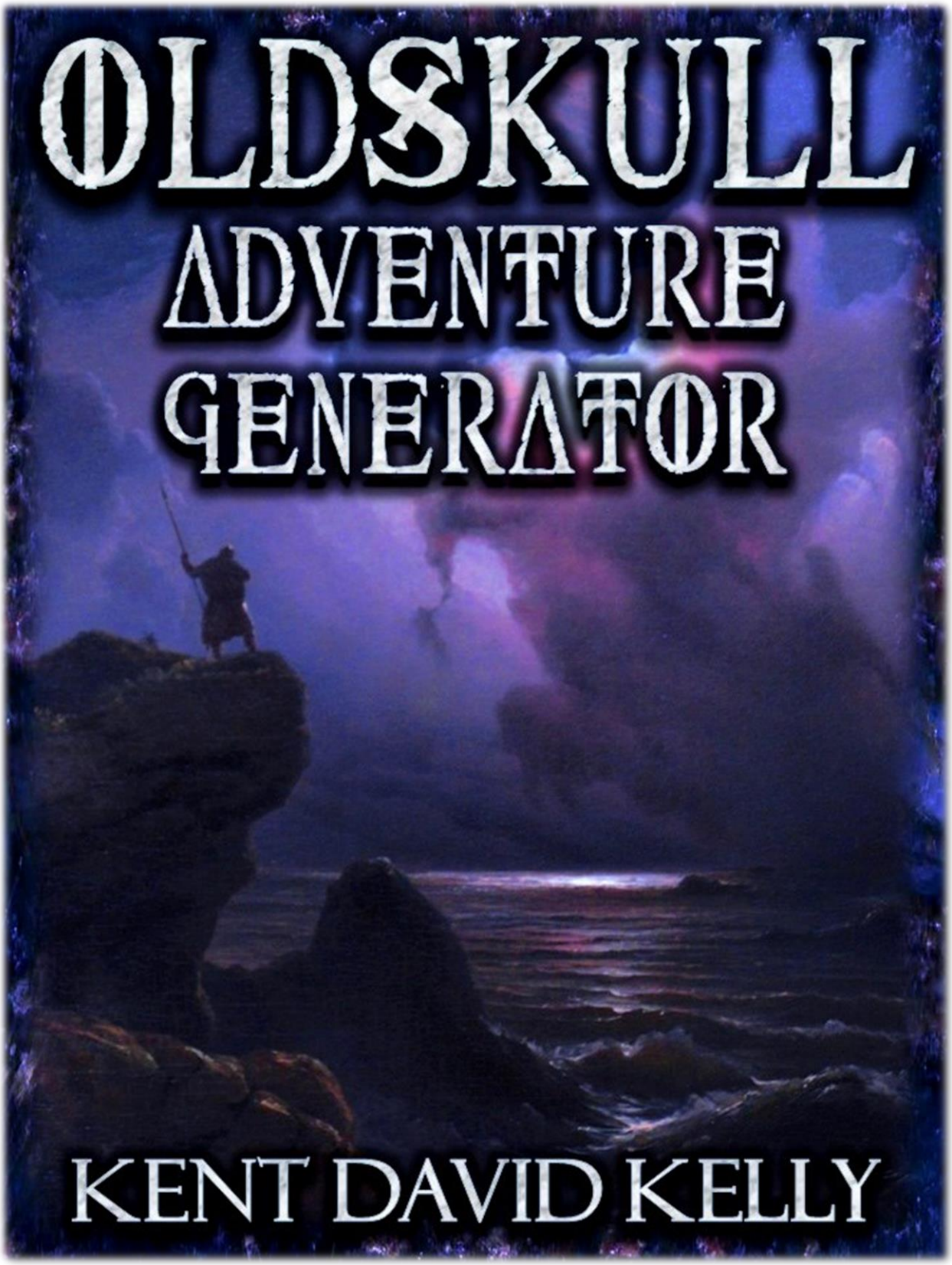
# OLDSKULL

## ADVENTURE GENERATOR



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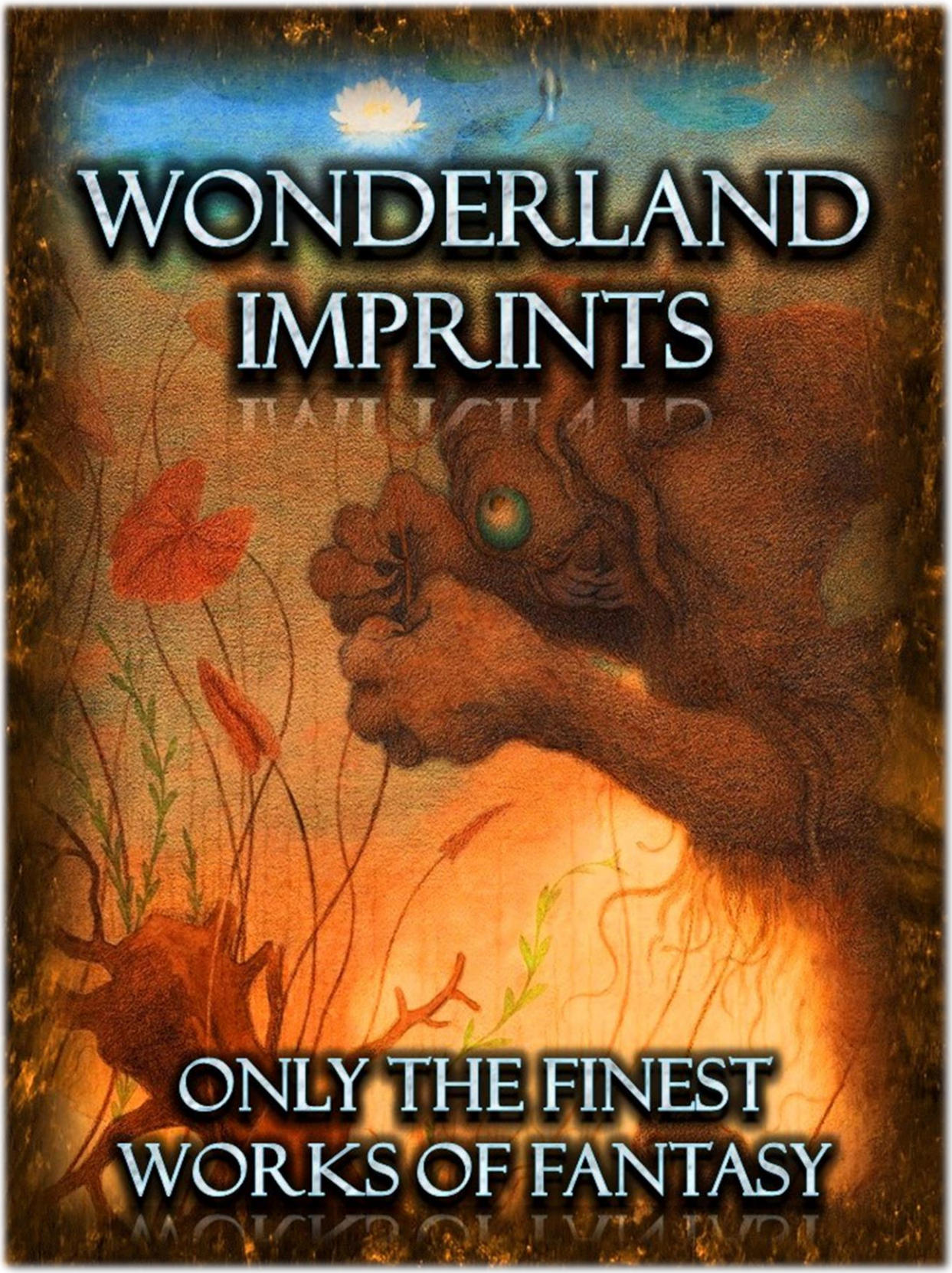
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# CASTLE OLDSKULL

FANTASY ROLE-PLAYING SUPPLEMENT
GWG2

# OLDSKULL ADVENTURE GENERATOR

BY
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# O S R

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*Please feel welcome to contact the author at shadowed_sky@hotmail.com with comments, questions, requests, recommendations and greetings. And thank you for reading!*

*"Only the Finest Works of Fantasy"*

# HIC SVNT DRACONES

## HERE THERE BE DRAGONS

**CASTLE OLDSKULL ("Old School") is a well-regarded, system neutral line of supplements designed for use in Fantasy Role-Playing Games (FRPGs). Available formats include PDF, paperback, and Kindle e-book.**

**Ideas are presented in such a way that they can be used or customized for any edition game, from the 1970s to the present day. These volumes exemplify the iconic "sandbox," do-it-yourself, and free-form ideals established by the original Lake Geneva campaigns, c. 1972-1979. Respected sources of inspiration include Arneson, Barker, Bledsaw, Burroughs, Dunsany, Gygax, Holmes, Howard, Kask, Kuntz, Leiber, Lovecraft, Merritt, Moldvay, Moorcock, Sutherland, Tolkien, Trampier, Vance and Ward.**

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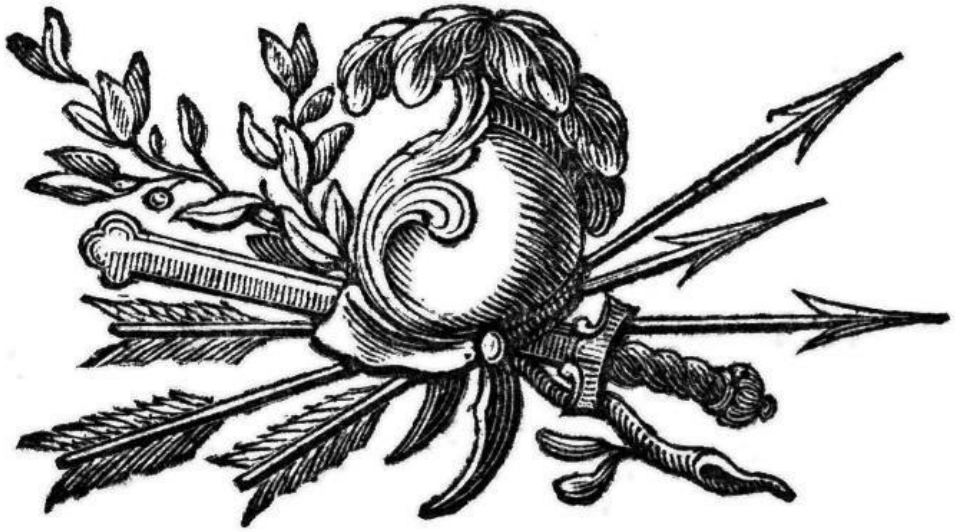

# DEDICATION

*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.*

# EMPOWERING YOUR IMAGINATION: WHAT THIS BOOK IS, AND WHAT IT IS NOT

*Attention e-reader, video and computer gamers!*

This book is *not* a game in and of itself. If you bought this book thinking it was a complete game you could read and play, you should probably return this book now.

This is a book to help you create your own adventures for Fantasy Role-Playing Games. This is a fantasy adventure toolbox, an imagination engine.

If you enjoy creating stories with your friends, envisioning netherworlds filled with dragons and treasure and designing fantasy worlds all your own, then you will find that this book is an ideal Game Master (GM) tool. This book will help you to create and improve dungeon adventures, featuring more intriguing locales, more mysterious histories, and more surprising twists and turns than ever before.

*This is not a complete game*. Your dedication and creativity are required.

# DESCRIPTION

***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, mega-supplement GWG2: OLDSKULL ADVENTURE GENERATOR 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 700+ 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 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. Using this volume, you can create an entire campaign of multiple adventures, entailing wilderness journeys, dungeons, monster lairs, traps, tricks, treasure, and unforgettable tales. When coupled with the GAME WORLD GENERATOR, you can create your own world of endless adventure and allow the Players Characters to journey anywhere. And you will be creating new realms of wonder 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*. (702 pages, 134,100 words.)

# CONTENTS

Page 1 ~ Cover

Page 3 ~ Title Page

Page 5 ~ Introitus

Page 6 ~ Hic Svnt Dracones

Page 7 ~ Dedication

Page 8 ~ Empowering Your Imagination

Page 9 ~ Description

Page 10 ~ Contents

Page 16 ~ Chapter 1: Introduction

Page 20 ~ 1-1: The Advantages of Sandboxing a Campaign

Page 23 ~ 1-2: Overview

Page 29 ~ 1-3: Recommended Adventure Scenario Planning Format

Page 37 ~ Chapter 2: Conceiving the Adventure

Page 38 ~ 2-1: Concocting the Adventure Title

Page 54 ~ 2-2: Setting the Scene

Page 61 ~ Chapter 3: Envisioning the Benefactor

Page 62 ~ 3-1: The Benefactor Descriptor

Page 72 ~ 3-2: The Benefactor Archetype

Page 109 ~ 3-3: Character Class and Calling of the Benefactor

Page 120 ~ 3-4: Experience Level of the Benefactor

Page 123 ~ 3-5: Level Title of the Benefactor

Page 171 ~ 3-6: The Benefactor's Promised Reward

Page 184 ~ Chapter 4: The World of Adventure

Page 185 ~ 4-1: Envisaging the Adventure Journey and Region

Page 189 ~ 4-2: Dimensional Journeys and Locales

Page 197 ~ 4-3: Cold Climate Journeys and Locales

Page 199 ~ 4-4: Sub-Arctic Journeys and Locales

Page 202 ~ 4-5: Sub-Tropical Journeys and Locales

Page 205 ~ 4-6: Temperate Journeys and Locales

Page 208 ~ 4-7: Tropical Journeys and Locales

Page 211 ~ 4-8: Netherworld Journeys and Locales

Page 214 ~ 4-9: Planar Journeys and Locales

Page 218 ~ 4-10: Underwater Journeys and Locales

Page 231 ~ 4-11: Envisaging the Adventure Dungeon or Destination

Page 233 ~ 4-12: A Brief Glimpse of the Castle Oldskull Multiverse Cosmogony

Page 249 ~ 4-13: Dungeon Archetypes and Destinations

Page 259 ~ Chapter 5: Locales of the Journey Region

Page 260 ~ 5-1: The Locale and Region Designation System

Page 268 ~ 5-2: Regional Locales: Cold Depressions

Page 270 ~ 5-3: Regional Locales: Cold Forests

Page 273 ~ 5-4: Regional Locales: Cold Freshwater

Page 275 ~ 5-5: Regional Locales: Cold Hills

Page 278 ~ 5-6: Regional Locales: Cold Mountains

Page 280 ~ 5-7: Regional Locales: Cold Plains

Page 282 ~ 5-8: Regional Locales: Cold Saltwater

Page 285 ~ 5-9: Regional Locales: Cold Swamps

Page 287 ~ 5-10: Regional Locales: Cold Wastelands

Page 290 ~ 5-11: Regional Locales: The Netherworld

Page 293 ~ 5-12: Regional Locales: The Elemental Planes of Air

Page 297 ~ 5-13: Regional Locales: The Planes of Chaos

Page 300 ~ 5-14: Regional Locales: The Elemental Planes of Earth

Page 303 ~ 5-15: Regional Locales: The Planes of Evil

Page 308 ~ 5-16: Regional Locales: The Elemental Planes of Fire

Page 312 ~ 5-17: Regional Locales: The Planes of Good

Page 315 ~ 5-18: Regional Locales: The Planes of Law

Page 319 ~ 5-19: Regional Locales: The Planes of Neutrality

Page 322 ~ 5-20: Regional Locales: The Elemental Planes of Water

Page 325 ~ 5-21: Regional Locales: Temperate Depressions

Page 327 ~ 5-22: Regional Locales: Temperate Forests

Page 330 ~ 5-23: Regional Locales: Temperate Freshwater

Page 332 ~ 5-24: Regional Locales: Temperate Hills

Page 334 ~ 5-25: Regional Locales: Temperate Mountains

Page 336 ~ 5-26: Regional Locales: Temperate Plains

Page 337 ~ 5-27: Regional Locales: Temperate Saltwater

Page 340 ~ 5-28: Regional Locales: Temperate Swamps

Page 342 ~ 5-29: Regional Locales: Temperate Wastelands

Page 345 ~ 5-30: Regional Locales: Tropical Depressions

Page 347 ~ 5-31: Regional Locales: Tropical Forests

Page 349 ~ 5-32: Regional Locales: Tropical Freshwater

Page 352 ~ 5-33: Regional Locales: Tropical Hills

Page 354 ~ 5-34: Regional Locales: Tropical Mountains

Page 356 ~ 5-35: Regional Locales: Tropical Plains

Page 358 ~ 5-36: Regional Locales: Tropical Saltwater

Page 361 ~ 5-37: Regional Locales: Tropical Swamps

Page 363 ~ 5-38: Regional Locales: Tropical Wastelands

Page 365 ~ 5-39: The Glossography of Non-Planar Adventure Locales

Page 402 ~ 5-40: Using Chaotic Descriptors to Differentiate Locales

Page 403 ~ Chapter 6: Turning Tropes into Unique Ideas

Page 404 ~ 6-1: The Many Uses of Chaotic Descriptors

Page 407 ~ 6-2: The Chaotic Descriptor Table

Page 435 ~ Chapter 7: Creating Quests While Encouraging Free Will

Page 439 ~ 7-1: Quest Actions and Target Branches

Page 454 ~ 7-2: Quest Targets: Person / Creature / Faction

Page 479 ~ 7-3: Quest Targets: Places

Page 487 ~ 7-3-1: Quest Target Places: Cave Systems

Page 495 ~ 7-3-2: Quest Target Places: Dungeon Chambers

Page 507 ~ 7-3-3: Quest Target Places: Manor Houses

Page 517 ~ 7-3-4: Quest Target Places: Strongholds

Page 528 ~ 7-3-5: Quest Target Places: Temples

Page 541 ~ 7-3-6: Quest Target Places: Tombs

Page 548 ~ 7-3-7: Quest Target Places: Urban Locations

Page 559 ~ 7-4: Quest Targets: Things

Page 570 ~ Chapter 8: Destinies and Details

Page 571 ~ 8-1: Choices and Fate: Secondary Quest Goals

Page 579 ~ 8-2: The Tangled Web: Possible Complications

Page 586 ~ 8-3: Thou Art Not Alone: Allies and Guides

Page 600 ~ 8-4: Strategic Delays: Tasks Before Departure

Page 606 ~ 8-5: The Journey Begins: Weather on the Day of Travel

Page 610 ~ Chapter 9: Elements of Evil

Page 611 ~ 9-1: The Iconic Villain

Page 613 ~ 9-1-1: The Iconic Villain: Archetypes

Page 631 ~ 9-1-2: The Iconic Villain: Motivators and Goals

Page 635 ~ 9-1-3: The Iconic Villain: Flaws and Weaknesses

Page 641 ~ 9-1-4: The Iconic Villain: Actions and Methods

Page 645 ~ 9-2: Unexpected Adversaries: Interesting Non-Monstrous Enemies

Page 649 ~ 9-3: Legions of Adversity: Choosing the Monsters

Page 662 ~ Chapter 10: Guidance Through the Labyrinth

Page 663 ~ 10-1: Begin at the Beginning

Page 666 ~ 10-2: The Quest Giver's Gambit

Page 669 ~ 10-3: The Adventure Unfolds

Page 671 ~ 10-4: Unveiling the Wilderlands

Page 679 ~ 10-5: Things Stranger Than Stranger

Page 682 ~ 10-6: Things Come into Focus

Page 685 ~ 10-7: All About Bad Guys

Page 690 ~ 10-8: Stepping Back: Considering Next Steps

Page 693 ~ About the Author

# 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. 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. If you've already read GWG1, GAME WORLD GENERATOR (Book 1 in this series), then you already know how daunting it can be to build your own fantasy world. 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.

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? 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, you need to take your players off the rails, and to let them roam free.

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. But if you purchased this supplement, you are ready to become a masterful content *creator*, instead of a GM apprentice and a master content *consumer*. 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. 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. 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.) 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 play chess, 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 area 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. 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. 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 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 may roam. 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 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 quest region 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). 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 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 long time to prepare but are always worth the wait.

1-1

# 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 choices await.

Sandboxing will not only make you a better Game Master; 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. 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 many 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.

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.

You don't need all of the 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 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 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 where we're going, but I do know that it's going to be an unforgettable adventure!

1-2

# 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. 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. 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 both trust this book,

and also allow yourself to overrule it on a whim, you will find that your adventure outlines will be cleaner, faster, more detailed, and 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.

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.

- **[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.

- **[5] The Adventure Journey:** This generator tells you what kind of region you can create next to entice your players further into your world. There are dozens 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.

- **[6] The Adventure Destination:** This generator helps you to outline the region that the PCs will be exploring. 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.

- **[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").

- **[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.

- **[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 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 advice, and can later be pointed to as foreshadowing and fair play. ("Well, the sages warned you to pick some special 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, I've written 500+ pages on that 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' 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.

1-3

# 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.

I hope you find these useful!

*(Sheets begin on the next following page; this space intentionally left blank.)*

| CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR<br>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:<br>Dice: | **Journey Terrain Type B:** | Type:<br>Dice: |
| **Journey Locale Table 1:** | Type:<br>Dice: | **Journey Locale Table 2:** | Type:<br>Dice: |
| **Journey Locale Table 3:** | Type:<br>Dice: | **Journey Locale Table 4:** | Type:<br>Dice: |
| **Journey and Region Notes:** | | | |

| CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR<br>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<br>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<br>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<br>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<br>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** | | | |
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| **AVERAGE MONSTERS** | | | |
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| **HARD MONSTERS** | | | |
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| CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR<br>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

2-1

# 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 2 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 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, 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.

| D1000 Roll | Adventure Title 1 | D1000 Roll | Adventure Title 1 | D1000 Roll | Adventure Title 1 |
|---|---|---|---|---|---|
| 001 to 003 | Abominations | 004 to 006 | Acolyte | 007 to 009 | Adepts |
| 010 to 012 | Adventure | 013 to 015 | Aeon | 016 to 018 | Age |
| 019 to 021 | Airship | 022 to 024 | Angel | 025 to 027 | Archon |
| 028 to 030 | Artifact | 031 to 033 | Ashes | 034 to 036 | Assassins |
| 037 to 039 | Axe | 040 to 042 | Bane | 043 to 045 | Banishment |
| 046 to 048 | Banshee | 049 to 051 | Beasts | 052 to 054 | Berserkers |
| 055 to 057 | Betrayal | 058 to 060 | Blood | 061 to 063 | Brotherhood |
| 064 to 066 | Brothers | 067 to 069 | Cabal | 070 to 072 | Casket |
| 073 to 075 | Chains | 076 to 078 | Champions | 079 to 081 | Chant |
| 082 to 084 | Chasms | 085 to 087 | Chieftain | 088 to 090 | Chieftess |
| 091 to 093 | Children | 094 to 096 | Chronicles | 097 to 099 | Cinders |
| 100 to 102 | Circle | 103 to 105 | City | 106 to 108 | Clarion |
| 109 to 111 | Claws | 112 to 114 | Cloud Castle | 115 to 117 | Codex |
| 118 to 120 | Conclave | 121 to 123 | Conquest | 124 to 126 | Corsairs |
| 127 to 129 | Crown | 130 to 132 | Crusade | 133 to 135 | Crypt |
| 136 to 138 | Crystals | 139 to 141 | Cutthroats | 142 to 144 | Cult |
| 145 to 147 | Curse | 148 to 150 | Daggers | 151 to 153 | Dark Age |
| 154 to 156 | Dark Lady | 157 to 159 | Daughters | 160 to 162 | Deathtrap |

| | | | | | |
|---|---|---|---|---|---|
| **163 to 165** | Defilers | **166 to 168** | Demon | **169 to 171** | Demoness |

| D1000 Roll | Adventure Title 1 | D1000 Roll | Adventure Title 1 | D1000 Roll | Adventure Title 1 |
|---|---|---|---|---|---|
| 172 to 174 | Denizens | 175 to 177 | Destroyer | 178 to 180 | Destruction |
| 181 to 183 | Devils | 184 to 186 | Devourer | 187 to 189 | Disciples |
| 190 to 192 | Domain | 193 to 195 | Doom | 196 to 198 | Dragon |
| 199 to 201 | Dreams | 202 to 204 | Dwellers | 205 to 207 | Dweomer |
| 208 to 210 | Dwimmerlaik | 211 to 213 | Echoes | 214 to 216 | Emperor |
| 217 to 219 | Empress | 220 to 222 | Enchanter | 223 to 225 | Enchantress |
| 226 to 228 | Evocation | 229 to 232 | Expedition | 233 to 236 | Exploration |
| 237 to 240 | Eye | 241 to 244 | Faces | 245 to 248 | Fane |
| 249 to 252 | Fangs | 253 to 256 | Fate | 257 to 260 | Fiend |
| 261 to 264 | Fires | 265 to 268 | Forest | 269 to 272 | Fury |
| 273 to 276 | Gambit | 277 to 280 | Gates | 281 to 284 | Gauntlet |
| 285 to 288 | Geas | 289 to 292 | Gemstones | 293 to 296 | Ghosts |
| 297 to 300 | Ghouls | 301 to 304 | Giants | 305 to 308 | Goddess |
| 309 to 312 | Gods | 313 to 316 | Gold | 317 to 320 | Grail |
| 321 to 324 | Grimoire | 325 to 328 | Halls | 329 to 332 | Hammer |
| 333 to 336 | Hand | 337 to 340 | Haunts | 341 to 344 | Heart |
| 345 to 348 | Hecatomb | 349 to 352 | Horde | 353 to 356 | Hour |
| 357 to 360 | House | 361 to 364 | Hunters | 365 to 368 | Iconoclasts |
| 369 to 372 | Immortals | 373 to 376 | In Defiance | 377 to 380 | In Search |
| 381 to 384 | Invocation | 385 to 388 | Iron Shadows | 389 to 392 | Island |
| 393 to 396 | Jackals | 397 to 400 | Jaws | 401 to 404 | Jewels |
| 405 to 408 | Journey | 409 to 412 | Journeyers | 413 to 416 | Keep |
| 417 to 420 | Killer | 421 to 424 | King | 425 to 428 | Knights |
| 429 to 432 | Knives | 433 to 436 | Labyrinth | 437 to 440 | Lament |
| 441 to 444 | Land | 445 to 448 | Legacy | 449 to 452 | Legion |
| 453 to 456 | Libram | 457 to 460 | Lions | 461 to 464 | Lord |
| 465 to 468 | Lurkers | 469 to 472 | Madness | 473 to 476 | Mage |
| 477 to 480 | Maidens | 481 to 484 | Malleus | 485 to 488 | Masks |

| D1000 Roll | Adventure Title 1 | D1000 Roll | Adventure Title 1 | D1000 Roll | Adventure Title 1 |
|---|---|---|---|---|---|
| 489 to 492 | Master | 493 to 496 | Matriarch | 497 to 500 | Maw |
| 501 to 504 | Maze | 505 to 508 | Mirage | 509 to 512 | Monks |
| 513 to 516 | Moors | 517 to 520 | Mountain | 521 to 524 | Mysteries |
| 525 to 528 | Necromancer | 529 to 532 | Nemesis | 533 to 536 | Netherworld |
| 537 to 540 | Nightmares | 541 to 544 | Omen | 545 to 548 | Opals |
| 549 to 552 | Overlord | 553 to 556 | Paths | 557 to 560 | Patriarch |
| 561 to 564 | Peril | 565 to 568 | Phantoms | 569 to 572 | Pirates |
| 573 to 576 | Pits | 577 to 580 | Plague | 581 to 584 | Plight |
| 585 to 588 | Pools | 589 to 592 | Portal | 593 to 596 | Priests |
| 597 to 600 | Prisoners | 601 to 604 | Prophecy | 605 to 608 | Prophet |
| 609 to 612 | Prophetess | 613 to 616 | Pyramid | 617 to 620 | Pyre |
| 621 to 624 | Queen | 625 to 628 | Quest | 629 to 632 | Ravager |
| 633 to 636 | Reaper | 637 to 640 | Reavers | 641 to 644 | Reflections |
| 645 to 648 | Reign | 649 to 652 | Relic | 653 to 656 | Remembrance |
| 657 to 660 | Revelation | 661 to 664 | Revenant | 665 to 668 | Revenge |
| 669 to 672 | Riddle | 673 to 676 | Rings | 677 to 680 | Rites |
| 681 to 684 | Rituals | 685 to 688 | Rogues | 689 to 692 | Sacrifice |
| 693 to 696 | Saga | 697 to 700 | Savages | 701 to 704 | Savant |
| 705 to 708 | Scourge | 709 to 712 | Sea | 713 to 716 | Secrets |
| 717 to 720 | Seekers | 721 to 724 | Seer | 725 to 728 | Servant |
| 729 to 732 | Servitors | 733 to 736 | Shadows | 737 to 740 | Shattering |
| 741 to 744 | She-Devil | 745 to 748 | Shroud | 749 to 752 | Siege |
| 753 to 756 | Sigil | 757 to 760 | Sign | 761 to 764 | Sisterhood |
| 765 to 768 | Sisters | 769 to 772 | Slaves | 773 to 776 | Slayers |
| 777 to 780 | Song | 781 to 784 | Sorcerer | 785 to 788 | Sorceress |
| 789 to 792 | Soul Eater | 793 to 796 | Souls | 797 to 800 | Sphinx |
| 801 to 804 | Spires | 805 to 808 | Stalkers | 809 to 812 | Strega |
| 813 to 816 | Stronghold | 817 to 820 | Sundering | 821 to 824 | Sword |
| 825 to 828 | Swordmasters | 829 to 832 | Tales | 833 to 836 | Talisman |

| D1000 Roll | Adventure Title 1 | D1000 Roll | Adventure Title 1 | D1000 Roll | Adventure Title 1 |
|---|---|---|---|---|---|
| **837 to 840** | Talons | **841 to 844** | Temple | **845 to 848** | Temptress |

| | | | | | |
|---|---|---|---|---|---|
| **849 to 852** | Terror | **853 to 856** | Thief | **857 to 860** | Thralls |
| **861 to 864** | Tides | **865 to 868** | Titan | **869 to 872** | Titaness |

| D1000 Roll | Adventure Title 1 | D1000 Roll | Adventure Title 1 | D1000 Roll | Adventure Title 1 |
|---|---|---|---|---|---|
| 873 to 876 | Tomb | 877 to 880 | Tower | 881 to 884 | Treasures |
| 885 to 888 | Trial | 889 to 892 | Triumph | 893 to 896 | Trolls |
| 897 to 900 | Tyranny | 901 to 904 | Valley | 905 to 908 | Vampires |
| 909 to 912 | Vaults | 913 to 916 | Veils | 917 to 920 | Vengeance |
| 921 to 924 | Vigil | 925 to 928 | Voyage | 929 to 932 | Walls |
| 933 to 936 | War | 937 to 940 | War Drums | 941 to 944 | Warlock |
| 945 to 948 | Warlords | 949 to 952 | Warriors | 953 to 956 | Web |
| 957 to 960 | Whispers | 961 to 964 | Widow | 965 to 968 | Winds |
| 969 to 972 | Wings | 973 to 976 | Witch | 977 to 980 | Witch Lord |
| 981 to 984 | Wizard | 985 to 988 | Wolves | 989 to 992 | Wonders |
| 993 to 996 | Wraiths | 997 to 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:

| D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 |
|---|---|---|---|---|---|
| 001 to 005 | of Ashmodai | 006 to 010 | of Azathoth | 011 to 015 | of Baal |
| 016 to 020 | of Baba Yaga | 021 to 025 | of Baphomet | 026 to 030 | of Bloodstone |

| D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 |
|---|---|---|---|---|---|
| **031 to 035** | of Chaos | **036 to 040** | of Chthon | **041 to 045** | of Cimmeria |
| **046 to 050** | of corrosion | **051 to 055** | of crimson | **056 to 060** | of Crom |
| **061 to 065** | of Cthulhu | **066 to 070** | of Dagon | **071 to 075** | of Damnation |
| **076 to 080** | of Darkness | **081 to 085** | of Death | **086 to 090** | of Deceit |

| D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 |
|---|---|---|---|---|---|
| 091 to 095 | of Desolation | 096 to 100 | of Despair | 101 to 105 | of Destiny |
| 106 to 110 | of Deviltry | 111 to 115 | of Doom | 116 to 120 | of Dungeons Deep |
| 121 to 125 | of Dust | 126 to 130 | of Elemental Evil | 131 to 135 | of Eternity |
| 136 to 140 | of Gehinnom | 141 to 145 | of Hawks | 146 to 150 | of Hell |
| 151 to 155 | of Honor | 156 to 160 | of Hyperborea | 161 to 165 | of Ill Omen |
| 166 to 170 | of Iniquity | 171 to 175 | of Iron | 176 to 180 | of Kadath |
| 181 to 185 | of Law | 186 to 190 | of Legendry | 191 to 195 | of Madness |
| 196 to 200 | of Malediction | 201 to 205 | of Midnight | 206 to 210 | of Mitra |
| 211 to 215 | of Nepenthe | 216 to 220 | of Nodens | 221 to 225 | of Nyarlathotep |
| 226 to 230 | of Oblivion | 231 to 235 | of Old City | 236 to 240 | of Pegana |
| 241 to 245 | of Poison | 246 to 250 | of R'lyeh | 251 to 255 | of Serpents |
| 256 to 260 | of Severance | 261 to 265 | of Shub-Niggurath | 266 to 270 | of Silence |
| 271 to 275 | of Solitude | 276 to 280 | of Sorcery | 281 to 285 | of Sorrow |
| 286 to 290 | of Steel | 291 to 295 | of Stone | 296 to 300 | of the Abyss |
| 301 to 305 | of the Accursed Realm | 306 to 310 | of the Aklo Rites | 311 to 315 | of the Alchemist |
| 316 to 320 | of the Ape Kingdom | 321 to 325 | of the Barren Lands | 326 to 330 | of the Behemoth |
| 331 to 335 | of the Beholder | 336 to 340 | of the Beyond | 341 to 345 | of the Black Freighter |
| 346 to 350 | of the Black Idol | 351 to 355 | of the Blade Throne | 356 to 360 | of the Blood Forge |
| 361 to 365 | of the Borderlands | 365 to 370 | of the Boreal Reach | 371 to 375 | of the Boreal Wastes |

| D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 |
|---|---|---|---|---|---|
| **376 to 380** | of the Brazen Delve | **381 to 385** | of the Bronze Gates | **386 to 390** | of the Cauldron Born |
| **391 to 395** | of the Citadel | **396 to 400** | of the Cloudlands | **401 to 405** | of the Clouds |
| **406 to 410** | of the Colossus | **411 to 415** | of the Dark Mother | **416 to 420** | of the Dawn |
| **421 to 425** | of the Death Dealers | **426 to 430** | of the Death Gauntlet | **431 to 435** | of the Deathless Ones |
| **436 to 440** | of the Deep Ones | **441 to 445** | of the Deeps | **446 to 450** | of the Dhole Feast |
| **451 to 455** | of the Dread Manor | **456 to 460** | of the Dream Eaters | **461 to 465** | of the Drowning Pool |
| **466 to 470** | of the Dune Lands | **471 to 475** | of the Dune Sea | **476 to 480** | of the Dusk |
| **481 to 485** | of the Earth's Core | **486 to 490** | of the Elder Things | **491 to 495** | of the Emerald Rune |
| **496 to 500** | of the End of Days | **501 to 505** | of the Endless Caverns | **506 to 510** | of the Endless Dark |
| **511 to 515** | of the Endless Stair | **516 to 520** | of the Fire Giant Queen | **521 to 525** | of the Forbidden Palace |
| **526 to 530** | of the Forgotten Fane | **531 to 535** | of the Forsaken | **536 to 540** | of the Frogmen |
| **541 to 545** | of the Frost | **546 to 550** | of the Frost Giant Thane | **551 to 555** | of the Frozen Waves |
| **556 to 560** | of the Gods of Mars | **561 to 565** | of the Haunted Path | **566 to 570** | of the Hell Mouth |

| D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 |
|---|---|---|---|---|---|
| **571 to 575** | of the Hell Pits | **576 to 580** | of the Hill Giant Chieftess | **581 to 585** | of the Hollow Lands |
| **586 to 590** | of the Ice | **591 to 595** | of the Idolater | **596 to 600** | of the Imperious |

| D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 |
|---|---|---|---|---|---|
| **601 to 605** | of the Invincible | **606 to 610** | of the Iron Beast | **611 to 615** | of the Jabberwock |
| **616 to 620** | of the Jewels of Olom | **621 to 625** | of the Juggernaut | **626 to 630** | of the Jungle |
| **631 to 635** | of the Justiciar | **636 to 640** | of the Labyrinth | **641 to 645** | of the Lionheart |
| **646 to 650** | of the Lizard Men | **651 to 655** | of the Lost | **656 to 660** | of the Lost City |
| **661 to 665** | of the Lost Kingdom | **666 to 670** | of the Lost World | **671 to 675** | of the Mad God |
| **676 to 680** | of the Maelstrom | **681 to 685** | of the Mist | **686 to 690** | of the Monolith |
| **691 to 695** | of the Moon | **696 to 700** | of the Moon Pool | **701 to 705** | of the Moonbeasts |
| **706 to 710** | of the Mountain | **711 to 715** | of the Mummy Queen | **716 to 720** | of the Necropolis |
| **721 to 725** | of the Netherworld | **726 to 730** | of the Night | **731 to 735** | of the Nomad Lands |
| **736 to 740** | of the Nightgaunts | **741 to 745** | of the Overlord | **746 to 750** | of the Phoenix |
| **751 to 755** | of the Pirate Queen | **756 to 760** | of the Poison Lotus | **761 to 765** | of the Poisoned Blades |
| **766 to 770** | of the Ruins | **771 to 775** | of the Sands | **776 to 780** | of the Scarlet One |
| **781 to 785** | of the Scorpion | **786 to 790** | of the Scorpion King | **791 to 795** | of the Screaming Skull |
| **796 to 800** | of the Serpent People | **801 to 805** | of Set | **806 to 810** | of the Shallow Sea |

| D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 | D1000 Roll | Adventure Title 2 |
|---|---|---|---|---|---|
| **811 to 815** | of the Shattered Realm | **816 to 820** | of the Silver Key | **821 to 825** | of the Sinking Lands |
| **826 to 830** | of the Slave Pits | **831 to 835** | of the Slithering One | **836 to 840** | of the Spiders |
| **841 to 845** | of the Spire | **846 to 850** | of the Stars | **851 to 855** | of the Storm Bringers |
| **856 to 860** | of the Tempest | **861 to 865** | of the Temple | **866 to 870** | of the Tomb |
| **871 to 875** | of the Unborn | **876 to 880** | of the Unconquered Realm | **881 to 885** | of the Undead |
| **886 to 890** | of the Undercity | **891 to 895** | of the Undervault | **896 to 900** | of the Unknown |
| **901 to 905** | of the Unseelie Court | **906 to 910** | of the Vanishing Way | **911 to 915** | of the Victorious |
| **916 to 920** | of the Void | **921 to 926** | of the Vorpal Blade | **927 to 930** | of the Vulture Demons |
| **931 to 934** | of the Wall of Sleep | **935 to 938** | of the Wastes | **939 to 942** | of the Wendigo |
| **943 to 946** | of the White Worm | **947 to 950** | of the Wild Hunt | **951 to 954** | of the Wilderlands |
| **955 to 958** | of the Wilds | **959 to 962** | of the Witch House | **963 to 966** | of the Witch Lord |
| **967 to 970** | of the Worm | **971 to 974** | of the Ziggurat | **975 to 978** | of Torment |
| **979 to 982** | of Treachery | **983 to 986** | of Venom | **987 to 990** | of the Werewolf |
| **991 to 994** | of the White Wolf | **995 to 988** | of Winter | **989 to 992** | of Wizardry |
| **993 to 996** | of Yog-Sothoth | **997 to 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 to come up with a workable set of 100, which is not at all a bad ratio of quality.

| D100 Roll | Adventure Title | D100 Roll | Adventure Title |
|---|---|---|---|
| 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 |

| D100 Roll | Adventure Title | D100 Roll | Adventure Title |
|---|---|---|---|
| 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 |

| D100 Roll | Adventure Title | D100 Roll | Adventure Title |
|---|---|---|---|
| 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 |

2-2

# 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 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:

| D1000 Roll | Adventure Impetus / Framing Event | D1000 Roll | Adventure Impetus / Framing Event |
|---|---|---|---|
| **001 to 006** | Accusation against a PC | **007 to 012** | Accusation against an NPC |
| **013 to 018** | Accusation of an inquisitor | **019 to 024** | Adventurer wrongly arrested |
| **025 to 030** | Adventurers ambushed | **031 to 036** | Adventurers betrayed |
| **037 to 042** | Adventurers captured | **043 to 048** | Adventurers cursed |
| **049 to 054** | Adventurers left for dead | **055 to 060** | Adventurers lost |
| **061 to 066** | Adventurers shipwrecked | **067 to 072** | Aggressive NPC (benefactor intervenes) |
| **073 to 078** | Ally abducted | **079 to 084** | Ally goes missing |
| **085 to 090** | Ally in danger | **091 to 096** | Ambush by evil demi-humans / NPCs |
| **097 to 102** | Ambush by humanoids | **103 to 108** | Ambush by humans / NPCs |
| **109 to 114** | Ambush by monsters | **115 to 120** | Appearance of a death angel |
| **121 to 126** | Appearance of a magical gateway | **127 to 132** | Appearance of the wild hunt |
| **133 to 138** | Arrival of a caravan | **139 to 144** | Arrival of a menagerie |
| **145 to 150** | Arrival of a noble ruler | **151 to 156** | Arrival of a ship |
| **157 to 162** | Auction of interesting treasure, and arguing NPCs | **163 to 168** | Bard's song |
| **169 to 174** | Beggar with a cryptic secret | **175 to 180** | Behest of a liege lord |

| D1000 Roll | Adventure Impetus / Framing Event | D1000 Roll | Adventure Impetus / Framing Event |
|---|---|---|---|
| **181 to 186** | Behest of the overlord | **187 to 192** | Burning building |
| **193 to 198** | Burrowing monster attack | **199 to 204** | Call to arms |
| **205 to 210** | Challenge from a rival | **211 to 216** | Compulsion spell (geas) |
| **217 to 222** | Compulsion spell (quest) | **223 to 228** | Conversation with a good NPC |
| **229 to 234** | Conversation with a neutral NPC | **235 to 240** | Conversation with an evil NPC |
| **241 to 246** | Coronation of a king | **247 to 252** | Dangerous spell effect |
| **253 to 258** | Destruction of a PC's treasure | **259 to 264** | Destruction of an edifice |
| **265 to 270** | Destruction of an NPC's treasure | **271 to 276** | Direct message from a familiar |
| **277 to 282** | Direct message from a messenger | **283 to 288** | Direct message from an ally |
| **289 to 294** | Direct message from an enemy | **295 to 300** | Discovered adventure journal |
| **301 to 306** | Discovered confession | **307 to 312** | Discovered diary |
| **313 to 318** | Discovered drawing or painting | **319 to 324** | Discovered history book |
| **325 to 330** | Discovered inscription | **331 to 336** | Discovered map |
| **337 to 342** | Discovered password | **343 to 348** | Discovery of a dead body |
| **349 to 354** | Discovery of a doppelganger | **355 to 360** | Discovery of a map |
| **361 to 366** | Discovery of a message in a bottle | **367 to 372** | Discovery of a scroll |
| **373 to 378** | Discovery of a scrying pool | **379 to 384** | Discovery of an adventurer's journal |
| **385 to 390** | Disembodied voice | **391 to 396** | Dream (shared) |
| **397 to 402** | Duel between two NPCs | **403 to 408** | Eerie calm before the storm |
| **409 to 414** | Encounter with a good NPC | **415 to 420** | Encounter with a neutral NPC |
| **421 to 426** | Encounter with an evil NPC | **427 to 432** | Escape of a slave |

| D1000 Roll | Adventure Impetus / Framing Event | D1000 Roll | Adventure Impetus / Framing Event |
|---|---|---|---|
| 433 to 438 | Execution of a criminal | 439 to 444 | Execution of an innocent person |
| 445 to 450 | Falling star | 451 to 456 | Festival of a chaos god |
| 457 to 462 | Festival of a god of law | 463 to 468 | Festival of a god of neutrality |
| 469 to 474 | Full moon | 475 to 480 | Funeral |
| 481 to 486 | Ghostly presence | 487 to 492 | Ghostly presence, ancestor of a PC |
| 493 to 498 | Gladiatorial duel | 499 to 504 | Graduation of apprentices from a Scholomance |
| 505 to 510 | Great bird migration | 511 to 516 | Guilty / criminal NPC's escape |
| 517 to 522 | Hiring notice posted | 523 to 528 | Indirect message from a crier |
| 529 to 534 | Indirect message from a herald | 535 to 540 | Innocent NPC's escape |
| 541 to 546 | Insect swarm | 547 to 552 | Intercepted letter from an evil NPC |
| 553 to 558 | Jail break | 559 to 564 | Joust |
| 565 to 570 | Key discovered, or given | 571 to 576 | Knighting of a great hero |
| 577 to 582 | Landing of a good dragon | 583 to 588 | Letter from a PC's ally |
| 589 to 594 | Letter from a PC's family member | 595 to 600 | Letter from a powerful NPC |
| 601 to 606 | Lunar eclipse | 607 to 612 | Magic mouth |
| 613 to 618 | Masquerade ball | 619 to 624 | Mistaken identity |
| 625 to 630 | News of an attack | 631 to 636 | News of discovered treasure |
| 637 to 642 | News of missing adventurers | 643 to 648 | Nightmare (shared) |
| 649 to 654 | Nightmare of a monster | 655 to 660 | Nightmare of a terrible place |
| 661 to 666 | NPC adventurers discussing a locale | 667 to 672 | NPC adventurers discussing schemes |

| D1000 Roll | Adventure Impetus / Framing Event | D1000 Roll | Adventure Impetus / Framing Event |
|---|---|---|---|
| **673 to 678** | NPC adventurers discussing treasure | **679 to 684** | Ominous inscription on a wall |
| **685 to 690** | Overheard rumors of a lost treasure | **691 to 696** | Overheard rumors of a mysterious people |
| **697 to 702** | Overheard rumors of a rising enemy | **703 to 708** | Overheard rumors of an unknown locale |
| **709 to 714** | Panicked crowd | **715 to 720** | Parchment blowing in the wind |
| **721 to 726** | Plague outbreak | **727 to 732** | Plea from a commoner |
| **733 to 738** | Plea from a family member | **739 to 744** | Plea from a high-level NPC |
| **745 to 750** | Plea from a noble | **751 to 756** | Plea from an ally |
| **757 to 762** | Posted notice, dangerous event | **763 to 768** | Posted notice, NPC bounty |
| **769 to 774** | Posted notice, treasure hunter | **775 to 780** | Posted notice, warning |
| **781 to 786** | Prophetic oracle of evil omen | **787 to 792** | Prophetic oracle of good omen |
| **793 to 798** | Prophetic oracle of mysteries | **799 to 804** | Questioned by a noble |
| **805 to 810** | Questioned by guards | **811 to 815** | Raid by humanoid army |
| **816 to 820** | Rival reluctantly asks for help | **821 to 825** | Solar eclipse |
| **826 to 830** | Storm | **831 to 835** | Storyteller's tale |
| **836 to 840** | Strange accusation | **841 to 845** | Strange dream |
| **846 to 850** | Strange cultic procession | **851 to 855** | Stranger asks for a favor |
| **856 to 860** | Stranger flees from the adventurers | **861 to 865** | Stranger threatens the adventurers |
| **866 to 870** | Street urchin | **871 to 875** | Survivor bringing tales of a discovery |
| **876 to 880** | Survivor bringing tales of a foul place | **881 to 885** | Survivor bringing tales of an amazing place |

| D1000 Roll | Adventure Impetus / Framing Event | D1000 Roll | Adventure Impetus / Framing Event |
|---|---|---|---|
| 886 to 890 | Survivor bringing tales of lost comrades | 891 to 895 | Survivor bringing tales of monsters |
| 896 to 900 | Survivor bringing tales of treasure | 901 to 905 | Teleportation of a PC or PC's ally |
| 906 to 910 | Teleportation of an NPC | 911 to 915 | The dead rise |
| 916 to 920 | The Elder Sign | 921 to 925 | The Yellow Sign |
| 926 to 930 | Theft of a PC's treasure | 931 to 935 | Theft of an NPC's treasure |
| 936 to 940 | Tournament | 941 to 945 | Town crier |
| 946 to 950 | Vision | 951 to 955 | Whispers of rebellion |
| 956 to 960 | Witch burning | 961 to 965 | Witnessed abduction |
| 966 to 970 | Witnessed scene, madness | 971 to 975 | Witnessed scene, plotting enemies |
| 976 to 980 | Witnessed scene, stolen treasure | 981 to 985 | Witnessed scene, violence |
| 986 to 990 | Witnessed scene, wild magic | 991 to 995 | Wonderful dream of a beautiful place |
| 996 to 000 | Wonderful dream of treasure | | |

# CHAPTER 3:
# ENVISIONING THE BENEFACTOR

3-1

# 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.

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 adventure into your campaign world, and into the fabric of your urban city state. 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 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, and 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.

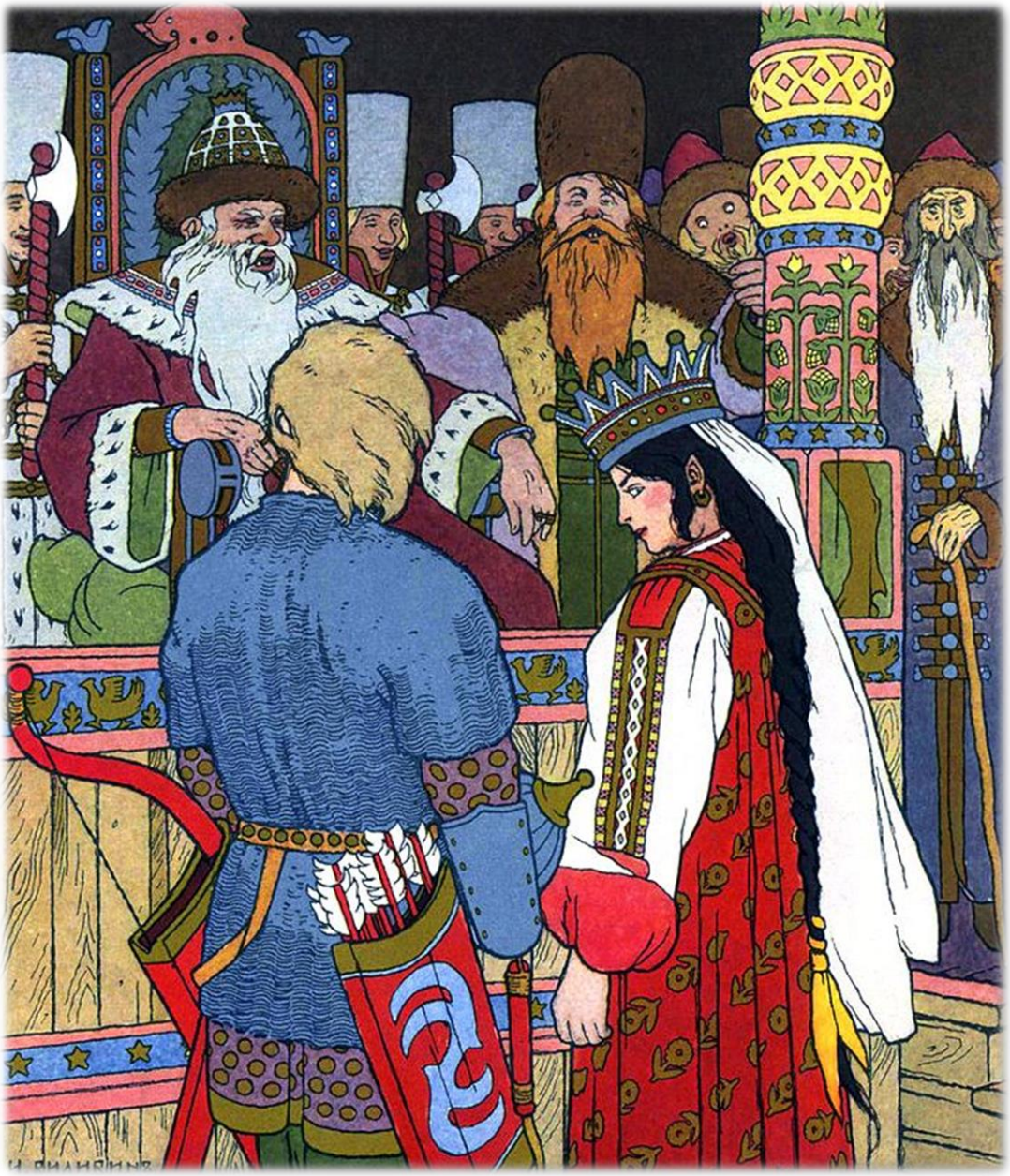

**Table GWG2-5:**

**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:

| D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor |
|---|---|---|---|---|---|
| **001 or 002** | Abhorrent | **003 or 004** | Abrasive | **005 or 006** | Absent-Minded |
| **007 or 008** | Absurd | **009 or 010** | Abyssal | **011 or 012** | Accomplished |
| **013 or 014** | Accursed | **015 or 016** | Active | **017 or 018** | Aggressive |
| **019 or 020** | Agreeable | **021 or 022** | Alien | **023 or 024** | Aloof |
| **025 or 026** | Altruistic | **027 or 028** | Ambitious | **029 or 030** | Amnesiac |
| **031 or 032** | Amused | **033 or 034** | Ancient | **035 or 036** | Angry |
| **037 or 038** | Antagonistic | **039 or 040** | Anxious | **041 to 042** | Apathetic |
| **043 or 044** | Apologetic | **045 or 046** | Arcane | **047 or 048** | Arrogant |
| **049 or 050** | Ascetic | **051 or 052** | Ashamed | **053 or 054** | Astral |
| **055 or 056** | Avoiding Conflict | **057 or 058** | Baneful | **059 or 060** | Barbaric |
| **061 or 062** | Bargaining | **063 or 064** | Beautiful | **065 or 066** | Befuddled |
| **067 or 068** | Beguiling | **069 or 070** | Belligerent | **071 or 072** | Besieged |
| **073 or 074** | Bewildering | **075 or 076** | Bigoted | **077 or 078** | Blackmailed |
| **079 or 080** | Blasphem-ous | **081 or 082** | Blind | **083 or 084** | Bloodied |
| **085 or 086** | Boisterous | **087 or 088** | Bored | **089 or 090** | Boring |

| D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor |
|---|---|---|---|---|---|
| 091 or 092 | Bossy | 093 or 094 | Boundless Energy | 095 or 096 | Brash |
| 097 or 098 | Brave | 099 or 100 | Brazen | 101 or 102 | Brilliant |
| 103 or 104 | Brooding | 105 or 106 | Cackling | 107 or 108 | Cagey |
| 109 or 110 | Callous | 111 or 112 | Calm | 113 or 114 | Cantankerous |
| 115 or 116 | Capricious | 117 or 118 | Careless | 119 or 120 | Carousing |
| 121 or 122 | Cautious | 123 or 124 | Celestial | 125 or 126 | Celibate |
| 127 or 128 | Chaotic | 129 or 130 | Charismatic | 131 or 132 | Charitable |
| 133 or 134 | Charming | 135 or 136 | Charnel | 137 or 138 | Cheerful |
| 139 or 140 | Choleric | 141 or 142 | Chthonic | 143 or 144 | Clever |
| 145 or 146 | Closed-Minded | 147 or 148 | Cloying | 149 or 150 | Cold-Hearted |
| 151 or 152 | Comfort-Loving | 153 or 154 | Competing | 155 or 156 | Compliant |
| 157 or 158 | Concerned | 159 or 160 | Confident | 161 or 162 | Confused |
| 163 or 164 | Contempt-uous | 165 or 166 | Contrary | 167 or 168 | Controlled |
| 169 or 170 | Controlling | 171 or 172 | Cooperative | 173 or 174 | Corpulent |
| 175 or 176 | Corrupted | 177 or 178 | Courageous | 179 or 180 | Courteous |
| 181 or 182 | Cowardly | 183 or 184 | Cranky | 185 or 186 | Crass |
| 187 or 188 | Craven | 189 or 190 | Criminal | 191 or 192 | Crippled |
| 193 or 194 | Crude | 195 or 196 | Cruel | 197 or 198 | Cryptic |
| 199 or 200 | Crystalline | 201 or 202 | Cultured | 203 or 204 | Cunning |
| 205 or 206 | Curious | 207 or 208 | Cursed | 209 or 210 | Cynical |
| 211 or 212 | Dainty | 213 or 214 | Damned | 215 or 216 | Daredevil |
| 217 or 218 | Dark | 219 or 220 | Deathless | 221 or 222 | Deceived |
| 223 or 224 | Deceptive | 225 or 226 | Decisive | 227 or 228 | Decrepit |
| 229 or 230 | Defeatist | 231 or 232 | Deformed | 233 or 234 | Delusional |
| 235 or 236 | Demanding | 237 or 238 | Demonic | 239 or 240 | Demoralized |

| D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor |
|---|---|---|---|---|---|
| **241 or 242** | Dependent | **243 or 244** | Deposed | **245 or 246** | Destitute |
| **247 or 248** | Determined | **249 or 250** | Devout | **251 or 252** | Diabolic |
| **253 or 254** | Diligent | **255 or 256** | Diplomatic | **257 or 258** | Dire |
| **259 or 260** | Disagreeable | **261 or 262** | Disciplined | **263 or 264** | Discouraged |

| D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor |
|---|---|---|---|---|---|
| 265 or 266 | Diseased | 267 or 268 | Disinterested | 269 or 270 | Disoriented |
| 271 or 272 | Distant | 273 or 274 | Domineering | 275 or 276 | Doom |
| 277 or 278 | Doubtful | 279 or 280 | Doughty | 281 or 282 | Dour |
| 283 or 284 | Draconian | 285 or 286 | Dramatic | 287 or 288 | Dreaming |
| 289 or 290 | Droll | 291 or 292 | Drunken | 293 or 294 | Dumb |
| 295 or 296 | Dying | 297 or 298 | Earnest | 299 or 300 | Easy-Going |
| 301 or 302 | Eccentric | 303 or 304 | Egotistic | 305 or 306 | Elderly |
| 307 or 308 | Eldritch | 309 or 310 | Elegant | 311 or 312 | Elemental |
| 313 or 314 | Eloquent | 315 or 316 | Emaciated | 317 or 318 | Embittered |
| 319 or 320 | Emotionless | 321 or 322 | Enchanting | 323 or 324 | Energetic |
| 325 or 326 | Enlightened | 327 or 328 | Enshrouded | 329 or 330 | Envious |
| 331 or 332 | Escaped | 333 or 334 | Eternal | 335 or 336 | Ethereal |
| 337 or 338 | Evasive | 339 or 340 | Ever-Seeking | 341 or 342 | Ever-Vigilant |
| 343 or 344 | Evil | 345 or 346 | Exacting | 347 or 348 | Exalted |
| 349 or 350 | Excitable | 351 or 352 | Exiled | 353 or 354 | Exotic |
| 355 or 356 | Extroverted | 357 or 358 | Faceless | 359 or 360 | Famous |
| 361 or 362 | Fanatical | 363 or 364 | Fast | 365 or 366 | Fawning |
| 367 or 368 | Fearful | 369 or 370 | Fearless | 371 or 372 | Fearsome |
| 373 or 374 | Fickle | 375 or 376 | Fiery-Tempered | 377 or 378 | Filthy |
| 379 or 380 | Flamboyant | 381 or 382 | Flirtatious | 383 or 384 | Foolhardy |
| 385 or 386 | Foolish | 387 or 388 | Forever Wandering | 389 or 390 | Forgotten |
| 391 or 392 | Forsaken | 393 or 394 | Foul | 395 or 396 | Friendly |
| 397 or 398 | Frightened | 399 or 400 | Funereal | 401 or 402 | Gambling |
| 403 or 404 | Gaunt | 405 or 406 | Generous | 407 or 408 | Gentle |
| 409 or 410 | Ghastly | 411 or 412 | Ghoulish | 413 or 414 | Glorious |
| 415 or 416 | Golden | 417 or 418 | Good | 419 or 420 | Graceful |

| D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor |
|---|---|---|---|---|---|
| 421 or 422 | Gracious | 423 or 424 | Greedy | 425 or 426 | Gregarious |
| 427 or 428 | Grieving | 429 or 430 | Grim | 431 or 432 | Grotesque |
| 433 or 434 | Grumpy | 435 or 436 | Guarded | 437 or 438 | Guilt-Ridden |
| 439 or 440 | Guilty | 441 or 442 | Haggling | 443 or 444 | Hallowed |
| 445 or 446 | Hallucinat-ing | 447 or 448 | Hard-Hearted | 449 or 450 | Hateful |
| 451 or 452 | Haughty | 453 or 454 | Haunted | 455 or 456 | Heartbreaker |
| 457 or 458 | Heartless | 459 or 460 | Hedonistic | 461 or 462 | Helpful |
| 463 or 464 | Heretical | 465 or 466 | Hidden | 467 or 468 | Hideous |
| 469 or 470 | Honest | 471 or 472 | Honorable | 473 or 474 | Horrible |
| 475 or 476 | Horrifying | 477 or 478 | Hostile | 479 or 480 | Hot-Tempered |
| 481 or 482 | Humble | 483 or 484 | Humorous | 485 or 486 | Hyperborean |
| 487 or 488 | Hysterical | 489 or 490 | Ichthyoid | 491 or 492 | Illustrious |
| 493 or 494 | Imaginative | 495 or 496 | Impatient | 497 or 498 | Imprisoned |
| 499 or 500 | Inconsider-ate | 501 or 502 | Indecisive | 503 or 504 | Infamous |
| 505 or 506 | Infernal | 507 or 508 | Infested | 509 or 510 | Inquisitive |
| 511 or 512 | Insane | 513 or 514 | Intellectual | 515 or 516 | Intimidating |
| 517 or 518 | Intolerant | 519 or 520 | Introverted | 521 or 522 | Irreverent |
| 523 or 524 | Irritable | 525 or 526 | Jaundiced | 527 or 528 | Jealous |
| 529 or 530 | Jesting | 531 or 532 | Joyful | 533 or 534 | Judgmental |
| 535 or 536 | Juvenile | 537 or 538 | Kind-Hearted | 539 or 540 | Kindly |
| 541 or 542 | Kleptoman-iacal | 543 or 544 | Knowledgeable | 545 or 546 | Languid |
| 547 or 548 | Lawful | 549 or 550 | Lazy | 551 or 552 | Leery |
| 553 or 554 | Lemurian | 555 or 556 | Leprous | 557 or 558 | Loathsome |
| 559 or 560 | Lonely | 561 or 562 | Loquacious | 563 or 564 | Lost |
| 565 or 566 | Loud | 567 or 568 | Loyal | 569 or 570 | Lunar |

| D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor |
|---|---|---|---|---|---|
| 571 or 572 | Lustful | 573 or 574 | Macabre | 575 or 576 | Mad |
| 577 or 578 | Mad God's | 579 or 580 | Malevolent | 581 or 582 | Malignant |
| 583 or 584 | Manic | 585 or 586 | Manipulative | 587 or 588 | Manxome |
| 589 or 590 | Masked | 591 or 592 | Melancholic | 593 or 594 | Mentoring |
| 595 or 596 | Mephitic | 597 or 598 | Merciful | 599 or 600 | Merry |
| 601 or 602 | Mischievous | 603 or 604 | Miserly | 605 or 606 | Misguided |
| 607 or 608 | Modest | 609 or 610 | Moody | 611 or 612 | Morose |
| 613 or 614 | Mute | 615 or 616 | Mysterious | 617 or 618 | Mystical |
| 619 or 620 | Naive | 621 or 622 | Narcissistic | 623 or 624 | Necromantic |
| 625 or 626 | Nervous | 627 or 628 | Neurotic | 629 or 630 | Neutral |
| 631 or 632 | Nice | 633 or 634 | Nonchalant | 635 or 636 | Nosy |
| 637 or 638 | Oafish | 639 or 640 | Oath-Bound | 641 or 642 | Obnoxious |
| 643 or 644 | Obsequious | 645 or 646 | Obsessed | 647 or 648 | Occult |
| 649 or 650 | Odious | 651 or 652 | Old | 653 or 654 | Open-Minded |
| 655 or 656 | Opinionated | 657 or 658 | Optimistic | 659 or 660 | Overbearing |
| 661 or 662 | Pacifistic | 663 or 664 | Pale | 665 or 666 | Paranoid |
| 667 or 668 | Partying | 669 or 670 | Pathetic | 671 or 672 | Peaceful |
| 673 or 674 | Perceptive | 675 or 676 | Perfidious | 677 or 678 | Persuasive |
| 679 or 680 | Pessimistic | 681 or 682 | Pious | 683 or 684 | Placid |
| 685 or 686 | Pleading | 687 or 688 | Pleasant | 689 or 690 | Polite |
| 691 or 692 | Poly-morphed | 693 or 694 | Pompous | 695 or 696 | Possessed |
| 697 or 698 | Powerful | 699 or 700 | Pragmatic | 701 or 702 | Prankster |
| 703 or 704 | Precise | 705 or 706 | Predatory | 707 or 708 | Prickly |
| 709 or 710 | Prim | 711 or 712 | Proper | 713 or 714 | Protective |
| 715 or 716 | Proud | 717 or 718 | Punctual | 719 or 720 | Pure |
| 721 or 722 | Quavering | 723 or 724 | Quixotic | 725 or 726 | Radiant |
| 727 or 728 | Rash | 729 or 730 | Reanimated | 731 or 732 | Reasonable |

| D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor |
|---|---|---|---|---|---|
| 733 or 734 | Reborn | 735 or 736 | Reckless | 737 or 738 | Reclusive |
| 739 or 740 | Redeemed | 741 or 742 | Relaxed | 743 or 744 | Relentless |
| 745 or 746 | Reptilian | 747 or 748 | Repugnant | 749 or 750 | Repulsive |
| 751 or 752 | Resigned | 753 or 754 | Resplendent | 755 or 756 | Reverent |
| 757 or 758 | Righteous | 759 or 760 | Romantic | 761 or 762 | Rough |
| 763 or 764 | Rude | 765 or 766 | Rugged | 767 or 768 | Ruthless |
| 769 or 770 | Sacred | 771 or 772 | Sadistic | 773 or 774 | Sanctimonious |
| 775 or 776 | Scabrous | 777 or 778 | Scheming | 779 or 780 | Scraggy |
| 781 or 782 | Secretive | 783 or 784 | Seductive | 785 or 786 | Self-Absorbed |
| 787 or 788 | Self-Centered | 789 or 790 | Self-Righteous | 791 or 792 | Self-Sacrificing |
| 793 or 794 | Selfish | 795 or 796 | Sensitive | 797 or 798 | Sepulchral |
| 799 or 800 | Serious | 801 or 802 | Serpentine | 803 or 804 | Servile |
| 805 or 806 | Shadowed | 807 or 808 | Shivering | 809 or 810 | Shrewd |
| 811 or 812 | Shy | 813 or 814 | Sickly | 815 or 816 | Silent |
| 817 or 818 | Singing | 819 or 820 | Sinister | 821 or 822 | Skulking |
| 823 or 824 | Sleep-walking | 825 or 826 | Sloppy | 827 or 828 | Slothful |
| 829 or 830 | Smug | 831 or 832 | Snobby | 833 or 834 | Snooty |
| 835 or 836 | Solemn | 837 or 838 | Somber | 839 or 840 | Spectral |
| 841 or 842 | Spiritual | 843 or 844 | Squeamish | 845 or 846 | Starving |
| 847 or 848 | Steel-Hearted | 849 or 850 | Stoic | 851 or 852 | Strange |
| 853 or 854 | Stubborn | 855 or 856 | Studious | 857 or 858 | Stygian |
| 859 or 860 | Subservient | 861 or 862 | Suicidal | 863 or 864 | Summoned |
| 865 or 866 | Supercilious | 867 or 868 | Superstitious | 869 or 870 | Survivalist |
| 871 or 872 | Suspicious | 873 or 874 | Sycophantic | 875 or 876 | Sympathetic |
| 877 or 878 | Taciturn | 879 or 880 | Talented | 881 or 882 | Talkative |
| 883 or 884 | Terrified | 885 or 886 | Testy | 887 or 888 | Thrill-Seeking |

| D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor | D1000 Roll | Benefactor / Patron Descriptor |
|---|---|---|---|---|---|
| 889 or 890 | Timeless | 891 or 892 | Timid | 893 or 894 | Tiresome |
| 895 or 896 | Tough | 897 or 898 | Tranquil | 899 or 900 | Treacherous |
| 901 or 902 | Trusting | 903 or 904 | Trustworthy | 905 or 906 | Truthful |
| 907 or 908 | Twisted | 909 or 910 | Unaware | 911 or 912 | Uncivilized |
| 913 or 914 | Uncouth | 915 or 916 | Uncultured | 917 or 918 | Undaunted |
| 919 or 920 | Undead | 921 or 922 | Undefiled | 923 or 924 | Underdog |
| 925 or 926 | Understand-ing | 927 or 928 | Undying | 929 or 930 | Unfazed |
| 931 or 932 | Unholy | 933 or 934 | Unlikable | 935 or 936 | Unpredictable |
| 937 or 938 | Unreadable | 939 or 940 | Untrustworthy | 941 or 942 | Untruthful |
| 943 or 944 | Vain | 945 or 946 | Vainglorious | 947 or 948 | Valiant |
| 949 or 950 | Veiled | 951 or 952 | Vengeful | 953 or 954 | Vile |
| 955 or 956 | Vindictive | 957 or 958 | Violent | 959 or 960 | Vorpal |
| 961 or 962 | Vulnerable | 963 or 964 | Wandering | 965 or 966 | Warmongering |
| 967 or 968 | Wary | 969 or 970 | Wealthy | 971 or 972 | Wearying |
| 973 or 974 | Whimsical | 975 or 976 | Wicked | 977 or 978 | Wild |
| 979 or 980 | Wise | 981 or 982 | Withered | 983 or 984 | Witty |
| 985 or 986 | Worried | 987 or 988 | Worshipped | 989 or 990 | Wounded |
| 991 or 992 | Wrathful | 993 or 994 | Wretched | 995 or 996 | Xenophobic |
| 997 or 998 | Yithian | 999 or 000 | Yuggothian | | |

3-2

# 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, mining, 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 result that works for you. Some modernized results (such as Actuator, demonstrated above) might need to be slightly reconfigured to fit into the medieval 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 game terms, beyond the abstract term (alchemist, armorer, artisan, etc.) of the archetype itself.

The 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.

