, and even what bribes to offer certain officers.

3 **Nothing More:** A raven familiar arrives and tries to get the party's attention to lead them to its master, a powerful **Archmage** who has been injured in a battle. She is in need of healing and can reward anyone that helps them with a magic item of arcane lore. She hides the fact that it was her own half-cooked spell that injured her.

4 **Consumers:** On the roadside near a burned out cart, the party encounters a young mother and her three children. She begs the party to escort her safely to a nearby town. In actuality, the woman is a corrupted **Archmage**, her three children transmogrified **Imps**. Together they stalk the battlefields consuming emotions for use in devious spells. One child eats rage, the other fear, the last despair.

5 **The King Returns:** Slowly, with great difficulty, an old man follows a narrow lane. Stooped and leaning on a cane, he wears dark clothes, his face covered in a porcelain mask. He speaks gently but sparingly, asking for guidance as *'memory isn't what it used to be.'* The man is actually an ancient **Mummy**, the region's first monarch, returned to lead it back to peace.

6 **An Angelic Vision:** The party receives a vision one night when they are sleeping. An angel appears before them. Though it seems invested in their plight, the angel secretly does not have faith in the party. When they wake up, they find a doll that resembles the angel. The doll can be used to cast *Dispel Magic* and *Counterspell* once a day.

7 **The Boy in the Well:** A teenage boy hides inside a well in a burning field. He pleads with the party to take him somewhere safe. He offers to be a scout for the party, but hides the fact that he can turn invisible for up to an hour once a day. This ability brings him shame, as he hid from attackers who burnt down his village.

8 **The Universal Soldier:** A soldier in armour sits wearily beside a stream. He shudders with every distant sound of fighting. In truth, he died on the battlefield but somehow rose again, becoming an avatar of war who can feel every violent thing that happens within this region. He hopes to find out why this happened and how to stop it.

9 **The Warmonger:** A cheery inventor tinkers with a small mechanism as she walks along and happily expounds on how she has applied magical theories to it without being asked. She eventually reveals that she is seeking out an example of the war machines used by the enemy to understand how they work and how they could benefit her side.

10 **Watcher of the Wars:** A **Storm Giant** is walking the road, ignoring the people who hurry past her. She has come to this place to better understand the proclivity of so many other species for violence, to know whether they should be allowed to live. She offers the characters knowledge in return for every story they tell her of violence.

WILD MAGIC LANDS

The unpredictable is the norm in lands that are tainted by the influence of wild magic. Here, the normal confines of magic have given way to explosions of colour, mischievous creatures, and ludicrous physics. The conventional structures of organic life are stretched to their limits. Casting a spell may trigger an unintended or unexpected effect. People run backwards and on vertical surfaces, defying gravity. The leaves on trees turn into juicy worms that wriggle in the sun and sing joyous tunes. Chimaeras walk the woods and cobblestones of quaint villages where the buildings are built askew. Sometimes, one may stumble across a desert in an evergreen wood, and in this desert, it snows. Anything and everything can happen in the wild magic lands, and when you least expect it.

WEATHER

Fluffy pink clouds rain lemonade and tadpoles that mewl like month-old kittens

The sun decided to be green today and casts a lime sheen on all that it touches

A gentle breeze that gradually increases in intensity and tickles the skin

Thunder and lightning, but instead of a thunderous boom, bells ring ominously

A damp day, hot and sweaty, but water from mud puddles rain upwards

Massive tin kettles in the sky pour rainbows that fall to the earth like waterfalls

At night, the stars move and rearrange themselves into the names of the dead

The moon has a face like a masticating cow, and it sheds a pale blue light upon the ground

Shooting stars stream across a darkening orange sky, leaving trails of smoke behind them

A pitch black night, where the wind blows wildly and whistles happy melodies

FLORA AND FAUNA

Butterflies whose wings change colour with the seasons and time of day

Frogs sing jumbled chords from red jelly lily pads on a clear yellow river

A pitcher plant that walks on three elongated but sturdy roots sings operettas by the roadside

Conical trees that flower only at night, their scent as sweet as cinnamon and vanilla

Prancing ponies whose hooves cause the ground to crystallise wherever they step

Walking music boxes that play one song non-stop unless you sing them a new song

Winged kittens that live in trees and hunt ethereal mice to bring home to their mothers

Amphibious fish that live under the roots of mangrove trees and scream like banshees

Red roses that that grow only on the spot where someone died

Gas-filled flesh bags with a hundred beady eyes, ball-shaped, floating in the air

LOCAL INHABITANTS

Friendly pink-skinned people with flowers for heads and no mouth or eyes

A warrior race of giant squirrels who have perfected the art of spearmanship

Rhinoceros folk, tall, stout, and proud, weave magic sandals that grant flight

An unknown people, Elf-like but not quite, who learn to walk on their hands as a rite of passage

A strange folk who detach their limbs at will and freely exchange them with their peers

Insect folk, proud poets and musicians, who live solitary lives in tents made of eggshells

A contrarian cult of chaos, disorganised and impulsive, but without direction

Four-legged and two-armed, these centaur-like creatures are nomads who seek to escape randomness

A jilted groom, driven to despair, plays a portable piano next to an undead puppy

POINTS OF INTEREST

A volcano that erupts once every three hundred years, throwing ice water instead of lava

A theatre with an orchestra pit floating in the middle of a lake, accessible via jetties and bridges

A clearing in the woods surrounded by wooden sculptures that have funny faces and hold torches

An abandoned witches' cauldron that changes shape every time you look at it

Rainbow plains where a herd of bloodthirsty **Unicorns** roam

A former **Troll** encampment cut into the side of a mountain has a playground for adult-sized children

Giant mushrooms that grow in a small patch in the woods resembling percussion instruments

A rowboat with swan wings bobs gently by its mooring, but screams when anyone approaches

A sunken school in the grasslands, accessible only by climbing down the chimney

POSSIBLE JOURNEYS

A mother and her son are travelling through the unpredictable wilds and require an escort

Wild magic has leaked in from a distant plane and the rift must be sealed before the planes merge

Frantic drumming compels pilgrims to abandon their faiths and worship a fame-obsessed **Pixie**

An island was recently inverted after an earthquake, and the residents requiring divers to salvage their homes

A fluff-covered cliffside is crowded and a clutch of newly hatched **Hippogriff** fledglings need a new home

The local animals have had their heads swapped, and they beg the party to find the fae responsible

Mirrors appear across the countryside, showing morbid scenes, and angry locals want them shattered

The weather around an old castle is changing too rapidly for anything to grow

A dying Wizard needs a quiet place, safe from the unpredictable magical influences

A CHANCE MEETING

1d10 EVENT

1 **Cursed or Not:** The party meets a **Goblin** who begs for their help. They say they were once Human but were transformed by a magician. Though they seem truthful and helpful, they are carrying an excessive amount of weaponry.

2 **Theatre Troupe:** A troupe of actors and musicians offers to perform for the party. They use magic to create the stage and enhance the music they play. They will expect to be paid in some way but will also happily talk and share gossip if the party is a good audience.

3 **Age of Conflict:** On a road of alabaster tiles, the party encounters a confused **Commoner**. As they travel, their age magically fluctuates. The further they get from their village the older they become and vice versa. In youth they want to explore the world, but in later years they desire to return home. The Commoner seems doomed to advance and retreat, age and de-age, getting nowhere.

4 **Sluggish Market:** Standing in glutinous amber, the party encounters a morose slug selling various cheap trinkets and ineffectual votive candles. It begs the party to purchase its wares, for no-one has deigned to in many years. The reason for this is clear: unbeknown to the slug, its thoughts, including uncharitable ones about its customers, appear above its head in flashing neon.

