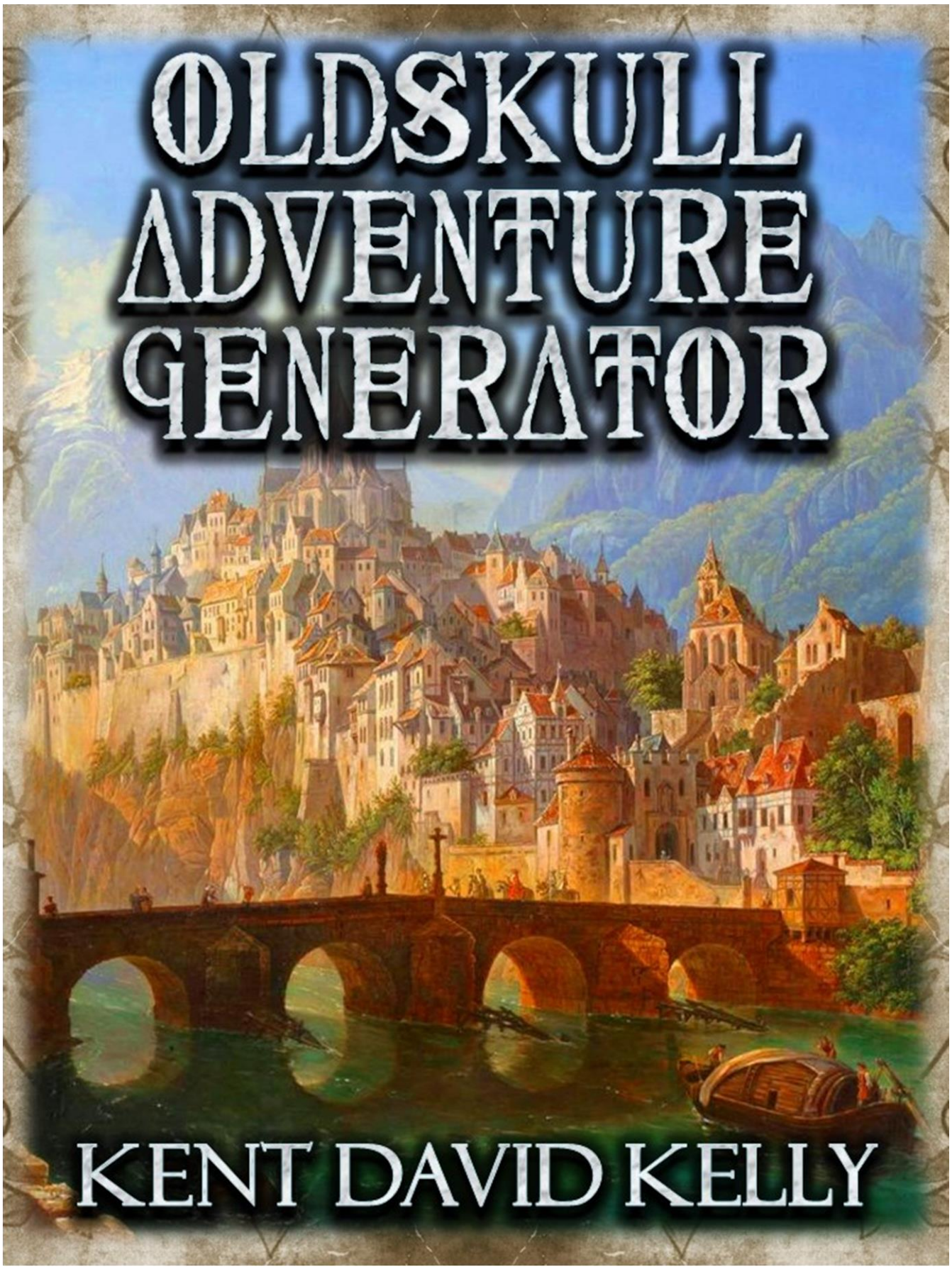
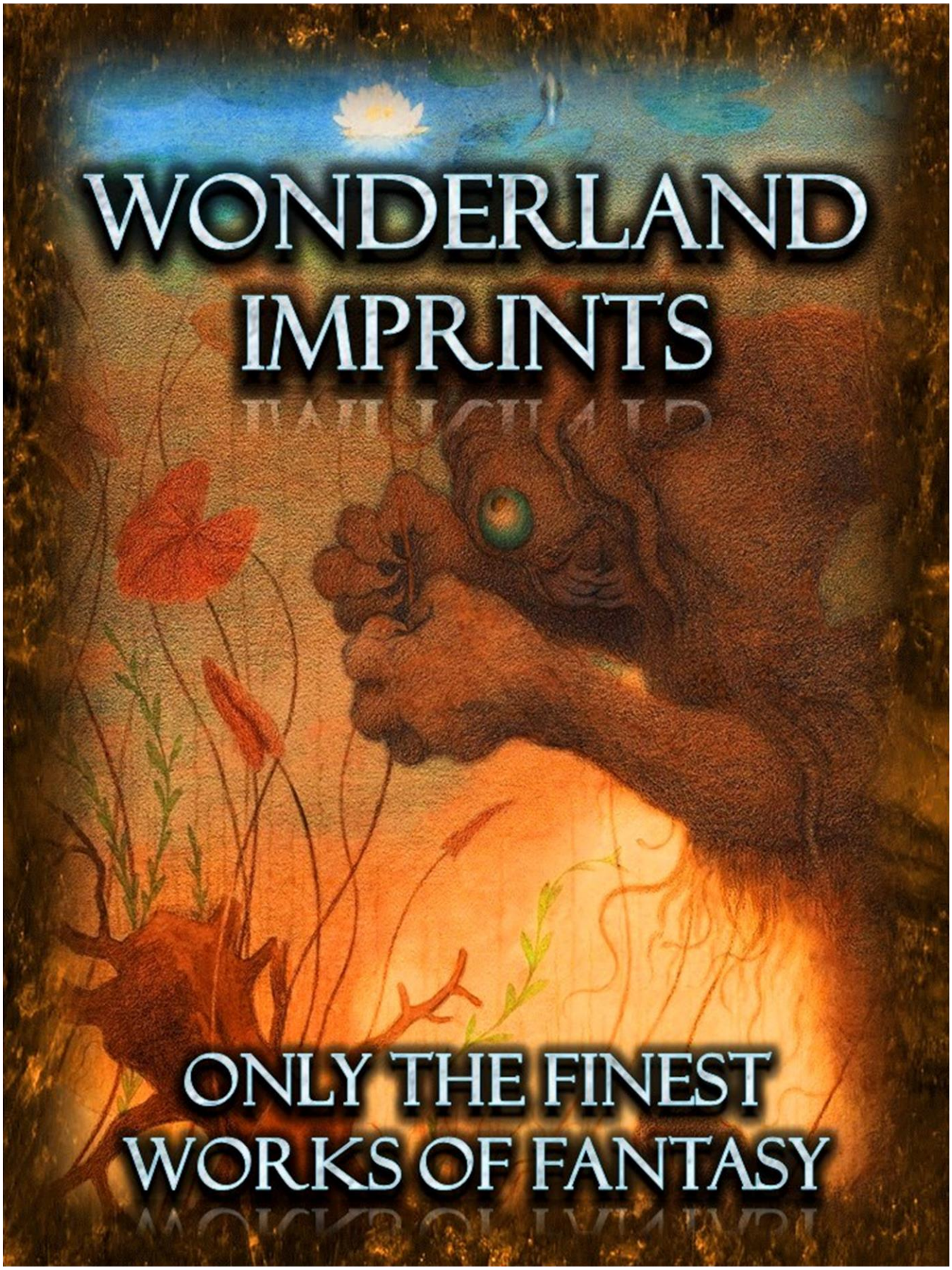

OLDSKULL
ADVENTURE
GENERATOR
KENT DAVID KELLY


WONDERLAND
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CASTLE OLDSKULL

Oldskull Adventure Generator

(Supplement GWG2)

An Old School Supplement
For Fantasy Role-Playing Games

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Description

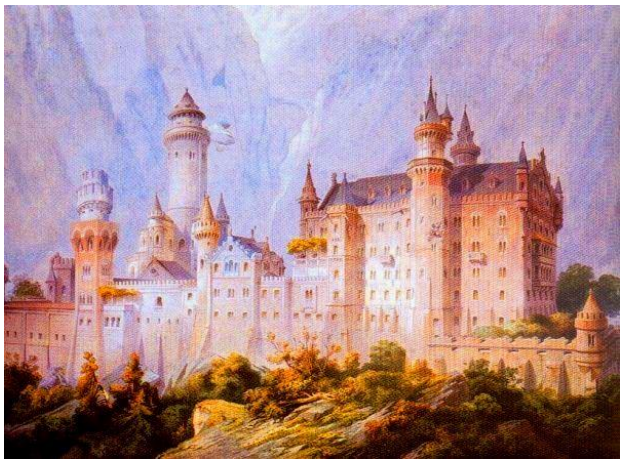
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The world's ultimate adventure creation tool. Infinite possibilities await you in dungeons, the wilderness, the seas, skies, netherworld, and the planes of existence. Whither are you bound?

Years in the making and now revised for the future, Wonderland Imprints supplement OLDSKULL ADVENTURE GENERATOR (GWG2) is the "Rosetta Stone" of the Castle Oldskull system, the one master system which binds all of the present and future supplements of the Castle Oldskull OSR gaming universe together into a massive unified imagination engine. Harness the power of over 30,000 data elements to create dungeons, villains, quests, and more. Your worlds of adventure will never be the same! Using this 300+ page supplement, you can create millions of unique adventures for your players. There are so many options, that in a lifetime of play no two adventures you create will ever be the same.

I believe (but would be happy to be proven wrong) that this is the most ambitious and extensive adventure creation tool available on the market. When combined with the CLASSIC DUNGEON DESIGN GUIDE series, you will have all the tools needed to design an entire fantasy realm that fits within a larger world of your own creation. Using this volume, you can create an entire campaign of multiple adventures, entailing wilderness journeys, dungeons, monster lairs, traps, tricks, treasure, and unforgettable tales. And when coupled with the GAME WORLD GENERATOR, you can create your own entire world of endless adventure and allow the Players Characters to journey anywhere. And while you both refine and refuse suggestions rendered by the random generators, you will be creating new realms of wonder — unique to your personal vision — every step of the way. Do you need a new island, temple, tomb, forest, swamp, mountain range, netherworld, or sea? This book will show you how to build them all, each uniquely detailed with their own locales and opportunities for play.

Another old school gaming experience from Kent David Kelly and Wonderland Imprints, *Only the Finest Works of Fantasy*. (Over 350 pages, 109,000+ words.)



Dedication

This work is dedicated to the memory of the great classic dungeon and fantasy milieu designers who are no longer with us: David Lance Arneson, M.A.R. Barker, Bob Bledsaw, E. Gary Gygax, Dr. John Eric Holmes, Tom Moldvay, and David Trampier. It is also dedicated to the great fantasists who inspired them, some of whom are fortunately still with us today: Poul William Anderson, Edgar Rice Burroughs, L. Sprague de Camp, Robert E. Howard, Fritz Leiber, Howard Phillips Lovecraft, Michael Moorcock, J.R.R. Tolkien, and Jack Vance. In the spirit of creating wonders with which to inspire others to write their own unique works of enchantment, the author salutes you.

CHAPTER 1: INTRODUCTION ~ THE WORLD COMES ALIVE



Do you ever wish that you had an assistant, or a familiar, to help you with running the game every day of your life? Someone to make everything easier, brimming with ideas and enthusiasm, feeding you endless amazing inspirations so that you would never run out of epic challenges to throw at your insatiable players?

If so, wait no more.

This book will show you how to create millions of different adventures. Not just your next adventure, but every adventure you're going to write over the next 10, 20, or 30 years or even more. You will still need to do the design work, of course. But now you will have an assistant every step of the way to save you time so that you can do less drudge work, and more imagining. You will never exhaust this book's potential, because it is an instigator filled with symbols, bridges, accelerators and keys: it is a game world maximization machine that is driven by your imagination.

Game Mastering can be overwhelming even for those of us who are blessed with infinite amounts of time. If you've already read GWG1, GAME WORLD GENERATOR, DELUXE EDITION (Book 1 in this series), then you already know how daunting it can be to build your own fantasy world … and how much random generation can inspire rapid new developments in your work. But you will also learn that if you move through the laborious tasks step by step, with careful guidance, the entire process becomes manageable instead of hopelessly intimidating. An entire world dawns beneath your fingertips when you apply yourself to the tasks with careful forethought and conviction. And the better and more plentiful your tools, the finer your creation will become.

But once you've created your game world, what do you do? Do you just give your players one dungeon after another, beginning their predictable adventures in a city with no journey or hardship involved; or, by telling them their heroes are already standing at the top of the dungeon steps with no sense of danger or travail? If that's all you ever do, then the entire world you designed goes to waste. Your players will never be able to share the fullness of your vision if you don't usher them beyond the horizons of the immediate dungeons and their home city, out into the boundless promise of the Wondrous, the Majestic, and the Unknown.

To fulfill the true potential of the game — a world where no horizon is ever the last — you need to take your players off the rails from time to time, and to let them roam free.

That involves trust and improvisation, and it's one of the scariest steps you can take as a Game Master. Many GMs never dare the transition, and stick only to published and pre-scripted adventure modules, like chapters in a book, with the players never really able to deviate from a corporate script handed down from on high. But if you

purchased this supplement, you are ready to become a masterful content *creator*, instead of a GM apprentice and merely a master content *consumer*. Mastery involves creation, adaptability, and refinement, not just reading and memorization.

So you may be wondering: what steps need to be taken to gain mastery over the fantasy world, and to turn an episodic series of dungeons into a world of infinite choices? What can you learn and do to move your campaign up to the next level, and to keep it there?

The answer is an old school principle known as *sandboxing*. This means that you will be taking your game world away from predictable linearity, and turning it into a massive playground. It will no longer be a one-track amusement ride. Using a series of intelligent shortcuts, random elements, emergent trends, implied associations and intuitive links, you will soon be creating any "ride" you want to, one piece of track ahead of the players. This can be a daunting task, but this book is designed to help you with the epic transition away from player puppetry and into the realm of free-willed exploration.

The transition requires a considerable degree of trust from all parties. What you will need to do is to allow your players to do anything they want, anywhere in your world. That is one of the most terrifying things that I can tell another Game Master, because they know full well that giving players that level of freedom means that the entire world — no, the entire *universe* — will potentially need to be envisioned, planned, and designed by the GM before the players can go anywhere. That is frequently deemed an impossibly monumental task. (And sometimes, yes, you'll need to improvise at the table. It's a skill that grows momentously the more you use it.) There's no way to give players that level of freedom while keeping control of the game, right?

Or is there?

It can happen, but it requires careful planning. The trick is to dangle adventures in front of your players' noses, and to strongly encourage them to move to a specific region. But instead of handing them a plot and forcing them to abide by it like puppets dancing on their strings, you're going to be creating open-ended regions for them to explore. Each region becomes something of a game board, if you will, where instead of one move (forward into the next dungeon), the adventurers are instead given an opportunity to move in any direction. If you happen to play chess, I can say that regionally-driven sandboxing turns your pawn-like Player Characters — who can only move forward — into queens — the most liberated and powerful pieces in the game.

To give players that strong sense of freedom, you'll be creating regions that lead everywhere, with an infinite variety of choices and paths. You'll be putting dungeons into the wilderness, but also underwater, on islands, in the sky, and in the various planes of existence. If your players avoid your designed regions, you will be taking pieces out of unexplored areas and putting them (subtly) into the PCs' new path. Whenever the PCs want to wander off of the map edges, you're going to let them do so … because you know a little bit about what lies off of each map edge, and you have the random generation tools that you need to devise new material, wherever they may roam.

Sandboxing can be ugly at times, especially in the beginning. The temptation to take away player freedom when they do the unexpected is ever-present. It's a difficult process to learn because you will instinctively want to control your players whenever they make choices that you didn't expect, or that you think will destroy the game. But your players are your friends, and they have patience with you … or, you will soon teach them that patience will yield fantastic results within the ever-broadening confines of the game!

You may need to remind them that actions have consequences, resulting in alignment change, imprisonment, violence, or even death. You may also need to stop play from time to time (for a night, or two, or even a week for a major change), but this book will

always be here to help you create the ground under the PCs' feet, wherever they choose to wander. If everything you designed is to the east, and they go west, just tell them that if they make that choice, that's fine, but then this game night will be one for board games, or cards, or videogames, or whatever else while you prepare to build "the west" for the next session in the campaign. Your players will learn that their freedom, while very powerful, has direct and substantial consequences: if they inconvenience you beyond your reasonable preparations, that's OK; but they must understand that they are inconveniencing themselves as well. The players will come to learn that they need to give you the time to create the places they want to explore, and you in turn will reward them by giving them what they want: a realm of endless opportunity and adventure.

And when they get themselves back on track, seeking out your pre-designed quest regions once again, the dungeon you're designing will be waiting there for them. A tenuous balance will emerge, with curious players and a very busy GM, making tacit agreements of where the game is going to go. The players will then be able to wander across your entire world, experiencing all of the realms, wildernesses and kingdom that you made (either in your own time, or with supplement GWG1-D, GAME WORLD GENERATOR, DELUXE EDITION). And they're going to want to explore every corner of your fascinating world, for years, because every single place they reach is going to offer them a new and different adventure.

You will be focusing your design efforts not just on creating a "story" for the players to follow in linear fashion; you will be creating choices by outlining dozens of different adventures at a time. Then you can fill your campaign notebook with (for example) vague notes for a temperate forest adventure, a netherworld adventure, a cold sea adventure, and a tropical wasteland adventure, modifying and refining your ideas as you fill in the world one horizon after the next … always staying a step ahead of the adventurers, who will come to believe that your world is practically infinite. But the players will begin to trust you further as you empower them, and will be drawn (if only subconsciously) to the areas and dungeons where you're layering on the deepest and finest details, much like moths to a flame. And why? Because when the players adventure in the regions you've already prepared, they get to play more, instead of waiting. After all, you're only human. These things take time to prepare.

Sandboxing — giving your players a malleable realm to shape, define, and perhaps eventually watch crumble — is amazingly powerful. But the process does not turn you into a miracle worker. Rather, it turns you into a master chef offering two types of meals to your guests: [1] fast appetizers (the things you've already prepared) that are ready to serve, and [2] lavish custom-crafted feasts, which take a longer time to prepare but are always worth the wait.

The Advantages of Sandboxing a Campaign

By allowing the players to choose wherever they want to go, while simultaneously incentivizing them to go to certain places where they can explore whatever they want on a smaller and more controllable scale, you will be able to design whatever you want, while giving the players what they want as well … and as you gain expertise in sandboxing and improvisation, you will be able to design just about any kind of adventure on demand.

That is true Game Mastery: making the impossible possible, and creating the illusion of endless choices through building a matrix of interwoven adventure paths. Your world will become akin to an enormous and beautiful spider web, where the adventurers will soon learn that they can go down the sticky paths whenever they really want to; but the wiser paths lead not only to riches, but also to intersections of newer and finer threads, where even more surprising choices await.

Sandboxing will not only make you a better Game Master over time; it will make your players evolve into better gamers, who will come to understand just how much work you are doing to entertain them every week. It will turn the GM-player relationship into a partnership of world creation, with you as the master designer, and the players as the inspirations and assistants, guiding the collective work to a more enlightened and powerful level of imaginative opportunity. Your world will become one of near-infinite potential, realized through the wishes of the players who explore it, and your infusions of danger and unexpected circumstance which balance the whole. Your game will, genuinely, move further away from episodic puppet storytelling and closer to the realm of improvisatory art.

Wow. That's still an incredibly daunting task, to move from the role of storyteller, and then to the role of world creator, all the way up to world fulfiller and optimization master. Can the transition be done, without causing you to crash and burn under your own monumental load of new design options and tasks?

It can indeed, if you read this book, and if you take the time to outline several adventures and store them away. And although your first ambitious adventure design will probably take you a week or more to write, this guide will lead you through all of the major steps until you get to the more technical process of dungeon design.

(For that highly specialized task, you will need the CLASSIC DUNGEON DESIGN GUIDE series to take you even further.)

To give you that level of power requires an intimidating book of considerable size.

This volume already runs to hundreds of pages, and you may find that some of the topics herein are dealt with more succinctly while others are fully explored. That is because [1] I can't fit the entire process of world empowerment into a single volume, and [2] I've already covered many of the topics you might be wanting more information on in other books.

That is why this supplement has been written specifically to tie together all of the Castle Oldskull books I have published to date. I will be showing you how you can use the systems here in the OLDSKULL ADVENTURE GENERATOR to branch out into the other supplements, where you will find even more time savers, more options, and more interesting ideas. This book will give you plots and wilderness regions, and other books will help you to create Non-Player Characters, monsters, treasures, dungeons, and even pantheons.

You don't need all of those books that I have written to make this book complete, because you can always fill in the gaps with your own work and imagination. But in each supplement I offer you many you many more tools for your personal toolbox, if you ever want further assistance in creating your adventures!

So are you ready to move from basic GMing and into expert adventure design? Excellent. If you're doubtful, take a leap of faith. I can't swear that it won't be painful at times, but I can promise you it is worth it.

So let's be on our way. The journey will be long, with lots of twists and turns, but I will endeavor to make it interesting and rewarding along the way. I suggest you get a large notebook, or a word processor, or a tablet, or some note cards, or whatever you prefer … because after you design your first adventure, you're going to want to make outlines showing how that adventure branches in every other direction throughout your world. This branching process manifests the gateway that leads off into all of the other endless horizons that your game world has to offer.

Let's make your world into an amazing place that your players will remember for the rest of their lives. I don't know precisely where we're going, but I do know that it's going to be an unforgettable adventure!

Overview of the Adventure Generation Process



So now that you know that this book is hugely ambitious, you probably have a question: How is it possible to simplify something so big? And what the heck does this book actually *do*?

Well, that's both complicated and easy to answer. This book will give you super-detailed adventure outlines — rough drafts, if you will — to any fantasy story that you can possibly imagine. Major elements in those stories include plots, counter-plots, complications, quests, quest givers, terrain, edifices, monsters, treasures, character motivations, NPC encounters, and random events.

The book is designed to give you completely random, intriguing options for all of the important aspects in an adventure, so that if you're completely lost (or just overwhelmed) you can roll a bunch of ten-sided dice and simply follow the rolls as they help you to build your world's regions into realms of limitless adventure opportunities.

Also, however, you can (and should) override the dice and random results any time that you want to. You can flip through this book, skimming for ideas that strike your fancy; you can reroll options that don't seem to make any sense; you can change options that are interesting, but that don't quite fit into your campaign, and you can make personal refinements to make the details more palatable to your players and/or yourself. No one is going to force you to accept the random results, but I do promise you that if you learn to make bizarre results work with one another whenever you can, this book will turn you into an even finer world-and-adventure designer than you were before. There is a very long chapter in the back of this book, where I roll random results for every system in this supplement, and illustrate my thought process that will show you how to do this.

So basically, this book gives you a huge amount of creative power, while also trusting you to take the wheel whenever things start to go off track. If you simultaneously trust this book, while also allowing yourself to overrule it on an instinct or a whim, you will find that your adventure outlines will be cleaner, faster, more detailed, and also more eccentric (in a good way) than ever before.

But before we get too deep into that labyrinth of ultra-detail, it helps to know what the entire process entails. So let's take a glimpse at the raven's-eye view. Here is a list of the major steps in adventure outline generation that we're going to be discussing in detail:

[1] Adventure Title Creation: This is the first idea, which is like the spicy title of a pulp adventure story: it gives you a delicious taste of what's to come, and implies some of the themes that are going to be offered for your consideration. Much like the title of a movie, book, or module can catch your eye and make you look deeper, this is the hook that will place before your players to set the theme. Sample random adventure titles include Dark Lady of the Death Dealers, In Defiance of Oblivion, or Savages of the Sinking Lands.

[2] The Framing Event: This is the first "scene," where you paint in the landscape and initial action for the players before you let them control what happens. Examples include an orcish ambush, the song of a beautiful bard which echoes the dream you

had last night, or finding a dead man's final message in a bottle that has been floating in the sea for centuries.

[3] The Benefactor: This chapter helps you design the "quest giver," the person (or monster, or *Thing*) that gives the adventurers the opportunity and incentive to explore a particular region in your world. You don't need benefactors all the time, but they're useful in enticing reluctant adventurers to do various things, because they offer …

[4] The Promised Reward: This is the tempting morsel that the benefactor dangles under the adventurers' noses. If the PCs ignore the benefactor's wishes, they still get to explore the adventure region if they like, but they don't get the tasty treat. When you remove the stick of GM control from your players, this carrot helps you to (somewhat) control the adventurers and the paths they decide to take. Just remember, clever and imaginative players won't always take your bait. Be ready for them to do the unexpected!

[5] The Adventure Journey: This generator chapter tells you what kind of region you can create next to entice your players further into your world. There are dozens of different kinds of journeys and regions featured in this book, ranging from tombs to frozen mountains, from planar realms to undersea adventures in the tropics. You can skip this step to create simpler adventures more quickly if you like, but I personally find this to be one of the most rewarding steps of all. In implementing this step you're not just designing one-use adventures, you're designing locales that will become permanent features in your world. A significant amount of sandbox play involves random encounters in the wilderness, and the players' actions and tactics will help to define the region as they explore.

[6] The Adventure Destination: This generator helps you to outline the region that the PCs will be exploring in even deeper detail. There are thousands of ideas in this chapter, dealing with dungeons, wilderness, different climates, and every kind of realm throughout your world. There are 38 region types in all.

[7] The Chaotic Descriptor Tool: This tool gives you over 1,000 different adjectives (amethyst, bewitching, clockwork, drowning, eternal, etc.) that will help you to turn tropes and clichés into unique ideas. If you're familiar with supplement CDDG1 THE CLASSIC DUNGEON DESIGN GUIDE, this tool will be familiar to you … but it has been made tighter and more powerful here. There's also a larger D10,000 version of this tool available from Wonderland Imprints if you decide that you like it.

[8] The Quest Designer: This complex branching system allows you to create any quest you can imagine. It turns a piece of abstracted code (for example, "Appease / Please [Person / Creature / Faction] with [Thing])" into an odd and specific mission (e.g., "Appease the Sentient Steam Elemental with the Puzzle Box"). Turning that code into lore for your game world will enrich your design and intrigue your players.

[9] The Secondary Quest Designer: This tool helps you to intuit side missions, distractions, bonus goals, and extra twisty paths that will cause your OCD players to go into shivery conniptions. Secondary quests can also buy you design time when your players voluntarily choose to go off in a direction away from your upcoming "main attraction."

[10] The Complication Generator: This tool introduces plot twists, MacGuffins, unexpected drama, and extra layers of difficulty along the way.

[11] The Ally Creator: This general tool tells you about the people, creatures, and friendly

monsters who might be willing to assist and follow the PCs throughout the region. This is a safety valve, which allows you to kill off NPCs while teaching the players how to lead, strategize, and employ allies to beat otherwise-unbeatable challenges.

[12] Tasks Before Departure: This "mouthpiece" tool allows you to suggest avenues of role-playing that will help the PCs, if they are willing to slow down, plan, and do some further research before they jaunt out into the dangerous world. Basically, this is a patience teacher that will turn unruly and reckless players into cautious ones. It will also give you hints on how to hinder, harm, or even kill PCs who ignore your strategic advice, and can later be pointed to as foreshadowing and fair play. ("Well, the sages warned you to pick some special poison-nullifying healing herbs before you raced off into the jungle, didn't they?")

[13] The Abstract Weather Tool: This is a simple, open-ended tool that helps to set the scene at the beginning of the adventure. And by frequently creating detrimental or ominous conditions, it further encourages the players to take a bit of time to consider the Tasks Before Departure (above).

[14] The Villain Generator: This tool gives you iconic villains with special motivations, methods, actions, flaws, and weaknesses. While it is very powerful, you might be surprised by how relatively simple and succinct this tool is. And why is that? Because if you need any more detail on NPC generation and character development, I've written 500+ pages on that separate topic, which you will find in supplement DDE1, DUNGEON DELVER ENHANCER.

[15] The Unexpected Adversary Tool: This basic tool is a role-playing enhancer, which introduces "enemies" that might become friends, or who might seem like friends, or people who might change their beliefs based on the PCs' words or actions (e.g., love interests, traitors, diseased innocent people, etc.). It's an odd tool designed to make your players think more, and to adapt themselves with more flexibility to ever-changing scenarios.

[16] The Monster Selection Tool: This necessarily open-ended tool will help you with the always-laborious task of selecting monsters that are appropriate to your new adventure's climate, terrain, and difficulty level. It can be supplemented by my monster-oriented volumes, such as the OLDSKULL MONSTER GENERATOR and the OLDSKULL DUNGEON BESTIARY.

Recommended Adventure Scenario Planning Format

If you are going to use this guide in an in-depth fashion (rather than just browsing and grabbing ideas here and there), you are probably going to need some planning sheets to keep all of your information organized. You can use a notebook, a word processor, printable copies of my personal sheets, or whatever else you might prefer. I hereby grant you unlimited rights to print, modify, and duplicate my planning sheets for non-commercial purposes. You will find them on the pages hereafter, and also in the printable PDF supplement included with your purchase (if you bought the electronic version of this volume).

I hope you find these useful!

CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR GAME MASTER'S ADVENTURE SCENARIO PLANNING SHEET ~ I			
Game Master:		**Campaign:**	
ADVENTURE TITLE			
Title Part 1:		**Title Part 2:**	
BASIC PRELIMINARIES			
Framing Event:			
Benefactor Descriptor:		**Benefactor Archetype:**	
Benefactor Class:		**Benefactor Level:**	
Benefactor Race:		**Benefactor Title:**	
Benefactor Design Notes:			
PROMISED REWARD			
Reward Element 1:		**Reward Element 2:**	
Reward Element 3:		**Reward Element 4:**	
Reward Element 5:		**GM's GPV Limit:**	
Promised Reward Notes:			
THE ADVENTURE JOURNEY REGION			
Journey Type:			
Journey Terrain Type A:	Type: Dice:	**Journey Terrain Type B:**	Type: Dice:
Journey Locale Table 1:	Type: Dice:	**Journey Locale Table 2:**	Type: Dice:
Journey Locale Table 3:	Type: Dice:	**Journey Locale Table 4:**	Type: Dice:
Journey and Region Notes:			

CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR GAME MASTER'S ADVENTURE SCENARIO PLANNING SHEET ~ II			
JOURNEY REGION LOCALES			
Locale Type 1:		**Descriptor:**	
Locale Type 2:		**Descriptor:**	
Locale Type 3:		**Descriptor:**	
Locale Type 4:		**Descriptor:**	
Locale Type 5:		**Descriptor:**	
Locale Type 6:		**Descriptor:**	
Locale Type 7:		**Descriptor:**	
Locale Type 8:		**Descriptor:**	
Locale Type 9:		**Descriptor:**	
Locale Type 10:		**Descriptor:**	
Locale Type 11:		**Descriptor:**	
Locale Type 12:		**Descriptor:**	
Locale Type 13:		**Descriptor:**	
Locale Type 14:		**Descriptor:**	
Locale Type 15:		**Descriptor:**	
Locale Type 16:		**Descriptor:**	
Locale Type 17:		**Descriptor:**	
Locale Type 18:		**Descriptor:**	
Locale Type 19:		**Descriptor:**	
Locale Type 20:		**Descriptor:**	
Locale Type 21:		**Descriptor:**	
Locale Type 22:		**Descriptor:**	
Regional Locale Notes:			

CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR GAME MASTER'S ADVENTURE SCENARIO PLANNING SHEET ~ III		
REGIONAL SECTOR PLANNING GRID		
THE NORTHWEST	THE NORTH	THE NORTHEAST
THE WEST	CENTRAL	THE EAST
THE SOUTHWEST	THE SOUTH	THE SOUTHEAST

CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR GAME MASTER'S ADVENTURE SCENARIO PLANNING SHEET ~ IV			
THE QUEST			
Quest Action Code Template:			
Quest Action Element A:		**Quest Action Element B:**	
Refined Quest Action Text:			
Quest Target Type:		**Quest Target:**	
Quest Notes:			
SECONDARY QUEST GOALS			
Secondary Goal 1:		**Secondary Goal 2:**	
Secondary Goal 3:		**Secondary Goal 4:**	
Secondary Goal 5:		**Secondary Goal 6:**	
Secondary Goal 7:		**Avg. XP Reward:**	
Secondary Quest Goal Notes:			
POSSIBLE QUEST COMPLICATIONS			
Complication 1:		**Complication 2:**	
Complication 3:		**Likely Sequence:**	
Quest Complication Notes:			

CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR GAME MASTER'S ADVENTURE SCENARIO PLANNING SHEET ~ V			
ALLIES AND GUIDES			
Ally Type:		**No. Appearing:**	
Level(s):		**Hit Dice:**	
Ally / Guide Notes:			
TASKS BEFORE DEPARTURE			
Strategic Task 1:		**Strategic Task 2:**	
Strategic Task 3:		**Strategic Task 4:**	
Strategic Task 5:		**Potential Delay:**	
Strategic Task Notes:			
WEATHER ON THE DAY OF TRAVEL			
At Current Location:		**At Destination Location:**	
Weather Notes:			
THE ICONIC VILLAIN			
Villain Archetype:		**Villain Subtype / Specialization:**	
Motivator / Goal 1:		**Motivator / Goal 2:**	
Flaw / Weakness:		**Actions / Methods:**	
Iconic Villain Notes:			

CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR GAME MASTER'S ADVENTURE SCENARIO PLANNING SHEET ~ VI			
OTHER POTENTIAL ENEMIES			
Non-Monstrous Enemy:			
Number of Player Characters:		**Party's Average PC Level:**	
Equivalent-to-PCs Lethality Level:		**GM's Considered Lethality Levels:**	
EASY MONSTERS			
AVERAGE MONSTERS			
HARD MONSTERS			

CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR GAME MASTER'S ADVENTURE SCENARIO PLANNING SHEET ~ VII			
PRELIMINARY DUNGEON / DESTINATION PLANNING NOTES			
Dungeon Type:		**Dungeon Name:**	
INSPIRATIONAL ROOM IDEAS			
Inspirational Room Type 1:		**Descriptor / Notes:**	
Inspirational Room Type 2:		**Descriptor / Notes:**	
Inspirational Room Type 3:		**Descriptor / Notes:**	
Inspirational Room Type 4:		**Descriptor / Notes:**	
Inspirational Room Type 5:		**Descriptor / Notes:**	
Inspirational Room Type 6:		**Descriptor / Notes:**	
Inspirational Room Type 7:		**Descriptor / Notes:**	
Inspirational Room Type 8:		**Descriptor / Notes:**	
Inspirational Room Type 9:		**Descriptor / Notes:**	
Inspirational Room Type 10:		**Descriptor / Notes:**	
Inspirational Dungeon Room Notes:			
(Proceed with additional design elements, potentially using the CLASSIC DUNGEON DESIGN GUIDE series.)			

CHAPTER 2: CONCEIVING THE ADVENTURE



Concocting the Adventure Title

The first step in conceiving a great adventure — one which you're not entirely sure you know how to begin — is to give it an evocative pulp fantasy title, much as you might find heading a tale by Robert E. Howard, Clark Ashton Smith, or Edgar Rice Burroughs. This simple tool allows you to roll the dice twice, and to receive a new pulp adventure title on the spur of the moment.

As with most good random systems, this one will give you amazing results fairly often and ridiculous results rarely … with the majority of results falling somewhere on the spectrum between those two extremes. I've worked on these tables over the years so that the signal-to-noise quality ratio is quite high, but there are some redundancies in Adventure Title Table 1 that will not work with every result provided by Adventure Title Table 2. As always, you should roll, use your judgment, and decide when a reroll is necessary to make the random output work.

Alternately, you can avoid rolling on Table 2 entirely if you have a well-developed game world filled with themes that you already want to explore. So if you roll "Archon" on Table 1, and you happen to have a realm in your world that is ruled by Archons, you could name your adventure "Archons of Enthalamon" (or whatever) instead of the randomly-generated "Archon of R'lyeh." Now "Archon of R'lyeh" is not a terrible title; but the difference here is, in the first example you already know that Enthalamon is a realm or god in your world, and in the second example you would need to do some extra design work to determine (a) who the Archon is, (b) why he or she is considered a power in R'lyeh, and (c) what that means for the random adventure you'll be generating.

This system is design to give you over 55,000 possible results, and to give you a good working title in 1 minute or less (depending on the lookups and the rerolls). And if you ever need more adventure titles for further inspiration, you can refer to supplement CDDG1, THE CLASSIC DUNGEON DESIGN GUIDE, where I offer you 1,000 dungeon names and adventure titles in Section 3-7, 1,000 Evocative Dungeon Names. (There, you can pay special attention to sub-section VII within the 1,000 results, Scenario Names and Adventure Titles.)

So are you ready to roll? Here we go!

Table GWG2-1:

Adventure Title Table 1

Roll 1D1000 (3D10, hundreds, tens, and ones), and consult the following table.

[001-003] Abominations

[004-006] Acolyte

[007-009] Adepts

[010-012] Adventure

[013-015] Aeon

[016-018] Age

[019-021] Airship

[022-024] Angel

[025-027] Archon

[028-030] Artifact
[031-033] Ashes
[034-036] Assassins
[037-039] Axe
[040-042] Bane
[043-045] Banishment
[046-048] Banshee



[049-051] Beasts
[052-054] Berserkers
[055-057] Betrayal
[058-060] Blood
[061-063] Brotherhood
[064-066] Brothers
[067-069] Cabal
[070-072] Casket
[073-075] Chains
[076-078] Champions
[079-081] Chant
[082-084] Chasms
[085-087] Chieftain
[088-090] Chieftess
[091-093] Children
[094-096] Chronicles
[097-099] Cinders
[100-102] Circle
[103-105] City
[106-108] Clarion
[109-111] Claws
[112-114] Cloud Castle
[115-117] Codex
[118-120] Conclave
[121-123] Conquest
[124-126] Corsairs
[127-129] Crown
[130-132] Crusade
[133-135] Crypt
[136-138] Crystals
[139-141] Cutthroats
[142-144] Cult
[145-147] Curse
[148-150] Daggers
[151-153] Dark Age
[154-156] Dark Lady
[157-159] Daughters
[160-162] Deathtrap
[163-165] Defilers
[166-168] Demon
[169-171] Demoness
[172-174] Denizens
[175-177] Destroyer
[178-180] Destruction
[181-183] Devils
[184-186] Devourer

[187-189] Disciples
[190-192] Domain
[193-195] Doom



[196-198] Dragon
[199-201] Dreams
[202-204] Dwellers
[205-207] Dweomer
[208-210] Dwimmerlaik
[211-213] Echoes
[214-216] Emperor
[217-219] Empress
[220-222] Enchanter
[223-225] Enchantress
[226-228] Evocation
[229-232] Expedition
[233-236] Exploration
[237-240] Eye
[241-244] Faces
[245-248] Fane
[249-252] Fangs
[253-256] Fate
[257-260] Fiend
[261-264] Fires
[265-268] Forest
[269-272] Fury
[273-276] Gambit
[277-280] Gates
[281-284] Gauntlet
[285-288] Geas
[289-292] Gemstones
[293-296] Ghosts
[297-300] Ghouls
[301-304] Giants
[305-308] Goddess
[309-312] Gods
[313-316] Gold
[317-320] Grail
[321-324] Grimoire
[325-328] Halls
[329-332] Hammer
[333-336] Hand
[337-340] Haunts
[341-344] Heart
[345-348] Hecatomb
[349-352] Horde
[353-356] Hour
[357-360] House
[361-364] Hunters
[365-368] Iconoclasts
[369-372] Immortals
[373-376] In Defiance
[377-380] In Search
[381-384] Invocation
[385-388] Iron Shadows
[389-392] Island
[393-396] Jackals
[397-400] Jaws
[401-404] Jewels
[405-408] Journey

[409-412] Journeyers
[413-416] Keep
[417-420] Killer
[421-424] King
[425-428] Knights
[429-432] Knives
433-436] Labyrinth
[437-440] Lament
[441-444] Land
[445-448] Legacy
[449-452] Legion
[453-456] Libram
[457-460] Lions
[461-464] Lord
[465-468] Lurkers
469-472] Madness
[473-476] Mage
[477-480] Maidens
[481-484] Malleus
[485-488] Masks
[489-492] Master
[493-496] Matriarch
[497-500] Maw
[501-504] Maze
[505-508] Mirage
[509-512] Monks
[513-516] Moors
[517-520] Mountain
[521-524] Mysteries
[525-528] Necromancer
[529-532] Nemesis
[533-536] Netherworld
[537-540] Nightmares
[541-544] Omen
[545-548] Opals
[549-552] Overlord
[553-556] Paths
[557-560] Patriarch



[561-564] Peril
[565-568] Phantoms
[569-572] Pirates
[573-576] Pits
[577-580] Plague
[581-584] Plight
[585-588] Pools
[589-592] Portal
[593-596] Priests
[597-600] Prisoners
[601-604] Prophecy
[605-608] Prophet
[609-612] Prophetess
[613-616] Pyramid
[617-620] Pyre
[621-624] Queen
[625-628] Quest
[629-632] Ravager

[633-636] Reaper
[637-640] Reavers
[641-644] Reflections
[645-648] Reign
[649-652] Relic
[653-656] Remembrance
[657-660] Revelation
[661-664] Revenant
[665-668] Revenge
[669-672] Riddle
[673-676] Rings
[677-680] Rites
[681-684] Rituals
[685-688] Rogues
[689-692] Sacrifice



[693-696] Saga
[697-700] Savages
[701-704] Savant
[705-708] Scourge
[709-712] Sea
[713-716] Secrets
[717-720] Seekers
[721-724] Seer
[725-728] Servant
[729-732] Servitors
[733-736] Shadows
[737-740] Shattering
[741-744] She-Devil
[745-748] Shroud
[749-752] Siege
[753-756] Sigil
[757-760] Sign
[761-764] Sisterhood
[765-768] Sisters
[769-772] Slaves
[773-776] Slayers
[777-780] Song
[781-784] Sorcerer
[785-788] Sorceress
[789-792] Soul Eater
[793-796] Souls
[797-800] Sphinx
[801-804] Spires
[805-808] Stalkers
[809-812] Strega
[813-816] Stronghold
[817-820] Sundering
[821-824] Sword
[825-828] Swordmasters
[829-832] Tales
[833-836] Talisman
[837-840] Talons
[841-844] Temple
[845-848] Temptress
[849-852] Terror
[853-856] Thief
[857-860] Thralls
[861-864] Tides
[865-868] Titan
[869-872] Titaness
[873-876] Tomb
[877-880] Tower



[881-884] Treasures
[885-888] Trial
[889-892] Triumph
[893-896] Trolls
[897-900] Tyranny
[901-904] Valley
[905-908] Vampires
[909-912] Vaults
[913-916] Veils
[917-920] Vengeance
[921-924] Vigil
[925-928] Voyage
[929-932] Walls
[933-936] War
[937-940] War Drums
[941-944] Warlock
[945-948] Warlords
[949-952] Warriors
[953-956] Web
[957-960] Whispers
[961-964] Widow
[965-968] Winds
[969-972] Wings
[973-976] Witch
[977-980] Witch Lord
[981-984] Wizard
[985-988] Wolves
[989-992] Wonders
[993-996] Wraiths
[997-000] Wrath

Table GWG2-2:

Adventure Title Table 2

This piece of the adventure title follows Adventure Title 1. Feel free to change prepositions, plurality, words etc. as needed. And as mentioned prior, if you have a fully-developed game world already you may want to replace the random results here with the names of people, powers, monsters, or places that are specific to your world and its environs.

For a random result, roll 1D1000 and consult the following table:

[001-005] of Ashmodai
[006-010] of Azathoth
[011-015] of Baal
[016-020] of Baba Yaga
[021-025] of Baphomet
[026-030] of Bloodstone
[031-035] of Chaos
[036-040] of Chthon
[041-045] of Cimmeria
[046-050] of Corrosion
[051-055] of Crimson

[056-060] of Crom
[061-065] of Cthulhu
[066-070] of Dagon
[071-075] of Damnation
[076-080] of Darkness
[081-085] of Death
[086-090] of Deceit
[091-095] of Desolation
[096-100] of Despair
[101-105] of Destiny
[106-110] of Deviltry
[111-115] of Doom
[116-120] of Dungeons Deep
[121-125] of Dust
[126-130] of Elemental Evil
[131-135] of Eternity
[136-140] of Gehinnom
[141-145] of Hawks
[146-150] of Hell
[151-155] of Honor
[156-160] of Hyperborea
[161-165] of Ill Omen
[166-170] of Iniquity
[171-175] of Iron
[176-180] of Kadath
[181-185] of Law
[186-190] of Legendry
[191-195] of Madness
[196-200] of Malediction
[201-205] of Midnight
[206-210] of Mitra
[211-215] of Nepenthe
[216-220] of Nodens
[221-225] of Nyarlathotep
[226-230] of Oblivion
[231-235] of Old City
[236-240] of Pegana
[241-245] of Poison
[246-250] of R'lyeh
[251-255] of Serpents
[256-260] of Severance
[261-265] of Shub-Niggurath
[266-270] of Silence
[271-275] of Solitude
[276-280] of Sorcery
[281-285] of Sorrow
[286-290] of Steel
[291-295] of Stone
[296-300] of the Abyss
[301-305] of the Accursed Realm
[306-310] of the Aklo Rites
[311-315] of the Alchemist
[316-320] of the Ape Kingdom
[321-325] of the Barren Lands
[326-330] of the Behemoth
[331-335] of the Beholder
[336-340] of the Beyond
[341-345] of the Black Freighter
[346-350] of the Black Idol
[351-355] of the Blade Throne
[356-360] of the Blood Forge
[361-365] of the Borderlands
[365-370] of the Boreal Reach
[371-375] of the Boreal Wastes
[376-380] of the Brazen Delve
[381-385] of the Bronze Gates
[386-390] of the Cauldron Born
[391-395] of the Citadel
[396-400] of the Cloudlands
[401-405] of the Clouds
[406-410] of the Colossus
[411-415] of the Dark Mother

[416-420] of the Dawn
[421-425] of the Death Dealers
[426-430] of the Death Gauntlet
[431-435] of the Deathless Ones
[436-440] of the Deep Ones



[441-445] of the Deeps
[446-450] of the Dhole Feast
[451-455] of the Dread Manor
[456-460] of the Dream Eaters
[461-465] of the Drowning Pool
[466-470] of the Dune Lands
[471-475] of the Dune Sea
[476-480] of the Dusk
[481-485] of the Earth's Core
[486-490] of the Elder Things
[491-495] of the Emerald Rune
[496-500] of the End of Days
[501-505] of the Endless Caverns
[506-510] of the Endless Dark
[511-515] of the Endless Stair
[516-520] of the Fire Giant Queen
[521-525] of the Forbidden Palace
[526-530] of the Forgotten Fane
[531-535] of the Forsaken
[536-540] of the Frogmen
[541-545] of the Frost
[546-550] of the Frost Giant Thane
[551-555] of the Frozen Waves
[556-560] of the Gods of Mars
[561-565] of the Haunted Path
[566-570] of the Hell Mouth
[571-575] of the Hell Pits
[576-580] of the Hill Giant Chieftess
[581-585] of the Hollow Lands
[586-590] of the Ice
[591-595] of the Idolater
[596-600] of the Imperious
[601-605] of the Invincible
[606-610] of the Iron Beast
[611-615] of the Jabberwock
[616-620] of the Jewels of Olom
[621-625] of the Juggernaut
[626-630] of the Jungle
[631-635] of the Justiciar
[636-640] of the Labyrinth
[641-645] of the Lionheart
[646-650] of the Lizard Men
[651-655] of the Lost
[656-660] of the Lost City
[661-665] of the Lost Kingdom
[666-670] of the Lost World
[671-675] of the Mad God
[676-680] of the Maelstrom
[681-685] of the Mist
[686-690] of the Monolith
[691-695] of the Moon
[696-700] of the Moon Pool
[**701-705]** of the Moonbeasts
[706-710] of the Mountain

[711-715] of the Mummy Queen
[716-720] of the Necropolis
[721-725] of the Netherworld
[726-730] of the Night
[731-735] of the Nomad Lands
[736-740] of the Nightgaunts
[741-745] of the Overlord
[746-750] of the Phoenix
[751-755] of the Pirate Queen
[756-760] of the Poison Lotus
[761-765] of the Poisoned Blades
[766-770] of the Ruins
[771-775] of the Sands
[776-780] of the Scarlet One
[781-785] of the Scorpion
[786-790] of the Scorpion King
[791-795] of the Screaming Skull
[796-800] of the Serpent People
[801-805] of Set
[806-810] of the Shallow Sea
[811-815] of the Shattered Realm
[816-820] of the Silver Key
[821-825] of the Sinking Lands
[826-830] of the Slave Pits
[831-835] of the Slithering One
[836-840] of the Spiders
[841-845] of the Spire
[846-850] of the Stars
[851-855] of the Storm Bringers
[856-860] of the Tempest
[861-865] of the Temple
[866-870] of the Tomb
[871-875] of the Unborn
[876-880] of the Unconquered Realm
[881-885] of the Undead
[886-890] of the Undercity
[891-895] of the Undervault
[896-900] of the Unknown
[901-905] of the Unseelie Court
[906-910] of the Vanishing Way
[911-915] of the Victorious
[916-920] of the Void
[921-926] of the Vorpal Blade
[927-930] of the Vulture Demons
[931-934] of the Wall of Sleep
[935-938] of the Wastes
[939-942] of the Wendigo
[943-946] of the White Worm
[947-950] of the Wild Hunt
[951-954] of the Wilderlands
[955-958] of the Wilds
[959-962] of the Witch House
[963-966] of the Witch Lord
[967-970] of the Worm
[971-973] of the Ziggurat
[974-976] of Torment
[977-979] of Treachery
[980-982] of Venom
[983-985] of the Werewolf
[986-988] of the White Wolf
[989-991] of Winter
[992-994] of Wizardry
[995-997] of Yog-Sothoth
[998-000] of Yuggoth

Table GWG2-3:
Adventure Titles:
100 Random Results

If you want an immediate result, or to see the system in action, here are 100 titles I generated using the previous two tables. A few are repetitive if read in sequence. I had

to delete about 20 results and reroll them to come up with a workable set of 100, which is not at all a bad ratio of quality. There's a bit of repetition here and there due to randomness.

[01] Remembrance of the Emerald Rune

[02] Demon of Darkness



[03] Adepts of Deviltry

[04] Hand of the Scarlet One

[05] Sisters of the Abyss

[06] Plague of the Haunted Path

[07] Warlords of the Wilderlands

[08] Rites of Iniquity

[09] Pools of the Dark Mother

[10] Berserkers of the Scarlet One

[11] Cult of the Scarlet One

[12] Heart of Dagon

[13] Rituals of Baba Yaga

[14] Warlock of the Jabberwock

[15] Crypt of the Drowning Pool

[16] Reign of Damnation

[17] Island of the Emerald Rune

[18] Hour of the Undercity

[19] Whispers of the Storm Bringers

[20] Lord of Sorrow

[21] Wings of the Unborn

[22] Children of the Deeps

[23] Warlock of the Wilderlands

[24] Shadows of the Undervault

[25] Bane of Wizardry

[26] Plague of Kadath

[27] Dreams of the Alchemist

[28] Matriarch of the Spiders

[29] Queen of the Brazen Delve

[30] Warlords of Gehinnom

[31] Children of the Forsaken

[32] Iconoclasts of Azathoth

[33] Shroud of Hell

[34] Lament of Serpents

[35] Talons of the Mummy Queen

[36] Wrath of the Drowning Pool

[37] Vigil of the Cauldron Born

[38] Devils of Legendry

[39] Titan of the Wastes

[40] Gates of the Undercity

[41] Land of the Blade Throne

[42] Remembrance of Steel

[43] Halls of Corrosion

[44] Chronicles of the Mummy Queen

[45] Quest of the Dark Mother

[46] Secrets of Torment

[47] Hour of the Ziggurat

[48] Siege of Sorrow

[49] Hunters of Baba Yaga

[50] Knights of the Sinking Lands

[51] Aeon of the Undervault

[52] Gates of the Moonbeasts

[53] Demoness of Baba Yaga
[54] Archon of the Unconquered Realm
[55] Gemstones of the Black Freighter
[56] Emperor of Ashmodai
[57] Dragon of the Citadel
[58] Remembrance of the Nightgaunts
[59] Jewels of the Shallow Sea
[60] Dwimmerlaik of the Spire
[61] Champions of the Lost City
[62] Ashes of Malediction
[63] Brotherhood of the Wall of Sleep
[64] Reavers of the Elder Things
[65] Tower of Winter
[66] Terror of the Poison Lotus
[67] Echoes of Yuggoth
[68] Ravager of the Blade Throne
[69] Crusade of Set
[70] Titaness of Hell
[71] Gates of the Unconquered Realm
[72] Hunters of the Unknown
[73] Nightmares of the Colossus
[74] Tales of Baphomet
[75] Sphinx of Nepenthe
[76] War Drums of the Ziggurat
[77] Cutthroats of the Lost World
[78] Quest of the Pirate Queen
[79] Chieftain of Pegana
[80] Devils of the Death Dealers
[81] Dreams of Honor
[82] Curse of Cthulhu
[83] Vengeance of the Poison Lotus
[84] Lament of the Justiciar
[85] Pyre of Eternity
[86] Tides of the Haunted Path
[87] Cabal of the Earth's Core
[88] Lurkers of the Mist
[89] Keep of Madness
[90] Hand of the Endless Caverns
[91] Valley of Sorcery
[92] Shattering of Despair
[93] Malleus of the Sands
[94] Adventure of the Frozen Waves
[95] Brothers of Azathoth
[96] Jewels of the Juggernaut
[97] Shadows of Crom
[98] Fate of the Wilds
[99] Fury of the Night
[00] Blood of the Wilderlands

Setting the Scene

Next, you will want to consider an Adventure Impetus, also known as a Framing Event. These are opening events which lead into the adventure, or into the multi-adventure opportunity. You can think of the framing event as the first splash page in a Savage Sword of Conan magazine, or the first 120 seconds of your favorite TV show before the titles hit.

Most, but not all, of these general events assume that the PCs are currently situated in a town, city, or encampment that they believe to be safe. But in old school adventures, cities and "safe" havens can frequently be some of the most perilous places of all. Pulp adventures frequently begin with adversity, or compulsion of action, or a lure to the adventurers' dark side (greed, revenge, rage, betrayal, and so forth). At the gentler end of the spectrum are offers of employment — most frequently received in taverns — that the PCs can take or leave, but if the adventure hook is going to be that soft and that simple then you can safely skip to the next section … you really don't need a framing event at all then, just a brief introduction to the tavern scene. (But you can throw in a brawl or some kind of angry challenge if you want to spice things up!)



How heavy-handed you want to be with these ideas is a matter of play style, and since I don't know you or your players I can only give you general advice. My advice is this: If you roll something that you think will outrage your players or make them feel that you're being unfair, tread gently and either reroll, or plan the framing event so that negative circumstances can be avoided by the party if they are clever and alert.

If you would like to see several thousand more framing event ideas, you can refer to the master event table that comprises the majority of supplement CSE1, CITY STATE ENCOUNTERS.

Table GWG2-4:

Adventure Impetus / Framing Event

Roll 1D1000, and consult the following table:

[001-006] Accusation against a PC

[007-012] Accusation against an NPC

[013-018] Accusation of an inquisitor

[019-024] Adventurer wrongly arrested

[025-030] Adventurers ambushed

[031-036] Adventurers betrayed

[037-042] Adventurers captured

[043-048] Adventurers cursed

[049-054] Adventurers left for dead

[055-060] Adventurers lost

[061-066] Adventurers shipwrecked

[067-072] Aggressive NPC (benefactor intervenes)

[073-078] Ally abducted

[079-084] Ally goes missing

[085-090] Ally in danger

[091-096] Ambush by evil demi-humans / NPCs

[097-102] Ambush by humanoids

[103-108] Ambush by humans / NPCs

[109-114] Ambush by monsters

[115-120] Appearance of a death angel

[121-126] Appearance of a magical gateway

[127-132] Appearance of the wild hunt

[133-138] Arrival of a caravan

[139-144] Arrival of a menagerie

[145-150] Arrival of a noble ruler

[151-156] Arrival of a ship

[157-162] Auction of interesting treasure, and arguing NPCs

[163-168] Bard's song

[169-174] Beggar with a cryptic secret

[175-180] Behest of a liege lord

[181-186] Behest of the overlord

[187-192] Burning building

[193-198] Burrowing monster attack

[199-204] Call-arms

[205-210] Challenge from a rival

[211-216] Compulsion spell (geas)

[217-222] Compulsion spell (quest)

[223-228] Conversation with a good NPC

[229-234] Conversation with a neutral NPC

[235-240] Conversation with an evil NPC

[241-246] Coronation of a king

[247-252] Dangerous spell effect

[253-258] Destruction of a PC's treasure

[259-264] Destruction of an edifice

[265-270] Destruction of an NPC's treasure

[271-276] Direct message from a familiar



[277-282] Direct message from a messenger

[283-288] Direct message from an ally

[289-294] Direct message from an enemy

[295-300] Discovered adventure journal

[301-306] Discovered confession

[307-312] Discovered diary

[313-318] Discovered drawing or painting

[319-324] Discovered history book

[325-330] Discovered inscription

[331-336] Discovered map

[337-342] Discovered password

[343-348] Discovery of a dead body

[349-354] Discovery of a doppelganger

[355-360] Discovery of a map

[361-366] Discovery of a message in a bottle

[367-372] Discovery of a scroll

[373-378] Discovery of a scrying pool

[379-384] Discovery of an adventurer's journal

[385-390] Disembodied voice

[391-396] Dream (shared)

[397-402] Duel between two NPCs

[403-408] Eerie calm before the storm

[409-414] Encounter with a good NPC

[415-420] Encounter with a neutral NPC

[421-426] Encounter with an evil NPC

[427-432] Escape of a slave

[433-438] Execution of a criminal

[439-444] Execution of an innocent person

[445-450] Falling star

[451-456] Festival of a chaos god

[457-462] Festival of a god of law

[463-468] Festival of a god of neutrality

[469-474] Full moon

[475-480] Funeral

[481-486] Ghostly presence

[487-492] Ghostly presence, ancestor of a PC

[493-498] Gladiatorial duel

[499-504] Graduation of apprentices from a Scholomance

[505-510] Great bird migration

[511-516] Guilty / criminal NPC's escape

[517-522] Hiring notice posted

[523-528] Indirect message from a crier

[529-534] Indirect message from a herald

[535-540] Innocent NPC's escape

[541-546] Insect swarm

[547-552] Intercepted letter from an evil NPC

[553-558] Jail break

[559-564] Joust
[565-570] Key discovered or given
[571-576] Knighting of a great hero
[577-582] Landing of a good dragon
[583-588] Letter from a PC's ally
[589-594] Letter from a PC's family member
[595-600] Letter from a powerful NPC
[601-606] Lunar eclipse
[607-612] Magic mouth
[613-618] Masquerade ball
[619-624] Mistaken identity
[625-630] News of an attack
[631-636] News of discovered treasure
[637-642] News of missing adventurers
[643-648] Nightmare (shared)
[649-654] Nightmare of a monster
[655-660] Nightmare of a terrible place
[661-666] NPC adventurers discussing a locale
[667-672] NPC adventurers discussing schemes
[673-678] NPC adventurers discussing treasure
[679-684] Ominous inscription on a wall
[685-690] Overheard rumors of a lost treasure
[691-696] Overheard rumors of a mysterious people
[697-702] Overheard rumors of a rising enemy
[703-708] Overheard rumors of an unknown locale
[709-714] Panicked crowd
[715-720] Parchment blowing in the wind
[721-726] Plague outbreak
[727-732] Plea from a commoner
[733-738] Plea from a family member
[739-744] Plea from a high-level NPC
[745-750] Plea from a noble
[751-756] Plea from an ally
[757-762] Posted notice, dangerous event
[763-768] Posted notice, NPC bounty
[769-774] Posted notice, treasure hunter
[775-780] Posted notice, warning
[781-786] Prophetic oracle of evil omen
[787-792] Prophetic oracle of good omen
[793-798] Prophetic oracle of mysteries
[799-804] Questioned by a noble
[805-810] Questioned by guards
[811-815] Raid by humanoid army



[816-820] Rival reluctantly asks for help
[821-825] Solar eclipse
[826-830] Storm
[831-835] Storyteller's tale
[836-840] Strange accusation
[841-845] Strange dream
[846-850] Strange cultic procession
[851-855] Stranger asks for a favor

[856-860] Stranger flees from the adventurers

[861-865] Stranger threatens the adventurers

[866-870] Street urchin

[871-875] Survivor bringing tales of a discovery

[876-880] Survivor bringing tales of a foul place

[881-885] Survivor bringing tales of an amazing place

[886-890] Survivor bringing tales of lost comrades

[891-895] Survivor bringing tales of monsters

[896-900] Survivor bringing tales of treasure

[901-905] Teleportation of a PC or PC's ally

[906-910] Teleportation of an NPC

[911-915] The dead rise

[916-920] The Elder Sign

[921-925] The Yellow Sign

[926-930] Theft of a PC's treasure

[931-935] Theft of an NPC's treasure

[936-940] Tournament

[941-945] Town crier

[946-950] Vision

[951-955] Whispers of rebellion

[956-960] Witch burning

[961-965] Witnessed abduction

[966-970] Witnessed scene, madness

[971-975] Witnessed scene, plotting enemies

[976-980] Witnessed scene, stolen treasure

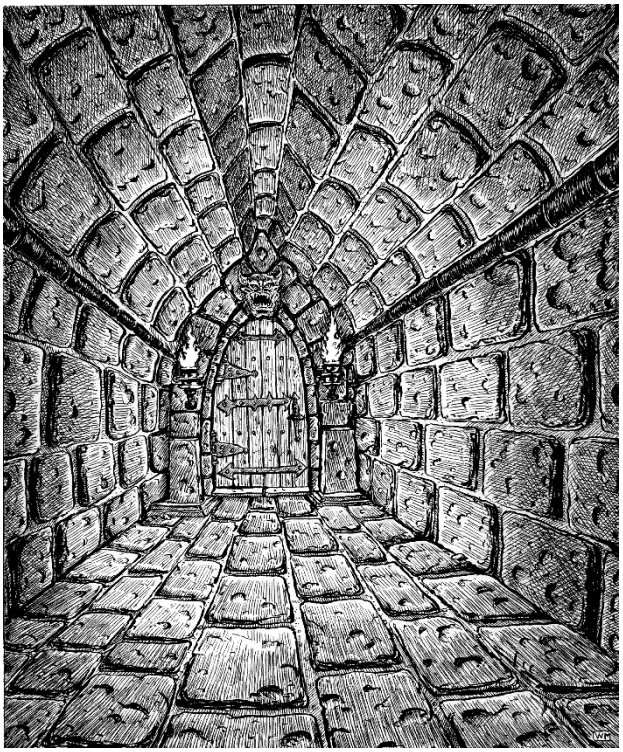
[981-985] Witnessed scene, violence

[986-990] Witnessed scene, wild magic

[991-995] Wonderful dream of a beautiful place

[996-000] Wonderful dream of treasure

If you want to add some other adventure-influencing events either before or after the emergence of the framing event, be sure to check out my book CSE1, CITY STATE ENCOUNTERS, which deals with surprising people and situations in the urban realm.



CHAPTER 3: ENVISIONING THE BENEFACTOR



The Benefactor Descriptor

As I have noted earlier in my travels (way back in CDDG1, THE CLASSIC DUNGEON DESIGN GUIDE), the Benefactor is the patronal "quest giver" who supplies the Player Characters with the details of a promising and potentially lucrative mission. This person is usually well off, fairly powerful, or at least desperate enough to deceive strong mercenaries (the PCs) while simultaneously being able to convince them to risk life and limb in the name of blood, glory, riches, and fabulous adventure.

Personally, I don't like to be too heavy-handed with these individuals. I usually prefer to dangle a nice juicy piece of meat in front of the players, and if they don't want to chomp on it that's just fine. But generally speaking, if you make the adventure offer worth the players' while — and if you make it clear to the hack-and-slashers that there's lots of cool monsters lurking out there in quest land, just waiting to be killed — the most players will welcome your quest bait as being one of the most entertaining and reliable tropes in the game.

You don't need to use a benefactor if you don't want one, but it gives your players an important chance to conduct a question-and-answer session in character before they decide whether they want to undertake the risks involved in the adventurous offering. And the "You all meet in a tavern, when you overhear rumors about …" monologue tends to get a little old after a while. Also, benefactors can give you a bit of leverage to make sure the players don't become too murderous or reckless if a finer touch is required; knowing that a powerful noble is counting on you can be quite an incentive, even for the most violent and short-sighted of PCs!

Best of all, benefactors can help you to build your world in unexpected ways. These tables are therefore designed to give your benefactor a unique personality with a minimum of fuss, allowing you to integrate the offered adventure into your campaign world, and into the fabric of your urban city state (or other settlement). Some of the more interesting random benefactors can become recurring characters, and depending on the PCs' actions (and the benefactor's alignment, which you will decide) they may turn into villains, rivals, exiles, allies, or even henchmen over time.

As with other more villainous NPCs, you may be wanting to add more details to your benefactor than I can offer you here. Here we are primarily interested in the major nuts and bolts that get an adventure moving: the benefactor's personality, state of mind, position of power, class, level, lot in life, implied weaand most especially the treasure(s) being offered. If you want details by the thousand far beyond these adventure-propelling parameters, I encourage you to check out supplement DDE1, DUNGEON DELVER ENHANCER.



Table GWG2-5:
Benefactor / Patron Descriptor (Adjective)

To create an interesting benefactor, you first need to determine the individual's defining descriptor (adjective). These variables can relate to actions, concerns, race, background, personality, agendas, or secret motivational information.

To determine the benefactor's descriptor, roll 1D1000 and consult the following table:

A

[001-002] Abhorrent
[003-004] Abrasive
[005-006] Absent-Minded
[007-008] Absurd
[009-010] Abyssal
[011-012] Accomplished
[013-014] Accursed
[015-016] Active
[017-018] Aggressive
[019-020] Agreeable
[021-022] Alien
[023-024] Aloof
[025-026] Altruistic
[027-028] Ambitious
[029-030] Amnesiac
[031-032] Amused
[033-034] Ancient
[035-036] Angry
[037-038] Antagonistic
[039-040] Anxious
[041-042] Apathetic
[043-044] Apologetic
[045-046] Arcane
[047-048] Arrogant
[049-050] Ascetic
[051-052] Ashamed
[053-054] Astral
[055-056] Avoiding Conflict

B

[057-058] Baneful
[059-060] Barbaric
[061-062] Bargaining
[063-064] Beautiful
[065-066] Befuddled
[067-068] Beguiling
[069-070] Belligerent
[071-072] Besieged
[073-074] Bewildering
[075-076] Bigoted
[077-078] Blackmailed
[079-080] Blasphemous
[081-082] Blind
[083-084] Bloodied
[085-086] Boisterous
[087-088] Bored
[089-090] Boring
[091-092] Bossy
[093-094] Boundless Energy

[095-096] Brash
[097-098] Brave
[099-100] Brazen
[101-102] Brilliant
[103-104] Brooding

C

[105-106] Cackling
[107-108] Cagey
[109-110] Callous
[111-112] Calm
[113-114] Cantankerous
[115-116] Capricious
[117-118] Careless
[119-120] Carousing
[121-122] Cautious
[123-124] Celestial
[125-126] Celibate
[127-128] Chaotic
[129-130] Charismatic
[131-132] Charitable
[133-134] Charming
[135-136] Charnel
[137-138] Cheerful
[139-140] Choleric
[141-142] Chthonic
[143-144] Clever
[145-146] Closed-Minded
[147-148] Cloying
[149-150] Cold-Hearted
[151-152] Comfort-Loving
[153-154] Competing
[155-156] Compliant
[157-158] Concerned
[159-160] Confident
[161-162] Confused
[163-164] Contemptuous
[165-166] Contrary
[167-168] Controlled
[169-170] Controlling
[171-172] Cooperative
[173-174] Corpulent
[175-176] Corrupted
[177-178] Courageous
[179-180] Courteous
[181-182] Cowardly
[183-184] Cranky
[185-186] Crass
[187-188] Craven
[189-190] Criminal
[191-192] Crippled
[193-194] Crude
[195-196] Cruel
[197-198] Cryptic
[199-200] Crystalline
[201-202] Cultured
[203-204] Cunning
[205-206] Curious
[207-208] Cursed
[209-210] Cynical

D

[211-212] Dainty
[213-214] Damned
[215-216] Daredevil
[217-218] Dark
[219-220] Deathless
[221-222] Deceived
[223-224] Deceptive
[225-226] Decisive
[227-228] Decrepit
[229-230] Defeatist

[231-232] Deformed
[233-234] Delusional
[235-236] Demanding
[237-238] Demonic
[239-240] Demoralized
[241-242] Dependent
[243-244] Deposed
[245-246] Destitute
[247-248] Determined
[249-250] Devout
[251-252] Diabolic
[253-254] Diligent
[255-256] Diplomatic
[257-258] Dire
[259-260] Disagreeable
[261-262] Disciplined
[263-264] Discouraged
[265-266] Diseased
[267-268] Disinterested
[269-270] Disoriented
[271-272] Distant
[273-274] Domineering
[275-276] Doom
[277-278] Doubtful
[279-280] Doughty
[281-282] Dour
[283-284] Draconian
[285-286] Dramatic
[287-288] Dreaming
[289-290] Droll
[291-292] Drunken
[293-294] Dumb
[295-296] Dying

E

[297-298] Earnest
[299-300] Easy-Going
[301-302] Eccentric
[303-304] Egotistic
[305-306] Elderly
[307-308] Eldritch
[309-310] Elegant
[311-312] Elemental
[313-314] Eloquent
[315-316] Emaciated
[317-318] Embittered
[319-320] Emotionless
[321-322] Enchanting
[323-324] Energetic
[325-326] Enlightened
[327-328] Enshrouded
[329-330] Envious
[331-332] Escaped
[333-334] Eternal
[335-336] Ethereal
[337-338] Evasive
[339-340] Ever-Seeking
[341-342] Ever-Vigilant
[343-344] Evil
[345-346] Exacting
[347-348] Exalted
[349-350] Excitable
[351-352] Exiled
[353-354] Exotic
[355-356] Extroverted

F

[357-358] Faceless
[359-360] Famous

[361-362] Fanatical
[363-364] Fast
[365-366] Fawning
[367-368] Fearful
[369-370] Fearless
[371-372] Fearsome
[373-374] Fickle
[375-376] Fiery-Tempered
[377-378] Filthy
[379-380] Flamboyant
[381-382] Flirtatious
[383-384] Foolhardy
[385-386] Foolish
[387-388] Forever Wandering
[389-390] Forgotten
[391-392] Forsaken
[393-394] Foul
[395-396] Friendly
[397-398] Frightened
[399-400] Funereal

G

[401-402] Gambling
[403-404] Gaunt
[405-406] Generous
[407-408] Gentle
[409-410] Ghastly
[411-412] Ghoulish
[413-414] Glorious
[415-416] Golden
[417-418] Good
[419-420] Graceful
[421-422] Gracious
[423-424] Greedy
[425-426] Gregarious
[427-428] Grieving
[429-430] Grim
[431-432] Grotesque
[433-434] Grumpy
[435-436] Guarded
[437-438] Guilt-Ridden
[439-440] Guilty

H

[441-442] Haggling
[443-444] Hallowed
[445-446] Hallucinat-ing
[447-448] Hard-Hearted
[449-450] Hateful
[451-452] Haughty
[453-454] Haunted
[455-456] Heartbreaker
[457-458] Heartless
[459-460] Hedonistic
[461-462] Helpful
[463-464] Heretical
[465-466] Hidden
[467-468] Hideous
[469-470] Honest
[471-472] Honorable
[473-474] Horrible
[475-476] Horrifying
[477-478] Hostile
[479-480] Hot-Tempered
[481-482] Humble
[483-484] Humorous
[485-486] Hyperborean
[487-488] Hysterical

I

[489-490] Ichthyoid
[491-492] Illustrious
[493-494] Imaginative
[495-496] Impatient
[497-498] Imprisoned



[499-500] Inconsiderate
[501-502] Indecisive
[503-504] Infamous
[505-506] Infernal
[507-508] Infested
[509-510] Inquisitive
[511-512] Insane
[513-514] Intellectual
[515-516] Intimidating
[517-518] Intolerant
[519-520] Introverted
[521-522] Irreverent
[523-524] Irritable

J

[525-526] Jaundiced
[527-528] Jealous
[529-530] Jesting
[531-532] Joyful
[533-534] Judgmental
[535-536] Juvenile

K

[537-538] Kind-Hearted
[539-540] Kindly
[541-542] Kleptoman-iacal
[543-544] Knowledgeable

L

[545-546] Languid
[547-548] Lawful
[549-550] Lazy
[551-552] Leery
[553-554] Lemurian
[555-556] Leprous
[557-558] Loathsome
[559-560] Lonely
[561-562] Loquacious
[563-564] Lost
[565-566] Loud
[567-568] Loyal

[569-570] Lunar
[571-572] Lustful

M

[573-574] Macabre
[575-576] Mad
[577-578] Mad God's
[579-580] Malevolent
[581-582] Malignant
[583-584] Manic
[585-586] Manipulative
[587-588] Manxome
[589-590] Masked
[591-592] Melancholic
[593-594] Mentoring
[595-596] Mephitic
[597-598] Merciful
[599-600] Merry
[601-602] Mischievous
[603-604] Miserly
[605-606] Misguided
[607-608] Modest
[609-610] Moody
[611-612] Morose
[613-614] Mute
[615-616] Mysterious
[617-618] Mystical

N

[619-620] Naive
[621-622] Narcissistic
[623-624] Necromantic
[625-626] Nervous
[627-628] Neurotic
[629-630] Neutral
[631-632] Nice
[633-634] Nonchalant
[635-636] Nosy

O

[637-638] Oafish
[639-640] Oath-Bound
[641-642] Obnoxious
[643-644] Obsequious
[645-646] Obsessed
[647-648] Occult
[649-650] Odious
[651-652] Old
[653-654] Open-Minded
[655-656] Opinionated
[657-658] Optimistic
[659-660] Overbearing

P

[661-662] Pacifistic
[663-664] Pale
[665-666] Paranoid
[667-668] Partying
[669-670] Pathetic
[671-672] Peaceful
[673-674] Perceptive
[675-676] Perfidious
[677-678] Persuasive
[679-680] Pessimistic
[681-682] Pious
[683-684] Placid
[685-686] Pleading
[687-688] Pleasant
[689-690] Polite
[691-692] Polymorphed

[693-694] Pompous
[695-696] Possessed
[697-698] Powerful
[699-700] Pragmatic
[701-702] Prankster
[703-704] Precise
[705-706] Predatory
[707-708] Prickly
[709-710] Prim
[711-712] Proper
[713-714] Protective
[715-716] Proud
[717-718] Punctual
[719-720] Pure

Q

[721-722] Quavering
[723-724] Quixotic

R

[725-726] Radiant
[727-728] Rash
[729-730] Reanimated
[731-732] Reasonable
[733-734] Reborn
[735-736] Reckless
[737-738] Reclusive
[739-740] Redeemed
[741-742] Relaxed
[743-744] Relentless
[745-746] Reptilian
[747-748] Repugnant
[749-750] Repulsive
[751-752] Resigned
[753-754] Resplendent
[755-756] Reverent
[757-758] Righteous
[759-760] Romantic
[761-762] Rough
[763-764] Rude
[765-766] Rugged
[767-768] Ruthless

S

[769-770] Sacred
[771-772] Sadistic
[773-774] Sanctimonious
[775-776] Scabrous
[777-778] Scheming
[779-780] Scraggy
[781-782] Secretive
[783-784] Seductive
[785-786] Self-Absorbed
[787-788] Self-Centered
[789-790] Self-Righteous
[791-792] Self-Sacrificing
[793-794] Selfish
[795-796] Sensitive
[797-798] Sepulchral
[799-800] Serious
[801-802] Serpentine
[803-804] Servile
[805-806] Shadowed
[807-808] Shivering
[809-810] Shrewd
[811-812] Shy
[813-814] Sickly
[815-816] Silent
[817-818] Singing
[819-820] Sinister
[821-822] Skulking

[823-824] Sleep-walking
[825-826] Sloppy
[827-828] Slothful
[829-830] Smug
[831-832] Snobby
[833-834] Snooty
[835-836] Solemn
[837-838] Somber
[839-840] Spectral
[841-842] Spiritual
[843-844] Squeamish
[845-846] Starving
[847-848] Steel-Hearted
[849-850] Stoic
[851-852] Strange
[853-854] Stubborn
[855-856] Studious
[857-858] Stygian
[859-860] Subservient
[861-862] Suicidal
[863-864] Summoned
[865-866] Supercilious
[867-868] Superstitious
[869-870] Survivalist
[871-872] Suspicious
[873-874] Sycophantic
[875-876] Sympathetic

T

[877-878] Taciturn
[879-880] Talented
[881-882] Talkative
[883-884] Terrified
[885-886] Testy
[887-888] Thrill-Seeking
[889-890] Timeless
[891-892] Timid
[893-894] **T**iresome
[895-896] Tough
[897-898] Tranquil
[899-900] Treacherous
[901-902] Trusting
[903-904] Trustworthy
[905-906] Truthful
[907-908] Twisted

U

[909-910] Unaware
[911-912] Uncivilized
[913-914] Uncouth
[915-916] Uncultured
[917-918] Undaunted
[919-920] Undead



[921-922] Undefiled
[923-924] Underdog
[925-926] Understanding
[927-928] Undying

[929-930] Unfazed
[931-932] Unholy
[933-934] Unlikable
[935-936] Unpredictable
[937-938] Unreadable
[939-940] Untrustworthy
[941-942] Untruthful

V

[943-944] Vain
[945-946] Vainglorious
[947-948] Valiant
[949-950] Veiled
[951-952] Vengeful
[953-954] Vile
[955-956] Vindictive
[957-958] Violent
[959-960] Vorpal
[961-962] Vulnerable

W

[963-964] Wandering
[965-966] Warmongering
[967-968] Wary
[969-970] Wealthy
[971-972] Wearying
[973-974] Whimsical
[975-976] Wicked
[977-978] Wild
[979-980] Wise
[981-982] Withered
[983-984] Witty
[985-986] Worried
[987-988] Worshipped
[989-990] Wounded
[991-992] Wrathful
[993-994] Wretched

X

[995-996] Xenophobic

Y

[997-998] Yithian
[999-000] Yuggothian

Roll more than once if you like, or if you more need more detail. Conflicting results can either be rerolled, or can refer to more than one benefactor agent, or can be creatively interpreted and resolved by you.

The Benefactor Archetype

The archetype entails a benefactor's class, rank, noble station, or similar denominator of influence, culture, and power.

Archetypes are chiefly based on the classification of the benefactor's societal role. Some of these labels are official positions and magistracies, and you can learn more about questionable terms by researching them online. For example, an Actuator (in the game) would be a (magical?) predictor of risk and calamity, while an Administrator is an individual responsible for managing a specific type of urban-based work (architecture, farming, market oversight, dwarven mining operations, etc.). A quick look through a dictionary or Wikipedia will help you to identify roles you are not familiar with, or you can simply reroll until you get a less obscure result that works for you. Some modernized or non-medieval results (such as Actuator, demonstrated above) might need to be slightly reconfigured to fit into the fantasy world.

For each benefactor archetype entry, you will find notes pertaining to the character's recommended calling, class, and / or

experience level. These notes will help us to define your new benefactor in general game terms, beyond the abstract term (alchemist, armorer, artisan, etc.) of the archetype itself.

The various noble titles and recommended experience levels that you will find hereafter are derived directly from the full noble hierarchy of the Castle Oldskull campaign, which I detailed at length in supplement GWG1, GAME WORLD GENERATOR. These recommended levels have Gygaxian inspirations (c. 1971-1981) which I felt were important to emulate here, thereby defining an expected baseline of relative NPC power in the campaign. If your campaign is "low level" or "high level" beyond this Gygaxian paradigm, you can make customized changes to level and power as needed for your world.



Table GWG2-6:

Benefactor Archetype

To determine the benefactor's archetype (and recommended class, in many cases), roll 1D1000 and consult the following table:

A

[001-003] Actuary: 1 Mage or 2 Priest (Roll 1D2).

[004-006] Administrator: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[007-009] Adventurer: Any (roll on the Class Commonality Table, pg. 65).

[010-012] Advisor: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[013-015] Aedile: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[016-018] Agent: 1 Mage, 2 Rogue (Roll 1D2).

[019-021] Agister: 1 Mage, 2 Priest, 3 Warrior (Roll 1D3).

[022-024] Alchemist: Always Mage (Magic-User).

[025-027] Alderman: Any (roll on the Class Commonality Table, pg. 65).

[028-030] Alliance: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C): Any (roll on the Class Commonality Table, pg. 65).

[031-033] Alnager: Any (roll on the Class Commonality Table, pg. 65).

[034-036] Ambassador: Any (roll on the Class Commonality Table, pg. 65).

[037-039] Animal Trainer: Any (roll on the Class Commonality Table, pg. 65).

[040-042] Anti-Paladin: Always Warrior (Anti-Paladin).

[043-045] Apothecary: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[046-048] Apparitor: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[049-050] Arbiter: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[051-053] Arcane Armorer: Always Mage (Magic-User).

[054-056] Arcane Weaponsmith: 1 Mage, 2 Priest (Roll 1D2).

[057-059] Arch-Baron / Arch-Baroness: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 10), [3] Established (level 11), [4] Esteemed (level 12), [5] Venerated (level 13), [6] Powerful (level 14).

[060-062] Archduke / Archduchess: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 14), [3] Established (level 15), [4] Esteemed (level 16), [5] Venerated (level 17), [6] Powerful (level 18).

[063-065] Arena Master: Any (roll on the Class Commonality Table, pg. 65).

[066-068] Armorer: Always Warrior (roll class randomly).

[069-071] Artificer: 1 Mage, 2 Priest (Roll 1D2).

[072-074] Artisan: Any (roll on the Class Commonality Table, pg. 65).

[075-078] Assassin: Always Rogue (Assassin).

[079-081] Assessor: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[082-084] Astrologer: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[085-087] Auditor: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[088-090] Auditor General: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

B

[091-093] Bailiff: Any (roll on the Class Commonality Table, pg. 65).

[094-096] Bandit: Always Rogue (Thief).

[097-099] Bandit Chieftain: Any (roll on the Class Commonality Table, pg. 65).

[100-102] Banker: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[103-105] Barbarian: Always Warrior (Barbarian).

[106-108] Bard: Always Rogue (Bard).

[109-111] Baron / Baroness: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 9), [3] Established (level 10), [4] Esteemed (level 11), [5] Venerated (level 12), [6] Powerful (level 13).

[112-114] Baronet: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 8), [3] Established (level 9), [4] Esteemed (level 10), [5] Venerated (level 11), [6] Powerful (level 12).

[115-117] Barrister: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[118-120] Beast Master: 1 Rogue, 2 Warrior (Roll 1D2).

[121-123] Beadle: Always Priest (roll class randomly).

[124-126] Beggar: Always Rogue (roll class randomly).

[127-129] Berserker: Always Warrior (Barbarian).

[130-132] Bey: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 9), [3] Established (level 10), [4] Esteemed (level 11), [5] Venerated (level 12), [6] Powerful (level 13).

[133-135] Blacksmith: Always Warrior (roll class randomly).

[136-138] Bodyguard: Any (roll on the Class Commonality Table, pg. 65).

[139-141] Borsholder: Any (roll on the Class Commonality Table, pg. 65).

[142-144] Boss: (Typically a half-ogre or half-orc title for petty chieftain): 1 Rogue, 2 Warrior (Roll 1D2).

[145-147] Bounty Hunter: 1 Rogue, 2 Warrior (Roll 1D2).

[148-150] Brewer: Any (roll on the Class Commonality Table, pg. 65).

[151-153] Brigand: Always Rogue (1 Assassin, 2 Evil Thief [1D2]).

[154-157] Burgher: Any (roll on the Class Commonality Table, pg. 65).

[158-160] Burgomaster: Any (roll on the Class Commonality Table, pg. 65).

[161-163] Burgrave: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 10), [3] Established

(level 11), [4] Esteemed (level 12), [5] Venerated (level 13), [6] Powerful (level 14).

C

[164-167] Cabal: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[168-170] Camarilla: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[171-173] Cancellarius: Any (roll on the Class Commonality Table, pg. 65).

[174-176] Caravan Master: Any (roll on the Class Commonality Table, pg. 65).

[177-179] Cartographer: 1 Mage, 1 Priest, or 3 Warrior (Roll 1D3).

[180-182] Castellan: Presiding title, refer to CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II for more details. Always Warrior (Fighter). Roll 1D4 to determine the character's experience level: [1] Castellan (level 5), [2] Grand Castellan (level 6), [3] Vaunted Grand Castellan (level 7), [4] Entrusted Grand Castellan (level 8).

[183-185] Cavalier: Always Warrior (Cavalier).

[186-188] Centurion: Always Warrior (1 Cavalier, 2 Fighter [1D2]).

[189-191] Chamberlain: Any (roll on the Class Commonality Table, pg. 65).

[192-194] Champion: Always Warrior (roll class randomly).

[195-197] Chancellor: Any (roll on the Class Commonality Table, pg. 65).

[198-200] Charlatan: Always Rogue (Mountebank).

[201-203] Chieftain / Chieftess: Any (roll on the Class Commonality Table, pg. 65).

[204-206] Child: Either a level zero NPC (80%), a magician in disguise (10%) or a shape shifter in disguise (10%).

[207-209] Circle: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[210-212] Cleric: Always Priest (Cleric).

[213-215] Coiner: Any (roll on the Class Commonality Table, pg. 65).

[216-217] Collector (typically wealthy and willing to pay adventurers to acquire objects): Any (roll on the Class Commonality Table, pg. 65).

[218-220] Commandant: Always Warrior (roll class randomly).

[221-223] Commander: Any (roll on the Class Commonality Table, pg. 65).

[224-226] Conclave: (Faction, multiple members). Any (roll on the Class Commonality Table, pg. 65).



[227-229] Conqueror: Always Warrior (roll class randomly, reroll if Paladin is indicated).

[230-232] Consortium: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[233-235] Constable: Any (roll on the Class Commonality Table, pg. 65).

[236-238] Consul: Any (roll on the Class Commonality Table, pg. 65).

[239-241] Coroner: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[242-244] Councillor: Any (roll on the Class Commonality Table, pg. 65).

[245-247] Councilman / Councilwoman: Any (roll on the Class Commonality Table, pg. 65).

[248-250] Count / Countess: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 11), [3] Established (level 12), [4] Esteemed (level 13), [5] Venerated (level 14), [6] Powerful (level 15).

[251-253] Courtesan: 1 Mage, 2 Rogue (Roll 1D2).

[254-256] Courtier: Any (roll on the Class Commonality Table, pg. 65).

[257-259] Coven: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). 1 Mage, 2 Priest (Roll 1D2).

[260-262] Cryptic Alliance: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[263-265] Cult: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[266-268] Cult Leader: Any (roll on the Class Commonality Table, pg. 65).

D

[269-271] Dark Elf: Any (roll on the Class Commonality Table, pg. 65).

[272-274] Dauphin: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Risen (level 14), [3] Ascendant (level 15), [4] Mighty (level 16), [5] Revered (level 17), [6] Exalted (level 18).

[275-277] Decemvir: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 9), [3] Established (level 10), [4] Esteemed (level 11), [5] Venerated (level 12), [6] Powerful (level 13).

[278-280] Demigod / Demigoddess: To be selected by the GM; will almost always be under a magical veil of disguise.

[281-283] Demon: Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form.

[284-286] Deposed Noble: Of a former rank, and retained experience level, to be determined by the GM (Baronet, Baron, Count, Marquis, etc.).

[287-289] Despot: Any (roll on the Class Commonality Table, pg. 65).

[290-292] Devil: Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form.

[293-295] Dictator: 1 Rogue, 2 Warrior (Roll 1D2).

[296-298] Diplomat: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[299-301] Dominus: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 9), [3] Established (level 10), [4] Esteemed (level 11), [5] Venerated (level 12), [6] Powerful (level 13).

[302-304] Dragon: Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form.

[305-307] Dragon Slayer: Any (roll on the Class Commonality Table, pg. 65).

[308-310] Drink Merchant: Typically, but not always, a level zero NPC. Refer to CSE1, CITY STATE ENCOUNTERS for the many subtypes.

[311-313] Druid: Always Priest (Druid)

[314-316] Duelist: 1 Rogue, 2 Warrior (Roll 1D2).

[317-319] Duke / Duchess: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 13), [3] Established (level 14), [4] Esteemed (level 15), [5] Venerated (level 16), [6] Powerful (level 17).

[320-322] Dvergar: Any (roll on the Class Commonality Table, pg. 65).



[323-325] Dwarf: Any (roll on the Class Commonality Table, pg. 65).

E

[326-328] Earl: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 11), [3] Established (level 12), [4] Esteemed (level 13), [5] Venerated (level 14), [6] Powerful (level 15).

[329-331] Elder: Any (roll on the Class Commonality Table, pg. 65).

[332-334] Elemental Power: Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form.

[335-337] Elf: Any (roll on the Class Commonality Table, pg. 65).

[338-340] Emir: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 14), [3] Established (level 15), [4] Esteemed (level 16), [5] Venerated (level 17), [6] Powerful (level 18).

[341-343] Emissary: Any (roll on the Class Commonality Table, pg. 65).

[344-346] Emperor / Empress: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Risen (level 18), [3] Ascendant (level 19), [4] Mighty (level 20), [5] Revered (level 21), [6] Exalted (level 22).

[347-349] Entertainer: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[350-352] Enumerator: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[353-355] Equerry: Any (roll on the Class Commonality Table, pg. 65).

[356-358] Exarch: Any (roll on the Class Commonality Table, pg. 65).

[359-361] Exchequer: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[362-364] Exciseman / Excisewoman: Any (roll on the Class Commonality Table, pg. 65).

[365-367] Exile: Any (roll on the Class Commonality Table, pg. 65).

[368-370] Explorer: Any (roll on the Class Commonality Table, pg. 65).

F

[371-373] Faerie: This may be an atomy, a pixie, sprite, sylph, etc.

[374-376] Farmer: Typically, but not always, a level zero NPC.

[377-379] Fellowship: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[380-382] Feodary: Any (roll on the Class Commonality Table, pg. 65).

[383-385] Fighter: Always Warrior (Fighter).

[386-388] Figurehead: 90% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3).

[389-391] Fisherman: Typically, but not always, a level zero NPC.

[392-394] Food Merchant: Typically, but not always, a level zero NPC. Refer to CSE1, CITY STATE ENCOUNTERS for the many subtypes.

[395-397] Foreman / Forewoman: Any (roll on the Class Commonality Table, pg. 65).

[398-400] Forge Master: Always Warrior (roll class randomly).

[401-402] Forger: Always Rogue (roll class randomly).

[403-405] Fraternity / Brotherhood: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[406-408] Fugitive: 75% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3).

G

[409-411] Gang: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). 1 Rogue, 2 Warrior (Roll 1D2).

[412-414] Gatekeeper: Are you the Key Master? Any (roll on the Class Commonality Table, pg. 65).

[415-417] Gathering: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[418-420] Gemcutter: Typically, but not always, a level zero NPC.

[421-423] General: 75% chance of being a Warrior (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Rogue (Roll 1D3).

[424-426] Genie: Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form.

[427-429] Giant: Of a type to be selected by the GM.

[430-432] Giant Killer: Any (roll on the Class Commonality Table, pg. 65).

[433-435] Gnome: Any (roll on the Class Commonality Table, pg. 65).

[436-438] Godling / Petty God: To be selected by the GM; will almost always be under a magical veil of disguise.

[439-441] Guard Captain: Officer title, refer to CSE1, CITY STATE ENCOUNTERS for more details. Always Warrior (Fighter). Roll 1D4 to determine the character's experience level: [1] Guard Captain (level 5), [2] Senior Guard Captain (level 6), [3] Guard Captain at Arms (level 7), [4] Vaunted Guard Captain (level 8).

[442-444] Guild: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[445-447] Guild Master: Any (roll on the Class Commonality Table, pg. 65).

[448-450] Guildsman / Guildswoman: Any (roll on the Class Commonality Table, pg. 65).

[451-453] Gypsy (Roma): Any (roll on the Class Commonality Table, pg. 65).

H

[454-456] Half-Elf: Any (roll on the Class Commonality Table, pg. 65).

[457-459] Half-Ogre: 1 Priest, 2 Warrior (Roll 1D2). (Refer to the Wonderland Imprints supplement OLDSKULL HALF-OGRES for a full treatment of this character race.)

[461-463] Half-Orc: 1 Priest, 2 Rogue, or 3 Warrior (Roll 1D3).

[464-466] Halfling: 1 Priest, 2 Rogue, or 3 Warrior (Roll 1D3).

[467-469] Henchman / Henchwoman: Any (roll on the Class Commonality Table, pg. 65).

[470-472] Herald: Always Rogue (Bard).

[473-475] Heretic: Always Priest (Cleric).

[476-478] Hermit: Any (roll on the Class Commonality Table, pg. 65).

[479-481] Herzog: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 13), [3] Established (level 14), [4] Esteemed (level 15), [5] Venerated (level 16), [6] Powerful (level 17).

[482-484] Hetman: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 14), [3] Established (level 15), [4] Esteemed (level 16), [5] Venerated (level 17), [6] Powerful (level 18).

[485-487] Hierarch: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 12), [3] Established (level 13), [4] Esteemed (level 14), [5] Venerated (level 15), [6] Powerful (level 16).

[488-490] High King / High Queen: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Risen (level 16), [3] Ascendant (level 17), [4] Mighty (level 18), [5] Revered (level 19), [6] Exalted (level 20).

[491-493] Humanoid: Of a type to be selected by the GM; may be cloaked, hooded, disguised, etc.

[494-496] Hunter: Always Warrior (Hunter).

I

[497-499] Illusion: Created by a nearby spell caster to communicate with the (untrustworthy?) PCs.

[500-502] Illusionist: Always Mage (Illusionist).

[503-505] Independent Enclave: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[506-508] Inquisitor: 1 Priest, 2 Rogue (Roll 1D2).

[509-511] Inspector: 1 Mage, 2 Rogue (Roll 1D2).

[512-514] Inventor: Typically, but not always, a level zero NPC.

[515-517] Isolated Settlement: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

J

[518-520] Jarl: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 11), [3] Established

(level 12), [4] Esteemed (level 13), [5] Venerated (level 14), [6] Powerful (level 15).

[521-523] Jester: Always Rogue (Jester).

[524-526] Jeweler: Typically, but not always, a level zero NPC.

K

[527-529] Key Master: Are you the Gatekeeper? Any (roll on the Class Commonality Table, pg. 65).

[530-533] King / Queen: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Risen (level 15), [3] Ascendant (level 16), [4] Mighty (level 17), [5] Revered (level 18), [6] Exalted (level 19).

[534-536] Ki-Rin: May be invisible, ethereal, etc. until encountered in secrecy.

[537-539] Knight Banneret: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 7), [3] Established (level 8), [4] Esteemed (level 9), [5] Venerated (level 10), [6] Powerful (level 11).

[540-542] Knight Companion: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 6), [3] Established (level 7), [4] Esteemed (level 8), [5] Venerated (level 9), [6] Powerful (level 10).

[543-545] Knight: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 5), [3] Established (level 6), [4] Esteemed (level 7), [5] Venerated (level 8), [6] Powerful (level 9).

[546-548] Knightly Order: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). 1 Anti-Paladin, 2-4 Cavalier, 5 Fighter, 6 Paladin (Roll 1D6).



L

[549-551] Lady: Any (roll on the Class Commonality Table, pg. 65).

[552-554] Lady in Waiting: Any (roll on the Class Commonality Table, pg. 65).

[555-557] Laird: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 8), [3] Established (level 9), [4] Esteemed (level 10), [5] Venerated (level 11), [6] Powerful (level 12).

[558-560] Lammasu: May be invisible, ethereal, etc. until encountered in secrecy.

[561-563] Landgrave: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 12), [3] Established (level 13), [4] Esteemed (level 14), [5] Venerated (level 15), [6] Powerful (level 16).

[564-566] League: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[567-569] Legatus: 75% chance of being a Warrior (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Rogue (Roll 1D3).

[570-572] Lich: May be polymorphed, in disguise, etc. until encountered in secrecy.

[573-575] Lizard Man: May be cloaked, hooded, disguised, etc.

[576-578] Lord: Always Warrior (roll class as follows, 1 Cavalier, 2 Fighter, 3 Paladin, 4 Ranger [1D4]).

[579-581] Lord of Arms: Always Warrior (roll class as follows, 1 Cavalier, 2 Fighter, 3 Paladin, 4 Ranger [1D4]).

[582-584] Loremaster: Always Rogue (Bard).