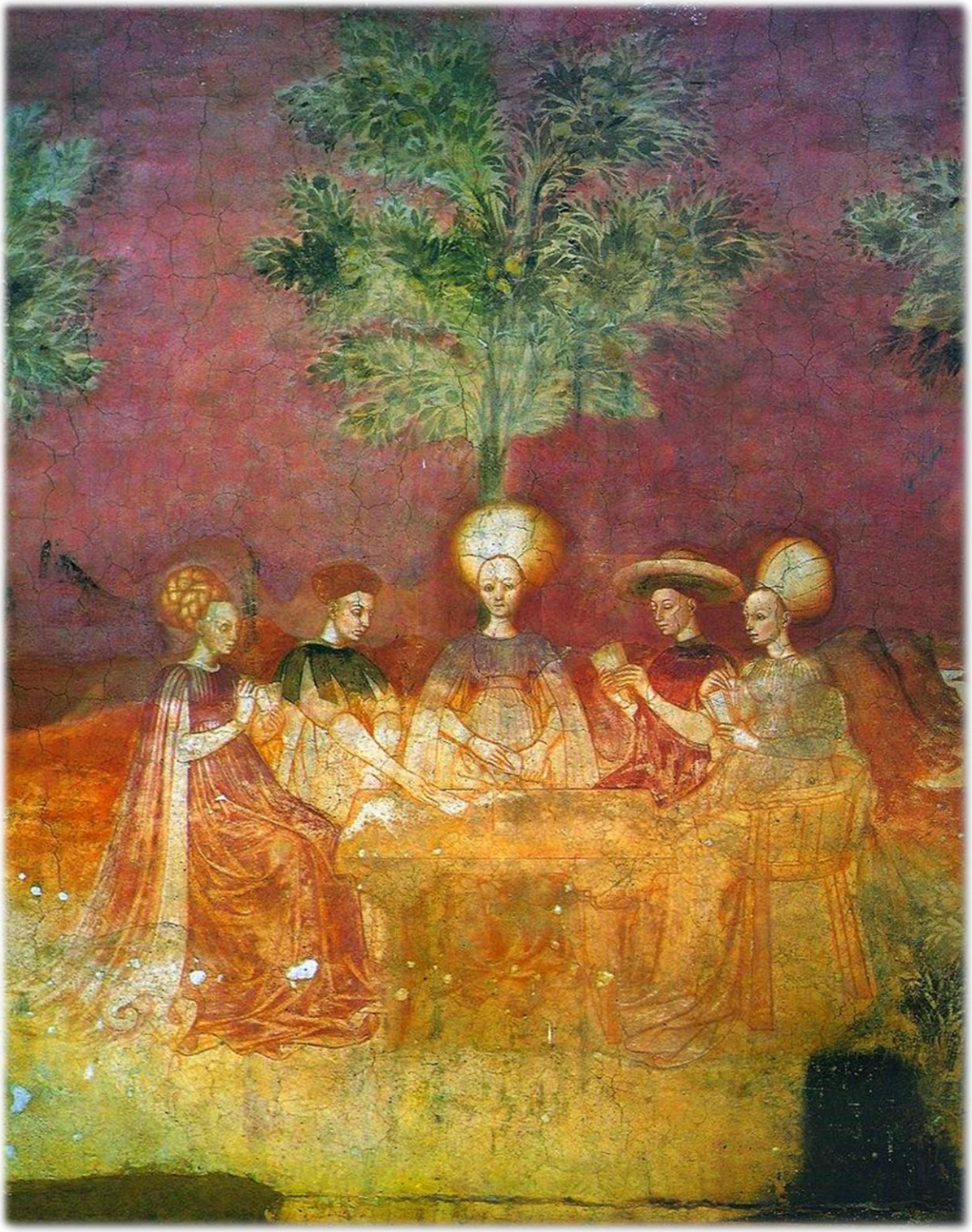

**Table GWG2-6:**

**Benefactor Archetype**

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

| A IS FOR ARCHDUKE | | |
|---|---|---|
| **D1000 Roll** | **Benefactor Archetype** | **Recommended Class Archetype(s)** |
| **001 to 003** | Actuary | 1 Mage or 2 Priest (Roll 1D2) |
| **004 to 006** | Administrator | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **007 to 009** | Adventurer | Any (roll on the Class Commonality Table) |
| **010 to 012** | Advisor | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **013 to 015** | Aedile | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **016 to 018** | Agent | 1 Mage, 2 Rogue (Roll 1D2) |
| **019 to 021** | Agister | 1 Mage, 2 Priest, 3 Warrior (Roll 1D3) |
| **022 to 024** | Alchemist | Always Mage (Magic-User) |
| **025 to 027** | Alderman | Any (roll on the Class Commonality Table) |
| **028 to 030** | Alliance | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **031 to 033** | Alnager | Any (roll on the Class Commonality Table) |
| **034 to 036** | Ambassador | Any (roll on the Class Commonality Table) |
| **037 to 039** | Animal Trainer | Any (roll on the Class Commonality Table) |
| **040 to 042** | Anti-Paladin | Always Warrior (Anti-Paladin) |
| **043 to 045** | Apothecary | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **046 to 048** | Apparitor | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **049 to 050** | Arbiter | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **051 to 053** | Arcane Armorer | Always Mage (Magic-User) |
| **054 to 056** | Arcane Weaponsmith | 1 Mage, 2 Priest (Roll 1D2) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **057 to 059** | Arch-Baron / Arch-Baroness | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 10)<br>➢ [3] Established (level 11)<br>➢ [4] Esteemed (level 12)<br>➢ [5] Venerated (level 13)<br>➢ [6] Powerful (level 14) |
| **060 to 062** | Archduke / Archduchess | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 14)<br>➢ [3] Established (level 15)<br>➢ [4] Esteemed (level 16)<br>➢ [5] Venerated (level 17)<br>➢ [6] Powerful (level 18) |
| **063 to 065** | Arena Master | Any (roll on the Class Commonality Table) |
| **066 to 068** | Armorer | Always Warrior (roll class randomly) |
| **069 to 071** | Artificer | 1 Mage, 2 Priest (Roll 1D2) |
| **072 to 074** | Artisan | Any (roll on the Class Commonality Table) |
| **076 to 078** | Assassin | Always Rogue (Assassin) |
| **079 to 081** | Assessor | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **082 to 084** | Astrologer | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **085 to 087** | Auditor | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **088 to 090** | Auditor General | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **B IS FOR BARON** | | |
| **091 to 093** | Bailiff | Any (roll on the Class Commonality Table) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| 094 to 096 | Bandit | Always Rogue (Thief) |

| | | |
|---|---|---|
| 097 to 099 | Bandit Chieftain | Any (roll on the Class Commonality Table) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **100 to 102** | Banker | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **103 to 105** | Barbarian | Always Warrior (Barbarian) |
| **106 to 108** | Bard | Always Rogue (Bard) |
| **109 to 111** | Baron / Baroness | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 9)<br>➢ [3] Established (level 10)<br>➢ [4] Esteemed (level 11)<br>➢ [5] Venerated (level 12)<br>➢ [6] Powerful (level 13) |
| **112 to 114** | Baronet | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 8)<br>➢ [3] Established (level 9)<br>➢ [4] Esteemed (level 10)<br>➢ [5] Venerated (level 11)<br>➢ [6] Powerful (level 12) |
| **115 to 117** | Barrister | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **118 to 120** | Beast Master | 1 Rogue, 2 Warrior (Roll 1D2) |
| **121 to 123** | Beadle | Always Priest (roll class randomly) |
| **124 to 126** | Beggar | Always Rogue (roll class randomly) |
| **127 to 129** | Berserker | Always Warrior (Barbarian) |
| **130 to 132** | Bey | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 9) |

| | | |
|---|---|---|
| | | ➢ [3] Established (level 10)<br>➢ [4] Esteemed (level 11)<br>➢ [5] Venerated (level 12)<br>➢ [6] Powerful (level 13) |
| **D1000 Roll** | **Benefactor Archetype** | **Recommended Class Archetype(s)** |
| **133 to 135** | Blacksmith | Always Warrior (roll class randomly) |
| **136 to 138** | Bodyguard | Any (roll on the Class Commonality Table) |
| **139 to 141** | Borsholder | Any (roll on the Class Commonality Table) |
| **142 to 144** | Boss (typically a half-ogre or half-orc title for petty chieftain) | 1 Rogue, 2 Warrior (Roll 1D2) |
| **145 to 147** | Bounty Hunter | 1 Rogue, 2 Warrior (Roll 1D2) |
| **148 to 150** | Brewer | Any (roll on the Class Commonality Table) |
| **151 to 153** | Brigand | Always Rogue (1 Assassin, 2 Evil Thief [1D2]) |
| **154 to 157** | Burgher | Any (roll on the Class Commonality Table) |
| **158 to 160** | Burgomaster | Any (roll on the Class Commonality Table) |
| **161 to 163** | Burgrave | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 10)<br>➢ [3] Established (level 11)<br>➢ [4] Esteemed (level 12)<br>➢ [5] Venerated (level 13)<br>➢ [6] Powerful (level 14) |
| **C IS FOR CASTELLAN** | | |
| **164 to 167** | Cabal | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **168 to 170** | Camarilla | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **171 to 173** | Cancellarius | Any (roll on the Class Commonality Table) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **174 to 176** | Caravan Master | Any (roll on the Class Commonality Table) |
| **177 to 179** | Cartographer | 1 Mage, 1 Priest, or 3 Warrior (Roll 1D3) |
| **180 to 182** | Castellan | Presiding title, refer to CDDG2 for more details.<br>Always Warrior (Fighter).<br>Roll 1D4 to determine the character's experience level:<br>➢ [1] Castellan (level 5)<br>➢ [2] Grand Castellan (level 6)<br>➢ [3] Vaunted Grand Castellan (level 7)<br>➢ [4] Entrusted Grand Castellan (level 8) |
| **183 to 185** | Cavalier | Always Warrior (Cavalier) |
| **186 to 188** | Centurion | Always Warrior (1 Cavalier, 2 Fighter [1D2]) |
| **189 to 191** | Chamberlain | Any (roll on the Class Commonality Table) |
| **192 to 194** | Champion | Always Warrior (roll class randomly) |
| **195 to 197** | Chancellor | Any (roll on the Class Commonality Table) |
| **198 to 200** | Charlatan | Always Rogue (Mountebank) |
| **201 to 203** | Chieftain / Chieftess | Any (roll on the Class Commonality Table) |
| **204 to 206** | Child | Either a level zero NPC (80%), a magician in disguise (10%) or a shape shifter in disguise (10%). |
| **207 to 209** | Circle | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **210 to 212** | Cleric | Always Priest (Cleric) |
| **213 to 215** | Coiner | Any (roll on the Class Commonality Table) |
| **216 to 217** | Collector (typically wealthy and willing to pay adventurers to acquire objects) | Any (roll on the Class Commonality Table) |
| **218 to 220** | Commandant | Always Warrior (roll class randomly) |
| **221 to 223** | Commander | Any (roll on the Class Commonality Table) |
| **224 to 226** | Conclave | (Faction, multiple members) |

| | | |
|---|---|---|
| | | Any (roll on the Class Commonality Table) |
| **D1000 Roll** | **Benefactor Archetype** | **Recommended Class Archetype(s)** |
| **227 to 229** | Conqueror | Always Warrior (roll class randomly, reroll if Paladin is indicated) |
| **230 to 232** | Consortium | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **233 to 235** | Constable | Any (roll on the Class Commonality Table) |
| **236 to 238** | Consul | Any (roll on the Class Commonality Table) |
| **239 to 241** | Coroner | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **242 to 244** | Councillor | Any (roll on the Class Commonality Table) |
| **245 to 247** | Councilman / Councilwoman | Any (roll on the Class Commonality Table) |
| **248 to 250** | Count / Countess | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 11)<br>➢ [3] Established (level 12)<br>➢ [4] Esteemed (level 13)<br>➢ [5] Venerated (level 14)<br>➢ [6] Powerful (level 15) |
| **251 to 253** | Courtesan | 1 Mage, 2 Rogue (Roll 1D2) |
| **254 to 256** | Courtier | Any (roll on the Class Commonality Table) |
| **257 to 259** | Coven | (Faction, multiple members; refer to GWG1 Appendix C)<br>1 Mage, 2 Priest (Roll 1D2) |
| **260 to 262** | Cryptic Alliance | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **263 to 265** | Cult | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **266 to 268** | Cult Leader | Any (roll on the Class Commonality Table) |
| **D IS FOR DRAGON SLAYER** | | |
| **269 to 271** | Dark Elf | Any (roll on the Class Commonality Table) |
| **272 to 274** | Dauphin | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Risen (level 14)<br>➢ [3] Ascendant (level 15)<br>➢ [4] Mighty (level 16)<br>➢ [5] Revered (level 17)<br>➢ [6] Exalted (level 18) |
| **275 to 277** | Decemvir | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 9)<br>➢ [3] Established (level 10)<br>➢ [4] Esteemed (level 11)<br>➢ [5] Venerated (level 12)<br>➢ [6] Powerful (level 13) |
| **278 to 280** | Demigod / Demigoddess | To be selected by the GM; will almost always be under a magical veil of disguise. |
| **281 to 283** | Demon | Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form. |
| **284 to 286** | Deposed Noble | Of a former rank, and retained experience level, to be determined by the GM (Baronet, Baron, Count, Marquis, etc.). |
| **287 to 289** | Despot | Any (roll on the Class Commonality Table) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **290 to 292** | Devil | Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form. |
| **293 to 295** | Dictator | 1 Rogue, 2 Warrior (Roll 1D2) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **296 to 298** | Diplomat | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **299 to 301** | Dominus | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 9)<br>➢ [3] Established (level 10)<br>➢ [4] Esteemed (level 11)<br>➢ [5] Venerated (level 12)<br>➢ [6] Powerful (level 13) |
| **302 to 304** | Dragon | Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form. |
| **305 to 307** | Dragon Slayer | Any (roll on the Class Commonality Table) |
| **308 to 310** | Drink Merchant | Typically, but not always, a level zero NPC. Refer to CSE1 for the many subtypes. |
| **311 to 313** | Druid | Always Priest (Druid) |
| **314 to 316** | Duelist | 1 Rogue, 2 Warrior (Roll 1D2) |
| **317 to 319** | Duke / Duchess | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 13)<br>➢ [3] Established (level 14)<br>➢ [4] Esteemed (level 15)<br>➢ [5] Venerated (level 16)<br>➢ [6] Powerful (level 17) |
| **320 to 322** | Dvergar | Any (roll on the Class Commonality Table) |
| **323 to 325** | Dwarf | Any (roll on the Class Commonality Table) |
| **E IS FOR EXARCH** | | |
| **326 to 328** | Earl | Noble title, refer to GWG1 for more details. |

| | | |
|---|---|---|
| | | Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 11)<br>➢ [3] Established (level 12)<br>➢ [4] Esteemed (level 13)<br>➢ [5] Venerated (level 14)<br>➢ [6] Powerful (level 15) |
| **D1000 Roll** | **Benefactor Archetype** | **Recommended Class Archetype(s)** |
| **329 to 331** | Elder | Any (roll on the Class Commonality Table) |
| **332 to 334** | Elemental Power | Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form. |
| **335 to 337** | Elf | Any (roll on the Class Commonality Table) |
| **338 to 340** | Emir | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 14)<br>➢ [3] Established (level 15)<br>➢ [4] Esteemed (level 16)<br>➢ [5] Venerated (level 17)<br>➢ [6] Powerful (level 18) |
| **341 to 343** | Emissary | Any (roll on the Class Commonality Table) |
| **344 to 346** | Emperor / Empress | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Risen (level 18)<br>➢ [3] Ascendant (level 19)<br>➢ [4] Mighty (level 20)<br>➢ [5] Revered (level 21)<br>➢ [6] Exalted (level 22) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| 347 to 349 | Entertainer | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| 350 to 352 | Enumerator | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| 353 to 355 | Equerry | Any (roll on the Class Commonality Table) |
| 356 to 358 | Exarch | Any (roll on the Class Commonality Table) |
| 359 to 361 | Exchequer | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| 362 to 364 | Exciseman / Excisewoman | Any (roll on the Class Commonality Table) |
| 365 to 367 | Exile | Any (roll on the Class Commonality Table) |
| 368 to 370 | Explorer | Any (roll on the Class Commonality Table) |
| F IS FOR FELLOWSHIP | | |
| 371 to 373 | Faerie | This may be an atomy, a pixie, sprite, sylph, etc. |
| 374 to 376 | Farmer | Typically, but not always, a level zero NPC. |
| 377 to 379 | Fellowship | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| 380 to 382 | Feodary | Any (roll on the Class Commonality Table) |
| 383 to 385 | Fighter | Always Warrior (Fighter) |
| 386 to 388 | Figurehead | 90% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3). |
| 389 to 391 | Fisherman | Typically, but not always, a level zero NPC. |
| 392 to 394 | Food Merchant | Typically, but not always, a level zero NPC. Refer to CSE1 for the many subtypes. |
| 395 to 397 | Foreman / Forewoman | Any (roll on the Class Commonality Table) |
| 398 to 400 | Forge Master | Always Warrior (roll class randomly) |
| 401 to 402 | Forger | Always Rogue (roll class randomly) |
| 403 to 405 | Fraternity / Brotherhood | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **406 to 408** | Fugitive | 75% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3). |
| **G IS FOR GATEKEEPER** | | |
| **409 to 411** | Gang | (Faction, multiple members; refer to GWG1 Appendix C)<br>1 Rogue, 2 Warrior (Roll 1D2) |
| **412 to 414** | Gatekeeper | Are you the Key Master?<br>Any (roll on the Class Commonality Table) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **415 to 417** | Gathering | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **418 to 420** | Gemcutter | Typically, but not always, a level zero NPC. |
| **421 to 423** | General | 75% chance of being a Warrior (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Rogue (Roll 1D3). |
| **424 to 426** | Genie | Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form. |
| **427 to 429** | Giant | Of a type to be selected by the GM. |
| **430 to 432** | Giant Killer | Any (roll on the Class Commonality Table) |
| **433 to 435** | Gnome | Any (roll on the Class Commonality Table) |
| **436 to 438** | Godling / Petty God | To be selected by the GM; will almost always be under a magical veil of disguise. |
| **439 to 441** | Guard Captain | Officer title, refer to CSE1 for more details.<br>Always Warrior (Fighter).<br>Roll 1D4 to determine the character's experience level:<br>➢ [1] Guard Captain (level 5)<br>➢ [2] Senior Guard Captain (level 6)<br>➢ [3] Guard Captain at Arms (level 7)<br>➢ [4] Vaunted Guard Captain (level 8) |
| **442 to 444** | Guild | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **445 to 447** | Guild Master | Any (roll on the Class Commonality Table) |
| **448 to 450** | Guildsman / Guildswoman | Any (roll on the Class Commonality Table) |
| **451 to 453** | Gypsy (Roma) | Any (roll on the Class Commonality Table) |
| | H IS FOR HETMAN | |
| **454 to 456** | Half-Elf | Any (roll on the Class Commonality Table) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **457 to 459** | Half-Ogre | 1 Priest, 2 Warrior (Roll 1D2) |
| **461 to 463** | Half-Orc | 1 Priest, 2 Rogue, or 3 Warrior (Roll 1D3) |
| **464 to 466** | Halfling | 1 Priest, 2 Rogue, or 3 Warrior (Roll 1D3) |
| **467 to 469** | Henchman / Henchwoman | Any (roll on the Class Commonality Table) |
| **470 to 472** | Herald | Always Rogue (Bard) |
| **473 to 475** | Heretic | Always Priest (Cleric) |
| **476 to 478** | Hermit | Any (roll on the Class Commonality Table) |
| **479 to 481** | Herzog | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 13)<br>➢ [3] Established (level 14)<br>➢ [4] Esteemed (level 15)<br>➢ [5] Venerated (level 16)<br>➢ [6] Powerful (level 17) |
| **482 to 484** | Hetman | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 14)<br>➢ [3] Established (level 15)<br>➢ [4] Esteemed (level 16)<br>➢ [5] Venerated (level 17)<br>➢ [6] Powerful (level 18) |
| **485 to 487** | Hierarch | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 12) |

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|---|---|---|
| | | ➢ [3] Established (level 13)<br>➢ [4] Esteemed (level 14)<br>➢ [5] Venerated (level 15)<br>➢ [6] Powerful (level 16) |
| **D1000 Roll** | **Benefactor Archetype** | **Recommended Class Archetype(s)** |
| **488 to 490** | High King / High Queen | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Risen (level 16)<br>➢ [3] Ascendant (level 17)<br>➢ [4] Mighty (level 18)<br>➢ [5] Revered (level 19)<br>➢ [6] Exalted (level 20) |
| **491 to 493** | Humanoid | Of a type to be selected by the GM; may be cloaked, hooded, disguised, etc. |
| **494 to 496** | Hunter | Always Warrior (Hunter) |
| **I IS FOR ILLUSIONIST** | | |
| **497 to 499** | Illusion | Created by a nearby spell caster to communicate with the (untrustworthy?) PCs. |
| **500 to 502** | Illusionist | Always Mage (Illusionist) |
| **503 to 505** | Independent Enclave | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **506 to 508** | Inquisitor | 1 Priest, 2 Rogue (Roll 1D2) |
| **509 to 511** | Inspector | 1 Mage, 2 Rogue (Roll 1D2) |
| **512 to 514** | Inventor | Typically, but not always, a level zero NPC. |
| **515 to 517** | Isolated Settlement | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **J IS FOR JARL** | | |
| **518 to 520** | Jarl | Noble title, refer to GWG1 for more details. |

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|---|---|---|
| | | Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 11)<br>➢ [3] Established (level 12)<br>➢ [4] Esteemed (level 13)<br>➢ [5] Venerated (level 14)<br>➢ [6] Powerful (level 15) |
| **D1000 Roll** | **Benefactor Archetype** | **Recommended Class Archetype(s)** |
| **521 to 523** | Jester | Always Rogue (Jester) |
| **524 to 526** | Jeweler | Typically, but not always, a level zero NPC. |
| **527 to 529** | Key Master | Are you the Gatekeeper?<br>Any (roll on the Class Commonality Table) |

| K IS FOR KING | | |
|---|---|---|
| **D1000 Roll** | **Benefactor Archetype** | **Recommended Class Archetype(s)** |
| **530 to 533** | King / Queen | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Risen (level 15)<br>➢ [3] Ascendant (level 16)<br>➢ [4] Mighty (level 17)<br>➢ [5] Revered (level 18)<br>➢ [6] Exalted (level 19) |
| **534 to 536** | Ki-Rin | May be invisible, ethereal, etc. until encountered in secrecy. |
| **537 to 539** | Knight Banneret | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 7)<br>➢ [3] Established (level 8)<br>➢ [4] Esteemed (level 9)<br>➢ [5] Venerated (level 10)<br>➢ [6] Powerful (level 11) |
| **540 to 542** | Knight Companion | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 6)<br>➢ [3] Established (level 7)<br>➢ [4] Esteemed (level 8)<br>➢ [5] Venerated (level 9)<br>➢ [6] Powerful (level 10) |
| **543 to 545** | Knight | Noble title, refer to GWG1 for more details. |

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| | | Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 5)<br>➢ [3] Established (level 6)<br>➢ [4] Esteemed (level 7)<br>➢ [5] Venerated (level 8)<br>➢ [6] Powerful (level 9) |
| **D1000 Roll** | **Benefactor Archetype** | **Recommended Class Archetype(s)** |
| **546 to 548** | Knightly Order | (Faction, multiple members; refer to GWG1 Appendix C)<br>1 Anti-Paladin, 2-4 Cavalier, 5 Fighter, 6 Paladin (Roll 1D6) |
| L IS FOR LANDGRAVE | | |
| **549 to 551** | Lady | Any (roll on the Class Commonality Table) |
| **552 to 554** | Lady in Waiting | Any (roll on the Class Commonality Table) |
| **555 to 557** | Laird | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 8)<br>➢ [3] Established (level 9)<br>➢ [4] Esteemed (level 10)<br>➢ [5] Venerated (level 11)<br>➢ [6] Powerful (level 12) |
| **558 to 560** | Lammasu | May be invisible, ethereal, etc. until encountered in secrecy. |
| **561 to 563** | Landgrave | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 12) |

| | | |
|---|---|---|
| | | ➢ [3] Established (level 13)<br>➢ [4] Esteemed (level 14)<br>➢ [5] Venerated (level 15)<br>➢ [6] Powerful (level 16) |
| **D1000 Roll** | **Benefactor Archetype** | **Recommended Class Archetype(s)** |
| **564 to 566** | League | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **567 to 569** | Legatus | 75% chance of being a Warrior (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Rogue (Roll 1D3). |
| **570 to 572** | Lich | May be polymorphed, in disguise, etc. until encountered in secrecy. |
| **573 to 575** | Lizard Man | May be cloaked, hooded, disguised, etc. |
| **576 to 578** | Lord | Always Warrior (roll class as follows, 1 Cavalier, 2 Fighter, 3 Paladin, 4 Ranger [1D4]) |
| **579 to 581** | Lord of Arms | Always Warrior (roll class as follows, 1 Cavalier, 2 Fighter, 3 Paladin, 4 Ranger [1D4]) |
| **582 to 584** | Loremaster | Always Rogue (Bard) |
| **585 to 587** | Lycanthrope | Of a type to be selected by the GM; almost certain to be shape shifted into a more agreeable form. |
| **M IS FOR MADMAN** | | |
| **588 to 590** | Madman / Madwoman | Any (roll on the Class Commonality Table) |
| **591 to 593** | Magic Mouth | Cast (or left) by a mage of some kind. |
| **594 to 596** | Magic Shrine | Intelligent and capable of speaking; likely protected by magical forces. |
| **597 to 599** | Magic Weapon | Intelligent and capable of speaking; likely protected by magical forces. |
| **600 to 602** | Magic-User | Always Mage (Magic-User) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| 603 to 605 | Magister | Any (roll on the Class Commonality Table) |
| 606 to 608 | Magistrate | Any (roll on the Class Commonality Table) |
| 609 to 610 | Maiden (damsel in distress?) | Typically, but not always, a level zero NPC. |
| 611 to 612 | Majordomo | Any (roll on the Class Commonality Table) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **613 to 615** | Manciple | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **616 to 618** | Mapmaker | Any (roll on the Class Commonality Table) |
| **619 to 621** | Margrave | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 12)<br>➢ [3] Established (level 13)<br>➢ [4] Esteemed (level 14)<br>➢ [5] Venerated (level 15)<br>➢ [6] Powerful (level 16) |
| **622 to 624** | Mariner | 1 Rogue, 2 Warrior (Roll 1D2) |
| **625 to 627** | Marquis / Marchioness | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 12)<br>➢ [3] Established (level 13)<br>➢ [4] Esteemed (level 14)<br>➢ [5] Venerated (level 15)<br>➢ [6] Powerful (level 16) |
| **628 to 630** | Marshal | 75% chance of being a Warrior (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Rogue (Roll 1D3). |
| **631 to 633** | Martyr | 75% chance of being a Priest (roll class randomly); otherwise, 1 Mage, 2 Rogue, 3 Warrior (Roll 1D3). |
| **634 to 636** | Master | Any (roll on the Class Commonality Table) |
| **637 to 639** | Master Smith | Always Warrior (roll class randomly) |
| **640 to 642** | Mastermind | 75% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3). |

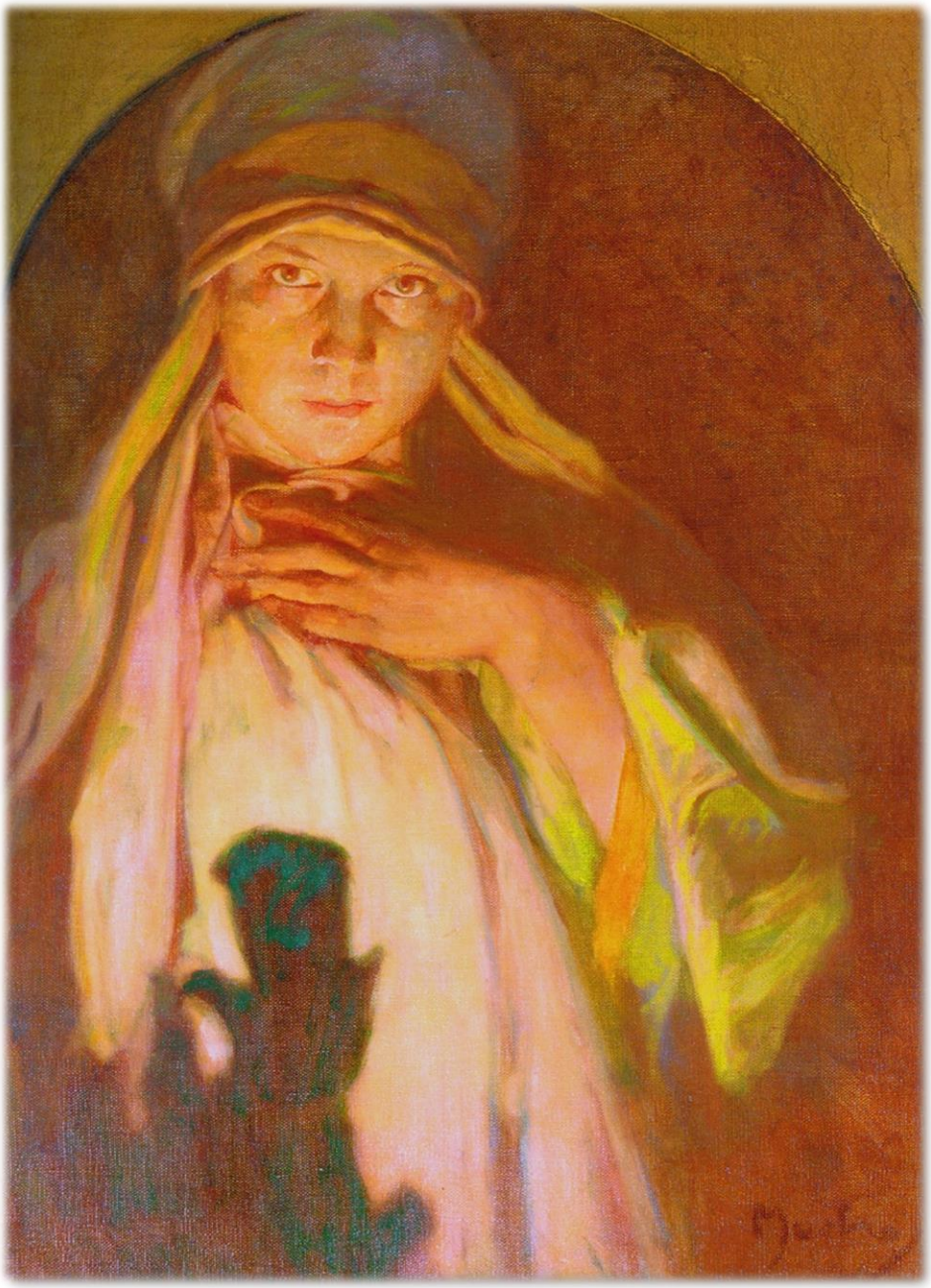
| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| 643 to 645 | Matriarch | Always Priest (roll class randomly) |
| 646 to 648 | Mayor | Any (roll on the Class Commonality Table) |
| 649 to 651 | Menagerie Keeper | Any (roll on the Class Commonality Table) |
| 652 or 653 | Mentor | Any (roll on the Class Commonality Table) |
| 654 or 655 | Mercenary Company | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| 656 or 657 | Mercenary Company Captain | 1 Rogue, 2 Warrior (Roll 1D2) |
| 658 to 660 | Merchant of Goods | Typically, but not always, a level zero NPC. Refer to CSE1 for the many subtypes. |
| 661 to 663 | Merchant of Services | Typically, but not always, a level zero NPC. Refer to CSE1 for the many subtypes. |
| 664 to 666 | Miner | Typically, but not always, a level zero NPC. |
| 667 to 669 | Mistress | Any (roll on the Class Commonality Table) |
| 670 to 672 | Monastery / Nunnery | (Faction, multiple members; refer to GWG1 Appendix C)<br>Always Priest (roll class randomly) |
| 673 to 675 | Monk | Always Priest (Monk) |
| 676 to 678 | Monster | Intelligent monster of the GM's choice; likely disguised in some way, or hidden in secrecy. |
| 679 to 681 | Mountebank | Always Rogue (Mountebank) |
| 682 to 684 | Mystic | Always Priest (Mystic) |
| N IS FOR NECROMANCER | | |
| 685 to 687 | Naga | May be polymorphed, in disguise, etc. until encountered in secrecy. |
| 688 to 690 | Navigator | Typically, but not always, a level zero NPC. |
| 691 to 693 | Necromancer | 1 Mage, 2 Priest (Roll 1D2) |
| 694 to 696 | Netherworld Gnome | Any (roll on the Class Commonality Table) |
| 697 to 699 | Netherworlder | Any (roll on the Class Commonality Table) |
| 700 to 702 | Nomarch | Any (roll on the Class Commonality Table) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **703 to 705** | Notary | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **O IS FOR OVERLORD** | | |
| **706 to 708** | Ogre | Intelligent monster; likely only present in an evil society. |
| **709 to 711** | Ogre Mage | May be polymorphed, in disguise, etc. until encountered in secrecy. |
| **712 to 714** | Outcast | Typically, but not always, a level zero NPC. |
| **715 to 717** | Overking / Overqueen | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Risen (level 17)<br>➢ [3] Ascendant (level 18)<br>➢ [4] Mighty (level 19)<br>➢ [5] Revered (level 20)<br>➢ [6] Exalted (level 21) |
| **718 to 720** | Overlord | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 13)<br>➢ [3] Established (level 14)<br>➢ [4] Esteemed (level 15)<br>➢ [5] Venerated (level 16)<br>➢ [6] Powerful (level 17) |
| **P IS FOR PATRIARCH** | | |
| **721 to 723** | Paladin | Always Warrior (Paladin) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **724 to 726** | Pasha | Noble title, refer to GWG1 for more details. Any class (roll on the Class Commonality Table). |

| | | |
|---|---|---|
| | | Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 11)<br>➢ [3] Established (level 12)<br>➢ [4] Esteemed (level 13)<br>➢ [5] Venerated (level 14)<br>➢ [6] Powerful (level 15) |
| **D1000 Roll** | **Benefactor Archetype** | **Recommended Class Archetype(s)** |
| **727 to 729** | Patriarch | Always Priest (roll class randomly) |
| **730 to 732** | Pirate | 1 Rogue, 2 Warrior (Roll 1D2) |
| **733 to 735** | Planar Explorer | Any (roll on the Class Commonality Table) |
| **736 to 738** | Planar Power | Intelligent monster of the GM's choice; likely disguised in some way, or hidden in secrecy. |
| **739 to 741** | Praetor | Any (roll on the Class Commonality Table) |
| **742 to 744** | Pretender | 75% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3). |
| **745 to 747** | Prince / Princess | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Risen (level 14)<br>➢ [3] Ascendant (level 15)<br>➢ [4] Mighty (level 16)<br>➢ [5] Revered (level 17)<br>➢ [6] Exalted (level 18) |
| **748 to 750** | Procurator | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **751 to 753** | Prophet / Prophetess | Always Priest (roll class randomly) |
| **754 to 756** | Propraetor | Any (roll on the Class Commonality Table) |
| **757 to 759** | Psion / Psychic | Always Priest (Monk) *<br>* Unless you, as GM, are running a psionics-driven campaign. |
| **760 to 762** | Puppet Master | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **763 to 765** | Pursuivant | Always Warrior (roll class randomly) |
| **R IS FOR RANGER** | | |
| **766 to 768** | Ranger | Always Warrior (Ranger) |
| **769 to 771** | Reeve | 1 Rogue, 2 Warrior (Roll 1D2) |
| **772 to 774** | Regent | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Risen (level 14)<br>➢ [3] Ascendant (level 15)<br>➢ [4] Mighty (level 16)<br>➢ [5] Revered (level 17)<br>➢ [6] Exalted (level 18) |
| **775 to 777** | Registrar | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **778 to 780** | Researcher | 1 Mage, 2 Priest (Roll 1D2) |
| **S IS FOR SAGE** | | |
| **781 to 783** | Sage | 1 Mage, 2 Priest (Roll 1D2) |
| **784 to 786** | Saint | Always Priest (roll class randomly) |
| **787 to 789** | Satrap | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 11)<br>➢ [3] Established (level 12)<br>➢ [4] Esteemed (level 13)<br>➢ [5] Venerated (level 14)<br>➢ [6] Powerful (level 15) |
| **790 to 792** | Satyr | Intelligent monster; likely only present in a neutral society. |
| **793 to 795** | Savant | Always Mage (Savant) |



| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **796 to 798** | Scion | Any (roll on the Class Commonality Table) |
| **799 to 801** | Scrutineer | 1 Mage, 2 Priest (Roll 1D2) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| 802 to 804 | Secret Society | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| 805 to 807 | Sect | (Faction, multiple members; refer to GWG1 Appendix C)<br>Always Priest (roll class randomly) |
| 808 to 810 | Sentient Room | Intelligent and capable of speaking; likely protected by magical forces. |
| 811 to 813 | Serdar | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 11)<br>➢ [3] Established (level 12)<br>➢ [4] Esteemed (level 13)<br>➢ [5] Venerated (level 14)<br>➢ [6] Powerful (level 15) |
| 814 to 816 | Servant to an NPC | A minor servant sent by a powerful master; you can use the CDDG2 Barracks table to determine the subtype if you prefer. |
| 817 to 819 | Shade | May be invisible, ethereal, etc. until encountered in secrecy. |
| 820 to 822 | Shaman | Always Priest (roll class randomly) |
| 823 to 825 | Shedu | May be invisible, ethereal, etc. until encountered in secrecy. |
| 826 to 828 | Sheriff (more archaic, Shrieve) | Always Warrior (roll class randomly) |
| 829 to 831 | Ship Captain | 1 Rogue, 2 Warrior (Roll 1D2) |
| 832 to 834 | Siege Captain | Always Warrior (roll class randomly) |
| 835 to 837 | Siege Master | Always Warrior (roll class randomly) |
| 838 to 840 | Signifer | Always Warrior (roll class randomly) |

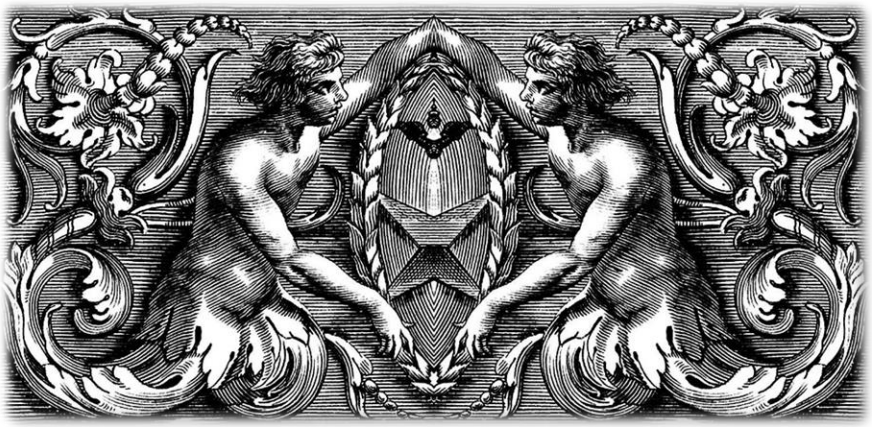
| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **841 to 843** | Slave Lord | Any (roll on the Class Commonality Table) |
| **844 to 846** | Slaver | Any (roll on the Class Commonality Table) |
| **847 to 849** | Society | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **850 to 852** | Solicitor | 1 Mage, 2 Priest, or 3 Rogue (Roll 1D3) |
| **853 to 855** | Sorority / Sisterhood | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **856 to 858** | Sphinx | Intelligent monster of the GM's choice; likely disguised in some way, or hidden in secrecy. |
| **859 to 861** | Splinter Group | (Faction, multiple members; refer to GWG1 Appendix C)<br>Any (roll on the Class Commonality Table) |
| **862 to 864** | Spy | 75% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3). |
| **865 to 867** | Spy Master | 75% chance of being a Rogue (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Warrior (Roll 1D3). |
| **868 to 870** | Steward | Presiding title, refer to CDDG2 for more details.<br>Always Warrior (Fighter).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Steward (level 4)<br>➢ [3] High Steward (level 5)<br>➢ [4] Chief Steward (level 6)<br>➢ [5] Vaunted Chief Steward (level 7)<br>➢ [6] Entrusted Chief Steward (level 8) |
| **872 to 874** | Strategist | Any (roll on the Class Commonality Table) |
| **875 to 877** | Sub-Chieftain / Sub-Chieftess | Any (roll on the Class Commonality Table) |
| **878 to 880** | Sub-Commander | Any (roll on the Class Commonality Table) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **881 to 883** | Supreme Chancellor | Any (roll on the Class Commonality Table) |
| **884 to 886** | Supreme Master | Any (roll on the Class Commonality Table) |
| **T IS FOR TYRANT** | | |
| **887 to 889** | Tavern Keeper | Typically, but not always, a level zero NPC. |
| **890 to 892** | Tax Collector | 1 Rogue, 2 Warrior (Roll 1D2) |
| **893 to 895** | Temple Order | (Faction, multiple members)<br>Always Priest (roll class randomly) |
| **896 to 898** | Thane | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 9)<br>➢ [3] Established (level 10)<br>➢ [4] Esteemed (level 11)<br>➢ [5] Venerated (level 12)<br>➢ [6] Powerful (level 13) |
| **899 to 902** | Theocrat | Always Priest (roll class randomly) |
| **903 to 905** | Thief | Always Rogue (Thief) |
| **906 to 908** | Time Traveler | Any (roll on the Class Commonality Table) |
| **909 to 912** | Titan | May be invisible, ethereal, etc. until encountered in secrecy. |
| **913 to 915** | Torturer | Any (roll on the Class Commonality Table) |
| **916 to 918** | Traitor | Any (roll on the Class Commonality Table) |
| **919 to 921** | Treasurer | Any (roll on the Class Commonality Table) |
| **922 to 924** | Tree Giant | Intelligent monster; likely only present in a neutral or good society. |
| **925 to 927** | Tribune | Any (roll on the Class Commonality Table) |
| **928 to 930** | Trickster | 1 Mage (Illusionist), 2 Rogue (Jester), 3 Rogue (Mountebank) (Roll 1D3) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **931 to 933** | Triumphator | 75% chance of being a Warrior (roll class randomly); otherwise, 1 Mage, 2 Priest, 3 Rogue (Roll 1D3). |
| **934 to 936** | Troubadour | Always Rogue (Bard) |
| **937 to 939** | Turncoat | Any (roll on the Class Commonality Table) |
| **940 to 942** | Tyrant | Any (roll on the Class Commonality Table) |
| **U IS FOR UNBELIEVER** | | |
| **943 to 945** | Ulnager | Any (roll on the Class Commonality Table) |
| **946 to 948** | Unbeliever | 1 Mage, 2 Rogue, 3 Warrior (Roll 1D3) |
| **949 to 951** | Undead | Intelligent monster of the GM's choice; likely disguised in some way, or hidden in secrecy. |
| **952 to 954** | Underworlder | Any (roll on the Class Commonality Table) |
| **955 to 957** | Usurper | Any (roll on the Class Commonality Table) |
| **V IS FOR VAMPIRE** | | |
| **958 to 960** | Vampire | Intelligent monster; likely only present in an evil society. |
| **961 to 963** | Vampire Hunter | Any (roll on the Class Commonality Table) |
| **964 to 966** | Viceroy | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Risen (level 14)<br>➢ [3] Ascendant (level 15)<br>➢ [4] Mighty (level 16)<br>➢ [5] Revered (level 17)<br>➢ [6] Exalted (level 18) |
| **967 or 968** | Vidame | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table). |

| | | |
|---|---|---|
| | | Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Risen (level 10)<br>➢ [3] Ascendant (level 11)<br>➢ [4] Mighty (level 12)<br>➢ [5] Revered (level 13)<br>➢ [6] Exalted (level 14) |
| **D1000 Roll** | **Benefactor Archetype** | **Recommended Class Archetype(s)** |
| **969 or 970** | Villager | Typically, but not always, a level zero NPC. |
| **971 or 972** | Viscount / Viscountess | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Risen (level 10)<br>➢ [3] Ascendant (level 11)<br>➢ [4] Mighty (level 12)<br>➢ [5] Revered (level 13)<br>➢ [6] Exalted (level 14) |
| **973 or 974** | Vision | A magical, speaking dream spirit; only encountered in sleep. May be shared collectively by the party. |
| **975 or 976** | Vizier | Noble title, refer to GWG1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D6 to determine the character's experience level:<br>➢ [1-2] Recognized (level 11)<br>➢ [3] Established (level 12)<br>➢ [4] Esteemed (level 13)<br>➢ [5] Venerated (level 14)<br>➢ [6] Powerful (level 15) |
| **W IS FOR WITCH** | | |
| **977 or 978** | Warden | 1 Rogue, 2 Warrior (Roll 1D2) |
| **979 or 980** | Warlock | Always Mage (roll class randomly) |

| D1000 Roll | Benefactor Archetype | Recommended Class Archetype(s) |
|---|---|---|
| **981 or 982** | Watch Captain | Officer title, refer to CSE1 for more details.<br>Any class (roll on the Class Commonality Table).<br>Roll 1D4 to determine the character's experience level:<br>➢ [1] Watch Captain (level 5)<br>➢ [2] Senior Watch Captain (level 6)<br>➢ [3] Watch Captain at Arms (level 7)<br>➢ [4] Vaunted Watch Captain (level 8) |
| **983 or 984** | Weapon Master | Always Warrior (roll class randomly) |
| **985 or 986** | Weapon Smith | Always Warrior (roll class randomly) |
| **987 or 988** | Widow / Widower | Any (roll on the Class Commonality Table) |
| **989 or 990** | Wish-Maker | 1 Mage, 2 Priest (Roll 1D2) |
| **991 or 992** | Witch | Always Mage (roll class randomly) |
| **993 or 994** | Witch Doctor | 1 Mage, 2 Priest (Roll 1D2) |
| **995 or 996** | Witch Hunter | 75% chance of being a Priest (roll class randomly); otherwise, 1 Mage, 2 Rogue, 3 Warrior (Roll 1D3). |
| **Z IS FOR ZOMBIE MASTER** | | |
| **997 or 998** | Zealot | 1 Priest, 2 Warrior (Roll 1D2) |
| **999 or 000** | Zombie Master | 1 Mage, 2 Priest (Roll 1D2) |



3-3

# 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 persons giving quests out whenever you like, but such individuals tend not to be wealthy or powerful, 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.

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**

| Calling | Description | Representative Character Classes |
|---|---|---|
| **Mage** | An arcane spell caster.<br><br>More specifically, someone who casts memorized spells, tapping into the planar powers and energies. | ➢ Illusionist<br>➢ Magic-User<br>➢ Savant<br>➢ (Any further Mage specializations which exist in your campaign) |

| Calling | Description | Representative Character Classes |
|---|---|---|
| **Priest** | A holy or unholy spell caster.<br><br>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<br>➢ Druid<br>➢ Monk<br>➢ Mystic<br>➢ (Any further Priest specializations which exist in your campaign) |
| **Rogue** | A skill specialist.<br><br>More specifically, someone who favors non-magical approaches, and who relies on either non-combat abilities or indirect combat abilities.<br><br>Note that rogues in office might well be impostors, charlatans, and the like, getting away with a deception. | ➢ Assassin<br>➢ Bard<br>➢ Jester<br>➢ Mountebank<br>➢ Thief<br>➢ (Any further Thief specializations which exist in your campaign) |
| **Warrior** | A combat specialist.<br><br>More specifically, someone who favors non-magical approaches, and who relies primarily on direct combat abilities. | ➢ Anti-Paladin<br>➢ Barbarian<br>➢ Cavalier<br>➢ Fighter<br>➢ Hunter<br>➢ Paladin<br>➢ Ranger<br>➢ (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 (and a bit in

supplement DDE1 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.

To proceed to the Class Commonality Table, click here.

~

- **[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.

To proceed to the Class Commonality Table, click here.

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- **[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.

To proceed to the next section, determining the benefactor's experience level, click here.

~

- **[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 class next.

Click on one of the following links to proceed to the next appropriate section, based on your benefactor's calling:

- Mage
- Priest
- Rogue
- Warrior

~

- **[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.

To proceed to the Class Commonality Table, click here.

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- **[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.

Click on one of the following links to proceed to the next appropriate section, based on your benefactor's calling:

- Mage
- Priest
- Rogue
- Warrior

~

- **[7] Special Entries:** Other entries indicate monster types, which usually do not have a character class unless you decide that they should possess one.

If you have one of these special types of benefactor, you can skip the next sections pertaining to class and level, and generate the random promised reward. To proceed, click here.

**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, roll 1D100 and consult the following table:

| [01-40] (40%) COMMON CHARACTER CLASSES | | | |
|---|---|---|---|
| **D100 Roll** | **Calling** | **Class** | **Recommended Specialization** |
| **01 to 07** | Priest | **Cleric** | No specialization |
| **08 to 10** | Priest | **Cleric** | Cloistered specialization |
| **11 to 16** | Warrior | **Fighter** | No specialization |
| **17 or 18** | Warrior | **Fighter** | Archer specialization |
| **19 or 20** | Warrior | **Fighter** | Blade Master specialization |
| **21 to 28** | Mage | **Magic-User** | No specialization |
| **29 or 30** | Mage | **Magic-User** | Alchemist specialization |
| **31 to 35** | Rogue | **Thief** | No specialization |
| **36 to 38** | Rogue | **Thief** | Acrobat specialization |
| **39** | Rogue | **Thief** | Bandit specialization (neutral alignment) |

| | | | |
|---|---|---|---|
| **40** | Rogue | **Thief** | Brigand specialization (evil alignment) |
| **[41-70] (30%)<br>UNCOMMON CHARACTER CLASSES** | | | |
| **41 to 46** | Rogue | **Assassin** | No specialization |
| **47 to 50** | Warrior | **Barbarian** | No specialization |
| **D100 Roll** | **Calling** | **Class** | **Recommended Specialization** |
| **51 or 52** | Warrior | **Barbarian** | Berserker specialization |
| **53 to 58** | Warrior | **Cavalier** | No specialization |
| **59 to 64** | Priest | **Druid** | No specialization |
| **65 to 70** | Warrior | **Hunter** | No specialization |
| **[71-90] (20%)<br>RARE CHARACTER CLASSES** | | | |
| **71 to 74** | Rogue | **Bard** | No specialization |
| **75 to 78** | Mage | **Illusionist** | No specialization |
| **79** | Priest | **Monk** | "Of the Fist" specialization |
| **80 or 81** | Priest | **Monk** | "Of the Foot" specialization |
| **82** | Priest | **Monk** | "Of the Iron Will" specialization |
| **83 to 86** | Warrior | **Paladin** | No specialization |
| **87 to 90** | Warrior | **Ranger** | No specialization |
| **[91-00] (10%)<br>VERY RARE CHARACTER CLASSES** | | | |
| **91** | Warrior | **Anti-Paladin** | No specialization |
| **92 or 93** | Rogue | **Jester** | No specialization |
| **94 or 95** | Rogue | **Mountebank** | No specialization |
| **96 or 97** | Priest | **Mystic** | No specialization |
| **98 or 99** | Mage | **Savant** | No specialization |
| **00** | TBD | **TBD** | Extremely rare NPC class, or GM's choice |

Once you know the character's class, you can skip to the experience level determination section. Click here.

**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**

| D100 Roll | Benefactor NPC's Character Class |
|---|---|
| 01 to 28 | Illusionist |
| 29 to 78 | Magic-User (no specialization) |
| 79 to 84 | Magic-User (Alchemist specialization) |
| 85 to 98 | Savant |
| 99 or 00 | Extremely rare NPC class (e.g., Death Master, Witch / Warlock, Witch Doctor), or GM's choice |

Once you know the character's class, you can skip to the experience level determination section. Click here.

**Table GWG2-10:**

**The Priest Calling:**

**Random Determination of Character Class**

| D100 Roll | Benefactor NPC's Character Class |
|---|---|
| 01 to 30 | Cleric (no specialization) |
| 31 to 40 | Cleric (Cloistered specialization) |
| 41 to 70 | Druid |
| 71 to 78 | Monk (of the Fist specialization) |
| 79 to 85 | Monk (of the Foot specialization) |
| 86 to 90 | Monk (of the Iron Will specialization) |
| 91 to 98 | Mystic |
| 99 or 00 | Extremely rare NPC class (e.g., Healer, Oracle, Scribe, Shaman), or GM's choice |

Once you know the character's class, you can skip to the experience level determination section. Click here.

**Table GWG2-11:**

**The Rogue Calling:**

**Random Determination of Character Class**

| D100 Roll | Benefactor NPC's Character Class |
|---|---|
| 01 to 27 | Assassin |
| 28 to 45 | Bard |

| | |
|---|---|
| **46 to 54** | Jester |
| **55 to 63** | Mountebank |
| **64 to 86** | Thief (no specialization) |
| **87 to 90** | Thief (Acrobat specialization) |
| **91 to 94** | Thief (neutral, of Bandit specialization) |
| **95 to 98** | Thief (evil, of Brigand specialization) |
| **99 or 00** | Extremely rare NPC class (e.g., Ninja), or GM's choice |

Once you know the character's class, you can skip to the experience level determination section. Click here.

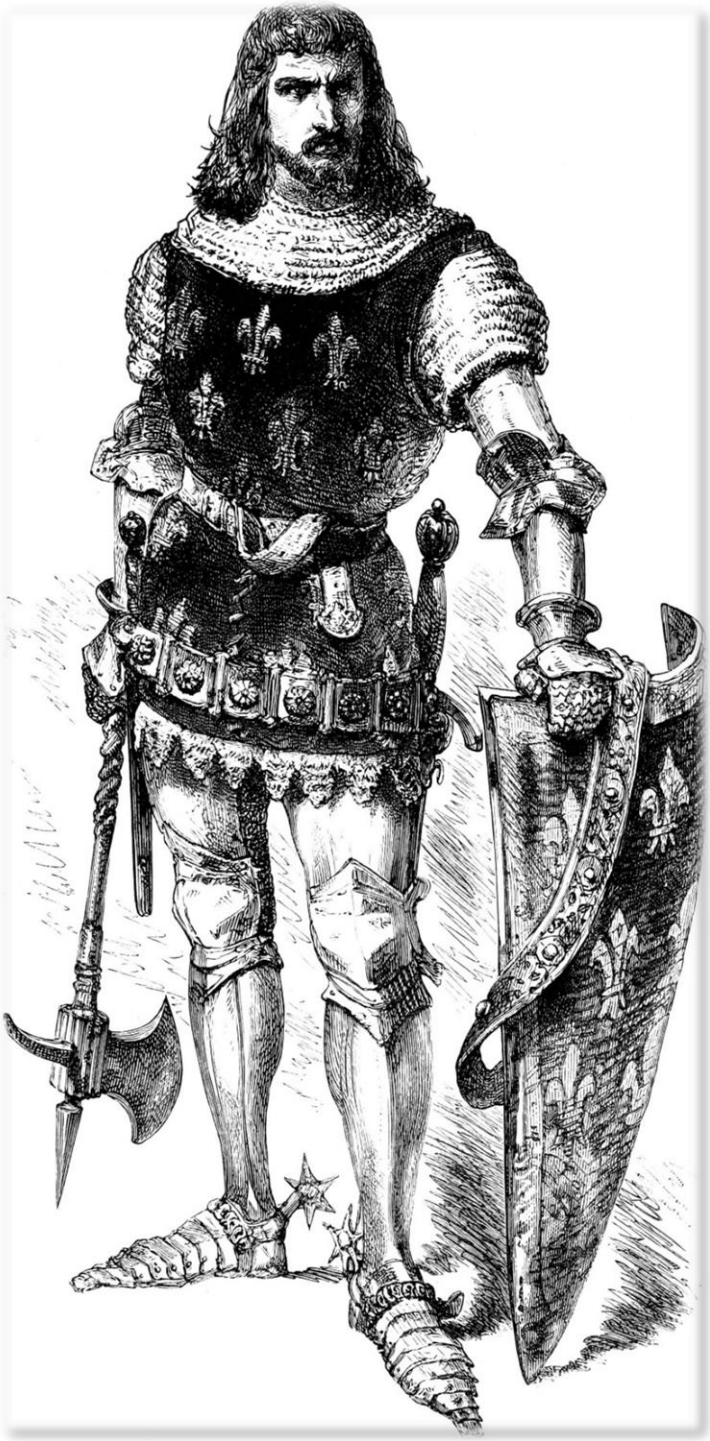
**Table GWG2-12:**

**The Warrior Calling:**

**Random Determination of Character Class**

| D100 Roll | Benefactor NPC's Character Class |
|---|---|
| **01 to 06** | Anti-Paladin |
| **07 to 18** | Barbarian (no specialization) |
| **19 to 22** | Barbarian (Berserker specialization) |
| **23 to 38** | Cavalier |
| **39 to 50** | Fighter (no specialization) |
| **51 to 55** | Fighter (Archer specialization) |
| **56 to 60** | Fighter (Blade Master specialization) |
| **61 to 76** | Hunter |
| **77 to 87** | Paladin |
| **88 to 98** | Ranger |
| **99 or 00** | Extremely rare NPC class (e.g., Duelist, Mariner), or GM's choice |

Once you know the character's class, you can skip to the experience level determination section. Click here.



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# 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 you do not need to know your benefactor's experience level, you can skip the next sections pertaining to level and title, and generate the random promised reward. To proceed, click here.

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.

If you already know your benefactor's experience level, you can skip down to determining his or her level title. To proceed, click here.

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.

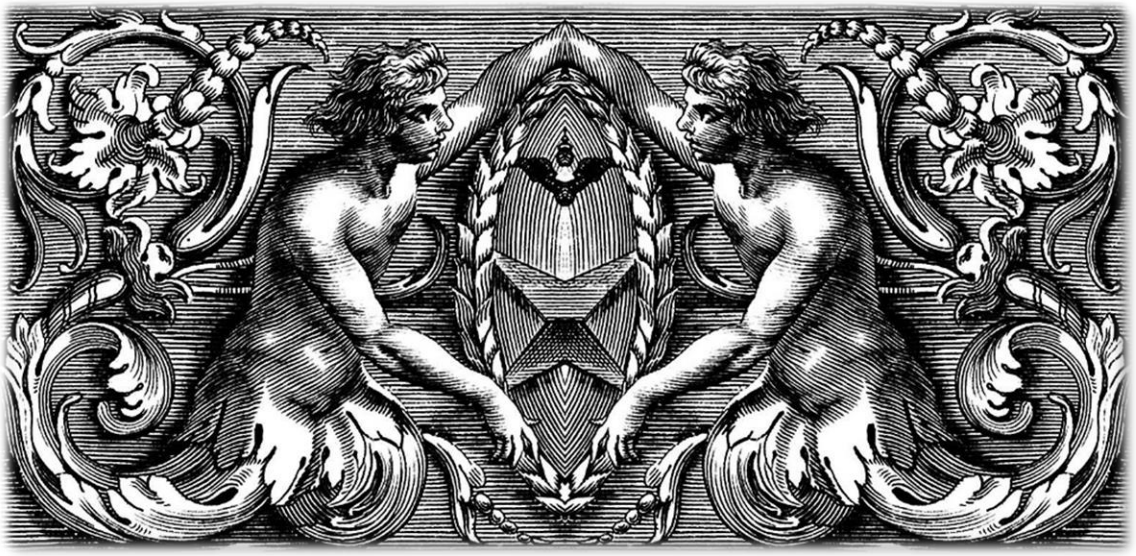
**Table GWG2-13:**

**Recommended NPC Experience Levels**

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

| D100 Roll | Non-Player Character's Recommended Experience Level | Relative (Approximated) Commonality |
|---|---|---|
| **01 to 30** | ➢ **Experience Level 1** | Common + (30%) |
| **31 to 45** | ➢ **Experience Level 2**<br>➢ (Or dual class 1 / 1) | Common (15%) |
| **46 to 54** | ➢ **Experience Level 3**<br>➢ (Or dual class 1 / 2) | Uncommon + (9%) |
| **55 to 60** | ➢ **Experience Level 4**<br>➢ (Or dual class 2 / 2)<br>➢ (Or triple class 1 / 1 / 2 to 1 / 2 / 2) | Uncommon (6%) |
| **61 to 65** | ➢ **Experience Level 5**<br>➢ (Or dual class 2 / 3) | Uncommon - (5%) |
| **66 to 69** | ➢ **Experience Level 6**<br>➢ (Or dual class 3 / 3 to 4 / 4) | Rare (4%) |
| **70 to 73** | ➢ **Experience Level 7**<br>➢ (Or dual class 4 / 5 to 5 / 5) | Rare (4%) |
| **74 to 77** | ➢ **Experience Level 8**<br>➢ (Or dual class 5 / 6 to 6 / 6) | Rare (4%) |
| **78 to 81** | ➢ **Experience Level 9**<br>➢ (Or dual class 6 / 7 to 7 / 7) | Rare (4%) |
| **82 to 85** | ➢ **Experience Level 10**<br>➢ (Or dual class 7 / 8 to 8 / 8) | Rare (4%) |

| D100 Roll | Non-Player Character's Recommended Experience Level | Relative (Approximated) Commonality |
|---|---|---|
| 86 to 89 | ➢ **Experience Level 11**<br>➢ (Or dual class 8 / 9 to 9 / 9) | Rare (4%) |
| 90 to 92 | ➢ **Experience Level 12**<br>➢ (Or dual class 9 / 10 to 10 / 10) | Very Rare + (3%) |
| 93 to 94 | ➢ **Experience Level 13**<br>➢ (Or dual class 10 / 11 to 11 / 11) | Very Rare (2%) |
| 95 or 96 | ➢ **Experience Level 14**<br>➢ (Or dual class 11 / 12 to 12 / 12) | Very Rare (2%) |
| 97 | ➢ **Experience Level 15**<br>➢ (Or dual class 12 / 13 to 13 / 13) | Very Rare - (1%) |
| 98 | ➢ **Experience Level 16**<br>➢ (Or dual class 13 / 14 to 14 / 14) | Very Rare - (1%) |
| 99 | ➢ **Experience Level 17**<br>➢ (Or dual class 14 / 15 to 15 / 15) | Very Rare - (1%) |
| 00 | ➢ **Experience Level 18**<br>➢ (Or dual class 15 / 16 to 16 / 16) | Very Rare - (1%) |
| N/A | ➢ **Experience Level 19+** | Extremely Rare (< 1%) |



3-5

# 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, 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) 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 (with more level titles) and DDE1 (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:

- Anti-Paladin, a black knight in the service of evil
- Assassin, a slayer of men and master spy
- Barbarian, a tribal warrior of the wilderlands
- Bard, a lore master and jack of all trades who lives by the lyre
- Cavalier, a proud horseman who serves a knightly order
- Cleric, a priest or priestess in the service of a god or goddess
- Druid, a priest or priestess of the great Earth Mother
- Fighter, a warrior and weapons master
- Hunter, a tracker and trapper who lives in the wilderlands
- Illusionist, a mage who practices the arts of mist, shadowry and deceit
- Jester, an acrobatic rogue who specializes in fire-breathing and tumbling
- Magic-User, a mage who learns many diverse arcane magics
- Monk, a priestly disciple and martial artist who has mastered himself
- Mountebank, a cunning charlatan and pretender who culls favor
- Mystic, a divine seer who foretells the future and warns of ill omen
- Paladin, a white knight who serves as a champion of law and good
- Ranger, a warrior of the wilderlands who protects the borders from evil
- Savant, a mage devoted to occult and obscure knowledge
- Thief, a rogue who uses diverse skills and stealth to avoid confrontation

**Table GWG2-14:**

**Anti-Paladin Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Caitiff | Chaos Minion | Evildoer | Poltroon | Traitor |
| 2 | Betrayer | Chaos Bringer | Chaos Bringer | Miscreant | Varlet |
| 3 | Chaos Warrior | Chaos Warrior | Demon Worshipper | Hellion | Malefactor |
| 4 | Anti-Hero / Anti-Heroine | Dire Malefactor | Dire Malefactor | Hellraiser | Hellraiser |
| 5 | Black Malefactor | Black Malefactor | Blackguard | Blackguard | Unforgiven One |
| 6 | Dark Knight | Dark Knight | Foul Blackguard | Scoundrel | Scoundrel |
| 7 | Black Knight | Black Knight | Dastard | Hero Slayer | Hero Slayer |
| 8 | Anti-Superhero / Anti-Superheroine | Champion of Chaos | Champion of Chaos | Demon Bringer | Villain |
| 9 | Arch-Villain | Chaos Lord / Lady of Chaos | Chaos Lord / Lady of Chaos | Knight of Ruin | Knight of Ruin |
| 10 | Demon / Demoness | Demon / Demoness | Fiend | Lord of Ruin / Lady of Ruin | Lord of Ruin / Lady of Ruin |
| 11 | Anti-Paladin | Anti-Paladin | Warlord of Ruin | Warlord of Ruin | Warlord of Ruin |
| 12 | Anti-Paladin Lord | Anti-Paladin Lord | Overlord of Ruin | Overlord of Ruin | Overlord of Ruin |
| 13 | Hatred Incarnate | Hatred Incarnate | Nemesis | Nemesis | Nemesis |
| 14 | Chaos Incarnate | Chaos Incarnate | Chaos Incarnate | Vile Nemesis | Vile Nemesis |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 15+ | Arch-Nemesis | Arch-Nemesis | Arch-Nemesis | Evil Incarnate | Evil Incarnate |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-15:**

**Assassin Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Bloodletter | Bravo | Oath Breaker | Scapegrace | Tyro |
| 2 | Butcher | Impaler | Poisoner | Rutterkin | Tormentor |
| 3 | Darksider | Intimidator | Pragmatus / Pragmata | Trophyman / Trophywoman | Waghalter |
| 4 | Mauler | Murderer / Murderess | Rakehell | Strangler | Veteran Darksider |
| 5 | Exterminator | Garroter | Hatchetman / Hatchet-woman | Thug | Thug |
| 6 | Carnifex | Eliminator | Killer | Sicarius / Sicaria | Slaughterer |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 7 | Cutthroat | Cutthroat | Headsman / Heads-woman | Infiltrator | Manhunter / Man-huntress |
| 8 | Executioner | Executioner | Headhunter / Head-huntress | Magsman / Magswoman | Spy |
| 9 | Assassin | Death Bringer | Grand Executioner | Master Spy | Slayer |
| 10 | Death Dealer | Expert Assassin | Expert Assassin | Master Assassin | Master Slayer |
| 11 | Reaper | Reaper | Senior Assassin | Senior Assassin | Senior Assassin |
| 12 | Chief Assassin | Chief Assassin | Chief Assassin | Grim Reaper | Grim Reaper |
| 13 | Lord Assassin / Lady Assassin | Lord Assassin / Lady Assassin | Lord Assassin / Lady Assassin | Prime Assassin | Prime Assassin |
| 14 | Angel of Death | Angel of Death | Guild-master Assassin / Guild-Mistress Assassin | Guild-master Assassin / Guild-Mistress Assassin | Guild-master Assassin / Guild-Mistress Assassin |
| 15+ | Archangel of Death | Archangel of Death | Grand-father of Assassins / Grand-mother of Assassins | Grand-father of Assassins / Grand-mother of Assassins | Grand-father of Assassins / Grand-mother of Assassins |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

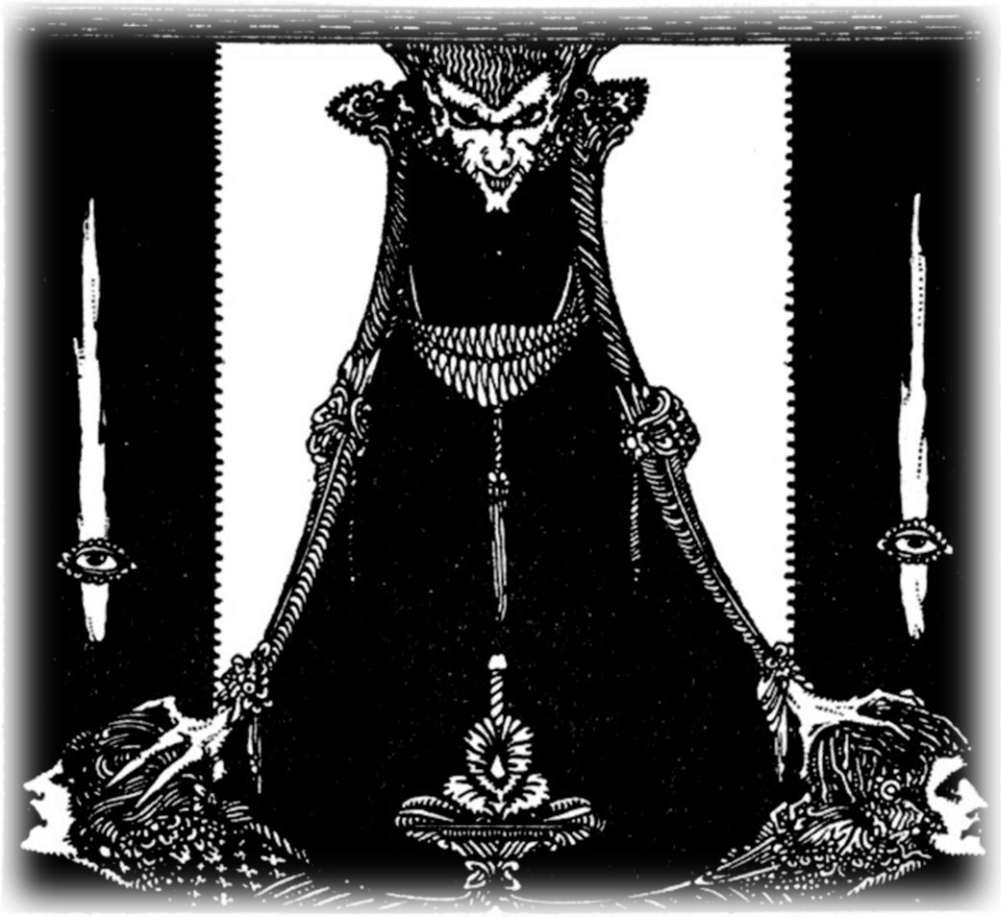


**Table GWG2-16:**

**Barbarian Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Berserker Minion | Nomad | Outlander | Savage | Tribesman / Tribeswoman |
| 2 | Berserker | Raider | Tribal Hunter / Tribal Huntress | Wild-Wanderer | Wolfling |
| 3 | Bear Warrior | Marauder | Tribal Warrior | Wild Berserker | Barbarian Wilderlander |
| 4 | Bear Berserker | Great Wolf Berserker | Howler | Lone Wolf | Shield Breaker |
| 5 | Destroyer | Destroyer | Great Bear Berserker | Warmonger | Warmonger |
| 6 | Mage Slayer | Mage Slayer | Rager | Tribal Hero / Tribal Heroine | Tribal Hero / Tribal Heroine |
| 7 | Blood Rager | Hewer | Sub-Chieftain / Sub-Chieftess | Tribal Champion | Tribal Champion |
| 8 | Barbarian Champion | Barbarian Champion | Berserker Champion | Berserker Champion | Chieftain / Chieftess |
| 9 | Barbarian Lord | Barbarian Lord | Berserker Lord | Horde Bringer | War Chieftain / War Chieftess |
| 10 | Barbarian High Lord | Barbarian High Lord | Berserker High Lord | Great War Chieftain / Great War Chieftess | Great War Chieftain / Great War Chieftess |
| 11 | Barbarian Warlord | Barbarian Warlord | Barbarian Warlord | Berserker Warlord | Berserker Warlord |
| 12 | Barbarian Conqueror | Barbarian Conqueror | Berserker Conqueror | Berserker Conqueror | Berserker Conqueror |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 13 | Barbarian Overlord | Barbarian Overlord | Barbarian Overlord | Berserker Overlord | Berserker Overlord |
| 14 | Barbarian Prince / Barbarian Princess | Barbarian Prince / Barbarian Princess | Barbarian Prince / Barbarian Princess | Berserker Prince / Berserker Princess | Berserker Prince / Berserker Princess |
| 15+ | Barbarian King / Barbarian Queen | Barbarian King / Barbarian Queen | Barbarian King / Barbarian Queen | Berserker King / Berserker Queen | Berserker King / Berserker Queen |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-17:**

**Bard Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Courtier | Herald | Probationer | Rhymer | Storyteller |
| 2 | Crowther | Fochlucan Apprentice | Lyrist | Noble Herald | Raconteur |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 3 | Chronicler | Fochlucan Adept | Master Lyrist | Royal Herald | Sonneteer |
| 4 | Cantor / Cantora | Charmer | Fochlucan Master | Master Sonneteer | Skald |
| 5 | Beguiler | High Skald | Jaunter | Mac-Fuismidh Apprentice | Racaraide |
| 6 | Alba | Mac-Fuismidh Adept | Master Racaraide | Minnesinger | Jongleur |
| 7 | Mac-Fuismidh Master | Master Jongleur | Pied Piper | Troubadour | Troubadour |
| 8 | Doss Apprentice | Master Troubadour | Minstrel | Poet / Poetess | Trouvere |
| 9 | Doss Adept | Lorist / Muse | Trovatore | Warrior Minstrel | Warrior Minstrel |
| 10 | Doss Master | Lore Master | Lore Master | Rhapsodist | Storied Lorist / Storied Muse |
| 11 | Bard | Bard | Canaith Apprentice | Great Lore Master | Vates |
| 12 | Canaith Adept | Grand Lore Master | Grand Lore Master | Master Bard | Master Bard |
| 13 | Canaith Master | Grand Bard | Grand Bard | Myth Bringer | Myth Bringer |
| 14 | Cli Apprentice | Legendary Bard | Legendary Bard | Myth Maker | Myth Maker |
| 15 | Cli Adept | Master of Myths | Master of Myths | Mythic Bard | Mythic Bard |
| 16 | Archipoeta | Archipoeta | Archipoeta | Cli Master | Cli Master |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 17 | Anstiuth Apprentice | Anstiuth Apprentice | Master Archipoeta | Master Archipoeta | Master Archipoeta |
| 18 | Anstiuth Adept | Anstiuth Adept | Grand Archipoeta | Grand Archipoeta | Grand Archipoeta |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-18:**

**Cavalier Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Armiger | Herald of Arms | Hobilar | Horseman / Horsewoman | Lancer |
| 2 | Jouster | Scutarius | Scutifer | Shield Bearer / Shield Maiden | Veteran Lancer |
| 3 | Esquire | Master Lancer | Veteran Scutarius | Veteran Scutifer | Veteran Shield Bearer |
| 4 | Banner Bearer | Cataphract | Esquire Peer | Knight Errant / Dame Errant | Knight Errant / Dame Errant |
| 5 | Esquire and Master | Knight Bachelor / | Knight Bachelor / | Vaunted Knight Errant | Vaunted Knight Errant |

| | | | | | |
|---|---|---|---|---|---|
| | | Grand Dame Errant | Grand Dame Errant | / Vaunted Dame Errant | / Vaunted Dame Errant |
| **NPC Level** | **D100 Roll 01 to 20** | **D100 Roll 21 to 40** | **D100 Roll 41 to 60** | **D100 Roll 61 to 80** | **D100 Roll 81 to 00** |
| **6** | Esteemed Knight Errant / Esteemed Dame Errant | Esteemed Knight Errant / Esteemed Dame Errant | Knight / Dame | Knight / Dame | Knight / Dame |
| **7** | Grand Knight / Grand Dame | Grand Knight / Grand Dame | Knight Hierarch / Dame Hierarch | Sovereign Knight / Sovereign Dame | Sovereign Knight / Sovereign Dame |
| **8** | Banneret | Justiciar Cavalier | Justiciar Cavalier | Knight Banneret / Dame Banneret | Knight Banneret / Dame Banneret |
| **9** | Chevalier | Chevalier | Grand Justiciar Cavalier | Knight Commander / Dame Commander | Sovereign Knight Banneret / Sovereign Dame Banneret |
| **10** | Cavalier | Cavalier | Grand Chevalier | Grand Chevalier | Sovereign Knight Commander / Sovereign Dame Commander |
| **11** | Grand Master Cavalier | Grand Master Cavalier | Lord Cavalier / Lady Cavalier | Lord Cavalier / Lady Cavalier | Lord Cavalier / Lady Cavalier |
| **12** | High Lord Cavalier / High Lady Cavalier | High Lord Cavalier / High Lady Cavalier | Vice Marshal Cavalier | Vice Marshal Cavalier | Vice Marshal Cavalier |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 13 | Marshal Cavalier | Marshal Cavalier | Warlord Cavalier | Warlord Cavalier | Warlord Cavalier |
| 14 | High Warlord Cavalier | Lord Marshal Cavalier | Lord Marshal Cavalier | Overlord Cavalier / Overlady Cavalier | Overlord Cavalier / Overlady Cavalier |
| 15 | Grand Commander Cavalier | Grand Commander Cavalier | Grand Marshal Cavalier | Grand Marshal Cavalier | Grand Marshal Cavalier |
| 16+ | Grand Master Cavalier | Grand Master Cavalier | Grand Master Cavalier | Grand Master Cavalier | Grand Master Cavalier |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-19:**

**Cleric Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Acolyte | Catechumen | Cult Minion | Scribe | Temple Aspirant |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 2 | Adept | Anchorite | Cultist | Temple Initiate | Temple Servant |
| 3 | Adept of the Order | Advocatus / Advocata | Cult Adept | Deacon / Deaconess | Priest / Priestess |
| 4 | Cantor | Curate | Officiant Priest / Officiant Priestess | Temple Adept | Vicar / Vicaress |
| 5 | Healer | Prefect / Prefectess | Temple Priest / Temple Priestess | Warrior Priest / Warrior Priestess | Wise Man / Wise Woman |
| 6 | Canon / Canoness | Canon / Canoness | Chief Priest / Chief Priestess | Elder | Sub-Prelate |
| 7 | Bishop | Bishop | Exorcist | Prelate | Prelate |
| 8 | Archbishop | Archbishop | Patriarch / Matriarch | Patriarch / Matriarch | Shrine Keeper |
| 9 | Fane Keeper | Fane Keeper | High Priest / High Priestess | High Priest / High Priestess | High Priest / High Priestess |
| 10 | Great High Priest / Great High Priestess | Great High Priest / Great High Priestess | Great High Priest / Great High Priestess | Temple Keeper | Temple Keeper |
| 11 | Grand High Priest / Grand High Priestess | Grand High Priest / Grand High Priestess | Grand High Priest / Grand High Priestess | Grand High Priest / Grand High Priestess | Grand High Priest / Grand High Priestess |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 12 | Supreme High Priest / Supreme High Priestess | Supreme High Priest / Supreme High Priestess | Supreme High Priest / Supreme High Priestess | Supreme High Priest / Supreme High Priestess | Supreme High Priest / Supreme High Priestess |
| 13 | Holy Exarch | Holy Exarch | Holy Exarch | Unholy Exarch | Unholy Exarch |
| 14 | Divine Exarch | Divine Exarch | Divine Exarch | Infernal Exarch | Infernal Exarch |
| 15 | Grand Divine Exarch | Grand Divine Exarch | Grand Divine Exarch | Grand Unholy Exarch | Grand Unholy Exarch |
| 16 | Archcleric | Archcleric | Archcleric | Archcleric | Archcleric |
| 17 | Holy Archcleric | Holy Archcleric | Holy Archcleric | Unholy Archcleric | Unholy Archcleric |
| 18 | Divine Archcleric | Divine Archcleric | Divine Archcleric | Infernal Archcleric | Infernal Archcleric |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-20:**

**Druid Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Aspirant | Aspirant | Child of Vortigern | Naturalist | Pagan |
| 2 | Moonchild | Ovate | Ovate | Sun Brother / Sun Sister | Sun Brother / Sun Sister |
| 3 | Briar Treader | Initiate of the First Circle | Initiate of the First Circle | Oak Seer / Oak Seeress | Oak Seer / Oak Seeress |
| 4 | Hieros | Initiate of the Second Circle | Initiate of the Second Circle | Thorn Walker | Thorn Walker |
| 5 | Arbor Keeper | Initiate of the Third Circle | Initiate of the Third Circle | Stone Shaper | Stone Shaper |
| 6 | Faerie Caller | Initiate of the Fourth Circle | Wicker Man / Wicker Woman | Wicker Man / Wicker Woman | Willow Druid / Willow Druidess |
| 7 | Bear Druid | Initiate of the Fifth Circle | Primal Druid / Primal Druidess | Shape Shifter | Skin Wearer |
| 8 | Initiate of the Sixth Circle | Lightning Caller | Lightning Caller | Storm Bringer | Storm Bringer |
| 9 | Ash Druid / Ash Druidess | Ash Druid / Ash Druidess | Initiate of the Seventh Circle | Initiate of the Seventh Circle | Initiate of the Seventh Circle |
| 10 | Initiate of the Eighth Circle | Initiate of the Eighth Circle | Rowan Druid / Rowan Druidess | Rowan Druid / Rowan Druidess | Rowan Druid / Rowan Druidess |
| 11 | Dryw | Grove Druid / Grove Druidess | Initiate of the Ninth Circle | Initiate of the Ninth Circle | Yew Druid / Yew Druidess |
| 12 | Druid / Druidess | Druid / Druidess | Druid / Druidess | Druid of the Sacred Grove / Druidess of | Druid of the Sacred Grove / Druidess of |

| | | | | | |
|---|---|---|---|---|---|
| | | | | the Sacred Grove | the Sacred Grove |
| **NPC Level** | **D100 Roll 01 to 20** | **D100 Roll 21 to 40** | **D100 Roll 41 to 60** | **D100 Roll 61 to 80** | **D100 Roll 81 to 00** |
| **13** | Archdruid / Arch-druidess | Archdruid / Arch-druidess | Archdruid / Arch-druidess | Archdruid / Arch-druidess | Archdruid / Arch-druidess |
| **14** | Great Druid / Great Druidess | Great Druid / Great Druidess | Great Druid / Great Druidess | Great Druid / Great Druidess | Great Druid / Great Druidess |
| **15** | Grand Druid / Grand Druidess | Grand Druid / Grand Druidess | Grand Druid / Grand Druidess | Grand Druid / Grand Druidess | Grand Druid / Grand Druidess |
| **16** | Grand Druid Elder / Grand Druidess Elder | Grand Druid Elder / Grand Druidess Elder | Hierophant Druid / Hierophant Druidess | Hierophant Druid / Hierophant Druidess | Hierophant Druid / Hierophant Druidess |
| **17** | Hierophant Initiate | Hierophant of the Cairn | Hierophant of the Cairn | Hierophant of the Waters | Hierophant of the Waters |
| **18** | Hierophant Adept | Hierophant Adept | Hierophant of the Pyre | Hierophant of the Pyre | Hierophant of the Whirlwind |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-21:**

**Fighter Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| **1** | Armsman / Armswoman | Footman / Footwoman | Guardsman / Guards-woman | Petty Sergeant | Veteran |
| **2** | Junior Lieutenant | Legionnaire | Sergeant | Warrior | Watchman / Watch-woman |
| **3** | Fletcher | Lieutenant | Senior Sergeant | Skull Crusher | Swordsman / Swords-woman |
| **4** | Gladiator / Gladiatrix | Hero / Heroine | Sergeant of Arms | Steward | Sword-master |
| **5** | Captain | Castellan | High Steward | Swashbuckler | Victorious Gladiator / Victorious Gladiatrix |
| **6** | Chief Steward | Grand Castellan | Master Bladesman | Myrmidon | Veteran Captain |
| **7** | Captain of Arms | Champion | Vaunted Captain | Vaunted Chief Steward | Vaunted Grand Castellan |
| **8** | Arrowsmith | Elite Captain | Entrusted Chief Steward | Entrusted Grand Castellan | Superhero / Super-heroine |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 9 | Archer | Lord / Lady | Lord / Lady | Lord / Lady | Lord / Lady |
| 10 | Archer Esquire | High Lord | High Lord | High Lord | High Lord |
| 11 | Archer Knight | General | Vice Marshal | Warlord | Warlord |
| 12 | Archer Lord | Marshal | Marshal | Marshal | Marshal |
| 13 | Archer Master | High Warlord | High Warlord | Lord Marshal / Lady Marshal | Lord Marshal / Lady Marshal |
| 14 | Archer Grand Master | Grand Marshal | Grand Marshal | Overlord / Dame Overlord | Overlord / Dame Overlord |
| 15 | Grand Overlord / Grand Dame Overlord | Grand Overlord / Grand Dame Overlord | Grand Overlord / Grand Dame Overlord | Grand Overlord / Grand Dame Overlord | Grand Overlord / Grand Dame Overlord |
| 16+ | Supreme Overlord / Supreme Dame Overlord | Supreme Overlord / Supreme Dame Overlord | Supreme Overlord / Supreme Dame Overlord | Supreme Overlord / Supreme Dame Overlord | Supreme Overlord / Supreme Dame Overlord |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-22:**

**Hunter Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Beast Handler | Beast Handler | Hound Tamer | Wilderlander | Wilderlander |
| 2 | Hound Keeper | Tracker | Tracker | Wilderland Survivor | Wilderland Survivor |
| 3 | Herdhan | Hound Master | Hound Master | Wilderland Tracker | Wilderland Tracker |
| 4 | War Hound Master | War Hound Master | Wilderland Guide | Wilderland Guide | Wilderland Guide |
| 5 | Beast Keeper | Beast Keeper | Huntsman / Hunts-woman | Huntsman / Hunts-woman | Huntsman / Hunts-woman |
| 6 | Prey Chaser | Prey Chaser | Prey Pacer | Veteran Huntsman / Veteran Hunts-woman | Veteran Huntsman / Veteran Hunts-woman |
| 7 | Beast Tamer | Master Huntsman / Master Hunts-woman | Master Huntsman / Master Hunts-woman | Prey Stalker | Prey Stalker |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 8 | Beast Trainer | Dire Beast Tamer | Hunter / Huntress | Hunter / Huntress | Master Prey Stalker |
| 9 | Beast Master | Beast Master | Dire Beast Trainer | Hunt-master / Hunt-mistress | Hunt-master / Hunt-mistress |
| 10 | Great Hunt-master / Great Hunt-mistress | Lord of the Wilds / Lady of the Wilds | Lord of the Wilds / Lady of the Wilds | Supreme Beast Master | Wild Runner |
| 11 | Grant Hunt-master / Grand Hunt-mistress | Grant Hunt-master / Grand Hunt-mistress | Master of the Hunt | Master of the Hunt | Spectral Hound Tamer |
| 12 | Great Master of the Hunt / Great Mistress of the Hunt | Great Master of the Hunt / Great Mistress of the Hunt | Great Master of the Hunt / Great Mistress of the Hunt | Spectral Hound Keeper | Spectral Hound Keeper |
| 13 | Child of Lord Herne | Child of Lord Herne | Grand Master of the Hunt / Grand Mistress of the Hunt | Grand Master of the Hunt / Grand Mistress of the Hunt | Spectral Hound Master |
| 14 | Brother of Lord Herne / Sister of Lord Herne | Brother of Lord Herne / Sister of Lord Herne | Brother of Lord Herne / Sister of Lord Herne | Brother of Lord Herne / Sister of Lord Herne | Brother of Lord Herne / Sister of Lord Herne |
| 15 | Champion of Lord Herne | Champion of Lord Herne | Champion of Lord Herne | Chosen of Lord Herne | Chosen of Lord Herne |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 16+ | Heir to Lord Herne / Heiress to Lord Herne | Heir to Lord Herne / Heiress to Lord Herne | Heir to Lord Herne / Heiress to Lord Herne | Heir to Lord Herne / Heiress to Lord Herne | Heir to Lord Herne / Heiress to Lord Herne |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-23:**