5 **Illusory Fish:** A dainty **Sprite**, her hair a nebula of rainbow glitter, whooshes over the party. She sprinkles petals over them that turn into fishes made of smoke and stardust. As the fish darts around the party, she giggles and answers any questions in riddles and rhymes.

6 **Tea Party:** A group at a long table set for tea invites the party to join. They are cursed to never leave the table but must change seats every 37 minutes. The curse has driven some of the guests quite mad, but can be broken if everyone agrees to leave. However, the longer they have been there the hungrier each person is.

7 **Tadpoles in Her Hair:** A woman sits on a rock near a waterfall, combing her hair. She appears to be a **Mermaid**, but not quite. Spindly bat-like wings grow from her back, and small leaves sprout from the fins along her upper limbs and tail. She flicks tadpoles from the stray strands of hair on her comb into the water.

8 **Can't Summon Love:** A disgruntled wizardly student travels with an impractical amount of magical paraphernalia. He asks the party if they know anything about summoning Fae beings and explains he was tricked by a Fae a few weeks ago and has become a joke to the other students. He travelled here to learn how to summon that specific Fae again and trick them in retaliation.

9 **Whole New World:** A person with a magical aura that seems far too large to be packed into a medium-sized creature greets the party with a strange cadence. They are a powerful entity from another plane who came through a portal torn open by a magical disaster. They were pulled into the body of one the sorcerers who was trying to contain the rift and are now trapped.

10 **Who Am I?:** An unusual construct, unlike any the party has seen before, clomps along the road. It has customised its chassis with beautiful swirling paintings like tattoos, which it adds to over time. The construct was imbued with a soul by the machinist who created it, and now seeks them to learn more about itself.

HIDDEN RESERVES

1d10 EVENT

- 1 **Rainbows of Inspiration:** A quirk of the weather sends beams of rainbow light into a nearby valley, already resplendent with harvestables. Anyone hit by such a beam gains Inspiration, but trying to spot and be targeted by one of the beams requires a successful **Wisdom (Insight)** and **Dexterity (Acrobatics)** check.
- 2 **Bladesmith:** The party discovers a skilled blacksmith in a village they are passing through. They will sharpen any blades the party has for the usual fee. However, the local magic augments this blacksmith's skill, granting a +3 bonus to attack and damage rolls for one hour.
- 3 **Bottled Axolotl:** A mossy boulder rolls through the air just above the ground. Riddled with little tunnels, it is home to a teeming colony of coughing axolotl. These tiny transparent amphibians can be teased out with beckoning gestures and sincere words of praise. Once a day they expectorate a milky fluid that acts as a *Potion of Healing*. After 1d10 days the axolotl loudly evaporates.
- 4 **Mind Prisms:** A creature with four splayed legs and an old man's face crawls out of a hillock. Pushed into its naked back are glass prisms. As it skitters towards the party, the prisms display their memories in monochrome. A **Dexterity (Sleight of Hand)** check can be made before the thing disappears to grab a prism. Each functions as a one-use *Detect Thoughts* spell.
- 5 **Good Eggs:** A clutch of pink, oval eggs sit snug inside a nest made of feathers, twigs, and animal bones in the hollow of a tree with orange leaves. They hatch when the party approaches. Gaseous beings spiral out of the hatching eggs and fly to the east. If the party follows them, they find a pot filled with 20d20 gold at the end of a rainbow.
- 6 **Pre-Baked:** Large loaves of bread grow straight from the ground, where swarming **Imps** are slicing off pieces and placing them in picnic baskets. Numerous loaves have been chewed on by the wildlife, with many more showing signs of mould, so a careful examination is needed before any bread is harvested.
- 7 **Great Berries:** As the party trek through the woods, they come across bushes bearing bright, colourful berries that come in all shapes and sizes. While already tasty and filling, a successful **Intelligence (Nature)** or **Wisdom (Survival)** check identifies these berries as antitoxins, with the same properties of a *Potion of Resistance*.
- 8 **Things Wondrous and Strange:** In a large pack beside a path into a forest, overgrown with moss and clearly not moved for some time, the party finds a well-stocked set of Alchemist's Supplies, a Herbalism Kit, and a range of unusual ingredients from other planes and far-off lands. Whoever once owned these is long gone, but they could be useful.
- 9 **Music and Mayhem:** An eerie tune with a lilting melody comes from further down the road. It is a magical musical instrument playing itself, hovering in the air. It dances out of the characters' hands until they catch it with a **Dexterity (Sleight of Hand)** check. It has the powers of the *Pipes of the Sewers*, no matter the instrument.
- 10 **Eat and Be Merry:** A marvellous and fresh banquet is laid out by the side of the road by invisible servers. The characters' names appear on place cards on the table and they may consume as much of the food and drink as they like without ill effects. Any they take with them disappears with the next sunrise if uneaten.

A BUMP IN THE ROAD

1d10 EVENT

- 1 **Rainbow Wall:** A wall of force made of rainbow colours blocks the road. It can be touched safely but passing through it requires some force. The Outrider must make a **Wisdom** saving throw while passing through, reliving a vivid childhood memory as they pass, breaking the wall into jagged shards. Should they fail, they will forget this memory forever.
- 2 **Wizard Battle:** Two **Archmages** are engaged in a magical battle some distance apart. While it may be a friendly match, their spells ravage the area between them, which the party is trying to pass. A **Wisdom (Survival)** or **Intelligence (Arcana)** check can discern a safe way to travel through the battlefield.
- 3 **Living History:** Seven centuries of history have become unmoored from the river of time and wash across the countryside in a confusing mess of anachronistic phenomena: cities pop into existence, flourish and fade; rivers veer wildly; battles are refought and commemorated in the same instant; and no two people speak the same temporal dialect. To navigate this wild clash of time, the Outrider must pass an **Intelligence (History)** check.
- 4 **Whoops:** A misfired spell has disrupted reality here. Atoms tumble apart with pitiful shrieks, light bends at inappropriate angles, and gravity regularly just shrugs and gives up. Traversing this particularly random area requires the Outrider to pass a check randomly chosen from **Dexterity (Acrobatics)**, **Strength (Athletics)**, **Intelligence (Arcana or Nature)**, or **Wisdom (Perception or Survival)**.
- 5 **Tales of Terror:** A powerful **Archmage** has blocked the path with a magical barrier. They enjoy a scary tale and will allow the party to pass if they can recite a chilling story. Telling such a tale requires a **Charisma (Intimidation)** check. The magician especially enjoys ghost stories; telling these allows the check to be rolled with advantage.
- 6 **Balloons!** A thick forest of balloons block the party's path. There is no clear way of going around them other than via flight, for tall cliffs surround this balloon forest. The Outrider can safely cut their way through the balloon forest with a successful **Dexterity (Sleight of Hand)** check. Otherwise, a balloon pops and any creature within 5 feet of it takes 1d10 Acid Damage.
- 7 **Dancing Buffaloes:** Buffaloes in frilly tutus and ballet slippers stand on their hind feet and dance. They perform barrel leaps and invite the party to dance with them, pulling the Outrider into their performance, necessitating a **Dexterity (Acrobatics)** check to keep in rhythm with the beasts.
- 8 **Cutting Wits:** The party finds their way blocked by a wall of razor sharp spinning blades. The blades block their path but do not attack, and briefly stop spinning every few seconds. The Outrider must make a successful **Wisdom (Perception)** check to notice the little sparks of magic that indicate when the blades are about to stop spinning.
- 9 **Roaring Rapids:** Due to some magical accident, a river has become animated and lifts up from its bed like a huge, dripping aquatic creature, sweeping across the land with the force of a wave or sending out floods of water. The party can try to avoid it entirely, adding an extra Encounter onto their Journey, or negotiate with it using **Charisma (Survival)** to agree on safe passage.
- 10 **Prismatic Dance Party:** A floating crystal in the middle of a cave has become the origin point for a constant randomised *Prismatic Spray*, weakly sending out beams of different coloured lights that the party has to avoid to progress. The Outrider must make a **Dexterity (Acrobatics)** check to hop between cover, finding an optimal route.