[585-587] Lycanthrope: Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form.



M

[588-590] Madman / Madwoman: Any (roll on the Class Commonality Table, pg. 65).

[591-593] Magic Mouth: Cast (or left) by a mage of some kind.

[594-596] Magic Shrine: Intelligent and capable of speaking; likely protected by magical forces.

[597-599] Magic Weapon: Intelligent and capable of speaking; likely protected by magical forces.

[600-602] Magic-User: Always Mage (Magic-User).

[603-605] Magister: Any (roll on the Class Commonality Table, pg. 65).

[606-608] Magistrate: Any (roll on the Class Commonality Table, pg. 65).

[609-610] Maiden: (A damsel in distress?): Typically, but not always, a level zero NPC.

[611-612] Majordomo: Any (roll on the Class Commonality Table, pg. 65).

[613-615] Manciple: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[616-618] Mapmaker: Any (roll on the Class Commonality Table, pg. 65).

[619-621] Margrave: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 12), [3] Established (level 13), [4] Esteemed (level 14), [5] Venerated (level 15), [6] Powerful (level 16).

[622-624] Mariner: 1 Rogue, 2 Warrior (Roll 1D2).

[625-627] Marquis / Marchioness: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 12), [3] Established (level 13), [4] Esteemed (level 14), [5] Venerated (level 15), [6] Powerful (level 16).

[628-630] Marshal: 75% chance of being a Warrior (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Rogue (Roll 1D3).

[631-633] Martyr: 75% chance of being a Priest (roll class randomly); otherwise, 1 Mage, 2 Rogue, 3 Warrior (Roll 1D3).

[634-636] Master: Any (roll on the Class Commonality Table, pg. 65).

[637-639] Master Smith: Always Warrior (roll class randomly).

[640-642] Mastermind: 75% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3).

[643-645] Matriarch: Always Priest (roll class randomly).

[646-648] Mayor: Any (roll on the Class Commonality Table, pg. 65).

[649-651] Menagerie Keeper: Any (roll on the Class Commonality Table, pg. 65).

[652-653] Mentor: Any (roll on the Class Commonality Table, pg. 65).

[654-655] Mercenary Company: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[656-657] Mercenary Company Captain: 1 Rogue, 2 Warrior (Roll 1D2).

[658-660] Merchant of Goods: Typically, but not always, a level zero NPC. Refer to CSE1, CITY STATE ENCOUNTERS for the many subtypes.

[661-663] Merchant of Services: Typically, but not always, a level zero NPC. Refer to CSE1, CITY STATE ENCOUNTERS for the many subtypes.

[664-666] Miner: Typically, but not always, a level zero NPC.

[667-669] Mistress: Any (roll on the Class Commonality Table, pg. 65)

[670-672] Monastery / Nunnery: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Always Priest (roll class randomly).

[673-675] Monk: Always Priest (Monk).

[676-678] Monster: Intelligent monster of the GM's choice; likely disguised in some way, or hidden in secrecy.

[679-681] Mountebank: Always Rogue (Mountebank).

[682-684] Mystic: Always Priest (Mystic).

N

[685-687] Naga: May be polymorphed, in disguise, etc. until encountered in secrecy.

[688-690] Navigator: Typically, but not always, a level zero NPC.

[691-693] Necromancer: 1 Mage, 2 Priest (Roll 1D2).

[694-696] Netherworld Gnome: Any (roll on the Class Commonality Table, pg. 65).

[697-699] Netherworlder: Any (roll on the Class Commonality Table, pg. 65).

[700-702] Nomarch: Any (roll on the Class Commonality Table, pg. 65).

[703-705] Notary: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

O

[706-708] Ogre: Intelligent monster; likely only present in an evil society.

[709-711] Ogre Mage: May be polymorphed, in disguise, etc. until encountered in secrecy.

[712-714] Outcast: Typically, but not always, a level zero NPC.

[715-717] Overking / Overqueen: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Risen (level 17), [3] Ascendant (level 18), [4] Mighty (level 19), [5] Revered (level 20), [6] Exalted (level 21).

[718-720] Overlord: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to

determine the character's experience level: [1-2] Recognized (level 13), [3] Established (level 14), [4] Esteemed (level 15), [5] Venerated (level 16), [6] Powerful (level 17).

P

[721-723] Paladin: Always Warrior (Paladin).



[724-726] Pasha: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 11), [3] Established (level 12), [4] Esteemed (level 13), [5] Venerated (level 14), [6] Powerful (level 15).

[727-729] Patriarch: Always Priest (roll class randomly).

[730-732] Pirate: 1 Rogue, 2 Warrior (Roll 1D2).

[733-735] Planar Explorer: Any (roll on the Class Commonality Table, pg. 65).

[736-738] Planar Power: Intelligent monster of the GM's choice; likely disguised in some way, or hidden in secrecy.

[739-741] Praetor: Any (roll on the Class Commonality Table, pg. 65).

[742-744] Pretender: 75% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3).

[745-747] Prince / Princess: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Risen (level 14), [3] Ascendant (level 15), [4] Mighty (level 16), [5] Revered (level 17), [6] Exalted (level 18).

[748-750] Procurator: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[751-753] Prophet / Prophetess: Always Priest (roll class randomly).

[754-756] Propraetor: Any (roll on the Class Commonality Table, pg. 65).

[757-759] Psion / Psychic: Always Priest (Monk) Unless you, as GM, are running a psionics-driven campaign.

[760-762] Puppet Master: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[763-765] Pursuivant: Always Warrior (roll class randomly).

R

[766-768] Ranger: Always Warrior (Ranger).

[769-771] Reeve: 1 Rogue, 2 Warrior (Roll 1D2).

[772-774] Regent: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Risen (level 14), [3] Ascendant (level 15), [4] Mighty (level 16), [5] Revered (level 17), [6] Exalted (level 18).

[775-777] Registrar: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[778-780] Researcher: 1 Mage, 2 Priest (Roll 1D2).

S

[781-783] Sage: 1 Mage, 2 Priest (Roll 1D2).

[784-786] Saint: Always Priest (roll class randomly).

[787-789] Satrap: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 11), [3] Established (level 12), [4] Esteemed (level 13), [5] Venerated (level 14), [6] Powerful (level 15).

[790-792] Satyr: Intelligent monster; likely only present in a neutral society.

[793-795] Savant: Always Mage (Savant).

[796-798] Scion: Any (roll on the Class Commonality Table, pg. 65).

[799-801] Scrutineer: 1 Mage, 2 Priest (Roll 1D2).

[802-804] Secret Society: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[805-807] Sect: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Always Priest (roll class randomly).

[808-810] Sentient Room: Intelligent and capable of speaking; likely protected by magical forces.

[811-813] Serdar: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 11), [3] Established (level 12), [4] Esteemed (level 13), [5] Venerated (level 14), [6] Powerful (level 15).

[**814-816] Servant to an NPC:** A minor servant sent by a powerful master; you can use the CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II Barracks table to determine the subtype if you prefer.

[817-819] Shade: May be invisible, ethereal, etc. until encountered in secrecy.

[820-822] Shaman: Always Priest (roll class randomly).

[823-825] Shedu: May be invisible, ethereal, etc. until encountered in secrecy.

[826-828] Sheriff (more archaic, Shrieve): Always Warrior (roll class randomly).

[829-831] Ship Captain: 1 Rogue, 2 Warrior (Roll 1D2).

[832-834] Siege Captain: Always Warrior (roll class randomly).

[835-837] Siege Master: Always Warrior (roll class randomly).

[838-840] Signifer: Always Warrior (roll class randomly).

[841-843] Slave Lord: Any (roll on the Class Commonality Table, pg. 65).

[844-846] Slaver: Any (roll on the Class Commonality Table, pg. 65).

[847-849] Society: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[850-852] Solicitor: 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3).

[853-855] Sorority / Sisterhood: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[856-858] Sphinx: Intelligent monster of the GM's choice; likely disguised in some way, or hidden in secrecy.

[859-861] Splinter Group: (Faction, multiple members; refer to GWG1, GAME WORLD GENERATOR Appendix C). Any (roll on the Class Commonality Table, pg. 65).

[862-864] Spy: 75% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3).

[865-867] Spy Master: 75% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3).

[868-870] Steward: Presiding title, refer to CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II for more details. Always Warrior (Fighter). Roll 1D6 to determine the character's experience level: [1-2] Steward (level 4), [3] High Steward (level 5), [4] Chief Steward (level 6), [5] Vaunted Chief Steward (level 7), [6] Entrusted Chief Steward (level 8).

[872-874] Strategist: Any (roll on the Class Commonality Table, pg. 65).

[875-877] Sub-Chieftain / Sub-Chieftess: Any (roll on the Class Commonality Table, pg. 65).

[878-880] Sub-Commander: Any (roll on the Class Commonality Table, pg. 65).

[881-883] Supreme Chancellor: Any (roll on the Class Commonality Table, pg. 65).

[884-886] Supreme Master: Any (roll on the Class Commonality Table, pg. 65).

T

[887-889] Tavern Keeper: Typically, but not always, a level zero NPC.

[890-892] Tax Collector: 1 Rogue, 2 Warrior (Roll 1D2).

[893-895] Temple Order: (Faction, multiple members). Always Priest (roll class randomly).

[896-898] Thane: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 9), [3] Established (level 10), [4] Esteemed (level 11), [5] Venerated (level 12), [6] Powerful (level 13).

[899-902] Theocrat: Always Priest (roll class randomly).

[903-905] Thief: Always Rogue (Thief).

[906-908] Time Traveler: Any (roll on the Class Commonality Table, pg. 65).

[909-912] Titan: May be invisible, ethereal, etc. until encountered in secrecy.

[913-915] Torturer: Any (roll on the Class Commonality Table, pg. 65).

[916-918] Traitor: Any (roll on the Class Commonality Table, pg. 65).

[919-921] Treasurer: Any (roll on the Class Commonality Table, pg. 65).

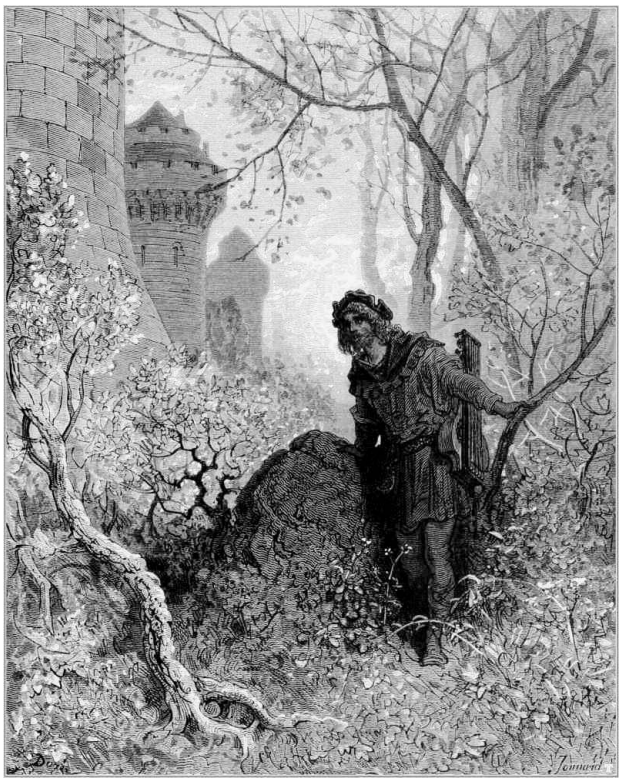
[922-924] Tree Giant: Intelligent monster; likely only present in a neutral or good society.

[925-927] Tribune: Any (roll on the Class Commonality Table, pg. 65).

[928-930] Trickster: 1 Mage (Illusionist), 2 Rogue (Jester), 3 Rogue (Mountebank) (Roll 1D3).

[931-933] Triumphator: 75% chance of being a Warrior (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Rogue (Roll 1D3).

[934-936] Troubadour: Always Rogue (Bard).



[937-939] Turncoat: Any (roll on the Class Commonality Table, pg. 65).

[940-942] Tyrant: Any (roll on the Class Commonality Table, pg. 65).

U

[943-945] Ulnager: Any (roll on the Class Commonality Table, pg. 65).

[946-948] Unbeliever: 1 Mage, 2 Rogue, 3 Warrior (Roll 1D3).

[949-951] Undead: Intelligent monster of the GM's choice; likely disguised in some way, or hidden in secrecy.

[952-954] Underworlder: Any (roll on the Class Commonality Table, pg. 65).

[955-957] Usurper: Any (roll on the Class Commonality Table, pg. 65).

V

[958-960] Vampire: Intelligent monster; likely only present in an evil society.

[961-963] Vampire Hunter: Any (roll on the Class Commonality Table, pg. 65).

[964-966] Viceroy: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Risen (level 14), [3] Ascendant (level 15), [4] Mighty (level 16), [5] Revered (level 17), [6] Exalted (level 18).

[967-968] Vidame: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Risen (level 10), [3] Ascendant (level 11), [4] Mighty (level 12), [5] Revered (level 13), [6] Exalted (level 14).

[969-970] Villager: Typically, but not always, a level zero NPC.

[971-972] Viscount / Viscountess: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Risen (level 10), [3] Ascendant (level 11), [4] Mighty (level 12), [5] Revered (level 13), [6] Exalted (level 14).

[973-974] Vision: A magical, speaking dream spirit; only encountered in sleep. May be shared collectively by the party.

[975-976] Vizier: Noble title, refer to GWG1, GAME WORLD GENERATOR for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D6 to determine the character's experience level: [1-2] Recognized (level 11), [3] Established (level 12), [4] Esteemed (level 13), [5] Venerated (level 14), [6] Powerful (level 15).

W

[977-978] Warden: 1 Rogue, 2 Warrior (Roll 1D2).

[979-980] Warlock: Always Mage (roll class randomly).



[981-982] Watch Captain: Officer title, refer to CSE1, CITY STATE ENCOUNTERS for more details. Any class (roll on the Class Commonality Table, pg. 65). Roll 1D4 to determine the character's experience level:

[1] Watch Captain (level 5), [2] Senior Watch Captain (level 6), [3] Watch Captain at Arms (level 7), [4] Vaunted Watch Captain (level 8).

[983-984] Weapon Master: Always Warrior (roll class randomly).

[985-986] Weapon Smith: Always Warrior (roll class randomly).

[987-988] Widow / Widower: Any (roll on the Class Commonality Table, pg. 65).

[989-990] Wish-Maker: 1 Mage, 2 Priest (Roll 1D2).

[991-992] Witch: Always Mage (roll class randomly).

[993-994] Witch Doctor: 1 Mage, 2 Priest (Roll 1D2).

[995-996] Witch Hunter: 75% chance of being a Priest (roll class randomly); otherwise, 1 Mage, 2 Rogue, 3 Warrior (Roll 1D3).

Z

[997-998] Zealot: 1 Priest, 2 Warrior (Roll 1D2).

[999-000] Zombie Master: 1 Mage, 2 Priest (Roll 1D2).

Character Class and Calling of the Benefactor

If the benefactor is not a monster (as indicated on the prior generation tables), and the character class of the benefactor is not self-evident from the Benefactor Archetype table, it follows that he / she will probably need a class and experience level for further definition and personalization. You can of course have level zero or similarly powerless persons giving quests out whenever you like, but such individuals tend not to be wealthy or influential, and are very easily killed. That might or might not be a major problem, depending on the mischievous play style — or lack thereof — exhibited by your players. Hopefully, they don't make too much of a habit out of killing benefactors off without serious GM reprisal.

In this supplement, we divide Non-Player Characters into Callings, as well as into Character Classes. A Calling is a general classification less specific than a Class. The four Callings, and the Character Classes which belong to them, are as follows:



Table GWG2-7:

The Four Callings of Powerful Personages

Mage: An arcane spell caster. More specifically, someone who casts memorized spells, tapping into the planar powers and energies. Illusionist, Magic-User, Savant. (And any further Mage specializations which exist in your campaign.)

Priest: A holy or unholy spell caster. More specifically, someone who meditates to receive spells from a higher power, such as a god, goddess, arch-devil, demon lord or Great Old One. Cleric, Druid, Monk, Mystic. (And any further Priest specializations which exist in your campaign.)

Rogue: A skill specialist. More specifically, someone who favors non-magical approaches, and who relies on either non-combat abilities or indirect combat abilities. Note that rogues in office might well be impostors, charlatans, and the like, getting away with a deception. Assassin, Bard, Jester, Mountebank, Thief. (And any further Thief specializations which exist in your campaign.)

Warrior: A combat specialist. More specifically, someone who favors non-magical approaches, and who relies primarily on direct combat abilities. Anti-Paladin, Barbarian, Cavalier, Fighter, Hunter, Paladin, Ranger. (And any further Warrior specializations which exist in your campaign.)

If your game has additional character classes, you can add them into the four Callings using the guidelines I offer you here.

The tables hereafter will give you the widest possible variety of benefactor types, with all common and unusual classes in my campaign being listed. I have also included some of the more common Specializations — or play styles, if you will — from the Castle Oldskull campaign, which are touched upon in supplement CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II (and a bit in supplement DDE1, DUNGEON DELVER ENHANCER, as well). You can ignore these if the extra information is superfluous to you, or you can use them to further detail the benefactor as a unique NPC.

Determining the Benefactor's Character Class

There are several different ways to determine the benefactor's class, based on what the notes in the prior table of Benefactor Archetypes told you what to do. The options you have seen under each benefactor's descriptor will tell you how to determine the class, as follows:

[1] Faction: If the entry reads "Faction," that means that the benefactor is actually an organization, not an individual. If you prefer, you can have the faction be represented by a single individual of a random class. If that's what you do, you will be rolling soon on the Class Commonality Table. Otherwise, you can just pick a class that you like.



[2] Normal Humans Predominant: If the entry reads "Typically, but not always, a level zero NPC," that means that the benefactor will usually be a level zero normal human with no character class whatsoever. If you would prefer that the benefactor is (secretly?) experienced, then you will be rolling on the Class Commonality Table to determine the benefactor's class.

[3] Predetermined Calling, Predetermined Class: If the entry reads "Always Mage (Savant)" or something similar, then the Calling (in this case Mage) is listed first, and the class (in this case Savant) is listed in parentheses. Therefore, you already know the benefactor's class in this instance.

[4] Predetermined Calling, Random Class: If the entry reads "Always Mage (roll class randomly)" or something similar, that means that the benefactor's Calling is Mage, and that we will determining the specific character class next.

[5] Randomly Determined Calling, Random Class: If the entry reads "Any (roll on the Class Commonality Table)," that means the character's Calling can be either Mage, Priest, Rogue, or Warrior. We'll be finding out which one of these applies to the benefactor soon, on the Class Commonality Table.

[6] Randomly Determined Calling, Small List: If the entry reads "1 Rogue, 2 Warrior (Roll 1D2)" or something similar, that means that you should roll 1D2 to determine the character's Calling (character class grouping). In this instance, a roll of 1 would mean that the benefactor is a Rogue, and a roll of 2 would mean that the benefactor is a Warrior. We will be determining the class next.

[7] Special Entries: Other entries indicate monster types, which usually do not have a character class unless you decide that they should possess one. A few monsters such as liches, vampires, and shades have classes and levels more commonly than other more "normal" monster do.

Table GWG2-8:

The Class Commonality Table

If you do not know either the benefactor's calling or class, this table will assign both of those variables randomly. The table is structured so that common (the oldest and most iconic) characters classes are weighted most heavily, and hyper-specialized / very rare classes appear the most infrequently.

To determine the benefactor's random calling and class (and recommended specialization if you have access those archetypes), roll 1D100 twice and consult the following table:

[01-40] Common Character Class. Specified roll:

[01-07] Priest, Cleric, no specialization.

[08-10] Priest, Cleric, Cloistered specialization.

[11-16] Warrior, Fighter, no specialization.

[17-18] Warrior, Fighter, Archer specialization.

[19-20] Warrior, Fighter, Blade Master specialization.

[21-28] Mage, Magic-User, no specialization.

[29-30] Mage, Magic-User, Alchemist specialization.

[31-35] Rogue, Thief, no specialization.

[36-38] Rogue, Thief, Acrobat specialization.

[39] Rogue, Thief, Bandit specialization (neutral alignment).

[40] Rogue, Thief, Brigand specialization (evil alignment).



[31-70] Uncommon Character Class. Specified roll:

[41-46] Rogue, Assassin, no specialization.

[47-50] Warrior, Barbarian, no specialization.

[51-52] Warrior, Barbarian, Berserker specialization.

[53-58] Warrior, Cavalier, no specialization.

[59-64] Priest, Druid, no specialization.

[65-70] Warrior, Hunter, no specialization.

[71-90] Rare Character Class. Specified roll:

[71-74] Rogue, Bard, no specialization.

[75-78] Mage, Illusionist, no specialization.

[79] Priest, Monk, "of the Fist" specialization.

[80-81] Priest, Monk, "of the Foot" specialization.

[82] Priest, Monk, "of the Iron Will" specialization.

[83-86] Warrior, Paladin, no specialization.

[87-90] Warrior, Ranger, no specialization.



[91-00] Very Rare Character Class. Specified roll:

[91] Warrior, Anti-Paladin, no specialization.

[92-93] Rogue, Jester, no specialization.

[94-95] Rogue, Mountebank, no specialization.

[96-97] Priest, Mystic, no specialization.

[98-99] Mage, Savant, no specialization.

[00] Extremely rare NPC class (Beast Master, Oracle, Time Lord, etc.), or GM's choice.

The Known Calling, Unknown Class Tables for Class Selection

If you know the benefactor's calling (Mage, Priest, Rogue, or Warrior), but not the character class, you can determine the class by rolling on the appropriate table below. The weights for Common, Uncommon, Rare and Very Rare character classes reflected in the prior table are carried over here for the sake of consistency.

Table GWG2-9:

The Mage Calling:

Random Determination of Character Class

[01-28] Illusionist

[29-78] Magic-User (no specialization)

[79-84] Magic-User (Alchemist specialization)

[85-98] Savant

[99-00] Extremely rare NPC class (e.g., Death Master, Witch / Warlock, Witch Doctor), or GM's choice.

Table GWG2-10:

The Priest Calling:

Random Determination of Character Class

[01-30] Cleric (no specialization)

[31-40] Cleric (Cloistered specialization)

[41-70] Druid

[71-78] Monk (of the Fist specialization)

[79-85] Monk (of the Foot specialization)

[86-90] Monk (of the Iron Will specialization)

[91-98] Mystic

[99-00] Extremely rare NPC class (e.g., Healer, Oracle, Plague Doctor, Scribe, Shaman), or GM's choice. Refer to OLDSKULL PLAGUE DOCTORS for a detailed example of a rare (and sometimes PC) clerical class for your consideration.



Table GWG2-11:

The Rogue Calling:

Random Determination of Character Class

[01-27] Assassin

[28-45] Bard

[46-54] Jester

[55-63] Mountebank

[64-86] Thief (no specialization)

[87-90] Thief (Acrobat specialization)

[91-94] Thief (neutral, of Bandit specialization)

[95-98] Thief (evil, of Brigand specialization)

[99-00] Extremely rare NPC class (e.g., Ninja), or GM's choice.

Table GWG2-12:

The Warrior Calling:

Random Determination of Character Class

[01-06] Anti-Paladin

[07-18] Barbarian (no specialization)

[19-22] Barbarian (Berserker specialization)

[23-38] Cavalier

[39-50] Fighter (no specialization)

[51-55] Fighter (Archer specialization)

[56-60] Fighter (Blade Master specialization)

[61-76] Hunter

[77-87] Paladin

[88-98] Ranger

[99-00] Extremely rare NPC class (e.g., Duelist, Mariner), or GM's choice.

Experience Level of the Benefactor



Once you know the benefactor's class, you can also randomly determine his or her experience level. (Monsters and level zero normal humans are typically excepted from this process.)

If your benefactor had a noble title in the earlier Benefactor Archetype table, then you may know the character's experience level already. For example, a Viscountess has a level between 10 and 14.

Otherwise, you can roll the benefactor's level randomly below. This table is weighted in accordance with the Gygaxian precepts that are evident throughout the Castle Oldskull campaign. This means that level 1, 2, and 3 NPCs are very common, while higher experience levels are progressively more rare. NPCs above level 18 appear in my campaign with a less than 1 in 100 probability, and so those results are not provided here. This means that if you want the benefactor to have an experience level of 19 or higher, you will need to assign the level yourself rather than resorting to random determination.

As the PCs progress in power, the likelihood will grow that they are taking orders (or rather, requests!) for quests and missions from people who are weaker than they are. That's fine, and it's the result of the natural progression of PCs from level 1 unknowns to level 20-whatever epic heroes over the course of your campaign.

Table GWG2-13:

Recommended NPC Experience Levels

To determine a benefactor's level at random, roll 1D100 and consult the following table:

[01-30] (30% chance) Benefactor Experience Level 1.

[31-45] (15% chance) Experience Level 2 (or dual class 1/1).

[46-54] (9% chance) Benefactor Experience Level 3 (or dual class 1/2).

[55-60] (6% chance) Benefactor Experience Level 4 (or dual class 2/2) (or triple class 1/1/2 to 1/2/2).

[61-65] (5% chance) Benefactor Experience Level 5 (or dual class 2/3).

[66-69] (4% chance) Benefactor Experience Level 6 (or dual class 3/3 to 4/4).

[70-73] (4% chance) Benefactor Experience Level 7 (or dual class 4/5 to 5/5).

[74-77] (4% chance) Benefactor Experience Level 8 (or dual class 5/6 to 6/6).

[78-81] (4% chance) Benefactor Experience Level 9 (or dual class 6/7 to 7/7).

[82-85] (4% chance) Benefactor Experience Level 10 (or dual class 7/8 to 8/8).

[86-89] (4% chance) Benefactor Experience Level 11 (or dual class 8/9 to 9/9).

[90-92] (3% chance) Benefactor Experience Level 12 (or dual class 9/10 to 10/10).

[93-94] (2% chance) Benefactor Experience Level 13 (or dual class 10/11 to 11/11).

[95-96] (2% chance) Benefactor Experience Level 14 (or dual class 11/12 to 12/12).

[97] (1% chance) Benefactor Experience Level 15 (or dual class 12/13 to 13/13).

[98] (1% chance) Benefactor Experience Level 16 (or dual class 13/14 to 14/14).

[99] (1% chance) Benefactor Experience Level 17 (or dual class 14/15 to 15/15).

[00] (1% chance) Benefactor Experience Level 18 (or dual class 15/16 to 16/16).

Level Title of the Benefactor



If you have given the benefactor an experience level, you will also want to give them a Level Title. Level titles, while now obscure in many games, are a very useful role-playing "hook" that can be used to give each character a relative ranking in the game world, based on class and expertise. These systems also add verisimilitude, because they let you refer in-game to "Lady Ariendel, Vice Marshal" instead of "Lady Ariendel, the level 11 Fighter."

The following tables list many hundreds of level titles that I use in my campaign. Each title evokes a different atmosphere, which you can use to make each NPC more compelling and unique. For example, some of the level titles for a level 1 thief are Alley Cat, Beggar Thief, Dungeon Scout, Lock Breaker, and Trap Springer. These are very different from one another.

An Alley Cat is probably an urban thief who grew up on the streets, while a Beggar Thief is a deceptive individual who prefers the method of disguise to watch and defraud potential victims. A Dungeon Scout is a relatively honest type of thief, who uses his skills to assist treasure-hunting adventuring parties in ruins and subterranean locales. Meanwhile, a Lock Breaker specializes in picking locks, and a Trap Springer specializes (poorly, being only level 1 so far) in finding and removing traps. By randomly determining each benefactor's level title, you can come up with an image in your mind that can quickly convey the person's personality, methods, and preferences in dangerous circumstances. The level title can also give you some quick hints on the NPC's role-playing potential, background, intent, and / or alignment.

I believe you will find this selection of level titles more than sufficient, and you might want to invite your players to use it for their Player Characters as well. But should you need even more variety, you will find it in supplements CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II (with more level titles) and DDE1, DUNGEON DELVER ENHANCER (with specializations that tell you many of different types of characters can do).

The next section you will need to access depends on the benefactor's class, as follows:

[1] Anti-Paladin, a black knight in the service of evil (refer to Table GWG2-14 hereafter, pg. 70).

[2] Assassin, a slayer of men and master spy (refer to Table GWG2-15 hereafter, pg. 71).

[3] Barbarian, a tribal warrior of the wilderlands (refer to Table GWG2-16 hereafter, pg. 72).

[4] Bard, a lore master and jack of all trades who lives by the lyre (refer to Table GWG2-17 hereafter, pg. 72).

[5] Cavalier, a proud horseman who serves a knightly order (refer to Table GWG2-18 hereafter, pg. 73).

[6] Cleric, a priest or priestess in the service of a god or goddess (refer to Table GWG2-19 hereafter, pg. 74).

[7] Druid, a priest or priestess of the great Earth Mother (refer to Table GWG2-20 hereafter, pg. 74).

[8] Fighter, a warrior and weapons master (refer to Table GWG2-21 hereafter, pg. 75).

[9] Hunter, a tracker and trapper who lives in the wilderlands (refer to Table GWG2-22 hereafter, pg. 75).

[10] Illusionist, a mage who practices the arts of mist, shadowry and deceit (refer to Table GWG2-23 hereafter, pg. 76).

[11] Jester, an acrobatic rogue who specializes in fire-breathing and tumbling (refer to Table GWG2-24 hereafter, pg. 77).

[12] Magic-User, a mage who learns many diverse arcane magics (refer to Table GWG2-25 hereafter, pg. 78).

[13] Monk, a priestly disciple and martial artist who has mastered himself (refer to Table GWG2-26 hereafter, pg. 79).

[14] Mountebank, a cunning charlatan and pretender who culls favor (refer to Table GWG2-27 hereafter, pg. 80).

[15] Mystic, a divine seer who foretells the future and warns of ill omen (refer to Table GWG2-28 hereafter, pg. 80).

[16] Paladin, a white knight who serves as a champion of law and good (refer to Table GWG2-29 hereafter, pg. 81).

[17] Ranger, a warrior of the wilderlands who protects the borders from evil (refer to Table GWG2-30 hereafter, pg. 82).

[18] Savant, a mage devoted to occult and obscure knowledge (refer to Table GWG2-31 hereafter, pg. 82).

[19] Thief, a rogue who uses diverse skills and stealth to avoid confrontation (refer to Table GWG2-32 hereafter, pg. 83).

Table GWG2-14:

Anti-Paladin Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Caitiff, Chaos Minion, Evildoer, Poltroon, Traitor.

Experience Level 2: Betrayer, Chaos Bringer, Miscreant, Ruiner, Varlet.

Experience Level 3: Chaos Warrior, Demon Worshipper, Grief Bringer, Hellion, Malefactor.

Experience Level 4: Anti-Hero / Anti-Heroine, Chaos Reaver, Dire Malefactor, Hag Hunter, Hate Bringer.

Experience Level 5: Black Malefactor, Blackguard, Knight Perilous, Nightmare Rider, Unforgiven One.

Experience Level 6: Foul Blackguard, Paladin Slayer, Scoundrel, Shadow Knight.

Experience Level 7: Black Knight, Dastard, Demon Singer / Demon Songstress, Hero Slayer.

Experience Level 8: Anti-Superhero / Anti-Superheroine, Champion of Chaos, Demon Bringer, Villain.

Experience Level 9: Arch-Villain, Bringer of Treachery, Chaos Lord / Lady of Chaos, Knight of Ruin.

Experience Level 10: Blood Fiend, Demon Incarnate / Demoness Incarnate, Lord of Ruin / Lady of Ruin.

Experience Level 11: Anti-Paladin, Warlord of Ruin.

Experience Level 12: Anti-Paladin Lord / Anti-Paladin Lady, Overlord of Ruin / Dame Overlord of Ruin.

Experience Level 13: Hatred Incarnate, Nemesis.

Experience Level 14: Chaos Incarnate, Vile Nemesis.

Experience Level 15+: Arch-Nemesis, Evil Incarnate.

(Please refer to the supplement OLDSKULL ANTI-PALADINS for full lore and details concerning this character class.)



Table GWG2-15:

Assassin Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Bloodletter, Bravo, Oath Breaker, Scapegrace, Tyro.

Experience Level 2: Butcher, Impaler, Poisoner, Rutterkin, Tormentor.

Experience Level 3: Darksider, Intimidator, Pragmatus / Pragmata, Trophyman / Trophywoman, Waghalter.

Experience Level 4: Mauler, Murderer / Murderess, Rakehell, Strangler, Veteran Darksider.

Experience Level 5: Exterminator, Garroter, Hatchetman / Hatchet-woman, Thug.

Experience Level 6: Carnifex, Eliminator, Killer, Sicarius / Sicaria, Slaughterer.

Experience Level 7: Cutthroat, Headsman / Headswoman, Infiltrator, Manhunter / Manhuntress.

Experience Level 8: Executioner, Headhunter / Headhuntress, Magsman / Magswoman, Spy.

Experience Level 9: Assassin, Death Bringer, Grand Executioner, Master Spy, Slayer.

Experience Level 10: Death Dealer, Expert Assassin, Master Assassin, Master Slayer.

Experience Level 11: Reaper, Senior Assassin.

Experience Level 12: Chief Assassin, Grim Reaper.

Experience Level 13: Lord Assassin / Lady Assassin, Prime Assassin.

Experience Level 14: Angel of Death, Guildmaster Assassin / Guild-Mistress Assassin.

Experience Level 15+: Archangel of Death, Grandfather of Assassins / Grandmother of Assassins.



Table GWG2-16:

Barbarian Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Berserker, Minion, Nomad, Outlander, Savage, Tribesman / Tribeswoman.

Experience Level 2: Berserker Raider, Tribal Hunter / Tribal Huntress, Wild-Wanderer, Wolfling.

Experience Level 3: Bear Warrior, Marauder, Tribal Warrior, Wild Berserker, Wilderlander.

Experience Level 4: Bear Berserker, Great Wolf Berserker, Howler, Lone Wolf, Shield Breaker.

Experience Level 5: Destroyer, Great Bear Berserker, Warmonger.

Experience Level 6: Mage Slayer, Rager, Tribal Hero / Tribal Heroine.

Experience Level 7: Blood Rager, Hewer, Sub-Chieftain / Sub-Chieftess, Tribal Champion.

Experience Level 8: Barbarian Champion, Berserker Champion, Chieftain / Chieftess.

Experience Level 9: Barbarian Lord, Berserker Lord, Horde Bringer, War Chieftain / War Chieftess.

Experience Level 10: Barbarian High Lord, Berserker High Lord, Great War Chieftain / Great War Chieftess.

Experience Level 11: Barbarian Warlord, Berserker Warlord.

Experience Level 12: Barbarian Conqueror, Berserker Conqueror.

Experience Level 13: Barbarian Overlord, Berserker Overlord.

Experience Level 14: Barbarian Prince / Barbarian Princess, Berserker Prince / Berserker Princess.

Experience Level 15+: Barbarian King / Barbarian Queen, Berserker King / Berserker Queen.

Table GWG2-17:

Bard Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Courtier, Herald, Probationer, Rhymer, Storyteller.

Experience Level 2: Crowther, Fochlucan Apprentice, Lyrist Noble, Herald, Raconteur.

Experience Level 3: Chronicler, Fochlucan Adept, Master Lyrist, Royal Herald, Sonneteer.

Experience Level 4: Cantor / Cantora, Charmer, Fochlucan Master, Master Sonneteer, Skald.

Experience Level 5: Beguiler, High Skald, Jaunter, Mac-Fuismidh Apprentice, Racaraide.

Experience Level 6: Alba, Mac-Fuismidh Adept, Master Racaraide, Minnesinger, Jongleur.

Experience Level 7: Mac-Fuismidh Master, Master Jongleur, Pied Piper, Troubadour.

Experience Level 8: Doss Apprentice, Master Troubadour, Minstrel, Poet / Poetess, Trouvere.

Experience Level 9: Doss Adept, Lorist / Muse, Trovatore, Warrior Minstrel.

Experience Level 10: Doss Master, Lore Master, Rhapsodist, Storied Lorist / Storied Muse.

Experience Level 11: Bard, Canaith Apprentice, Great Lore Master, Vates.

Experience Level 12: Canaith Adept, Grand Lore Master, Master Bard.

Experience Level 13: Canaith Master, Grand Bard, Myth Bringer.

Experience Level 14: Cli Apprentice, Legendary Bard, Myth Maker.

Experience Level 15: Cli Adept, Master of Myths, Mythic Bard.

Experience Level 16: Archipoeta, Cli Master.

Experience Level 17: Anstiuth Apprentice, Master Archipoeta.

Experience Level 18: Anstiuth Adept, Grand Archipoeta.

Table GWG2-18:

Cavalier Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Armiger, Herald of Arms, Hobilar, Horseman / Horsewoman, Lancer.

Experience Level 2: Jouster, Scutarius, Scutifer, Shield Bearer / Shield Maiden, Veteran Lancer.

Experience Level 3: Esquire, Master Lancer, Veteran Scutarius, Veteran Scutifer, Veteran Shield Bearer.

Experience Level 4: Banner Bearer, Cataphract, Esquire Peer, Knight Errant / Dame Errant.

Experience Level 5: Esquire and Master, Knight Bachelor / Grand Dame Errant, Vaunted Knight Errant / Vaunted Dame Errant.

Experience Level 6: Esteemed Knight Errant / Esteemed Dame Errant, Knight / Dame.

Experience Level 7: Grand Knight / Grand Dame, Grand Knight / Grand Dame Knight, Hierarch / Dame Hierarch, Sovereign Knight / Sovereign Dame.

Experience Level 8: Banneret, Justiciar Cavalier, Knight Banneret / Dame Banneret.

Experience Level 9: Chevalier, Grand Justiciar Cavalier, Knight Commander / Dame Commander, Sovereign Knight Banneret / Sovereign Dame Banneret.

Experience Level 10: Cavalier, Grand Chevalier, Sovereign Knight Commander / Sovereign Dame Commander.

Experience Level 11: Grand Master Cavalier, Lord Cavalier / Lady Cavalier.

Experience Level 12: High Lord Cavalier / High Lady Cavalier, Vice Marshal Cavalier.

Experience Level 13: Marshal Cavalier, Warlord Cavalier.

Experience Level 14: High Warlord Cavalier, Lord Marshal Cavalier, Overlord Cavalier / Overlady Cavalier.

Experience Level 15: Grand Commander Cavalier, Grand Marshal Cavalier.

Experience Level 16+: Grand Master Cavalier.

Table GWG2-19:

Cleric Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Acolyte, Catechumen, Cult Minion, Scribe, Temple Aspirant.

Experience Level 2: Adept, Anchorite, Cultist, Temple Initiate, Temple Servant.

Experience Level 3: Adept of the Order, Advocatus / Advocata, Cult Adept, Deacon / Deaconess, Priest / Priestess.

Experience Level 4: Cantor, Curate, Officiant Priest / Officiant Priestess, Temple Adept, Vicar / Vicaress.

Experience Level 5: Healer, Prefect / Prefectess, Temple Priest / Temple Priestess, Warrior Priest / Warrior Priestess, Wise Man / Wise Woman.

Experience Level 6: Canon / Canoness, Chief Priest / Chief Priestess, Elder, Sub-Prelate.

Experience Level 7: Bishop, Exorcist, Prelate.

Experience Level 8: Archbishop, Patriarch / Matriarch, Shrine Keeper.

Experience Level 9: Fane Keeper, High Priest / High Priestess.

Experience Level 10: Great High Priest / Great High Priestess, Temple Keeper.

Experience Level 11: Grand High Priest / Grand High Priestess.

Experience Level 12: Supreme High Priest / Supreme High Priestess.

Experience Level 13: Holy Exarch, Unholy Exarch.

Experience Level 14: Divine Exarch, Infernal Exarch.

Experience Level 15: Grand Divine Exarch, Grand Unholy Exarch.

Experience Level 16: Archcleric.

Experience Level 17: Holy Archcleric, Unholy Archcleric.

Experience Level 18: Divine Archcleric, Infernal Archcleric.



Table GWG2-20:

Druid Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Aspirant, Child of Vortigern, Naturalist, Pagan.

Experience Level 2: Moonchild, Ovate, Sun Brother / Sun Sister.

Experience Level 3: Briar Treader, Initiate of the First Circle, Oak Seer / Oak Seeress.

Experience Level 4: Hieros / Hiera, Initiate of the Second Circle, Thorn Walker.

Experience Level 5: Arbor Keeper, Initiate of the Third Circle, Stone Shaper.

Experience Level 6: Faerie Caller, Initiate of the Fourth Circle, Wicker Man / Wicker Woman, Willow Druid / Willow Druidess.

Experience Level 7: Bear Druid / Bear Druidess, Initiate of the Fifth Circle, Primal Druid / Primal Druidess, Shape Shifter, Skin Wearer.

Experience Level 8: Initiate of the Sixth Circle, Lightning Caller, Storm Bringer.

Experience Level 9: Ash Druid / Ash Druidess, Initiate of the Seventh Circle.

Experience Level 10: Initiate of the Eighth Circle, Rowan Druid / Rowan Druidess.

Experience Level 11: Dryw, Grove Druid / Grove Druidess, Initiate of the Ninth Circle, Yew Druid / Yew Druidess.

Experience Level 12: Druid / Druidess, Druid of the Sacred Grove / Druidess of the Sacred Grove.

Experience Level 13: Archdruid / Archdruidess.

Experience Level 14: Great Druid / Great Druidess.

Experience Level 15: Grand Druid / Grand Druidess.

Experience Level 16: Grand Druid Elder / Grand Druidess Elder, Hierophant Druid / Hierophant Druidess.

Experience Level 17: Hierophant Initiate, Hierophant of the Cairn, Hierophant of the Waters.

Experience Level 18: Hierophant Adept, Hierophant of the Pyre, Hierophant of the Whirlwind.

Table GWG2-21:

Fighter Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Armsman / Armswoman, Footman / Footwoman, Guardsman / Guardswoman, Petty Sergeant, Veteran.

Experience Level 2: Junior Lieutenant, Legionnaire, Sergeant, Warrior, Watchman / Watchwoman.

Experience Level 3: Fletcher, Lieutenant, Senior Sergeant, Skull Crusher, Swordsman / Swordswoman.

Experience Level 4: Gladiator / Gladiatrix, Hero / Heroine, Sergeant of Arms, Steward, Swordmaster.

Experience Level 5: Captain, Castellan, High Steward, Swashbuckler, Victorious Gladiator / Victorious Gladiatrix.

Experience Level 6: Chief Steward, Grand Castellan, Master Bladesman / Bladeswoman, Myrmidon, Veteran Captain.

Experience Level 7: Captain of Arms, Champion, Vaunted Captain, Vaunted Chief Steward, Vaunted Grand Castellan.

Experience Level 8: Arrowsmith, Elite Captain, Entrusted Chief Steward, Entrusted Grand Castellan, Superhero / Superheroine.

Experience Level 9: Archer, Lord / Lady

Experience Level 10: Archer Esquire, High Lord.

Experience Level 11: Archer Knight, General, Vice Marshal, Warlord.

Experience Level 12: Archer Lord, Marshal.

Experience Level 13: Archer Master, High Warlord, Lord Marshal / Lady Marshal.

Experience Level 14: Archer Grand Master, Grand Marshal, Overlord / Dame Overlord.

Experience Level 15: Grand Overlord / Grand Dame Overlord.

Experience Level 16+: Supreme Overlord / Supreme Dame Overlord.



Table GWG2-22:

Hunter Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Beast Handler, Hound Tamer, Wilderlander.

Experience Level 2: Hound Keeper, Tracker, Wilderland Survivor.

Experience Level 3: Herdhand, Hound Master, Wilderland Tracker.

Experience Level 4: War Hound Master, Wilderland Guide.

Experience Level 5: Beast Keeper, Huntsman / Huntswoman.

Experience Level 6: Prey Chaser, Prey Pacer, Veteran Huntsman / Veteran Huntswoman.

Experience Level 7: Beast Tamer, Master Huntsman / Master Huntswoman, Prey Stalker.

Experience Level 8: Beast Trainer, Dire Beast Tamer, Hunter / Huntress, Master Prey Stalker.

Experience Level 9: Beast Master, Dire Beast Trainer, Huntmaster / Huntmistress.

Experience Level 10: Great Huntmaster / Great Hunt-mistress, Lord of the Wilds / Lady of the Wilds, Supreme Beast Master, Wild Runner.

Experience Level 11: Grand Huntmaster / Grand Huntmistress, Master of the Hunt, Spectral Hound Tamer.

Experience Level 12: Great Master of the Hunt / Great Mistress of the Hunt, Spectral Hound Keeper.

Experience Level 13: Child of Lord Herne, Grand Master of the Hunt / Grand Mistress of the Hunt, Spectral Hound Master.

Experience Level 14: Brother of Lord Herne / Sister of Lord Herne.

Experience Level 15: Champion of Lord Herne, Chosen of Lord Herne.

Experience Level 16+: Heir to Lord Herne / Heiress to Lord Herne.



Table GWG2-23:

Illusionist Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Apprentice Trickster, Cantrip Crafter, Daydreamer, Shadow Prentice.

Experience Level 2: Cantrip Master, Dreamer, Evoker of Shadows, Minor Trickster.

Experience Level 3: Dreamlander, Ethereal Wanderer, Shadow Conjurer, Trickster.

Experience Level 4: Dreamlander of Pnath, Face Dancer, Master Dreamer, Master Trickster, Mist Weaver.

Experience Level 5: Cabalist, Cerenarian Dreamlander, Hypnotist, Magician of Shadowry, Veilist.

Experience Level 6: Dreamlander of Sarkomand, Master Cabalist, Mesmerist, Shadow Weaver, Visionary.

Experience Level 7: Dream Enchanter / Dream Enchantress, Dreamlander of Leng, Master Visionist, Phantasmist, Shadow Summoner.

Experience Level 8: Apparitionist, Dreamlander of Hatheg-Kla, Enthraller, Master Phantasmist, Spectralist.

Experience Level 9: Dreamlander of Carcosa, Master Apparitionist, Shadow Sorcerer / Shadow Sorceress, Spellbinder.

Experience Level 10: Dreamlander of Kadath, Eidolon, Illusionist, Master Spellbinder.

Experience Level 11: Dreamlander of the Beyond, Master Illusionist, Phantsmagorian, Shadow Wizard / Shadow Wizardess.

Experience Level 12: Dreamlander of the Crawling Chaos, Grand Phantasmagorian, Great Master Illusionist, Master Shadow Wizard / Master Shadow Wizardess.

Experience Level 13: Astral Walker, Dreamlander of Nepenthe, Grand Master Illusionist, Great Wizard of Twilight / Great Wizardess of Twilight.

Experience Level 14: Grand Umbral Wizard / Grand Umbral Wizardess, Master Dreamlander, Nightmare Bringer, Wish Bringer.

Experience Level 15: Great Master Dreamlander, Supreme Wizard of Shadows / Supreme Wizardess of Shadows.

Experience Level 16: Grand Master Dreamlander, Shadow Mage, Shadow Magus / Shadow Maga.

Experience Level 17: Grand Shadow Mage, Grand Shadow Magus / Maga.

Experience Level 18: Archmage of Shadowry.



Table GWG2-24:

Jester Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Apprentice Jester, Apprentice Knave, Village Idiot, Wag.

Experience Level 2: Befuddler, Punster, Trouper, Wit.

Experience Level 3: Entertainer, Knife Thrower, Masquer, Tumbler.

Experience Level 4: Dark Entertainer, Fire Walker, Harlequin, Tightrope Walker.

Experience Level 5: Clown, Commedia Jester, Fire Dancer, Sword Swallower.

Experience Level 6: Juggler, Riddler, Zanni of Brighella, Zanni of Pedrolino.

Experience Level 7: Buffoon, Inamorato of Colombina, Torch Juggler, Zanni of Arlecchino.

Experience Level 8: Fool, Knife Juggler, Master of Arlecchino, Merryandrew / Merryandrea, Vecchi of Pantalone.

Experience Level 9: Grand Master of Arlecchino, Joker, Master of Punchinello, Wonder Bringer, Vecchi of il Dottore.

Experience Level 10: Commedia Capitan, Harbinger of Misrule, Jester, Troupe Master / Troupe Mistress, Wonder Maker.

Experience Level 11: Court Jester, Disciple of Misrule, Grand Commedia Capitan, Puppet Master.

Experience Level 12: Death Dancer, Great Puppet Master, Master of Misrule / Mistress of Misrule, Noble Jester.

Experience Level 13: Grand Puppet Master, Lord of Misrule / Lady of Misrule, Royal Jester.

Experience Level 14: Lord of the Danse Macabre / Lady of the Danse Macabre, Nightmare Puppet Master, Prince of Fools / Princess of Fools.

Experience Level 15+: King of the Fools / Queen of the Fools.



Table GWG2-25:

Magic-User Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Apprentice, Familiar Seeker, Medium, Prentice, Prestidigitator.

Experience Level 2: Alchemist's Disciple, Arcane Seer, Evoker, Glassblower, Promising Medium.

Experience Level 3: Abjurer, Conjurer, Dweomer Crafter, Master Evoker, Reagent Gatherer.

Experience Level 4: Dweomer Adept, Elementalist, Eyebiter, Master Conjurer, Theurgist.

Experience Level 5: Dweomer Master, Geomancer Master, Theurgist, Pyromancer, Thaumaturgist.

Experience Level 6: Alember, Geomancer Adept, Magician, Master Thaumaturgist, Pyromancer Adept.

Experience Level 7: Enchanter / Enchantress, Master Aeromancer, Master Geomancer, Master Magician, Master Pyromancer.

Experience Level 8: Enchanter Adept / Enchantress Adept, Hexer, Master Enchanter / Mistress Enchantress, Summoner, Warlock / Witch.

Experience Level 9: Alchemist, Great Warlock / Great Witch, Master Summoner, Sabbat Warlock / Sabbat Witch, Sorcerer / Sorceress.

Experience Level 10: Master Sorcerer / Mistress Sorceress, Necromancer, Senior Alchemist.

Experience Level 11: Arcane Necromancer, Master Alchemist, Wizard / Wizardess.

Experience Level 12: Grand Master Alchemist, Master Wizard / Mistress Wizardess.

Experience Level 13: Great Wizard / Great Wizardess, Demonologist, Diabolist.

Experience Level 14: Demonologist Adept, Diabolist Adept, Grand Wizard / Grand Wizardess.

Experience Level 15: Master Demonologist, Master Diabolist, Supreme Wizard / Supreme Wizardess.

Experience Level 16: Mage, Magus.

Experience Level 17: Dread Mage, Dread Magus, Grand Mage, Grand Magus.

Experience Level 18: Archmage.



Table GWG2-26:

Monk Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Drunken Boxer, Luctator, Novice of the Fist, Novice of the Foot, Novice of the Iron Will.

Experience Level 2: Aspirant Brother / Aspirant Sister, Initiate of the Fist, Initiate of the Foot, Initiate of the Iron Will, Novice Brother / Novice Sister.

Experience Level 3: Brother of the Fist / Sister of the Fist, Brother of the Foot / Sister of the Foot, Brother of the Iron Will / Sister of the Iron Will, Martial Artist, Pankrator.

Experience Level 4: Disciple of the Fist, Disciple of the Foot, Disciple of the Iron Will, Elder Brother / Elder Sister, Mind Veiler.

Experience Level 5: Brother Superior / Sister Superior, Immaculate, Psychic Warrior.

Experience Level 6: Brother Magister / Sister Magistress, Immaculate Superior, Prior / Prioress.

Experience Level 7: Calcitro, Master of the Fist, Master of the Foot, Master of the Iron Will, Transcendent Monk.

Experience Level 8: Abbott / Abbess, Superior Master of the Fist, Superior Master of the Foot, Superior Master of the Iron Will.

Experience Level 9: Master of the Boreal Realm, Master of Dragons / Mistress of Dragons, Master of the North Wind, Transcendent Master.

Experience Level 10: Master of the Twilight Realm, Master of the West Wind.

Experience Level 11: Master of the Burning Realm, Master of the South Wind.

Experience Level 12: Master of the Dawning Realm, Master of the East Wind.

Experience Level 13: Master of the Boreal Spirits, Master of Winter.

Experience Level 14: Master of Autumn, Master of the Falling Leaves.

Experience Level 15: Master of the Eternal Sun, Master of Summer.

Experience Level 16: Master of Spring, Master of the Verdant Realm.

Experience Level 17: Grand Master of Dragons, Grand Master of Flowers.

Experience Level 18: Ascendant Grand Master, Glorious Grand Master.

Table GWG2-27:

Mountebank Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Charlatan Prentice, Cozener, Mountebank Prentice.

Experience Level 2: Dealer, Flash Artist, Hoaxer, Pretender.

Experience Level 3: Cheat, Double Dealer, Gambler, Veteran Hoaxer.

Experience Level 4: Con Man / Con Woman, Fraud, Hoax Master, Palmer, Veteran Gambler.

Experience Level 5: Con Artist, Defrauder, Disguise Artist, Master Gambler.

Experience Level 6: Deluder, Master Defrauder, Master of Disguise, Schemer.

Experience Level 7: Adept Schemer, Deceiver, Grand Master of Disguise, Master Deluder.

Experience Level 8: Forger, Impostor, Master Deceiver, Master Schemer.

Experience Level 9: Grifter, Master Forger, Misdirectionist, Supreme Deceiver.

Experience Level 10: Master Grifter, Master Misdirectionist, Swindler, Uncanny Impostor.

Experience Level 11: Charlatan, Master Impostor, Master Swindler.

Experience Level 12: Master Charlatan, Mountebank.

Experience Level 13: Grand Charlatan, Master Mountebank.

Experience Level 14: Great Master Mountebank, Grand Mountebank, Kingmaker / Queenmaker.

Experience Level 15+: Grand Master Mountebank, Power Behind the Throne.



Table GWG2-28:

Mystic Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Fortune's Son / Fortune's Daughter, Leaf Reader, Questioner.

Experience Level 2: Fortune Finder, Questioner of Spirits, Seeker of Mysteries, Seeker of Truth.

Experience Level 3: Crystal Gazer, Far Seeker of Mysteries, Far Seeker of Truth, Fortune Teller, Questioner of Souls.

Experience Level 4: Augur, Auspicier, Empath, Master Fortune Teller, Soothsayer.

Experience Level 5: Clairvoyant, Diviner, Haruspex, Soothsayer Adept, Vestal.

Experience Level 6: Foreteller of Mysteries, Oracle, Seer, Sibyl, True Soothsayer.

Experience Level 7: Devout Seer, Foreteller of Secrets, Great Oracle, Lama.

Experience Level 8: Elder Lama, Foreteller of Omens, Grand Oracle, Prophesier, Revelator.

Experience Level 9: Foreteller of Truths, Grand Prophesier, Illumined Revelator, Sacred Oracle.

Experience Level 10: Divine Oracle, Enlightened Revelator, Foreteller of Revelations, Prophet / Prophetess.

Experience Level 11: Foreteller of Ages, High Prophet / High Prophetess, Mystic.

Experience Level 12: Foreteller of Worlds, Sacred Mystic, Sacred Prophet / Sacred Prophetess.

Experience Level 13: Divine Mystic, Foreteller of the Planes.

Experience Level 14: Enlightened Prophet / Enlightened Prophetess, Foreteller of the Planar Truths.

Experience Level 15+: Divine Prophet / Divine Prophetess, Foreteller of Eternity.

Table GWG2-29:

Paladin Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Gallant, Palatine Armiger, Palatine Lancer.

Experience Level 2: Gallant Valorous, Keeper of the Faith, Keeper of the Light, Keeper of the Truth, Palatine Scutifer.

Experience Level 3: Gallant Dauntless, Palatine Esquire, Protector / Protectress.

Experience Level 4: Crusader, Defender, Defiant, Palatine Knight Errant / Palatine Dame Errant.

Experience Level 5: Great Crusader, Hospitaller, Palatine Knight Bachelor / Grand Palatine Dame Errant, Veteran Defender, Warder.

Experience Level 6: Grand Crusader, Guardian, Knight, Hospitaller, Palatine Knight / Dame Palatine, Templar.

Experience Level 7: Grand Palatine Knight / Grand Dame Palatine, Knight Templar, Paladin Chevalier, Palatine Knight Hierarch / Palatine Dame Hierarch, Veteran Guardian.

Experience Level 8: Grand Guardian, Justiciar, Palatine Banneret.

Experience Level 9: High Justiciar, Paladin, Palatine Knight Commander / Palatine Dame Commander.

Experience Level 10: Grand Justiciar, Grand Palatine Knight Commander / Grand Palatine Dame Commander, Lord of the Garde / Lady of the Garde, Paladin Lord / Lady Paladin.

Experience Level 11: Grand Master Paladin / Grand Dame Paladin, Grand Master Paladin / Grand Dame Paladin, Lionheart.

Experience Level 12: Paladin High Lord, Paladin Vice Marshal.

Experience Level 13: Paladin Warlord, Paladin Marshal.

Experience Level 14: Lord Marshal Paladin, Paladin High Warlord, Paladin Overlord.

Experience Level 15: Palatine Grand Commander, Palatine Grand Marshal.

Experience Level 16+: Supreme Paladin Overlord.



Table GWG2-30:

Ranger Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Bounder, Forester, Goblin Bane, Highlander, Runner.

Experience Level 2: Frontiersman / Frontierswoman, Guardian Forester, Orc Slayer, Strider.

Experience Level 3: Highland Strider, Scout, Woodsman / Woodswoman.

Experience Level 4: Backwoodsman / Backwoodswoman, Courser, Ogre Killer, Veteran Scout.

Experience Level 5: Tracker, Trapper, Veteran Courser, Wilds Stalker.

Experience Level 6: Backwoods Tracker, Backwoods Trapper, Guide.

Experience Level 7: Backwoods Guide, Pathfinder, Stalker, Troll Slayer.

Experience Level 8: Backwoods Pathfinder, Backwoods Stalker, Giant Killer, Ranger / Rangeress.

Experience Level 9: Ranger Guardian, Ranger Knight.

Experience Level 10: Ranger Champion, Ranger of the Elven Conclave, Ranger Lord / Lady Rangeress.

Experience Level 11: Ranger of the Elf Lords, Ranger High Lord.

Experience Level 12: Ranger of the Elven-Queen, Ranger Marshal, Ranger Warlord.

Experience Level 13: Ranger High Warlord, Ranger Lord Marshal, Ranger Overlord.

Experience Level 14: Heir to the Dunedai / Heiress to the Dunedai.

Experience Level 15: Prince of the Dunedai / Princess of the Dunedai.

Experience Level 16: King of the Dunedai / Queen of the Dunedai.

Experience Level 17: High King of the Dunedai / High Queen of the Dunedai.

Experience Level 18: Overking of the Dunedai / Overqueen of the Dunedai.

Table GWG2-31:

Savant Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Apprentice Chiromancer, Arcane Scribe, Scholar's Apprentice.

Experience Level 2: Arcane Scrivener, Chiromancer, Scholar's Scribe.

Experience Level 3: Chiromancer Adept, Illuminator, Scholar's Disciple.

Experience Level 4: Master Chiromancer, Omen Seeker, Scholar.

Experience Level 5: Astrologer, Omen Reader, Sophister.

Experience Level 6: Master Astrologer, Omen Bringer, Sophister Adept.

Experience Level 7: Master Sophister, Noble Astrologer, Philosopher.

Experience Level 8: Great Philosopher, Magnus, Royal Astrologer.

Experience Level 9: Grand Philosopher, Occultist, Sage.

Experience Level 10: Arcane Occultist, Master Sage, Savant.

Experience Level 11: Grand Sage, Master Occultist, Master Savant.

Experience Level 12: Grand Savant.

Experience Level 13: Supreme Savant.

Experience Level 14: Sage and Magus.

Experience Level 15: Master Sage and Magus.

Experience Level 16+: Grand Sage and Magus.

Table GWG2-32:

Thief Level Title Determination

To determine the benefactor's level title, select a title that corresponds with the character's experience level as listed below:

Experience Level 1: Alley Cat, Beggar Thief, Dungeon Scout, Lock Breaker, Trap Springer.

Experience Level 2: Black Cat, Footpad, Lock Picker, Rogue, Trap Finder.

Experience Level 3: Cutpurse, Freebooter, Locksmith, Marauder, Skulker.

Experience Level 4: Grave Robber, Highwayman / Highwaywoman, Robber, Shadow, Skulker, Smuggler.

Experience Level 5: Ambusher, Backstabber, Burglar, Master Smuggler, Outlaw.

Experience Level 6: Burglar-Acrobat, Desperado, Filcher.

Experience Level 7: Pilferer, Reaver, Second-Story Thief, Sharper.

Experience Level 8: Cat Burglar, Shadow Reaver.

Experience Level 9: Master Cat Burglar, Master Reaver, Thief.

Experience Level 10: Master Bandit, Master Brigand, Master Thief, Master Thief-Acrobat.

Experience Level 11: Bandit Lord, Brigand Lord, Grand Master Thief.

Experience Level 12: Supreme Master Thief.

Experience Level 13: Stealer of Shadows.

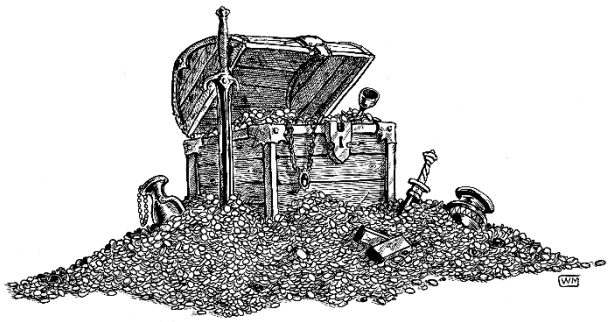
Experience Level 14: Lord of Thieves / Lady of Thieves.

Experience Level 15: Prince of Thieves / Princess of Thieves.

Experience Level 16+: King of Thieves / Queen of Thieves.

And now that you know the benefactor's basic parameters, you can continue with the creation of your adventure outline. These NPC basics should give you a good character sketch which you can hang all of your details off of.

If you want to fully flesh out the benefactor as a unique personality, you can certainly do so now. And if you more assistance in that regard, you can refer to supplement DDE1, DUNGEON DELVER ENHANCER for much more information on detailing every aspect of an NPC.



The Benefactor's Promised Reward

In a great many campaigns, PCs who perform quests are rewarded in the coin of the realm: Gold Pieces (GP). After all, who wouldn't be strongly tempted to risk their life if a huge pile of gold was offered to the victorious and the triumphant? But as a campaign proceeds, the "gold for your services" trope can become less fantastical, and more like a pay-on-delivery salary dished out to at-will employees on the run. It all becomes a little corporate and too 21st century, don't you think? Especially in a fantasy game emulating the world's greatest myths and fairytales. We can do better here, by far.

If you're fine with always offering gold to the PCs, you can safely skip this section and proceed to the next. But, if you're more like me — you want to entice the players in unexpected ways, but you just don't always

think of how to do that on the spur of the moment — you might want to make use of the table below. This system gives you a more realistic, flexible, unusual and role-playing friendly approach, where the benefactor offers goods, services, promises, honorifics, and just about anything else they can think of to sway the mercenary PCs to their oh-so-worthy (and ultra-violent) cause.

For most adventure scenarios, I recommend that you roll on this table 1D4+1 times, and then drop any options that seem redundant or too powerful. For example, you will want to be careful with the divine rewards that give a permanent +1 bonus to ability scores; you can tone that down to a month-long aura benefit or whatever.

But in almost all cases, I leave the details of the reward up to you. It's fine if the PCs are paid in rare spices … but how much are the spices worth? 1,000 GP? 25,000 GP? Does the value fluctuate depending on the realm, the city, the buyer, supply and demand, or even the season of the year? That is all for you to decide. I would encourage you to keep the values of exotic goods and objects fairly low (so as not to disrupt the campaign with overpowered rewards), while also making the players raise their eyebrows a bit at the generousness of the benefactor's offer. Every PC has a price, and that price will increase over time as the adventurers become more powerful and gold hungry.

Your players will respond to different rewards in different ways. To some, a knighthood and honorary "Sir" will seem inconsequential, while to others it may resonate to such a degree that they become proud, more invested, and interested in the urban and noble aspects of your campaign.

If you're still squeamish about offering lavish rewards to the PCs, I would offer you the following reminders for consideration: [1] The PCs only get the reward if they fulfill the quest. Sometimes, you're offering a reward that the PCs might never get, just to encourage them to get to the adventure wilderness region and dungeon locale. [2] Some of the coolest rewards give PCs things they might not purchase for themselves, while also opening up further aspects of the campaign. If your PCs are given pegasi, will they become interested in aerial adventures? If they are given hippocampi, will they become interested in ocean adventures? You never know until you try, and eventually these fantastic beasts will probably be killed off. And my personal favorite, [3] The Questionable Legacies section of the table below is a beautiful thing, because it gives rewards that are both a blessing and a curse. Try one of these as soon as you can, to see how your players react.

Sometimes, attaining a reward is actually worse than never attaining it at all …

Table GWG2-33:

Promised Rewards for Quest Completion

For each use of this feature, roll 1D1000 and consult the following table:

[001-007] Beneficial Spell Casting, Divination spell (of great power)

[008-014] Beneficial Spell Casting, Heal spell (or gold equivalent if not needed)

[015-021] Beneficial Spell Casting, Limited Wish spell

[022-028] Beneficial Spell Casting, Magical identification of all magic items

[029-035] Beneficial Spell Casting, Resurrection spell (or gold equivalent if not needed)

[036-042] Beneficial Spell Casting, Wish spell

[043-049] Blessing, From a divine or infernal power

[050-056] Blessing, From a temple and priesthood

[057-063] Boon / Advantage, Divine or infernal gift of awareness (+1 Intelligence)

[064-070] Boon / Advantage, Divine or infernal gift of celerity (+1 Dexterity)

[071-077] Boon / Advantage, Divine or infernal gift of endurance (+1 Constitution)

[078-084] Boon / Advantage, Divine or infernal gift of fate (opportunity-reroll PC hit points, and accept the new result if higher)

[085-091] Boon / Advantage, Divine or infernal gift of inspiration (+1 Charisma)

[092-098] Boon / Advantage, Divine or infernal gift of might (+1 Strength)

[099-105] Boon / Advantage, Divine or infernal gift of revelation (+1 Wisdom)

[106-120] Boon / Advantage, Glory and knowledge (Experience Point award)

[121-127] City State Power, Admittance into cabal / guild / order

[128-134] City State Power, Agreement / alliance / oath

[135-141] City State Power, Borderland grant / baronetcy

[141-148] City State Power, Knighthood

[149-155] City State Power, Overlord's boon (permanent discount on purchased goods)

[156-162] City State Power, Public proclamation of acclaim (increase of Social Standing)

[163-169] Favor / Debt, Escort to land of preference by caravan

[170-176] Favor / Debt, Escort to land of preference by soldiers

[177-183] Favor / Debt, Forgiveness of debt or obligation

[184-190] Favor / Debt, From a demi-human enclave

[191-197] Favor / Debt, From a divine or infernal power

[198-205] Favor / Debt, From a guild or guild master

[206-212] Favor / Debt, From a knightly order

[213-219] Favor / Debt, From a powerful NPC ally

[220-226] Favor / Debt, From a ruling noble

[227-233] Favor / Debt, From a temple and priesthood

[234-240] Favor / Debt, From an allied / friendly faction

[241-247] Favor / Debt, From the benefactor's clan, family, order, etc.

[248-254] Favor / Debt, From the benefactor's government, ruler, liege, etc.

[255-261] Favor / Debt, Passage-land of preference by airship

[262-268] Favor / Debt, Passage to land of preference by ship

[269-275] Favor / Debt, Services of an alchemist

[276-282] Favor / Debt, Services of a gemcutter / jeweler

[283-289] Favor / Debt, Services of a master spy

[290-296] Favor / Debt, Services of a sage

[297-303] Information, Access to a magical library or archive

[304-310] Information, Leading to a dimensional gate location

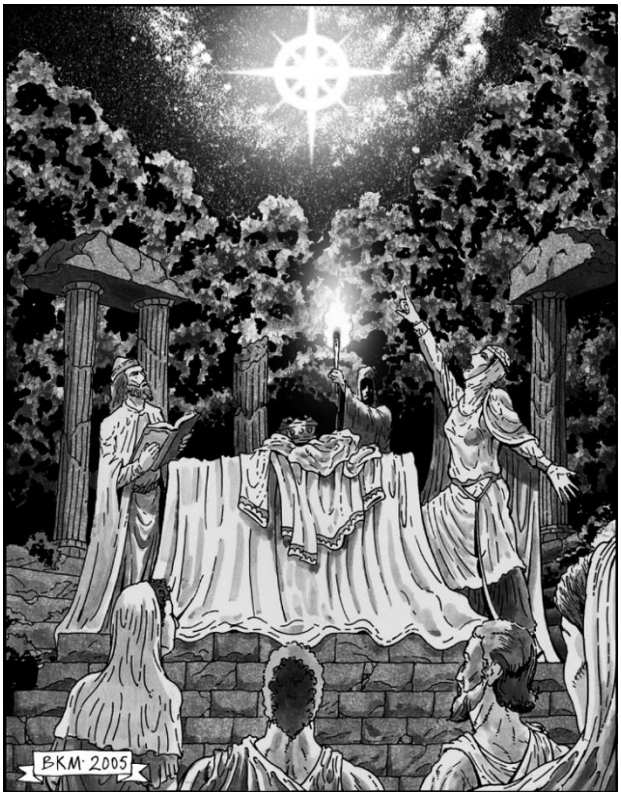
[311-317] Information, Leading to a good dragon's lair

[318-324] Information, Leading to a lost world, lost valley, or lost city

[325-331] Information, Leading to a lucrative adventure locale

[332-338] Information, Leading to a passage into the netherworld

[339-345] Information, Leading to a planar gate location



[346-352] Information, Leading to a secret dungeon

[353-359] Information, Leading to an unclaimed treasure

[360-366] Information, Leading to an unmined gemstone lode

[367-373] Information, Leading to an unmined precious metal lode

[374-380] Information, Leading to an unusual hidden resource (furs, healing herbs, reagents, spices, etc.)

[381-387] Information, Leading to the location of a (protected) artifact

[388-394] Information, Password-a powerful secret society or institution

[395-401] Information, Truename of a demon or devil

[402-408] Loyal Follower, Assassin henchman

[409-415] Loyal Follower, Automaton or living statue

[416-422] Loyal Follower, Barbarian henchman

[423-429] Loyal Follower, Bard henchman

[430-436] Loyal Follower, Cavalier henchman

[437-443] Loyal Follower, Cleric henchman

[444-450] Loyal Follower, Druid henchman

[451-457] Loyal Follower, Familiar(s) or spirit companion(s)

[458-464] Loyal Follower, Fighter henchman

[465-471] Loyal Follower, Genie or elemental

[472-478] Loyal Follower, Hunter henchman

[479-485] Loyal Follower, Hunting dogs or war dogs

[486-492] Loyal Follower, Illusionist henchman

[493-499] Loyal Follower, Jester henchman

[500-506] Loyal Follower, Magic-user henchman

[507-513] Loyal Follower, Monk henchman

[514-520] Loyal Follower, Mountebank henchman

[521-527] Loyal Follower, Mystic henchman

[528-534] Loyal Follower, Paladin henchman

[535-541] Loyal Follower, Ranger henchman

[542-548] Loyal Follower, Savant henchman

[549-555] Loyal Follower, Subdued monster

[556-562] Loyal Follower, Thief henchman

[563-569] Loyal Troops, Troop of archers, slingers, or crossbowmen



[570-576] Loyal Troops, Troop of cavalry

[577-583] Loyal Troops, Troop of dwarves

[584-590] Loyal Troops, Troop of elves

[591-597] Loyal Troops, Troop of footmen

[598-604] Loyal Troops, Troop of gnomes

[605-611] Loyal Troops, Troop of halflings

[612-618] Magical Power, Recharging of magical items

[619-625] Magical Power, Recipe / incantation for spell new to the campaign

[626-632] Magical Power, Shared magic spell(s) with spell caster(s)

[633-639] Magical Power, Temporary use of minor magic items (Continual Light stones, amulet of undead detection, etc.)

[640-646] Political Favor, City state status and reputation

[647-653] Political Favor, Demi-human enclave and reputation

[654-660] Political Favor, Guild status and reputation

[661-667] Political Favor, Letter of marque

[668-674] Political Favor, Royal pardon, forgiveness, or future "pass" on questionable behavior

[675-681] Political Favor, Urban office or magistracy

[682-688] Questionable Legacy, Acceptance into merchant caravan

[689-695] Questionable Legacy, Acceptance into merchant fleet

[696-702] Questionable Legacy, Deed to collapsing mine

[703-709] Questionable Legacy, Deed to damaged ship

[710-716] Questionable Legacy, Deed to failing inn

[717-723] Questionable Legacy, Deed to failing merchant's store

[724-730] Questionable Legacy, Deed to haunted manor

[731-737] Questionable Legacy, Deed to ruined tower

[738-745] Questionable Legacy, Deed to subterranean stronghold

[746-752] Training, Free training to next experience level

[753-759] Training, Improvement of rogue skills, for thieves and non-thieves

[760-766] Training, New bonus non-weapon proficiency (skill)

[767-773] Training, New bonus weapon proficiency

[774-780] Training, New psionic / psychic discipline

[781-787] Treasure, Art objects or unusual valuable items

[788-794] Treasure, Copper and silver coins

[795-801] Treasure, Dragon egg

[802-808] Treasure, Electrum and gold coins

[809-815] Treasure, Fine warhorses and barding

[816-822] Treasure, Gems

[823-829] Treasure, Gold and platinum coins

[830-836] Treasure, Jewelry

[837-843] Treasure, Key to a treasure vault

[844-850] Treasure, Magic armor

[851-857] Treasure, Magic ring

[858-864] Treasure, Magic rod, staff, or wand

[865-871] Treasure, Magic shield(s)

[872-878] Treasure, Magic sword



[879-885] Treasure, Material spell components (demon ichor, dragon's blood, powdered gemstones, etc.)

[886-892] Treasure, Miscellaneous magic item

[893-899] Treasure, Miscellaneous magic weapon

[900-906] Treasure, Potion(s)

[907-913] Treasure, Scroll(s)

[914-920] Treasure, Silver and electrum coins

[921-927] Treasure, Spell book

[928-934] Treasure, Subdued young dragon

[935-941] Treasure, Tamed exotic mount(s) (giant boars, giant lizards, etc.)

[942-948] Treasure, Tamed flying mount(s)

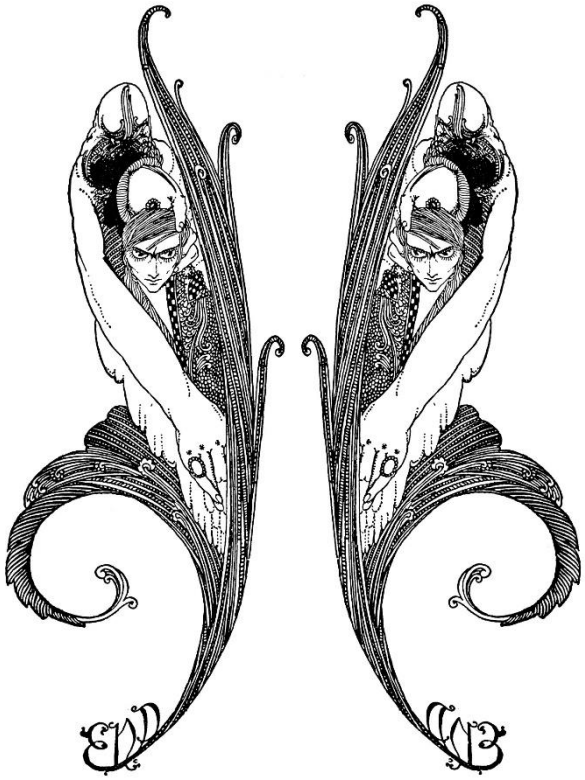
[949-955] Treasure, Tamed guardian beast(s)

[956-962] Treasure, Tamed guardian monster(s)

[963-969] Treasure, Treasure map

[970-976] Treasure, Young monster or monster egg

[978-000] We Can Come-an Agreement, Roll three times, and let the players choose one — and only one — of the options, prior-their departure.



CHAPTER 4: THE WORLD OF ADVENTURE



Envisaging the Adventure Journey and Region

So what is the key to connecting all of those treasure-filled dungeons into your game world, so that the PCs are always interested in wandering over the next horizon instead of staying in one place? It's actually quite simple: It's not enough to urge your players to move their PCs to a new city, or to a new kingdom. Eventless travel is boring, time-consuming and uninspiring. What you need is an adventurous, atmospheric and event-filled *wilderness journey*, connecting point A (the PCs' current locale) to point B (the dungeon or other adventure destination) with lots of hard-won treasures along the way. If you spoil the players by always allowing them to skip through the game world with sentences like "You travel for two weeks and nothing happens," you're actually doing your players a grave disservice and selling your game world short. No one wants to travel in a world where nothing exciting happens, and there's nothing valuable to be found. And the game world means nothing if the players will always stick to one comfortable corner of the planet!

In the majority of cases, I recommend forcing the PCs to undertake a wilderness journey to reach the dungeon. The journey can be short or long, and you can have the dungeon destination either hidden or blindingly obvious (such as a distant mountain rising over the horizon). You can always make exceptions, particularly when the PCs are low level, or the players are squeamish, or you have a very limited amount of time to actually play. But if you want to dip your toes into the wilderness adventure pool without fully committing, you can also experiment a bit and consider the option of accelerated travel. Accelerated travel typically involves flying magic, flying magic items, and / or flying mounts; but it can also mean magical gateways (to the wilderness near the dungeon, but not into the dungeon proper!), Lovecraftian Dreamland journeys, or caravan accompaniment. Be sure to check out Section 3-3, The Way to the Dungeon, in CDDG1, THE CLASSIC DUNGEON DESIGN GUIDE for further thoughts and useful shortcuts in this regard.

It can be difficult and daunting to step out into the big world as a GM, too, because you will need to design a wilderness area for the players to journey through and explore. I was always squeamish about this until I played TSR's classic sandbox module, X1 The Isle of Dread. That adventure was so good, and my players loved it so much, that we spent almost a year adding islands, tribes, monster lairs, sunken shipwrecks, and dangerous currents to that wilderness map to keep the adventure going. When it was over, the players were almost sad to return to their plain vanilla "dungeon-after-dungeon" delving once again. And it took me a while to realize what was missing from the campaign, even though I kept on designing the best dungeons I could think of: The

players were craving the grueling cinematic experience of their dreams and favorite movies, hiring porters, getting lost, blazing ils, climbing cliffs, hearing the screams of their men-at-arms, trying to save them, and slogging through steamy jungles in search of dragon lairs.

If you're designing your first wilderness journey, I recommend creating a river and its monster-infested shores. It's linear, and it strongly discourages backtracking or leaving the path. Once you try that, you can move on to a small sandbox region — for example, an island, a borderlands barony, or a lost mountain valley — and let the PCs tromp about there too. You will find that a wilderness sandbox is really just a dungeon without walls, where the primary barriers between encounter locations ("rooms") are distance, resource depletion, wandering monsters, and terrain types instead of corridors. Once you gain confidence, you can move on to larger sandboxes that interlock with one another, and you will be well on your way to creating a living, breathing world that turns your abstracted game world into a place of limitless adventure.



Table GWG2-34:

Adventure Type Table 1:

The Journey

Roll 1D100 and consult the following table. If the Player Character group is of too low an average level for the adventure type, you should probably reroll. Once a journey type has been selected, you can refer to the later sections of this book to determine the locale tables that you will be using to build the adventure region.

[01-04] Dimensional Journey. Reroll if Player Characters are below level 9. Roll journey details on Journey Determination Sub-Table 1, pg. 91.

[05-13] Journey in Cold Terrain. Roll journey details on Journey Determination Sub-Table 2, pg. 95.

[14-30] Journey in Sub-Arctic Terrain. Roll journey details on Journey Determination Sub-Table 3, pg. 96.

[31-47] Journey in Sub-Tropical Terrain. Roll journey details on Journey Determination Sub-Table 4, pg. 97.

[48-77] Journey in Temperate Terrain. Roll journey details on Journey Determination Sub-Table 5, pg. 98.

[78-86] Journey in Tropical Terrain. Roll journey details on Journey Determination Sub-Table 6, pg. 100.

[87-95] Netherworld Journey. Reroll if Player Characters are below level 7. Roll journey details on Journey Determination Sub-Table 7, pg. 100.

[96-98] Planar Journey. Reroll if Player Characters are below level 11. Roll journey details on Journey Determination Sub-Table 8, pg. 102.

[99-00] Underwater Journey. Reroll if Player Characters are below level 5. Roll journey details on Journey Determination Sub-Table 9, pg. 104.

Dimensional Journeys and Locales

A dimensional journey is one in which the adventurers leave the present game world on their way to the destination, without leaving the Prime Material Plane. There are several different subtypes (including time travel), but the most common are [1] journeys through the wilderness in this world, to a

magical gateway leading to another world, leading into a dungeon; [2] journeys through a magical gateway into the wilderness of another world, with the wilderness travel leading to the dungeon; or, [3] a long trek through the wilderness of this world, to a magical gateway into another world, and a second trek to the dungeon. The most common type, represented in the table I offer below, is [2].

Novice and many intermediate Game Masters tend to overlook the importance of dimensional journeys and alternate worlds on the Prime Material Plane. Some think, "Why do I need another fantasy world if I already have one the players haven't seen much of?" And while that is a good point, there are two important factors to consider. One, alternate worlds allow you to put in terrain, cultures, and even sets of physical laws that you want to play with, but that you don't want the players to have constant and universal access to. So if you've been wanting to try out a superhero rules set with the PCs, why not have them move temporarily to an alternate world where the laws of physics can be bent by strong-willed individuals? Or if you've been wanting to design a mythic version of India, or China, or Africa and you can't seem to fit it into your primary game world, an alternate dimension's world allows you to design the desired locale without ever disrupting the primary game world you've already worked hard to create.

The second point is that you can have the PCs journey to alternate worlds that appear in your favorite adventure literature, which gives your players a fantastic change of pace. You can have the PCs enter Wonderland, or our own world, or Lovecraft's Dreamlands, or even my own mythic Earth-of-Pegana as featured in the World of Oldskull campaign. These side jaunts can be very entertaining to the players (especially if they are fans of the literature), and refreshing for the Game Master too. You can let your imagination run wild and have the PCs visit (for example) all of the worlds of Harold Shea, or Jack Vance, or Michael Moorcock, or whoever else you might admire. Why not? The game has already been built to encourage voyages between worlds, and a dimensional journey is the perfect opportunity to exploit the potential of that underused vein of fantastical adventure.

The table hereafter offers options for magical, mundane, and post-apocalyptic worlds in other dimensions. Magical worlds are favored because they allow spell casters to use their spells and powers normally. Mundane worlds in contrast are very dangerous to FRPG adventurers, because they will either prevent spell casting (depending on their inherent physical laws), limit spell casting, or only allow magical items (but not spells) to function properly. In mundane worlds, warriors and rogues come to the forefront, which can be a refreshing change of pace … but the limited spell casters may be relegated to the roles of vulnerable advisors in such a journey. Post-apocalyptic realms (in the old school paradigm) tend to have broken physical laws as a result of the cataclysm, and then you can have heroic science fantasy adventures, where magic and technology war with one another and even combine to create bizarre mutations and realms of madness.

Table GWG2-35:

Journey Determination Sub-Table 1: Dimensional Journeys

To determine the journey type, roll 1D100 and consult the following table. There are two columns for locales, which indicate where you will be rolling dice hereafter to populate the wilderness journey map with interesting encounters and locations. If there is an entry under Locale Table 1, while the Locale Table 2 entry reads "N/A," then you will only be rolling on **one** locale table hereafter. Normally, however, there will be **two** different locale types listed (e.g., Cold Hills and Cold Mountains).

[01-02] Dimensional Journey to a Cold Magical Forest World. Journey Locale Table 1 - Cold Forest Journey Locale Table 2 - N/A (use only one table).

[03] Dimensional Journey to a Cold Magical Highlands World. Journey Locale Table 1 - Cold Hills. Journey Locale Table 2 - Cold Mountains.

[04] Dimensional Journey to a Cold Magical Island World. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Cold Saltwater.

[05] Dimensional Journey to a Cold Magical Wasteland World. Journey Locale Table 1 - Cold Plains. Journey Locale Table 2 - Cold Wasteland.

[06] Dimensional Journey to a Cold Magical Water World. Journey Locale Table 1 - Cold Freshwater. Journey Locale Table 2 - Cold Swamp.

[07-08] Dimensional Journey to a Cold Mundane Forest World. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - N/A (use only one table).

[09] Dimensional Journey to a Cold Mundane Highlands World. Journey Locale Table 1 - Cold Hills. Journey Locale Table 2 - Cold Mountains.

[10] Dimensional Journey to a Cold Mundane Island World. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Cold Saltwater.

[11] Dimensional Journey to a Cold Mundane Wasteland World. Journey Locale Table 1 - Cold Plains. Journey Locale Table 2 - Cold Wasteland.

[12] Dimensional Journey to a Cold Mundane Water World. Journey Locale Table 1 - Cold Freshwater. Journey Locale Table 2 - Cold Swamp.

[13] Dimensional Journey to a Cold Post-Apocalyptic World. Journey Locale Table 1 - Cold Wasteland. Journey Locale Table 2 - N/A (use only one table).

[14-15] Dimensional Journey to a Sub-Arctic Magical Forest World. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Cold Forest.

[16-17] Dimensional Journey to a Sub-Arctic Magical Highlands World. Journey Locale Table 1 - Temperate Mountains. Journey Locale Table 2 - Cold Mountains.

[18-19] Dimensional Journey to a Sub-Arctic Magical Island World. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Cold Forest.

[20-21] Dimensional Journey to a Sub-Arctic Magical Wasteland World. Journey Locale Table 1 - Temperate Plains. Journey Locale Table 2 - Cold Wasteland.

[22-23] Dimensional Journey to a Sub-Arctic Magical Water World. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Cold Swamp.

[24-25] Dimensional Journey to a Sub-Arctic Mundane Forest World. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Cold Forest.

[26-27] Dimensional Journey to a Sub-Arctic Mundane Highlands World. Journey Locale Table 1 - Temperate Mountains. Journey Locale Table 2 - Cold Hills.

[28-29] Dimensional Journey to a Sub-Arctic Mundane Island World. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Cold Forest.

[30-31] Dimensional Journey to a Sub-Arctic Mundane Wasteland World. Journey Locale Table 1 - Temperate Plains. Journey Locale Table 2 - Cold Wasteland.

[32-33] Dimensional Journey to a Sub-Arctic Mundane Water World. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Cold Swamp.

[34-35] Dimensional Journey to a Sub-Arctic Post-Apocalyptic World. Journey Locale Table 1 - Temperate Wasteland. Journey Locale Table 2 - Cold Wasteland.

[36-37] Dimensional Journey to a Sub-Tropical Magical Forest World. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Tropical Forest.

[38-39] Dimensional Journey to a Sub-Tropical Magical Highlands World. Journey Locale Table 1 - Temperate Mountains. Journey Locale Table 2 - Tropical Mountains.

[40-41] Dimensional Journey to a Sub-Tropical Magical Island World. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Forest.

[42-43] Dimensional Journey to a Sub-Tropical Magical Wasteland World. Journey Locale Table 1 - Temperate Plains. Journey Locale Table 2 - Tropical Wasteland.

[44-45] Dimensional Journey to a Sub-Tropical Magical Water World. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Swamp.

[46-47] Dimensional Journey to a Sub-Tropical Mundane Forest World. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Tropical Forest.

[48-49] Dimensional Journey to a Sub-Tropical Mundane Highlands World. Journey Locale Table 1 - Temperate Mountains. Journey Locale Table 2 - Tropical Hills.

[50-51] Dimensional Journey to a Sub-Tropical Mundane Island World. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Forest.

[52-53] Dimensional Journey to a Sub-Tropical Mundane Wasteland World. Journey Locale Table 1 - Temperate Plains. Journey Locale Table 2 - Tropical Wasteland.

[54-55] Dimensional Journey to a Sub-Tropical Mundane Water World. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Swamp.

[56-57] Dimensional Journey to a Sub-Tropical Post-Apocalyptic World. Journey Locale Table 1 - Temperate Wasteland. Journey Locale Table 2 - Tropical Wasteland.

[58-59] Dimensional Journey to a Temperate Magical Forest World. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - N/A (use only one table).

[60-61] Dimensional Journey to a Temperate Magical Highlands World. Journey Locale Table 1 - Temperate Hills. Journey Locale Table 2 - Temperate Mountains.

[62-63] Dimensional Journey to a Temperate Magical Island World. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Temperate Saltwater.

[64-65] Dimensional Journey to a Temperate Magical Wasteland World. Journey Locale Table 1 - Temperate Plains. Journey Locale Table 2 - Temperate Wasteland.

[66-67] Dimensional Journey to a Temperate Magical Water World. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Temperate Swamp.

[68-69] Dimensional Journey to a Temperate Mundane Forest World. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - N/A (use only one table).

[70-71] Dimensional Journey to a Temperate Mundane Highlands World. Journey Locale Table 1 - Temperate Hills. Journey Locale Table 2 - Temperate Mountains.

[72-73] Dimensional Journey to a Temperate Mundane Island World. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Temperate Saltwater.

[74-75] Dimensional Journey to a Temperate Mundane Wasteland World. Journey Locale Table 1 - Temperate Plains. Journey Locale Table 2 - Temperate Wasteland.

[76-77] Dimensional Journey to a Temperate Mundane Water World. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Temperate Swamp.

[78-79] Dimensional Journey to a Temperate Post-Apocalyptic World. Journey Locale Table 1 - Temperate Wasteland. Journey Locale Table 2 - N/A (use only one table).

[80-81] Dimensional Journey to a Tropical Magical Forest World. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - N/A (use only one table).

[82-83] Dimensional Journey to a Tropical Magical Highlands World. Journey Locale Table 1 - Tropical Hills. Journey Locale Table 2 - Tropical Mountains.

[84-85] Dimensional Journey to a Tropical Magical Island World. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - Tropical Saltwater.

[86] Dimensional Journey to a Tropical Magical Wasteland World. Journey Locale Table 1 - Tropical Plains. Journey Locale Table 2 - Tropical Wasteland.

[87] Dimensional Journey to a Tropical Magical Water World. Journey Locale Table 1 - Tropical Freshwater. Journey Locale Table 2 - Tropical Swamp.

[88-89] Dimensional Journey to a Tropical Mundane Forest World. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - N/A (use only one table).

[90] Dimensional Journey to a Tropical Mundane Highlands World. Journey Locale Table 1 - Tropical Hills. Journey Locale Table 2 - Tropical Mountains.

[91] Dimensional Journey to a Tropical Mundane Island World. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - Tropical Saltwater.

[92] Dimensional Journey to a Tropical Mundane Wasteland World. Journey Locale Table 1 - Tropical Plains. Journey Locale Table 2 - Tropical Wasteland.

[93] Dimensional Journey to a Tropical Mundane Water World. Journey Locale Table 1 - Tropical Freshwater. Journey Locale Table 2 - Tropical Swamp.

[94] Dimensional Journey to a Tropical Post-Apocalyptic World. Journey Locale Table 1 - Tropical Wasteland. Journey Locale Table 2 - N/A (use only one table).

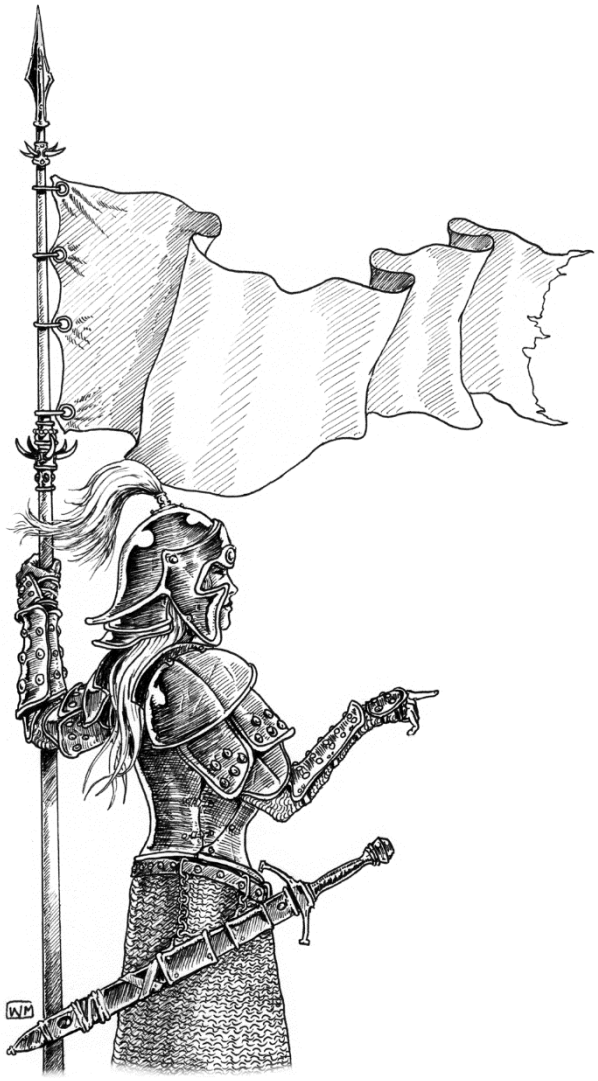
[95-96] Dimensional Journey to an Alien World. Journey Locale Table 1 - GM's Decision. Journey Locale Table 2 - GM's Decision.

[97] Time Travel to the Distant Future. Journey Locale Table 1 - GM's Decision. Journey Locale Table 2 - GM's Decision.

[98] Time Travel to the Distant Past. Journey Locale Table 1 - GM's Decision. Journey Locale Table 2 - GM's Decision.

[99] Time Travel to the Near Future. Journey Locale Table 1 - GM's Decision. Journey Locale Table 2 - GM's Decision.

[00] Time Travel to the Recent Past. Journey Locale Table 1 - GM's Decision. Journey Locale Table 2 - GM's Decision.



Cold Climate Journeys and Locales

Journeys in cold climates are typically taking place as adventurers move from more

temperate climes to a very remote dungeon location. (Most campaigns take place in the northern hemisphere, than the southern one; see supplement GWG1, GAME WORLD GENERATOR, where I discuss this.) The most common types are [1] Arctic journeys, with the adventurers moving north; [2] Antarctic journeys, with the adventurers moving south; and [3] ascension journeys, with the adventures moving into a mountainous region, perhaps in the same temperate climate band.

Because of the prevalence of types [1] and [2], cold climate journeys are easier to create and control than you might think: the PCs may stray from the path here and there, but they will relentlessly move in the one needed direction as they get closer to dungeon destination. You can create more labyrinthine adventures in cold regions, too; for example, a search through many mountain passes branching off in all directions. But if you're looking for a relatively simple wilderness design where you can somewhat anticipate the adventurers' direction of travel, Arctic adventures are typically a good starting point.

Table GWG2-36:

Journey Determination Sub-Table 2: Journeys in Cold Terrain

To determine the journey type, roll 1D100 and consult the following table. There are two columns for locales, which indicate where you will be rolling dice hereafter to populate the wilderness journey map with interesting encounters and locations. If there is an entry under Locale Table 1, while the Locale Table 2 entry reads "N/A," then you will only be rolling on **one** locale table hereafter. Normally, however, there will be **two** different locale types listed (e.g., Cold Hills and Cold Mountains).

[01-06] Cold Coastal Region. Journey Locale Table 1 - Cold Saltwater. Journey Locale Table 2 - N/A (use only one table).

[07-14] Cold Forest. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - N/A (use only one table).

[15-20] Cold Great Lake with Islands. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Cold Freshwater.

[21-28] Cold Hills. Journey Locale Table 1 - Cold Hills. Journey Locale Table 2 - N/A (use only one table).

[29-34] Cold Inland Sea with Islands. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Cold Saltwater.

[35-42] Cold Mountains. Journey Locale Table 1 - Cold Mountains. Journey Locale Table 2 - N/A (use only one table).

[43-50] Cold Plains. Journey Locale Table 1 - Cold Plains. Journey Locale Table 2 - N/A (use only one table).

[51-55] Cold River with a Journey Downriver. Journey Locale Table 1 - Cold Freshwater. Journey Locale Table 2 - Cold Hills.

[56-60] Cold River with a Journey Upriver. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Cold Freshwater.

[61-66] Cold Sea with Islands. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Cold Saltwater.

[67-74] Cold Swamp. Journey Locale Table 1 - Cold Swamp. Journey Locale Table 2 - N/A (use only one table).

[75-82] Cold Wasteland. Journey Locale Table 1 - Cold Wasteland. Journey Locale Table 2 - N/A (use only one table).

[83-00] Cold Region of Mixed Terrain. (Roll twice more on this table, rerolling results of 83 or higher). Journey Locale Table 1 - As Designated. Journey Locale Table 2 - As Designated.

Sub-Arctic Journeys and Locales

Sub-Arctic (and Sub-Antarctic) journeys are typically experienced before Arctic journeys are. They are interesting because while they share the encounter types and terrain types familiar to temperate settings, they also introduce cold clime monsters in considerable numbers and in their natural element, such as frost dragons, furred snakes, mammoths, polar worms, winter wolves, and yetis.