**Illusionist Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| **1** | Apprentice Trickster | Apprentice Trickster | Cantrip Crafter | Daydreamer | Shadow Prentice |
| **2** | Cantrip Master | Dreamer | Evoker of Shadows | Minor Trickster | Minor Trickster |
| **3** | Dream-lander | Ethereal Wanderer | Shadow Conjurere | Trickster | Trickster |
| **4** | Dream-lander of Pnath | Face Dancer | Master Dreamer | Master Trickster | Mist Weaver |
| **5** | Cabalist | Cerenarian Dream-lander | Hypnotist | Magician of Shadowry | Veilist |
| **6** | Dream-lander of Sarkomand | Master Cabalist | Mesmerist | Shadow Weaver | Visionary |
| **7** | Dream Enchanter / Dream Enchantress | Dream-lander of Leng | Master Visionist | Phantasmist | Shadow Summoner |
| **8** | Apparition-ist | Dream-lander of Hatheg-Kla | Enthraller | Master Phantasmist | Spectralist |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 9 | Dream-lander of Carcosa | Master Apparition-ist | Shadow Sorcerer / Shadow Sorceress | Spellbinder | Spellbinder |
| 10 | Dream-lander of Kadath | Eidolon | Illusionist | Illusionist | Master Spell-binder |
| 11 | Dream-lander of the Beyond | Master Illusionist | Master Illusionist | Phantsma-gorian | Shadow Wizard / Shadow Wizardess |
| 12 | Dream-lander of the Crawling Chaos | Grand Phantasma-gorian | Grand Phantasma-gorian | Great Master Illusionist | Master Shadow Wizard / Master Shadow Wizardess |
| 13 | Astral Walker | Dream-lander of Nepenthe | Grand Master Illusionist | Grand Master Illusionist | Great Wizard of Twilight / Great Wizardess of Twilight |
| 14 | Grand Umbral Wizard / Grand Umbral Wizardess | Master Dream-lander | Nightmare Bringer | Wish Bringer | Wish Bringer |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| **15** | Great Master Dream-lander | Great Master Dream-lander | Supreme Wizard of Shadows / Supreme Wizardess of Shadows | Supreme Wizard of Shadows / Supreme Wizardess of Shadows | Supreme Wizard of Shadows / Supreme Wizardess of Shadows |
| **16** | Grand Master Dream-lander | Grand Master Dream-lander | Shadow Mage | Shadow Mage | Shadow Magus |
| **17** | Grand Shadow Mage | Grand Shadow Mage | Grand Shadow Magus | Grand Shadow Magus | Grand Shadow Magus |
| **18** | Archmage of Shadowry | Archmage of Shadowry | Archmage of Shadowry | Archmage of Shadowry | Archmage of Shadowry |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-24:**

**Jester Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Jester Apprentice | Jester Apprentice | Knave | Village Idiot | Wag |
| 2 | Befuddler | Punster | Trouper | Trouper | Wit |
| 3 | Entertainer | Entertainer | Knife Thrower | Masquer | Tumbler |
| 4 | Dark Entertainer | Fire Walker | Harlequin | Harlequin | Tightrope Walker |
| 5 | Clown | Commedia Jester | Commedia Jester | Fire Dancer | Sword Swallower |
| 6 | Juggler | Riddler | Riddler | Zanni of Brighella | Zanni of Pedrolino |
| 7 | Buffoon | Inamorato of Colombina | Torch Juggler | Torch Juggler | Zanni of Arlecchino |
| 8 | Fool | Knife Juggler | Master of Arlecchino | Merryandrew / Merry-andrea | Vecchi of Pantalone |
| 9 | Grand Master of Arlecchino | Joker | Master of Punchinello | Wonder Bringer | Vecchi of il Dottore |
| 10 | Commedia Capitan | Harbinger of Misrule | Jester | Troupe Master / Troupe Mistress | Wonder Maker |
| 11 | Court Jester | Court Jester | Disciple of Misrule | Grand Commedia Capitan | Puppet Master |
| 12 | Death Dancer | Great Puppet Master | Master of Misrule / Mistress of Misrule | Master of Misrule / Mistress of Misrule | Noble Jester |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| **13** | Grand Puppet Master | Lord of Misrule / Lady of Misrule | Lord of Misrule / Lady of Misrule | Royal Jester | Royal Jester |
| **14** | Lord of the Danse Macabre / Lady of the Danse Macabre | Lord of the Danse Macabre / Lady of the Danse Macabre | Nightmare Puppet Master | Prince of Fools / Princess of Fools | Prince of Fools / Princess of Fools |
| **15+** | King of the Fools / Queen of the Fools | King of the Fools / Queen of the Fools | King of the Fools / Queen of the Fools | King of the Fools / Queen of the Fools | King of the Fools / Queen of the Fools |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-25:**

**Magic-User Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Apprentice | Familiar Seeker | Medium | Prentice | Presti-digitator |
| 2 | Alchemist's Disciple | Arcane Seer | Evoker | Glassblower | Promising Medium |
| 3 | Abjurer | Conjurer | Dweomer Crafter | Master Evoker | Reagent Gatherer |
| 4 | Dweomer Adept | Elementalist | Eyebiter | Master Conjurer | Theurgist |
| 5 | Dweomer Master | Geomancer | Master Theurgist | Pyromancer | Thauma-turgist |
| 6 | Alember | Geomancer Adept | Magician | Master Thauma-turgist | Pyromancer Adept |
| 7 | Enchanter / Enchantress | Master Aeromancer | Master Geomancer | Master Pyromancer | Master Magician |
| 8 | Enchanter Adept / Enchantress Adept | Hexer | Master Enchanter / Mistress Enchantress | Summoner | Warlock / Witch |
| 9 | Alchemist | Great Warlock / Great Witch | Master Summoner | Sabbat Warlock / Sabbat Witch | Sorcerer / Sorceress |
| 10 | Master Sorcerer / Mistress Sorceress | Master Sorcerer / Mistress Sorceress | Necro-mancer | Necro-mancer | Senior Alchemist |
| 11 | Arcane Necro-mancer | Arcane Necro-mancer | Master Alchemist | Wizard / Wizardess | Wizard / Wizardess |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 12 | Grand Master Alchemist | Grand Master Alchemist | Master Wizard / Mistress Wizardess | Master Wizard / Mistress Wizardess | Master Wizard / Mistress Wizardess |
| 13 | Great Wizard / Great Wizardess | Great Wizard / Great Wizardess | Demon-ologist | Demon-ologist | Diabolist |
| 14 | Demon-ologist Adept | Demon-ologist Adept | Diabolist Adept | Grand Wizard / Grand Wizardess | Grand Wizard / Grand Wizardess |
| 15 | Master Demon-ologist | Master Demon-ologist | Master Diabolist | Supreme Wizard / Supreme Wizardess | Supreme Wizard / Supreme Wizardess |
| 16 | Mage | Mage | Mage | Magus | Magus |
| 17 | Dread Mage | Dread Magus | Grand Mage | Grand Mage | Grand Magus |
| 18 | Archmage | Archmage | Archmage | Archmage | Archmage |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-26:**

**Monk Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Drunken Boxer | Luctator | Novice of the Fist | Novice of the Foot | Novice of the Iron Will |
| 2 | Aspirant Brother / Aspirant Sister | Initiate of the Fist | Initiate of the Foot | Initiate of the Iron Will | Novice Brother / Novice Sister |
| 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 |
| 4 | Disciple of the Fist | Disciple of the Foot | Disciple of the Iron Will | Elder Brother / Elder Sister | Mind Veiler |
| 5 | Brother Superior / Sister Superior | Brother Superior / Sister Superior | Immaculate | Immaculate | Psychic Warrior |
| 6 | Brother Magister / Sister Magistress | Brother Magister / Sister Magistress | Immaculate Superior | Immaculate Superior | Prior / Prioress |
| 7 | Calcitro | Master of the Fist | Master of the Foot | Master of the Iron Will | Transcend-ent Monk |
| 8 | Abbott / Abbess | Superior Master of the First | Superior Master of the Foot | Superior Master of the Foot | Superior Master of the Iron Will |
| 9 | Master of the Boreal Realm | Master of Dragons / Mistress of Dragons | Master of the North Wind | Master of the North Wind | Transcend-ent Master |
| 10 | Master of the Twilight Realm | Master of the Twilight Realm | Master of the West Wind | Master of the West Wind | Master of the West Wind |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 11 | Master of the Burning Realm | Master of the Burning Realm | Master of the South Wind | Master of the South Wind | Master of the South Wind |
| 12 | Master of the Dawning Realm | Master of the Dawning Realm | Master of the East Wind | Master of the East Wind | Master of the East Wind |
| 13 | Master of the Boreal Spirits | Master of the Boreal Spirits | Master of Winter | Master of Winter | Master of Winter |
| 14 | Master of Autumn | Master of Autumn | Master of Autumn | Master of the Falling Leaves | Master of the Falling Leaves |
| 15 | Master of the Eternal Sun | Master of the Eternal Sun | Master of Summer | Master of Summer | Master of Summer |
| 16 | Master of Spring | Master of Spring | Master of Spring | Master of the Verdant Realm | Master of the Verdant Realm |
| 17 | Grand Master of Dragons | Grand Master of Dragons | Grand Master of Dragons | Grand Master of Flowers | Grand Master of Flowers |
| 18 | Ascendant Grand Master | Ascendant Grand Master | Ascendant Grand Master | Glorious Grand Master | Glorious Grand Master |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-27:**

**Mountebank Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Charlatan Prentice | Charlatan Prentice | Cozener | Mounte-bank Prentice | Mounte-bank Prentice |
| 2 | Dealer | Flash Artist | Hoaxer | Hoaxer | Pretender |
| 3 | Cheat | Double Dealer | Double Dealer | Gambler | Veteran Hoaxer |
| 4 | Con Man / Con Woman | Fraud | Hoax Master | Palmer | Veteran Gambler |
| 5 | Con Artist | Defrauder | Disguise Artist | Master Gambler | Master Gambler |
| 6 | Deluder | Master Defrauder | Master of Disguise | Master of Disguise | Schemer |
| 7 | Adept Schemer | Deceiver | Deceiver | Grand Master of Disguise | Master Deluder |
| 8 | Forger | Impostor | Impostor | Master Deceiver | Master Schemer |
| 9 | Grifter | Master Forger | Mis-directionist | Mis-directionist | Supreme Deceiver |
| 10 | Master Grifter | Master Mis-directionist | Swindler | Swindler | Uncanny Impostor |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 11 | Charlatan | Charlatan | Master Impostor | Master Swindler | Master Swindler |
| 12 | Master Charlatan | Master Charlatan | Mounte-bank | Mounte-bank | Mounte-bank |
| 13 | Grand Charlatan | Grand Charlatan | Master Mounte-bank | Master Mounte-bank | Master Mounte-bank |
| 14 | Great Master Mounte-bank | Great Master Mounte-bank | Grand Mountebank | Kingmaker / Queen-maker | Kingmaker / Queen-maker |
| 15+ | Grand Master Mounte-bank | Grand Master Mounte-bank | Power Behind the Throne | Power Behind the Throne | Power Behind the Throne |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-28:**

**Mystic Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Fortune's Son / Fortune's Daughter | Fortune's Son / Fortune's Daughter | Leaf Reader | Questioner | Questioner |
| 2 | Fortune Finder | Questioner of Spirits | Seeker of Mysteries | Seeker of Mysteries | Seeker of Truth |
| 3 | Crystal Gazer | Far Seeker of Mysteries | Far Seeker of Truth | Fortune Teller | Questioner of Souls |
| 4 | Augur | Auspicier | Empath | Master Fortune Teller | Soothsayer |
| 5 | Clairvoyant | Diviner | Haruspex | Soothsayer Adept | Vestal |
| 6 | Foreteller of Mysteries | Oracle | Seer | Sibyl | True Soothsayer |
| 7 | Devout Seer | Foreteller of Secrets | Great Oracle | Great Oracle | Lama |
| 8 | Elder Lama | Foreteller of Omens | Grand Oracle | Prophesier | Revelator |
| 9 | Foreteller of Truths | Grand Prophesier | Illumined Revelator | Sacred Oracle | Sacred Oracle |
| 10 | Divine Oracle | Divine Oracle | Enlightened Revelator | Foreteller of Revelations | Prophet / Prophetess |
| 11 | Foreteller of Ages | High Prophet / High Prophetess | High Prophet / High Prophetess | Mystic | Mystic |
| 12 | Foreteller of Worlds | Sacred Mystic | Sacred Mystic | Sacred Prophet / Sacred Prophetess | Sacred Prophet / Sacred Prophetess |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 13 | Divine Mystic | Divine Mystic | Divine Mystic | Foreteller of the Planes | Foreteller of the Planes |
| 14 | Enlightened Prophet / Enlightened Prophetess | Enlightened Prophet / Enlightened Prophetess | Enlightened Prophet / Enlightened Prophetess | Foreteller of the Planar Truths | Foreteller of the Planar Truths |
| 15+ | Divine Prophet / Divine Prophetess | Divine Prophet / Divine Prophetess | Divine Prophet / Divine Prophetess | Foreteller of Eternity | Foreteller of Eternity |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-29:**

**Paladin Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Gallant | Gallant | Palatine Armiger | Palatine Lancer | Palatine Lancer |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 2 | Gallant Valorous | Keeper of the Faith | Keeper of the Light | Keeper of the Truth | Palatine Scutifer |
| 3 | Gallant Dauntless | Palatine Esquire | Palatine Esquire | Protector / Protectress | Protector / Protectress |
| 4 | Crusader | Defender | Defender | Defiant | Palatine Knight Errant / Palatine Dame Errant |
| 5 | Great Crusader | Hospitaller | Palatine Knight Bachelor / Grand Palatine Dame Errant | Veteran Defender | Warder |
| 6 | Grand Crusader | Guardian | Knight Hospitaller | Palatine Knight / Dame Palatine | Templar |
| 7 | Grand Palatine Knight / Grand Dame Palatine | Knight Templar | Paladin Chevalier | Palatine Knight Hierarch / Palatine Dame Hierarch | Veteran Guardian |
| 8 | Grand Guardian | Grand Guardian | Justiciar | Justiciar | Palatine Banneret |
| 9 | High Justiciar | High Justiciar | Paladin | Paladin | Palatine Knight Commander / Palatine Dame Commander |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 10 | Grand Justiciar | Grand Palatine Knight Commander / Grand Palatine Dame Commander | Lord of the Garde / Lady of the Garde | Paladin Lord / Lady Paladin | Paladin Lord / Lady Paladin |
| 11 | Grand Master Paladin / Grand Dame Paladin | Grand Master Paladin / Grand Dame Paladin | Grand Master Paladin / Grand Dame Paladin | Lionheart | Lionheart |
| 12 | Paladin High Lord | Paladin High Lord | Paladin High Lord | Paladin Vice Marshal | Paladin Vice Marshal |
| 13 | Paladin Warlord | Paladin Warlord | Paladin Warlord | Paladin Marshal | Paladin Marshal |
| 14 | Lord Marshal Paladin | Paladin Overlord | Paladin Overlord | Paladin High Warlord | Paladin High Warlord |
| 15 | Palatine Grand Commander | Palatine Grand Commander | Palatine Grand Marshal | Palatine Grand Marshal | Palatine Grand Marshal |
| 16+ | Supreme Paladin Overlord | Supreme Paladin Overlord | Supreme Paladin Overlord | Supreme Paladin Overlord | Supreme Paladin Overlord |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-30:**

**Ranger Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Bounder | Forester | Goblin Bane | Highlander | Runner |
| 2 | Frontiers-man / Frontiers-woman | Guardian Forester | Orc Slayer | Strider | Strider |
| 3 | Highland Strider | Scout | Scout | Woodsman / Woods-woman | Woodsman / Woods-woman |
| 4 | Backwoods-man / Backwoods-woman | Backwoods-man / Backwoods-woman | Courser | Ogre Killer | Veteran Scout |
| 5 | Tracker | Tracker | Trapper | Veteran Courtser | Wilds Stalker |
| 6 | Backwoods Tracker | Backwoods Tracker | Backwoods Trapper | Guide | Guide |
| 7 | Backwoods Guide | Pathfinder | Pathfinder | Stalker | Troll Slayer |
| 8 | Backwoods Pathfinder | Backwoods Stalker | Giant Killer | Ranger / Rangeress | Ranger / Rangeress |
| 9 | Ranger Guardian | Ranger Guardian | Ranger Knight | Ranger Knight | Ranger Knight |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 10 | Ranger Champion | Ranger Champion | Ranger of the Elven Conclave | Ranger Lord / Lady Rangeress | Ranger Lord / Lady Rangeress |
| 11 | Ranger of the Elf Lords | Ranger of the Elf Lords | Ranger High Lord | Ranger High Lord | Ranger High Lord |
| 12 | Ranger of the Elven-queen | Ranger Warlord | Ranger Warlord | Ranger Marshal | Ranger Marshal |
| 13 | Ranger High Warlord | Ranger Lord Marshal | Ranger Lord Marshal | Ranger Overlord | Ranger Overlord |
| 14 | Heir to the Dunedai / Heiress to the Dunedai | Heir to the Dunedai / Heiress to the Dunedai | Heir to the Dunedai / Heiress to the Dunedai | Heir to the Dunedai / Heiress to the Dunedai | Heir to the Dunedai / Heiress to the Dunedai |
| 15 | Prince of the Dunedai / Princess of the Dunedai | Prince of the Dunedai / Princess of the Dunedai | Prince of the Dunedai / Princess of the Dunedai | Prince of the Dunedai / Princess of the Dunedai | Prince of the Dunedai / Princess of the Dunedai |
| 16 | King of the Dunedai / Queen of the Dunedai | King of the Dunedai / Queen of the Dunedai | King of the Dunedai / Queen of the Dunedai | King of the Dunedai / Queen of the Dunedai | King of the Dunedai / Queen of the Dunedai |
| 17 | High King of the Dunedai / High Queen of the Dunedai | High King of the Dunedai / High Queen of the Dunedai | High King of the Dunedai / High Queen of the Dunedai | High King of the Dunedai / High Queen of the Dunedai | High King of the Dunedai / High Queen of the Dunedai |
| 18 | Overking of the Dunedai / Overqueen of the Dunedai | Overking of the Dunedai / Overqueen of the Dunedai | Overking of the Dunedai / Overqueen of the Dunedai | Overking of the Dunedai / Overqueen of the Dunedai | Overking of the Dunedai / Overqueen of the Dunedai |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-31:**

**Savant Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Apprentice Chiromancer | Apprentice Chiromancer | Arcane Scribe | Arcane Scribe | Scholar's Apprentice |
| 2 | Arcane Scrivener | Arcane Scrivener | Chiro-mancer | Chiro-mancer | Scholar's Scribe |
| 3 | Chiro-mancer Adept | Chiro-mancer Adept | Illuminator | Illuminator | Scholar's Disciple |
| 4 | Master Chiro-mancer | Master Chiro-mancer | Omen Seeker | Omen Seeker | Scholar |
| 5 | Astrologer | Astrologer | Omen Reader | Omen Reader | Sophister |
| 6 | Master Astrologer | Master Astrologer | Omen Bringer | Omen Bringer | Sophister Adept |
| 7 | Master Sophister | Noble Astrologer | Noble Astrologer | Philosopher | Philosopher |
| 8 | Great Philosopher | Magnus | Magnus | Royal Astrologer | Royal Astrologer |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 9 | Grand Philosopher | Occultist | Occultist | Sage | Sage |
| 10 | Arcane Occultist | Master Sage | Master Sage | Savant | Savant |
| 11 | Grand Sage | Grand Sage | Master Occultist | Master Savant | Master Savant |
| 12 | Grand Savant | Grand Savant | Grand Savant | Grand Savant | Grand Savant |
| 13 | Supreme Savant | Supreme Savant | Supreme Savant | Supreme Savant | Supreme Savant |
| 14 | Sage and Magus | Sage and Magus | Sage and Magus | Sage and Magus | Sage and Magus |
| 15 | Master Sage and Magus | Master Sage and Magus | Master Sage and Magus | Master Sage and Magus | Master Sage and Magus |
| 16+ | Grand Sage and Magus | Grand Sage and Magus | Grand Sage and Magus | Grand Sage and Magus | Grand Sage and Magus |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

**Table GWG2-32:**

**Thief Level Title Determination**

To randomly determine the benefactor's level title, roll 1D100, and read down the appropriate column for you roll. Cross reference the result with the benefactor's experience level.

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| 1 | Alley Cat | Beggar Thief | Dungeon Scout | Lock Breaker | Trap Springer |
| 2 | Black Cat | Footpad | Lock Picker | Rogue | Trap Finder |
| 3 | Cutpurse | Freebooter | Locksmith | Marauder | Skulker |
| 4 | Grave Robber | Highway-man / Highway-woman | Robber | Shadow Skulker | Smuggler |
| 5 | Ambusher | Backstabber | Burglar | Master Smuggler | Outlaw |
| 6 | Burglar-Acrobat | Burglar-Acrobat | Desperado | Filcher | Filcher |
| 7 | Pilferer | Pilferer | Reaver | Second-Story Thief | Sharper |
| 8 | Cat Burglar | Cat Burglar | Shadow Reaver | Shadow Reaver | Shadow Reaver |
| 9 | Master Cat Burglar | Master Reaver | Master Reaver | Thief | Thief |
| 10 | Master Bandit | Master Brigand | Master Thief | Master Thief | Master Thief-Acrobat |
| 11 | Bandit Lord | Bandit Lord | Brigand Lord | Grand Master Thief | Grand Master Thief |
| 12 | Supreme Master Thief | Supreme Master Thief | Supreme Master Thief | Supreme Master Thief | Supreme Master Thief |
| 13 | Stealer of Shadows | Stealer of Shadows | Stealer of Shadows | Stealer of Shadows | Stealer of Shadows |
| 14 | Lord of Thieves / Lady of Thieves | Lord of Thieves / Lady of Thieves | Lord of Thieves / Lady of Thieves | Lord of Thieves / Lady of Thieves | Lord of Thieves / Lady of Thieves |

| NPC Level | D100 Roll 01 to 20 | D100 Roll 21 to 40 | D100 Roll 41 to 60 | D100 Roll 61 to 80 | D100 Roll 81 to 00 |
|---|---|---|---|---|---|
| **15** | Prince of Thieves / Princess of Thieves | Prince of Thieves / Princess of Thieves | Prince of Thieves / Princess of Thieves | Prince of Thieves / Princess of Thieves | Prince of Thieves / Princess of Thieves |
| **16+** | King of Thieves / Queen of Thieves | King of Thieves / Queen of Thieves | King of Thieves / Queen of Thieves | King of Thieves / Queen of Thieves | King of Thieves / Queen of Thieves |

Level title selection complete. Once you have determine the benefactor's level title, you can skip down to the promised reward section. To proceed, click here.

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 for much more information on detailing every aspect of an NPC.

3-6

# 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:

| D1000 Roll | Reward Type | Reward Subtype and Description |
|---|---|---|
| **001 to 007** | Beneficial Spell Casting | Divination spell (of great power) |
| **008 to 014** | Beneficial Spell Casting | Heal spell (or gold equivalent if not needed) |
| **015 to 021** | Beneficial Spell Casting | Limited Wish spell |
| **022 to 028** | Beneficial Spell Casting | Magical identification of all magic items |

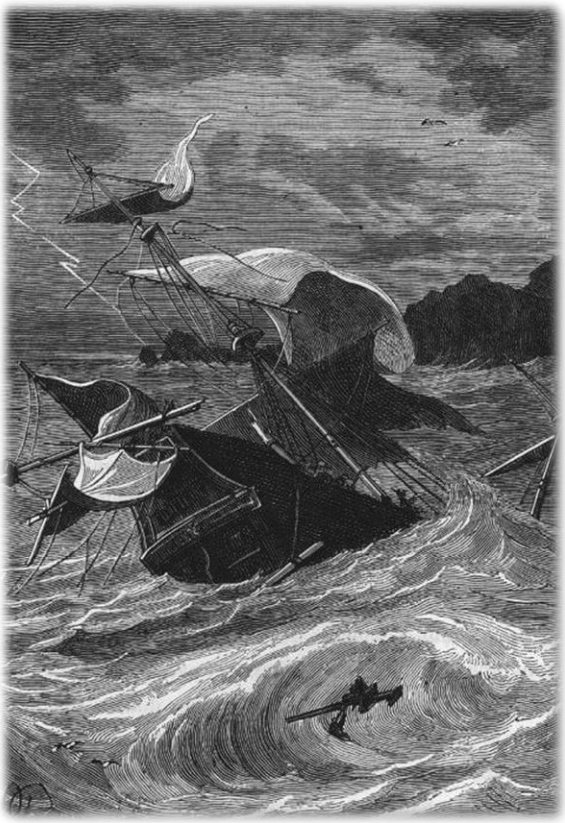
| D1000 Roll | Reward Type | Reward Subtype and Description |
|---|---|---|
| 029 to 035 | Beneficial Spell Casting | Resurrection spell (or gold equivalent if not needed) |
| 036 to 042 | Beneficial Spell Casting | Wish spell |
| 043 to 049 | Blessing | From a divine or infernal power |
| 050 to 056 | Blessing | From a temple and priesthood |
| 057 to 063 | Boon / Advantage | Divine or infernal gift of awareness (+1 Intelligence) |
| 064 to 070 | Boon / Advantage | Divine or infernal gift of celerity (+1 Dexterity) |
| 071 to 077 | Boon / Advantage | Divine or infernal gift of endurance (+1 Constitution) |
| 078 to 084 | Boon / Advantage | Divine or infernal gift of fate (opportunity to reroll PC hit points, and accept the new result if higher) |
| 085 to 091 | Boon / Advantage | Divine or infernal gift of inspiration (+1 Charisma) |
| 092 to 098 | Boon / Advantage | Divine or infernal gift of might (+1 Strength) |
| 099 to 105 | Boon / Advantage | Divine or infernal gift of revelation (+1 Wisdom) |
| 106 to 120 | Boon / Advantage | Glory and knowledge (Experience Point award) |
| 121 to 127 | City State Power | Admittance into cabal / guild / order |
| 128 to 134 | City State Power | Agreement / alliance / oath |
| 135 to 141 | City State Power | Borderland grant / baronetcy |
| 141 to 148 | City State Power | Knighthood |
| 149 to 155 | City State Power | Overlord's boon (permanent discount on purchased goods) |
| 156 to 162 | City State Power | Public proclamation of acclaim (increase of Social Standing) |
| 163 to 169 | Favor / Debt | Escort to land of preference by caravan |
| 170 to 176 | Favor / Debt | Escort to land of preference by soldiers |
| 177 to 183 | Favor / Debt | Forgiveness of debt or obligation |
| 184 to 190 | Favor / Debt | From a demi-human enclave |

| D1000 Roll | Reward Type | Reward Subtype and Description |
|---|---|---|
| 191 to 197 | Favor / Debt | From a divine or infernal power |
| 198 to 205 | Favor / Debt | From a guild or guild master |
| 206 to 212 | Favor / Debt | From a knightly order |
| 213 to 219 | Favor / Debt | From a powerful NPC ally |
| 220 to 226 | Favor / Debt | From a ruling noble |
| 227 to 233 | Favor / Debt | From a temple and priesthood |
| 234 to 240 | Favor / Debt | From an allied / friendly faction |
| 241 to 247 | Favor / Debt | From the benefactor's clan, family, order, etc. |
| 248 to 254 | Favor / Debt | From the benefactor's government, ruler, liege, etc. |
| 255 to 261 | Favor / Debt | Passage to land of preference by airship |

| D1000 Roll | Reward Type | Reward Subtype and Description |
|---|---|---|
| 262 to 268 | Favor / Debt | Passage to land of preference by ship |
| 269 to 275 | Favor / Debt | Services of an alchemist |
| 276 to 282 | Favor / Debt | Services of a gemcutter / jeweler |
| 283 to 289 | Favor / Debt | Services of a master spy |
| 290 to 296 | Favor / Debt | Services of a sage |
| 297 to 303 | Information | Access to a magical library or archive |
| 304 to 310 | Information | Leading to a dimensional gate location |
| 311 to 317 | Information | Leading to a good dragon's lair |
| 318 to 324 | Information | Leading to a lost world, lost valley, or lost city |
| 325 to 331 | Information | Leading to a lucrative adventure locale |
| 332 to 338 | Information | Leading to a passage into the netherworld |
| 339 to 345 | Information | Leading to a planar gate location |
| 346 to 352 | Information | Leading to a secret dungeon |
| 353 to 359 | Information | Leading to an unclaimed treasure |
| 360 to 366 | Information | Leading to an unmined gemstone lode |
| 367 to 373 | Information | Leading to an unmined precious metal lode |
| 374 to 380 | Information | Leading to an unusual hidden resource (furs, healing herbs, reagents, spices, etc.) |
| 381 to 387 | Information | Leading to the location of a (protected) artifact |
| 388 to 394 | Information | Password to a powerful secret society or institution |
| 395 to 401 | Information | Truename of a demon or devil |
| 402 to 408 | Loyal Follower | Assassin henchman |
| 409 to 415 | Loyal Follower | Automaton or living statue |
| 416 to 422 | Loyal Follower | Barbarian henchman |
| 423 to 429 | Loyal Follower | Bard henchman |
| 430 to 436 | Loyal Follower | Cavalier henchman |
| 437 to 443 | Loyal Follower | Cleric henchman |

| D1000 Roll | Reward Type | Reward Subtype and Description |
|---|---|---|
| 444 to 450 | Loyal Follower | Druid henchman |
| 451 to 457 | Loyal Follower | Familiar(s) or spirit companion(s) |
| 458 to 464 | Loyal Follower | Fighter henchman |
| 465 to 471 | Loyal Follower | Genie or elemental |
| 472 to 478 | Loyal Follower | Hunter henchman |
| 479 to 485 | Loyal Follower | Hunting dogs or war dogs |
| 486 to 492 | Loyal Follower | Illusionist henchman |
| 493 to 499 | Loyal Follower | Jester henchman |
| 500 to 506 | Loyal Follower | Magic-user henchman |
| 507 to 513 | Loyal Follower | Monk henchman |
| 514 to 520 | Loyal Follower | Mountebank henchman |
| 521 to 527 | Loyal Follower | Mystic henchman |
| 528 to 534 | Loyal Follower | Paladin henchman |
| 535 to 541 | Loyal Follower | Ranger henchman |
| 542 to 548 | Loyal Follower | Savant henchman |
| 549 to 555 | Loyal Follower | Subdued monster |
| 556 to 562 | Loyal Follower | Thief henchman |
| 563 to 569 | Loyal Troops | Troop of archers, slingers, or crossbowmen |
| 570 to 576 | Loyal Troops | Troop of cavalry |
| 577 to 583 | Loyal Troops | Troop of dwarves |
| 584 to 590 | Loyal Troops | Troop of elves |
| 591 to 597 | Loyal Troops | Troop of footmen |
| 598 to 604 | Loyal Troops | Troop of gnomes |
| 605 to 611 | Loyal Troops | Troop of halflings |
| 612 to 618 | Magical Power | Recharging of magical items |
| 619 to 625 | Magical Power | Recipe / incantation for spell new to the campaign |
| 626 to 632 | Magical Power | Shared magic spell(s) with spell caster(s) |
| 633 to 639 | Magical Power | Temporary use of minor magic items (Continual Light stones, amulet of undead detection, etc.) |

| D1000 Roll | Reward Type | Reward Subtype and Description |
|---|---|---|
| 640 to 646 | Political Favor | City state status and reputation |
| 647 to 653 | Political Favor | Demi-human enclave and reputation |
| 654 to 660 | Political Favor | Guild status and reputation |
| 661 to 667 | Political Favor | Letter of marque |
| 668 to 674 | Political Favor | Royal pardon, forgiveness, or future "pass" on questionable behavior |
| 675 to 681 | Political Favor | Urban office or magistracy |
| 682 to 688 | Questionable Legacy | Acceptance into merchant caravan |
| 689 to 695 | Questionable Legacy | Acceptance into merchant fleet |
| 696 to 702 | Questionable Legacy | Deed to collapsing mine |



| D1000 Roll | Reward Type | Reward Subtype and Description |
|---|---|---|
| **703 to 709** | Questionable Legacy | Deed to damaged ship |
| **710 to 716** | Questionable Legacy | Deed to failing inn |
| **717 to 723** | Questionable Legacy | Deed to failing merchant's store |
| **724 to 730** | Questionable Legacy | Deed to haunted manor |
| **731 to 737** | Questionable Legacy | Deed to ruined tower |
| **738 to 745** | Questionable Legacy | Deed to subterranean stronghold |
| **746 to 752** | Training | Free training to next experience level |
| **753 to 759** | Training | Improvement of rogue skills, for thieves and non-thieves |
| **760 to 766** | Training | New bonus non-weapon proficiency (skill) |
| **767 to 773** | Training | New bonus weapon proficiency |
| **774 to 780** | Training | New psionic / psychic discipline |
| **781 to 787** | Treasure | Art objects or unusual valuable items |
| **788 to 794** | Treasure | Copper and silver coins |
| **795 to 801** | Treasure | Dragon egg |
| **802 to 808** | Treasure | Electrum and gold coins |
| **809 to 815** | Treasure | Fine warhorses and barding |
| **816 to 822** | Treasure | Gems |
| **823 to 829** | Treasure | Gold and platinum coins |
| **830 to 836** | Treasure | Jewelry |

| D1000 Roll | Reward Type | Reward Subtype and Description |
|---|---|---|
| 837 to 843 | Treasure | Key to a treasure vault |
| 844 to 850 | Treasure | Magic armor |
| 851 to 857 | Treasure | Magic ring |

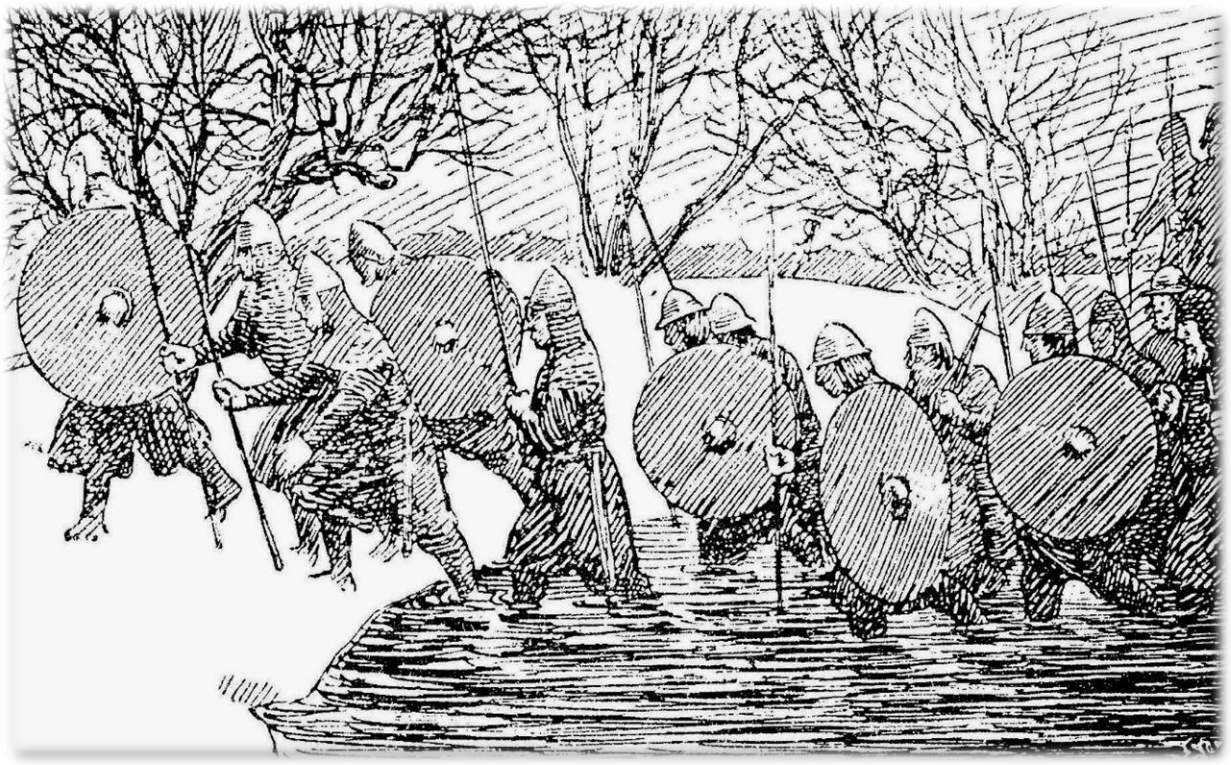
| D1000 Roll | Reward Type | Reward Subtype and Description |
|---|---|---|
| **858 to 864** | Treasure | Magic rod, staff, or wand |
| **865 to 871** | Treasure | Magic shield(s) |
| **872 to 878** | Treasure | Magic sword |
| **879 to 885** | Treasure | Material spell components (demon ichor, dragon's blood, powdered gemstones, etc.) |
| **886 to 892** | Treasure | Miscellaneous magic item |
| **893 to 899** | Treasure | Miscellaneous magic weapon |
| **900 to 906** | Treasure | Potion(s) |

| D1000 Roll | Reward Type | Reward Subtype and Description |
|---|---|---|
| 907 to 913 | Treasure | Scroll(s) |
| 914 to 920 | Treasure | Silver and electrum coins |
| 921 to 927 | Treasure | Spell book |
| 928 to 934 | Treasure | Subdued young dragon |
| 935 to 941 | Treasure | Tamed exotic mount(s) (giant boars, giant lizards, etc.) |
| 942 to 948 | Treasure | Tamed flying mount(s) |
| 949 to 955 | Treasure | Tamed guardian beast(s) |
| 956 to 962 | Treasure | Tamed guardian monster(s) |
| 963 to 969 | Treasure | Treasure map |
| 970 to 976 | Treasure | Young monster or monster egg |
| 978 to 000 | We Can Come to an Agreement | Roll three times, and let the players choose one — and only one — of the options, prior to their departure. |

# CHAPTER 4:
# THE WORLD OF ADVENTURE

4-1

# 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 trails, 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 click the appropriate link to determine the locale tables that you will be using to build the adventure region.

| D100 Roll | Adventure Journey Type and Sub-Table |
|---|---|
| 01 to 04 | ➢ Dimensional Journey<br>➢ Reroll if Player Characters are below level 9<br>➢ Roll journey details on Journey Determination Sub-Table 1, in Section 4-2 |
| 05 to 13 | ➢ Journey in Cold Terrain<br>➢ Roll journey details on Journey Determination Sub-Table 2, in Section 4-3 |

| D100 Roll | Adventure Journey Type and Sub-Table |
|---|---|
| 14 to 30 | ➢ Journey in Sub-Arctic Terrain<br>➢ Roll journey details on Journey Determination Sub-Table 3, in Section 4-4 |
| 31 to 47 | ➢ Journey in Sub-Tropical Terrain<br>➢ Roll journey details on Journey Determination Sub-Table 4, in Section 4-5 |
| 48 to 77 | ➢ Journey in Temperate Terrain<br>➢ Roll journey details on Journey Determination Sub-Table 5, in Section 4-6 |
| 78 to 86 | ➢ Journey in Tropical Terrain<br>➢ Roll journey details on Journey Determination Sub-Table 6, in Section 4-7 |
| 87 to 95 | ➢ Netherworld Journey<br>➢ Reroll if Player Characters are below level 7<br>➢ Roll journey details on Journey Determination Sub-Table 7, in Section 4-8 |
| 96 to 98 | ➢ Planar Journey<br>➢ Reroll if Player Characters are below level 11<br>➢ Roll journey details on Journey Determination Sub-Table 8, in Section 4-9 |
| 99 or 00 | ➢ Underwater Journey<br>➢ Reroll if Player Characters are below level 5<br>➢ Roll journey details on Journey Determination Sub-Table 9, in Section 4-10 |

(Be sure to click on the appropriate link above, unless you want to page through all of the journey and locale sub-tables which follow.)

4-2

# 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).

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **01 or 02** | Dimensional Journey to a Cold Magical Forest World | Cold Forest | N/A |
| **03** | Dimensional Journey to a Cold Magical Highlands World | Cold Hills | Cold Mountains |
| **04** | Dimensional Journey to a Cold Magical Island World | Cold Forest | Cold Saltwater |
| **05** | Dimensional Journey to a Cold Magical Wasteland World | Cold Plains | Cold Wasteland |
| **06** | Dimensional Journey to a Cold Magical Water World | Cold Freshwater | Cold Swamp |
| **07 or 08** | Dimensional Journey to a Cold Mundane Forest World | Cold Forest | N/A |
| **09** | Dimensional Journey to a Cold Mundane Highlands World | Cold Hills | Cold Mountains |
| **10** | Dimensional Journey to a Cold Mundane Island World | Cold Forest | Cold Saltwater |
| **11** | Dimensional Journey to a Cold Mundane Wasteland World | Cold Plains | Cold Wasteland |
| **12** | Dimensional Journey to a Cold Mundane Water World | Cold Freshwater | Cold Swamp |
| **13** | Dimensional Journey to a Cold Post-Apocalyptic World | Cold Wasteland | N/A |
| **14 or 15** | Dimensional Journey to a Sub-Arctic Magical Forest World | Temperate Forest | Cold Forest |
| **16 or 17** | Dimensional Journey to a Sub-Arctic Magical Highlands World | Temperate Mountains | Cold Mountains |
| **18 or 19** | Dimensional Journey to a Sub-Arctic Magical Island World | Temperate Saltwater | Cold Forest |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **20 or 21** | Dimensional Journey to a Sub-Arctic Magical Wasteland World | Temperate Plains | Cold Wasteland |
| **22 or 23** | Dimensional Journey to a Sub-Arctic Magical Water World | Temperate Freshwater | Cold Swamp |
| **24 or 25** | Dimensional Journey to a Sub-Arctic Mundane Forest World | Temperate Forest | Cold Forest |
| **26 or 27** | Dimensional Journey to a Sub-Arctic Mundane Highlands World | Temperate Mountains | Cold Hills |
| **28 or 29** | Dimensional Journey to a Sub-Arctic Mundane Island World | Temperate Saltwater | Cold Forest |
| **30 or 31** | Dimensional Journey to a Sub-Arctic Mundane Wasteland World | Temperate Plains | Cold Wasteland |
| **32 or 33** | Dimensional Journey to a Sub-Arctic Mundane Water World | Temperate Freshwater | Cold Swamp |
| **34 or 35** | Dimensional Journey to a Sub-Arctic Post-Apocalyptic World | Temperate Wasteland | Cold Wasteland |
| **36 or 37** | Dimensional Journey to a Sub-Tropical Magical Forest World | Temperate Forest | Tropical Forest |
| **38 or 39** | Dimensional Journey to a Sub-Tropical Magical Highlands World | Temperate Mountains | Tropical Mountains |
| **40 or 41** | Dimensional Journey to a Sub-Tropical Magical Island World | Temperate Saltwater | Tropical Forest |
| **42 or 43** | Dimensional Journey to a Sub-Tropical Magical Wasteland World | Temperate Plains | Tropical Wasteland |
| **44 or 45** | Dimensional Journey to a Sub-Tropical Magical Water World | Temperate Freshwater | Tropical Swamp |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **46 or 47** | Dimensional Journey to a Sub-Tropical Mundane Forest World | Temperate Forest | Tropical Forest |

| | | | |
|---|---|---|---|
| **48 or 49** | Dimensional Journey to a Sub-Tropical Mundane Highlands World | Temperate Mountains | Tropical Hills |
| **50 or 51** | Dimensional Journey to a Sub-Tropical Mundane Island World | Temperate Saltwater | Tropical Forest |
| **52 or 53** | Dimensional Journey to a Sub-Tropical Mundane Wasteland World | Temperate Plains | Tropical Wasteland |
| **54 or 55** | Dimensional Journey to a Sub-Tropical Mundane Water World | Temperate Freshwater | Tropical Swamp |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **56 or 57** | Dimensional Journey to a Sub-Tropical Post-Apocalyptic World | Temperate Wasteland | Tropical Wasteland |
| **58 or 59** | Dimensional Journey to a Temperate Magical Forest World | Temperate Forest | N/A |
| **60 or 61** | Dimensional Journey to a Temperate Magical Highlands World | Temperate Hills | Temperate Mountains |
| **62 or 63** | Dimensional Journey to a Temperate Magical Island World | Temperate Forest | Temperate Saltwater |
| **64 or 65** | Dimensional Journey to a Temperate Magical Wasteland World | Temperate Plains | Temperate Wasteland |
| **66 or 67** | Dimensional Journey to a Temperate Magical Water World | Temperate Freshwater | Temperate Swamp |
| **68 or 69** | Dimensional Journey to a Temperate Mundane Forest World | Temperate Forest | N/A |
| **70 or 71** | Dimensional Journey to a Temperate Mundane Highlands World | Temperate Hills | Temperate Mountains |
| **72 or 73** | Dimensional Journey to a Temperate Mundane Island World | Temperate Forest | Temperate Saltwater |
| **74 or 75** | Dimensional Journey to a Temperate Mundane Wasteland World | Temperate Plains | Temperate Wasteland |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **76 or 77** | Dimensional Journey to a Temperate Mundane Water World | Temperate Freshwater | Temperate Swamp |
| **78 or 79** | Dimensional Journey to a Temperate Post-Apocalyptic World | Temperate Wasteland | N/A |
| **80 or 81** | Dimensional Journey to a Tropical Magical Forest World | Tropical Forest | N/A |
| **82 or 83** | Dimensional Journey to a Tropical Magical Highlands World | Tropical Hills | Tropical Mountains |
| **84 or 85** | Dimensional Journey to a Tropical Magical Island World | Tropical Forest | Tropical Saltwater |
| **86** | Dimensional Journey to a Tropical Magical Wasteland World | Tropical Plains | Tropical Wasteland |
| **87** | Dimensional Journey to a Tropical Magical Water World | Tropical Freshwater | Tropical Swamp |
| **88 or 89** | Dimensional Journey to a Tropical Mundane Forest World | Tropical Forest | N/A |
| **90** | Dimensional Journey to a Tropical Mundane Highlands World | Tropical Hills | Tropical Mountains |
| **91** | Dimensional Journey to a Tropical Mundane Island World | Tropical Forest | Tropical Saltwater |
| **92** | Dimensional Journey to a Tropical Mundane Wasteland World | Tropical Plains | Tropical Wasteland |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 93 | Dimensional Journey to a Tropical Mundane Water World | Tropical Freshwater | Tropical Swamp |
| 94 | Dimensional Journey to a Tropical Post-Apocalyptic World | Tropical Wasteland | N/A |
| 95 or 96 | Dimensional Journey to an Alien World | GM's Decision | GM's Decision |
| 97 | Time Travel to the Distant Future | GM's Decision | GM's Decision |
| 98 | Time Travel to the Distant Past | GM's Decision | GM's Decision |
| 99 | Time Travel to the Near Future | GM's Decision | GM's Decision |
| 00 | Time Travel to the Recent Past | GM's Decision | GM's Decision |

Journey type, terrain, and locale table selection are now complete.

Be sure to write down the results listed in the Journey Locale Table 1 and 2 columns, as you will be using that information later on to determine the types of terrain and special features that are situated in your journey region.

If the result "GM's Decision" appears, you can fill in whatever type of terrain you feel is appropriate to your special adventure (Temperate Hills, Tropical Wasteland, etc.)

You can now skip through the remainder journey selection tables to speed you on your way. To proceed, click here.

4-3

# 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).

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 01 to 06 | Cold Coastal Region | Cold Saltwater | N/A |
| 07 to 14 | Cold Forest | Cold Forest | N/A |
| 15 to 20 | Cold Great Lake with Islands | Cold Forest | Cold Freshwater |
| 21 to 28 | Cold Hills | Cold Hills | N/A |
| 29 to 34 | Cold Inland Sea with Islands | Cold Forest | Cold Saltwater |
| 35 to 42 | Cold Mountains | Cold Mountains | N/A |
| 43 to 50 | Cold Plains | Cold Plains | N/A |
| 51 to 55 | Cold River with a Journey Downriver | Cold Freshwater | Cold Hills |
| 56 to 60 | Cold River with a Journey Upriver | Cold Forest | Cold Freshwater |
| 61 to 66 | Cold Sea with Islands | Cold Forest | Cold Saltwater |
| 67 to 74 | Cold Swamp | Cold Swamp | N/A |
| 75 to 82 | Cold Wasteland | Cold Wasteland | N/A |
| 83 to 00 | Cold Region of Mixed Terrain (Roll twice more on this table, rerolling results of 83 or higher) | As Designated | As Designated |

Journey type, terrain, and locale table selection are now complete.

Be sure to write down the results listed in the Journey Locale Table 1 and 2 columns, as you will be using that information later on to determine the types of terrain and special features that are situated in your journey region.

You can now skip through the remainder journey selection tables to speed you on your way. To proceed, click here.

4-4

# 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.

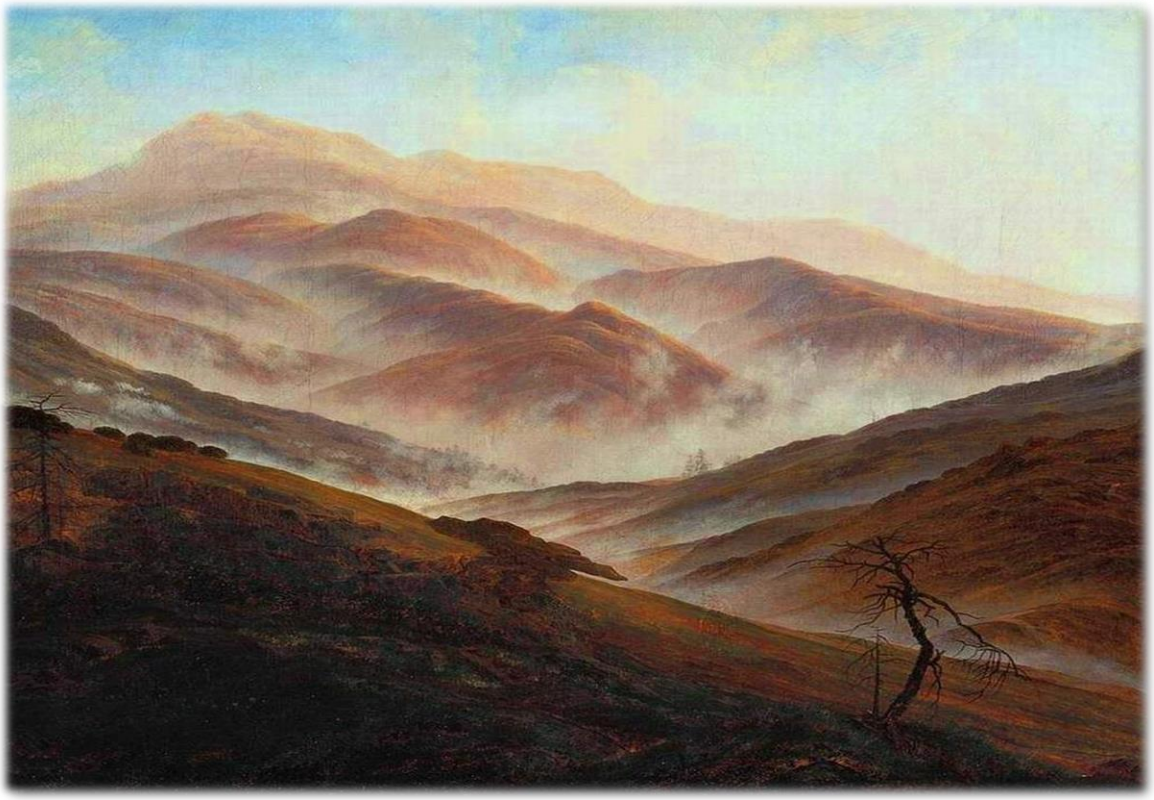


**Table GWG2-37:**

**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).

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **01 to 06** | Sub-Arctic Coastal Region | Cold Saltwater | Temperate Saltwater |
| **07 to 14** | Sub-Arctic Forest | Cold Forest | Temperate Forest |
| **15 to 20** | Sub-Arctic Great Lake with Islands | Cold Forest | Temperate Freshwater |
| **21 to 28** | Sub-Arctic Hills | Cold Hills | Temperate Hills |
| **29 to 34** | Sub-Arctic Inland Sea with Islands | Cold Forest | Temperate Saltwater |
| **35 to 42** | Sub-Arctic Mountains | Cold Mountains | Temperate Mountains |
| **43 to 50** | Sub-Arctic Plains | Cold Plains | Temperate Plains |
| **51 to 55** | Sub-Arctic River with a Journey Downriver | Cold Hills | Temperate Freshwater |
| **56 to 60** | Sub-Arctic River with a Journey Upriver | Cold Forest | Temperate Freshwater |
| **61 to 66** | Sub-Arctic Sea with Islands | Cold Forest | Temperate Saltwater |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **67 to 74** | Sub-Arctic Swamp | Cold Swamp | Temperate Swamp |
| **75 to 82** | Sub-Arctic Wasteland | Cold Wasteland | Temperate Wasteland |
| **83 to 00** | Sub-Arctic Region of Mixed Terrain<br>(Roll twice more on this table, rerolling results of 83 or higher) | As Designated | As Designated |

Journey type, terrain, and locale table selection are now complete.

Be sure to write down the results listed in the Journey Locale Table 1 and 2 columns, as you will be using that information later on to determine the types of terrain and special features that are situated in your journey region.

You can now skip through the remainder journey selection tables to speed you on your way. To proceed, click here.

4-5

# 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**

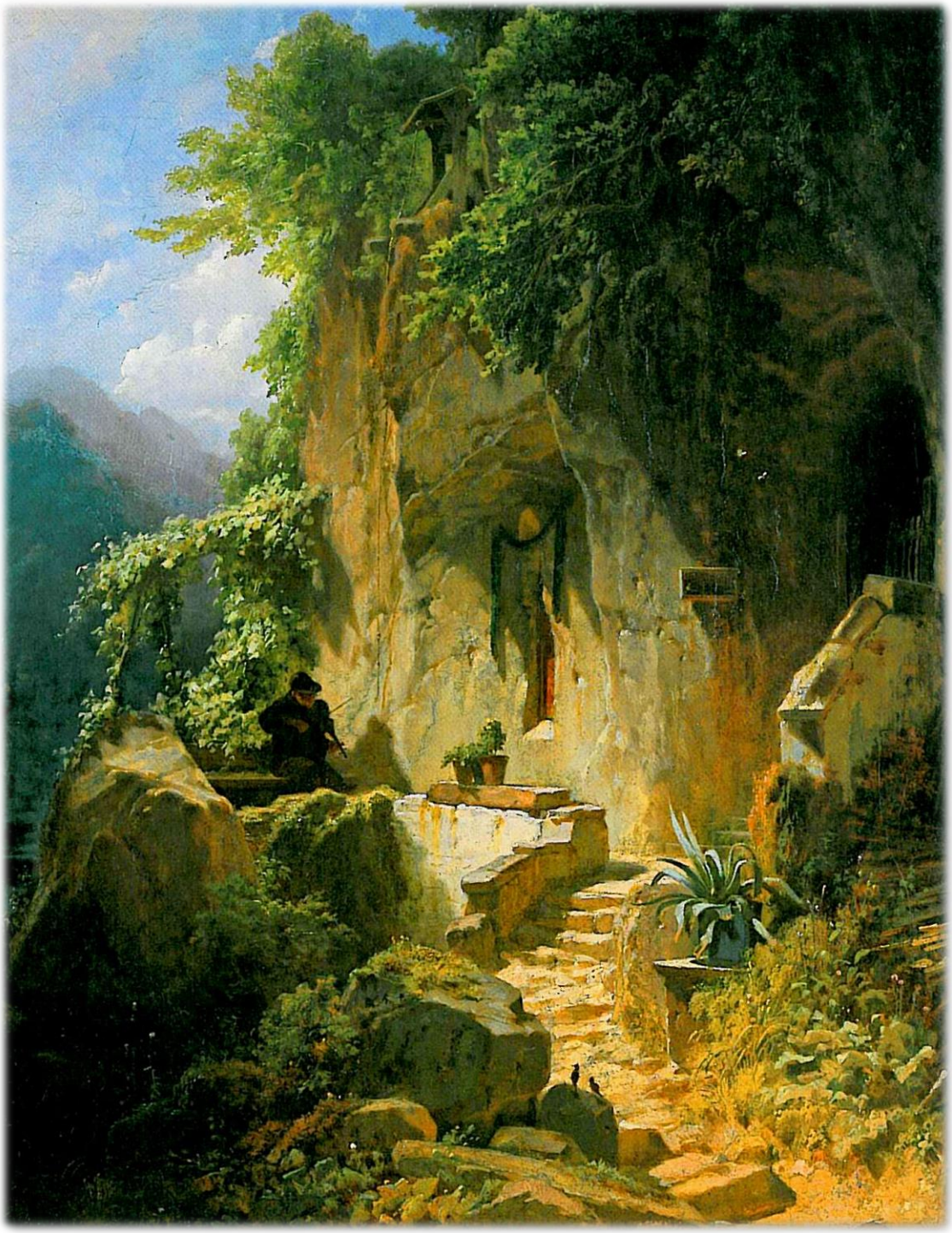
To determine the journey type, roll 1D100 and consult the following table. There are two columns for locales, which indicate where you will be rolling dice hereafter to populate the wilderness journey map with interesting encounters and locations. If there is an entry under Locale Table 1, while the 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).

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 01 to 06 | Sub-Tropical Coastal Region | Temperate Saltwater | Tropical Saltwater |
| 07 to 14 | Sub-Tropical Forest | Temperate Forest | Tropical Forest |
| 15 to 20 | Sub-Tropical Great Lake with Islands | Temperate Freshwater | Tropical Forest |
| 21 to 28 | Sub-Tropical Hills | Temperate Hills | Tropical Hills |
| 29 to 34 | Sub-Tropical Inland Sea with Islands | Temperate Saltwater | Tropical Forest |
| 35 to 42 | Sub-Tropical Mountains | Temperate Mountains | Tropical Mountains |
| 43 to 50 | Sub-Tropical Plains | Temperate Plains | Tropical Plains |
| 51 to 55 | Sub-Tropical River with a Journey Downriver | Temperate Freshwater | Tropical Hills |
| 56 to 60 | Sub-Tropical River with a Journey Upriver | Temperate Freshwater | Tropical Forest |
| 61 to 66 | Sub-Tropical Sea with Islands | Temperate Saltwater | Tropical Forest |
| 67 to 74 | Sub-Tropical Swamp | Temperate Swamp | Tropical Swamp |
| 75 to 82 | Sub-Tropical Wasteland | Temperate Wasteland | Tropical Wasteland |
| 83 to 00 | Sub-Tropical Region of Mixed Terrain<br>(Roll twice more on this table, rerolling results of 83 or higher) | As Designated | As Designated |

Journey type, terrain, and locale table selection are now complete.

Be sure to write down the results listed in the Journey Locale Table 1 and 2 columns, as you will be using that information later on to determine the types of terrain and special features that are situated in your journey region.

You can now skip through the remainder journey selection tables to speed you on your way. To proceed, click here.



4-6

# 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).

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **01 to 06** | Temperate Coastal Region | Temperate Saltwater | N/A |
| **07 to 14** | Temperate Forest | Temperate Forest | N/A |
| **15 to 20** | Temperate Great Lake with Islands | Temperate Forest | Temperate Freshwater |
| **21 to 28** | Temperate Hills | Temperate Hills | N/A |
| **29 to 34** | Temperate Inland Sea with Islands | Temperate Forest | Temperate Saltwater |
| **35 to 42** | Temperate Mountains | Temperate Mountains | N/A |
| **43 to 50** | Temperate Plains | Temperate Plains | N/A |
| **51 to 55** | Temperate River with a Journey Downriver | Temperate Freshwater | Temperate Hills |
| **56 to 60** | Temperate River with a Journey Upriver | Temperate Forest | Temperate Freshwater |
| **61 to 66** | Temperate Sea with Islands | Temperate Forest | Temperate Saltwater |
| **67 to 74** | Temperate Swamp | Temperate Swamp | N/A |
| **75 to 82** | Temperate Wasteland | Temperate Wasteland | N/A |
| **83 to 00** | Temperate Region of Mixed Terrain<br>(Roll twice more on this table, rerolling results of 83 or higher) | As Designated | As Designated |

Journey type, terrain, and locale table selection are now complete.

Be sure to write down the results listed in the Journey Locale Table 1 and 2 columns, as you will be using that information later on to determine the types of terrain and special features that are situated in your journey region.

You can now skip through the remainder journey selection tables to speed you on your way. To proceed, click here.

4-7

# 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).

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **01 to 06** | Tropical Coastal Region | Tropical Saltwater | N/A |
| **07 to 14** | Tropical Forest | Tropical Forest | N/A |
| **15 to 20** | Tropical Great Lake with Islands | Tropical Forest | Tropical Freshwater |
| **21 to 28** | Tropical Hills | Tropical Hills | N/A |
| **29 to 34** | Tropical Inland Sea with Islands | Tropical Forest | Tropical Saltwater |
| **35 to 42** | Tropical Mountains | Tropical Mountains | N/A |
| **43 to 50** | Tropical Plains | Tropical Plains | N/A |
| **51 to 55** | Tropical River with a Journey Downriver | Tropical Freshwater | Tropical Hills |
| **56 to 60** | Tropical River with a Journey Upriver | Tropical Forest | Tropical Freshwater |
| **61 to 66** | Tropical Sea with Islands | Tropical Forest | Tropical Saltwater |
| **67 to 74** | Tropical Swamp | Tropical Swamp | N/A |
| **75 to 82** | Tropical Wasteland | Tropical Wasteland | N/A |
| **83 to 00** | Tropical Region of Mixed Terrain<br>(Roll twice more on this table, rerolling results of 83 or higher) | As Designated | As Designated |

Journey type, terrain, and locale table selection are now complete.

Be sure to write down the results listed in the Journey Locale Table 1 and 2 columns, as you will be using that information later on to determine the types of terrain and special features that are situated in your journey region.

You can now skip through the remainder journey selection tables to speed you on your way. To proceed, click here.

4-8

# 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).

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **01 to 05** | Arid Netherworld | Netherworld | Temperate Wasteland |
| **06 to 10** | Coastal Region of an Underground Sea | Netherworld | Temperate Saltwater |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 11 to 15 | Crystalline Netherworld | Netherworld | N/A |
| 16 to 20 | Dreamland Netherworld | Netherworld | Temperate Forest |
| 21 to 25 | Fungal Netherworld | Netherworld | N/A |
| 26 to 30 | Geothermal Netherworld | Netherworld | Tropical Wasteland |
| 31 to 35 | Icy Netherworld | Netherworld | Cold Wasteland |
| 36 to 40 | Lost World Netherworld | Netherworld | Tropical Forest |
| 41 to 45 | Netherworld Mushroom Forest | Netherworld | N/A |
| 46 to 50 | Underground River with a Journey Downriver | Netherworld | Temperate Freshwater |
| 51 to 55 | Underground River with a Journey Upriver | Netherworld | Temperate Freshwater |
| 56 to 60 | Underground Sea with Islands | Netherworld | Temperate Saltwater |
| 61 to 65 | Underwater Journey in Netherworld Freshwater | Netherworld | Temperate Freshwater |
| 66 to 70 | Underwater Journey in Netherworld Saltwater | Netherworld | Temperate Saltwater |
| 71 to 75 | Volcanic Netherworld | Netherworld | Tropical Wasteland |
| 76 to 80 | Watery Netherworld | Netherworld | Temperate Swamp |
| 81 to 00 | Diverse Netherworld (Roll twice more on this table, rerolling results of 81 or higher) | As Designated | As Designated |

Journey type, terrain, and locale table selection are now complete.

Be sure to write down the results listed in the Journey Locale Table 1 and 2 columns, as you will be using that information later on to determine the types of terrain and special features that are situated in your journey region.

You can now skip through the remainder journey selection tables to speed you on your way. To proceed, click here.

4-9

# 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).

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **01 to 04** | Elemental Planar Journey of Air | Planar Air | N/A |
| **05 to 08** | Elemental Planar Journey of Ash | Planar Air | Planar Fire |
| **09 to 12** | Elemental Planar Journey of Dust | Planar Air | Planar Earth |
| **13 to 16** | Elemental Planar Journey of Earth | Planar Earth | N/A |
| **17 to 20** | Elemental Planar Journey of Fire | Planar Fire | N/A |
| **21 to 24** | Elemental Planar Journey of Lightning | Planar Air | Planar Lightning |
| **25 to 28** | Elemental Planar Journey of Magma | Planar Earth | Planar Fire |
| **29 to 32** | Elemental Planar Journey of Mist | Planar Air | Planar Water |
| **33 to 36** | Elemental Planar Journey of Mud | Planar Earth | Planar Water |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **37 to 40** | Elemental Planar Journey of Steam | Planar Fire | Planar Water |
| **41 to 44** | Elemental Planar Journey of Water | Planar Water | N/A |
| **45 to 48** | Planar Journey to Realm of Chaotic Evil | Planar Chaos | Planar Evil |
| **49 to 52** | Planar Journey to Realm of Chaotic Good | Planar Chaos | Planar Good |
| **53 to 56** | Planar Journey to Realm of Chaotic Neutrality | Planar Chaos | Planar Neutrality |
| **57 to 60** | Planar Journey to Realm of Lawful Evil | Planar Law | Planar Evil |
| **61 to 64** | Planar Journey to Realm of Lawful Good | Planar Law | Planar Good |
| **65 to 68** | Planar Journey to Realm of Lawful Neutrality | Planar Law | Planar Neutrality |
| **69 to 72** | Planar Journey to Realm of Neutral Evil | Planar Evil | Planar Neutrality |
| **73 to 76** | Planar Journey to Realm of Neutral Good | Planar Good | Planar Neutrality |
| **77 to 80** | Planar Journey to Realm of True Neutrality | Planar Neutrality | N/A |
| **81 to 00** | Journey Between Two Planes (Roll twice more on this table, rerolling results of 81 or higher) | As Designated | As Designated |

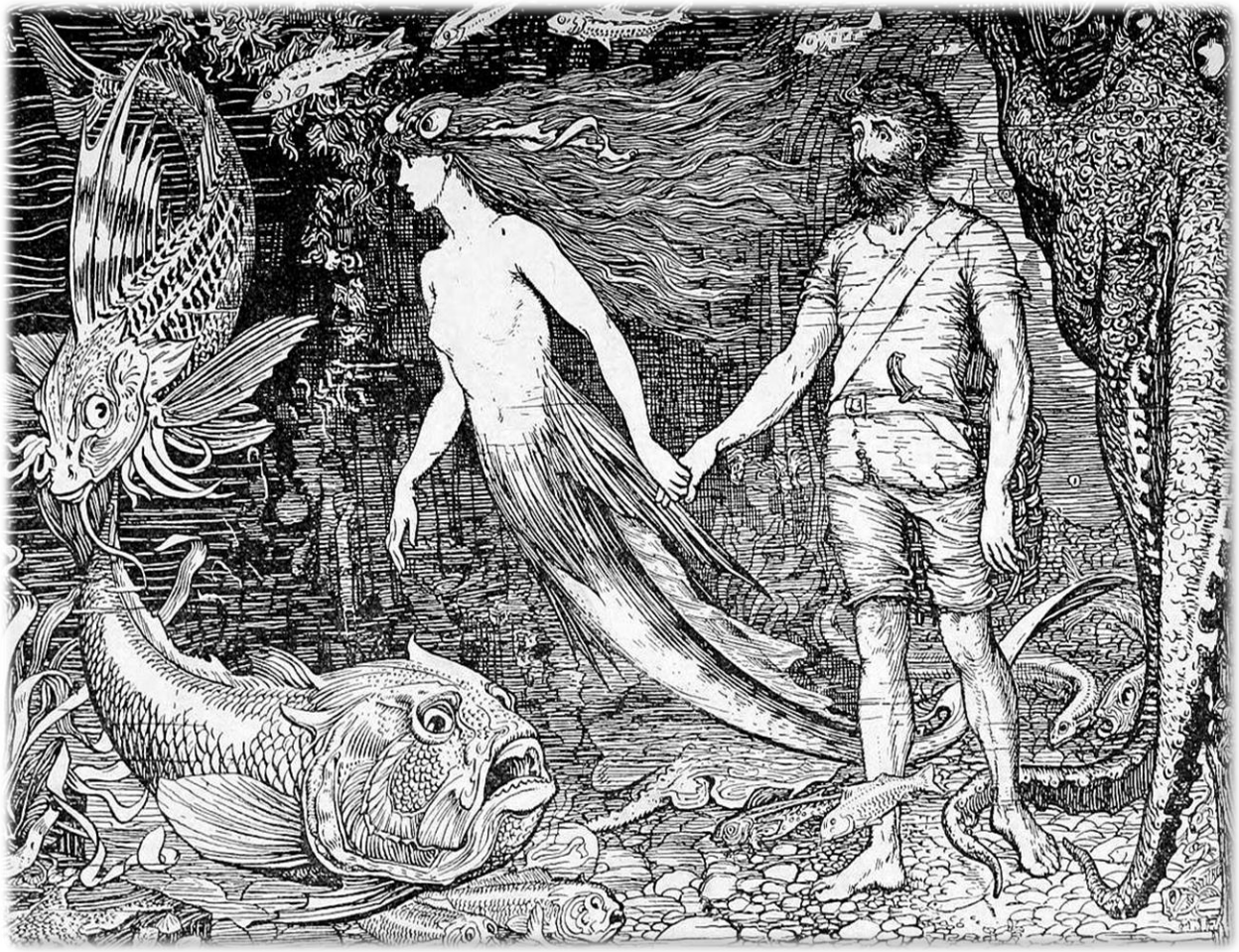
Journey type, terrain, and locale table selection are now complete.

Be sure to write down the results listed in the Journey Locale Table 1 and 2 columns, as you will be using that information later on to determine the types of terrain and special features that are situated in your journey region.

You can now skip through the remainder journey selection tables to speed you on your way. To proceed, click here.

4-10

# 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.

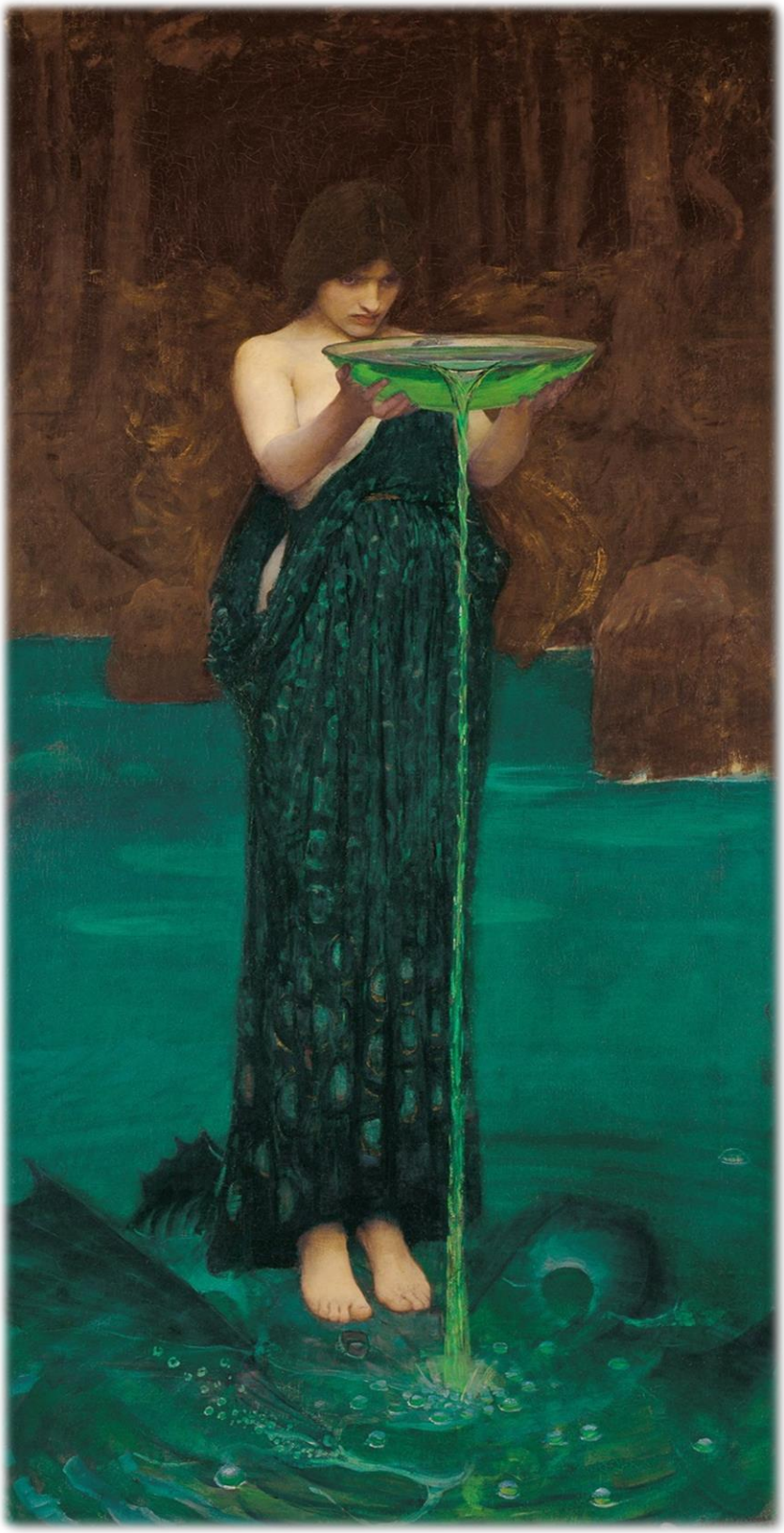
Underwater adventurers require a degree of trust from your players, because they will be making their PCs vulnerable and dependent upon vulnerable NPCs for an unusual experience, where they might not be able to depend on their usual tactics and strategies. Do try to be gentle with the players when you 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).