NEEDING ASSISTANCE

1d10 EVENT

- 1 **Land of Confusion:** A group of travellers are under the effects of a *Confusion* spell that they cannot break free of. The effect in the area is powered by runes carved on several nearby trees. The party can figure out how to defuse the spell using **Intelligence (Arcana)** checks.
- 2 **Forgotten Magic:** A **Mage** has somehow forgotten how to do magic. They know who and what they are but cannot remember how to cast spells. They have actually been cursed by a rival, but if the party can make **Wisdom (Insight)** checks then can help the Mage unlock the triggers in their mind keeping their magic locked away.
- 3 **Where Is My Mind?:** A massive bowl-headed **Cloud Giant** approaches the party sitting atop a drifting orange cloud. She relays her current troubles: forgetfulness, mood swings, an ever-present ache in her towering cranium. Clambering up, the party can look into the Giant's open head. Happily splashing about within is a naughty duck. The party can catch it with a **Wisdom (Animal Handling)** check.
- 4 **In a Jam:** Chutney-producing **Giant Centipedes** have escaped the corral they are kept in and are now tumbling with joyous abandon across the landscape. Their owners, a pair of tiny clockwork twins, plead for help. The party must succeed a **Dexterity (Acrobatics)** check to catch the centipedes. In return, the clockwork twins will offer a pot of their finest centipede chutney. It is absolutely foul.
- 5 **Fear is the Mind Killer:** A group of travellers have been affected by a form of the *Fear* spell. They are terrified, both of each other and anything and everyone around them. In a brief moment of lucidity, one of the travellers asks the party to keep them safe until the spell wears off. Keeping an eye on their erratic behaviour all day requires a **Constitution (Perception)** check.
- 6 **Late for the Party:** A pompous magistrate and his retainers have fallen into a pit trap. They wear large, floppy hats and puff-sleeved tunics fit for a ball. They plead for assistance, emphasising that they must attend the ball of the century or be ostracised, but refuse to get their garments dirty. Pulling them out of the pit trap requires a successful **Strength (Athletics)** check. The check is made at Disadvantage when trying to keep the party-goers clean.
- 7 **The Cake is a Lie:** A giant mouse gnaws at a gargantuan cake, but the cake is an illusion and the mouse is cursed to never see the truth. The poor creature whimpers with unfulfilled desire and desperation. A successful **Charisma** or **Wisdom (Deception)** check will convince the creature into thinking that the cake is not worth eating and break the curse.
- 8 **Satyrical Spell:** A **Satyr** is unsuccessfully charging at a stone wall. They explain that they were summoned by a Warlock as a drinking buddy, but for some reason, when the summoning spell ended, the Satyr was not able to get home. Supposedly there is a portal somewhere near here. The Outrider can make an **Intelligence (Arcana)** check to find and activate the portal.
- 9 **The Sorcerer's Apprentice:** An explosion followed by swears comes from the bottom of a well, where a Sorcerer has become trapped due to a spell that backfired spectacularly. They now cast random spells all the time and can't leave the well. With a successful **Intelligence (History)** check, the party can recall similar stories and their holistic remedies.
- 10 **Pick Me:** The party finds two identical people arguing in front of a group of their friends. They quickly learn that the group encountered a **Doppelganger** and it assumed the form of one of the party, but now they cannot tell which is which. With a successful **Wisdom (Insight)** check, the party can determine the true person.

DANGER AFOOT

1d10 EVENT

- 1 **Burnham Wood:** A group of **Bandits** are hidden by an illusion that makes them appear to be trees, giving the party disadvantage on checks made to spot them. They use this disguise to sneak up on their marks and attack with surprise. The illusion is broken when they attack.
- 2 **Gateway to Hell:** A **Chain Devil** attacks the party with little warning, enjoying a little wanton violence and murder before returning home. Weakened by its travels, it does not possess its natural damage resistance and immunities. The portal that brought it here might still be open, bringing more devils if it is not closed.
- 3 **Dreams of Avarice:** In a secluded dell of whispering greenery, an **Ancient Red Dragon** has slept for centuries, curtailing its evil schemes to expand its treasure hoard. However, as its dreams turn again to riches, scaly pods push forth from its exposed stomach, erupting into a chattering horde of vermillion **Kobolds**. Embodying the Dragon's desire for wealth, they rampage across the countryside before dissolving in sunlight.
- 4 **On Reflection:** While crossing an expanse of vivid pink liquid no more than an inch deep, the party can see their reflections with crystal clarity in the water. Without warning, these reflections pull themselves up out of the liquid, still rippling and with their faces horribly inverted. The **Zombie** party attack the originals, each focusing on their counterparts, attempting to drag them under the water.
- 5 **Dark Water:** Pools of dark, tepid water dot the moorland. Slinking **Chuuls** occupy these pools, waiting for unsuspecting prey. Their clicking pincers give away their position, as well as their loud proclamations of terrible poetry.
- 6 **Enchanted Grove:** An area the party are passing through is actually the home of a group of **Dryads**. They consider the party trespassers, but might be reasonable if the party just passes through and touches nothing. However, if the party choose to rest here or pick the flowers (or worse) the Dryads attack.
- 7 **Show Business:** A band of **Berserkers** compete in a talent competition. They are poor musicians but they fail to understand that no one appreciates their tone-deaf wailing and three-chord anthem. They respond by attacking the judges, the audience, and their rivals. If the party fail to applaud the performances, the Berserkers will respond violently.
- 8 **Be Our Guest:** The door to this wizard's tower has been nailed shut, but there are clearly valuable books, chests, and arcane items inside from the glow of magic under the door. At first all seems quiet in the tower. Then the **Rug of Smothering**, **Flying Swords**, and **Animated Armour** on stands come alive and try to attack the party.
- 9 **Death From Above:** When the party enter an old mine, the wooden ceiling overhead starts to crack and splinter as a colony of **Giant Spiders** falls onto the party's heads. The Giant Spiders are embarrassed and flustered, and want to scuttle away, but the party may well sustain some unpleasant bites as they flee.
- 10 **Stone Guardians:** A cluster of **Gargoyles** perch on the underside of a ruined bridge's huge arches, which are cracked, pitted, and melted. Once animated to protect and repair the bridge, the Gargoyles have long since forgotten their task and swoop down to attack anyone that passes nearby. They try to throw any intruders off the nearby cliffs.