The most common subtypes of Sub-Arctic journey are [1] travels out of a temperate region to the far north or far south, and [2] ascents into colder lands from a sea level elevation, likely in the same climate band as temperate lands.

Table GWG2-37:

Journey Determination Sub-Table 3: Journeys in Sub-Arctic Terrain

To determine the journey type, roll 1D100 and consult the following table. There are two columns for locales, which indicate where you will be rolling dice hereafter to populate the wilderness journey map with interesting encounters and locations. If there is an entry under Locale Table 1, while the Locale Table 2 entry reads "N/A," then you will only be rolling on **one** locale table hereafter. Normally, however, there will be **two** different locale types listed (e.g., Cold Hills and Cold Mountains).

[01-06] Sub-Arctic Coastal Region. Journey Locale Table 1 - Cold Saltwater. Journey Locale Table 2 - Temperate Saltwater.

[07-14] Sub-Arctic Forest. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Temperate Forest.

[15-20] Sub-Arctic Great Lake with Islands. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Temperate Freshwater.

[21-28] Sub-Arctic Hills. Journey Locale Table 1 - Cold Hills. Journey Locale Table 2 - Temperate Hills.

[29-34] Sub-Arctic Inland Sea with Islands. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Temperate Saltwater.

[35-42] Sub-Arctic Mountains. Journey Locale Table 1 - Cold Mountains. Journey Locale Table 2 - Temperate Mountains.

[43-50] Sub-Arctic Plains. Journey Locale Table 1 - Cold Plains. Journey Locale Table 2 - Temperate Plains.

[51-55] Sub-Arctic River with a Journey Downriver. Journey Locale Table 1 - Cold Hills. Journey Locale Table 2 - Temperate Freshwater.

[56-60] Sub-Arctic River with a Journey Upriver. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Temperate Freshwater.

[61-66] Sub-Arctic Sea with Islands. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Temperate Saltwater.

[67-74] Sub-Arctic Swamp. Journey Locale Table 1 - Cold Swamp. Journey Locale Table 2 - Temperate Swamp.

[75-82] Sub-Arctic Wasteland. Journey Locale Table 1 - Cold Wasteland. Journey Locale Table 2 - Temperate Wasteland.

[83-00] Sub-Arctic Region of Mixed Terrain. (Roll twice more on this table, rerolling results of 83 or higher) Journey Locale Table 1 - As Designated Journey Locale Table 2 - As Designated.

Sub-Tropical Journeys and Locales



Sub-tropical journeys are the opposite of Sub-Arctic journeys: they most frequently involve travel away from a temperate clime and into a warmer one. There are many different types, because travel (in the northern hemisphere) will not always be just in a southerly direction. Especially humid, sunny, geothermal, magical, or tide-affected sub-regions can be classified as sub-tropical even if they are entirely surrounded by temperate terrain. This means that northern hemisphere adventurers might be traveling west, east, or even north into the region and not just moving in a southerly direction. The classic sub-tropical journey in adventure literature is typically a southbound coastal and nautical jaunt, with various islands and exotic cultures experienced along the way.

Sub-tropical adventures also share an advantage with Sub-Arctic journeys: they feature temperate clime encounters, which are mixed with tropical encounters (such as with cannibalistic tribes, dinosaurs, frogmen, giant beetles, giant dragonflies, and so forth) for increased variety.

Table GWG2-38:

Journey Determination Sub-Table 4: Journeys in Sub-Tropical Terrain

To determine the journey type, roll 1D100 and consult the following table. There are two columns for locales, which indicate where you will be rolling dice hereafter to populate the wilderness journey map with interesting encounters and locations. If there is an entry under Locale Table 1, while the Locale Table 2 entry reads "N/A," then you will only be rolling on **one** locale table hereafter. Normally, however, there will be **two** different locale types listed (e.g., Cold Hills and Cold Mountains).

[01-06] Sub-Tropical Coastal Region. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Saltwater.

[07-14] Sub-Tropical Forest. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Tropical Forest.

[15-20] Sub-Tropical Great Lake with Islands. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Forest.

[21-28] Sub-Tropical Hills. Journey Locale Table 1 - Temperate Hills. Journey Locale Table 2 - Tropical Hills.

[29-34] Sub-Tropical Inland Sea with Islands. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Forest.

[35-42] Sub-Tropical Mountains. Journey Locale Table 1 - Temperate Mountains. Journey Locale Table 2 - Tropical Mountains.

[43-50] Sub-Tropical Plains. Journey Locale Table 1 - Temperate Plains. Journey Locale Table 2 - Tropical Plains.

[51-55] Sub-Tropical River with a Journey Downriver. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Hills.

[56-60] Sub-Tropical River with a Journey Upriver. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Forest.

[61-66] Sub-Tropical Sea with Islands. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Forest.

[67-74] Sub-Tropical Swamp. Journey Locale Table 1 - Temperate Swamp. Journey Locale Table 2 - Tropical Swamp.

[75-82] Sub-Tropical Wasteland. Journey Locale Table 1 - Temperate Wasteland. Journey Locale Table 2 - Tropical Wasteland.

[83-00] Sub-Tropical Region of Mixed Terrain. (Roll twice more on this table, rerolling results of 83 or higher) Journey Locale Table 1 - As Designated Journey Locale Table 2 - As Designated.



Temperate Journeys and Locales

Temperate journeys through the wilderness are, for most players, the classic "European" fantasy adventure experience. But there is no reason why you can't make a temperate journey take place in a realm that emulates a fantasy version of South America, Africa, New Zealand, North America, or some other temperate locale entirely. You can also vary the terrain significantly, as journeys between islands (for example) tend to be very different from journeys through a forest or a wasteland. Each setting provides its own monsters, events, and natural hazards.

In most campaigns, one of the advantages of temperate journeys is that they tend to be relatively close by. You may be able to encourage your players to try out a temperate hills-and-highlands adventure at a low level of experience, when an Arctic hills adventure might prove too daunting for them. And when you need significant variations to keep successive temperate journeys from becoming too stale, you can mix things up with a river expedition, an underwater odyssey, or an aerial adventure where the PCs can — to name but one example — wander across solidified clouds on their way up cumulus mountains, working their way toward a floating castle emerging from the twilit distance.

Table GWG2-39:

Journey Determination Sub-Table 5: Journeys in Temperate Terrain

To determine the journey type, roll 1D100 and consult the following table. There are two columns for locales, which indicate where you will be rolling dice hereafter to populate the wilderness journey map with interesting encounters and locations. If there is an entry under Locale Table 1, while the Locale Table 2 entry reads "N/A," then you will only be rolling on **one** locale table hereafter. Normally, however, there will be **two** different locale types listed (e.g., Cold Hills and Cold Mountains).

[01-06] Temperate Coastal Region. Journey Locale Table 1 - Temperate

Saltwater. Journey Locale Table 2 - N/A (use only one table).

[07-14] Temperate Forest. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - N/A (use only one table).

[15-20] Temperate Great Lake with Islands. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Temperate Freshwater.

[21-28] Temperate Hills. Journey Locale Table 1 - Temperate Hills. Journey Locale Table 2 - N/A (use only one table).

[29-34] Temperate Inland Sea with Islands. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Temperate Saltwater.

[35-42] Temperate Mountains. Journey Locale Table 1 - Temperate Mountains. Journey Locale Table 2 - N/A (use only one table).

[43-50] Temperate Plains. Journey Locale Table 1 - Temperate Plains. Journey Locale Table 2 - N/A (use only one table).

[51-55] Temperate River with a Journey Downriver. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Temperate Hills.

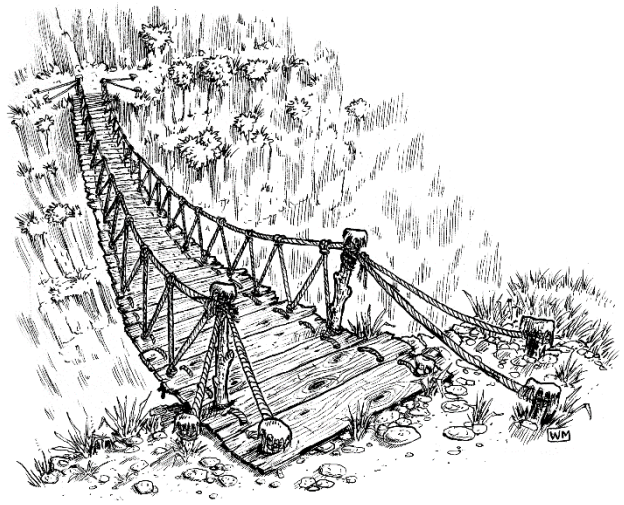
[56-60] Temperate River with a Journey Upriver. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Temperate Freshwater.

[61-66] Temperate Sea with Islands. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Temperate Saltwater.

[67-74] Temperate Swamp. Journey Locale Table 1 - Temperate Swamp. Journey Locale Table 2 - N/A (use only one table).

[75-82] Temperate Wasteland. Journey Locale Table 1 - Temperate Wasteland. Journey Locale Table 2 - N/A (use only one table).

[83-00] Temperate Region of Mixed Terrain. (Roll twice more on this table, rerolling results of 83 or higher) Journey Locale Table 1 - As Designated Journey Locale Table 2 - As Designated



Tropical Journeys and Locales

When most people think of tropical journeys, they think of rain forests and jungle. And that's fine, but there are a substantial number of other options which the intrepid Game Master can explorer. There are tropical plains (savannah), island archipelagos and atolls, wastelands (obsidian flats or oasis-filled deserts), misty mountains with magical-seeming snow only seen atop the utmost misty peaks, and so forth.

In my own campaign, I tend to limit the inclusion of large numbers of dinosaurs, cavemen, and some forms of giant insects and animals to the tropical regions. If you want to get quasi-scientific about it, you could separate these types of creatures into a caveman lost world realm, a Triassic wilderness, a Jurassic wilderness, a Cretaceous land bordering a kingdom of beastmen, and so forth. Tropical realms in most campaigns are an ideal place to put all of those exotic monsters which don't quite seem to fit into the main campaign … and you can make all of those great monsters larger, too!

(Hmm, why haven't I made a Godzilla-sized Tyrannosaurus Rex before? That's a good question. And he could be fighting swarms

of giant scarabs, and there could be a kingdom of superstitious pygmy bugbears willing to help the adventurers get rid of the menace, and …)

Table GWG2-40:

Journey Determination Sub-Table 6: Journeys in Tropical Terrain

To determine the journey type, roll 1D100 and consult the following table. There are two columns for locales, which indicate where you will be rolling dice hereafter to populate the wilderness journey map with interesting encounters and locations. If there is an entry under Locale Table 1, while the Locale Table 2 entry reads "N/A," then you will only be rolling on **one** locale table hereafter. Normally, however, there will be **two** different locale types listed (e.g., Cold Hills and Cold Mountains).

[01-06] Tropical Coastal Region. Journey Locale Table 1 - Tropical Saltwater. Journey Locale Table 2 - N/A (use only one table).

[07-14] Tropical Forest. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - N/A (use only one table).

[15-20] Tropical Great Lake with Islands. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - Tropical Freshwater.

[21-28] Tropical Hills. Journey Locale Table 1 - Tropical Hills. Journey Locale Table 2 - N/A (use only one table).

[29-34] Tropical Inland Sea with Islands. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - Tropical Saltwater.

[35-42] Tropical Mountains. Journey Locale Table 1 - Tropical Mountains. Journey Locale Table 2 - N/A (use only one table).

[43-50] Tropical Plains. Journey Locale Table 1 - Tropical Plains. Journey Locale Table 2 - N/A (use only one table).

[51-55] Tropical River with a Journey Downriver. Journey Locale Table 1 - Tropical Freshwater. Journey Locale Table 2 – Tropical Hills.

[56-60] Tropical River with a Journey Upriver. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - Tropical Freshwater.

[61-66] Tropical Sea with Islands. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - Tropical Saltwater.

[67-74] Tropical Swamp. Journey Locale Table 1 - Tropical Swamp. Journey Locale Table 2 - N/A (use only one table).

[75-82] Tropical Wasteland. Journey Locale Table 1 - Tropical Wasteland. Journey Locale Table 2 - N/A (use only one table).

[83-00] Tropical Region of Mixed Terrain. (Roll twice more on this table, rerolling results of 83 or higher) Journey Locale Table 1 - As Designated Journey Locale Table 2 - As Designated.

Netherworld Journeys and Locales

Netherworld journeys are subterranean adventures which take place in underground kingdoms that are so large, the miles-long caves and passageways serve as a stand-in for the wilderness. Examples include the kingdom of the dark elves, the Journey to the Center of the Earth (Verne), the hollow Earth adventures between Earth's surface and Pellucidar, and so forth.

In the following table I have included a considerable number of classic pulp netherworlds for your adventurers to explore: [1] an arid netherworld, filled with sand pits, dust storms and choking sinkholes; [2] a saltwater netherworld, with Sunless Seas and primordial populations (giant jellyfish, shoggoths, Deep Ones …) ; [3] a crystalline netherworld with enormous gem deposits for the netherworld gnomes, [4] a Dreamland netherworld so that you can

emulate the Dream-Quest of Unknown Kadath; and so forth. The Jules Verne dinosaurian netherworld can be emulated by the Lost World option too!

Table GWG2-41:

Journey Determination Sub-Table 7: Netherworld Journeys

To determine the journey type, roll 1D100 and consult the following table. There are two columns for locales, which indicate where you will be rolling dice hereafter to populate the wilderness journey map with interesting encounters and locations. If there is an entry under Locale Table 1, while the Locale Table 2 entry reads "N/A," then you will only be rolling on **one** locale table hereafter. Normally, however, there will be **two** different locale types listed (e.g., Cold Hills and Cold Mountains).

[01-05] Arid Netherworld. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Temperate Wasteland.

[06-10] Coastal Region of an Underground Sea. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Temperate Saltwater.

[11-15] Crystalline Netherworld. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - N/A (use only one table).

[16-20] Dreamland Netherworld. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Temperate Forest.

[21-25] Fungal Netherworld. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - N/A (use only one table).

[26-30] Geothermal Netherworld. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Tropical Wasteland.

[31-35] Icy Netherworld. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Cold Wasteland.

[36-40] Lost World Netherworld. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Tropical Forest.

[41-45] Netherworld Mushroom Forest. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - N/A (use only one table).

[46-50] Underground River with a Journey Downriver. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Temperate Freshwater.

[51-55] Underground River with a Journey Upriver. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Temperate Freshwater.

[56-60] Underground Sea with Islands. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Temperate Saltwater.

[61-65] Underwater Journey in Netherworld Freshwater. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Temperate Freshwater.

[66-70] Underwater Journey in Netherworld Saltwater. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Temperate Saltwater.

[71-75] Volcanic Netherworld. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Tropical Wasteland.

[76-80] Watery Netherworld. Journey Locale Table 1 - Netherworld. Journey Locale Table 2 - Temperate Swamp.

[81-00] Diverse Netherworld. (Roll twice more on this table, rerolling results of 81 or higher) Journey Locale Table 1 - As Designated Journey Locale Table 2 - As Designated.

Planar Journeys and Locales

Planar journeys are the most difficult types of places to provide guidance for in a general adventuring guide. Nevertheless, I have given you a broad selection of ideas for elemental planes, inner planes, and outer

planes of law, chaos, neutrality, good and evil.

To do this, I've worked with the premise that planar locales that are completely "out there" (in outer space, with reverse gravity, with bizarre physical laws, airless realms, extra-dimensional spaces, etc.) are not ideal journey regions, because they tend to distract players away from the dungeon destination. Instead, I encourage you to create planar journeys that occur in Earth-like extra-planar worlds and terrain, with added special magical, infernal, and / or divine features that will constantly remind the players that they are journeying through another shard of the universe on their way to the dungeon destination.



For example, you can create a journey through the Elemental Plane of Water that is not an underwater adventure; instead, it could be an assisted naval jaunt over a shallow sea, with magical floating and sinking islands, and encounters with genies, aquatic humanoids, sea creatures and water elementals. Similarly, you can even have journeys through the infernal planes of evil, and just let the players know that the PCs are traveling through the upper dominions of the regions of the damned. Such planes would probably have (for example) smoking craters, imprisoned undead, wandering lost souls, rivers of slime, and giant gargoyle creatures soaring blindly through the black-clouded sky. You can create a lot of atmosphere without worrying about the laws of physics to a significant degree.

With planar journeys, you can let your imagination roam free and put in anything that you want … but do try to keep the players somewhat focused on their destination, so that they do not become hopelessly lost and mired in epic confrontations far beyond their mortal control!

Table GWG2-42:

Journey Determination Sub-Table 8: Planar Journeys

To determine the journey type, roll 1D100 and consult the following table. There are two columns for locales, which indicate where you will be rolling dice hereafter to populate the wilderness journey map with interesting encounters and locations. If there is an entry under Locale Table 1, while the Locale Table 2 entry reads "N/A," then you will only be rolling on **one** locale table hereafter. Normally, however, there will be **two** different locale types listed (e.g., Cold Hills and Cold Mountains).

[01-04] Elemental Planar Journey of Air. Journey Locale Table 1 - Planar Air. Journey Locale Table 2 - N/A (use only one table).

[05-08] Elemental Planar Journey of Ash. Journey Locale Table 1 - Planar Air. Journey Locale Table 2 - Planar Fire.

[09-12] Elemental Planar Journey of Dust. Journey Locale Table 1 - Planar Air. Journey Locale Table 2 - Planar Earth.

[13-16] Elemental Planar Journey of Earth. Journey Locale Table 1 - Planar Earth. Journey Locale Table 2 - N/A (use only one table).

[17-20] Elemental Planar Journey of Fire. Journey Locale Table 1 - Planar Fire. Journey Locale Table 2 - N/A (use only one table).

[21-24] Elemental Planar Journey of Lightning. Journey Locale Table 1 - Planar Air. Journey Locale Table 2 - Planar Lightning.

[25-28] Elemental Planar Journey of Magma. Journey Locale Table 1 - Planar Earth. Journey Locale Table 2 - Planar Fire.

[29-32] Elemental Planar Journey of Mist. Journey Locale Table 1 - Planar Air. Journey Locale Table 2 - Planar Water.

[33-36] Elemental Planar Journey of Mud. Journey Locale Table 1 - Planar Earth. Journey Locale Table 2 - Planar Water.

[37-40] Elemental Planar Journey of Steam. Journey Locale Table 1 - Planar Fire. Journey Locale Table 2 - Planar Water.

[41-44] Elemental Planar Journey of Water. Journey Locale Table 1 - Planar Water. Journey Locale Table 2 - N/A (use only one table).

[45-48] Planar Journey to Realm of Chaotic Evil. Journey Locale Table 1 - Planar Chaos. Journey Locale Table 2 - Planar Evil.

[49-52] Planar Journey to Realm of Chaotic Good. Journey Locale Table 1 - Planar Chaos. Journey Locale Table 2 - Planar Good.

[53-56] Planar Journey to Realm of Chaotic Neutrality. Journey Locale Table 1 - Planar Chaos. Journey Locale Table 2 - Planar Neutrality.

[57-60] Planar Journey to Realm of Lawful Evil. Journey Locale Table 1 - Planar Law. Journey Locale Table 2 - Planar Evil.

[61-64] Planar Journey to Realm of Lawful Good. Journey Locale Table 1 - Planar Law. Journey Locale Table 2 - Planar Good.

[65-68] Planar Journey to Realm of Lawful Neutrality. Journey Locale Table 1 - Planar Law. Journey Locale Table 2 - Planar Neutrality.

[69-72] Planar Journey to Realm of Neutral Evil. Journey Locale Table 1 - Planar Evil. Journey Locale Table 2 - Planar Neutrality.

[73-76] Planar Journey to Realm of Neutral Good. Journey Locale Table 1 - Planar Good. Journey Locale Table 2 - Planar Neutrality.

[77-80] Planar Journey to Realm of True Neutrality. Journey Locale Table 1 - Planar Neutrality. Journey Locale Table 2 - N/A (use only one table).

[81-00] Journey Between Two Planes (Roll twice more on this table, rerolling results of 81 or higher). Journey Locale Table 1 - As Designated. Journey Locale Table 2 - As Designated.



Underwater Journeys and Locales

Underwater journeys are some of the most fascinating and entertaining options available to the creative Game Master. However, as with planar journeys, you will need to carefully engineer the aquatic wilderness so that the players remain fixated on the destination and not the journey.

In the Castle Oldskull campaign, I tend to do this by providing the adventurers with powerful friendly seafaring creatures — merfolk, tritons, sea elves, or even nereids — who confer water breathing on the group, so long as the adventurers stay nearby to have the enchantments continually renewed. These guide creatures are not great fighters, but they are willing to take the PCs along one of several predetermined aquatic paths, so that the adventurers can traverse the ocean in relatively secrecy while having some cool and unusual aquatic encounters along the way.

Also, I usually have a lot of island hopping during these odd jaunts under the sea. Giving the PCs half a day or so each on different islands allows them time to rest, heal, meditate, relearn spells, plan, and discuss, without the players constantly being worried that their guides are going to be killed (or leave) while the adventurers are asleep. A variant to this approach involves the PCs being guided to different seafaring communities by the aquatic allies, so that a group of sea elves could lead the adventurers to a buccaneer's haven, where they could hire passage on a ship that would take them to the next further sea elf colony, ever nearer to the dungeon destination.

Underwater adventurers require a degree of trust from your players, because they will be making their PCs vulnerable and dependent upon vulnerable NPCs for an unusual experience, where they might not be able to depend on their usual tactics and strategies. Do try to be gentle with the players when you offer them an underwater journey — at least, be *somewhat* gentle the first time!

Table GWG2-43:

Journey Determination Sub-Table 9: Underwater Journeys

To determine the journey type, roll 1D100 and consult the following table. There are two columns for locales, which indicate where you will be rolling dice hereafter to populate the wilderness journey map with interesting encounters and locations. If there is an entry under Locale Table 1, while the Locale Table 2 entry reads "N/A," then you will only be rolling on **one** locale table hereafter. Normally, however, there will be **two** different locale types listed (e.g., Cold Hills and Cold Mountains).

[01] Underwater and Island Journey in Cold Freshwater and Forest. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Cold Freshwater.

[02] Underwater and Island Journey in Cold Freshwater and Hills. Journey Locale Table 1 - Cold Freshwater. Journey Locale Table 2 - Cold Hills.

[03] Underwater and Island Journey in Cold Freshwater and Plains. Journey Locale Table 1 - Cold Freshwater. Journey Locale Table 2 - Cold Plains.

[04] Underwater and Island Journey in Cold Freshwater and Swamp. Journey Locale Table 1 - Cold Freshwater. Journey Locale Table 2 - Cold Swamp.

[05] Underwater and Island Journey in Cold Freshwater and Wasteland. Journey Locale Table 1 - Cold Freshwater. Journey Locale Table 2 - Cold Wasteland.

[06] Underwater and Island Journey in Cold Saltwater and Forest. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Cold Saltwater.

[07] Underwater and Island Journey in Cold Saltwater and Hills. Journey Locale Table 1 - Cold Hills. Journey Locale Table 2 - Cold Saltwater.

[08] Underwater and Island Journey in Cold Saltwater and Plains. Journey Locale

Table 1 - Cold Plains. Journey Locale Table 2 - Cold Saltwater.

[09] Underwater and Island Journey in Cold Saltwater and Swamp. Journey Locale Table 1 - Cold Saltwater. Journey Locale Table 2 - Cold Swamp.

[10] Underwater and Island Journey in Cold Saltwater and Wasteland. Journey Locale Table 1 - Cold Saltwater. Journey Locale Table 2 - Cold Wasteland.

[11] Underwater and Island Journey in Sub-Arctic Freshwater and Forest. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Temperate Freshwater.

[12] Underwater and Island Journey in Sub-Arctic Freshwater and Hills. Journey Locale Table 1 - Cold Hills. Journey Locale Table 2 - Temperate Freshwater.

[13] Underwater and Island Journey in Sub-Arctic Freshwater and Plains. Journey Locale Table 1 - Cold Plains. Journey Locale Table 2 - Temperate Freshwater.

[14] Underwater and Island Journey in Sub-Arctic Freshwater and Swamp. Journey Locale Table 1 - Cold Swamp. Journey Locale Table 2 - Temperate Freshwater.

[15] Underwater and Island Journey in Sub-Arctic Freshwater and Wasteland. Journey Locale Table 1 - Cold Wasteland. Journey Locale Table 2 - Temperate Freshwater.

[16] Underwater and Island Journey in Sub-Arctic Saltwater and Forest. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Temperate Saltwater.

[17] Underwater and Island Journey in Sub-Arctic Saltwater and Hills. Journey Locale Table 1 - Cold Hills. Journey Locale Table 2 - Temperate Saltwater.

[18] Underwater and Island Journey in Sub-Arctic Saltwater and Plains. Journey Locale Table 1 - Cold Plains. Journey Locale Table 2 - Temperate Saltwater.

[19] Underwater and Island Journey in Sub-Arctic Saltwater and Swamp. Journey Locale Table 1 - Cold Swamp. Journey Locale Table 2 - Temperate Saltwater.

[20] Underwater and Island Journey in Sub-Arctic Saltwater and Wasteland. Journey Locale Table 1 - Cold Wasteland. Journey Locale Table 2 - Temperate Saltwater.

[21] Underwater and Island Journey in Sub-Tropical Freshwater and Forest. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Forest.

[22] Underwater and Island Journey in Sub-Tropical Freshwater and Hills. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Hills.

[23] Underwater and Island Journey in Sub-Tropical Freshwater and Plains. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Plains.

[24] Underwater and Island Journey in Sub-Tropical Freshwater and Swamp. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Swamp.

[25] Underwater and Island Journey in Sub-Tropical Freshwater and Wasteland. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Wasteland.

[26] Underwater and Island Journey in Sub-Tropical Saltwater and Forest. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Forest.

[27] Underwater and Island Journey in Sub-Tropical Saltwater and Hills. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Hills.

[28] Underwater and Island Journey in Sub-Tropical Saltwater and Plains. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Plains.

[29] Underwater and Island Journey in Sub-Tropical Saltwater and Swamp. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Swamp.

[30] Underwater and Island Journey in Sub-Tropical Saltwater and Wasteland. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Wasteland.

[31] Underwater and Island Journey in Temperate Freshwater and Forest. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Temperate Freshwater.

[32] Underwater and Island Journey in Temperate Freshwater and Hills. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Temperate Hills.

[33] Underwater and Island Journey in Temperate Freshwater and Plains. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Temperate Plains.

[34] Underwater and Island Journey in Temperate Freshwater and Swamp. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Temperate Swamp.

[35] Underwater and Island Journey in Temperate Freshwater and Wasteland. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Temperate Wasteland.

[36] Underwater and Island Journey in Temperate Saltwater and Forest. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Temperate Saltwater.

[37] Underwater and Island Journey in Temperate Saltwater and Hills. Journey Locale Table 1 - Temperate Hills. Journey Locale Table 2 - Temperate Saltwater.

[38] Underwater and Island Journey in Temperate Saltwater and Plains. Journey Locale Table 1 - Temperate Plains. Journey Locale Table 2 - Temperate Saltwater.

[39] Underwater and Island Journey in Temperate Saltwater and Swamp. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Temperate Swamp.

[**40] Underwater and Island Journey in Temperate Saltwater and Wasteland.** Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Temperate Wasteland.

[41] Underwater and Island Journey in Tropical Freshwater and Forest. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - Tropical Freshwater.

[42] Underwater and Island Journey in Tropical Freshwater and Hills. Journey Locale Table 1 - Tropical Freshwater. Journey Locale Table 2 - Tropical Hills.

[43] Underwater and Island Journey in Tropical Freshwater and Plains. Journey Locale Table 1 - Tropical Freshwater. Journey Locale Table 2 - Tropical Plains.

[44] Underwater and Island Journey in Tropical Freshwater and Swamp. Journey Locale Table 1 - Tropical Freshwater. Journey Locale Table 2 - Tropical Swamp.

[45] Underwater and Island Journey in Tropical Freshwater and Wasteland. Journey Locale Table 1 - Tropical Freshwater. Journey Locale Table 2 - Tropical Wasteland.

[46] Underwater and Island Journey in Tropical Saltwater and Forest. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - Tropical Saltwater.

[47] Underwater and Island Journey in Tropical Saltwater and Hills. Journey Locale Table 1 - Tropical Hills. Journey Locale Table 2 - Tropical Saltwater.

[48] Underwater and Island Journey in Tropical Saltwater and Plains. Journey Locale Table 1 - Tropical Plains. Journey Locale Table 2 - Tropical Saltwater.

[49] Underwater and Island Journey in Tropical Saltwater and Swamp. Journey Locale Table 1 - Tropical Saltwater. Journey Locale Table 2 - Tropical Swamp.

[50] Underwater and Island Journey in Tropical Saltwater and Wasteland.

Journey Locale Table 1 - Tropical Saltwater. Journey Locale Table 2 - Tropical Wasteland.

[51] Underwater Journey in Cold Freshwater Shallows and Barren Coastline. Journey Locale Table 1 - Cold Freshwater. Journey Locale Table 2 - Cold Wasteland.

[52] Underwater Journey in Cold Freshwater Shallows and Forested Coastline. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Cold Freshwater.

[53] Underwater Journey in Cold Freshwater Shallows and Hilly Coastline. Journey Locale Table 1 - Cold Freshwater. Journey Locale Table 2 - Cold Hills.

[54] Underwater Journey in Cold Freshwater Shallows and Sandy Coastline. Journey Locale Table 1 - Cold Freshwater. Journey Locale Table 2 - Cold Plains.

[55] Underwater Journey in Cold Freshwater Shallows and Swampy Coastline. Journey Locale Table 1 - Cold Freshwater. Journey Locale Table 2 - Cold Swamp.

[56] Underwater Journey in Cold Saltwater Shallows and Barren Coastline. Journey Locale Table 1 - Cold Saltwater. Journey Locale Table 2 - Cold Wasteland.

[57] Underwater Journey in Cold Saltwater Shallows and Forested Coastline. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Cold Saltwater.

[58] Underwater Journey in Cold Saltwater Shallows and Hilly Coastline. Journey Locale Table 1 - Cold Hills. Journey Locale Table 2 - Cold Saltwater.

[59] Underwater Journey in Cold Saltwater Shallows and Sandy Coastline. Journey Locale Table 1 - Cold Plains. Journey Locale Table 2 - Cold Saltwater.

[60] Underwater Journey in Cold Saltwater Shallows and Swampy Coastline. Journey Locale Table 1 - Cold Saltwater. Journey Locale Table 2 - Cold Swamp.



[61] Underwater Journey in Sub-Arctic Freshwater Shallows and Barren Coastline. Journey Locale Table 1 - Cold Wasteland. Journey Locale Table 2 - Temperate Freshwater.

[62] Underwater Journey in Sub-Arctic Freshwater Shallows and Forested Coastline. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Temperate Freshwater.

[63] Underwater Journey in Sub-Arctic Freshwater Shallows and Hilly Coastline. Journey Locale Table 1 - Cold Hills. Journey Locale Table 2 - Temperate Freshwater.

[64] Underwater Journey in Sub-Arctic Freshwater Shallows and Sandy Coastline. Journey Locale Table 1 - Cold Plains. Journey Locale Table 2 - Temperate Freshwater.

[65] Underwater Journey in Sub-Arctic Freshwater Shallows and Swampy Coastline. Journey Locale Table 1 - Cold Swamp. Journey Locale Table 2 - Temperate Freshwater.

[66] Underwater Journey in Sub-Arctic Saltwater Shallows and Barren Coastline. Journey Locale Table 1 - Cold Wasteland. Journey Locale Table 2 - Temperate Saltwater.

[67] Underwater Journey in Sub-Arctic Saltwater Shallows and Forested Coastline. Journey Locale Table 1 - Cold Forest. Journey Locale Table 2 - Temperate Saltwater.

[68] Underwater Journey in Sub-Arctic Saltwater Shallows and Hilly Coastline. Journey Locale Table 1 - Cold Hills. Journey Locale Table 2 - Temperate Saltwater.

[69] Underwater Journey in Sub-Arctic Saltwater Shallows and Sandy Coastline. Journey Locale Table 1 - Cold Plains. Journey Locale Table 2 - Temperate Saltwater.

[70] Underwater Journey in Sub-Arctic Saltwater Shallows and Swampy Coastline. Journey Locale Table 1 - Cold Swamp. Journey Locale Table 2 - Temperate Saltwater.

[71] Underwater Journey in Sub-Tropical Freshwater Shallows and Barren Coastline. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Wasteland.

[72] Underwater Journey in Sub-Tropical Freshwater Shallows and Forested Coastline. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Forest.

[73] Underwater Journey in Sub-Tropical Freshwater Shallows and Hilly Coastline. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Hills.

[74] Underwater Journey in Sub-Tropical Freshwater Shallows and Sandy Coastline. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Plains.

[75] Underwater Journey in Sub-Tropical Freshwater Shallows and Swampy Coastline. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Tropical Swamp.

[76] Underwater Journey in Sub-Tropical Saltwater Shallows and Barren Coastline. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Wasteland.

[77] Underwater Journey in Sub-Tropical Saltwater Shallows and Forested Coastline. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Forest.

[78] Underwater Journey in Sub-Tropical Saltwater Shallows and Hilly Coastline. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Hills.

[79] Underwater Journey in Sub-Tropical Saltwater Shallows and Sandy Coastline. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Plains.

[80] Underwater Journey in Sub-Tropical Saltwater Shallows and Swampy Coastline. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Tropical Swamp.

[81] Underwater Journey in Temperate Freshwater Shallows and Barren Coastline. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Temperate Wasteland.

[82] Underwater Journey in Temperate Freshwater Shallows and Forested Coastline. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Temperate Freshwater.

[83] Underwater Journey in Temperate Freshwater Shallows and Hilly Coastline. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Temperate Hills.

[**84] Underwater Journey in Temperate Freshwater Shallows and Sandy Coastline.** Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Temperate Plains.

[85] Underwater Journey in Temperate Freshwater Shallows and Swampy Coastline. Journey Locale Table 1 - Temperate Freshwater. Journey Locale Table 2 - Temperate Swamp.

[86] Underwater Journey in Temperate Saltwater Shallows and Barren Coastline. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Temperate Wasteland.

[87] Underwater Journey in Temperate Saltwater Shallows and Forested Coastline. Journey Locale Table 1 - Temperate Forest. Journey Locale Table 2 - Temperate Saltwater.

[88] Underwater Journey in Temperate Saltwater Shallows and Hilly Coastline. Journey Locale Table 1 - Temperate Hills. Journey Locale Table 2 - Temperate Saltwater.

[89] Underwater Journey in Temperate Saltwater Shallows and Sandy Coastline. Journey Locale Table 1 - Temperate Plains. Journey Locale Table 2 - Temperate Saltwater.

[90] Underwater Journey in Temperate Saltwater Shallows and Swampy Coastline. Journey Locale Table 1 - Temperate Saltwater. Journey Locale Table 2 - Temperate Swamp.

[91] Underwater Journey in Tropical Freshwater Shallows and Barren Coastline. Journey Locale Table 1 - Tropical Freshwater. Journey Locale Table 2 - Tropical Wasteland.

[92] Underwater Journey in Tropical Freshwater Shallows and Forested Coastline. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - Tropical Freshwater.

[93] Underwater Journey in Tropical Freshwater Shallows and Hilly Coastline. Journey Locale Table 1 - Tropical Freshwater. Journey Locale Table 2 - Tropical Hills.

[94] Underwater Journey in Tropical Freshwater Shallows and Sandy Coastline. Journey Locale Table 1 - Tropical Freshwater. Journey Locale Table 2 - Tropical Plains.



[95] Underwater Journey in Tropical Freshwater Shallows and Swampy Coastline. Journey Locale Table 1 - Tropical Freshwater. Journey Locale Table 2 - Tropical Swamp.

[96] Underwater Journey in Tropical Saltwater Shallows and Barren Coastline. Journey Locale Table 1 - Tropical Saltwater. Journey Locale Table 2 - Tropical Wasteland.

[97] Underwater Journey in Tropical Saltwater Shallows and Forested Coastline. Journey Locale Table 1 - Tropical Forest. Journey Locale Table 2 - Tropical Saltwater.

[98] Underwater Journey in Tropical Saltwater Shallows and Hilly Coastline.

Journey Locale Table 1 - Tropical Hills. Journey Locale Table 2 - Tropical Saltwater.

[99] Underwater Journey in Tropical Saltwater Shallows and Sandy Coastline. Journey Locale Table 1 - Tropical Plains. Journey Locale Table 2 - Tropical Saltwater.

[00] Underwater Journey in Tropical Saltwater Shallows and Swampy Coastline. Journey Locale Table 1 - Tropical Saltwater. Journey Locale Table 2 - Tropical Swamp.

Envisaging the Adventure Dungeon or Destination

Once the adventure journey through the wilderness (or planar region, or netherworld) has been roughly planned and outlined, you need to consider the dungeon or similar destination that you want the Player Characters to journey towards. You can certainly have wilderness-only sandbox adventures if you want to, but the players will frequently get frustrated with you if you don't at least provide them with an opportunity to head toward a meaningful destination. Without such a goal, wilderness sandbox wandering tends to turn into an endless sequence of seemingly random encounters with no real scenario resolution. The journey literally becomes the destination, but the destination has no resolution.

That might be too much of a shock for plot-oriented players, who we are already potentially upsetting with the outlandish notion that "plot" isn't what the GM tells the players they should be doing; it's what happens whenever the players tell the GM what they want to do!

In most old school adventures the dungeon destination is where, generally, about 50-75% of the adventure scenario will be conducted. The rest of the adventure involves the journey there, and perhaps the journey back as well. To make the dungeon experience as varied as possible, I will (in the next section) provide you with *hundreds* of different dungeon ideas that you can develop for your campaign. This will give you enough variety to last a lifetime.

Not every destination needs to be a dungeon, but most will be. You can also (for example) have the destination be a dangerous city, a ruin, a forest maze of paths and meadows, an island chain, or a mountainous region crossed by passes and cavern-traveling caravans. The trickiest destinations to handle are (once again) the planar ones, which should usually — in my opinion — feature recognizable destinations such as caravansaries, towns, monstrous outposts, or planar strongholds. It's theoretically great to call your planar realm "An infinite wasteland, pocked with glowing craters and filled with screaming souls," but what does that mean? Why would adventurers willingly cross through there, and what would they be seeking? Is your realm only meant as a place of punishment? If so, why would players play a game that involves them going there and trying to have a good time?

Such questions become critical when you're trying to convince the players that your abstract universe is worthy of detailed exploration. It is not enough to design whatever you want; you need to design with your players in mind.

I have heard many times in the past that GMs have trouble envisioning such places in the farther planes of existence; but in recent years, I have just told new GMs to envision Asgard as portrayed in the Thor movies. That is a planar fortress, combined with a city, that is connected to other planes by the Bifrost portals. It is certainly unearthly, but it is not so wildly different that the designer would be hopelessly lost trying to conceive of the place.

To aid GMs further in conceiving the planes of existence and how they might pertain to adventure journeys and destinations, I am going to provide you with a brief overview of the planar reaches as they exist in the Castle Oldskull campaign. Keep in mind that in doing so, I am moving us off on a wild tangent for a few pages. So if you would rather skip the planar section and move on

to the consideration of normal dungeons, please feel free to skip this section for later.

Otherwise, here you will find a brief overview of the major Oldskull planar regions, and a list of some of the gods and goddesses who maintain reachable strongholds, temples and outposts in the worlds beyond.

A Brief Glimpse of the Castle Oldskull Multiverse Cosmogony

Here, I will give you a small taste of all of the reachable planes of existence in my campaign. This is an extensive and daunting topic which requires another full-featured supplement, but I don't want to leave you hanging for inspiration and nothing to go on. I also list the inspirational sources of various planar locations, so that you can do your own further research whenever you like.

As you well know, the planes are the domains of the gods, the arch-devils, the demon lords, and other great powers. Whenever you are designing a new adventure do keep in mind that you probably don't want the PCs, regardless of experience level, coming into direct conflict with the gods. Because if you play the gods correctly, the PCs will almost certainly be exterminated. But you can use the ideas in this section to create planar temples where those gods are worshipped, and to create small planar realms and strongholds that the PCs can sneak into and through (while having some interesting and perhaps violent encounters). When you are dealing with the planes of good alignment, the PCs might even be able to secure aid from planar allies, or receive blessings (buffs) of a kind. Not every planar journey needs to end in annihilation. But if the PCs insist on poking around, and ignore the dungeon destination, you may soon find yourself in a bizarre scenario that will end in the heroes' apparently-asked-for demise!

When dealing with a planar journey leading to a dungeon, I usually don't put the dungeon in the planar region itself. Instead, I put point A (typically, the PCs' favored city) and point B (the current dungeon) both in the primary game world, and then the PCs traverse from A to B by jaunting through a "shortcut" plane to get there. Sometimes, point B is instead in an alternate world somewhere else in the Prime Material Plane. Most of this travel in either instance occurs via magical gateways.



Here is a summary of some of the visited places I personally recommend to you, beginning alphabetically with the realms of Chaos and Evil:

The Oldskull Multiverse, Part I:

Planes and Otherworldly Locales of Chaotic Evil

Well-known planar locations aligned with both Chaos and Evil are as follows:

The Abyssal Chaos, the destructive whorl of Chaos and entropic evil, which is home to most of the demon lords. Inspiration: Greek and world mythology.

The Citadel of Mulciber — the Lord Architect of the palaces of Heaven — a dark angel who fell and sided with Lucifer. He created his own citadel, and the city of Pandaemonium as well. Inspiration: Mysticism of John Milton.

Pandaemonium, the great infernal city of the fallen angels under Lucifer. Inspiration: Mysticism of John Milton.

Tartarus, the netherworld prison of the titans and other rebellious monsters. Inspiration: Greek and world mythology.

The strongholds and secret lairs of Anshar (Babylonian), Apep (Egyptian), Ares (Greek), Cthugha (Cthulhu Mythos), Cthulhu (Cthulhu Mythos, homeworld beyond R'lyeh), Dahak (Babylonian), Hastur (Cthulhu Mythos), Hiisi (Finnish), Huhueteotl (Central American), Ithaqua (Cthulhu Mythos), Kali (Indian), Kiputytto (Finnish), Loki (Norse), Lu Yueh (Chinese), Ma Yuan (Chinese), Nyarlathotep (Cthulhu Mythos), Shakak (Native American), Shub-Niggurath (Cthulhu Mythos), Tezcatlipoca (Central American), Thrym (Norse), Tlazolteotl (Central American), Tou Mu (Chinese), Tuonetar (Finnish), Tuoni (Finnish), Yog-Sothoth (Cthulhu Mythos) and many others

The Oldskull Multiverse, Part II:

Planes and Otherworldly Locales of Chaotic Good

Well-known planar locations aligned with both Chaos and Good are as follows:

The Chaos of Creation, the generative whorl of Chaos and uncontrolled imagination, which is home to most spirits birth, creation, and inspiration. Inspiration: Greek and world mythology.

Mount Olympus, the home of the gods and goddesses of the Greek pantheon. Inspiration: Greek mythology.

The Happy Hunting Grounds, the great untamed and idyllic wilderland of beasts and plenty. Inspiration: Lakota mythos.

The strongholds and secret lairs of Anhur (Egyptian), Aphrodite (Greek), Apollo (Greek), Bast (Egyptian), Chalchiuhtlicue (Central American), Hachiman (Japanese), Hotoru (Native American), Huan-Ti (Chinese), Idun (Norse), Inari (Japanese), Karttikeya (Indian), Kib (Pegana Mythos), Lakshmi (Indian), Limpang-Tung (Pegana Mythos), Magni (Norse), Modi (Norse), Nanna-Sin (Sumerian), Nephthys (Egyptian), Oh-Kuni-Nushi (Japanese), Raven (Native American), Sif (Norse), Snake Man (Native American), Thor (Norse), the Thunderbird (Native American), Utu (Sumerian), Vidar (Norse), Zeus (Greek) and many others.

The Oldskull Multiverse, Part III:

Planes and Otherworldly Locales of Chaotic Neutrality

Well-known planar locations aligned with both Chaos and Neutrality are as follows:

The Abzu, the great watery abyss of Chaos and non-sentient entropy. Inspiration: Sumerian mythology.

Entropia, the draining world which twists life essence and lost souls into negative energy … the ultimate realm of the undead who do not commit to evil, and the ascendant lich lords and lich queens. Inspiration: OSR, Castle Oldskull campaign.

Erebus, the great netherworld which (via magical gates) leads down into Hades and Tartarus. Inspiration: Greek and Roman mythology.

Limbo, the gray, stormy and discordant realm of the unjudged dead, who did not (or could not) in life commit to law, good, or evil. Inspiration: Catholic theology.

The strongholds and secret lairs of Aegir (Norse), Agni (Indian), Azathoth (Cthulhu Mythos), Coyote (Native American), Dionysus (Greek), Fujin (Japanese), Indra (Indian), Manannan Mac Lir (Celtic), Poseidon (Greek), Roon (Pegana Mythos), Sirami (Pegana Mythos), Slid (Pegana Mythos), Susanowo (Japanese), Uller (Norse), Wen Chung (Chinese) and many others.

The Oldskull Multiverse, Part IV:

Planes and Otherworldly Locales of Lawful Evil

Well-known planar locations aligned with both Law and Evil are as follows:

Avernus, the fiery netherworld which leads into the deeper infernal regions. Inspiration: Roman mythology.

Gehinnom, the damned realm of burning, curses, and wickedness. Inspiration: Hebrew spirituality.

The Inferno, the great many-tiered underworld of law, evil, and divine punishment. Its center is the great Iron City of Dis. Inspiration: Christian theology, and the writings of Dante Alighieri.

The strongholds and secret lairs of the arch-devils, and various gods of lawful evil.



The Oldskull Multiverse, Part V:

Planes and Otherworldly Locales of Lawful Good

Well-known planar locations aligned with both Law and Good are as follows:

The Nine Spheres of Heaven, the angelic, ascendant, and celestial spheres where the angels and gods of lawful good predominantly reside amongst the blessed. The spheres are: (I) the Lunar, (II) the Mercurial, (III) the Venereal, (IV) the Solar, (V) the Martial, (VI) the Jovian, (VII) the Saturnine, (VIII) the Astral Realm of the Unchanging Stars and (IX) the Primum Mobile. Inspirations: Christian theology, and the writings of Dante Alighieri (Paradiso).

The Twin Paradises, the realm of human innocence prior to the manifestation of corruption, or temptation. Rumored to be the angelic manifestation and counterpart of Eden. Inspirations: The Garden, by Andrew Marvell; the mysticism of John Milton. ("Such was that happy garden-state, while man there walked without a mate: after a place so pure and sweet, what other help could yet be meet! But 'twas beyond a mortal's share to wander solitary there. Two paradises 'twere in one, to live in Paradise alone.")

Arcadia, the idyllic (yet often dangerous) wilderland of the Greek mythos, home to centaurs, dryads, nymphs, river godlings, satyrs, and so forth. Inspiration: Greek mythology.

The strongholds and secret lairs of Ahura Mazda (Persian), Amaterasu (Japanese), Anubis (Egyptian), Armaiti (Persian), Athena (Greek), Chung Kuel (Chinese), Daikoku (Japanese), Diancecht (Celtic), Ebisu (Japanese), Forseti (Norse), Girru (Babylonian), Heimdall (Norse), Heng (Native American), Ilmatar (Finnish), Kuan Yin (Chinese), Osiris (Egyptian), Shu (Egyptian), Skarl (Pegana Mythos), Sraosha (Persian), Tefnut (Egyptian), Ukko (Finnish), Vishnu (Indian), Vohu Manah (Persian) and many others.

The Oldskull Multiverse, Part VI:

Planes and Otherworldly Locales of Lawful Neutrality

Well-known planar locations aligned with both Law and Neutrality are as follows:

Nirvana, the spiritual realm of ascension and enlightenment beyond mere good and evil. Inspiration: Indian mythology.

The Ordo (Absolute Order), the bright, whirling and striated realm of the emotionless and generative life fore, the source of pure unbridled creative energy. The realm cannot be entered by mortals, because all independent souls and spirits who rejoin the Ordo — where all life

originally came from — lose their sentience and free will, becoming one with the next wave of creation. Inspiration: Castle Oldskull campaign (consideration of the scientific and spiritual antonym of "entropy").

Purgatory, the realm of soul purification which leads into the Spheres of Heaven for those souls who seek — but did not quite mortally attain — the enlightenment of law and good. Inspirations: Catholic theology, and the writings of Dante Alighieri (Purgatorio).

The strongholds and secret lairs of Anu (Babylonian), Enki (Sumerian), Frigga (Norse), Hoodrazai (Pegana Mythos), Horus (Egyptian), Kshathra Vairya (Persian), Marduk (Babylonian), Nabu (Babylonian), Nike (Greek), the Norns (Norse), Ptah (Egyptian), Quetzalcoatl (Central American), Rudra (Indian), Shan Hai Ching (Chinese), Shang-Ti (Chinese), Sish (Pegana Mythos), Surya (Indian), Tenjin (Japanese), Tyr (Norse), Varuna (Indian), Yama (Indian) and many others.

The Oldskull Multiverse, Part VII:

Planes and Otherworldly Locales of Neutral Evil

Well-known planar locations aligned with both Neutrality and Evil are as follows:

The Garden of Persephone, the sanctuary of the goddess Persephone who is the unwilling consort of lord Hades. Inspiration: Greek mythology.

Hades, the shadow realm of lost mortal souls in the Greek mythos. Inspiration: Greek mythology.

The Palace of Hades, the great stronghold of the lord of the Greek underworld. Inspiration: Greek mythology.

The Rivers of the Damned, being Acheron (woe), Cocytus (lamentation), Lethe (nepenthe and forgetfulness), Phlegethon (fire), and Styx (poison and fate), which flow through magical gateways journeying into all of the planes of evi. Inspirations: Greek mythology, OSR.

The strongholds and secret lairs of Ereshkigal (Babylonian), Hades (Greek), Hel (Norse), Namtar (Babylonian), Nergal (Babylonian), No Cha (Chinese), Ratri (Indian), Surma (Finnish) and many others.

The Oldskull Multiverse, Part VIII:

Planes and Otherworldly Locales of Neutral Good

Well-known planar locations aligned with both Neutrality and Good are as follows:

Eden, the lost paradise guarded by angels from which some (not all, in a pagan mythology) few mortals were exiled into the Material Plane. Inspiration: Christian theology.

Elysium, the islandic paradise of the great heroes and heroines of the Greek mythos. Inspiration: Greek mythology.

The strongholds and secret lairs of Ahto (Finnish), Balder (Norse), Benten (Japanese), Bragi (Norse), Demeter (Greek), Enlil (Sumerian), Frey (Norse), Freya (Norse), Isis (Egyptian), Itzamna (Central American), Jurojin (Japanese), Kishijoten (Japanese), Mielikki (Finnish), Odin (Norse), Ra (Egyptian), Ryujin (Japanese), Seker (Egyptian), Tsukiyomi (Japanese), Ushas (Indian) and many others.

The Oldskull Multiverse, Part IX:

Planes and Otherworldly Locales of True Neutrality

Well-known planar locations aligned with Pure Neutrality (and by default the absence of Law, Chaos, Good, and Evil) are as follows:

The Akasha, the pathways in the Ethereal Plane which connect the realms of the Indian mythos to one another via magical gateways. Inspiration: Indian mythology.

The Astral Plane, the windy and starry void which connects the Outer Planes the Inner Planes via a nigh-infinite matrix of magical gateways. Inspirations: Classical and medieval spirituality.

The Ethereal Plane, or the **Aethereal Quintessence**, which is an airy and ocean-like realm of currents, tides and counter-currents, connecting the Inner Planes to one another. Inspirations: Greek mythology, writings of Plato, OSR, Castle Oldskull campaign.

Gaia, the deep netherworld beneath the Elemental Plane of Earth, which serves as a conduit between the Ordo, Erebus and the Material Plane. It is the realm of the many-named entity whom some call "Mother Earth," the creator of many monsters and primordial powers. Inspirations: Greek mythology, Castle Oldskull campaign.

The Impure Elemental Planes, the "borderlands" where two Pure Elemental Planes converge. If we envision the Pure Elemental Planes as a sphere, surrounding the Material Plane, and divided into four quarters, the Impure Elemental Planes are the "seams" between the quarters. They are: (I) Dust (Air and Earth), (II) Ash (lesser Air and Fire), (III) Lightning (greater Air and Fire), (IV) Mist (lesser Air and Water), (V) Ice (greater Air and Water), (VI) Magma (Earth and Fire), (VII) Mud (Earth and Water), and (VIII) Steam (Fire and Water). Inspirations: Alchemy, OSR, Castle Oldskull campaign.

The Land of Infinite Paths, a great wilderness filled with magical doorways, gateways, and descending and ascending paths which connect all planar realms via the astral and ethereal realms. Inspiration: Castle Oldskull campaign.

The Pure Elemental Planes, the realms of air (gases), earth (solids), fire (energy) and water (liquids). The rudimentary building blocks from which the Material Plane was created. Inspirations: Alchemy, Greek mythology (to a point), Paracelsus.

The Realm of Eternal Shadow, the "seam" between the planar hemispheres of The Ordo and Entropia. A world of ever-conflicting light and darkness, lost in mists and known only to mystical wanderers. Inspirations: OSR, Castle Oldskull campaign.

The strongholds and secret lairs of Ama-Tsu-Mara (Japanese), Artemis (Greek), Bes (Egyptian), Brigit (Celtic), Camaxtli (Central American), Chih Sung-Tzu (Chinese), Dagda (Celtic), Dorozhand (Pegana Mythos), Dunatis (Celtic), Geb (Egyptian), Goibhnie (Celtic), Hastseltsi (Native American), Hephaestus (Greek), Hera (Greek), Herne (Celtic), Huitzilopochtli (Central American), Ishtar (Babylonian), Izanagi (Japanese), Izanami (Japanese), Ki (Sumerian), Manna-Yood-Sushai (Pegana Mythos), Morrigan (Celtic), Nin-Hursag (Sumerian), Nuada (Celtic), Oghma (Celtic), Raiden (Japanese), Ramman (Babylonian), Silvanus (Celtic), Tammuz (Babylonian), Thoth (Egyptian), Tvashtri (Indian), Tyche (Greek), Untamo (Finnish), Xochipilli (Central American), Yen-Wang-Yeh (Chinese) and many others.



Special Note Concerning Pantheon Domains and the Strongholds of Individual Deities

(Caution, ranty! Feel free to skip this section if you are not interested in my lengthy opinions pertaining to planar design.)

If you have reviewed the above information carefully, you may be wondering how it is possible that a pantheon's "home" kingdom exists in one plane, and all of the deities who belong to that pantheon are scattered throughout other planes. Don't all of these deities belong together?

The short answer: If you don't do this, you'll have some logical conundrums to fix.

The longer answer:

If you don't use my approach, you end up with the odd and uncomfortable situation of (for example) having good, neutral, and evil deities all existing in the same chaotic good realm, in the supposed stronghold of absolute Chaos and Goodness. A good chunk of the Realm of Good and Chaos would then be devoted solely to (again, for example) Mount Olympus and Greek mythology, thereby derailing much of the planes-based-on-alignment system which has existed over the decades of play. Or, you can have a fair chunk of the pantheon's deities in one chaotic good location (despite their alignments), and the outliers stuck in various corners without the sizeable logical error — Namely, how did these beings ever come to interact, in rivers and valleys quite close to one another, if they had no way to reach one another? — ever being acknowledged. In the latter case, the mythic sources the game were based on then become "wrong" in many instances. How did Hecate and Artemis ever interact, when Hecate is in Hell and Artemis is in Olympus?

So are the planes based on alignment, or are they based on pantheon? If they're based on pantheon, you have a big redesign problem on your hands, because the game was designed (c. 1977-1978) to have the planes primarily based on the many alignments, and secondarily on pantheon themes … and then, when Supplement IV was redesigned in hardcover format, the gods were each given differing alignments (c. 1979-1981) based on their attributes and beliefs, not pantheon (quite rightly); and then, (quite sadly) they were wedged into different drawers to fit the former alignment-driven planar system. It was a decent, inelegant solution to a nasty existential and gamist problem.

If you want to research this peculiar and rather obscure design conundrum a bit, take a look at TSR's Deities & Demigods, and look up all of the lawful evil deities and their planar realms of origin. You have many lawful evil deities in non-lawful evil planes, because the lawful evil plane is predominantly a Dantean interpretation of Hell, which doesn't fit all of the world's mythologies very well. And, the drawers the gods are stuck in don't make much sense. Why is the lawful evil Chinese god Chih-Chiang Fyu-Ya in the Judaic realm of Gehenna? Is it because he's lawful evil, and Gehenna is the realm of lawful evil? Nope. Hell is the realm of lawful evil. Gehenna is the realm of lawful evil neutrals … and Gehenna has nothing to do with Chinese mythology whatsoever.

So what to do? Is OSR Gehenna equated with the real world's mythic Gehenna, or is it a drawer for non-Christian evil of all shapes and sizes? If it's just a drawer, it's not a very inspiring or good one, to be sure. How can a GM find more information on developing Gehenna if the mythic source and inspiration for the name is rendered mute?

In the mythology-based Castle Oldskull campaign, I tried to find a happy medium between the paradoxes that were never fully addressed. My solution is not perfect, but as a nice side effect it helps the GM to design adventures that draw on the public domain, rather than on copyrighted sources.

I believe it is a better approach to say that magical gateways connect the lairs and strongholds of deities to the primary domain of the pantheon. To use the classic example, I will point once again to Mount Olympus. (I've made you nervous now about that seemingly simple concept, haven't I?) Mount Olympus is found in the planes of Chaotic Good. Why? Because Zeus is chaotic good, and Zeus is the head of the pantheon. Also, via magical gateways, Olympus connects to the private and isolate strongholds of Athena (lawful good), Ares (chaotic evil), Hermes (true neutral) and all the rest. Thus, all of these deities can be found on Mount Olympus during times of great gatherings, but in solitude and secrecy they dwell separately in strongholds on the planes of their own alignment. The deities are able to coexist and commingle with one another, on a magical Earth-like world in an alternate dimension of the Prime Material Plane (based on mythic Greece), while the planes are separated by alignment and the

pantheons are separated from one another to a fair extent.

If you have a more elegant solution, do feel free to use it! But, this section of the book was inspired by a novice and test reader's questions: "What is OSR Olympus like? What sources do I use, since it's different from the Greek version in this old book? How do I envision it?" It was hard for me to answer, and I felt I needed to address the issue because if you don't know what OSR Olympus is like, it can be hard to give you advice on how to design adventures there. But I can say to you now, don't let old game books confine you into a box outside of the inspiration that created that box! Olympus is much as it appears in Greek myth, with the added wrinkle of magical planar gateways connecting the places of power, which are held in turn by the various deities. And the nexus of many of those gateways is Mount Olympus. You can therefore research Olympus and Greek myth and create a planar CG adventure using that material freely. That way, you're not reliant on other game designers' conception of the planes; you can create your own, based on mythic tradition. Hell isn't copyrighted, and you don't need a license to write (or to publish) an adventure about it.

* * *

Bah, enough of that and my old school preservation ruminations. Let's get back on track.

You can use these types of planar stronghold connections creatively, not only to justify the coexistence of opposed deities, but also to facilitate planar journeys made by Player Characters.



So if you ever wanted the adventurers to journey via gateway from a chaotic good realm to a chaotic evil one, and then back to the Prime Material where your dungeon is, you could have them briefly move through the lands around Mount Olympus, and sneak through the gateway to the Acropolis of Ares, where they would avoid Ares and his minions and find the gateway leading to the land of the dungeon. It all depends on how ambitious you want to get. But I do warn you, if you want the PCs to have planar journeys, make sure they have a powerful guide and just a few random encounters along the way, or the brief jaunt you intend could turn into a deadly misadventure where they never reach the dungeon at all!

Dungeon Archetypes and Destinations

As promised, here is a list of several hundred dungeon types, including castles, caves, temples, tombs, ruins, structures, mansions, thematic combinations of rooms, labyrinthine anomalies in the wilderness, and just about anything else that you can think of.

To determine the type of dungeon that will serve as the intended destination for your adventure scenario, roll 1D1000 and consult the following table. Feel free to reroll if you have difficulty pairing the dungeon archetype with the wilderness journey which you have already envisioned.

Table GWG2-44:

Destination Dungeon Selection

A

[001-004] Abandoned Farmhouse

[005-008] Abattoir / Slaughterhouse

[009-012] Abbey

[013-016] Abyss

[017-020] Abzu (primal subterranean ocean)

[021-024] Active Volcano and Lava Tubes

[025-028] Aeolian Caves

[029-032] Aerariums and Treasure Vaults

[033-036] Aeries

[037-040] Alchemical and Magical Laboratories

[041-044] Altars and Shrine Chambers

[045-048] Anchialine Caves

[049-052] Anchorage

[053-056] Aqueducts and Bridges

[057-060] Archives and Libraries

[061-064] Archmage's Tower

[065-068] Arena / Colosseum

[069-072] Armories and Forges

[073-076] Arsenals and Forges

[077-080] Artificial Netherworld of Enchanted Grottoes

[081-083] Ash Pits and Cinder Caverns

[084-086] Assassins' Guild Hall

B

[087-089] Bandit / Brigand / Pirate Hideout

[091-092] Barbicans and Gatehouses

[093-095] Barracks and Bedchambers

[096-098] Barrow Mounds and Tumuli

[099-101] Bastions, Bulwarks and Guardian Halls

[102-104] Beacon / Lighthouse

[105-108] Beast Dens and Monster Lairs

[109-112] Beast Tamers' Pens and Pits

[113-116] Bone House and Burial Pits / Vaults

[117-120] Bottomless Pits

[121-124] Buried Ruined City

[125-128] Buried Ruined Stronghold

[129-132] Buried Ruined Temple

[133-136] Buried Treasure Complex

[137-140] Burrows and Warrens

C

[141-144] Cages and Slave Pits

[145-148] Cairns and Subterranean Shafts

[149-152] Canals and Ruined City

[153-156] Canyon and Wind Caves

[157-160] Canyonlands Labyrinth

[161-164] Carved Cave City

[165-168] Cascades, Pools and Waterfalls

[169-172] Castle or Stronghold

[173-176] Catacombs and Tombs

[177-180] Caves and Caverns

[181-184] Cellarage and Foundations

[185-187] Cells and Gaol Chambers

[188-190] Cesspits and Cesspools

[191-193] Chapel and Undercroft

[194-197] Chapter House

[198-201] Chasm Bridges and Drawbridges

[202-204] Clan Halls / Demi-Human Enclave

[205-208] Chasms

[209-211] Church or Cathedral

[212-214] Cisterns, Wells, and Reservoirs

[215-217] Citadel / Fortress

[218-220] Clan Hold / Subterranean Demi-Human Stronghold

[221-223] Cliff Face Caves and Dwellings

[224-226] Cloaca and Sewer Passages

[227-229] Cloud Castle

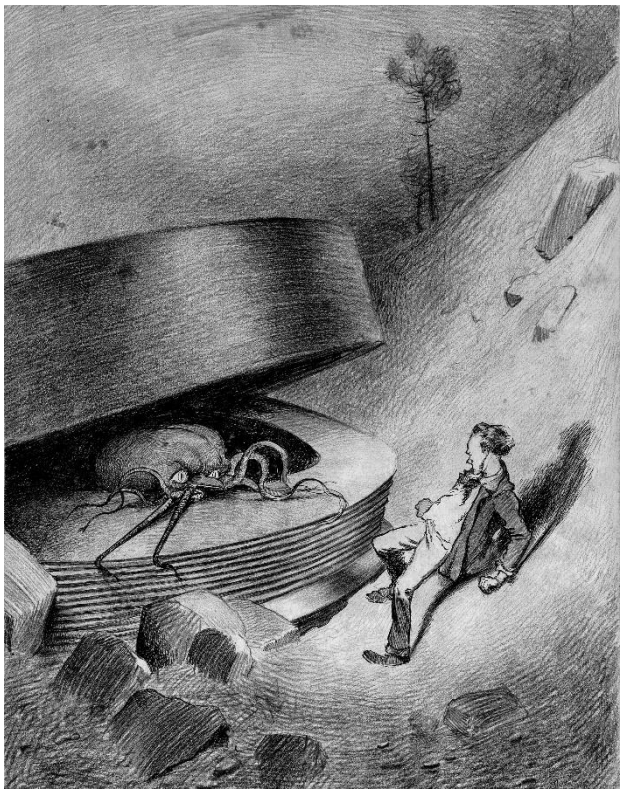
[230-232] Clutches and Mazelike Forest Paths

[233-235] Collapsing Dungeon Level

[236-237] Colossal Marching City

[238-239] Colossal Marching War Machine

[240] Crashed Spaceship



[241-243] Crater and Burrows

[244-246] Crematoriums

[247-249] Crowdes and Secret Crawlspaces

[250-253] Crystal Caves and Gardens

[254-256] Cysts, Hollows, and Voids

D

[257-260] Death Maze / Proving Grounds

[261-264] Delves and Mine Shafts

[265-268] Deserted Lake / Raft Town

[269-272] Deserted Plague City

[273-276] Deserted Plague Town

[277-280] Deserted Plague Village

[281-284] Dolorous Garde

[285-288] Domed City of Enchantments

[289-292] Donjons and Tower Strongholds

[293-296] Dormant Volcano and Lava Tubes

[297-300] Dragon's Lair and Surrounding Labyrinth

[301-304] Drowning Pools, Cenotes, and Sacrificial Caves

[305-308] Dungeon Cells and Torture Chambers

E

[309-312] Echo Chambers and Wind Tunnels

[313-316] Eerie Island

[317-320] Elemental Vortex of Air

[321-324] Elemental Vortex of Ash

[325-328] Elemental Vortex of Dust

[329-332] Elemental Vortex of Earth

[333-336] Elemental Vortex of Fire

[337-340] Elemental Vortex of Lightning

[341-344] Elemental Vortex of Magma

[345-348] Elemental Vortex of Mist

[349-352] Elemental Vortex of Mud

[353-356] Elemental Vortex of Steam

[357-360] Elemental Vortex of Water

[361-364] Enchanted Garden / Hedge Maze

[365-368] Enchanted Labyrinth

[369-372] Endless Labyrinth of Corridors

[373-376] Endless Stair and Side Galleries

[377-380] Entrance-the Hollow World

[381-384] Erosional Caves

[385-388] Excavations and the Revealed Colossal … ?

[389-392] Execution Chambers and Mass Graves

[393-396] Extinct Volcano and Lava Tubes

F

[397-400] Faerie Manor of the Unseelie Court

[401-404] Flying City / Laputa Shard

[405-408] Forbidden Oracle and Sanctuaries

[409-412] Forbidden Stronghold of Madness

[413-416] Forgotten City

[417-420] Fountain Halls and Enchanted Pools

[421-424] Fracture Caves

[425-428] Fractures in Reality / Planar Maelstrom

[429-432] Fungal Caverns

[433-436] Fungal Forest Labyrinth

[437-440] Fungariums and Mushroom Gardens

G

[441-444] Gargantuan Spider Web

[445-448] Gates of Hell

[449-452] Geyser Pits and Cauldrons

[453-456] Ghost Ship

[457-460] Ghost Tower

[461-464] Giant Insect Colony / Hive

[465-468] Glacial Rift (or Magical Ice Rift) and Ice Caves

[469-471] Goblin Market and Subterranean Neutral Ground

[472-474] Graveyard and Crypts

[475-477] Great Inn / Hunting Lodge

[478-480] Great Resplendent Underground Empire (GRUE)

[481-483] Great Sphinx and Interior Chambers

H

[484-486] Halls of a Knightly Order

[487-489] Hanging Gardens

[490-492] Haunted Battleground and Sappers' Tunnels

[493-495] Haunted Forest Grove(s)

[496-499] Haunted House / Mansion

[500-502] Haunted Palace

[503-505] Hollow Hill of Graves and Warrens

[506-508] Hollow World Threshold-the Planet's Core

I

[509-511] Ice Caves

[512-514] Illusory Terrain / Caves of Illusion

[515-517] Insane Asylum

[518-520] Inside of a Colossus

[521-524] Inside of a Dreamer's Mindscape

[525-528] Inside of a Gargantuan Creature

[529-532] Inside of a Madman's Mindscape

[533-536] Island Chain

[537-540] Isolated Hovel

[541-544] Isolated Plateau / Lost World Mountaintop

J

[545-548] Jungle / Vine-Filled Caves

K

[549-552] Karst and Limestone Caves

L

[553-556] Labyrinthine Swamp Paths

[557-560] Lava Tubes and Cysts

[561-564] Limestone Caves

[565-568] Littoral Caves

[569-572] Living / Animated Demon House

[573-576] Lost City

[577-580] Lost World Valley

[581-584] Lovecraftian / Dunsanian Dreamlands



[585-588] Lyceum / Sacred Archive

M

[589-592] Machine World / Fallout Shelter

[593-596] Mad City of the Yellow Sign

[597-600] Mad Wizard's Labyrinth

[601-604] Maelstrom / Whirlpools

[605-608] Magical Realm

[609-612] Magma Caverns

[613-616] Manor House / Mansion and Secret Passageways

[617-620] Mausoleum

[621-624] Maze of the Mad God

[625-628] Mi-Go Colony

[629-631] Mighty Elven Redwood / Tree Fortress

[632-634] Mirrored Halls and Ballrooms

[635-637] Moats and Moathouse

[638-640] Monastery

[641-643] Mortuary

[644-646] Mountaintop Aeries

[647-649] Mud Volcano

[650-652] Museum of Eternal Ages

[653-656] Museum of Other Worlds

N

[657-660] Narrow Mountain Passes

[661-664] Necropolis

[665-668] Netherworld / Underworld

[669-672] Nightmare Labyrinth ("Hut") of Baba Yaga

[673-676] Nightmare Realm / Domain of Shadow

[677-680] Nunnery

O

[681-684] Oasis and Surrounding Fortifications

[685-688] Outpost of Alien / Dimensional Invaders

P

[689-692] Outpost / Walled Village

[693-696] Planar Nexus of Chaos

[697-700] Planar Nexus of Evil

[701-704] Planar Nexus of Good

[705-708] Planar Nexus of Law

[709-712] Planar Nexus of Neutrality

[713-716] Poison Garden Hedge Maze

[717-720] Primary Caves

[721-724] Prison

[725-728] Pyramid

Q

[729-732] Quagmires and Quicksand Pits

R

[733-736] Reef and Coral Caves

[737-740] Reflecting Pools and Divination Chambers

[741-743] Riverbank Dwellings

[744-746] Ruined Asylum

[747-749] Ruined Bathhouse / Monumental Architecture

[750-752] Ruined Building

[753-755] Ruined City

[756-758] Ruined Colosseum and Underworks

[759-761] Ruined Guild Hall

[762-765] Ruined Manor House / Mansion

[766-768] Ruined Moathouse

[769-772] Ruined Palace

[773-776] Ruined Prison

[777-780] Ruined Pyramid

[781-784] Ruined Scholomance (School of Magic)

[785-788] Ruined Stronghold / Castle

[789-792] Ruined Temple / Fane

[793-796] Ruined Tower

[797-800] Ruined Town

[801-804] Ruined Village

[805-808] Ruined Ziggurat

[809-812] Runic Chambers and Mosaic Halls

S

[813-816] Sacred Faerie Manor

[817-820] Salt Caves

[821-824] Sand-Filled Caves

[825-828] Scholomance (School of Magic)

[829-831] Scrapheaps and Junk Chambers

[832-834] Sea Caves and Tidepools

[835-837] Sea of Grass, Windswept Labyrinth

[838-840] Seismic Caverns

[841-843] Shipwreck / Airship Wreck

[844-846] Sinkholes and Collapsing Caverns

[847-849] Slime Pits and Sludge Cisterns

[850-852] Solutional Caves

[853-856] Spires, Shafts, and Elevators

[857-860] Standing Stones and Druidic Underhalls

[861-864] Steading / Great Lumber Stockade

[865-868] Steam Geyser Mound / Steam Volcano

[869-872] Steam Vents and Clockwork Corridors

[873-876] Strip Mine / Quarry and Precarious Excavations

[877-880] Subterranean Canals and Waterwheels

[881-884] Subterranean Lost World

[885-888] Subterranean Reservoir and Shadowed Isles

[889-892] Subterranean Stronghold

[893-896] Subterranean Temple

[897-900] Sunken Caves

[901-904] Sunken City

[905-908] Sunken Stronghold

[909-912] Sunken Temple

[913-916] Sunless Sea and Netherworld Islands

[917-920] Swarm Hives

T

[921-924] Talus Caves

[925-928] Temple or Fane

[929-932] Thieves' Guild Hall

[933-936] Tholoi / Interconnected Surface Tombs

[937-940] Tiered Pools and Cascade Vaults

[941-943] Trap Doors and Puzzle Cells

[944-946] Trenches and Siege Works

[947-949] Trophy Halls and Hunting Labyrinth

U

[950-952] Undercity (Directly Below City)

[953-955] Underground City of the Dark Elves

[956-958] Underground City of the Deep Dwellers (Humans)

[959-961] Underground City of the Deep Ones

[962-964] Underground City of the Dvergar

[965-967] Underground City of the Dwarves

[968-970] Underground City of the Netherworld Gnomes

[971-973] Underground Kingdom

[974-976] Underground Lake

[977-979] Underground River's Course

[980-982] Underground Swamp and Quicksand Caves

[983-985] Underhalls / Subterranean Manor House

W

[986-988] Wasteland and Ancient Canals and Underworks

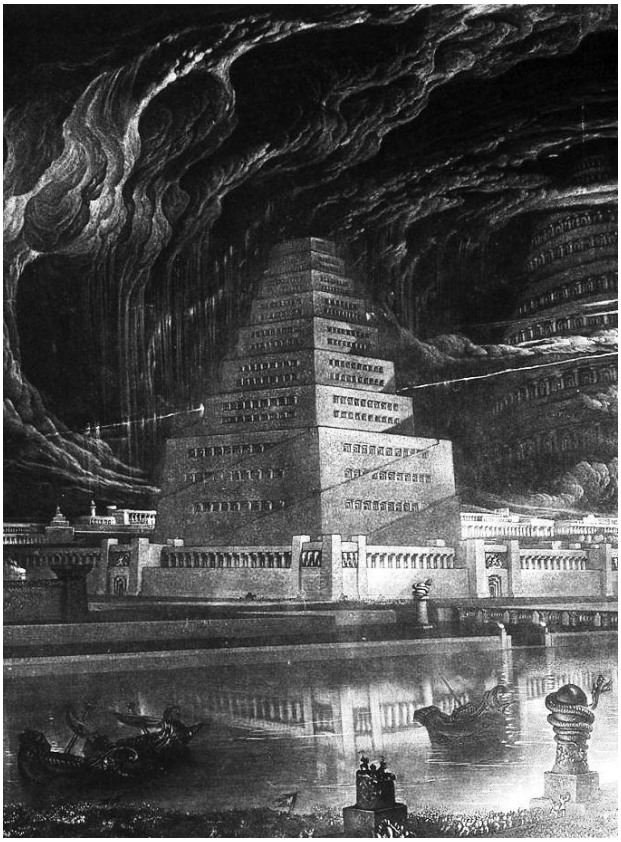
[989-991] Waterfall and Tidal Cliffs

[992-994] Wells, Cisterns, and Reservoirs

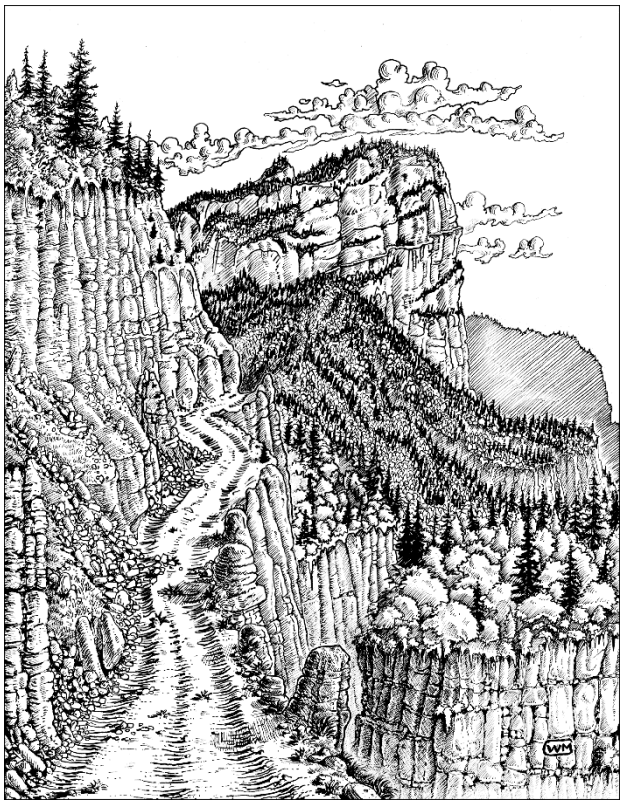
[995-997] Wonderland / Looking-Glass Land

Z

[998-000] Ziggurat



CHAPTER 5: LOCALES OF THE JOURNEY REGION



The Locale and Region Designation System

Once you know generally what both the adventure journey region and the dungeon destination will be like, you will need to come up with a wilderness map and a couple of dozen interesting features for the adventurers to explore along the way. This can be a difficult task for the GM, because you are probably most accustomed with detailing locales in a dungeon or city, while the wilderness is considered as an abstract obstacle between the urban points of interest. Many GMs will simply tell their players something like, "You spend a day wandering through the forest, and then you encounter some orcs." Few GMs will be

prepared enough to rather say, "The forest thins. There is a series of trenches and old siegeworks which lead up into the hollow hills, where the dwarven barrows lie. Beyond the hills rises an inselberg, a lone mountain wreathed in mist with a hidden series of waterfall-threaded valleys descending along its northern flank. Off in the distance, a troop of orcs is marching in your direction."

So one is a generic throwaway encounter, and another is a scene set in a world.

How do you get from the plain old orc encounter to that detailed wilderness filled with orcs, ruins, wilderness and dwarven tombs? It's a two-step general process, followed by lots of design in the details.

First, you will need to create the locales for your wilderness region, and then you need to populate that region with monster lairs that make sense far beyond the nebulous concept of random encounters from out of nowhere. This locale system is designed to turn your featureless wilderness into a fascinating and intricate slice of the Great Unknown which the adventurers can explore however they want to.

Adventure Journey Locales

While you definitely want to aspire to that level of wilderness detail, you also want to make certain that you don't lose sight of your intended scenario design. Namely, the wilderness is (in the majority of cases) the tasty appetizer, while the dungeon is the main feast. But that appetizer needs to be pretty spectacular, or else your players are going to feel like you are stringing them along and delaying their exploration of the "good part" of the game. How can you ensure that the wilderness is (almost) as intriguing as the dungeon, so that your game world does not go to waste? And once you make a "good wilderness," how do you convince the players to explore it, and then to abandon it for the dungeon?

It's simple, but easier said than done: you need to make an interesting journey map. And you need to make sure that wilderness has between one and two dozen encounter areas or features, which is a fair number to encourage interest while also giving the players a motivation to move on (into the dungeon) if they exhaust the area and then want to experience more of your details.

To do that, I recommend that you randomly roll up about 12 to 20 separate and unique locales to comprise the journey region using the systems I provide hereafter. The locale system in this book is designed to give you fairly rapid results, while providing enough intricacies so that you will find several millions of potential combinations over the next few dozen pages. In practice, it will probably take you about 30 minutes to roll up the random locales for your very first adventure scenario design, because you're going to be reading and learning while you roll. But once you grow comfortable and accustomed to this system, you can usually roll up new sets of totally different thematic region locales in 15 minutes or less. Then, you can turn those interesting notes into developed encounter areas, using your game's monster and treasure systems.

Are you ready to make the wilderness interesting and ready for that research? Then let's get started.

The first step is to determine which of the random locale generation tables you should be rolling on. There are tables for the three major climate bands (cold, temperate, and tropical), for every major type of terrain (forest, hills, mountains, etc.), and several bonus tables as well for the unusual outliers (such as the netherworld and elemental planes).

We've already come a long way, through over 250 pages of adventure design material. You may not realize that you've already decided which of the locale sub-tables you'll need to be rolling on, based on your selection of a journey region archetype. (You are writing down all of these important details in your design notebook or in your word processor, aren't you? I hope that you are! If not, you should start doing so now.) Refer back to Section 4-1, Envisaging the Adventure Journey and Region, if you need to. You can go back to that section if you need to review.

There, you determined the general Adventure Journey Type which you will be using in your scenario design. For example, if you rolled up a result there that indicated a Journey in Cold Terrain, you were then directed to Section 4-2, Cold Climate Journeys and Locales. There, you rolled to see what sub-type of adventure you were concocting. If (to continue our explanatory example) you rolled up "Cold River with a Journey Upriver," you will note that Locale Type 1 for your selection is "Cold Forest," and Locale Type 2 is "Cold Freshwater." Those are the tables that you will be rolling on now to devise the locales in your wilderness adventure region.

Through using the system introduced in Section 4-1, you ended up with a list of between 1 and 4 different Locale Type tables that you will need to be rolling on. In the above example, there are two such tables, Cold Forest and Cold Freshwater. You will want to review those Locale Type selections now, and to get your dice ready. You are going to be using that set of identifier tables to build the interesting features in your wilderness!

So now, count how many different Locale Type tables you will be accessing. Usually, the answer is 2, but not always. Then, roll as follows:

If you have **one Locale Type table listed** (Temperate Hills, Tropical Wasteland, whatever), you will be rolling 12 to 21 locales (1D10+11) on that single table.

If you have **two Locale Type tables listed**, you will be rolling 6 to 11 locales (1D6+5) on the first table, and another 6 to 11 locales on the second table.

If you have **three Locale Type tables listed**, you will be rolling 4 to 7 (1D4+3) locales on the first table, another 4 to 7 locales on the second table, and another 4 to 7 locales on the third table.

And finally, if you have **four Locale Type tables** listed, you will be rolling 3 to 5 (1D3+2) locales on the first table, another 3 to 5 locales on the second table, another 3 to 5 locales on the third table, and another 3 to 5 locales on the fourth table.

I recommend that you write down those dice ranges now. If you are using the Oldskull Adventure Generator sheets that I demonstrated early on in this book, each Journey Locale Table entry at the bottom of Sheet I has two entries, "Type:" (to write down the terrain type and climate) and "Dice:" (to list the dice ranges listed in the bulleted points above this paragraph) to facilitate your note taking. If you're not using my worksheets, you will want to write down those dice ranges somewhere prominent for future reference.

Using this system, you will be maximizing the variety of locales in your wilderness map while staying true to the adventure's regional theme. These locales are the lairs, terrain elements, and noteworthy features that stand out from the adventure landscape. You can develop them as much or as little as you wish. If the PCs are just passing through, you can describe the background by rattling off a few features (and their details in the later terrain-defining Glossography, which I have carried over in full from GWG1, GAME WORLD GENERATOR because it is very important to this step of scenario design). You can also use the locales to justify the existence of wandering monsters, by citing the nearest terrain feature as the location of the lair. If you use that latter approach, the region's details will be built up a bit further during the play of the game.

If you want to encourage sandbox play, where the players can basically choose to do whatever they want, you will want to at least sketch out descriptions, potential monsters and treasures pertaining to these locales. You can make these descriptions simple, like I do ("Trenches and siegeworks from an orc vs. dwarf war; 100-150 orcs still in the area, with 15,000-20,000 GPV in total treasure"), or you can write up a complete encounter description for yourself. It's up to you and dependent on your play style.

The system can take an hour or more to apply the first time, and about 10-45 minutes with practice and expertise. Be sure to list the locales in your notebook (or word processor, or worksheets), and toward the end of this book I will give you an extended example of how to place all of the locales on a grid so that you can create a rudimentary outline to inform your later development of a regional map which shows the features as well as the dungeon destination location.

After you have generated the 12 to 22 locations, one of them will probably present itself as the logical place for you to situate the dungeon destination. For example, if you're creating a plains area and your dungeon is a temple, the perfect locale will probably be something like a crossroads, valley, or a waterfall along the river. If your dungeon will be a cave system, then you might want to place the caves in a cliff face locale, along the seashore, or in a canyon. Sometimes you might choose a surface feature such as a ruin, monument, or aqueduct, and the dungeon would be the subterranean locale beneath the ruins there. And if you want the party to march in from the south and have a fairly long journey, then the dungeon is probably hidden somewhere to the north.

Choose the locale which you like the best, the locale that "feels" right, and mark that locale with an asterisk … your dungeon will be crafted there. It shouldn't just be a logical choice, it should be an intuitive one as well.

A Special Note Concerning Planar Locales

As mentioned earlier, when you are designing a planar map to serve as the journey region I recommend that you scale back your ambitions. Otherwise, the players will become so distracted by the planar features that they will likely lose sight of the dungeon destination entirely. You can avoid the wild effects, the huge magic, the changing gravity, and the astral phenomena; just put in some burning terrain (for Elemental Fire), some colored mists that are solid and climbable (for Elemental Water), or something similar, and build the rest of the region out of "normal" terrain such as a swamp, forest, or a mountain range. Climate bands can be wildly different in a planar region, too. For example, in a fiery region you might have plains of fire, then normal plains protected by magic, and (up in the sky) a crystalline ice prison, under assault by fire imps. Fire is the theme in this instance, but it is not the end all, be all of your adventure design!

The planar locales I provide hereafter are very general (with a hundred or so "Easter eggs" from my own campaign thrown in for your bemusement), proceeding with the assumption that the PCs will be adventuring in a magical Earth-like setting with normal air, gravity, physical laws and light; but you can certainly design wilder stuff if you like. I just can't provide you with a vast array of options for creating bizarre otherworldly locales as that is not the focus of this already-massive supplement. For truly esoteric results, I recommend something like Plane Maker, by Ennead Games (a product which is not affiliated with Castle Oldskull or with Wonderland Imprints; I just appreciate it for what it is).

(The following table sub-chapters appear in alphabetical order; Cold Depressions (I), Cold Forests (II), etc. Feel free to flip through the pages as needed until you are at the appropriate table.)

Regional Locales, Part I: Cold Depressions

Table GWG2-45:

Adventure Locales: Cold Depression

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Cold-Climate Depressions.

Roll 1D100 and consult the following table.

[01] Arroyo
[02] Basin
[03] Blowout
[04] Bottoms
[05] Box Canyon
[06] Caldera
[07] Canyon
[08] Cavelands
[09] Chasm
[10-12] Cirque
[13-15] Corrie
[16] Cove Valley
[17] Crater
[18-20] Crevasse
[21] Crevice
[22-24] Crystal Gorge
[25-27] Cwm
[28] Dales
[29] Defile
[30] Dells
[31] Delves
[32] Descent to Shoreline (roll on Cold Saltwater Feature Table)
[33] Doline
[34] Dormant Volcanic Vent
[35] Dry Seasonal Lake
[36] Dry Seasonal River
[37] Dry Turlough
[38] Excavations
[39] Fault
[40] Fissure
[41] Foiba
[42] Freshwater Feature (roll on Cold Freshwater Feature Table)
[43-45] Frozen Dales
[46] Gap
[47] Geyser Hollows
[48-50] Glacial Rift
[51-53] Glacier Caves
[54] Glen
[55] Gorge
[56] Graben
[57] Gulch
[58] Gullies
[59] Hanging Valley
[60] Hollows
[61] Ice Caves
[62-63] Ice Crater
[64-65] Ice Rift
[66] Karst Land
[67] Lava Tubes
[68] Lavaka
[69] Lost Valley
[70] Maar
[71] Mine Lands
[72-73] Moulin
[74] Pit Crater
[75] Pits
[76] Polje
[77] Quarry
[78] Ravine
[79] Rift
[80] Rift Valley
[81] River Valley
[82] Scowles
[83] Seasonal Lake
[84] Seasonal Pools
[85] Seasonal River
[86] Sink
[87] Sinkhole
[88] Strath

[89] Strip Mine

[90] Trenches

[91] Tributary Valley

[92-94] Tunnel Valley

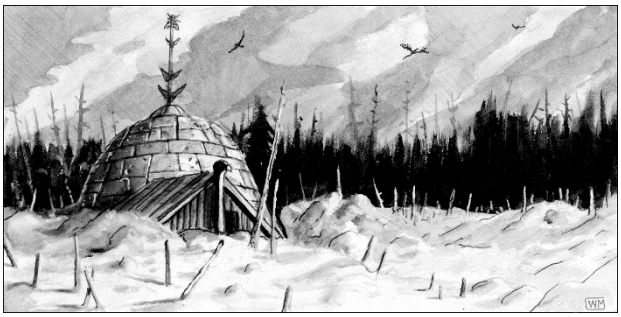
[95-96] Uvala

[97] Vale

[98] Valley

[99] Volcanic Vent

[00] Wadi



Regional Locales, Part II: Cold Forests

Table GWG2-46:

Adventure Locales: Cold Forest

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Cold-Climate Forests.

Roll 1D100 and consult the following table.

[01-07] Alpine Montane Forest

[08] Arbor Land

[09] Backwoods

[10-16] Boreal Forest

[17-23] Boreal Wilderlands

[24] Brackens

[25] Brushwood Falls

[26] Bushland

[27] Clutches

[28-34] Cold Coniferous Forest

[35] Coniferous Forest

[36] Coppices

[37] Copses

[38] Corrupted Forest

[39-42] Corrupted Taiga

[43] Deciduous Forest

[44] Dells

[45-47] Depression (roll on Cold Depression Table)

[48-50] Descent to Shoreline (roll on Cold Saltwater Feature Table)

[51-57] Evergreen Forest

[58] Faerie Glades

[59] Forest

[60] Forested Hills

[61-63] Freshwater Feature (roll on Cold Freshwater Feature Table)

[64] Glade Wood

[65] Groves

[66] Haunted Forest

[67] Lumberwoods

[68] Montane Forest

[69] Old-Growth Forest

[70] Orchards

[71] Petrified Forest

[72] Pine Barrens

[73] Pine Forest

[74] Plantations

[75] Scrubland

[76-83] Taiga

[84-90] Tamarack

[91] Thicket

[92] Timberland

[93] Twisted Forest
[94-97] Twisted Taiga
[98] Wilderland
[99] Woodland
[00] Woods

Regional Locales, Part III: Cold Freshwater

Table GWG2-47:

Adventure Locales: Cold Freshwater Feature

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Cold-Climate Freshwater.

Roll 1D100 and consult the following table.

[01] Aits
[02] Aquifer
[03] Braided River
[04] Brooks
[05] Canals
[06] Cataracts
[07] Confluence
[08] Crater Lake
[09] Creeks
[10] Dam
[11] Eyots
[12-18] Fjords
[19] Floodbank
[20] Floodlands
[21] Floodplain
[22-28] Frozen Lake
[29-35] Frozen River
[36] Geysers
[37] Great Lake
[38] Holms
[39-45] Icy Canals
[46] Karst Fenster
[47-53] Kettles
[54] Lake
[55] Lake Coast
[56] Lake Foreland
[57] Lake Headland
[58] Lake Tombolo
[59] Lakeshore
[60] Levee
[61] Loch
[62] Lough
[63] Meander
[64] Mere
[65] Mudflats
[66] Oasis
[67] Oxbow Lake
[68] Plash
[69] Plunge Pool
[70] Ponds
[71] Pools
[72-77] Proglacial Lake
[78] Rapids
[79] Reservoir
[80] Rills
[81] River
[82] River Archipelago
[83] River Delta
[84] River Island
[85] River Mouth
[86] River Source
[87] River Tidal Flat
[88] Rush

[89] Spring
[90] Stopbanks
[91] Stream Pool
[92] Streams
[93] Tarn
[94] Torrent
[95] Tributary
[96] Turlach
[97] Turlough
[98] Underwater Caves
[99] Waterfall Lake
[00] Waterfalls



Regional Locales, Part IV: Cold Hills

Table GWG2-48:

Adventure Locales: Cold Hills

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Cold-Climate Hills.

Roll 1D100 and consult the following table.

[01] Badlands
[02] Barrow Mounds
[03] Barrowlands
[04] Bluffs
[05] Bornhardts
[06] Buttes
[07] Cairn Highlands
[08] Cliffs
[09] Crags
[10] Crests
[11] Cuestas
[12-14] Depression (roll on Cold Depression Table)
[15-17] Descent to Shoreline (roll on Cold Saltwater Feature Table)
[18-20] Dirt Cones
[21] Domes
[22] Downlands
[23] Downs
[24-26] Drumlins
[27] Escarpments
[28-30] Eskers
[31] Flatirons
[32] Foothills
[33] Forested Hills
[34-36] Freshwater Feature (roll on Cold Freshwater Feature Table)
[37-39] Frigid Highlands
[40-42] Frozen Foothills
[43] Geyser Highlands
[44] Headlands
[45] Highlands
[46] Hillocks
[47] Hills
[48] Hogbacks
[49] Hollow Hills

[50-52] Ice Cap
[53-55] Icy Crags
[56-58] Icy Hills
[59] Karst Landscape
[60] Knobs
[61] Knolls
[62] Lava Dome
[63] Lava Spine
[64] Mesas
[65] Mogotes
[66-68] Moraine
[69] Mounds
[70] Mud Volcanoes
[71-73] Nunatak Hills
[74-76] Pingos
[77] Plateaus
[78] Potrero
[79] Precipices
[80] Ridges
[81] Rises
[82] River Cliffs
[83] Rolling Hills
[84] Rolling Land
[85] Sandhills
[86] Scarps
[87-88] Serpent Kame
[89] Slag Heaps
[90] Slag Hills
[91] Slopes
[92] Spurs
[93] Stone Arches
[94] Tableland
[95] Terraced Hills
[96] Tors
[97] Tumuli
[98] Uplands
[99-00] Vast Snowdrifts

Regional Locales, Part V: Cold Mountains

Table GWG2-49:

Adventure Locales: Cold Mountains

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Cold-Climate Mountains.

Roll 1D100 and consult the following table.

[01] Alps
[02-05] Arete
[06-10] Avalanche Peaks
[11] Barren Mountains
[12] Cave-Filled Mountains
[13] Col
[14-16] Depression (roll on Cold Depression Table)
[17-19] Descent to Shoreline (roll on Cold Saltwater Feature Table)
[20] Dormant Volcano
[21] Dragon Reach Spires
[22] Dwarven Freeholds
[23-26] Dwarven Greatholds
[27] Extinct Volcano
[28] Flatiron Mountains
[29] Forested Mountains
[30-32] Freshwater Feature (roll on Cold Freshwater Feature Table)
[33] Gap
[34-38] Glacial Horn
[39-43] Glacial Peaks
[44-48] High Glaciers

[49] Hogback Mountains
[50-54] Ice Cave Summits
[55-58] Ice Volcano
[59-63] Icy Peaks
[64-67] Icy Spires
[68-71] Impassable Peaks
[72] Inselberg
[73] Misty Mountains
[74] Monadnock
[75] Mountains
[76-79] Mountains of Madness
[80] Mounts
[81-84] Nunatak
[85] Pass
[86] Peaks
[87-88] Pinnacle Gates of Elemental Air
[89] Pinnacle Gates of Elemental Earth
[90] Pinnacles
[91] Razors
[92] Rocky Summits
[93] Spires
[94] Stormy Mountains
[95] Summits
[96] Table-Top Mountains
[97-99] Tuya
[00] Volcano

Regional Locales, Part VI: Cold Plains

Table GWG2-50:

Adventure Locales: Cold Plains

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Cold-Climate Plains.

Roll 1D100 and consult the following table.

[01] Alluvial Fan
[02-05] Alpine Tundra
[06-10] Arctic Tundra
[11] Bottomland
[12] Brushland
[13] Bushland
[14] Chaparral
[15] Countryside
[16] Cropland
[17-20] Depression (roll on Cold Depression Table)
[21-24] Descent to Shoreline (roll on Cold Saltwater Feature Table)
[25-28] Drift Lands
[29-32] Enchanted Ice
[33] Farmland
[34] Fields
[35] Flatland
[36] Flats
[37] Forested Plains
[38-41] Freshwater Feature (roll on Cold Freshwater Feature Table)
[42-45] Frostlands
[46-49] Frozen Fields
[50-53] Frozen Lands
[54] Geyser Flats
[55-59] Glacial Flats
[60-63] Glacier
[64-67] Glacier Foreland
[68] Grasslands
[69] Heath
[70] Heathland
[71] Hinterlands

[72-75] Ice Flats
[76-79] Ice Sheet
[80] Lava Plain
[81] Logged Land
[82] Lowlands
[83] Machair
[84] Meadows
[85] Moor
[86] Moorland
[87] Paddock Land
[88] Pastures
[89] Plain
[90] Plains
[91] Prairie
[92] Rangeland
[93] Shrubland
[94-99] Snowfields
[00] Steppes



Regional Locales, Part VII: Cold Saltwater

Table GWG2-51:

Adventure Locales: Cold Saltwater Feature

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Cold-Climate Saltwater.

Roll 1D100 and consult the following table.