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 01 | Underwater and Island Journey in Cold Freshwater and Forest | Cold Forest | Cold Freshwater |
| 02 | Underwater and Island Journey in Cold Freshwater and Hills | Cold Freshwater | Cold Hills |
| 03 | Underwater and Island Journey in Cold Freshwater and Plains | Cold Freshwater | Cold Plains |
| 04 | Underwater and Island Journey in Cold Freshwater and Swamp | Cold Freshwater | Cold Swamp |
| 05 | Underwater and Island Journey in Cold Freshwater and Wasteland | Cold Freshwater | Cold Wasteland |
| 06 | Underwater and Island Journey in Cold Saltwater and Forest | Cold Forest | Cold Saltwater |
| 07 | Underwater and Island Journey in Cold Saltwater and Hills | Cold Hills | Cold Saltwater |
| 08 | Underwater and Island Journey in Cold Saltwater and Plains | Cold Plains | Cold Saltwater |
| 09 | Underwater and Island Journey in Cold Saltwater and Swamp | Cold Saltwater | Cold Swamp |
| 10 | Underwater and Island Journey in Cold Saltwater and Wasteland | Cold Saltwater | Cold Wasteland |
| 11 | Underwater and Island Journey in Sub-Arctic Freshwater and Forest | Cold Forest | Temperate Freshwater |
| 12 | Underwater and Island Journey in Sub-Arctic Freshwater and Hills | Cold Hills | Temperate Freshwater |
| 13 | Underwater and Island Journey in Sub-Arctic Freshwater and Plains | Cold Plains | Temperate Freshwater |



| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 14 | Underwater and Island Journey in Sub-Arctic Freshwater and Swamp | Cold Swamp | Temperate Freshwater |
| 15 | Underwater and Island Journey in Sub-Arctic Freshwater and Wasteland | Cold Wasteland | Temperate Freshwater |
| 16 | Underwater and Island Journey in Sub-Arctic Saltwater and Forest | Cold Forest | Temperate Saltwater |
| 17 | Underwater and Island Journey in Sub-Arctic Saltwater and Hills | Cold Hills | Temperate Saltwater |
| 18 | Underwater and Island Journey in Sub-Arctic Saltwater and Plains | Cold Plains | Temperate Saltwater |
| 19 | Underwater and Island Journey in Sub-Arctic Saltwater and Swamp | Cold Swamp | Temperate Saltwater |
| 20 | Underwater and Island Journey in Sub-Arctic Saltwater and Wasteland | Cold Wasteland | Temperate Saltwater |
| 21 | Underwater and Island Journey in Sub-Tropical Freshwater and Forest | Temperate Freshwater | Tropical Forest |
| 22 | Underwater and Island Journey in Sub-Tropical Freshwater and Hills | Temperate Freshwater | Tropical Hills |
| 23 | Underwater and Island Journey in Sub-Tropical Freshwater and Plains | Temperate Freshwater | Tropical Plains |
| 24 | Underwater and Island Journey in Sub-Tropical Freshwater and Swamp | Temperate Freshwater | Tropical Swamp |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 25 | Underwater and Island Journey in Sub-Tropical Freshwater and Wasteland | Temperate Freshwater | Tropical Wasteland |
| 26 | Underwater and Island Journey in Sub-Tropical Saltwater and Forest | Temperate Saltwater | Tropical Forest |
| 27 | Underwater and Island Journey in Sub-Tropical Saltwater and Hills | Temperate Saltwater | Tropical Hills |
| 28 | Underwater and Island Journey in Sub-Tropical Saltwater and Plains | Temperate Saltwater | Tropical Plains |
| 29 | Underwater and Island Journey in Sub-Tropical Saltwater and Swamp | Temperate Saltwater | Tropical Swamp |
| 30 | Underwater and Island Journey in Sub-Tropical Saltwater and Wasteland | Temperate Saltwater | Tropical Wasteland |
| 31 | Underwater and Island Journey in Temperate Freshwater and Forest | Temperate Forest | Temperate Freshwater |
| 32 | Underwater and Island Journey in Temperate Freshwater and Hills | Temperate Freshwater | Temperate Hills |
| 33 | Underwater and Island Journey in Temperate Freshwater and Plains | Temperate Freshwater | Temperate Plains |
| 34 | Underwater and Island Journey in Temperate Freshwater and Swamp | Temperate Freshwater | Temperate Swamp |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 35 | Underwater and Island Journey in Temperate Freshwater and Wasteland | Temperate Freshwater | Temperate Wasteland |
| 36 | Underwater and Island Journey in Temperate Saltwater and Forest | Temperate Forest | Temperate Saltwater |
| 37 | Underwater and Island Journey in Temperate Saltwater and Hills | Temperate Hills | Temperate Saltwater |
| 38 | Underwater and Island Journey in Temperate Saltwater and Plains | Temperate Plains | Temperate Saltwater |
| 39 | Underwater and Island Journey in Temperate Saltwater and Swamp | Temperate Saltwater | Temperate Swamp |
| 40 | Underwater and Island Journey in Temperate Saltwater and Wasteland | Temperate Saltwater | Temperate Wasteland |
| 41 | Underwater and Island Journey in Tropical Freshwater and Forest | Tropical Forest | Tropical Freshwater |
| 42 | Underwater and Island Journey in Tropical Freshwater and Hills | Tropical Freshwater | Tropical Hills |
| 43 | Underwater and Island Journey in Tropical Freshwater and Plains | Tropical Freshwater | Tropical Plains |
| 44 | Underwater and Island Journey in Tropical Freshwater and Swamp | Tropical Freshwater | Tropical Swamp |
| 45 | Underwater and Island Journey in Tropical Freshwater and Wasteland | Tropical Freshwater | Tropical Wasteland |
| 46 | Underwater and Island Journey in Tropical Saltwater and Forest | Tropical Forest | Tropical Saltwater |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 47 | Underwater and Island Journey in Tropical Saltwater and Hills | Tropical Hills | Tropical Saltwater |
| 48 | Underwater and Island Journey in Tropical Saltwater and Plains | Tropical Plains | Tropical Saltwater |
| 49 | Underwater and Island Journey in Tropical Saltwater and Swamp | Tropical Saltwater | Tropical Swamp |
| 50 | Underwater and Island Journey in Tropical Saltwater and Wasteland | Tropical Saltwater | Tropical Wasteland |
| 51 | Underwater Journey in Cold Freshwater Shallows and Barren Coastline | Cold Freshwater | Cold Wasteland |
| 52 | Underwater Journey in Cold Freshwater Shallows and Forested Coastline | Cold Forest | Cold Freshwater |
| 53 | Underwater Journey in Cold Freshwater Shallows and Hilly Coastline | Cold Freshwater | Cold Hills |
| 54 | Underwater Journey in Cold Freshwater Shallows and Sandy Coastline | Cold Freshwater | Cold Plains |
| 55 | Underwater Journey in Cold Freshwater Shallows and Swampy Coastline | Cold Freshwater | Cold Swamp |
| 56 | Underwater Journey in Cold Saltwater Shallows and Barren Coastline | Cold Saltwater | Cold Wasteland |
| 57 | Underwater Journey in Cold Saltwater Shallows and Forested Coastline | Cold Forest | Cold Saltwater |
| 58 | Underwater Journey in Cold Saltwater Shallows and Hilly Coastline | Cold Hills | Cold Saltwater |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 59 | Underwater Journey in Cold Saltwater Shallows and Sandy Coastline | Cold Plains | Cold Saltwater |
| 60 | Underwater Journey in Cold Saltwater Shallows and Swampy Coastline | Cold Saltwater | Cold Swamp |
| 61 | Underwater Journey in Sub-Arctic Freshwater Shallows and Barren Coastline | Cold Wasteland | Temperate Freshwater |
| 62 | Underwater Journey in Sub-Arctic Freshwater Shallows and Forested Coastline | Cold Forest | Temperate Freshwater |
| 63 | Underwater Journey in Sub-Arctic Freshwater Shallows and Hilly Coastline | Cold Hills | Temperate Freshwater |
| 64 | Underwater Journey in Sub-Arctic Freshwater Shallows and Sandy Coastline | Cold Plains | Temperate Freshwater |
| 65 | Underwater Journey in Sub-Arctic Freshwater Shallows and Swampy Coastline | Cold Swamp | Temperate Freshwater |
| 66 | Underwater Journey in Sub-Arctic Saltwater Shallows and Barren Coastline | Cold Wasteland | Temperate Saltwater |
| 67 | Underwater Journey in Sub-Arctic Saltwater Shallows and Forested Coastline | Cold Forest | Temperate Saltwater |
| 68 | Underwater Journey in Sub-Arctic Saltwater Shallows and Hilly Coastline | Cold Hills | Temperate Saltwater |
| 69 | Underwater Journey in Sub-Arctic Saltwater Shallows and Sandy Coastline | Cold Plains | Temperate Saltwater |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 70 | Underwater Journey in Sub-Arctic Saltwater Shallows and Swampy Coastline | Cold Swamp | Temperate Saltwater |
| 71 | Underwater Journey in Sub-Tropical Freshwater Shallows and Barren Coastline | Temperate Freshwater | Tropical Wasteland |
| 72 | Underwater Journey in Sub-Tropical Freshwater Shallows and Forested Coastline | Temperate Freshwater | Tropical Forest |
| 73 | Underwater Journey in Sub-Tropical Freshwater Shallows and Hilly Coastline | Temperate Freshwater | Tropical Hills |
| 74 | Underwater Journey in Sub-Tropical Freshwater Shallows and Sandy Coastline | Temperate Freshwater | Tropical Plains |
| 75 | Underwater Journey in Sub-Tropical Freshwater Shallows and Swampy Coastline | Temperate Freshwater | Tropical Swamp |
| 76 | Underwater Journey in Sub-Tropical Saltwater Shallows and Barren Coastline | Temperate Saltwater | Tropical Wasteland |
| 77 | Underwater Journey in Sub-Tropical Saltwater Shallows and Forested Coastline | Temperate Saltwater | Tropical Forest |
| 78 | Underwater Journey in Sub-Tropical Saltwater Shallows and Hilly Coastline | Temperate Saltwater | Tropical Hills |
| 79 | Underwater Journey in Sub-Tropical Saltwater Shallows and Sandy Coastline | Temperate Saltwater | Tropical Plains |
| 80 | Underwater Journey in Sub-Tropical Saltwater Shallows and Swampy Coastline | Temperate Saltwater | Tropical Swamp |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| 81 | Underwater Journey in Temperate Freshwater Shallows and Barren Coastline | Temperate Freshwater | Temperate Wasteland |
| 82 | Underwater Journey in Temperate Freshwater Shallows and Forested Coastline | Temperate Forest | Temperate Freshwater |
| 83 | Underwater Journey in Temperate Freshwater Shallows and Hilly Coastline | Temperate Freshwater | Temperate Hills |
| 84 | Underwater Journey in Temperate Freshwater Shallows and Sandy Coastline | Temperate Freshwater | Temperate Plains |
| 85 | Underwater Journey in Temperate Freshwater Shallows and Swampy Coastline | Temperate Freshwater | Temperate Swamp |
| 86 | Underwater Journey in Temperate Saltwater Shallows and Barren Coastline | Temperate Saltwater | Temperate Wasteland |
| 87 | Underwater Journey in Temperate Saltwater Shallows and Forested Coastline | Temperate Forest | Temperate Saltwater |
| 88 | Underwater Journey in Temperate Saltwater Shallows and Hilly Coastline | Temperate Hills | Temperate Saltwater |
| 89 | Underwater Journey in Temperate Saltwater Shallows and Sandy Coastline | Temperate Plains | Temperate Saltwater |
| 90 | Underwater Journey in Temperate Saltwater Shallows and Swampy Coastline | Temperate Saltwater | Temperate Swamp |
| 91 | Underwater Journey in Tropical Freshwater Shallows and Barren Coastline | Tropical Freshwater | Tropical Wasteland |

| D100 Roll | Journey Terrain Type(s) | Journey Locale Table 1 | Journey Locale Table 2 |
|---|---|---|---|
| **92** | Underwater Journey in Tropical Freshwater Shallows and Forested Coastline | Tropical Forest | Tropical Freshwater |
| **93** | Underwater Journey in Tropical Freshwater Shallows and Hilly Coastline | Tropical Freshwater | Tropical Hills |
| **94** | Underwater Journey in Tropical Freshwater Shallows and Sandy Coastline | Tropical Freshwater | Tropical Plains |
| **95** | Underwater Journey in Tropical Freshwater Shallows and Swampy Coastline | Tropical Freshwater | Tropical Swamp |
| **96** | Underwater Journey in Tropical Saltwater Shallows and Barren Coastline | Tropical Saltwater | Tropical Wasteland |
| **97** | Underwater Journey in Tropical Saltwater Shallows and Forested Coastline | Tropical Forest | Tropical Saltwater |
| **98** | Underwater Journey in Tropical Saltwater Shallows and Hilly Coastline | Tropical Hills | Tropical Saltwater |
| **99** | Underwater Journey in Tropical Saltwater Shallows and Sandy Coastline | Tropical Plains | Tropical Saltwater |
| **00** | Underwater Journey in Tropical Saltwater Shallows and Swampy Coastline | Tropical Saltwater | Tropical Swamp |

Journey type, terrain, and locale table selection are now complete.

Be sure to write down the results listed in the Journey Locale Table 1 and 2 columns, as you will be using that information later on to determine the types of terrain and special features that are situated in your journey region.

You can now skip through the remainder journey selection tables to speed you on your way. To proceed, click here.

4-11

# 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 click here.

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.

4-12

# 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 recommend, 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!* Click here *to skip.)*

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.

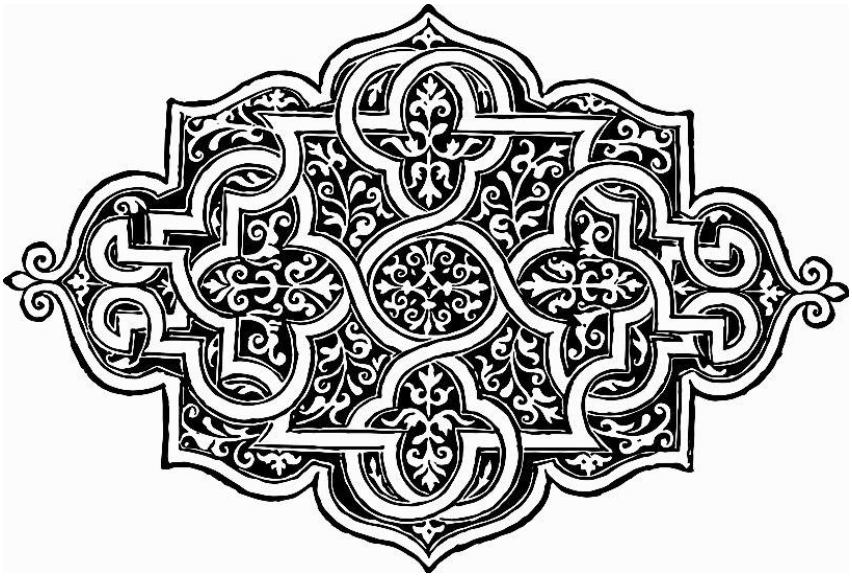
If you have a more elegant solution, do feel free to use it! But, this section of the book was inspired by a novice and test reader's questions: "What is OSR Olympus like? What sources do I use, since it's different from the Greek version in this old book? How do I envision it?" It was hard for me to 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!



4-13

# 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**

| D1000 Roll | Adventure Destination / Dungeon | D1000 Roll | Adventure Destination / Dungeon |
|---|---|---|---|
| **001 to 004** | Abandoned Farmhouse | **005 to 008** | Abattoir / Slaughterhouse |
| **009 to 012** | Abbey | **013 to 016** | Abyss |
| **017 to 020** | Abzu (primal subterranean ocean) | **021 to 024** | Active Volcano and Lava Tubes |
| **025 to 028** | Aeolian Caves | **029 to 032** | Aerariums and Treasure Vaults |
| **033 to 036** | Aeries | **037 to 040** | Alchemical and Magical Laboratories |
| **041 to 044** | Altars and Shrine Chambers | **045 to 048** | Anchialine Caves |

| D1000 Roll | Adventure Destination / Dungeon | D1000 Roll | Adventure Destination / Dungeon |
|---|---|---|---|
| 049 to 052 | Anchorage | 053 to 056 | Aqueducts and Bridges |
| 057 to 060 | Archives and Libraries | 061 to 064 | Archmage's Tower |
| 065 to 068 | Arena / Colosseum | 069 to 072 | Armories and Forges |
| 073 to 076 | Arsenals and Forges | 077 to 080 | Artificial Netherworld of Enchanted Grottoes |
| 081 to 083 | Ash Pits and Cinder Caverns | 084 to 086 | Assassins' Guild Hall |
| 087 to 089 | Bandit / Brigand / Pirate Hideout | 091 to 092 | Barbicans and Gatehouses |
| 093 to 095 | Barracks and Bedchambers | 096 to 098 | Barrow Mounds and Tumuli |
| 099 to 101 | Bastions, Bulwarks and Guardian Halls | 102 to 104 | Beacon / Lighthouse |
| 105 to 108 | Beast Dens and Monster Lairs | 109 to 112 | Beast Tamers' Pens and Pits |
| 113 to 116 | Bone House and Burial Pits / Vaults | 117 to 120 | Bottomless Pits |
| 121 to 124 | Buried Ruined City | 125 to 128 | Buried Ruined Stronghold |
| 129 to 132 | Buried Ruined Temple | 133 to 136 | Buried Treasure Complex |
| 137 to 140 | Burrows and Warrens | 141 to 144 | Cages and Slave Pits |
| 145 to 148 | Cairns and Subterranean Shafts | 149 to 152 | Canals and Ruined City |
| 153 to 156 | Canyon and Wind Caves | 157 to 160 | Canyonlands Labyrinth |
| 161 to 164 | Carved Cave City | 165 to 168 | Cascades, Pools and Waterfalls |
| 169 to 172 | Castle or Stronghold | 173 to 176 | Catacombs and Tombs |

| D1000 Roll | Adventure Destination / Dungeon | D1000 Roll | Adventure Destination / Dungeon |
|---|---|---|---|
| **177 to 180** | Caves and Caverns | **181 to 184** | Cellarage and Foundations |
| **185 to 187** | Cells and Gaol Chambers | **188 to 190** | Cesspits and Cesspools |
| **191 to 193** | Chapel and Undercroft | **194 to 197** | Chapter House |
| **198 to 201** | Chasm Bridges and Drawbridges | **202 to 204** | Clan Halls / Demi-Human Enclave |
| **205 to 208** | Chasms | **209 to 211** | Church or Cathedral |
| **212 to 214** | Cisterns, Wells, and Reservoirs | **215 to 217** | Citadel / Fortress |

| D1000 Roll | Adventure Destination / Dungeon | D1000 Roll | Adventure Destination / Dungeon |
|---|---|---|---|
| 218 to 220 | Clan Hold / Subterranean Demi-Human Stronghold | 221 to 223 | Cliff Face Caves and Dwellings |
| 224 to 226 | Cloaca and Sewer Passages | 227 to 229 | Cloud Castle |
| 230 to 232 | Clutches and Mazelike Forest Paths | 233 to 235 | Collapsing Dungeon Level |
| 236 or 237 | Colossal Marching City | 238 or 239 | Colossal Marching War Machine |
| 240 | Crashed Spaceship | 241 to 243 | Crater and Burrows |
| 244 to 246 | Crematoriums | 247 to 249 | Crowdes and Secret Crawlspaces |
| 250 to 253 | Crystal Caves and Gardens | 254 to 256 | Cysts, Hollows and Voids |
| 257 to 260 | Death Maze / Proving Grounds | 261 to 264 | Delves and Mine Shafts |
| 265 to 268 | Deserted Lake / Raft Town | 269 to 272 | Deserted Plague City |
| 273 to 276 | Deserted Plague Town | 277 to 280 | Deserted Plague Village |
| 281 to 284 | Dolorous Garde | 285 to 288 | Domed City of Enchantments |
| 289 to 292 | Donjons and Tower Strongholds | 293 to 296 | Dormant Volcano and Lava Tubes |
| 297 to 300 | Dragon's Lair and Surrounding Labyrinth | 301 to 304 | Drowning Pools, Cenotes and Sacrificial Caves |
| 305 to 308 | Dungeon Cells and Torture Chambers | 309 to 312 | Echo Chambers and Wind Tunnels |
| 313 to 316 | Eerie Island | 317 to 320 | Elemental Vortex of Air |
| 321 to 324 | Elemental Vortex of Ash | 325 to 328 | Elemental Vortex of Dust |
| 329 to 332 | Elemental Vortex of Earth | 333 to 336 | Elemental Vortex of Fire |
| 337 to 340 | Elemental Vortex of Lightning | 341 to 344 | Elemental Vortex of Magma |
| 345 to 348 | Elemental Vortex of Mist | 349 to 352 | Elemental Vortex of Mud |
| 353 to 356 | Elemental Vortex of Steam | 357 to 360 | Elemental Vortex of Water |

| D1000 Roll | Adventure Destination / Dungeon | D1000 Roll | Adventure Destination / Dungeon |
|---|---|---|---|
| **361 to 364** | Enchanted Garden / Hedge Maze | **365 to 368** | Enchanted Labyrinth |
| **369 to 372** | Endless Labyrinth of Corridors | **373 to 376** | Endless Stair and Side Galleries |
| **377 to 380** | Entrance to the Hollow World | **381 to 384** | Erosional Caves |
| **385 to 388** | Excavations and Revealed Colossal … ? | **389 to 392** | Execution Chambers and Mass Graves |
| **393 to 396** | Extinct Volcano and Lava Tubes | **397 to 400** | Faerie Manor of the Unseelie Court |
| **401 to 404** | Flying City / Laputa Shard | **405 to 408** | Forbidden Oracle and Sanctuaries |
| **409 to 412** | Forbidden Stronghold of Madness | **413 to 416** | Forgotten City |
| **417 to 420** | Fountain Halls and Enchanted Pools | **421 to 424** | Fracture Caves |
| **425 to 428** | Fractures in Reality / Planar Maelstrom | **429 to 432** | Fungal Caverns |
| **433 to 436** | Fungal Forest Labyrinth | **437 to 440** | Fungariums and Mushroom Gardens |
| **441 to 444** | Gargantuan Spider Web | **445 to 448** | Gates of Hell |
| **449 to 452** | Geyser Pits and Cauldrons | **453 to 456** | Ghost Ship |
| **457 to 460** | Ghost Tower | **461 to 464** | Giant Insect Colony |
| **465 to 468** | Glacial Rift (or Magical Ice Rift) and Ice Caves | **469 to 471** | Goblin Market and Subterranean Neutral Ground |
| **472 to 474** | Graveyard and Crypts | **475 to 477** | Great Inn / Hunting Lodge |
| **478 to 480** | Great, Resplendent Underground Empire (GRUE) | **481 to 483** | Great Sphinx and Interior Chambers |
| **484 to 486** | Halls of a Knightly Order | **487 to 489** | Hanging Gardens |

| D1000 Roll | Adventure Destination / Dungeon | D1000 Roll | Adventure Destination / Dungeon |
|---|---|---|---|
| 490 to 492 | Haunted Battleground and Sappers' Tunnels | 493 to 495 | Haunted Forest Grove(s) |
| 496 to 499 | Haunted House / Mansion | 500 to 502 | Haunted Palace |
| 503 to 505 | Hollow Hill of Graves and Warrens | 506 to 508 | Hollow World Threshold to the Planet's Core |
| 509 to 511 | Ice Caves | 512 to 514 | Illusory Terrain / Caves of Illusion |
| 515 to 517 | Insane Asylum | 518 to 520 | Inside of a Colossus |
| 521 to 524 | Inside of a Dreamer's Mindscape | 525 to 528 | Inside of a Gargantuan Creature |
| 529 to 532 | Inside of a Madman's Mindscape | 533 to 536 | Island Chain |
| 537 to 540 | Isolated Hovel | 541 to 544 | Isolated Plateau / Lost World Mountaintop |
| 545 to 548 | Jungle / Vine-Filled Caves | 549 to 552 | Karst and Limestone Caves |
| 553 to 556 | Labyrinthine Swamp Paths | 557 to 560 | Lava Tubes and Cysts |
| 561 to 564 | Limestone Caves | 565 to 568 | Littoral Caves |
| 569 to 572 | Living / Animated Demon House | 573 to 576 | Lost City |
| 577 to 580 | Lost World Valley | 581 to 584 | Lovecraftian / Dunsanian Dreamlands |
| 585 to 588 | Lyceum / Sacred Archive | 589 to 592 | Machine World / Fallout Shelter |
| 593 to 596 | Mad City of the Yellow Sign | 597 to 600 | Mad Wizard's Labyrinth |
| 601 to 604 | Maelstrom / Whirlpools | 605 to 608 | Magical Realm |
| 609 to 612 | Magma Caverns | 613 to 616 | Manor House / Mansion and Secret Passageways |
| 617 to 620 | Mausoleum | 621 to 624 | Maze of the Mad God |
| 625 to 628 | Mi-Go Colony | 629 to 631 | Mighty Elven Redwood Tree Fortress |

| D1000 Roll | Adventure Destination / Dungeon | D1000 Roll | Adventure Destination / Dungeon |
|---|---|---|---|
| **632 to 634** | Mirrored Halls and Ballrooms | **635 to 637** | Moats and Moathouse |
| **638 to 640** | Monastery | **641 to 643** | Mortuary |
| **644 to 646** | Mountaintop Aeries | **647 to 649** | Mud Volcano |

| D1000 Roll | Adventure Destination / Dungeon | D1000 Roll | Adventure Destination / Dungeon |
|---|---|---|---|
| 650 to 652 | Museum of Eternal Ages | 653 to 656 | Museum of Other Worlds |
| 657 to 660 | Narrow Mountain Passes | 661 to 664 | Necropolis |
| 665 to 668 | Netherworld / Underworld | 669 to 672 | Nightmare Labyrinth ("Hut") of Baba Yaga |
| 673 to 676 | Nightmare Realm / Domain of Shadow | 677 to 680 | Nunnery |
| 681 to 684 | Oasis and Surrounding Fortifications | 685 to 688 | Outpost of Alien / Dimensional Invaders |
| 689 to 692 | Outpost / Walled Village | 693 to 696 | Planar Nexus of Chaos |
| 697 to 700 | Planar Nexus of Evil | 701 to 704 | Planar Nexus of Good |
| 705 to 708 | Planar Nexus of Law | 709 to 712 | Planar Nexus of Neutrality |
| 713 to 716 | Poison Garden Hedge Maze | 717 to 720 | Primary Caves |
| 721 to 724 | Prison | 725 to 728 | Pyramid |
| 729 to 732 | Quagmires and Quicksand Pits | 733 to 736 | Reef and Coral Caves |
| 737 to 740 | Reflecting Pools and Divination Chambers | 741 to 743 | Riverbank Dwellings |
| 744 to 746 | Ruined Asylum | 747 to 749 | Ruined Bathhouse / Monumental Architecture |
| 750 to 752 | Ruined Building | 753 to 755 | Ruined City |
| 756 to 758 | Ruined Colosseum and Underworks | 759 to 761 | Ruined Guild Hall |
| 762 to 765 | Ruined Manor House / Mansion | 766 to 768 | Ruined Moathouse |
| 769 to 772 | Ruined Palace | 773 to 776 | Ruined Prison |
| 777 to 780 | Ruined Pyramid | 781 to 784 | Ruined Scholomance (School of Magic) |
| 785 to 788 | Ruined Stronghold / Castle | 789 to 792 | Ruined Temple / Fane |
| 793 to 796 | Ruined Tower | 797 to 800 | Ruined Town |
| 801 to 804 | Ruined Village | 805 to 808 | Ruined Ziggurat |

| D1000 Roll | Adventure Destination / Dungeon | D1000 Roll | Adventure Destination / Dungeon |
|---|---|---|---|
| **809 to 812** | Runic Chambers and Mosaic Halls | **813 to 816** | Sacred Faerie Manor |
| **817 to 820** | Salt Caves | **821 to 824** | Sand-Filled Caves |
| **825 to 828** | Scholomance (School of Magic) | **829 to 831** | Scrapheaps and Junk Chambers |
| **832 to 834** | Sea Caves and Tidepools | **835 to 837** | Sea of Grass, Windswept Labyrinth |
| **838 to 840** | Seismic Caverns | **841 to 843** | Shipwreck / Airship Wreck |
| **844 to 846** | Sinkholes and Collapsing Caverns | **847 to 849** | Slime Pits and Sludge Cisterns |
| **850 to 852** | Solutional Caves | **853 to 856** | Spires, Shafts and Elevators |
| **857 to 860** | Standing Stones and Druidic Underhalls | **861 to 864** | Steading / Great Lumber Stockade |
| **865 to 868** | Steam Geyser Mound / Steam Volcano | **869 to 872** | Steam Vents and Clockwork Corridors |
| **873 to 876** | Strip Mine / Quarry and Precarious Excavations | **877 to 880** | Subterranean Canals and Waterwheels |
| **881 to 884** | Subterranean Lost World | **885 to 888** | Subterranean Reservoir and Shadowed Isles |
| **889 to 892** | Subterranean Stronghold | **893 to 896** | Subterranean Temple |
| **897 to 900** | Sunken Caves | **901 to 904** | Sunken City |
| **905 to 908** | Sunken Stronghold | **909 to 912** | Sunken Temple |
| **913 to 916** | Sunless Sea and Netherworld Islands | **917 to 920** | Swarm Hives |
| **921 to 924** | Talus Caves | **925 to 928** | Temple or Fane |
| **929 to 932** | Thieves' Guild Hall | **933 to 936** | Tholoi / Interconnected Surface Tombs |
| **937 to 940** | Tiered Pools and Cascade Vaults | **941 to 943** | Trap Doors and Puzzle Cells |
| **944 to 946** | Trenches and Siege Works | **947 to 949** | Trophy Halls and Hunting Labyrinth |

| D1000 Roll | Adventure Destination / Dungeon | D1000 Roll | Adventure Destination / Dungeon |
|---|---|---|---|
| 950 to 952 | Undercity (Directly Below City) | 953 to 955 | Underground City of the Dark Elves |
| 956 to 958 | Underground City of the Deep Dwellers (Humans) | 959 to 961 | Underground City of the Deep Ones |
| 962 to 964 | Underground City of the Dvergar | 965 to 967 | Underground City of the Dwarves |
| 968 to 970 | Underground City of the Netherworld Gnomes | 971 to 973 | Underground Kingdom |
| 974 to 976 | Underground Lake | 977 to 979 | Underground River's Course |
| 980 to 982 | Underground Swamp and Quicksand Caves | 983 to 985 | Underhalls / Subterranean Manor House |
| 986 to 988 | Wasteland and Ancient Canals and Underworks | 989 to 991 | Waterfall and Tidal Cliffs |
| 992 to 994 | Wells, Cisterns and Reservoirs | 995 to 997 | Wonderland / Looking-Glass Land |
| 998 to 000 | Ziggurat | | |

# CHAPTER 5:
# LOCALES
# OF THE JOURNEY REGION

5-1

# 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 click here 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 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).

**Regional Locale Random Determination: Master Table**

Use the following table to take you to the appropriate locale generation table, as it appears in your design notes.

**COLD**

- For Cold Depressions, click here (Section 5-2).
- For Cold Forests, click here (5-3).
- For Cold Freshwater, click here (5-4).
- For Cold Hills, click here (5-5).
- For Cold Mountains, click here (5-6).
- For Cold Plains, click here (5-7).
- For Cold Saltwater, click here (5-8).
- For Cold Swamps, click here (5-9).
- For Cold Wastelands, click here (5-10).

**NETHER**

- For the Netherworld, click here (5-11).

**PLANAR**

**PLANAR AIR**

- For the Elemental Planes of Air, click here (5-12).

**PLANAR CHAOS**

- For the Planes of Chaos, click here (5-13).

**PLANAR EARTH**

- For the Elemental Planes of Earth, click here (5-14).

**PLANAR EVIL**

- For the Planes of Evil, click here (5-15).

**PLANAR FIRE**

- For the Elemental Planes of Fire, click here (5-16).

**PLANAR GOOD**

- For the Planes of Good, click here (5-17).

**PLANAR LAW**

- For the Planes of Law, click here (5-18).

**PLANAR NEUTRALITY**

- For the Planes of Neutrality, click here (5-19).

**PLANAR WATER**

- For the Elemental Planes of Water, click here (5-20).

**TEMPERATE**

- For Temperate Depressions, click here (5-21).
- For Temperate Forests, click here (5-22).
- For Temperate Freshwater, click here (5-23).
- For Temperate Hills, click here (5-24).
- For Temperate Mountains, click here (5-25).
- For Temperate Plains, click here (5-26).
- For Temperate Saltwater, click here (5-27).
- For Temperate Swamps, click here (5-28).
- For Temperate Wastelands, click here (5-29).

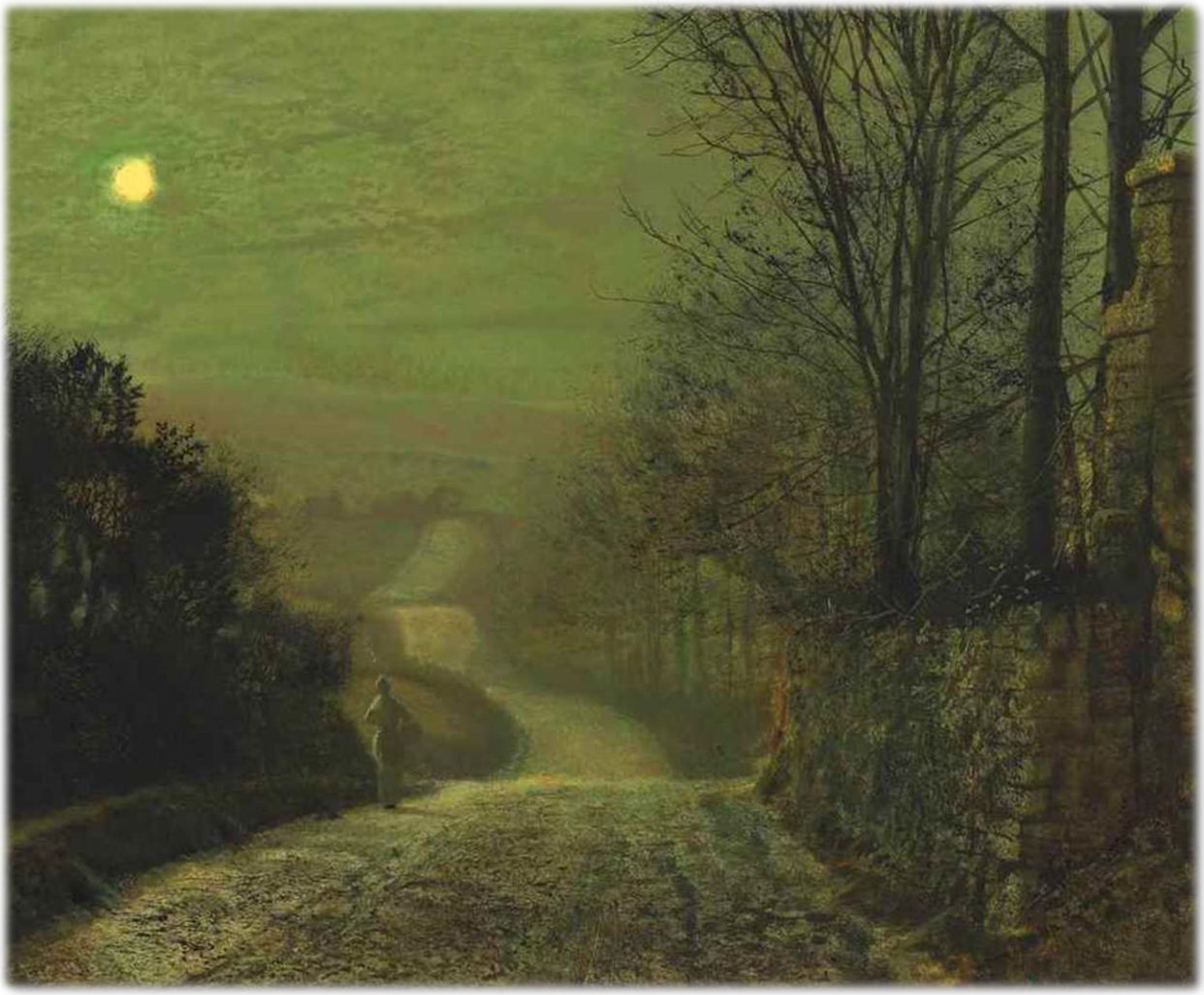
**TROPICAL**

- For Tropical Depressions, click here (5-30).
- For Tropical Forests, click here (5-31).
- For Tropical Freshwater, click here (5-32).
- For Tropical Hills, click here (5-33).
- For Tropical Mountains, click here (5-34).
- For Tropical Plains, click here (5-35).

- For Tropical Saltwater, click here (5-36).
- For Tropical Swamps, click here (5-37).
- For Tropical Wastelands, click here (5-38).

**GLOSSOGRAPHY**

- To continue on to the Glossography, click here (5-39).



5-2

# REGIONAL LOCALES: 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.

| D100 Roll | Cold Depression Type | D100 Roll | Cold Depression Type | D100 Roll | Cold Depression Type |
|---|---|---|---|---|---|
| 01 | Arroyo | 02 | Basin | 03 | Blowout |
| 04 | Bottoms | 05 | Box Canyon | 06 | Caldera |
| 07 | Canyon | 08 | Cavelands | 09 | Chasm |
| 10 to 12 | Cirque | 13 to 15 | Corrie | 16 | Cove Valley |
| 17 | Crater | 18 to 20 | Crevasse | 21 | Crevice |
| 22 to 24 | Crystal Gorge | 25 to 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 |

| D100 Roll | Cold Depression Type | D100 Roll | Cold Depression Type | D100 Roll | Cold Depression Type |
|---|---|---|---|---|---|
| 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 to 45 | Frozen Dales |
| 46 | Gap | 47 | Geyser Hollows | 48 to 50 | Glacial Rift |
| 51 to 53 | Glacier Caves | 54 | Glen | 55 | Gorge |
| 56 | Graben | 57 | Gulch | 58 | Gullies |
| 59 | Hanging Valley | 60 | Hollows | 60 or 61 | Ice Caves |
| 62 or 63 | Ice Crater | 64 or 65 | Ice Rift | 66 | Karst Land |
| 67 | Lava Tubes | 68 | Lavaka | 69 | Lost Valley |
| 70 | Maar | 71 | Mine Lands | 72 or 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 to 94 | Tunnel Valley | 95 or 96 | Uvala | 97 | Vale |
| 98 | Valley | 99 | Volcanic Vent | 00 | Wadi |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.

- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-3

# REGIONAL LOCALES: 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.

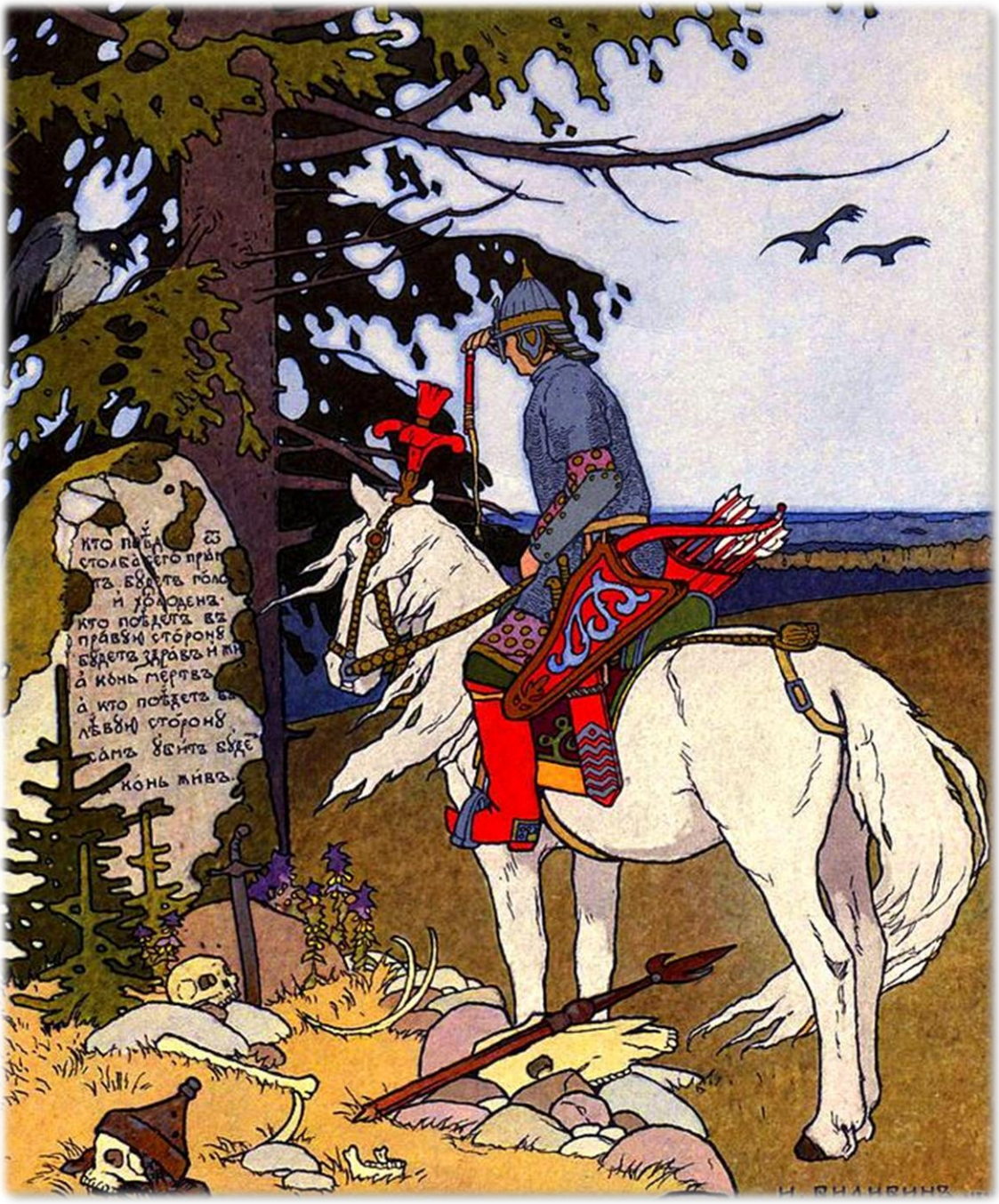
| D100 Roll | Cold Forest Type | D100 Roll | Cold Forest Type | D100 Roll | Cold Forest Type |
|---|---|---|---|---|---|
| **01 to 07** | Alpine Montane Forest | **08** | Arbor Land | **09** | Backwoods |
| **10 to 16** | Boreal Forest | **17 to 23** | Boreal Wilderlands | **24** | Brackens |
| **25** | Brushwood Falls | **26** | Bushland | **27** | Clutches |

| D100 Roll | Cold Forest Type | D100 Roll | Cold Forest Type | D100 Roll | Cold Forest Type |
|---|---|---|---|---|---|
| **28 to 34** | Cold Coniferous Forest | **35** | Coniferous Forest | **36** | Coppices |
| **37** | Copses | **38** | Corrupted Forest | **39 to 42** | Corrupted Taiga |
| **43** | Deciduous Forest | **44** | Dells | **45 to 47** | Depression (roll on Cold Depression Table) |
| **48 to 50** | Descent to Shoreline (roll on Cold Saltwater Feature Table) | **51 to 57** | Evergreen Forest | **58** | Faerie Glades |
| **59** | Forest | **60** | Forested Hills | **61 to 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 to 83** | Taiga | **94 to 90** | Tamarack | **91** | Thicket |
| **92** | Timberland | **93** | Twisted Forest | **94 to 97** | Twisted Taiga |
| **98** | Wilderland | **99** | Woodland | **00** | Woods |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.

- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.



5-4

# REGIONAL LOCALES: 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.

| D100 Roll | Cold Freshwater Feature Type | D100 Roll | Cold Freshwater Feature Type | D100 Roll | Cold Freshwater Feature Type |
|---|---|---|---|---|---|
| 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 to 18 | Fjords |
| 19 | Floodbank | 20 | Floodlands | 21 | Floodplain |
| 22 to 28 | Frozen Lake | 29 to 35 | Frozen River | 36 | Geysers |
| 37 | Great Lake | 38 | Holms | 39 to 45 | Icy Canals |
| 46 | Karst Fenster | 47 to 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 |

| D100 Roll | Cold Freshwater Feature Type | D100 Roll | Cold Freshwater Feature Type | D100 Roll | Cold Freshwater Feature Type |
|---|---|---|---|---|---|
| 64 | Mere | 65 | Mudflats | 66 | Oasis |
| 67 | Oxbow Lake | 68 | Plash | 69 | Plunge Pool |
| 70 | Ponds | 71 | Pools | 72 to 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 | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-5

# REGIONAL LOCALES:
# 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.

| D100 Roll | Cold Hills Type | D100 Roll | Cold Hills Type | D100 Roll | Cold Hills Type |
|---|---|---|---|---|---|
| **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 to 14** | Depression (roll on Cold Depression Table) |
| **15 to 17** | Descent to Shoreline (roll on Cold Saltwater Feature Table) | **18 to 20** | Dirt Cones | **21** | Domes |
| **22** | Downlands | **23** | Downs | **24 to 26** | Drumlins |
| **27** | Escarpments | **28 to 30** | Eskers | **31** | Flatirons |
| **32** | Foothills | **33** | Forested Hills | **34 to 36** | Freshwater Feature (roll on Cold Freshwater Feature Table) |

| D100 Roll | Cold Hills Type | D100 Roll | Cold Hills Type | D100 Roll | Cold Hills Type |
|---|---|---|---|---|---|
| **37 to 39** | Frigid Highlands | **40 to 42** | Frozen Foothills | **43** | Geyser Highlands |
| **44** | Headlands | **45** | Highlands | **46** | Hillocks |
| **47** | Hills | **48** | Hogbacks | **49** | Hollow Hills |
| **50 to 52** | Ice Cap | **53 to 55** | Icy Crags | **56 to 58** | Icy Hills |
| **59** | Karst Landscape | **60** | Knobs | **61** | Knolls |
| **62** | Lava Dome | **63** | Lava Spine | **64** | Mesas |
| **65** | Mogotes | **66 to 68** | Moraine | **69** | Mounds |
| **70** | Mud Volcanoes | **71 to 73** | Nunatak Hills | **74 to 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 or 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 or 00** | Vast Snowdrifts | | | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-6

# REGIONAL LOCALES: 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.

| D100 Roll | Cold Mountains Type | D100 Roll | Cold Mountains Type | D100 Roll | Cold Mountains Type |
|---|---|---|---|---|---|
| **01** | Alps | **02 to 05** | Arete | **06 to 10** | Avalanche Peaks |
| **11** | Barren Mountains | **12** | Cave-Filled Mountains | **13** | Col |
| **14 to 16** | Depression (roll on Cold Depression Table) | **17 to 19** | Descent to Shoreline (roll on Cold Saltwater Feature Table) | **20** | Dormant Volcano |
| **21** | Dragon Reach Spires | **22** | Dwarven Freeholds | **23 to 26** | Dwarven Greatholds |
| **27** | Extinct Volcano | **28** | Flatiron Mountains | **29** | Forested Mountains |

| D100 Roll | Cold Mountains Type | D100 Roll | Cold Mountains Type | D100 Roll | Cold Mountains Type |
|---|---|---|---|---|---|
| **30 to 32** | Freshwater Feature (roll on Cold Freshwater Feature Table) | **33** | Gap | **34 to 38** | Glacial Horn |
| **39 to 43** | Glacial Peaks | **44 to 48** | High Glaciers | **49** | Hogback Mountains |
| **50 to 54** | Ice Cave Summits | **55 to 58** | Ice Volcano | **59 to 63** | Icy Peaks |
| **64 to 67** | Icy Spires | **68 to 71** | Impassable Peaks | **72** | Inselberg |
| **73** | Misty Mountains | **74** | Monadnock | **75** | Mountains |
| **76 to 79** | Mountains of Madness | **80** | Mounts | **81 to 84** | Nunatak |
| **85** | Pass | **86** | Peaks | **87 or 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 to 99** | Tuya |
| **00** | Volcano | | | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.

- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-7

# REGIONAL LOCALES: 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.

| D100 Roll | Cold Plains Type | D100 Roll | Cold Plains Type | D100 Roll | Cold Plains Type |
|---|---|---|---|---|---|
| **01** | Alluvial Fan | **02 to 05** | Alpine Tundra | **06 to 10** | Arctic Tundra |
| **11** | Bottomland | **12** | Brushland | **13** | Bushland |
| **14** | Chaparral | **15** | Countryside | **16** | Cropland |
| **17 to 20** | Depression (roll on Cold Depression Table) | **21 to 24** | Descent to Shoreline (roll on Cold Saltwater Feature Table) | **25 to 28** | Drift Lands |

| D100 Roll | Cold Plains Type | D100 Roll | Cold Plains Type | D100 Roll | Cold Plains Type |
|---|---|---|---|---|---|
| **29 to 32** | Enchanted Ice | **33** | Farmland | **34** | Fields |
| **35** | Flatland | **36** | Flats | **37** | Forested Plains |
| **38 to 41** | Freshwater Feature (roll on Cold Freshwater Feature Table) | **42 to 45** | Frostlands | **46 to 49** | Frozen Fields |
| **50 to 53** | Frozen Lands | **54** | Geyser Flats | **55 to 59** | Glacial Flats |
| **60 to 63** | Glacier | **64 to 67** | Glacier Foreland | **68** | Grasslands |
| **69** | Heath | **70** | Heathland | **71** | Hinterlands |
| **72 to 75** | Ice Flats | **76 to 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 to 99** | Snowfields | **00** | Steppes |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-8

# REGIONAL LOCALES:
# COLD SALTWATER

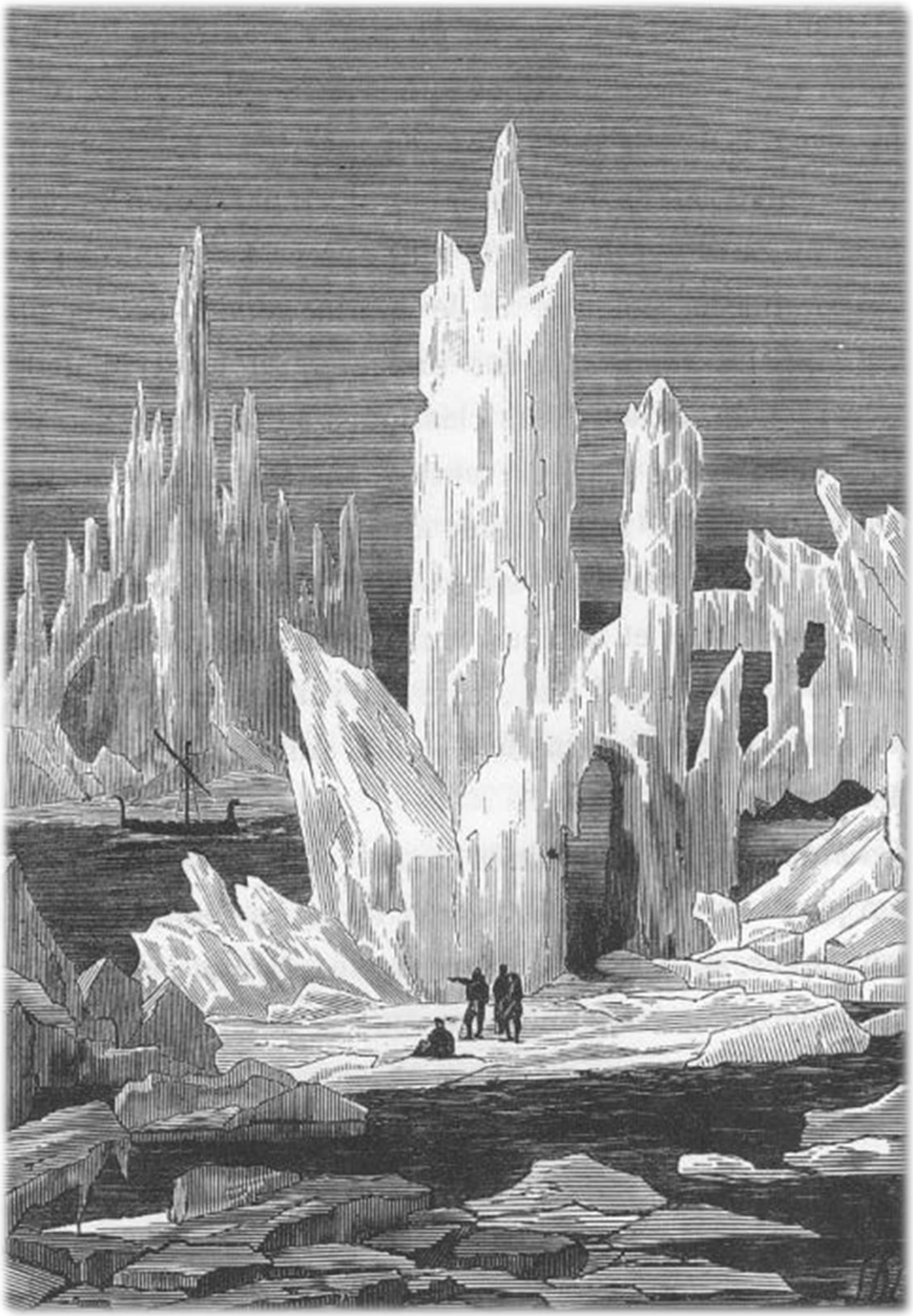
**Table GWG2-51:**

**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.

| D100 Roll | Cold Saltwater Feature Type | D100 Roll | Cold Saltwater Feature Type | D100 Roll | Cold Saltwater Feature Type |
|---|---|---|---|---|---|
| 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 to 25 | Fjord | 26 | Flow |
| 27 | Foreland | 28 to 31 | Frozen Isles | 32 | Gravel Beach |
| 33 | Gravelbars | 34 | Gulf | 35 | Harbor |
| 36 | Haven | 37 | Headland | 38 to 41 | Ice Floes |
| 42 to 45 | Iceberg | 46 | Inland Sea | 47 | Inlet |
| 48 or 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 to 63 | Northern Passage | 64 | Ocean | 65 | Pebble Beach |
| 66 | Peninsula | 67 | Point | 68 to 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 or 82 | Sea | 83 | Sea Caves |
| 84 | Seastacks | 85 | Shallows | 86 | Shingle Beach |



| D100 Roll | Cold Saltwater Feature Type | D100 Roll | Cold Saltwater Feature Type | D100 Roll | Cold Saltwater Feature Type |
|---|---|---|---|---|---|
| **87** | Shoals | **88 or 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 | | | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
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- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-9

# REGIONAL LOCALES:

# 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.

| D100 Roll | Cold Swamp Type | D100 Roll | Cold Swamp Type | D100 Roll | Cold Swamp Type |
|---|---|---|---|---|---|
| **01 or 02** | Backswamp | **03 or 04** | Bog | **05 or 06** | Bogland |
| **07 or 08** | Brackish Swamp | **09 or 10** | Cranberry Fen | **11 to 14** | Depression (roll on Cold Depression Table) |
| **15 to 18** | Descent to Shoreline (roll on Cold Saltwater Feature Table) | **19 or 20** | Fens | **21 or 22** | Flood Mire |
| **23** | Forested Wetland | **24 to 27** | Freshwater Feature (roll on Cold Freshwater Feature Table) | **28 to 34** | Frigid Swamp |
| **35** | Fungal Swamp | **36** | Geyser Wetlands | **37** | Haunted Swamp |
| **38 to 43** | Icy Floodland | **44 or 45** | Marsh | **46 or 47** | Marshland |
| **48 or 49** | Mire | **50 or 51** | Morass | **52 or 53** | Moss |
| **54 or 55** | Murk | **56** | Mushroom Swamp | **57 to 61** | Muskeg Land |
| **62 to 65** | Peat Bog | **66 to 70** | Peatland | **71 to 77** | Permafrost Bog |
| **78** | Poisonous Swamp | **79 or 80** | Quagmire | **81 or 82** | Salt Marsh |
| **83 or 84** | Salt Swamp | **85 or 86** | Shrub Swamp | **87 to 89** | Slough |

| D100 Roll | Cold Swamp Type | D100 Roll | Cold Swamp Type | D100 Roll | Cold Swamp Type |
|---|---|---|---|---|---|
| **90 to 92** | Sump | **93 or 94** | Swale | **95 or 96** | Swamp |
| **97 or 98** | Tidal Marsh | **99 or 00** | Wetlands | | |

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- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-10

# REGIONAL LOCALES: 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.

| D100 Roll | Cold Wasteland Type | D100 Roll | Cold Wasteland Type | D100 Roll | Cold Wasteland Type |
|---|---|---|---|---|---|
| 01 | Alkali Flat | 02 | Alkali Sink | 03 to 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 |
| **D100 Roll** | **Cold Wasteland Type** | **D100 Roll** | **Cold Wasteland Type** | **D100 Roll** | **Cold Wasteland Type** |
| 17 | Chaos Wastes | 18 | Dead Lands | 19 to 22 | Depression (roll on Cold Depression Table) |
| 23 to 26 | Descent to 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 or 34 | Ebony Ice | 35 | Emptiness |
| 36 or 37 | Enchanted Ice of Many Hues | 38 | Erg | 39 to 42 | Freshwater Feature (roll on Cold Freshwater Feature Table) |
| 43 to 47 | Frozen Desert | 48 to 52 | Frozen Wasteland | 53 to 55 | Geyser Snowfields |
| 56 | Geyser Wastes | 57 | Gibber | 58 | Harrow |
| 59 | Hoodoo Wasteland | 60 to 64 | Icy Barrens | 65 | Irradiated Wasteland |

| D100 Roll | Cold Wasteland Type | D100 Roll | Cold Wasteland Type | D100 Roll | Cold Wasteland Type |
|---|---|---|---|---|---|
| **66** | Loess Desert | **67** | Malpais | **68** | Mirage Wastes |
| **69** | Monsoon Desert | **70 to 72** | Outwash Fan | **73 to 75** | Outwash Plain |
| **76** | Playa | **77** | Poisonous Desert | **78 to 88** | 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 to 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 |

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- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-11

# REGIONAL LOCALES: 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.

| D100 Roll | Netherworld Feature Type | D100 Roll | Netherworld Feature Type | D100 Roll | Netherworld Feature Type |
|---|---|---|---|---|---|
| 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 |

| D100 Roll | Netherworld Feature Type | D100 Roll | Netherworld Feature Type | D100 Roll | Netherworld Feature Type |
|---|---|---|---|---|---|
| 19 | Cavern of Elemental Mud | 20 | Cavern of Elemental Steam | 21 | Cavern of Elemental Water |
| 22 or 23 | Cavern of Pools | 24 | Cavern Temple | 25 or 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 or 37 | Fungal Garden | 38 | Gas-Filled Caves | 39 or 40 | Geothermal Cavern |
| 41 | Giant Insect Hive | 42 | Grand Cavern / Vault | 43 | Guano Caves |
| 44 | Hideout | 45 or 46 | Humanoid Lair | 47 | Ice Caves |
| 48 or 49 | Labyrinthine Warrens | 50 | Magma Caves | 51 or 52 | Mine |
| 53 | Misty Cavern | 54 | Mithral Delve | 55 or 56 | Monster Lair |
| 57 | Mud Caves | 58 | Mushroom Forest | 59 | Netherworld Human Lair |
| 60 | Oracular Fissure | 61 | Phosphorescent Caves | 62 | Pits |
| 63 or 64 | Primary Tunnel | 65 or 66 | Primary Tunnel and Caves | 67 | Quarry |
| 68 | Salt Mine | 69 or 70 | Secondary Tunnel | 71 or 72 | Secondary Tunnel and Caves |
| 73 or 74 | Sinkhole | 75 | Slave Pits | 76 | Slime Caves |
| 77 | Steam Caves | 78 | Tertiary Tunnel | 79 | Tertiary Tunnel and Caves |

| D100 Roll | Netherworld Feature Type | D100 Roll | Netherworld Feature Type | D100 Roll | Netherworld Feature Type |
|---|---|---|---|---|---|
| 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 |

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5-12

# REGIONAL LOCALES:
# THE ELEMENTAL PLANES OF AIR

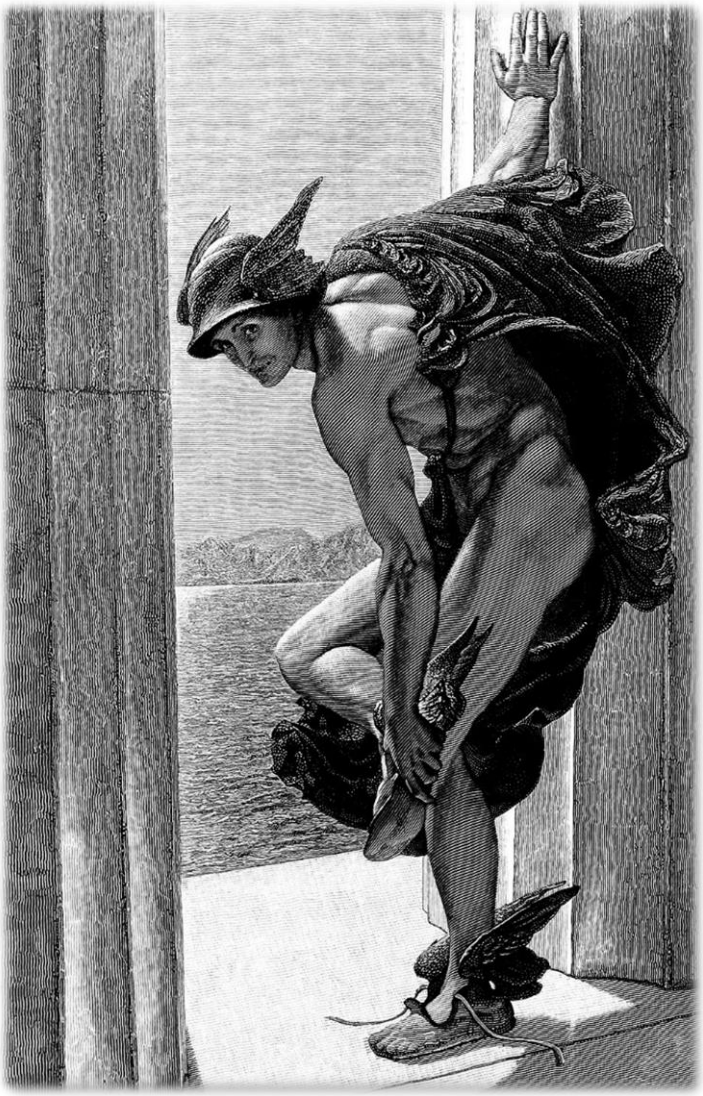


**Table GWG2-55:**

**Adventure Locales: Planar Air**

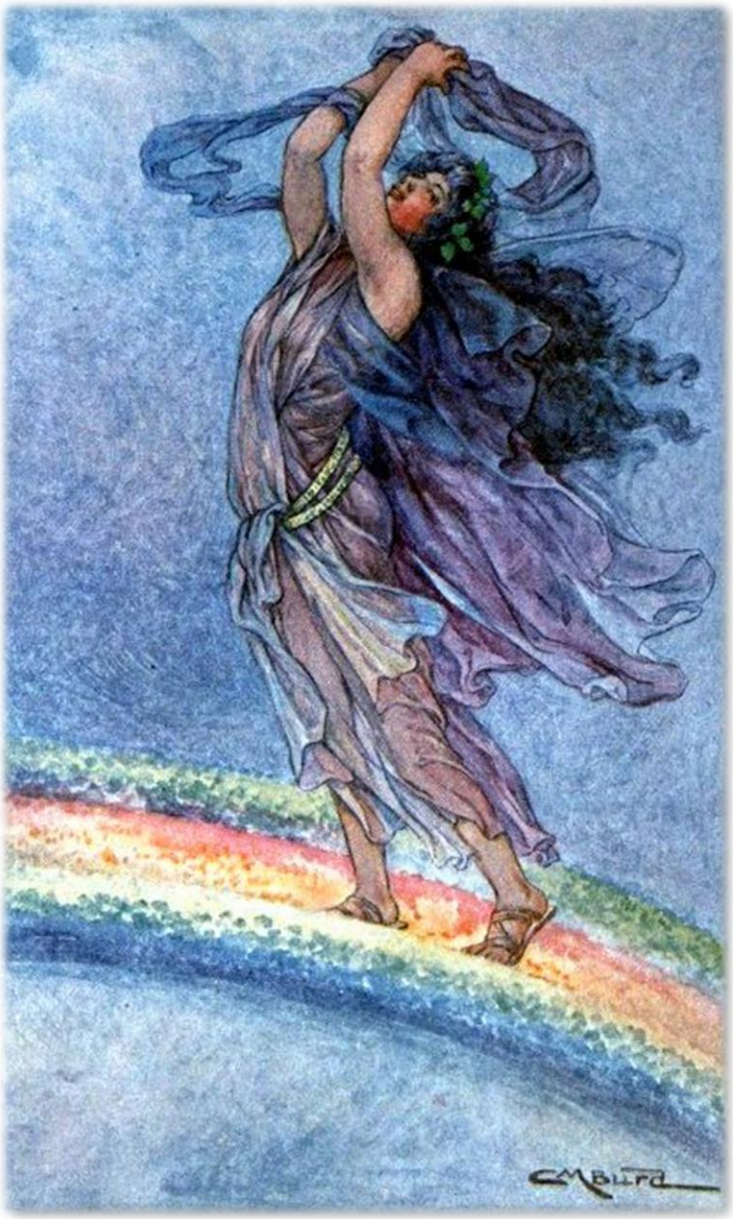
As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Air.

Roll 1D100 and consult the following table.

| D100 Roll | Planar Air Feature Type | D100 Roll | Planar Air Feature Type | D100 Roll | Planar Air Feature Type |
|---|---|---|---|---|---|
| **01 or 02** | Aether (Pure Elemental Air) | **03 to 05** | Air Elemental Lair | **06 or 07** | City of Air Spirits |
| **08 or 09** | City of the Winds | **10 or 11** | Cloud Castle | **12 or 13** | Cloud Temple |
| **14 or 15** | Cold Windy Forest (roll on Cold Forest Table) | **16 or 17** | Cold Windy Hills (roll on Cold Hills Table) | **18 or 19** | Cold Windy Mountains (roll on Cold Mountains Table) |
| **20 or 21** | Cold Windy Plains (roll on Cold Plains Table) | **22 or 23** | Cold Windy Shoreline (roll on Cold Water Table) | **24 or 25** | Cold Windy Swamp (roll on Cold Swamp Table) |
| **26 or 27** | Cold Windy Wasteland (roll on Cold Wasteland Table) | **28 to 30** | Flying Monster Lair | **31 or 32** | Fog-Swept Swamp |
| **33 or 34** | Forest of Cloud Tendrils | **35 or 36** | Irresistible Journey Wind | **37 or 38** | Lake of Mists |

| D100 Roll | Planar Air Feature Type | D100 Roll | Planar Air Feature Type | D100 Roll | Planar Air Feature Type |
|---|---|---|---|---|---|
| **39 or 40** | Magical Gateway | **41 or 42** | Misty Hills | **43 to 45** | Outpost of Wind Creatures |
| **46 or 47** | River of Mist | **48 or 49** | Sea of Clouds | **50 or 51** | Sentient Cloud |
| **52 or 53** | Sky Road | **54 or 55** | Temperate Windy Forest (roll on Temperate Forest Table) | **56 or 57** | Temperate Windy Hills (roll on Temperate Hills Table) |
| **58 or 59** | Temperate Windy Mountains (roll on Temperate Mountains Table) | **60 or 61** | Temperate Windy Plains (roll on Temperate Plains Table) | **62 or 63** | Temperate Windy Shoreline (roll on Temperate Water Table) |
| **64 or 65** | Temperate Windy Swamp (roll on Temperate Swamp Table) | **66 or 67** | Temperate Windy Wasteland (roll on Temperate Wasteland Table) | **68 or 69** | Tower of Clouds |
| **70 or 71** | Tower of Force | **72 or 73** | Tower of Winds | **74 or 75** | Tropical Windy Forest (roll on Tropical Forest Table) |
| **76 or 77** | Tropical Windy Hills (roll on Tropical Hills Table) | **78 or 79** | Tropical Windy Mountains (roll on Tropical Mountains Table) | **80 or 81** | Tropical Windy Plains (roll on Tropical Plains Table) |
| **82 or 83** | Tropical Windy Shoreline (roll on Tropical Water Table) | **84 or 85** | Tropical Windy Swamp (roll on Tropical Swamp Table) | **86 or 87** | Tropical Windy Wasteland (roll on Tropical Wasteland Table) |

| D100 Roll | Planar Air Feature Type | D100 Roll | Planar Air Feature Type | D100 Roll | Planar Air Feature Type |
|---|---|---|---|---|---|
| 88 to 90 | Valley of the Winds | 91 or 92 | Whirlwind | 93 or 94 | Whirlwind Mountain |
| 95 to 97 | Windswept Plain | 98 to 00 | Windy Barrens | | |



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- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
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5-13

# REGIONAL LOCALES:
# 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.

| D100 Roll | Planar Chaos Feature Type | D100 Roll | Planar Chaos Feature Type | D100 Roll | Planar Chaos Feature Type |
|---|---|---|---|---|---|
| **01 or 02** | Babbling Wasteland | **03 or 04** | Bottomless Pit | **05 or 06** | Chaotic Beast Lair |

| D100 Roll | Planar Chaos Feature Type | D100 Roll | Planar Chaos Feature Type | D100 Roll | Planar Chaos Feature Type |
|---|---|---|---|---|---|
| **07 to 10** | Chaotic Monster Lair | **11 or 12** | Chaotic Spirit Lair | **13 or 14** | Citadel of Chaos |
| **15 or 16** | City of Madness | **17 or 18** | City of Spirits of Chaos | **19 or 20** | Cold Shifting Forest (roll on Cold Forest Table) |
| **21 or 22** | Cold Shifting Hills (roll on Cold Hills Table) | **23 or 24** | Cold Shifting Mountains (roll on Cold Mountains Table) | **25 or 26** | Cold Shifting Plains (roll on Cold Plains Table) |
| **27 or 28** | Cold Shifting Shoreline (roll on Cold Water Table) | **29 or 30** | Cold Shifting Swamp (roll on Cold Swamp Table) | **31 or 32** | Cold Shifting Wasteland (roll on Cold Wasteland Table) |
| **33 or 34** | Entropy Void (Pure Planar Chaos) | **35 or 36** | Ever-Changing Temple | **37 or 38** | Ever-Shifting River |
| **39 or 40** | Forest of Nightmares | **41 or 42** | Lake of Writhing Liquids | **43 or 44** | Magical Gateway |
| **45 or 46** | Mountains of Madness | **47 or 48** | Moving Labyrinth | **49 or 50** | Non-Euclidean Maelstrom |
| **51 or 52** | Non-Euclidean Structure | **53 or 54** | Outpost of Chaotic Monsters | **55 or 56** | Road of Illusions |
| **57 or 58** | Sentient Structure | **59 or 60** | Surface of Moving Coils | **61 or 62** | Temperate Shifting Forest (roll on Temperate Forest Table) |

| D100 Roll | Planar Chaos Feature Type | D100 Roll | Planar Chaos Feature Type | D100 Roll | Planar Chaos Feature Type |
|---|---|---|---|---|---|
| **63 or 64** | Temperate Shifting Hills (roll on Temperate Hills Table) | **65 or 66** | Temperate Shifting Mountains (roll on Temperate Mountains Table) | **67 or 68** | Temperate Shifting Plains (roll on Temperate Plains Table) |
| **69 or 70** | Temperate Shifting Shoreline (roll on Temperate Water Table) | **71 or 72** | Temperate Shifting Swamp (roll on Temperate Swamp Table) | **73 or 74** | Temperate Shifting Wasteland (roll on Temperate Wasteland Table) |
| **75 or 76** | Tower of Force | **77 or 78** | Tower of Gas / Mist | **79 or 80** | Tower of Liquid |
| **81 or 82** | Tropical Shifting Forest (roll on Tropical Forest Table) | **83 or 84** | Tropical Shifting Hills (roll on Tropical Hills Table) | **85 or 86** | Tropical Shifting Mountains (roll on Tropical Mountains Table) |
| **87 or 88** | Tropical Shifting Plains (roll on Tropical Plains Table) | **89 or 90** | Tropical Shifting Shoreline (roll on Tropical Water Table) | **91 or 92** | Tropical Shifting Swamp (roll on Tropical Swamp Table) |
| **93 or 94** | Tropical Shifting Wasteland (roll on Tropical Wasteland Table) | **95 or 96** | Undulating Hills | **97 or 98** | Valley of Crawling Things |
| **99 or 00** | Whispering Swamp | | | | |

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5-14

# REGIONAL LOCALES: 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.

| D100 Roll | Planar Earth Feature Type | D100 Roll | Planar Earth Feature Type | D100 Roll | Planar Earth Feature Type |
|---|---|---|---|---|---|
| **01 or 02** | Adamant (Pure Elemental Earth) | **03 or 04** | Basalt Stronghold | **05 or 06** | Burrowing Beast Lair |
| **07 or 08** | Burrowing Monster Lair | **09 or 10** | Cave System (roll on CDDG3 Cave System table) | **11 or 12** | City of Earth Spirits |
| **13 or 14** | City of Stone | **15 or 16** | Cold Earthen Forest (roll on Cold Forest Table) | **17 or 18** | Cold Earthen Hills (roll on Cold Hills Table) |
| **19 or 20** | Cold Earthen Mountains (roll on Cold Mountains Table) | **21 or 22** | Cold Earthen Plains (roll on Cold Plains Table) | **23 or 24** | Cold Earthen Shoreline (roll on Cold Water Table) |
| **25 or 26** | Cold Earthen Swamp (roll on Cold Swamp Table) | **27 or 28** | Cold Earthen Wasteland (roll on Cold Wasteland Table) | **29 or 30** | Crystalline Forest |
| **31 or 32** | Crystalline Temple | **33 or 34** | Dune Sea | **35 or 36** | Dust Flats |
| **37 to 39** | Earth Elemental Lair | **40 or 41** | Earth Maelstrom | **42 or 44** | Magical Gateway |
| **45 or 46** | Muddy Quagmire | **47 to 49** | Outpost of Earth Creatures | **50 or 51** | Pyramidal Mountain |
| **52 or 53** | Quarry | **54 or 55** | Quicksand Pools | **56 or 57** | River of Mud |
| **58 or 59** | Sentient Mountain | **60 or 61** | Sinkhole | **62 or 63** | Stony Highlands |

| D100 Roll | Planar Earth Feature Type | D100 Roll | Planar Earth Feature Type | D100 Roll | Planar Earth Feature Type |
|---|---|---|---|---|---|
| **64 or 65** | Subterranean Road (Great Tunnel) | **66 or 67** | Tar Pits | **68 or 69** | Temperate Earthen Forest (roll on Temperate Forest Table) |
| **70 or 71** | Temperate Earthen Hills (roll on Temperate Hills Table) | **72 or 73** | Temperate Earthen Mountains (roll on Temperate Mountains Table) | **74 or 75** | Temperate Earthen Plains (roll on Temperate Plains Table) |
| **76 or 77** | Temperate Earthen Shoreline (roll on Temperate Water Table) | **78 or 79** | Temperate Earthen Swamp (roll on Temperate Swamp Table) | **80 or 81** | Temperate Earthen Wasteland (roll on Temperate Wasteland Table) |
| **82 or 83** | Tower of Crystal | **84 or 85** | Tower of Iron | **86 or 87** | Tower of Stone |
| **88 or 89** | Tropical Earthen Forest (roll on Tropical Forest Table) | **90 or 91** | Tropical Earthen Hills (roll on Tropical Hills Table) | **92 or 93** | Tropical Earthen Mountains (roll on Tropical Mountains Table) |
| **94 or 95** | Tropical Earthen Plains (roll on Tropical Plains Table) | **96 or 97** | Tropical Earthen Shoreline (roll on Tropical Water Table) | **98 or 99** | Tropical Earthen Swamp (roll on Tropical Swamp Table) |
| **00** | Tropical Earthen Wasteland (roll on Tropical Wasteland Table) | | | | |

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- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-15

# REGIONAL LOCALES: THE PLANES OF EVIL

**Table GWG2-58:**

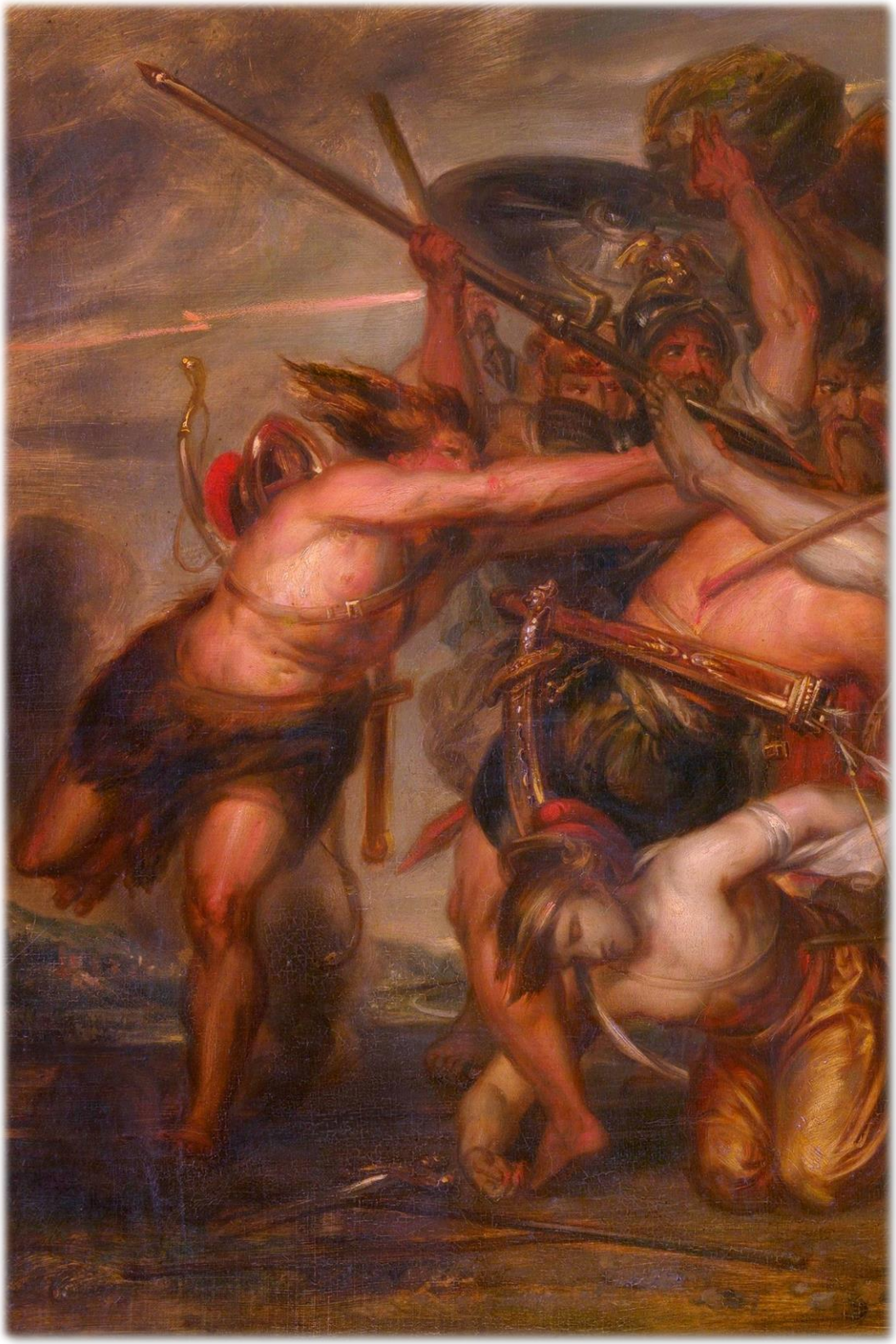
**Adventure Locales: Planar Evil**

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.

| D100 Roll | Planar Evil Feature Type | D100 Roll | Planar Evil Feature Type | D100 Roll | Planar Evil Feature Type |
|---|---|---|---|---|---|
| **01 or 02** | Bastion of Evil | **03 or 04** | City of Spirits of Evil | **05 or 06** | City of the Damned |

| D100 Roll | Planar Evil Feature Type | D100 Roll | Planar Evil Feature Type | D100 Roll | Planar Evil Feature Type |
|---|---|---|---|---|---|
| **07 or 08** | Cold Corrupted Forest (roll on Cold Forest Table) | **09 or 10** | Cold Corrupted Hills (roll on Cold Hills Table) | **11 or 12** | Cold Corrupted Mountains (roll on Cold Mountains Table) |
| **13 or 14** | Cold Corrupted Plains (roll on Cold Plains Table) | **15 or 16** | Cold Corrupted Shoreline (roll on Cold Water Table) | **17 or 18** | Cold Corrupted Swamp (roll on Cold Swamp Table) |



| D100 Roll | Planar Evil Feature Type | D100 Roll | Planar Evil Feature Type | D100 Roll | Planar Evil Feature Type |
|---|---|---|---|---|---|
| **19 or 20** | Cold Corrupted Wasteland (roll on Cold Wasteland Table) | **21 or 22** | Endless Wasteland | **23 or 24** | Evil Beast Lair |
| **25 or 26** | Evil Monster Lair | **27 or 28** | Forest of Lost Souls | **29 or 30** | Graveyard |
| **31 or 32** | Hills of the Walking Dead | **33 or 34** | Lake of Blood | **35 or 36** | Lake of Slime |
| **37 or 38** | Magical Gateway | **39 or 40** | Mountain of Festering Flesh | **41 or 42** | Necropolis |
| **43 or 44** | Pit-Filled Wasteland | **45 or 46** | Pits of the Damned | **47 or 48** | Ravaged City |
| **49 or 50** | River of Blood | **51 or 52** | River of Slime | **53 or 54** | Road of Infernal Spirits |
| **55 or 56** | Sentient Giant Skeleton | **57 or 58** | Slaughter Vortex (Pure Planar Evil) | **59 or 60** | Swamp of the Drowned |
| **61 or 62** | Temperate Corrupted Forest (roll on Temperate Forest Table) | **63 or 64** | Temperate Corrupted Hills (roll on Temperate Hills Table) | **65 or 66** | Temperate Corrupted Mountains (roll on Temperate Mountains Table) |
| **67 or 68** | Temperate Corrupted Plains (roll on Temperate Plains Table) | **69 or 70** | Temperate Corrupted Shoreline (roll on Temperate Water Table) | **71 or 72** | Temperate Corrupted Swamp (roll on Temperate Swamp Table) |
| **73 or 74** | Temperate Corrupted Wasteland (roll | **75 or 76** | Tower of Bones | **77 or 78** | Tower of Flesh |

| | | | | | |
|---|---|---|---|---|---|
| | on Temperate Wasteland Table) | | | | |
| **D100 Roll** | **Planar Evil Feature Type** | **D100 Roll** | **Planar Evil Feature Type** | **D100 Roll** | **Planar Evil Feature Type** |
| **79 or 80** | Tower of Shadow | **81 or 82** | Tropical Corrupted Forest (roll on Tropical Forest Table) | **83 or 84** | Tropical Corrupted Hills (roll on Tropical Hills Table) |
| **85 or 86** | Tropical Corrupted Mountains (roll on Tropical Mountains Table) | **87 or 88** | Tropical Corrupted Plains (roll on Tropical Plains Table) | **89 or 90** | Tropical Corrupted Shoreline (roll on Tropical Water Table) |
| **91 or 92** | Tropical Corrupted Swamp (roll on Tropical Swamp Table) | **93 or 94** | Tropical Corrupted Wasteland (roll on Tropical Wasteland Table) | **95 or 96** | Valley of Skeletons |
| **97 or 98** | Whirlpool of Blood | **99 or 00** | Whirlpool of Slime | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-16

# REGIONAL LOCALES: 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.

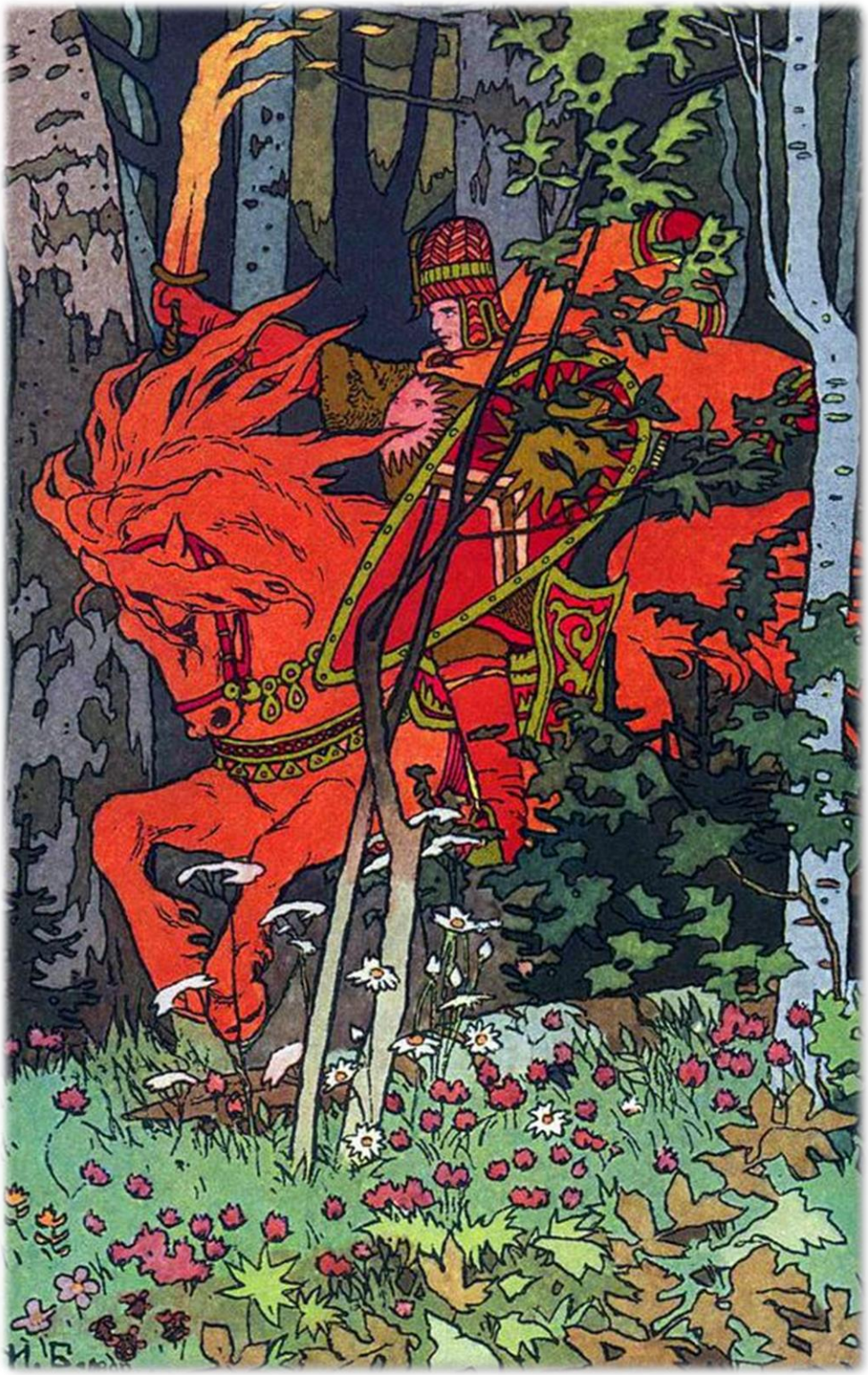
| D100 Roll | Planar Fire Feature Type | D100 Roll | Planar Fire Feature Type | D100 Roll | Planar Fire Feature Type |
|---|---|---|---|---|---|
| **01 or 02** | Burning Bog | **03 or 04** | Burning Road | **05 or 06** | City of Brass |
| **07 to 09** | City of Fire Spirits | **10 or 11** | "Cold"(er) Steam-Swathed Forest (roll on Cold Forest Table) | **12 or 13** | "Cold"(er) Steam-Swathed Hills (roll on Cold Hills Table) |
| **14 or 15** | "Cold"(er) Steam-Swathed Mountains (roll on Cold Mountains Table) | **16 or 17** | "Cold"(er) Steam-Swathed Plains (roll on Cold Plains Table) | **18 or 19** | "Cold"(er) Steam-Swathed Shoreline (roll on Cold Water Table) |

| D100 Roll | Planar Fire Feature Type | D100 Roll | Planar Fire Feature Type | D100 Roll | Planar Fire Feature Type |
|---|---|---|---|---|---|
| **20 or 21** | "Cold"(er) Steam-Swathed Swamp (roll on Cold Swamp Table) | **22 or 23** | "Cold"(er) Steam-Swathed Wasteland (roll on Cold Wasteland Table) | **24 to 27** | Fiery Monster Lair |
| **28 or 29** | Fiery Sky Temple | **30 to 33** | Fire Elemental Lair | **34 or 35** | Fire-Swept Barrens |
| **36 or 37** | Iron Citadel | **38 or 39** | Lava Lake | **40 or 41** | Maelstrom of Flaming Oil |
| **42 or 43** | Magical Gateway | **44 or 45** | Obsidian Forest | **46 or 47** | Oil-Swept Hills |
| **48 to 50** | Outpost of Fiery Monsters | **51 to 53** | Phologiston (Pure Elemental Fire) | **54 to 56** | River of Lava |
| **57 or 58** | Sentient Pyre | **59 or 60** | Smoking Flatlands | **61 or 62** | Temperate Burning Forest (roll on Temperate Forest Table) |
| **63 or 64** | Temperate Burning Hills (roll on Temperate Hills Table) | **65 or 66** | Temperate Burning Mountains (roll on Temperate Mountains Table) | **67 or 68** | Temperate Burning Plains (roll on Temperate Plains Table) |
| **69 or 70** | Temperate Burning Shoreline (roll on Temperate Water Table) | **71 or 72** | Temperate Burning Swamp (roll on Temperate Swamp Table) | **73 or 74** | Temperate Burning Wasteland (roll on Temperate Wasteland Table) |
| **75 or 76** | Tower of Brass | **77 or 78** | Tower of Force | **79 or 80** | Tower of Obsidian |

| D100 Roll | Planar Fire Feature Type | D100 Roll | Planar Fire Feature Type | D100 Roll | Planar Fire Feature Type |
|---|---|---|---|---|---|
| **81 or 82** | Tropical Burning Forest (roll on Tropical Forest Table) | **83 or 84** | Tropical Burning Hills (roll on Tropical Hills Table) | **85 or 86** | Tropical Burning Mountains (roll on Tropical Mountains Table) |
| **87 or 88** | Tropical Burning Plains (roll on Tropical Plains Table) | **89 or 90** | Tropical Burning Shoreline (roll on Tropical Water Table) | **91 or 92** | Tropical Burning Swamp (roll on Tropical Swamp Table) |
| **93 or 94** | Tropical Burning Wasteland (roll on Tropical Wasteland Table) | **95 to 97** | Volcanic Valley | **98 to 00** | Volcano |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.