NATURAL WONDERS

1d10 EVENT

- 1 **Valley of Truth:** The light in this area is slightly different, bathing the land in a soft pink glow. Everything in the area looks a little strange and ethereal under this odd light. This glow also reveals everything it touches, meaning everyone can see as if they had a *True Seeing* spell cast on them.
- 2 **Rain of Magic:** A sudden rainstorm breaks over the party. While the water is safe, each droplet contains sparks of magic and explodes like glitter from everything it strikes. Where the rain falls, small magical effects occur, like odd plants growing, items changing colour, insects changing form, and even healing scars on exposed skin.
- 3 **Islands of Wonder:** The party encounters a mirage showing a chain of islands hovering on the horizon. Rather than large and distant, the intangible islands are in fact very small and very close. The party sees, arrayed on the shores, tiny animal-headed folk beckoning and waving. At night the islands and their inhabitants are consumed by a tiny volcano, but are restored come morning.
- 4 **Newly Personified Creature Generator:** In a forest clearing lies a vast matrix of metal cubes. All inscribed with obscure runes, they twist and slide past each other like puzzle pieces. Every twelve seconds they click into new combinations, a spout at the mechanism's heart disgorging another randomly determined being. Each creature has been summoned from their own lives and planes.
- 5 **Wilderness of Mirrors:** The party comes across hundreds of mirrors hanging in the air at odd angles all over the area. Each mirror casts them in a different reflection. They might have different attire, or might even be a different species or gender. While no sound crosses the mirrors, the party can interact with their other reflections as separate people. Should a mirror shatter, that reality may be lost forever.
- 6 **Peaceful Plains:** The forest gives way to an open plain and rolling hills. Dawn is approaching, and the stars slowly blink themselves to sleep as rays of sunlight peek from the east. A pod of whales swims overhead in the pale green sky. Melancholic whalesong replaces the chirping of crickets.
- 7 **Glimpse of a Mirror World:** The canyon hums with a sighing vibrato. The air is heavy. A tear in the sky reveals an upside down world, an exact mirror image of the landscape around the party, though this is simply a trick of the light and not any sort of portal to a parallel world.
- 8 **Interplanar:** Small chunks of different planes bring parts of those realms into the same place. Random elements from other regions are crashing together to change areas of this land, such as an ocean pouring into a hellish lava flow, or a Fey forest where corrupting undead energy encroaches on the trees and animals.
- 9 **Crystal Fall:** For a single night once a year, instead of clouds, crystals fill the curve of the sky like the ceiling of a cavern, glittering in the moonlight. As dawn approaches, they begin to rain down and shatter as they reach the ground, plunging deep into the earth and burrowing downwards like living things. By morning the sky is restored.
- 10 **Metamorphosis:** In a forest glade, the wildlife shifts from one kind of creature to another. A deer drinking at a stream becomes a fish and then a bird that quickly extricates itself from the water. A rabbit being chased by a fox becomes a bear, while the fox becomes a frog. They seem unconcerned and adapt quickly to their new forms.

MONSTER HUNT

1D10 EVENT

- 1 **Pack Tactics:** A pair of **Giant Wolves** haunts the local area, usually preying on sheep, but the magic of the area has granted them intelligence, making them a dangerous adversary. However, this may also mean they can be negotiated with as they understand Common. They might even be convinced to help protect nearby villages or the party if they agree to terms, mostly concerning food.
- 2 **Web Assassin:** **Giant Spiders** have their lair nearby and prey on travellers. They leave their victims' possessions hanging tantalisingly within sticky webbing. If the party kills the largest spider it turns into a human wearing a *Cloak of Arachnida*. But was the cloak responsible for their transformation?
- 3 **Ready for my Close-Up:** A **Remorhaz** rampages through a village in a truly savage display. Occasionally it glances at the orb of white metal imbued with *Sending* hovering near its shoulder. This device seems to be recording the creature's attack. The orb barks directions at the Remorhaz: *'More violence!'* *'Roar louder!'* *'Great footwork, darling!'*
- 4 **Everyone's a Critic:** Spurned by critics and ostracised by her fellow artists, a **Drow** sculptor has created the perfect engine of revenge: a **Gorgon** sculpted from amethyst and glass and filled with liquid fire that turns its victims to glass. Both the statues it creates and the Gorgon itself will sell to art aficionados.
- 5 **Duelling Blade:** An invisible swordsman has been killing other warriors. In truth, it is a **Flying Sword** seeking a worthy person to wield them. It challenges anyone in the party to single combat. If it can be defeated it will consider that fighter worthy. They may then use it as an ordinary (but moderately intelligent) magic weapon.
- 6 **Picnic:** A family of **Hill Giants** are having a gourmet picnic on a picturesque hillside. The food smells delicious but it is soon apparent that the meals are made from people they have killed. They ignore passersby but are aggravated by those who interrupt their meal. Their possessions are mundane but the picnic basket is actually a *Bag of Holding*. Unfortunately it is mostly filled with body parts.
- 7 **Talking Heads:** Loud voices come from a swamp to the north, where a **Hydra** sits on a treasure chest. Its many heads are hotly debating amongst themselves. They have different philosophical views and cannot find a compromise. Taking sides causes all but one of the heads to attack the party, while the remaining head scolds the others.
- 8 **What Lies Beneath:** An artificer built their house on top of an **Aboleth's** underground lake lair so they could mine its forbidden knowledge and use it as a guardian for their horde of magical items. The Aboleth turned the tables on its captor, forcing them to lure visitors to the basement pool with promises of magical gifts so it could feast on them.
- 9 **The Glass City:** The lightning-blasted sands near a **Blue Dragon's** lair lead the party to investigate disappearances and sinkholes in the area. Glass struts reach up from the sands, leading down to a glass city that the dragon has built to house its riches. The grim remains of those who tried to raid the glass city before are evident.
- 10 **An Inevitable End:** A mysterious set of messages leads the party to a majestic waterfall. They emerge onto a sunlit plateau where a **Couatl** waits for them. It promises the party the gold local people have brought as offerings if they kill it: it has foreseen that if it does not die here, it will rain destruction on the world. Despite its request, it fights viciously to survive.

A PLACE TO REST

1d10 EVENT

- 1 **Resting Tree:** The party comes across an ancient tree growing in a restful field of poppies, where time itself seems a little strange. The party need not make any checks for this Encounter. If the party takes a Short Rest here, they gain all the benefits of having taken a Long Rest instead. At the end of their rest, the ancient tree and all the poppies have withered and died.
- 2 **Inn of Shadows:** A pleasant inn offers food and good ale for the party at very little cost, but it is also at a small nexus where planes intersect. The patrons are all people (or monsters) the party have slain at some point, on their way to the afterlife. While these ghosts cannot directly harm them, some might demand an explanation of why they were dispatched.
- 3 **Snoozing 101:** In a nest of warm, rubbery glass an elderly **Roc** professor gives a rambling lecture on Ogre taxation to a sparse, disinterested class of Roc hatchlings. The party can sneak into the back of the lecture, where the professor's droning, soporific voice swiftly lulls them to sleep. However, if the party performs poorly on the test that follows, they will be violently ejected.
- 4 **Lost Love:** In a mighty elm live a colony of platinum **Giant Seahorses**. Speaking telepathically, they offer the party rest for the evening. A Seahorse swallows each party member, depositing them in a transparent stomach filled with sweet amber liquid. The price of resting here is a memory of a time when each party member felt loved. In the morning the memories are gone, consumed by the Seahorses.
- 5 **Witches Cottage:** In a small cottage, a local witch (use the **Mage** stat block) distils, collects, harvests, and otherwise prepares, spell components. They are collected in myriad jars or hang from the rafters of her home. She will sell them to any magician, but might also trade them for magical lore. She may also offer a plain but decent meal and a place to rest if the party is polite.
- 6 **We're Fun-guys:** The party arrives at a **Myconid** campsite. The fungus folk are drinking from a communal cup that contains a pungent brew. To camp here safely, the party must succeed on a **Charisma (Performance)** check to entertain the fungus folk. Otherwise, the Myconids supply their worst brew and the party becomes *Poisoned* for a day upon waking up.
- 7 **Who Lives in a Shoe?:** An old woman and her chimaera-like children (all use the **Doppelganger** stat block) live in a house shaped like a shoe. They peer at the party with a mix of curiosity and disdain. If the party offers to clean the house and cook meals for the old woman and her children, she allows them to stay. Otherwise, they shoo the party away in an aggressive flurry, ruining any chance for a rest.
- 8 **A Cosy Proposition:** The party finds a huge fluffy bed in the middle of a wasteland, large enough for a giant but apparently completely unused. In the shadows of the bed's canopy lurk **Gargoyles**, but they are not aggressive unless anyone who sleeps in the bed is of evil alignment (the Gargoyles discover this through the sleepers' dreams).
- 9 **The Endless Mansion:** This lovely country house opens its door invitingly when the party is nearby. It was created using a permanent *Magnificent Mansion* spell. Inside, every room shifts around the hallways and it is easy to get lost. Scribbles in different hands cover the walls of rooms, complex directions to reach the hall, or perhaps right into a trap.
- 10 **Perfect Day:** Spread ahead is a field of spring flowers where dozens of picnics are set out, red checked blankets, baskets of food, and perfect weather. The ground occasionally shakes and bells ring discordantly out of sight. If the party stay longer than they feel they need to, a neighbouring group of picnicking **Dretches** neatly pack up their picnic before brutally attacking the party.