[01] Anchorage
[02] Archipelago
[03] Ayre
[04] Barrier Bar
[05] Barrier Island
[06] Bay
[07] Baymouth Bar
[08] Beach
[09] Bight
[10] Brackish Swamp
[11] Brine Lake
[12] Calanque
[13] Cape
[14] Channel
[15] Coast
[16] Cobblestone Beach
[17] Cove
[18] Cuspate Foreland
[19] Dead Sea
[20] Estuary
[21] Firth
[22] Fjard
[23-25] Fjord

[26] Flow
[27] Foreland
[28-31] Frozen Isles
[32] Gravel Beach
[33] Gravelbars
[34] Gulf
[35] Harbor
[36] Haven
[37] Headland
[38-41] Ice Floes
[42-45] Iceberg
[46] Inland Sea
[47] Inlet
[48-49] Island
[50] Island Chain
[51] Island Group
[52] Islands
[53] Islet
[54] Isthmus
[55] Jetty
[56] Landing
[57] Maelstrom
[58] Mudflat
[59] Narrow
[60] Narrows
[61-63] Northern Passage
[64] Ocean
[65] Pebble Beach
[66] Peninsula
[67] Point
[68-70] Polar Ice
[71] Raised Beach
[72] Reach
[73] Ria
[74] Rocky Beach
[75] Salt Lake
[76] Salt Marsh
[77] Salt Swamp
[78] Sandbars
[79] Sandspit
[80] Sandy Beach
[81-82] Sea
[83] Sea Caves
[84] Seastacks
[85] Shallows
[86] Shingle Beach
[87] Shoals
[88-89] Shore
[90] Sound
[91] Storm Beach
[92] Strait
[93] Strand
[94] Strandflat
[95] Surge Channel
[96] Tidal Flat
[97] Tidal Marsh
[98] Tide Pools
[99] Tombolo
[00] Whirlpool

Regional Locales, Part VIII: Cold Swamps

Table GWG2-52:

Adventure Locales: Cold Swamp

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Cold-Climate Swamps.

Roll 1D100 and consult the following table.

[01-02] Backswamp

[03-04] Bog

[05-06] Bogland

[07-08] Brackish Swamp

[09-10] Cranberry Fen

[11-14] Depression (roll on Cold Depression Table)

[15-18] Descent-Shoreline (roll on Cold Saltwater Feature Table)

[19-20] Fens

[21-22] Flood Mire

[23] Forested Wetland

[24-27] Freshwater Feature (roll on Cold Freshwater Feature Table)

[28-34] Frigid Swamp

[35] Fungal Swamp

[36] Geyser Wetlands

[37] Haunted Swamp

[38-43] Icy Floodland

[44-45] Marsh

[46-47] Marshland

[48-49] Mire

[50-51] Morass

[52-53] Moss

[54-55] Murk

[56] Mushroom Swamp

[57-61] Muskeg Land

[62-65] Peat Bog

[66-70] Peatland

[71-77] Permafrost Bog

[78] Poisonous Swamp

[79-80] Quagmire

[81-82] Salt Marsh

[83-84] Salt Swamp

[85-86] Shrub Swamp

[87-89] Slough

[90-92] Sump

[93-94] Swale

[95-96] Swamp

[97-98] Tidal Marsh

[99-00] Wetlands

Regional Locales, Part IX: Cold Wastelands

Table GWG2-53:

Adventure Locales: Cold Wasteland

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Cold-Climate Wastelands.

Roll 1D100 and consult the following table.

[01] Alkali Flat

[02] Alkali Sink

[03-07] Arctic Waste

[08] Banelands

[09] Barchan Dunes

[10] Barrens

[11] Battlefield

[12] Battlegrounds

[13] Blight Lands

[14] Bone Fields

[15] Burned Forest Wastes

[16] Canyon Lands

[17] Chaos Wastes

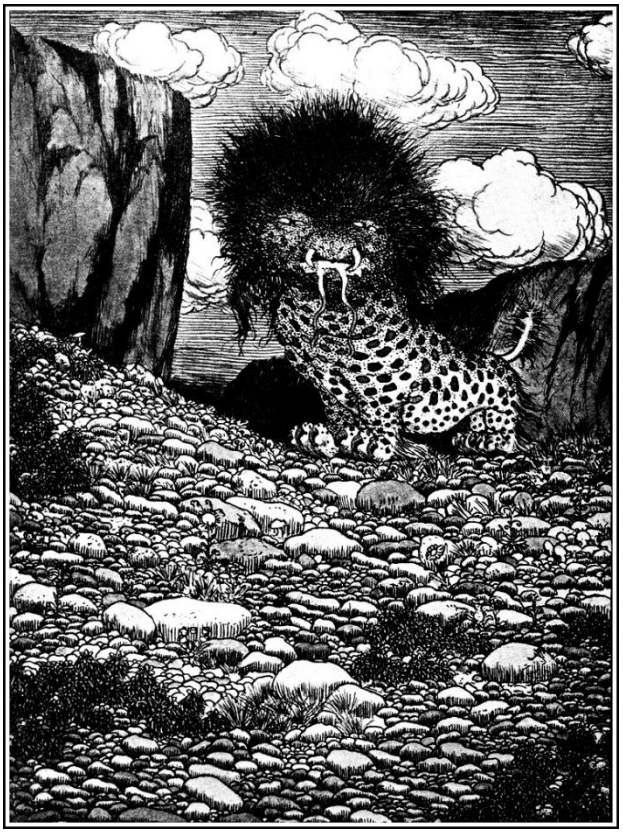
[18] Dead Lands

[19-22] Depression (roll on Cold Depression Table)

[23-26] Descent-Shoreline (roll on Cold Saltwater Feature Table)

[27] Desert

[28] Desolation
[29] Dried Mud Flats
[30] Dry Lake
[31] Dune Lands
[32] Dune Sea
[33-34] Ebony Ice
[35] Emptiness
[36-37] Enchanted Ice of Many Hues
[38] Erg
[39-42] Freshwater Feature (roll on Cold Freshwater Feature Table)
[43-47] Frozen Desert
[48-52] Frozen Wasteland
[53-55] Geyser Snowfields
[56] Geyser Wastes
[57] Gibber
[58] Harrow
[59] Hoodoo Wasteland
[60-64] Icy Barrens
[65] Irradiated Wasteland
[66] Loess Desert
[67] Malpais
[68] Mirage Wastes
[69] Monsoon Desert
[70-72] Outwash Fan
[73-75] Outwash Plain
[76] Playa
[77] Poisonous Desert
[78-80] Polar Desert
[81] Reg
[82] Rock Desert
[83] Sabkha
[84] Salt Flats
[85] Salt Pan
[86] Salted Earth
[87] Sand Sea
[88] Sand Sheet
[89-91] Sandur
[92] Sandy Desert
[93] Scarred Lands
[94] Scree Land
[95] Stony Desert
[96] Tradewind Desert
[97] Ventifact Wasteland
[98] Waste
[99] Wasteland
[00] Yardang Desert



Regional Locales, Part X: The Netherworld



Table GWG2-54:
Adventure Locales: Netherworld

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for vast netherworlds which must be traversed to reach the dungeon.

Roll 1D100 and consult the following table.

[01] Acidic Cave
[02] Adamantite Delve
[03] Arena Cavern
[04] Augury Cave
[05] Beast Lair
[06] Bone-Filled Caves
[07] Bottomless Pit
[08] Bridged Chasm
[09] Bridged Sinkhole
[10] Bridged Underground River
[11] Burrow Maze
[12] Cavern of Elemental Air
[13] Cavern of Elemental Ash
[14] Cavern of Elemental Dust
[15] Cavern of Elemental Earth
[16] Cavern of Elemental Fire
[17] Cavern of Elemental Magma
[18] Cavern of Elemental Mist
[19] Cavern of Elemental Mud
[20] Cavern of Elemental Steam
[21] Cavern of Elemental Water
[22-23] Cavern of Pools
[24] Cavern Temple
[25-26] Chasm
[27] Collapsing Cavern
[28] Crystal Caves
[29] Dead End
[30] Demi-Human Lair
[31] Dragon's Lair
[32] Echoing Caves
[33] Enchanted Grotto
[34] Excavation of an Ancient … ?
[35] Flooded Caves
[36-37] Fungal Garden
[38] Gas-Filled Caves
[39-40] Geothermal Cavern
[41] Giant Insect Hive
[42] Grand Cavern / Vault
[43] Guano Caves
[44] Hideout
[45-46] Humanoid Lair
[47] Ice Caves

[48-49] Labyrinthine Warrens
[50] Magma Caves
[51-52] Mine
[53] Misty Cavern
[54] Mithral Delve
[55-56] Monster Lair
[57] Mud Caves
[58] Mushroom Forest
[59] Netherworld Human Lair
[60] Oracular Fissure
[61] Phosphorescent Caves
[62] Pits
[63-64] Primary Tunnel
[65-66] Primary Tunnel and Caves
[67] Quarry
[68] Salt Mine
[69-70] Secondary Tunnel
[71-72] Secondary Tunnel and Caves
[73-74] Sinkhole
[75] Slave Pits
[76] Slime Caves
[77] Steam Caves
[78] Tertiary Tunnel
[79] Tertiary Tunnel and Caves
[80] Tunnel Juncture
[81] Tunnel Juncture and Cavern
[82] Tunnel Juncture and Secret Warrens
[83] Tunnel Juncture and Sinkhole
[84] Tunnel Juncture and Stronghold
[85] Underground Lake
[86] Underground Lake and Ferry
[87] Underground Palace
[88] Underground Pyramid
[89] Underground River
[90] Underground River and Ferry
[91] Underground Swamp
[92] Underground Ziggurat
[93] Underwater Caves
[94] Unmined Cave
[95] Verdigris Caves
[96] Vertical Cavern
[97] Waterfall
[98] Webbed Caves
[99] Whirlpool Cavern
[00] Wind Caves

(If needed, you can find many more netherworld options and details in Castle Oldskull supplement CDDG3, THE CLASSIC DUNGEON DESIGN GUIDE III.)

Regional Locales, Part XI: The Elemental Planes of Air

Table GWG2-55:

Adventure Locales: Planar Air

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Air.

Roll 1D100 and consult the following table.

[01-02] Aether (Pure Elemental Air)
[03-05] Air Elemental Lair
[06-07] City of Air Spirits
[08-09] City of the Winds
[10-11] Cloud Castle
[12-13] Cloud Temple
[14-15] Cold Windy Forest (roll on Cold Forest Table)
[16-17] Cold Windy Hills (roll on Cold Hills Table)

[18-19] Cold Windy Mountains (roll on Cold Mountains Table)

[20-21] Cold Windy Plains (roll on Cold Plains Table)

[22-23] Cold Windy Shoreline (roll on Cold Water Table)

[24-25] Cold Windy Swamp (roll on Cold Swamp Table)

[26-27] Cold Windy Wasteland (roll on Cold Wasteland Table)

[28-30] Flying Monster Lair

[31-32] Fog-Swept Swamp

[33-34] Forest of Cloud Tendrils

[35-36] Irresistible Journey Wind

[37-38] Lake of Mists

[39-40] Magical Gateway

[41-42] Misty Hills

[43-45] Outpost of Wind Creatures

[46-47] River of Mist

[48-49] Sea of Clouds

[50-51] Sentient Cloud

[52-53] Sky Road

[54-55] Temperate Windy Forest (roll on Temperate Forest Table)

[56-57] Temperate Windy Hills (roll on Temperate Hills Table)

[58-59] Temperate Windy Mountains (roll on Temperate Mountains Table)

[60-61] Temperate Windy Plains (roll on Temperate Plains Table)

[62-63] Temperate Windy Shoreline (roll on Temperate Water Table)

[64-65] Temperate Windy Swamp (roll on Temperate Swamp Table)

[66-67] Temperate Windy Wasteland (roll on Temperate Wasteland Table)

[68-69] Tower of Clouds

[70-71] Tower of Force

[72-73] Tower of Winds

[74-75] Tropical Windy Forest (roll on Tropical Forest Table)

[76-77] Tropical Windy Hills (roll on Tropical Hills Table)

[78-79] Tropical Windy Mountains (roll on Tropical Mountains Table)

[80-81] Tropical Windy Plains (roll on Tropical Plains Table)

[82-83] Tropical Windy Shoreline (roll on Tropical Water Table)

[84-85] Tropical Windy Swamp (roll on Tropical Swamp Table)

[86-87] Tropical Windy Wasteland (roll on Tropical Wasteland Table)

[88-90] Valley of the Winds

[91-92] Whirlwind

[93-94] Whirlwind Mountain

[95-97] Windswept Plain

[98-00] Windy Barrens

Regional Locales, Part XII: The Planes of Chaos

Table GWG2-56:

Adventure Locales: Planar Chaos

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Chaos.

Roll 1D100 and consult the following table.

[01-02] Babbling Wasteland

[03-04] Bottomless Pit

[05-06] Chaotic Beast Lair

[07-10] Chaotic Monster Lair

[11-12] Chaotic Spirit Lair

[13-14] Citadel of Chaos

[15-16] City of Madness

[17-18] City of Spirits of Chaos

[19-20] Cold Shifting Forest (roll on Cold Forest Table)

[21-22] Cold Shifting Hills (roll on Cold Hills Table)

[23-24] Cold Shifting Mountains (roll on Cold Mountains Table)

[25-26] Cold Shifting Plains (roll on Cold Plains Table)

[27-28] Cold Shifting Shoreline (roll on Cold Water Table)

[29-30] Cold Shifting Swamp (roll on Cold Swamp Table)

[31-32] Cold Shifting Wasteland (roll on Cold Wasteland Table)

[33-34] Entropy Void (Pure Planar Chaos)

[35-36] Ever-Changing Temple

[37-38] Ever-Shifting River

[39-40] Forest of Nightmares

[41-42] Lake of Writhing Liquids

[43-44] Magical Gateway

[45-46] Mountains of Madness

[47-48] Moving Labyrinth

[49-50] Non-Euclidean Maelstrom

[51-52] Non-Euclidean Structure

[53-54] Outpost of Chaotic Monsters

[55-56] Road of Illusions

[57-58] Sentient Structure

[59-60] Surface of Moving Coils

[61-62] Temperate Shifting Forest (roll on Temperate Forest Table)

[63-64] Temperate Shifting Hills (roll on Temperate Hills Table)

[65-66] Temperate Shifting Mountains (roll on Temperate Mountains Table)

[67-68] Temperate Shifting Plains (roll on Temperate Plains Table)

[69-70] Temperate Shifting Shoreline (roll on Temperate Water Table)

[71-72] Temperate Shifting Swamp (roll on Temperate Swamp Table)

[73-74] Temperate Shifting Wasteland (roll on Temperate Wasteland Table)

[75-76] Tower of Force

[77-78] Tower of Gas / Mist

[79-80] Tower of Liquid

[81-82] Tropical Shifting Forest (roll on Tropical Forest Table)

[83-84] Tropical Shifting Hills (roll on Tropical Hills Table)

[85-86] Tropical Shifting Mountains (roll on Tropical Mountains Table)

[87-88] Tropical Shifting Plains (roll on Tropical Plains Table)

[89-90] Tropical Shifting Shoreline (roll on Tropical Water Table)

[91-92] Tropical Shifting Swamp (roll on Tropical Swamp Table)

[93-94] Tropical Shifting Wasteland (roll on Tropical Wasteland Table)

[95-96] Undulating Hills

[97-98] Valley of Crawling Things

[99-00] Whispering Swamp

Regional Locales, Part XIII: The Elemental Planes of Earth

Table GWG2-57:

Adventure Locales: Planar Earth

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Earth.

Roll 1D100 and consult the following table.

[01-02] Adamant (Pure Elemental Earth)

[03-04] Basalt Stronghold

[05-06] Burrowing Beast Lair

[07-08] Burrowing Monster Lair

[09-10] Cave System (roll on CDDG3, THE CLASSIC DUNGEON DESIGN GUIDE III Cave System table)

[11-12] City of Earth Spirits

[13-14] City of Stone

[15-16] Cold Earthen Forest (roll on Cold Forest Table)

[17-18] Cold Earthen Hills (roll on Cold Hills Table)

[19-20] Cold Earthen Mountains (roll on Cold Mountains Table)

[21-22] Cold Earthen Plains (roll on Cold Plains Table)

[23-24] Cold Earthen Shoreline (roll on Cold Water Table)

[25-26] Cold Earthen Swamp (roll on Cold Swamp Table)

[27-28] Cold Earthen Wasteland (roll on Cold Wasteland Table)

[29-30] Crystalline Forest

[31-32] Crystalline Temple

[33-34] Dune Sea

[35-36] Dust Flats

[37-39] Earth Elemental Lair



[40-41] Earth Maelstrom

[42-44] Magical Gateway

[45-46] Muddy Quagmire

[47-49] Outpost of Earth Creatures

[50-51] Pyramidal Mountain

[52-53] Quarry

[54-55] Quicksand Pools

[56-57] River of Mud

[58-59] Sentient Mountain

[60-61] Sinkhole

[62-63] Stony Highlands

[64-65] Subterranean Road (Great Tunnel)

[66-67] Tar Pits

[68-69] Temperate Earthen Forest (roll on Temperate Forest Table)

[70-71] Temperate Earthen Hills (roll on Temperate Hills Table)

[72-73] Temperate Earthen Mountains (roll on Temperate Mountains Table)

[74-75] Temperate Earthen Plains (roll on Temperate Plains Table)

[76-77] Temperate Earthen Shoreline (roll on Temperate Water Table)

[78-79] Temperate Earthen Swamp (roll on Temperate Swamp Table)

[80-81] Temperate Earthen Wasteland (roll on Temperate Wasteland Table)

[82-83] Tower of Crystal

[84-85] Tower of Iron

[86-87] Tower of Stone

[88-89] Tropical Earthen Forest (roll on Tropical Forest Table)

[90-91] Tropical Earthen Hills (roll on Tropical Hills Table)

[92-93] Tropical Earthen Mountains (roll on Tropical Mountains Table)

[94-95] Tropical Earthen Plains (roll on Tropical Plains Table)

[96-97] Tropical Earthen Shoreline (roll on Tropical Water Table)

[98-99] Tropical Earthen Swamp (roll on Tropical Swamp Table)

[00] Tropical Earthen Wasteland (roll on Tropical Wasteland Table)

Regional Locales, Part XIV: The Planes of Evil

Table GWG2-58:

Adventure Locales: Planar Evil

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Evil.

Roll 1D100 and consult the following table.

[01-02] Bastion of Evil

[03-04] City of Spirits of Evil

[05-06] City of the Damned

[07-08] Cold Corrupted Forest (roll on Cold Forest Table)

[09-10] Cold Corrupted Hills (roll on Cold Hills Table)

[11-12] Cold Corrupted Mountains (roll on Cold Mountains Table)

[13-14] Cold Corrupted Plains (roll on Cold Plains Table)

[15-16] Cold Corrupted Shoreline (roll on Cold Water Table)

[17-18] Cold Corrupted Swamp (roll on Cold Swamp Table)

[19-20] Cold Corrupted Wasteland (roll on Cold Wasteland Table)

[21-22] Endless Wasteland

[23-24] Evil Beast Lair

[25-26] Evil Monster Lair

[27-28] Forest of Lost Souls

[29-30] Graveyard

[31-32] Hills of the Walking Dead

[33-34] Lake of Blood

[35-36] Lake of Slime

[37-38] Magical Gateway

[39-40] Mountain of Festering Flesh

[41-42] Necropolis

[43-44] Pit-Filled Wasteland

[45-46] Pits of the Damned

[47-48] Ravaged City

[49-50] River of Blood

[51-52] River of Slime

[53-54] Road of Infernal Spirits

[55-56] Sentient Giant Skeleton

[57-58] Slaughter Vortex (Pure Planar Evil)

[59-60] Swamp of the Drowned

[61-62] Temperate Corrupted Forest (roll on Temperate Forest Table)

[63-64] Temperate Corrupted Hills (roll on Temperate Hills Table)

[65-66] Temperate Corrupted Mountains (roll on Temperate Mountains Table)

[67-68] Temperate Corrupted Plains (roll on Temperate Plains Table)

[69-70] Temperate Corrupted Shoreline (roll on Temperate Water Table)

[71-72] Temperate Corrupted Swamp (roll on Temperate Swamp Table)

[73-74] Temperate Corrupted Wasteland (roll on Temperate Wasteland Table)

[75-76] Tower of Bones

[77-78] Tower of Flesh

[79-80] Tower of Shadow

[81-82] Tropical Corrupted Forest (roll on Tropical Forest Table)

[83-84] Tropical Corrupted Hills (roll on Tropical Hills Table)

[85-86] Tropical Corrupted Mountains (roll on Tropical Mountains Table)

[87-88] Tropical Corrupted Plains (roll on Tropical Plains Table)

[89-90] Tropical Corrupted Shoreline (roll on Tropical Water Table)

[91-92] Tropical Corrupted Swamp (roll on Tropical Swamp Table)

[93-94] Tropical Corrupted Wasteland (roll on Tropical Wasteland Table)

[95-96] Valley of Skeletons



[97-98] Whirlpool of Blood

[99-00] Whirlpool of Slime

Regional Locales, Part XV: The Elemental Planes of Fire

Table GWG2-59:

Adventure Locales: Planar Fire

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Fire.

Roll 1D100 and consult the following table.

[01-02] Burning Bog

[03-04] Burning Road

[05-06] City of Brass

[07-09] City of Fire Spirits

[10-11] "Cold"(er) Steam-Swathed Forest (roll on Cold Forest Table)

[12-13] "Cold"(er) Steam-Swathed Hills (roll on Cold Hills Table)

[14-15] "Cold"(er) Steam-Swathed Mountains (roll on Cold Mountains Table)

[16-17] "Cold"(er) Steam-Swathed Plains (roll on Cold Plains Table)

[18-19] "Cold"(er) Steam-Swathed Shoreline (roll on Cold Water Table)

[20-21] "Cold"(er) Steam-Swathed Swamp (roll on Cold Swamp Table)

[22-23] "Cold"(er) Steam-Swathed Wasteland (roll on Cold Wasteland Table)

[24-27] Fiery Monster Lair

[28-29] Fiery Sky Temple

[30-33] Fire Elemental Lair

[34-35] Fire-Swept Barrens

[36-37] Iron Citadel

[38-39] Lava Lake

[40-41] Maelstrom of Flaming Oil

[42-43] Magical Gateway

[44-45] Obsidian Forest

[46-47] Oil-Swept Hills

[48-50] Outpost of Fiery Monsters

[51-53] Phologiston (Pure Elemental Fire)

[54-56] River of Lava

[57-58] Sentient Pyre

[59-60] Smoking Flatlands

[61-62] Temperate Burning Forest (roll on Temperate Forest Table)

[63-64] Temperate Burning Hills (roll on Temperate Hills Table)

[65-66] Temperate Burning Mountains (roll on Temperate Mountains Table)

[67-68] Temperate Burning Plains (roll on Temperate Plains Table)

[69-70] Temperate Burning Shoreline (roll on Temperate Water Table)

[71-72] Temperate Burning Swamp (roll on Temperate Swamp Table)

[73-74] Temperate Burning Wasteland (roll on Temperate Wasteland Table)

[75-76] Tower of Brass

[77-78] Tower of Force

[79-80] Tower of Obsidian

[81-82] Tropical Burning Forest (roll on Tropical Forest Table)

[83-84] Tropical Burning Hills (roll on Tropical Hills Table)

[85-86] Tropical Burning Mountains (roll on Tropical Mountains Table)

[87-88] Tropical Burning Plains (roll on Tropical Plains Table)

[89-90] Tropical Burning Shoreline (roll on Tropical Water Table)

[91-92] Tropical Burning Swamp (roll on Tropical Swamp Table)

[93-94] Tropical Burning Wasteland (roll on Tropical Wasteland Table)

[95-97] Volcanic Valley

[98-00] Volcano

Regional Locales, Part XVI: The Planes of Good

Table GWG2-60:

Adventure Locales: Planar Good

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Good.

Roll 1D100 and consult the following table.

[01-02] Arcadian Valley

[03-06] Bastion of Good

[07-08] Chiming River

[09-10] City of Spirits of Good

[11-12] City of Splendor

[13-14] Cold Idyllic Forest (roll on Cold Forest Table)

[15-16] Cold Idyllic Hills (roll on Cold Hills Table)

[17-18] Cold Idyllic Mountains (roll on Cold Mountains Table)

[19-20] Cold Idyllic Plains (roll on Cold Plains Table)

[21-22] Cold Idyllic Shoreline (roll on Cold Water Table)

[23-24] Cold Idyllic Swamp (roll on Cold Swamp Table)

[25-26] Cold Idyllic Wasteland (roll on Cold Wasteland Table)

[27-28] Coruscating Spirit Prism (Pure Planar Good)

[29-30] Crystalline Lake

[31-32] Empyrean Temple

[33-36] Good Monster Lair

[37-38] Hilltop Temple

[39-40] Idyllic Forest

[41-42] Maelstrom of Light

[43-45] Magical Gateway

[46-48] Marble-Columned Castle

[49-50] Moor Lands

[51-52] Mountain Aeries

[53-54] Road Lined with Statues

[55-56] Sentient Crystalline Structure

[57-58] Temperate Idyllic Forest (roll on Temperate Forest Table)

[59-60] Temperate Idyllic Hills (roll on Temperate Hills Table)

[61-62] Temperate Idyllic Mountains (roll on Temperate Mountains Table)

[63-64] Temperate Idyllic Plains (roll on Temperate Plains Table)

[65-66] Temperate Idyllic Shoreline (roll on Temperate Water Table)

[67-68] Temperate Idyllic Swamp (roll on Temperate Swamp Table)

[69-70] Temperate Idyllic Wasteland (roll on Temperate Wasteland Table)

[71-74] Tower of Crystal

[75-78] Tower of Ivory

[79-82] Tower of Light

[83-84] Tropical Idyllic Forest (roll on Tropical Forest Table)

[85-86] Tropical Idyllic Hills (roll on Tropical Hills Table)

[87-88] Tropical Idyllic Mountains (roll on Tropical Mountains Table)

[89-90] Tropical Idyllic Plains (roll on Tropical Plains Table)

[91-92] Tropical Idyllic Shoreline (roll on Tropical Water Table)

[93-94] Tropical Idyllic Swamp (roll on Tropical Swamp Table)

[95-96] Tropical Idyllic Wasteland (roll on Tropical Wasteland Table)

[97-98] Verdant Wetlands

[99-00] Windswept Grasslands

Regional Locales, Part XVII: The Planes of Law

Table GWG2-61:

Adventure Locales: Planar Law

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Law.

Roll 1D100 and consult the following table.

[01-03] Angular and Tiered River

[04-06] Bastion of Law

[07-09] City of Spirits of Law

[10-11] Clockwork Maelstrom

[12-14] Cold Sculpted Forest (roll on Cold Forest Table)

[15-17] Cold Sculpted Hills (roll on Cold Hills Table)

[18-20] Cold Sculpted Mountains (roll on Cold Mountains Table)

[21-23] Cold Sculpted Plains (roll on Cold Plains Table)

[24-26] Cold Sculpted Shoreline (roll on Cold Water Table)

[27-29] Cold Sculpted Swamp (roll on Cold Swamp Table)

[30-32] Cold Sculpted Wasteland (roll on Cold Wasteland Table)

[33-35] Crossroads

[36-37] Cultivated Wasteland

[38-39] Geometric Monolith (Pure Planar Law)

[40-41] Grid-Arranged City

[42-43] Imperious Citadel

[44-45] Lawful Monster Lair

[46-47] Magical Gateway

[48-49] Matrix of Canals

[50-51] Orderly Arbor

[52-53] Quadrangular Temple

[54-55] Sentient Clockwork Colossus

[56-57] Straight-Arrow Roadway

[58-59] Swamp and Aqueducts

[60-61] Temperate Sculpted Forest (roll on Temperate Forest Table)

[62-63] Temperate Sculpted Hills (roll on Temperate Hills Table)

[64-65] Temperate Sculpted Mountains (roll on Temperate Mountains Table)

[66-67] Temperate Sculpted Plains (roll on Temperate Plains Table)

[68-69] Temperate Sculpted Shoreline (roll on Temperate Water Table)

[70-71] Temperate Sculpted Swamp (roll on Temperate Swamp Table)

[72-73] Temperate Sculpted Wasteland (roll on Temperate Wasteland Table)

[74-75] Tiered Hills

[76-77] Tiered Mountain

[78-79] Tower of Basalt

[80-81] Tower of Brass

[82-83] Tower of Iron

[84-85] Tropical Sculpted Forest (roll on Tropical Forest Table)

[86-87] Tropical Sculpted Hills (roll on Tropical Hills Table)

[88-89] Tropical Sculpted Mountains (roll on Tropical Mountains Table)

[90-91] Tropical Sculpted Plains (roll on Tropical Plains Table)

[92-93] Tropical Sculpted Shoreline (roll on Tropical Water Table)

[94-95] Tropical Sculpted Swamp (roll on Tropical Swamp Table)

[96-97] Tropical Sculpted Wasteland (roll on Tropical Wasteland Table)

[98-00] Valley of Inverted Tiers



Regional Locales, Part XVIII: The Planes of Neutrality

Table GWG2-62:

Adventure Locales: Planar Neutrality

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Neutrality.

Roll 1D100 and consult the following table.

[01-03] Azure Lake

[04-06] Cascading River

[07-09] City of Spirits of Neutrality

[10-12] Cold Forest (roll on Cold Forest Table)

[13-15] Cold Hills (roll on Cold Hills Table)

[16-18] Cold Mountains (roll on Cold Mountains Table)

[19-20] Cold Plains (roll on Cold Plains Table)

[**21-22]** Cold Shoreline (roll on Cold Water Table)

[23-24] Cold Swamp (roll on Cold Swamp Table)

[25-26] Cold Wasteland (roll on Cold Wasteland Table)

[27-28] Desert Wasteland

[29-30] Eternal Tree (Pure Planar Neutrality)

[31-32] Forbidden Stronghold

[33-34] Great Mountain Peak

[35-36] Hidden Temple

[37-38] Lost City

[39-40] Magical Gateway

[41-42] Neutral Beast Lair

[43-44] Neutral Monster Lair

[45-46] Outpost of Neutral Creatures

[47-48] Savannah

[49-50] Sentient Terrain (Arbor, Hill, Pool, etc.)

[51-52] Temperate Forest (roll on Temperate Forest Table)

[53-54] Temperate Hills (roll on Temperate Hills Table)

[55-56] Temperate Mountains (roll on Temperate Mountains Table)

[57-58] Temperate Plains (roll on Temperate Plains Table)

[59-60] Temperate Shoreline (roll on Temperate Water Table)

[61-62] Temperate Swamp (roll on Temperate Swamp Table)

[63-64] Temperate Wasteland (roll on Temperate Wasteland Table)

[65-66] Tower of Force

[67-68] Tower of Marble

[69-70] Tower of Stone

[71-72] Tropical Forest (roll on Tropical Forest Table)

[73-74] Tropical Hills (roll on Tropical Hills Table)

[75-76] Tropical Mountains (roll on Tropical Mountains Table)

[77-78] Tropical Plains (roll on Tropical Plains Table)

[79-80] Tropical Shoreline (roll on Tropical Water Table)

[81-82] Tropical Swamp (roll on Tropical Swamp Table)

[83-84] Tropical Wasteland (roll on Tropical Wasteland Table)

[85-86] Verdant Hills

[87-88] Whirlpool

[89-91] Wild Swamp

[92-94] Wilderland Forest

[95-97] Wilderland Valley

[98-00] Winding Road

Regional Locales, Part XIX: The Elemental Planes of Water

Table GWG2-63:

Adventure Locales: Planar Water

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Water.

Roll 1D100 and consult the following table.

[01-03] Aquatic Creature Lair

[04-06] Aquatic Monster Lair

[07-08] Atoll

[09-10] Becalmed Sea

[11-12] Canals

[13-14] City of Water Spirits

[15-16] Cloud Castle

[17-18] Cold Islandic Forest (roll on Cold Forest Table)

[19-20] Cold Islandic Hills (roll on Cold Hills Table)

[21-22] Cold Islandic Mountains (roll on Cold Mountains Table)

[23-24] Cold Islandic Plains (roll on Cold Plains Table)

[25-26] Cold Islandic Shoreline (roll on Cold Water Table)

[27-28] Cold Islandic Swamp (roll on Cold Swamp Table)

[29-30] Cold Islandic Wasteland (roll on Cold Wasteland Table)

[31-32] Floating City

[33-34] Freshwater Lake

[35-36] Icy River

[37-38] Icy Wastes

[39-40] Magical Gateway

[41-42] Mountain of Sand

[43-44] Salt Marsh

[45-46] Sandbar

[47-48] Sandbar Hills

[49-50] Sargasso Forest

[51-52] Sentient Waterspout

[53-54] Shoreline Anchorage

[55-56] Sunken Temple

[57-58] Temperate Islandic Forest (roll on Temperate Forest Table)

[59-60] Temperate Islandic Hills (roll on Temperate Hills Table)

[61-62] Temperate Islandic Mountains (roll on Temperate Mountains Table)

[63-64] Temperate Islandic Plains (roll on Temperate Plains Table)

[65-66] Temperate Islandic Shoreline (roll on Temperate Water Table)

[67-68] Temperate Islandic Swamp (roll on Temperate Swamp Table)

[69-70] Temperate Islandic Wasteland (roll on Temperate Wasteland Table)

[71-72] Tower of Ice

[73-74] Tower of Water

[75-76] Tower of Waterfalls

[77-78] Tropical Islandic Forest (roll on Tropical Forest Table)

[79-80] Tropical Islandic Hills (roll on Tropical Hills Table)

[81-82] Tropical Islandic Mountains (roll on Tropical Mountains Table)

[83-84] Tropical Islandic Plains (roll on Tropical Plains Table)

[85-86] Tropical Islandic Shoreline (roll on Tropical Water Table)

[87-88] Tropical Islandic Swamp (roll on Tropical Swamp Table)

[89-90] Tropical Islandic Wasteland (roll on Tropical Wasteland Table)

[91-92] Underwater Depression

[93-94] Undulating Crystal (Pure Elemental Water)

[95-96] Water Elemental Lair

[97-98] Waterspout

[99-00] Whirlpool

Regional Locales, Part XX: Temperate Depressions

Table GWG2-64:

Adventure Locales: Temperate Depression

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Temperate Depressions.

Roll 1D100 and consult the following table.

[01] Arroyo

[02] Basin

[03-04] Blowout

[05] Bottoms

[06-07] Box Canyon

[08] Caldera

[09-10] Canyon

[11] Cavelands

[12] Chasm

[13] Cove Valley

[14] Crater

[15-16] Crevice

[17] Dales

[18-19] Defile

[20] Dells

[21-22] Delves

[23] Descent-Shoreline (roll on Temperate Saltwater Feature Table)

[24] Doline

[25] Dormant Volcanic Vent

[26] Dry Seasonal Lake

[27-28] Dry Seasonal River

[29] Dry Turlough

[30-31] Excavations

[32] Fault

[33-34] Fissure

[35] Foiba

[36] Freshwater Feature (roll on Temperate Freshwater Feature Table)

[37] Gap

[38] Geyser Hollows

[39-40] Glen

[41] Gorge

[42-43] Graben

[44] Gulch

[45-46] Gullies

[47] Hanging Valley

[48] Hollows

[49] Karst Land

[50] Lava Tubes

[51-52] Lavaka

[53] Lost Valley

[54-55] Maar

[56] Mine Lands

[57-58] Pit Crater

[59-60] Pits

[61-62] Polje

[63-64] Quarry

[65-66] Ravine

[67-68] Rift

[69-70] Rift Valley

[71-72] River Valley

[73-74] Scowles

[75-76] Seasonal Lake

[77-78] Seasonal Pools

[79-80] Seasonal River

[81-82] Sink

[83-84] Sinkhole

[85-86] Strath

[87-88] Strip Mine

[89-90] Trenches

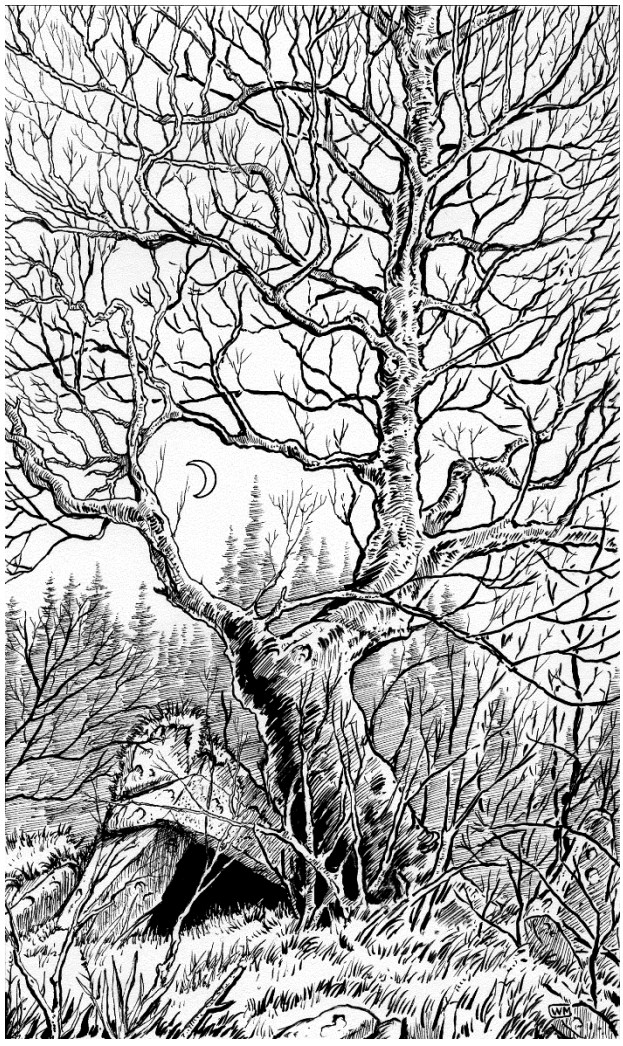
[91-92] Tributary Valley

[93-94] Vale

[**95-96]** Valley

[97-98] Volcanic Vent

[99-00] Wadi



Regional Locales, Part XXI: Temperate Forest

Table GWG2-65:

Adventure Locales: Temperate Forest

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Temperate Forests.

Roll 1D100 and consult the following table.

[01-02] Arbor Land

[03-05] Backwoods

[06-07] Brackens

[08-09] Brushwood Falls

[10-12] Bushland

[13-14] Clutches

[15-17] Coniferous Forest

[18-20] Coppices

[21-23] Copses

[24-25] Corrupted Forest

[26-28] Deciduous Forest

[29-31] Dells

[32-34] Depression (roll on Temperate Depression Table)

[35-37] Descent-Shoreline (roll on Temperate Saltwater Feature Table)

[38-39] Evergreen Forest

[40-41] Faerie Glades

[42-44] Forest

[45-47] Forested Hills

[48-50] Freshwater Feature (roll on Temperate Freshwater Feature Table)

[51-53] Glade Wood

[54-56] Groves

[57-58] Haunted Forest

[59-60] Lumberwoods
[61-62] Montane Forest
[63-64] Old-Growth Forest
[65-66] Orchards
[67-68] Petrified Forest
[69-70] Pine Barrens
[71-72] Pine Forest
[73-74] Plantations
[75-76] Redwood Forest
[77-78] Scrubland
[79-80] Temperate Broadleaf Forest
[81-82] Temperate Mixed Forest
[83-84] Temperate Needleleaf Forest
[85-86] Temperate Rainforest
[87-88] Thicket
[89-90] Timberland
[91-92] Twisted Forest
[93-95] Wilderland
[96-98] Woodland
[99-00] Woods

Regional Locales, Part XXII: Temperate Freshwater

Table GWG2-66:

Adventure Locales: Temperate Freshwater Feature

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Temperate Freshwater.

Roll 1D100 and consult the following table.

[01] Aits
[02] Aquifer
[03-04] Braided River
[05-06] Brooks
[07-08] Canals
[09] Cataracts
[10] Confluence
[11-12] Crater Lake
[13-14] Creeks
[15-16] Dam
[17-18] Eyot
[19] Eyots
[20] Floodbank
[21-22] Floodlands
[23-24] Floodplain
[25-26] Geysers
[27-28] Great Lake
[29] Holms
[30] Karst Fenster
[31-32] Lake
[33-34] Lake Coast
[35-36] Lake Foreland
[37-38] Lake Headland
[39] Lake Tombolo
[40] Lakeshore
[41-42] Levee
[43-44] Loch
[45-46] Lough
[47-48] Meander
[49] Mere
[50] Mudflats
[51-52] Oasis
[53-54] Oxbow Lake
[55-56] Plash
[57-58] Plunge Pool
[59] Ponds
[60] Pools
[61-62] Rapids

[63-64] Reservoir
[65-66] Rills
[67-68] River
[69] River Archipelago
[70] River Delta
[71-72] River Island
[73-74] River Mouth
[75-76] River Source
[77-78] River Tidal Flat
[79] Rush
[80] Spring
[81] Stopbanks
[82] Stream Pool
[83-84] Streams
[85-86] Tarn
[87-88] Torrent
[89-90] Tributary
[91-92] Turlach
[93-94] Turlough
[95-96] Underwater Caves
[97-98] Waterfall Lake
[99-00] Waterfalls

Regional Locales, Part XXIII: Temperate Hills

Table GWG2-67:

Adventure Locales: Temperate Hills

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Temperate Hills.

Roll 1D100 and consult the following table.

[01-02] Badlands
[03-04] Barrow Mounds
[05-06] Barrowlands
[07-08] Bluffs
[09] Bornhardts
[10-11] Buttes
[12-13] Cairn Highlands
[14-15] Cliffs
[16-17] Crags
[18-19] Crests
[20-21] Cuestas
[22-23] Depression (roll on Temperate Depression Table)
[24-25] Descent-Shoreline (roll on Temperate Saltwater Feature Table)
[26] Domes
[27-28] Downlands
[29-30] Downs
[31-32] Dunes
[33] Escarpments
[34-35] Flatirons
[36-37] Foothills
[38-39] Forested Hills
[40-41] Freshwater Feature (roll on Temperate Freshwater Feature Table)
[42-43] Geyser Highlands
[44] Headlands
[45-46] Highlands
[47] Hillocks
[48-49] Hills
[50-51] Hogbacks
[52-53] Hollow Hills
[54-55] Karst Landscape
[56-57] Knobs
[58-59] Knolls
[60-61] Lava Dome
[62-63] Lava Spine

[64-65] Mesas
[66-67] Mogotes
[68] Mounds
[69] Mud Volcanoes
[70-71] Plateaus
[72-73] Potrero
[74] Precipices
[75-76] Ridges
[77] Rises
[78] River Cliffs
[79] Rolling Hills
[80] Rolling Land
[81] Sandhills
[82] Scarps
[83] Slag Heaps
[84] Slag Hills
[85-86] Slopes
[87-88] Spurs
[89-90] Stone Arches
[91-92] Tableland
[93-94] Terraced Hills
[95-96] Tors
[97-98] Tumuli
[99-00] Uplands

Regional Locales, Part XXIV: Temperate Mountains

Table GWG2-68:

Adventure Locales: Temperate Mountains

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Temperate Mountains.

Roll 1D100 and consult the following table.

[01-04] Alps
[05-07] Barren Mountains
[08-10] Cave-Filled Mountains
[11-13] Col
[14-17] Depression (roll on Temperate Depression Table)
[18-21] Descent-Shoreline (roll on Temperate Saltwater Feature Table)
[22-24] Dormant Volcano
[25-27] Dragon Reach Spires
[28-30] Dwarven Freeholds
[31-33] Extinct Volcano
[34-36] Flatiron Mountains
[37-40] Forested Mountains
[41-44] Freshwater Feature (roll on Temperate Freshwater Feature Table)
[45-47] Gap
[48-50] Hogback Mountains
[51-53] Inselberg
[54-56] Misty Mountains
[57-59] Monadnock
[60-62] Mountains
[63-65] Mounts
[66-68] Pass
[69-73] Peaks
[74-76] Pinnacle Gates of Elemental Earth
[77-79] Pinnacles
[80-82] Razors
[83-85] Rocky Summits
[86-88] Spires
[89-92] Stormy Mountains
[93-95] Summits
[96-98] Table-Top Mountains
[99-00] Volcano



Regional Locales, Part XXV: Temperate Plains

Table GWG2-69:

Adventure Locales: Temperate Plains

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Temperate Plains.

Roll 1D100 and consult the following table.

[01-03] Alluvial Fan

[04-06] Brushland

[07-08] Bottomland

[09-11] Bushland

[12-14] Chaparral

[15-16] Countryside

[17-18] Cropland

[19-21] Depression (roll on Temperate Depression Table)

[22-24] Descent-Shoreline (roll on Temperate Saltwater Feature Table)

[25-27] Farmland

[28-30] Fields

[31-33] Flatland

[34-36] Flats

[37-39] Forested Plains

[40-42] Freshwater Feature (roll on Temperate Freshwater Feature Table)

[43-45] Geyser Flats

[46-48] Grasslands

[49-50] Heath

[51-52] Heathland

[53-55] Hinterlands

[56-57] Lava Plain

[**58-60]** Logged Land

[61-62] Lowlands

[63-65] Machair

[66-68] Meadows

[69-71] Moor

[72-74] Moorland

[75-77] Paddock Land

[78-80] Pampas

[81-83] Pastures

[84-86] Plain

[87-89] Plains

[90-91] Prairie

[**92-94]** Rangeland

[95-97] Shrubland

[98-00] Steppes

Regional Locales, Part XXVI: Temperate Saltwater

Table GWG2-70:

Adventure Locales: Temperate Saltwater Feature

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Temperate Saltwater.

Roll 1D100 and consult the following table.

[01] Anchorage
[02] Archipelago
[03] Ayre
[04] Barrier Bar
[05] Barrier Island
[06] Bay
[07-08] Baymouth Bar
[09] Beach
[10] Bight
[11] Brackish Swamp
[12-13] Brine Lake
[14] Calanque
[15] Cape
[16] Channel
[17-18] Coast
[19] Cobblestone Beach
[20] Cove
[21] Cuspate Foreland
[22] Dead Sea
[23-24] Estuary
[25] Firth
[26] Fjard
[27] Fjord
[28-29] Flow
[30] Foreland
[31] Gravel Beach
[32] Gravelbars
[33] Gulf
[34] Harbor
[35] Haven
[36] Headland
[37] Inland Sea
[38] Inlet
[39-40] Island
[41-42] Island Chain
[43-44] Island Group
[45-46] Islands
[47-48] Islet
[49-50] Isthmus
[51] Jetty
[52] Landing
[53] Maelstrom
[54] Mudflat
[55] Narrow
[56] Narrows
[57-58] Ocean
[59-60] Pebble Beach
[61] Peninsula
[62-63] Point
[64-65] Raised Beach
[66-67] Reach
[68] Ria
[69] Rocky Beach
[70] Salt Lake
[71-72] Salt Marsh
[73] Salt Swamp
[74] Sandbars
[75] Sandspit
[76-77] Sandy Beach
[78-79] Sea
[80-81] Sea Caves
[82] Seastacks
[83] Shallows
[84] Shingle Beach
[85] Shoals
[86] Shore
[87] Sound
[88] Storm Beach
[89] Strait
[90] Strand

[91] Strandflat

[92] Surge Channel

[93-94] Tidal Flat

[95-96] Tidal Marsh

[97-98] Tide Pools

[99] Tombolo

[00] Whirlpool



Regional Locales, Part XXVII: Temperate Swamps

Table GWG2-71:

Adventure Locales: Temperate Swamp

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Temperate Swamps.

Roll 1D100 and consult the following table.

[01-03] Backswamp

[04-06] Bayous

[07-09] Bog

[10-12] Bogland

[13-15] Brackish Swamp

[16-17] Cranberry Fen

[18-20] Cypress Swamp

[21-23] Depression (roll on Temperate Depression Table)

[24-26] Descent-Shoreline (roll on Temperate Saltwater Feature Table)

[27-28] Everglades

[29-30] Fens

[31-32] Flood Mire

[33-35] Forested Wetland

[36-38] Freshwater Feature (roll on Temperate Freshwater Feature Table)

[39-41] Fungal Swamp

[42-44] Geyser Wetlands

[45-47] Haunted Swamp

[48-50] Marsh

[51-53] Marshland

[54-56] Mire

[57-59] Morass

[60-61] Moss

[62-63] Murk

[64-66] Mushroom Swamp

[67-69] Peat Bog

[70-71] Peatland

[72-74] Poisonous Swamp

[75-77] Quagmire

[78-80] Salt Marsh

[81-83] Salt Swamp

[84-85] Shrub Swamp

[86-87] Slough

[88-89] Sump

[90-91] Swale

[92-94] Swamp

[95-97] Tidal Marsh

[98-00] Wetlands

Regional Locales, Part XXVIII: Temperate Wastelands

Table GWG2-72:

Adventure Locales: Temperate Wasteland

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Temperate Wastelands.

Roll 1D100 and consult the following table.

[01-02] Alkali Flat

[03-04] Alkali Sink

[05-06] Banelands

[07-08] Barchan Dunes

[09-10] Barrens

[11-12] Battlefield

[13-14] Battlegrounds

[15-16] Blight Lands

[17-18] Bone Fields

[19-20] Burned Forest Wastes

[21-22] Canyon Lands

[23-24] Chaos Wastes

[25-26] Dead Lands

[27-28] Depression (roll on Temperate Depression Table)

[29] Descent-Shoreline (roll on Temperate Saltwater Feature Table)

[30-31] Desert

[32-33] Desolation

[34-35] Dried Mud Flats

[36-37] Dry Lake

[38-39] Dune Lands

[40-41] Dune Sea

[42-43] Emptiness

[44-45] Erg

[46] Freshwater Feature (roll on Temperate Freshwater Feature Table)

[47-48] Geyser Wastes

[49-50] Gibber

[51-52] Harrow

[53-54] Hoodoo Wasteland

[55-56] Irradiated Wasteland

[57-58] Loess Desert

[59-60] Malpais

[61-62] Mirage Wastes

[63-64] Monsoon Desert

[65] Playa

[66-67] Poisonous Desert

[68-69] Reg

[70-71] Rock Desert

[72-73] Sabkha

[74-75] Salt Flats

[76-77] Salt Pan

[78-79] Salted Earth

[80] Sand Sea

[81-82] Sand Sheet

[83-84] Sandy Desert

[85-86] Scarred Lands

[87-88] Scree Land

[89-90] Stony Desert

[91-92] Tradewind Desert

[93-94] Ventifact Wasteland

[95-96] Waste
[97-98] Wasteland
[99-00] Yardang Desert

Regional Locales, Part XXIX: Tropical Depressions

Table GWG2-73:
Adventure Locales: Tropical Depression

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Tropical Depressions.

Roll 1D100 and consult the following table.

[01] Arroyo
[02] Basin
[03] Blowout
[04] Bottoms
[05] Box Canyon
[06] Caldera
[07-08] Canyon
[09-10] Cavelands
[11-12] Chasm
[13] Cove Valley
[14] Crater
[15-16] Crevice
[17] Dales
[18] Defile
[19] Dells
[20-21] Delves
[22] Doline
[23-24] Dormant Volcanic Vent
[25-26] Dry Seasonal Lake
[27-28] Dry Seasonal River
[29] Dry Turlough
[30-33] Elephant Graveyard
[34-35] Excavations
[36-37] Fault
[38-39] Fissure
[40] Foiba
[41] Gap
[42-43] Geyser Hollows
[44-45] Glen
[46-47] Gorge
[48] Graben
[49] Gulch
[50] Gullies
[51-52] Hanging Valley
[53-54] Hollows
[55-56] Karst Land
[57] Lava Tubes
[58] Lavaka
[59-62] Lost World Valley
[63-64] Maar
[65] Mine Lands
[66-71] Mudslide Hollows
[72] Pit Crater
[73-74] Pits
[75] Polje
[76] Quarry
[77-78] Ravine
[79-80] Rift
[81-82] Rift Valley
[83-84] River Valley
[85] Scowles
[86] Seasonal Lake
[87-88] Seasonal Pools
[89-90] Seasonal River
[91] Sink

[92] Sinkhole
[93] Strath
[94] Strip Mine
[95] Trenches
[96] Tributary Valley
[97] Vale
[98] Valley
[99] Volcanic Vent
[00] Wadi



Regional Locales, Part XXX: Tropical Forests

Table GWG2-74:
Adventure Locales: Tropical Forest

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Tropical Forests.

Roll 1D100 and consult the following table.

[01] Arbor Land
[02] Backwoods
[03] Brackens
[04] Brushwood Falls
[05] Bushland
[06-09] Cloud Forest
[10] Clutches
[11] Coniferous Forest
[12] Coppices
[13] Copses
[14] Corrupted Forest
[15-18] Corrupted Jungle
[19] Deciduous Forest
[20] Dells
[21] Depression (roll on Tropical Depression Table)
[22] Descent-Shoreline (roll on Temperate Saltwater Feature Table)
[23] Evergreen Forest
[24] Faerie Glades
[25] Forest
[26] Forested Hills
[27] Freshwater Feature (roll on Temperate Freshwater Feature Table)
[28] Glade Wood
[29] Groves
[30] Haunted Forest
[31-34] Hilly Jungle
[35-38] Jungle
[39-42] Lost World Forest
[43] Lumberwoods
[44] Montane Forest
[45] Old-Growth Forest
[46] Orchards
[47] Petrified Forest
[48] Pine Barrens
[49] Pine Forest

[50-53] Plantations
[54-57] Quicksand Forest
[58-61] Scrubland
[62] Swampy Forest
[63] Thicket
[64-67] Thorn Forest
[68] Timberland
[69-72] Tropical Coniferous Forest
[73-76] Tropical Dry Forest
[77-80] Tropical Forest
[81-84] Tropical Montane Forest
[85-88] Tropical Rainforest
[89] Twisted Forest
[90-93] Twisted Jungle
[94-97] Untamed Jungle
[98] Wilderland
[99] Woodland
[00] Woods

Regional Locales, Part XXXI: Tropical Freshwater

Table GWG2-75:

Adventure Locales: Tropical Freshwater Feature

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Tropical Freshwater.

Roll 1D100 and consult the following table.

[01] Aits
[02] Aquifer
[03] Braided River
[04] Brooks
[05] Canals
[06] Cataracts
[07-12] Cenote
[13-14] Confluence
[15] Crater Lake
[16] Creeks
[17] Dam
[18] Eyots
[19] Floodbank
[20-21] Floodlands
[22] Floodplain
[23] Geysers
[24] Great Lake
[25] Holms
[26] Karst Fenster
[27] Lake
[28-29] Lake Coast
[30] Lake Foreland
[31] Lake Headland
[32] Lake Tombolo
[33-34] Lakeshore
[35] Levee
[36] Loch
[37-42] Lost World River
[43] Lough
[44] Meander
[45] Mere
[46-47] Mudflats
[48] Oasis
[49] Oxbow Lake
[50] Plash
[51-52] Plunge Pool
[53-54] Ponds
[55-56] Pools
[57] Rapids
[58] Reservoir

[59] Rills
[60-61] River
[62-63] River Archipelago
[64-65] River Delta
[66-67] River Island
[68-69] River Mouth
[70-71] River Source
[72-73] River Tidal Flat
[74] Rush
[75] Spring
[76] Stopbanks
[77] Stream Pool
[78] Streams
[79] Tarn
[80] Torrent
[81] Tributary
[82-87] Tropical Lake
[88-93] Tropical River
[94] Turlach
[95] Turlough
[96] Underwater Caves
[97-98] Waterfall Lake
[99-00] Waterfalls

Regional Locales, Part XXXII: Tropical Hills

Table GWG2-76:
Adventure Locales: Tropical Hills

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Tropical Hills.

Roll 1D100 and consult the following table.

[01] Badlands
[02-03] Barrow Mounds
[04] Barrowlands
[05-06] Bluffs
[07] Bornhardts
[08] Buttes
[09] Cairn Highlands
[10] Cliffs
[11] Crags
[12] Crests
[13] Cuestas
[14-18] Depression (roll on Tropical Depression Table)
[19-23] Descent-Shoreline (roll on Temperate Saltwater Feature Table)
[24] Domes
[25] Downlands
[26] Downs
[27] Dunes
[28] Escarpments
[29] Flatirons
[30-31] Foothills
[32] Forested Hills
[33-37] Freshwater Feature (roll on Temperate Freshwater Feature Table)
[38] Geyser Highlands
[39-40] Headlands
[41] Highlands
[42] Hillocks
[43-44] Hills
[45-49] Hilly Jungle
[50] Hogbacks
[51] Hollow Hills
[52-53] Karst Landscape
[54] Knobs

[55] Knolls
[56] Lava Dome
[57] Lava Spine
[58-62] Lost World Plateau
[63] Mesas
[64] Mogotes
[65] Mounds
[66] Mud Volcanoes
[67-71] Mudslide Slopes
[72-73] Plateaus
[74] Potrero
[75] Precipices
[76] Ridges
[77] Rises
[78-79] River Cliffs
[80] Rolling Hills
[81-82] Rolling Land
[83-84] Sandhills
[85] Scarps
[86] Slag Heaps
[87] Slag Hills
[88-89] Slopes
[90] Spurs
[91] Stone Arches
[92] Tableland
[93-96] Tepui
[97] Terraced Hills
[98] Tors
[99] Tumuli
[00] Uplands



Regional Locales, Part XXXIII: Tropical Mountains

Table GWG2-77:

Adventure Locales: Tropical Mountains

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Tropical Mountains.

Roll 1D100 and consult the following table.

[01-02] Barren Mountains
[03-04] Cave-Filled Mountains
[05-06] Col
[07-10] Depression (roll on Tropical Depression Table)
[11-14] Descent-Shoreline (roll on Temperate Saltwater Feature Table)
[15-16] Dormant Volcano
[17-18] Dragon Reach Spires
[19-20] Dwarven Freeholds
[21-22] Extinct Volcano
[23-24] Flatiron Mountains
[25-26] Forested Mountains

[27-30] Freshwater Feature (roll on Temperate Freshwater Feature Table)

[31-32] Gap

[33-34] Hogback Mountains

[35-36] Inselberg

[37-41] Jungle Volcano

[42-46] Lost World Spires

[47-48] Misty Mountains

[49-50] Monadnock

[51-52] Mountains

[53-57] Mountains of the Moon

[58-59] Mounts

[60-63] Mudslide Mountains

[64-65] Pass

[66-67] Peaks

[68-69] Pinnacle Gates of Elemental Earth

[70-72] Pinnacle Gates of Elemental Fire

[73-74] Pinnacles

[75-76] Razors

[77-78] Rocky Summits

[79-80] Spires

[81-82] Stormy Mountains

[83-84] Summits

[85-86] Table-Top Mountains

[87-90] Tepui Mountain

[91-94] Tropical Peaks

[95-98] Tropical Summits

[99-00] Volcano

Regional Locales, Part XXXIV: Tropical Plains

Table GWG2-78:

Adventure Locales: Tropical Plains

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Tropical Plains.

Roll 1D100 and consult the following table.

[01-02] Alluvial Fan

[03-04] Bottomland

[05-06] Brushland

[07-08] Bushland

[09] Chaparral

[10] Countryside

[11-12] Cropland

[13-17] Depression (roll on Tropical Depression Table)

[18-22] Descent-Shoreline (roll on Temperate Saltwater Feature Table)

[23-24] Farmland

[25] Fields

[26-27] Flatland

[28-29] Flats

[30-31] Forested Plains

[32-36] Freshwater Feature (roll on Temperate Freshwater Feature Table)

[37-38] Geyser Flats

[39-40] Grasslands

[41] Heath

[42] Heathland

[43] Hinterlands

[44-45] Lava Plain
[46-47] Logged Land
[48-52] Lost World Lowlands
[53-54] Lowlands
[55] Machair
[56-57] Meadows
[58] Moor
[59] Moorland
[60] Paddock Land
[61] Pampas
[62-63] Pastures
[64-65] Plain
[66-67] Plains
[68-69] Prairie
[70-71] Rangeland
[72-76] Savanna
[77-78] Shrubland
[79-80] Steppes
[81-86] Tropical Farmland
[87-91] Tropical Grasslands
[92-96] Veldt
[97-00] Volcanic Plains



Regional Locales, Part XXXV: Tropical Saltwater

Table GWG2-79:

Adventure Locales: Tropical Saltwater Feature

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Tropical Saltwater.

Roll 1D100 and consult the following table.

[01] Anchorage
[02] Archipelago
[03-04] Atoll
[05] Ayre
[06] Barrier Bar
[07] Barrier Island
[08-09] Barrier Reef
[10] Bay
[11] Baymouth Bar
[12] Beach
[13] Bight
[14-15] Blue Hole
[16] Brackish Swamp
[17] Brine Lake
[18] Calanque
[19] Cape
[20-21] Cay
[22] Cays
[23] Channel
[24] Coast
[25-26] Coastal Desert
[27] Cobblestone Beach

[28-29] Coral Island
[30-31] Coral Reef
[32] Cove
[33] Cuspate Foreland
[34] Dead Sea
[35] Estuary
[36] Flow
[37] Foreland
[38] Gravel Beach
[39] Gravelbars
[40] Gulf
[41] Harbor
[42] Haven
[43] Headland
[44] Inland Sea
[45] Inlet
[46] Island
[47] Island Chain
[48] Island Group
[49] Islands
[50] Islet
[51] Isthmus
[52] Jetty
[53-54] Key
[55] Keys
[56-57] Lagoon
[58] Landing
[59] Maelstrom
[60] Mudflat
[61] Narrow
[62] Narrows
[63] Ocean
[64] Pebble Beach
[65] Peninsula
[66] Point
[67] Raised Beach
[68] Reach
[69-70] Reef
[71] Ria
[72] Rocky Beach
[73] Salt Lake
[74] Salt Marsh
[75] Salt Swamp
[76] Sandbars
[77] Sandspit
[78] Sandy Beach
[79] Sea
[80] Sea Caves
[81] Seastacks
[82] Shallows
[83] Shingle Beach
[84] Shoals
[85] Shore
[86] Sound
[87-88] Spice Islands
[89] Storm Beach
[90] Strait
[91] Strand
[92] Strandflat
[93] Surge Channel
[94] Tidal Flat
[95] Tidal Marsh
[96] Tide Pools
[97] Tombolo
[98-99] Tropical Island
[00] Whirlpool

Regional Locales, Part XXXVI: Tropical Swamps

Table GWG2-80:

Adventure Locales: Tropical Swamp

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Tropical Swamps.

Roll 1D100 and consult the following table.

[01-02] Backswamp

[03-04] Bayous

[05-06] Bog

[07-08] Bogland

[09-10] Brackish Swamp

[11-12] Cypress Swamp

[13-14] Deeping Gates of Elemental Water

[15-17] Depression (roll on Tropical Depression Table)

[18-20] Descent-Shoreline (roll on Temperate Saltwater Feature Table)

[21-22] Everglades

[23-24] Fens

[25-26] Flood Mire

[27-28] Forested Wetland

[29-31] Freshwater Feature (roll on Temperate Freshwater Feature Table)

[32-33] Fungal Swamp

[34-35] Geyser Wetlands

[36-37] Haunted Swamp

[38-40] Lost World Swamp

[41-44] Mangrove Swamp

[45-46] Marsh

[47-48] Marshland

[49-50] Mire

[51-52] Morass

[53-54] Moss

[55-56] Murk

[57-58] Mushroom Swamp

[59-60] Peat Bog

[61-62] Peatland

[63-64] Poisonous Swamp

[65-66] Quagmire

[67-69] Quicksand Flats

[70-72] Quicksand Forest

[73-74] Salt Marsh

[75-76] Salt Swamp

[77-79] Savanna Marshland

[80-81] Shrub Swamp

[82-83] Slough

[84-85] Sump

[86-87] Swale

[88-89] Swamp

[90-92] Sweltering Quagmire

[93-94] Tidal Marsh

[95-98] Tropical Peat Swamp

[99-00] Wetlands

Regional Locales, Part XXXVII: Tropical Wastelands

Table GWG2-81:

Adventure Locales: Tropical Wasteland

As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be

featured in your journey region. This table is solely for Tropical Wastelands.

Roll 1D100 and consult the following table.

[01] Alkali Flat

[02] Alkali Sink

[03-06] Ashen Sea

[07] Banelands

[08-09] Barchan Dunes

[10] Barrens

[11] Battlefield

[12] Battlegrounds

[13-14] Blight Lands

[15-16] Bone Fields

[17] Burned Forest Wastes

[18-21] Burned Jungle Wastes

[22-23] Canyon Lands

[24] Chaos Wastes

[25-26] Dead Lands

[27-30] Depression (roll on Tropical Depression Table)

[31-34] Descent-Shoreline (roll on Temperate Saltwater Feature Table)

[35-37] Desert

[38] Desolation

[39] Dried Mud Flats

[40] Dry Lake

[41-42] Dune Lands

[43] Dune Sea

[44] Emptiness

[45] Erg

[46-49] Freshwater Feature (roll on Temperate Freshwater Feature Table)

[50] Geyser Wastes

[51] Gibber

[52] Harrow

[53-54] Hoodoo Wasteland

[55] Irradiated Wasteland

[56] Loess Desert

[57-60] Lost World Wasteland

[61] Malpais

[62-63] Mirage Wastes

[64-67] Monsoon Desert

[68-72] Obsidian Flats

[73] Playa

[74] Poisonous Desert

[75-79] Rain Shadow Desert

[80] Reg

[81] Rock Desert

[82] Sabkha

[83-84] Salt Flats

[85-86] Salt Pan

[87] Salted Earth

[88] Sand Sea

[89] Sand Sheet

[90-92] Sandy Desert

[93] Scarred Lands

[94] Scree Land

[95] Stony Desert

[96] Tradewind Desert

[97] Ventifact Wasteland

[98] Waste

[99] Wasteland

[00] Yardang Desert

The Glossography of Non-Planar Adventure Locales



Once you have selected all of your locales for the adventure journey region, you might also want to make some notes on what those place labels actually *mean*. Everyone knows what a desert is, but what about an erg, a gibber, a malpais, a reg or a sabkha? I define all of the natural terms hereafter in an alphabetical Glossography of terrain types and technicalities.

I don't define the unnatural planar areas, such as burning hills and sentient clouds, because those aren't technically narrow concepts, and they will serve you better if they are only broadly defined. I'd like you to use my vague descriptors and make something unique and amazing out of them. This is a prime time for you to exhibit your excellent creativity.

Some of the terrain definitions that appear below are specialized or scientific, while others are my personal interpretations of conflicting definitions found in various sources. I've also taken the pains to (a) consider types of terrain from a game perspective, rather than from a realist perspective, and (b) to differentiate near-identical terms from one another with slight variations on a theme. Each brief description should give you some good ideas about what kinds of monsters and NPCs dwell there. I hope you find the following information intriguing!

Table GWG2-82:

Glossography of Non-Planar Adventure Locales

A

Aits / Eyots: A group of small forested islands found in the middle of a river.

Alkali Flat: A dry, salty lake bed.

Alkali Sink: A dry, deep, salty lake bed.

Alluvial Fan: A reach of sediment and gravel, caused by the passage of a former river. Vegetation will grow abundantly here nevertheless and so the area is technically not a Wasteland.

Alpine Montane Forest: A cold mountainous forest.

Alpine Tundra: High-altitude grasslands devoid of trees.

Alps: High snowy mountains with relatively flat summits.

Anchorage: A safe place where ships can lower anchors.

Antarctic / Arctic Tundra: Tundra which occurs at the game world's North Pole or South Pole; or, more broadly, tundra where extremely low temperatures are the norm.

Aquifer: A subterranean region of rock, permeated by water. In the game, these regions will be filled with various caves (submerged, partially flooded, and dry).

Arbor Land: An area of artificial forest, where trees have been heavily replanted and protected (typically to heal burned, ravaged, or corrupted land). Such areas are typically created and guarded by elves or gnomes.

Archetypal Forest: Roll on the Temperate Forest Table, above. Tropical conditions will still predominate.

Archipelago: A group of islands.

Arctic / Antarctic Waste: An icy region at the game world's North Pole or South Pole, where vegetation cannot grow. Alternately, a very cold region elsewhere where the same conditions predominate.

Arete: A high, thin Ridge caused by glacial erosion.

Arroyo: A seasonal stream bed, which is likely to be dry and situated in arid terrain. Flash floods are a danger here.

Ashen Sea: An apocalyptic Dune Sea, made of ash instead of sand. Deadly storms and drowning pits will be common here.

Atoll: A ring-shaped Coral Reef which encircles a lagoon.

Avalanche Peaks: Steep windy mountains which are prone to deadly avalanches.

Ayre / Storm Beach: A steep-sloped cobble beach.

B

Backswamp: The area of a Floodplain where silts and clays settle (and may form quicksand).



Backwoods: Deep forest located near to a region of villages or towns. Such regions are frequently raided by humanoids and protected by rangers.

Badlands: Dry hills, typically made of eroded clays and sandstone.

Banelands: Lands which have been corrupted and destroyed by chaotic evil magic. Monsters here may be possessed and/or driven mad.

Barchan Dunes: An area of low crescent-shaped dunes.

Barren Mountains: Windy and/or dry mountains which are nearly devoid of vegetation.

Barrens: A dry region of acidic soils.

Barrier Bar: A sandbar which protects a bay from the outer sea.

Barrier Island: An island which protects a bay or lagoon from the outer sea.

Barrier Reef: A large, wide Coral Reef.

Barrow Mounds: Artificial hills which hide barrows / tumuli / tombs beneath the surface.

Barrowlands: A region where many isolate Barrow Mounds stand, with plains / wasteland between them.

Basin: A Valley dominated by a river / stream and its tributaries, which together define the uniform direction of descent and flow. (Downhill direction can be randomly determined with 1D8, 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest).

Battlefield: A region where vegetation can no longer grow, due to an ancient battle which resulted in a curse, undead plague, and/or release of evil magic.

Battlegrounds: A region of many Battlefields.

Bay: A shore indentation which protects ships from the larger waves of the sea.

Baymouth Bar: A large Barrier Bar.

Bayous: Shallow forested wetlands, which are actually a broad and slow-flowing river.

Beach: A relatively safe sandy Shore.

Bight: A large Bay.

Blight Lands: A land where the low surviving vegetation is corrupted, dying, and/or diseased.

Blowout (Dune Region): A hard, flat patch of low desert, temporarily exposed when a sandstorm blows all of the moveable sand grains out of the region.

Blue Hole: A very deep underwater sinkhole.

Bluffs: Steep hills and cliffs which overlook a body of water (such as a lake).

Bog: A Peat Bog interspersed with open pools.

Bogland: A large Bog region.

Bone Fields: A Battlefield covered in bones and skulls.

Boreal Forest: An area of dense Taiga.

Boreal Wilderlands: An area of dense Taiga which is heavily populated with monsters and beasts.

Bornhardts: Large, dome-shaped, stony hills.

Bottomland: Plains interspersed with low-lying patches of wetland.

Bottoms: Narrow depressions to either side of a river or other watercourse.

Box Canyon: A steep "trap" Canyon with a single opening in one direction. (Opening direction can be randomly determined with 1D8, 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest).

Brackens: An area with few trees, but which is covered by ferns and shrubs.

Brackish Swamp: A saltwater/freshwater swamp.

Braided River: A River which splits into three or more separate channels, which re-unify further downstream.

Brine Lake: A saltwater lake.

Brooks: An area of small streams, which likely all feed into the same River or Tributary.

Brushland: Plains interspersed with stands of bushes and shrubs. Differentiated from Bushland.

Brushwood Falls: A forest area where many trees are down and unharvested (for example, a region ravaged by wind storms, dragon territorial ground, etc.).

Burned Forest Wastes: An ashy Wasteland caused by the recent destruction of a forest by fire.

Burned Jungle Wastes: An ashy Wasteland caused by the recent destruction of a Jungle by fire.

Bushland: Land which has been damaged by past wars / cutting / civilizations, but which has partially healed. Differentiated from Brushland.

Buttes: Barren and isolated stony hills with cliff-faced sides. The classic example is Monument Valley, Arizona.

C

Cairn Highlands: An elevated plateau; an area of plains in a mountainous or very hilly region. The plains feature cairns, which are stacks of ritual stones left by an earlier culture.

Calanque: A narrow inlet surrounded by steep cliff walls.

Caldera: A volcanic crater. In the game, calderas typically represent the craters of dormant or extinct (non-active) volcanoes, which can be explored in relative safety.

Canals: An area of artificial waterways (for example, connecting cities or temples). The canals may be currently in use, or abandoned (leading only to monster-filled ruins).

Canyon Lands: An area with many shallow Canyons.

Canyon: Generally, a Ravine with cliffs on two sides (such as a river course).

Cape: A large Headland.

Cataracts: An area of major rapids, boulders, and rocky islets in the middle of a river, blocking further water travel. Travel will be impossible or at least very dangerous. The area is likely to have portage paths where boats are moved around the blocking cataract.

Cave-Filled Mountains: Mountains which are riddled with caves that lead down into the underworld.

Cavelands: An area of terrain which is riddled with caves.

Cay / Key: A low sandy island on top of a Coral Reef.

Cenote: A water-filled sinkhole in a limestone cavern region.

Channel: A relatively shallow reach of water between two landforms.

Chaos Wastes: Lands which have been corrupted and destroyed by chaotic or magic. Monsters here may be mutated and/or devolved.

Chaparral: Arid Shrubland.

Chasm: A deep Ravine with very steep sides.

Cirque: A round, often deep valley which was created by glacial erosion.

Cliffs: Sheer vertical faces of stone.

Cloud Forest: A forest of heavy mists and fogs.

Clutches: A forest filled with old trees that have tangling roots and low-hanging branches.

Coast / Shore: The fringe of an ocean or sea.

Coastal Desert: An arid region bordering a sea or ocean, which sees very little rainfall due to unusual wind patterns.

Cobblestone Beach: A beach covered in fairly large stones.

Col / Gap: The lowest point, with steep declines on either side, between two higher peaks.

Cold Coniferous Forest: A snowy pine forest.

Confluence: The point at which two rivers merge.

Coniferous Forest: A forest filled with coniferous trees (pines, hemlocks, junipers, spruces, etc.).

Coppices: Managed forest land where trees are being cut down and replaced. Such land is typically controlled by woodsmen.

Copses: A plain / grassland filled with many thick, separate stands of trees with open ground between them.

Coral Island: A large Cay / Key.

Coral Reef: A long, narrow underwater structure formed by corals.

Corrie: A Cirque which is home (or was once home) to a Scottish / Gaelic-influenced culture.

Corrupted Forest: An area where the forest has been corrupted by diseases, slimes, or fungi.

Corrupted Jungle: An area where the jungle has been corrupted by diseases, slimes, or fungi.

Corrupted Taiga: An area where the Taiga has been corrupted by disease, slimes, or fungi.

Countryside: Semi-cultivated rural lands, located adjacent to villages or towns.

Cove Valley: A Valley with two or three sides being surrounded by Ridges, and one or two sides relatively open.

Cove: A small Bay.

Crags: Hills which have many cliff-like slopes and surfaces. Crags differ from cliffs in that they are easier to climb.

Cranberry Fen: A Fen where cranberry shrubs grow in abundance.

Crater Lake: A lake in the crater of an extinct volcano.

Crater: A depression caused by the impact of a meteorite.

Creeks: An area of small streams, which likely all feed into the same River or Tributary. The creeks are probably not

navigable by any watercraft due to shallowness.

Crests: A series of high-elevation Ridges.

Crevasse: A Chasm in the ice (compare with Crevice).

Crevice: A small, deep Ravine. Compare with Crevasse (a Crevice occurs in stone, while a Crevasse occurs in ice).

Crystal Gorge: A Gorge with walls of solid ice.

Cuestas: A series of hills which have gentle slopes in one direction, and cliff-like stony slopes in the opposite direction.

Cuspate Foreland: A triangular Foreland.

Cwm: A Cirque which is home (or was once home) to a Welsh / Celtic-influenced culture.

Cypress Swamp: A forested and mossy swamp.

D

Dales: A series of gentle, open valleys.

Dam: An artificial structure which blocks a river to create a pool.

Dead Lands: A large region of Emptiness.

Dead Sea: A shallow, inland saltwater sea.

Deciduous Forest: A forest filled with deciduous trees (oak, maple, beech, hornbeam, etc.).

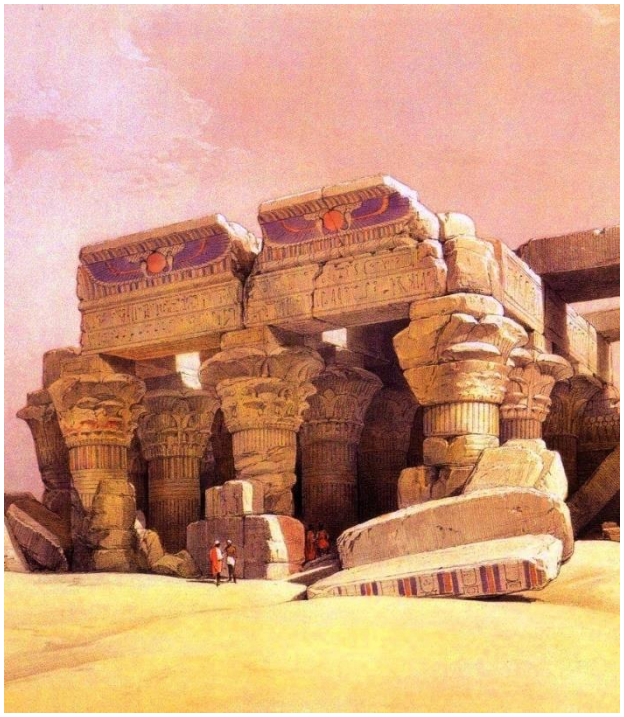
Deeping Gates of Elemental Water: A pure-water swamp of magical springs, where gates to the Elemental Plane of Water can be found.

Defile: A narrow Pass or Gorge, through an area of Mountains or Hills.

Dells: A series of small, forested valleys.

Delves: An area of deep artificial excavations (for example, dwarven mine lands).

Desert: A "general" dry, hostile region with very little rainfall.



Desolation: A gloomy, misty, and/or dying Desert.

Dirt Cones: Low hills made of glaciated sediment and gravel.

Doline: A Sinkhole located in a Karst (limestone cave) region.

Domes: Hills which have oval or round bases (at the lowest points of elevation).

Dormant Volcano: A volcano which is currently inactive, but not extinct.

Downlands / Downs: Ridges made of chalky soil.

Dragon Reach Spires: Mountains which are filled with numerous dragon lairs.

Dried Mud Flats: A large region of Alkali Flats.

Drift Lands: Plains which are perpetually covered in snowdrifts.

Drumlins: Mound-like hills which are built up from the sediment caused by glacial movement. The drumlins will be narrow and aligned with the glacier / cold water source. (For example, if the glacier is to the north, the drumlins will be long on the north-south axis and narrow on the east-west axis.)

Dry Lake: A future Alkali Flat, where the lake has just recently evaporated.

Dry Turlough: The locale of a seasonal lake in a Karst (limestone cave) region. A Dry Turlough is the waterless depression left behind when the water drains back into the underworld.

Dune Lands: A Wasteland with many hilly Dune-covered regions.

Dune Sea: A very large region of Dune Lands.

Dunes: Wind-driven hills made of sand.

Dwarven Freeholds: Mountains which feature several minor dwarven clan strongholds. Compare with Dwarven Greatholds.

Dwarven Greatholds: Mountains which have been hollowed over centuries to house the great netherworld strongholds of the dwarves.

E

Ebony Ice: A magical, ancient area where very deep black ice mysteriously covers the earth.

Elephant Graveyard: A valley filled with bones, where pachyderms come to die. The graveyard will of course be filled with elephant, mammoth, and mastodon ivory.

Emptiness: A Desert completely devoid of vegetation.

Enchanted Ice of Many Hues: A magical area where crystalline, strangely-colored and highly transparent ice covers the earth.

Enchanted Ice: Magical, deeply transparent ice which reveals foreboding things beneath its surface (frozen cities, unreachable caverns, flowing conduits of arcane power, etc.).

Erg: A windy, dangerous Dune Sea.

Escarpments: Steep Cliffs which were formed by seismic activity.

Eskers: A series of long ridges made of glaciated sand and gravel.

Estuary: A mixed freshwater and saltwater region, where one or more rivers meet the sea.

Everglades: Shallow-water wetlands filled with tall grasses and many reptiles.

Evergreen Forest: A coniferous forest with many shadowed areas, due to the sheltering boughs above.

Evergreen Forest: A pine forest with minimal surface snow, due to the sheltering boughs above.

Excavations: An area filled with artificial excavations (for example, mines or treasure hunter pits).

Extinct Volcano: A volcano which no longer erupts.

Eyot: A single Ait; that is, a small forested island found in the middle of a river.

F

Faerie Glades: An idyllic forest where faerie kith reside (centaurs, dryads, pixies, sprites, etc.).

Farmland / Cropland: Cultivated land, near to villages or towns.

Fault: A Ravine formed by seismic activity.

Fens: Grassy swamps of shallow mineral water.

Fields: Farmland where grains are grown and harvested.

Firth: The place where a large river meets the sea.

Fissure: A narrow Ravine, typically formed by collapse or seismic activity.

Fjard: A short, shallow Fjord.

Fjord: A long, deep inlet lined with cliffs formed by glacial erosion.

Fjords: A series of long, deep inlets lined with cliffs formed by glacial erosion.

Flatiron Mountains: Peaks composed of eroded sandstone.

Flatirons: Large foothills or low peaks composed of eroded sandstone.

Flatland / Flats: Plains with almost no variation in elevation.

Flood Mire: A swamp which is prone to flooding due to a nearby river.

Floodbank: The ridge along and above a river, which limits the extent of possible flooding.

Floodlands: A Floodplain which is currently underwater due to flooding.

Floodplain: The plains beside a river, where floods most frequently occur.

Flow: A shore area where the currents are altered by a river meeting the sea.

Foiba: A deep, dangerous Sinkhole which leads down into an underworld cave.

Foothills: Hills which border a mountain range.

Foreland: A long, narrow finger of sandy terrain which pushes into an ocean or sea.

Forest: A "general" woodland of mixed coniferous and deciduous trees.

Forested Hills: A forest region with many changes in elevation.

Forested Mountains: Mountains which are covered with significant forest (up to treeline).

Forested Plains: Plains interspersed with forest.

Forested Wetland: A forested swamp.

Frigid Highlands: A frozen elevated plateau; an area of plains in a mountainous or very hilly region.

Frigid Swamp: A frozen wetland.

Frostlands / Frozen Lands: Windless lands with isolated trees and/or stony spires, where bizarre web-like formations of snow and frost form.

Frozen Dales: Open Vales which are covered in ice and snow.

Frozen Desert: A frigid stretch of stone and soil, largely devoid of ice and snow (perhaps due to wind).

Frozen Fields: Petrified grasslands which have been frozen and killed by a sudden blast of ice.

Frozen Foothills: Icy hills which border a range of mountains.

Frozen Isles: Islands covered with ice.

Frozen Lake: A lake which has an icy surface and liquid water (and perhaps unusual monsters) beneath the surface.

Frozen River: A river which has an icy surface and liquid water flowing beneath.

Frozen Wasteland: A sandy Frozen Desert.

Fungal Swamp: A swamp filled with mushrooms, puffballs, and dangerous fungi.

G

Gap: A windy low point (not a sheltered Valley) between two Mountain peaks or Hill summits.

Geyser Flats: Plains where geothermal pools can be found.

Geyser Highlands: Hills which feature many hollows and geothermal pools.

Geyser Hollows: Depressions and caves filled with geothermal water.

Geyser Snowfields: A snowy geothermal region.

Geyser Wastes: A Wasteland where occasional geothermal pools can be found.

Geyser Wetlands: A geothermal swamp.

Geysers: Hot geothermal springs.

Gibber: A Desert paved with gravel and pebbles, as opposed to sand.

Glacial Flats: The flat ice sheet of a slow-moving glacier.

Glacial Horn: A steep, deadly, icy mountain peak. The Matterhorn is the classic example.

Glacial Peaks: Peaks which harbor glaciers in high valleys.

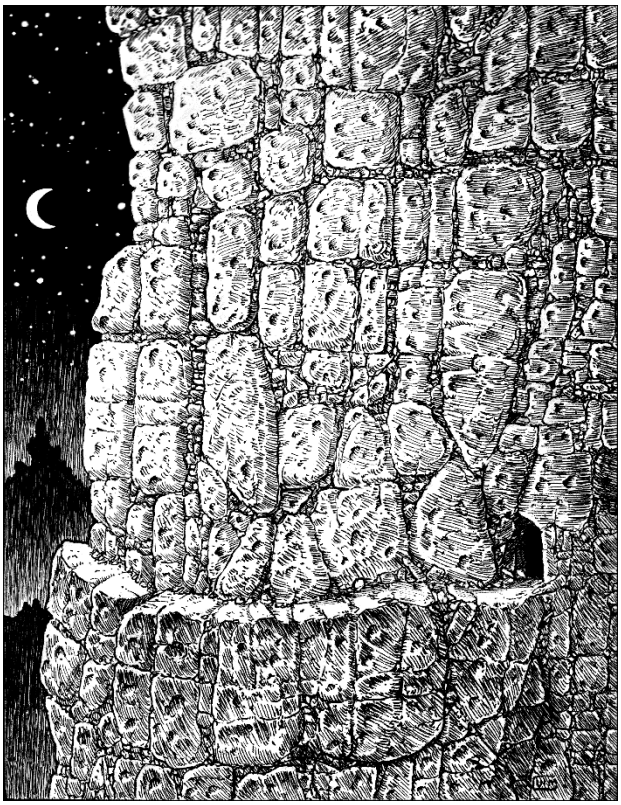
Glacial Rift: A deep Chasm in the ice, frequently with many tiers and hollows.

Glacier Caves: Ice Caves which are situated beneath a Glacier.

Glacier Foreland: The land between a Glacier and its Moraines.

Glacier: A huge regional block of ice which slowly grinds down into the lower elevations.

Glade Wood: A forest with many small clearings.



Glen: A long, narrow Valley, typically with steep sides.

Gorge: A deep Canyon.

Graben: A trench-like depression between two raised fault plates.

Grasslands: Plains that are covered with grasses. Typically, these areas are windy and the grasses can be very high (from knee- to neck-level height).

Gravel Beach: A beach covered in very small stones.

Gravelbars: Sandbars covered in gravel.

Great Lake: A huge, deep freshwater lake.

Groves: An area where many trees grow close together, unhindered by bushes or undergrowth.

Gulch: A steep eroded Valley, typically with creek(s) or stream(s).

Gulf: A very large Bay.

Gullies: A series of natural ditches / trenches caused by erosion.

H

Hanging Valley: A small mountain Valley that is higher than another larger Valley.

Harbor / Haven: A Bay which is frequently used by ships.

Harrow: A Desert which has formed where arid Farmland has dried out.

Haunted Forest: A forest where many illusions, phantoms, and/or spirits can be found.

Haunted Swamp: A swamp where non-corporeal undead lair.

Headland: A large region of land which pushes into an ocean or sea. Headlands are defined by rising elevation and by cliff drops overlooking the water.

Headlands: Hilly Cliffs which descend into a major body of water, such as a lake, sea or ocean.

Heath / Heathland: Shrubland with acidic soil and woody plants.

High Glaciers: A large glacial flat surrounded by mountain peaks.

Highlands: An elevated plateau; an area of plains in a mountainous or very hilly region.

Hillocks: Small Hills.

Hills: Rolling terrain of ascending elevation. In differentiated game terms, the general definition “Hills” most frequently applies when the elevated areas are different from one another, and/or not uniform in type. (Reroll on this table if you would prefer to classify the area as a single type of landform.)

Hilly Jungle: A jungle region with many changes in elevation.

Hinterlands: The plains which are near to a lake, ocean, sea, or major river.

Hogback Mountains: A high, stony mountain range of eroded rock.

Hogbacks: A low "mountain" range of eroded rock.

Hollow Hills: Hills which feature many caverns, tombs, and/or dungeons.

Hollows: An area with many collapsed caverns open to the sky.

Holms: Small, round Islets (typically found in a river).

Hoodoo Wasteland / Ventifact Wasteland: A Wasteland filled with eerie, strangely-shaped rock pillars (caused by wind).

I

Ice Cap: A huge mass of ice (covering many hexes of a game world map) which never fully thaws.

Ice Cave Summits: Mountains sheeted with transparent and translucent ice, which has been formed into ice caves. Deadly monsters almost certainly reside here.

Ice Caves: Caves with walls of ice.

Ice Crater: An impact (or magical) Crater filled with ice.

Ice Flats / Ice Sheet: Plains which are covered by several feet of eerily transparent ice.

Ice Floes: Waters covered with patches of drift ice.

Ice Rift: A Rift which is created when an Ice Sheet pulls apart.

Ice Volcano: A volcano in frigid climes which erupts water and ammonia instead of magma. Ice Volcanoes have only been observed (in reality) on other planets, but could exist due to powerful frost magic.

Iceberg: A huge mass of freshwater ice, floating in a sea or ocean.

Icy Barrens: A dry, frigid region of icy acidic soils.

Icy Canals: Artificial waterways (for example, connecting ruined cities from an earlier culture) which are filled with ice.

Icy Crags: Frozen hills which have many cliff-like slopes and surfaces. Crags differ from cliffs in that they are easier to climb.

Icy Floodland: An icy Floodplain which is currently underwater and under ice, due to flooding.

Icy Hills: Hills that are covered in ice and snow.

Icy Peaks: High mountains sheathed in ice.

Icy Spires: High, narrow, cliff-faced mountains sheathed in ice.

Impassable Peaks: Mountains which are so hostile, cold, and steep that they cannot be crossed by mortals (except with powerful magic).

Inland Sea: A sea which is completely surrounded by land.

Inlet: A long, narrow Bay.

Inselberg: A small, solitary mountain which rises from surrounding forest and/or plains. Compare Monadnock.

Irradiated Wasteland: An ancient Wasteland created by a nuclear war which occurred thousands of years ago.

Island Chain: A line of islands.

Island Group: A circle or cluster of islands.

Island: A fairly large piece of land completely surrounded by an ocean or sea.

Islands: Several fairly large pieces of land, completely surrounded by an ocean or sea.

Islet: A small Island.

Isthmus: A narrow piece of land, bordered by two seas, which connects two larger landforms.

J

Jetty: An artificial branch of land and/or stones, creating a barrier / anchorage within a Bay.

Jungle Volcano: A volcano with Jungle growing over its slopes.

Jungle: A very dense tropical forest, teeming with wildlife.

K

Karst Fenster: A place in a Karst (limestone cavern) region where a spring emerges on the surface, and then quickly plunges down into a sinkhole after a short distance.

Karst Land: An area filled with limestone caves.

Karst Landscape: Difficult terrain which is filled with limestone caverns.

Kettles: A series of small lakes, created by glacial retreat.

Knobs: Low hills with difficult stony surfaces.

Knolls: Verdant Hillocks.

L

Lagoon: A shallow region of saltwater, separated from the sea by a Barrier Island, Barrier Reef or Coral Reef.

Lake Coast: The shores of a large and/or deep Lake.

Lake Foreland: A long, narrow finger of sandy terrain which pushes into a lake.

Lake Headland: A large region of land which pushes into a lake. Headlands are defined by rising elevation and by cliff drops overlooking the water.

Lake Tombolo: A roughly circular region of land inside a lake, which is connected to the mainland by a narrow piece of land.

Lake: A sizeable body of freshwater. Likely fed by one or more Rivers.

Lakeshore: The shores of a small and/or shallow Lake.

Landing: A place where ships anchor and drop off cargo.

Lava Dome: A large volcanic protrusion. A new Lava Dome is a sign of an imminent eruption, but older Lava Domes also exist.

Lava Plain: Dangerous plains with nearly-flat lava flows.

Lava Spine: Similar to a Lava Dome, but much more dramatic and elevated with cliff-like sides.

Lava Tubes: Tunnels leading underground, formed by the flow of lava.

Lavaka: A hole in a partially-collapsed hillside.

Levee: An artificial Floodbank, designed to limit the flooding of a river.

Loch / Lough: A deep, cold lake.

Loess Desert: A desert filled with silty outcroppings.

Logged Land: Stump-covered plains which were once heavily forested.

Lost Valley: In game terms, a Valley which contains a forgotten temple or city.

Lost World Forest: A forest which is populated by dinosaurs and/or primeval beasts.

Lost World Lowlands: Plains where dinosaurs and/or primeval beasts dwell.

Lost World Plateau: An isolated Plateau where dinosaurs and/or primeval beasts dwell.

Lost World River: A river that is inhabited by dinosaurs and/or aquatic primeval beasts.

Lost World Spires: Mountains where dinosaurs and/or primeval beasts dwell.

Lost World Swamp: A swamp where dinosaurs and/or primeval beasts dwell.

Lost World Valley: In game terms, a Valley which contains dinosaurs or primeval beasts.

Lost World Wasteland: A Wasteland where dinosaurs and/or primeval beasts dwell.

Lowlands: Technically speaking, plains which lie below sea level.

M

Maar: A large, shallow Caldera.

Machair: Grassy plains along a coastline.

Maelstrom: A huge, dangerous Whirlpool.

Malpais: An ancient, but largely un-eroded, volcanic Wasteland.

Mangrove Swamp: A tropical saltwater swamp with large bushes and shrubs.

Marsh: A swamp where herbs are the predominant plant life.

Marshland: A large Marsh.

Meadows: Plains filled with flowering plants.

Meander: A river with many bends and curves, which rarely stays on the same course over a long period of time.

Mere: A wide, shallow lake.

Mesas / Tableland: Flat-topped hills with difficult slopes.

Mine Lands: An area filled with many in-use artificial excavations (goblin mines, kobold mines, human-run mines, etc.).

Mirage Wastes: A salty, reflective Desert which creates mirages.

Mire: A dangerous Bog or Fen.

Misty Mountains: High, foggy mountains where giants, goblins, and other humanoids dwell.



Mogotes: Steep, isolated (and often forested) hills surrounded by plains.

Monadnock: A small, solitary mountain which rises from surrounding plains and/or wasteland. Compare Inselberg.

Monsoon Desert: A Desert which occasionally sees torrential rainfalls.

Montane Forest: A temperate mountain forest.

Moor / Moorland: Windy upland plains with low-lying vegetation.

Moraine: Difficult land (either hilly, or flat but very difficult to cross) which is covered by glacier-borne debris.

Morass: A swamp with many mud and quicksand regions.

Moss: A swamp filled with clubmoss.

Moulin: A vertical shaft in the ice through which water plummets into the underworld.

Mounds: Small artificial hills. Mounds may be caused by ruins below the surface, or also tombs (see Barrow Mounds).

Mountains of Madness: Lovecraftian mountains which hide the vast netherworld ruins of the Old Ones.

Mountains of the Moon: Mountains which feature various plants (ferns, ginkgoes, creepers, etc.) which grow to tremendous size.

Mountains: General terrain with very high elevations, and dramatic changes in elevation.

Mounts: Mountains which feature dramatic peaks, which are individually named for a unique feature or history. In the game, each mount is likely to have a separate theme for the denizens (a goblin mount, a dwarven mount, a dragon mount, etc.).

Mud Volcanoes: Dangerous small volcanoes which erupt with hot mud instead of magma.

Mudflat: The muddy area along an ocean or sea which is not quite flooded, but always covered with puddles and rushes.

Mudslide Hollows: A dangerous area of collapsed ground regions, where mudslides have opened holes into the underworld.

Mudslide Mountains: Mountains which receive heavy rainfall and which are prone to dangerous mudslides.

Mudslide Slopes: Hills which receive heavy rainfall and which are prone to dangerous mudslides.

Murk: A misty, muddy swamp.

Mushroom Swamp: A swamp filled with mushrooms. When compared to a Fungal Swamp, a Mushroom Swamp has mostly edible mushrooms and very few deadly / poisonous / monstrous forms of fungi.

Muskeg Land: A cold peat and moss marsh.

N

Narrow(s): A narrow Strait, or series of parallel minor Straits.

Northern / Southern Passage: A narrow, icy strait of open water which offers a rare path through the frozen seas. Random encounters with intelligent races and monsters will be more common here.

Nunatak Hills: A series of "islands," composed of sheer rocky cliffs, which rise from the snowfields / ice sheet.

Nunatak: A series of "islands," composed of sheer rocky cliffs of very high elevation, which rise from the snowfields / ice sheet.

O

Oasis: A rare body of water in the desert (or more broadly, surrounded by an area of wasteland). Encounters with men, beasts, or monsters are a virtual certainty here.

Obsidian Flats: An ancient volcanic reach of sharp rocks and black glass.

Ocean: A huge body of saltwater.

Old-Growth Forest: A forest filled with very large, old, uncut trees.

Orchards: Cultivated land where fruit and/or nut trees are grown by humans or demi-humans.

Outwash Fan: A fan-shaped area of gravel and sediment, caused by the flow of streams or rivers from a glacier.

Oxbow Lake: A U-shaped lake which is formed when a stretch of a Meander is cut off from the main river.

P

Paddock Land / Rangeland: Cultivated plains with livestock, fences, and corrals.