5-17

# REGIONAL LOCALES: 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.

| D100 Roll | Planar Good Feature Type | D100 Roll | Planar Good Feature Type | D100 Roll | Planar Good Feature Type |
|---|---|---|---|---|---|
| **01 or 02** | Arcadian Valley | **03 to 06** | Bastion of Good | **07 or 08** | Chiming River |
| **09 or 10** | City of Spirits of Good | **11 or 12** | City of Splendor | **13 or 14** | Cold Idyllic Forest (roll on Cold Forest Table) |
| **15 or 16** | Cold Idyllic Hills (roll on Cold Hills Table) | **17 or 18** | Cold Idyllic Mountains (roll on Cold Mountains Table) | **19 or 20** | Cold Idyllic Plains (roll on Cold Plains Table) |

| D100 Roll | Planar Good Feature Type | D100 Roll | Planar Good Feature Type | D100 Roll | Planar Good Feature Type |
|---|---|---|---|---|---|
| **21 or 22** | Cold Idyllic Shoreline (roll on Cold Water Table) | **23 or 24** | Cold Idyllic Swamp (roll on Cold Swamp Table) | **25 or 26** | Cold Idyllic Wasteland (roll on Cold Wasteland Table) |
| **27 or 28** | Coruscating Spirit Prism (Pure Planar Good) | **29 or 30** | Crystalline Lake | **31 or 32** | Empyrean Temple |
| **33 to 36** | Good Monster Lair | **37 or 38** | Hilltop Temple | **39 or 40** | Idyllic Forest |
| **41 or 42** | Maelstrom of Light | **43 to 45** | Magical Gateway | **46 to 48** | Marble-Columned Castle |
| **49 or 50** | Moor Lands | **51 or 52** | Mountain Aeries | **53 or 54** | Road Lined with Statues |
| **55 or 56** | Sentient Crystalline Structure | **57 or 58** | Temperate Idyllic Forest (roll on Temperate Forest Table) | **59 or 60** | Temperate Idyllic Hills (roll on Temperate Hills Table) |
| **61 or 62** | Temperate Idyllic Mountains (roll on Temperate Mountains Table) | **63 or 64** | Temperate Idyllic Plains (roll on Temperate Plains Table) | **65 or 66** | Temperate Idyllic Shoreline (roll on Temperate Water Table) |

| D100 Roll | Planar Good Feature Type | D100 Roll | Planar Good Feature Type | D100 Roll | Planar Good Feature Type |
|---|---|---|---|---|---|
| **67 or 68** | Temperate Idyllic Swamp (roll on Temperate Swamp Table) | **69 or 70** | Temperate Idyllic Wasteland (roll on Temperate Wasteland Table) | **71 to 74** | Tower of Crystal |
| **75 to 78** | Tower of Ivory | **79 to 82** | Tower of Light | **83 or 84** | Tropical Idyllic Forest (roll on Tropical Forest Table) |
| **85 or 86** | Tropical Idyllic Hills (roll on Tropical Hills Table) | **87 or 88** | Tropical Idyllic Mountains (roll on Tropical Mountains Table) | **89 or 90** | Tropical Idyllic Plains (roll on Tropical Plains Table) |
| **91 or 92** | Tropical Idyllic Shoreline (roll on Tropical Water Table) | **93 or 94** | Tropical Idyllic Swamp (roll on Tropical Swamp Table) | **95 or 96** | Tropical Idyllic Wasteland (roll on Tropical Wasteland Table) |
| **97 or 98** | Verdant Wetlands | **99 or 00** | Windswept Grasslands | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.

- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-18

# REGIONAL LOCALES: 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.

| D100 Roll | Planar Law Feature Type | D100 Roll | Planar Law Feature Type | D100 Roll | Planar Law Feature Type |
|---|---|---|---|---|---|
| **01 to 03** | Angular and Tiered River | **04 to 06** | Bastion of Law | **07 to 09** | City of Spirits of Law |
| **08 to 11** | Clockwork Maelstrom | **12 to 14** | Cold Sculpted Forest (roll on Cold Forest Table) | **15 to 17** | Cold Sculpted Hills (roll on Cold Hills Table) |
| **18 to 20** | Cold Sculpted Mountains (roll | **21 to 23** | Cold Sculpted Plains (roll on | **24 to 26** | Cold Sculpted Shoreline (roll |

| | | | | | |
|---|---|---|---|---|---|
| | on Cold Mountains Table) | | Cold Plains Table) | | on Cold Water Table) |
| **D100 Roll** | **Planar Law Feature Type** | **D100 Roll** | **Planar Law Feature Type** | **D100 Roll** | **Planar Law Feature Type** |
| **27 to 29** | Cold Sculpted Swamp (roll on Cold Swamp Table) | **30 to 32** | Cold Sculpted Wasteland (roll on Cold Wasteland Table) | **33 to 35** | Crossroads |
| **36 or 37** | Cultivated Wasteland | **38 or 39** | Geometric Monolith (Pure Planar Law) | **40 or 41** | Grid-Arranged City |
| **42 or 43** | Imperious Citadel | **44 or 45** | Lawful Monster Lair | **46 or 47** | Magical Gateway |
| **48 or 49** | Matrix of Canals | **50 or 51** | Orderly Arbor | **52 or 53** | Quadrangular Temple |
| **54 or 55** | Sentient Clockwork Colossus | **56 or 57** | Straight-Arrow Roadway | **58 or 59** | Swamp and Aqueducts |
| **60 or 61** | Temperate Sculpted Forest (roll on Temperate Forest Table) | **62 or 63** | Temperate Sculpted Hills (roll on Temperate Hills Table) | **64 or 65** | Temperate Sculpted Mountains (roll on Temperate Mountains Table) |
| **66 or 67** | Temperate Sculpted Plains (roll on Temperate Plains Table) | **68 or 69** | Temperate Sculpted Shoreline (roll on Temperate Water Table) | **70 or 71** | Temperate Sculpted Swamp (roll on Temperate Swamp Table) |
| **72 or 73** | Temperate Sculpted Wasteland (roll on Temperate Wasteland Table) | **74 or 75** | Tiered Hills | **76 or 77** | Tiered Mountain |

| D100 Roll | Planar Law Feature Type | D100 Roll | Planar Law Feature Type | D100 Roll | Planar Law Feature Type |
|---|---|---|---|---|---|
| **78 or 79** | Tower of Basalt | **80 or 81** | Tower of Brass | **82 or 83** | Tower of Iron |
| **84 or 85** | Tropical Sculpted Forest (roll on Tropical Forest Table) | **86 or 87** | Tropical Sculpted Hills (roll on Tropical Hills Table) | **88 or 89** | Tropical Sculpted Mountains (roll on Tropical Mountains Table) |
| **90 or 91** | Tropical Sculpted Plains (roll on Tropical Plains Table) | **92 or 93** | Tropical Sculpted Shoreline (roll on Tropical Water Table) | **94 or 95** | Tropical Sculpted Swamp (roll on Tropical Swamp Table) |
| **96 to 97** | Tropical Sculpted Wasteland (roll on Tropical Wasteland Table) | **98 to 00** | Valley of Inverted Tiers | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-19

# REGIONAL LOCALES:
# THE PLANES OF NEUTRALITY

**Table GWG2-62:**

**Adventure Locales: Planar Neutrality**

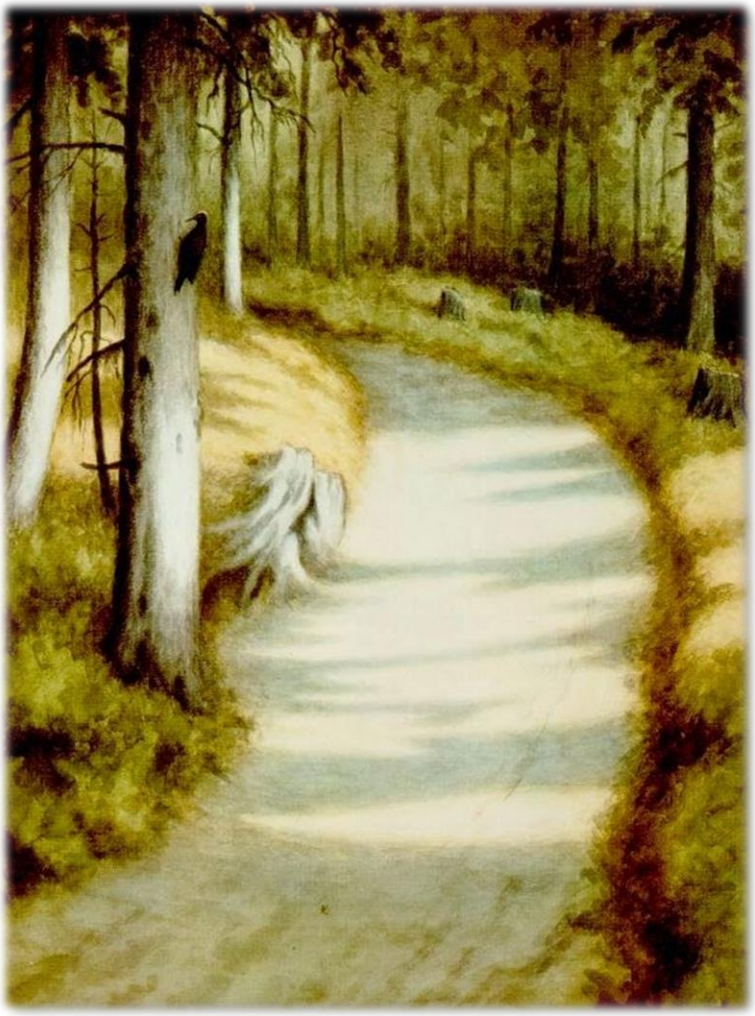
As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Neutrality.

Roll 1D100 and consult the following table.

| D100 Roll | Planar Neutrality Feature Type | D100 Roll | Planar Neutrality Feature Type | D100 Roll | Planar Neutrality Feature Type |
|---|---|---|---|---|---|
| **01 to 03** | Azure Lake | **04 to 06** | Cascading River | **07 to 09** | City of Spirits of Neutrality |
| **10 to 12** | Cold Forest (roll on Cold Forest Table) | **13 to 15** | Cold Hills (roll on Cold Hills Table) | **16 to 18** | Cold Mountains (roll on Cold Mountains Table) |
| **19 or 20** | Cold Plains (roll on Cold Plains Table) | **21 or 22** | Cold Shoreline (roll on Cold Water Table) | **23 or 24** | Cold Swamp (roll on Cold Swamp Table) |
| **25 or 26** | Cold Wasteland (roll on Cold | **27 or 28** | Desert Wasteland | **29 or 30** | Eternal Tree (Pure Planar Neutrality) |

| | Wasteland Table) | | | | |
|---|---|---|---|---|---|
| **D100 Roll** | **Planar Neutrality Feature Type** | **D100 Roll** | **Planar Neutrality Feature Type** | **D100 Roll** | **Planar Neutrality Feature Type** |
| **31 or 32** | Forbidden Stronghold | **33 or 34** | Great Mountain Peak | **35 or 36** | Hidden Temple |
| **37 or 38** | Lost City | **39 or 40** | Magical Gateway | **41 or 42** | Neutral Beast Lair |
| **43 or 44** | Neutral Monster Lair | **45 or 46** | Outpost of Neutral Creatures | **47 or 48** | Savannah |
| **49 or 50** | Sentient Terrain (Arbor, Hill, Pool, etc.) | **51 or 52** | Temperate Forest (roll on Temperate Forest Table) | **53 or 54** | Temperate Hills (roll on Temperate Hills Table) |
| **55 or 56** | Temperate Mountains (roll on Temperate Mountains Table) | **57 or 58** | Temperate Plains (roll on Temperate Plains Table) | **59 or 60** | Temperate Shoreline (roll on Temperate Water Table) |
| **61 or 62** | Temperate Swamp (roll on Temperate Swamp Table) | **63 or 64** | Temperate Wasteland (roll on Temperate Wasteland Table) | **65 or 66** | Tower of Force |
| **67 or 68** | Tower of Marble | **69 or 70** | Tower of Stone | **71 or 72** | Tropical Forest (roll on Tropical Forest Table) |
| **73 or 74** | Tropical Hills (roll on Tropical Hills Table) | **75 or 76** | Tropical Mountains (roll on Tropical Mountains Table) | **77 or 78** | Tropical Plains (roll on Tropical Plains Table) |

| D100 Roll | Planar Neutrality Feature Type | D100 Roll | Planar Neutrality Feature Type | D100 Roll | Planar Neutrality Feature Type |
|---|---|---|---|---|---|
| **79 or 80** | Tropical Shoreline (roll on Tropical Water Table) | **81 or 82** | Tropical Swamp (roll on Tropical Swamp Table) | **83 or 84** | Tropical Wasteland (roll on Tropical Wasteland Table) |
| **85 or 86** | Verdant Hills | **87 or 88** | Whirlpool | **89 to 91** | Wild Swamp |
| **92 to 94** | Wilderland Forest | **95 to 97** | Wilderland Valley | **98 to 00** | Winding Road |



There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-20

# REGIONAL LOCALES: 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.

| D100 Roll | Planar Water Feature Type | D100 Roll | Planar Water Feature Type | D100 Roll | Planar Water Feature Type |
|---|---|---|---|---|---|
| **01 to 03** | Aquatic Creature Lair | **04 to 06** | Aquatic Monster Lair | **07 or 08** | Atoll |
| **09 or 10** | Becalmed Sea | **11 or 12** | Canals | **13 or 14** | City of Water Spirits |
| **15 or 16** | Cloud Castle | **17 or 18** | Cold Islandic Forest (roll on Cold Forest Table) | **19 or 20** | Cold Islandic Hills (roll on Cold Hills Table) |
| **21 or 22** | Cold Islandic Mountains (roll on Cold Mountains Table) | **23 or 24** | Cold Islandic Plains (roll on Cold Plains Table) | **25 or 26** | Cold Islandic Shoreline (roll on Cold Water Table) |
| **27 or 28** | Cold Islandic Swamp (roll on Cold Swamp Table) | **29 or 30** | Cold Islandic Wasteland (roll on Cold Wasteland Table) | **31 or 32** | Floating City |
| **33 or 34** | Freshwater Lake | **35 or 36** | Icy River | **37 or 38** | Icy Wastes |
| **39 or 40** | Magical Gateway | **41 or 42** | Mountain of Sand | **43 or 44** | Salt Marsh |
| **45 or 46** | Sandbar | **47 or 48** | Sandbar Hills | **49 or 50** | Sargasso Forest |
| **51 or 52** | Sentient Waterspout | **53 or 54** | Shoreline Anchorage | **55 or 56** | Sunken Temple |
| **57 or 58** | Temperate Islandic Forest (roll on Temperate Forest Table) | **59 or 60** | Temperate Islandic Hills (roll on Temperate Hills Table) | **61 or 62** | Temperate Islandic Mountains (roll on Temperate Mountains Table) |
| **63 or 64** | Temperate Islandic Plains | **65 or 66** | Temperate Islandic | **67 or 68** | Temperate Islandic Swamp |

| | | | | | |
|---|---|---|---|---|---|
| | (roll on Temperate Plains Table) | | Shoreline (roll on Temperate Water Table) | | (roll on Temperate Swamp Table) |
| **D100 Roll** | **Planar Water Feature Type** | **D100 Roll** | **Planar Water Feature Type** | **D100 Roll** | **Planar Water Feature Type** |
| **69 or 70** | Temperate Islandic Wasteland (roll on Temperate Wasteland Table) | **71 or 72** | Tower of Ice | **73 or 74** | Tower of Water |
| **75 or 76** | Tower of Waterfalls | **77 or 78** | Tropical Islandic Forest (roll on Tropical Forest Table) | **79 or 80** | Tropical Islandic Hills (roll on Tropical Hills Table) |
| **81 or 82** | Tropical Islandic Mountains (roll on Tropical Mountains Table) | **83 or 84** | Tropical Islandic Plains (roll on Tropical Plains Table) | **85 or 86** | Tropical Islandic Shoreline (roll on Tropical Water Table) |
| **87 or 88** | Tropical Islandic Swamp (roll on Tropical Swamp Table) | **89 or 90** | Tropical Islandic Wasteland (roll on Tropical Wasteland Table) | **91 or 92** | Underwater Depression |
| **93 or 94** | Undulating Crystal (Pure Elemental Water) | **95 or 96** | Water Elemental Lair | **97 or 98** | Waterspout |
| **99 or 00** | Whirlpool | | | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.

- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-21

# REGIONAL LOCALES: 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.

| D100 Roll | Temperate Depression Type | D100 Roll | Temperate Depression Type | D100 Roll | Temperate Depression Type |
|---|---|---|---|---|---|
| **01** | Arroyo | **02** | Basin | **03 or 04** | Blowout |
| **05** | Bottoms | **06 or 07** | Box Canyon | **08** | Caldera |
| **09 or 10** | Canyon | **11** | Cavelands | **12** | Chasm |
| **13** | Cove Valley | **14** | Crater | **15 or 16** | Crevice |
| **17** | Dales | **18 or 19** | Defile | **20** | Dells |

| D100 Roll | Temperate Depression Type | D100 Roll | Temperate Depression Type | D100 Roll | Temperate Depression Type |
|---|---|---|---|---|---|
| 21 or 22 | Delves | 23 | Descent to Shoreline (roll on Temperate Saltwater Feature Table) | 24 | Doline |
| 25 | Dormant Volcanic Vent | 26 | Dry Seasonal Lake | 27 or 28 | Dry Seasonal River |
| 29 | Dry Turlough | 30 or 31 | Excavations | 32 | Fault |
| 33 or 34 | Fissure | 35 | Foiba | 36 | Freshwater Feature (roll on Temperate Freshwater Feature Table) |
| 37 | Gap | 38 | Geyser Hollows | 39 or 40 | Glen |
| 41 | Gorge | 42 or 43 | Graben | 44 | Gulch |
| 45 or 46 | Gullies | 47 | Hanging Valley | 48 | Hollows |
| 49 | Karst Land | 50 | Lava Tubes | 51 or 52 | Lavaka |
| 53 | Lost Valley | 54 or 55 | Maar | 56 | Mine Lands |
| 57 or 58 | Pit Crater | 59 or 60 | Pits | 61 or 62 | Polje |
| 63 or 64 | Quarry | 65 or 66 | Ravine | 67 or 68 | Rift |
| 69 or 70 | Rift Valley | 71 or 72 | River Valley | 73 or 74 | Scowles |
| 75 or 76 | Seasonal Lake | 77 or 78 | Seasonal Pools | 79 or 80 | Seasonal River |
| 81 or 82 | Sink | 83 or 84 | Sinkhole | 85 or 86 | Strath |
| 87 or 88 | Strip Mine | 89 or 90 | Trenches | 91 or 92 | Tributary Valley |
| 93 or 94 | Vale | 95 or 96 | Valley | 97 or 98 | Volcanic Vent |
| 99 or 00 | Wadi | | | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-22

# REGIONAL LOCALES: TEMPERATE FORESTS

**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.

| D100 Roll | Temperate Forest Type | D100 Roll | Temperate Forest Type | D100 Roll | Temperate Forest Type |
|---|---|---|---|---|---|
| **01 or 02** | Arbor Land | **03 to 05** | Backwoods | **06 or 07** | Brackens |
| **08 or 09** | Brushwood Falls | **10 to 12** | Bushland | **13 or 14** | Clutches |
| **15 to 17** | Coniferous Forest | **18 to 20** | Coppices | **21 to 23** | Copses |

| D100 Roll | Temperate Forest Type | D100 Roll | Temperate Forest Type | D100 Roll | Temperate Forest Type |
|---|---|---|---|---|---|
| **24 or 25** | Corrupted Forest | **26 to 28** | Deciduous Forest | **29 to 31** | Dells |
| **32 to 34** | Depression (roll on Temperate Depression Table) | **35 to 37** | Descent to Shoreline (roll on Temperate Saltwater Feature Table) | **38 or 39** | Evergreen Forest |
| **40 or 41** | Faerie Glades | **42 to 44** | Forest | **45 to 47** | Forested Hills |

| D100 Roll | Temperate Forest Type | D100 Roll | Temperate Forest Type | D100 Roll | Temperate Forest Type |
|---|---|---|---|---|---|
| **48 to 50** | Freshwater Feature (roll on Temperate Freshwater Feature Table) | **51 or 53** | Glade Wood | **54 to 56** | Groves |
| **57 or 58** | Haunted Forest | **59 or 60** | Lumberwoods | **61 or 62** | Montane Forest |
| **63 or 64** | Old-Growth Forest | **65 or 66** | Orchards | **67 or 68** | Petrified Forest |
| **69 or 70** | Pine Barrens | **71 or 72** | Pine Forest | **73 or 74** | Plantations |
| **75 or 76** | Redwood Forest | **77 or 78** | Scrubland | **79 or 80** | Temperate Broadleaf Forest |
| **81 or 82** | Temperate Mixed Forest | **83 or 84** | Temperate Needleleaf Forest | **85 or 86** | Temperate Rainforest |
| **87 or 88** | Thicket | **89 or 90** | Timberland | **91 or 92** | Twisted Forest |
| **93 to 95** | Wilderland | **96 to 98** | Woodland | **99 or 00** | Woods |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-23

# REGIONAL LOCALES: 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.

| D100 Roll | Temperate Freshwater Feature Type | D100 Roll | Temperate Freshwater Feature Type | D100 Roll | Temperate Freshwater Feature Type |
|---|---|---|---|---|---|
| 01 | Aits | 02 | Aquifer | 03 or 04 | Braided River |
| 05 or 06 | Brooks | 07 or 08 | Canals | 09 | Cataracts |
| 10 | Confluence | 11 or 12 | Crater Lake | 13 or 14 | Creeks |
| 15 or 16 | Dam | 17 or 18 | Eyot | 19 | Eyots |
| 20 | Floodbank | 21 or 22 | Floodlands | 23 or 24 | Floodplain |
| 25 or 26 | Geysers | 27 or 28 | Great Lake | 29 | Holms |
| 30 | Karst Fenster | 31 or 32 | Lake | 33 or 34 | Lake Coast |
| 35 or 36 | Lake Foreland | 37 or 38 | Lake Headland | 39 | Lake Tombolo |
| 40 | Lakeshore | 41 or 42 | Levee | 43 or 44 | Loch |
| 45 or 46 | Lough | 47 or 48 | Meander | 49 | Mere |
| 50 | Mudflats | 51 or 52 | Oasis | 53 or 54 | Oxbow Lake |

| D100 Roll | Temperate Freshwater Feature Type | D100 Roll | Temperate Freshwater Feature Type | D100 Roll | Temperate Freshwater Feature Type |
|---|---|---|---|---|---|
| **55 or 56** | Plash | **57 or 58** | Plunge Pool | **59** | Ponds |
| **60** | Pools | **61 or 62** | Rapids | **63 or 64** | Reservoir |
| **65 or 66** | Rills | **67 or 68** | River | **69** | River Archipelago |
| **70** | River Delta | **71 or 72** | River Island | **73 or 74** | River Mouth |
| **75 or 76** | River Source | **77 or 78** | River Tidal Flat | **79** | Rush |
| **80** | Spring | **81** | Stopbanks | **82** | Stream Pool |
| **83 or 84** | Streams | **85 or 86** | Tarn | **87 or 88** | Torrent |
| **89 or 90** | Tributary | **91 or 92** | Turlach | **93 or 94** | Turlough |
| **95 or 96** | Underwater Caves | **97 or 98** | Waterfall Lake | **99 or 00** | Waterfalls |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-24

# REGIONAL LOCALES: 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.

| D100 Roll | Temperate Hills Type | D100 Roll | Temperate Hills Type | D100 Roll | Temperate Hills Type |
|---|---|---|---|---|---|
| **01 or 02** | Badlands | **03 or 04** | Barrow Mounds | **05 or 06** | Barrowlands |
| **07 or 08** | Bluffs | **09** | Bornhardts | **10 or 11** | Buttes |
| **12 or 13** | Cairn Highlands | **14 or 15** | Cliffs | **16 or 17** | Crags |
| **18 or 19** | Crests | **20 or 21** | Cuestas | **22 or 23** | Depression (roll on Temperate Depression Table) |
| **24 or 25** | Descent to Shoreline (roll on Temperate Saltwater Feature Table) | **26** | Domes | **27 or 28** | Downlands |
| **29 or 30** | Downs | **31 or 32** | Dunes | **33** | Escarpments |
| **34 or 35** | Flatirons | **36 or 37** | Foothills | **38 or 39** | Forested Hills |

| D100 Roll | Temperate Hills Type | D100 Roll | Temperate Hills Type | D100 Roll | Temperate Hills Type |
|---|---|---|---|---|---|
| **40 or 41** | Freshwater Feature (roll on Temperate Freshwater Feature Table) | **42 or 43** | Geyser Highlands | **44** | Headlands |
| **45 or 46** | Highlands | **47** | Hillocks | **48 or 49** | Hills |
| **50 or 51** | Hogbacks | **52 or 53** | Hollow Hills | **54 or 55** | Karst Landscape |
| **56 or 57** | Knobs | **58 or 59** | Knolls | **60 or 61** | Lava Dome |
| **62 or 63** | Lava Spine | **64 or 65** | Mesas | **66 or 67** | Mogotes |
| **68** | Mounds | **69** | Mud Volcanoes | **70 or 71** | Plateaus |
| **72 or 73** | Potrero | **74** | Precipices | **75 or 76** | Ridges |
| **77** | Rises | **78** | River Cliffs | **79** | Rolling Hills |
| **80** | Rolling Land | **81** | Sandhills | **82** | Scarps |
| **83** | Slag Heaps | **84** | Slag Hills | **85 or 86** | Slopes |
| **87 or 88** | Spurs | **89 or 90** | Stone Arches | **91 or 92** | Tableland |
| **93 or 94** | Terraced Hills | **95 or 96** | Tors | **97 or 98** | Tumuli |
| **99 or 00** | Uplands | | | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-25

# REGIONAL LOCALES: 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.

| D100 Roll | Temperate Mountains Type | D100 Roll | Temperate Mountains Type | D100 Roll | Temperate Mountains Type |
|---|---|---|---|---|---|
| **01 to 04** | Alps | **05 to 07** | Barren Mountains | **08 to 10** | Cave-Filled Mountains |
| **11 to 13** | Col | **14 to 17** | Depression (roll on Temperate Depression Table) | **18 to 21** | Descent to Shoreline (roll on Temperate Saltwater Feature Table) |
| **22 to 24** | Dormant Volcano | **25 to 27** | Dragon Reach Spires | **28 to 30** | Dwarven Freeholds |
| **31 to 33** | Extinct Volcano | **34 to 36** | Flatiron Mountains | **37 to 40** | ` |
| **41 to 44** | Freshwater Feature (roll on | **45 to 47** | Gap | **48 to 50** | Hogback Mountains |

| | Temperate Freshwater Feature Table) | | | | |
|---|---|---|---|---|---|
| **D100 Roll** | **Temperate Mountains Type** | **D100 Roll** | **Temperate Mountains Type** | **D100 Roll** | **Temperate Mountains Type** |
| **51 to 53** | Inselberg | **54 to 56** | Misty Mountains | **57 to 59** | Monadnock |
| **60 to 62** | Mountains | **63 to 65** | Mounts | **66 to 68** | Pass |
| **69 to 73** | Peaks | **74 to 76** | Pinnacle Gates of Elemental Earth | **77 to 79** | Pinnacles |
| **80 to 82** | Razors | **83 to 85** | Rocky Summits | **86 to 88** | Spires |
| **89 to 92** | Stormy Mountains | **93 to 95** | Summits | **96 to 98** | Table-Top Mountains |
| **99 or 00** | Volcano | | | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-26

# REGIONAL LOCALES: 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.

| D100 Roll | Temperate Plains Type | D100 Roll | Temperate Plains Type | D100 Roll | Temperate Plains Type |
|---|---|---|---|---|---|
| **01 to 03** | Alluvial Fan | **04 to 06** | Brushland | **07 or 08** | Bottomland |
| **09 to 11** | Bushland | **12 to 14** | Chaparral | **15 or 16** | Countryside |
| **17 or 18** | Cropland | **19 to 21** | Depression (roll on Temperate Depression Table) | **22 to 24** | Descent to Shoreline (roll on Temperate Saltwater Feature Table) |
| **25 to 27** | Farmland | **28 to 30** | Fields | **31 to 33** | Flatland |
| **34 to 36** | Flats | **37 to 39** | Forested Plains | **40 to 42** | Freshwater Feature (roll on Temperate Freshwater Feature Table) |
| **43 to 45** | Geyser Flats | **46 to 48** | Grasslands | **49 or 50** | Heath |

| D100 Roll | Temperate Plains Type | D100 Roll | Temperate Plains Type | D100 Roll | Temperate Plains Type |
|---|---|---|---|---|---|
| **51 or 52** | Heathland | **53 to 55** | Hinterlands | **56 or 57** | Lava Plain |
| **58 to 60** | Logged Land | **61 or 62** | Lowlands | **63 to 65** | Machair |
| **66 to 68** | Meadows | **69 to 71** | Moor | **72 to 74** | Moorland |
| **75 to 77** | Paddock Land | **78 to 80** | Pampas | **81 to 83** | Pastures |
| **84 to 86** | Plain | **87 to 89** | Plains | **90 or 91** | Prairie |
| **92 to 94** | Rangeland | **95 to 97** | Shrubland | **98 to 00** | Steppes |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-27

# REGIONAL LOCALES: 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.

| D100 Roll | Temperate Saltwater Feature Type | D100 Roll | Temperate Saltwater Feature Type | D100 Roll | Temperate Saltwater Feature Type |
|---|---|---|---|---|---|
| 01 | Anchorage | 02 | Archipelago | 03 | Ayre |
| 04 | Barrier Bar | 05 | Barrier Island | 06 | Bay |
| 07 or 08 | Baymouth Bar | 09 | Beach | 10 | Bight |
| 11 | Brackish Swamp | 12 or 13 | Brine Lake | 14 | Calanque |
| 15 | Cape | 16 | Channel | 17 or 18 | Coast |
| 19 | Cobblestone Beach | 20 | Cove | 21 | Cuspate Foreland |
| 22 | Dead Sea | 23 or 24 | Estuary | 25 | Firth |
| 26 | Fjard | 27 | Fjord | 28 or 29 | Flow |
| 30 | Foreland | 31 | Gravel Beach | 32 | Gravelbars |
| 33 | Gulf | 34 | Harbor | 35 | Haven |
| 36 | Headland | 37 | Inland Sea | 38 | Inlet |
| 39 or 40 | Island | 41 or 42 | Island Chain | 43 or 44 | Island Group |
| 45 or 46 | Islands | 47 or 48 | Islet | 49 or 50 | Isthmus |
| 51 | Jetty | 52 | Landing | 53 | Maelstrom |
| 54 | Mudflat | 55 | Narrow | 56 | Narrows |
| 57 or 58 | Ocean | 59 or 60 | Pebble Beach | 61 | Peninsula |
| 62 or 63 | Point | 64 or 65 | Raised Beach | 66 or 67 | Reach |
| 68 | Ria | 69 | Rocky Beach | 70 | Salt Lake |
| 71 or 72 | Salt Marsh | 73 | Salt Swamp | 74 | Sandbars |
| 75 | Sandspit | 76 or 77 | Sandy Beach | 78 or 79 | Sea |
| 80 or 81 | Sea Caves | 82 | Seastacks | 83 | Shallows |
| 84 | Shingle Beach | 85 | Shoals | 86 | Shore |

| D100 Roll | Temperate Saltwater Feature Type | D100 Roll | Temperate Saltwater Feature Type | D100 Roll | Temperate Saltwater Feature Type |
|---|---|---|---|---|---|
| **87** | Sound | **88** | Storm Beach | **89** | Strait |
| **90** | Strand | **91** | Strandflat | **92** | Surge Channel |
| **93 or 94** | Tidal Flat | **95 or 96** | Tidal Marsh | **97 or 98** | Tide Pools |
| **99** | Tombolo | **00** | Whirlpool | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.

- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-28

# REGIONAL LOCALES: 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.

| D100 Roll | Temperate Swamp Type | D100 Roll | Temperate Swamp Type | D100 Roll | Temperate Swamp Type |
|---|---|---|---|---|---|
| **01 to 03** | Backswamp | **04 to 06** | Bayous | **07 to 09** | Bog |
| **10 to 12** | Bogland | **13 to 15** | Brackish Swamp | **16 or 17** | Cranberry Fen |
| **18 to 20** | Cypress Swamp | **21 to 23** | Depression (roll on Temperate Depression Table) | **24 to 26** | Descent to Shoreline (roll on Temperate Saltwater Feature Table) |

| D100 Roll | Temperate Swamp Type | D100 Roll | Temperate Swamp Type | D100 Roll | Temperate Swamp Type |
|---|---|---|---|---|---|
| **26 or 28** | Everglades | **29 or 30** | Fens | **31 or 32** | Flood Mire |
| **33 to 35** | Forested Wetland | **36 to 38** | Freshwater Feature (roll on Temperate Freshwater Feature Table) | **39 to 41** | Fungal Swamp |
| **42 to 44** | Geyser Wetlands | **45 to 47** | Haunted Swamp | **48 to 50** | Marsh |
| **51 to 53** | Marshland | **54 to 56** | Mire | **57 to 59** | Morass |
| **60 or 61** | Moss | **62 or 63** | Murk | **64 to 66** | Mushroom Swamp |
| **67 to 69** | Peat Bog | **70 or 71** | Peatland | **72 to 74** | Poisonous Swamp |
| **75 to 77** | Quagmire | **78 to 80** | Salt Marsh | **81 to 83** | Salt Swamp |
| **84 or 85** | Shrub Swamp | **86 or 87** | Slough | **88 or 89** | Sump |
| **90 or 91** | Swale | **92 to 94** | Swamp | **95 to 97** | Tidal Marsh |
| **98 to 00** | Wetlands | | | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-29

# REGIONAL LOCALES:
# TEMPERATE WASTELANDS

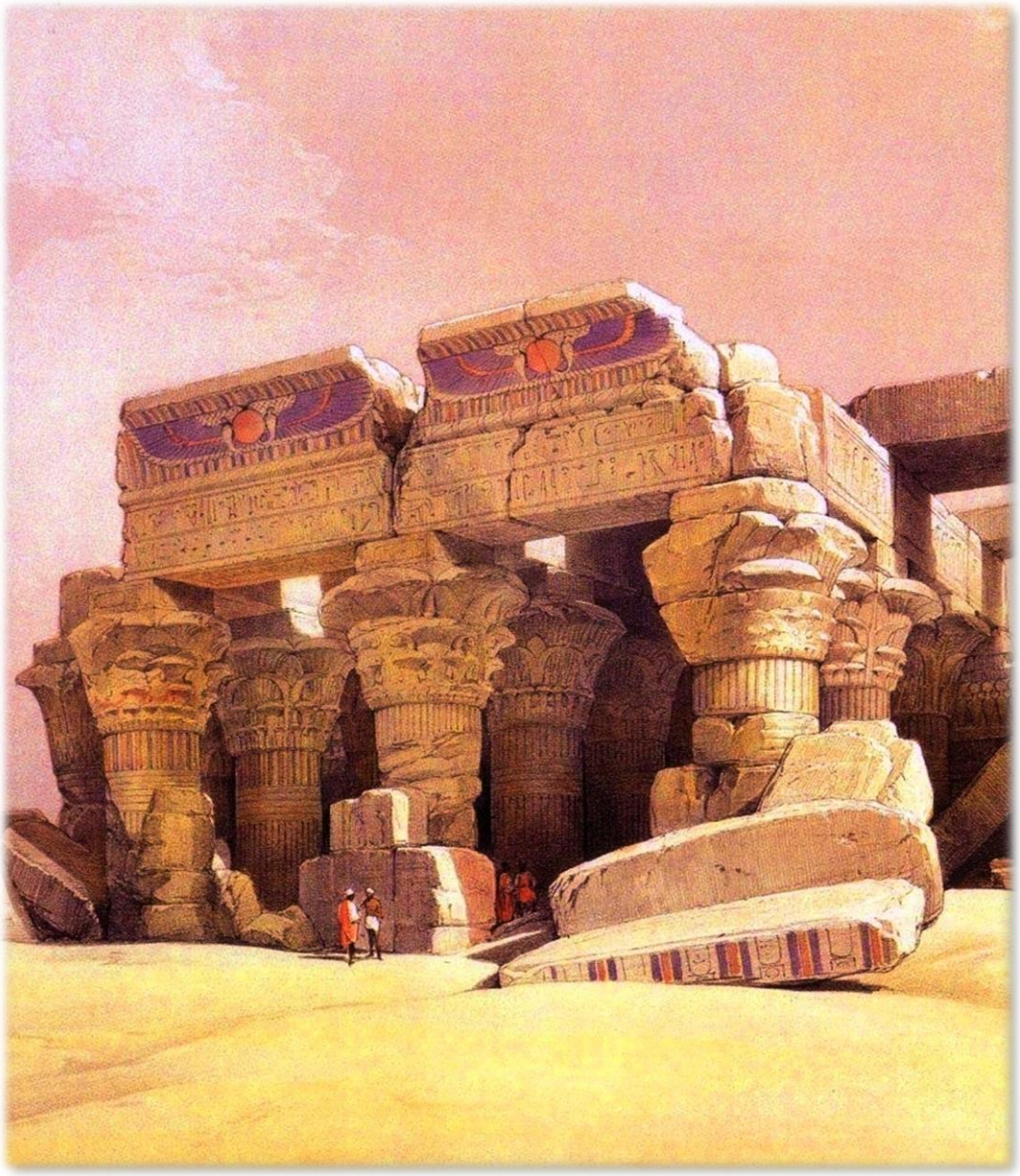


**Table GWG2-72:**

**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.

| D100 Roll | Temperate Wasteland Type | D100 Roll | Temperate Wasteland Type | D100 Roll | Temperate Wasteland Type |
|---|---|---|---|---|---|
| **01 or 02** | Alkali Flat | **03 or 04** | Alkali Sink | **05 or 06** | Banelands |
| **07 or 08** | Barchan Dunes | **09 or 10** | Barrens | **11 or 12** | Battlefield |
| **13 or 14** | Battlegrounds | **15 or 16** | Blight Lands | **17 or 18** | Bone Fields |
| **19 or 20** | Burned Forest Wastes | **21 or 22** | Canyon Lands | **23 or 24** | Chaos Wastes |
| **25 or 26** | Dead Lands | **27 or 28** | Depression (roll on Temperate Depression Table) | **29** | Descent to Shoreline (roll on Temperate Saltwater Feature Table) |
| **30 or 31** | Desert | **32 or 33** | Desolation | **34 or 35** | Dried Mud Flats |
| **36 or 37** | Dry Lake | **38 or 39** | Dune Lands | **40 or 41** | Dune Sea |
| **42 or 43** | Emptiness | **44 or 45** | Erg | **46** | Freshwater Feature (roll on Temperate Freshwater Feature Table) |
| **47 or 48** | Geyser Wastes | **49 or 50** | Gibber | **51 or 52** | Harrow |

| D100 Roll | Temperate Wasteland Type | D100 Roll | Temperate Wasteland Type | D100 Roll | Temperate Wasteland Type |
|---|---|---|---|---|---|
| **53 or 54** | Hoodoo Wasteland | **55 or 56** | Irradiated Wasteland | **57 or 58** | Loess Desert |
| **59 or 60** | Malpais | **61 or 62** | Mirage Wastes | **63 or 64** | Monsoon Desert |
| **65** | Playa | **66 or 67** | Poisonous Desert | **68 or 69** | Reg |
| **70 or 71** | Rock Desert | **72 or 73** | Sabkha | **74 or 75** | Salt Flats |
| **76 or 77** | Salt Pan | **78 or 79** | Salted Earth | **80** | Sand Sea |
| **81 or 82** | Sand Sheet | **83 or 84** | Sandy Desert | **85 or 86** | Scarred Lands |
| **87 or 88** | Scree Land | **89 or 90** | Stony Desert | **91 or 92** | Tradewind Desert |
| **93 or 94** | Ventifact Wasteland | **95 or 96** | Waste | **97 or 98** | Wasteland |
| **99 or 00** | Yardang Desert | | | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-30

# REGIONAL LOCALES: 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.

| D100 Roll | Tropical Depression Type | D100 Roll | Tropical Depression Type | D100 Roll | Tropical Depression Type |
|---|---|---|---|---|---|
| **01** | Arroyo | **02** | Basin | **03** | Blowout |
| **04** | Bottoms | **05** | Box Canyon | **06** | Caldera |
| **07 or 08** | Canyon | **09 or 10** | Cavelands | **11 or 12** | Chasm |
| **13** | Cove Valley | **14** | Crater | **15 or 16** | Crevice |
| **17** | Dales | **18** | Defile | **19** | Dells |
| **20 or 21** | Delves | **22** | Doline | **23 or 24** | Dormant Volcanic Vent |
| **25 or 26** | Dry Seasonal Lake | **27 or 28** | Dry Seasonal River | **29** | Dry Turlough |
| **30 to 33** | Elephant Graveyard | **34 or 35** | Excavations | **36 or 37** | Fault |
| **38 or 39** | Fissure | **40** | Foiba | **41** | Gap |

| D100 Roll | Tropical Depression Type | D100 Roll | Tropical Depression Type | D100 Roll | Tropical Depression Type |
|---|---|---|---|---|---|
| 42 or 43 | Geyser Hollows | 44 or 45 | Glen | 46 or 47 | Gorge |
| 48 | Graben | 49 | Gulch | 50 | Gullies |
| 51 or 52 | Hanging Valley | 53 or 54 | Hollows | 55 or 56 | Karst Land |
| 57 | Lava Tubes | 58 | Lavaka | 59 to 62 | Lost World Valley |
| 63 or 64 | Maar | 65 | Mine Lands | 66 to 71 | Mudslide Hollows |
| 72 | Pit Crater | 73 or 74 | Pits | 75 | Polje |
| 76 | Quarry | 77 or 78 | Ravine | 79 or 80 | Rift |
| 81 or 82 | Rift Valley | 83 or 84 | River Valley | 85 | Scowles |
| 86 | Seasonal Lake | 87 or 88 | Seasonal Pools | 89 or 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 | | | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-31

# REGIONAL LOCALES: 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.

| D100 Roll | Tropical Forest Type | D100 Roll | Tropical Forest Type | D100 Roll | Tropical Forest Type |
|---|---|---|---|---|---|
| 01 | Arbor Land | 02 | Backwoods | 03 | Brackens |
| 04 | Brushwood Falls | 05 | Bushland | 06 to 09 | Cloud Forest |
| 10 | Clutches | 11 | Coniferous Forest | 12 | Coppices |
| 13 | Copses | 14 | Corrupted Forest | 15 to 18 | Corrupted Jungle |
| 19 | Deciduous Forest | 20 | Dells | 21 | Depression (roll on Tropical Depression Table) |
| 22 | Descent to Shoreline (roll on Temperate | 23 | Evergreen Forest | 24 | Faerie Glades |

| | Saltwater Feature Table) | | | | |
|---|---|---|---|---|---|
| **D100 Roll** | **Tropical Forest Type** | **D100 Roll** | **Tropical Forest Type** | **D100 Roll** | **Tropical Forest Type** |
| **25** | Forest | **26** | Forested Hills | **27** | Freshwater Feature (roll on Temperate Freshwater Feature Table) |
| **28** | Glade Wood | **29** | Groves | **30** | Haunted Forest |
| **31 to 34** | Hilly Jungle | **35 to 38** | Jungle | **39 to 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 to 53** | Plantations | **54 to 57** | Quicksand Forest |
| **58 to 61** | Scrubland | **62** | Swampy Forest | **63** | Thicket |
| **64 to 67** | Thorn Forest | **68** | Timberland | **69 to 72** | Tropical Coniferous Forest |
| **73 to 76** | Tropical Dry Forest | **77 to 80** | Tropical Forest | **81 to 84** | Tropical Montane Forest |
| **85 to 88** | Tropical Rainforest | **89** | Twisted Forest | **90 to 93** | Twisted Jungle |
| **94 to 97** | Untamed Jungle | **98** | Wilderland | **99** | Woodland |
| **00** | Woods | | | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

- If you need to roll on this table again (above), do so now.
- If you need to roll on a different table, return to the Master Table by clicking here.

- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-32

# REGIONAL LOCALES: 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.

| D100 Roll | Tropical Freshwater Feature Type | D100 Roll | Tropical Freshwater Feature Type | D100 Roll | Tropical Freshwater Feature Type |
|---|---|---|---|---|---|
| 01 | Aits | 02 | Aquifer | 03 | Braided River |
| 04 | Brooks | 05 | Canals | 06 | Cataracts |
| 07 to 12 | Cenote | 13 or 14 | Confluence | 15 | Crater Lake |
| 16 | Creeks | 17 | Dam | 18 | Eyots |
| 19 | Floodbank | 20 or 21 | Floodlands | 22 | Floodplain |
| 23 | Geysers | 24 | Great Lake | 25 | Holms |

| D100 Roll | Tropical Freshwater Feature Type | D100 Roll | Tropical Freshwater Feature Type | D100 Roll | Tropical Freshwater Feature Type |
|---|---|---|---|---|---|
| 26 | Karst Fenster | 27 | Lake | 28 or 29 | Lake Coast |
| 30 | Lake Foreland | 31 | Lake Headland | 32 | Lake Tombolo |
| 33 or 34 | Lakeshore | 35 | Levee | 36 | Loch |
| 37 to 42 | Lost World River | 43 | Lough | 44 | Meander |
| 45 | Mere | 46 or 47 | Mudflats | 48 | Oasis |
| 49 | Oxbow Lake | 50 | Plash | 51 or 52 | Plunge Pool |
| 53 or 54 | Ponds | 55 or 56 | Pools | 57 | Rapids |
| 58 | Reservoir | 59 | Rills | 60 or 61 | River |
| 62 or 63 | River Archipelago | 64 or 65 | River Delta | 66 or 67 | River Island |
| 68 or 69 | River Mouth | 70 or 71 | River Source | 72 or 73 | River Tidal Flat |
| 74 | Rush | 75 | Spring | 76 | Stopbanks |
| 77 | Stream Pool | 78 | Streams | 79 | Tarn |
| 80 | Torrent | 81 | Tributary | 82 to 87 | Tropical Lake |
| 88 to 93 | Tropical River | 94 | Turlach | 95 | Turlough |
| 96 | Underwater Caves | 97 or 98 | Waterfall Lake | 99 or 00 | Waterfalls |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

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- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-33

# REGIONAL LOCALES: 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.

| D100 Roll | Tropical Hills Type | D100 Roll | Tropical Hills Type | D100 Roll | Tropical Hills Type |
|---|---|---|---|---|---|
| **01** | Badlands | **02 or 03** | Barrow Mounds | **04** | Barrowlands |
| **05 or 06** | Bluffs | **07** | Bornhardts | **08** | Buttes |
| **09** | Cairn Highlands | **10** | Cliffs | **11** | Crags |
| **12** | Crests | **13** | Cuestas | **14 to 18** | Depression (roll on Tropical Depression Table) |
| **19 to 23** | Descent to Shoreline (roll on Temperate Saltwater Feature Table) | **24** | Domes | **25** | Downlands |
| **26** | Downs | **27** | Dunes | **28** | Escarpments |
| **29** | Flatirons | **30 or 31** | Foothills | **32** | Forested Hills |

| D100 Roll | Tropical Hills Type | D100 Roll | Tropical Hills Type | D100 Roll | Tropical Hills Type |
|---|---|---|---|---|---|
| 33 to 37 | Freshwater Feature (roll on Temperate Freshwater Feature Table) | 38 | Geyser Highlands | 39 or 40 | Headlands |
| 41 | Highlands | 42 | Hillocks | 43 or 44 | Hills |
| 45 to 49 | Hilly Jungle | 50 | Hogbacks | 51 | Hollow Hills |
| 52 to 53 | Karst Landscape | 54 | Knobs | 55 | Knolls |
| 56 | Lava Dome | 57 | Lava Spine | 58 to 62 | Lost World Plateau |
| 63 | Mesas | 64 | Mogotes | 65 | Mounds |
| 66 | Mud Volcanoes | 67 to 71 | Mudslide Slopes | 72 or 73 | Plateaus |
| 74 | Potrero | 75 | Precipices | 76 | Ridges |
| 77 | Rises | 78 or 79 | River Cliffs | 80 | Rolling Hills |
| 81 or 82 | Rolling Land | 83 or 84 | Sandhills | 85 | Scarps |
| 86 | Slag Heaps | 87 | Slag Hills | 88 or 89 | Slopes |
| 90 | Spurs | 91 | Stone Arches | 92 | Tableland |
| 93 to 96 | Tepui | 97 | Terraced Hills | 98 | Tors |
| 99 | Tumuli | 00 | Uplands | | |

There are multiple places in this book you may need use next, depending on where you are in the locale generation process.

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- If you need to roll on a different table, return to the Master Table by clicking here.
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-34

# REGIONAL LOCALES: 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.

| D100 Roll | Tropical Mountains Type | D100 Roll | Tropical Mountains Type | D100 Roll | Tropical Mountains Type |
|---|---|---|---|---|---|
| **01 or 02** | Barren Mountains | **03 or 04** | Cave-Filled Mountains | **05 or 06** | Col |
| **07 to 10** | Depression (roll on Tropical Depression Table) | **11 to 14** | Descent to Shoreline (roll on Temperate Saltwater Feature Table) | **15 or 16** | Dormant Volcano |
| **17 or 18** | Dragon Reach Spires | **19 or 20** | Dwarven Freeholds | **21 or 22** | Extinct Volcano |
| **23 or 24** | Flatiron Mountains | **25 or 26** | Forested Mountains | **27 to 30** | Freshwater Feature (roll on Temperate |

| | | | | | Freshwater Feature Table) |
|---|---|---|---|---|---|
| **D100 Roll** | **Tropical Mountains Type** | **D100 Roll** | **Tropical Mountains Type** | **D100 Roll** | **Tropical Mountains Type** |
| **31 or 32** | Gap | **33 or 34** | Hogback Mountains | **35 or 36** | Inselberg |
| **37 to 41** | Jungle Volcano | **42 to 46** | Lost World Spires | **47 or 48** | Misty Mountains |
| **49 or 50** | Monadnock | **51 or 52** | Mountains | **53 to 57** | Mountains of the Moon |
| **58 or 59** | Mounts | **60 to 63** | Mudslide Mountains | **64 or 65** | Pass |
| **66 or 67** | Peaks | **68 or 69** | Pinnacle Gates of Elemental Earth | **70 to 72** | Pinnacle Gates of Elemental Fire |
| **73 or 74** | Pinnacles | **75 or 76** | Razors | **77 or 78** | Rocky Summits |
| **79 or 80** | Spires | **81 or 82** | Stormy Mountains | **83 or 84** | Summits |
| **85 or 86** | Table-Top Mountains | **87 to 90** | Tepui Mountain | **91 to 94** | Tropical Peaks |
| **95 to 98** | Tropical Summits | **99 or 00** | Volcano | | |

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- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-35

# REGIONAL LOCALES: 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.

| D100 Roll | Tropical Plains Type | D100 Roll | Tropical Plains Type | D100 Roll | Tropical Plains Type |
|---|---|---|---|---|---|
| **01 or 02** | Alluvial Fan | **03 or 04** | Bottomland | **05 or 06** | Brushland |
| **07 or 08** | Bushland | **09** | Chaparral | **10** | Countryside |
| **11 or 12** | Cropland | **13 to 17** | Depression (roll on Tropical Depression Table) | **18 to 22** | Descent to Shoreline (roll on Temperate Saltwater Feature Table) |
| **23 or 24** | Farmland | **25** | Fields | **26 or 27** | Flatland |
| **28 or 29** | Flats | **30 or 31** | Forested Plains | **32 to 36** | Freshwater Feature (roll on Temperate Freshwater Feature Table) |
| **37 or 38** | Geyser Flats | **39 or 40** | Grasslands | **41** | Heath |

| D100 Roll | Tropical Plains Type | D100 Roll | Tropical Plains Type | D100 Roll | Tropical Plains Type |
|---|---|---|---|---|---|
| **42** | Heathland | **43** | Hinterlands | **44 or 45** | Lava Plain |
| **46 or 47** | Logged Land | **48 to 52** | Lost World Lowlands | **53 or 54** | Lowlands |
| **55** | Machair | **56 or 57** | Meadows | **58** | Moor |
| **59** | Moorland | **60** | Paddock Land | **61** | Pampas |
| **62 or 63** | Pastures | **64 or 65** | Plain | **66 or 67** | Plains |
| **68 or 69** | Prairie | **70 or 71** | Rangeland | **72 to 76** | Savanna |
| **77 or 78** | Shrubland | **79 or 80** | Steppes | **81 to 86** | Tropical Farmland |
| **87 to 91** | Tropical Grasslands | **92 to 96** | Veldt | **97 to 00** | Volcanic Plains |

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- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-36

# REGIONAL LOCALES: 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.

| D100 Roll | Tropical Saltwater Feature Type | D100 Roll | Tropical Saltwater Feature Type | D100 Roll | Tropical Saltwater Feature Type |
|---|---|---|---|---|---|
| 01 | Anchorage | 02 | Archipelago | 03 or 04 | Atoll |
| 05 | Ayre | 06 | Barrier Bar | 07 | Barrier Island |
| 08 or 09 | Barrier Reef | 10 | Bay | 11 | Baymouth Bar |
| 12 | Beach | 13 | Bight | 14 or 15 | Blue Hole |
| 16 | Brackish Swamp | 17 | Brine Lake | 18 | Calanque |
| 19 | Cape | 20 or 21 | Cay | 22 | Cays |
| 23 | Channel | 24 | Coast | 25 or 26 | Coastal Desert |
| 27 | Cobblestone Beach | 28 or 29 | Coral Island | 30 or 31 | Coral Reef |
| 32 | Cove | 33 | Cuspate Foreland | 34 | Dead Sea |
| 35 | Estuary | 36 | Flow | 37 | Foreland |

| D100 Roll | Tropical Saltwater Feature Type | D100 Roll | Tropical Saltwater Feature Type | D100 Roll | Tropical Saltwater Feature Type |
|---|---|---|---|---|---|
| **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 or 54** | Key | **55** | Keys | **56 or 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 or 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 or 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 or 99** | Tropical Island |
| **00** | Whirlpool | | | | |

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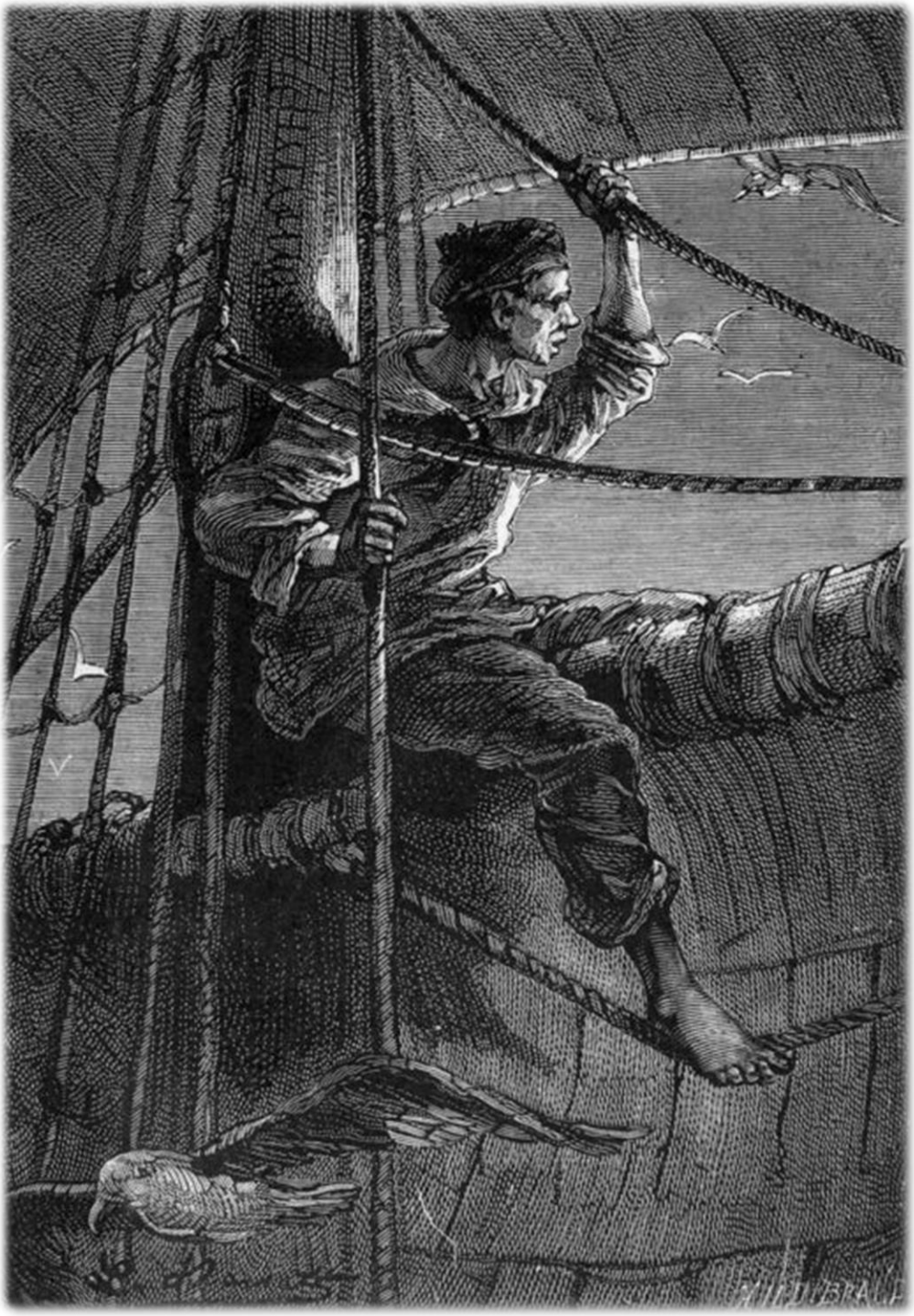
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.

- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.



5-37

# REGIONAL LOCALES: 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.

| D100 Roll | Tropical Swamp Type | D100 Roll | Tropical Swamp Type | D100 Roll | Tropical Swamp Type |
|---|---|---|---|---|---|
| **01 or 02** | Backswamp | **03 or 04** | Bayous | **05 or 06** | Bog |
| **07 or 08** | Bogland | **09 or 10** | Brackish Swamp | **11 or 12** | Cypress Swamp |
| **13 or 14** | Deeping Gates of Elemental Water | **15 to 17** | Depression (roll on Tropical Depression Table) | **18 to 20** | Descent to Shoreline (roll on Temperate Saltwater Feature Table) |
| **21 or 22** | Everglades | **23 or 24** | Fens | **25 or 26** | Flood Mire |
| **27 or 28** | Forested Wetland | **29 to 31** | Freshwater Feature (roll on Temperate Freshwater Feature Table) | **32 or 33** | Fungal Swamp |

| D100 Roll | Tropical Swamp Type | D100 Roll | Tropical Swamp Type | D100 Roll | Tropical Swamp Type |
|---|---|---|---|---|---|
| **34 or 35** | Geyser Wetlands | **36 or 37** | Haunted Swamp | **38 to 40** | Lost World Swamp |
| **41 to 44** | Mangrove Swamp | **45 or 46** | Marsh | **47 or 48** | Marshland |
| **49 or 50** | Mire | **51 or 52** | Morass | **53 or 54** | Moss |
| **55 or 56** | Murk | **57 or 58** | Mushroom Swamp | **59 or 60** | Peat Bog |
| **61 or 62** | Peatland | **63 or 64** | Poisonous Swamp | **65 or 66** | Quagmire |
| **67 to 69** | Quicksand Flats | **70 to 72** | Quicksand Forest | **73 or 74** | Salt Marsh |
| **75 or 76** | Salt Swamp | **77 to 79** | Savanna Marshland | **80 or 81** | Shrub Swamp |
| **82 or 83** | Slough | **84 or 85** | Sump | **86 or 87** | Swale |
| **88 or 89** | Swamp | **90 to 92** | Sweltering Quagmire | **93 or 94** | Tidal Marsh |
| **95 to 98** | Tropical Peat Swamp | **99 or 00** | Wetlands | | |

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- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.

5-38

# REGIONAL LOCALES: 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.

| D100 Roll | Tropical Wasteland Type | D100 Roll | Tropical Wasteland Type | D100 Roll | Tropical Wasteland Type |
|---|---|---|---|---|---|
| **01** | Alkali Flat | **02** | Alkali Sink | **03 to 06** | Ashen Sea |
| **07** | Banelands | **08 or 09** | Barchan Dunes | **10** | Barrens |
| **11** | Battlefield | **12** | Battlegrounds | **13 or 14** | Blight Lands |
| **15 or 16** | Bone Fields | **17** | Burned Forest Wastes | **18 to 21** | Burned Jungle Wastes |
| **22 or 23** | Canyon Lands | **24** | Chaos Wastes | **25 or 26** | Dead Lands |
| **27 to 30** | Depression (roll on Tropical Depression Table) | **31 to 34** | Descent to Shoreline (roll on Temperate Saltwater Feature Table) | **35 to 37** | Desert |
| **38** | Desolation | **39** | Dried Mud Flats | **40** | Dry Lake |

| D100 Roll | Tropical Wasteland Type | D100 Roll | Tropical Wasteland Type | D100 Roll | Tropical Wasteland Type |
|---|---|---|---|---|---|
| **41 or 42** | Dune Lands | **43** | Dune Sea | **44** | Emptiness |
| **45** | Erg | **46 to 49** | Freshwater Feature (roll on Temperate Freshwater Feature Table) | **50** | Geyser Wastes |
| **51** | Gibber | **52** | Harrow | **53 or 54** | Hoodoo Wasteland |
| **55** | Irradiated Wasteland | **56** | Loess Desert | **57 to 60** | Lost World Wasteland |
| **61** | Malpais | **62 or 63** | Mirage Wastes | **64 to 67** | Monsoon Desert |
| **68 to 72** | Obsidian Flats | **73** | Playa | **74** | Poisonous Desert |
| **75 to 79** | Rain Shadow Desert | **80** | Reg | **81** | Rock Desert |
| **82** | Sabkha | **83 or 84** | Salt Flats | **85 or 86** | Salt Pan |
| **87** | Salted Earth | **88** | Sand Sea | **89** | Sand Sheet |
| **90 to 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 |

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- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.

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5-39

# 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**

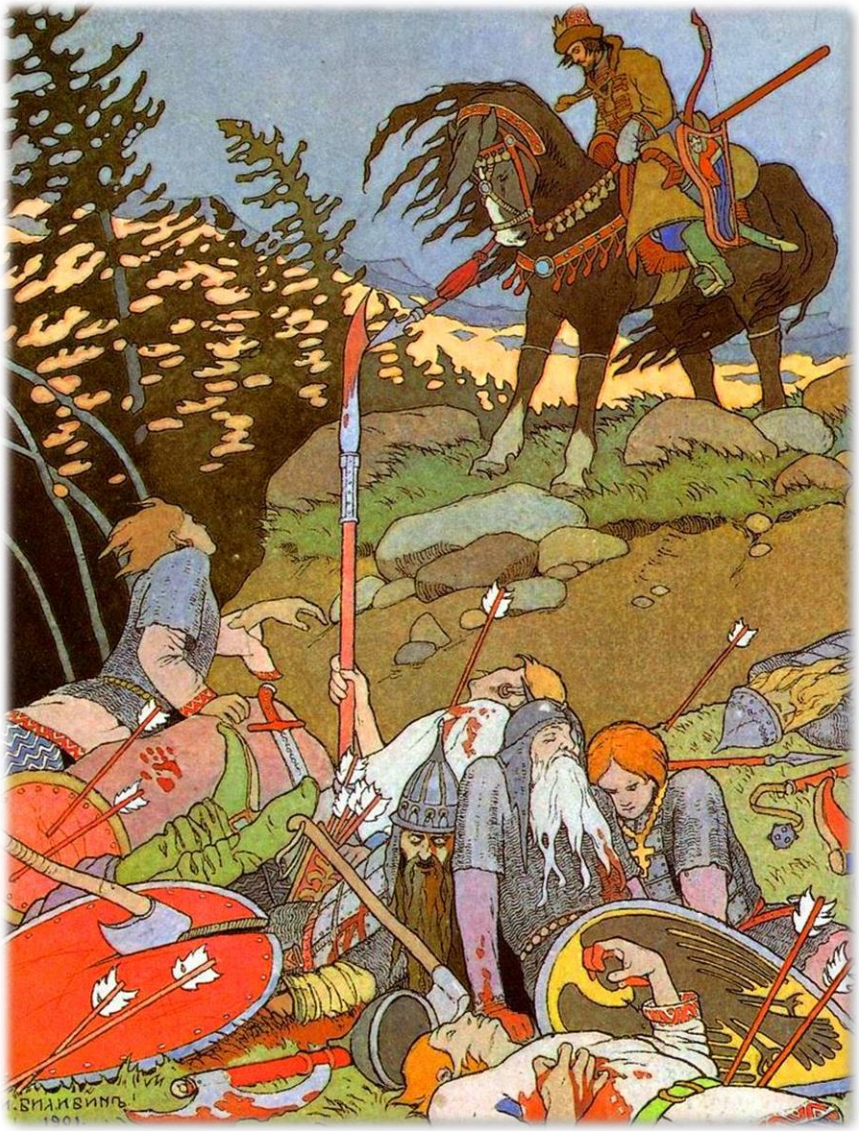
| A IS FOR ANCHORAGE |
| --- |
| ➢ **Aits / Eyots:** A group of small forested islands found in the middle of a river. |
| ➢ **Alkali Flat:** A dry, salty lake bed. |
| ➢ **Alkali Sink:** A dry, deep, salty lake bed. |
| ➢ **Alluvial Fan:** A reach of sediment and gravel, caused by the passage of a former 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 IS FOR BACKWOODS

- **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 IS FOR CRATER

- **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.

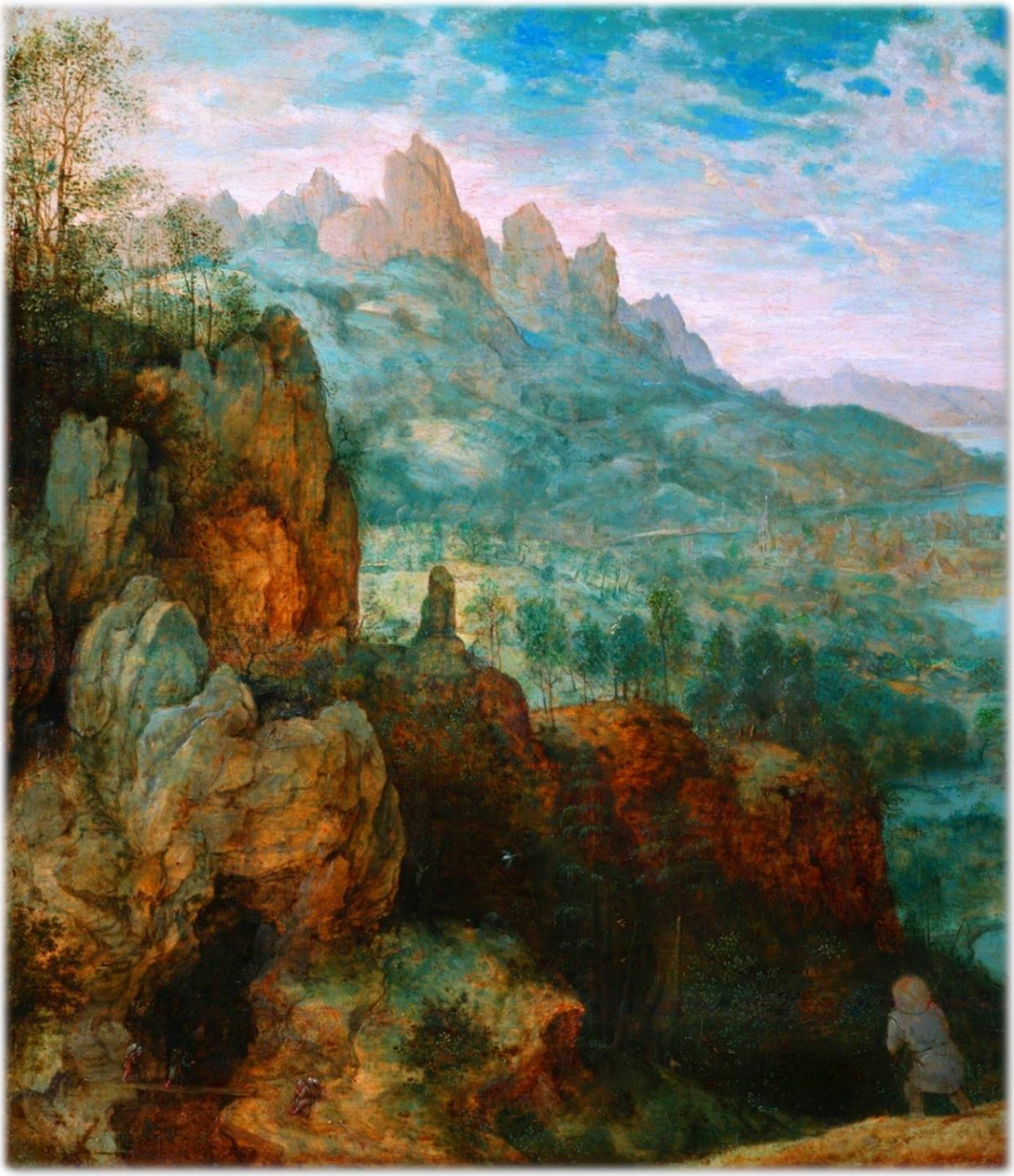
- **Crags:** Hills which have many cliff-like slopes and surfaces. Crags differ from cliffs in that they are easier to climb.
- **Cranberry Fen:** A Fen where cranberry shrubs grow in abundance.
- **Crater Lake:** A lake in the crater of an extinct volcano.
- **Crater:** A depression caused by the impact 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 IS FOR DESOLATION

- **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 IS FOR EXCAVATIONS

- **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 IS FOR FLOODLANDS

- **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 IS FOR GORGE

- **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 IS FOR HARROW

- **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 IS FOR ICEBERG

- **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 IS FOR JUNGLE

- **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 IS FOR KARST

- **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 IS FOR LOST WORLD

- **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 IS FOR MAELSTROM

- **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 IS FOR NARROWS

- **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 IS FOR OASIS

- **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 IS FOR PINE BARRENS

- **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 IS FOR QUAGMIRE

- **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 IS FOR RIFT

- **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 IS FOR SALT MARSH

- **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 IS FOR THICKET

- **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 IS FOR UPLANDS

- **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 IS FOR VOLCANO

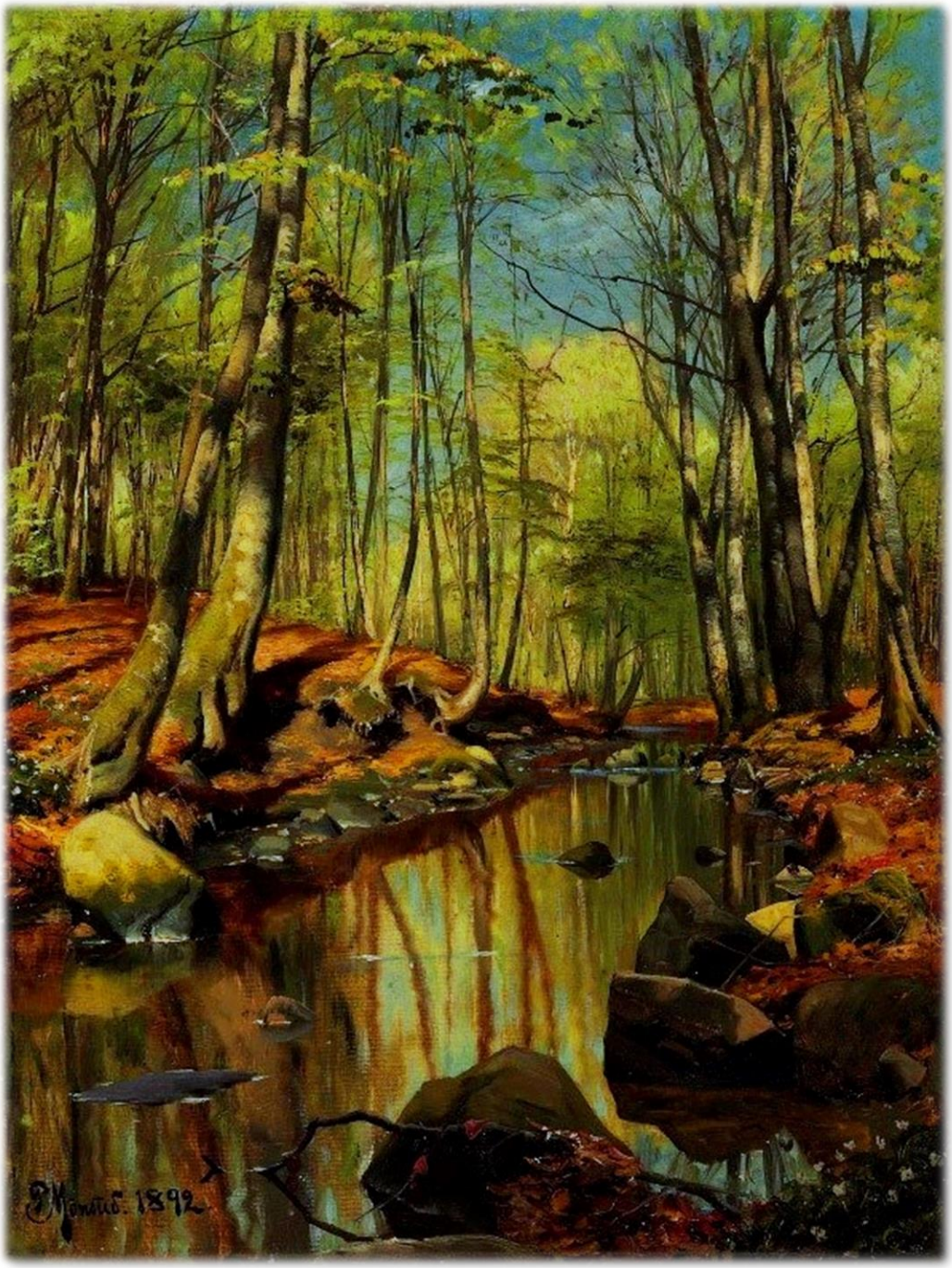
- **Vale:** A small Valley.
- **Valley:** A sheltering valley with gentle slopes.
- **Vast Snowdrifts:** Huge drifts of moving snow which temporarily freeze and then move on due as driven by the wind; i.e., "dunes" made of ice and snow.
- **Veldt:** Land covered with low thorny grasses.
- **Volcanic 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 IS FOR WASTELAND

- **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 IS FOR YARDANG DESERT

- **Yardang Desert:** A windy desert filled with tiered rock formations.