OLD MEMORIES

1D10 EVENT

- 1 **Closed Hellhole:** In a moss covered grove the party finds a ruin centred around a large stone circle. The circle is filled with stones and boulders, and the whole thing has a magical aura. The stone circle was once a portal to a layer of hell, as seen through small gaps, and if the blockage is removed it may open again.
- 2 **Reflecting Pool:** A ruined tower rests next to a calming lake in a lonely part of the land. If the party looks at the reflection of the tower in the lake it appears as it did in better days. In that time it reached high in the sky and was covered in runes that might be readable if only the water remained still.
- 3 **Just Like That:** In blazing colours across the morning sky, the story of this realm's creation plays out. An elderly **Archmage** in robes blazing with sigils, reaches into an empty top hat and produces a sparkling galaxy, the words *'Ta Da!'* shimmering in technicolour. Whether the vision reveals the truth or is just an elaborate advertisement for a wizard's party act is unclear.
- 4 **Shadow Market:** On a plain of fused glass stand market stalls, each crowded with bounteous produce. The food is pristine, if a little dusty. The market is devoid of life, but the glass is striped with the shadows of former customers, caught in the moment of their destruction. Every time the shadows are viewed, they have taken different positions, but are never seen to move.
- 5 **Burned Sorcery:** In a clearing in a wood, a magical sigil is burned into the earth. The ash of dead magic seems to cling to the air here. While the sigil is old, vegetation refuses to grow in the lines it has left. Some form of magic clearly went very wrong here.
- 6 **Fireworks:** As the party travels across an expanse of purple sand dunes, the sky erupts in a firework display. Catherine wheels, Roman candles, fountains, and sparklers decorate the sky for brief transient moments. They form images of glorious desert cities and their fantastical inhabitants, all lost to time, glowing briefly before fading into the night sky.
- 7 **Singing Plants:** The enchanted garden is home to many sentient potted plants. They are passionate singers, blissfully ignorant of the earache that is their discordant voices. If one endures or is tone-deaf and listens carefully, they discover that the plants sing of ancient secrets and customs of a long extinct fey people.
- 8 **Preserved for the Ages:** Ranked crystal tombs with magic spells woven into their creation are designed to preserve the old dead wizards placed inside. Each tomb has the name of a wizard on it and the inscriptions round the tombs indicate that they have been kept in this magical stasis so they might someday be restored to youth.
- 9 **Falling Upwards:** A huge spherical building was built on a place where gravity was entirely removed by a magical phenomenon. The architecture inside was designed to be seen from every possible angle, as once within its walls, anyone can treat gravity as though it does not exist. It takes some careful navigation to land on your feet outside the chamber.
- 10 **Magical Experimentation:** In a magic hospital and laboratory, an order of spellcasters from different disciplines experimented on people to correct unusual magical maladies. Their notes are still here, as are the heavily reinforced rooms, unique equipment to drain off magical power or introduce it, and a clear sign of where something inside broke out violently many decades ago.

A DARK PLACE

1d10 EVENT

1 **Circle of Torment:** This circle of stones has a dark air to it even as the party approaches. There are ten stones, each one with a skeleton chained to it. If anyone steps into the circle, the skeletons writhe and begin to scream. Leaving the circle allows their torment to cease. It is unknown if destroying the skeletons releases their souls, or causes more pain.

2 **Chapel of Rest:** This small chapel has quite a large graveyard attached. An old priest tends the graves and will talk to the party. They tell them the soil here is good at holding the dead. All those buried in the graveyard were once undead, interred here to ensure they do not rise again. At night each grave seems to sigh and moan.

3 **Ghost Train:** A great rushing engine of blue glass and oily black metal thunders and booms through the valley, its iron tracks appearing before it as it races along. Thick smoke and sparks leap into the air from a hundred funnels, while streams of screaming **Ghosts** leak from the rusting joints. Melted into the control cabin is its deranged pilot, a maniacally laughing **Balor**.

4 **Polished Off:** In an obsidian palace, devils of every colour troop down winding stairs. Their minds dulled, they step willingly into vast rendering vats where their forms are melted and condensed, then pumped through spiralling tubes down to a velvet-lined chamber. Each tube ends in a tiny brush. With quick sweeps they apply vivid nail polish to the outstretched hands of a lazing **Marilith**.

5 **Cave of the Heart:** Deep inside this cave is a wall that is polished to a mirror-like finish. Those reflected here see themselves as a caricature of their worst trait. It is a way to face your own darkness, but is often an uncomfortable revelation. Those who visit might even make that trait even worse.

6 **Tomb of the Vampire Plant Lord:** The memory of vampiric flowers is etched upon the walls of the mausoleum. Each tendril and every petal were reproduced with exact detail. Their victims were depicted as faceless people with screaming mouths. If the party faces a Plant monster during the rest of their Journey, they must roll a **Wisdom** saving throw or become *Frightened* of the plant.

7 **Spa of the Grotesqueries:** Smoke-filled bubbles shaped like skulls float about in a roadside spa. The water is tinged with blood. Unseen attendants draw a lemongrass-scented bubble bath for masked patrons, warmed by still-beating hearts extracted from lost wanderers sacrificed for their pleasure.

8 **Abhorrent:** Priests welcome the party into a seemingly-benign monastery, but it quickly becomes clear that all is not what it seems. The clerics are twisted hybrids of humanoids and aberrant creatures. They believe that it is a sacrament to seek perfection, and will not let the party go without accepting a potion that mutates them with aberrant body parts, for themselves or another creature.

9 **The Rag Picker:** Travelling along the road on a magically-animated contraption loaded with pieces of junk, a scrap dealer offers the party a ride. When the scrap merchant spots someone on the edge of the road, clearly wounded, he gets down not to help them but to extract some sort of essence from them in a way that kills them.

10 **Poetic Justice:** In a stony area that draws in magical energy from the nearby countryside, a **Wereboar** is using storage receptacles to create magic batteries. He was once the lover of a Fey lord, who turned him into a monster. He came to this land to gain enough power to summon his former lover here and entrap them in a magic prison.