Pampas: Fertile plains which mix wilderness and farmland.

Pass: A safe passage between mountain peaks. Passes are the mountain regions which will have the most frequent random encounters.

Pastures: Cultivated grasslands which are used for grazing by livestock.

Peaks / Summits: Mountains with pointed tops.

Peat Bog / Peatland: An alkaline marsh filled with peat moss.

Pebble Beach: A beach covered in pebbles.

Peninsula: A large region of land which is surrounded by water on three sides. The classic example is the Arabian Peninsula.

Permafrost Bog: A cold swamp filled with thin plates of ice.

Petrified Forest: An ancient (natural, fossilized) forest which has turned to stone; or, a forest filled with the statue-remains of petrifying monsters (basilisks, cockatrices, gorgonian bulls, medusae, etc.).

Pine Barrens: A dry, acidic-soil coniferous forest, where large trees are scarce.

Pine Forest: A temperate coniferous forest where pine trees predominate.

Pingos: Odd small hills which have cores of ice, covered by gravel sediment.

Pinnacle Gates of Elemental Air: Windy mountains which harbor magical gates to the Elemental Plane of Air.

Pinnacle Gates of Elemental Earth: Seismic mountains which harbor magical gates to the Elemental Plane of Earth.

Pinnacle Gates of Elemental Fire: Multiple volcanoes, which harbor magical gates to the Elemental Plane of Fire.

Pinnacles: Peaks of very high elevation.

Pit Crater: A lava crater which was formed by collapse, rather than by volcanic eruption.

Pits: An area filled with many pits (due to hunters, headhunters, trap-setting humanoids, treasure or artifact hunters, etc.).

Plain / Plains: An extensive region of flat terrain.

Plantations: Cultivated land where trees and plants are grown by humans or demi-humans.

Plash: A temporary lake caused by heavy rainfall.

Plateaus: An area of several plains situated in a mountainous or very hilly region.

Playa: A large Alkali Flat.

Plunge Pool: The deep, turbulent pool at the bottom of a Waterfall.

Point: A tapering Headland.

Poisonous Desert: A Desert where the remaining withered plants are poisonous, and perhaps even monstrous.

Poisonous Swamp: A swamp where dangerous fogs and vapors are created due to rotting vegetation.

Polar Desert: A Frozen Desert at the game world's North or South Pole. Alternately, a very cold region elsewhere where the same conditions predominate.

Polar Ice: A great mass of regional ice at the game world's North Pole or South Pole. More broadly, a very cold region of ice which never melts.

Polje: A large, shallow valley in a Karst (limestone cave) region.

Ponds: A series of small lakes.

Pools: A series of small, shallow lakes; or, small bodies of water fed by underground springs.

Potrero: A long, sloped mesa. A Potrero is not flat, but rather slanted.

Prairie: Relatively arid Grasslands.

Precipices: Cliffs with more-than-vertical, overhanging faces.

Proglacial Lake: A Lake which forms behind a Glacier.

Q

Quagmire: A deadly Mire, with mud and quicksand regions.

Quarry: An artificial depression caused by valuable stone (marble, basalt, etc.) being dug out of the ground.

Quicksand Flats: A swampy region filled with many deep pools of quicksand.

Quicksand Forest: A forest filled with sediment falls, mudslide ledges and quicksand pools.

R

Rain Shadow Desert: A nearly waterless Desert adjacent to a windy sea.

Raised Beach: An elevated beach which is separated from the lower shore by a small cliff.

Rapids: A dangerous area of whitewater. Similar to a Cataract region, but there will probably not be islets here.

Ravine: A narrow, cliff-sided depression formed by erosion. There will typically be a river at the Ravine's bottom.

Razors: Mountains with extremely sharp and narrow Ridges.

Reach: A very large region of a sea; perhaps differentiated from other Reaches by its depth, or its uniform currents or winds. Each Reach will be different from the others.

Redwood Forest: A forest of giant sequoia trees.

Reef: As differentiated from a Coral Reef, a long, narrow underwater structure formed of rock.

Reg: A large, stony Gibber.

Reservoir: A large artificial body of freshwater (created by a human or demi-human culture, which may or may not be extinct).

Ria: An inlet which was created by glaciation.

Ridges: High hills, or low mountains, which have a long narrow shared summit which covers a considerable distance.

Rift Valley: A very long natural trench, running for hundreds or thousands of miles.

Rift: A natural trench, running for hundreds of miles.

Rills: An area covered with tiny, shallow streams, which make the terrain muddy and difficult.

Rises: Slopes which rise in elevation at a uniform gradient.

River Archipelago: A series of small islands within a river, of various terrain.

River Cliffs: Simply, Cliffs overlooking a river.

River Delta: The place where a river deposits large amounts of mud and sand. Deltas occur where a river connects to a lake, ocean or sea.

River Island: A single island within a river, of random terrain type.

River Mouth: The part of the river that connects to a lake, ocean or sea. Compare with River Delta; the River Mouth is the water, and the River Delta is the sandy/muddy region adjacent to the mouth.

River Source: The place where a River begins.

River Tidal Flat: An area of Mudflats that sees periodically rising and falling water levels. (Generally, this action is slow and predictable enough to denizens that it is not considered "flooding.")

River Valley: A Valley which is dominated by a large river.

River: A relatively narrow watercourse, which flows from a high elevation and down toward a lake, ocean or sea.

Rock Desert / Stony Desert: A Gibber which is covered with large rocks, as opposed to gravel and pebbles.

Rocky Beach: A beach covered in large rocks and/or boulders.

Rocky Summits: Mountains with bare, blocky summits.

Rolling Hills / Rolling Land: Hills with gentle, rounded slopes.

Rush: A river which follows an extremely fast course; for example, an area of steep decline (not quite Rapids or a Waterfall) or the place where a river is forced into a stony canyon.

S

Sabkha: A large region of Salt Flats.

Salt Flats: A white, radiant reach of salt Desert.

Salt Lake: A large saltwater Lake.

Salt Marsh / Salt Swamp: A saltwater swamp.

Salt Pan: A small region of Salt Flats.

Salted Earth: A Wasteland caused by ancient warfare, where the victors salted and magically contaminated the conquered people's soils to make certain that nothing could grow there.

Sand Sea / Sand Sheet: A Dune Sea where the Dunes are low-lying.

Sandbars: A series of sandy barriers which protect a Bay from the outer sea.

Sandhills: Dunes which rarely move, or which support significant arid vegetation.

Sandspit: The coastal region of a Headland or Peninsula which is covered in sand.

Sandur / Outwash Plain: A huge area of gravel and sediment, caused by the flow of streams or rivers from a glacier.

Sandy Beach: A beach covered in sand.

Sandy Desert: A Desert with very few rocky formations.

Savanna Marshland: A hybrid Savanna and Marsh region.

Savanna: Grasslands covered with widely-spaced trees.

Scarps: Escarpments which were formed by erosion.

Scarred Lands: Violently magical Wastelands, where an ancient cataclysm has left fractures in reality.

Scowles: A forested area filled with natural pits (on Earth, this terrain is unique to the Puzzlewood region).

Scree Land: A Desert of low cliffs and rocky slopes.

Scrubland: Land filled with shrubs and bushes.

Sea Caves: Caves which are flooded, or partially flooded, by saltwater.

Sea: A very large body of saltwater, which is smaller and shallower than an Ocean.

Seasonal Lake, Dry: A natural depression which is sometimes filled with water, but not when first discovered.

Seasonal Lake: A natural depression which is filled with water, but the water will drain away in months to come.

Seasonal Pools: A region filled with many small pools that form for a few months at a time (typically due to heavy rainfall).

Seasonal River, Dry: A long, serpentine depression caused by a river, but the riverbed is dry when first discovered.

Seasonal River: A long, serpentine depression caused by a river which will drain away in months to come.

Seastacks: Vertical columns of rock in a shallow sea.

Serpent Kame: A series of Eskers which follows a winding, sinuous course.

Shallows: The low-depth region of a sea.

Shingle Beach: A beach covered in pebbles and cobbles.

Shoals: Shallows formed by sandy ridges beneath the surface.

Shrub Swamp: A swamp where shrubs are the dominant form of plant life.

Shrubland: Plains covered with low-lying shrubs.

Sink: A large Seasonal Lake.

Sinkhole: A depression caused by cave collapse, which leads into the underworld.

Slag Heaps: Artificial hills which are caused (particularly in dwarven lands) by deposits of smelted ore.

Slag Hills: Huge Slag Heaps.

Slopes: Rises which have a gradual rise in elevation.

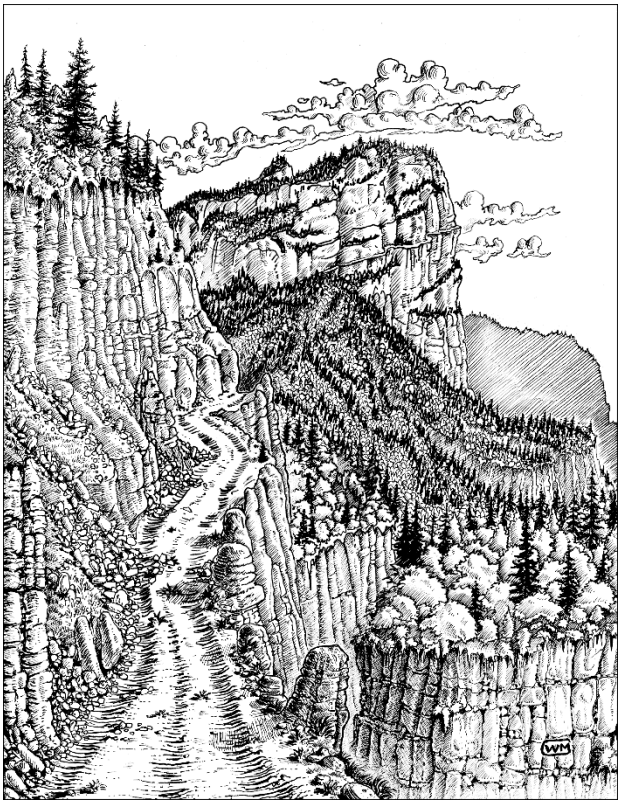
Slough: A shallow swamp with low muddy hills.

Snowfields: Plains where flurries perpetually fall.

Sound: A large Inlet.

Spice Islands: Islands which harbor rare, valued types of herbs and spices.

Spires: Mountains with narrow, flat-topped summits.



Spring: The place where an Aquifer brings freshwater to the surface. Depending on size and flow, this may be a pool, the beginning of a river, etc.

Spurs: Ridges which join with a higher range of mountains.

Steppes: Grasslands which feature trees, but only bordering lakes and rivers.

Stone Arches: Natural stone bridges with hollow cores.

Stopbanks: An area of small Levees.

Stormy Mountains: Mountains which are legendary for their winds and storms.

Strait: A reach of water between two landforms. Compare with Channel; a Channel is relatively shallow.

Strand / Strandflat: A flat beach.

Strath: A broad and shallow river Valley.

Stream Pool: The area in a river or stream where the flow slows down and the water deepens before continuing on.

Streams: An area of small rivers / rivulets which probably all flow into the same larger River.

Strip Mine: An open-air mine, where a huge pit has been dug to excavate valuable metals. Compare Quarry (in which valuable stone is excavated rather than metal).

Sump: A dangerous swampy lowland where dangerous liquids collect (alchemical waste, magical waters, poisonous waters, slime-generating waters, etc.).

Surge Channel: A narrow Inlet with a strong, forceful current.

Swale: A relatively dry swamp, filled with rotting vegetation.

Swamp: A forested Wetland.

Swampy Forest: A forest / wetland area filled with pools, bogs, streams and quicksand pools.

Sweltering Quagmire: A hot, foggy Quagmire region.

T

Table-Top Mountains: Mountains with broad, flat surfaces (mesas) at the highest elevation.

Taiga: A forest where pines and spruce predominate.

Tamarack: A forest where larch trees predominate.

Tarn: A mountain lake.

Temperate Broadleaf / Mixed Forest: A tiered forest of small, medium, and large shadowy deciduous trees, including beeches, birches, maples, and oaks of various ages.

Temperate Needleleaf Forest: A tiered forest of small, medium, and large shadowy coniferous trees, including firs, larches, pines and spruce.

Temperate Rainforest: A very wet and humid deciduous forest. Mosses, ferns, and streams will be common here.

Tepui Mountain: A huge isolated tabletop mesa, of significant elevation, which almost is almost a "Lost World" inhabited by dinosaurs and/or primeval beasts.

Tepui: A huge isolated tabletop mesa, which almost is almost a "Lost World" inhabited by dinosaurs and/or primeval beasts.

Terraced Hills: Artificial hills made in "ziggurat" fashion to support farming. Terraced hills will be tended by, or left behind by, human or demi-human cultures.

Thicket: A very dense forest, where one species of trees dominates the region. Thorns and briars will be common.

Thorn Forest: A thorny Jungle.

Tidal Flat: The muddy area along an ocean or sea which is frequently covered in very shallow water.

Tidal Marsh: A swampy Tidal Flat.

Tide Pools: A Tidal Flat which is dotted with many life-filled pools.

Timberland / Lumberwoods: A forest that is heavily cultivated by woodsmen along its border, but still wild (and likely monster-infested) at its core.

Tombolo: A roughly circular region of land on the shore of an ocean or sea, which is connected to the mainland by a narrow piece of land.

Torrent: A long, dangerous Rush.

Tors: Slopes which are crowned by steep, stony cliff-sided spires.

Tradewind Desert: A Desert which is frequently crossed by caravans.

Trenches: A series of many artificial ditches, likely a remainder of ancient warfare.

Tributary Valley: A side River Valley, where a small river runs down to a main river.

Tributary: A river which flows into a larger river.

Tropical Coniferous Forest: A rare forest type typically found on islands, where tropical pines and firs predominate.

Tropical Dry Forest: A vine-filled, patchwork forest which sees only seasonal rains.

Tropical Farmland: Cultivated tropical land, near to villages or towns.

Tropical Forest: Similar to a Jungle, but less dense (and perhaps less dangerous).

Tropical Grasslands: Tropical plains that are covered with grasses. Typically, these areas are windy and the grasses can be very high (from knee- to neck-level height).

Tropical Island: An island covered with palm trees and/or Jungle.

Tropical Lake: A sizeable body of freshwater. Likely fed by one or more Tropical Rivers.

Tropical Montane Forest: A mountainous tropical forest.

Tropical Peaks / Summits: Jungle-sloped mountains with pointed tops.

Tropical Peat Swamp: A hot, misty Peat Bog.

Tropical Rainforest: A Jungle which never has a dry season.

Tropical River: A relatively narrow tropical watercourse, which flows from a high elevation and down toward a lake, ocean or sea. Tropical rivers tend to be filled with beasts.

Tumuli: Small Barrow Mounds.

Tunnel Valley: A glacial U-shaped Valley.

Turlach / Turlough: A lake in Karst (limestone cavern) terrain, where the water tends to drain away into the underworld and then later return.

Tuya: A large, flat-topped volcano which is surrounded by glacial ice sheets.

Twisted Forest: A forest which has been corrupted by magic or the undead.

Twisted Jungle: A Jungle which has been corrupted by magic or the undead.

Twisted Taiga: An area where the Taiga has been corrupted by magic or the undead.

U

Underwater Caves: Caves which are submerged, or partially submerged, by freshwater.

Untamed Jungle: A Jungle which is virtually unexplored by humans and demi-humans.

Uplands: Rolling Hills which border a region of plains.

Uvala: A Karst depression or icy Sinkhole.

V

Vale: A small Valley.

Valley: A sheltering valley with gentle slopes.

Vast Snowdrifts: Huge drifts of moving snow which temporarily freeze and then move on due as driven by the wind; i.e., "dunes" made of ice and snow.

Veldt: Land covered with low thorny grasses.

Volcanic Plains: Plains where volcanic activity is occurring near to (or sporadically on) the surface.

Volcanic Vent, Dormant: A shaft which leads down into caverns which were formed by magma (which is no longer present).

Volcanic Vent: A dangerous shaft which leads down into a subterranean magma region.

Volcano: A mountain which is known to erupt with magma from time to time. Volcanos will erupt (seemingly at random) every 2D20 years.

W

Wadi: A desert Valley, typically the locale of a Seasonal River.

Waste: A small Wasteland.

Wasteland: A bleak desert where lifeforms (and therefore random encounters) are infrequent.

Waterfall Lake: A large lake at the bottom of a Waterfall; the continuation of a Plunge Pool.

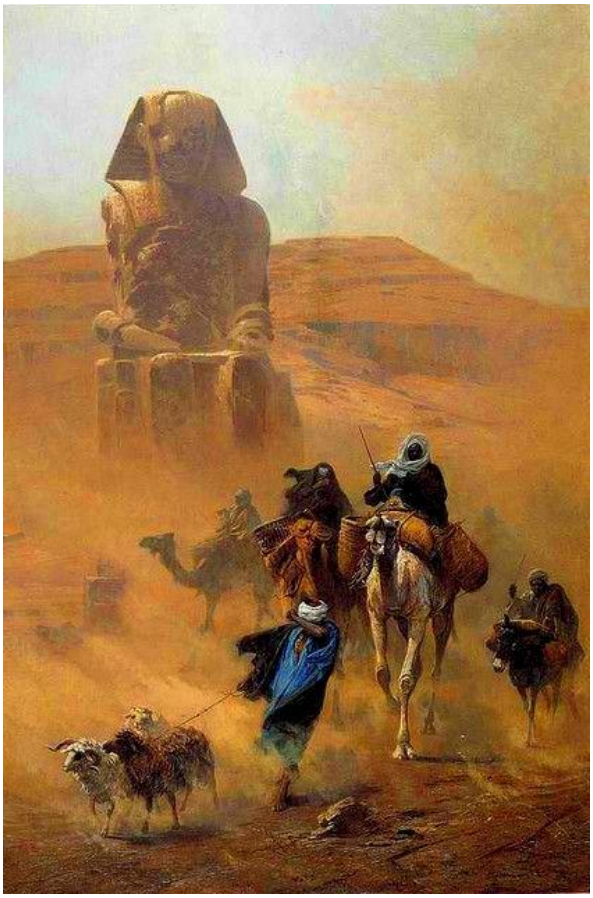
Waterfalls: A vertical cascade of river water over a cliff.

Wetlands: A region covered with shallow water and vegetation.

Whirlpool: A dangerous, swirling region of downward-pulled water.

Wilderland: A forest where many beasts and monsters dwell.

Woodland / Woods: A sunny forest of grasses, flowers, and widely-spaced trees.



Y

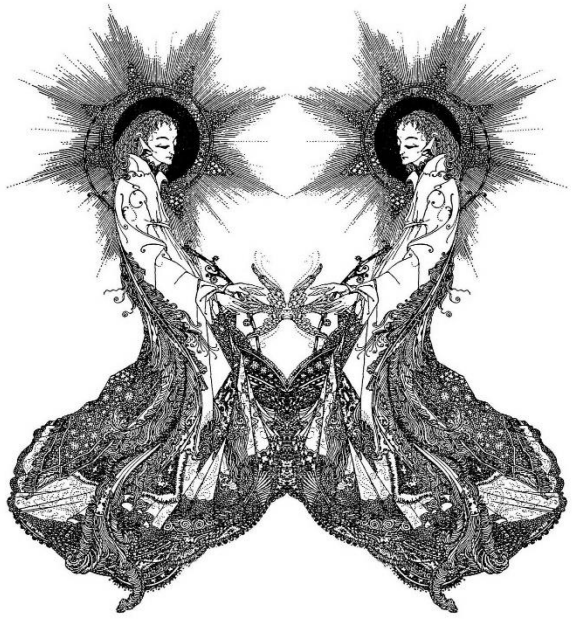
Yardang Desert: A windy desert filled with tiered rock formations.

Using Chaotic Descriptors to Differentiate Locales

(This very brief section serves as a nexus, where I can prepare you for the next descriptor tool, regardless of which types of terrain you have generated for your journey region.)

In the next chapter, we will be looking at the Chaotic Descriptor Table, which will help you to turn your general and abstract terrain tags into unique features which can be added to your game world.

The Chaotic Descriptor Table can be used not only for terrain, but also for dungeon rooms, benefactors, villains, and even random encounters. We will explore its use specifically for terrain generation immediately hereafter.



CHAPTER 6: TURNING TROPES INTO UNIQUE IDEAS

The Many Uses of Chaotic Descriptors

In my own work in game, campaign and scenario design, I deal in tens of thousands of tropes, stereotypes, clichés, and repetitive elements galore. The "magic" trick that is most valuable to me is the ability to quickly turn boring things into uniquely exciting things on a regular basis. It may seem like true magic at times to the uninitiated, but it's actually a skill. And just like any skill, the more you use it, the finer and faster it becomes.

To learn how to do that on your own, you need several abilities: [1] An open mind, while simultaneously recalling all of your favorite books and movies; [2] The passion to stay interested in what you are designing over a long period of time; [3] The ability to identify cohesion and thematic resonance between disparate elements (subliminal association); [4] The intuition to find unexpected layers of deep subtlety in heavily-mined ideas; [5] The skill to turn minor word differences (like hall and hallway) into potentially profound differences in meaning; and, [6] A vast toolkit of trigger words, counter-ideas, abrupt concepts and inspiring imagery that causes you to change your preconceptions on a moment's notice.

Skills [2], [3] and [4] are inherent in you and your imagination, and even if you feel they are lacking, they can be cultivated and strengthened over time. Skills [1] and [5], however, are more of a memory toolbox than a mechanism of the mind. And skill [6] can be greatly enhanced with a powerful randomizer.

So for anyone who is learning, I am happy to share one of my major tool sets with you

now, because it is directly relevant to scenario design. This is a list of thousands of FRPG-themed words and phrases, which I call the **Chaotic Descriptor Table**. This is a refined and expanded version of the well-received resource that I shared in CDDG1, the CLASSIC DUNGEON DESIGN GUIDE. In that book, these words were used to define unusual dungeon rooms. Here, I am encouraging you to use them chiefly to make blasé terrain features into highly unusual and singular places that your Player Characters can explore during their adventures. And then toward the end of this adventure outlining process, you can turn the tool anew toward dungeon design once again.

Using this resource, you can (for example) turn the generic tropes of Guardroom, Bedchamber, Hall, Storeroom and Cellar into the unique and workable ideas Ransacked Guardroom, Arcanist's Bedchamber, Clockwork Hall, Slime-Filled Storeroom and Headhunter's Cellar. Each of those descriptors not only makes the location more interesting; it takes your preconceptions and forces you to reconsider them in an entirely different context. A single adjective can hint at a monster, trap, trick, treasure, or piece of detail that you might not have otherwise considered. Hence, the randomizer.

When you are designing the 12 to 22 locales that will be featured on your wilderness journey map (hilltop, bridge, crossroads, river, etc.., whatever your locale list may currently entail), I recommend that you roll up an equal number of results on the Chaotic Descriptor Table below. Then, you can pair the random descriptors up with the terrain features in ways that you find appealing. Toward the end, you will have awkward pairings that don't mean much to you on first thought. I recommend that you keep these "hard nuggets" and work them, to refine the skills we discussed in the beginning of this section.

Here is an example of the process in motion. I will roll 12 random temperate freshwater locales, like so:

- Crater Lake, Lake Coast, Mudflats, Oasis, Floodbank, Dam, River, Pools, Underwater Caves, Rapids, Waterfalls, Torrent

And then I will roll 12 random results on the Chaotic Descriptor Table below:

- Croaking or Croaking One's, Elf Lord's or Elf Lady's, Geomancer's or Geomantic, Nightgaunt or Nightmare or Nightmarish, Beast or Beast Master's, Holy or Holy One's, Healer's or Healing, Lizard or Lizard King's, Necromancer's or Necromantic, Sand or Sand-Filled or Sandstone, Gibbering or Gibbering Ones', Trolghul or Troll or Troll Crusher's

And then I will pair these elements up in an interesting way, to come up with the follow 12 locations for my conjectural freshwater region map:

- Dam of the Geomancer
- Healing Torrent
- Lake Coast of the Holy One
- Mudflats of the Lizard Men
- Necromantic Rapids
- Nightmare Oasis
- Sand-Filled Crater Lake
- The Croaking Floodbank
- The Elf Lady's Pool
- The River of Beasts
- Troll-Infested Waterfall
- Underwater Caves of the Gibbering Ones

As you can see, this method creates promising material from very basic results. Try it and see. If you're practicing for the first time, you might want to put the nouns (locales) in a column on the left side of a piece of paper, and the adjectives (descriptors) in a paired column on the right, and then draw lines between the nouns and

adjectives until all of the words have been paired and implemented. Don't use any easy combination twice, and make sure that you use every combination possible. You should only be rerolling if the descriptor is completely unworkable, regardless of the limits of your imagination.

And if you require even more details than the 1,000+ options I provide you here, please note that Wonderland Imprints also publishes an extended Chaotic Descriptor Table supplement, with a D10,000 (yes, 10,000) set of options and even more ideas and examples than you can ever use in a lifetime of adventure gaming.

Table GWG2-83:

The Chaotic Descriptor Table

A

[001] Aberrant or Aberration's

[002] Abhorrent or Abhorrent One's

[003] Abjuration or Abjurer's

[004] Abominable or Abomination's

[005] Abyss or Abyssal

[006] Accursed or Cursed

[007] Acephalus (Headless Monster)

[008] Acid or Acidic

[009] Acolytes'

[010] Adamantine or Adamantite

[011] Adept's

[012] Airless

[013] Alabaster

[014] Alarum

[015] Alchemical or Alchemist's

[016] Alcoved

[017] Alien or Alien's

[018] Altar

[019] Amber or Amber Behemoth

[020] Amethyst

[021] Amphisbaena

[022] Ancestors' or Ancestral

[023] Ancient or Antediluvian

[024] Androsphinx

[025] Angel's or Angelic

[026] Animated or Animating

[027] Arachnid or Arachnidian

[028] Arcane or Arcanist's

[029] Archival or Archivist's

[030] Archmage's

[031] Archon's or Archonate

[032] Argent or Agent One's

[033] Armorer's or Armorial

[034] Armsmen's

[035] Ash or Ashen

[036] Assassin's

[037] Astral or Astral Voyager's

[038] Augur's or Augury

[039] Avenger's

[040] Azure

B

[041] Baffling

[042] Baleful or Baleful One's

[043] Barbarian's

[044] Bard's or Bardic

[045] Baron's or Baronial

[046] Barrier

[047] Basalt

[048] Basilisk

[049] Beast or Beast Master's

[050] Beastmen's or Bestial

[051] Beetle

[052] Beguiler's or Beguiling

[053] Behemoth

[054] Beholder's

[055] Beithir
[056] Benighted or Benighted One's
[057] Berserkers'
[058] Besieged or Besiegers'
[059] Betrayer's
[060] Bewildering
[061] Bewitched Ones' or Bewitching



[062] Bizarre
[063] Black or Blackened
[064] Blackguard's
[065] Blade or Bladed
[066] Blasphemers' or Blasphemous
[067] Blessed or Blessed One's
[068] Bleeding or Bloodletter's
[069] Blighted or Blighted One's
[070] Blinding or Blindman's
[071] Blocked
[072] Boar
[073] Bodyguard's
[074] Boiling
[075] Bone or Bone Golem
[076] Boreal
[077] Bottomless
[078] Boulder
[079] Brass or Brazen
[080] Breached
[081] Bridged
[082] Brimstone or Sulfur
[083] Bronze or Bronze Golem
[084] Bugbear
[085] Burial or Buried
[086] Burning or Burning One's
[087] Butcher's

C

[088] Cabal's or Cabalistic
[089] Cage or Caged Ones'
[090] Cairn
[091] Cambion's
[092] Cannibals'
[093] Captain's
[094] Carrion or Carrion Eaters'
[095] Carved or Carvers'
[906] Cascade or Cascading
[097] Cavalier's
[098] Celestial or Celestial One's
[099] Centaur
[100] Centipede
[101] Centurion's
[102] Ceremonial
[103] Champion's
[104] Chaos or Chaotic
[105] Charlatan's
[106] Charnel or Charnel One's
[107] Chieftain's
[108] Chimaera or Chimeric
[109] Chiming
[110] Chronicler's
[111] Chthonic or Chthonic One's
[112] Cimmerian

[113] Cleric's or Clerical
[114] Clock
[115] Clockwork or Clockwork Automaton
[116] Cloud Giant's
[117] Clouded
[118] Cobalt
[119] Cobra
[120] Cockatrice
[121] Coffin or Coffin-Filled
[122] Collapsed
[123] Collapsing
[124] Colossal
[125] Colossus
[126] Commander's
[127] Concealed
[128] Conclave's
[129] Confining
[130] Confounding
[131] Conjurer's or Conjuring
[132] Constricted or Constricting
[133] Contemplation or Contemplator's
[134] Copper
[135] Coral
[136] Corpse or Corpse-Filled
[137] Corroded or Corrosive
[138] Corrupted
[139] Corrupting or Corruptor's
[140] Council
[141] Count's or Countess's
[142] Coven's
[143] Crimson or Crimson One's
[144] Criosphinx
[145] Croaking or Croaking One's
[146] Crocodile or Crocodilian
[147] Crone's
[148] Crooked or Crooked One's
[149] Crows'
[150] Cruel
[151] Crumbled or Crumbling
[152] Crushers' or Crushing
[153] Crystal or Crystalline
[154] Cult or Cult Leader's
[155] Cultic or Cultists'
[156] Cutthroats'
[157] Cyclopean or Cyclopes'

D

[158] Dagon's or Dagonian
[159] Dank
[160] Dark or Darkest
[161] Dark Elven
[162] Darkening or Darkling
[163] Daunting
[164] Dead or Dead Thing's
[165] Deadly or Death
[166] Deathless or Deathless One's
[167] Deathly or Deathtrap
[168] Decadent
[169] Decayed or Decaying
[170] Deceiving or Deceptive
[171] Decrepit
[172] Deep or Deep Dwellers'
[173] Deep Ones'
[174] Deeping
[175] Defended or Defenders'
[176] Defiled or Defilers'
[177] Delvers'
[178] Demigod's or Demigoddess's
[179] Demolished or Demolishers'
[180] Demon
[181] Demon Slayer's
[182] Demon Spawns'

[183] Demoniac or Demonic
[184] Depthless
[185] Desert or Deserted
[186] Deserters'
[187] Desolate or Desolator's
[188] Destined or Destiny
[189] Destroyed or Destroyer's
[190] Deva or Devic
[191] Devastated or Devastator's
[192] Devil or Diabolical
[193] Devil Slayer's
[194] Devil Spawns'
[195] Diamond
[196] Dim or Dimming
[197] Dimensional or Dimensional Shambler's



[198] Dire or Dire Beasts'
[199] Disciples'
[200] Disenchanter's or Disenchanting
[201] Disintegrating or Disintegrator's
[202] Dismal
[203] Displacer or Distorted
[204] Divination or Diviner's
[205] Djinn or Djinnistan
[206] Dolmen
[207] Dolorous
[208] Domed
[209] Doom or Doom Bringer's
[210] Doomed One's
[211] Doppelganger
[212] Draconian or Dragon's
[213] Dragon Slayer's
[214] Dragon Spawns'
[215] Drain or Draining
[216] Drawbridge
[217] Dread or Dread Bringer's
[218] Dream or Dreaming
[219] Dream Eater's
[220] Dreamland or Dreamlanders'
[221] Dripping
[222] Drowned Ones'
[223] Drowning
[224] Druid's or Druidic
[225] Duelist's
[226] Duke's or Duchess's
[227] Dusk or Dusky
[228] Dust or Dust-Filled
[229] Dusty or Dust Elemental
[230] Dvergar
[231] Dwarf Lord's or Dwarf Lady's
[232] Dwarven
[233] Dweomer Crafter's or Dweomered
[234] Dwimmerlaik
[235] Dystopian

E

[236] Earth Elemental's or Earthen
[237] Ebon or Ebony
[238] Echo or Echoing

[239] Eerie
[240] Egg or Egg-Filled
[241] Eidolon
[242] Elaborate
[243] Eld or Elder's
[244] Elder Thing's
[245] Eldjotnar
[246] Eldritch or Eldritch One's
[247] Elemental or Elementalist's
[248] Elevated or Elevator
[249] Elf Lord's or Elf Lady's
[250] Elven
[251] Elysian or Elysium
[252] Emerald
[253] Emperor's or Empress's
[254] Empyrean
[255] Enchanted or Enchanting
[256] Enchanter's or Enchantress's
[257] Enclosed
[258] Encrusted
[259] Endless
[260] Enigmatic
[261] Enshrouded or Enshrouded One's
[262] Ensnaring or Ensnarers'
[263] Enthrallers' or Enthralling
[264] Entropic or Entropy
[265] Erinyes
[266] Eternal or Eternity
[267] Ethereal
[268] Etin, Ettin, or Two-Headed Giant



[269] Evil or Evildoers'
[270] Evocation or Evoker's
[271] Exaltation or Exalted
[272] Exarch's
[273] Excavated or Excavators'
[274] Execution or Executioner's
[275] Exemplar's
[276] Exiles'
[277] Exorcism or Exorcist's
[278] Extra-Dimensional
[279] Extra-Planar
[280] Eyebiter's

F

[281] Fabled or Fabler's
[282] Fading
[283] Faerie or Fairy
[284] Fanatics'
[285] Fanged or Fanged Ones'
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[289] Feast or Feasting Ones'

[290] Fell or Fell-Spawns'
[291] Festooned
[292] Fetid
[293] Fey or Fey-Wrought
[294] Fiend's or Fiendish
[295] Fiend-Wrought
[296] Fiery or Fire Elemental's
[297] Fighter's or Fighting Men's
[298] Filthy
[299] Fire or Fire Demon's
[300] Fire Giant's
[301] Flesh
[302] Flooded or Flooding
[303] Foetid
[304] Fog or Foggy
[305] Fool's
[306] Forbidden
[307] Forgotten or Forsaken
[308] Foul
[309] Fountain
[310] Freezing or Frigid
[311] Fresco or Fresco-Painted
[312] Frog or Frogmen's
[313] Frost Giant's
[314] Frozen
[315] Funerary or Funereal
[316] Fungal or Fungoid
[317] Fungus
[318] Fury's

G

[319] Gambler's or Gambling
[320] Game
[321] Gaol or Gaoler's
[322] Garbage or Garbage-Filled
[323] Garden
[324] Gargoyle
[325] Gas-Filled
[326] Gate or Gated
[327] Gem or Gemstone
[328] General's
[329] Geomancer's or Geomantic
[330] Geyser
[331] Ghast or Ghastly
[332] Ghost or Ghost-Haunted
[333] Ghostly
[334] Ghoul or Ghoulish
[335] Ghul or Ghul Lord's
[336] Giant Killer's
[337] Giant or Giant's
[338] Gibbering or Gibbering Ones'
[339] Gilded or Gilt
[340] Glacial or Glacier
[341] Gladiatorial or Gladiators'
[342] Glimmering or Glittering
[343] Gloam or Gloaming
[344] Gloom or Gloomy
[345] Glorious
[346] Glory or Glory Seekers'
[347] Glowing
[348] Glyph or Glyphed
[349] Gnole
[350] Gnome Laird's or Gnome Matriarch's
[351] Gnome or Gnomish
[352] Goblin
[353] God or Goddess
[354] Godling's
[355] Gold or Golden
[356] Golem or Golem Maker's
[357] Gorgon or Gorgonian
[358] Gossamer or Gossamered
[359] Gothic

[360] Grail or Grail Seeker's
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[362] Grand Master's
[363] Granite
[364] Grated
[365] Grave or Graveyard
[366] Grave Robbers'
[367] Graven
[368] Gray or Gray Wanderer's
[369] Great Old One's
[370] Great or Greater
[371] Green or Greenstone
[372] Grey or Greyacke
[373] Grievers' or Grieving
[374] Griffon or Griffon Rider's
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[376] Grimalkin
[377] Grimoire



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[379] Grisly
[380] Groaning
[381] Groaning Spirit's
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[383] Grue
[384] Gruesome
[385] Guarded or Guardian
[386] Guards' or Guardsmen's
[387] Guild or Guild Master's
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[389] Gypsum

H

[390] Hades'
[391] Hag's
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[393] Hallucinated or Hallucinatory
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[395] Harlequin's
[396] Harpy
[397] Harrowing
[398] Harvest or Harvester's
[399] Hatchetman's or Hatchetwoman's
[400] Hatching
[401] Hated or Hated One's
[402] Hateful
[403] Haunted or Haunter's
[404] Hawk or Hawkmen's
[405] Headhunters' or Headsman's
[406] Healer's or Healing
[407] Heaven or Heavenly
[408] Hecatomb
[409] Heir's or Heiress's
[410] Hell Hound or Hell Spawns'
[411] Hell or Hellish
[412] Henchmen's or Henchwomen's
[413] Herald's or Heraldic
[414] Heresiarch's

[415] Heretical or Heretics'
[416] Hermit's or Hermitage
[417] Hero's or Heroic
[418] Herzog's
[419] Hetman's
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[421] Hexagonal
[422] Hexed or Hexer's
[423] Hexing
[424] Hidden
[425] Hideous
[426] Hieracosphinx
[427] Hierarch's
[428] Hierophant's or Hierophantic
[429] Hill Giant's
[430] Hippogriff
[431] Hobgoblin
[432] Hollow
[433] Holy or Holy One's
[434] Homunculus
[435] Honor
[436] Hope's or Hopeless
[437] Horde Bringer's or Horde's
[438] Horned God's or Horned One's
[439] Horrible or Horrific
[440] Howling or Howling Ones'
[441] Hrimthursar
[442] Hungering or Hungering One's
[443] Hunter's or Huntsmen's
[444] Huntmaster's or Huntmistress's
[445] Husk-Filled
[446] Hydra
[447] Hyena
[448] Hyperborean
[449] Hyper-Geometrical

I

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[451] Ichor or Ichorous
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[453] Iconoclasts's
[454] Idolaters' or Idolatrous
[455] Idyllic
[456] Ifrit
[457] Ill-Fated or Ill-Omened
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[459] Illusionist's or Illusory
[460] Immaculate or Immaculate Master's
[461] Immemorial
[462] Immense
[463] Immolating or Immolator's
[464] Immortal or Immortal's
[465] Imp or Impious



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[467] Impenetrable
[468] Imperial or Imperious
[469] Imprisoner's or Imprisoning

[470] Impure
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[474] Inescapable or Inexorable
[475] Infernal or Inferno
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[477] Infidels'
[478] Infinite
[479] Iniquitous or Iniquitous One's
[480] Inquisition or Inquisitor's
[481] Insect or Insect Men's or Insectile
[482] Interrogation or Interrogator's
[483] Inundated or Inundating
[484] Invisible or Invisible Monster's
[485] Invocation or Invoker's
[486] Iridescent
[487] Iron or Iron Golem
[488] Ivory or Ivory-Hued

J

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[490] Jacinth
[491] Jackals' or Jackal Men's
[492] Jade or Jade Statue's
[493] Jarl's
[494] Jasper
[495] Jellies' or Jellyfish
[496] Jester's
[497] Jewel or Jeweled
[498] Jotunn
[499] Judgment or Justiciar's
[500] Juggernaut

K

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[502] Killer's or Killing
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[505] Knife or Knifing
[506] Knight's or Knightly
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L

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[513] Lamprey
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[517] Larva or Larval
[518] Lava
[519] Lazar's
[520] Lead or Leaden
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[522] Legend Keeper's or Legendary
[523] Legion's
[524] Lemure or Lemurian
[525] Leper's or Leprous
[526] Lesser
[527] Lethean
[528] Leviathan's
[529] Libram
[530] Lich's
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[532] Lifeless

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[536] Lignite
[537] Limestone
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[539] Living
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[543] Loathsome
[544] Locked or Locking
[545] Lock Breaker's or Locksmith's
[546] Locust
[547] Lofty
[548] Lone
[549] Looming
[550] Lord's or Nobleman's
[551] Lost or Lost Ones'
[552] Lotus or Lotus Eaters'
[553] Louring
[554] Luck or Lucky
[555] Luckless
[556] Luminescent or Illumined
[557] Lunar or Lunatic's
[558] Lurkers' or Lurking Ones'
[559] Lycanthropes' or Lycanthropic

M

[560] Macabre
[561] Machine or Mechanical
[562] Mad One's or Maddening or Madman's
[563] Maelstrom
[564] Mage Slayer's
[565] Mage's or Magic-User's
[566] Maggot or Maggot-Infested
[567] Magical or Magician's
[568] Magister's or Magisterial
[569] Magma
[570] Majestic
[571] Malachite
[572] Malevolent or Malign or Malignant
[573] Malleus
[574] Manes Demon or Di Manes
[575] Manticore
[576] Map or Mapmaker's
[577] Marauders'
[578] Marble or Marmoreal
[579] Marquis's or Marchioness's
[580] Marshal's
[581] Maskers'
[582] Masonic or Masons'
[583] Master's
[584] Mastiffs' or Hound Master's
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[586] Maulers' or Mauling
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[588] Mauve
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[590] Melancholic
[591] Memorial or Memory
[592] Mephit or Mephitic
[593] Merciful or Mercy
[594] Merciless
[595] Mercurial or Quicksilver
[596] Merrow
[597] Mesmerist's or Mesmerizing
[598] Miasma or Miasmal
[599] Midnight
[600] Mildew or Mildewed
[601] Mimic or Mimic's



[602] Minotaur's

[603] Mirage or Mirage-Filled or Mirror or Mirrored

[604] Mist or Mist Weaver's or Mist-Filled or Misty

[605] Mithral

[606] Moaning

[607] Moebius or Spiral

[608] Mold or Moldering or Moldy

[609] Monastic or Monk's

[610] Monolith or Monolithic

[611] Monster or Monstrous

[612] Moon or Moonbeast or Moonstone

[613] Moss-Filled or Mossy

[614] Mountebank's

[615] Mourners' or Mourning

[616] Muck or Muck-Filled

[617] Mud or Muddy or Mudstone

[618] Mummification or Mummy's or Mummy Lord's

[619] Murder or Murderer's or Murderous

[620] Murk-Filled or Murky

[621] Murmuring

[622] Mushroom or Mushroom-Filled

[623] Musty

[624] Mutants' or Mutating or Mutation

[625] Myrmidon's

[626] Mysterious or Mystery

[627] Mystic's or Mystical

[628] Mythic or Mythical

N

[629] Naga

[630] Nameless or Nameless One's

[631] Narrow

[632] Nauseating

[633] Nebulous

[634] Necromancer's or Necromantic

[635] Nefarious

[636] Nemesis

[637] Nepenthe

[638] Nephilim

[639] Nether or Netherworld

[640] Never or Never-When

[641] Night or Nighted

[642] Nightgaunt or Nightmare or Nightmarish

[643] Noble's

[644] Nonesuch

[645] Non-Euclidean

[646] Noxious

O

[647] Oath Breaker's

[648] Oath or Oath Keeper's

[649] Obelisk

[650] Obliterated or Obliterating or Oblivion

[651] Observation or Observed

[652] Obsidian

[653] Ochre or Ochre Slime

[654] Octopus

[655] Odious
[656] Offering
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[661] Onyx
[662] Oolite
[663] Ooze or Oozing
[664] Opal or Opalescent
[665] Opulent
[666] Oracle's or Oracular
[667] Orc or Orcish
[668] Ore or Ore-Filled
[669] Orichalcum
[670] Ornate
[671] Overking's or Overqueen's
[672] Overlord's or Dame Overlord's

P

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[677] Parasite or Parasite-Infested
[678] Patriarch's or Patriarchal
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[680] Pegasus
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[686] Phantasmagoric or Phantom's
[687] Pharaoh's or Pharaonic
[688] Phasing or Displacing
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[690] Phosphorescent
[691] Piled
[692] Pillaged or Pillagers' or Pirate
[693] Pit
[694] Pixie or Atomy
[695] Plague or Plague-Ridden
[696] Planar
[697] Platinum
[698] Plundered or Plunderers'
[699] Prisoners' or Imprisoning
[700] Procrustean
[701] Profane
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[703] Prophet's or Prophetic
[704] Protected or Protector's
[705] Puffball
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[708] Purple
[709] Putrefacting

Q

[710] Quintessence or Quintessential

R

[711] Radiant
[712] Raided or Raiders'
[713] Rainbow or Rainbowed
[714] Rakehells' or Rakes'
[715] Rakshasa
[716] Ranger's or Rangeress's
[717] Ransacked or Ransackers'
[718] Rat or Rat-Things'
[719] Reanimating or Reanimator's

[720] Revelation or Revelatory
[721] Revenant
[722] Revered
[723] Revolving or Ever-Shifting
[724] Riddle or Riddling
[725] Rising or Arisen
[726] Ritual or Ritualistic
[727] Rogue's
[728] Rotting or Rotting One's
[729] Royal
[730] Rubble or Rubble-Filled
[731] Ruby
[732] Ruined or Ruinous
[733] Rune or Runic
[734] Rusting or Rusting Beast

S

[735] Sacred or Sacrosanct
[736] Sacrificial
[737] Sage's
[738] Salamandra
[739] Salt or Salt-Encrusted
[740] Sand or Sand-Filled or Sandstone
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[742] Sarcophagal or Sarcophagus
[743] Satyr
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[745] Savant's
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[747] Scarab
[748] Scarecrow
[749] Scarlet
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[751] Scintillating
[752] Scion's
[753] Scorched or Scorching
[754] Scorpion
[755] Scourge or Scourging
[756] Screaming
[757] Scythe or Scything
[758] Sealed or Secret
[759] Sect's or Sect Leader's
[760] Seekers'
[761] Seer's
[762] Seething
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[764] Sepulcher or Sepulchral
[765] Serene
[766] Serpent Folk's



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[768] Servitors'

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[771] Shallow

[772] Shaman's or Shamanic

[773] Shambler or Shambling

[774] Shark or Shark-Infested

[775] Sharper's

[776] Shattered or Shattering

[777] Shedu

[778] Shield Bearers' or Shielded

[779] Shifting

[780] Shimmering

[781] Shoggoth

[782] Shrieker or Shrieking

[783] Shrine or Shrine Keeper's

[784] Shriveling

[785] Shroud or Shrouded

[786] Shunned

[787] Sibyl's or Sibylline

[788] Sicarii's

[789] Siege or Siege Master's

[790] Silent or Silent One's

[791] Silt or Silted or Siltstone

[792] Silver

[793] Simulacrum's

[794] Sinister

[795] Sinking

[796] Skeletal or Skeleton or Skeleton Lord's

[797] Skull or Skull-Filled

[798] Slaughter or Slaughterers'

[799] Slave Lord's or Slavers'

[800] Slave or Slaves'

[801] Slayer's or Slaying

[802] Sleeper's or Sleeping

[803] Slime or Slime Mold or Slime-Filled or Slimy

[804] Slithering or Slithering One's

[805] Sludge or Sludge-Filled

[806] Slug

[807] Smoke or Smoke-Filled or Smoky

[808] Snake

[809] Snare

[810] Solar or Celestial Angel's

[811] Sonorous

[812] Soot-Encrusted

[813] Soothsayer's

[814] Sorcerer's or Sorcerous

[815] Soul or Soul Eater's or Soulless

[816] Soundless

[817] Spawn or Spawning

[818] Spectral or Spectre

[819] Sphinx

[820] Spice or Spice Harvesters'

[821] Spider

[822] Spirit's

[823] Spore-Infested

[824] Spriggan

[825] Sprite or Changeling's

[826] Spy's

[827] Stalactite or Stalagmite

[828] Stalker's

[829] Starless or Starry

[830] Statue or Statue-Filled

[831] Steam or Steam-Filled

[832] Steel

[833] Stench-Ridden

[834] Stinking

[835] Stone or Stonecutters' or Stony

[836] Storm Giant's

[837] Storm or Storm Bringer's

[838] Strange

[839] Strangler's

[840] Strega's or Stryx

[841] Stygian

[842] Submerged or Subterranean

[843] Succubus

[844] Suffocating

[845] Summoner's or Summoning



[846] Sundered or Sunderer's or Sundering

[847] Sunken

[848] Sunless

[849] Swarm or Swarm-Infested

[850] Sword or Sword Master's or Swordsmen's

T

[851] Taboo

[852] Talisman Keeper's or Talismanic

[853] Tar Pit

[854] Tarasque

[855] Teleporter or Teleporting

[856] Templars'

[857] Tempter's or Temptress's

[858] Tenebrous

[859] Tentacled

[860] Terrifying

[861] Thalassic

[862] Thane's

[863] Thaumaturge's or Theurgist's

[864] Thieves'

[865] Thralls'

[866] Throne

[867] Thuggee or Thugs'

[868] Thunder or Thundering

[869] Tick or Giant Tick

[870] Tiger

[871] Time-Altering

[872] Timeless

[873] Timeworn

[874] Titan's or Titaness's

[875] Toad or Giant Toad

[876] Topaz

[877] Tormenting or Tormentor's or Torture or Torturer's

[878] Traitor's

[879] Tranquil

[880] Trap or Trapped

[881] Treacherous

[882] Treasure Hunters'

[883] Treasure or Treasure-Filled

[884] Trembling

[885] Tribal or Tribesmen's

[886] Trick or Trickster's

[887] Triumphator's

[888] Troglodyte

[889] Trolghul or Troll or Troll Crusher's

[890] Trophy or Trophy Taker's

[891] Tumultuous

[892] Twilight or Twilit

[893] Twisted or Twisted Ones'

[894] Tyrant's

U

[895] Umber

[896] Umbral

[897] Unbeheld or Undiscovered or Unearthed

[898] Unbelievers'

[899] Unborn One's

[900] Uncanny

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[902] Undead

[903] Undefended

[904] Undefiled

[905] Underground or Underwater

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[907] Unearthly

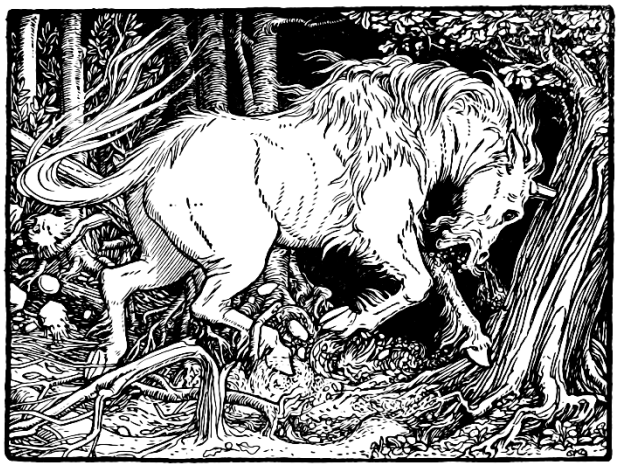
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[910] Unguarded

[911] Unhallowed or Unholy

[912] Unicorn



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[914] Unlit

[915] Unnamable or Unspeakable or Unthinkable

[916] Unreachable

[917] Unreflecting

[918] Unstable

[919] Untouchable or Untouchable One's

[920] Usurper's

[921] Utopia or Utopian

V

[922] Vampire Hunter's or Vampire Huntress's

[923] Vampire King's or Vampire Spawns'

[924] Vampire or Vampiric

[925] Vanguards'

[926] Vanished or Vanishing

[927] Vanquisher's or Vanquishing

[928] Vapor or Vaporous

[929] Vast

[930] Vaulted or Chambered

[931] Veiled or Veiled One's

[932] Vengeful

[933] Venom or Venomous

[934] Verdigris-Encrusted

[935] Vermin or Vermin-Infested

[936] Vertiginous or Vertigo-Inducing

[937] Vestals'

[938] Vexing

[939] Victor's

[940] Violet

[941] Viper or Viperous

[942] Viridian

[943] Virtuous

[944] Viscount's or Viscountess's

[945] Void

[946] Volcanic or Volcano

[947] Vorpal

[948] Vulture

W

[949] Wailing

[950] Walled-Up

[951] Wand Maker's

[952] Wanderers'

[953] War or Warmongers' or Warriors'

[954] Warded or Warden's or Warders'

[955] Warlock's or Witch's

[956] Warlord's

[957] Warped or Warping

[958] Wasp

[959] Waste or Waste-Filled

[960] Watchers'

[961] Water or Watery or Waterfall

[962] Webbed or Web-Covered

[963] Weeping

[964] Weird or Weirding

[965] Wendigo

[966] Werebear or Wereboar

[967] Wererat or Weretiger or Werewolf

[968] Whirling or Whirlpool

[969] Whispering

[970] Whited

[971] Wicker Man

[972] Widow's or Widow Maker's or Widower's

[973] Wight



[974] Wild Hunt's

[975] Will-o'-Wisp

[976] Wind or Windy

[977] Wind Treader's

[978] Winding

[979] Winter or Winter Wolf

[980] Witch Doctor's

[981] Witch Hunter's

[982] Withered Ones' or Withering

[983] Wizard's or Wizardly

[984] Woeful

[985] Wolf or Wulfen

[986] Wolverine

[987] Wonder or Wondrous

[988] Worm or Worm-Infested

[989] Wraith

[990] Wretched or Wretched Ones'

[991] Writhing or Writhing Ones'

[992] Wyrm or Wyvern

X

[993] Xoron

Y

[994] Yellow or Yellow King's

[995] Yeti

[996] Yith or Yithian or Yuggoth or Yuggothian

Z

[997] Zealots'

[998] Zombie

[999] Zombie Master's

[000] Zombification

CHAPTER 7: CREATING QUESTS WHILE ENCOURAGING FREE WILL



The Importance of Free Will in FRPGs

And now, it is time to create the specific quest that will be offered to the Player Characters. You might find it odd that we're not getting to this topic (in an adventure generator supplement, no less!) until after 400+ pages of other design precepts. But the reason for this is a compelling one: I wanted to first provide you with systems that show you the value of old school open-endedness, and which highlight the way in which your imagination can make your freeform designs better and more sincere than any publisher's preconceived scenario could ever be.

If you have played RPGs to this point and you believe that a quest is only a plot that your players are meant to follow, you must bend your knee to Master Yoda now and *unlearn what you have learned*. I am going to make an important distinction here, which will empower you as a Game Master and which will liberate your players. (You may already be there, and just not know it.) I do realize this may be an unpopular stance to take in this age of storytelling RPGs, and that's OK.

The point is this: The Quest is not what the Game Master plans to force the players to do. It is not a script handed to the players, and they are not actors who must feel compelled to follow it. And the Quest is not a plot. The Quest is an optional avenue to entertainment, which is incentivized by the GM, who provides an in-game lure in the form of the benefactor's promised reward. However, what the PCs actually do is up to the players. The PCs might refuse the Quest and still journey to the wilderness region, in search of treasure and adventure. Or, they might refuse the Quest entirely and go somewhere else. Or, they might blackmail the benefactor, or accept a more lucrative offer from one of the benefactor's rivals. Or, they might set out to complete the Quest, and then find allies, deadly circumstances, or insightful enemies along the way … and any of these variables might cause the players to change their minds. While the benefactor will probably assume that the PCs will strive to complete the Quest or die trying, it is the players (and the dice) who will decide what actually occurs.

This freedom of will is crucial to FRPG sandboxing. If you create sandbox regions and adventures, and then compel the PCs to follow a predictable plot path, you aren't really creating a sandbox campaign at all. You're then just creating the illusion of choice, while keeping your players trapped in a gilded cage made of promises you do not intend to deliver upon. Either suck it up and go all in, and let the players make their own choices; or play only published adventures where the authors tell you and the players what happens at every juncture of the "story." But whatever you do, if you want to railroad the players, do not use my tools or supplements to do so! I have no interest in creating more uninspired consumers; I have dedicated years of my free time to mentoring — and learning from — other players and Game Masters who make their own choices, and who work to broaden their imaginations,

and to not treat the most open-ended game ever created in the history of the world like it's some pre-scripted corporate videogame.

(Rant off.)

Let the players choose what happens! And if they're so conditioned by consumer culture that they won't choose, or they don't like choice (!!!), make them choose or stop playing until they do. If there's a good soapbox where I should stand up, rant, and lose all of my hit points, I absolutely think it's this one.

The Quest should always be an open-ended option, designed to hopefully (but not always) steer the PCs into the adventure region. That's all it really is, and all that it's intended to be. Once the PCs show up in the adventure region, or not, whatever happens next is up to the dice, the GM's improvisations, and the wild choices made by the players.

With That Said, an Overview of the Quest Creation System

Now that I've been a grouchy old man for a bit, it's a good time to tell you about the ease and flexibility of the quest generation system. I have made it as open-ended and as varied as I can, while still keeping it templated and codified in nature.

This system is abstract and complex — deliberately so — so as to offer as many potential variations of plots and missions that I can conceive of. Because of this, you will usually be satisfied with the first Quest Action roll (on the next table hereafter), but you may need to reroll on the later tables (the Quest "Target" Person, Place or Thing) several times before you get a compelling combination that makes sense.

This is both a bug and a feature; my original system of about 50 quests was dramatically simpler, but it gave much more repetitive results after just a few generation attempts. This revised and expanded system (with 250+ quest templates and thousands of branching sub-options) is a bit more frustrating to get accustomed to, but it has vastly more potential.

Quest Actions and Target Branches

The first part of a generated quest is the Action. This is the thing that the benefactor is asking the PCs to do. Some of these are literally "fetch quests," where the adventurers are asked to go get an item and to bring it back to the benefactor. But there is also a wide array of more dramatic and unexpected options, such as heists, kidnapping attempts, colony settlement, village defense, chases, mysteries, intrigue, sabotage and subterfuge.

You will be writing down the full Action "code," and making special note of the parenthetical pieces of that code. The words in parentheses tell you the kind of Quest Target(s) that you'll be rolling soon to clarify and individualize the Quest Action.

Table GWG2-84:

Quest Action Determination

To generate a random Quest Action, roll 1D1000 and consult the following table:

A

[001-004] Abduct / Kidnap / Apprehend (Person / Creature / Faction)

[005-008] Abduct / Kidnap / Apprehend (Person / Creature / Faction from (Place)

[009-012] Activate / Deactivate Deathtrap to Acquire (Thing)

[013-016] Activate / Deactivate Deathtrap in (Place)

[017-020] Activate Deathtrap to Slay or Hinder (Person / Creature / Faction)

[021-024] Aid / Assist (Person / Creature / Faction)

[025-028] Aid / Assist (Person / Creature / Faction) in (Place)

[029-032] Aid / Assist (Person / Creature / Faction) with (Thing)

[033-036] Alliance of Necessity with Evil (Person / Creature / Faction)

[037-040] Alliance of Necessity with Evil (Person / Creature / Faction) in (Place)

[041-044] Alliance of Necessity with Evil (Person / Creature / Faction) to Acquire (Thing)

[045-048] Ally with (Person / Creature / Faction)

[049-052] Ally with (Person / Creature / Faction) in (Place)

[053-056] Ally with (Person / Creature / Faction) by Offering (Thing)

[057-060] Ally with (Person / Creature / Faction) to Acquire / Access (Thing)

[061-064] Appease / Please (Person / Creature / Faction)

[065-068] Appease / Please (Person / Creature / Faction) in (Place)

[069-072] Appease / Please (Person / Creature / Faction) with (Thing)

[073-076] Assault / Attack (Person / Creature / Faction)

[077-080] Assault / Attack (Person / Creature / Faction) to Acquire (Thing)

[081-084] Assault / Attack (Place)

[085-088] Assault / Attack (Place) to Acquire (Thing)

[089-092] Avenge (Person / Creature / Faction)

[093-096] Avenge (Person / Creature / Faction) at (Place)

[097-100] Avenge (Person / Creature / Faction) who Died For (Thing)

[101-104] Awaken / Heal / Revivify (Person / Creature / Faction)

[105-108] Awaken / Heal / Revivify (Person / Creature / Faction) at (Place)

[109-112] Awaken / Heal / Revivify (Person / Creature / Faction) to Acquire / Access (Thing)

B

[113-116] Banish / Exile (Person / Creature / Faction)

[117-120] Banish / Exile (Person / Creature / Faction) from (Place)

[121-124] Banish / Exile (Person / Creature / Faction) to Acquire / Access (Thing)

[125-128] Besiege / Isolate (Person / Creature / Faction) at (Place)

[129-132] Besiege / Isolate (Place)

[133-136] Besiege / Isolate (Place) Involving (Thing)

[137-140] Break Siege by (Person / Creature / Faction) on Place)

[141-144] Break Siege on (Place)

[145-148] Break Siege on (Place) to Save (Person / Creature / Faction)

C

[149-152] Capture / Subdue / Tame (Person / Creature / Faction)

[153-156] Capture / Subdue / Tame (Person / Creature / Faction) in (Place)

[157-160] Cast Spell at / Chant / Invoke (Person / Creature / Faction)

[161-164] Cast Spell at / Chant / Invoke (Person / Creature / Faction) Using (Thing)

[165-168] Cast Spell at / Chant / Invoke (Place)

[169-172] Cast Spell at / Chant / Invoke (Place) Using (Thing)

[173-176] Challenge (Person / Creature / Faction)

[177-180] Challenge (Person / Creature / Faction) at (Place)

[181-184] Challenge (Person / Creature / Faction) for (Thing)

[185-188] Chase / Pursue (Person / Creature / Faction)

[189-192] Chase / Pursue (Person / Creature / Faction) to (Place)

[193-196] Chase / Pursue Thieves of (Thing)

[197-200] Cleanse / Purify (Person / Creature / Faction)

[201-204] Cleanse / Purify (Place)

[205-208] Cleanse / Purify (Thing)

[209-212] Cleanse / Purify Spirit of (Person / Creature / Faction)

[213-216] Compete in Tournament / Joust / Arena Match at (Place)

[217-220] Compete in Tournament / Joust / Arena Match for (Person / Creature / Faction)

[221-224] Compete in Tournament / Joust / Arena Match for (Thing)

[225-228] Confirm Existence of Extinct (Person / Creature / Faction)

[229-232] Confirm Existence of Legendary (Place)

[233-236] Confirm Existence of Mythic (Thing)

[237-240] Conspire / Plot with (Person / Creature / Faction)

[241-244] Conspire / Plot with (Person / Creature / Faction) at (Place)

[245-248] Conspire / Plot with (Person / Creature / Faction) Involving (Thing)

[249-252] Counterfeit / Replace Treasure / Possession of (Person / Creature / Faction) with Fake (Thing)

[253-256] Counterfeit / Replace Treasure / Possession with Fake (Thing)

[257-260] Counterfeit / Replace Treasure / Possession with Fake (Thing) at (Place)

[261-264] Craft / Create / Forge (Thing)

[265-268] Craft / Create / Forge (Thing) at (Place)

[269-272] Craft / Create / Forge (Thing) with Aid of (Person / Creature / Faction)

D

[273-276] Deactivate Deathtrap to Rescue / Gain Access to (Person / Creature / Faction)

[277-280] Decipher / Decode Revelation at (Place)

[281-284] Decipher / Decode Revelation at (Place) with Aid of (Person / Creature / Faction)

[285-288] Decipher / Decode Revelatory (Thing)

[289-292] Defend (Place)

[293-296] Defend (Place) from (Person / Creature / Faction)

[297-300] Defend (Place) Protecting (Thing)

[301-304] Deliver Message / Code / Orders to (Person / Creature / Faction)

[305-308] Deliver Message / Code / Orders to (Person / Creature / Faction) Involving (Thing)

[309-312] Deliver Message / Code / Orders to (Place)

[313-316] Deliver Object to (Person / Creature / Faction)

[317-320] Deliver Object to (Place)

[321-324] Deliver / Clear (Thing) to / for (Person / Creature / Faction)

[325-328] Deliver / Clear (Thing) with Aid of (Person / Creature / Faction)

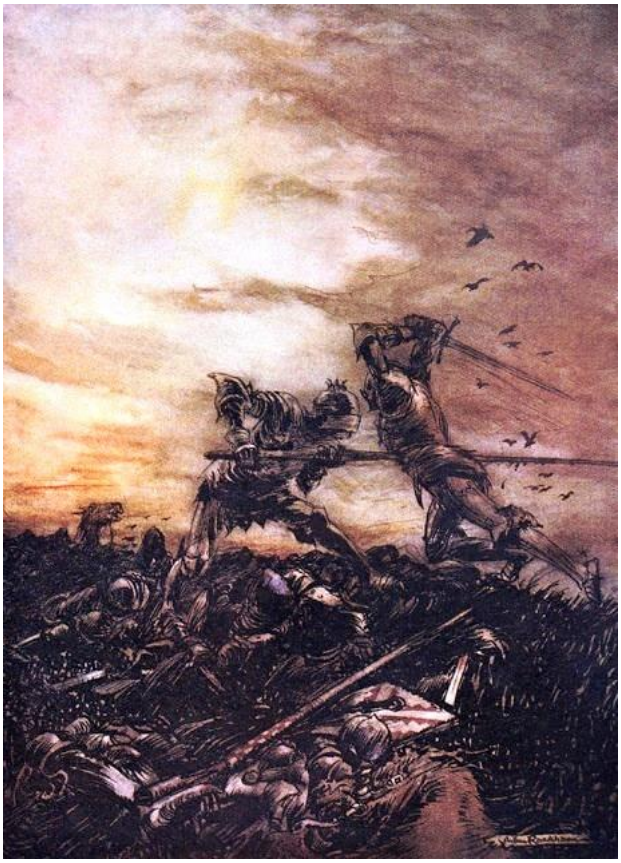
[329-332] Deliver (Thing) to (Person / Creature / Faction)

[333-336] Deliver (Thing) to (Place)

[337-340] Deliver Treasure to (Person / Creature / Faction)

[341-344] Deliver Treasure to (Place)

[345-348] Depose / Overthrow (Person / Creature / Faction)



[349-352] Depose / Overthrow (Person / Creature / Faction) in (Place)

[353-356] Depose / Overthrow (Person / Creature / Faction) Involving (Thing)

[357-360] Destroy / Disenchant (Place)

[361-364] Destroy / Disenchant (Thing)

[365-368] Disbelieve / Dispel Illusionary (Person / Creature / Faction)

[369-372] Disbelieve / Dispel Illusionary (Place)

[373-376] Disbelieve / Dispel Illusionary (Thing)

[377-380] Discover / Explore (Place)

[381-384] Discover Fate of (Person / Creature / Faction)

[385-388] Discover Treasured (Thing)

[389-392] Disrupt Dark Ritual at (Place)

[393-396] Disrupt Dark Ritual Performed by (Person / Creature / Faction)

[397-400] Disrupt Dark Ritual with (Thing)

[401-404] Distract / Mislead (Person / Creature / Faction)

[405-408] Distract / Mislead (Person / Creature / Faction) Away from (Place)

[409-412] Distract / Mislead (Person / Creature / Faction) Away from (Thing)

E

[413-416] Empower / Enchant / Recharge (Place)

[417-420] Empower / Enchant / Recharge (Place) with Aid of (Person / Creature / Faction)

[421-424] Empower / Enchant / Recharge (Thing)

[425-428] Empower / Enchant / Recharge (Thing) with Aid of (Person / Creature / Faction)

[429-432] Escape from / Elude (Person / Creature / Faction)

[433-436] Escape from / Elude (Person / Creature / Faction) Involving (Thing)

[437-440] Escape from / Elude (Place)

[441-444] Escort Group to (Person / Creature / Faction)

[445-448] Escort Group to (Place)

[449-452] Escort Group to (Thing)

[453-456] Escort (Person / Creature / Faction) to (Person / Creature / Faction)

[457-460] Escort (Person / Creature / Faction) to (Place)

[461-464] Escort (Person / Creature / Faction) to (Thing)

[465-468] Establish Camp / Mine / Outpost at (Place)

[469-472] Establish Camp / Mine / Outpost at (Place) to Secure / Seek (Thing)

[473-476] Establish Camp / Mine / Outpost at (Place) with Aid of (Person / Creature / Faction)

[477-480] Establish Trade with (Person / Creature / Faction)

[481-484] Establish Trade with (Person / Creature / Faction) at (Place)

[485-488] Establish Trade with (Person / Creature / Faction) Involving (Thing)

F

[489-492] Find / Seek / Dig for (Person / Creature / Faction)

[493-496] Find / Seek / Dig for (Place)

[497-500] Find / Seek / Dig for (Thing)

[501-504] Free / Save (Person / Creature / Faction)

[505-508] Free / Save (Person / Creature / Faction) from (Place)

[509-512] Free / Save (Person / Creature / Faction) with / Involving (Thing)

[513-516] Fulfill Omen / Prophecy at (Place)

[517-520] Fulfill Omen / Prophecy Involving (Person / Creature / Faction)

[521-524] Fulfill Omen / Prophecy Involving (Thing)



G

[525-528] Guard / Protect (Person / Creature / Faction)

[529-532] Guard / Protect (Person / Creature / Faction) at (Place)

[533-536] Guard / Protect (Thing)

H

[537-540] Hide / Conceal (Person / Creature / Faction)

[541-544] Hide / Conceal (Person / Creature / Faction) at (Place)

[545-548] Hide / Conceal (Thing)

[549-552] Hunt / Trap (Person / Creature / Faction)

[553-556] Hunt / Trap (Person / Creature / Faction) at (Place)

[557-560] Hunt / Trap (Person / Creature / Faction) Involving (Thing)

I

[561-564] Identify Impostor at (Place)

[565-568] Identify Impostor Disguised as (Person / Creature / Faction)

[569-572] Identify Impostor Who is After (Thing)

[573-576] Infiltrate / Break Into (Place)

[577-580] Infiltrate / Break Into (Place) to Acquire / Destroy (Thing)

[581-584] Infiltrate / Break Into (Place) While Avoiding (Person / Creature / Faction)

[585-588] Investigate / Scout (Place)

[589-592] Investigate / Scout (Place) Involving (Thing)

[593-596] Investigate / Scout (Place) to Observe (Person / Creature / Faction)

J

[597-600] Journey / Travel to (Place)

[601-604] Journey / Travel to (Place) Seeking (Person / Creature / Faction)

[605-608] Journey / Travel to (Place) Seeking (Thing)

L

[609-612] Lead Weak Forces into Battle vs. (Person / Creature / Faction)

[613-616] Lead Weak Forces into Battle to Defend / Liberate (Place)

[617-620] Lead Weak Forces into Battle to Protect (Thing)

[621-624] Lift Curse from (Person / Creature / Faction)

[625-628] Lift Curse from (Place)

[629-632] Lift Curse from (Thing)

M

[633-636] Meet with (Person / Creature / Faction)

[637-640] Meet with (Person / Creature / Faction) at (Place)

[641-644] Meet with (Person / Creature / Faction) Concerning (Thing)

O

[645-648] Offer Forgiveness to (Person / Creature / Faction)

[649-652] Offer Forgiveness to (Person / Creature / Faction) at (Place)

[653-656] Offer Forgiveness to (Person / Creature / Faction) Involving (Thing)

[657-660] Offer Peace / Truce to (Person / Creature / Faction)

[661-664] Offer Peace / Truce to (Person / Creature / Faction) and Offer (Thing)

[665-668] Offer Peace / Truce to (Person / Creature / Faction) at (Place)

P

[669-672] Parley / Negotiate with (Person / Creature / Faction)

[673-676] Parley / Negotiate with (Person / Creature / Faction) at (Place)

[677-680] Parley / Negotiate with (Person / Creature / Faction) Involving (Thing)

[681-684] Patrol / Watch Over (Place)

[685-688] Patrol / Watch Over (Place) to Protect (Thing)

[689-692] Patrol / Watch Over (Place) While Wary of (Person / Creature / Faction)

[693-695] Pay / Offer Ransom for (Person / Creature / Faction)

[696-698] Pay / Offer Ransom for (Person / Creature / Faction) at (Place)

[699-701] Pay / Offer Ransom for (Thing)

[702-704] Poison / Drug / Weaken (Person / Creature / Faction)

[705-707] Poison / Drug / Weaken (Person / Creature / Faction) at (Place)

[708-710] Poison / Drug / Weaken (Person / Creature / Faction) Involving (Thing)

[711-714] Prevent Disaster / Cataclysm from Destroying (Thing)

[715-718] Prevent Disaster / Cataclysm from Killing (Person / Creature / Faction)

[719-722] Prevent Disaster / Cataclysm of (Place)

[723-726] Protect Caravan Carrying (Thing)

[727-730] Protect Caravan from (Person / Creature / Faction)

[731-734] Protect Caravan Journeying to (Place)

[735-738] Protect Caravan Led by (Person / Creature / Faction)

Q

[739-742] Question / Interrogate (Person / Creature / Faction)

[743-746] Question / Interrogate (Person / Creature / Faction) to Learn Location of (Place)

[747-750] Question / Interrogate (Person / Creature / Faction) to Learn Location of (Thing)

R

[751-754] Race / Game with (Person / Creature / Faction)

[755-758] Race / Game with (Person / Creature / Faction) at (Place)

[759-762] Race / Game with (Person / Creature / Faction) Involving (Thing)

[763-766] Raid / Plunder / Skirmish with (Place)

[767-780] Raid / Plunder / Skirmish with (Place) Defended by (Person / Creature / Faction)

[781-784] Raid / Plunder / Skirmish with (Place) Seeking (Thing)

[785-788] Redeem (Person / Creature / Faction)

[789-792] Redeem (Person / Creature / Faction) at (Place)

[793-796] Redeem (Person / Creature / Faction) Involving (Thing)

[797-800] Repair / Reassemble (Place)

[801-804] Repair / Reassemble (Thing)

[805-808] Repair / Reassemble (Thing) with Aid of (Person / Creature / Faction)

[809-812] Research / Study / Solve Mystery about (Person / Creature / Faction)

[813-816] Research / Study / Solve Mystery about (Place)

[817-820] Research / Study / Solve Mystery about (Thing)

[821-824] Resurrect / Raise / Reincarnate (Person / Creature / Faction)

[825-828] Resurrect / Raise / Reincarnate (Person / Creature / Faction) at (Place)

[829-832] Resurrect / Raise / Reincarnate (Person / Creature / Faction) Using / Involving (Thing)

[833-836] Retrieve / Reclaim / Steal Back (Thing)

[837-840] Retrieve / Reclaim / Steal Back (Thing) from (Person / Creature / Faction)

[841-844] Retrieve / Reclaim / Steal Back (Thing) from (Place)

[845-848] Rite of Passage / Test of Skill in (Place)

[849-852] Rite of Passage / Test of Skill to Secure (Thing)

[853-856] Rite of Passage / Test of Skill to Win Favor or (Person / Creature / Faction)

S

[857-860] Secure / Safeguard (Place)

[861-864] Secure / Safeguard (Thing)

[865-868] Secure / Safeguard (Thing) Against (Person / Creature / Faction)

[869-872] Seek Forgiveness from (Person / Creature / Faction)

[873-876] Seek Peace / Truce with (Person / Creature / Faction)

[877-880] Seek Peace / Truce with (Person / Creature / Faction) at (Place)

[881-884] Serve / Swear Fealty to (Person / Creature / Faction)

[885-888] Serve / Swear Fealty to (Person / Creature / Faction) at (Place)

[889-892] Slay / Assassinate (Person / Creature / Faction)

[893-896] Slay / Assassinate (Person / Creature / Faction) at (Place)

[897-900] Slay / Assassinate (Person / Creature / Faction) to Acquire / Access (Thing)

[901-904] Smuggle Goods to (Person / Creature / Faction)

[905-908] Smuggle Goods to (Place)

[909-912] Smuggle (Thing) to (Person / Creature / Faction)

[913-916] Smuggle (Thing) to (Place)

[917-920] Solve Puzzle / Riddle Involving (Person / Creature / Faction)

[921-924] Solve Puzzle / Riddle to Find (Place)

[925-928] Solve Puzzle / Riddle to Find (Thing)

[929-932] Spy on (Person / Creature / Faction)

[933-936] Spy on (Person / Creature / Faction) at (Place)

[937-940] Spy on (Person / Creature / Faction) Involving (Thing)

[941-944] Steal (Thing)

[945-948] Steal (Thing) from (Person / Creature / Faction)

[949-952] Steal (Thing) from (Place)

[953-956] Summon / Conjure (Person / Creature / Faction)

[957-960] Summon / Conjure (Person / Creature / Faction) at (Place)

[961-964] Summon / Conjure (Person / Creature / Faction) Using / Involving (Thing)

T

[965-968] Threaten / Intimidate (Person / Creature / Faction)

[969-972] Threaten / Intimidate (Person / Creature / Faction) at (Place)

[973-975] Threaten / Intimidate (Person / Creature / Faction) Involving (Thing)

[976-978] Trade / Barter for (Thing)

[979-981] Trade / Barter for (Thing) at (Place)

[982-984] Trade / Barter with (Person / Creature / Faction)

[985-986] Transmute / Transmogrify / Change (Thing)

[987-988] Transmute / Transmogrify / Change (Thing) at (Place)

[989-990] Transmute / Transmogrify / Change (Thing) with Aid of (Person / Creature / Faction)

U

[991-992] Unlock / Open / Disarm (Place)

[993-994] Unlock / Open / Disarm (Thing)

[995-996] Unlock / Open / Disarm (Thing) Guarded by (Person / Creature / Faction)

W

[997-998] Worship / Pray for / Venerate (Person / Creature / Faction)

[999-000] Worship / Pray for / Venerate (Person / Creature / Faction) at (Place)

Quest Targets: Person / Creature / Faction

(Each of the three Quest Target tables is designed to clarify the Quest Action, which you just recently rolled.)

The Person / Creature / Faction sub-table is a list of potential NPCs, monsters, and NPC groups that might be the "target" of the quest which the benefactor proposes to the PCs. This list focuses on intelligent allies and adversaries. This table has been built for variety (with almost 500 entries), so that you will almost never have the same result twice. If you already have a quest target of this nature in mind, you may want to skip this step. But if you have no idea, this table will always give you a unique adventure idea which can use to heighten the players' interest.

The entries fall into six major categories, namely:

Entity: These are powerful creatures with long lifespans. They may be only distantly associated with the quest, and might only "appear" through the devotion of their followers. For example, if an arch-devil is listed as the quest target, it is likely that the quest targets are really the unholy priests, cultists, warriors, devils, and guardian beasts which serve in the arch-devil's name. From time to time, you might — typically in high-level adventures — have an avatar or incarnation of the entity appear to face the heroes. Such battles are extremely deadly, and will probably be either (a) avoidable, or (b) triggered only through intrepid player stupidity. (The classic examples are typically demon lords who are imprisoned, and can only be unleashed through a series of obscure, greedy, and rather unwise actions.)

Faction: Factions are groups of NPCs who have a strong agenda, which is against the agenda (or at least the interests) of the realm they hail from. The classic example is a decadent kingdom with an infiltrating secret society, which might be led by archmages, assassins, or even a demigod in disguise. Factions are fully defined in the appendices of supplement GWG1, GAME WORLD GENERATOR. In most cases you won't need too much foundational information, however; you can just understand for now that a faction is a sometimes-fanatical cabal that is filled out with many NPCs of varying classes and experiences levels, who (mostly) share the same alignment.

Group: As listed below, groups are bands of self-interested individuals. The classic example is an enclave of demi-humans (dwarves, elves, gnomes, halflings, etc.) of any alignment, who have isolated themselves from humanocentric cultures. Lost world tribes and cultures can serve as useful quest targets of this type as well.

Item: These are highly intelligent and powerful magical items, with their own egos, wills, agendas and personalities. Examples include powerful swords, as well as artifacts and relics.

Monster: A monster is simply a fantastic creature that is not a human, demi-human, or entity. Not every type of monster is listed here; just a nice sampling of the more intelligent and fairly powerful ones. Many of these entries are intentionally very vague ("dragon") so that you can use this supplement with just about any game, and so that you can choose your preferred monster power level and subspecies. If you decide to have a Lovecraftian monster species as the quest target, it is worthwhile for you to consider that they are probably worshipping a remote Great Old One or similar entity. Similarly, demons are probably serving a demon lord or demon queen, devils are worshipping an arch-devil or duke of hell, and so forth.



Person: These are the classic NPCs, of any human or demi-human race. You can substitute in some of your more favored sub-races such as dark elves, netherworld gnomes, and so forth as you see fit. You can also (if you really want a monstrous quest target who is not *just* a person) reinterpret these entries to indicate a vampire, lich, or similar monster with a class and experience levels. Most of these people will not be found alone, and they are likely to have similarly-classed NPC followers and / or various guardians. Refer to DDE1, DUNGEON DELVER ENHANCER if you need any more information on the recommended character themes.

The Quest Target person table is designed to frequently provide surprising results. You may find randomly-generated situations where good PCs will be asked to kill a good NPC, or to rescue an evil NPC, and you can actually turn those "broken" random results into moral quandaries and interesting twists. Perhaps the good NPC is actually a doppelganger, or has been mind-controlled by a powerful evil villain. Or perhaps the evil NPC is actually good, or is a traitor to his or her cause, or is needed by the benefactor (e.g., the person possesses crucial information). If you don't like any such odd result, you can of course reroll.

Keep in mind too that unique monsters can have unpredictable alignments away from the norm, so there might be (for example) a good lich who wishes to ally with the PCs before his demise, or an evil (fallen) angel who suffers from occasional bouts of good behavior. The only restriction is how comfortable you are with breaking the archetypal mold of the creature in question.

The final guidance I would offer you in this regard is simple: Above all else, make the quest and its target interesting. If just reading this table reveals an option you're dying to try, stop rolling the dice and grab what you want! The randomizers are not in control here, only you are.

Table GWG2-85:

Quest Target: Person / Creature / Faction

A

[001-007] Acid Dragon (Monster)

[008] Alchemist (Person)

[009-010] Alliance (Faction)

[011] Ally (former / recurring) (Person)

[012] Ancient Hologram (Entity) or (Person)

[013-105] Angel (Entity)

[016] Anti-Paladin, Armiger (paladin) theme (Person)

[017] Anti-Paladin, Black Knight (paladin) theme (Person)

[018] Anti-Paladin, Cataphract (paladin) theme (Person)

[019] Anti-Paladin, Defiant (paladin) theme (Person)

[020] Anti-Paladin, Heir of Mercy (paladin) theme (Person)

[021] Anti-Paladin, Heir of Vengeance (paladin) theme (Person)

[022] Anti-Paladin, Herald of Arms (paladin) theme (Person)

[023] Anti-Paladin, Horseman (paladin) theme (Person)

[024] Anti-Paladin, Jouster / Lancer (paladin) theme (Person)

[025] Anti-Paladin, Knight in Exile (paladin) theme (Person)

[026-032] Arch-Devil (GM's choice) (Entity) or (Monster)

[033] Arch-Villain / Nemesis (Person)

[034-040] Army / Horde / Legion (Group)

[041] Assassin, Bloodletter theme (Person)

[042] Assassin, Butcher theme (Person)

[043] Assassin, Carnifex theme (Person)

[044] Assassin, Darksider theme (Person)

[045] Assassin, Eliminator theme (Person)

[046] Assassin, Garroter theme (Person)

[047] Assassin, Hatchetman / Hatchetwoman theme (Person)

[048] Assassin, Headhunter / Headhuntress theme (Person)

[049] Assassin, Headsman / Headswoman theme (Person)

[050] Assassin, Impaler theme (Person)

[051] Assassin, Infiltrator theme (Person)

[052] Assassin, Intimidator theme (Person)

[053] Assassin, Mauler theme (Person)

[054] Assassin, Oath Breaker theme (Person)

[055] Assassin, Poisoner theme (Person)

[056] Assassin, Rakehell theme (Person)

[057] Assassin, Ruffian theme (Person)

[058] Assassin, Scapegrace theme (Person)

[059] Assassin, Sicarius / Sicaria theme (Person)

[060] Assassin, Slaughterer theme (Person)

[061] Assassin, Slayer theme (Person)

[062] Assassin, Spy theme (Person)

[063] Assassin, Strangler theme (Person)

[064] Assassin, Tormentor theme (Person)

[065] Assassin, Torturer theme (Person)

[066] Assassin, Tyro theme (Person)

B

[067-073] Banshee (Monster)

[074] Barbarian, Barrens Strider theme (Person)

[075] Barbarian, Bear Warrior theme (Person)

[076] Barbarian, Beast Master theme (Person)

[077] Barbarian, Berserker specialization and theme (Person)

[078] Barbarian, Boar Warrior theme (Person)

[079] Barbarian, Chaos Warrior theme (Person)

[080] Barbarian, Destroyer theme (Person)

[081] Barbarian, Horde Bringer theme (Person)

[082] Barbarian, Mage Slayer theme (Person)

[083] Barbarian, Marauder theme (Person)

[084] Barbarian, Nomad theme (Person)

[085] Barbarian, Outcast theme (Person)

[086] Barbarian, Outlander theme (Person)

[087] Barbarian, Prey Stalker theme (Person)

[088] Barbarian, Primal Warrior theme (Person)

[089] Barbarian, Raider theme (Person)

[090] Barbarian, Savage theme (Person)

[091] Barbarian, Survivor theme (Person)

[092] Barbarian, Tribal Warrior theme (Person)

[093] Barbarian, Tribesman / Tribeswoman theme (Person)

[094] Barbarian, Warmonger theme (Person)

[095] Barbarian, Wild-Wanderer theme (Person)

[096] Bard, Alba theme (Person)

[097] Bard, Archipoeta theme (Person)

[098] Bard, Balladeer theme (Person)

[099] Bard, Beguiler theme (Person)

[100] Bard, Cantor / Cantora theme (Person)

[101] Bard, Chanter theme (Person)

[102] Bard, Charmer theme (Person)

[103] Bard, Chronicler theme (Person)

[104] Bard, Crowther theme (Person)

[105] Bard, Fabler theme (Person)

[106] Bard, Fabulist theme (Person)

[107] Bard, Jaunter theme (Person)

[108] Bard, Journeyer theme (Person)

[109] Bard, Minnesinger theme (Person)

[110] Bard, Pied Piper theme (Person)

[111] Bard, Poet / Poetess theme (Person)

[112] Bard, Raconteur theme (Person)

[113] Bard, Rhapsodist theme (Person)

[114] Bard, Sonnetist / Sonneteer theme (Person)

[115] Bard, Storyteller theme (Person)

[116] Bard, Trouper theme (Person)

[117] Bard, Trouvere theme (Person)

[118] Bard, Trovatore, Troubadour theme (Person)

[119] Bard, Vates theme (Person)

[120] Bard, Wanderer theme (Person)

[121-127] Barghest (Monster)



[128-134] Batrachian Demon (Monster)

[135-141] Bestial Demon (Monster)

C

[142-143] Cabal (Faction)

[144-145] Camarilla (Faction)

[146] Cavalier, Armiger (paladin) theme (Person)

[147] Cavalier, Banner Bearer / Signifer (paladin) theme (Person)

[148] Cavalier, Black Knight (paladin) theme (Person)

[149] Cavalier, Cataphract (paladin) theme (Person)

[150] Cavalier, Defiant (paladin) theme (Person)

[151] Cavalier, Heir of Mercy (paladin) theme (Person)

[152] Cavalier, Heir of Vengeance (paladin) theme (Person)

[153] Cavalier, Heir to the Oath (paladin) theme (Person)

[154] Cavalier, Herald of Arms (paladin) theme (Person)

[155] Cavalier, Horseman (paladin) theme (Person)

[156] Cavalier, Jouster / Lancer (paladin) theme (Person)

[157] Cavalier, Knight in Exile (paladin) theme (Person)

[158-159] Circle (Faction)

[160-166] Clan (Group)

[167] Cleric, Advocatus / Advocata theme (Person)

[168] Cleric, Almoner theme (Person)

[169] Cleric, Anchorite theme (Person)

[170] Cleric, Aspirant / Novitiate theme (Person)

[171] Cleric, Augur theme (Person)

[172] Cleric, Believer theme (Person)

[173] Cleric, Cantor theme (Person)

[174] Cleric, Catechumen theme (Person)

[175] Cleric, Clairvoyant theme (Person)

[176] Cleric, Confessor theme (Person)

[177] Cleric, Convert theme (Person)

[178] Cleric, Cultist theme (Person)

[179] Cleric, Exorcist theme (Person)

[180] Cleric, Fledgling theme (Person)

[181] Cleric, Harbinger theme (Person)

[182] Cleric, Haruspex theme (Person)

[183] Cleric, Healer / Palmlayer theme (Person)

[184] Cleric, Heathen Slayer theme (Person)

[185] Cleric, Mystic theme (Person)

[186] Cleric, Oracle / Soothsayer theme (Person)

[187] Cleric, Ostiarius / Temple Servitor theme (Person)

[188] Cleric, Ovate theme (Person)

[189] Cleric, Peregrine theme (Person)

[190] Cleric, Savant theme (Person)

[191] Cleric, Shaman / Shamaness theme (Person)



[192] Cleric, Sibyl theme (Person)

[193] Cleric, Unholy Seer / Unholy Seeress theme (Person)

[194] Cleric, Vampire Hunter / Vampire Huntress theme (Person)

[195] Cleric, Vestal theme (Person)

[196] Cleric, Wise Man / Wise Woman theme (Person)

[197] Cleric, Witch Hunter / Witch Huntress theme (Person)

[198] Cleric, Zealot theme (Person)

[199] Clone / Simulacrum (Person)

[200-206] Cloud Giant (Monster)

[207-208] Consortium (Faction)

[209-215] Corrupted Cyclops or Giant (Monster)

[216-222] Corrupted Genie (of GM's design) (Monster)

[223-229] Corrupted Sphinx (GM's choice) (Monster)

[230-236] Corrupted Titan (Monster)

[237-38] Coven (Faction)

[239-240] Cryptic Alliance (Faction)

[241-242] Cult (Faction)

D

[243-249] Daemon (GM's choice) (Monster)

[250-256] Deep One (Monster)

[257-259] Demigod (GM's choice) (Entity)

[260-262] Demigoddess (GM's choice) (Entity)

[263] Demi-Human (Person)

[264-270] Demon (Monster)

[271-277] Demon Lord (GM's choice) (Entity) or (Monster)

[278-284] Devil (Monster)

[285] Dimensional Gunslinger (Person)

[286-292] Dimensional Spider / Brood of Arachne (Monster)

[293] Dimensional Traveler (Person)

[294-300] Draconian Lich (of GM's design) (Monster)

[301-307] Dragon (GM's choice) (Monster)

[308-314] Dream Eater (Monster)

[315-321] Dwarven Enclave (Group)

E

[322-328] Elder Thing (Monster)

[329-335] Elven Enclave (Group)

[336-342] Evil Eye, of Azathoth (Monster)

[343-349] Evil Eye, of Cthulhu (Monster)

F

[350-356] Fallen Angel (of GM's design) (Entity) or (Monster)

[357] Family Member (Person)

[358-359] Fellowship (Faction)

[360] Fighter, Amazon theme (Person)



[361] Fighter, Archer specialization and Archer / Crossbowman theme (Person)

[362] Fighter, Armsman / Armswoman theme (Person)

[363] Fighter, Axe Bearer theme (Person)

[364] Fighter, Battler / Skull Crusher theme (Person)

[365] Fighter, Blade Master specialization and Footman / Footwoman theme (Person)

[366] Fighter, Bodyguard / Protector theme (Person)

[367] Fighter, Brawler theme (Person)

[368] Fighter, Challenger / Imperial Warrior theme (Person)

[369] Fighter, Duelist theme (Person)

[370] Fighter, Fencer theme and Blade Master specialization (Person)

[371] Fighter, Gladiator / Gladiatrix theme (Person)

[372] Fighter, Guardsman / Guardswoman theme (Person)

[373] Fighter, Hoplite theme (Person)

[374] Fighter, Legionnaire theme (Person)

[375] Fighter, Man-at-Arms / Woman-at-Arms theme (Person)

[376] Fighter, Mercenary Skirmisher theme (Person)

[377] Fighter, Sentry theme (Person)

[378] Fighter, Sergeant theme (Person)

[379] Fighter, Shield Bearer / Defender theme (Person)

[380] Fighter, Trophy Hunter / Trophy Huntress theme (Person)

[381] Fighter, Tunnel Soldier theme (Person)

[382-388] Fire Giant (Monster)

[389-395] Fire-Breathing Dragon (Monster)

[396-402] Foreign Delegation / Ambassador (Group) or (Person)

[403-404] Fraternity / Brotherhood (Faction)

[405-411] Frost Dragon (Monster)

[412-418] Frost Giant (Monster)



[419-425] Frost Salamandra (Monster)

G

[426-427] Gang (Faction)

[428-429] Gathering (Faction)

[430-436] Ghost (Monster)

[437-443] Gnomish Enclave (Group)

[444-447] God (Entity)

[448-450] Goddess (Entity)

[451] Godling / Petty God (of GM's design) (Entity)

[452-459] Great Old One (GM's choice) (Entity)

[460-466] Greater Devil (GM's choice) (Monster)

[467-468] Guild (Faction)

H

[469-472] Hag (of GM's choice; refer to supplement PM1, THE PEGANA MYTHOS as well as OLDSKULL TROLLS) (Monster) or (Person)

[473-477] Halfling Enclave (Group)

[478] Henchman / Retainer (Person)

[479] Hero of Legend (Person)

[480] Heroine of Legend (Person)

[481-487] Highland Giant (Monster)

[488-494] Hound Demon (Monster)

[495-501] Humanoid (Monster)

[502-508] Humanoid Chieftain (likely with a class and experience level) (Monster)

[509-515] Humanoid Tribe (Group) or (Monster)

[516] Hunter, Bear Warrior (barbarian) theme (Person)

[517] Hunter, Beast Master (barbarian) theme (Person)

[518] Hunter, Boar Warrior (barbarian) theme (Person)

[519] Hunter, Desert Stalker (ranger) theme (Person)

[520] Hunter, Forest Stalker / Wild Runner (ranger) theme (Person)

[521] Hunter, Giant Killer (ranger) theme (Person)

[522] Hunter, Highlander / Hillsman (ranger) theme (Person)

[523] Hunter, Houndsman / Houndswoman (ranger) theme (Person)

[524] Hunter, Mountain Man / Mountain Woman (ranger) theme (Person)

[525] Hunter, Netherworld Tracker (ranger) theme (Person)

[526] Hunter, Plainsman / Plainswoman (ranger) theme (Person)

[527] Hunter, Prey Stalker (ranger) theme (Person)

[528] Hunter, Primal Warrior (barbarian) theme (Person)

[529] Hunter, Survivor (barbarian) theme (Person)

[530] Hunter, Swamp Stalker (ranger) theme (Person)

[531] Hunter, Tundra Walker (ranger) theme (Person)

I

[532-538] Ifrit (Monster)

[539] Illusionist, Astral Walker theme (Person)

[540] Illusionist, Beguiler theme (Person)

[541] Illusionist, Chaos Bringer theme (Person)

[542] Illusionist, Charlatan theme (Person)

[543] Illusionist, Charmer theme (Person)

[544] Illusionist, Crystal Gazer / Prism Gazer theme (Person)

[545] Illusionist, Deceiver theme (Person)

[546] Illusionist, Deluder theme (Person)

[547] Illusionist, Dreamer / Dreamlander theme (Person)

[548] Illusionist, Dungeon Haunter theme (Person)

[549] Illusionist, Eidolon / Visionary theme (Person)

[550] Illusionist, Enthraller theme (Person)

[551] Illusionist, Ethereal Wanderer theme (Person)

[552] Illusionist, Face Dancer theme (Person)

[553] Illusionist, Hypnotist / Mesmerist theme (Person)

[554] Illusionist, Labyrinth Threader theme (Person)

[555] Illusionist, Masquer theme (Person)

[556] Illusionist, Mist Weaver / Veilist theme (Person)

[557] Illusionist, Phantasmagorian / Spectralist theme (Person)

[558] Illusionist, Shadow Summoner / Shadow Weaver theme (Person)

[559] Illusionist, Wish Bringer / Nightmare Bringer theme (Person)

[560-566] Incubus (Monster)

[567-568] Independent Enclave (Faction)

[569] Intelligent Artifact / Relic (Item)

[570] Intelligent Beast (Item)

[571] Intelligent Magical Weapon (Item)

[572-573] Isolated Settlement (Faction)

J

[574] Jester, Cat Burglar / Acrobat (thief) theme (Person)

[575] Jester, Chaos Bringer (illusionist) theme (Person)

[576] Jester, Charlatan (illusionist) theme (Person)

[577] Jester, Deceiver (illusionist) theme (Person)

[578] Jester, Dreamer / Dreamlander (illusionist) theme (Person)

[579] Jester, Dungeon Haunter (illusionist) theme (Person)

[580] Jester, Masquer (illusionist) theme (Person)



K

[581-585] Knight of Saigoth (refer to supplement PM1, THE PEGANA MYTHOS) (Monster)

[586-589] Knightly Order (Faction)

[590-596] Kraken (Monster)

L

[597-603] Lamia (Monster)

[604-605] League (Faction)

[606-612] Lesser Devil (GM's choice) (Monster)

[613-619] Lich (refer to supplement PM1, THE PEGANA MYTHOS) (Monster)

[620] Liege Lord / Patron (Person)

[621-627] Lightning Dragon (Monster)

[628-635] Living Statue (Monster)

[636] Love Interest (Person)

M

[637] Magic-User, Abjurer theme (Person)

[638] Magic-User, Aeromancer / Wind Mage theme (Person)

[639] Magic-User, Alchemist specialization (Person)

[640] Magic-User, Apprentice / Neophyte theme (Person)

[641] Magic-User, Arcane Scribe theme (Person)

[642] Magic-User, Astrologer theme (Person)

[643] Magic-User, Cabalist theme (Person)

[644] Magic-User, Chiromancer theme (Person)

[645] Magic-User, Demonologist theme (Person)

[646] Magic-User, Diabolist theme (Person)

[647] Magic-User, Dread Mage theme (Person)

[648] Magic-User, Dweomer Crafter / Transmuter theme (Person)

[649] Magic-User, Earth Mage / Geomancer theme (Person)

[650] Magic-User, Elementalist theme (Person)

[651] Magic-User, Eyebiter theme (Person)

[652] Magic-User, Fire Mage / Pyrologist theme (Person)

[653] Magic-User, Frost Mage / Hydromancer theme (Person)

[654] Magic-User, Hexer / Vexer theme (Person)

[655] Magic-User, Incantatrix theme (Person)

[656] Magic-User, Invoker / Spell-Slinger theme (Person)

[657] Magic-User, Occultist theme (Person)

[658] Magic-User, Preceptor theme (Person)

[659] Magic-User, Savant theme (Person)

[660] Magic-User, Summoner theme (Person)

[661-662] Mercenary Company (Faction)

[663-669] Mi-Go (Monster)



[670-676] Mist Giant (Monster)

[677-678] Monastery / Nunnery / Priesthood (Faction)

[679] Monk, of the Fist specialization and Drunken Boxer theme (Person)

[680] Monk, of the Fist specialization and Luctator / Wrestler theme (Person)

[681] Monk, of the Fist specialization and Martial Artist / Sparring Master theme (Person)

[682] Monk, of the Fist specialization and Pankrator theme (Person)

[683] Monk, of the Fist specialization and Pugilist / Pycta theme (Person)

[684] Monk, of the Fist specialization and Wandering Mystic theme (Person)

[685] Monk, of the Foot specialization and Crossbow Sharpshooter theme (Person)

[686] Monk, of the Foot specialization and Knife Thrower theme (Person)

[687] Monk, of the Foot specialization and Lost Shinto-Ryu Master theme (Person)

[688] Monk, of the Foot specialization and Percussor / Stick Fighter theme (Person)

[689] Monk, of the Foot specialization and Quarterstaff Fighter theme (Person)

[690] Monk, of the Foot specialization and Shaolin Monk theme (Person)

[691] Monk, of the Foot specialization and Spear Master theme (Person)

[692] Monk, of the Iron Will specialization and Calcitro theme (Person)

[693] Monk, of the Iron Will specialization and Dark Initiate / Shadow Fighter theme (Person)

[694] Monk, of the Iron Will specialization and Psychic Warrior theme (Person)

[695-701] Moonbeast (Monster)

[701-708] Mountain Giant (Monster)

[709] Mountebank, Beggar Thief (thief) theme (Person)

[710] Mountebank, Cozener / Forger (thief) theme (Person)

[711] Mountebank, Gypsy Rogue (thief) theme (Person)

[712] Mountebank, Mountebank (thief) theme (Person)

N

[713-719] Naga (GM's choice) (Monster)

O

[720-726] Ogre Mage (Monster)

P

[727-733] Peasants Without a Village (Group)

[734-740] Polypous One (Monster)



[741-747] Pyre Demon (Monster)

[748-754] Pyre Salamandra (Monster)

R

[755-761] Rakshasa (Monster)

[762-763] Rebel Faction (Faction)

[764] Rival (Person)

[765-771] Rock Giant (Monster)

S

[772] Sacred / Unholy Child (Person)

[773] Sage (Person)

[774] Savant, Arcane Scribe (magic-user) theme (Person)

[775] Savant, Astrologer (magic-user) theme (Person)

[776] Savant, Dweomer Crafter / Transmuter (magic-user) theme (Person)

[777] Savant, Occultist (magic-user) theme (Person)

[778] Savant, Savant (magic-user) theme (Person)

[779-785] Sea Devil (likely with a class and experience level) (Monster)

[786-787] Secret Society (Faction)

[788-789] Sect (Faction)

[790-796] Sentient Abomination (of GM's design, use CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II) (Entity) or (Monster)

[797-798] Sentient Elemental, Air (Entity) or (Monster)

[799-800] Sentient Elemental, Ash (Entity) or (Monster)

[801-802] Sentient Elemental, Dust (Entity) or (Monster)

[803-804] Sentient Elemental, Earth (Entity) or (Monster)

[805-806] Sentient Elemental, Fire (Entity) or (Monster)

[807-808] Sentient Elemental, Lightning (Entity) or (Monster)

[809-810] Sentient Elemental, Magma (Entity) or (Monster)

[811-812] Sentient Elemental, Mist (Entity) or (Monster)

[813-814] Sentient Elemental, Mud (Entity) or (Monster)

[815-816] Sentient Elemental, Steam (Entity) or (Monster)

[817-818] Sentient Elemental, Water (Entity) or (Monster)

[819-825] Sentient Fungus (of GM's design, use CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II) (Monster)

[826-832] Sentient Slime (of GM's design, use CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II) (Monster)

[833-839] Serpent Folk (refer to the Wonderland Imprints supplement, SERPENTINE) (Monster)

[840-846] Serpentine Demoness (Monster)

[847-853] Shade / Shadow Walker (with a class and experience level) (Monster) or (Person)

[854-860] Shape Shifter (GM's choice, may have a class and experience level) (Monster) or (Person)

[861-867] Shoggoth (Monster)

[868-869] Society (Faction)

[870-871] Sorority / Sisterhood (Faction)

[872-878] Spectre (Monster)

[879-885] Spirit (Entity) or (Monster)

[886-892] Splinter Group (Faction)

[893-899] Star Spawn of Cthulhu (Entity) or (Monster)

[900-906] Succubus (Monster)

T

[907] Thief, Acrobat specialization and Cat Burglar / Acrobat theme (Person)

[908] Thief, Backstabber theme (Person)

[909] Thief, Bandit specialization and Highwayman theme (Person)

[910] Thief, Bandit specialization and Horse Thief theme (Person)

[911] Thief, Beggar Thief theme (Person)

[912] Thief, Brigand specialization and Brigand theme (Person)

[913] Thief, Cozener / Forger theme (Person)

[914] Thief, Depserado / Outlaw theme (Person)

[915] Thief, Desert Jackal theme (Person)

[916] Thief, Dungeon Scout / Tunnel Spider theme (Person)

[917] Thief, Guttersnipe theme (Person)

[918] Thief, Gypsy Rogue theme (Person)

[919] Thief, Latro theme (Person)

[920] Thief, Lock Breaker theme (Person)

[921] Thief, Moonlighter / Pickpocket / Pilferer theme (Person)

[922] Thief, Mountebank theme (Person)

[923] Thief, Pirate theme (Person)

[924] Thief, Reaver / Raider theme (Person)

[925] Thief, Scavenger theme (Person)

[926] Thief, Sniper theme (Person)

[927] Thief, Tomb Delver theme (Person)

[928-934] Thrall of Cthulhu (Monster)

[935] Time Traveler (Person)

[936-942] Tribe (GM's choice; likely human or demi-human) (Group)

[943-949] Twisted Giant (Monster)

U

[950-956] Undead Creature (GM's choice) (Monster)

V

[957-962] Valkyrie (Entity) or (Monster)

[958-965] Vampire (perhaps with a class and experience level) (Monster) or (Person)

[966-972] Venomous Dragon (Monster)

[973-977] Venomous Salamandra (Monster)

[978-980] Villain of Legend (Person)

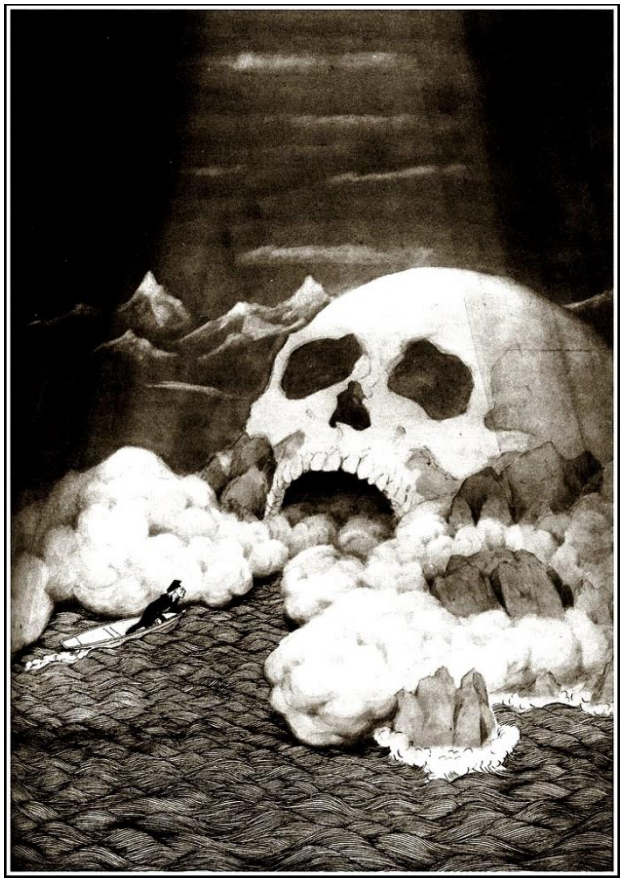
[981-983] Villainess of Legend (Person)

[984-990] Vulture Demon (Monster)

W

[991-995] Wraith (Monster)

[996-000] Wraith of the Deep (Monster)



Quest Targets: Places

(Each of the three Quest Target tables is designed to clarify the Quest Action, which you just recently rolled.)