5-40

# 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

6-1

# 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.

6-2

# THE CHAOTIC DESCRIPTOR TABLE

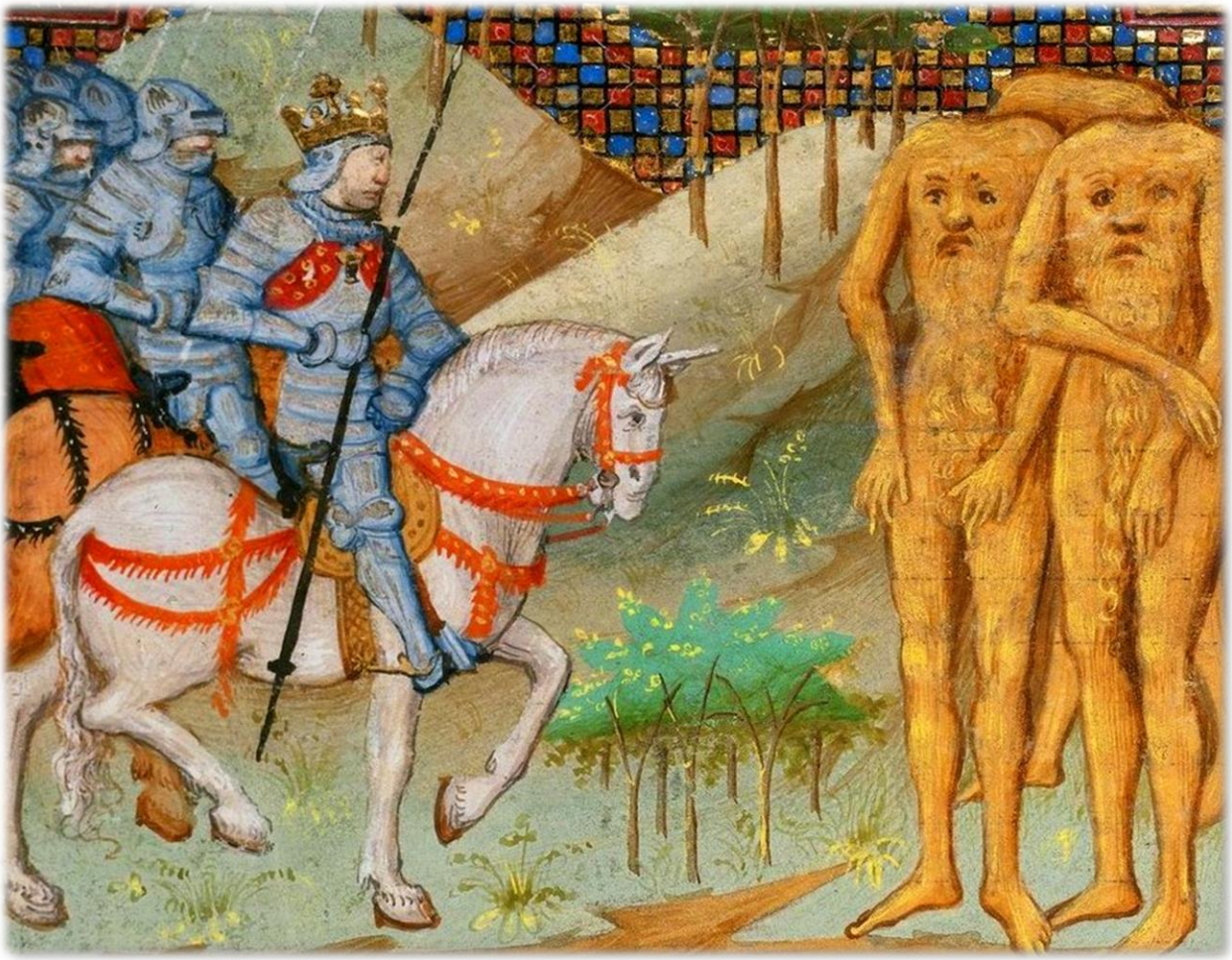
**Table GWG2-83:**

**Chaotic Descriptor Table**

Each time you need an unpredictable descriptor (for a locale, dungeon room, NPC, monster, treasure, or what-have-you), roll 1D1000 and consult the following table:

| A IS FOR ASTRAL | | | |
|---|---|---|---|
| **D1000 Roll** | **Chaotic Descriptor** | **D1000 Roll** | **Chaotic Descriptor** |
| **001** | Aberrant or Aberration's | **002** | Abhorrent or Abhorrent One's |
| **003** | Abjuration or Abjurer's | **004** | Abominable or Abomination's |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 IS FOR BOTTOMLESS | | | |
| 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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 IS FOR CHTHONIC

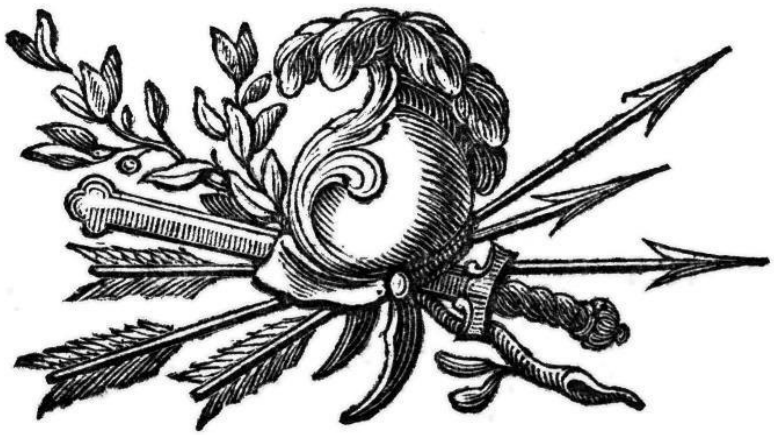
| | | | |
|---|---|---|---|
| 088 | Cabal's or Cabalistic | | |
| 089 | Cage or Caged Ones' | 090 | Cairn |
| 091 | Cambion's | 092 | Cannibals' |
| 093 | Captain's | 094 | Carrion or Carrion Eaters' |
| 095 | Carved or Carvers' | 906 | Cascade or Cascading |
| 097 | Cavalier's | 098 | Celestial or Celestial 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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 IS FOR DEMONIAC | | | |
| 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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 IS FOR EMPYREAN | | | |
| 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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 265 | Erinyes | 266 | Eternal or Eternity |
| 267 | Ethereal | 268 | Etin 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 IS FOR FATHOMLESS | | | |
| 281 | Fabled or Fabler's | 282 | Fading |
| 283 | Faerie or Fairy | 284 | Fanatics' |
| 285 | Fanged or Fanged Ones' | 286 | Fate or Fated |
| 287 | Fathomless | 288 | Fearful or Fearsome |
| 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 |



| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 IS FOR GOTHIC | | | |
| 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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 |
| 361 | Grand or Grandiose | 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 |
| 375 | Grim | 376 | Grimalkin |
| 377 | Grimoire | 378 | Grinder or Grinding |
| 379 | Grisly | 380 | Groaning |
| 381 | Groaning Spirit's | 382 | Grotesque |
| 383 | Grue | 384 | Gruesome |
| 385 | Guarded or Guardian | 386 | Guards' or Guardsmen's |
| 387 | Guild or Guild Master's | 388 | Gynosphinx |
| 389 | Gypsum | | |
| H IS FOR HAUNTED | | | |
| 390 | Hades' | | |
| 391 | Hag's | 392 | Hallowed or Hallowed One's |

H.J. FORD.

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 393 | Hallucinated or Hallucinatory | 394 | Harbinger's |
| 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 | 420 | Hewn or Stone-Hewn |
| 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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 IS FOR IDOLATROUS | | | |
| 450 | Ice or Icy | | |
| 451 | Ichor or Ichorous | 452 | Icon or Idol |
| 453 | Iconoclasts's | 454 | Idolaters' or Idolatrous |
| 455 | Idyllic | 456 | Ifrit |
| 457 | Ill-Fated or Ill-Omened | 458 | Illusion's or Illusionary |
| 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 | 466 | Impaler's or Impaling |
| 467 | Impenetrable | 468 | Imperial or Imperious |
| 469 | Imprisoner's or Imprisoning | 470 | Impure |
| 471 | Incantation or Incantatrix's | 472 | Incubus |
| 473 | Indomitable | 474 | Inescapable or Inexorable |
| 475 | Infernal or Inferno | 476 | Infestation or Infested or Infester's |
| 477 | Infidels' | 478 | Infinite |
| 479 | Iniquitous or Iniquitous One's | 480 | Inquisition or Inquisitor's |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 IS FOR JEWELED | | | |
| 489 | Jabberwock's or Jabberwocky | 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 IS FOR KISMET | | | |
| 501 | Keeper's or Keeping | 502 | Killer's or Killing |
| 503 | King's or Kingmaker's | 504 | Kismet |
| 505 | Knife or Knifing | 506 | Knight's or Knightly |
| 507 | Kobold | 508 | Kraken |
| L IS FOR LABYRINTHINE | | | |
| 509 | Labyrinth or Labyrinthine | 510 | Lady's or Noblewoman's |
| 511 | Lamentation or Lamenters' | 512 | Lamia |
| 513 | Lamprey | 514 | Lancer's |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 515 | Lantern-Illuminated or Lanthorn | 516 | Lapis |
| 517 | Larva or Larval | 518 | Lava |
| 519 | Lazar's | 520 | Lead or Leaden |
| 521 | Leech or Leeching | 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 |
| 531 | Lichen-Covered or Lichened | 532 | Lifeless |
| 533 | Light or Lighted | 534 | Lightless |
| 535 | Lightning | 536 | Lignite |
| 537 | Limestone | 538 | Lion or Werelions' |
| 539 | Living | 540 | Lizard Men's or Lizardfolk's |
| 541 | Lizard or Lizard King's | 542 | Loathed or Loathed One's |
| 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 IS FOR MEPHITIC

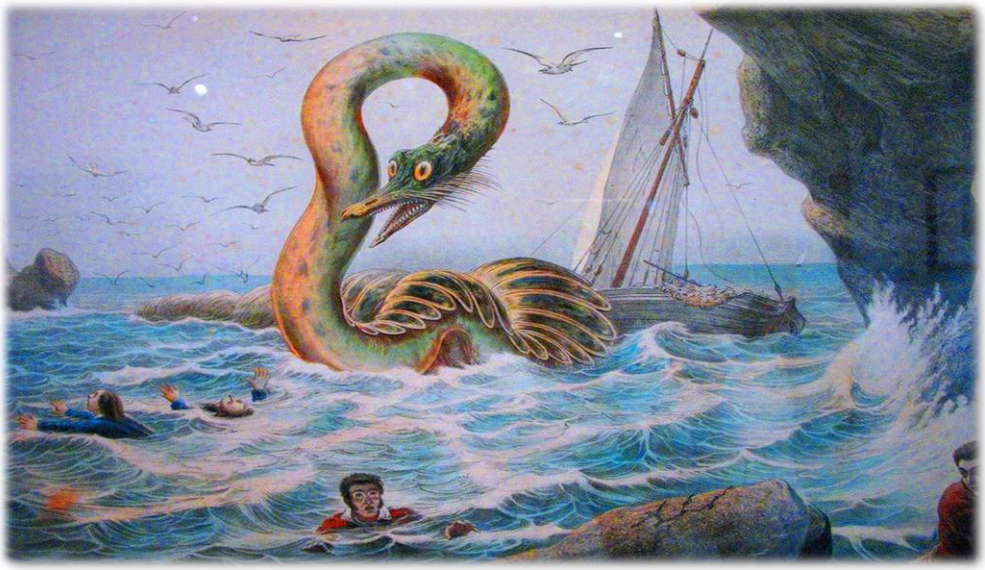
| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 560 | Macabre | | |
| 561 | Machine or Mechanical | 562 | Mad One's or Maddening or Madman's |
| 563 | Maelstrom | 564 | Mage Slayer's |
| 565 | Mage's or Magic-User's | 566 | Maggot or Maggot-Infested |
| 567 | 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 |
| 585 | Matriarch's or Matriarchal | 586 | Maulers' or Mauling |
| 587 | Mausolean or Mausoleum | 588 | Mauve |
| 589 | Medusa or Medusan | 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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 IS FOR NECROMANTIC | | | |
| 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 IS FOR OBSIDIAN | | | |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 |
| 657 | Ogre or Ogre Mage or Oni | 658 | Oil |
| 659 | Olympian | 660 | Omen or Ominous |
| 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 IS FOR PHANTASMAL | | | |
| 673 | Paladin's or Palatine | 674 | Pale or Pallid |
| 675 | Panther | 676 | Paradisaic or Paradise |
| 677 | Parasite or Parasite-Infested | 678 | Patriarch's or Patriarchal |
| 679 | Pearl or Pearlescent | 680 | Pegasus |
| 681 | Perfidious or Perilous | 682 | Perpetual |
| 683 | Peryton | 684 | Pestilence-Ridden or Pestilent |
| 685 | Phantasm's or Phantasmal | 686 | Phantasmagoric or Phantom's |
| 687 | Pharaoh's or Pharaonic | 688 | Phasing or Displacing |
| 689 | Phoenix | 690 | Phosphorescent |
| 691 | Piled | 692 | Pillaged or Pillagers' or Pirate |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 | 702 | Prophesied |
| 703 | Prophet's or Prophetic | 704 | Protected or Protector's |
| 705 | Puffball | 706 | Puppet or Puppet Master's |
| 707 | Pure or Purified | 708 | Purple |
| 709 | Putrefacting | | |
| **Q IS FOR QUINTESSENTIAL** | | | |
| 710 | Quintessence or Quintessential | | |
| **R IS FOR REVELATORY** | | | |
| 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 IS FOR SHIMMERING** | | | |
| 735 | Sacred or Sacrosanct | 736 | Sacrificial |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 737 | Sage's | 738 | Salamandra |
| 739 | Salt or Salt-Encrusted | 740 | Sand or Sand-Filled or Sandstone |
| 741 | Sapphire | 742 | Sarcophagal or Sarcophagus |
| 743 | Satyr | 744 | Savages' |
| 745 | Savant's | 746 | Scapegrace's |
| 747 | Scarab | 748 | Scarecrow |
| 749 | Scarlet | 750 | Scavengers' |
| 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 |
| 763 | Seneschal's | 764 | Sepulcher or Sepulchral |
| 765 | Serene | 766 | Serpent Folk's |



| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 767 | Serpent or Serpentine | 768 | Servitors' |
| 769 | Shadow or Shadow Lord's or Shadowed | 770 | Shaking |
| 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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 IS FOR TALISMANIC | | | |
| 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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 IS FOR UMBRAL | | | |
| 895 | Umber | 896 | Umbral |
| 897 | Unbeheld or Undiscovered or Unearthed | 898 | Unbelievers' |
| 899 | Unborn One's | 900 | Uncanny |
| 901 | Unconquerable | 902 | Undead |
| 903 | Undefended | 904 | Undefiled |
| 905 | Underground or Underwater | 906 | Undying |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| **907** | Unearthly | **908** | Unexcavated or Unexplored |
| **909** | Unfathomable | **910** | Unguarded |
| **911** | Unhallowed or Unholy | **912** | Unicorn |
| **913** | Unknowable or Unknown | **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 IS FOR VEXING** | | |
| **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 IS FOR WHISPERING | | | |
|---|---|---|---|
| **D1000 Roll** | **Chaotic Descriptor** | **D1000 Roll** | **Chaotic Descriptor** |
| **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 |

| D1000 Roll | Chaotic Descriptor | D1000 Roll | Chaotic Descriptor |
|---|---|---|---|
| 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 IS FOR XORON | | | |
| 993 | Xoron | | |
| Y IS FOR YUGGOTHIAN | | | |
| 994 | Yellow or Yellow King's | | |
| 995 | Yeti | 996 | Yith or Yithian or Yuggoth or Yuggothian |
| Z IS FOR ZOMBIFICATION | | | |
| 997 | Zealots' | 998 | Zombie |
| 999 | Zombie Master's | 000 | Zombification |

~

And there you have it. I recommend that you also use this table to conceive unexpected benefactor traits, villain traits, monster differentiators, and unusual dungeon chambers. Have fun!

# 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.)*

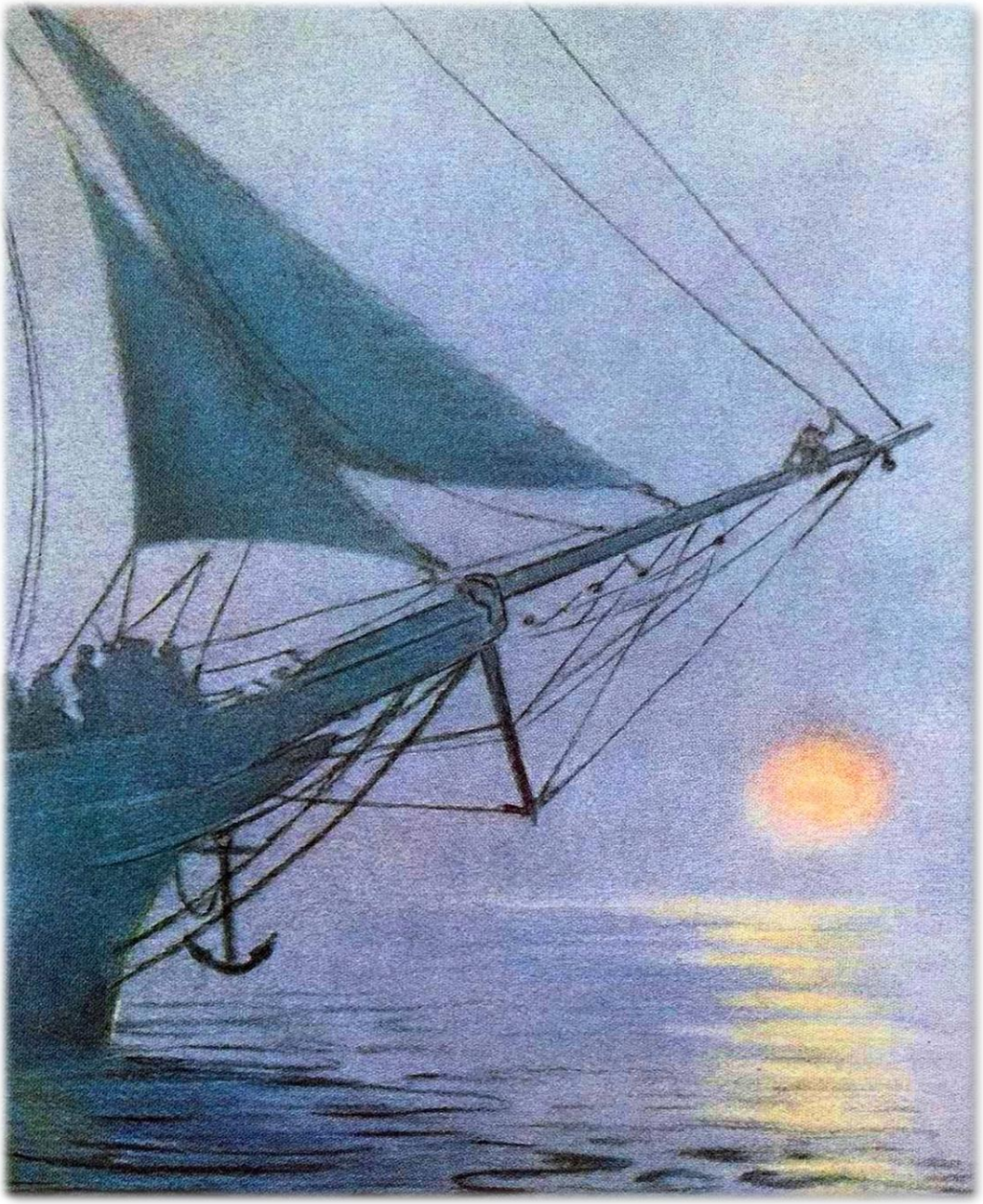
Let the players choose what happens! And if they're so conditioned by consumer culture that they won't choose, or they don't like choice (!!!), make them choose or stop playing until they do. If there's a good soapbox where I should stand up, rant, and lose all of my hit points, I absolutely think it's 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.

7-1

# 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 IS FOR ABDUCTION | |
|---|---|
| **D1000 Roll** | **Quest Action Code Template** |
| **001 to 004** | Abduct / Kidnap / Apprehend (Person / Creature / Faction) |
| **005 to 008** | Abduct / Kidnap / Apprehend (Person / Creature / Faction from (Place) |
| **009 to 012** | Activate / Deactivate Deathtrap to Acquire (Thing) |
| **013 to 016** | Activate / Deactivate Deathtrap in (Place) |
| **017 to 020** | Activate Deathtrap to Slay or Hinder (Person / Creature / Faction) |
| **021 to 024** | Aid / Assist (Person / Creature / Faction) |

| D1000 Roll | Quest Action Code Template |
|---|---|
| 025 to 028 | Aid / Assist (Person / Creature / Faction) in (Place) |
| 029 to 032 | Aid / Assist (Person / Creature / Faction) with (Thing) |
| 033 to 036 | Alliance of Necessity with Evil (Person / Creature / Faction) |
| 037 to 040 | Alliance of Necessity with Evil (Person / Creature / Faction) in (Place) |
| 041 to 044 | Alliance of Necessity with Evil (Person / Creature / Faction) to Acquire (Thing) |
| 045 to 048 | Ally with (Person / Creature / Faction) |
| 049 to 052 | Ally with (Person / Creature / Faction) in (Place) |
| 053 to 056 | Ally with (Person / Creature / Faction) by Offering (Thing) |
| 057 to 060 | Ally with (Person / Creature / Faction) to Acquire / Access (Thing) |
| 061 to 064 | Appease / Please (Person / Creature / Faction) |
| 065 to 068 | Appease / Please (Person / Creature / Faction) in (Place) |
| 069 to 072 | Appease / Please (Person / Creature / Faction) with (Thing) |
| 073 to 076 | Assault / Attack (Person / Creature / Faction) |
| 077 to 080 | Assault / Attack (Person / Creature / Faction) to Acquire (Thing) |
| 081 to 084 | Assault / Attack (Place) |
| 085 to 088 | Assault / Attack (Place) to Acquire (Thing) |
| 089 to 092 | Avenge (Person / Creature / Faction) |
| 093 to 096 | Avenge (Person / Creature / Faction) at (Place) |
| 097 to 100 | Avenge (Person / Creature / Faction) who Died For (Thing) |
| 101 to 104 | Awaken / Heal / Revivify (Person / Creature / Faction) |
| 105 to 108 | Awaken / Heal / Revivify (Person / Creature / Faction) at (Place) |
| 109 to 112 | Awaken / Heal / Revivify (Person / Creature / Faction) to Acquire / Access (Thing) |
| **B IS FOR BANISHMENT** | |
| 113 to 116 | Banish / Exile (Person / Creature / Faction) |
| 117 to 120 | Banish / Exile (Person / Creature / Faction) from (Place) |
| 121 to 124 | Banish / Exile (Person / Creature / Faction) to Acquire / Access (Thing) |
| 125 to 128 | Besiege / Isolate (Person / Creature / Faction) at (Place) |

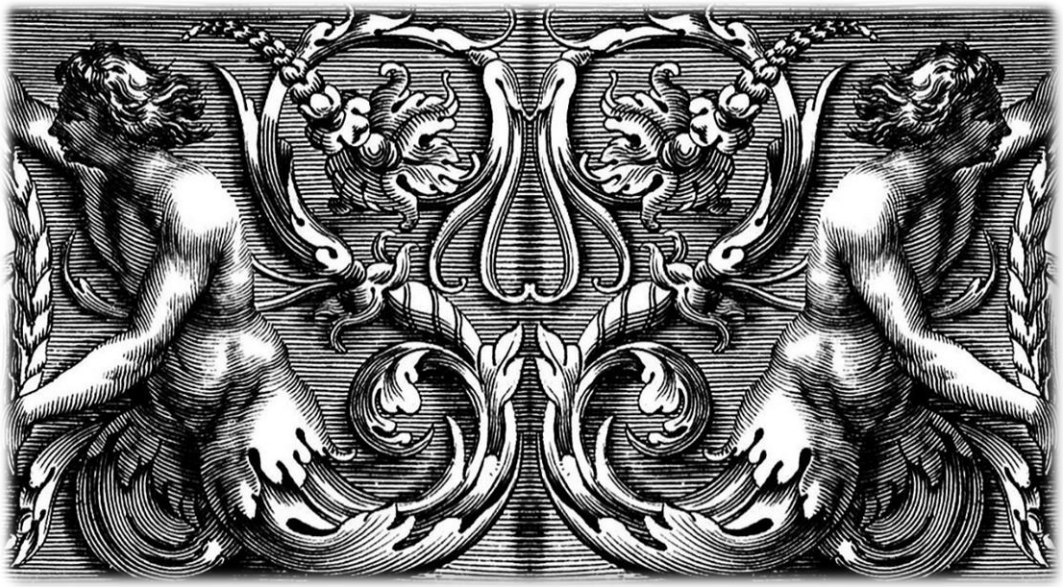
| D1000 Roll | Quest Action Code Template |
|---|---|
| 129 to 132 | Besiege / Isolate (Place) |
| 133 to 136 | Besiege / Isolate (Place) Involving (Thing) |
| 137 to 140 | Break Siege by (Person / Creature / Faction) on Place) |
| 141 to 144 | Break Siege on (Place) |
| 145 to 148 | Break Siege on (Place) to Save (Person / Creature / Faction) |

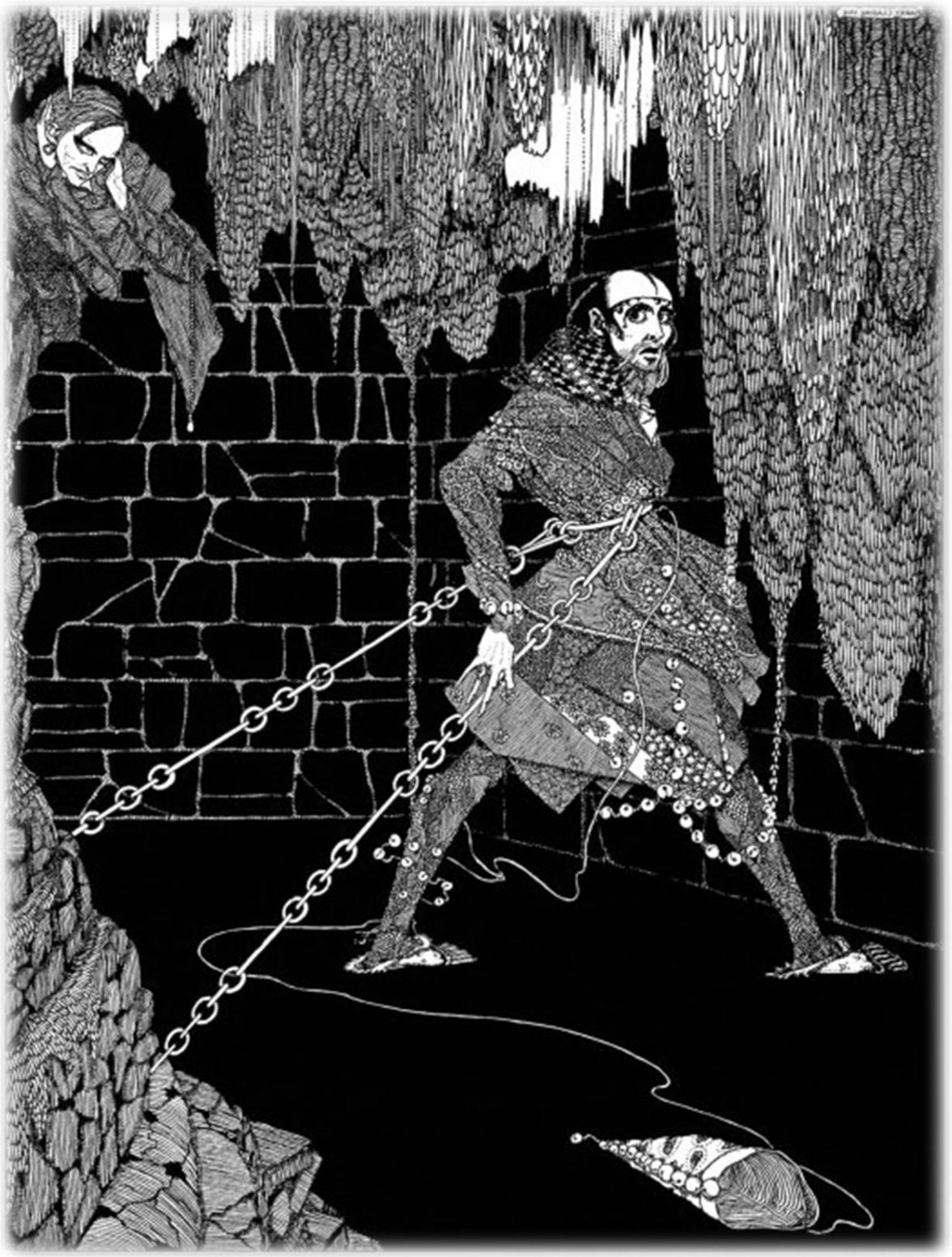
| C IS FOR CONSPIRACY | |
|---|---|
| **D1000 Roll** | **Quest Action Code Template** |
| **149 to 152** | Capture / Subdue / Tame (Person / Creature / Faction) |
| **153 to 156** | Capture / Subdue / Tame (Person / Creature / Faction) in (Place) |
| **157 to 160** | Cast Spell at / Chant / Invoke (Person / Creature / Faction) |
| **161 to 164** | Cast Spell at / Chant / Invoke (Person / Creature / Faction) Using (Thing) |
| **165 to 168** | Cast Spell at / Chant / Invoke (Place) |
| **169 to 172** | Cast Spell at / Chant / Invoke (Place) Using (Thing) |
| **173 to 176** | Challenge (Person / Creature / Faction) |
| **177 to 180** | Challenge (Person / Creature / Faction) at (Place) |
| **181 to 184** | Challenge (Person / Creature / Faction) for (Thing) |
| **185 to 188** | Chase / Pursue (Person / Creature / Faction) |
| **189 to 192** | Chase / Pursue (Person / Creature / Faction) to (Place) |
| **193 to 196** | Chase / Pursue Thieves of (Thing) |
| **197 to 200** | Cleanse / Purify (Person / Creature / Faction) |
| **201 to 204** | Cleanse / Purify (Place) |
| **205 to 208** | Cleanse / Purify (Thing) |
| **209 to 212** | Cleanse / Purify Spirit of (Person / Creature / Faction) |
| **213 to 216** | Compete in Tournament / Joust / Arena Match at (Place) |
| **217 to 220** | Compete in Tournament / Joust / Arena Match for (Person / Creature / Faction) |
| **221 to 224** | Compete in Tournament / Joust / Arena Match for (Thing) |
| **225 to 228** | Confirm Existence of Extinct (Person / Creature / Faction) |
| **229 to 232** | Confirm Existence of Legendary (Place) |
| **233 to 236** | Confirm Existence of Mythic (Thing) |
| **237 to 240** | Conspire / Plot with (Person / Creature / Faction) |
| **241 to 244** | Conspire / Plot with (Person / Creature / Faction) at (Place) |
| **245 to 248** | Conspire / Plot with (Person / Creature / Faction) Involving (Thing) |

| D1000 Roll | Quest Action Code Template |
|---|---|
| 249 to 252 | Counterfeit / Replace Treasure / Possession of (Person / Creature / Faction) with Fake (Thing) |
| 253 to 256 | Counterfeit / Replace Treasure / Possession with Fake (Thing) |
| 257 to 260 | Counterfeit / Replace Treasure / Possession with Fake (Thing) at (Place) |
| 261 to 264 | Craft / Create / Forge (Thing) |
| 265 to 268 | Craft / Create / Forge (Thing) at (Place) |
| 269 to 272 | Craft / Create / Forge (Thing) with Aid of (Person / Creature / Faction) |
| D IS FOR DEFENSE | |
| 273 to 276 | Deactivate Deathtrap to Rescue / Gain Access to (Person / Creature / Faction) |
| 277 to 280 | Decipher / Decode Revelation at (Place) |
| 281 to 284 | Decipher / Decode Revelation at (Place) with Aid of (Person / Creature / Faction) |
| 285 to 288 | Decipher / Decode Revelatory (Thing) |
| 289 to 292 | Defend (Place) |
| 293 to 296 | Defend (Place) from (Person / Creature / Faction) |
| 297 to 300 | Defend (Place) Protecting (Thing) |
| 301 to 304 | Deliver Message / Code / Orders to (Person / Creature / Faction) |
| 305 to 308 | Deliver Message / Code / Orders to (Person / Creature / Faction) Involving (Thing) |
| 309 to 312 | Deliver Message / Code / Orders to (Place) |
| 313 to 316 | Deliver Object to (Person / Creature / Faction) |
| 317 to 320 | Deliver Object to (Place) |
| 321 to 324 | Deliver / Clear (Thing) to / for (Person / Creature / Faction) |
| 325 to 328 | Deliver / Clear (Thing) with Aid of (Person / Creature / Faction) |
| 329 to 332 | Deliver (Thing) to (Person / Creature / Faction) |
| 333 to 336 | Deliver (Thing) to (Place) |
| 337 to 340 | Deliver Treasure to (Person / Creature / Faction) |
| 341 to 344 | Deliver Treasure to (Place) |
| 345 to 348 | Depose / Overthrow (Person / Creature / Faction) |

| D1000 Roll | Quest Action Code Template |
|---|---|
| 349 to 352 | Depose / Overthrow (Person / Creature / Faction) in (Place) |
| 353 to 356 | Depose / Overthrow (Person / Creature / Faction) Involving (Thing) |
| 357 to 360 | Destroy / Disenchant (Place) |
| 361 to 364 | Destroy / Disenchant (Thing) |
| 365 to 368 | Disbelieve / Dispel Illusionary (Person / Creature / Faction) |
| 369 to 372 | Disbelieve / Dispel Illusionary (Place) |
| 373 to 376 | Disbelieve / Dispel Illusionary (Thing) |
| 377 to 380 | Discover / Explore (Place) |
| 381 to 384 | Discover Fate of (Person / Creature / Faction) |
| 385 to 388 | Discover Treasured (Thing) |
| 389 to 392 | Disrupt Dark Ritual at (Place) |
| 393 to 396 | Disrupt Dark Ritual Performed by (Person / Creature / Faction) |
| 397 to 400 | Disrupt Dark Ritual with (Thing) |
| 401 to 404 | Distract / Mislead (Person / Creature / Faction) |
| 405 to 408 | Distract / Mislead (Person / Creature / Faction) Away from (Place) |
| 409 to 412 | Distract / Mislead (Person / Creature / Faction) Away from (Thing) |
| E IS FOR ESCAPE | |
| 413 to 416 | Empower / Enchant / Recharge (Place) |
| 417 to 420 | Empower / Enchant / Recharge (Place) with Aid of (Person / Creature / Faction) |
| 421 to 424 | Empower / Enchant / Recharge (Thing) |
| 425 to 428 | Empower / Enchant / Recharge (Thing) with Aid of (Person / Creature / Faction) |
| 429 to 432 | Escape from / Elude (Person / Creature / Faction) |
| 433 to 436 | Escape from / Elude (Person / Creature / Faction) Involving (Thing) |
| 437 to 440 | Escape from / Elude (Place) |
| 441 to 444 | Escort Group to (Person / Creature / Faction) |
| 445 to 448 | Escort Group to (Place) |
| 449 to 452 | Escort Group to (Thing) |

| D1000 Roll | Quest Action Code Template |
|---|---|
| 453 to 456 | Escort (Person / Creature / Faction) to (Person / Creature / Faction) |
| 457 to 460 | Escort (Person / Creature / Faction) to (Place) |
| 461 to 464 | Escort (Person / Creature / Faction) to (Thing) |
| 465 to 468 | Establish Camp / Mine / Outpost at (Place) |
| 469 to 472 | Establish Camp / Mine / Outpost at (Place) to Secure / Seek (Thing) |
| 473 to 476 | Establish Camp / Mine / Outpost at (Place) with Aid of (Person / Creature / Faction) |
| 477 to 480 | Establish Trade with (Person / Creature / Faction) |
| 481 to 484 | Establish Trade with (Person / Creature / Faction) at (Place) |
| 485 to 488 | Establish Trade with (Person / Creature / Faction) Involving (Thing) |
| F IS FOR FINDING | |
| 489 to 492 | Find / Seek / Dig for (Person / Creature / Faction) |
| 493 to 496 | Find / Seek / Dig for (Place) |
| 497 to 500 | Find / Seek / Dig for (Thing) |
| 501 to 504 | Free / Save (Person / Creature / Faction) |
| 505 to 508 | Free / Save (Person / Creature / Faction) from (Place) |





| D1000 Roll | Quest Action Code Template |
|---|---|
| 509 to 512 | Free / Save (Person / Creature / Faction) with / Involving (Thing) |
| 513 to 516 | Fulfill Omen / Prophecy at (Place) |
| 517 to 520 | Fulfill Omen / Prophecy Involving (Person / Creature / Faction) |
| 521 to 524 | Fulfill Omen / Prophecy Involving (Thing) |
| G IS FOR GUARDING | |
| 525 to 528 | Guard / Protect (Person / Creature / Faction) |
| 529 to 532 | Guard / Protect (Person / Creature / Faction) at (Place) |
| 533 to 536 | Guard / Protect (Thing) |
| H IS FOR HUNTING | |
| 537 to 540 | Hide / Conceal (Person / Creature / Faction) |
| 541 to 544 | Hide / Conceal (Person / Creature / Faction) at (Place) |
| 545 to 548 | Hide / Conceal (Thing) |
| 549 to 552 | Hunt / Trap (Person / Creature / Faction) |
| 553 to 556 | Hunt / Trap (Person / Creature / Faction) at (Place) |
| 557 to 560 | Hunt / Trap (Person / Creature / Faction) Involving (Thing) |
| I IS FOR INFILTRATION | |
| 561 to 564 | Identify Impostor at (Place) |
| 565 to 568 | Identify Impostor Disguised as (Person / Creature / Faction) |
| 569 to 572 | Identify Impostor Who is After (Thing) |
| 573 to 576 | Infiltrate / Break Into (Place) |
| 577 to 580 | Infiltrate / Break Into (Place) to Acquire / Destroy (Thing) |
| 581 to 584 | Infiltrate / Break Into (Place) While Avoiding (Person / Creature / Faction) |
| 585 to 588 | Investigate / Scout (Place) |
| 589 to 592 | Investigate / Scout (Place) Involving (Thing) |
| 593 to 596 | Investigate / Scout (Place) to Observe (Person / Creature / Faction) |

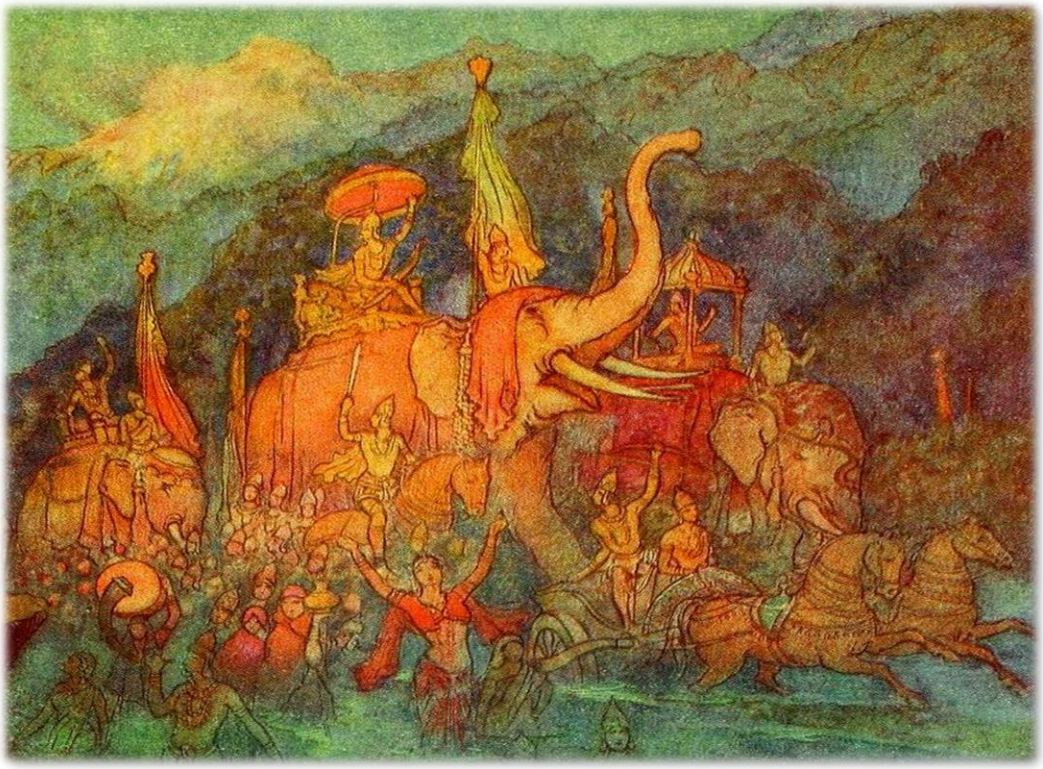
| J IS FOR JOURNEY | |
|---|---|
| **D1000 Roll** | **Quest Action Code Template** |
| **597 to 600** | Journey / Travel to (Place) |
| **601 to 604** | Journey / Travel to (Place) Seeking (Person / Creature / Faction) |
| **605 to 608** | Journey / Travel to (Place) Seeking (Thing) |
| **L IS FOR LEADERSHIP** | |
| **609 to 612** | Lead Weak Forces into Battle vs. (Person / Creature / Faction) |
| **613 to 616** | Lead Weak Forces into Battle to Defend / Liberate (Place) |
| **617 to 620** | Lead Weak Forces into Battle to Protect (Thing) |
| **621 to 624** | Lift Curse from (Person / Creature / Faction) |
| **625 to 628** | Lift Curse from (Place) |
| **629 to 632** | Lift Curse from (Thing) |
| **M IS FOR MEETING** | |
| **633 to 636** | Meet with (Person / Creature / Faction) |
| **637 to 640** | Meet with (Person / Creature / Faction) at (Place) |
| **641 to 644** | Meet with (Person / Creature / Faction) Concerning (Thing) |
| **O IS FOR OFFERING** | |
| **645 to 648** | Offer Forgiveness to (Person / Creature / Faction) |
| **649 to 652** | Offer Forgiveness to (Person / Creature / Faction) at (Place) |
| **653 to 656** | Offer Forgiveness to (Person / Creature / Faction) Involving (Thing) |
| **657 to 660** | Offer Peace / Truce to (Person / Creature / Faction) |
| **661 to 664** | Offer Peace / Truce to (Person / Creature / Faction) and Offer (Thing) |
| **665 to 668** | Offer Peace / Truce to (Person / Creature / Faction) at (Place) |
| **P IS FOR PARLEY** | |
| **669 to 672** | Parley / Negotiate with (Person / Creature / Faction) |
| **673 to 676** | Parley / Negotiate with (Person / Creature / Faction) at (Place) |
| **677 to 680** | Parley / Negotiate with (Person / Creature / Faction) Involving (Thing) |

| D1000 Roll | Quest Action Code Template |
|---|---|
| 681 to 684 | Patrol / Watch Over (Place) |
| 685 to 688 | Patrol / Watch Over (Place) to Protect (Thing) |
| 689 to 692 | Patrol / Watch Over (Place) While Wary of (Person / Creature / Faction) |
| 693 to 695 | Pay / Offer Ransom for (Person / Creature / Faction) |
| 696 to 698 | Pay / Offer Ransom for (Person / Creature / Faction) at (Place) |
| 699 to 701 | Pay / Offer Ransom for (Thing) |
| 702 to 704 | Poison / Drug / Weaken (Person / Creature / Faction) |
| 705 to 707 | Poison / Drug / Weaken (Person / Creature / Faction) at (Place) |
| 708 to 710 | Poison / Drug / Weaken (Person / Creature / Faction) Involving (Thing) |
| 711 to 714 | Prevent Disaster / Cataclysm from Destroying (Thing) |
| 715 to 718 | Prevent Disaster / Cataclysm from Killing (Person / Creature / Faction) |
| 719 to 722 | Prevent Disaster / Cataclysm of (Place) |
| 723 to 726 | Protect Caravan Carrying (Thing) |
| 727 to 730 | Protect Caravan from (Person / Creature / Faction) |
| 731 to 734 | Protect Caravan Journeying to (Place) |
| 735 to 738 | Protect Caravan Led by (Person / Creature / Faction) |
| **Q IS FOR QUESTIONING** | |
| 739 to 742 | Question / Interrogate (Person / Creature / Faction) |
| 743 to 746 | Question / Interrogate (Person / Creature / Faction) to Learn Location of (Place) |
| 747 to 750 | Question / Interrogate (Person / Creature / Faction) to Learn Location of (Thing) |
| **R IS FOR REDEMPTION** | |
| 751 to 754 | Race / Game with (Person / Creature / Faction) |
| 755 to 758 | Race / Game with (Person / Creature / Faction) at (Place) |
| 759 to 762 | Race / Game with (Person / Creature / Faction) Involving (Thing) |
| 763 to 766 | Raid / Plunder / Skirmish with (Place) |
| 767 to 780 | Raid / Plunder / Skirmish with (Place) Defended by (Person / Creature / Faction) |

| D1000 Roll | Quest Action Code Template |
|---|---|
| 781 to 784 | Raid / Plunder / Skirmish with (Place) Seeking (Thing) |
| 785 to 788 | Redeem (Person / Creature / Faction) |
| 789 to 792 | Redeem (Person / Creature / Faction) at (Place) |
| 793 to 796 | Redeem (Person / Creature / Faction) Involving (Thing) |
| 797 to 800 | Repair / Reassemble (Place) |
| 801 to 804 | Repair / Reassemble (Thing) |
| 805 to 808 | Repair / Reassemble (Thing) with Aid of (Person / Creature / Faction) |
| 809 to 812 | Research / Study / Solve Mystery about (Person / Creature / Faction) |
| 813 to 816 | Research / Study / Solve Mystery about (Place) |
| 817 to 820 | Research / Study / Solve Mystery about (Thing) |
| 821 to 824 | Resurrect / Raise / Reincarnate (Person / Creature / Faction) |
| 825 to 828 | Resurrect / Raise / Reincarnate (Person / Creature / Faction) at (Place) |
| 829 to 832 | Resurrect / Raise / Reincarnate (Person / Creature / Faction) Using / Involving (Thing) |
| 833 to 836 | Retrieve / Reclaim / Steal Back (Thing) |
| 837 to 840 | Retrieve / Reclaim / Steal Back (Thing) from (Person / Creature / Faction) |
| 841 to 844 | Retrieve / Reclaim / Steal Back (Thing) from (Place) |
| 845 to 848 | Rite of Passage / Test of Skill in (Place) |
| 849 to 852 | Rite of Passage / Test of Skill to Secure (Thing) |
| 853 to 856 | Rite of Passage / Test of Skill to Win Favor or (Person / Creature / Faction) |
| S IS FOR SPYING | |
| 857 to 860 | Secure / Safeguard (Place) |
| 861 to 864 | Secure / Safeguard (Thing) |
| 865 to 868 | Secure / Safeguard (Thing) Against (Person / Creature / Faction) |
| 869 to 872 | Seek Forgiveness from (Person / Creature / Faction) |
| 873 to 876 | Seek Peace / Truce with (Person / Creature / Faction) |
| 877 to 880 | Seek Peace / Truce with (Person / Creature / Faction) at (Place) |

| D1000 Roll | Quest Action Code Template |
|---|---|
| 881 to 884 | Serve / Swear Fealty to (Person / Creature / Faction) |
| 885 to 888 | Serve / Swear Fealty to (Person / Creature / Faction) at (Place) |
| 889 to 892 | Slay / Assassinate (Person / Creature / Faction) |
| 893 to 896 | Slay / Assassinate (Person / Creature / Faction) at (Place) |
| 897 to 900 | Slay / Assassinate (Person / Creature / Faction) to Acquire / Access (Thing) |
| 901 to 904 | Smuggle Goods to (Person / Creature / Faction) |
| 905 to 908 | Smuggle Goods to (Place) |
| 909 to 912 | Smuggle (Thing) to (Person / Creature / Faction) |
| 913 to 916 | Smuggle (Thing) to (Place) |
| 917 to 920 | Solve Puzzle / Riddle Involving (Person / Creature / Faction) |
| 921 to 924 | Solve Puzzle / Riddle to Find (Place) |
| 925 to 928 | Solve Puzzle / Riddle to Find (Thing) |
| 929 to 932 | Spy on (Person / Creature / Faction) |
| 933 to 936 | Spy on (Person / Creature / Faction) at (Place) |
| 937 to 940 | Spy on (Person / Creature / Faction) Involving (Thing) |
| 941 to 944 | Steal (Thing) |
| 945 to 948 | Steal (Thing) from (Person / Creature / Faction) |
| 949 to 952 | Steal (Thing) from (Place) |
| 953 to 956 | Summon / Conjure (Person / Creature / Faction) |
| 957 to 960 | Summon / Conjure (Person / Creature / Faction) at (Place) |
| 961 to 964 | Summon / Conjure (Person / Creature / Faction) Using / Involving (Thing) |
| T IS FOR TRADE | |
| 965 to 968 | Threaten / Intimidate (Person / Creature / Faction) |
| 969 to 972 | Threaten / Intimidate (Person / Creature / Faction) at (Place) |
| 973 to 975 | Threaten / Intimidate (Person / Creature / Faction) Involving (Thing) |
| 976 to 978 | Trade / Barter for (Thing) |
| 979 to 981 | Trade / Barter for (Thing) at (Place) |

| D1000 Roll | Quest Action Code Template |
|---|---|
| 982 to 984 | Trade / Barter with (Person / Creature / Faction) |
| 985 or 986 | Transmute / Transmogrify / Change (Thing) |
| 987 or 988 | Transmute / Transmogrify / Change (Thing) at (Place) |
| 989 or 990 | Transmute / Transmogrify / Change (Thing) with Aid of (Person / Creature / Faction) |
| **U IS FOR UNLOCKING** | |
| 991 or 992 | Unlock / Open / Disarm (Place) |
| 993 or 994 | Unlock / Open / Disarm (Thing) |
| 995 or 996 | Unlock / Open / Disarm (Thing) Guarded by (Person / Creature / Faction) |
| **W IS FOR WORSHIP** | |
| 997 or 998 | Worship / Pray for / Venerate (Person / Creature / Faction) |
| 999 or 000 | Worship / Pray for / Venerate (Person / Creature / Faction) at (Place) |



As a result of the above results (which you will probably want to write down as a reminder to yourself), you will probably want to proceed next to one of the following Quest Target sub-sections:

- If you need to continue on to the Person / Creature / Faction selection table, (7-2).
- If you need to continue on to the Place table, click here (7-3).
- If you need to continue on to the Thing table, click here (7-4).
- (Each of the above options will then branch further, if you need to roll a second time on a different table.)

7-2

# 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 subtable 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 IS FOR ASSASSIN | | |
|---|---|---|
| **D1000 Roll** | **Person / Creature / Faction Type** | **Probable Classification** |
| **001 to 007** | Acid Dragon | Monster |
| **008** | Alchemist | Person |
| **009 or 010** | Alliance | Faction |
| **011** | Ally (former / recurring) | Person |
| **012** | Ancient Hologram | Entity or Person |
| **013 to 105** | Angel | Entity |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| **016** | Anti-Paladin, Armiger (paladin) theme | Person |
| **017** | Anti-Paladin, Black Knight (paladin) theme | Person |
| **018** | Anti-Paladin, Cataphract (paladin) theme | Person |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 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 to 032 | Arch-Devil (GM's choice) | Entity / Monster |
| 033 | Arch-Villain / Nemesis | Person |
| 034 to 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 |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 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 IS FOR BARBARIAN | | |
| 067 to 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 |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 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 |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| **120** | Bard, Wanderer theme | Person |
| **121 to 127** | Barghest | Monster |
| **128 to 134** | Batrachian Demon | Monster |
| **135 to 141** | Bestial Demon | Monster |
| C IS FOR CLERIC | | |
| **142 or 143** | Cabal | Faction |
| **144 or 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 or 159** | Circle | Faction |
| **160 to 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 |

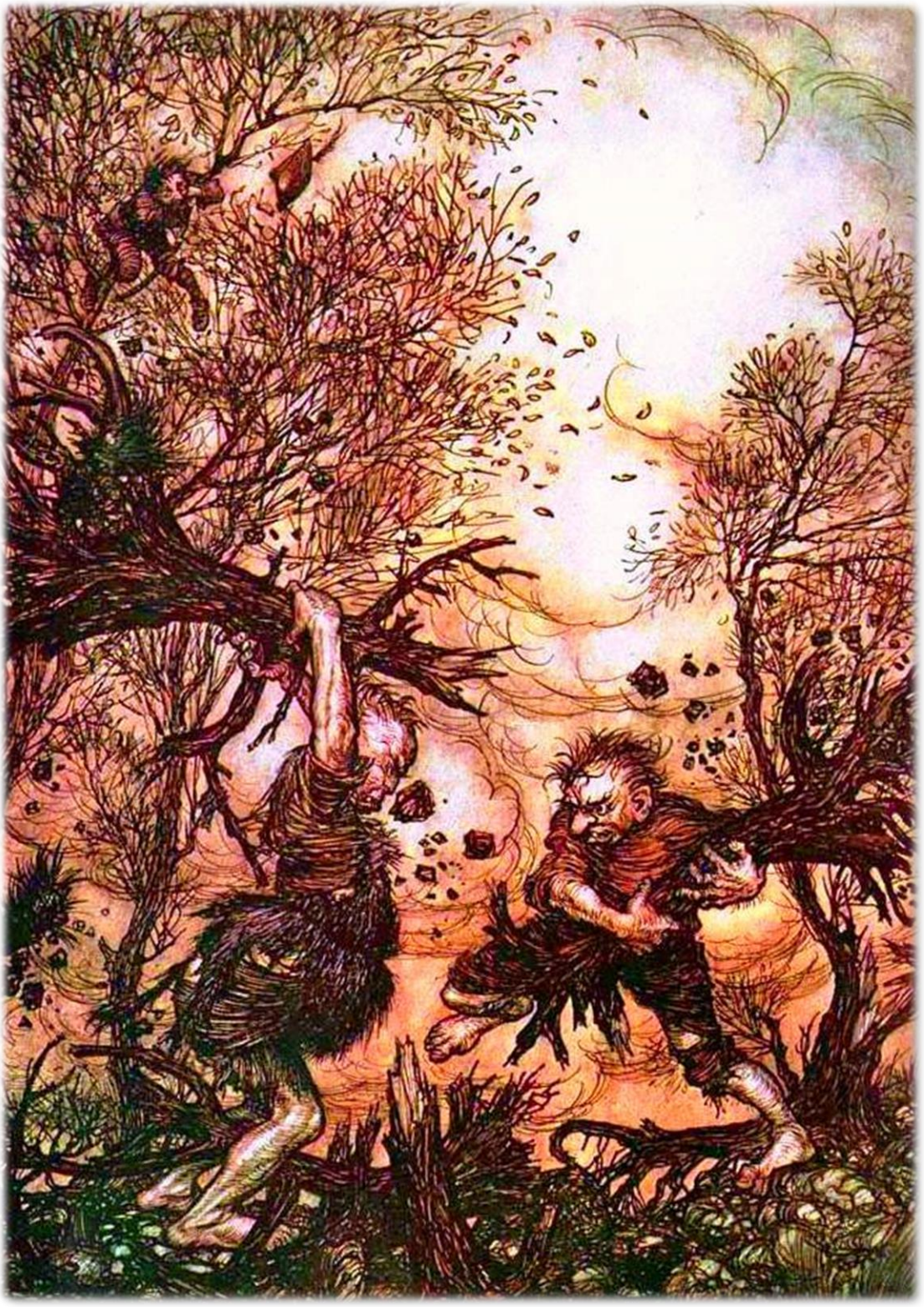
| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 173 | Cleric, Cantor theme | Person |
| 174 | Cleric, Catechumen theme | Person |
| 175 | Cleric, Clairvoyant theme | Person |
| 176 | Cleric, Confessor theme | Person |
| 177 | Cleric, Convert theme | Person |
| 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 to 206 | Cloud Giant | Monster |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 207 or 208 | Consortium | Faction |
| 209 to 215 | Corrupted Cyclops or Giant | Monster |
| 216 or 222 | Corrupted Genie (of GM's design) | Monster |
| 223 or 229 | Corrupted Sphinx (GM's choice) | Monster |
| 230 to 236 | Corrupted Titan | Monster |
| 237 or 38 | Coven | Faction |
| 239 or 240 | Cryptic Alliance | Faction |
| 241 or 242 | Cult | Faction |
| D IS FOR DEMIGOD | | |
| 243 to 249 | Daemon (GM's choice) | Monster |
| 250 to 256 | Deep One | Monster |
| 257 to 259 | Demigod (GM's choice) | Entity |
| 260 to 262 | Demigoddess (GM's choice) | Entity |
| 263 | Demi-Human | Person |
| 264 to 270 | Demon | Monster |
| 271 to 277 | Demon Lord (GM's choice) | Entity / Monster |
| 278 to 284 | Devil | Monster |
| 285 | Dimensional Gunslinger | Person |
| 286 to 292 | Dimensional Spider / Brood of Arachne | Monster |
| 293 | Dimensional Traveler | Person |
| 294 to 300 | Draconian Lich (of GM's design) | Monster |
| 301 to 307 | Dragon (GM's choice) | Monster |
| 308 to 314 | Dream Eater | Monster |
| 315 to 321 | Dwarven Enclave | Group |
| E IS FOR ELDER THING | | |
| 322 to 328 | Elder Thing | Monster |
| 329 to 335 | Elven Enclave | Group |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 336 to 342 | Evil Eye, of Azathoth | Monster |
| 343 to 349 | Evil Eye, of Cthulhu | Monster |
| F IS FOR FROST GIANT | | |
| 350 to 356 | Fallen Angel (of GM's design) | Entity / Monster |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 357 | Family Member | Person |
| 358 or 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 to 388 | Fire Giant | Monster |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 389 to 395 | Fire-Breathing Dragon | Monster |
| 396 to 402 | Foreign Delegation / Ambassador | Group or Person |
| 403 or 404 | Fraternity / Brotherhood | Faction |
| 405 to 411 | Frost Dragon | Monster |
| 412 to 418 | Frost Giant | Monster |
| 419 to 425 | Frost Salamandra | Monster |
| G IS FOR GODDESS | | |
| 426 or 427 | Gang | Faction |
| 428 or 429 | Gathering | Faction |
| 430 to 436 | Ghost | Monster |
| 437 to 443 | Gnomish Enclave | Group |
| 444 to 447 | God | Entity |
| 448 to 450 | Goddess | Entity |
| 451 | Godling / Petty God (of GM's design) | Entity |
| 452 to 459 | Great Old One (GM's choice) | Entity |
| 460 to 466 | Greater Devil (GM's choice) | Monster |
| 467 or 468 | Guild | Faction |
| H IS FOR HUNTER | | |
| 469 to 472 | Hag (of GM's choice; refer to supplement PM1, The Pegana Mythos) | Monster / Person |
| 473 to 477 | Halfling Enclave | Group |
| 478 | Henchman / Retainer | Person |
| 479 | Hero of Legend | Person |
| 480 | Heroine of Legend | Person |
| 481 to 487 | Highland Giant | Monster |



| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 488 to 494 | Hound Demon | Monster |
| 495 to 501 | Humanoid | Monster |
| 502 to 508 | Humanoid Chieftain (likely with a class and experience level) | Monster |
| 509 to 515 | Humanoid Tribe | Group / 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 IS FOR ILLUSIONIST | | |
| 532 to 538 | Ifrit | Monster |
| 539 | Illusionist, Astral Walker theme | Person |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 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 to 566 | Incubus | Monster |
| 567 or 568 | Independent Enclave | Faction |
| 569 | Intelligent Artifact / Relic | Item |
| 570 | Intelligent Beast | Item |
| 571 | Intelligent Magical Weapon | Item |
| 572 or 573 | Isolated Settlement | Faction |

| J IS FOR JESTER | | |
|---|---|---|
| **D1000 Roll** | **Person / Creature / Faction Type** | **Probable Classification** |
| **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 IS FOR KNIGHT** | | |
| **581 to 585** | Knight of Saigoth (refer to supplement PM1, The Pegana Mythos) | Monster |
| **586 to 589** | Knightly Order | Faction |
| **590 to 596** | Kraken | Monster |
| **L IS FOR LICH** | | |
| **597 to 603** | Lamia | Monster |
| **604 or 605** | League | Faction |
| **606 to 612** | Lesser Devil (GM's choice) | Monster |
| **613 to 619** | Lich (refer to supplement PM1, The Pegana Mythos) | Monster |
| **620** | Liege Lord / Patron | Person |
| **621 to 627** | Lightning Dragon | Monster |
| **628 to 635** | Living Statue | Monster |
| **636** | Love Interest | Person |
| **M IS FOR MAGIC-USER** | | |
| **637** | Magic-User, Abjurer theme | Person |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 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 or 662 | Mercenary Company | Faction |
| 663 to 669 | Mi-Go | Monster |
| 670 to 676 | Mist Giant | Monster |
| 677 or 678 | Monastery / Nunnery / Priesthood | Faction |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 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 |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 694 | Monk, of the Iron Will specialization and Psychic Warrior theme | Person |
| 695 to 701 | Moonbeast | Monster |
| 701 to 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 IS FOR NAGA | | |
| 713 to 719 | Naga (GM's choice) | Monster |
| O IS FOR OGRE MAGE | | |
| 720 to 726 | Ogre Mage | Monster |
| P IS FOR PEASANTRY | | |
| 727 to 733 | Peasants Without a Village | Group |
| 734 to 740 | Polypous One | Monster |
| 741 to 747 | Pyre Demon | Monster |
| 748 to 754 | Pyre Salamandra | Monster |
| R IS FOR RAKSHASA | | |
| 755 to 761 | Rakshasa | Monster |
| 762 or 763 | Rebel Faction | Faction |
| 764 | Rival | Person |
| 765 to 771 | Rock Giant | Monster |
| S IS FOR SAGE | | |
| 772 | Sacred / Unholy Child | Person |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 773 | Sage | Person |
| 774 | Savant, Arcane Scribe (magic-user) theme | Person |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 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 to 785 | Sea Devil (likely with a class and experience level) | Monster |
| 786 or 787 | Secret Society | Faction |
| 788 or 789 | Sect | Faction |
| 790 to 796 | Sentient Abomination (of GM's design, use CDDG2) | Entity or Monster |
| 797 or 798 | Sentient Elemental, Air | Entity / Monster |
| 799 or 800 | Sentient Elemental, Ash | Entity / Monster |
| 801 or 802 | Sentient Elemental, Dust | Entity / Monster |
| 803 or 804 | Sentient Elemental, Earth | Entity / Monster |
| 805 or 806 | Sentient Elemental, Fire | Entity / Monster |
| 807 or 808 | Sentient Elemental, Lightning | Entity / Monster |
| 809 or 810 | Sentient Elemental, Magma | Entity / Monster |
| 811 or 812 | Sentient Elemental, Mist | Entity / Monster |
| 813 or 814 | Sentient Elemental, Mud | Entity / Monster |
| 815 or 816 | Sentient Elemental, Steam | Entity / Monster |
| 817 or 818 | Sentient Elemental, Water | Entity / Monster |
| 819 to 825 | Sentient Fungus (of GM's design, use CDDG2) | Monster |
| 826 to 832 | Sentient Slime (of GM's design, use CDDG2) | Monster |
| 833 to 839 | Serpent Folk | Monster |
| 840 to 846 | Serpentine Demoness | Monster |
| 847 to 853 | Shade / Shadow Walker (with a class and experience level) | Monster / Person |

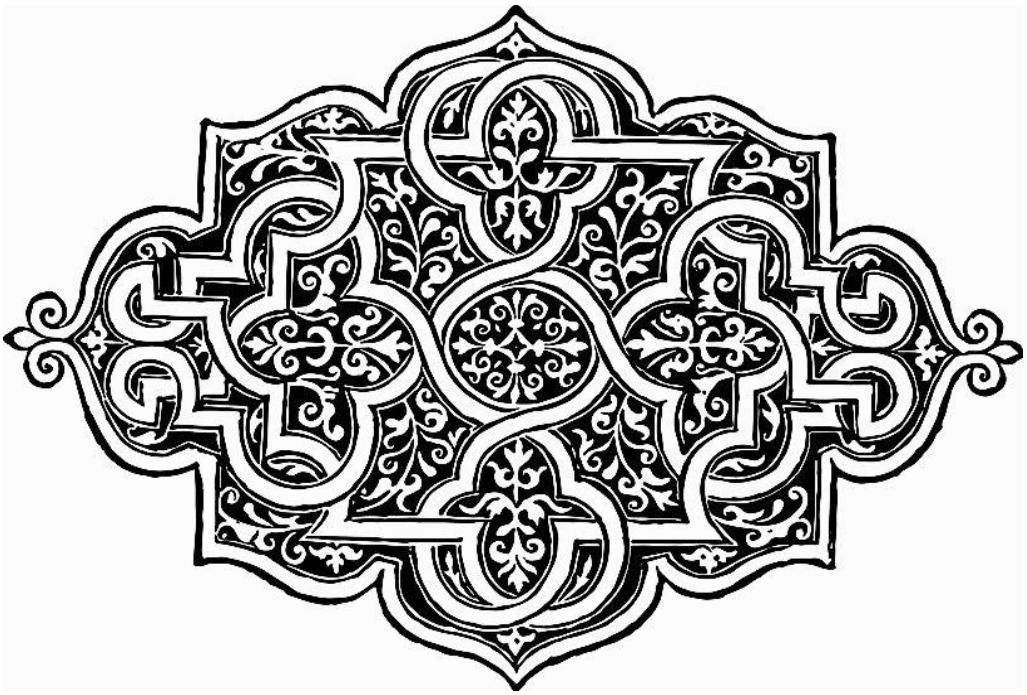
| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 854 to 860 | Shape Shifter (GM's choice, may have a class and experience level) | Monster or Person |
| 861 to 867 | Shoggoth | Monster |
| 868 or 869 | Society | Faction |
| 870 or 871 | Sorority / Sisterhood | Faction |
| 872 to 878 | Spectre | Monster |
| 879 to 885 | Spirit | Entity or Monster |
| 886 to 892 | Splinter Group | Faction |
| 893 to 899 | Star Spawn of Cthulhu | Entity / Monster |
| 900 to 906 | Succubus | Monster |
| T IS FOR THIEF | | |
| 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 |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 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 |
| **D1000 Roll** | **Person / Creature / Faction Type** | **Probable Classification** |
| 927 | Thief, Tomb Delver theme | Person |
| 928 to 934 | Thrall of Cthulhu | Monster |
| 935 | Time Traveler | Person |
| 936 to 942 | Tribe (GM's choice; likely human or demi-human) | Group |
| 943 to 949 | Twisted Giant | Monster |
| **U IS FOR UNDEAD** | | |
| 950 to 956 | Undead Creature (GM's choice) | Monster |
| **V IS FOR VALKYRIE** | | |
| 957 to 962 | Valkyrie | Entity / Monster |
| 958 to 965 | Vampire (perhaps with a class and experience level) | Monster / Person |
| 966 to 972 | Venomous Dragon | Monster |
| 973 to 977 | Venomous Salamandra | Monster |
| 978 to 980 | Villain of Legend | Person |
| 981 to 983 | Villainess of Legend | Person |
| 984 to 990 | Vulture Demon | Monster |
| **W IS FOR WRAITH** | | |

| D1000 Roll | Person / Creature / Faction Type | Probable Classification |
|---|---|---|
| 991 to 995 | Wraith | Monster |
| 996 to 000 | Wraith of the Deep | Monster |

Your selection of the Quest Target is now complete.

- If you need to roll a second time, to determine a Person, Creature, or Faction, click here (7-2).
- If you need to roll a second time, to determine a Place, click here (7-3).
- If you need to roll a second time, to determine a Thing, click here (7-4).
- Otherwise, you are done with Quest Target Selection, and can move on to Chapter 8. To proceed, click here.



7-3

# 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. Click on the appropriate table link below to generate the Quest Target: Place for your adventure scenario.

| Adventure Destination Classification | Recommended Quest Target: Place Table |
|---|---|
| **Cave System**<br>A natural series of subterranean spaces. | ➢ Cave System Table (7-3-1) |
| **Depression**<br>A wilderness locale featuring a significant canyon, gorge, rift, series of sinkholes, etc. | ➢ Cold Depression Table (5-2)<br>➢ Temperate Depression Table (5-21)<br>➢ Tropical Depression Table (5-30) |
| **Dungeon**<br>A prison, series of torture chambers, or confined and claustrophobic place of danger. | ➢ Dungeon Chamber Table (7-3-2) |
| **Forest**<br>A surface area covered with thick trees and other plant life. | Roll on Depression, Freshwater, or Forest table appropriate to your climate.<br>If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [4-6] Forest.<br>➢ Cold Depression Table (5-2)<br>➢ Cold Forest Table (5-3)<br>➢ Cold Freshwater Table (5-4)<br>➢ Temperate Depression Table (5-21)<br>➢ Temperate Forest Table (5-22)<br>➢ Temperate Freshwater Table (5-23)<br>➢ Tropical Depression Table (5-30)<br>➢ Tropical Forest Table (5-31) |

| | |
|---|---|
| | ➢ Tropical Freshwater Table (5-32) |
| **Adventure Destination Classification** | **Recommended Quest Target: Place Table** |
| **Freshwater Reach**<br>A river, lake, island, or coastal region. | ➢ Cold Freshwater Table (5-4)<br>➢ Temperate Freshwater Table (5-23)<br>➢ Tropical Freshwater Table (5-32) |
| **Hills**<br>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.<br>If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [3-6] Hills.<br>➢ Cold Depression Table (5-2)<br>➢ Cold Freshwater Table (5-4)<br>➢ Cold Hills Table (5-5)<br>➢ Temperate Depression Table (5-21)<br>➢ Temperate Freshwater Table (5-23)<br>➢ Temperate Hills Table (5-24)<br>➢ Tropical Depression Table (5-30)<br>➢ Tropical Freshwater Table (5-32)<br>➢ Tropical Hills Table (5-33) |
| **Isolated Structure**<br>A building, or small group of buildings, or a ruin, situated in the wilderness. | ➢ Urban Location Table (7-3-7) |
| **Manor House**<br>A large mansion, haunted house, or unfortified palace. | ➢ Manor House Table (7-3-3) |
| **Mountains**<br>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.<br>If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [3-6] Mountains.<br>➢ Cold Depression Table (5-2) |

| | |
|---|---|
| | ➢ Cold Freshwater Table (5-4)<br>➢ Cold Mountains Table (5-6)<br>➢ Temperate Depression Table (5-21)<br>➢ Temperate Freshwater Table (5-23)<br>➢ Temperate Mountains Table (5-25)<br>➢ Tropical Depression Table (5-30)<br>➢ Tropical Freshwater Table (5-32)<br>➢ Tropical Mountains Table (5-34) |
| **Adventure Destination Classification** | **Recommended Quest Target: Place Table** |
| **Netherworld**<br>A massive cave and tunnel system, running for many miles. | Roll on the Cave System Table, or on the Netherworld Table.<br>If you prefer random determination, roll 1D6; [1-3] Cave System, [4-6] Netherworld.<br>➢ Cave System Table (7-3-1)<br>➢ Netherworld Table (5-11) |
| **Plains**<br>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.<br>If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [3-6] Plains.<br>➢ Cold Depression Table (5-2)<br>➢ Cold Freshwater Table (5-4)<br>➢ Cold Plains Table (5-7)<br>➢ Temperate Depression Table (5-21)<br>➢ Temperate Freshwater Table (5-23)<br>➢ Temperate Plains Table (5-26)<br>➢ Tropical Depression Table (5-30)<br>➢ Tropical Freshwater Table (5-32)<br>➢ Tropical Plains Table (5-35) |
| **Ruins**<br>A large dilapidated surface structure, such as a ruined temple, city, castle, or mausoleum. | ➢ Urban Location Table (7-3-7) |
| **Saltwater Reach** | ➢ Cold Saltwater Table (5-8) |

| | |
|---|---|
| An ocean, sea, island group, or coastal region. | ➢ Temperate Saltwater Table (5-27)<br>➢ Tropical Saltwater Table (5-36) |
| **Adventure Destination Classification** | **Recommended Quest Target: Place Table** |
| **Stronghold**<br>A castle, subterranean enclave, or fortified palace. | ➢ Stronghold Table (7-3-4) |
| **Swamp**<br>A wetlands area, with significant amounts of plants, mud, and wildlife. | Roll on Freshwater or Swamp table appropriate to your climate.<br>If you prefer random determination, roll 1D6; [1-2] Freshwater, [3-6] Swamp.<br>➢ Cold Freshwater Table (5-4)<br>➢ Cold Swamp Table (5-9)<br>➢ Temperate Freshwater Table (5-23)<br>➢ Temperate Swamp Table (5-28)<br>➢ Tropical Freshwater Table (5-32)<br>➢ Tropical Swamp Table (5-37) |
| **Temple**<br>A place of worship, either holy or unholy. | ➢ Temple Table (7-3-5) |
| **Tomb**<br>A burial place, or kingdom of the dead. | ➢ Tomb Table (7-3-6) |
| **Urban Area**<br>A city, town, village, mining outpost, colony, etc. | ➢ Urban Location Table (7-3-7) |
| **Wasteland**<br>A region with very little rainfall or vegetation (desert, glacial wastes, etc.). | Roll on Depression, Freshwater, or Wasteland table appropriate to your climate.<br>If you prefer random determination, roll 1D6; [1-2] Depression, [3] Freshwater, [4-6] Wasteland. |

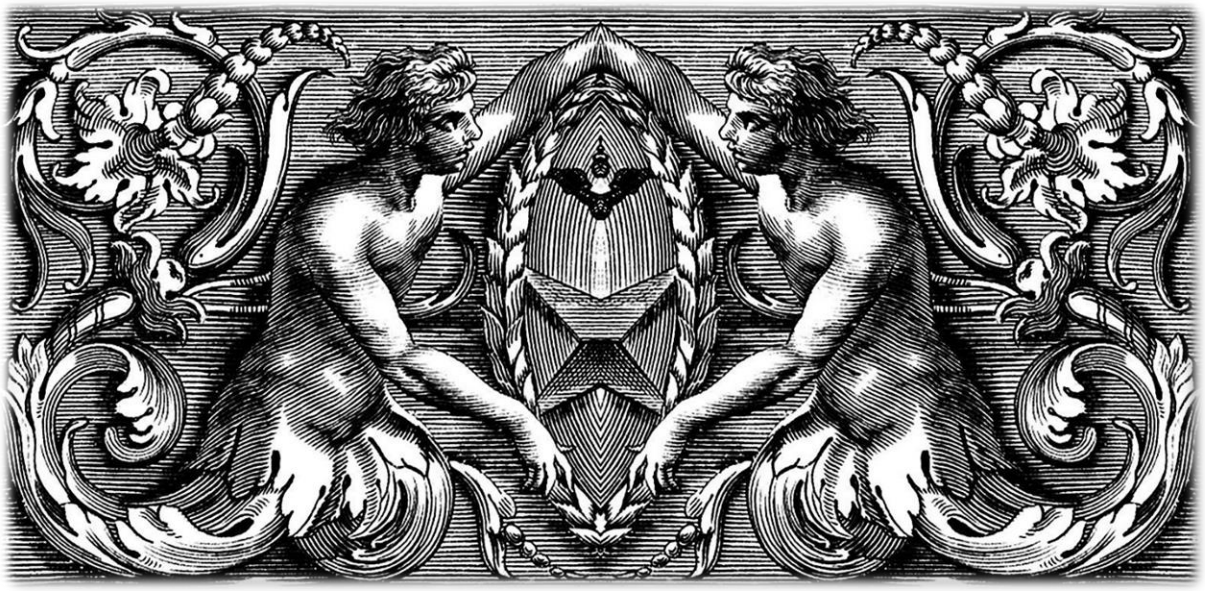
| | |
|---|---|
| | ➢ Cold Depression Table (5-2)<br>➢ Cold Freshwater Table (5-4)<br>➢ Cold Wastelands Table (5-10)<br>➢ Temperate Depression Table (5-21)<br>➢ Temperate Freshwater Table (5-23)<br>➢ Temperate Wastelands Table (5-29)<br>➢ Tropical Depression Table (5-30)<br>➢ Tropical Freshwater Table (5-32)<br>➢ Tropical Wastelands Table (5-38) |

**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, BOOK 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. And for random inspiring dungeon names, refer to CDDG1 which will get you started. Enjoy!