DEADLY FIGHT

1D10 EVENT

- 1 **Grave Vengeance:** A previous victim of the party has returned as a **Wight** and comes for revenge. They will attack when the party is at its weakest and will give no quarter. They also know the party's tactics very well. Those they kill also return as Wights to punish the allies who failed to protect them.
- 2 **Spirit of the Wolf:** During the night, the party is attacked by the spirit of a great wolf (use the **Hell Hound** statblock, but its breath deals Cold damage instead). Any party member that takes damage from the wolf spirit's *Bite* shows fragments of canine behaviour for one month.
- 3 **And I Must Scream:** Staggering through a forest of wavering kelp, a mute **Stone Giant** clutches at the swollen flesh of its neck. Every few steps it vomits up another **Gibbering Moulder** which pleads for help in a hundred different languages. Maddened with pain, the Giant lashes out at everyone in its path, unable to recognise attempts to help it.
- 4 **Golden Child:** Surrounded by a nimbus of golden light, a toddler wanders along a shore. Made invulnerable in a magical accident, the child is chaperoned by a monstrous **Behir**, a creature formed from the amalgamated members of the child's family. The beast and its ward share a telepathic link, with the Behir acting on the toddler's every passing whim and fancy.
- 5 **Dark Reflection:** In a ruined house the party finds a large mirror. It has a magical aura and is completely resistant to damage. During the night a **Doppelganger** of each party member that looked into the mirror steps out of it. They follow the party in secret, and try to attack and replace their double whenever they are alone.
- 6 **Why a Wyvern?:** A **Wyvern** on a rocky ledge bursts into flames and is suddenly teleported to the surface of a lake. Without warning, it turns invisible and then flickers back into view. The Wyvern appears to be confused and roars in frustration at what's happening to it. The party can cast a spell to dispel this wild magic or put it out of its misery.
- 7 **No Talent at All:** A **Clay Golem** uses its finger to draw stick figures in the sand. It beckons at passing travellers to look at its art, hoping for positive feedback and encouragement. Art critics beware, for it does not take negative feedback very well.
- 8 **Guardian of Nothing:** A **Shield Guardian** patrols a ruined library where the only thing left intact is a large chest that must surely be stuffed with valuables. The Shield Guardian's last order from its master was to defend the objects in this place. Unfortunately, it has not yet realised that the only thing left here is actually a **Mimic**.
- 9 **Choir of Madness:** Exploring an abandoned theatre is unnerving enough, but it is made an awful lot worse by the discordant singing that comes from the many mouths of the **Gibbering Moulder** who ate all the performers. The creature hunts the party through the theatre, slipping through secret entrances and sewer grates to ensure they can not escape their doom.
- 10 **Who's a Good Boy?:** The favoured pet of a Warlock, a **Chimera** called Rex, still lives in the house the Warlock built to house them both. Even though its mistress is dead, Rex guards her land jealously, attacking anyone who strays within sight of the house.

FATEFUL ENCOUNTERS

1d10 EVENT

1 **The Centre of Magic:** An **Archmage** asks the party for help to find the centre of magical activity in the area. They insist a great power lies there which can be harnessed. While they might need the party's help in reaching the centre, they also need someone expendable to trigger some magical traps in their way.

2 **Lost Princess:** A gentle **Noble** in a fine dress asks the party to help keep her safe from a villain she has escaped. While she is genuinely fearful, she also acts as if she is from a storybook rather than a real princess. If questioned, she recounts the same clichéd tale of a heinous villain and a damsel in distress. In truth, she *is* from a storybook, made real through wild magic.

3 **Best Friend:** Appearing in a puff of violet smoke, an eager Wizard approaches. Claiming to be a great magician, their spells are nothing more than noises and lights. The 'spellcaster' is actually a transformed labrador, and just wants to run around with some new friends. The ruse is easily discovered: all the Mage wants are treats, head pats, and to be called a good boy.

4 **The Source:** Sitting on a tortoiseshell wall, a girl requests the party escort her home. Her eyes are different colours and a deep scar runs across her face. The girl is a source of magical energy. Within her head, an artificial white hole endlessly spews out arcane energy. When she is with the party, every monster and person they meet will have her face.

5 **It's Not a Cult:** A robed **Cultist** asks the party to join them at a meeting where they will discover for themselves 'boundless joy'. If they do attend, the small gathering performs a short chanting ritual, and then a wave of happiness passes over everyone. Despite their ominous appearance, they are genuinely just nice people.

6 **The Waterworks:** Water pours out of the windows at the top of a crooked tower. A winged child sits on the rooftop, weeping. If the party consoles the child, the water stops flowing when they stop crying. The child knows that the tower is enchanted, and can teleport short distances, reducing the number of Encounters by 1 on the Journey should the party discover this secret.

7 **Cardshark:** A **Spy** with a shark's head saunters into view and invites the party to a game of cards. This is a trap. The shark plans to keep them playing with him forever because he is lonely and yearns for company. He will be ashamed if he is found out, apologising and exploding into a cloud of green and purple mist. The mist trails the party, watching their back.

8 **The Toymaker:** The party meets a silent, grinning old hermit. She carefully hands each of them a different small carved wooden toy in the shape of an object like an hourglass, a dagger, or a bear, then nods. This hermit is actually a descendent of a party member, lost to time, and recognises their family.

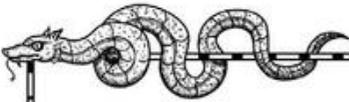
9 **A Good Book:** There is a strange thudding noise coming from underground. Digging it up, the party discover a chest covered in protection magic, inside which is a magical tome. The book, which speaks in a refined voice, explains that he was once a powerful spellcaster who was imprisoned in his own spellbook for his supposed crimes.

10 **Worlds Within:** A strange creature like a spindly six-legged deer with flaps of parchment-like skin asks the characters if they would like to see the worlds beyond. It stretches out the flaps of skin around its torso into an area large enough to peer through. It has lost smaller creatures within these windows before, and has never seen them again.