Target places are just that: locales which the PCs need to reach if they are going to complete the quest. Rarely, just showing up at the locale might complete the quest; but more commonly, the arrival will be just the beginning. It's all well and good to say that the PCs just need to get to the Treasure Vault within the dungeon and to recover the Thing there. But if there's a fire-breathing dragon in the vault, and a mouthy captured

noble to contend with, and there are newly-hatched dragon eggs, and the Thing is buried in the proud mother's treasure hoard, and a master thief is on the party's tail, things are going to very interesting!

There are many sub-tables to this section. Before you can roll on one of them, you need to decide what type of quest you're designing … especially based on the dungeon destination type, which you have already determined previously in this volume. Most of the destinations in a classic FRPG can be classified as either a dungeon (cave system, temple, tomb, etc.), a wilderness feature (forest maze, volcano, swamp cairn, etc.), or an isolated structure or set of structures (a ruined tower, bridge, graveyard, and so forth), which are technically "urban" in nature.

Using Wilderness Locales as "Dungeon" Destinations

Not every dungeon needs to be a subterranean location, true. But you might be wondering how you can have a wilderness end location still be rather dungeon-like, yet open to the sky. How do you reconcile these two potentially paradoxical options to make the destination interesting and feasible?

Here are my recommended "first try" wilderness dungeons, which you may want to try out on your own. There's many other options of course, but these nine examples will get you started and will give your players nine very different adventures:

If the destination is a Depression: Consider a vast strip mine with descending tiers, ruined mine buildings (some collapsed or on edge) and short or caved-in mines leading into the earth, with some caves and shafts and unmined deposits to be found.

If the destination is a Forest: A maze of paths and clearings through impassable thorny forest. The paths are "corridors," and the clearings are "rooms."

If the destination is a Freshwater Reach: A cluster of islands in a lake and river region, with ruins on them (and possible cellars etc.).

If the destination is a range of Hills: A series of Empyrean (ancient Roman) roads, with watchtowers on hill summits along the way, and cellars underneath.

If the destination is a range of Mountains: A maze-like network of passes, leading into caves, aeries and hidden valleys.

If the destination is a region of Plains: Windswept plains with labyrinthine high grasslands ("crop circles") impeding lines of sight, and ruins being slowly uncovered in various clearings.

If the destination is a Saltwater Reach: A long seashore with shipwrecks (some submerged, some intact, some destroyed, all explorable) and some sea caves situated underneath a cliff.

If the destination is a Swamp: Paths, water bridges and treetop bridges leading to islets with humanoid steadings, watchtowers, and monster-lair mounds on them.

If the destination is a Wasteland: A region of canyonlands, with seasonal riverbeds, high paths and caravan tracks leading into wind caves.

Selecting the Appropriate Quest Target: Place Table

There are 19 major Quest Target: Place tables featured in this supplement, as you will find below. Chose the one which is most appropriate to your scenario design, or the one which appeals the most to you, and then roll on that table to determine the target locale for quest completion.

To do so, classify your wilderness region's dungeon or destination (encompassing your to-be-generated quest target location) as one of the following. Refer to the appropriate section below to generate the Quest Target: Place for your adventure scenario.

Cave System: A natural series of subterranean spaces.

- Cave System Table (see pg. 231)

Depression: A wilderness locale featuring a significant canyon, gorge, rift, series of sinkholes, etc.

- Cold Depression Table (see pg. 127)
- Temperate Depression Table (see pg. 150)
- Tropical Depression Table (see pg. 159)

Dungeon: A prison, series of torture chambers, or confined and claustrophobic place of danger.

- Dungeon Chamber Table (see pg. 237)

Forest: A surface area covered with thick trees and other plant life.

Roll on Depression, Freshwater, or Forest table appropriate to your climate.

If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [4-6] Forest.

- Cold Depression Table (see pg. 127)
- Cold Forest Table (see pg. 129)
- Cold Freshwater Table (see pg. 130)
- Temperate Depression Table (see pg. 150)
- Temperate Forest Table (see pg. 151)
- Temperate Freshwater Table (see pg. 152)
- Tropical Depression Table (see pg. 159)
- Tropical Forest Table (see pg. 160)
- Tropical Freshwater Table (see pg. 161)

Freshwater Reach: A river, lake, island, or coastal region.

- Cold Freshwater Table (see pg. 130)
- Temperate Freshwater Table (see pg. 152)
- Tropical Freshwater Table (see pg. 161)

Hills: A surface area with many changes in elevation, e.g. highlands, foothills, mesas, plateaus, etc.

- Roll on Depression, Freshwater, or Hills Table appropriate to your climate.
- If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [3-6] Hills.
- Cold Depression Table (see pg. 127)
- Cold Freshwater Table (see pg. 130)
- Cold Hills Table (see pg. 131)
- Temperate Depression Table (see pg. 150)
- Temperate Freshwater Table (see pg. 152)
- Temperate Hills Table (see pg. 153)
- Tropical Depression Table (see pg. 159)
- Tropical Freshwater Table (see pg. 161)
- Tropical Hills Table (see pg. 162)

Isolated Structure: A building, or small group of buildings, or a ruin, situated in the wilderness.

- Urban Location Table (see pg. 280)

Manor House: A large mansion, haunted house, or unfortified palace.

- Manor House Table (see pg. 246)

Mountains: A cooler surface area with extreme changes in elevation, e.g. volcanoes, peaks, a continental divide, etc.

- Roll on Depression, Freshwater, or Mountains Table appropriate to your climate.
- If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [3-6] Mountains.
- Cold Depression Table (see pg. 127)
- Cold Freshwater Table (see pg. 130)
- Cold Mountains Table (see pg. 132)
- Temperate Depression Table (see pg. 150)
- Temperate Freshwater Table (see pg. 152)
- Temperate Mountains Table (see pg. 154)
- Tropical Depression Table (see pg. 159)
- Tropical Freshwater Table (see pg. 161)
- Tropical Mountains Table (see pg. 163)

Netherworld: A massive cave and tunnel system, running for many miles.

- Roll on the Cave System Table (see pg. 231), or on the Netherworld Table (see pg. 138).
- If you prefer random determination, roll 1D6; [1-3] Cave System, [4-6] Netherworld.
- Cave System Table (see pg. 231)
- Netherworld Table (see pg. 138)

Plains: A wilderness of relatively flat terrain, with fewer trees than a forest (grasslands, savannah, meadows, etc.).

- Roll on Depression, Freshwater, or Plains Table appropriate to your climate.
- If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [3-6] Plains.
- Cold Depression Table (see pg. 127)
- Cold Freshwater Table (see pg. 130)
- Cold Plains Table (see pg. 133)
- Temperate Depression Table (see pg. 150)
- Temperate Freshwater Table (see pg. 152)
- Temperate Plains Table (see pg. 155)
- Tropical Depression Table (see pg. 159)
- Tropical Freshwater Table (see pg. 161)
- Tropical Plains Table (see pg. 164)

Ruins: A large dilapidated surface structure, such as a ruined temple, city, castle, or mausoleum.

- Urban Location Table (see pg. 280)

Saltwater Reach: An ocean, sea, island group, or coastal region.

- Cold Saltwater Table (see pg. 134)
- Temperate Saltwater Table (see pg. 155)
- Tropical Saltwater Table (see pg. 165)

Stronghold: A castle, subterranean enclave, or fortified palace.

- Stronghold Table (see pg. 254)

Swamp: A wetlands area, with significant amounts of plants, mud, and wildlife.

- Roll on Freshwater or Swamp Table appropriate to your climate.
- If you prefer random determination, roll 1D6; [1-2] Freshwater, [3-6] Swamp.
- Cold Freshwater Table (see pg. 130)

- Cold Swamp Table (see pg. 135)
- Temperate Freshwater Table (see pg. 152)
- Temperate Swamp Table (see pg. 157)
- Tropical Freshwater Table (see pg. 161)
- Tropical Swamp Table (see pg. 167)

Temple: A place of worship, either holy or unholy.

- Temple Table (see pg. 264)

Tomb: A burial place, or kingdom of the dead.

- Tomb Table (see pg. 274)

Urban Area: A city, town, village, mining outpost, colony, etc.

- Urban Location Table (see pg. 280)

Wasteland: A region with very little rainfall or vegetation (desert, glacial wastes, etc.).

- Roll on Depression, Freshwater, or Wasteland Table appropriate to your climate.
- If you prefer random determination, roll 1D6; [1-2] Depression, [3] Freshwater, [4-6] Wasteland.
- Cold Depression Table (see pg. 127)
- Cold Freshwater Table (see pg. 130)
- Cold Wastelands Table (see pg. 136)
- Temperate Depression Table (see pg. 150)
- Temperate Freshwater Table (see pg. 152)
- Temperate Wastelands Table (see pg. 158)
- Tropical Depression Table (see pg. 159)
- Tropical Freshwater Table (see pg. 161)
- Tropical Wastelands Table (see pg. 167)

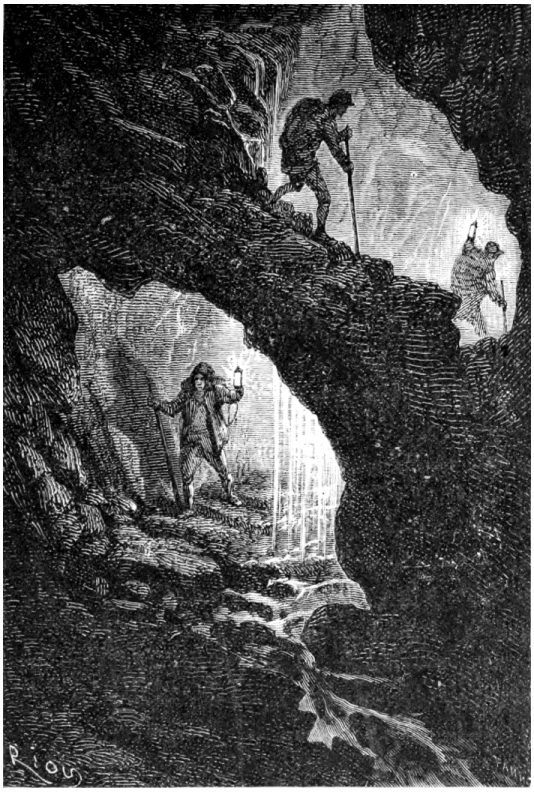
Considering Dungeon Rooms as Quest Target Places

Please note also that for the 1,200+ types of dungeon rooms listed hereafter, if you need further detail in that regard they are all individually defined in the hundreds of pages of supplement CDDG3, THE CLASSIC DUNGEON DESIGN GUIDE III.

If the result is a plural room type, then that is the room type that is most common and prominent in the dungeon. For example, if you get the result stairways, then every stairway in the dungeon would be glowing a different color, and / or with a magic mouth, trap, trick, associated password required, guardians of a specific type, etc.

I've written thousands of pages on the topic of dungeon design and feature creation if you need further assistance. For ideas on inspiring and creative room contents, you can refer to CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE. And for random inspiring dungeon names, refer to CDDG1, THE CLASSIC DUNGEON DESIGN GUIDE (I) which will get you started. Enjoy!





Quest Target Places: Cave Systems

Table GWG2-86:

Cave System Locales

To roll up a Quest Target Place in a Cave System, roll 1D1000 and consult the following table.

You can also use this table, along with the Chaotic Descriptor Table, to generate hundreds of random room concepts if you would like to create your dungeon "conceptually" before you pen to paper.

A

[001-003] Access Cave
[004-006] Access Cavern
[007-010] Acidic Cave
[011-013] Acidic Cavern
[014-016] Adamantite Delve
[017-019] Amphitheater (Carved)
[020-023] Antecavern
[024-026] Antrum
[027-029] Antrum Cavern
[030-033] Apse Cavelet
[034-036] Arena Cave
[037-039] Arena Cavern
[040-043] Ash Pit
[044-046] Ashen Abyss
[047-050] Atrium Cave
[051-054] Atrium Cavern
[055-057] Audience Cavern
[058-060] Augury Cave
[061-063] Auxiliary Cave

B

[064-066] Basalt Cave
[067-069] Basalt Cavern
[070-072] Blocked Cave
[073-075] Blocked Cavern
[076-078] Bone-Filled Cave
[079-081] Bone-Filled Cavern
[082-084] Boulder Cave
[085-087] Boulder Cavern
[088-090] Burrow
[091-093] Burrow Maze
[094-096] Burrow Warren

C

[097-099] Cave
[100-102] Cave of Ancestors
[103-105] Cave of Ashes
[106-108] Cave of Bones
[109-111] Cave of Columns

[112-114] Cave of Echoes

[115-117] Cave of Husks

[118-120] Cave of Meetings

[121-123] Cave of Paintings

[124-126] Cave of Pools

[127-129] Cave of Residual Magic, Elemental Air

[130-132] Cave of Residual Magic, Elemental Earth

[133-135] Cave of Residual Magic, Elemental Fire

[136-138] Cave of Residual Magic, Elemental Water

[139-141] Cave of Skulls

[142-144] Cave of Slaughter

[145-147] Cave of Stalactites

[148-150] Cave of Stalagmites

[151-154] Cave of the Dead

[155-157] Cave of Unmined Gemstones

[158-160] Cave of Unmined Metals, Adamantite

[161-163] Cave of Unmined Metals, Copper

[164-166] Cave of Unmined Metals, Electrum

[167-169] Cave of Unmined Metals, Gold

[170-172] Cave of Unmined Metals, Iron

[173-175] Cave of Unmined Metals, Lead

[176-179] Cave of Unmined Metals, Mithral

[180-182] Cave of Unmined Metals, Platinum

[183-185] Cave of Unmined Metals, Silver

[186-188] Cave of Unmined Metals, Tin

[189-191] Cave of Unmined Metals, Various

[192-194] Cave Temple

[195-197] Cavelet

[198-200] Cavern

[201-203] Cavern of Ancestral Memory

[204-206] Cavern of Ashes

[207-209] Cavern of Bones

[210-212] Cavern of Columns

[213-215] Cavern of Echoes

[216-219] Cavern of the Gatherings

[220-222] Cavern of Husks

[223-226] Cavern of Slaughter

[227-229] Cavern Temple

[230-232] Cavity

[233-235] Cesspit

[236-238] Cesspit Cavern

[239-241] Cesspool

[242-244] Cesspool Cavern

[245-247] Chasm

[248-250] Chiming Cave

[251-253] Clay Cave

[254-256] Clay-Filled Cavern

[257-259] Coal Cave

[260-262] Coal Cavern

[263-265] Collapsed Cavern

[266-269] Concealed Cave

[270-272] Concealed Cavern

[273-275] Copper Cave

[276-278] Crevice

[279-282] Crumbling Cave

[283-285] Crumbling Cavern

[286-288] Crystal Cave

[289-291] Crystal Garden

[292-295] Cul-de-Sac

[296-298] Cyst

D

[299-301] Dead End Cave

[302-304] Death Cavern

[305-307] Diorite Cave

[308-310] Diorite Cavern

[311-313] Drowning Pool

[314-316] Dust Pit

E

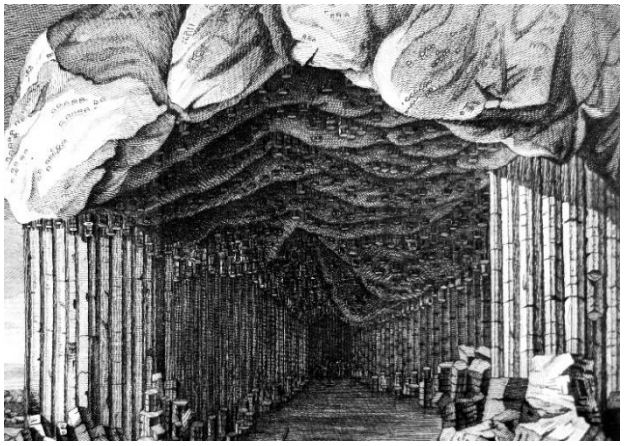
[317-320] Echoing Cave
[321-323] Echoing Cavern
[324-326] Egg Chamber
[327-329] Elemental Vortex, Air
[330-332] Elemental Vortex, Ash
[333-335] Elemental Vortex, Dust
[336-337] Elemental Vortex, Earth
[338-339] Elemental Vortex, Fire
[340-341] Elemental Vortex, Magma
[342-343] Elemental Vortex, Mist
[344-345] Elemental Vortex, Mud
[346-347] Elemental Vortex, Steam
[348-350] Elemental Vortex, Water
[351-354] Enchanted Grotto
[355-357] Enclave
[358-360] Excavation

F

[361-363] Firepit
[364-367] Fissure
[368-370] Fissure, Wall
[371-373] Flooded Cave
[374-376] Flooded Cavern
[377-380] Food Cave
[381-383] Formicary
[384-386] Foss
[387-389] Fountain Grotto
[390-392] Fungal Garden

G

[393-395] Gallery (Cavern)
[396-399] Gas-Filled Cave
[400-402] Gas-Filled Cavern
[403-405] Gem Lode
[406-408] Gemstone Cave
[409-411] Gemstone Cavern



[412-414] Geothermal Cave
[415-418] Geothermal Cavern
[419-421] Geyser Cave
[422-424] Geyser Cavern
[425-427] Glittering Cave
[428-430] Glittering Gallery
[431-434] Gold Cave
[435-437] Gold Cavern
[438-440] Grand Cavern
[441-442] Great Adamantite Delve
[443-445] Grof
[446-448] Grot
[449-452] Grotto
[453-456] Guano Cave
[457-459] Guano Cavern
[460-462] Guard Cave
[463-465] Guard Cavern
[466-468] Gypsum Cave
[469-472] Gypsum Cavern

H

[473-475] Hatchery
[476-478] Hellir
[479-481] Hermitage
[482-484] Hideout
[485-487] Hiding Place
[488-491] Hole
[492-494] Hollow
[495-497] Hollowed Trash Heap
[498-501] Holr
[502-504] Hylr

I

[505-507] Ice Cave
[508-510] Ice Cavern
[511-513] Idol Grotto
[514-517] Iron Cave
[518-520] Iron Cavern

J

[521-523] Jewel Cave
[524-526] Jewel Cavern

L

[527-529] Labyrinthine Cavern
[530-533] Labyrinthine Warrens
[534-536] Lava / Magma Cave
[537-539] Lava / Magma Cavern
[540-542] Leaching Cesspool
[543-545] Lead Cave
[546-548] Lead Cavern
[549-551] Leap
[552-555] Limestone Cave
[556-559] Limestone Cavern
[560-562] Littered Cave
[563-565] Littered Cavern
[566-568] Low-Ceilinged Cave
[569-571] Low-Ceilinged Cavern

M

[572-574] Majestic Aerie
[575-577] Manzazu
[578-581] Mine
[582-584] Mine Shaft
[585-587] Mined Cave
[588-590] Mined Cavern
[591-594] Misty Cave
[595-597] Misty Cavern
[598-600] Moss-Filled Cave
[601-603] Moss-Filled Cavern
[604-606] Mud Cave
[607-610] Mud Cavern
[611-614] Mushroom Cave
[615-617] Mushroom Forest

N

[618-621] Natatorium
[622-624] Natural Amphitheater
[625-627] Naumachia
[628-630] Nest
[631-633] Nether
[634-636] Netherworld
[637-640] Niched Cave
[641-643] Niched Cavern

O

[644-646] Oracular Cave
[647-650] Oracular Cavern
[651-653] Ossuary Cave
[654-656] Ossuary Cavern

[657-659] Overlook

P

[660-663] Painted Cavern
[664-666] Pen
[667-669] Phosphorescent Cave
[670-672] Phosphorescent Cavern
[673-675] Pit
[676-679] Pit Cave
[680-682] Pit Cavern
[683-685] Plunge
[686-688] Pool
[689-691] Pool Cave
[692-694] Pool Cavern
[695-697] Protective Ditch
[698-701] Puffball Cave
[702-704] Puffball Cavern

Q

[705-708] Quarry Cavern
[709-711] Quarry Shaft
[712-714] Quicksand Cave
[715-717] Quicksand Cavern
[718-720] Quicksand Pit

R

[721-723] Reflecting Pool
[724-727] Refuse Pit
[728-730] Reservoir
[731-733] Roost
[734-736] Rubble-Filled Cave
[737-739] Rubble-Filled Cavern
[740-742] Runic Cave
[743-745] Runic Cavern

S

[746-748] Sacrificial Grotto
[749-752] Sacrificial Pool
[753-755] Salt Cave
[756-758] Salt Cavern
[759-761] Salt Mine
[762-765] Sandpit
[766-768] Sandstone Cave
[769-771] Sandstone Cavern
[772-774] Scrapheap
[775-777] Secret Cyst
[778-780] Secret Grotto
[781-783] Shaft Cave
[784-786] Shaft Cavern
[787-789] Shanty / Shanties
[790-793] Shunned Cave
[794-796] Shunned Cavern
[797-800] Sinkhole
[801-803] Skull Cavern
[804-806] Slime Cave
[807-809] Slime Cavern
[810-812] Sloping Cave
[813-815] Sloping Cavern
[816-818] Sludge Pit
[819-821] Spur Cave
[822-824] Spur Cavern
[825-827] Stalactite Cave
[828-830] Stalactite Cavern
[831-833] Stalagmite Cave
[834-836] Stalagmite Cavern
[837-839] Steam Cave
[840-842] Steam Cavern
[843-846] Storage Cave
[847-849] Storage Cavern
[850-852] Stream Cave
[853-855] Stream Cavern

[856-858] Stricture
[859-862] Submerged Cave
[863-865] Submerged Cavern

T

[866-868] Tar Pit
[869-871] Temple Cavern
[872-874] Tower / Tower Cavern
[875-877] Treasure Cave
[878-880] Treasure Cavern
[881-883] Turret / Turret Vault

U

[884-886] Underground Lake
[887-889] Underground Mausoleum
[890-892] Underground Palace
[893-895] Underground Pyramid
[896-898] Underground River
[899-901] Underground Swamp
[902-904] Underground Ziggurat
[905-908] Undervault
[909-912] Underwater Cave
[913-915] Underwater Cavern
[916-918] Unstable Cave
[919-921] Unstable Cavern

V

[922-924] Vaulted Cave
[925-927] Vaulted Cavern
[928-930] Verdigris Cave
[931-933] Verdigris Cavern
[934-937] Vertical Cave
[938-940] Vertical Cavern
[941-943] Volcanic Cave
[944-946] Volcanic Cavern

W

[947-949] Warren
[950-952] Warrens
[953-956] Water Cave
[957-960] Water Cavern
[961-964] Waterfall Cavern
[965-968] Webbed Cave
[969-972] Webbed Cavern
[973-975] Wharf Cavern
[976-978] Whirlpool Cave
[979-981] Whirlpool Cavern
[982-984] Winch Cavern
[985-987] Winch Pit
[988-990] Wine Cave
[991-993] Wine Cavern
[994-996] Wndwt
[997-999] Workpit

Z

[000] Ziggurat Cavern



Quest Target Places: Dungeon Chambers

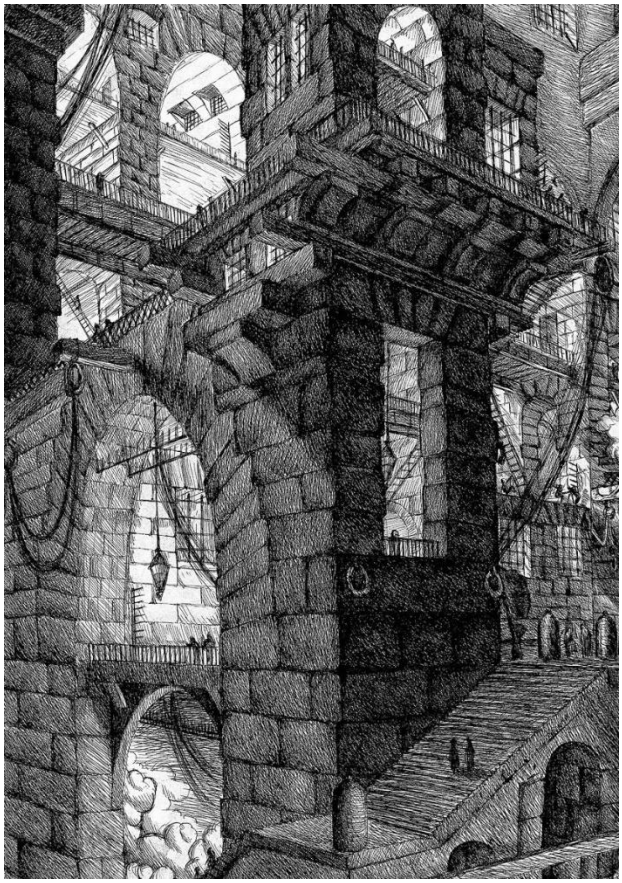


Table GWG2-87:

Dungeon Chambers

To roll up a Quest Target Place in a Dungeon (prison or constsricted area), roll 1D1000 and consult the following table.

You can also use this table, along with the Chaotic Descriptor Table, to generate hundreds of random room concepts if you would like to create your dungeon "conceptually" before you put pen to paper.

A

[001-002] Abattoir

[003-004] Abreuvoir

[005-006] Access Chamber

[007-008] Access Room

[009-010] Air Chamber

[011-012] Air Room

[013-014] Alcove

[015-016] Alcove Succession

[017-018] Ale Cellar

[019-020] Almonry (Monster's)

[021-022] Almonry Chamber (Monster's)

[023-024] Almonry Hall (Monster's)

[025-026] Altar Chamber

[027-028] Altar Room

[029-030] Ambry

[031-032] Ambry Chamber

[033-034] Ambitus

[035-036] Amphitheater

[037-038] Ancestral Chamber

[039-040] Ancestral Hall

[041-042] Andron

[043-044] Angelic Shrine

[045-046] Annex

[047-048] Annex Labyrinth

[049-050] Annex Warren

[051-052] Antechamber

[053-054] Anteroom

[055-056] Apotheca

[057-058] Apothecarium

[059-060] Apothecary

[061-062] Apse

[063-064] Apse Room

[065-066] Archive

[067-068] Arena

[069-070] Armor

[071-072] Armory and Forge

[073-074] Armory Chamber

[075-076] Arsenal

[077-078] Arsenal Chamber
[079-080] Arsenal and Forge
[081-082] Ash Pit
[083] Ashen Abyss
[084] Aslukku
[085] At Iwf
[086-087] Augury Chamber
[088-089] Augury Room
[090-091] Auxiliary Chamber
[092-093] Auxiliary Room

B

[094-095] Bailey
[096-097] Barbican
[098-099] Barracks
[100-101] Barracks Hall
[102-103] Barrow
[104-105] Barrow Crypt
[106-107] Bastion
[108-109] Bawm
[110-111] Bay
[112-113] Bay Succession
[114-115] Beast Crypt
[116-117] Beast Pit
[118-119] Biaw
[120-121] Bone House
[122-123] Bone Pit
[124-125] Bourse (Monsters')
[126-127] Breezeway
[128-129] Burial Chamber
[130-131] Burial Room
[132-133] Burial Vault
[134-135] Burrow
[136-137] Burrow Maze
[138-139] Burrow Warren
[140-141] Buru

C

[142-143] Cache Chamber
[144-145] Cache Room
[146-147] Cage
[148-149] Cage Matrix
[150] Calefactorium
[151-152] Calefactory
[153-154] Carcer
[155] Cascade Room
[156-157] Casemate
[158-159] Catacomb
[160-161] Catacombs
[162-163] Catacumba
[164-165] Catacumbae
[166-167] Cavea
[168-169] Cell Block
[170-171] Cell
[172] Cellae
[173-174] Cellar
[175-176] Cellarage
[177-178] Ceremonial Chamber
[179] Ceremonial Hall
[180-181] Ceremonial Room
[182-183] Cesspit
[184-185] Cesspool
[186-187] Chamber
[188-189] Chamber Barrow
[190-191] Chamber of Catafalques
[192-193] Chamber Tomb
[194-195] Chambers
[196-197] Chantier
[198-199] Char Cellar
[200-201] Charnel House
[202-203] Chasm
[204-205] Cimeliarch
[206-207] Cistern

[208-209] Cistern Room
[210-211] Cistvaen
[212-213] Cloaca
[214-215] Clockwork Room
[216-217] Coal Room
[218] Coemeteria
[219] Coemeterium
[220-221] Coldroom
[222-223] Collapsed Room
[224-225] Columbarium
[226-227] Combat Pit
[228-229] Common Room
[230-231] Communal Quarters
[232-233] Concealed Chamber
[234-235] Concealed Room
[236-237] Conditivum
[238-239] Conjuring Chamber
[240-241] Control Room
[242-243] Courtyard (Dungeon Court)
[244] Crawlspace
[245-246] Crematorium
[247-248] Crevice
[249-250] Crowde
[251-252] Crypt
[253] Cubicle
[254-255] Cubicula
[256] Cucbiculum
[257-258] Cul-de-Sac

D

[259-260] Dais Chamber
[261-262] Dais Room
[263-264] Darkroom
[265-266] Dead End
[267-268] Defiled Tomb
[269-270] Delve
[271-272] Den (Lair)
[273-274] Divination Chamber
[275-276] Divination Hall
[277-278] Divination Room
[279-280] Domed Chamber
[281-282] Domed Hall
[283-284] Domed Room
[285-286] Donjon
[287-288] Drawbridge Chamber
[289-290] Drowning Pool
[291-292] Dry Well
[293-294] Drying Room
[295-296] Dueling Pit
[297-298] Dueling Pit Matrix
[299-300] Dungeon (Chamber)
[301-302] Dungeon Court
[303-304] Dust Pit

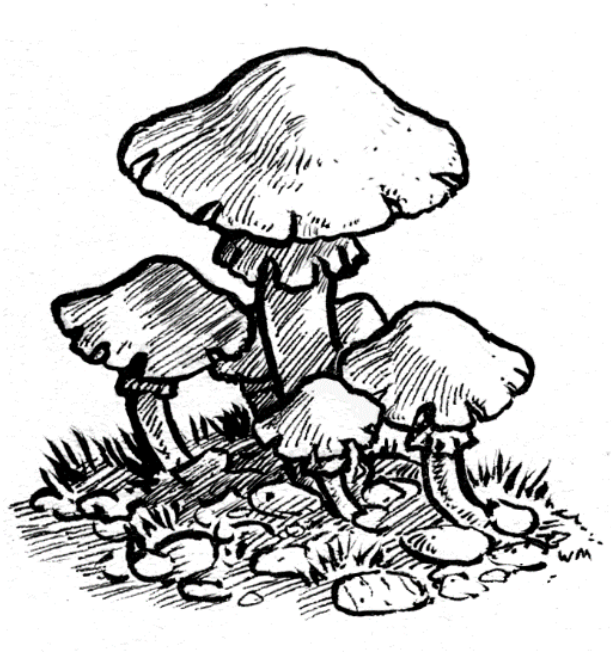
E

[305] Earth Cellar
[306-307] Echo Chamber
[308-309] Echoing Vault
[310-311] Egg Chamber
[312-313] Elemental Vortex, Air
[314] Elemental Vortex, Ash
[315] Elemental Vortex, Dust
[316-317] Elemental Vortex, Earth
[318] Elemental Vortex, Fire
[319] Elemental Vortex, Magma
[320] Elemental Vortex, Mist
[321] Elemental Vortex, Mud
[322] Elemental Vortex, Steam
[323] Elemental Vortex, Water
[324-325] Embalming Chamber
[326-327] Embalming Room
[328-329] Enchanted Grotto

[330-331] Enclave
[332-333] Enclosure
[334-335] Entrance Hall
[336-337] Entry
[338-339] Excavation Room
[340-341] Excavation
[342-343] Excubitorium
[344-345] Execution Chamber
[345-347] Execution Hall
[348-349] Execution Room
[350-351] Experimentation Chamber
[352-353] Experimentation Vault

F

[354-355] Fallen Angelic Shrine
[356-357] False Tomb
[358-359] False Treasure Room
[360-361] False Treasure Vault
[362-363] Fane
[364-365] Favissa
[366-367] Firepit
[368-369] Fissure
[370] Fissure, Ceiling
[371] Fissure, Wall
[372-373] Flooded Hall
[374-375] Flooded Room
[376-377] Forbidden Chamber
[378-379] Forbidden Vault
[380-381] Forge
[382-383] Formicary
[384-385] Foundry
[386-387] Fountain Chamber
[388-389] Fountain Grotto
[390-391] Fountain Hall
[392-393] Fountain Room
[394-395] Fumigatory
[396-397] Funerary Chapel
[398-399] Funerary Workshop
[400-401] Funereal Crowde
[402-403] Fungal Garden
[404-405] Fungarium



G

[406-407] Gaol
[408] Garden (Fungal or Magical)
[409-410] Garderobe
[411] Garderobe Chamber
[412-413] Gardr
[414-415] Garrison
[416-417] Gate Chamber
[418-419] Gate Room
[420-421] Gauntlet
[422-423] Grand Aerarium
[424-425] Grand Aquarium
[426-427] Grand Arena
[428-429] Grand Armory and Forge
[430-431] Grand Armory
[432-433] Grand Arsenal and Forge

[434] Grand Arsenal
[435-436] Grand Aviary
[437-438] Great Abattoir
[439-440] Grinding Chamber
[441] Grinding Room
[442-443] Grot
[444-445] Grotto
[446-447] Guard Chamber
[448] Guard Hall
[449-450] Guard Post
[451-452] Guardroom

H

[435-454] Hall of Doors
[455-456] Hall of Pools
[457] Hall of Runes
[458-459] Hall of the Dead
[460-461] Hall
[462-463] Hamr
[464-465] Hatchery
[466-467] Haugr
[468-469] Hearth Chamber
[470] Hearth Hall
[471-472] Hearth Room
[473-474] Hermitage
[475-476] Hideout
[477] Hiding Place
[478-479] Hole
[480-481] Hollow
[482-483] Hollowed Trash Heap
[484-485] Hollowed Wall
[486-487] Holr
[488-489] Hrt
[490-491] Hwt Ka
[492-493] Hylr
[494-495] Hypocaust
[496-497] Hypocaust Chamber
[498-499] Hypogeum

I

[500-501] Ibw
[502-503] Ice Chamber
[504-505] Icehouse
[506-507] Idol Grotto
[508-509] Ikw
[510-511] Illusory Chamber
[512-513] Illusory Room
[514] Imht
[515-516] Imnt
[517] Inquisition Chamber
[518] Inquisitorial Chamber
[519-520] Internment Chamber
[521-522] Interrogation Chamber
[523] Interrogation Room
[524-525] Isittu
[526] Itima

J

[527-528] Jail
[529-530] Junk Room

K

[531] Karmu
[532-533] Keep
[534-535] Kila
[536-537] Kimah
[538-539] Kukku

L

[540-541] Laboratory (Alchemical)
[542-543] Laboratory (Magical)
[544-545] Labyrinth
[546-547] Landing
[548-549] Lararium
[550-551] Larder (Monstrous)
[552-553] Larder Chamber (Monstrous)
[554-555] Latrine
[556] Latrine Chamber
[557-558] Lazarette
[559-560] Leaching Cesspool
[561] Leap
[562] Lookout

M

[563-564] Manufactorium
[565] Manufactory
[566-567] Manzazu
[568-569] Martyrium
[570-571] Mass Grave
[572-573] Maze
[574-575] Mechanical Room
[576] Mestaku
[577-578] Mine
[579-580] Mine Shaft
[581-582] Moat Vault
[583] Moat Hall
[584-585] Monastic Cell
[586-587] Monster Crypt
[588-589] Morgue
[590] Mtwn
[591-592] Murder Room
[593-594] Mushroom Cellar

N

[595] Natatorium
[596-597] Necropolis
[598-599] Nest
[600-601] Nether
[602-603] Netherworld
[604-605] Niched Room
[606] Nursery (Monstrous)

O

[607-608] Oil Cellar
[609-610] Opisthodomos
[611-612] Oracular Chamber
[613-614] Ossuary
[615-616] Ossuary Chamber
[617-618] Ossuary Room
[619-620] Oubliette
[621-622] Oubliette Room
[623] Outpost

P

[624-625] Pallet Chamber
[626-627] Pen
[628-629] Pit
[630-631] Pit Chamber
[632-633] Pit Room
[634] Playroom (Monstrous)
[635-636] Plundered Tomb
[637-638] Plundered Vault
[639-640] Plunge
[641-642] Poison Garden (Fungal or Magical)
[643-644] Pool
[645-646] Pool Chamber
[647-648] Pool Room

[649-650] Portcullis Chamber
[651] Priest Hole
[652-653] Prison
[654-655] Prison Block
[656-657] Prison Cell
[658-659] Prison Chamber
[660-661] Prison Hall
[662] Protective Ditch
[663] Proving Ground
[664] Proving Grounds
[665-666] Pump Room
[667] Puteus
[668-669] Pyre Chamber
[670-671] Pyre Room

Q

[672-673] Quarry
[674-675] Quarry Shaft
[676-677] Quarters
[678-679] Quarters, Solitary
[680-681] Quicksand Pit
[682] Quppu

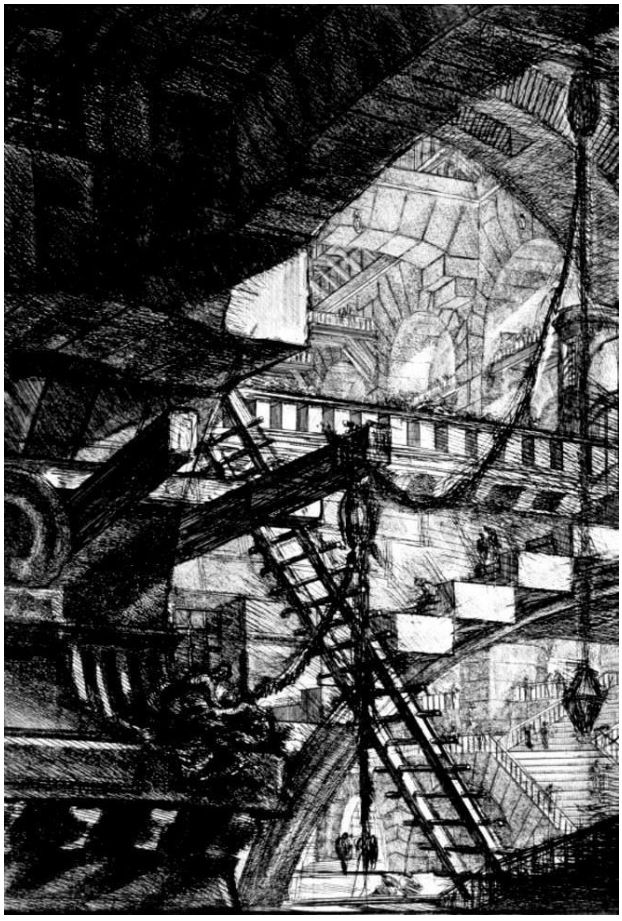
R

[683-684] Redoubt
[685-686] Refuge
[687-688] Refuse Pit
[689] Reredorter
[690-691] Reservoir
[692] Revolving Chamber
[693-694] Room of Pools
[695-696] Room of Slaughter
[697-698] Room of Unknown Purpose
[699-700] Room
[701-702] Roost
[703-704] Rotating Room
[705-706] Rotting Chamber
[707-708] Rotting Room
[709-710] Rotunda
[711-712] Rubble-Filled Room
[713-714] Ruined Chamber
[715-716] Ruined Hall
[717-718] Runic Chamber

S

[719-720] Sacred Crypt
[721] Sacred Tomb
[722-723] Sacrificial Chamber
[724-725] Sacrificial Pool
[726-727] Sacrificial Vault
[728] Safe Room
[729-730] Salt Cellar
[731] Salt Chamber
[732-733] Salt Mine
[734] Salt Room
[735] Sanctuary
[736-737] Sanctum
[738-739] Sandpit
[740-741] Sarcophagus Chamber
[742-743] Sarcophagus Room
[744-745] Scrapheap
[746-747] Sealed Tomb
[748-749] Secret Crypt
[750-751] Secret Cyst
[752-753] Secret Room
[754-755] Secret Tomb
[756-757] Sepulcher
[758] Sepulchral Cell
[759-760] Sepulchral Hall
[761-762] Sepulchral Heroum
[763-764] Sewer

[765] Shanty / Shanties
[766] Shelter
[767] Shop (Trading Chamber)
[768-769] Shrine
[770-771] Shrine Chamber
[772-773] Shrine Room
[774] Sibitti
[775-776] Sinkhole
[777-778] Slave Chamber
[779-780] Slave Pit
[781-782] Slaves' Tomb
[783-784] Sludge Pit
[785-786] Smelter



[787-788] Smithy
[789-790] Smoke Room
[791-792] Spiral Labyrinth
[793-794] Stable
[795-796] Stair Chamber
[797-798] Stairway Room
[799-800] Statuary
[801-802] Still Room
[803-804] Stockpile Room
[805-806] Storage Chamber
[807-808] Storage Room / Storeroom
[809-810] Storeroom, Alchemical
[811-812] Storeroom, Alcohol / Wine
[813-814] Storeroom, Armor
[815-816] Storeroom, Box Room
[817-818] Storeroom, Butchered Meat
[819-820] Storeroom, Ceremonial
[821-822] Storeroom, Char / Coal
[823-824] Storeroom, Cheese
[825-826] Storeroom, Construction
[827-828] Storeroom, Drink
[829-830] Storeroom, Dry Goods
[831-832] Storeroom, Embalming
[833-834] Storeroom, Equipment Room
[835-836] Storeroom, Failed Experiments
[837-838] Storeroom, Foodstuffs
[839-840] Storeroom, Furniture
[841-842] Storeroom, Herbs and Spices
[843-844] Storeroom, Ice
[845-846] Storeroom, Lumber
[847-848] Storeroom, Masonry
[849-850] Storeroom, Oil
[851-852] Storeroom, Reagents
[853-854] Storeroom, Salt
[855-857] Storeroom, Sundries
[858-859] Storeroom, Tools and Gear
[860-861] Storeroom, Water
[862-863] Storeroom, Weapons
[864-865] Stricture

[866-867] Strongroom
[868-869] Sub-Basement
[870-871] Sub-Cellar
[872-873] Submerged Chamber
[874-875] Submerged Hall
[876-877] Submerged Room
[878-879] Summoning Chamber
[880-881] Summoning Room
[882-883] Summoning Gauntlet

T

[884-885] Tank
[886-887] Tar Pit
[888-889] Taum
[890-891] Teleportation Chamber
[892-893] Temple
[894-895] Templum
[896-897] Terminus
[898-899] Tholos
[900-901] Threshold
[902-903] Tomb
[904-905] Tomb Chamber
[906-907] Tomb Shaft
[908-909] Tool Room
[910-911] Torture Chamber
[912] Torture Pit
[913] Torture Pits
[914-915] Tower Chamber
[916-917] Treasure Chamber
[918-919] Treasure Vault
[920] Tuppi
[921-922] Turret Vault
[923] Turrinum

U

[924-925] Undercroft
[926-927] Underground Lake
[928-929] Underground Mausoleum
[930] Underground Palace
[931] Underground Pyramid
[932-933] Underground River
[934-935] Underground Swamp
[936] Underground Ziggurat
[937-938] Undervault
[939-940] Unfinished Chamber
[941-942] Unfinished Hall
[943-944] Unfinished Room
[945-946] Unfinished Tomb
[947-948] Usgidum
[949-950] Utility Chamber
[951-952] Utility Room

V

[953-954] Vault
[955-956] Vaulted Chamber
[957-958] Vaulted Room
[959-960] Vigil

W

[961-962] Walled-Up Chamber
[963-964] Walled-Up Corridor
[965-966] Walled-Up Room
[967-968] Ward
[969-970] Warren
[971-972] Warrens
[973] Wasi
[974-975] Watchroom
[976-977] Well
[978-979] Well Room

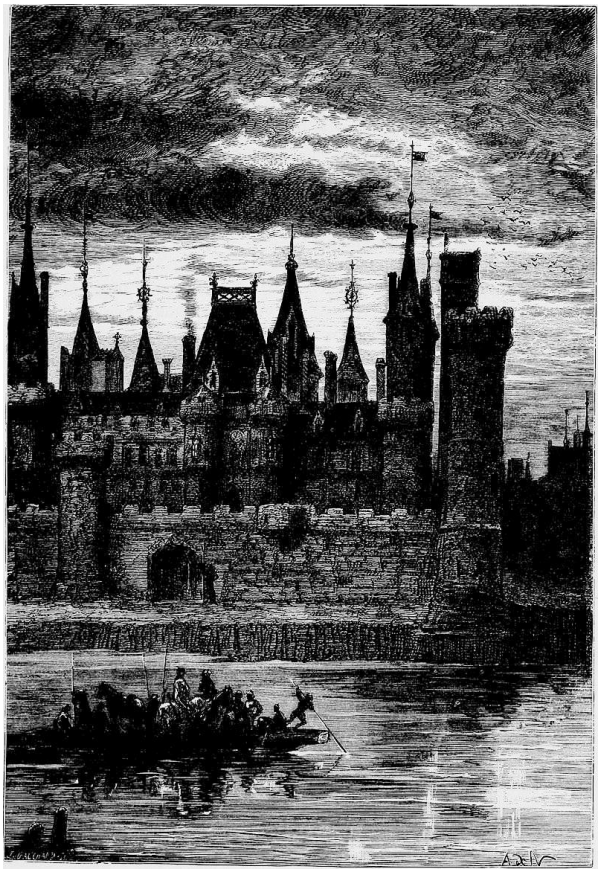
[980-981] Winch Pit
[982-983] Winch Room
[984-985] Wizard's Laboratory
[986-987] Wizard's Workroom
[988] Wndwt
[989-990] Work Chamber
[991-992] Workpit
[993-994] Workroom
[995-996] Workshop

X

[997] Xawt
[998] Xnmt
[999] Xnrt

Z

[000] Ziggurat Hall



Quest Target Places: Manor Houses

Table GWG2-88:
Manor House Rooms

To roll up a Quest Target Place in a Manor House, roll 1D1000 and consult the following table.

You can also use this table, along with the Chaotic Descriptor Table, to generate hundreds of random room concepts if you would like to create your dungeon "conceptually" before you pen to paper.

A

[001-002] Access Chamber
[003-004] Access Room
[005-006] Accommodation
[007-008] Accommodations
[009-011] Aerarium
[012-013] Aerarium Chamber
[014-015] Aerary
[016-017] Aerary Chamber
[018-019] Air Chamber
[020-021] Air Room
[022-023] Ala
[024-025] Alae
[026-027] Alcove
[028-030] Alcove Succession
[031-033] Ale Cellar
[034-036] Alhacena
[037-039] Alhacena Succession
[040-041] Alipterion
[042-043] Altar Chamber
[044-045] Altar Room
[046-047] Ambry

[048-049] Ambry Chamber
[050-052] Ambulatory
[053-054] Amphithalamoi
[055-056] Amphithalamos
[057-058] Amphitheater
[059-060] Anatomical Theater
[061-063] Andron
[064-065] Angelic Shrine
[066-067] Anointing Chamber
[068-069] Anointing Room
[070-071] Antecabinet
[072-073] Antechamber
[074-075] Anteroom
[076-077] Apartments
[078-079] Apodyterium
[080-082] Apotheca
[083-085] Apothecarium
[086-088] Apothecary
[089-091] Apse
[092-093] Apse Room
[094-095] Aquarium
[096-097] Arboretum
[098-099] Archive
[100-102] Armorial Chamber
[103-104] Armorial Hall
[105-106] Armory
[107-108] Armory Chamber
[109-110] Arsenal
[111-112] Arsenal Chamber
[113-115] Art Gallery
[116-117] Artisan's Chamber
[118-119] Artisan's Room
[120-121] Assembly Chamber
[122-123] Assembly Hall
[124-125] Atelier
[126-127] Attic Space
[128-129] Attic
[130-132] Audience Chamber
[133-134] Audience Hall
[135-137] Audience Room
[138-140] Augury Chamber
[141-143] Augury Room
[144-145] Aula
[146-147] Auxiliary Chamber
[148-149] Auxiliary Room

B

[150-151] Bakery
[152-154] Ballroom
[155-156] Balnea
[157-158] Balnearium
[159-160] Banquet Hall
[161-162] Banquet Room
[163-165] Basement
[166-167] Basement Space
[168-169] Bath
[170-171] Bathhouse
[172-173] Bathroom / Bath Room
[174-175] Bay
[176-177] Bay Succession
[178-179] Bedchamber
[180-181] Bedroom
[182-183] Bodega
[184-186] Boudoir
[187-189] Bower
[190-192] Breezeway
[193-195] Brewery
[196-197] Buttery

C

[198-199] Cabinet
[200-201] Calefactorium
[202-203] Calefactory
[204-205] Calidarium
[206-208] Cartographers' Hall
[209-210] Cascade Room
[211-212] Celestial Hall
[213-214] Cellar
[215-216] Cellarage
[217-219] Cenaculum
[220-221] Ceremonial Chamber
[222-223] Ceremonial Hall
[224-225] Ceremonial Room
[226-227] Ceroma
[228-229] Chamber
[230-231] Chambers
[232-233] Chandlery
[234-236] Chapel
[237-238] Chapel Hall
[239-241] Char Cellar
[242-244] Cheese Cellar
[245-247] Chimney Corner
[248-249] Cistern
[250-251] Cistern Room
[252-253] Classroom
[254-255] Cloak Room
[256-257] Clockwork Room
[258-260] Coal Room
[261-262] Coldroom
[263-264] Comfort Room
[265-266] Concealed Chamber
[267-269] Concealed Room
[270-271] Conclave
[272-273] Conclavium
[274-275] Conjuring Chamber
[276-277] Conservatory
[278-279] Control Room
[280-281] Council Chamber
[282-283] Council Room
[284-285] Crafter's Room
[286-287] Crawlspace
[288-290] Crowde
[291-293] Cubiculum
[294-296] Cupboard
[297-299] Cyzicene Hall

D

[300-301] Dairy Chamber
[302-303] Dairy Room
[304-305] Darkroom
[306-207] Dayroom
[308-310] Den
[311-312] Depository
[313-314] Dining Chamber
[315-316] Dining Hall
[317-318] Dining Room
[319-320] Distillery
[321-323] Divination Chamber
[324-325] Divination Hall
[326-327] Divination Room
[328-329] Domed Chamber
[330-331] Domed Room
[332-333] Domicile
[334-335] Drawing Chamber
[336-337] Drawing Room
[338-339] Dressing Chamber
[340-342] Dressing Room
[343-345] Drying Room

E

[346-348] Earth Cellar
[349-351] Enclosed Loggia
[352-353] Entertaining Room
[354-355] Entry
[356-357] Ewery
[358-359] Exedra
[360-361] Experimentation Chamber
[362-364] Experimentation Vault

F

[365-366] Fainting Room
[367-368] Family Room
[369-370] Fane
[371-372] Feast Hall
[373-375] Fountain Chamber
[376-377] Fountain Room
[378-379] Foyer
[380-381] Fresco Gallery
[382-383] Fresco Room
[384-385] Frigidarium
[386-387] Front Room
[388-389] Function Hall
[390-391] Function Room
[392-394] Fungarium

G

[395-397] Galleria
[398-400] Gallery (Display)
[401-403] Gambling Hall
[404-405] Gambling Room
[406-407] Game Room
[408-409] Garden
[410-411] Garderobe
[412-413] Garret
[414-416] Gate Chamber
[417-418] Grand Aquarium
[419-420] Grand Arboretum
[421-422] Grand Aviary
[423-424] Grand Gallery
[425-427] Grand Salon
[428-429] Grapery
[430-431] Great Chamber
[432-433] Great Kitchen
[434-435] Great Room
[436-437] Greenhouse
[438-439] Guard Chamber
[440-441] Guard Post



[442-443] Guardroom
[444-446] Guestchamber
[447-449] Guestroom
[450-451] Guild Hall
[452-454] Guild Room
[455-456] Gynaeceum

H

[457-459] Hall of Doors
[460-462] Hall of Mirrors
[463-464] Hall of Pools
[465-466] Hall of Reverence
[467-469] Hall of Statuary
[470-471] Hall of Tapestries
[472-473] Hall
[474-475] Harem
[476-477] Harness Chamber
[478-480] Harness Room
[481-482] Haven
[483-484] Hearth Chamber
[485-486] Hearth Hall
[487-488] Hearth Room
[489-490] Herbarium
[491-492] Hiding Place
[493-494] Horological Hall
[495-496] Horologium
[497-499] Hospitalium
[500-502] Hospitium
[503-505] Hostel
[506-508] Hunters' Hall
[509-510] Hursu
[511-512] Hypocaust
[513-514] Hypocaust Chamber
[515-516] Hypostyle Hall

I

[517-518] Ice Chamber
[519-521] Icehouse
[522-523] Illusory Chamber
[524-525] Illusory Room
[526-527] Immense Archive
[528-529] Inscription Chamber
[530-532] Instrument Chamber
[533-534] Instrument Room
[535-536] Ipa
[537-538] Isi

K

[539-540] Kelda
[541-542] Kitchen
[543-544] Kitchen Chamber
[545-546] Kneipe

L

[547-548] Laboratory (Alchemical)
[549-551] Laboratory (Magical)
[552-554] Laconicum
[555-557] Lady's Chamber
[558-560] Landing
[561-562] Larder
[563-564] Larder Chamber
[565-566] Launderer's Room
[567-568] Lavatorium
[569-570] Lavatory
[571-573] Library
[574-575] Lightwell
[576-577] Living Room
[578-579] Loft
[580-581] Long Gallery
[582-584] Lord's Chamber
[585-586] Lounge
[587-588] Lumber Room
[589-590] Lyceum

M

[591-592] Map Chamber
[593-594] Map Room
[595-596] Meeting Room
[597-598] Memorial Chamber
[599-600] Mezzanine
[601-603] Museum
[604-606] Mushroom Cellar
[607-609] Music Chamber
[610-612] Music Room

N

[613-614] Niched Room
[615-616] Nursery
[617-618] Nymphaeum

O

[619-620] Observatory
[621-622] Oecus
[623-625] Office
[626-627] Oil Cellar

P

[628-629] Painting Gallery
[630-631] Pallet Chamber
[632-633] Pantry
[634-636] Parlor
[637-638] Peristyle
[639-640] Planetarium
[641-642] Playroom
[643-644] Poison Garden
[645-646] Pool Chamber
[647-648] Pool Room
[649-650] Potionry
[651-652] Priest Hole
[653-655] Privy
[656-658] Psychomanteum

Q

[659-661] Quarters
[662-664] Quarters, Solitary

R

[665-666] Reading Chamber
[667-668] Reading Room
[669-670] Receiving Room
[671-672] Reception Chamber
[673-674] Reception Hall
[675-677] Reception Room
[678-679] Recess
[680-681] Recreation Chamber
[682-683] Recreation Hall
[684-685] Recreation Room
[686-688] Refuge
[689-690] Repository
[691-692] Reredorter
[693-694] Retreat
[695-696] Robing Room
[697-698] Room of Unknown Purpose
[699-700] Room
[701-702] Root Cellar
[703-704] Rotunda
[705-707] Royal Chamber / Nobleman's Chamber
[708-710] Rum

S

[711-713] Safe Room
[714-716] Salon
[717-718] Salt Cellar

[719-720] Salt Chamber
[721-722] Salt Room
[723-724] Sauna
[725-726] Schola
[727-729] Scullery
[730-731] Secret Guardroom
[732-733] Secret Room
[734-735] Servant's Hall
[737-737] Servants' Quarters
[738-740] Servery
[741-742] Set
[743-744] Sewing Room
[745-746] Shrine
[747-748] Shrine Chamber
[749-750] Shrine Room
[751-752] Sick Chamber
[753-754] Sick Room
[755-756] Simmitu
[757-759] Sitting Room
[760-762] Sleeping Chamber
[763-765] Sleeping Room
[766-768] Smoke Room
[769-770] Solar
[771-772] Solarium
[773-774] Spear Closet
[775-776] Stable
[777-778] Stair Chamber
[779-781] Stairway Room
[782-783] State Chamber
[784-785] State Room
[786-787] Statuary
[788-790] Still Room
[791-792] Stockpile Room
[793-794] Stofa
[795-796] Storage Chamber
[797-798] Storage Room / Storeroom
[799-800] Storeroom, Alchemical
[801-802] Storeroom, Alcohol / Wine
[803-804] Storeroom, Armor
[805-806] Storeroom, Box Room
[807-808] Storeroom, Butchered Meat
[809-811] Storeroom, Ceremonial
[812-814] Storeroom, Char / Coal
[815-817] Storeroom, Cheese
[818-820] Storeroom, Construction
[821-822] Storeroom, Drink
[823-824] Storeroom, Dry Goods
[825-826] Storeroom, Equipment Room
[827-828] Storeroom, Failed Experiments
[829-830] Storeroom, Foodstuffs
[831-833] Storeroom, Furniture
[834-835] Storeroom, Herbs and Spices
[836-837] Storeroom, Ice
[838-839] Storeroom, Lumber
[840-841] Storeroom, Masonry
[842-844] Storeroom, Oil
[845-846] Storeroom, Reagents
[847-848] Storeroom, Salt
[849-850] Storeroom, Sundries
[851-852] Storeroom, Tools and Gear
[853-854] Storeroom, Water
[855-856] Storeroom, Weapons
[857-858] Storm Cellar
[859-860] Stricture
[861-863] Strongroom
[864-866] Studio
[867-869] Study
[870-872] Sub-Basement
[873-874] Sub-Cellar
[875-876] Suite
[877-878] Suite Chamber
[879-880] Summoning Chamber

[881-883] Summoning Room
[884-885] Summoning Gauntlet
[886-887] Sunroom
[888-889] Svefnhus

T

[890-891] Tack Room
[892-893] Taxidermy Hall
[894-896] Teleportation Chamber
[897-898] Tepidarium
[899-900] Thalamos
[901-902] Theater
[903-904] Therma
[905-906] Tholos
[907-908] Threshold
[909-910] Tool Room
[911-913] Tower
[914-916] Treasure Chamber
[917-918] Treasure Vault



[919-920] Triclinium
[921-923] Trophy Hall
[924-925] Trophy Room
[926-927] Turret

U

[928-929] Unctuarium
[930-931] Unfinished Chamber
[932-933] Unfinished Hall
[934-935] Unfinished Room
[936-937] Utility Chamber
[938-939] Utility Room

V

[940-941] Vault
[942-943] Vaulted Chamber
[944-946] Vaulted Room
[947-948] Vestibule
[949-950] Vestibulum
[951-952] Vigil
[953-954] Vinery

W

[955-956] Waiting Chamber
[957-958] Waiting Room
[959-960] Walk-In Closet
[961-962] Walled-Up Chamber
[963-964] Walled-Up Corridor
[965-966] Walled-Up Room
[967-968] Wardrobe
[969-970] Wardrobe Room
[971-972] Warming Room
[973-974] Washroom
[975-976] Watchroom
[977-978] Weaving Room
[979-980] Well

[981-982] Well Room
[983-984] Wine Cellar
[985-986] Wine Vault
[987-988] Withdrawing Chamber
[989-990] Withdrawing Room
[991-992] Wizard's Laboratory
[993-994] Wizard's Workroom
[995-996] Work Chamber
[997-998] Workroom
[999] Workshop

Z

[000] Zoo / Menagerie



Quest Target Places: Strongholds

Table GWG2-89:
Stronghold Rooms

To roll up a Quest Target Place in a Stronghold, roll 1D1000 and consult the following table.

You can also use this table, along with the Chaotic Descriptor Table, to generate hundreds of random room concepts if you would like to create your dungeon "conceptually" before you pen to paper.

A

[001] Abreuvoir
[002-003] Access Chamber
[004-005] Access Room
[006-007] Accommodation
[008-009] Accommodations
[010] Aerarium
[011] Aerarium Chamber
[012] Aerary
[013] Aerary Chamber
[014] Agiasterion
[015] Agiasterium
[016] Air Chamber
[017] Air Room
[018] Ala
[019] Alae
[020-021] Alcove
[022-023] Alcove Succession
[024] Ale Cellar
[025] Alhacena
[026] Alhacena Succession
[027] Alipterion

[028] Altar Chamber
[029] Altar Room
[030] Ambry
[031] Ambry Chamber
[032] Ambulatory
[033] Amphithalamoi
[034] Amphithalamos
[035] Amphitheater
[036] Anatomical Theater
[037] Anchorage
[038] Anddyri
[039] Andron
[040] Angelic Shrine
[041] Annex
[042] Annex Labyrinth
[043] Annex Warren
[044] Anointing Chamber
[045] Anointing Room



[046] Antecabinet
[047-048] Antechamber
[049-050] Anteroom
[051] Apartments
[052] Apodyterium
[053] Apotheca
[054] Apothecarium
[055] Apothecary
[056-057] Apse
[058-059] Apse Room
[060] Aquarium
[061] Arboretum
[062] Archive
[063-064] Arena
[065-066] Armorial Chamber
[067-068] Armorial Hall
[069-070] Armory
[071-072] Armory and Forge
[073-074] Armory Chamber
[075] Arryt
[076-077] Arsenal
[078-079] Arsenal Chamner
[080-081] Arsenal and Forge
[082] Art Gallery
[083] Artisan's Chamber
[084] Artisan's Room
[085] Aslukku
[086-087] Assembly Chamber
[088-089] Assembly Hall
[090] Atelier
[091] Atrium
[092] Atrium Chamber
[093-094] Audience Chamber
[095-096] Audience Hall
[097-098] Audience Room
[099-100] Auditorium
[101] Augury Chamber
[102] Augury Room
[103-104] Aula Regia
[105-106] Aula
[107-108] Auxiliary Chamber
[109-110] Auxiliary Room
[111] Axnwty

B

[112-113] Bailey
[114] Bakery
[115] Balnea
[116] Balnearium
[117-118] Banquet Hall
[119-120] Banquet Room
[121-122] Barbican
[123-124] Barracks
[125-126] Barracks Hall
[127] Basement
[128] Basement Space
[129-130] Bastion
[131] Bath
[132] Bathhouse
[133] Bathroom / Bath Room
[134-135] Bawm
[136-137] Bay
[138-139] Bay Succession
[140-141] Beast Pit
[142-143] Bedchamber
[144-145] Bedroom
[146] Belfry
[147] Bell Tower
[148-149] Bleeding Chamber
[150-151] Bleeding Room
[152] Bodega
[153-154] Boudoir
[155] Bouleuterion
[156] Bourse
[157] Bower
[158] Breezeway
[159] Brewery
[160] Buttery

C

[161] Cabinet
[162-163] Cache Chamber
[164-165] Cache Room
[166-167] Cage
[168] Calefactorium
[169] Calefactory
[170] Calidarium
[171] Camba
[172-173] Carcer
[174] Cartographers' Hall
[175] Cascade Room
[176-177] Casemate
[178] Cavaedium
[179-180] Cavea
[181-182] Cell Block
[183-184] Cell
[185] Cellae
[186] Cellar
[187] Cellarage
[188] Ceremonial Chamber
[189] Ceremonial Hall



[190] Ceremonial Room
[191] Ceroma

[192-193] Chamber
[194-195] Chambers
[196] Chantier
[197] Chapel
[198] Chapel Hall
[199] Chartophylacium
[200] Chimney Corner
[201-202] Cistern
[203-204] Cistern Room
[205] Classroom
[206-207] Clinic
[208] Cloaca
[209] Cloak Room
[210] Clockwork Room
[211-212] Coal Room
[213] Coldroom
[214-215] Combat Pit
[216] Comfort Room
[217-218] Commandery
[219-220] Common Room
[221-222] Communal Quarters
[223-224] Concealed Chamber
[225-226] Concealed Room
[227] Conclave
[228] Conclavium
[229] Conjuring Chamber
[230-231] Control Room
[232-233] Council Chamber
[234-235] Council Hall
[236-237] Council Room
[238-239] Counting Room
[240-241] Court
[242-243] Courtyard / Dungeon Court
[244] Crafter's Room
[245] Crowde
[246] Cubiculum

D

[247] Dais Chamber
[248] Dais Room
[249-250] Depository
[251-252] Dining Chamber
[253-254] Dining Hall
[255-256] Dining Room
[257] Distillery
[258-259] Domed Chamber
[260-261] Domed Hall
[262-263] Domed Room
[264-265] Domicile
[266-267] Donjon
[268-269] Dormitory
[270-271] Drawbridge / Drawbridge Chamber
[272] Drawing Chamber
[273] Drawing Room
[274-275] Drill Hall
[276-277] Dueling Pit
[278-279] Dueling Pit Matrix
[280] Dulli
[281-282] Dungeon

E

[283] Enclosed Loggia
[284-285] Enclosure
[286-287] Entrance Hall
[288-289] Entry
[290-291] Entry Hall
[292-293] Excubitorium
[294-295] Execution Chamber
[296-297] Execution Hall
[298-299] Execution Room
[300-301] Exercise Room
[302-303] Experimentation Chamber

[304-305] Experimentation Vault

F

[306-307] False Treasure Room
[308-309] Feast Hall
[310-311] Forecourt
[312-313] Forge
[314-315] Foundry
[316-317] Fountain Chamber
[318-319] Fountain Hall
[320-321] Fountain Room
[322-323] Frater
[324-325] Fresco Gallery
[326-327] Fresco Room
[328-329] Frigidarium
[330-331] Function Hall
[332-333] Function Room

G

[334-335] Gallery (Display)
[336-337] Gambling Room
[338-339] Game Room
[340-341] Ganunmahu
[342-343] Gaol
[344-345] Garderobe
[346-347] Garderobe Chamber
[348-349] Gardr
[350-351] Garrison
[352-353] Gate / Gate Chamber
[354-355] Gate Room
[356-357] Gatehouse
[358-359] Goods Hall
[360-361] Granary
[362-364] Grand Aerarium
[365-367] Grand Aerary
[368-370] Grand Arena
[371-373] Grand Armory and Forge
[374-376] Grand Armory
[377-379] Grand Arsenal and Forge
[380-382] Grand Arsenal
[383-385] Great Chamber
[386-388] Great Hall
[389-391] Great Kitchen
[392-394] Grinding Chamber
[395-397] Grinding Room
[398-400] Guard Chamber
[401-403] Guard Hall
[404-406] Guard Post
[407-409] Guardroom
[410-412] Guest Chamber
[413-414] Guestroom
[415-416] Guild Hall
[417-419] Guild Room
[420-422] Gymnasium
[423-425] Gynaeceum

H

[426-428] Hall of Assembly
[429-431] Hall of Challenge
[432-434] Hall of Healing
[435-437] Hall of Honor
[438-440] Hall of Judgment
[441-443] Hall of Pools
[444-445] Hall of Reverence
[446-448] Hall of Statuary
[449-451] Hall of Tapestries
[452-454] Hall
[455-457] Hamr
[458-460] Harem
[461-463] Harness Chamber
[464-466] Harness Hall

[467-469] Harness Room
[470-472] Hearth Chamber
[473-474] Hearth Hall
[475-476] Hearth Room
[477-478] Heroum
[479-480] Hiding Place
[481-482] Holl
[483-484] Hollowed Wall
[485-486] Horological Hall
[487-489] Horologium
[490-492] Hospitalium
[493-495] Hospitium
[496-498] Hostel
[499-500] Hrt Ib
[501-503] Hunters' Hall
[504-505] Hypocaust
[506-507] Hypocaust Chamber
[508-510] Hypostyle Hall

I

[511-512] Ice Chamber
[513-514] Icehouse
[515-516] Idrt
[517-518] Immense Archive
[519-520] Infirmary
[521] Inquisition Chamber
[522-523] Inquisitorial Chamber
[524-526] Inscription Chamber
[527-528] Instrument Chamber
[529-530] Instrument Room
[531-533] Interrogation Chamber
[534-536] Interrogation Room
[537-538] Ipa
[539-540] Isi
[541-542] Iwnyt

J

[543-544] Jail
[545-546] Junk Room

K

[547-548] Keep
[549-550] Kitchen
[551-552] Kitchen Chamber
[553-554] Kneipe
[555-556] Knights' Hall

L

[557-558] Laboratory, Alchemical
[559-560] Laboratory, Magical
[561-562] Lady's Chamber
[563-564] Landing
[565-566] Larder
[567-568] Larder Chamber
[569-570] Latrine
[571-572] Latrine Chamber
[573-574] Lavatory
[575-576] Library
[577-578] Lightwell
[579-580] Loft
[581-582] Lokrekkja
[583-584] Long Gallery
[585-586] Lookout
[587-588] Lopt
[589-590] Lord's Chamber
[591-592] Lumber Room

M

[593-594] Makkuri
[595-596] Manufactory
[597-598] Map Chamber

[599-600] Map Room
[601-602] Mechanical Room
[603-604] Meeting Room
[605-606] Megaron
[607] Memorial Chamber
[608] Mesitu
[609-610] Mess Hall
[611] Mezzanine
[612] Mezzanine Hall
[613-614] Moat / Moat Vault
[615-616] Moat Hall
[617] Monastic Cell
[618] Monument Room
[619] Monument Hall
[620] Moot Hall
[621] Morgue
[622-623] Motte
[624] Mtwn
[625] Muniment Hall
[626] Muniment Room
[627-628] Murder Room
[629] Museum
[630] Music Chamber
[631] Music Room

N

[632] Narthex
[633-634] Naumachia
[635] Niched Room

O

[636] Observation Chamber
[637] Observatory
[638] Oecus
[639] Office
[640] Oil Press Room
[641-642] Outpost
[643] Overlook

P

[644] Palatial Hall
[645] Pallet Chamber
[646] Pantry
[647] Peristyle
[648] Planetarium
[649-650] Planning Room
[651-652] Portcullis Chamber
[653] Pr Hd
[654-655] Prison
[656-657] Prison Block
[658-659] Prison Cell
[660-661] Prison Chamber



[662-663] Prison Hall
[664] Privy
[665-666] Protective Ditch
[667] Proving Ground
[668] Proving Grounds
[669] Pump Room
[670] Puteus

Q

[671-672] Quarters

[673-674] Quarters, Solitary

R

[675] Reading Chamber

[676] Reading Room

[678] Reception Chamber

[679] Reception Hall

[680] Reception Room

[681] Recess

[682-683] Redoubt

[684] Refectory

[685-686] Refuge

[687] Reredorter

[688] Retreat

[689] Revolving Chamber

[690-691] Riding Hall

[692] Robing Room

[693-694] Room of Slaughter

[695] Room of Unknown Purpose

[696] Room

[697] Root Cellar

[698] Rotating Room

[699] Rotunda

[700-701] Royal Chamber / Nobleman's Chamber

[702] Rum

[703] Rwyt

S

[704-705] Safe Room

[706] Salon

[707] Salr

[708] Salt Cellar

[709-710] Salt Chamber

[711-712] Salt Room

[713-714] Sauna

[715-716] Scriptorium

[717-718] Scullery

[719-720] Secret Guardroom

[721-722] Secret Room

[723-724] Seraglio

[725-726] Servants' Hall

[727-728] Servants' Quarters

[729-730] Servery

[731-732] Set

[733-734] Shelter

[735-736] Shop

[737-738] Shrine

[739-740] Shrine Chamber

[741-742] Shrine Room

[743-744] Sibitti

[745-746] Sick Chamber

[747-748] Sick Room

[749-750] Sitting Room

[751-752] Skali

[753-754] Skinning Room

[755-756] Slave Chamber

[757-758] Slave Pit

[759-760] Sleeping Chamber

[761-762] Sleeping Hall

[763-764] Sleeping Room

[765-766] Smelter

[767-768] Smithy

[769-770] Smoke Room

[771-772] Spear Closet

[773-774] Squires' Hall

[775-776] Stable

[777-778] Stair Chamber

[779-780] Stairway Room

[781-782] State Chamber
[783-784] State Room
[785-786] Statuary
[787-788] Still Room
[789-790] Stockpile Room
[791-792] Storage Chamber
[793-794] Storage Room / Storeroom
[795-796] Storeroom, Alchemical
[797-798] Storeroom, Alcohol / Wine
[799-800] Storeroom, Armor
[801-802] Storeroom, Box Room
[803-804] Storeroom, Butchered Meat
[805-806] Storeroom, Ceremonial
[807-808] Storeroom, Char / Coal
[809-810] Storeroom, Cheese
[811-812] Storeroom, Construction
[813-814] Storeroom, Drink
[815-816] Storeroom, Dry Goods
[817-818] Storeroom, Equipment Room
[819-820] Storeroom, Failed Experiments
[821-822] Storeroom, Foodstuffs
[823-824] Storeroom, Furniture
[825-826] Storeroom, Herbs and Spices
[827-828] Storeroom, Ice
[829-830] Storeroom, Lumber
[831-832] Storeroom, Masonry
[833-834] Storeroom, Oil
[835-836] Storeroom, Reagents
[837-838] Storeroom, Salt
[839-840] Storeroom, Sundries
[841-842] Storeroom, Tools and Gear
[843-844] Storeroom, Water
[845-846] Storeroom, Weapons
[847-848] Strongroom
[849-850] Study
[851-852] Sudatorium
[853-854] Suite
[855-856] Suite Chamber
[857-858] Summoning Chamber
[859-860] Summoning Room
[861-862] Summoning Gauntlet

T

[863-864] Tablinum
[865-866] Tack Room
[867-868] Tank
[869-870] Taxidermy Hall
[871-872] Teleportation Chamber
[873-874] Temple
[875-876] Templum
[877-878] Tepidarium
[879-880] Terminus
[881-882] Theater
[883-884] Therma
[885-886] Tholos
[887-888] Throne Hall
[889-890] Throne Room
[891-892] Tool Room
[893-894] Torture Chamber
[895] Torture Pit
[896] Torture Pits
[897-898] Tower / Tower Chamber
[899-900] Training Hall
[901-902] Training Room
[903-904] Treasure Chamber
[905-906] Treasure Vault
[907-908] Treasury
[909-910] Triclinium
[911-912] Trophy Hall
[913-914] Trophy Room
[915-916] Turret / Turret Vault

U

[917-918] Unfinished Chamber
[919-920] Unfinished Hall
[921-922] Unfinished Room
[923-924] Utility Chamber
[925-926] Utility Room

V

[927-928] Vault
[929-930] Vaulted Chamber
[931-932] Vaulted Hall
[933-934] Vaulted Room
[935-936] Vestibule
[937-938] Vestibulum
[939-940] Vigil

W

[941-942] Wadyt
[943-944] Waiting Chamber
[945-946] Waiting Room
[947-948] Walled-Up Chamber
[949-950] Walled-Up Corridor
[951-952] Walled-Up Room
[953-954] War Room
[955-956] Ward
[957-958] Warming Room
[959-960] Washroom
[961-962] Watchroom
[963-964] Wda
[965-966] Weaving Room
[967-968] Well
[969-970] Well Room
[971-972] Winch Pit
[973-974] Winch Room
[975-976] Wine Cellar
[977-978] Wine Vault
[979-980] Wizard's Laboratory
[981-982] Wizard's Workroom
[983-984] Work Chamber
[095-986] Workers' Hall
[987-988] Workpit
[989-990] Workroom
[991-992] Workshop
[993-994] Wsxt

X

[995-996] Xnr
[997-998] Xnrt

Z

[999-000] Zoo / Menagerie



Quest Target Places: Temples

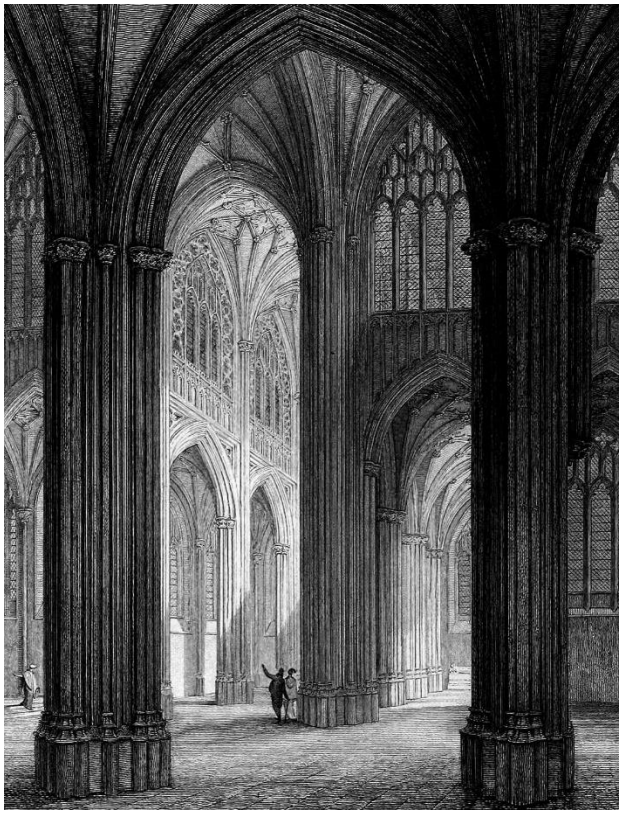


Table GWG2-90:

Temple Rooms

To roll up a Quest Target Place in a Temple, roll 1D1000 and consult the following table.

You can also use this table, along with the Chaotic Descriptor Table, to generate hundreds of random room concepts if you would like to create your dungeon "conceptually" before you pen to paper.

A

[001] Abattoir

[002] Access Chamber

[003] Access Room

[004] Accommodation

[005] Accommodations

[006] Adyton

[007] Adytum

[008] Aerarium

[009] Aerarium Chamber

[010] Aerary

[011] Aerary Chamber

[012] Agiasterion

[013] Agiasterium

[014] Ah Hwt

[015-016] Ah

[017] Air Chamber

[018] Air Room

[019] Ala

[020] Alae

[021] Alcove

[022] Alcove Succession

[023] Ale Cellar

[024] Alhacena

[025] Alhacena Succession

[026] Alipterion

[027-028] Almonry

[029-030] Almonry Chamber

[031-032] Almonry Hall

[033-034] Altar Chamber

[035-036] Altar Room

[037-038] Ambry

[039] Ambry Chamber

[040] Ambitus

[041] Ambulatory

[042] Amphithalamoi

[043] Amphithalamos

[044] Amphitheater

[045] Anatomical Theater

[046-047] Ancestral Chamber

[048-049] Ancestral Hall

[051-051] Anchorage
[052] Andron
[053-054] Angelic Shrine
[055] Annex
[056] Annex Labyrinth
[057] Annex Warren
[058-059] Anointing Chamber
[060-061] Anointing Room
[062] Antecabinet
[063-064] Antechamber
[065-066] Antechapel
[067-078] Anteroom
[069] Apartments
[070] Apodyterium
[071] Apotheca
[072] Apothecarium
[073] Apothecary
[074] Apse
[075] Apse Room
[076] Aquarium
[077] Arboretum
[078-079] Archive
[080-081] Arcosolium
[082] Armorial Chamber
[083] Armorial Hall
[084] Armory
[085] Armory and Forge
[086] Armory Chamber
[087] Arryt
[088] Arsenal
[089] Arsenal Chamber
[090] Arsenal and Forge
[091] Art Gallery
[092] Artisan's Chamber
[093] Artisan's Room
[094] Aslukku
[095-096] Assemblage
[097-098] Assembly Chamber
[099-100] Assembly Hall
[101-102] Asylum
[103] At Iwf
[104] Atrium
[105] Atrium Chamber
[106] Audience Chamber
[107] Audience Hall
[108] Audience Room
[109] Auditorium
[110-111] Augury Chamber
[112-113] Augury Room
[114] Aula Regia
[115] Aula
[116] Auxiliary Chamber
[117] Auxiliary Room
[118] Axnwty

B

[119] Balnea
[120] Balnearium
[121] Barag
[122] Barracks
[123] Barracks Hall
[124-125] Basilica
[126] Bath
[127] Bathroom / Bath Room
[128] Bay
[129] Bay Succession
[130] Bedchamber
[131] Bedroom
[132] Belfry
[133] Bell Tower
[134-135] Bema
[136] Boudoir

[137] Bouleuterion
[138] Bower
[139-140] Bursary
[141] Buru

C

[142-143] Cabinet
[144-145] Caged Chantry
[146-147] Caged Chapel
[148-149] Calefactorium
[150-151] Calefactory
[152-153] Calidarium
[154-155] Camba
[156-157] Cascade Hall
[158-159] Cascade Room
[160-161] Catacomb
[162-163] Catacombs
[164-165] Catacumba
[166-167] Catacumbae
[168-169] Cavaedium
[170-171] Celestial Hall
[172-173] Cell
[174-175] Cella
[176-177] Ceremonial Chamber
[178-179] Ceremonial Hall
[180-181] Ceremonial Room
[182-183] Ceroma
[184-185] Chamber
[186-187] Chamber of Revelation
[188-189] Chambers
[190-191] Chancel
[192-193] Chandlery
[194-195] Chantier
[196-197] Chantry
[198-199] Chapel
[200-201] Chapel Hall
[202-203] Chapter House
[204-205] Chapter Room
[206] Char Cellar
[207] Chartophylacium
[208-209] Choir
[210-211] Cimeliarch
[212] Cistern
[213] Cistern Room
[214] Clinic
[215-216] Cloister
[217] Comfort Room
[218] Common Room
[219] Communal Quarters
[220] Concealed Chamber
[221] Concealed Room
[222] Conclave
[223-224] Conclavium
[225-226] Confessional
[227-228] Conjuring Chamber
[229-230] Convocation Room
[231-232] Council Chamber
[233-234] Council Hall
[235-236] Council Room
[237-238] Counting Room
[239-240] Crafter's Room
[241-242] Crowde
[243-244] Cubiculum
[245-246] Cyzicene Hall

D

[247] Dais Chamber
[248] Dais Room
[249] Darkroom
[250] Delubrum
[251] Depository
[252] Diaconia

[253] Diaconicon
[254] Dining Chamber
[255] Dining Hall
[256] Dining Room
[257-258] Divination Chamber
[259-260] Divination Hall
[261-262] Divination Room
[263] Domed Chamber
[264] Domed Hall
[265] Domed Room
[266] Domicile
[267] Dormitory
[268-269] Dorter
[270] Drawing Chamber
[271] Drawing Room
[272] Dressing Chamber
[273] Dressing Room
[274-275] Drowning Pool
[276] Dulli

E

[277] Echo Chamber
[278] Echoing Vault
[279] Emasu
[280-281] Enclosed Loggia
[282-283] Entrance Hall
[284-285] Entry
[286-287] Entry Hall
[288-289] Ersi
[290-291] Ewery
[292-293] Excubitorium
[294-295] Exercise Room
[296-297] Experimentation Chamber
[298-299] Experimentation Vault

F

[300-301] Fallen Angelic Shrine
[302-303] False Treasure Room
[304-305] False Treasure Vault
[306-307] Fane
[308-309] Favissa
[310] Feast Hall
[311] Feretorium
[312-313] Feretory
[314] Firepit
[315-316] Forbidden Chamber
[317-318] Forbidden Vault
[319] Fountain Chamber
[320] Fountain Hall
[321] Fountain Room
[322] Foyer
[323] Frater
[324-325] Fresco Gallery
[326-327] Fresco Room
[328] Frigidarium
[329-330] Fumigatory
[331] Function Hall
[332] Function Room
[333-334] Funerary Chapel
[335] Funereal Crowde
[336] Fungarium

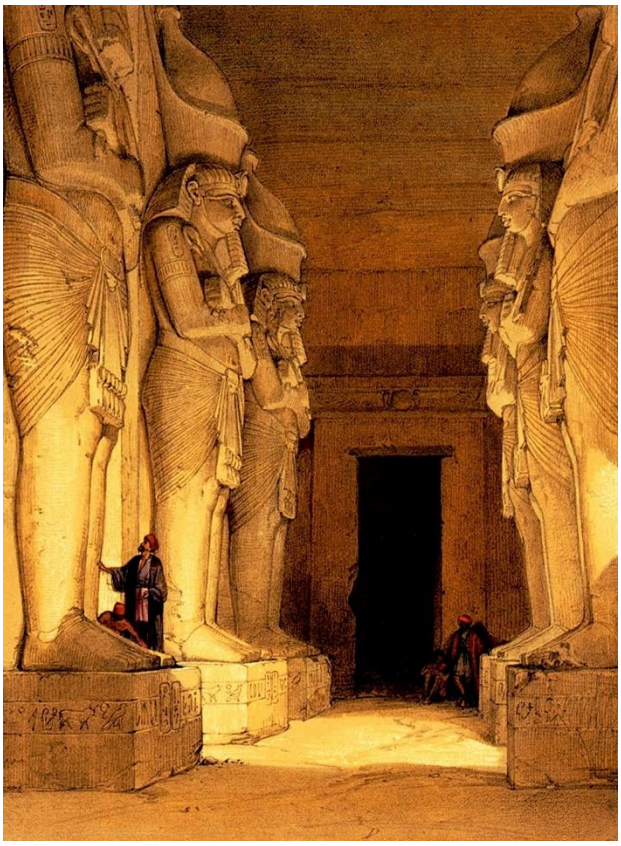
G

[337] Galininu
[338] Gallery (Display)
[339] Ganunmahu
[340-341] Garden
[342-343] Garderobe
[344-345] Garderobe Chamber
[346-347] Gate Chamber

[348-349] Gate Room
[350-351] Goods Hall
[352-353] Granary
[354-355] Grand Aerarium
[356-357] Grand Aerary
[358-359] Grand Aquarium
[360-361] Grapery
[362-363] Great Abattoir
[364-365] Great Adyton
[366-367] Great Andron
[368-369] Greater Almonry
[370-371] Grinding Chamber
[372-373] Grinding Room
[374-375] Guard Chamber
[376-377] Guard Hall
[378-379] Guard Post
[380-381] Guardroom
[382-383] Guest Chamber
[384-385] Guestroom
[386-387] Guild Room
[388-389] Gynaeceum

H

[390-391] Hall of Assembly
[392-393] Hall of Bones
[394-395] Hall of Contemplation
[396-397] Hall of Doors
[398-399] Hall of Healing
[400-401] Hall of Honor
[402-403] Hall of Immortal Judgment
[404-405] Hall of Mourners
[406-407] Hall of Offerings
[408-409] Hall of Pools
[410-411] Hall of Repentance
[412-414] Hall of Resurrection
[415-417] Hall of Runes
[418-420] Hall of Souls
[421-423] Hall of Statuary



[424-426] Hall of the Dead
[427-429] Hall
[430-432] Harem
[433-435] Haven
[436-438] Hearth Chamber
[439-441] Hearth Hall
[442-444] Hearth Room
[445-447] Helieum
[448-450] Herbarium
[451-453] Heroum
[454-456] Hiding Place
[457-459] Hieron
[460-462] Holl
[463-465] Horologium
[466-468] Hospitalium

[469-471] Hospitium
[472-474] Hrt Ib
[475-477] Hursu
[478-480] Hwt Ka
[481-483] Hwt
[484-486] Hypocaust
[487-489] Hypocaust Chamber
[490-492] Hypogeum
[493-495] Hypostyle Hall

I

[496-498] Ibw
[499-501] Illusory Chamber
[502-504] Illusory Room
[505-507] Immense Archive
[508-510] Imnt
[511-513] Infirmary
[514-516] Inner Chamber
[517-519] Inner Ward
[520] Inquisition Chamber
[521-522] Inquisitorial Chamber
[523-525] Inscription Chamber
[526-528] Internment Chamber
[529-531] Ipa
[532-534] Isi
[535-537] Iwnn
[538-540] Iwnyt

J

[541-543] Jail

K

[544-546] Kelda
[547-549] Kitchen
[550-552] Kitchen Chamber
[553-555] Kummu
[556-558] Kunukku

L

[559-561] Landing
[562-564] Lararium
[565-567] Latrine
[568-570] Latrine Chamber
[571-573] Lavatory
[574-575] Lazarette
[576-577] Lesser Almonry
[578-579] Library
[580-581] Lightwell
[582-583] Locutorium
[584] Lokrekkja
[585-586] Long Gallery
[587] Lopt
[588] Lyceum

M

[589-590] Makkuri
[591-592] Map Chamber
[593-594] Map Room
[595-596] Martyrium
[597-598] Marw
[599-600] Massaku
[601-602] Mausoleum
[603-604] Mechanical Room
[605-606] Meditation Chamber
[607-608] Megaron
[609-610] Memorial Chamber
[611] Mesitu
[612-613] Metroon
[614] Mezzanine
[615] Mezzanine Hall

[616] Mihat
[617-618] Misericord
[619-620] Monastic Cell
[621] Monument Room
[622] Monument Hall
[623-624] Mortuary Chapel
[625] Msxn
[626] Msxnt
[627] Muniment Hall
[628] Muniment Room
[629] Museum
[630] Music Chamber
[631] Music Room

N

[632-633] Naos
[634] Narthex
[635] Naspaku
[636] Nat
[637] Natatorium
[638-639] Nave
[640] Nht
[641] Niched Room
[642-643] Novitiate
[644-645] Nymphaeum

O

[646-647] Obelisk Chamber
[638-649] Obelisk Hall
[650] Observation Chamber
[651] Observatory
[652-653] Offering Chamber
[654-655] Offertorium
[656] Oil Cellar
[657] Oil Press Room
[658-659] Opisthodomos
[660-661] Oracular Chamber
[662-663] Oratory
[664] Overlook

P

[665] Painting Gallery
[666] Pallet Chamber
[667] Parakki
[668] Parlor
[669] Peristyle
[670] Piritsi
[671] Planetarium
[672] Poison Garden
[673] Pool Chamber
[674] Pool Room
[675] Potionry
[676] Pr Dwat
[677] Pr Hd
[678] Pr Mdat
[679] Pr Nfr
[680-681] Priest Hole
[682] Privy
[683-684] Propylaeum
[685-686] Psychomanteum
[687] Pump Room
[688-689] Purification Chamber

Q

[690] Quarters
[691] Quarters, Solitary

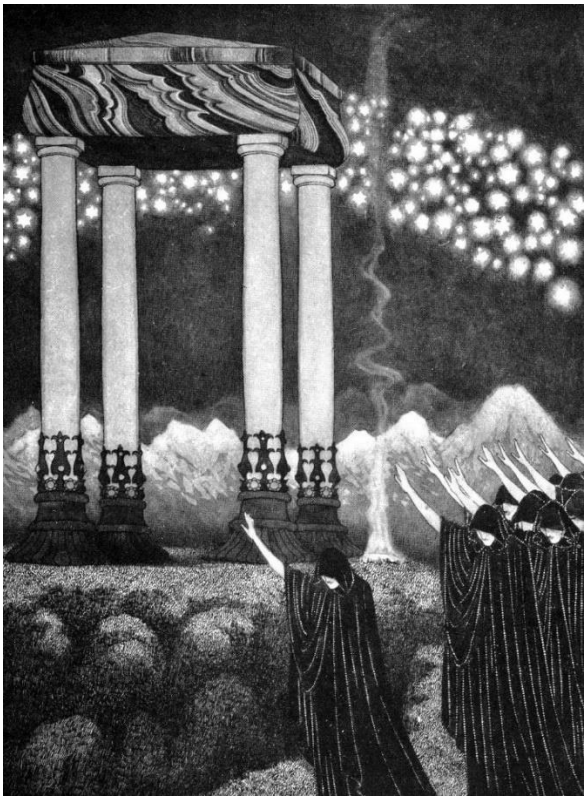
R

[692] Rdw
[693] Reading Chamber

[694] Reading Room
[695] Receiving Room
[696] Reception Chamber
[697] Reception Room
[698] Recess
[699] Recreation Chamber
[700] Recreation Hall
[701] Recreation Room
[702] Refectorium
[703-704] Refectory
[705-706] Reflecting Pool
[707-708] Reflecting Room
[709] Refuge
[710-711] Reliquary
[712] Repository
[713] Reredorter
[714] Retreat
[715-716] Ritual Hall
[717] Robing Room
[718] Room of Pools
[719] Room of Unknown Purpose
[720] Room
[721] Root Cellar
[722] Rotunda
[723] Royal Tomb
[724] Rugbu
[725] Rum
[726] Runic Chamber
[727] Rwyt

S

[728-729] Sacrarium
[730-731] Sacred Abattoir
[732-733] Sacred Crypt
[734-735] Sacred Tomb
[736-737] Sacrificial Chamber
[738-739] Sacrificial Pool
[740-741] Sacrificial Vault
[742-743] Sacristy
[744] Salon
[745] Salr
[746-747] Sanctuary



[748-749] Sanctum
[750-751] Sanctum Sanctorum

[752] Sarcophagus Chamber
[753] Sarcophagus Room
[754] Sauna
[755] Schola
[756] Scriptorium
[757] Scullery
[758] Secret Guardroom
[759] Secret Room
[760-761] Seminary

[762] Sepulcher
[763] Sepulchral Cell
[764-765] Sepulchral Chapel
[766] Sepulchral Hall
[767] Sepulchral Heroum
[768] Seraglio
[769] Servants' Hall
[770] Servants' Quarters
[771] Servery
[772] Set
[773] Shop
[774-775] Shrine
[776-777] Shrine Chamber
[778-779] Shrine Room
[780] Sick Chamber
[781] Sick Room
[782] Simmiltu
[783] Sitting Room
[784] Skali
[785] Slave Chamber
[786] Slave Pit
[787] Sleeping Chamber
[788] Sleeping Hall
[789] Sleeping Room
[790] Smithy
[791] Smoke Room
[792] Solarium
[793] Spear Closet
[794] Spiral Labyrinth
[795] Stable
[796] Stair Chamber
[797] Stairway Room
[798] State Chamber
[799] State Room
[800] Statuary
[801] Still Room
[802] Stockpile Room
[803] Stofa
[804] Storage Chamber
[805] Storage Room / Storeroom
[806] Storeroom, Alchemical
[807] Storeroom, Alcohol / Wine
[808] Storeroom, Armor
[809] Storeroom, Box Room
[810] Storeroom, Butchered Meat
[811-812] Storeroom, Ceremonial
[813] Storeroom, Char / Coal
[814] Storeroom, Cheese
[815] Storeroom, Construction
[816] Storeroom, Drink
[817] Storeroom, Dry Goods
[818] Storeroom, Embalming
[819] Storeroom, Equipment Room
[820] Storeroom, Failed Experiments
[821] Storeroom, Foodstuffs
[822] Storeroom, Furniture
[823] Storeroom, Herbs and Spices
[824] Storeroom, Ice
[825] Storeroom, Lumber
[826] Storeroom, Masonry
[827] Storeroom, Oil
[828-829] Storeroom, Reagents
[830] Storeroom, Salt
[831] Storeroom, Sundries
[832] Storeroom, Tools and Gear
[833-834] Storeroom, Water
[835-836] Storeroom, Weapons
[837-838] Strongroom
[839-840] Studio
[841-842] Study
[843-844] Submerged Chamber
[845-846] Submerged Hall

[847-848] Submerged Room
[849-850] Sudatorium
[851-852] Suite
[853-854] Suite Chamber
[855-856] Summoning Chamber
[857-858] Summoning Room
[859-860] Summoning Gauntlet
[861] Sunroom
[862] Svefnhus

T

[863] Tablinum
[864] Tack Room
[865] Taum
[866-867] Teleportation Chamber
[878-870] Temple
[871-873] Templum
[874-875] Tepidarium
[876-877] Terminus
[878-879] Thalamos
[880-881] Theater
[882-883] Therma
[884-885] Tholos
[886-887] Threshold
[888-889] Tool Room
[890-891] Torture Chamber
[892-893] Tower / Tower Chamber
[894-895] Training Hall
[896-897] Training Room
[898-899] Treasure Chamber
[900-901] Treasure Vault
[902-903] Triclinium
[904-905] Trophy Hall
[906-907] Trophy Room
[908-909] Tuppi
[910-911] Turret / Turret Vault
[912-913] Turrinum

U

[914-915] Unctuarium
[916-917] Undercroft
[918-919] Undercroft (Special)
[920-921] Unfinished Chamber
[922] Unfinished Hall
[923] Unfinished Room
[924] Urbatu
[925] Ursu
[926] Usgidum
[927] Utility Chamber
[928] Utility Room

V

[929] Vault
[930] Vaulted Chamber
[931] Vaulted Hall
[932] Vaulted Room
[933-934] Vestiary
[935-936] Vestibule
[937] Vestibulum
[938-939] Vestry
[940-941] Vigil
[942] Vinery

W

[943] Wadyt
[944] Waiting Chamber
[945] Waiting Room
[946] Walled-Up Chamber
[947] Walled-Up Corridor
[948] Walled-Up Room
[949] Ward

[950] Warming Room
[951] Washroom
[952] Watchroom
[953] Wda
[954-955] Weaving Room
[956-957] Well
[958-960] Well Room
[961-963] Winch Pit
[964-966] Winch Room
[967-969] Wine Cellar
[970-972] Wine Vault
[973-975] Work Chamber
[976-978] Workers' Hall
[979-981] Workpit
[982-984] Workroom
[985-986] Workshop
[987-988] Wsxt

X

[989-990] Xawt
[991-992] Xnmt
[993-994] Xnr
[995-996] Xnty

Z

[997-998] Zaggu
[999-000] Zoo / Menagerie

Quest Target Places: Tombs

Table GWG2-91:
Tomb Chambers

To roll up a Quest Target Place in a Tomb, roll 1D1000 and consult the following table.