7-3-1

# 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.

| D1000 Roll | Cave Type | D1000 Roll | Cave Type |
|---|---|---|---|
| 001 to 003 | Access Cave | 004 to 006 | Access Cavern |
| 007 to 010 | Acidic Cave | 011 to 013 | Acidic Cavern |
| 014 to 016 | Adamantite Delve | 017 to 019 | Amphitheater (Carved) |
| 020 to 023 | Antecavern | 024 to 026 | Antrum |
| 027 to 029 | Antrum Cavern | 030 to 033 | Apse Cavelet |
| 034 to 036 | Arena Cave | 037 to 039 | Arena Cavern |
| 040 to 043 | Ash Pit | 044 to 046 | Ashen Abyss |
| 047 to 050 | Atrium Cave | 051 to 054 | Atrium Cavern |
| 055 to 057 | Audience Cavern | 058 to 060 | Augury Cave |
| 061 to 063 | Auxiliary Cave | 064 to 066 | Basalt Cave |
| 067 to 069 | Basalt Cavern | 070 to 072 | Blocked Cave |
| 073 to 075 | Blocked Cavern | 076 to 078 | Bone-Filled Cave |
| 079 to 081 | Bone-Filled Cavern | 082 to 084 | Boulder Cave |
| 085 to 087 | Boulder Cavern | 088 to 090 | Burrow |
| 091 to 093 | Burrow Maze | 094 to 096 | Burrow Warren |
| 097 to 099 | Cave | 100 to 102 | Cave of Ancestors |
| 103 to 105 | Cave of Ashes | 106 to 108 | Cave of Bones |
| 109 to 111 | Cave of Columns | 112 to 114 | Cave of Echoes |
| 115 to 117 | Cave of Husks | 118 to 120 | Cave of Meetings |

| D1000 Roll | Cave Type | D1000 Roll | Cave Type |
|---|---|---|---|
| **121 to 123** | Cave of Paintings | **124 to 126** | Cave of Pools |
| **127 to 129** | Cave of Residual Magic, Elemental Air | **130 to 132** | Cave of Residual Magic, Elemental Earth |
| **133 to 135** | Cave of Residual Magic, Elemental Fire | **136 to 138** | Cave of Residual Magic, Elemental Water |
| **139 to 141** | Cave of Skulls | **142 to 144** | Cave of Slaughter |
| **145 to 147** | Cave of Stalactites | **148 to 150** | Cave of Stalagmites |
| **151 to 154** | Cave of the Dead | **155 to 157** | Cave of Unmined Gemstones |
| **158 to 160** | Cave of Unmined Metals, Adamantite | **161 to 163** | Cave of Unmined Metals, Copper |
| **164 to 166** | Cave of Unmined Metals, Electrum | **167 to 169** | Cave of Unmined Metals, Gold |
| **170 to 172** | Cave of Unmined Metals, Iron | **173 to 175** | Cave of Unmined Metals, Lead |
| **176 to 179** | Cave of Unmined Metals, Mithral | **180 to 182** | Cave of Unmined Metals, Platinum |
| **183 to 185** | Cave of Unmined Metals, Silver | **186 to 188** | Cave of Unmined Metals, Tin |
| **189 to 191** | Cave of Unmined Metals, Various | **192 to 194** | Cave Temple |
| **195 to 197** | Cavelet | **198 to 200** | Cavern |
| **201 to 203** | Cavern of Ancestral Memory | **204 to 206** | Cavern of Ashes |
| **207 to 209** | Cavern of Bones | **210 to 212** | Cavern of Columns |
| **213 to 215** | Cavern of Echoes | **216 to 219** | Cavern of the Gatherings |
| **220 to 222** | Cavern of Husks | **223 to 226** | Cavern of Slaughter |
| **227 to 229** | Cavern Temple | **230 to 232** | Cavity |
| **233 to 235** | Cesspit | **236 to 238** | Cesspit Cavern |
| **239 to 241** | Cesspool | **242 to 244** | Cesspool Cavern |
| **245 to 247** | Chasm | **248 to 250** | Chiming Cave |
| **251 to 253** | Clay Cave | **254 to 256** | Clay-Filled Cavern |

| D1000 Roll | Cave Type | D1000 Roll | Cave Type |
|---|---|---|---|
| 257 to 259 | Coal Cave | 260 to 262 | Coal Cavern |
| 263 to 265 | Collapsed Cavern | 266 to 269 | Concealed Cave |
| 270 to 272 | Concealed Cavern | 273 to 275 | Copper Cave |
| 276 to 278 | Crevice | 279 to 282 | Crumbling Cave |
| 283 to 285 | Crumbling Cavern | 286 to 288 | Crystal Cave |
| 289 to 291 | Crystal Garden | 292 to 295 | Cul-de-Sac |
| 296 to 298 | Cyst | 299 to 301 | Dead End Cave |
| 302 to 304 | Death Cavern | 305 to 307 | Diorite Cave |
| 308 to 310 | Diorite Cavern | 311 to 313 | Drowning Pool |
| 314 to 316 | Dust Pit | 317 to 320 | Echoing Cave |
| 321 to 323 | Echoing Cavern | 324 to 326 | Egg Chamber |
| 327 to 329 | Elemental Vortex, Air | 330 to 332 | Elemental Vortex, Ash |
| 333 to 335 | Elemental Vortex, Dust | 336 or 337 | Elemental Vortex, Earth |
| 338 or 339 | Elemental Vortex, Fire | 340 or 341 | Elemental Vortex, Magma |
| 342 or 343 | Elemental Vortex, Mist | 344 or 345 | Elemental Vortex, Mud |
| 346 or 347 | Elemental Vortex, Steam | 348 to 350 | Elemental Vortex, Water |
| 351 to 354 | Enchanted Grotto | 355 to 357 | Enclave |
| 358 to 360 | Excavation | 361 to 363 | Firepit |
| 364 to 367 | Fissure | 368 to 370 | Fissure, Wall |
| 371 to 373 | Flooded Cave | 374 to 376 | Flooded Cavern |
| 377 to 380 | Food Cave | 381 to 383 | Formicary |
| 384 to 386 | Foss | 387 to 389 | Fountain Grotto |
| 390 to 392 | Fungal Garden | 393 to 395 | Gallery (Cavern) |
| 396 to 399 | Gas-Filled Cave | 400 to 402 | Gas-Filled Cavern |
| 403 to 405 | Gem Lode | 406 to 408 | Gemstone Cave |
| 409 to 411 | Gemstone Cavern | 412 to 414 | Geothermal Cave |
| 415 to 418 | Geothermal Cavern | 419 to 421 | Geyser Cave |
| 422 to 424 | Geyser Cavern | 425 to 427 | Glittering Cave |
| 428 to 430 | Glittering Gallery | 431 to 434 | Gold Cave |
| 435 to 437 | Gold Cavern | 438 to 440 | Grand Cavern |

| D1000 Roll | Cave Type | D1000 Roll | Cave Type |
|---|---|---|---|
| 441 or 442 | Great Adamantite Delve | 443 to 445 | Grof |
| 446 to 448 | Grot | 449 to 452 | Grotto |
| 453 to 456 | Guano Cave | 457 to 459 | Guano Cavern |
| 460 to 462 | Guard Cave | 463 to 465 | Guard Cavern |
| 466 to 468 | Gypsum Cave | 469 to 472 | Gypsum Cavern |
| 473 to 475 | Hatchery | 476 to 478 | Hellir |
| 479 to 481 | Hermitage | 482 to 484 | Hideout |
| 485 to 487 | Hiding Place | 488 to 491 | Hole |
| 492 to 494 | Hollow | 495 to 497 | Hollowed Trash Heap |
| 498 to 501 | Holr | 502 to 504 | Hylr |
| 505 to 507 | Ice Cave | 508 to 510 | Ice Cavern |
| 511 to 513 | Idol Grotto | 514 to 517 | Iron Cave |
| 518 to 520 | Iron Cavern | 521 to 523 | Jewel Cave |
| 524 to 526 | Jewel Cavern | 527 to 529 | Labyrinthine Cavern |
| 530 to 533 | Labyrinthine Warrens | 534 to 536 | Lava / Magma Cave |
| 537 to 539 | Lava / Magma Cavern | 540 to 542 | Leaching Cesspool |
| 543 to 545 | Lead Cave | 546 to 548 | Lead Cavern |
| 549 to 551 | Leap | 552 to 555 | Limestone Cave |
| 556 to 559 | Limestone Cavern | 560 to 562 | Littered Cave |
| 563 to 565 | Littered Cavern | 566 to 568 | Low-Ceilinged Cave |
| 569 to 571 | Low-Ceilinged Cavern | 572 to 574 | Majestic Aerie |
| 575 to 577 | Manzazu | 578 to 581 | Mine |
| 582 to 584 | Mine Shaft | 585 to 587 | Mined Cave |
| 588 to 590 | Mined Cavern | 591 to 594 | Misty Cave |
| 595 to 597 | Misty Cavern | 598 to 600 | Moss-Filled Cave |
| 601 to 603 | Moss-Filled Cavern | 604 to 606 | Mud Cave |
| 607 to 610 | Mud Cavern | 611 to 614 | Mushroom Cave |
| 615 to 617 | Mushroom Forest | 618 to 621 | Natatorium |
| 622 to 624 | Natural Amphitheater | 625 to 627 | Naumachia |
| 628 to 630 | Nest | 631 to 633 | Nether |

| D1000 Roll | Cave Type | D1000 Roll | Cave Type |
|---|---|---|---|
| 634 to 636 | Netherworld | 637 to 640 | Niched Cave |
| 641 to 643 | Niched Cavern | 644 to 646 | Oracular Cave |
| 647 to 650 | Oracular Cavern | 651 to 653 | Ossuary Cave |
| 654 to 656 | Ossuary Cavern | 657 to 659 | Overlook |
| 660 to 663 | Painted Cavern | 664 to 666 | Pen |
| 667 to 669 | Phosphorescent Cave | 670 to 672 | Phosphorescent Cavern |
| 673 to 675 | Pit | 676 to 679 | Pit Cave |
| 680 to 682 | Pit Cavern | 683 to 685 | Plunge |
| 686 to 688 | Pool | 689 to 691 | Pool Cave |
| 692 to 694 | Pool Cavern | 695 to 697 | Protective Ditch |
| 698 to 701 | Puffball Cave | 702 to 704 | Puffball Cavern |
| 705 to 708 | Quarry Cavern | 709 to 711 | Quarry Shaft |
| 712 to 714 | Quicksand Cave | 715 to 717 | Quicksand Cavern |

| D1000 Roll | Cave Type | D1000 Roll | Cave Type |
|---|---|---|---|
| 718 to 720 | Quicksand Pit | 721 to 723 | Reflecting Pool |
| 724 to 727 | Refuse Pit | 728 to 730 | Reservoir |
| 731 to 733 | Roost | 734 to 736 | Rubble-Filled Cave |
| 737 to 739 | Rubble-Filled Cavern | 740 to 742 | Runic Cave |
| 743 to 745 | Runic Cavern | 746 to 748 | Sacrificial Grotto |
| 749 to 752 | Sacrificial Pool | 753 to 755 | Salt Cave |
| 756 to 758 | Salt Cavern | 759 to 761 | Salt Mine |
| 762 to 765 | Sandpit | 766 to 768 | Sandstone Cave |
| 769 to 771 | Sandstone Cavern | 772 to 774 | Scrapheap |
| 775 to 777 | Secret Cyst | 778 to 780 | Secret Grotto |
| 781 to 783 | Shaft Cave | 784 to 786 | Shaft Cavern |
| 787 to 789 | Shanty / Shanties | 790 to 793 | Shunned Cave |
| 794 to 796 | Shunned Cavern | 797 to 800 | Sinkhole |
| 801 to 803 | Skull Cavern | 804 to 806 | Slime Cave |
| 807 to 809 | Slime Cavern | 810 to 812 | Sloping Cave |
| 813 to 815 | Sloping Cavern | 816 to 818 | Sludge Pit |
| 819 to 821 | Spur Cave | 822 to 824 | Spur Cavern |
| 825 to 827 | Stalactite Cave | 828 to 830 | Stalactite Cavern |
| 831 to 833 | Stalagmite Cave | 834 to 836 | Stalagmite Cavern |
| 837 to 839 | Steam Cave | 840 to 842 | Steam Cavern |
| 843 to 846 | Storage Cave | 847 to 849 | Storage Cavern |
| 850 to 852 | Stream Cave | 853 to 855 | Stream Cavern |
| 856 to 858 | Stricture | 859 to 862 | Submerged Cave |
| 863 to 865 | Submerged Cavern | 866 to 868 | Tar Pit |
| 869 to 871 | Temple Cavern | 872 to 874 | Tower / Tower Cavern |
| 875 to 877 | Treasure Cave | 878 to 880 | Treasure Cavern |
| 881 to 883 | Turret / Turret Vault | 884 to 886 | Underground Lake |
| 887 to 889 | Underground Mausoleum | 890 to 892 | Underground Palace |

| D1000 Roll | Cave Type | D1000 Roll | Cave Type |
|---|---|---|---|
| 893 to 895 | Underground Pyramid | 896 to 898 | Underground River |
| 899 to 901 | Underground Swamp | 902 to 904 | Underground Ziggurat |
| 905 to 908 | Undervault | 909 to 912 | Underwater Cave |
| 913 to 915 | Underwater Cavern | 916 to 918 | Unstable Cave |
| 919 to 921 | Unstable Cavern | 922 to 924 | Vaulted Cave |
| 925 to 927 | Vaulted Cavern | 928 to 930 | Verdigris Cave |
| 931 to 933 | Verdigris Cavern | 934 to 947 | Vertical Cave |
| 938 to 940 | Vertical Cavern | 941 to 943 | Volcanic Cave |
| 944 to 946 | Volcanic Cavern | 947 to 949 | Warren |
| 950 to 952 | Warrens | 953 to 956 | Water Cave |
| 957 to 960 | Water Cavern | 961 to 964 | Waterfall Cavern |
| 965 to 968 | Webbed Cave | 969 to 972 | Webbed Cavern |
| 973 to 975 | Wharf Cavern | 976 to 978 | Whirlpool Cave |
| 979 to 981 | Whirlpool Cavern | 982 to 984 | Winch Cavern |
| 985 to 987 | Winch Pit | 988 to 990 | Wine Cave |
| 991 to 993 | Wine Cavern | 994 to 996 | Wndwt |
| 997 to 999 | Workpit | 000 | Ziggurat Cavern |

Your selection of the Quest Target is now complete.

- If you need to roll a second time, to determine a Person, Creature, or Faction, click here (7-2).
- If you need to roll a second time, to determine a Place, click here (7-3).
- If you need to roll a second time, to determine a Thing, click here (7-4).
- Otherwise, you are done with Quest Target Selection, and can move on to Chapter 8. To proceed, click here.

7-3-2

# 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 pen to paper.

| D1000 Roll | Dungeon Chamber Type | D1000 Roll | Dungeon Chamber Type |
|---|---|---|---|
| **001 or 002** | Abattoir | **003 or 004** | Abreuvoir |
| **005 or 006** | Access Chamber | **007 or 008** | Access Room |
| **009 or 010** | Air Chamber | **011 or 012** | Air Room |
| **013 or 014** | Alcove | **015 or 016** | Alcove Succession |
| **017 or 018** | Ale Cellar | **019 or 020** | Almonry (Monster's) |
| **021 or 022** | Almonry Chamber (Monster's) | **023 or 024** | Almonry Hall (Monster's) |
| **025 or 026** | Altar Chamber | **027 or 028** | Altar Room |
| **029 or 030** | Ambry | **031 or 032** | Ambry Chamber |
| **033 or 034** | Ambitus | **035 or 036** | Amphitheater |
| **037 or 038** | Ancestral Chamber | **039 or 040** | Ancestral Hall |
| **041 or 042** | Andron | **043 or 044** | Angelic Shrine |
| **045 or 046** | Annex | **047 or 048** | Annex Labyrinth |
| **049 or 050** | Annex Warren | **051 or 052** | Antechamber |
| **053 or 054** | Anteroom | **055 or 056** | Apotheca |
| **057 or 058** | Apothecarium | **059 or 060** | Apothecary |
| **061 or 062** | Apse | **063 or 064** | Apse Room |
| **065 or 066** | Archive | **067 or 068** | Arena |
| **069 or 070** | Armor | **071 or 072** | Armory and Forge |

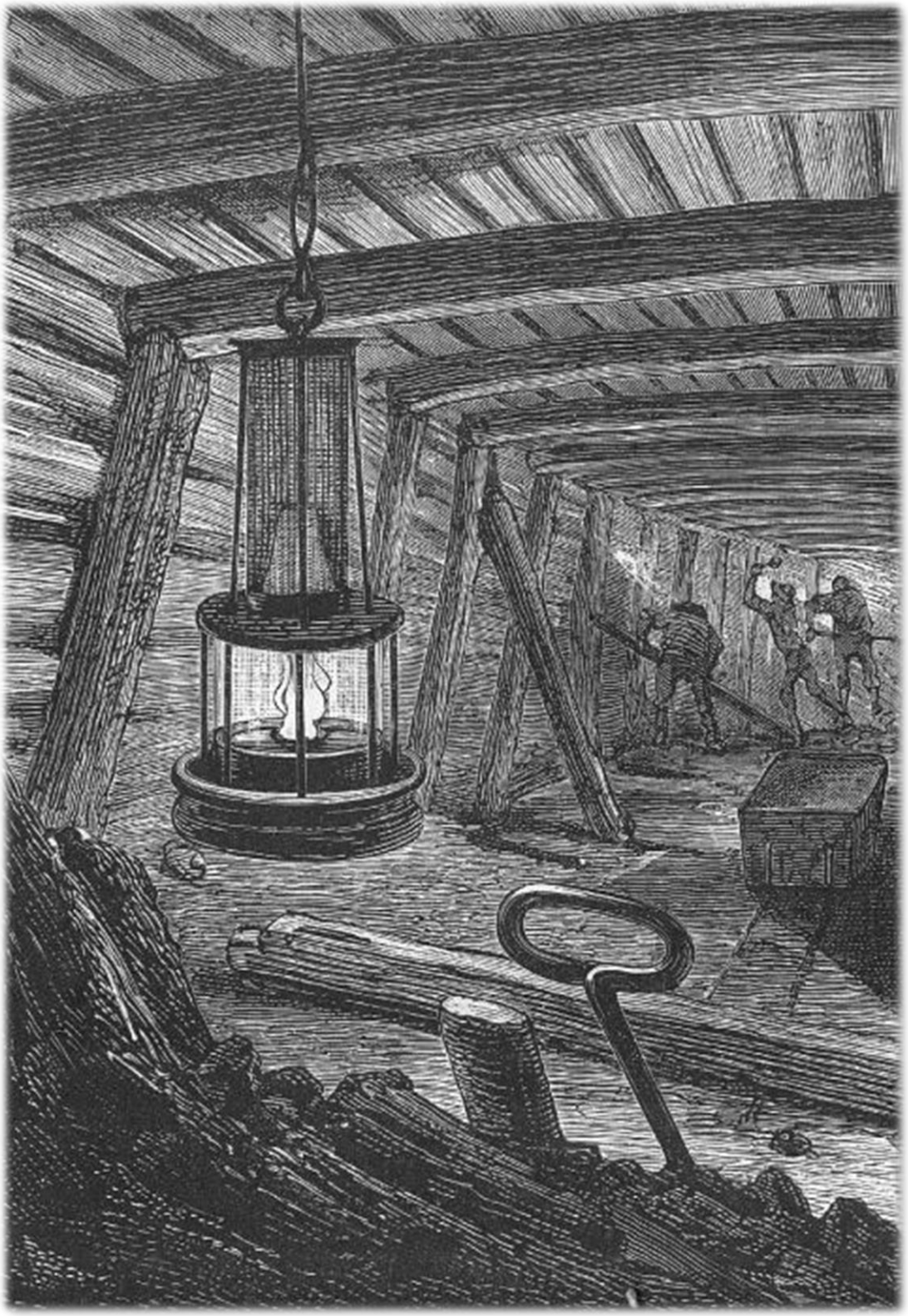
| D1000 Roll | Dungeon Chamber Type | D1000 Roll | Dungeon Chamber Type |
|---|---|---|---|
| 073 or 074 | Armory Chamber | 075 or 076 | Arsenal |
| 077 or 078 | Arsenal Chamber | 079 or 080 | Arsenal and Forge |
| 081 or 082 | Ash Pit | 083 | Ashen Abyss |
| 084 | Aslukku | 085 | At Iwf |
| 086 or 087 | Augury Chamber | 088 or 089 | Augury Room |
| 090 or 091 | Auxiliary Chamber | 092 or 093 | Auxiliary Room |
| 094 or 095 | Bailey | 096 or 097 | Barbican |
| 098 or 099 | Barracks | 100 or 101 | Barracks Hall |
| 102 or 103 | Barrow | 104 or 105 | Barrow Crypt |
| 106 or 107 | Bastion | 108 or 109 | Bawm |
| 110 or 111 | Bay | 112 or 113 | Bay Succession |
| 114 or 115 | Beast Crypt | 116 or 117 | Beast Pit |
| 118 or 119 | Biaw | 120 or 121 | Bone House |
| 122 or 123 | Bone Pit | 124 or 125 | Bourse (Monsters') |
| 126 or 127 | Breezeway | 128 or 129 | Burial Chamber |
| 130 or 131 | Burial Room | 132 or 133 | Burial Vault |
| 134 or 135 | Burrow | 136 or 137 | Burrow Maze |
| 138 or 139 | Burrow Warren | 140 or 141 | Buru |
| 142 or 143 | Cache Chamber | 144 or 145 | Cache Room |
| 146 or 147 | Cage | 148 or 149 | Cage Matrix |
| 150 | Calefactorium | 151 or 152 | Calefactory |
| 153 or 154 | Carcer | 155 | Cascade Room |
| 156 or 157 | Casemate | 158 or 159 | Catacomb |
| 160 or 161 | Catacombs | 162 or 163 | Catacumba |
| 164 or 165 | Catacumbae | 166 or 167 | Cavea |
| 168 or 169 | Cell Block | 170 or 171 | Cell |
| 172 | Cellae | 173 or 174 | Cellar |
| 175 or 176 | Cellarage | 177 or 178 | Ceremonial Chamber |
| 179 | Ceremonial Hall | 180 or 181 | Ceremonial Room |
| 182 or 183 | Cesspit | 184 or 185 | Cesspool |

| D1000 Roll | Dungeon Chamber Type | D1000 Roll | Dungeon Chamber Type |
|---|---|---|---|
| 186 or 187 | Chamber | 188 or 189 | Chamber Barrow |
| 190 or 191 | Chamber of Catafalques | 192 or 193 | Chamber Tomb |
| 194 or 195 | Chambers | 196 or 197 | Chantier |
| 198 or 199 | Char Cellar | 200 or 201 | Charnel House |
| 202 or 203 | Chasm | 204 or 205 | Cimeliarch |
| 206 or 207 | Cistern | 208 or 209 | Cistern Room |
| 210 or 211 | Cistvaen | 212 or 213 | Cloaca |
| 214 or 215 | Clockwork Room | 216 or 217 | Coal Room |
| 218 | Coemeteria | 219 | Coemeterium |
| 220 or 221 | Coldroom | 222 or 223 | Collapsed Room |
| 224 or 225 | Columbarium | 226 or 227 | Combat Pit |
| 228 or 229 | Common Room | 230 or 231 | Communal Quarters |
| 232 or 233 | Concealed Chamber | 234 or 235 | Concealed Room |
| 236 or 237 | Conditivum | 238 or 239 | Conjuring Chamber |
| 240 or 241 | Control Room | 242 or 243 | Courtyard (Dungeon Court) |
| 244 | Crawlspace | 245 or 246 | Crematorium |
| 247 or 248 | Crevice | 249 or 250 | Crowde |
| 251 or 252 | Crypt | 253 | Cubicle |
| 254 or 255 | Cubicula | 256 | Cucbiculum |
| 257 or 258 | Cul-de-Sac | 259 or 260 | Dais Chamber |
| 261 or 262 | Dais Room | 263 or 264 | Darkroom |
| 265 or 266 | Dead End | 267 or 268 | Defiled Tomb |
| 269 or 270 | Delve | 271 or 272 | Den (Lair) |
| 273 or 274 | Divination Chamber | 275 or 276 | Divination Hall |
| 277 or 278 | Divination Room | 279 or 280 | Domed Chamber |
| 281 or 282 | Domed Hall | 283 or 284 | Domed Room |
| 285 or 286 | Donjon | 287 or 288 | Drawbridge Chamber |
| 289 or 290 | Drowning Pool | 291 or 292 | Dry Well |
| 293 or 294 | Drying Room | 295 or 296 | Dueling Pit |

| D1000 Roll | Dungeon Chamber Type | D1000 Roll | Dungeon Chamber Type |
|---|---|---|---|
| 297 or 298 | Dueling Pit Matrix | 299 or 300 | Dungeon (Chamber) |
| 301 or 302 | Dungeon Court | 303 or 304 | Dust Pit |
| 305 | Earth Cellar | 306 or 307 | Echo Chamber |
| 308 or 309 | Echoing Vault | 310 or 311 | Egg Chamber |
| 312 or 313 | Elemental Vortex, Air | 314 | Elemental Vortex, Ash |
| 315 | Elemental Vortex, Dust | 316 or 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 or 325 | Embalming Chamber | 326 or 327 | Embalming Room |
| 328 or 329 | Enchanted Grotto | 330 or 331 | Enclave |
| 332 or 333 | Enclosure | 334 or 335 | Entrance Hall |
| 336 or 337 | Entry | 338 or 339 | Excavation Room |
| 340 or 341 | Excavation | 342 or 343 | Excubitorium |
| 344 or 345 | Execution Chamber | 345 or 347 | Execution Hall |
| 348 or 349 | Execution Room | 350 or 351 | Experimentation Chamber |
| 352 or 353 | Experimentation Vault | 354 or 355 | Fallen Angelic Shrine |
| 356 or 357 | False Tomb | 358 or 359 | False Treasure Room |
| 360 or 361 | False Treasure Vault | 362 or 363 | Fane |
| 364 or 365 | Favissa | 366 or 367 | Firepit |
| 368 or 369 | Fissure | 370 | Fissure, Ceiling |
| 371 | Fissure, Wall | 372 or 373 | Flooded Hall |
| 374 or 375 | Flooded Room | 376 or 377 | Forbidden Chamber |
| 378 or 379 | Forbidden Vault | 380 or 381 | Forge |
| 382 or 383 | Formicary | 384 or 385 | Foundry |
| 386 or 387 | Fountain Chamber | 388 or 389 | Fountain Grotto |
| 390 or 391 | Fountain Hall | 392 or 392 | Fountain Room |
| 394 or 395 | Fumigatory | 396 or 397 | Funerary Chapel |
| 398 or 399 | Funerary Workshop | 400 or 401 | Funereal Crowde |
| 402 or 403 | Fungal Garden | 404 or 405 | Fungarium |

| D1000 Roll | Dungeon Chamber Type | D1000 Roll | Dungeon Chamber Type |
|---|---|---|---|
| 406 or 407 | Gaol | 408 | Garden (Fungal or Magical) |
| 409 or 410 | Garderobe | 411 | Garderobe Chamber |
| 412 or 413 | Gardr | 414 or 415 | Garrison |
| 416 or 417 | Gate Chamber | 418 or 419 | Gate Room |
| 420 or 421 | Gauntlet | 422 or 423 | Grand Aerarium |
| 424 or 425 | Grand Aquarium | 426 or 427 | Grand Arena |
| 428 or 429 | Grand Armory and Forge | 430 or 431 | Grand Armory |
| 432 or 433 | Grand Arsenal and Forge | 434 | Grand Arsenal |
| 435 or 436 | Grand Aviary | 437 or 438 | Great Abattoir |
| 439 or 440 | Grinding Chamber | 441 | Grinding Room |
| 442 or 443 | Grot | 444 or 445 | Grotto |
| 446 or 447 | Guard Chamber | 448 | Guard Hall |
| 449 or 450 | Guard Post | 451 or 452 | Guardroom |
| 435 or 454 | Hall of Doors | 455 or 456 | Hall of Pools |
| 457 | Hall of Runes | 458 or 459 | Hall of the Dead |
| 460 or 461 | Hall | 462 or 463 | Hamr |
| 464 or 465 | Hatchery | 466 or 467 | Haugr |
| 468 or 469 | Hearth Chamber | 470 | Hearth Hall |
| 471 or 472 | Hearth Room | 473 or 474 | Hermitage |
| 475 or 476 | Hideout | 477 | Hiding Place |
| 478 or 479 | Hole | 480 or 481 | Hollow |
| 482 or 483 | Hollowed Trash Heap | 484 or 485 | Hollowed Wall |
| 486 or 487 | Holr | 488 or 489 | Hrt |
| 490 or 491 | Hwt Ka | 492 or 493 | Hylr |
| 494 or 495 | Hypocaust | 496 or 497 | Hypocaust Chamber |
| 498 or 499 | Hypogeum | 500 or 501 | Ibw |
| 502 or 503 | Ice Chamber | 504 or 505 | Icehouse |
| 506 or 507 | Idol Grotto | 508 or 509 | Ikw |
| 510 or 511 | Illusory Chamber | 512 or 513 | Illusory Room |
| 514 | Imht | 515 or 516 | Imnt |

| D1000 Roll | Dungeon Chamber Type | D1000 Roll | Dungeon Chamber Type |
|---|---|---|---|
| 517 | Inquisition Chamber | 518 | Inquisitorial Chamber |
| 519 or 520 | Internment Chamber | 521 or 522 | Interrogation Chamber |
| 523 | Interrogation Room | 524 or 525 | Isittu |
| 526 | Itima | 527 or 528 | Jail |
| 529 or 530 | Junk Room | 531 | Karmu |
| 532 or 533 | Keep | 534 or 535 | Kila |
| 536 or 537 | Kimah | 538 or 539 | Kukku |
| 540 or 541 | Laboratory (Alchemical) | 542 or 543 | Laboratory (Magical) |
| 544 or 545 | Labyrinth | 546 or 547 | Landing |
| 548 or 549 | Lararium | 550 or 551 | Larder (Monstrous) |
| 552 or 553 | Larder Chamber (Monstrous) | 554 or 555 | Latrine |
| 556 | Latrine Chamber | 557 or 558 | Lazarette |
| 559 or 560 | Leaching Cesspool | 561 | Leap |
| 562 | Lookout | 563 or 564 | Manufactorium |
| 565 | Manufactory | 566 or 567 | Manzazu |
| 568 or 569 | Martyrium | 570 or 571 | Mass Grave |
| 572 or 573 | Maze | 574 or 575 | Mechanical Room |
| 576 | Mestaku | 577 or 578 | Mine |
| 579 or 580 | Mine Shaft | 581 or 582 | Moat Vault |



| D1000 Roll | Dungeon Chamber Type | D1000 Roll | Dungeon Chamber Type |
|---|---|---|---|
| 583 | Moat Hall | 584 or 585 | Monastic Cell |
| 586 or 587 | Monster Crypt | 588 or 589 | Morgue |
| 590 | Mtwn | 591 or 592 | Murder Room |
| 593 or 594 | Mushroom Cellar | 595 | Natatorium |
| 596 or 597 | Necropolis | 598 or 599 | Nest |
| 600 or 601 | Nether | 602 or 603 | Netherworld |
| 604 or 605 | Niched Room | 606 | Nursery (Monstrous) |
| 607 or 608 | Oil Cellar | 609 or 610 | Opisthodomos |
| 611 or 612 | Oracular Chamber | 613 or 614 | Ossuary |
| 615 or 616 | Ossuary Chamber | 617 or 618 | Ossuary Room |
| 619 or 620 | Oubliette | 621 or 622 | Oubliette Room |
| 623 | Outpost | 624 or 625 | Pallet Chamber |
| 626 or 627 | Pen | 628 or 629 | Pit |
| 630 or 631 | Pit Chamber | 632 or 633 | Pit Room |
| 634 | Playroom (Monstrous) | 635 or 636 | Plundered Tomb |
| 637 or 638 | Plundered Vault | 639 or 640 | Plunge |
| 641 or 642 | Poison Garden (Fungal or Magical) | 643 or 644 | Pool |
| 645 or 646 | Pool Chamber | 647 or 648 | Pool Room |
| 649 or 650 | Portcullis Chamber | 651 | Priest Hole |
| 652 or 653 | Prison | 654 or 655 | Prison Block |
| 656 or 657 | Prison Cell | 658 or 659 | Prison Chamber |
| 660 or 661 | Prison Hall | 662 | Protective Ditch |
| 663 | Proving Ground | 664 | Proving Grounds |
| 665 or 666 | Pump Room | 667 | Puteus |
| 668 or 669 | Pyre Chamber | 670 or 671 | Pyre Room |
| 672 or 673 | Quarry | 674 or 675 | Quarry Shaft |
| 676 or 677 | Quarters | 678 or 679 | Quarters, Solitary |
| 680 or 681 | Quicksand Pit | 682 | Quppu |

| D1000 Roll | Dungeon Chamber Type | D1000 Roll | Dungeon Chamber Type |
|---|---|---|---|
| 683 or 684 | Redoubt | 685 or 686 | Refuge |
| 687 or 688 | Refuse Pit | 689 | Reredorter |
| 690 or 691 | Reservoir | 692 | Revolving Chamber |
| 693 or 694 | Room of Pools | 695 or 696 | Room of Slaughter |
| 697 or 698 | Room of Unknown Purpose | 699 or 700 | Room |
| 701 or 702 | Roost | 703 or 704 | Rotating Room |
| 705 or 706 | Rotting Chamber | 707 or 708 | Rotting Room |
| 709 or 710 | Rotunda | 711 or 712 | Rubble-Filled Room |
| 713 or 714 | Ruined Chamber | 715 or 716 | Ruined Hall |
| 717 or 718 | Runic Chamber | 719 or 720 | Sacred Crypt |
| 721 | Sacred Tomb | 722 or 723 | Sacrificial Chamber |
| 724 or 725 | Sacrificial Pool | 726 or 727 | Sacrificial Vault |
| 728 | Safe Room | 729 or 730 | Salt Cellar |
| 731 | Salt Chamber | 732 or 733 | Salt Mine |
| 734 | Salt Room | 735 | Sanctuary |
| 736 or 737 | Sanctum | 738 or 739 | Sandpit |
| 740 or 741 | Sarcophagus Chamber | 742 or 743 | Sarcophagus Room |
| 744 or 745 | Scrapheap | 746 or 747 | Sealed Tomb |
| 748 or 749 | Secret Crypt | 750 or 751 | Secret Cyst |
| 752 or 753 | Secret Room | 754 or 755 | Secret Tomb |
| 756 or 757 | Sepulcher | 758 | Sepulchral Cell |
| 759 or 760 | Sepulchral Hall | 761 or 762 | Sepulchral Heroum |
| 763 or 764 | Sewer | 765 | Shanty / Shanties |
| 766 | Shelter | 767 | Shop (Trading Chamber) |
| 768 or 769 | Shrine | 770 or 771 | Shrine Chamber |
| 772 or 773 | Shrine Room | 774 | Sibitti |
| 775 or 776 | Sinkhole | 777 or 778 | Slave Chamber |
| 779 or 780 | Slave Pit | 781 or 782 | Slaves' Tomb |
| 783 or 784 | Sludge Pit | 785 or 786 | Smelter |

| D1000 Roll | Dungeon Chamber Type | D1000 Roll | Dungeon Chamber Type |
|---|---|---|---|
| 787 or 788 | Smithy | 789 or 790 | Smoke Room |
| 791 or 792 | Spiral Labyrinth | 793 or 794 | Stable |
| 795 or 796 | Stair Chamber | 797 or 798 | Stairway Room |
| 799 or 800 | Statuary | 801 or 802 | Still Room |
| 803 or 804 | Stockpile Room | 805 or 806 | Storage Chamber |
| 807 or 808 | Storage Room / Storeroom | 809 or 810 | Storeroom, Alchemical |
| 811 or 812 | Storeroom, Alcohol / Wine | 813 or 814 | Storeroom, Armor |
| 815 or 816 | Storeroom, Box Room | 817 or 818 | Storeroom, Butchered Meat |
| 819 or 820 | Storeroom, Ceremonial | 821 or 822 | Storeroom, Char / Coal |
| 823 or 824 | Storeroom, Cheese | 825 or 826 | Storeroom, Construction |
| 827 or 828 | Storeroom, Drink | 829 or 830 | Storeroom, Dry Goods |
| 831 or 832 | Storeroom, Embalming | 833 or 834 | Storeroom, Equipment Room |
| 835 or 836 | Storeroom, Failed Experiments | 837 or 838 | Storeroom, Foodstuffs |
| 839 or 840 | Storeroom, Furniture | 841 or 842 | Storeroom, Herbs and Spices |
| 843 or 844 | Storeroom, Ice | 845 or 846 | Storeroom, Lumber |
| 847 or 848 | Storeroom, Masonry | 849 or 850 | Storeroom, Oil |
| 851 or 852 | Storeroom, Reagents | 853 or 854 | Storeroom, Salt |
| 855 to 857 | Storeroom, Sundries | 858 or 859 | Storeroom, Tools and Gear |
| 860 or 861 | Storeroom, Water | 862 or 863 | Storeroom, Weapons |
| 864 or 865 | Stricture | 866 or 867 | Strongroom |
| 868 or 869 | Sub-Basement | 870 or 871 | Sub-Cellar |
| 872 or 873 | Submerged Chamber | 874 or 875 | Submerged Hall |
| 876 or 877 | Submerged Room | 878 or 879 | Summoning Chamber |
| 880 or 881 | Summoning Room | 882 or 883 | Summoning Gauntlet |
| 884 or 885 | Tank | 886 or 887 | Tar Pit |
| 888 or 889 | Taum | 890 or 891 | Teleportation Chamber |
| 892 or 893 | Temple | 894 or 895 | Templum |

| D1000 Roll | Dungeon Chamber Type | D1000 Roll | Dungeon Chamber Type |
|---|---|---|---|
| 896 or 897 | Terminus | 898 or 899 | Tholos |
| 900 or 901 | Threshold | 902 or 903 | Tomb |
| 904 or 905 | Tomb Chamber | 906 or 907 | Tomb Shaft |
| 908 or 909 | Tool Room | 910 or 911 | Torture Chamber |
| 912 | Torture Pit | 913 | Torture Pits |
| 914 or 915 | Tower Chamber | 916 or 917 | Treasure Chamber |
| 918 or 919 | Treasure Vault | 920 | Tuppi |
| 921 or 922 | Turret Vault | 923 | Turrinum |
| 924 or 925 | Undercroft | 926 or 927 | Underground Lake |
| 928 or 929 | Underground Mausoleum | 930 | Underground Palace |
| 931 | Underground Pyramid | 932 or 933 | Underground River |
| 934 or 935 | Underground Swamp | 936 | Underground Ziggurat |
| 937 or 938 | Undervault | 939 or 940 | Unfinished Chamber |
| 941 or 942 | Unfinished Hall | 943 or 944 | Unfinished Room |
| 945 or 946 | Unfinished Tomb | 947 or 948 | Usgidum |
| 949 or 950 | Utility Chamber | 951 or 952 | Utility Room |
| 953 or 954 | Vault | 955 or 956 | Vaulted Chamber |
| 957 or 958 | Vaulted Room | 959 or 960 | Vigil |
| 961 or 962 | Walled-Up Chamber | 963 or 964 | Walled-Up Corridor |
| 965 or 966 | Walled-Up Room | 967 or 968 | Ward |
| 969 or 970 | Warren | 971 or 972 | Warrens |
| 973 | Wasi | 974 or 975 | Watchroom |
| 976 or 977 | Well | 978 or 979 | Well Room |
| 980 or 981 | Winch Pit | 982 or 983 | Winch Room |
| 984 or 985 | Wizard's Laboratory | 986 or 987 | Wizard's Workroom |
| 988 | Wndwt | 989 or 990 | Work Chamber |
| 991 or 992 | Workpit | 993 or 994 | Workroom |
| 995 or 996 | Workshop | 997 | Xawt |
| 998 | Xnmt | 999 | Xnrt |
| 000 | Ziggurat Hall | | |

Your selection of the Quest Target is now complete.

- If you need to roll a second time, to determine a Person, Creature, or Faction, click here (7-2).
- If you need to roll a second time, to determine a Place, click here (7-3).
- If you need to roll a second time, to determine a Thing, click here (7-4).
- Otherwise, you are done with Quest Target Selection, and can move on to Chapter 8. To proceed, click here.

7-3-3

# 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.

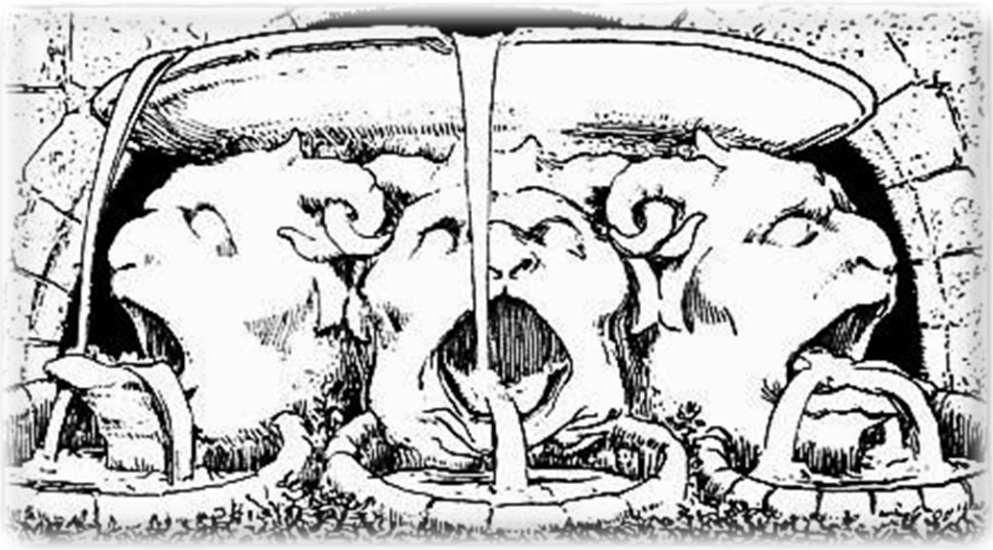
You can also use this table, along with the Chaotic Descriptor Table, to generate hundreds of random room concepts if you would like to create your dungeon "conceptually" before you pen to paper.

| D1000 Roll | Manor House Room Type | D1000 Roll | Manor House Room Type |
|---|---|---|---|
| 001 or 002 | Access Chamber | 003 or 004 | Access Room |
| 005 or 006 | Accommodation | 007 or 008 | Accommodations |
| 009 to 011 | Aerarium | 012 or 013 | Aerarium Chamber |
| 014 or 015 | Aerary | 016 or 017 | Aerary Chamber |

| D1000 Roll | Manor House Room Type | D1000 Roll | Manor House Room Type |
|---|---|---|---|
| 018 or 019 | Air Chamber | 020 or 021 | Air Room |
| 022 or 023 | Ala | 024 or 025 | Alae |
| 026 or 027 | Alcove | 028 to 030 | Alcove Succession |
| 031 to 033 | Ale Cellar | 034 to 036 | Alhacena |
| 037 to 039 | Alhacena Succession | 040 or 041 | Alipterion |
| 042 or 043 | Altar Chamber | 044 or 045 | Altar Room |
| 046 or 047 | Ambry | 048 or 049 | Ambry Chamber |
| 050 to 052 | Ambulatory | 053 or 054 | Amphithalamoi |
| 055 or 056 | Amphithalamos | 057 or 058 | Amphitheater |
| 059 or 060 | Anatomical Theater | 061 to 063 | Andron |
| 064 or 065 | Angelic Shrine | 066 or 067 | Anointing Chamber |
| 068 or 069 | Anointing Room | 070 or 071 | Antecabinet |
| 072 or 073 | Antechamber | 074 or 075 | Anteroom |
| 076 or 077 | Apartments | 078 or 079 | Apodyterium |
| 080 to 082 | Apotheca | 083 to 085 | Apothecarium |
| 086 to 088 | Apothecary | 089 to 091 | Apse |
| 092 or 093 | Apse Room | 094 or 095 | Aquarium |
| 096 or 097 | Arboretum | 098 or 099 | Archive |
| 100 to 102 | Armorial Chamber | 103 or 104 | Armorial Hall |
| 105 or 106 | Armory | 107 or 108 | Armory Chamber |
| 109 or 110 | Arsenal | 111 or 112 | Arsenal Chamber |
| 113 to 115 | Art Gallery | 116 or 117 | Artisan's Chamber |
| 118 or 119 | Artisan's Room | 120 or 121 | Assembly Chamber |
| 122 or 123 | Assembly Hall | 124 or 125 | Atelier |
| 126 or 127 | Attic Space | 128 or 129 | Attic |
| 130 to 132 | Audience Chamber | 133 or 134 | Audience Hall |
| 135 to 137 | Audience Room | 138 to 140 | Augury Chamber |
| 141 to 143 | Augury Room | 144 or 145 | Aula |
| 146 or 147 | Auxiliary Chamber | 148 or 149 | Auxiliary Room |
| 150 or 151 | Bakery | 152 to 154 | Ballroom |

| D1000 Roll | Manor House Room Type | D1000 Roll | Manor House Room Type |
|---|---|---|---|
| 155 or 156 | Balnea | 157 or 158 | Balnearium |
| 159 or 160 | Banquet Hall | 161 or 162 | Banquet Room |
| 163 to 165 | Basement | 166 or 167 | Basement Space |
| 168 or 169 | Bath | 170 or 171 | Bathhouse |
| 172 or 173 | Bathroom / Bath Room | 174 or 175 | Bay |
| 176 or 177 | Bay Succession | 178 or 179 | Bedchamber |
| 180 or 181 | Bedroom | 182 or 183 | Bodega |
| 184 to 186 | Boudoir | 187 to 189 | Bower |
| 190 to 192 | Breezeway | 193 to 195 | Brewery |
| 196 or 197 | Buttery | 198 or 199 | Cabinet |
| 200 or 201 | Calefactorium | 202 or 203 | Calefactory |
| 204 or 205 | Calidarium | 206 to 208 | Cartographers' Hall |
| 209 or 210 | Cascade Room | 211 or 212 | Celestial Hall |
| 213 or 214 | Cellar | 215 or 216 | Cellarage |
| 217 to 219 | Cenaculum | 220 or 221 | Ceremonial Chamber |
| 222 or 223 | Ceremonial Hall | 224 or 225 | Ceremonial Room |
| 226 or 227 | Ceroma | 228 or 229 | Chamber |
| 230 or 231 | Chambers | 232 or 233 | Chandlery |
| 234 to 236 | Chapel | 237 or 238 | Chapel Hall |
| 239 to 241 | Char Cellar | 242 to 244 | Cheese Cellar |
| 245 to 247 | Chimney Corner | 248 or 249 | Cistern |
| 250 or 251 | Cistern Room | 252 or 253 | Classroom |
| 254 or 255 | Cloak Room | 256 or 257 | Clockwork Room |
| 258 to 260 | Coal Room | 261 or 262 | Coldroom |
| 263 or 264 | Comfort Room | 265 or 266 | Concealed Chamber |
| 267 to 269 | Concealed Room | 270 or 271 | Conclave |
| 272 or 273 | Conclavium | 274 or 275 | Conjuring Chamber |
| 276 or 277 | Conservatory | 278 or 279 | Control Room |
| 280 or 281 | Council Chamber | 282 or 283 | Council Room |
| 284 or 285 | Crafter's Room | 286 or 287 | Crawlspace |

| D1000 Roll | Manor House Room Type | D1000 Roll | Manor House Room Type |
|---|---|---|---|
| 288 to 290 | Crowde | 291 to 293 | Cubiculum |
| 294 to 296 | Cupboard | 297 to 299 | Cyzicene Hall |
| 300 or 301 | Dairy Chamber | 302 or 303 | Dairy Room |
| 304 or 305 | Darkroom | 306 or 207 | Dayroom |
| 308 to 310 | Den | 311 or 312 | Depository |
| 313 or 314 | Dining Chamber | 315 or 316 | Dining Hall |
| 317 or 318 | Dining Room | 319 or 320 | Distillery |
| 321 to 323 | Divination Chamber | 324 or 325 | Divination Hall |
| 326 or 327 | Divination Room | 328 or 329 | Domed Chamber |
| 330 or 331 | Domed Room | 332 or 333 | Domicile |
| 334 or 335 | Drawing Chamber | 336 or 337 | Drawing Room |
| 338 or 339 | Dressing Chamber | 340 to 342 | Dressing Room |
| 343 to 345 | Drying Room | 346 to 348 | Earth Cellar |
| 349 to 351 | Enclosed Loggia | 352 or 353 | Entertaining Room |
| 354 or 355 | Entry | 356 or 357 | Ewery |
| 358 or 359 | Exedra | 360 or 361 | Experimentation Chamber |
| 362 to 364 | Experimentation Vault | 365 or 366 | Fainting Room |
| 367 or 368 | Family Room | 369 or 370 | Fane |



| D1000 Roll | Manor House Room Type | D1000 Roll | Manor House Room Type |
|---|---|---|---|
| 371 or 372 | Feast Hall | 373 to 375 | Fountain Chamber |
| 376 or 377 | Fountain Room | 378 or 379 | Foyer |
| 380 or 381 | Fresco Gallery | 382 or 383 | Fresco Room |
| 384 or 385 | Frigidarium | 386 or 387 | Front Room |
| 388 or 389 | Function Hall | 390 or 391 | Function Room |
| 392 to 394 | Fungarium | 395 to 397 | Galleria |
| 398 to 400 | Gallery (Display) | 401 to 403 | Gambling Hall |
| 404 or 405 | Gambling Room | 406 or 407 | Game Room |
| 408 or 409 | Garden | 410 or 411 | Garderobe |
| 412 or 413 | Garret | 414 to 416 | Gate Chamber |
| 417 or 418 | Grand Aquarium | 419 or 420 | Grand Arboretum |
| 421 or 422 | Grand Aviary | 423 or 424 | Grand Gallery |
| 425 to 427 | Grand Salon | 428 or 429 | Grapery |
| 430 or 431 | Great Chamber | 432 or 433 | Great Kitchen |
| 434 or 435 | Great Room | 436 or 437 | Greenhouse |
| 438 or 439 | Guard Chamber | 440 or 441 | Guard Post |
| 442 or 443 | Guardroom | 444 to 446 | Guestchamber |
| 447 to 449 | Guestroom | 450 or 451 | Guild Hall |
| 452 to 454 | Guild Room | 455 or 456 | Gynaeceum |
| 457 to 459 | Hall of Doors | 460 to 462 | Hall of Mirrors |
| 463 or 464 | Hall of Pools | 465 or 466 | Hall of Reverence |
| 467 to 469 | Hall of Statuary | 470 or 471 | Hall of Tapestries |
| 472 or 473 | Hall | 474 or 475 | Harem |
| 476 or 477 | Harness Chamber | 478 to 480 | Harness Room |
| 481 or 482 | Haven | 483 or 484 | Hearth Chamber |
| 485 or 486 | Hearth Hall | 487 or 488 | Hearth Room |
| 489 or 490 | Herbarium | 491 or 492 | Hiding Place |
| 493 or 494 | Horlogical Hall | 495 or 496 | Horologium |

| D1000 Roll | Manor House Room Type | D1000 Roll | Manor House Room Type |
|---|---|---|---|
| 497 to 499 | Hospitalium | 500 to 502 | Hospitium |
| 503 to 505 | Hostel | 506 to 508 | Hunters' Hall |
| 509 or 510 | Hursu | 511 or 512 | Hypocaust |
| 513 or 514 | Hypocaust Chamber | 515 or 516 | Hypostyle Hall |
| 517 or 518 | Ice Chamber | 519 to 521 | Icehouse |
| 522 or 523 | Illusory Chamber | 524 or 525 | Illusory Room |
| 526 or 527 | Immense Archive | 528 or 529 | Inscription Chamber |
| 530 to 532 | Instrument Chamber | 533 or 534 | Instrument Room |
| 535 or 536 | Ipa | 537 or 538 | Isi |
| 539 or 540 | Kelda | 541 or 542 | Kitchen |
| 543 or 544 | Kitchen Chamber | 545 or 546 | Kneipe |
| 547 or 548 | Laboratory (Alchemical) | 549 to 551 | Laboratory (Magical) |
| 552 to 554 | Laconicum | 555 to 557 | Lady's Chamber |
| 558 to 560 | Landing | 561 or 562 | Larder |
| 563 or 564 | Larder Chamber | 565 or 566 | Launderer's Room |
| 567 or 568 | Lavatorium | 569 or 570 | Lavatory |
| 571 to 573 | Library | 574 or 575 | Lightwell |
| 576 or 577 | Living Room | 578 or 579 | Loft |
| 580 or 581 | Long Gallery | 582 to 584 | Lord's Chamber |
| 585 or 586 | Lounge | 587 or 588 | Lumber Room |
| 589 or 590 | Lyceum | 591 or 592 | Map Chamber |
| 593 or 594 | Map Room | 595 or 596 | Meeting Room |
| 597 or 598 | Memorial Chamber | 599 or 600 | Mezzanine |
| 601 to 603 | Museum | 604 to 606 | Mushroom Cellar |
| 607 to 609 | Music Chamber | 610 to 612 | Music Room |
| 613 or 614 | Niched Room | 615 or 616 | Nursery |
| 617 or 618 | Nymphaeum | 619 or 620 | Observatory |
| 621 or 622 | Oecus | 623 to 625 | Office |
| 626 or 627 | Oil Cellar | 628 or 629 | Painting Gallery |
| 630 or 631 | Pallet Chamber | 632 or 633 | Pantry |

| D1000 Roll | Manor House Room Type | D1000 Roll | Manor House Room Type |
|---|---|---|---|
| 634 to 636 | Parlor | 637 or 638 | Peristyle |
| 639 or 640 | Planetarium | 641 or 642 | Playroom |
| 643 or 644 | Poison Garden | 645 or 646 | Pool Chamber |
| 647 or 648 | Pool Room | 649 or 650 | Potionry |
| 651 or 652 | Priest Hole | 653 to 655 | Privy |
| 656 to 658 | Psychomanteum | 659 to 661 | Quarters |
| 662 to 664 | Quarters, Solitary | 665 or 666 | Reading Chamber |
| 667 or 668 | Reading Room | 669 or 670 | Receiving Room |
| 671 or 672 | Reception Chamber | 673 or 674 | Reception Hall |
| 675 to 677 | Reception Room | 678 or 679 | Recess |
| 680 or 681 | Recreation Chamber | 682 or 683 | Recreation Hall |
| 684 or 685 | Recreation Room | 686 to 688 | Refuge |
| 689 or 690 | Repository | 691 or 692 | Reredorter |
| 693 or 694 | Retreat | 695 or 696 | Robing Room |
| 697 or 698 | Room of Unknown Purpose | 699 or 700 | Room |
| 701 or 702 | Root Cellar | 703 or 704 | Rotunda |
| 705 to 707 | Royal Chamber / Nobleman's Chamber | 708 to 710 | Rum |
| 711 to 713 | Safe Room | 714 to 716 | Salon |
| 717 or 718 | Salt Cellar | 719 or 720 | Salt Chamber |
| 721 or 722 | Salt Room | 723 or 724 | Sauna |
| 725 or 726 | Schola | 727 to 729 | Scullery |
| 730 or 731 | Secret Guardroom | 732 or 733 | Secret Room |
| 734 or 735 | Servant's Hall | 737 or 737 | Servants' Quarters |
| 738 to 740 | Servery | 741 or 742 | Set |
| 743 or 744 | Sewing Room | 745 or 746 | Shrine |
| 747 or 748 | Shrine Chamber | 749 or 750 | Shrine Room |
| 751 or 752 | Sick Chamber | 753 or 754 | Sick Room |
| 755 or 756 | Simmitu | 757 to 759 | Sitting Room |

| D1000 Roll | Manor House Room Type | D1000 Roll | Manor House Room Type |
|---|---|---|---|
| 760 to 762 | Sleeping Chamber | 763 to 765 | Sleeping Room |
| 766 to 768 | Smoke Room | 769 or 770 | Solar |
| 771 or 772 | Solarium | 773 or 774 | Spear Closet |
| 775 or 776 | Stable | 777 or 778 | Stair Chamber |
| 779 to 781 | Stairway Room | 782 or 783 | State Chamber |
| 784 or 785 | State Room | 786 or 787 | Statuary |
| 788 to 790 | Still Room | 791 or 792 | Stockpile Room |
| 793 or 794 | Stofa | 795 or 796 | Storage Chamber |
| 797 or 798 | Storage Room / Storeroom | 799 or 800 | Storeroom, Alchemical |
| 801 or 802 | Storeroom, Alcohol / Wine | 803 or 804 | Storeroom, Armor |
| 805 or 806 | Storeroom, Box Room | 807 or 808 | Storeroom, Butchered Meat |
| 809 to 811 | Storeroom, Ceremonial | 812 to 814 | Storeroom, Char / Coal |
| 815 to 817 | Storeroom, Cheese | 818 to 820 | Storeroom, Construction |
| 821 or 822 | Storeroom, Drink | 823 or 824 | Storeroom, Dry Goods |
| 825 or 826 | Storeroom, Equipment Room | 827 or 828 | Storeroom, Failed Experiments |
| 829 or 830 | Storeroom, Foodstuffs | 831 to 833 | Storeroom, Furniture |
| 834 or 835 | Storeroom, Herbs and Spices | 836 or 837 | Storeroom, Ice |
| 838 or 839 | Storeroom, Lumber | 840 or 841 | Storeroom, Masonry |
| 842 to 844 | Storeroom, Oil | 845 or 846 | Storeroom, Reagents |
| 847 or 848 | Storeroom, Salt | 849 or 850 | Storeroom, Sundries |
| 851 or 852 | Storeroom, Tools and Gear | 853 or 854 | Storeroom, Water |
| 855 or 856 | Storeroom, Weapons | 857 or 858 | Storm Cellar |
| 859 or 860 | Stricture | 861 to 863 | Strongroom |
| 864 to 866 | Studio | 867 to 869 | Study |
| 870 to 872 | Sub-Basement | 873 or 874 | Sub-Cellar |
| 875 or 876 | Suite | 877 or 878 | Suite Chamber |
| 879 or 880 | Summoning Chamber | 881 to 883 | Summoning Room |
| 884 or 885 | Summoning Gauntlet | 886 or 887 | Sunroom |

| D1000 Roll | Manor House Room Type | D1000 Roll | Manor House Room Type |
|---|---|---|---|
| 888 or 889 | Svefnhus | 890 or 891 | Tack Room |
| 892 or 893 | Taxidermy Hall | 894 to 896 | Teleportation Chamber |
| 897 or 898 | Tepidarium | 899 or 900 | Thalamos |
| 901 or 902 | Theater | 903 or 904 | Therma |
| 905 or 906 | Tholos | 907 or 908 | Threshold |
| 909 or 910 | Tool Room | 911 to 913 | Tower |
| 914 to 916 | Treasure Chamber | 917 or 918 | Treasure Vault |
| 919 or 920 | Triclinium | 921 to 923 | Trophy Hall |
| 924 or 925 | Trophy Room | 926 or 927 | Turret |
| 928 or 929 | Unctuarium | 930 or 931 | Unfinished Chamber |
| 932 or 933 | Unfinished Hall | 934 or 935 | Unfinished Room |
| 936 or 937 | Utility Chamber | 938 or 939 | Utility Room |
| 940 or 941 | Vault | 942 or 943 | Vaulted Chamber |
| 944 to 946 | Vaulted Room | 947 or 948 | Vestibule |
| 949 or 950 | Vestibulum | 951 or 952 | Vigil |
| 953 or 954 | Vinery | 955 or 956 | Waiting Chamber |
| 957 or 958 | Waiting Room | 959 or 960 | Walk-In Closet |
| 961 or 962 | Walled-Up Chamber | 963 or 964 | Walled-Up Corridor |
| 965 or 966 | Walled-Up Room | 967 or 968 | Wardrobe |
| 969 or 970 | Wardrobe Room | 971 or 972 | Warming Room |
| 973 or 974 | Washroom | 975 or 976 | Watchroom |
| 977 or 978 | Weaving Room | 979 or 980 | Well |
| 981 or 982 | Well Room | 983 or 984 | Wine Cellar |
| 985 or 986 | Wine Vault | 987 or 988 | Withdrawing Chamber |
| 989 or 990 | Withdrawing Room | 991 or 992 | Wizard's Laboratory |
| 993 or 994 | Wizard's Workroom | 995 or 996 | Work Chamber |
| 997 or 998 | Workroom | 999 | Workshop |
| 000 | Zoo / Menagerie | | |

Your selection of the Quest Target is now complete.

- If you need to roll a second time, to determine a Person, Creature, or Faction, click here (7-2).
- If you need to roll a second time, to determine a Place, click here (7-3).
- If you need to roll a second time, to determine a Thing, click here (7-4).
- Otherwise, you are done with Quest Target Selection, and can move on to Chapter 8. To proceed, click here.

7-3-4

# 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.

| D1000 Roll | Stronghold Room Type | D1000 Roll | Stronghold Room Type |
|---|---|---|---|
| **001** | Abreuvoir | **002 or 003** | Access Chamber |
| **004 or 005** | Access Room | **006 or 007** | Accommodation |
| **008 or 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 or 021** | Alcove |
| **022 or 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 |

| D1000 Roll | Stronghold Room Type | D1000 Roll | Stronghold Room Type |
|---|---|---|---|
| 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 or 048 | Antechamber | 049 or 050 | Anteroom |
| 051 | Apartments | 052 | Apodyterium |
| 053 | Apotheca | 054 | Apothecarium |
| 055 | Apothecary | 056 or 057 | Apse |
| 058 or 059 | Apse Room | 060 | Aquarium |
| 061 | Arboretum | 062 | Archive |
| 063 or 064 | Arena | 065 or 066 | Armorial Chamber |
| 067 or 068 | Armorial Hall | 069 or 070 | Armory |
| 071 or 072 | Armory and Forge | 073 or 074 | Armory Chamber |
| 075 | Arryt | 076 or 077 | Arsenal |
| 078 or 079 | Arsenal Chamner | 080 or 081 | Arsenal and Forge |
| 082 | Art Gallery | 083 | Artisan's Chamber |
| 084 | Artisan's Room | 085 | Aslukku |
| 086 or 087 | Assembly Chamber | 088 or 089 | Assembly Hall |
| 090 | Atelier | 091 | Atrium |
| 092 | Atrium Chamber | 093 or 094 | Audience Chamber |
| 095 or 096 | Audience Hall | 097 or 098 | Audience Room |
| 099 or 100 | Auditorium | 101 | Augury Chamber |
| 102 | Augury Room | 103 or 104 | Aula Regia |
| 105 or 106 | Aula | 107 or 108 | Auxiliary Chamber |
| 109 or 110 | Auxiliary Room | 111 | Axnwty |
| 112 or 113 | Bailey | 114 | Bakery |
| 115 | Balnea | 116 | Balnearium |

| D1000 Roll | Stronghold Room Type | D1000 Roll | Stronghold Room Type |
|---|---|---|---|
| 117 or 118 | Banquet Hall | 119 or 120 | Banquet Room |
| 121 or 122 | Barbican | 123 or 124 | Barracks |
| 125 or 126 | Barracks Hall | 127 | Basement |
| 128 | Basement Space | 129 or 130 | Bastion |
| 131 | Bath | 132 | Bathhouse |
| 133 | Bathroom / Bath Room | 134 or 135 | Bawm |
| 136 or 137 | Bay | 138 or 139 | Bay Succession |
| 140 or 141 | Beast Pit | 142 or 143 | Bedchamber |
| 144 or 145 | Bedroom | 146 | Belfry |
| 147 | Bell Tower | 148 or 149 | Bleeding Chamber |
| 150 or 151 | Bleeding Room | 152 | Bodega |
| 153 or 154 | Boudoir | 155 | Bouleuterion |
| 156 | Bourse | 157 | Bower |
| 158 | Breezeway | 159 | Brewery |
| 160 | Buttery | 161 | Cabinet |
| 162 or 163 | Cache Chamber | 164 or 165 | Cache Room |
| 166 or 167 | Cage | 168 | Calefactorium |
| 169 | Calefactory | 170 | Calidarium |
| 171 | Camba | 172 or 173 | Carcer |
| 174 | Cartographers' Hall | 175 | Cascade Room |
| 176 or 177 | Casemate | 178 | Cavaedium |
| 179 or 180 | Cavea | 181 or 182 | Cell Block |
| 183 or 184 | Cell | 185 | Cellae |
| 186 | Cellar | 187 | Cellarage |
| 188 | Ceremonial Chamber | 189 | Ceremonial Hall |
| 190 | Ceremonial Room | 191 | Ceroma |
| 192 or 193 | Chamber | 194 or 195 | Chambers |
| 196 | Chantier | 197 | Chapel |
| 198 | Chapel Hall | 199 | Chartophylacium |
| 200 | Chimney Corner | 201 or 202 | Cistern |

| D1000 Roll | Stronghold Room Type | D1000 Roll | Stronghold Room Type |
|---|---|---|---|
| 203 or 204 | Cistern Room | 205 | Classroom |
| 206 or 207 | Clinic | 208 | Cloaca |
| 209 | Cloak Room | 210 | Clockwork Room |
| 211 or 212 | Coal Room | 213 | Coldroom |
| 214 or 215 | Combat Pit | 216 | Comfort Room |
| 217 or 218 | Commandery | 219 or 220 | Common Room |
| 221 or 222 | Communal Quarters | 223 or 224 | Concealed Chamber |
| 225 or 226 | Concealed Room | 227 | Conclave |
| 228 | Conclavium | 229 | Conjuring Chamber |
| 230 or 231 | Control Room | 232 or 233 | Council Chamber |
| 234 or 235 | Council Hall | 236 or 237 | Council Room |
| 238 or 239 | Counting Room | 240 or 241 | Court |
| 242 or 243 | Courtyard / Dungeon Court | 244 | Crafter's Room |
| 245 | Crowde | 246 | Cubiculum |
| 247 | Dais Chamber | 248 | Dais Room |
| 249 or 250 | Depository | 251 or 252 | Dining Chamber |
| 253 or 254 | Dining Hall | 255 or 256 | Dining Room |
| 257 | Distillery | 258 or 259 | Domed Chamber |
| 260 or 261 | Domed Hall | 262 or 263 | Domed Room |
| 264 or 265 | Domicile | 266 or 267 | Donjon |
| 268 or 269 | Dormitory | 270 or 271 | Drawbridge / Drawbridge Chamber |
| 272 | Drawing Chamber | 273 | Drawing Room |
| 274 or 275 | Drill Hall | 276 or 277 | Dueling Pit |
| 278 or 279 | Dueling Pit Matrix | 280 | Dulli |
| 281 or 282 | Dungeon | 283 | Enclosed Loggia |
| 284 or 285 | Enclosure | 286 or 287 | Entrance Hall |
| 288 or 289 | Entry | 290 or 291 | Entry Hall |
| 292 or 293 | Excubitorium | 294 or 295 | Execution Chamber |

| D1000 Roll | Stronghold Room Type | D1000 Roll | Stronghold Room Type |
|---|---|---|---|
| 296 or 297 | Execution Hall | 298 or 299 | Execution Room |
| 300 or 301 | Exercise Room | 302 or 303 | Experimentation Chamber |
| 304 or 305 | Experimentation Vault | 306 or 307 | False Treasure Room |
| 308 or 309 | Feast Hall | 310 or 311 | Forecourt |
| 312 or 313 | Forge | 314 or 315 | Foundry |
| 316 or 317 | Fountain Chamber | 318 or 319 | Fountain Hall |
| 320 or 321 | Fountain Room | 322 or 323 | Frater |
| 324 or 325 | Fresco Gallery | 326 or 327 | Fresco Room |
| 328 or 329 | Frigidarium | 330 or 331 | Function Hall |
| 332 or 333 | Function Room | 334 or 335 | Gallery (Display) |
| 336 or 337 | Gambling Room | 338 or 339 | Game Room |
| 340 or 341 | Ganunmahu | 342 or 343 | Gaol |
| 344 or 345 | Garderobe | 346 or 347 | Garderobe Chamber |
| 348 or 349 | Gardr | 350 or 351 | Garrison |
| 352 or 353 | Gate / Gate Chamber | 354 or 355 | Gate Room |
| 356 or 357 | Gatehouse | 358 or 359 | Goods Hall |
| 360 or 361 | Granary | 362 to 364 | Grand Aerarium |
| 365 to 367 | Grand Aerary | 368 to 370 | Grand Arena |
| 371 to 373 | Grand Armory and Forge | 374 to 376 | Grand Armory |
| 377 to 379 | Grand Arsenal and Forge | 380 to 382 | Grand Arsenal |
| 383 to 385 | Great Chamber | 386 to 388 | Great Hall |
| 389 to 391 | Great Kitchen | 392 to 394 | Grinding Chamber |
| 395 to 397 | Grinding Room | 398 to 400 | Guard Chamber |
| 401 to 403 | Guard Hall | 404 to 406 | Guard Post |
| 407 to 409 | Guardroom | 410 to 412 | Guest Chamber |
| 413 or 414 | Guestroom | 415 or 416 | Guild Hall |
| 417 to 419 | Guild Room | 420 to 422 | Gymnasium |
| 423 to 425 | Gynaeceum | 426 to 428 | Hall of Assembly |
| 429 to 431 | Hall of Challenge | 432 to 434 | Hall of Healing |
| 435 to 437 | Hall of Honor | 438 to 440 | Hall of Judgment |

| D1000 Roll | Stronghold Room Type | D1000 Roll | Stronghold Room Type |
|---|---|---|---|
| 441 to 443 | Hall of Pools | 444 or 445 | Hall of Reverence |
| 446 to 448 | Hall of Statuary | 449 to 451 | Hall of Tapestries |
| 452 to 454 | Hall | 455 to 457 | Hamr |
| 458 to 460 | Harem | 461 to 463 | Harness Chamber |
| 464 to 466 | Harness Hall | 467 to 469 | Harness Room |
| 470 to 472 | Hearth Chamber | 473 or 474 | Hearth Hall |
| 475 or 476 | Hearth Room | 477 or 478 | Heroum |
| 479 or 480 | Hiding Place | 481 or 482 | Holl |
| 483 or 484 | Hollowed Wall | 485 or 486 | Horological Hall |
| 487 to 489 | Horologium | 490 to 492 | Hospitalium |
| 493 to 495 | Hospitium | 496 to 498 | Hostel |
| 499 or 500 | Hrt Ib | 501 to 503 | Hunters' Hall |
| 504 or 505 | Hypocaust | 506 or 507 | Hypocaust Chamber |
| 508 to 510 | Hypostyle Hall | 511 or 512 | Ice Chamber |
| 513 or 514 | Icehouse | 515 or 516 | Idrt |
| 517 or 518 | Immense Archive | 519 or 520 | Infirmary |
| 521 | Inquisition Chamber | 522 or 523 | Inquisitorial Chamber |
| 524 to 526 | Inscription Chamber | 527 or 528 | Instrument Chamber |
| 529 or 530 | Instrument Room | 531 to 533 | Interrogation Chamber |
| 534 to 536 | Interrogation Room | 537 or 538 | Ipa |
| 539 or 540 | Isi | 541 or 542 | Iwnyt |
| 543 or 544 | Jail | 545 or 546 | Junk Room |
| 547 or 548 | Keep | 549 or 550 | Kitchen |
| 551 or 552 | Kitchen Chamber | 553 or 554 | Kneipe |
| 555 or 556 | Knights' Hall | 557 or 558 | Laboratory, Alchemical |
| 559 or 560 | Laboratory, Magical | 561 or 562 | Lady's Chamber |
| 563 or 564 | Landing | 565 or 566 | Larder |
| 567 or 568 | Larder Chamber | 569 or 570 | Latrine |
| 571 or 572 | Latrine Chamber | 573 or 574 | Lavatory |
| 575 or 576 | Library | 577 or 578 | Lightwell |

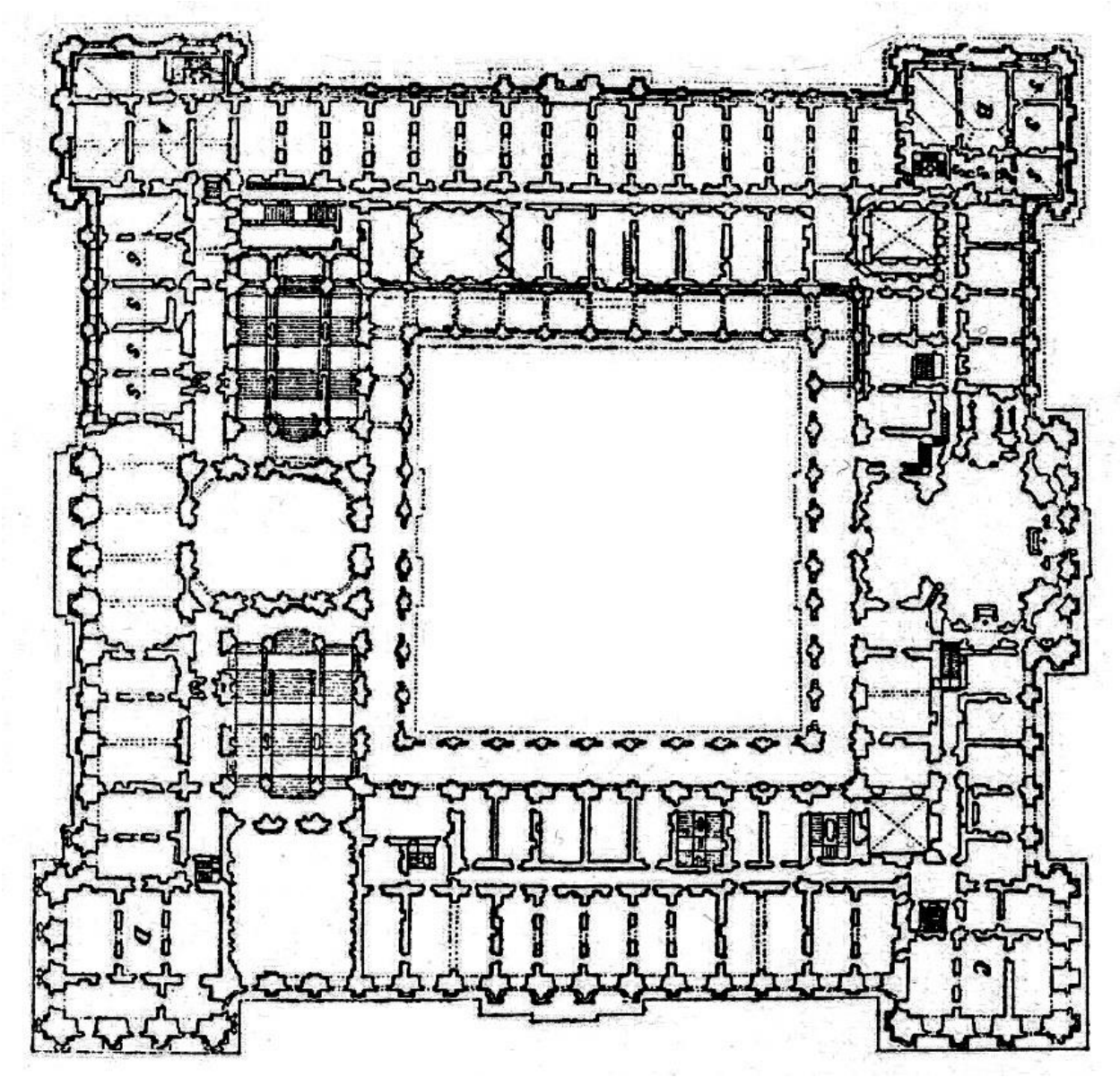
| D1000 Roll | Stronghold Room Type | D1000 Roll | Stronghold Room Type |
|---|---|---|---|
| 579 or 580 | Loft | 581 or 582 | Lokrekkja |
| 583 or 584 | Long Gallery | 585 or 586 | Lookout |
| 587 or 588 | Lopt | 589 or 590 | Lord's Chamber |
| 591 or 592 | Lumber Room | 593 or 594 | Makkuri |
| 595 or 596 | Manufactory | 597 or 598 | Map Chamber |
| 599 or 600 | Map Room | 601 or 602 | Mechanical Room |
| 603 or 604 | Meeting Room | 605 or 606 | Megaron |
| 607 | Memorial Chamber | 608 | Mesitu |
| 609 or 610 | Mess Hall | 611 | Mezzanine |
| 612 | Mezzanine Hall | 613 or 614 | Moat / Moat Vault |
| 615 or 616 | Moat Hall | 617 | Monastic Cell |
| 618 | Monument Room | 619 | Monument Hall |
| 620 | Moot Hall | 621 | Morgue |
| 622 or 623 | Motte | 624 | Mtwn |
| 625 | Muniment Hall | 626 | Muniment Room |
| 627 or 628 | Murder Room | 629 | Museum |
| 630 | Music Chamber | 631 | Music Room |
| 632 | Narthex | 633 or 634 | Naumachia |
| 635 | Niched Room | 636 | Observation Chamber |
| 637 | Observatory | 638 | Oecus |
| 639 | Office | 640 | Oil Press Room |
| 641 or 642 | Outpost | 643 | Overlook |
| 644 | Palatial Hall | 645 | Pallet Chamber |
| 646 | Pantry | 647 | Peristyle |
| 648 | Planetarium | 649 or 650 | Planning Room |
| 651 or 652 | Portcullis Chamber | 653 | Pr Hd |
| 654 or 655 | Prison | 656 or 657 | Prison Block |
| 658 or 659 | Prison Cell | 660 or 661 | Prison Chamber |
| 662 or 663 | Prison Hall | 664 | Privy |
| 665 or 666 | Protective Ditch | 667 | Proving Ground |

| D1000 Roll | Stronghold Room Type | D1000 Roll | Stronghold Room Type |
|---|---|---|---|
| 668 | Proving Grounds | 669 | Pump Room |
| 670 | Puteus | 671 or 672 | Quarters |
| 673 or 674 | Quarters, Solitary | 675 | Reading Chamber |
| 676 | Reading Room | 678 | Reception Chamber |
| 679 | Reception Hall | 680 | Reception Room |
| 681 | Recess | 682 or 683 | Redoubt |
| 684 | Refectory | 685 or 686 | Refuge |
| 687 | Reredorter | 688 | Retreat |
| 689 | Revolving Chamber | 690 or 691 | Riding Hall |
| 692 | Robing Room | 693 or 694 | Room of Slaughter |
| 695 | Room of Unknown Purpose | 696 | Room |
| 697 | Root Cellar | 698 | Rotating Room |
| 699 | Rotunda | 700 or 701 | Royal Chamber / Nobleman's Chamber |
| 702 | Rum | 703 | Rwyt |
| 704 or 705 | Safe Room | 706 | Salon |
| 707 | Salr | 708 | Salt Cellar |
| 709 or 710 | Salt Chamber | 711 or 712 | Salt Room |
| 713 or 714 | Sauna | 715 or 716 | Scriptorium |
| 717 or 718 | Scullery | 719 or 720 | Secret Guardroom |
| 721 or 722 | Secret Room | 723 or 724 | Seraglio |
| 725 or 726 | Servants' Hall | 727 or 728 | Servants' Quarters |
| 729 or 730 | Servery | 731 or 732 | Set |
| 733 or 734 | Shelter | 735 or 736 | Shop |
| 737 or 738 | Shrine | 739 or 740 | Shrine Chamber |
| 741 or 742 | Shrine Room | 743 or 744 | Sibitti |
| 745 or 746 | Sick Chamber | 747 or 748 | Sick Room |
| 749 or 750 | Sitting Room | 751 or 752 | Skali |
| 753 or 754 | Skinning Room | 755 or 756 | Slave Chamber |

| D1000 Roll | Stronghold Room Type | D1000 Roll | Stronghold Room Type |
|---|---|---|---|
| **757 or 758** | Slave Pit | **759 or 760** | Sleeping Chamber |
| **761 or 762** | Sleeping Hall | **763 or 764** | Sleeping Room |
| **765 or 766** | Smelter | **767 or 768** | Smithy |
| **769 or 770** | Smoke Room | **771 or 772** | Spear Closet |
| **773 or 774** | Squires' Hall | **775 or 776** | Stable |
| **777 or 778** | Stair Chamber | **779 or 780** | Stairway Room |
| **781 or 782** | State Chamber | **783 or 784** | State Room |
| **785 or 786** | Statuary | **787 or 788** | Still Room |
| **789 or 790** | Stockpile Room | **791 or 792** | Storage Chamber |
| **793 or 794** | Storage Room / Storeroom | **795 or 796** | Storeroom, Alchemical |
| **797 or 798** | Storeroom, Alcohol / Wine | **799 or 800** | Storeroom, Armor |
| **801 or 802** | Storeroom, Box Room | **803 or 804** | Storeroom, Butchered Meat |
| **805 or 806** | Storeroom, Ceremonial | **807 or 808** | Storeroom, Char / Coal |
| **809 or 810** | Storeroom, Cheese | **811 or 812** | Storeroom, Construction |
| **813 or 814** | Storeroom, Drink | **815 or 816** | Storeroom, Dry Goods |
| **817 or 818** | Storeroom, Equipment Room | **819 or 820** | Storeroom, Failed Experiments |
| **821 or 822** | Storeroom, Foodstuffs | **823 or 824** | Storeroom, Furniture |
| **825 or 826** | Storeroom, Herbs and Spices | **827 or 828** | Storeroom, Ice |
| **829 or 830** | Storeroom, Lumber | **831 or 832** | Storeroom, Masonry |
| **833 or 834** | Storeroom, Oil | **835 or 836** | Storeroom, Reagents |
| **837 or 838** | Storeroom, Salt | **839 or 840** | Storeroom, Sundries |
| **841 or 842** | Storeroom, Tools and Gear | **843 or 844** | Storeroom, Water |
| **845 or 846** | Storeroom, Weapons | **847 or 848** | Strongroom |
| **849 or 850** | Study | **851 or 852** | Sudatorium |
| **853 or 854** | Suite | **855 or 856** | Suite Chamber |
| **857 or 858** | Summoning Chamber | **859 or 860** | Summoning Room |
| **861 or 862** | Summoning Gauntlet | **863 or 864** | Tablinum |
| **865 or 866** | Tack Room | **867 or 868** | Tank |

| D1000 Roll | Stronghold Room Type | D1000 Roll | Stronghold Room Type |
|---|---|---|---|
| 869 or 870 | Taxidermy Hall | 871 or 872 | Teleportation Chamber |
| 873 or 874 | Temple | 875 or 876 | Templum |
| 877 or 878 | Tepidarium | 879 or 880 | Terminus |
| 881 or 882 | Theater | 883 or 884 | Therma |
| 885 or 886 | Tholos | 887 or 888 | Throne Hall |
| 889 or 890 | Throne Room | 891 or 892 | Tool Room |
| 893 or 894 | Torture Chamber | 895 | Torture Pit |
| 896 | Torture Pits | 897 or 898 | Tower / Tower Chamber |
| 899 or 900 | Training Hall | 901 or 902 | Training Room |
| 903 or 904 | Treasure Chamber | 905 or 906 | Treasure Vault |
| 907 or 908 | Treasury | 909 or 910 | Triclinium |
| 911 or 912 | Trophy Hall | 913 or 914 | Trophy Room |
| 915 or 916 | Turret / Turret Vault | 917 or 918 | Unfinished Chamber |
| 919 or 920 | Unfinished Hall | 921 or 922 | Unfinished Room |
| 923 or 924 | Utility Chamber | 925 or 926 | Utility Room |
| 927 or 928 | Vault | 929 or 930 | Vaulted Chamber |
| 931 or 932 | Vaulted Hall | 933 or 934 | Vaulted Room |
| 935 or 936 | Vestibule | 937 or 938 | Vestibulum |
| 939 or 940 | Vigil | 941 or 942 | Wadyt |
| 943 or 944 | Waiting Chamber | 945 or 946 | Waiting Room |
| 947 or 948 | Walled-Up Chamber | 949 or 950 | Walled-Up Corridor |
| 951 or 952 | Walled-Up Room | 953 or 954 | War Room |
| 955 or 956 | Ward | 957 or 958 | Warming Room |
| 959 or 960 | Washroom | 961 or 962 | Watchroom |
| 963 or 964 | Wda | 965 or 966 | Weaving Room |
| 967 or 968 | Well | 969 or 970 | Well Room |
| 971 or 972 | Winch Pit | 973 or 974 | Winch Room |
| 975 or 976 | Wine Cellar | 977 or 978 | Wine Vault |
| 979 or 980 | Wizard's Laboratory | 981 or 982 | Wizard's Workroom |
| 983 or 984 | Work Chamber | 095 or 986 | Workers' Hall |

| | | | |
|---|---|---|---|
| **987 or 988** | Workpit | **989 or 990** | Workroom |
| **991 or 992** | Workshop | **993 or 994** | Wsxt |
| **995 or 996** | Xnr | **997 or 998** | Xnrt |
| **999 or 000** | Zoo / Menagerie | | |



Your selection of the Quest Target is now complete.