SPECIAL THANKS

6mmWar, Aaron Brown, Aaron Delisio, Aaron hamilton, Aaron Hutt, Abdullah Ismail Abul-Qasim, Adam Barnes, Adam Goss, Adam Kraman, Adam Przybylinski, Adam Sallean, Adam Zoch, Adrian Money, Adrian Pedersen, afharrold, Agent_Wildcat, AGleim, aikar, Akira Magamo, Al Bartlett, Alan Flood, Albert Luciano, Alec McMillan, Alejandro, Alen Maglajac, Alex Dixon, Alex Gurdian, Alex Harr, Alex Parker, Alex Ries, Alex Shields, Alexander deMorris, Alexander Helliwell-Smith, Alexander Wurm, Alirion, Alistair Warmington, All Rolled Up, Allacer, Allen Edger, Allison Godere, Alterangel, Amanda, Amanda Bamford, Anders, Andre Ball, Andrea Barajas, Andrea Chandler, AndreaFornasiero, andrew, Andrew Bevan, Andrew Cowie, Andrew Dempz, Andrew G. 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Eastman, Benjamin Rial, Benjamin Saxton-Ruiz, Benjamin Staples, Bettina Kelley, Big Man Murph, Bill Beacham, Bill Lewis, Bill Patino, Bill Vandervoort, Billy Mickelson, billyBellems, Bjørn Benjaminsen, Bob Foster, Bob Mosdal, Bone on Bone, Bookery Games, BoomTown, Boufflet, Brad Elledge, Bradly Dawson, Bramwell AH Crocker, Brandon Bultinck, Brandon Cassady, Brandon Cheney, Brandon Patrik, Brandon Pineda, Brandon Wright, Brayden, Breland Scott, Brendan Neill, Brent Swapp, Bret Smilyk, Brett Granger, Brian, Brian, Brian Bautista, Brian Creek, Brian Frisco, Brian Koonce, Brian Maher, Brian Murphy, Brian Roessler, Brian Seligman, Brian Tanner, Brianna, Brianna Chew, Brice_T, Brodie Gray, Bruce Strang, Bryan Pravel, Buddha Weatherby, burtttd2010, Business of life, CALLET Timothée, Callum Sewell, Calvinsmurf, Caribet, Carl, Carlos Colon, Carson Brooks, Carter Brent, Cássio Padilha Rubert, Chad Kirkendall, Chad Stevens, Charles, Charles Butler, Charles Dierker, Charles Paradis, Charles Yudson, Charlie Duff, Charlie Heckman, Charlie Le Vine, Charlotte Hamilton, Chase, Chris, Chris, Chris, Chris Boscott, Chris Detlef, Chris H, Chris Moore, Chris Sanders, Chris Swanson, Chris Sweat, Chris Walker-Bush, Chris Weston, Christian, Christian Brandon, Christian Fisher, Christian Stiehl, Christian Torstenson, Christoffer Carlsson, Christopher, Christopher, Christopher Cureton, Christopher Feola, Christopher Kennedy, Christopher Lee, Christopher McDowell, Christopher N., Christopher Reeves, Christos, ChuckB, Cian O'Neill, clayton rhoden, Clifford Kamppari-Miller, Codex Universalis, Cody Nill, Colin Lindgren, Colin Wyers, ColinJ, Connie, Connor Hutcheson, Conor Byrne, Conor Falconer, Corey Close, Cormac, Cory Dodds, Covey Hunter, Crabus, Craig Lilie-Fisher, Craig Myles, Creed, Crixell Matthews, Cromulent P. Embiggens, CrowWithNoMouth, Crysania Dante, CT Riggs, Curtis Lithgow, Cybershaman, D S, Daë, DALE DAVIS, Dalton Long, Damian Adams, Dan, Dan Belt, Dan Thomassen, Dan Weiss, Dana Gibson, Dane Shiner, Daniel Boyd, Daniel Clarke, Daniel Ellison, Daniel Galron, Daniel Gregory, Daniel Marjoram, Daniel Mooneyham, Daniel Penz, Daniel Perrone, Daniel Sloppy, danny, Darcy Austin, Darryl, Darthevegeta800, Dave Brush, Dave Sizer, Dave Weinstein, Dave Younce, David Cowan, David Dolton, David Johnson, David King, David Peters, David Plaskett, David Radmore, David Sharp, David Smith, David Stanley, David Stephenson, David Tavakoli, David Williamson, Daytona, Dean Siemsen, dendarii, Dennis Brännvall, Derek Abrassart-White, Derek Carnell, Didor, Diederik Dolf, Diego Visintin, Dirk Foster, Dirk Obenauer, Divine Insect, Dominic Guido, Dominic McDowall, Dominic C. 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Jonathan Schafer, Jonathan Watson, Jonathan West, Jonny Noc, Jordan, Jordan Batalden, Jordan Rowe, Jordanne Ryan, Jörg Peters, Jorge Carrero, Jörgen Björk, Jose Lucas, Jose Perez, Joseph Collins, Joseph Edge, Joseph Guzman, Joseph Hundley, Joseph Marion, Joseph Provenzano, Joseph Sammons, Josh Ball, Josh Garvais, Joshua, Joshua Balog, Joshua Black, Joshua Day, Joshua Freeland, Joshua Karas, Joshua Ward, Joshua Wolf, Jouni Purhonen, Juliet Choy, Justin Offermann, Kaan Raif, Kaesar Blanco, Kaleb Kramer, Kamish Bhai, Kamoria, Kanaris, Karl, Karl David Brown, Karl Tyrant Seabear Wiseman, Kate Donnelly, Kate McNamara, Katherine Rue Bollinger, Katheryn, Katrina Grosskopf, Kayla, Kayoot, Keir Gardner, Keith Foyston, Kek, Keldyn Majere, Kelsey, Ken Nishimura, Kenneth Hummel, KensmenFinn, Kent Taylor, Kerry Steers, Kethra Shadowborne, Kevin, Kevin Holbeche, Kevin Casault, Kevin Feeman, Kevin jeffs, Kevin Leintz, Kevin Morrell, Kevin OBrien, Kevin Pagliarini, Kevin Romero, kevin, kikai, Kirby Moyers, Kirk Reed, Klo Utley, KobyB4303, Koen Raymaekers, Konnery Hansen, Korey Mortlock, Kortney Trevino, KorvusRock, Kraig Kahl, Kris Hartbauer, Kristen Anastos, Kristian Nielsen, Krow, Krusk, Kyle Gagnon, Lachlan Middleditch, Lakshman, Lance A, Landon Jamieson, Larry, Laura Cahill, Laura Scott, Laura-Ann Hughes, Lee, Leo Beavitt, Liam, Liam Conneely, Liam DiPilla, Liam DiPilla, Lloyd Dual, Longspeak, Loren Small, Lou Anders, Lukas, Luke, Luke Thornburg, Lyciana, Lyndon Baugh, M T, M. 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Demo Jr., Patrick P., Paul, paul, Paul christie, Paul Cowin, Paul Munson, Paul Newnham, Paul Quarles, Paul Ryan, Paul Schifferer, PC, PDeMars, Pedro Ecija Serrano, Pegana, Petek Gregor, Peter Bates, Peter Crowder, Peter Duke, Peter Gornick, Peter Marsh, Peter Rutgers, Petru-Daniel Tudosiu, Peyton Monroe, pgotsts, Phil Beckwith, Phil Stepp, Philip Summersby, Philippe Lemieux, Phillip, Phillip Bailey, Phillip Bush, Phillip Cunliffe, Phillip McGregor, Pierre-Luc Marsan, Pops Deckard, Proteusz, pukunui81, Quinn Parrott, Quinn Zahasky, Quintus, Quire, R. Carey, R2ShihTzu, Rachel Maher, Raece Young, Raf Bressel, Rafael Vargas, Ralph bennett, Ralph Holland, RamsesX2, Randall Hurlburt, Randall Wright, Randy Smith, Ratchit_unicorn, Raulwicke Legendsinger, Raven, Ray Chapel, Ray RAY, razamataz, Realm Master K, Reece, Reid Sewell, Reinik, REXX, Rey Tamayo, Reymundo Antonio Juco, Rhuby Elizabeth, Rhugaroux, Rhys Hood, Ricardo Fuente, Ricardo Martinez, Rich Allen, Richard A. Glass, Richard Ashton, Richard Geo Sang Lee, Richard Gonzales, Richard Jones, Richard Knott, Richard Krizo, Richard Morley, Richard Worley, Rick Darkman, Rick LaRue, Riemumili, Rigatoni, Riley Gibbs, Rmacary, Rob H., Rob Stephens, Robert, Robert, Robert Barbour, Robert Estell, Robert Hirst, Robert Huss, Robert Jameson, Robert McNeal, Robert Muhlig, Robert van Wijk, Robin Roberts, Robin Steinmann, Rocky Schmitz, RogueStarter, Rohan Mitchell, Roland Bahr, Roman Kuzyk, Roosevelt Cooper, Rose, Roshan Vaidhyaraj, Roy Pilger, Roy Volcanoes, RS, Russell Hoyle, Ryan, Ryan, Ryan Comeau, Ryan Green, Ryan Mason, Ryan Mcinnes-Beadle, Ryan Whitcomb, ryansmith3d, Sagaisgood, Salvador Martinez, Sam Loveland, Samantha Hallas, Samii, Sanne Wollin, Sarah Byrne, Sarah JL, Sawamura Freecs Kob, Scotia Baker, Scott, scott, Scott Danger Kelly, Scott Mathis, Scott Payne, Sean Barry, Sean Brady, Sean Brannigan, Sean Donnelly, Sean Frackowiak, Sean Holland, Sean Metz, Sean Nicol, Seb, Sebastian, Sébastien Chartrand, Sergio Sampaoli, Seth Ero, SFG_Mat, Shaenon Langeneckert, Shane Eyley, Shane H., Shane Stewart, shannon troester, Shannon Wanner, Shaun Russell, Shawn Hennessy, Shawn Hudson, Shawn P, Shelby White, Shyloh Wideman, Simon, simon, simon olthof, sirjonsnow, Skylar Huscke, Skyler Carman, Sleazebaggins, Sn00ze, Snarkayde (Philip), SOckendon, Solveig, Spacekaze, spacemansteve, Spencer Coffey, Spencer S., Stefan B, Stefan Stacey, Stéphane Racz, Stephanie Nesbit, Stéphanie Silvano-Tellas, Stephen, Stephen Bulla, Stephen Diamond, stephen glew, Stephen Hardy, Stephen Schiber, Stephen SlSk, Sterling, Steve Berry, Steve Huggins, Steve Long, Steve Snow, Steven A Holomshek, Steven G., Steven Klassen, steveon, stewart burwood, Stewart Watson, StrayDM, stuart, Styzem, Sujith Achuthan, SuperDéfi, Suzanne van den Boogaard, symatt, Synton, T Devon Sharkey, T. 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CHARACTER NAME