You can also use this table, along with the Chaotic Descriptor Table, to generate hundreds of random room concepts if you would like to create your dungeon "conceptually" before you pen to paper.

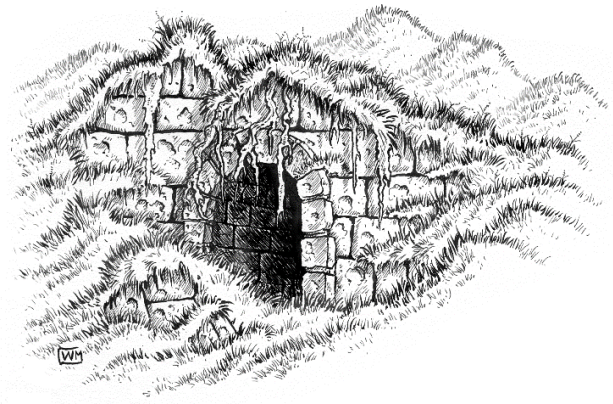
A

[001-003] Access Chamber
[004-006] Access Room
[007-009] Adyton
[010-012] Adytum
[013-015] Agiasterion
[016-018] Agiasterium
[019-021] Ah Hwt
[022-024] Ala
[025-027] Alae
[028-030] Alcove
[031-033] Alcove Succession
[034-036] Alhacena
[037-039] Alhacena Succession
[040-042] Altar Chamber
[043-045] Altar Room
[046-048] Ambitus
[049-051] Amphitheater
[052-054] Ancestral Chamber
[055-057] Ancestral Hall
[058-060] Anddyri
[061-063] Angelic Shrine
[064-066] Annex

[067-069] Annex Labyrinth
[070-072] Annex Warren
[073-075] Antechamber
[076-078] Anteroom
[079-081] Apse
[082-084] Apse Room
[085-087] Arcosolium
[088-090] Ash Pit
[091-093] Ashen Abyss

B

[094-096] Barag
[097-099] Barrow
[100-102] Barrow Crypt



[103-105] Beast Crypt
[106-108] Biaw
[109-111] Bone House
[112-114] Bone Pit
[115-117] Burial Chamber
[118-120] Burial Room
[121-123] Burial Vault
[124-126] Buried Longship
[127-129] Buru

C

[130-132] Catacomb
[133-135] Catacombs
[136-138] Catacumba
[139-141] Catacumbae
[142-144] Cavea
[145-147] Cella
[148-150] Ceremonial Chamber
[151-153] Ceremonial Hall
[154-156] Ceremonial Room
[157-159] Cesspit
[160-162] Cesspool
[163-165] Chamber
[166-168] Chamber Barrow
[169-171] Chamber of Catafalques
[172-174] Chamber Tomb
[175-177] Chambers
[178-180] Charnel House
[181-183] Cinerarium
[184-186] Cistvaen
[187-189] Coemeterium
[190-192] Collapsed Room
[193-195] Columbarium
[196-198] Concealed Chamber
[199-201] Concealed Room
[202-204] Conditivum
[205-207] Crematorium
[208-210] Crevice
[211-213] Crypt
[214-216] Cubicle
[217-219] Cubicula
[220-222] Cubiculum

D

[223-225] Dais Chamber
[226-228] Dais Room
[229-231] Dead End
[232-234] Defiled Tomb
[235-237] Delubrum
[238-240] Delve
[241-243] Domed Chamber
[244-246] Domed Hall
[247-249] Domed Room
[250-252] Donjon
[253-255] Drowning Pool
[256-258] Dry Well
[259-261] Dust Pit

E

[262-264] Echo Chamber
[265-267] Echoing Vault
[268-270] Elemental Vortex, Air
[271-273] Elemental Vortex, Ash
[274-276] Elemental Vortex, Dust
[277-279] Elemental Vortex, Earth
[280-282] Elemental Vortex, Fire
[283-285] Elemental Vortex, Magma
[286-288] Elemental Vortex, Mist
[289-291] Elemental Vortex, Water
[292-294] Emasu
[295-297] Embalming Chamber
[298-300] Embalming Room
[301-303] Enchanted Grotto
[304-306] Enclosed Loggia
[307-309] Enclosure
[310-312] Entrance Hall
[313-315] Entry
[316-318] Entry Hall
[319-321] Excavation Room
[322-324] Excavation

F

[325-327] Fallen Angelic Shrine
[328-330] False Tomb
[331-333] False Treasure Room
[334-336] False Treasure Vault
[337-339] Fane
[340-342] Feretorium
[343-345] Feretory
[346-348] Firepit
[349-351] Fissure
[352] Fissure, Ceiling
[353-354] Fissure, Wall
[355-357] Flooded Hall
[358-360] Flooded Room
[361-363] Forbidden Chamber
[364-366] Forbidden Vault
[367-369] FountaIn Chamber
[370-372] Fountain Grotto
[373-375] Fountain Room
[376-378] Fresco Gallery
[379-381] Fresco Room
[382-384] Fumigatory
[385-387] Funerary Chapel
[388-390] Funerary Workshop
[391-393] Funereal Crowde
[394-396] Fungal Garden

G

[397-399] Gate Chamber
[400-402] Gate Room
[403-405] Gauntlet
[406-408] Grand Aerarium

H

[409-411] Hall of Bones
[412-414] Hall of Doors
[415-417] Hall of Honor
[418-420] Hall of Mourners
[421-423] Hall of Offerings
[424-426] Hall of Runes
[427-429] Hall of Souls
[430-432] Hall of Statuary
[433-435] Hall of the Dead
[436-438] Hall
[439-441] Haugr
[442-444] Hermitage
[445-447] Heroum
[448-450] Hideout
[451-453] Hiding Place
[454-456] Hieron
[457-459] Hole
[460-462] Hollow
[463-465] Hollowed Wall
[466-468] Holr
[469-471] Hrt
[472-474] Hrt Ib
[475-477] Hwt Ka
[478-480] Hypogeum

I

[481-483] Idol Grotto
[484-486] Illusory Chamber
[487-489] Illusory Room
[490-492] Imht
[493-495] Imnt
[496-498] Internment Chamber
[499-501] Isittu
[502-504] Itima
[505-507] Iwnn

J

[508-510] Junk Room

K

[511-513] Karmu
[514-516] Kelda
[517-519] Kila
[520-522] Kimah
[523-525] Kukku
[526-528] Kummu

L

[529-531] Labyrinth
[532-534] Landing
[535-537] Lararium
[538-540] Leaching Cesspool

M

[541-543] Makkuri
[544-546] Manzazu
[547-549] Martyrium
[550-552] Mass Grave
[553-555] Massaku
[556-558] Mausoleum
[559-561] Maze
[562-564] Memorial Chamber
[565-567] Mestaku
[568-570] Metroon
[571-573] Mihat
[574-576] Monster Crypt
[577-579] Morgue
[580-582] Mortuary Chapel
[583-585] Msxnt

N

[586-588] Naspaku
[589-591] Necropolis
[592-594] Nether
[595-597] Netherworld
[598-600] Niched Room

O

[601-603] Obelisk Chamber
[604-606] Obelisk Hall
[607-609] Offering Chamber
[610-612] Opisthodomos
[613-615] Oracular Chamber
[616-618] Ossuary
[619-621] Ossuary Chamber
[622-624] Ossuary Room
[625-627] Oubliette
[628-630] Oubliette Room

P

[631-633] Parakki
[634-636] Pit
[637-639] Pit Chamber
[640-642] Pit Room
[643-645] Plundered Tomb
[646-648] Plundered Vault
[649-651] Plunge
[652-654] Pr Hd
[655-657] Pr Nfr
[658-660] Pyre Chamber
[661-663] Pyre Room

Q

[664-666] Quarry
[667-669] Quarry Shaft
[670-672] Quicksand Pit
[673-675] Quppu

R

[676-678] Rdw
[679-681] Reflecting Pool
[682-684] Refuse Pit
[685-687] Room of Slaughter
[688-690] Room of Unknown Purpose
[691-693] Room
[694-696] Rotting Chamber
[697-699] Rotting Room
[700-702] Rotunda
[703-705] Royal Tomb
[706-708] Rubble-Filled Room
[709-711] Ruined Chamber
[712-714] Ruined Hall
[715-717] Runic Chamber

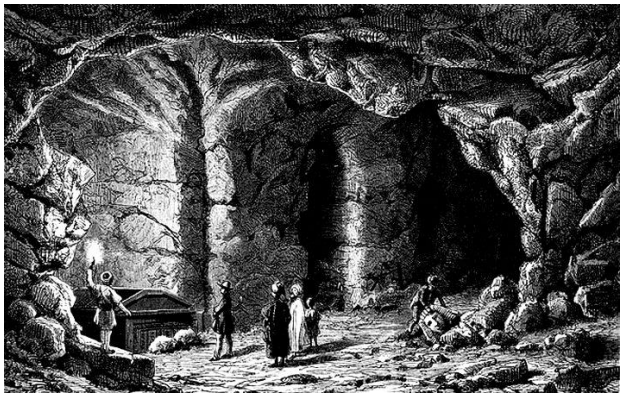
S

[718-720] Sacrarium
[721-723] Sacred Abattoir
[724-726] Sacred Crypt
[727-729] Sacred Tomb
[730-732] Sacrificial Chamber
[733-735] Sacrificial Pool
[736-738] Sacrificial Vault
[739-741] Sandpit
[742-744] Sarcophagus Chamber
[745-747] Sarcophagus Room
[748-750] Sealed Tomb
[751-753] Secret Crypt
[754-756] Secret Room
[757-759] Secret Tomb
[760-762] Sepulcher

[763-765] Sepulchral Cell
[766-768] Sepulchral Chapel
[769-771] Sepulchral Hall
[772-774] Sepulchral Heroum
[775-777] Sewer
[778-780] Shelter
[781-783] Shrine
[784-786] Shrine Chamber
[787-789] Shrine Room
[790-792] Sibitti
[793-795] Simmiltu
[796-798] Sinkhole
[799-801] Slaves' Tomb
[802-804] Spiral Labyrinth
[805-807] Stair Chamber
[808-810] Stairway Room
[811-813] Statuary
[814-816] Stockpile Room
[817-819] Storage Chamber
[820-822] Storage Room / Storeroom
[823-825] Storeroom, Ceremonial
[826-828] Storeroom, Construction
[892-831] Storeroom, Embalming
[832-834] Storeroom, Failed Experiments
[835-837] Storeroom, Masonry
[838-840] Storeroom, Tools and Gear
[841-843] Stricture
[844-846] Submerged Chamber
[847-849] Submerged Hall
[850-852] Submerged Room
[853-855] Summoning Gauntlet

T

[856-858] Tar Pit
[859-861] Taum
[862-864] Teleportation Chamber
[865-867] Temple
[868-870] Templum
[871-873] Terminus
[874-876] Tholos
[877-879] Threshold
[880-882] Tomb



[883-885] Tomb Chamber
[886-888] Tomb Shaft
[889-891] Tool Room
[892-894] Treasure Chamber
[895-897] Treasure Vault
[898-900] Tuppi
[901-903] Turrinum

U

[904-906] Undercroft
[907-909] Undercroft, Special
[910-912] Underground Mausoleum
[913-915] Underground River
[916-918] Underground Ziggurat
[919-921] Undervault
[922-924] Unfinished Chamber
[925-927] Unfinished Hall
[928-930] Unfinished Room
[931-933] Unfinished Tomb
[934-936] Usgidum

[937-939] Utility Chamber
[940-942] Utility Room

V

[943-945] Vault
[946-948] Vaulted Chamber
[945-951] Vaulted Room
[952-953] Vestibule
[954-955] Vestibulum
[956-957] Vigil

W

[958-960] Wadyt
[961-963] Walled-Up Chamber
[964-965] Walled-Up Corridor
[966-967] Walled-Up Room
[968-969] Wasi
[970-971] Watchroom
[972-973] Wda
[974-975] Well
[976-977] Well Room
[978-979] Winch Pit
[980-982] Winch Room
[983-984] Wndwt
[985-986] Workpit
[987-988] Wsxt

X

[989-990] Xawt
[991-992] Xnmt
[993-994] Xnrt
[995-996] Xnty

Z

[997-998] Zaggu
[999-000] Ziggurat Hall

Quest Target Places: Urban Locations

To roll up a Quest Target Place in an urban locale (city, town, ruin, etc.), roll 1D1000 and consult the following table.

You can also use this table, along with the Chaotic Descriptor Table, to generate hundreds of random room concepts if you would like to create your dungeon "conceptually" before you pen to paper.

Table GWG2-92:

Urban Locales

A

[001-002] Abandoned Building (reroll for type)
[003-004] Abattoir
[005-006] Abbey
[007-008] Academy
[009-010] Admiralty
[011-012] Aerie
[013-014] Agency
[015-016] Alehouse
[017-018] Alley (Road Type)
[019-020] Almshouse
[021-022] Altar
[023-024] Amphitheater
[025-026] Anchorage
[027-028] Apartment Building
[029-030] Aqueduct
[031-032] Arbor

[033-034] Arboretum
[035-036] Arc (Road Type)
[037-038] Archery Range
[039-040] Archive
[041-042] Arena
[043-044] Arena / Naumachia (Naval Arena)
[045-046] Armory
[047-048] Arsenal
[049-050] Art Gallery
[051-052] Asylum
[053-054] Avenue (Road Type)
[055-056] Aviary

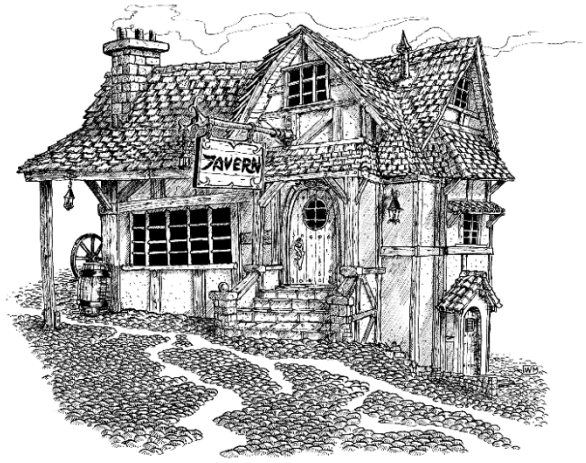
B

[057-058] Back Alley (Road Type)
[059-060] Back Door
[061-062] Baiting Pit
[063-064] Bank
[065-066] Banquet Hall
[067-068] Bardic College
[069-070] Barracks
[071-072] Basilica
[073-074] Bastion
[075-076] Bath
[077-078] Bathhouse
[079-080] Bay
[081-082] Bazaar
[083-084] Bell Tower
[085-086] Belvedere
[087-088] Blighted Ground
[089-090] Blockhouse
[091-092] Boarding House
[093-094] Boathouse
[095-096] Borough
[097-098] Boulevard (Road Type)
[099-100] Brewery
[101-102] Brickhouse
[103-104] Bridge
[105-106] Brothel
[107-108] Bulwark
[109-110] Byway (Road Type)

C

[111-112] Canal
[113-114] Canton
[115-116] Caravansary
[117-118] Carriage House
[119-120] Castle
[121-122] Cathedral
[123-124] Cavalcade (Road Type)
[125-126] Cellar
[127-128] Cemetery
[129-130] Cesspit
[131-132] Cesspool
[133-134] Channel
[135-136] Chapterhouse
[137-138] Charnel House
[139-140] Chateau
[141-142] Church
[143-144] Circle (Road Type)
[145-146] Circus (Race Track)
[147-148] Circus Maximus
[149-150] Cistern
[151-152] Citadel
[153-154] City Hall
[155-156] Clock Tower
[157-158] Close (Road Type)
[159-160] Clubhouse
[161-162] Coach House
[163-164] Coal Heap
[165-166] Cobble (Road Type)

[167-168] Coil (Road Type)
[169-170] College
[171-172] Colosseum
[173-174] Colossus
[175-176] Column
[177-178] Common
[179-180] Common Hall



[181-182] Commune
[183-184] Concourse (Road Type)
[185-186] Condemned Building
[187-188] Conservatory
[189-190] Constabulatory
[191-192] Consulate
[193-194] Convent
[195-196] Counting House
[197-198] Course (Road Type)
[199-200] Court
[201-202] Court (Road Type)
[203-204] Courtyard
[205-206] Cranny (Road Type)
[207-208] Crawl (Road Type)
[209-210] Crematory
[211-212] Crescent (Road Type)
[213-214] Cross (Road Type)
[215-216] Crossing (Road Type)
[217-218] Crossroads (Road Type)
[219-220] Crucible
[221-222] Curiosity Shop

D

[223-224] Dam
[225-226] Dead End (Road Type)
[227-228] Delve
[229-230] Demesne
[231-232] Demi-Human Enclave
[233-234] Depot
[235-236] Detour (Road Type)
[237-238] Diocese
[239-240] Distillery
[241-242] District
[243-244] District / Quarter Perimeter
[245-246] District Hall
[247-248] Ditch
[249-250] Dock
[251-252] Dome
[253-254] Dominion (of a Noble)
[255-256] Drag (Road Type)
[257-258] Drill Field
[259-290] Drink Shop / Inn (roll optional subtype in CSE1, CITY STATE ENCOUNTERS)
[291-292] Drive (Road Type)
[293-294] Dump

E

[295-296] Earthwork
[297-298] Embassy
[299-300] Emporium
[301-302] Enclosure
[303-304] Estate

[305-306] Excavation

F

[307-308] Fane

[309-310] Feast Hall

[311-312] Ferry

[313-314] Firehouse

[315-316] Fissure

[317-318] Flophouse

[319-350] Food Shop / Inn (roll optional subtype in CSE1, CITY STATE ENCOUNTERS)

[351-352] Forge

[353-354] Forum

[355-356] Foundry

[357-358] Fountain

[359-360] Friary

G

[361-362] Gallows

[363-364] Gambling Den

[365-366] Gaming Hall

[367-368] Gaol

[369-370] Garden

[371-372] Gate

[373-374] Gatehouse

[375-376] Gauntlet (Road Type)

[377-378] Geyser

[379-380] Granary

[381-382] Graveyard

[383-384] Great Hall of a Knightly Order

[385-386] Grotto

[387-388] Grove

[389-390] Guard House

[391-392] Guard Post

[393-394] Guild Hall

[395-396] Gymnasium

[397-398] Gypsy Camp

H

[399-400] Hall / Tower of a Knightly Order

[401-402] Hall / Tower of an Occult Brotherhood / Sisterhood

[403-404] Hall of Justice

[405-406] Harbor

[407-408] Harrows

[409-410] Haunted House

[411-412] Haven

[413-414] Hedge Maze

[415-416] Heights

[417-418] Hermitage

[419-420] Hideout

[421-422] Highway (Road Type)

[423-424] Hill

[425-426] Hold

[427-428] Holdfast

[429-430] Hole in the Ground

[431-432] Hospice

[433-434] Hospital

[435-436] Hot Spring

[437-438] Hothouse

[439-470] House / Residence (roll resident type on Benefactor Type table)

[471-472] House / Residence (Exotic)

[473-474] House of Ill Repute

[475-476] Hovel / Hut

I

[477-478] Icehouse

[479-480] Illusory Building

[481-494] Inn

[495-496] Inn / Tavern (Exotic)

[497-498] Intersection (Road Type)

[499-500] Invisible Building
[501-502] Invisible Monument
[503-504] Invisible Staircase
[505-506] Island
[507-508] Isle

J

[509-510] Joss House

K

[511-512] Keep
[513-514] Kennel
[515-516] Kiln

L

[517-518] Labyrinth
[519-520] Lake
[521-522] Lane (Road Type)
[523-524] Levee
[525-526] Library
[527-528] Library
[529-530] Lighthouse
[531-532] Livery
[533-534] Livestock Yard
[535-536] Lock (Canal)
[537-538] Lodge
[539-540] Lyceum

M

[541-542] Madhouse
[543-544] Mage's Tower
[545-546] Magical Gateway
[547-548] Magisterium
[549-550] Manhole
[551-552] Manor House
[553-554] Manse
[555-556] Mansion
[557-558] Manufactory
[559-560] Market / Marketplace
[561-562] Mausoleum
[563-564] Maze
[565-566] Mead Hall
[567-568] Memorial
[569-570] Menagerie
[571-602] Merchant's Store of Goods (roll optional subtype in CSE1, CITY STATE ENCOUNTERS)
[603-631] Merchant's Store of Services (roll optional subtype in CSE1, CITY STATE ENCOUNTERS)
[632-633] Mews (Road Type)
[634-635] Mill
[636-637] Mine Entrance
[638-639] Ministry
[640-641] Mint
[642-643] Moat
[644-645] Monastery
[646-647] Moneychanger's Shop / Stall
[648-649] Monument
[650-651] Mortuary
[652-653] Museum
[654-655] Mysterious Dwelling

N

[656-657] Narrow (Road Type)
[658-659] Nunnery

O

[660-661] Oasis
[662-663] Obelisk
[664-665] Observatory
[666-667] Open Basement

[668-669] Open Shaft
[670-671] Opera House
[672-673] Oracle
[674-675] Orphanage
[676-677] Overlook
[678-679] Overpass (Road Type)

P

[680-681] Pagoda
[682-683] Palace
[684-685] Pantheon
[686-687] Parade Ground
[688-689] Parish
[690-691] Park
[692-693] Partially Burned Building (reroll for type)
[694-695] Partially Constructed Building
[696-697] Pass (Road Type)
[698-699] Passage (Road Type)
[700-701] Path (Road Type)
[702-703] Pavement (Road Type)
[704-705] Pavilion
[706-707] Piazza
[708-709] Pike (Road Type)
[710-711] Pillared Way (Road Type)
[712-713] Pit
[714-715] Pit Fighting Den
[716-717] Place (Road Type)
[718-719] Playhouse
[720-721] Pleasure House
[722-723] Pool
[724-725] Precinct
[726-727] Priory
[728-729] Prison
[730-731] Processional (Road Type)
[732-733] Promenade (Road Type)
[734-735] Pyramid

Q

[736-737] Quarry
[738-740] Quarter
[741-742] Quarter Hall
[743-744] Quarter Perimeter

R

[745-746] Ramp
[747-748] Rat-Killing Arena
[749-750] Rectory
[751-752] Redoubt
[753-754] Refuge
[755-756] Rental Villa
[757-758] Reservoir
[759-760] Residence Area (Cellar, Rooftop, etc.)
[761-762] Residential Exterior
[763-764] Ride (Road Type)
[765-766] River
[767-768] Riverfront
[769-770] Road (Road Type)
[771-772] Roadway (Road Type)
[773-774] Rooming House
[775-776] Rotunda
[777-778] Roundabout (Road Type)
[779-780] Row (Road Type)
[781-782] Row Building
[783-784] Royal Labyrinth
[785-786] Ruin
[787-788] Ruined House
[789-790] Ruined Temple



[791-792] Ruined Tower
[793-794] Run (Road Type)

S

[795-796] Sacred Ground
[797-798] Sacred Grove
[799-800] Sacred Tree
[801-802] Safehold
[803-804] Safehouse
[805-806] Salon
[807-808] Sanatorium
[809-810] Sanctuary
[811-812] Sanctum
[813-814] Scaffolding
[815-816] Scenic Overlook
[817-818] Scholomance
[819-820] School
[821-822] Scriptorium
[823-824] Sculpture Garden
[825-826] Secret Building Entrance
[827-828] Secret Dungeon Entrance
[829-830] Sewer Entrance
[831-832] Shack
[833-834] Shanty
[835-836] Shelter
[837-838] Shipwreck
[839-840] Shipyard
[841-842] Shop / Stall / Store (Exotic)
[843-844] Shrine
[845-846] Side Street (Road Type)
[847-848] Slag Heap
[849-850] Slaughterhouse
[851-852] Slave Market
[853-854] Sludge Pit
[855-856] Slum
[857-858] Slumway (Road Type)
[859-860] Smithy
[861-862] Smokehouse
[863-864] Society Hall / House
[865-866] Spiral (Road Type)
[867-868] Spire
[869-870] Spring
[871-872] Square
[873-874] Stables
[875-876] Stall
[877-878] Statue
[879-880] Stockpile
[881-882] Storehouse
[883-884] Street (Road Type)
[885-886] Strip (Road Type)
[887-888] Stroll (Road Type)
[889-890] Stronghold
[891-892] Sty

T

[893-894] Tattoo Parlor
[895-902] Tavern
[903-904] Teahouse
[905-906] Temple

[907-908] Tent
[909-910] Terminus (Road Type)
[911-912] Terrace
[913-914] Theater
[915-916] Thoroughfare (Road Type)
[917-918] Toll Gate
[919-920] Tomb
[921-922] Tower
[923-924] Track (Road Type)
[925-926] Tradeway (Road Type)
[927-928] Trading Post
[929-930] Trash Heap
[931-932] Treasure House
[933-934] Treasury
[935-936] Triumphal Arch
[937-938] Tunnel
[939-940] Turnpike (Road Type)

U

[941-942] Underground Passageway
[943-944] Underpass (Road Type)
[945-946] Unholy Ground
[947-948] University
[949-950] Untouchable Edifice

V

[951-952] Vault
[953-954] Via (Road Type)
[955-956] Vicinage
[957-958] Vigil
[959-960] Villa
[961-962] Vinery

W

[963-964] Walk (Road Type)
[965-966] Wall
[967-968] Ward
[969-970] Warehouse
[971-972] Watch Barracks
[973-974] Watchtower
[975-976] Waterway
[977-978] Waterwheel
[979-980] Way (Road Type)
[981-982] Well / Well House
[983-984] Wharf
[985-986] Whorehouse
[987-988] Winding (Road Type)
[989-990] Windmill
[991-992] Winery
[993-994] Wizarding School
[995-996] Workhouse

Z

[997-998] Ziggurat
[999-000] Zoo

Quest Targets: Things

(Each of the three Quest Target tables is designed to clarify the Quest Action, which you just recently rolled.)

The rules in this section give you a wide and open-ended selection of "Things," or objects, which can serve as useful Quest Targets. Most of them, but not all of them, would be considered treasures.

The rules I used her for defining the precepts and guidelines for a "Thing" are as follows:

[1] Nature: The Thing should be physical, touchable, and tangible.

[2] Size: The Thing should be movable … at least, with difficulty. If it is not, it's technically a location, not a Thing.

[3] Inanimacy: The Thing should not be alive and mobile. If it is, it's technically a monster. (But it might be an unhatched egg, for example, or a magically sentient talking skull.)

[4] Treasure Chests and the Like: If the Thing is a container, I couldn't possibly tell you what's in it, but it's almost certainly treasure of a unique and intriguing kind. If it was common treasure found in similar form in many other places, why would the benefactor covet it so?

[5] Value: The Thing is always valuable, but as a twist it might only be *exceedingly* valuable (for example, perhaps it's an item of blackmail, or the cure for a fatal disease a family member is suffering from) to the benefactor and no one else.

[6] Uniqueness: The thing is probably, but not always, unique, special, and / or magical. If you don't want to come up with unique powers on your own, then check your game's books for items of that type (amulet, armor, ring, etc.) and create something useful in a similar vein. But I do recommend coming up with something unique and interesting whenever you can. Otherwise, if a benefactor desperately wanted a sword +1 with a minor special ability, wouldn't it be cheaper and more reliable to barter for one in the city?

Whenever you are using Things as major factors in a quest, you should be careful about placing highly tempting items, such as magical armor and weapons (which the PCs are supposed to fetch, but not keep). If your scenario is a fetch quest — where the benefactor pays the adventurers to procure an item and to bring it back for the benefactor's sole ownership — the PCs could very possibly decide to steal the item as their just reward for risking their lives, which will derail the quest and create lots of enemies, wavering alignments, and complications … not that there's anything wrong with that! You just need to wary of the Black Razor of greed, which can cause even the most pious PCs to become overWhelmed by a Wave of evil actions. Be ready for this situation and the NPCs' vengeful response.

At other times, the Thing might be worth considerably more than the reward that was offered by the benefactor. What happens then, when the PCs realize they've been working very cheaply, will depend on the players and the choices they make. Mercenary adventurers might well decide to "ransom" the item(s) to the benefactor for a higher price, or might vanish in the night with the deserved item in tow … leading to a situation much like the one above, with bounty hunters (or even assassins) on the thieving adventurers' trail.

Oh, and if you want a more demanding quest, you can roll 1D3+1 times on the table below and have the benefactor's promised reward split into shares. For example, if the benefactor wants three magical items retrieved, and the PCs manage to recover two of them but not the third, the benefactor will only offer 2/3rds of the reward. This is a nice ironic twist to play out on greedy characters and players, especially if they've been giving you headaches such as we have discussed here!

Table GWG2-93:

Quest Target: Thing

To determine the almighty Thing, roll 1D1000 and consult the following table. You can also use the Chaotic Descriptor Table if you need help defining the item's potential uniqueness.

A

[001-005] Alchemical Chart

[006-010] Alembic

[011-015] Amphora

[016-020] Amulet
[021-025] Antique
[026-030] Anvil
[031-035] Apparatus
[036-040] Ark
[041-045] Armillary Sphere
[046-050] Armor
[051-055] Art Object
[056-060] Artifact
[061-065] Astrolabe
[066-070] Astrological Chart

B

[071-075] Backpack
[076-080] Bag
[081-085] Banner
[086-090] Beaker
[091-095] Bell
[096-100] Belt Pouch
[101-105] Boat
[106-110] Book
[111-115] Boots
[116-120] Bottle
[121-125] Bowl
[126-130] Box
[131-135] Bracers
[136-140] Brazen Head
[141-145] Brazier
[146-150] Brooch
[151-155] Broom
[156-160] Buried Treasure
[161-165] Bust

C

[166-170] Candelabra
[171-175] Candle
[176-180] Canopic Jar
[181-185] Carpet
[186-190] Case
[191-195] Cask
[196-200] Casket
[201-205] Cauldron
[206-210] Censer
[211-215] Chalice



[216-220] Chariot
[221-225] Chest
[226-230] Chime
[231-235] Clay Tablet
[236-240] Cloak
[241-245] Codex
[246-250] Coffer
[251-255] Coffin
[256-260] Coin
[261-265] Contraption
[266-270] Corpse
[271-275] Crown
[276-280] Crystal or Crystal Ball
[281-285] Crystal Skull

[286-290] Cube (Crystal, Semi-Precious Stone, or Metal)

D

[291-295] Decanter
[296-300] Deck of Cards
[301-305] Deed
[306-310] Divining Rod
[311-315] Doll
[316-320] Dowsing Rod
[321-325] Drinking Horn
[326-330] Drum

F

[331-335] Figurine
[336-340] Flag
[341-345] Flagon
[346-350] Flask
[351-355] Folio
[356-360] Forged Letter
[361-365] Fur

G

[366-370] Gauntlets
[371-375] Gem
[376-380] Girdle
[381-385] Gloves
[386-390] Goblet
[391-395] Grail
[396-400] Grimoire
[401-405] Guarded Treasure

H

[406-410] Hand of Glory
[411-415] Headdress
[416-420] Helm
[421-425] Herb Satchel
[426-430] Hidden Treasure
[431-435] Hide
[436-440] Holy Symbol
[441-445] Horn
[446-450] Horseshoes
[451-455] Hourglass

J

[456-460] Icon
[461-465] Idol
[466-470] Incense
[471-475] Iron Mask
[476-480] Jewel
[481-485] Journal
[486-490] Jug

K

[491-495] Key
[496-500] Knapsack

L

[501-505] Lanthorn
[506-510] Lens
[511-515] Letter
[516-520] Letter of Marque
[521-525] Libram
[526-530] Lockbox
[531-535] Lodestone
[536-540] Lute
[541-545] Lyre

M

[546-550] Machine
[551-555] Magic Item Creation Recipe
[556-560] Manual (of Golems etc.)
[565-570] Map
[575-580] Mask
[581-585] Material Spell Component
[586-590] Mattock
[591-595] Maul
[596-600] Medallion
[601-605] Mi-Go Brain Canister
[606-610] Mirror
[611-615] Monster Corpse
[616-620] Monster Egg
[621-625] Monster Skeleton
[626-630] Monster Skull
[631-635] Mummy
[636-640] Mummy Bundle
[641-645] Musical Instrument

N

[646-650] Nautical Chart
[651-655] Necklace
[656-660] Net

O

[661-665] Oddity
[666-670] Offering Bowl
[671-675] Orrery
[676-680] Ossuary

P

[681-685] Parchment
[686-690] Periapt
[691-695] Phlogiston
[696-700] Phylactery
[701-705] Piece of Jewelry
[706-710] Plans
[711-715] Poison Ring
[716-720] Poison Vial
[721-725] Pole Arm
[726-730] Potion Bottle
[731-735] Pouch
[736-740] Puppet
[741-745] Purse
[746-750] Puzzle Box

Q

[751-755] Quintessence
[756-760] Quiver

R

[761-765] Relic
[766-770] Reliquary
[771-775] Ring
[776-780] Ring of Keys
[781-785] Robe
[786-790] Rod
[791-795] Rope
[796-800] Rucksack / Haversack
[801-805] Rug
[806-810] Rune Stick
[811-815] Rune Stone

S

[816-820] Sack
[821-825] Saddlebag
[826-830] Saw
[831-835] Scarab (Amulet)
[836-840] Scrimshaw

[841-845] Scroll
[846-850] Scroll Case
[851-855] Scroll Tube
[856-860] Sculpture
[861-865] Sea Chest
[866-870] Shield
[871-875] Ship
[876-880] Shrunken Head
[881-885] Skull
[886-890] Slippers
[891-895] Spade
[896-900] Specimen Jar
[901-905] Spell Reagent Case
[906-910] Spell Creation Recipe
[911-915] Sphere
[916-920] Spice Satchel
[921-925] Staff
[926-930] Statuette
[931-935] Strongbox
[936-940] Sunstone
[941-945] Sword

T

[946-950] Talisman
[951-955] Tapestry
[956-958] Thurible
[959-961] Tinderbox
[962-965] Tome
[966-970] Trapped Treasure
[971-973] Tribal Standard

U

[974-976] Unholy Symbol
[977-979] Urn

V

[980-982] Vase

W

[983-984] Wand
[985-994] Weapon

Special

[995-996] The Arms of the Hero (two symbiotic weapons)

[997-998] Two Parts of a Key, Symbol, Legacy, or Curse (roll twice)

[999-000] Transmuting / Shifting Item (roll twice)



CHAPTER 8:
DESTINIES AND DETAILS



Choices and Fate:
Secondary Quest Goals

Once you have selected an over-arching quest (the benefactor's offer) to encourage the PCs in approaching the adventure region, you will probably also want to create some Secondary Quest Goals too. These are minor side missions, daring actions, and potentially troublesome conflicts that the PCs might want to resolve … if they can. And even if they can't, the inclusion of such unpredictable asides will convince the players that your game world is a large, interesting, dangerous, living and breathing place. These are all good things.

I generally define the parameters of a Secondary Quest Goal as follows:

[1] "That's Not in the Contract": Secondary Quest Goals are not offered by the benefactor. If they were, they would simply be steps in the primary quest.

[2] Small, but Tasty, Portions: These are side missions, which are much more succinct and limited in scope. They don't take very long to accomplish, perhaps a few play hours at most.

[3] Do We Really Want to Do This?: They are technically optional. In other words, an adventuring party could still complete the primary quest while avoiding all of the Secondary Quest Goals, and be deemed fully successful.

[4] WTF?: The Secondary Quests can be amusing, difficult, deadly, or wildly unexpected. They do not necessarily adhere to the region's or the dungeon's themes, and they may well act against those themes because they are "special" and meant to stand out. This is your chance to include bizarre ideas that you were afraid might not fit into your over-arching scenario design.

[5] Hey, It Was Actually Worth It: Completion of the Secondary Quest awards Experience Points (XP), along with incidental treasure along the way (if appropriate).

Secondary Quest Goals are specifically engineered to enhance player agency, to create amusing circumstances, to give players a chance to argue with one another, and to make your adventure region come alive with bizarre and tempting opportunities. In short, they make the game more fun, and they make your adventure more "real" as well.

You may be wondering: how much XP should you award for the successful completion of a Secondary Quest Goal? My answer is, "A fair amount." I recommend 5-10% of each PC's total needed XP for the next experience level, depending on the difficulty. So if a PC needs 10,000 XP to attain the next level, they will learn 500-1,000 XP for completing the secondary quest. And of course, there will almost always be monsters to vanquish and treasures found along the way, adding further to the reward. Most tasks should be at the low end of that scale (5%), but very dangerous ones could certainly justify the 10%. And if you're feeling mean, you can flat-out warn the

players that if they undertake the major action, one or more PCs will probably die. And then who could blame you, instead of themselves, if the inevitable takes place?

When you consider the placement of Secondary Quest Goal activators (NPCs, odd rooms, magical anomalies, and so forth), you will want to ask yourself just how the goal will present itself to the PCs, and under what circumstances. And once again, player motivation — not GM-driven railroading and compulsion — is key to making the secondary goals attractive and entertaining to your players. If you're like me, you can flat out tell the players that the opportunity they find is dangerous, but that it would also award their PCs XP and / or treasure. And then you can watch the players argue over whether the primary or secondary goal is currently more important. "We already agreed to do X, and now we're going to get greedy and just run off to do Y?" "Why not both?" "Are you kidding, we don't have enough …" etc., etc.

For added fun, you can also consider putting in a time limit, a need for a key, an emerging opportunity that is becoming apparent to rival NPC adventurers (who could snatch the opportunity away), or a special environmental condition — flooding, collapse, a dying NPC, an encroaching insect swarm destroying everything in its path, whatever — that demands a fast decision from your players before the secondary opportunity is lost forever.

If your players are both smiling and arguing while they consider the odd Secondary Quest Goal you've thrown into their path, you've done a damned good thing. GM high five.

Table GWG2-94:

Secondary Quest Goals

To roll up a Secondary Quest Goal, roll 1D1000 and consult the following table. For a typical adventure scenario in a wilderness region and destination dungeon, I recommend that you roll on this table 1D6+1 times, rerolling duplicate results. Each Secondary Quest Goal can then be further elaborated upon later and set either in your dungeon, or in your wilderness journey region.

And, as a rule, if the PCs end up fulfilling 4 or more Secondary Quest Goals, it should take a lot of play time and a potential derailing of the major over-arching quest to do so. Let the players learn on their own that if they make a habit of deliberately biting off more than they can chew, they're going to get burned from time to time.

[001-007] Acquire healing from magical effect

[008-014] Acquire healing from NPC

[015-021] Acquire healing from shrine or temple

[022-028] Acquire herbal healing

[029-035] Acquire magical healing

[036-042] Bring back a rare specimen

[043-049] Bring NPC-location, change of allegiance

[050-056] Bring NPC-location, diplomacy

[057-063] Bring NPC-location, puzzle solving

[064-070] Bring NPC-location, reward

[071-077] Bring NPC-location, treasure hunting

[078-084] Carry object-location, intimidate monsters

[085-091] Carry object-location, lift a curse

[092-098] Carry object-location, make allegiance

[099-105] Carry object-location, puzzle solving

[106-112] Carry object-location, reveal a map

[113-119] Communicate with a magic mouth or spirit

[120-126] Communicate with a magical altar

[127-133] Communicate with a magical pool

[134-140] Communicate with a magical statue

[141-147] Compete in tournament, games of honor

[148-154] Compete in tournament, gladiatorial games

[155-161] Compete in tournament, magical duel

[162-168] Compete in tournament, melee

[169-175] Create a temporary base

[176-182] Cure a disease

[183-189] Deal with a traitor

[190-196] Deal with insane NPC

[197-203] Decipher a clue

[204-210] Decipher an inscription

[211-217] Destroy a location, dimensional rift

[218-224] Destroy a location, monster lair

[225-231] Destroy a location, place of evil

[232-238] Destroy a location, planar rift

[239-245] Discover / fight a new monster

[246-252] Disrupt a ritual

[253-259] Duel / challenge an NPC

[260-266] Escape a location, closing / collapsing

[267-273] Escape a location, environmental hazard

[274-280] Escape a location, magical hazard

[281-287] Escape a location, monster lair

[288-294] Escape a location, trap

[295-301] Escape from an evil NPC

[302-308] Escape from animals or beasts

[309-315] Escape from calamity, environmental

[316-322] Escape from calamity, flood or collapse

[323-329] Escape from calamity, plague or magic

[330-336] Escape from monsters

[337-343] Find a buried / hidden treasure

[344-350] Find a hidden entrance, buried or invisible

[351-357] Find a hidden entrance, camouflaged

[358-364] Find a hidden entrance, newly opened or created

[365-371] Find a hidden entrance, timed

[372-378] Find a hidden entrance, with map or information

[379-385] Find a hidden locale / dungeon level

[386-392] Find a hidden treasure map

[393-399] Find a hidden treasure, gems and jewels

[400-406] Find a hidden treasure, magical

[407-413] Find a hidden treasure, valuable object

[414-420] Find a key, hidden

[421-427] Find a key, in parts

[428-434] Find a key, protected

[435-441] Find a key, unreachable

[442-448] Find food for PCs or allies

[449-455] Find pure water

[456-462] Flee from a monster

[463-469] Flee from a trap, flood, collapse, etc.

[470-476] Gather a reagent, gems

[477-483] Gather a reagent, herbs

[484-490] Gather a reagent, ingredients

[491-497] Gather a reagent, metals / minerals

[498-505] Gather a reagent, monster parts

[506-512] Guard location from onslaught

[513-519] Guard NPCs from onslaught

[520-526] Guard object / treasure from onslaught

[527-533] Hunt a beast, needed reagents

[534-540] Hunt a beast, taming

[541-547] Hunt a beast, tracking / location finding

[548-554] Hunt a beast, trophy treasure

[555-561] Infiltration, best method is disguise / impersonation

[562-568] Infiltration, best method is NPC escort

[569-575] Infiltration, best method is stealth

[576-582] Infiltration, best method is timing

[583-589] Interrogate an evil NPC

[590-596] Journey-another secret location

[597-603] Lead soldiers

[604-610] Learn a password

[611-617] Learn a prophecy

[618-624] Loss of a treasure, retrieval

[625-631] Loss of an ally, rescue

[632-638] Loss of equipment, improvised tools

[639-645] Make / restore light

[646-652] Make contact with potential allies, demi-humans

[653-659] Make contact with potential allies, humanoids

[660-666] Make contact with potential allies, humans

[667-673] Make contact with potential allies, monsters

[674-680] Observe an event

[681-687] Observe an NPC action

[688-694] Open / unlock a location, magical locale

[695-701] Open / unlock a location, secret room

[702-708] Open / unlock a location, treasure vault

[709-715] Open / unlock a location, unreachable area

[716-722] Perform a ritual

[723-729] Plunder a tomb, art objects

[730-735] Plunder a tomb, gems and jewels

[736-741] Plunder a tomb, magical treasure

[742-747] Plunder a tomb, map or key

[748-753] Purify a tomb

[754-759] Put undead / haunt-rest, appease

[760-765] Question a good or neutral NPC

[766-771] Raid a caravan or monster migration

[772-777] Raid a lair

[778-783] Repair a bridge, door, etc.

[784-789] Resurrect a slain monster, ally

[790-795] Resurrect a slain monster, information

[796-801] Resurrect a slain NPC, ally

[802-807] Resurrect a slain NPC, for critical information

[808-813] Return-a cleared location

[814-819] Run a gauntlet, magical spells

[820-825] Run a gauntlet, missile-launching monsters

[826-831] Run a gauntlet, monster horde

[832-837] Run a gauntlet, traps

[838-843] Run a gauntlet, vermin swarm

[844-849] Save air supply

[850-855] Salvage / repair an item

[856-861] Scouting / reconnaissance required

[862-867] Separation of the party

[868-873] Slay a monster

[874-879] Slay an animal or beast

[880-885] Slay an evil NPC

[886-891] Solve a mystery

[892-897] Solve a puzzle

[898-903] Solve a riddle

[904-910] Spy on monsters



[911-916] Spy on NPCs

[917-922] Stop conflict between two factions

[923-928] Subdue a monster, huge

[929-934] Subdue a monster, planar

[935-941] Subdue a monster, small specimen

[942-948] Trial of fate / destiny

[948-955] Trial of fear

[956-962] Trial of honor

[963-969] Trial of madness

[970-977] Trial of truth

[978-985] Trial of valor / courage

[986-993] Water journey, downflow / downriver

[994-000] Water journey, upflow / upriver

The Tangled Web: Possible Complications

To add even more color and uniqueness to your adventure scenario, you can engineer a few quick Possible Complications for the players and PCs to contend with. By design, I do not call these "plot" complications, because if you're designing a good open-ended adventure, there is no plot. Plot is what happens when the players do the unexpected, and you let them. The collective fate of their Player Characters is never predetermined.

To generate some Possible Complications, roll 1D3, and add that many random complications to the adventure by consulting the table below. Whether you reroll duplicate results is up to you. I've tried to make the options vague and open-ended enough (e.g., "Tempting Choice is Deadly / Dangerous") that you can use most of them twice, in different ways, during the same adventure and still achieve quality results. You might also want to tie Possible Complications to Secondary Quest Goals, too.

Complications by their very nature will make your adventure more interesting, trickier, more skill-rewarding, and more complex. You will probably need to write up what can potentially happen as a result of each complication, and consider what happens if the players foil your expectations, or manage to prevent the thing from fully (if not partially) occurring. Try not to railroad your players, and be sure to give them a chance to have their ingenuity, choices, or random bouts of amazing luck to gloriously save the day.

Table GWG2-95:

Potential Quest Complications

Roll 1D100, and consult the following table:

[01] Abduction / Kidnapping of Benefactor

[02] Abduction / Kidnapping of PC

[03] Accusation of Disloyalty

[04] Accusation of Theft

[05-06] Ambushed by Demi-Human NPCs

[07-08] Ambushed by Human NPCs

[09-10] Ambushed by Humanoids

[11-12] Ambushed by Monsters

[13] Army Marching in the Region

[14] Benefactor Dies

[15] Benefactor is Evil / Impostor / Insane (False Flag Mission)

[16] Benefactor's Information is Very Wrong

[17-18] Cooperation with Villain / Evil Monsters Require

[19-20] Deadly Environment with Extra Treasure

[21] Deprivation of Food / Water / Shelter / Light / Air

[22] Discovery of Benefactor's Dark Secret

[23] Discovery of Villain's Sympathetic Secret

[24] Doppelganger / Impostor

[25-26] Dragon's Lair Discovered

[27] Dreamland Side Adventure Increases Odds

[28] Dungeon Collapsed / Destroyed (and New Dungeon Discovered)

[29] Dying Witness to Villain Activity

[30] Endangered / Dying Species Encountered

[31] Enemy Recognizes / Prepares for Adventurers' Weaknesses

[32] Escaped Sole Survivor

[33-34] Fog / Mist / Weather Gets Traveling PCs Lost

[35-36] Innocent People Endangered

[37] Invisible Structure Discovered

[38] King, Queen,-Overlord Intervenes in the Quest

[39] Low-Level Family Member / Henchman Secretly Tags Along

[40] Lucrative Counter-Offer to Betray Benefactor

[41] Mad Frobloozian Wizard Causing Non-Lethal Mischief

[42-43] Magical Gateway Opens

[44] Mirages / Illusions in the Region

[45] Mistaken Identity, Villain is Not the True Villain

[46-47] Monsters / Villains Receive Reinforcements

[48] Mounts Die / Porters Flee / Ship Sinks

[49] Natural Disaster During Journey Disrupts Travel

[50] Natural Disaster in Dungeon Alters Dungeon Level

[51] Needed Ally is Stubborn / Misguided / Greedy

[52] PCs Afflicted with Disease

[53] PCs Afflicted with Parasitic Infection

[54] Powerful Evil Forces Surprisingly Aid the Enemy

[55-56] Race Against Time

[57] Region of Wilderness Altered / Burned / Collapsed / Flooded

[58] Rival Good Adventurers Have a Stake

[59] Rival Good Demi-Humans Have a Stake

[60] Rival Neutral Adventurers Have a Stake

[61] Rival Neutral Demi-Humans Have a Stake

[62] Rivals Steal Important Object / Treasure

[63] Sacred Ground / Taboo Action / Forbidden Territory

[64] Secret Power, Villain is Ruled by Stronger Villain

[65] Short Path is Deadly, Long Path is Safe

[66-67] Stalked by Dangerous Beasts

[68] Suspicious Airship / Cloud Castle / Walking City in Region

[69] Tarot Deck Reading of Many Wonders Offered

[70] Tempting Choice Alerts Villain(s)

[71] Tempting Choice Enacts Curse

[72-73] Tempting Choice is Deadly / Dangerous

[74-75] Tempting Choice is Evil

[76] The Directions on This Map Are Terrible

[77] Trickster Demigod Takes Interest

[78] Unconquerable and Avoidable Monster Lair

[79] Unexpected Alliance Required

[80] Unexpected Key Required

[81] Unexpected Password Required

[82] Unique Threatened Specimen Discovered (Fungus, Gem, Herb, etc.)

[83] Unwanted Attention from Bounty Hunters

[84] Unwanted Attention from Demon / Devil

[85] Unwanted Attention from Intelligent Monster

[86] Unwanted Attention from Kingdom / Government

[87] Unwanted Attention from Noble

[88] Unwanted Attention from Rivals

[89] Unwanted Attention from Thieves

[90] Unwanted Attention from Villain

[91] Valuable Cursed Treasure

[92] Valuable Intelligent / Egoistic / Possessive and Magical Weapon

[93] Village / Caravan / Wounded Hero Asks for Help

[94] Villain Begs for Mercy / Betrays Own Faction

[95] Villain Dies Before Conflict with PCs (Anticlimax)

[96] Weather Becomes Dangerous

[97-00] GM's Amazingly Brilliant Choice

Thou Art Not Alone: Allies and Guides



In any good adventure featuring lots of tasty death and destruction, you need to introduce some allies and / or guides to potentially assist the PCs. The reasons for this are several: [1] Adding in allies makes the players more responsible, especially when the NPCs start listening to the orders and general foolishness provided by the PCs;

[2] Adding in allies also makes the players more reckless, as they estimate their new strength and get into new messes due to overconfidence; and, [3] Allies give PCs a visceral opportunity to play with other character classes and races that they might not have represented in the party's current player-driven mix. There are other advantages as well, but those are the ones that tend to stand out and to make me appreciate allies in the game.

There are several major types of allies which I recommend: friendly monsters (such as satyrs and centaurs), groups of level zero demi-humans (such as dwarven warriors or gnomish scouts), and classed NPCs of various experience levels. I've also included troops of soldiers and men-at-arms, because the epic feel of troop command can give the players quite a rush (and sense of responsibility as the bloodshed begins and attrition sets in). Troops are also ideal mechanisms for GMs in dramatic play, because you can (for example) have one-shot kill poisonous monsters target the spear carriers, or fall off cliffs, or "charge in and take one for the team" for some truly legendary battle scenes.

Quite a few of the choices I provide are based on the assumption that the PC party is of good, or at least neutral, alignment. If the players are playing evil characters, they can still have allies; just change dwarves to orcs, gnomes to kobolds, and so forth. The effect on game play is largely the same.

Meanwhile I recommend that the friendly monsters, as well as the demi-humans, be found somewhere in the adventure region. The NPC types, however, are split into two classifications in the random ally table which I provide. Those that are listed as "Present" are supplied by the benefactor, or are asked to assist and accompany the PCs before they leave the city. "Met" in contrast means that the NPCs are found in the adventure region along the way to the dungeon.

You may need to reroll some of the more esoteric options I provide (such as buccaneers or pixies) depending on the terrain or circumstances, but all of the options included here have potentially amusing and effective results if you introduce them properly. Please note also that good dragons are not included here, because that potentially disruptive scenario twist should be a GM choice, not a random result. Having a dragon in the party changes everything.

So why are these allies present and willing to be led around, risking life and limb? That's largely up to you. The possible reasons for their helping are many: they may be wanting revenge, wanting treasure, wanting to prove themselves to a liege or superior, wanting to one-up a rival, wanting to see the evil in the area dead, wanting to fulfill the quest (but they had to wait for powerful allies and a funded opportunity), hoping to rescue their kin, etc. The allies probably have some local knowledge (of the terrain, locations, denizens, politics, recent events and calamities, whatever) that is useful to the PCs too. And they almost certainly have their own gear, food, drink, and minor magic items.

The Number of Non-NPC Allies Appearing

This is a difficult guideline to offer you, because there are too many variables. I will provide a general example from my house rules, and you can intuit from it what you will:

Let's say that you have 4 or 5 players, and they each have a level 5 or 6 PC.

The allies I would offer to such a group would be considered capable, but would not overshadow the group's own prowess. I would recommend (for example) using an allied group such as 1D4+2 centaurs, 1D2 griffons, or 1 lesser djinni. If the allies were level zero demi-humans, I would recommend 1D12+10 elves, 3D6+8 dwarves, 4D6+6 gnomes, or 5D6+4 halflings. (Those variable numbers between the races are based on 1E hit dice, special abilities, and so forth for low-level NPCs.) For level zero men-at-arms, I would recommend 1D10+10 heavy cavalry, 1D12+12 medium cavalry, 3D4+14 light

cavalry, 4D4+16 heavy footmen, or 5D4+18 light footmen. (The primary factor there is the armor class of the troop type, and whether they have mounts.)

These numbers might seem high, but you will find that allies actually suffer rather horrific casualty rates … particularly if they are low level, and they are forced to make saving throws vs. area of effect spells, environmental effects (such as pits or avalanches), or poisonous monsters.

Allied NPCs and Recommended Experience Levels

So what level should the NPC(s) be if they have classes and experience levels? That's rather hard to say, and it depends on the game effect that you want to convey. The NPCs will be (a) of a higher level than the PCs, (b) of a roughly equal level, or (c) of a lower level.

I can't really say how many such NPCs there will be, but I recommend that they are relatively few in number compared to troops. I usually use the following rule of thumb: 1 NPC of higher level, 1D2 NPCs of equal level, or 1D3 or more NPCs of lower level. For example, if the average experience level among the PCs is currently 8, then they might be accompanied by either (a) 1 NPC of level 9 to 11, (b) 1 or 2 NPCs of level 8, (c) 1 to 3 NPCs of levels 5 to 7, or (d) 2 to 4 NPCs of levels 4 to 6. NPCs of a lower level would probably die off quickly, and in that case you'd be better off as a GM using troops or demi-humans instead.

I also use the following guidelines to determine how the NPCs act in regards to the PCs:

- **A higher level NPC** might initially try to lead the group. Or, if encountered in the wilderness, he / she might well shadow the group in secrecy and then assist in a surprising manner … for example, leaping out and attacking when the PCs are crossing a river and are ambushed by trolls. The higher level NPC should not be too powerful. I recommend 1 to 3 levels higher than the PCs' current average. In that way, the NPC will not steal the show, but will still be respected by the PCs (and the players) and strongly valued as a companion. Unless the GM is feeling especially generous, the NPC will demand (and receive) an equal share of treasure.
- **Equal level NPCs** will probably want an equal share of the treasure, and in return they will likely defer to the PCs' command. They won't take suicidal orders.
- **Lower level NPCs** will seek mentorship and guidance, but they will also trust the PCs' leadership … possibly to the death. They will be eager to join the PCs, because they will regard them as powerful (divinely sent?) heroes who are providing a rare opportunity and a considerable chance for success. They will probably be content with half shares, and quite a few of them will probably not live to collect.

If you need help devising allied NPCs, you can use supplement DDE1, DUNGEON DELVER ENHANCER to give them some more cool details. Otherwise, you can wing it. Just be careful handing out outrageously high ability scores, because some of the surviving NPCs might become henchmen or long-term companions. And if that happens, and a PC dies later on in your campaign, then sometimes these NPCs might become PCs! And don't give them super-powered magic items either … because guess who gets that item when the NPC dies out in the wilderness with no non-PC witnesses around?

Table GWG2-96:

Allies and Guide NPCs

To determine the allies in your adventure scenario, roll 1D1000 and consult the following table:

[001-005] Brownies

[006-011] Buccaneers

[012-017] Centaurs

[018-022] Dervishes

[023-027] Dimensional Hounds

[028-033] Dwarven Arbalesters

[034-039] Dwarven Beast Masters with Wolves

[040-044] Dwarven Cavalry with Grizzly Bears

[045-049] Dwarven Cavalry with War Boars

[050-055] Dwarven Delvers with Caged Fire Beetles

[056-061] Dwarven Treasure Hunters with Dungeon Mules

[062-066] Dwarven Warriors

[067-071] Elven Archers

[072-077] Elven Hunters



[078-083] Elven Vigiles with Giant Eagles

[084-088] Elven Wardens

[089-093] Elven Warriors

[094-099] Elven Warriors with Giant Elk

[100-105] Equal-Level Barbarian, Met

[106-110] Equal-Level Barbarian, Present

[111-115] Equal-Level Bard, Met

[116-121] Equal-Level Bard, Present

[122-127] Equal-Level Cavalier, Met

[128-132] Equal-Level Cavalier, Present

[133-137] Equal-Level Cleric, Met

[138-143] Equal-Level Cleric, Present

[144-149] Equal-Level Druid, Met

[150-154] Equal-Level Druid, Present

[155-159] Equal-Level Fighter, Met

[160-165] Equal-Level Fighter, Present

[166-171] Equal-Level Hunter, Met

[172-176] Equal-Level Hunter, Present

[177-181] Equal-Level Illusionist, Met

[182-187] Equal-Level Illusionist, Present

[188-193] Equal-Level Jester, Met

[194-198] Equal-Level Jester, Present

[199-203] Equal-Level Magic-User, Met

[204-209] Equal-Level Magic-User, Present

[210-215] Equal-Level Monk, Met

[216-220] Equal-Level Monk, Present

[221-225] Equal-Level Mountebank, Met

[226-231] Equal-Level Mountebank, Present

[232-237] Equal-Level Mystic, Met

[238-242] Equal-Level Mystic, Present

[243-247] Equal-Level Paladin, Met

[248-253] Equal-Level Paladin, Present

[254-259] Equal-Level Ranger, Met

[260-264] Equal-Level Ranger, Present

[265-269] Equal-Level Savant, Met

[270-275] Equal-Level Savant, Present

[276-281] Equal-Level Thief, Met

[282-286] Equal-Level Thief, Present

[287-291] Giant Eagles

[292-297] Giant Owls

[298-303] Gnomish Beast Masters with Badgers

[304-308] Gnomish Beast Masters with Giant Badgers

[309-313] Gnomish Beast Masters with Wolverines

[314-319] Gnomish Miners with Caged Fire Beetles

[320-325] Gnomish Scouts

[326-330] Gnomish Skirmishers

[331-335] Gnomish Slingers

[336-341] Griffons

[342-347] Halfling Adventurers

[348-352] Halfling Scouts

[353-357] Halfling Skirmishers

[358-363] Halfling Slingers

[364-369] Halfling Trackers with Hunting Dogs

[370-374] Halfling Warriors with War Dogs

[375-379] Higher Level Barbarian, Met

[380-385] Higher Level Barbarian, Present

[386-391] Higher Level Bard, Met

[392-396] Higher Level Bard, Present

[397-401] Higher Level Cavalier, Met

[402-407] Higher Level Cavalier, Present

[408-413] Higher Level Cleric, Met

[414-418] Higher Level Cleric, Present

[419-423] Higher Level Druid, Met

[424-429] Higher Level Druid, Present

[430-435] Higher Level Fighter, Met

[436-440] Higher Level Fighter, Present

[441-445] Higher Level Hunter, Met

[446-451] Higher Level Hunter, Present

[451-457] Higher Level Illusionist, Met

[458-462] Higher Level Illusionist, Present

[463-467] Higher Level Jester, Met

[468-473] Higher Level Jester, Present

[474-479] Higher Level Magic-User, Met

[480-484] Higher Level Magic-User, **[Present**

[485-489] Higher Level Monk, Met

[490-495] Higher Level Monk, Present

[496-501] Higher Level Mountebank, Met

[502-506] Higher Level Mountebank, Present

[507-512] Higher Level Mystic, Met

[513-518] Higher Level Mystic, Present

[519-243] Higher Level Paladin, Met

[525-529] Higher Level Paladin, Present

[530-534] Higher Level Ranger, Met

[535-540] Higher Level Ranger, Present

[541-546] Higher Level Savant, Met

[547-552] Higher Level Savant, Present

[553-557] Higher Level Thief, Met

[558-563] Higher Level Thief, Present

[564-569] Hippogriffs

[570-574] Lesser Djinni

[575-579] Lower Level Barbarians, Met

[580-585] Lower Level Barbarians, Present

[586-591] Lower Level Bards, Met

[592-596] Lower Level Bards, Present

[597-601] Lower Level Cavaliers, Met

[602-607] Lower Level Cavaliers, Present

[608-613] Lower Level Clerics, Met

[614-618] Lower Level Clerics, Present

[619-623] Lower Level Druids, Met

[624-629] Lower Level Druids, Present

[630-635] Lower Level Fighters, Met

[636-640] Lower Level Fighters, Present

[641-645] Lower Level Hunters, Met

[646-651] Lower Level Hunters, Present

[652-657] Lower Level Illusionists, Met

[658-662] Lower Level Illusionists, Present

[663-667] Lower Level Jesters, Met

[668-673] Lower Level Jesters, Present

[674-679] Lower Level Magic-Users, Met

[680-684] Lower Level Magic-Users, Present

[685-689] Lower Level Monks, Met

[690-695] Lower Level Monks, Present

[696-701] Lower Level Mountebanks, Met

[702-706] Lower Level Mountebanks, Present

[707-711] Lower Level Mystics, Met

[712-717] Lower Level Mystics, Present

[718-723] Lower Level Paladins, Met

[724-728] Lower Level Paladins, Present

[729-733] Lower Level Rangers, Met

[734-739] Lower Level Rangers, Present

[740-745] Lower Level Savants, Met

[746-750] Lower Level Savants, Present

[751-755] Lower Level Thieves, Met

[756-761] Lower Level Thieves, Present

[762-767] Men-at-Arms, Archers

[768-772] Men-at-Arms, Crossbowmen

[773-777] Men-at-Arms, Heavy Cavalry

[778-783] Men-at-Arms, Heavy Footmen

[784-789] Men-at-Arms, Heavy Hobilars

[790-794] Men-at-Arms, Light Cavalry

[795-799] Men-at-Arms, Light Footmen

[800-805] Men-at-Arms, Light Hobilars

[806-811] Men-at-Arms, Longbowmen

[812-816] Men-at-Arms, Medium Cavalry

[817-821] Men-at-Arms, Mounted Archers

[822-827] Men-at-Arms, Mounted Crossbowmen

[828-833] Men-at-Arms, Pikemen

[834-838] Men-at-Arms, Slingers

[839-843] Nomads

[844-849] Pegasi

[850-855] Pixies

[856-860] Satyrs

[861-865] Sprites

[866-871] Tribal Lizard Men

[872-877] Tribesmen with Falcons

[878-882] Tribesmen with Giant Lizards

[883-887] Tribesmen with War Dogs

[888-940] Unusual Individual (roll on Benefactor Descriptor and Type tables)

[941-945] Werebear

[946-980] Fates Intervene (roll twice)

[981-000] Something Totally Unique (GM's choice; as an idea to get you started, a good-aligned headless horseman on a decaying caparisoned paladin's warhorse)



Strategic Delays:
Tasks before Departure

As another strand in the ever-more-complex web of your scenario design, I recommend that you consider the PCs' recommended Tasks Before Departure. These are the varied things that trustworthy NPCs (such as the benefactor, the guards, an official, a mercenary captain, a guild master, etc.) will strongly encourage the PCs to do. The tasks can of course be completely ignored, but the PCs will eventually learn that they do so at their peril.

I had to institute this practice in my own campaign because the players — who had been clamoring for a tough old school pulp fantasy adventure campaign — were always rushing off headlong into the next adventure despite my repeated warnings, and then blaming me when things got too difficult (!). I have the (supposedly annoying) habit of explaining to the PCs, every time a PC or NPC henchman dies, what they might have done to avoid the death, as a way to improve their future skill: "You should have brought more light sources," "You didn't use any 10' poles," "You could have carried more oil," "You could have waited to test the antidote," "You could have researched the spell traps in the archive," and on and on.

Eventually we all got tired of one another, and I put in blatant warnings at the beginning of each adventure. The players would still get angry with me whenever went things went south … but more often than not, the "Oh, yeah, that thing you told us about …" look would dawn on their faces and they would make themselves preparatory notes for next time. Over the course of several months, my angry neophytes become grizzled grognards, who were always healing to full, hiring men-at-arms, taking on henchmen, training war dogs, listening to tavern rumors, keeping up with the Thieves' Guild, counting torches, arrows, lamp fuel, holy water vials, wolvesbane sprigs, iron rations, and waterskin gallons before every major expedition. And the death rate was very soon cut in half, and then by two thirds!

So in short, the Tasks Before Departure give you the GM an opportunity to warn the players about some of the deadlier old school challenges lying ahead, without coddling them. And you won't have to feel too bad when they rush in and die, when there was a wiser to do things. (And hey, there's always resurrection. Right?)

These practices can be difficult to institute at first, but the reason why I recommend you add this phase to every single scenario is clear: After a while, it will become old hat to the players. They'll either get smart, or they'll stay stupid and their PCs will die.

You can come up with the justifications for the inclusion of these helpful bits in the game quite easily, just by reading the varied tasks. In this way, this table will give you more ideas for the monsters, tricks, and traps that you can put into your scenario. Then, if the PCs — despite any offered allies — hear that they will still need a lot of men-at-arms to accompany them, that means you the GM have probably placed lots of instant-kill monsters in the adventure region (petrifying cockatrices, poisonous spiders, and so forth). If the PCs are told that they need porters and beasts of burden, then the treasures to be found will probably be large, bulky and difficult to carry. If the PCs are warned that they need to inform a clan of elves of a need to cross their territory, then that means that the borderlands between the city and the wilderness journey are controlled by xenophobic wild elves with very sharp arrows and deadly aim. And so forth.

By justifying the need for these tasks, and by dropping not-so-subtle hints when the players complain, you can flesh out your adventure even more with some realistic complications and layers of complexity. And eventually, you'll turn even the most short-sighted and entitled player into a skilled and always-prepared veteran adventurer!

(I realize I may have slightly offended some new schoolers with the above screed. Sorry, not sorry. ☺)

Table GWG2-97:

Tasks before Departure

Depending on how long you want the PCs to prepare and move about town before heading off, I recommend that you usually roll 1D4+1 times on this table (rerolling duplicate results) for an average adventure.

Roll 1D100, and consult the following table:

[01] Acquire a side quest, exploration

[02-03] Acquire a side quest, knowledge / lore

[04] Acquire a side quest, monster slaying

[05] Acquire a side quest, rescue allies

[06-07] Acquire a side quest, specimen acquisition

[08] Acquire a side quest, treasure recovery

[09] Acquire aerial transportation, magic item

[10] Acquire aerial transportation, mounts

[11-12] Acquire aerial transportation, spell

[13] Acquire needed clearance, password, writ, etc.

[14-15] Acquire needed key or item of passage

[16-17] Acquire needed magic item

[18] Ally with a demi-human clan

[19-20] Ally with adventurers

[21] Ally with soldiers

[22] Attend an audience with the Overlord (or other ruler)

[23] Bribe a merchant or shopkeeper

[24-25] Bribe an informer

[26] Buy magical potions

[27] Consult a sage

[28-29] Consult an oracle

[30] Consult with an NPC

[31-32] Consult with thieves or assassins

[33] Gauge the weather

[34-35] Go to a city location

[36] Hear rumors about the journey

[37-38] Hear rumors about the locale

[39-40] Hear rumors about the monsters

[41] Hear rumors about the treasure

[42] Hire men-at-arms

[43-44] Hire NPC henchmen

[45] Hire porters or torch bearers

[46] Hire specialized hirelings

[47-48] Inform dwarves of need to cross territory

[49] Inform elves of need to cross territory

[50] Inform gnomes of need to cross territory

[51-52] Inform good monsters of need to cross territory

[53] Inform halflings of need to cross territory

[54] Inform half-ogres (and ogres?) of need to cross territory

[55-56] Inform half-orcs (and orcs?) of need to cross territory

[57] Inform neutral monsters of need to cross territory

[58-59] Listen to a prophecy

[60-61] Listen to a survivor's account

[62] Listen to rumors

[63-64] Make a sacrifice

[65] Negotiate with / invite rival NPCs

[66] Negotiate with potential demi-human allies

[67-68] Negotiate with potential human allies

[69] Perform a ritual

[70] Perform an NPC task

[71-72] Purchase beasts of burden

[73-74] Purchase healing herbs

[75] Purchase mounts or beasts of burden

[76] Purchase needed supplies

[77-78] Purchase specialized equipment

[79] Purchase spell casting or magical effects

[80-81] Research the journey

[82] Research the locale

[83-84] Research the monsters

[85] Research the treasure

[86-87] Secure an item that the benefactor wants transported

[88] Secure an item provided by benefactor

[89-90] Secure a PC's stronghold

[91] Secure a PC's treasure

[92] Study a journal

[93-94] Study maps

[95-96] Visit a guild

[97] Wait for a caravan

[98-99] Wait for a date, season, eclipse, etc.

[00] Wait for an event, departure, or arrival



The Journey Begins: Weather on the Day of Travel

Another atmospheric, and potentially portentous, touch you might want to add to your scenario involves pre-generating the Weather on the Day of Travel. I offer you some results — which require your specific interpretation, based on the climate and the season — in the table below. A "storm," for example, could mean a thunderstorm, blizzard, sandstorm, or even magical series of dust devils, depending on the locale and your campaign.

This is a very general weather effect table, meant to be used in any climate, in any terrain, on any world. As such, your interpretation of the vague result will *always* be required. Rerolls may be required if you already know from your campaign's calendar that certain options will not work (e.g., full moon). If you want a more detailed system, you can find them out there in the wild; but I personally did not want this book to explode to 1,000+ pages of ultra-detail. I think it's better to give you the general range of ideas, and for you to use your own imagination to come up with the specific result.

Much like the Tasks Before Departure, there is nothing stopping your players from ignoring the conditions. They will eventually learn that in most cases (outside of races against the clock), bad weather will lead to dangerous conditions that should probably be waited out, or at least specially prepared for.

If the PCs have the potential to move magically to the wilderness region, or at a very rapid pace (e.g., with flying mounts or aerial spells), you may want to roll both the weather at the current location, and the weather at their destination too.

After several uses, you will probably note that this system is weighted toward unusual and possibly dangerous results, which is why I recommend that you use this table only when beginning a new adventure, and not for day-to-day weather throughout all of the lands in your campaign. So please, be warned. The table is not a day-to-day campaign weather generator. And this specifically-intentioned sub-system is therefore wide open to your potential abuse of its built-in limitations!

Table GWG2-98:

Abstract Weather Determination

Roll 1D100, and consult the following table. Reroll or reinterpret as needed.

[01-19] Clear, Normal

[20-22] Clear and Windy (50% slightly increasing rate of travel, 50% slightly slowing rate of travel, depending on direction; effect is more pronounced at sea or for aerial adventures)

[23-25] Clear with Light Winds

[26-28] Clear, Colder than Normal

[29-31] Clear, Hotter than Normal

[32-34] Clear, Magically Controlled

[35-37] Clear, Much Colder than Normal

[38-40] Clear, Warmer than Normal

[41-43] Full Moon (danger of lycanthropes, predators, cultists, etc.)

[44-46] Hazy (clouds, falling ashes, mist, sand in the air, etc.)

[47-49] Hazy and Dangerous (floating cinders, poisonous gases, smoke, spores, stinging insects, etc.)

[50-52] Hazy and Dangerous, Abnormal and Magical

[53-55] Hazy, Abnormal and Magical

[56-58] Imminent Disastrous Storm (blinding blizzard, deadly sandstorm, flash flooding, tornado, etc.)

[59-61] Imminent Disastrous Storm, Abnormal and Magical

[62-64] Imminent Minor Storm, Abnormal and Magical

[65-67] Imminent Storm, Abnormal and Magical

[68-70] Locally Clear (minor storm on the horizon)

[71-73] Locally Clear, Ominous (storm on the horizon)

[74-76] Locally Clear, Perilous (disastrous storm on the horizon)

[77-79] Minor Storm (rain, snow, wind, etc.)

[80-82] Newly Clear (adverse weather has just passed)

[83-85] Partly Clear (weather is about-change)

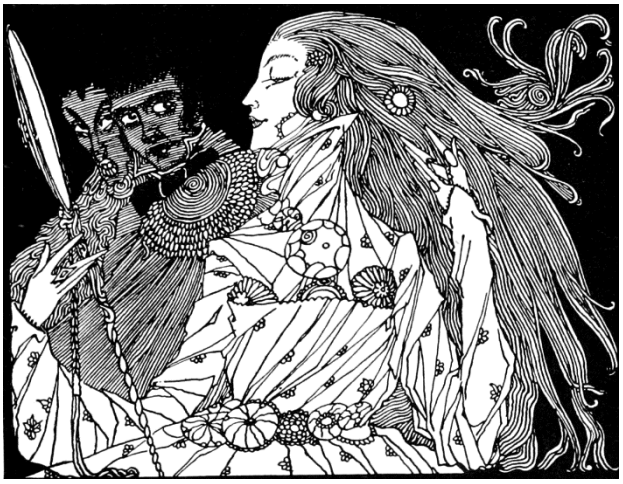
[86-88] Storm (blizzard, hail, sandstorm, thunderstorm, windstorm, etc.)

[89-91] Strange Phenomenon (eclipse, mirage, northern lights, rainbows, etc.)

[92-94] Strange Phenomenon, Abnormal and Magical (omen?)

[95-97] Rapidly changing conditions (roll twice)

[98-00] Considerably different than the day before, very unusual (roll twice)



CHAPTER 9:
ELEMENTS OF EVIL



The Iconic Villain

Every good adventure needs a villain. It might just be the "dungeon lord," sitting in the last room of the dungeon and waiting for the PCs to come find him. Or much better yet, it might be a reviled nemesis from previous adventures, an antihero the players love to hate, a former associate (who might be turned back to the light side, if a proper sacrifice is made), or just a random person who the PCs will soon come to dread, pursue, hide from, and respect. Whenever you add a powerful and active villain to your scenario, instead of a passive force waiting to be killed, you up the stakes considerably. In doing so, you challenge your players to play to their utmost skill. You also make them feel *terrible* when the villain kills people they could have saved, and *fantastic* when they bring a nasty evildoer to justice. What's not to love?

(This isn't to say that you can't have villains in a campaign where the PCs are themselves of evil alignment, however. In such a campaign, the PCs' enemies could be of any alignment and ethos, raging from paladins to demon lords. Who is deemed villainous in regards to whom, really, is a matter of perspective.)

So how do you create an iconic villain? At bare minimum, you need to know their species, relative power level, motivation, methods, and potentially fatal weakness. Beyond that, I prefer to improvise, but your mileage may vary. Make the villain as detailed or as nebulous as you want. I personally love the tactic of "be careful what you voice in fear," which means that I listen to my players over several play sessions — "I hope we don't encounter a dragon," "Wouldn't it be terrible if he kidnapped one of our friends?" etc., etc. — and I build an enemy that the players have actually built themselves. And whenever I need to resolve a villain variable I haven't quite figured out yet, I prefer to make random rolls.

As an example, I recommend rolling once or twice on the Chaotic Descriptor list to make the villain more interesting. Villains with worthy attributes (a sense of honor, kindness until forced to kill, genuine curiosity about the lives of people he is imprisoning, etc.) can become unforgettable — and sometimes even worthy of forgiveness — in many players' minds.

The table I provide for villainous archetypes is, chiefly, a mix of character classes and intelligent monsters. For the character classes I also provide recommended character themes. (For more information on themes and other forms of character specialization, refer to supplement DDE1, DUNGEON DELVER ENHANCER.)

Further Considerations for the Iconic Villain

If you don't know a villain NPC's experience level, I recommend a rough rule of thumb: give him a level about 3 to 5 levels higher than the average level of the PCs. So if the PCs in your campaign are approximately level 8, then the villain should be level 11, 12, or 13 or thereabouts. And be sure that the villain has protectors, including NPCs and monsters if at all possible. The PCs

should fear the villain, and the open question of whether they could survive a direct conflict should always be in their minds. By making it clear that the villain is a powerful foe to be taken seriously, you will be encouraging the players to think creatively and strategically in their dealings with the imminent threat. Keep in mind that the PCs and the villain might never come into direct conflict, and it can actually be advantageous to have a powerful villain escape … to return, of course, to the game at a future date in the name of revenge!

Alternately, if you want to occasionally threaten your players' characters with a surprising and unnerving villain, you can use an unusual technique which I call the "villainous weakling." This might be a child, a level 1 evil cleric, or an elderly woman close to death. But the child is the heir to a throne, the level 1 evil cleric has just been declared the chosen one by a demon lord, and the elderly woman is an incarnation of Baba Yaga … if only her memory can be restored. In these situations, the villain is actually rather weak, but has the ability to command other powerful villains who protect him or her with absolute conviction. That type of scenario oddity requires quite a bit more planning and rolling on your part, but it can make for some very memorable adventure sessions too.

A special note about monsters: When you are using intelligent monsters as villains, you should consider the Lethality Level of the monster in ratio to the experience level of the PCs. If (for example) the PCs are level 3, a single giant will certainly prove villain enough. But if they are level 15, the giant might be a spell-using shaman king, surrounded by powerful bodyguards. And if the villain is insanely powerful — for example, an arch-devil — you may want to push the true villain well back into the distance, and have the PCs encounter worshippers and minions who share the villain's ethos and beliefs. The closer the PCs dare to approach to the actual threat, the deadlier the encounters will become. Eventually, they will either die, back off (most likely) or heroically vanquish the threat (in which case, they deserve a huge reward and probably a full experience level). This approach can create recurring villains with legions of followers, for which many players love to cultivate an affectionate and long-term hatred.

Many of the other details concerning villains, however, are really up to you. (You can use supplement DDE1, DUNGEON DELVER ENHANCER to assist you with many of the design questions.) I do not presume to provide you with random recommendations for villain alignment or race, because in many old school games those variables are restrictive and dependent upon the rules you might be playing with. But I do assume that most villains will be evil, or at least chaotic neutral; so you will not find druids, mystics, paladins, or rangers in the list below. I encourage you to use unusual race combinations to make villains memorable; for example, you might try out an evil dwarf jester, a dark elven cavalier, or even a possessed and corrupted halfling priest. You should strive to make each villain unique. Whenever you can surprise your players and make them play harder, do so!



The Iconic Villain: Archetypes

The villain's Archetype, as alluded to in the previous section, is just the basic primary descriptor that gives you a "hook" to conceive the details around. Some of the entries are intelligent monsters, but most are NPC classes. Specialization themes — which are fully detailed in supplement DDE1 — are also suggested for the sake of maximum variety. So if you roll up an Anti-Paladin villainess, she might be an Armiger, a Black Knight, a Cataphract, a Defiant, or something totally different. If you do not have access to DDE1, of if you are playing a game with its own character kits (e.g., 3.5 or Pathfinder), you can work out your villain sub-archetypes according to your preference.