CLASS & LEVEL	ARCHETYPE	EXPERIENCE POINTS
SPECIES	BACKGROUND	ALIGNMENT

PROFICIENCY	PASSIVE PERCEPTION
INSPIRATION	PASSIVE INSIGHT

AC	INITIATIVE	SPEED
Hit Point Maximum		Temporary Hit Points
HIT DICE Used Total	DEATH SAVES	
	SUCCESSES	FAILURES

ROLE

STRENGTH	<input type="checkbox"/> SAVING THROWS <input type="checkbox"/> ATHLETICS
DEXTERITY	<input type="checkbox"/> SAVING THROWS <input type="checkbox"/> ACROBATICS <input type="checkbox"/> SLEIGHT OF HAND <input type="checkbox"/> STEALTH
CONSTITUTION	<input type="checkbox"/> SAVING THROWS
INTELLIGENCE	<input type="checkbox"/> SAVING THROWS <input type="checkbox"/> ARCANA <input type="checkbox"/> HISTORY <input type="checkbox"/> INVESTIGATION <input type="checkbox"/> NATURE <input type="checkbox"/> RELIGION
WISDOM	<input type="checkbox"/> SAVING THROWS <input type="checkbox"/> ANIMAL HANDLING <input type="checkbox"/> INSIGHT <input type="checkbox"/> MEDICINE <input type="checkbox"/> PERCEPTION <input type="checkbox"/> SURVIVAL
CHARISMA	<input type="checkbox"/> SAVING THROWS <input type="checkbox"/> DECEPTION <input type="checkbox"/> INTIMIDATION <input type="checkbox"/> PERFORMANCE <input type="checkbox"/> PERSUASION

NAME	ATK BONUS	DAMAGE/TYPE

Used Total		
------------	--	--

SPELL SLOTS								
1st	2nd	3rd	4th	5th	6th	7th	8th	9th
<input type="checkbox"/>								
<input type="checkbox"/>								

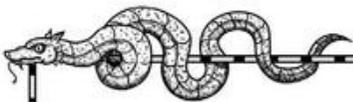
Cantrips Known

ADDITIONAL COMBAT FEATURES

LEVEL

SPECIES TRAITS

PROFICIENCIES LIGHT ARMOUR <input type="checkbox"/> MEDIUM ARMOUR <input type="checkbox"/> HEAVY ARMOUR <input type="checkbox"/> SIMPLE WEAPONS <input type="checkbox"/> MARTIAL WEAPONS <input type="checkbox"/> SHIELDS <input type="checkbox"/>	LANGUAGES TOOLS & OTHER PROFICIENCIES
--	--



CHARACTER NAME

AGE HEIGHT WEIGHT DISTINGUISHING MARKS

EYES SKIN HAIR SCARS

PERSONALITY TRAITS

BACKGROUND

IDEALS

BONDS

FLAWS

ALLIES

ENEMIES

CHARACTER APPEARANCE

BACKPACK/STORAGE

EQUIPMENT

ADDITIONAL FEATURES AND TRAITS

HEAD _____
AMULET _____
CLOAK _____
ARMOUR _____
HANDS/ARMS _____
RING _____
RING _____
BELT _____
BOOTS _____

CP SP EP GP PP

COMPANION

Hit Points AC Initiative Speed

STR DEX CON INT WIS CHA

Skills _____

Senses _____

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

MAGIC ITEMS

Name _____ ○

5e

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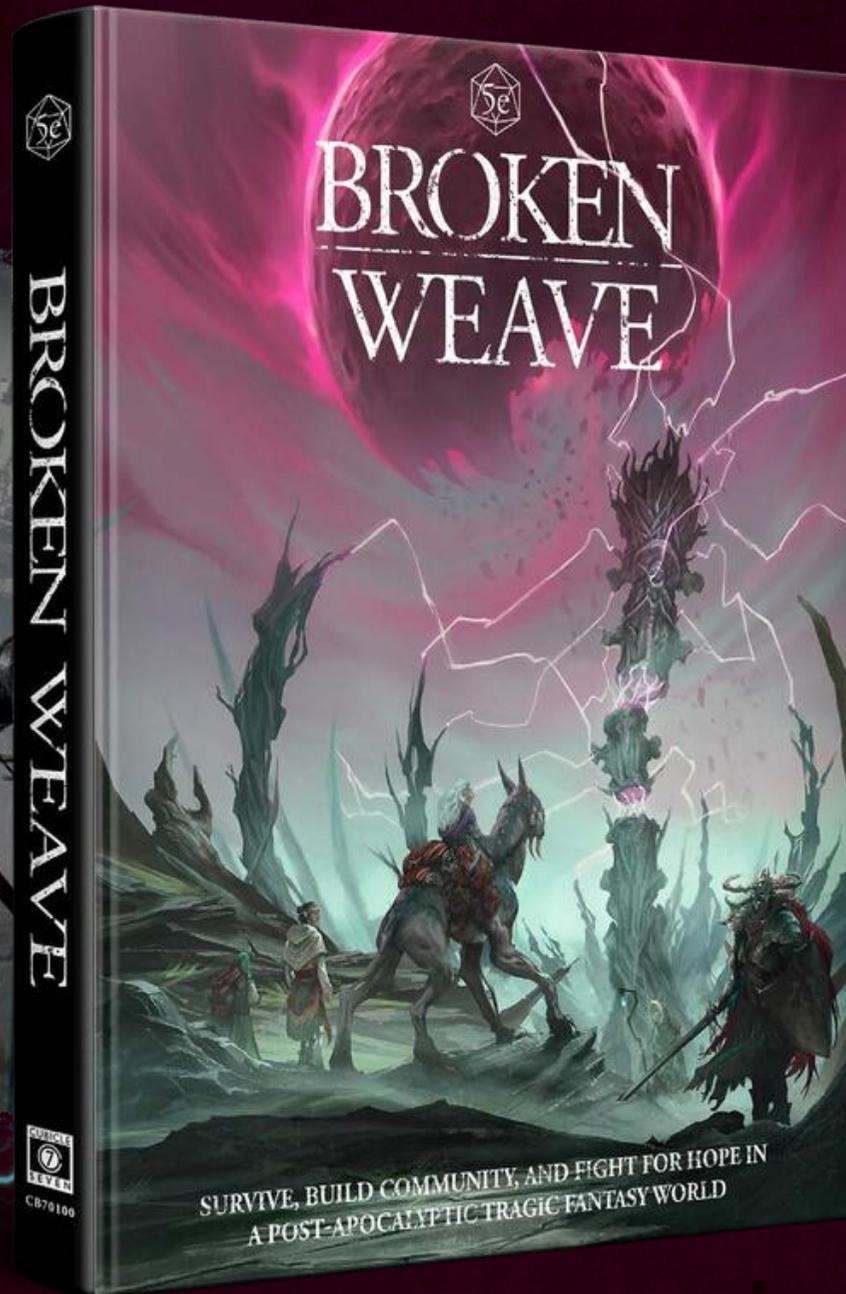
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**THE WEAVE OF MAGIC IS BROKEN
AND THE GODS ARE DEAD.**





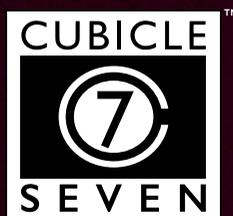
BROKEN WEAVE

The weave of magic is broken. The gods are dead, the lands are shattered, and the world has begun to forget what it once was. Time and distance have lost their meaning, and the knowledge of how things once were crumbles like ash. Those who remain struggle to survive in a shattered world ruled by Decay, which eats at memory and warps people into monsters and monsters into nightmares.

But all is not lost. Hope survives despite the odds. Community, love, and trust in one another can remake the world. Walking the old forgotten paths gives them permanence, fractured artefacts from before spark memories of what once was, and communities gather to create a new way of life.

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