Table GWG2-99:

Iconic Villain Archetypes

Roll 1D1000, and consult the following table:

A

[001-003] Acid Dragon

[004-005] Anti-Paladin, Armiger (paladin) theme

[006-007] Anti-Paladin, Black Knight (paladin) theme

[008-009] Anti-Paladin, Cataphract (paladin) theme

[010-011] Anti-Paladin, Defiant (paladin) theme

[012-013] Anti-Paladin, Heir of Mercy (paladin) theme

[014-015] Anti-Paladin, Heir of Vengeance (paladin) theme

[016-017] Anti-Paladin, Herald of Arms (paladin) theme

[018-019] Anti-Paladin, Horseman (paladin) theme

[020-021] Anti-Paladin, Jouster / Lancer (paladin) theme

[022-023] Anti-Paladin, Knight in Exile (paladin) theme

[024-028] Arch-Devil (GM's choice)

[029-030] Assassin, Bloodletter theme

[031-032] Assassin, Butcher theme

[033-034] Assassin, Carnifex theme

[035-036] Assassin, Darksider theme

[037-038] Assassin, Eliminator theme

[039-040] Assassin, Garroter theme

[041-042] Assassin, Hatchetman / Hatchetwoman theme

[043-044] Assassin, Headhunter / Headhuntress theme

[045-046] Assassin, Headsman / Headswoman theme

[047-048] Assassin, Impaler theme

[049-050] Assassin, Infiltrator theme

[051-052] Assassin, Intimidator theme

[053-054] Assassin, Mauler theme

[055-056] Assassin, Oath Breaker theme

[057-058] Assassin, Poisoner theme

[059-060] Assassin, Rakehell theme

[061-062] Assassin, Ruffian theme

[063-064] Assassin, Scapegrace theme

[065-066] Assassin, Sicarius / Sicaria theme

[067-068] Assassin, Slaughterer theme

[069-070] Assassin, Slayer theme

[071-072] Assassin, Spy theme

[073-074] Assassin, Strangler theme

[075-076] Assassin, Tormentor theme

[077-078] Assassin, Torturer theme

[079-080] Assassin, Tyro theme

B

[081-086] Banshee

[087-088] Barbarian, Barrens Strider theme

[089-090] Barbarian, Bear Warrior theme

[091-092] Barbarian, Beast Master theme

[093-094] Barbarian, Berserker specialization and theme

[095-096] Barbarian, Boar Warrior theme

[097-098] Barbarian, Chaos Warrior theme

[099-100] Barbarian, Destroyer theme

[101-102] Barbarian, Horde Bringer theme

[103-104] Barbarian, Mage Slayer theme

[105-106] Barbarian, Marauder theme

[107-108] Barbarian, Nomad theme

[109-110] Barbarian, Outcast theme

[111-112] Barbarian, Outlander theme

[113-114] Barbarian, Prey Stalker theme

[115-116] Barbarian, Primal Warrior theme

[117-118] Barbarian, Raider theme

[119-120] Barbarian, Savage theme

[121-122] Barbarian, Survivor theme

[123-124] Barbarian, Tribal Warrior theme

[125-126] Barbarian, Tribesman / Tribeswoman theme

[127-128] Barbarian, Warmonger theme

[129-130] Barbarian, Wild-Wanderer theme

[131-132] Bard, Alba theme

[133-134] Bard, Archipoeta theme

[135-136] Bard, Balladeer theme

[137-138] Bard, Beguiler theme

[139-140] Bard, Cantor / Cantora theme

[141-142] Bard, Chanter theme

[143-144] Bard, Charmer theme

[145-146] Bard, Chronicler theme

[147-148] Bard, Crowther theme

[149-150] Bard, Fabler theme

[151-152] Bard, Fabulist theme

[153-154] Bard, Jaunter theme

[155-156] Bard, Journeyer theme

[157-158] Bard, Minnesinger theme

[159-160] Bard, Pied Piper theme

[161-162] Bard, Poet / Poetess theme

[163-164] Bard, Raconteur theme

[165-166] Bard, Rhapsodist theme

[167-168] Bard, Sonnetist / Sonneteer theme

[169-170] Bard, Storyteller theme

[171-172] Bard, Trouper theme

[173-174] Bard, Trouvere theme

[175-176] Bard, Trovatore, Troubadour theme

[177-178] Bard, Vates theme

[179-180] Bard, Wanderer theme

[181-185] Barghest

[186-190] Batrachian Demon

[191-195] Bestial Demon



C

[196-198] Cavalier, Armiger (paladin) theme

[199-201] Cavalier, Banner Bearer / Signifer (paladin) theme

[202-204] Cavalier, Black Knight (paladin) theme

[205-207] Cavalier, Cataphract (paladin) theme

[208-210] Cavalier, Defiant (paladin) theme

[211-213] Cavalier, Heir of Mercy (paladin) theme

[214-216] Cavalier, Heir of Vengeance (paladin) theme

[217-219] Cavalier, Heir-the Oath (paladin) theme

[220-222] Cavalier, Herald of Arms (paladin) theme

[223-225] Cavalier, Horseman (paladin) theme

[226-228] Cavalier, Jouster / Lancer (paladin) theme

[229-231] Cavalier, Knight in Exile (paladin) theme

[232-234] Cleric, Advocatus / Advocata theme

[235-237] Cleric, Almoner theme

[238-240] Cleric, Anchorite theme

[241-243] Cleric, Aspirant / Novitiate theme

[244-246] Cleric, Augur theme

[247-249] Cleric, Believer theme

[250-252] Cleric, Cantor theme

[253-255] Cleric, Catechumen theme

[256-258] Cleric, Clairvoyant theme

[259-261] Cleric, Confessor theme

[262-264] Cleric, Convert theme

[265-267] Cleric, Cultist theme

[268-270] Cleric, Exorcist theme

[271-273] Cleric, Fledgling theme

[274-276] Cleric, Harbinger theme

[277-279] Cleric, Haruspex theme

[280-282] Cleric, Healer / Palmlayer theme

[283-285] Cleric, Heathen Slayer theme

[286-288] Cleric, Mystic theme

[289-291] Cleric, Oracle / Soothsayer theme

[292-294] Cleric, Ostiarius / Temple Servitor theme

[295-297] Cleric, Ovate theme

[298-300] Cleric, Peregrine theme

[301-303] Cleric, Savant theme

[304-306] Cleric, Shaman / Shamaness theme

[307-309] Cleric, Sibyl theme

[310-312] Cleric, Unholy Seer / Unholy Seeress theme

[313-315] Cleric, Vampire Hunter / Vampire Huntress theme

[316-318] Cleric, Vestal theme

[319-321] Cleric, Wise Man / Wise Woman theme

[322-324] Cleric, Witch Hunter / Witch Huntress theme

[325-327] Cleric, Zealot theme

[328-333] Cloud Giant

[334-338] Corrupted Cyclops

[339-342] Corrupted Genie (of GM's design)

[343-347] Corrupted Sphinx (GM's choice)

[348-351] Corrupted Titan

D

[352-356] Daemon (GM's choice)

[357-361] Deep One

[362-364] Demigod (GM's choice)

[365-367] Demigoddess (GM's choice)

[368-372] Demon Lord (GM's choice)

[373-376] Dimensional Spider

[377-381] Draconian Lich (of GM's design)

[382-385] Dream Eater

E

[386-390] Evil Eye, of Azathoth

[391-394] Evil Eye, of Cthulhu

F

[395-399] Fallen Angel (of GM's design)

[400-402] Fighter, Amazon theme

[403-405] Fighter, Archer specialization and Archer / Crossbowman theme

[406-408] Fighter, Armsman / Armswoman theme

[409-411] Fighter, Axe Bearer theme

[412-414] Fighter, Battler / Skull Crusher theme

[415-417] Fighter, Blade Master specialization and Footman / Footwoman theme

[418-420] Fighter, Bodyguard / Protector theme

[421-423] Fighter, Brawler theme

[424-426] Fighter, Challenger / Imperial Warrior theme

[427-429] Fighter, Duelist theme

[430-432] Fighter, Fencer theme and Blade Master specialization

[433-435] Fighter, Gladiator / Gladiatrix theme

[436-438] Fighter, Guardsman / Guardswoman theme

[439-441] Fighter, Hoplite theme

[442-444] Fighter, Legionnaire theme

[445-447] Fighter, Man-at-Arms / Woman-at-Arms theme

[448-450] Fighter, Mercenary Skirmisher theme

[451-453] Fighter, Sentry theme

[454-456] Fighter, Sergeant theme

[457-459] Fighter, Shield Bearer / Defender theme

[460-462] Fighter, Trophy Hunter / Trophy Huntress theme

[463-465] Fighter, Tunnel Soldier theme

[466-470] Fire Giant

[471-475] Fire-Breathing Dragon

[476-480] Frost Dragon

[481-485] Frost Giant

[486-489] Frost Salamandra

G

[490-494] Ghost

[495-499] Godling / Petty God (of GM's design)

[500-504] Greater Devil (GM's choice)

H

[505-509] Hag (of GM's choice; refer to supplement PM1, THE PEGANA MYTHOS, as well as OLDSKULL TROLLS)



[510-514] Highland Giant

[515-519] Hound Demon

[520-524] Humanoid Chieftain (likely with a class and experience level)

[525-526] Hunter, Bear Warrior (barbarian) theme

[527-528] Hunter, Beast Master (barbarian) theme

[529-530] Hunter, Boar Warrior (barbarian) theme

[531-532] Hunter, Desert Stalker (ranger) theme

[533-534] Hunter, Forest Stalker / Wild Runner (ranger) theme

[535-536] Hunter, Giant Killer (ranger) theme

[537-538] Hunter, Highlander / Hillsman (ranger) theme

[539-540] Hunter, Houndsman / Houndswoman (ranger) theme

[541-542] Hunter, Mountain Man / Mountain Woman (ranger) theme

[543-544] Hunter, Netherworld Tracker (ranger) theme

[545-546] Hunter, Plainsman / Plainswoman (ranger) theme

[547-548] Hunter, Prey Stalker (ranger) theme

[549-550] Hunter, Primal Warrior (barbarian) theme

[551-552] Hunter, Survivor (barbarian) theme

[553-554] Hunter, Swamp Stalker (ranger) theme

[555-556] Hunter, Tundra Walker (ranger) theme

I

[557-561] Ifrit

[562-563] Illusionist, Astral Walker theme

[564-565] Illusionist, Beguiler theme

[566-567] Illusionist, Chaos Bringer theme

[568-569] Illusionist, Charlatan theme

570-571] Illusionist, Charmer theme

[572-573] Illusionist, Crystal Gazer / Prism Gazer theme

[574-575] Illusionist, Deceiver theme

[576-577] Illusionist, Deluder theme

[578-579] Illusionist, Dreamer / Dreamlander theme

[580-581] Illusionist, Dungeon Haunter theme

[582-583] Illusionist, Eidolon / Visionary theme

[584-585] Illusionist, Enthraller theme

[586-587] Illusionist, Ethereal Wanderer theme

[588-589] Illusionist, Face Dancer theme

[590-591] Illusionist, Hypnotist / Mesmerist theme

[592-593] Illusionist, Labyrinth Threader theme

[594-595] Illusionist, Masquer theme

[596-597] Illusionist, Mist Weaver / Veilist theme

[598-599] Illusionist, Phantasmagorian / Spectralist theme

[600-601] Illusionist, Shadow Summoner / Shadow Weaver theme

[602-603] Illusionist, Wish Bringer / Nightmare Bringer theme

[604-608] Incubus

J

[609-610] Jester, Cat Burglar / Acrobat (thief) theme

[611-612] Jester, Chaos Bringer (illusionist) theme

[613-614] Jester, Charlatan (illusionist) theme

[615-616] Jester, Deceiver (illusionist) theme

[617-618] Jester, Dreamer / Dreamlander (illusionist) theme

[619-620] Jester, Dungeon Haunter (illusionist) theme

[621-622] Jester, Masquer (illusionist) theme

K

[623-627] Knight of Saigoth (refer to supplement PM1, THE PEGANA MYTHOS)

[628-632] Kraken

L

[633-637] Lamia

[638-642] Lesser Devil (GM's choice)

[643-647] Lich (refer to supplement PM1, THE PEGANA MYTHOS)

[648-652] Lightning Dragon

M

[653-655] Magic-User, Abjurer theme

[656-658] Magic-User, Aeromancer / Wind Mage theme

[659-661] Magic-User, Alchemist specialization

[662-664] Magic-User, Apprentice / Neophyte theme

[665-668] Magic-User, Arcane Scribe theme

[669-671] Magic-User, Astrologer theme

[672-674] Magic-User, Cabalist theme

[675-677] Magic-User, Chiromancer theme

[678-680] Magic-User, Demonologist theme

[681-683] Magic-User, Diabolist theme

[684-686] Magic-User, Dread Mage theme

[687-689] Magic-User, Dweomer Crafter / Transmuter theme

[690-692] Magic-User, Earth Mage / Geomancer theme

[693-695] Magic-User, Elementalist theme

[696-698] Magic-User, Eyebiter theme

[699-701] Magic-User, Fire Mage / Pyrologist theme

[702-704] Magic-User, Frost Mage / Hydromancer theme

[705-707] Magic-User, Hexer / Vexer theme

[708-710] Magic-User, Incantatrix theme

[711-713] Magic-User, Invoker / Spell-Slinger theme

[714-716] Magic-User, Occultist theme

[717-719] Magic-User, Preceptor theme

[720-722] Magic-User, Savant theme

[723-725] Magic-User, Summoner theme

[726-730] Mi-Go

[731-735] Mist Giant

[736-737] Monk, of the Fist specialization and Drunken Boxer theme

[738-739] Monk, of the Fist specialization and Luctator / Wrestler theme

[740-741] Monk, of the Fist specialization and Martial Artist / Sparring Master theme

[742-743] Monk, of the Fist specialization and Pankrator theme

[744-745] Monk, of the Fist specialization and Pugilist / Pycta theme

[746-747] Monk, of the Fist specialization and Wandering Mystic theme

[748-749] Monk, of the Foot specialization and Crossbow Sharpshooter theme

[750-751] Monk, of the Foot specialization and Knife Thrower theme

[752-753] Monk, of the Foot specialization and Lost Shinto-Ryu Master theme

[754-755] Monk, of the Foot specialization and Percussor / Stick Fighter theme

[756-757] Monk, of the Foot specialization and Quarterstaff Fighter theme

[758-759] Monk, of the Foot specialization and Shaolin Monk theme

[760-761] Monk, of the Foot specialization and Spear Master theme

[762-763] Monk, of the Iron Will specialization and Calcitro theme

[764-765] Monk, of the Iron Will specialization and Dark Initiate / Shadow Fighter theme

[766-767] Monk, of the Iron Will specialization and Psychic Warrior theme

[768-772] Mountain Giant

[773-774] Mountebank, Beggar Thief (thief) theme

[775-776] Mountebank, Cozener / Forger (thief) theme

[777-778] Mountebank, Gypsy Rogue (thief) theme

[779-780] Mountebank, Mountebank (thief) theme

N

[781-785] Naga (GM's choice)

O

[786-790] Ogre Mage

P

[791-795] Pyre Demon

[796-799] Pyre Salamandra

R

[800-804] Rakshasa

[804-809] Rock Giant

S

[810-811] Savant, Arcane Scribe (magic-user) theme

[812-813] Savant, Astrologer (magic-user) theme

[814-815] Savant, Dweomer Crafter / Transmuter (magic-user) theme

[816-817] Savant, Occultist (magic-user) theme

[818-819] Savant, Savant (magic-user) theme

[820-824] Sea Devil (likely with a class and experience level)

[825-829] Sentient Abomination (of GM's design, use CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II)

[830-832] Sentient Elemental, Air

[833-834] Sentient Elemental, Ash

[835-836] Sentient Elemental, Dust

[837-839] Sentient Elemental, Earth

[840-842] Sentient Elemental, Fire

[843-844] Sentient Elemental, Lightning

[845-846] Sentient Elemental, Magma

[847-848] Sentient Elemental, Mist

[849-850] Sentient Elemental, Mud

[851-852] Sentient Elemental, Steam

[853-855] Sentient Elemental, Water

[856-860] Sentient Fungus (of GM's design, use CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II)

[861-865] Sentient Slime (of GM's design, use CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II)

[866-870] Serpent Folk (refer to the supplement SERPENTINE for more information)

[871-875] Serpentine Demoness

[876-879] Shade / Shadow Walker (with a class and experience level)

[880-884] Shape Shifter (GM's choice, may have a class and experience level)

[885-889] Shoggoth

[890-894] Spectre

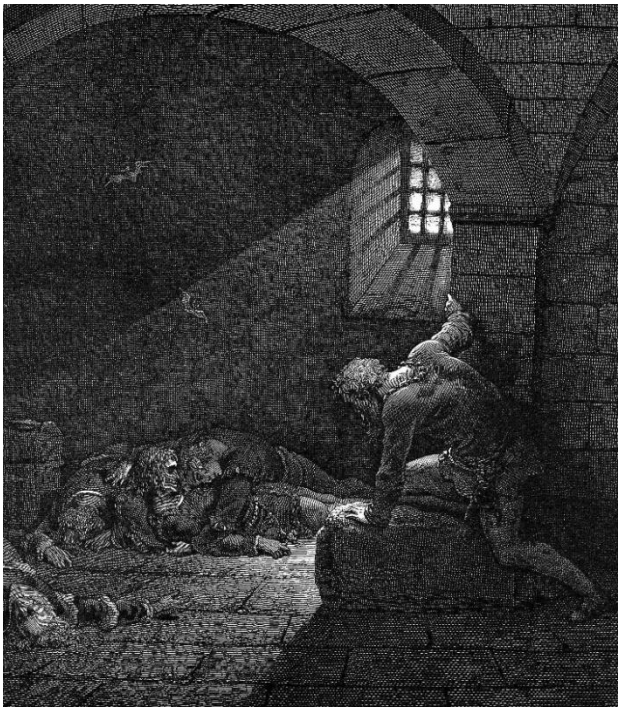
[895-898] Star Spawn of Cthulhu

[899-903] Succubus

T

[904-906] Thief, Acrobat specialization and Cat Burglar / Acrobat theme

[907-909] Thief, Backstabber theme



[910-912] Thief, Bandit specialization and Highwayman theme

[913-915] Thief, Bandit specialization and Horse Thief theme

[916-918] Thief, Beggar Thief theme

[919-921] Thief, Brigand specialization and Brigand theme

[922-924] Thief, Cozener / Forger theme

[925-927] Thief, Depserado / Outlaw theme

[928-930] Thief, Desert Jackal theme

[931-933] Thief, Dungeon Scout / Tunnel Spider theme

[934-936] Thief, Guttersnipe theme

[937-939] Thief, Gypsy Rogue theme

[940-942] Thief, Latro theme

[943-945] Thief, Lock Breaker theme

[946-948] Thief, Moonlighter / Pickpocket / Pilferer theme

[949-951] Thief, Mountebank theme

[952-954] Thief, Pirate theme

[955-957] Thief, Reaver / Raider theme

[958-960] Thief, Scavenger theme

[961-963] Thief, Sniper theme

[964-966] Thief, Tomb Delver theme

[967-969] Thrall of Cthulhu

[970-974] Twisted Giant

V

[975-979] Vampire (perhaps with a class and experience level)

[981-985] Venomous Dragon

[986-989] Venomous Salamandra

[990-993] Vulture Demon

W

[994-997] Wraith

[998-000] Wraith of the Deep

The Iconic Villain: Motivators and Goals

So what is the villain actually doing, before the PCs come in and mess with their nefarious schemes? Usually, they're doing bad things in accordance with their own agendas and beliefs. This section can help you with a villain's Motivators and Goals. My approach here is necessarily oblique, so you may need to get creative in interpreting the information. Why would a villain unleash a plague? Perhaps to incite terror in the surrounding cities, or to wipe out a specific type of enemy, or to fulfill an ancient prophecy.

Villain motivators can turn a clichéd villain into a memorable NPC, and perhaps even someone the players will sympathize with … under certain circumstances. You should determine whether it's more effective for the players to know the villain's motivation at the beginning of the adventure, or if it should gradually become known through clues discovered along the way. Some GMs prefer to have their villains be motivated, but with the motivation being a secret that the players might never know. That can work well if your players are naturally curious and are determined to uncover the information at all costs, potentially derailing the adventure with odd tangents and unpredictable side quests. But with most play groups, I have found that if you don't make the villain's motivations readily apparent, the players will not take it upon themselves to learn the actual reasons for what is going on. Sometimes the PCs just want to explore, kill things, and take their stuff. Adding more depth beyond those basic visceral activities may require a fairly heavy hand on your part.

You can also add some interest, and make near-unconquerable villains more vulnerable, by giving them powerful subordinates who have entirely different motivations. If (for example) a villain's goal is achieving a dark utopia, but his bodyguard's motivation is pure hatred, the bodyguard might kill a crucial prisoner whose information was vital to the villain's goal. That would probably lead to an epic confrontation in which the villain battles with the bodyguard, leaving the bodyguard dead and the villain mortally wounded. Such conflicts — underlining the entropic and self-defeating nature of evil — can make for dramatic twists at the end of dangerous adventures. Just remember, the dice or the players might unravel the climax you're envisioning! Leave things open enough that chaos and unpredictability can still intervene to determine what actually occurs.

Table GWG2-100:

Villainous Motivators and Goals

Roll 1D100, and consult the following table. If you feel the need, roll twice, and perhaps "phase" the goal-oriented activities to occur one after another during the adventure (perhaps even before and after PC intervention).

[01-02] Achieving a Dark Utopia

[03-04] Acting in the Name of a Deity

[05-06] Acting in the Name of a Demon Lord-Arch-Devil

[07-08] Acting in the Name of a Great Old One-Lovecraftian Entity

[09-10] Artificially Prolonging Natural Lifespan

[11-12] Avenging a Personal Wrong / Wound / Humiliation

[13-14] Avenging a Slain Parent-Sibling

[15-16] Averting a Disaster to His / Her Homeland

[17-18] Battling a Secret Enemy

[19-20] Crushing the Weak, Gathering the Strong

[21-22] Domination / Control / Crushing a Lesser People

[23-24] Draining a Good Creature's Life Essence

[25-26] Exaltation of Chaotic Evil

[27-28] Exaltation of Lawful Evil

[29-30] Exile Seeking Reinstatement / Glorification

[31-32] Extreme Measures to Fulfill a Worthy Cause

[33-34] Fulfilling a Sincerely Held Belief

[35-36] Fulfilling Envisioned Destiny

[37-38] Going Gradually Insane

[39-40] Humiliating / Deposing a Rival

[41-42] Just Following Orders

[43-44] Leading a Rebellion / Revolt / Lost Cause

[45-46] Lifting a Curse upon Himself (or His People)

[47-48] Loyal to an Evil Faction

[49-50] Loyal to an Evil Kingdom

[51-52] Lust for Power

[53-54] Machiavellian Manipulator / Kingmaker

[55-56] Megalomania

[57-58] Mind-Controlled / Possessed

[59-60] Need for Dark Crusade / Unholy War

[61-62] Not Actually Evil (Major Plot Twist)

[63-64] Obsessed with an Evil Love Interest

[65-66] Overthrowing a Ruler

[67-68] Possession of a More Powerful Body

[69-70] Preparing for Doomsday / Cataclysm

[71-72] Pure Greed

[73-74] Pure Hatred

[75-76] Purification / Genocide / Glorification of a Race-Creed

[77-78] Reclaiming an Evil Temple-Stronghold

[79-80] Retrieval of a Great Lost Treasure

[81-82] Saving a Beloved Person

[83-84] Saving Subjects from Annihilation

[85-86] Seeking Immortality

[87-88] Seeking Return to Own World / Time

[89-90] Sheer Amusement / Cruelty / Apathy

[91-92] Threatened with Death

[93-94] Twisted Sense of Justice

[95-00] Conflicted; roll twice, rerolling results above 94; the first result is dominant but fading, and the second result is rising in importance.



The Iconic Villain: Flaws and Weaknesses

Unbeatable villains are boring, and so are single-minded ones who have predictable strengths … no matter how great those strengths are. For added interest, I recommend that you roll 1D3 flaws and weaknesses for the villain, potentially giving you some insights into the villain's vulnerability, personality, and past.

Some of these flaws and weaknesses are mental, others are physical, or magical. Some are even divine and the result of contact with the gods. Too, villains sometimes acquire weaknesses (even if they are normal humans) through dabbling with greater evil powers and ancient corruption.

Reroll anything that doesn't fit the villain, although you can justify odd results for anthropomorphic villains with consideration of magic items. For example, a human villain might be vulnerable to acid if he has a robe of frost and fire resistance, where acid vulnerability is a side effect / drawback of

the powerful magic item. Or more simply, the villain might be badly scarred as a result of barely slaying an acid dragon many years ago … leaving him with a vulnerability and severe phobia in regards to acid-based attacks.

Note that there is a very good chance that the weakness will be known, and learned by the PCs, via one of the following mechanisms: [1] information provided by the benefactor, [2] rumors heard in town (unfortunately paired with untruths or speculation), or [3] a side-reward as a result of fulfilling a side quest during the adventure. Questions around town, archival research, divination on the part of the PCs should probably be rewarded with some answers toward the villain's weakness, or at least "half-truths" in the guise of rumors … which might or might not be considered truly helpful. Of course, intelligent players with capable PCs might also learn the weakness as a result of divination magics, interrogating minions, or their own careful research as well.

Table GWG2-101:

Villainous Flaws and Weaknesses

Roll 1D100, and consult the following table:

[01-02] Accepts duels and challenges

[03] Blind

[04-05] Bonded with guardian beast, monster, mount, etc.; crumples if bond-creature is slain

[06-07] Burned by daylight

[08] Calmed by beautiful music / events / things

[09-10] Cannot leave unholy shrine, sphere of power, temple, etc.

[11] Cannot leave water (aquatic)

[12] Cloned-Duplicated via Paradox (there are two copies of this villain who hate one another, and never share information; players will be baffled)

[13-14] Cowardly

[15-16] Cursed by a powerful magic item (greatly lowered ability score)

[17] Cursed by a god, vulnerable to attacks by Chaotic Good characters

[18] Cursed by a god, vulnerable to attacks by Lawful Good characters

[19] Cursed by a god, vulnerable to attacks by Neutral Good characters

[20] Diseased and dying

[21-22] Divine affliction, cannot heal

[23-24] Driven by self-preservation

[25] Empathic, feels pain of victims

[26-27] Envious of a follower-superior

[28-29] Fanatical zealot, becomes predictable even when clearly manipulated

[30-31] Fearless and foolhardy

[32] Gaps in memory

[33] Has a highly vulnerable spot (e.g., an open space in his skull that cannot be covered well by a tight-fitting helm)

[34-35] Has a very powerful enemy

[36] Haunted by a secret past

[37] Hunchbacked (lower speed and agility)

[38] Immobile, requires magic-servants to be moved

[39-40] Impatient / poor tactician

[41] Imprisoned / magically chained

[42-43] Incredibly greedy

[44] Infested with parasites

[45] Life force embodied in vulnerable familiar

[46-47] Lone wolf / no allies

[48] Madly in love with … ?

[49] Missing a limb

[50] Mortal form is decaying / transforming

[51] Mute, cannot give orders-cast spells

[52-53] None too bright

[54] Obsessed with a single enemy

[55] Obsessively seeking something buried or lost (heart, enchanted sword, lover's grave, etc.)

[56-57] Physically weak

[58] Possessed by a demon / devil

[59] Possesses a truename

[60] Power waxes and wanes with the moon and tides

[61-62] Predictable / easy to manipulate

[63] Pyromaniac, cannot resist burning everything (despite urgency to move on)

[64] Requires a certain form of medicine, food,-drink (poisonous herbs, blood, whatever)

[65] Secret terror / phobia

[66-67] Seeks forgiveness and absolution

[68] Seeks to enslave, never kill



[69] Sought by a betrayed arch-devil-demon lord (who is sending minions to capture him)

[70] Soul enslaved to guarded item

[71] Spice addict / crippling drug addiction

[72] Strong sense of honor (fights fair, takes prisoners, etc.)

[73] Suffers from nightmares and hallucinations (susceptible to illusions and psychics)

[74-75] Surrounded by potential traitors

[76-77] Talks at length with imprisoned foes, gloats

[78-79] Trusts no one, has minions but always found alone

[80] Uncontrollable rages

[81] Underestimates all opponents

[82] Victim of an oath of vengeance, vulnerable to attacks by dwarves

[83] Victim of an oath of vengeance, vulnerable to attacks by elves

[84] Victim of an oath of vengeance, vulnerable to attacks by gnomes

[85] Victim of an oath of vengeance, vulnerable to attacks by halflings

[86] Vulnerable to acid

[87] Vulnerable to air and wind magic

[88] Vulnerable to cold wrought iron weapons

[89] Vulnerable to crushing attacks and weapons

[90] Vulnerable to earth and stone-based magic

[91] Vulnerable to fire and heat (magical and non-magical)

[92] Vulnerable to holy and divine magics (including holy water)

[93] Vulnerable to ice and cold (magical and non-magical)

[94] Vulnerable to impaling attacks and weapons

[95] Vulnerable to lightning magic

[96] Vulnerable to poison

[97] Vulnerable to silver weapons

[98] Vulnerable to slashing attacks and weapons

[99] Vulnerable to the Elder Sign

[00] Vulnerable to water magic

The Iconic Villain: Actions and Methods

So what is the villain doing when the PCs start messing around in the adventure region? That really depends. Here you will find a good general guide which goes a bit beyond "He's a bad guy because he does bad things."

Of all the tables in this book, this is the one that I can provide the least guidance on. That is because you will need to make these actions coincide with the villain's motivations and goals (as determined by you a bit earlier using this supplement), while you also consider your adventure scenario outlie to date. Please consider this table a list of evocative suggestions, rather than some manifesto on my part which will force you derail the cool ideas that are already brewing inside your head.

For example, if you've decide that the villain is a mummy lord / lich who is slumbering and about to be awakened, then the villainous action "Backstabbing, treason, and treachery" might be too weak and indirect for you to use. Wouldn't a waking undead lord want to start dominating the region right away with powerful magics? The actions "Gathering a Cult" and "Locust Swarms, Creating a Wasteland" would fit him perfectly … and you wouldn't need to roll on this table to pull those details out. Just review the entries below when a random roll seems unwise, grab the good ideas you need, and go.

Table GWG2-102:

Villainous Actions and Methods

Roll 1D100, and consult the following table:

[01-02] Abduction, Kidnapping

[03] Alliances Between Unexpected Races, Dogs and Cats Living Together, Mass Hysteria

[04-05] Apocalyptic Harbinger

[06-07] Awakening a Forbidden Ancient Practice

[08-09] Backstabbing, Treason, Treachery

[10-11] Banishing a Great Power of Good

[12-13] Blackmail, Threats, Political Intrigue

[14] Blasphemy, Heresy, Sacrilege

[15-16] Blights, Plagues, Disease

[17-18] Cannibalism, Blood Magic, Headhunting

[19-20] Conquering an Untouched Land

[21-22] Creating a Mighty Fortress

[23-24] Criminal Underworld, Threats, Hierarchy of Rogues

[25-26] Demonic Sacrifice and Unholy Favors

[27] Destroying an Important Wilderness

[28-29] Devising an Infernal Machine

[30-31] Diabolic Sacrifice and Infernal Favors

[32-33] Enslaving, Selling Slaves, Gladiatorial Combat

[34-35] Excavating a Buried Mystery

[36-37] Fulfilling a Dark Prophecy

[38-39] Gathering a Cult

[40] Harvest Blight, Starvation

[41-42] Impostors, Pretenders, or Doppelgangers

[43] Inviting in Dimensional Invaders

44-45] Inviting in Netherworld Invaders

[46] Inviting in Planar Invaders

[47-48] Laying False Claim to a Feudal Kingdom

[49-50] Lies, Deceit, Twisted Omens

[51] Locust Swarms, Creating a Wasteland

[52-53] Lycanthropy, Spread of Shape Shifters

[54-55] Mind Control, Possession, Puppet Mastery

[56-57] Monopoly, Trade Wars, Smuggling

[58-59] Murder, Assassination

[60-61] Mutation, Corruption, Flesh Twisting Experiments

[62-63] Nightmares, Horror, Madness

[64-65] Opening a Magical Gateway

[66-67] Piracy, Ship Wrecking, Press Gangs

[68-69] Raiding, Plundering, Skirmishing

[70-71] Raising an Army of Humanoids

[72-73] Raising an Army of Humans-Demi-Humans

[74-75] Raising an Army of Monsters

[76-77] Raising an Army of Undead

[78] Scorched Earth / Environmental Devastation

[79-80] Seeking a Lost World

[81-82] Seeking a Powerful Artifact

[83-84] Seeking Apotheosis

[85] Seeking to Attain Lichdom

[86-87] Slaughtering Good Monsters

[88-89] Spreading the Lovecraftian Gospel

[90-91] Spying, Scouting, Biding Time

[92] Stealing Children, Changelings, Child Cult

[93-94] Subduing a Dragon

[95-96] Summoning a Great Evil

[97] Torture, Inquisition, False Confessions

[98] Vampirism, Spread of the Undead

[99] Weather Control, Drought, Flooding, Disasters

[00] ??? (GM's Choice)

Unexpected Adversaries: Interesting Non-Monstrous Enemies

Beyond the iconic villain, you can introduce some interesting enemies in the adventure to keep your players paranoid and playing well. We'll get to the monsters in just a minute. But first, what about the enemies that the players might not even know are there? What about people they think they can trust? This is an underused category of enemy in most games, which can yield some fantastic and dramatic results. Consider rolling on the following table if you think your developing scenario can benefit from the added twist.

So if you get tired of the usual clerics, fighters, thieves and so forth, you can introduce one of these interesting fellows to spice up the game and to make the adventure more complicated. Some of these options require the GM to strain his or her memory back to when an ally, henchman, or commoner was misused; those people have long memories too, and they can come back to haunt the PCs at your leisure. If not properly foiled, they may well become recurring villains in your campaign.

This table should be considered 100% optional, as it is not appropriate to every adventure. And with all of these options, some development time by you will be required.

Table GWG2-103:

Non-Monstrous Enemy Determination

Roll 1D100, and consult the following table:

[01-02] Ally Afflicted with Lycanthropy

[03-04] Ally Afflicted with Vampirism

[05] Bemused Demigod / Demigoddess

[06-07] Benefactor's Envious / Enraged Disciple

[08-09] Benefactor's Secret Nemesis

[10-11] Blackmailed / Compromised Henchman

[12-13] Blackmailed / Compromised Servant-Man-at-Arms

[14-15] Bounty Hunter

[16-17] Corrupted Magistrate

[18] Corrupted Mentor Falling to Evil

[19-20] Cult Leader

[21-22] Deceptive Guide

[23-24] Demon Worshipper

[25-26] Devil Worshipper

[27-28] Duelist with Something to Prove

[29-30] Envious Explorer

[31-32] Envious Failed Adventurer / Apprentice

[33-34] Fascinated Petty God

[35-36] Haunting Spirit

[37-38] Heretic

[39-40] Impostor / Mountebank

[41-42] Inquisitor

[43-44] Jester Assassin

[45-46] Kidnapper

[47-48] Mad Hermit / Cultist

[49-50] Mind-Controlled Ally

[51-52] Misguided Amnesiac

[53-54] Misguided Faction (refer to GWG1, GAME WORLD GENERATOR Appendices)

[55-56] Obsessed Prophet

[57-58] Plague Bringer

[59-60] Rival Adventurer

[61-62] Rival Claimant to Sought Treasure

[63-64] Rival Heir to Legacy

[65-66] Secret / Misguided Blood Relative

[67-68] Secret Society

[69-70] Sentient Anarchic Illusion

[71-72] Slave Lord

[73-74] Sole Survivor Left to Die

[75-76] Spy

[77-78] Spy (Double Agent)

[79-80] Superstitious Mob of Peasants

[81-82] Superstitious Tribe

[83-84] Taboo-Avenging Tribe

[85-86] Temporarily Sane Madman

[87-88] Time Traveler Preventing a Calamity

[89-90] Treacherous Mercenary

[91-92] Treasure Thief

[93-94] Well-Intended Curse Victim

[95-96] Witch Hunter

[97] Wronged Ex-Henchman

[98] Wronged Lover

[99-00] Zealous Cleric Preventing a Blasphemous Revelation

Legions of Adversity: Choosing the Monsters

Nigel: This is the top, too. You know, what we use on stage. But it's very, very special because, if you can see, the numbers all go to eleven. Look. Right across the board. Eleven, eleven, eleven, and then —

Marty: Oh, I see. And most amps go up to ten.

Nigel: Exactly.

Marty: Does that mean it's louder? Is it any louder?

Nigel: Well, it's one louder, isn't it? It's not ten. You see? Most … most blokes, you know, will be playing at ten. You're on ten here, all the way up, all the way up, all the way up. You're on ten on your guitar. Where can you go from there? Where?

Marty: I don't know.

Nigel: Nowhere. Exactly. What we do is, if we need that extra push over the cliff, you know what we do?

Marty: Put it up to eleven.

Nigel: Eleven. Exactly. One louder.

Marty: Why don't you just make ten louder, and make ten be the top number and make that a little louder?

Nigel: … These. Go. To. Eleven.

Monsters! You can never have too many monsters. Unfortunately, the biggest and deadliest monster that I know of in all the worlds is named COPYRIGHT, so I can't always delve into this topic as much as I want to. But there is no way that an FRPG adventure generator could ever be deemed complete without consideration of this topic, and so I offer to you an overview of the fine art of monster selection here.

Your game of choice should already feature a wide array of available monsters; and if it doesn't, you can always find more fabulous beasties in bestiaries, online, and through the DMsGuild and / or DriveThruRPG. The monsters you select for this particular adventure scenario will most likely be determined through your consideration of (a) the adventure region's climate (Cold / Sub-Arctic / Temperate / Sub-Tropical / Tropical), (b) the adventure region's terrain, (c) your personal preferences, (d) the theme(s) of the adventure and (e) the appropriate Lethality Levels of the monsters in comparison to the power of the Player Characters.

Each game has a different way to codify monster power. In the Castle Oldskull campaign, I use a relatively simple system, where gods, demon lords, and other unique powers are rated at an 11. The vast majority of other monsters are rated with a Lethality Level (LL) between 1 and 10 (you can think of it as the "mortal monster hotness" scale, eh?). To add in a further level of approximated difficulty, each of the 10 major Lethality Levels also has a lower / weaker (-) and harder / tougher (+) lethality threshold. Therefore, the Lethality Levels in Castle Oldskull begin at 1-, and then proceed as 1, 1+, 2-, 2, 2+, 3-, 3, 3+, and so forth.

Lethality Level 10 is left un-delineated, with no 10- and no 10+, because at the utmost heights of Player Character power it becomes more a question of eyeballing the situation, and less a question of easily-approximated PC power. No two level 18 PCs are created equal! A LL 10 monster that could be wiped out by an archmage with a single spell, might indeed spell doom in a 1-on-1 encounter with a level 18 thief. You just never know until you consider all of the epic-level variables which are very difficult to approximate … especially across multiple game systems. And when you add in the fact that an epic level party will be made up of multiple PCs each with their own strengths and weaknesses and spells and magic items, it soon becomes clear that any epic-level guidance I could offer you would only be misleading and potentially dangerous to your game.

Yes, this is my tacit acknowledgement that beyond level IX, the old school monster measurement system flies completely off the rails. But have no fear, the lower-level beasties of levels I to VIII have all been roughly codified!

Hereafter is a list of some of my favorite monsters in the Castle Oldskull campaign, sorted by their Lethality Level. This list is absolutely *not* complete … and I hope to create a quality Castle Oldskull bestiary at some point in the future, but again the dread lord COPYRIGHT (and its persnickety minion, a misleading imp named OGL) looms large, proclaiming death and dominion over all.

This abbreviated list of monsters in the public domain — pulled chiefly from mythology, folklore, and out-of-copyright pulp fiction — is about 35-40% of what I use in my own game, and is presented without a myriad of sub-types (chieftain, sub-chief, guard, etc.). But I think you will find this table useful because you can (for example) look up "Orc" or "Gargoyle" or "Manticore" in my table, and get an idea of how your own game's monster challenge measurement system lines up with the Castle Oldskull Lethality Level system. Translating between the two can give you a much clearer idea of how to use this table as a guide to selecting monster races, species, and hierarchies of power to be included in your adventure. I wish I could be more specific …



Table GWG2-104:

The Nigel Tufnel Memorial UP TO ELEVEN List:

Classic and Iconic Monsters in the Castle Oldskull Campaign

No dice rolls are required in this reference table. This is a list of ideas, the monsters which you might (or might not) want to consider including in your adventure scenario outline. For my guidance and recommendations on how to use this table in accordance with the average experience level exhibited by your PCs' adventuring party in your current campaign, please refer to the detailed explanations offers in the next chapter of this supplement.

Lethality Level 1-

Typical NPC at this LL: Normal Human (Level 0)

Classic Monsters at this LL: Bat (Normal or Large), Beast Skeleton, Cockroach (Large or Huge), Goblin, Jackal, Kobold, Phantom, Shrieking Fungus, Skunk, Rat (Normal, Large, or Huge)

Lethality Level 1

Typical NPC at this LL: Normal Human (Level 0) with Missile Weapons

Classic Monsters at this LL: Bat (Huge), Beastman (Thrall), Bluebottle Fly (Large), Centipede (Large), Fungus Man (Sporeling), Halfling, Lizard (Large), Old Guard Kobold, Orc, Rat (Giant), Rat-Thing, Skeleton, Soul Maggot, Toad (Large), Vulture

Lethality Level 1+

Typical NPC at this LL: Level 1 with Average Abilities and Equipment

Classic Monsters at this LL: Armored Skeleton, Baboon, Centipede (Huge), Fire Beetle (Large), Frog (Large), Frogman, Gremlin, Hobgoblin, Leech (Large), Raven, Vulture Thing, Whip Scorpion (Large), Winged Serpent

Lethality Level 2-

Typical NPC at this LL: Level 1 with Above Average Abilities

Classic Monsters at this LL: Badger, Bat (Giant), Brownie, Centipede (Giant), Changeling, Gnole, Lamprey, Living Stalactite (Small), Locust (Giant), Poisonous

Frog (Large), Toad (Huge), Woodwose (Thrall), Zombie

Lethality Level 2

Typical NPC at this LL: Level 1 with Magic Item

Classic Monsters at this LL: Armored Zombie, Crocodile (Small), Di Manes Demon, Frog (Huge), Hawkman, Iron Skeleton, Killer Bee (Large), Lizard (Huge), Merfolk (Nomadic), Morlock, Nixie, Stryx, Vampiric Dragonfish, War Dog, Wolf

Lethality Level 2+

Typical NPC at this LL: Level 2 with Average Abilities and Equipment

Classic Monsters at this LL: Beastman (Minion), Blister Beetle (Large), Caveman, Crab (Huge), Dokkalfar (Level 1), Dvergar (Level 1), Evil Eye Spore, Giant Ant (Worker), Hyena, Lizard Man (Savage), Monster Skeleton (Badgerbear), Poisonous Snake (Non-Lethal), Toad (Giant), Troglodyte



Lethality Level 3-

Typical NPC at this LL: Level 2 with Above Average Abilities and Equipment

Classic Monsters at this LL: Crab (Giant), Crocodile, Deep One, Ear Weevil, Flightless Bird (Hatchet Beak), Frost Dragon (Hatchling), Lamprey (Large), Leech (Huge), Lizard Man (Tribal), Moon-Beast (Minion), Pixie, Snake (Constrictor), Spider (Large)

Lethality Level 3

Typical NPC at this LL: Level 2 with Magic Items

Classic Monsters at this LL: Acid Dragon (Hatchling), Badger (Giant), Beastman (Warrior), Black Bear, Bombardier Beetle (Huge), Centaur, Di Lemures Devil, Frog (Giant), Ghul, Lizard (Giant), Ogre, Salamander Man, Warthog, Wolf (Dire), Wolverine

Lethality Level 3+

Typical NPC at this LL: Level 3 with Average Abilities and Equipment

Classic Monsters at this LL: Ape, Boar (Wild), Bugbear, Flesh Grub, Giant Ant (Warrior), Golden Mold, Harpy, Mephitic Imp (Lava), Monster Zombie (Badgerbear), Spider (Huge), Venomous Dragon (Hatchling), Wererat, Withering Fungus

Lethality Level 4-

Typical NPC at this LL: Level 3 with Above Average Abilities

Classic Monsters at this LL: Acid Dragon (Wyrmkin), Dimensional Hound, Fire-Breathing Dragon (Hatchling), Fungus Man (Guardian), Goblin Wolf, Honeybee (Giant), Mephitic Imp (Fire), Mi-Go (Lesser), Poisonous Snake (Huge), Serpent Man (Ekhidna), Slime (Gelatinous), Slime (Gray)

Lethality Level 4

Typical NPC at this LL: Level 3 with Magic Items

Classic Monsters at this LL: Acid Dragon (Dragonette), Cyclops (Lesser), Dimetrodon, Ghast, Hell Hound (Small), Hyaenodon, Monster Skeleton (Manticore), Netherworld Bat (Huge), Pegasus, Rusting Beast, Scorpion (Large), Shark

Lethality Level 4+

Typical NPC at this LL: Level 4 with Average Abilities and Equipment

Classic Monsters at this LL: Argent Dragon (Wyrmkin), Badgerbear (or Owlbear), Carnivorous Ape, Fire-Breathing Dragon (Wyrmkin), Gargoyle, Hydra (Five-Headed), Ice Toad (Giant), Kelpie, Moray Eel (Giant), Wasp (Giant), Werewolf, Wolverine (Giant), Woodboring Beetle (Giant)



Lethality Level 5-

Typical NPC at this LL: Level 4 with Above Average Abilities

Classic Monsters at this LL: Acid Dragon (Drake), Arcane Zombie, Beastman (Psychic, Su), Brown Bear, Constrictor Snake (Giant), Dragonfly (Huge), Frost Dragon (Drake), Leech (Enormous), Lightning Dragon (Dragonette), Lion, Mephitic Imp (Steam), Monster Zombie (Minotaur), Satyr, Slime (Ochre)

Lethality Level 5

Typical NPC at this LL: Level 4 with Magic Items

Classic Monsters at this LL: Acid Mantis, Ant Man (Drone), Brain Eater, Cockatrice, Demonic Imp, Doppelganger, Evil Eye of Nyarlathotep, Fire-Breathing Dragon (Dragonette), Living Shadow, Poisonous Snake (Giant), Scarecrow, Spider (Giant), Subterranean Lizard (Giant), Venus Flytrap (Giant), Yeti

Lethality Level 5+

Typical NPC at this LL: Level 5 with Average Abilities and Equipment

Classic Monsters at this LL: Brazen Dragon (Wyrm), Colour Out of Space, Crocuta, Dimensional Beast, Forest Giant, Hell Hound (Large), Lightning Dragon (Drake), Minotaur Pterosaur (Giant), Scorpion (Huge), Serpentine Water Elemental, Trolghul, Venomous Dragon (Drake), Wereboar, Winter Wolf



Lethality Level 6-

Typical NPC at this LL: Level 5 with Above Average Abilities

Classic Monsters at this LL: Barrow Wight, Bear (Polar), Crocodile (Giant), Fire-Breathing Dragon (Drake), Griffon, Horsefly (Giant), Jackal Man, Nightmare, Satyr (Piper), Serpent Man (Drakhaina), Shark

(Huge), Spitting Snake (Giant), Tentacle Beast (Lesser), Tentacled Centipede

Lethality Level 6

Typical NPC at this LL: Level 5 with Magic Items

Classic Monsters at this LL: Acid Mantis (Huge), Ant Lion (Giant), Brazen Dragon (Great Wyrm), Brine Hag, Bumblebee (Giant), Elder Thing (Lesser), Fanged Fish (Giant), Leng Spider, Lightning Dragon (Wyrm), Manticore, Medusa, Scorpion (Giant), Slime (Emerald), Stag Beetle (Giant), Wind Treader, Wraith

Lethality Level 6+

Typical NPC at this LL: Level 6 with Average Abilities and Equipment

Classic Monsters at this LL: Basilisk, Bear (Cave), Catoblepas, Djinni, Dragonfly (Giant), Fury, Fire-Breathing Dragon (Wyrm), Fire Salamandra, Hieracosphinx, Hydra (Seven-Headed), Medusa (Serpentine), Ogre Mage, Rakshasa, Sabre-Toothed Tiger, Troll, Wyvern

Lethality Level 7-

Typical NPC at this LL: Level 6 with Above Average Abilities

Classic Monsters at this LL: Acid Dragon (Elder Wyrm), Brollachan, Chimaera, Criosphinx, Dream Eater, Highland Giant, Invisible Monster, Lammasu, Lesser Elemental, Lightning Dragon (Great Wyrm), Malebranche Devil, Octopus (Giant), Polypous One (Lesser), Shoggoth (Lesser), Succubus, Tentacle Beast (Huge), Troll (Giant), Vulture Demon

Lethality Level 7

Typical NPC at this LL: Level 6 with Magic Items

Classic Monsters at this LL: Argent Dragon (Great Wyrm), Batrachian Demon, Brood of Xoron, Draconian Lion Beast, Elephant, Emerald Hag, Feathered Serpent, Fire-Breathing Lizard (Giant), Gorgonian Bull, Gynosphinx, Ifrit, Lamia, Mummy, Rhinoceros Beetle (Giant), Rock Giant, Skeletal Devil, Two-Headed Giant



Lethality Level 7+

Typical NPC at this LL: Level 7 with Average Abilities and Equipment

Classic Monsters at this LL: Amber Behemoth, Androsphinx, Bandersnatch, Banshee, Beithir, Draconian Basilisk, Elemental, Fire-Breathing Dragon (Great Wyrm), Fire Giant, Frost Dragon (Ancient Wyrm), Frost Giant, Hound Demon, Mantis (Giant), Shedu, Tentacle Beast (Eldritch), Venomous Naga, Wraith of the Deep

Lethality Level 8-

Typical NPC at this LL: Level 7 with Above Average Abilities

Classic Monsters at this LL: Acid Dragon (Ancient Wyrm), Basilisk (Greater), Bestial Demon, Entangler, Hydra (Eleven-Headed), Jub-Jub Bird, Lightning Dragon (Elder Wyrm), Mountain Giant, Serpentine Demoness, Skeleton Lord, Squid (Giant), Stegosaurus

Lethality Level 8

Typical NPC at this LL: Level 7 with Magic Items

Classic Monsters at this LL: Allosaurus, Argent Dragon (Elder Wyrm), Bestial Cyclops, Boreal Devil, Brollachan (Trapping Floor), Burrowing Behemoth, Clay Golem, Cloud Giant, Evil Eye of Azathoth (Larval), Ghost, Ifrit (Noble), Juggernaut, Sacred Naga, Triceratops



Lethality Level 8+

Typical NPC at this LL: Level 8 with Average Abilities and Equipment

Classic Monsters at this LL: Afanc, Dhole, Draconian Turtle (Very Old), Evil Eye of Azathoth (Lesser), Fir Bholg Giant, Hydra (Fourteen-Headed), Knight of Saigoth, Lammasu (Greater), Lightning Dragon (Ancient Wyrm), Polypous One (Greater), Pyre Demon, Twisted Giant, Vampire, Will-o'-Wisp

Lethality Level 9-

Typical NPC at this LL: Level 8 with Above Average Abilities

Classic Monsters at this LL: Argent Dragon (Ancient Wyrm), Cave Giant, Deva, Diplodocus, Evil Eye of Azathoth, Fire-Breathing Dragon (Ancient Wyrm), Greater Elemental, Hydra (Sixteen-Headed), Jabberwock, Lammasu (Greater), Megalodon, Polar Worm (Ancient), Storm Giant, Titan (Minor), Vampire Knight

Lethality Level 9

Typical NPC at this LL: Level 8 with Magic Items

Classic Monsters at this LL: Draconian Turtle (Ancient), Elemental Deva, Evil Eye of Azathoth (Greater), Golden Dragon (Ancient), Great Dhole, Greater Cyclops, Hydra (Seventeen-Headed), Invisible Vampire, Stone Golem, Time Elemental (Lesser), Titan (Lesser), Tyrannosaurus Rex, Vampire Lord

Lethality Level 9+

Typical NPC at this LL: Level 9 with Average Abilities and Equipment

Classic Monsters at this LL: Chasm Fiend Devil

Fire-Breathing Dragon (pair of Elder Wyrms with magical powers), Goblin Hound (Ancient), Noble Elemental, Skull Lich, Titan (Greater), Triceratops (Huge), Vampiric Patriarch, Vampiric Wizard

Lethality Level 10

Typical NPC at this LL: Level 10 to 12 and very dangerous

Classic Monsters at this LL: Angel, Bronze Golem, Deep One (Ancient), Evil Eye of Azathoth (Ancient), Fallen Angel, Iron Golem, Kraken, Lich, Phoenix, Rukh (Huge), Shedu (Greater), Shoggoth (Greater), Son of Yog-Sothoth, Thrall of Cthulhu (Ancient), Titan (Ancient)

Lethality Level 11

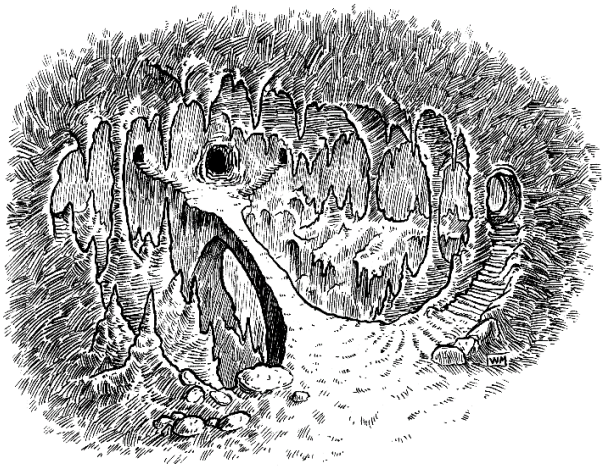
Typical NPC at this LL: Level 13+ and exceedingly dangerous

Classic Monsters at this LL: Archangel, Arch-Devil, Centipede Abomination, Colossus, Demigod, Demon Lord, Demon Queen, Elemental Prince, Fallen Archangel, Gargantuan Ape, Great Old One, King in Yellow, Lich (Ancient), Vampiric Arch-Cleric, Vampiric Archmage

Additional monster types can be added to these lists according to your game rules' copyrighted offerings. For more ideas, you can also refer to the Wonderland Imprints supplements THE OLDSKULL DUNGEON BESTIARY, OLDSKULL TROLLS, THE PEGANA MYTHOS, SERPENTINE, LORDS OF OLDSKULL: KRAMPUS, the TYRRHENIAN MAP PACK, and most especially the OLDSKULL MONSTER GENERATOR for an infinite number of creative options.



CHAPTER 10: GUIDANCE THROUGH THE LABYRINTH



Learning by Watching, then Doing

Over the next 20-odd pages, I will show you how to design an adventure just using this supplement, our brains, a pile of 10-sided dice, a notebook, and a lot of caffeine. Come along, it's going to be fun! Welcome to my imagination, sorry about the Care Bears smoking in the corner … ignore them. They always do that. Kindly mind the ever-spinning Lament Configuration, I recommend you don't touch it right now. Here, down in the dark corner next to the crazy part and the humor glands? Make yourself at home, sit back and watch, because I'm going to make a mess purely to entertain you.

This section of the book was written with honest-to-goodness rolling and improvisation at every step.

Please note that throughout this example I won't be listing my die roll numbers here, even though I'm making actual rolls and dealing with the unexpected results live and in person. The reason for this is that when I

later add free material to my books and the numbers no longer line up with the results, a few readers get cranky. ;)

Begin at the Beginning

The first step is to come up with the adventure's inspirational title. I roll 1D1000 for Adventure Title Table 1, which results in "Maze." The next roll on Adventure Title Table 2 gives me "of Despair." Maze of Despair is a bit blasé, but it's still rather classic and workable I think. We'll focus on the "Despair" bit as a theme, which means we get to try to make the PCs suffer before they achieve victory … *if* they achieve victory. Fun!

Next, I come up with a Framing Event to serve as the Adventure Impetus. I get "Nightmare of a terrible place." Of course, that nightmare will be about mazes and despair. Now, for a little GMing advice I'll tell you how I'm going to turn that good idea into a very memorable scene in my own campaign. This didn't really happen, since I'm rolling and writing something brand new for you right now; but I did something extremely similar to this once, and it was bitterly effective. It requires setup and some deception. Theoretically like so:

I'm going to choose my best role-player, let's call her Mary. And then I'm going to choose my most gullible player, let's call him Frank. I'm going to tell all of the other players they can watch the next adventure's intro event, but they need to stay silent. Then I tell the players I need two weeks to devise the full adventure and they don't hear anything more from me. (I like to build anticipation.) But five minutes after I tell them that, I take Mary aside and I clue her in on the real deal: I'm going to play an adventure scene where Mary and Frank are playing their PCs in a special session, as a reward for doing so well in the last game. Mary is told to play it completely straight, while Frank is left in the dark. I tell Mary to play her character's death to the hilt.

I later invite everyone over, and I ignore Frank's questions about how the adventure starts. *Where are we? Why just the two of us? What's going on?* "I'm GMing here, I can't tell you that. Just go with it," I say. Mary urges him on. I remind the other players to stay quiet since they don't have a stake, and their PCs are not "there." Mary plays very well, we roll real dice out in the open, and she and Frank wander through a creepy ever-shifting maze until the monsters get harder and harder. Frank's PC is badly wounded. He asks for a potion of healing. Mary just grins and says her PC "dances in slow motion" through the next doorway, which is an outstanding touch. (Mary's PC gets +500 XP). Frank tells her to slow the hell down. Mary gets attacked by a vulture demon, and — still rolling dice out in the open — her character gets torn to shreds. She's visibly angry and leaves the table.

Frank's PC tries to save her, but soon is forced to flee. He runs straight into the clutches of a demon queen who whispers, "Never will you escape, my blood poppet, from the Maze of Despair." I tell Frank his character is dead, and his soul is devoured. No resurrection. The other players are aghast. I then tell Frank his PC screams himself awake, it was all a dream, and Mary's PC is shaking him while the other PCs stumble in from other inn rooms. "What the hell is going on, K?!?" I smile and tell everyone to take a seat. Frank threatens to punch me in the face, Mary tells him to order the pizza, and the adventure begins.

Do you see why my players love to hate me? Oh yeah. These are the scenes I like to plan out in my head.

With that future framing event in mind, we'll keep rolling. As you can see, I feel that I already have a few good-enough ideas so that I'm going to reroll anything that derails my already-made plans. But I'll let the dice surprise me whenever they can.

The Quest Giver's Gambit

Next, we roll up the Benefactor. I'm picturing a big tough guy, but the dice are certain to surprise me. *(Rolls)*

The Descriptor ends up being Unlikable, and the Archetype is Champion. The Benefactor Archetype entry tells me that a Champion (in the Castle Oldskull campaign) is a Warrior, of a random fighter-type class. So I skip down to Random Determination of Warrior-Archetype Classes, and roll 1D100. Our Unlikable Champion turns out to be a Cavalier. I decide off the top of my head that he will be male; you can make this a random selection too if you prefer.

Well, that is a bit interesting and out of sorts. Cavaliers have high charisma. What's not to like about them? This guy is probably plenty handsome, but he's also proud, arrogant, overconfident, and perhaps even a bit racist. My players love to play elves and half-elves, so I'll decide that he's racist toward elves and he has a hard time hiding his crinkly nose as the flowery words are coming out in praise of the PCs. My campaign's PCs also tend toward the scruffy murder hobo side of play, so we'll say he's classist and aristocratic too.

I roll up his random experience level. In my game, the group of PCs is currently around level 4 to 5, with a 6 for the thief. So anyone above level 6 is going to be a figure of authority to them, depending on how I play out the titles and descriptions. But my random roll says that this guy is only level 4! That's OK, I can play that up. This guy thinks he's a Champion because he managed to kill some orcs and gnoles in cavalry charges, and his uncle is the city's level 15 cavalier. (This is an NPC that I've established in the campaign that the PCs know and fear, but don't like; the fact that this guy is the cavalier lord's nephew and lords it over the PCs will make him even more unlikable.) So the Benefactor will be a snooty little butt, sent by his busy uncle to take care of a minor affair while a much bigger war is brewing. The nephew doesn't like the assignment and that is quite clear in his conversation with the PCs. But nevertheless, the PCs come in recommended by trusted people. Sigh, oh dear, how hard is it to get decent help these days?

My Unlikable Champion Level 4 Cavalier needs a name, some personality, and all of that good stuff. I can dig that out of supplement DDE1, DUNGEON DELVER ENHANCER, so I won't bore you with the details here. But I will roll up his Level Title. That ends up being Shield Bearer, which means that he defends the stronger cavaliers while they're killing the powerful stuff. Let's say that he forces his guards to announce him upon entry as "Garthion Pereweather, Supreme Master of the Silver Shield," and another guard mumbles under his breath (the PC thief hears it) that he's nothing more than a lowly Shield Bearer. That will be the first tip-off that the players aren't going to like this guy.

Now, we're going to roll up the reward that the cavalier kid (his uncle, actually) is offering the mercenary PCs. We don't know what the adventure will be yet, or how hard it will be, but we already have premonitions that it's going to be unpleasant. I roll on the Benefactor's Promised Reward Table, 1D4+1 times. The 1D4+1 roll is a 5. That's a lot of reward! Don't worry, I'll scale things to be fair — but not lavish — for a group of level 4 to 6 PCs.

The five 1D1000 reward rolls give me the following:

Loyal Follower: Savant henchman.

Training: New bonus non-weapon proficiency (skill).

Questionable Legacy: Deed to ruined tower.

Information: Leading to a planar gate location.

Loyal Follower: Subdued monster.

All of these things are valuable, but none of them are really treasure. So I'll throw in some gold too. How much? Probably about 15,000 gold pieces, if they perform the quest adequately, or 20,000 if they succeed

spectacularly. This is pocket change for an epic-level cavalier and his knightly order, but for level 4 to 6 PCs it's a nice lucrative motherlode of training money.

So, about those other promised rewards. Are they all useful? Yes. Are they all potentially interesting to the players? I think so, but your mileage may vary. Are they tied to the benefactor and the setting as I understand them so far? Not really, no. So I'll add some more detail in, like this:

The Loyal Follower: The brat cavalier has an advisor, who is a level 4 savant … but he's elderly and eccentric. For some weird reason, he's also very unhappy working with the cavalier (go figure). So the nephew sees this as an opportunity to pawn off his irritating subject on the PCs. This guy will know a few minor magic divination spells, which would help the PCs prepare for future adventures. A worthy and interesting NPC to add to the background of the campaign.

The Training: My players always want to know more about first aid, blind fighting, climbing, lock picking, and so forth. But what non-weapon skill would cavaliers be good at training? Horsemanship, of course. The PCs are promised that if they complete the quest, the warlord (not the nephew) will teach them how to ride warhorses (with no combat penalties), or hippogriffs, as they prefer. Pretty cool little skill.

The Questionable Legacy: Ooh, this one has huge campaign potential later on. We'll say that there's an old cavalier tower out in the forest, which was overrun by humanoids a generation ago. If the PCs can clear it in the future, they can own the tower. They just need to live there some of the time, so that they can reduce the number of bad guys in the forest. They might not want the responsibility, but if they do, this will take the campaign in a fun new direction. (That forest is going to have a mega-dungeon underneath it, of course!)

The Information: This is OK, but not great. The PCs are actually too low a level to care much about this, so I'm going to delete this reward in favor of the five more interesting ones.

The Loyal Follower #2: Hmm. If the PCs complete the quest, the warlord will reward them with their choice of four heavy warhorses, two hippogriffs, or one griffon. All of these are great speedy mounts with decent attacks and hit points. Definitely a plus!

And what will the PCs get if they don't complete the quest successfully? Two important things: [1] All of the treasure they discover, and [2] Out of the warlord's hair. But that's it.

As you can see, the reward is very tempting, and potentially game-changing for mid-level PCs. There is a lot at stake here. But even if they don't succeed, it won't be the end of the world. There will surely be monster lairs to loot, and treasures to be had regardless. But all of that gold and the little bonuses would be very nice!



The Adventure Unfolds

Things are coming into focus here, and the adventure is getting interesting. Let's keep exploring our options and the random

results while we're thinking about all of this detail and preparing the new adventure.

Moving along, we get to the Adventure Type. We roll on Adventure Type Table 1: The Journey, and we get "Journey in Sub-Tropical Terrain." I'm going to keep this result. Already, it tells me two things: [1] the Maze of Despair is going to be lost somewhere under a sub-tropical ruin, and [2] the PCs are being sent because the cavaliers don't want to boil in the armor while slogging through sub-tropical swamps and jungles. So of course, they dangle some treasure under the mercenary PCs' noses to get them to do the dirty work. What could possibly go wrong?

I move on down to Journey Determination Sub-Table 4, Sub-Tropical Terrain. There, I learn that the adventure region is a "Sub-Tropical Region of Mixed Terrain," which means that I get to roll twice more. The new results for detail are "Sub-Tropical Mountains" and "Sub-Tropical River with a Journey Downriver." So looking at my game world maps, I can now decide that the PCs will be traveling far to the south for this adventure. My nearest realm with sub-tropical mountains is about 500 miles away, so I will probably need to offer the PCs some teleportation or flying mounts or a magical gateway to get them there.

More excitingly, however, I now have a framework for the adventure journey region. The rivers in my sub-tropical realm flow from mountains in the northwest toward coasts to the south and southeast. So the adventure will involve the PCs going to a mountaintop (to get the lay of the land and try to see the Maze of Despair area), and then taking a river journey (because the mountains are virtually impassable) downriver toward the dungeon, which will lie to the southeast.

Pretty good stuff. If I didn't have a sub-tropical mountainous realm nearby, I just would have made one for this adventure on the other side of the world and then used a super magical gateway to get the PCs there. No biggie! This is a fine example of emergent gameplay: Don't be afraid to make new stuff now which can become bigger new stuff that fits with your old stuff later.

Now, it's time to read about the Locales that will be in the journey region. Reading across for Sub-Tropical Mountains, I see that the Locales I roll up will be for Temperate Mountains and Tropical Mountains. This is simply because the sub-tropical design tables are a mix of temperate and tropical results. Then, I read across for the Journey Downriver, and see that more of the Locales will be Temperate Freshwater and Tropical Hills. I write this down so I won't forget.

(Heck, when you're rolling up results, you should be writing *everything* down in your design notebook or worksheets. Sometimes, just recording the needed data will give you a new idea on the spot.)

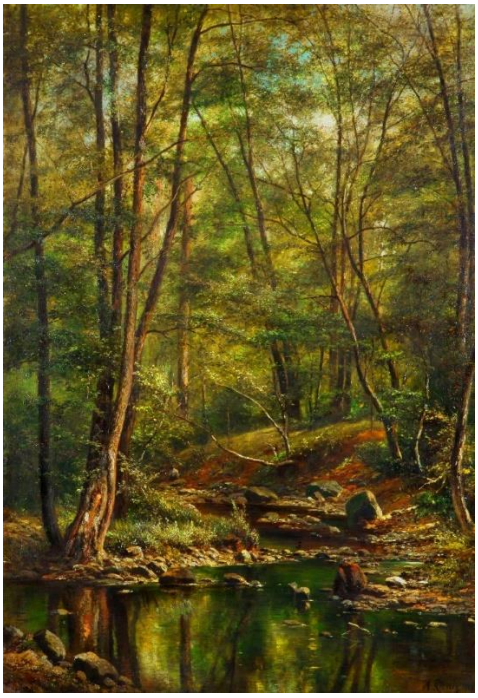
Next, we roll the Adventure Destination. I already have it in my head that the destination is the Maze of Despair, but let's let the dice throw some randomness into my preconceptions. I roll 1D1000 on the Adventure Destination / Dungeon Table, and get the result "Elemental Vortex of Steam." This is completely off the wall and has the potential to derail my planning. But wait! Let's think about this and make it work. Some of my best ideas come out of the adversity of making unworkable combinations mix when they really shouldn't.

OK. Jungles are hot and steamy, right? And there's a river. I remember reading a National Geographic article about a real boiling river. So I go to Google and search for "real boiling river." Skipping past the Yellowstone results, I find a Gizmodo article: "Scientists Discover a Boiling River of Amazonian Legend." It's a super-heated geothermal river that emerges from underground, and you can (currently) read all about it at the following website link: http://gizmodo.com/scientists-discover-a-boiling-river-of-amazonian-legend-1757170590.

Naturally, this is going to become part of my adventure.

Now, the adventure is about finding a place of great steam. The PCs will see this plume from the mountaintop they first come to, and

they will see that the river leads right to it … and that it's a long ways away. I will say that the river flows down into an elemental vortex, next to a dormant volcano, and that the vortex leads into the Elemental Plane of Steam. Close to the vortex, but not through it, is the Maze of Despair. I like where this is going, but it's going to take some design work.



Unveiling the Wilderlands

Next, I need to roll up the Adventure Journey Locales. The tables I will be using, per my notes above, are:

Temperate Freshwater

Temperate Mountains

Tropical Hills

Tropical Mountains

So there are four tables to use. My notes in the Adventure Journey Locale chapter tell me that when there are four of these tables to use, I need to roll 1D3+2 locales on each table. Doing so will give me between 12 and 20 locales which I can use to build the regional map that will have the mountains, the river, the vortex, and the dungeon on it. I could of course roll more if I wanted to generate everything randomly, but we'll stick to the plan and keep it relatively simple. We can always add our own ideas into the mix later.

I roll 1D3+2 for Temperate Freshwater, and get a 5. That means I will be rolling 5 locales up on this table. The results are River Tidal Flat, Creeks, Oxbow Lake, Tributary, and Oasis.

I then roll another 1D3+2 for Temperate Mountains, and get another 5. So I go to the Temperate Mountains table and roll up 5 more locales. I get Gap, Peaks, Stormy Mountains, Extinct Volcano, and Monadnock.

Next, I roll another 1D3+2 for Tropical Hills, and get a 3. So I move on down to the Tropical Hills table to roll up 3 more locales. These are Badlands, Lost World Plateau, and Hilly Jungle.

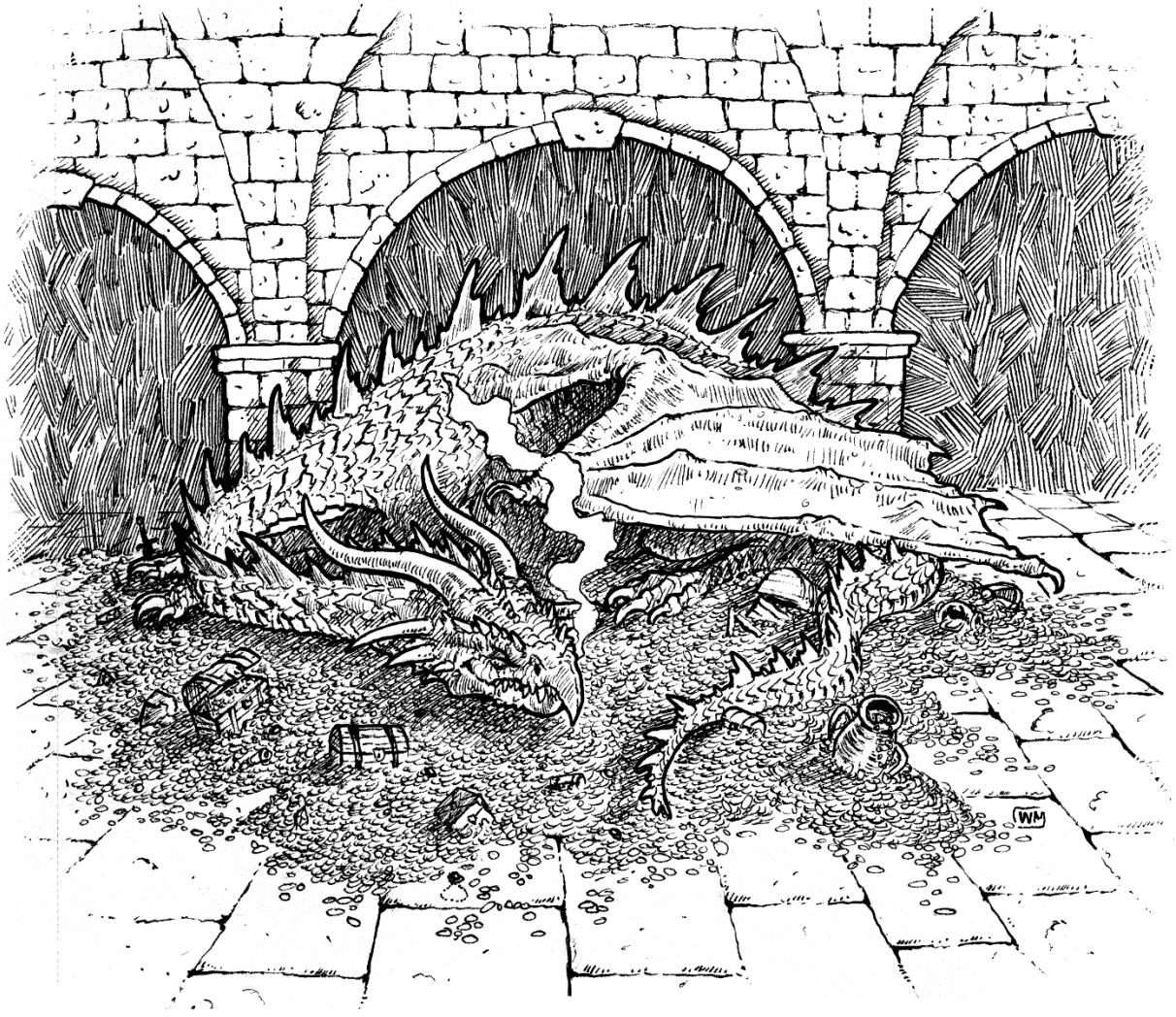
Finally, I roll another 1D3+2 for Tropical Mountains, and get another 3. So I so to the Tropical Mountains table to roll up the last 3 wilderness locales. These end up being Cave-Filled Mountains, Depression, and Mudslide Mountains. The Depression result tells me to go to the Tropical Depression table for clarification. So I go up there, and I learn that it's a Strath.

You can use this book's Glossography to tell you about the more obscure terrain types. For example, a Strath is "A broad and shallow river valley." And a Monadnock is "A small, solitary mountain which rises from surrounding plains and/or wasteland."

So how do I put all of these ideas together to rough out the adventure region?

If you've read CDDG1, THE COMPLETE DUNGEON DESIGN GUIDE (I), you know that I advocate something I call the "Nine Sector System." Basically, this is an extremely crude map where you can get your ideas straight and put them into boxes. You don't need graph paper or hex paper, as this is more of a planning sheet than it is a play map. It looks like this:

THE NORTHWEST	THE NORTH	THE NORTHEAST
THE WEST	CENTRAL	THE EAST
THE SOUTHWEST	THE SOUTH	THE SOUTHEAST



Now, we're going to embiggen that and fill it out with my notes to date, like so:

THE NORTHWEST	**THE NORTH**	**THE NORTHEAST**
Mountains (Almost impassable), Extinct Volcano, Gap, Peaks	Mountains, (PCs arrive here), (River begins), (Nasty mountains keep them moving), Cave-Filled Mountains, Mudslide Mountains	Mountains, (Deadly, you morons), Stormy Mountains
THE WEST	**CENTRAL**	**THE EAST**
Hills, (Dinosaurs, turn them back), Hilly Jungle, Lost World Plateau	Hills, River, (River flows south here), Oxbow Lake	Hills, a bit of Wasteland, (Wild card), Badlands, Monadnock, Oasis
THE SOUTHWEST	**THE SOUTH**	**THE SOUTHEAST**
Jungle, (You guys are really lost), Creeks	Jungle, River, (River flows east here), Strath, Tributary	Jungle, River, (River ends here), River Tidal Flat, Steam Vortex, Maze of Despair

You can see that I chose a general terrain type for each of those nine sectors, and then I plugged in notes that I felt would be useful in each area. You can see that the shortest way to the dungeon will involve the PCs (following the river) going #1 North Sector, #2 Central Sector, #3 South Sector and #4 Southeast Sector, but if your players are like mine you also know they're going to wander around and f#ck with things just because they can. So I put a few encounters everywhere. Anything that doesn't get used can get plopped into a future adventure. (Shh!)

As an added bonus, I'm going to show you how each of these generic (yet promising) locales can become unique and bizarre using the Chaotic Descriptor Table. I have 16 locales on my map. Alphabetically, they are:

Badlands, Cave-Filled Mountains, Creeks, Extinct Volcano, Gap, Hilly Jungle, Lost World Plateau, Monadnock, Mudslide Mountains, Oasis, Oxbow Lake, Peaks, River Tidal Flat, Stormy Mountains, Strath, Tributary

Now I'm going to roll up 16 random descriptors, and pair them up in the way that I find most amusing. You would probably choose another assortment entirely, and that's perfectly fine! In fact, that's great.

Here's my descriptors, in rolled order:

Ill-Fated or Ill-Omened, Charlatan's, Aberrant, Lunar or Lunatic's, Profane, Adept's, Grey or Greyacke, Jewel or Jeweled, Scintillating, Unknowable or Unknown, Armsmen's, Fighter's or Fighting Men's, Hallucinatory, Exarch's, Forgotten or Forsaken, Elder Thing's

And now, I'm going to plug my choices into an updated version of the Nine Sector System. (On paper, I would just be scribbling, but I'll give you a nice clean version showing the locales only.)

THE NORTHWEST	**THE NORTH**	**THE NORTHEAST**
Mountains	Mountains	Mountains
Extinct Volcano of the Fighting Men	Armsmen's Cave-Filled Mountains	Hallucinatory Stormy Mountains
Lunatic's Gap	Mudslide Mountains of the Elder Thing	
Peaks of the Unknown		
THE WEST	**CENTRAL**	**THE EAST**
Hills	Hills	Hills, a bit of Wasteland
Grey Hilly Jungle	River	Adept's Badlands
Forgotten Lost World Plateau	Jeweled Oxbow Lake	Monadnock of the Profane
		Charlatan's Oasis
THE SOUTHWEST	**THE SOUTH**	**THE SOUTHEAST**
Jungle	Jungle	Jungle
Creeks of Ill Omen	River	River
	Scintillating Strath	Exarch's River Tidal Flat
	Aberrant Tributary	



Pretty cool, right?

Now I'll show you how I turn those odd ideas into hooks, which I will later (not in this book) use to design the monster encounters for this wilderness region. Here are my ideas, beginning in the Northwest Sector and reading left to right, top to bottom:

- **Extinct Volcano of the Fighting Men:** A decade ago, a mad king sent a thousand men into these mountains to plunder the Maze of Despair. The ones who survived live here as cannibals, with all of their metal arms and armor turned to scraps. They're hungry and angry. You wouldn't like them when they're angry.
- **Lunatic's Gap:** This is the pass that the fighters I mentioned above originally came through. It's now blocked by a rockslide, to trap them and to keep the PCs from wandering too far off course. It can be crossed, but it will be deadly.
- **Peaks of the Unknown:** No one knows what's hear, because no one has explored these peaks and lived to tell about it. But whatever it is (in multiples), it's huge and it roars a lot.
- **Armsmen's Cave-Filled Mountains:** The expedition I originally mentioned got lost here, besieged by humanoids. They killed most of them, but not all. The caves are filled with nasty humanoids wearing rusted metal armor, which they love. They'd never seen metal armor before. It's cool.
- **Mudslide Mountains of the Elder Thing:** There used to be a city of the Elder Things underneath here, a la Lovecraft's Mountains of Madness. There probably still is. But the one Elder Thing that pokes out warns the PCs off the territory. If they try to communicate with it, it is patient for a while (until it realizes they will never be telepathic). If the PCs try to go underground here away from the humanoid dens toward the Elder Thing's lair, very bad things happen. Be content to kill off the PCs if they're extremely stupid and stubborn here. Muddy shoggoth time!
- **Hallucinatory Stormy Mountains:** These mountains go from bone dry to flood-sloped in an instant. And when the floods come, beautiful mirages appear in the sky. Those are mirages, aren't they? Or maybe something powerful, crazy and magical lives here.
- **Grey Hilly Jungle:** This jungle is beautiful, but instead of having a soil floor, it's clay. Grey clay. Grey clay, yes way, all the way. It gets everywhere. Combat encounters against the highly-adapted critters who live here are deadly and hilarious.
- **Forgotten Lost World Plateau:** Your standard dinosaur-filled lost world, inspired by Sir Arthur Conan Doyle and Edgar Rice Burroughs. I may invite the PCs back in the future to check this place out (Maze of Despair II: 2 Mazing 2 Despairing), but not too much right now.
- **Jeweled Oxbow Lake:** The river winds around here at a very leisurely pace, and the PCs might be tempted to haul their watercraft across land to bypass it. But there will be (10 GP Value) gems glittering down in the infested waters! Decisions, decisions.



- **Adept's Badlands:** A good cleric came from the east, seeking an answer on Goddess Mountain. He found the answer, and ran screaming back into the east, raising undead along the way. He is remembered fondly here.
- **Monadnock of the Profane:** The worshippers who used to adhere to the religion of the Adept (above) shelter here against the undead, holding the mountain against all invaders. They've relinquished their goddess and they worship the thing that impersonated her and drove the Adept mad. More plot fuel for the future, I make some notes.
- **Charlatan's Oasis:** There is a very lucrative trade route between the southeast and the northeast, and a shortcut here that no one uses anymore, because of the undead. But a crazy chaotic neutral jester brings his caravan through here all the time, and reaps huge profits. He's interesting to chat with.
- **Creeks of Ill Omen:** Cursed waters and lots of monsters. I'll let the random monster dice decide what lives here, but it's probably not nice whatever it is.
- **Scintillating Strath:** Named for the gems in the water (as above). The ones here are more valuable (500 GP Value), but they're in much deeper water. And the water is rather lively.
- **Aberrant Tributary:** There's a river here that joins the main flow, and the water is weird, slimy and delicious. The natives say that anyone who drinks it turns into purple slime. Bah, what do the natives in these places ever know?
- **Exarch's River Tidal Flat:** (I like Apocalypse Now, but I'll try not to let this sub-plot derail the adventure before the dungeon is entered.) You remember the expedition of the doomed armsmen? It had a leader. She lives here. She might be friendly, she might be deadly. You do meet the most interesting people in these lost world places!

And those are my ideas. People frequently ask me how I come up with this random stuff, but I don't know what to say. It just comes to me, always has, and that's why I write books and make art. It has something to do with a suppressed dream cycle … I almost never remember my dreams. Or, to misquote the creator of The Far Side, Gary Larson: "People always ask me *how* I get my ideas, that's the second most popular question. People also ask *why* I get my ideas, and all I can do is apologize."

If I could tell you how to write the above, I would. But I provide the examples of my thought process so you can maybe find a little inspiration there as you design your own hooks from the locale descriptions. Enjoy!

Things Stranger Than Stranger

Moving right along …

Next, we need a Quest to get the ball rolling. Why would the Benefactor want the PCs to go to this miserable wild place? Let's find out.

I roll on the 1D1000 Quest Action table, and I get "Escort (Person / Creature / Faction) to (Place)." Oh, wow. Here I had a picture in my head of the PCs going on this river journey to this dungeon, and now they're being paid to take somebody there! Well, hopefully the guy doesn't die along the way … but if he does, it will be really funny (and the PCs will make a bunch of chipper cavalier enemies, too), and there will still be lots of treasure and adventure to be had.

OK, let's figure out who this NPC is that the PCs will be escorting down the river to the Maze of Despair. I first need to roll on the Person / Creature / Faction table, and the result I get indicates it's a Dimensional

Spider (?), or the Brood of Arachne (?!?). That is … so completely crazy, that I'm going to use it. Why in the hell are the city state's cavaliers protecting a spider woman and sending her down the river with our heroes? WTF is going on here?



I next prepare to roll on the Place table. To do this, I need to know what my quest target location is going to be. That's easy, because the adventure title already told us that it's the Maze of Despair. So I'm going to be rolling a random Place up by using the Dungeon, Dungeon Chambers table. I roll 1D1000 on the Dungeon Chambers table, and I get Netherworld. I want some more detail, so I go back to the always useful Chaotic Descriptor Table, hoping that the Gygaxian oracle will tell me more. Please, oracle, WTF is up here?

The oracle tells me that it's a Rotting Netherworld. That's right, you heard it here first, folks: the snotty cavalier nephew has been instructed by his warlord uncle to hire some mercenaries, so that they can escort a spider woman down the river of madness and into the Maze of Despair, where she needs to be taken down to the Rotting Netherworld.

Wow.

OK, I need to think about this overnight.

(Back)

OK, here's what I'm going to try. First, a tip of the hat to Gary, because I'm going to do a bit of borrowing. You remember the dream with the demon queen? The spider woman is the former lover of the cavalier warlord. The demon queen corrupted her on an adventure, and gave her this current shape. The cavalier abhors her, but still feels honor-bound to try one last thing to save her soul. The demon queen lives in the Rotting Netherworld, beneath the Maze of Despair. The PCs are being hired to take the spider woman to the demon queen; they don't need to watch the summoning ritual, they can just leave her there. The spider woman has learned that the demon queen cannot kill her own children, without banishing herself. So the spider woman is going to go to the Rotting Netherworld and either (a) get her original form back, (b) get some kind of justice for herself, or (b) get herself killed and try to get the demon queen banished. The bastard cavalier is washing his hands of the whole affair, and is convinced that this is sheer folly. But he had a terrible nightmare about all of this that made him realize he needs to try to make things right …

Enter the adventurers. If they properly befriend the spider woman (after they are sworn to secrecy, of course), she will reveal a lot of this to them during the journey … but she won't reveal her final sacrifice until it's time for her to face the demon queen alone.

Wow, this is messed up. Who is going to believe the adventurers when they return to the city state after enduring the Maze of Despair? Plausible deniability, anyone?

Anyway, the real trick is to work on the players' greed, and to get them into the adventure setting. They don't need to follow

the quest once they get there; they have free will. It's going to be an interesting adventure no matter what happens, and that's the real goal here, right?

Things Come into Focus

Now, we roll up some Secondary Quest Goals. Per my notes in this book, we roll 1D6+1 times, and dangle that number of odd situations under the PCs' noses during the adventure. I roll a 4. So I will be rolling up 4 goals. They are:

Infiltration, best method is disguise / impersonation

Lead soldiers

Decipher an inscription

Resurrect a slain NPC, ally

With all that I already know, I am going to write up some details now to elaborate on those vague but useful concepts:

Infiltration: The PCs will find a shrine that will, if they so wish, make them look like spider people (an illusion) to cross from the Maze of Despair into the Rotting Netherworld, if they choose to accompany the spider woman.

Lead Soldiers: Well, I had a lot of fun designing that wiped out group of fighters who turned into cannibals in the mountains. I guess I will have a last contingent of bold, battle-hardened survivors in a fortified encampment near the mountain starting point. They will beg the PCs to take them along, so that they at least have a chance of getting out of the mountains alive. They will serve as loyal troops until the entrance to the Maze of Despair, where they will depart and go further downstream to more civilized lands.

Decipher an Inscription: There will be a submerged altar in the oxbow lake, that the spider woman is very interested in. (She has seen it in her own nightmare.) If deciphered, it gives some clues on how to banish the demon queen without the need for the spider women to sacrifice themselves.

Resurrect a Slain Allied NPC: I may just use this to say that there's a way for the PCs to resurrect the spider woman, or I may have this relate to the crazy exarch in the southeast sector. I'm not sure yet. Either way, since the PCs are only level 4 to 6, this option gives them a "do over" if they need more help.

Now it's time to roll up Possible Complications (as if this scenario wasn't complicated enough already!) We roll 1D3, and find that we need to roll two complications. I come up with Deadly Environment with Extra Treasure, and Doppelganger / Impostor. The Deadly Environment will be the Rotting Netherworld. The PCs at their level will have no chance against a demon queen, but with enough allies and / or stealth they might feel like sneaking down a bit and stealing some ancient artifacts. The Doppelganger / Impostor is more difficult, and more unexpected. I will take it easy on the players — I could say that the impostor is an agent of the demon queen, or even the spider woman herself — and I will say that one of the armsmen at the beginning is actually a doppelganger who will betray them by volunteering for night watch, and then killing guards.

Now that we've made things potentially harder, we will also make things potentially easier. (The difficulty of this scenario will vary wildly, depending on how skilled, cautious and inquisitive the players are. I am perfectly fine with that.) To even the odds a bit, we roll for Allies / Guides. The result is "Equal-Level Magic-User, Met." Since the party of PCs are average experience level 5, this means that they will meet a level 5 NPC magic-user somewhere along the way who will want to help them. I haven't fleshed out the Exarch character yet — the person who led the legion of armsmen until it fell apart — and although I expected it to be a warrior, a level 5 MU (high intelligence, versatile magic) will work fine as well. The Exarch is an MU 5. Hopefully he's not entirely crazy

from living alone in the jungle. The horror, the horror …

To get some further ideas, we're going to roll up some Tasks Before Leaving. These are actions that the cavalier (his sympathetic guardsman, actually) tells the PCs about, recommending some things that might save their hides during the outlandish battles to come. I roll 1D4, and learn that the guardsman will give the PCs two pieces of advice: [1] "Purchase healing herbs," and [2] "Acquire aerial transportation, mounts."

"Purchase healing herbs" is perfectly reasonable, because sub-tropical wildernesses tend to be filled with parasites, diseases, and poisonous critters. So I will roll up an apothecary's shop (later) with a nice blind druidess who will sell the PCs some excellent herbal remedies for a good price … and she will have some idea of where they're going and what they'll be facing, strangely enough. So that's another good wrinkle added to our growing adventure.



Unfortunately, the journey trope "Acquire aerial transportation" is not going to work for me, because I've already decided (due to distance and lower-level PCs) that the party is going to be taking a magical gateway to the adventure area. Giving them flying mounts on top of that would negate the river journey and exploration, ruining much of my planning so far. So screw that, we're going to reroll that result in the name of sanity.

The new result is "Research the monsters." That seems perfectly reasonable, because I'm dreaming up all kinds of nasty monsters that are probably too powerful for an unprepared mid-level group to handle. So I will put a nice archive in a wizarding school I have in the city state, and the guardsman will mention that the librarian there is his grandfather, giving the PCs access to info (for one day) they would not otherwise get to see. When the librarian helps them pull down some obscure old tomes that whisper of the sub-tropical region, the PCs will have a chance to learn about the Lost City of the Elder Things, the demon queen (to a limited extent), the Elemental Vortex, the spider demon curse (to a very limited extent), and the Maze of Despair (but not the Rotting Netherworld). It would be nice of me if I could also tell them about more recent events, such as the lost expedition, the adept's madness, and the charlatan on his crazy trade missions, but I decide that all of those events are too recent to ever be mentioned in musty old tomes.

Of course, reckless players who are bored by anything but hack and slash will probably skip both the druidess and the wizarding school, and that's fine. The jungle can always use a few more decorative skulls to put on the cannibals' stakes, right?

While we're taking care of minor details, we can also roll up Weather on the Day of Travel. Normally, the weather in the city state (where the quest begins) would be very important, but since they're taking a magical gateway, the weather is mostly for atmosphere and detail. Nevertheless, I roll it up. My city state is in a temperate plains location, next to a forest. It is late spring. The weather roll indicates "Clear, hotter than normal." That's actually some nice foreshadowing, considering the jungle, the boiling river, and the steam vortex. So I'll

have both the druidess and the archive librarian mention that the weather is unusually hot on short and unexpected notice, which is usually an omen of imminent change, dread, or despair (heheheh …).

A more important detail is the weather in the sub-tropical region, on the day when the PCs first step through the gateway and arrive on the mountaintop. I roll again, and the weather result is "Storm (blizzard, hail, sandstorm, thunderstorm, windstorm, etc.)." For a sub-tropical region, that means thunderstorms. And this fits very well, because I put some stormy mountains in the northeast sector, and some mudslide mountains in the north. The spider woman (and the armsmen, when encountered) will warn the PCs that the mountain slopes are no place to be during a storm, and will urge the PCs to quickly build rafts and to get down the rising river. Also, they say, rain will help cool the sometimes-boiling river further south, making it more navigable and less deadly. So if the players are smart, they'll feel a sense of urgency in getting on their way. A nice and reasonable detail to have in this odd scenario!

All About Bad Guys

And now, it's time to roll up the Iconic Villain. All of this complexity, and we still don't have any major bad guys beyond the overpowered demon queen herself! So let's figure out what *mortal* power is in the area, hoping to intervene in all of these chaotic shenanigans. My first roll indicates that it's a "Monk, of the Foot specialization and Shaolin Monk theme." If you've read CDDG2, THE CLASSIC DUNGEON DESIGN GUIDE II, you know that in the Castle Oldskull campaign the Monks of the Foot are the ones who fight with weapons and their feet. And if you've read DDE1 (DUNGEON DELVER ENHANCER), you know of my own personal take on the Shaolin Monk theme: "This monk is a guardian of the fallen Shaolin Temple. You can base this as much, or as little, on Earth's history and legendry as you like. They are renowned for their endurance, balance, and ability to fight better-armed opponents."

This is some good information, so that we can develop a completely unexpected villain. I check my game world map, and see that I have a Chinese-themed realm I haven't developed much, but it's thousands of miles to the east. (If I didn't have that in my world, I would simply create it in an unreachable place, and develop it later in the campaign. Perhaps it would be a mysterious clouded realm filled with dragon sorceresses? Who knows?)



But for the monk, my random roll indicates it's a man. What is he doing in the middle of nowhere? Before I make decisions, I will see how much more the random rolls can help me.

His Motivation / Goal is that he's "Artificially prolonging natural lifespan." His Flaw /

Weakness is "Divine affliction, cannot heal." His Action / Method of evil is "Awakening a forbidden ancient practice." This makes things rather interesting. He's dying (can no longer heal, cursed by a god of good). Why is he cursed? Probably because he was "awakening a forbidden ancient practice" in the Shaolin temple.

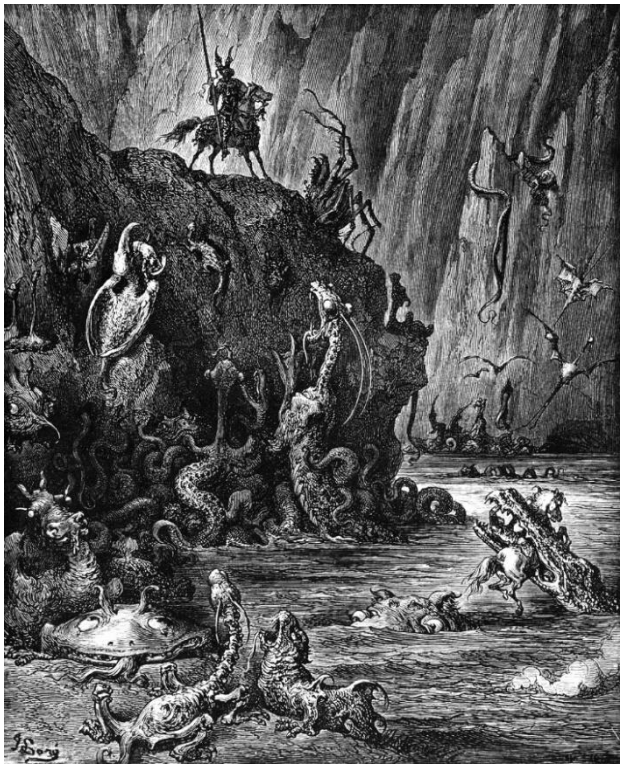
I'm immediately reminded of the recent Doctor Strange movie and its villain, and that's fine; I'll shamelessly steal a bit of that good story. He wanted to live forever ("Artificially prolonging a natural lifespan"), and he was kicked out of the Shaolin Temple by the good monks. He learned that the only place the dark magic he desired (and to heal him) could be found in the Maze of Despair, more particularly the Rotting Netherworld. He has tried to win the demon queen's favor, but without much luck. But she has been in intermittent psychic contact with all of the people she has been giving nightmares to (thousands of people), and she coyly tells the monk that if he prevents the outsiders who are coming from reaching her, she will reward him with the location of the forbidden magic that will heal him, lift his curse, and give him dark immortality. (She neglects to tell him that this magic will also turn him into a giant Leng Spider …)

And then she sends him a waking vision: *The strangers are coming!* He has no idea where they are, only that they're within a hundred miles. And when he sees a spider woman, some mercenaries, and some exhausted armsmen poling their way down the river on makeshift rafts, all unholy Hell is going to break loose.

Now that we know a LOT about the adventure we're going to build, we're ready for the details concerning monsters who are not the iconic villain. First, we'll roll up an Interesting Non-Monstrous Enemy. This is usually a surprising NPC, who will challenge the PCs and the players' role-playing skills. We roll up a "Sentient Anarchic Illusion." That's a wild result, and I have no idea what to do with it. I make a note to myself to put this odd feature in the Maze of Despair as a special trick room. Hey, maybe it has something to do with the creation of the nightmares that everyone is experiencing? That could be interesting. Into the notebook it goes, for future consideration when we are designing the dungeon itself.

And we've come to the more orthodox encounter guideline section now, Choosing Monsters. We've already done a lot of monster choosing, simply as a side effect of brainstorming and justifying odd results. But I can show you how to go a little further through these tables.

Basically, the thing we want to keep in mind here is that the average PC experience level is 5. We want the PCs to encounter some average and fairly challenging monsters. We also want some of the monsters to be pushovers, and some of the monsters to be very deadly. This will force the players to gauge each encounter with their own skill, intuition and intelligence. They won't have the comfort of knowing that every encounter will be "fair and balanced," as an easy "challenge" on their way to their next "character build." That's not the way the old school rolls.



So how do we do this? We take notes on the easy, average, and hard monsters we want to include. To do this, we compare the Lethality Level of classic monsters to the party's average experience level.

The relatively easy monsters will be 1 or 2 levels below the PCs. In this case, that means Lethality Levels 3 and 4. The average monsters will be the same level as the PCs, which means Lethality Level 5. And the hard monsters will be 1 or 2 levels above the PCs, which means Lethality Levels 6 and 7. When we consider the plusses and minuses in the Lethality Level system, we will be looking at monsters between the levels 3- and 7+, inclusive.

So I make a sheet like this in my notebook:

Easy Monsters (LL 3-, 3, 3+, 4-, 4, 4+):

Average Monsters (LL 5-, 5, 5+):

Hard Monsters (LL 6-, 6, 6+):

And now, I just go through the classic monster lists and I write down all of the monsters that strike me as useful. How do I define useful in this instance? As follows:

[1] Monsters that I want to use, that fit the adventure setting.

OR

[2] Monsters that I want to use, that don't fit the adventure setting, that I'm willing to modify into being a useful subspecies. (For example, "winter wolves" becoming "steam wolves," who breathe steam instead of frost.)

OR

[3] Monsters that I think should be allied with other monsters of type [1] or [2].

I won't torture you with a detailed process of how I make all of these hundreds of decisions, but I will show you what my adventure sheet looks like after I go through all the Lethality Level 3- to 7+ lists and write my ideas down. It looks like this:

Easy Monsters (LL 3-, 3, 3+, 4-, 4, 4+)

Giant Crab, Crocodile, Flightless Bird (Hatchet Beak), Large Lamprey, Tribal Lizard Man, Constrictor Snake, Large Spider, Beastman Warrior, Bombardier Beetle, Giant Frog, Giant Lizard, Warthog, Ape, Flesh Grub, Huge Spider, Withering Fungus, Fungus Man (Guardian), Mephitic Imp (Fire), Huge Poisonous Snake, Serpent Man (Ekhidna), Ghast, Rusting Beast, Scorpion (Large), Carnivorous Ape, Giant Wasp, Giant Woodboring Beetle

Average Monsters (LL 5-, 5, 5+)

Beastman (Psychic, Su), Giant Constrictor Snake, Huge Dragonfly, Enormous Leech, Mephitic Imp (Steam), Acid Mantis, Demonic Imp, Doppelganger, Giant Poisonous Snake, Giant Spider, Giant Venus Flytrap, Lightning Dragon (Drake), Giant Pterosaur, Huge Scorpion, Trolghul, Winter Wolf (Steam)

Hard Monsters (LL 6-, 6, 6+)

Giant Crocodile, Serpent Man (Drakhaina), Shark (Steam Dweller?), Giant Spitting Snake, Lesser Tentacle Beast, Tentacled Centipede, Huge Acid Mantis, Giant Fanged Fish, Giant Scorpion, Emerald Slime, Giant Stag Beetle, Catoblepas, Giant Dragonfly, Seven-Headed Hydra, Troll, Wyvern, Invisible Monster, Giant Octopus, Lesser Shoggoth, Giant Troll, Vulture Demon (Dream), Emerald Hag, Giant Rhinoceros Beetle, Elemental (Steam, Water), Giant Mantis, Venomous Naga



Messy, eh? Yes. And glorious. After some flipping through the bestiaries, I add a few other cool COPYRIGHTED monsters to the mix to make things even better. The resultant mix is kind of huge.

This is probably more monsters than I'm going to use. Simultaneously, it is not all of the monsters I am going to use; I will put in some very low level monsters (like the humanoids, and some jungle critters) to smooth things out. And I'll add some super-powerful monsters in the Rotting Netherworld to convince the players not to go too deep. But nevertheless, it is a great list of monsters that I can refer to when I am designing each and every encounter, both in the wilderness and in the dungeon. I chose these monsters over 10-15 minutes of thought, considering all of the themes that I have developed so far. If I wanted more variety, I could have cracked open one of the bestiaries from my favorite game and added even more options in. I find this method to be very easy and helpful, so I am sharing it with you. I hope it serves you well.

Stepping Back: Considering Next Steps

So now that I've spent about 2.5 hours using this supplement and its random tables (1 hour during the first day, then sleeping on the weird plot to think it over to see if it could work, and a further 1.5 hours on the second day as I went faster and let the ideas flow), I've now built a 20+ page outline for a very complex, unique, and I hope fascinating adventure that my players will never expect. Pretty cool, right? There's a lot still to be done, but with just a few more days of prep I can probably build a wilderness and a dungeon (and part of a netherworld) that will give my players *months* of adventures and sub-plots. As you can see, this adventure is actually much bigger than its scattered parts: it has room to grow, either west or east (through the wilderness to the civilized lands beyond), at home (consider the hard-won tower in the forest that the PCs might call home), further downward (the Rotting Netherworld) and even upward (the chance to win some flying mounts) and outward (where does the Steam Vortex go to, anyway?).

It's not flawless, of course. For example, my villain idea is interesting but fairly weak, and it needs more work or that monk will get sidelined as a superfluous afterthought. And I never did think of anything great to do with the sentient illusion in the dungeon. And knowing my players, I also need to work out a lot of contingency details, for example … what happens if the spider woman dies along the way? What happens if the PCs ditch the quest and get more interested in the eastern wastes or the lost world plateau?

But compared to where I was yesterday (sitting in a coffee shop, with some dice, getting some friendly odd stares from strangers, with my blank notebook, mocha, and not a clue in the world), I've made some immense strides toward an excellent adventure, dungeon, wilderness, netherworld, and potentially planar setting. I offer the Maze of Despair mini-campaign to you freely; if you want to develop it, even publish it, that's fine. Just credit me with partial inspiration!

So where do you go from here? Well, we barely touched on the idea of dungeon design. That's because I have about 1,200 pages already offered to you on that topic, in

the CDDG (Classic Dungeon Design Guide) series. If you need help with the dungeon, I recommend you go there to Book I (CDDG1) to read and learn.

But I will happily show you one last trick before I go, if you want to get a glimpse of the dungeon's potential now. How? By using the tables in this book.

Do you remember that the Maze of Despair was rolled up (as a quest location target) on the Dungeon: Dungeon Chamber table? You can roll up some room ideas using that table once again. Here, I'll roll up 10 1D1000 results on that table:

Ossuary Chamber, Sludge Pit, Walled-Up Room, Conjuring Room, Treasure Vault, Sealed Tomb, Execution Chamber, Solitary Quarters, Hall of Pools, Revolving Chamber

And now we'll roll up 10 descriptors (adjectives) on the Chaotic Descriptor Table:

Baron's or Baronial, Eternal, Rusting, Lava, Pillaged or Pillagers' or Pirate, Ghast or Ghastly, Baleful, Mysterious or Mystery, Ivory, Silent

Now, I'll pair those adjectives up with the room types, to come up with this:

- Baron's Ossuary Chamber
- Pirates' Sludge Pit
- Baleful Walled-Up Room
- Ghastly Conjuring Room
- Ivory Treasure Vault
- Sealed Tomb of Eternity
- Solitary Quarters of the Silent One
- Execution Chamber (of the rusting iron maidens)
- Hall of Lava Pools
- Mysterious Revolving Chamber



What do all of those room names mean? I have no idea, but those are the major rooms throughout dungeon level 1 of the Maze of Despair. Your next task is to take those ideas and make them amazing. Compare the rooms with the monster list I created. Which rooms are monster lairs, and which monsters go where? Which rooms have traps? Pick up the BOOK OF DUNGEON TRAPS and decide. Do you need a theme for this dungeon level, and dozens of rooms to surround these odd locations? Use CDDG1 and CDDG3 to design those rooms. Do the rooms need random contents in them? Use CDDG2 to fill them up. Need a strange monster or evocative godling in the mix? Refer to PM1, The PEGANA Mythos.

Don't use too much detail; just write yourself notes, and improvise the rest during play. A paragraph per room will do. Let my supplements guide you whenever you need help. Of course, you don't need to buy all of my supplements if you don't already have them; you've certainly learned enough just from this chapter so that you're ready to set all of the supplements aside if you want to and just design the rest of the adventure on your own. Let me know how it goes, if you like. But my time as a death-defying adventure guide is done … for now …

(I will see you next time, should you choose to invite me in. Thanks for reading.)

K

About the Author



Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute … a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays … some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grognardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.



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