- If you need to roll a second time, to determine a Person, Creature, or Faction, click here (7-2).
- If you need to roll a second time, to determine a Place, click here (7-3).
- If you need to roll a second time, to determine a Thing, click here (7-4).
- Otherwise, you are done with Quest Target Selection, and can move on to Chapter 8. To proceed, click here.

7-3-5

# 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.

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| **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 or 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 or 028** | Almonry |
| **029 or 030** | Almonry Chamber | **031 or 032** | Almonry Hall |
| **033 or 034** | Altar Chamber | **035 or 036** | Altar Room |
| **037 or 038** | Ambry | **039** | Ambry Chamber |
| **040** | Ambitus | **041** | Ambulatory |
| **042** | Amphithalamoi | **043** | Amphithalamos |

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| 044 | Amphitheater | 045 | Anatomical Theater |
| 046 or 047 | Ancestral Chamber | 048 or 049 | Ancestral Hall |
| 051 or 051 | Anchorage | 052 | Andron |
| 053 or 054 | Angelic Shrine | 055 | Annex |
| 056 | Annex Labyrinth | 057 | Annex Warren |
| 058 or 059 | Anointing Chamber | 060 or 061 | Anointing Room |
| 062 | Antecabinet | 063 or 064 | Antechamber |
| 065 or 066 | Antechapel | 067 or 078 | Anteroom |
| 069 | Apartments | 070 | Apodyterium |
| 071 | Apotheca | 072 | Apothecarium |
| 073 | Apothecary | 074 | Apse |
| 075 | Apse Room | 076 | Aquarium |
| 077 | Arboretum | 078 or 079 | Archive |
| 080 or 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 or 096 | Assemblage | 097 or 098 | Assembly Chamber |
| 099 or 100 | Assembly Hall | 101 or 102 | Asylum |
| 103 | At Iwf | 104 | Atrium |
| 105 | Atrium Chamber | 106 | Audience Chamber |
| 107 | Audience Hall | 108 | Audience Room |
| 109 | Auditorium | 110 or 111 | Augury Chamber |
| 112 or 113 | Augury Room | 114 | Aula Regia |
| 115 | Aula | 116 | Auxiliary Chamber |
| 117 | Auxiliary Room | 118 | Axnwty |
| 119 | Balnea | 120 | Balnearium |

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| 121 | Barag | 122 | Barracks |
| 123 | Barracks Hall | 124 or 125 | Basilica |
| 126 | Bath | 127 | Bathroom / Bath Room |
| 128 | Bay | 129 | Bay Succession |
| 130 | Bedchamber | 131 | Bedroom |
| 132 | Belfry | 133 | Bell Tower |
| 134 or 135 | Bema | 136 | Boudoir |
| 137 | Bouleuterion | 138 | Bower |
| 139 or 140 | Bursary | 141 | Buru |
| 142 or 143 | Cabinet | 144 or 145 | Caged Chantry |
| 146 or 147 | Caged Chapel | 148 or 149 | Calefactorium |
| 150 or 151 | Calefactory | 152 or 153 | Calidarium |
| 154 or 155 | Camba | 156 or 157 | Cascade Hall |
| 158 or 159 | Cascade Room | 160 or 161 | Catacomb |
| 162 or 163 | Catacombs | 164 or 165 | Catacumba |
| 166 or 167 | Catacumbae | 168 or 169 | Cavaedium |
| 170 or 171 | Celestial Hall | 172 or 173 | Cell |
| 174 or 175 | Cella | 176 or 177 | Ceremonial Chamber |
| 178 or 179 | Ceremonial Hall | 180 or 181 | Ceremonial Room |
| 182 or 183 | Ceroma | 184 or 185 | Chamber |
| 186 or 187 | Chamber of Revelation | 188 or 189 | Chambers |
| 190 or 191 | Chancel | 192 or 193 | Chandlery |
| 194 or 195 | Chantier | 196 or 197 | Chantry |
| 198 or 199 | Chapel | 200 or 201 | Chapel Hall |
| 202 or 203 | Chapter House | 204 or 205 | Chapter Room |
| 206 | Char Cellar | 207 | Chartophylacium |
| 208 or 209 | Choir | 210 or 211 | Cimeliarch |
| 212 | Cistern | 213 | Cistern Room |
| 214 | Clinic | 215 or 216 | Cloister |
| 217 | Comfort Room | 218 | Common Room |

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| 219 | Communal Quarters | 220 | Concealed Chamber |
| 221 | Concealed Room | 222 | Conclave |
| 223 or 224 | Conclavium | 225 or 226 | Confessional |
| 227 or 228 | Conjuring Chamber | 229 or 230 | Convocation Room |
| 231 or 232 | Council Chamber | 233 or 234 | Council Hall |
| 235 or 236 | Council Room | 237 or 238 | Counting Room |
| 239 or 240 | Crafter's Room | 241 or 242 | Crowde |
| 243 or 244 | Cubiculum | 245 or 246 | Cyzicene Hall |
| 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 or 258 | Divination Chamber | 259 or 260 | Divination Hall |
| 261 or 262 | Divination Room | 263 | Domed Chamber |
| 264 | Domed Hall | 265 | Domed Room |
| 266 | Domicile | 267 | Dormitory |
| 268 or 269 | Dorter | 270 | Drawing Chamber |
| 271 | Drawing Room | 272 | Dressing Chamber |
| 273 | Dressing Room | 274 or 275 | Drowning Pool |
| 276 | Dulli | 277 | Echo Chamber |
| 278 | Echoing Vault | 279 | Emasu |
| 280 or 281 | Enclosed Loggia | 282 or 283 | Entrance Hall |
| 284 or 285 | Entry | 286 or 287 | Entry Hall |
| 288 or 289 | Ersi | 290 or 291 | Ewery |
| 292 or 293 | Excubitorium | 294 or 295 | Exercise Room |
| 296 or 297 | Experimentation Chamber | 298 or 299 | Experimentation Vault |
| 300 or 301 | Fallen Angelic Shrine | 302 or 303 | False Treasure Room |
| 304 or 305 | False Treasure Vault | 306 or 307 | Fane |
| 308 or 309 | Favissa | 310 | Feast Hall |

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| 311 | Feretorium | 312 or 313 | Feretory |
| 314 | Firepit | 315 or 316 | Forbidden Chamber |
| 317 or 318 | Forbidden Vault | 319 | Fountain Chamber |
| 320 | Fountain Hall | 321 | Fountain Room |
| 322 | Foyer | 323 | Frater |
| 324 or 325 | Fresco Gallery | 326 or 327 | Fresco Room |
| 328 | Frigidarium | 329 or 330 | Fumigatory |
| 331 | Function Hall | 332 | Function Room |
| 333 or 334 | Funerary Chapel | 335 | Funereal Crowde |
| 336 | Fungarium | 337 | Galininu |
| 338 | Gallery (Display) | 339 | Ganunmahu |
| 340 or 341 | Garden | 342 or 343 | Garderobe |
| 344 or 345 | Garderobe Chamber | 346 or 347 | Gate Chamber |
| 348 or 349 | Gate Room | 350 or 351 | Goods Hall |
| 352 or 353 | Granary | 354 or 355 | Grand Aerarium |
| 356 or 357 | Grand Aerary | 358 or 359 | Grand Aquarium |
| 360 or 361 | Grapery | 362 or 363 | Great Abattoir |
| 364 or 365 | Great Adyton | 366 or 367 | Great Andron |
| 368 or 369 | Greater Almonry | 370 or 371 | Grinding Chamber |
| 372 or 373 | Grinding Room | 374 or 375 | Guard Chamber |
| 376 or 377 | Guard Hall | 378 or 379 | Guard Post |
| 380 or 381 | Guardroom | 382 or 383 | Guest Chamber |
| 384 or 385 | Guestroom | 386 or 387 | Guild Room |
| 388 or 389 | Gynaeceum | 390 or 391 | Hall of Assembly |
| 392 or 393 | Hall of Bones | 394 or 395 | Hall of Contemplation |
| 396 or 397 | Hall of Doors | 398 or 399 | Hall of Healing |
| 400 or 401 | Hall of Honor | 402 or 403 | Hall of Immortal Judgment |
| 404 or 405 | Hall of Mourners | 406 or 407 | Hall of Offerings |
| 408 or 409 | Hall of Pools | 410 or 411 | Hall of Repentance |
| 412 to 414 | Hall of Resurrection | 415 to 417 | Hall of Runes |

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| 418 to 420 | Hall of Souls | 421 to 423 | Hall of Statuary |
| 424 to 426 | Hall of the Dead | 427 to 429 | Hall |
| 430 to 432 | Harem | 433 to 435 | Haven |
| 436 to 438 | Hearth Chamber | 439 to 441 | Hearth Hall |
| 442 to 444 | Hearth Room | 445 to 447 | Helieum |
| 448 to 450 | Herbarium | 451 to 453 | Heroum |
| 454 to 456 | Hiding Place | 457 to 459 | Hieron |
| 460 to 462 | Holl | 463 to 465 | Horologium |
| 466 to 468 | Hospitalium | 469 to 471 | Hospitium |
| 472 to 474 | Hrt Ib | 475 to 477 | Hursu |
| 478 to 480 | Hwt Ka | 481 to 483 | Hwt |
| 484 to 486 | Hypocaust | 487 to 489 | Hypocaust Chamber |
| 490 to 492 | Hypogeum | 493 to 495 | Hypostyle Hall |
| 496 to 498 | Ibw | 499 to 501 | Illusory Chamber |
| 502 to 504 | Illusory Room | 505 to 507 | Immense Archive |
| 508 to 510 | Imnt | 511 to 513 | Infirmary |
| 514 to 516 | Inner Chamber | 517 to 519 | Inner Ward |
| 520 | Inquisition Chamber | 521 or 522 | Inquisitorial Chamber |
| 523 to 525 | Inscription Chamber | 526 to 528 | Internment Chamber |
| 529 to 531 | Ipa | 532 to 534 | Isi |
| 535 to 537 | Iwnn | 538 to 540 | Iwnyt |
| 541 to 543 | Jail | 544 to 546 | Kelda |
| 547 to 549 | Kitchen | 550 to 552 | Kitchen Chamber |
| 553 to 555 | Kummu | 556 to 558 | Kunukku |
| 559 to 561 | Landing | 562 to 564 | Lararium |
| 565 to 567 | Latrine | 568 to 570 | Latrine Chamber |
| 571 to 573 | Lavatory | 574 or 575 | Lazarette |
| 576 or 577 | Lesser Almonry | 578 or 579 | Library |
| 580 or 581 | Lightwell | 582 or 583 | Locutorium |
| 584 | Lokrekkja | 585 or 586 | Long Gallery |

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| 587 | Lopt | 588 | Lyceum |
| 589 or 590 | Makkuri | 591 or 592 | Map Chamber |
| 593 or 594 | Map Room | 595 or 596 | Martyrium |
| 597 or 598 | Marw | 599 or 600 | Massaku |
| 601 or 602 | Mausoleum | 603 or 604 | Mechanical Room |
| 605 or 606 | Meditation Chamber | 607 or 608 | Megaron |
| 609 or 610 | Memorial Chamber | 611 | Mesitu |
| 612 or 613 | Metroon | 614 | Mezzanine |
| 615 | Mezzanine Hall | 616 | Mihat |
| 617 or 618 | Misericord | 619 or 620 | Monastic Cell |
| 621 | Monument Room | 622 | Monument Hall |
| 623 or 624 | Mortuary Chapel | 625 | Msxn |
| 626 | Msxnt | 627 | Muniment Hall |
| 628 | Muniment Room | 629 | Museum |
| 630 | Music Chamber | 631 | Music Room |
| 632 or 633 | Naos | 634 | Narthex |
| 635 | Naspaku | 636 | Nat |
| 637 | Natatorium | 638 or 639 | Nave |
| 640 | Nht | 641 | Niched Room |
| 642 or 643 | Novitiate | 644 or 645 | Nymphaeum |
| 646 or 647 | Obelisk Chamber | 638 or 649 | Obelisk Hall |
| 650 | Observation Chamber | 651 | Observatory |
| 652 or 653 | Offering Chamber | 654 or 655 | Offertorium |
| 656 | Oil Cellar | 657 | Oil Press Room |
| 658 or 659 | Opisthodomos | 660 or 661 | Oracular Chamber |
| 662 or 663 | Oratory | 664 | Overlook |
| 665 | Painting Gallery | 666 | Pallet Chamber |
| 667 | Parakki | 668 | Parlor |
| 669 | Peristyle | 670 | Piritsi |
| 671 | Planetarium | 672 | Poison Garden |

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| 673 | Pool Chamber | 674 | Pool Room |
| 675 | Potionry | 676 | Pr Dwat |
| 677 | Pr Hd | 678 | Pr Mdat |
| 679 | Pr Nfr | 680 or 681 | Priest Hole |
| 682 | Privy | 683 or 684 | Propylaeum |
| 685 or 686 | Psychomanteum | 687 | Pump Room |
| 688 or 689 | Purification Chamber | 690 | Quarters |
| 691 | Quarters, Solitary | 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 or 704 | Refectory | 705 or 706 | Reflecting Pool |
| 707 or 708 | Reflecting Room | 709 | Refuge |
| 710 or 711 | Reliquary | 712 | Repository |
| 713 | Reredorter | 714 | Retreat |
| 715 or 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 |
| 728 or 729 | Sacrarium | 730 or 731 | Sacred Abattoir |

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| 732 or 733 | Sacred Crypt | 734 or 735 | Sacred Tomb |
| 736 or 737 | Sacrificial Chamber | 738 or 739 | Sacrificial Pool |
| 740 or 741 | Sacrificial Vault | 742 or 743 | Sacristy |
| 744 | Salon | 745 | Salr |
| 746 or 747 | Sanctuary | 748 or 749 | Sanctum |
| 750 or 751 | Sanctum Sanctorum | 752 | Sarcophagus Chamber |
| 753 | Sarcophagus Room | 754 | Sauna |
| 755 | Schola | 756 | Scriptorium |
| 757 | Scullery | 758 | Secret Guardroom |
| 759 | Secret Room | 760 or 761 | Seminary |
| 762 | Sepulcher | 763 | Sepulchral Cell |
| 764 or 765 | Sepulchral Chapel | 766 | Sepulchral Hall |
| 767 | Sepulchral Heroum | 768 | Seraglio |

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| 769 | Servants' Hall | 770 | Servants' Quarters |
| 771 | Servery | 772 | Set |
| 773 | Shop | 774 or 775 | Shrine |
| 776 or 777 | Shrine Chamber | 778 or 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 or 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 or 829 | Storeroom, Reagents |

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| 830 | Storeroom, Salt | 831 | Storeroom, Sundries |
| 832 | Storeroom, Tools and Gear | 833 or 834 | Storeroom, Water |
| 835 or 836 | Storeroom, Weapons | 837 or 838 | Strongroom |
| 839 or 840 | Studio | 841 or 842 | Study |
| 843 or 844 | Submerged Chamber | 845 or 846 | Submerged Hall |
| 847 or 848 | Submerged Room | 849 or 850 | Sudatorium |
| 851 or 852 | Suite | 853 or 854 | Suite Chamber |
| 855 or 856 | Summoning Chamber | 857 or 858 | Summoning Room |
| 859 or 860 | Summoning Gauntlet | 861 | Sunroom |
| 862 | Svefnhus | 863 | Tablinum |
| 864 | Tack Room | 865 | Taum |
| 866 or 867 | Teleportation Chamber | 878 to 870 | Temple |
| 871 to 873 | Templum | 874 or 875 | Tepidarium |
| 876 or 877 | Terminus | 878 or 879 | Thalamos |
| 880 or 881 | Theater | 882 or 883 | Therma |
| 884 or 885 | Tholos | 886 or 887 | Threshold |
| 888 or 889 | Tool Room | 890 or 891 | Torture Chamber |
| 892 or 893 | Tower / Tower Chamber | 894 or 895 | Training Hall |
| 896 or 897 | Training Room | 898 or 899 | Treasure Chamber |
| 900 or 901 | Treasure Vault | 902 or 903 | Triclinium |
| 904 or 905 | Trophy Hall | 906 or 907 | Trophy Room |
| 908 or 909 | Tuppi | 910 or 911 | Turret / Turret Vault |
| 912 or 913 | Turrinum | 914 or 915 | Unctuarium |
| 916 or 917 | Undercroft | 918 or 919 | Undercroft (Special) |
| 920 or 921 | Unfinished Chamber | 922 | Unfinished Hall |
| 923 | Unfinished Room | 924 | Urbatu |
| 925 | Ursu | 926 | Usgidum |
| 927 | Utility Chamber | 928 | Utility Room |
| 929 | Vault | 930 | Vaulted Chamber |
| 931 | Vaulted Hall | 932 | Vaulted Room |

| D1000 Roll | Temple Room Type | D1000 Roll | Temple Room Type |
|---|---|---|---|
| 933 or 934 | Vestiary | 935 or 936 | Vestibule |
| 937 | Vestibulum | 938 or 939 | Vestry |
| 940 or 941 | Vigil | 942 | Vinery |
| 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 or 955 | Weaving Room |
| 956 or 957 | Well | 958 to 960 | Well Room |
| 961 to 963 | Winch Pit | 964 to 966 | Winch Room |
| 967 to 969 | Wine Cellar | 970 to 972 | Wine Vault |
| 973 to 975 | Work Chamber | 976 to 978 | Workers' Hall |
| 979 to 981 | Workpit | 982 to 984 | Workroom |
| 985 or 986 | Workshop | 987 or 988 | Wsxt |
| 989 or 990 | Xawt | 991 or 992 | Xnmt |
| 993 or 994 | Xnr | 995 or 996 | Xnty |
| 997 or 998 | Zaggu | 999 or 000 | Zoo / Menagerie |

Your selection of the Quest Target is now complete.

- If you need to roll a second time, to determine a Person, Creature, or Faction, click here (7-2).
- If you need to roll a second time, to determine a Place, click here (7-3).
- If you need to roll a second time, to determine a Thing, click here (7-4).
- Otherwise, you are done with Quest Target Selection, and can move on to Chapter 8. To proceed, click here.

7-3-6

# 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.

| D1000 Roll | Tomb Chamber Type | D1000 Roll | Tomb Chamber Type |
|---|---|---|---|
| 001 to 003 | Access Chamber | 004 to 006 | Access Room |
| 007 to 009 | Adyton | 010 to 012 | Adytum |
| 013 to 015 | Agiasterion | 016 to 018 | Agiasterium |
| 019 to 021 | Ah Hwt | 022 to 024 | Ala |
| 025 to 027 | Alae | 028 to 030 | Alcove |
| 031 to 033 | Alcove Succession | 034 to 036 | Alhacena |
| 037 to 039 | Alhacena Succession | 040 to 042 | Altar Chamber |
| 043 to 045 | Altar Room | 046 to 048 | Ambitus |
| 049 to 051 | Amphitheater | 052 to 054 | Ancestral Chamber |
| 055 to 057 | Ancestral Hall | 058 to 060 | Anddyri |
| 061 to 063 | Angelic Shrine | 064 to 066 | Annex |
| 067 to 069 | Annex Labyrinth | 070 to 072 | Annex Warren |
| 073 to 075 | Antechamber | 076 to 078 | Anteroom |
| 079 to 081 | Apse | 082 to 084 | Apse Room |
| 085 to 087 | Arcosolium | 088 to 090 | Ash Pit |

| D1000 Roll | Tomb Chamber Type | D1000 Roll | Tomb Chamber Type |
|---|---|---|---|
| 091 to 093 | Ashen Abyss | 094 to 096 | Barag |
| 097 to 099 | Barrow | 100 to 102 | Barrow Crypt |
| 103 to 105 | Beast Crypt | 106 to 108 | Biaw |
| 109 to 111 | Bone House | 112 to 114 | Bone Pit |
| 115 to 117 | Burial Chamber | 118 to 120 | Burial Room |
| 121 to 123 | Burial Vault | 124 to 126 | Buried Longship |
| 127 to 129 | Buru | 130 to 132 | Catacomb |
| 133 to 135 | Catacombs | 136 to 138 | Catacumba |
| 139 to 141 | Catacumbae | 142 to 144 | Cavea |
| 145 to 147 | Cella | 148 to 150 | Ceremonial Chamber |
| 151 to 153 | Ceremonial Hall | 154 to 156 | Ceremonial Room |
| 157 to 159 | Cesspit | 160 to 162 | Cesspool |
| 163 to 165 | Chamber | 166 to 168 | Chamber Barrow |
| 169 to 171 | Chamber of Catafalques | 172 to 174 | Chamber Tomb |
| 175 to 177 | Chambers | 178 to 180 | Charnel House |
| 181 to 183 | Cinerarium | 184 to 186 | Cistvaen |
| 187 to 189 | Coemeterium | 190 to 192 | Collapsed Room |
| 193 to 195 | Columbarium | 196 to 198 | Concealed Chamber |
| 199 to 201 | Concealed Room | 202 to 204 | Conditivum |
| 205 to 207 | Crematorium | 208 to 210 | Crevice |
| 211 to 213 | Crypt | 214 to 216 | Cubicle |
| 217 to 219 | Cubicula | 220 to 222 | Cubiculum |
| 223 to 225 | Dais Chamber | 226 to 228 | Dais Room |
| 229 to 231 | Dead End | 232 to 234 | Defiled Tomb |
| 235 to 237 | Delubrum | 238 to 240 | Delve |
| 241 to 243 | Domed Chamber | 244 to 246 | Domed Hall |
| 247 to 249 | Domed Room | 250 to 252 | Donjon |
| 253 to 255 | Drowning Pool | 256 to 258 | Dry Well |
| 259 to 261 | Dust Pit | 262 to 264 | Echo Chamber |
| 265 to 267 | Echoing Vault | 268 to 270 | Elemental Vortex, Air |

| D1000 Roll | Tomb Chamber Type | D1000 Roll | Tomb Chamber Type |
|---|---|---|---|
| 271 to 273 | Elemental Vortex, Ash | 274 to 276 | Elemental Vortex, Dust |
| 277 to 279 | Elemental Vortex, Earth | 280 to 282 | Elemental Vortex, Fire |
| 283 to 285 | Elemental Vortex, Magma | 286 to 288 | Elemental Vortex, Mist |
| 289 to 291 | Elemental Vortex, Water | 292 to 294 | Emasu |
| 295 to 297 | Embalming Chamber | 298 to 300 | Embalming Room |
| 301 to 303 | Enchanted Grotto | 304 to 306 | Enclosed Loggia |
| 307 to 309 | Enclosure | 310 to 312 | Entrance Hall |
| 313 to 315 | Entry | 316 to 318 | Entry Hall |
| 319 to 321 | Excavation Room | 322 to 324 | Excavation |
| 325 to 327 | Fallen Angelic Shrine | 328 to 330 | False Tomb |
| 331 to 333 | False Treasure Room | 334 to 336 | False Treasure Vault |
| 337 to 339 | Fane | 340 to 342 | Feretorium |
| 343 to 345 | Feretory | 346 to 348 | Firepit |
| 349 to 351 | Fissure | 352 | Fissure, Ceiling |
| 353 or 354 | Fissure, Wall | 355 to 357 | Flooded Hall |
| 358 to 360 | Flooded Room | 361 to 363 | Forbidden Chamber |
| 364 to 366 | Forbidden Vault | 367 to 369 | FountaIn Chamber |
| 370 to 372 | Fountain Grotto | 373 to 375 | Fountain Room |
| 376 to 378 | Fresco Gallery | 379 to 381 | Fresco Room |
| 382 to 384 | Fumigatory | 385 to 387 | Funerary Chapel |
| 388 to 390 | Funerary Workshop | 391 to 393 | Funereal Crowde |
| 394 to 396 | Fungal Garden | 397 to 399 | Gate Chamber |
| 400 to 402 | Gate Room | 403 to 405 | Gauntlet |
| 406 to 408 | Grand Aerarium | 409 to 411 | Hall of Bones |
| 412 to 414 | Hall of Doors | 415 to 417 | Hall of Honor |
| 418 to 420 | Hall of Mourners | 421 to 423 | Hall of Offerings |
| 424 to 426 | Hall of Runes | 427 to 429 | Hall of Souls |
| 430 to 432 | Hall of Statuary | 433 to 435 | Hall of the Dead |
| 436 to 438 | Hall | 439 to 441 | Haugr |
| 442 to 444 | Hermitage | 445 to 447 | Heroum |

| D1000 Roll | Tomb Chamber Type | D1000 Roll | Tomb Chamber Type |
|---|---|---|---|
| 448 to 450 | Hideout | 451 to 453 | Hiding Place |
| 454 to 456 | Hieron | 457 to 459 | Hole |
| 460 to 462 | Hollow | 463 to 465 | Hollowed Wall |
| 466 to 468 | Holr | 469 to 471 | Hrt |
| 472 to 474 | Hrt Ib | 475 to 477 | Hwt Ka |
| 478 to 480 | Hypogeum | 481 to 483 | Idol Grotto |
| 484 to 486 | Illusory Chamber | 487 to 489 | Illusory Room |
| 490 to 492 | Imht | 493 to 495 | Imnt |
| 496 to 498 | Internment Chamber | 499 to 501 | Isittu |
| 502 to 504 | Itima | 505 to 507 | Iwnn |
| 508 to 510 | Junk Room | 511 to 513 | Karmu |
| 514 to 516 | Kelda | 517 to 519 | Kila |
| 520 to 522 | Kimah | 523 to 525 | Kukku |
| 526 to 528 | Kummu | 529 to 531 | Labyrinth |
| 532 to 534 | Landing | 535 to 537 | Lararium |
| 538 to 540 | Leaching Cesspool | 541 to 543 | Makkuri |
| 544 to 546 | Manzazu | 547 to 549 | Martyrium |
| 550 to 552 | Mass Grave | 553 to 555 | Massaku |
| 556 to 558 | Mausoleum | 559 to 561 | Maze |
| 562 to 564 | Memorial Chamber | 565 to 567 | Mestaku |
| 568 to 570 | Metroon | 571 to 573 | Mihat |
| 574 to 576 | Monster Crypt | 577 to 579 | Morgue |
| 580 to 582 | Mortuary Chapel | 583 to 585 | Msxnt |

| D1000 Roll | Tomb Chamber Type | D1000 Roll | Tomb Chamber Type |
|---|---|---|---|
| 586 to 588 | Naspaku | 589 to 591 | Necropolis |
| 592 to 594 | Nether | 595 to 597 | Netherworld |
| 598 to 600 | Niched Room | 601 to 603 | Obelisk Chamber |
| 604 to 606 | Obelisk Hall | 607 to 609 | Offering Chamber |
| 610 to 612 | Opisthodomos | 613 to 615 | Oracular Chamber |
| 616 to 618 | Ossuary | 619 to 621 | Ossuary Chamber |
| 622 to 624 | Ossuary Room | 625 to 627 | Oubliette |
| 628 to 630 | Oubliette Room | 631 to 633 | Parakki |
| 634 to 636 | Pit | 637 to 639 | Pit Chamber |
| 640 to 642 | Pit Room | 643 to 645 | Plundered Tomb |

| D1000 Roll | Tomb Chamber Type | D1000 Roll | Tomb Chamber Type |
|---|---|---|---|
| 646 to 648 | Plundered Vault | 649 to 651 | Plunge |
| 652 to 654 | Pr Hd | 655 to 657 | Pr Nfr |
| 658 to 660 | Pyre Chamber | 661 to 663 | Pyre Room |
| 664 to 666 | Quarry | 667 to 669 | Quarry Shaft |
| 670 to 672 | Quicksand Pit | 673 to 675 | Quppu |
| 676 to 678 | Rdw | 679 to 681 | Reflecting Pool |
| 682 to 684 | Refuse Pit | 685 to 687 | Room of Slaughter |
| 688 to 690 | Room of Unknown Purpose | 691 to 693 | Room |
| 694 to 696 | Rotting Chamber | 697 to 699 | Rotting Room |
| 700 to 702 | Rotunda | 703 to 705 | Royal Tomb |
| 706 to 708 | Rubble-Filled Room | 709 to 711 | Ruined Chamber |
| 712 to 714 | Ruined Hall | 715 to 717 | Runic Chamber |
| 718 to 720 | Sacrarium | 721 to 723 | Sacred Abattoir |
| 724 to 726 | Sacred Crypt | 727 to 729 | Sacred Tomb |
| 730 to 732 | Sacrificial Chamber | 733 to 735 | Sacrificial Pool |
| 736 to 738 | Sacrificial Vault | 739 to 741 | Sandpit |
| 742 to 744 | Sarcophagus Chamber | 745 to 747 | Sarcophagus Room |
| 748 to 750 | Sealed Tomb | 751 to 753 | Secret Crypt |
| 754 to 756 | Secret Room | 757 to 759 | Secret Tomb |
| 760 to 762 | Sepulcher | 763 to 765 | Sepulchral Cell |
| 766 to 768 | Sepulchral Chapel | 769 to 771 | Sepulchral Hall |
| 772 to 774 | Sepulchral Heroum | 775 to 777 | Sewer |
| 778 to 780 | Shelter | 781 to 783 | Shrine |
| 784 to 786 | Shrine Chamber | 787 to 789 | Shrine Room |
| 790 to 792 | Sibitti | 793 to 795 | Simmiltu |
| 796 to 798 | Sinkhole | 799 to 801 | Slaves' Tomb |
| 802 to 804 | Spiral Labyrinth | 805 to 807 | Stair Chamber |
| 808 to 810 | Stairway Room | 811 to 813 | Statuary |
| 814 to 816 | Stockpile Room | 817 to 819 | Storage Chamber |

| D1000 Roll | Tomb Chamber Type | D1000 Roll | Tomb Chamber Type |
|---|---|---|---|
| 820 to 822 | Storage Room / Storeroom | 823 to 825 | Storeroom, Ceremonial |
| 826 to 828 | Storeroom, Construction | 892 to 831 | Storeroom, Embalming |
| 832 to 834 | Storeroom, Failed Experiments | 835 to 837 | Storeroom, Masonry |
| 838 to 840 | Storeroom, Tools and Gear | 841 to 843 | Stricture |
| 844 to 846 | Submerged Chamber | 847 to 849 | Submerged Hall |
| 850 to 852 | Submerged Room | 853 to 855 | Summoning Gauntlet |
| 856 to 858 | Tar Pit | 859 to 861 | Taum |
| 862 to 864 | Teleportation Chamber | 865 to 867 | Temple |
| 868 to 870 | Templum | 871 to 873 | Terminus |
| 874 to 876 | Tholos | 877 to 879 | Threshold |
| 880 to 882 | Tomb | 883 to 885 | Tomb Chamber |
| 886 to 888 | Tomb Shaft | 889 to 891 | Tool Room |
| 892 to 894 | Treasure Chamber | 895 to 897 | Treasure Vault |
| 898 to 900 | Tuppi | 901 to 903 | Turrinum |
| 904 to 906 | Undercroft | 907 to 909 | Undercroft, Special |
| 910 to 912 | Underground Mausoleum | 913 to 915 | Underground River |
| 916 to 918 | Underground Ziggurat | 919 to 921 | Undervault |
| 922 to 924 | Unfinished Chamber | 925 to 927 | Unfinished Hall |
| 928 to 930 | Unfinished Room | 931 to 933 | Unfinished Tomb |
| 934 to 936 | Usgidum | 937 to 939 | Utility Chamber |
| 940 to 942 | Utility Room | 943 to 945 | Vault |
| 946 to 948 | Vaulted Chamber | 945 to 951 | Vaulted Room |
| 952 or 953 | Vestibule | 954 or 955 | Vestibulum |
| 956 or 957 | Vigil | 958 to 960 | Wadyt |
| 961 to 963 | Walled-Up Chamber | 964 or 965 | Walled-Up Corridor |
| 966 or 967 | Walled-Up Room | 968 or 969 | Wasi |
| 970 or 971 | Watchroom | 972 or 973 | Wda |
| 974 or 975 | Well | 976 or 977 | Well Room |
| 978 or 979 | Winch Pit | 980 to 982 | Winch Room |

| D1000 Roll | Tomb Chamber Type | D1000 Roll | Tomb Chamber Type |
|---|---|---|---|
| **983 or 984** | Wndwt | **985 or 986** | Workpit |
| **987 or 988** | Wsxt | **989 or 990** | Xawt |
| **991 or 992** | Xnmt | **993 or 994** | Xnrt |
| **995 or 996** | Xnty | **997 or 998** | Zaggu |
| **999 or 000** | Ziggurat Hall | | |

Your selection of the Quest Target is now complete.

- If you need to roll a second time, to determine a Person, Creature, or Faction, click here (7-2).
- If you need to roll a second time, to determine a Place, click here (7-3).
- If you need to roll a second time, to determine a Thing, click here (7-4).
- Otherwise, you are done with Quest Target Selection, and can move on to Chapter 8. To proceed, click here.

7-3-7

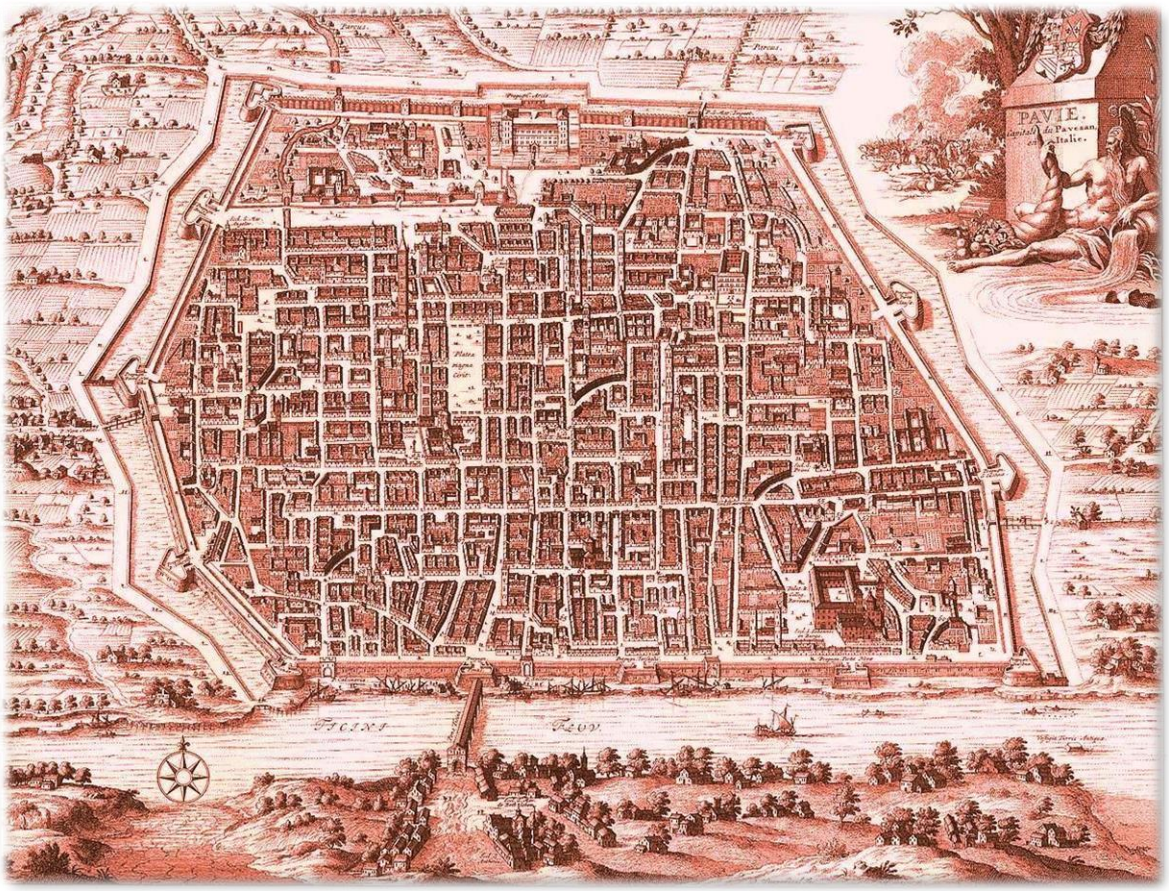
# QUEST TARGET PLACES: URBAN LOCATIONS

**Table GWG2-92:**

**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.




| D1000 Roll | Urban Location Type | D1000 Roll | Urban Location Type |
|---|---|---|---|
| 001 or 002 | Abandoned Building (reroll for type) | 003 or 004 | Abattoir |
| 005 or 006 | Abbey | 007 or 008 | Academy |
| 009 or 010 | Admiralty | 011 or 012 | Aerie |
| 013 or 014 | Agency | 015 or 016 | Alehouse |
| 017 or 018 | Alley (Road Type) | 019 or 020 | Almshouse |
| 021 or 022 | Altar | 023 or 024 | Amphitheater |
| 025 or 026 | Anchorage | 027 or 028 | Apartment Building |
| 029 or 030 | Aqueduct | 031 or 032 | Arbor |
| 033 or 034 | Arboretum | 035 or 036 | Arc (Road Type) |

| D1000 Roll | Urban Location Type | D1000 Roll | Urban Location Type |
|---|---|---|---|
| 037 or 038 | Archery Range | 039 or 040 | Archive |
| 041 or 042 | Arena | 043 or 044 | Arena / Naumachia (Naval Arena) |
| 045 or 046 | Armory | 047 or 048 | Arsenal |
| 049 or 050 | Art Gallery | 051 or 052 | Asylum |
| 053 or 054 | Avenue (Road Type) | 055 or 056 | Aviary |
| 057 or 058 | Back Alley (Road Type) | 059 or 060 | Back Door |
| 061 or 062 | Baiting Pit | 063 or 064 | Bank |
| 065 or 066 | Banquet Hall | 067 or 068 | Bardic College |
| 069 or 070 | Barracks | 071 or 072 | Basilica |
| 073 or 074 | Bastion | 075 or 076 | Bath |
| 077 or 078 | Bathhouse | 079 or 080 | Bay |
| 081 or 082 | Bazaar | 083 or 084 | Bell Tower |
| 085 or 086 | Belvedere | 087 or 088 | Blighted Ground |
| 089 or 090 | Blockhouse | 091 or 092 | Boarding House |
| 093 or 094 | Boathouse | 095 or 096 | Borough |
| 097 or 098 | Boulevard (Road Type) | 099 or 100 | Brewery |
| 101 or 102 | Brickhouse | 103 or 104 | Bridge |
| 105 or 106 | Brothel | 107 or 108 | Bulwark |
| 109 or 110 | Byway (Road Type) | 111 or 112 | Canal |
| 113 or 114 | Canton | 115 or 116 | Caravansary |
| 117 or 118 | Carriage House | 119 or 120 | Castle |
| 121 or 122 | Cathedral | 123 or 124 | Cavalcade (Road Type) |
| 125 or 126 | Cellar | 127 or 128 | Cemetery |
| 129 or 130 | Cesspit | 131 or 132 | Cesspool |
| 133 or 134 | Channel | 135 or 136 | Chapterhouse |
| 137 or 138 | Charnel House | 139 or 140 | Chateau |
| 141 or 142 | Church | 143 or 144 | Circle (Road Type) |
| 145 or 146 | Circus (Race Track) | 147 or 148 | Circus Maximus |
| 149 or 150 | Cistern | 151 or 152 | Citadel |

| D1000 Roll | Urban Location Type | D1000 Roll | Urban Location Type |
|---|---|---|---|
| 153 or 154 | City Hall | 155 or 156 | Clock Tower |
| 157 or 158 | Close (Road Type) | 159 or 160 | Clubhouse |
| 161 or 162 | Coach House | 163 or 164 | Coal Heap |
| 165 or 166 | Cobble (Road Type) | 167 or 168 | Coil (Road Type) |
| 169 or 170 | College | 171 or 172 | Colosseum |
| 173 or 174 | Colossus | 175 or 176 | Column |
| 177 or 178 | Common | 179 or 180 | Common Hall |
| 181 or 182 | Commune | 183 or 184 | Concourse (Road Type) |
| 185 or 186 | Condemned Building | 187 or 188 | Conservatory |
| 189 or 190 | Constabulatory | 191 or 192 | Consulate |
| 193 or 194 | Convent | 195 or 196 | Counting House |
| 197 or 198 | Course (Road Type) | 199 or 200 | Court |
| 201 or 202 | Court (Road Type) | 203 or 204 | Courtyard |
| 205 or 206 | Cranny (Road Type) | 207 or 208 | Crawl (Road Type) |
| 209 or 210 | Crematory | 211 or 212 | Crescent (Road Type) |
| 213 or 214 | Cross (Road Type) | 215 or 216 | Crossing (Road Type) |
| 217 or 218 | Crossroads (Road Type) | 219 or 220 | Crucible |
| 221 or 222 | Curiosity Shop | 223 or 224 | Dam |
| 225 or 226 | Dead End (Road Type) | 227 or 228 | Delve |
| 229 or 230 | Demesne | 231 or 232 | Demi-Human Enclave |
| 233 or 234 | Depot | 235 or 236 | Detour (Road Type) |
| 237 or 238 | Diocese | 239 or 240 | Distillery |
| 241 or 242 | District | 243 or 244 | District / Quarter Perimeter |
| 245 or 246 | District Hall | 247 or 248 | Ditch |
| 249 or 250 | Dock | 251 or 252 | Dome |
| 253 or 254 | Dominion (of a Noble) | 255 or 256 | Drag (Road Type) |
| 257 or 258 | Drill Field | 259 to 290 | Drink Shop / Inn (roll optional subtype in CSE1) |
| 291 or 292 | Drive (Road Type) | 293 or 294 | Dump |
| 295 or 296 | Earthwork | 297 or 298 | Embassy |

| D1000 Roll | Urban Location Type | D1000 Roll | Urban Location Type |
|---|---|---|---|
| 299 or 300 | Emporium | 301 or 302 | Enclosure |
| 303 or 304 | Estate | 305 or 306 | Excavation |
| 307 or 308 | Fane | 309 or 310 | Feast Hall |
| 311 or 312 | Ferry | 313 or 314 | Firehouse |
| 315 or 316 | Fissure | 317 or 318 | Flophouse |
| 319 to 350 | Food Shop / Inn (roll optional subtype in CSE1) | 351 or 352 | Forge |
| 353 or 354 | Forum | 355 or 356 | Foundry |
| 357 or 358 | Fountain | 359 or 360 | Friary |
| 361 or 362 | Gallows | 363 or 364 | Gambling Den |
| 365 or 366 | Gaming Hall | 367 or 368 | Gaol |
| 369 or 370 | Garden | 371 or 372 | Gate |
| 373 or 374 | Gatehouse | 375 or 376 | Gauntlet (Road Type) |
| 377 or 378 | Geyser | 379 or 380 | Granary |
| 381 or 382 | Graveyard | 383 or 384 | Great Hall of a Knightly Order |
| 385 or 386 | Grotto | 387 or 388 | Grove |
| 389 or 390 | Guard House | 391 or 392 | Guard Post |
| 393 or 394 | Guild Hall | 395 or 396 | Gymnasium |
| 397 or 398 | Gypsy Camp | 399 or 400 | Hall / Tower of a Knightly Order |
| 401 or 402 | Hall / Tower of an Occult Brotherhood / Sisterhood | 403 or 404 | Hall of Justice |
| 405 or 406 | Harbor | 407 or 408 | Harrows |
| 409 or 410 | Haunted House | 411 or 412 | Haven |
| 413 or 414 | Hedge Maze | 415 or 416 | Heights |
| 417 or 418 | Hermitage | 419 or 420 | Hideout |
| 421 or 422 | Highway (Road Type) | 423 or 424 | Hill |
| 425 or 426 | Hold | 427 or 428 | Holdfast |
| 429 or 430 | Hole in the Ground | 431 or 432 | Hospice |

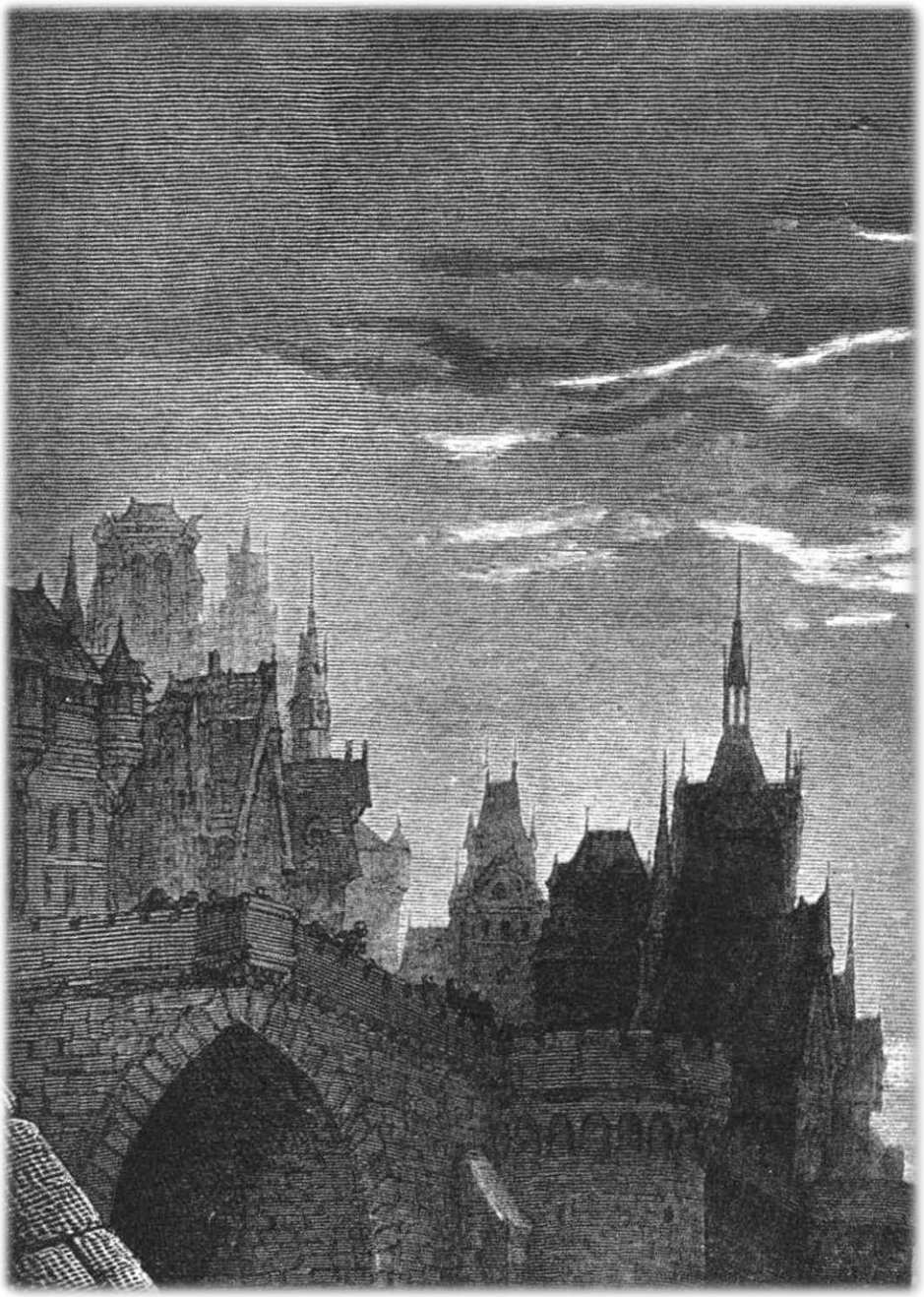
| D1000 Roll | Urban Location Type | D1000 Roll | Urban Location Type |
|---|---|---|---|
| **433 or 434** | Hospital | **435 or 436** | Hot Spring |
| **437 or 438** | Hothouse | **439 to 470** | House / Residence (roll resident type on Benefactor Type table) |
| **471 or 472** | House / Residence (Exotic) | **473 or 474** | House of Ill Repute |
| **475 or 476** | Hovel / Hut | **477 or 478** | Icehouse |
| **479 or 480** | Illusory Building | **481 to 494** | Inn |
| **495 or 496** | Inn / Tavern (Exotic) | **497 or 498** | Intersection (Road Type) |
| **499 or 500** | Invisible Building | **501 or 502** | Invisible Monument |
| **503 or 504** | Invisible Staircase | **505 or 506** | Island |
| **507 or 508** | Isle | **509 or 510** | Joss House |
| **511 or 512** | Keep | **513 or 514** | Kennel |
| **515 or 516** | Kiln | **517 or 518** | Labyrinth |
| **519 or 520** | Lake | **521 or 522** | Lane (Road Type) |
| **523 or 524** | Levee | **525 or 526** | Library |
| **527 or 528** | Library | **529 or 530** | Lighthouse |
| **531 or 532** | Livery | **533 or 534** | Livestock Yard |
| **535 or 536** | Lock (Canal) | **537 or 538** | Lodge |
| **539 or 540** | Lyceum | **541 or 542** | Madhouse |
| **543 or 544** | Mage's Tower | **545 or 546** | Magical Gateway |
| **547 or 548** | Magisterium | **549 or 550** | Manhole |
| **551 or 552** | Manor House | **553 or 554** | Manse |
| **555 or 556** | Mansion | **557 or 558** | Manufactory |
| **559 or 560** | Market / Marketplace | **561 or 562** | Mausoleum |
| **563 or 564** | Maze | **565 or 566** | Mead Hall |
| **567 or 568** | Memorial | **569 or 570** | Menagerie |
| **571 to 602** | Merchant's Store of Goods (roll optional subtype in CSE1) | **603 to 631** | Merchant's Store of Services (roll optional subtype in CSE1) |
| **632 or 633** | Mews (Road Type) | **634 or 635** | Mill |

| D1000 Roll | Urban Location Type | D1000 Roll | Urban Location Type |
|---|---|---|---|
| 636 or 637 | Mine Entrance | 638 or 639 | Ministry |
| 640 or 641 | Mint | 642 or 643 | Moat |
| 644 or 645 | Monastery | 646 or 647 | Moneychanger's Shop / Stall |
| 648 or 649 | Monument | 650 or 651 | Mortuary |
| 652 or 653 | Museum | 654 or 655 | Mysterious Dwelling |
| 656 or 657 | Narrow (Road Type) | 658 or 659 | Nunnery |
| 660 or 661 | Oasis | 662 or 663 | Obelisk |
| 664 or 665 | Observatory | 666 or 667 | Open Basement |
| 668 or 669 | Open Shaft | 670 or 671 | Opera House |
| 672 or 673 | Oracle | 674 or 675 | Orphanage |
| 676 or 677 | Overlook | 678 or 679 | Overpass (Road Type) |
| 680 or 681 | Pagoda | 682 or 683 | Palace |
| 684 or 685 | Pantheon | 686 or 687 | Parade Ground |
| 688 or 689 | Parish | 690 or 691 | Park |
| 692 or 693 | Partially Burned Building (reroll for type) | 694 or 695 | Partially Constructed Building |
| 696 or 697 | Pass (Road Type) | 698 or 699 | Passage (Road Type) |
| 700 or 701 | Path (Road Type) | 702 or 703 | Pavement (Road Type) |
| 704 or 705 | Pavilion | 706 or 707 | Piazza |
| 708 or 709 | Pike (Road Type) | 710 or 711 | Pillared Way (Road Type) |
| 712 or 713 | Pit | 714 or 715 | Pit Fighting Den |
| 716 or 717 | Place (Road Type) | 718 or 719 | Playhouse |
| 720 or 721 | Pleasure House | 722 or 723 | Pool |
| 724 or 725 | Precinct | 726 or 727 | Priory |
| 728 or 729 | Prison | 730 or 731 | Processional (Road Type) |
| 732 or 733 | Promenade (Road Type) | 734 or 735 | Pyramid |
| 736 or 737 | Quarry | 738 to 740 | Quarter |
| 741 or 742 | Quarter Hall | 743 or 744 | Quarter Perimeter |
| 745 or 746 | Ramp | 747 or 748 | Rat-Killing Arena |

| D1000 Roll | Urban Location Type | D1000 Roll | Urban Location Type |
|---|---|---|---|
| 749 or 750 | Rectory | 751 or 752 | Redoubt |
| 753 or 754 | Refuge | 755 or 756 | Rental Villa |
| 757 or 758 | Reservoir | 759 or 760 | Residence Area (Cellar, Rooftop, etc.) |
| 761 or 762 | Residential Exterior | 763 or 764 | Ride (Road Type) |
| 765 or 766 | River | 767 or 768 | Riverfront |
| 769 or 770 | Road (Road Type) | 771 or 772 | Roadway (Road Type) |
| 773 or 774 | Rooming House | 775 or 776 | Rotunda |
| 777 or 778 | Roundabout (Road Type) | 779 or 780 | Row (Road Type) |
| 781 or 782 | Row Building | 783 or 784 | Royal Labyrinth |
| 785 or 786 | Ruin | 787 or 788 | Ruined House |
| 789 or 790 | Ruined Temple | 791 or 792 | Ruined Tower |
| 793 or 794 | Run (Road Type) | 795 or 796 | Sacred Ground |
| 797 or 798 | Sacred Grove | 799 or 800 | Sacred Tree |
| 801 or 802 | Safehold | 803 or 804 | Safehouse |
| 805 or 806 | Salon | 807 or 808 | Sanatorium |
| 809 or 810 | Sanctuary | 811 or 812 | Sanctum |
| 813 or 814 | Scaffolding | 815 or 816 | Scenic Overlook |
| 817 or 818 | Scholomance | 819 or 820 | School |
| 821 or 822 | Scriptorium | 823 or 824 | Sculpture Garden |
| 825 or 826 | Secret Building Entrance | 827 or 828 | Secret Dungeon Entrance |
| 829 or 830 | Sewer Entrance | 831 or 832 | Shack |
| 833 or 834 | Shanty | 835 or 836 | Shelter |
| 837 or 838 | Shipwreck | 839 or 840 | Shipyard |
| 841 or 842 | Shop / Stall / Store (Exotic) | 843 or 844 | Shrine |
| 845 or 846 | Side Street (Road Type) | 847 or 848 | Slag Heap |
| 849 or 850 | Slaughterhouse | 851 or 852 | Slave Market |
| 853 or 854 | Sludge Pit | 855 or 856 | Slum |
| 857 or 858 | Slumway (Road Type) | 859 or 860 | Smithy |
| 861 or 862 | Smokehouse | 863 or 864 | Society Hall / House |

| D1000 Roll | Urban Location Type | D1000 Roll | Urban Location Type |
|---|---|---|---|
| 865 or 866 | Spiral (Road Type) | 867 or 868 | Spire |
| 869 or 870 | Spring | 871 or 872 | Square |
| 873 or 874 | Stables | 875 or 876 | Stall |
| 877 or 878 | Statue | 879 or 880 | Stockpile |
| 881 or 882 | Storehouse | 883 or 884 | Street (Road Type) |
| 885 or 886 | Strip (Road Type) | 887 or 888 | Stroll (Road Type) |
| 889 or 890 | Stronghold | 891 or 892 | Sty |
| 893 or 894 | Tattoo Parlor | 895 to 902 | Tavern |
| 903 or 904 | Teahouse | 905 or 906 | Temple |
| 907 or 908 | Tent | 909 or 910 | Terminus (Road Type) |
| 911 or 912 | Terrace | 913 or 914 | Theater |
| 915 or 916 | Thoroughfare (Road Type) | 917 or 918 | Toll Gate |
| 919 or 920 | Tomb | 921 or 922 | Tower |
| 923 or 924 | Track (Road Type) | 925 or 926 | Tradeway (Road Type) |
| 927 or 928 | Trading Post | 929 or 930 | Trash Heap |
| 931 or 932 | Treasure House | 933 or 934 | Treasury |
| 935 or 936 | Triumphal Arch | 937 or 938 | Tunnel |
| 939 or 940 | Turnpike (Road Type) | 941 or 942 | Underground Passageway |
| 943 or 944 | Underpass (Road Type) | 945 or 946 | Unholy Ground |
| 947 or 948 | University | 949 or 950 | Untouchable Edifice |
| 951 or 952 | Vault | 953 or 954 | Via (Road Type) |
| 955 or 956 | Vicinage | 957 or 958 | Vigil |
| 959 or 960 | Villa | 961 or 962 | Vinery |
| 963 or 964 | Walk (Road Type) | 965 or 966 | Wall |
| 967 or 968 | Ward | 969 or 970 | Warehouse |
| 971 or 972 | Watch Barracks | 973 or 974 | Watchtower |
| 975 or 976 | Waterway | 977 or 978 | Waterwheel |
| 979 or 980 | Way (Road Type) | 981 or 982 | Well / Well House |
| 983 or 984 | Wharf | 985 or 986 | Whorehouse |
| 987 or 988 | Winding (Road Type) | 989 or 990 | Windmill |

| D1000 Roll | Urban Location Type | D1000 Roll | Urban Location Type |
|---|---|---|---|
| **991 or 992** | Winery | **993 or 994** | Wizarding School |
| **995 or 996** | Workhouse | **997 or 998** | Ziggurat |
| **999 or 000** | Zoo | | |



Your selection of the Quest Target is now complete.

- If you need to roll a second time, to determine a Person, Creature, or Faction, click here (7-2).
- If you need to roll a second time, to determine a Place, click here (7-3).
- If you need to roll a second time, to determine a Thing, click here (7-4).
- Otherwise, you are done with Quest Target Selection, and can move on to Chapter 8. To proceed, click here.

7-4

# 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**

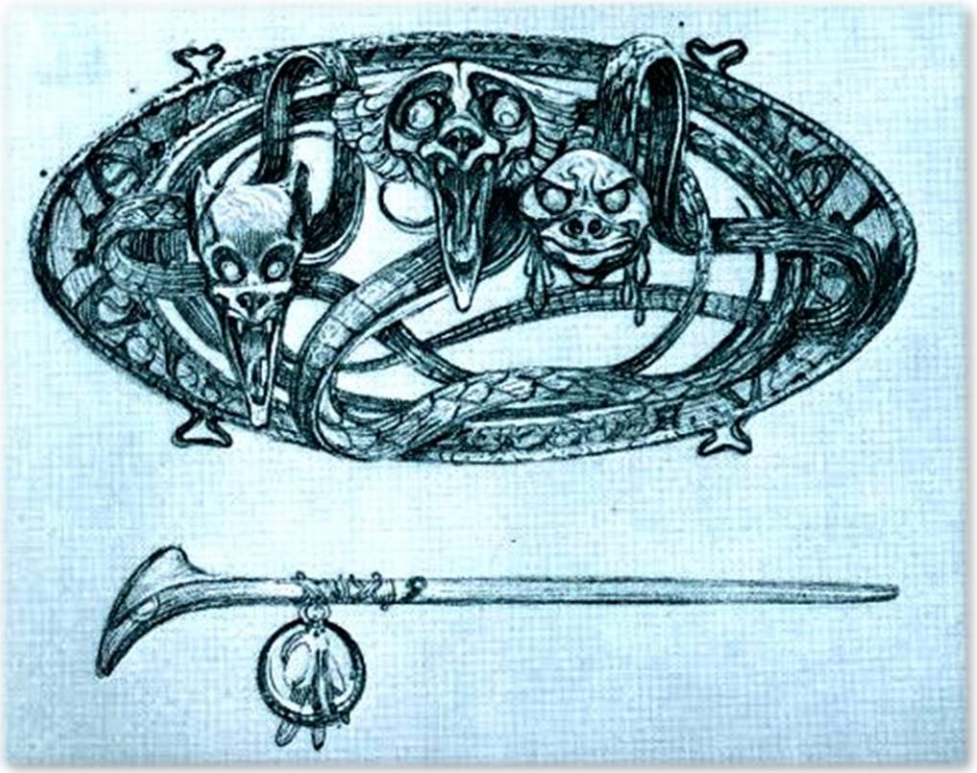
To determine the almighty Thing, roll 1D1000 and consult the following table. You can also use the Chaotic Descriptor Table if you need help defining the item's potential uniqueness.

| D1000 Roll | Quest Target "Thing" | D1000 Roll | Quest Target "Thing" |
|---|---|---|---|
| 001 to 005 | Alchemical Chart | 006 to 010 | Alembic |
| 011 to 015 | Amphora | 016 to 020 | Amulet |
| 021 to 025 | Antique | 026 to 030 | Anvil |
| 031 to 035 | Apparatus | 036 to 040 | Ark |
| 041 to 045 | Armillary Sphere | 046 to 050 | Armor |
| 051 to 055 | Art Object | 056 to 060 | Artifact |
| 061 to 065 | Astrolabe | 066 to 070 | Astrological Chart |
| 071 to 075 | Backpack | 076 to 080 | Bag |
| 081 to 085 | Banner | 086 to 090 | Beaker |
| 091 to 095 | Bell | 096 to 100 | Belt Pouch |
| 101 to 105 | Boat | 106 to 110 | Book |
| 111 to 115 | Boots | 116 to 120 | Bottle |
| 121 to 125 | Bowl | 126 to 130 | Box |
| 131 to 135 | Bracers | 136 to 140 | Brazen Head |
| 141 to 145 | Brazier | 146 to 150 | Brooch |
| 151 to 155 | Broom | 156 to 160 | Buried Treasure |
| 161 to 165 | Bust | 166 to 170 | Candelabra |
| 171 to 175 | Candle | 176 to 180 | Canopic Jar |
| 181 to 185 | Carpet | 186 to 190 | Case |
| 191 to 195 | Cask | 196 to 200 | Casket |
| 201 to 205 | Cauldron | 206 to 210 | Censer |

| D1000 Roll | Quest Target "Thing" | D1000 Roll | Quest Target "Thing" |
|---|---|---|---|
| 211 to 215 | Chalice | 216 to 220 | Chariot |
| 221 to 225 | Chest | 226 to 230 | Chime |
| 231 to 235 | Clay Tablet | 236 to 240 | Cloak |
| 241 to 245 | Codex | 246 to 250 | Coffer |

| D1000 Roll | Quest Target "Thing" | D1000 Roll | Quest Target "Thing" |
|---|---|---|---|
| 251 to 255 | Coffin | 256 to 260 | Coin |
| 261 to 265 | Contraption | 266 to 270 | Corpse |
| 271 to 275 | Crown | 276 to 280 | Crystal or Crystal Ball |
| 281 to 285 | Crystal Skull | 286 to 290 | Cube (Crystal, Semi-Precious Sone, or Metal) |
| 291 to 295 | Decanter | 296 to 300 | Deck of Cards |
| 301 to 305 | Deed | 306 to 310 | Divining Rod |
| 311 to 315 | Doll | 316 to 320 | Dowsing Rod |
| 321 to 325 | Drinking Horn | 326 to 330 | Drum |
| 331 to 335 | Figurine | 336 to 340 | Flag |
| 341 to 345 | Flagon | 346 to 350 | Flask |
| 351 to 355 | Folio | 356 to 360 | Forged Letter |
| 361 to 365 | Fur | 366 to 370 | Gauntlets |
| 371 to 375 | Gem | 376 to 380 | Girdle |
| 381 to 385 | Gloves | 386 to 390 | Goblet |
| 391 to 395 | Grail | 396 to 400 | Grimoire |
| 401 to 405 | Guarded Treasure | 406 to 410 | Hand of Glory |
| 411 to 415 | Headdress | 416 to 420 | Helm |
| 421 to 425 | Herb Satchel | 426 to 430 | Hidden Treasure |
| 431 to 435 | Hide | 436 to 440 | Holy Symbol |
| 441 to 445 | Horn | 446 to 450 | Horseshoes |

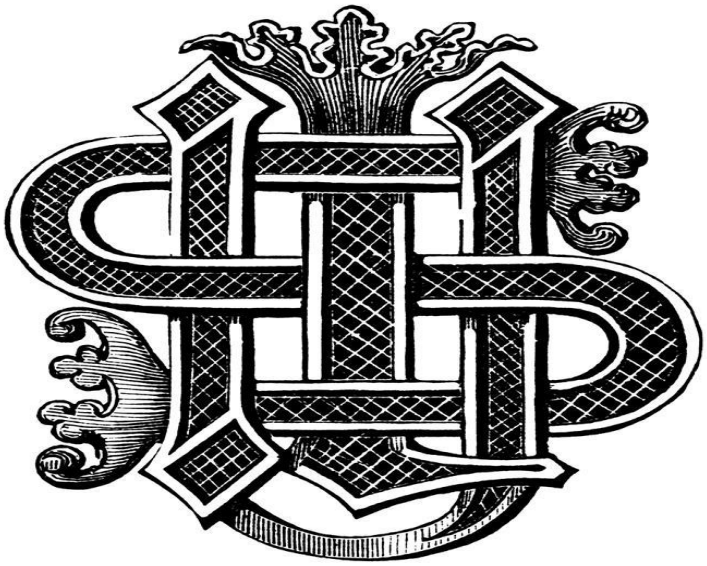
| D1000 Roll | Quest Target "Thing" | D1000 Roll | Quest Target "Thing" |
|---|---|---|---|
| 451 to 455 | Hourglass | 456 to 460 | Icon |
| 461 to 465 | Idol | 466 to 470 | Incense |
| 471 to 475 | Iron Mask | 476 to 480 | Jewel |
| 481 to 485 | Journal | 486 to 490 | Jug |
| 491 to 495 | Key | 496 to 500 | Knapsack |
| 501 to 505 | Lanthorn | 506 to 510 | Lens |
| 511 to 515 | Letter | 516 to 520 | Letter of Marque |
| 521 to 525 | Libram | 526 to 530 | Lockbox |
| 531 to 535 | Lodestone | 536 to 540 | Lute |
| 541 to 545 | Lyre | 546 to 550 | Machine |
| 551 to 555 | Magic Item Creation Recipe | 556 to 560 | Manual (of Golems etc.) |
| 565 to 570 | Map | 575 to 580 | Mask |
| 581 to 585 | Material Spell Component | 586 to 590 | Mattock |
| 591 to 595 | Maul | 596 to 600 | Medallion |
| 601 to 605 | Mi-Go Brain Canister | 606 to 610 | Mirror |
| 611 to 615 | Monster Corpse | 616 to 620 | Monster Egg |
| 621 to 625 | Monster Skeleton | 626 to 630 | Monster Skull |
| 631 to 635 | Mummy | 636 to 640 | Mummy Bundle |
| 641 to 645 | Musical Instrument | 646 to 650 | Nautical Chart |
| 651 to 655 | Necklace | 656 to 660 | Net |
| 661 to 665 | Oddity | 666 to 670 | Offering Bowl |
| 671 to 675 | Orrery | 676 to 680 | Ossuary |
| 681 to 685 | Parchment | 686 to 690 | Periapt |
| 691 to 695 | Phlogiston | 696 to 700 | Phylactery |
| 701 to 705 | Piece of Jewelry | 706 to 710 | Plans |



| D1000 Roll | Quest Target "Thing" | D1000 Roll | Quest Target "Thing" |
|---|---|---|---|
| 711 to 715 | Poison Ring | 716 to 720 | Poison Vial |
| 721 to 725 | Pole Arm | 726 to 730 | Potion Bottle |
| 731 to 735 | Pouch | 736 to 740 | Puppet |
| 741 to 745 | Purse | 746 to 750 | Puzzle Box |
| 751 to 755 | Quintessence | 756 to 760 | Quiver |
| 761 to 765 | Relic | 766 to 770 | Reliquary |
| 771 to 775 | Ring | 776 to 780 | Ring of Keys |
| 781 to 785 | Robe | 786 to 790 | Rod |
| 791 to 795 | Rope | 796 to 800 | Rucksack / Haversack |
| 801 to 805 | Rug | 806 to 810 | Rune Stick |
| 811 to 815 | Rune Stone | 816 to 820 | Sack |
| 821 to 825 | Saddlebag | 826 to 830 | Saw |

| D1000 Roll | Quest Target "Thing" | D1000 Roll | Quest Target "Thing" |
|---|---|---|---|
| 831 to 835 | Scarab (Amulet) | 836 to 840 | Scrimshaw |
| 841 to 845 | Scroll | 846 to 850 | Scroll Case |
| 851 to 855 | Scroll Tube | 856 to 860 | Sculpture |
| 861 to 865 | Sea Chest | 866 to 870 | Shield |
| 871 to 875 | Ship | 876 to 880 | Shrunken Head |
| 881 to 885 | Skull | 886 to 890 | Slippers |

| D1000 Roll | Quest Target "Thing" | D1000 Roll | Quest Target "Thing" |
|---|---|---|---|
| **891 to 895** | Spade | **896 to 900** | Specimen Jar |
| **901 to 905** | Spell Reagent Case | **906 to 910** | Spell Creation Recipe |
| **911 to 915** | Sphere | **916 to 920** | Spice Satchel |
| **921 to 925** | Staff | **926 to 930** | Statuette |
| **931 to 935** | Strongbox | **936 to 940** | Sunstone |
| **941 to 945** | Sword | **946 to 950** | Talisman |
| **951 to 955** | Tapestry | **956 to 958** | Thurible |
| **959 to 961** | Tinderbox | **962 to 965** | Tome |
| **966 to 970** | Trapped Treasure | **971 to 973** | Tribal Standard |
| **974 to 976** | Unholy Symbol | **977 to 979** | Urn |
| **980 to 982** | Vase | **983 to 984** | Wand |
| **985 to 994** | Weapon | **995 or 996** | The Arms of the Hero (two symbiotic weapons) |
| **997 or 998** | Two Parts of a Key, Symbol, Legacy, or Curse (roll twice) | **999 or 000** | Transmuting / Shifting Item (roll twice) |



# CHAPTER 8:
# DESTINIES AND DETAILS

8-1

# 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.

| D1000 Roll | Secondary Quest Goal | D1000 Roll | Secondary Quest Goal |
|---|---|---|---|
| 001 to 007 | Acquire healing from magical effect | 008 to 014 | Acquire healing from NPC |
| 015 to 021 | Acquire healing from shrine or temple | 022 to 028 | Acquire herbal healing |
| 029 to 035 | Acquire magical healing | 036 to 042 | Bring back a rare specimen |
| 043 to 049 | Bring NPC to location, change of allegiance | 050 to 056 | Bring NPC to location, diplomacy |
| 057 to 063 | Bring NPC to location, puzzle solving | 064 to 070 | Bring NPC to location, reward |
| 071 to 077 | Bring NPC to location, treasure hunting | 078 to 084 | Carry object to location, intimidate monsters |

| D1000 Roll | Secondary Quest Goal | D1000 Roll | Secondary Quest Goal |
|---|---|---|---|
| 085 to 091 | Carry object to location, lift a curse | 092 to 098 | Carry object to location, make allegiance |
| 099 to 105 | Carry object to location, puzzle solving | 106 to 112 | Carry object to location, reveal a map |
| 113 to 119 | Communicate with a magic mouth or spirit | 120 to 126 | Communicate with a magical altar |
| 127 to 133 | Communicate with a magical pool | 134 to 140 | Communicate with a magical statue |
| 141 to 147 | Compete in tournament, games of honor | 148 to 154 | Compete in tournament, gladiatorial games |
| 155 to 161 | Compete in tournament, magical duel | 162 to 168 | Compete in tournament, melee |
| 169 to 175 | Create a temporary base | 176 to 182 | Cure a disease |
| 183 to 189 | Deal with a traitor | 190 to 196 | Deal with insane NPC |
| 197 to 203 | Decipher a clue | 204 to 210 | Decipher an inscription |
| 211 to 217 | Destroy a location, dimensional rift | 218 to 224 | Destroy a location, monster lair |
| 225 to 231 | Destroy a location, place of evil | 232 to 238 | Destroy a location, planar rift |
| 239 to 245 | Discover / fight a new monster | 246 to 252 | Disrupt a ritual |
| 253 to 259 | Duel / challenge an NPC | 260 to 266 | Escape a location, closing / collapsing |
| 267 to 273 | Escape a location, environmental hazard | 274 to 280 | Escape a location, magical hazard |
| 281 to 287 | Escape a location, monster lair | 288 to 294 | Escape a location, trap |
| 295 to 301 | Escape from an evil NPC | 302 to 308 | Escape from animals or beasts |

| D1000 Roll | Secondary Quest Goal | D1000 Roll | Secondary Quest Goal |
|---|---|---|---|
| 309 to 315 | Escape from calamity, environmental | 316 to 322 | Escape from calamity, flood or collapse |
| 323 to 329 | Escape from calamity, plague or magic | 330 to 336 | Escape from monsters |
| 337 to 343 | Find a buried / hidden treasure | 344 to 350 | Find a hidden entrance, buried or invisible |
| 351 to 357 | Find a hidden entrance, camouflaged | 358 to 364 | Find a hidden entrance, newly opened or created |
| 365 to 371 | Find a hidden entrance, timed | 372 to 378 | Find a hidden entrance, with map or information |
| 379 to 385 | Find a hidden locale / dungeon level | 386 to 392 | Find a hidden treasure map |
| 393 to 399 | Find a hidden treasure, gems and jewels | 400 to 406 | Find a hidden treasure, magical |
| 407 to 413 | Find a hidden treasure, valuable object | 414 to 420 | Find a key, hidden |
| 421 to 427 | Find a key, in parts | 428 to 434 | Find a key, protected |
| 435 to 441 | Find a key, unreachable | 442 to 448 | Find food for PCs or allies |
| 449 to 455 | Find pure water | 456 to 462 | Flee from a monster |
| 463 to 469 | Flee from a trap, flood, collapse, etc. | 470 to 476 | Gather a reagent, gems |
| 477 to 483 | Gather a reagent, herbs | 484 to 490 | Gather a reagent, ingredients |
| 491 to 497 | Gather a reagent, metals / minerals | 498 to 505 | Gather a reagent, monster parts |
| 506 to 512 | Guard location from onslaught | 513 to 519 | Guard NPCs from onslaught |
| 520 to 526 | Guard object / treasure from onslaught | 527 to 533 | Hunt a beast, needed reagents |

| D1000 Roll | Secondary Quest Goal | D1000 Roll | Secondary Quest Goal |
|---|---|---|---|
| 534 to 540 | Hunt a beast, taming | 541 to 547 | Hunt a beast, tracking / location finding |
| 548 to 554 | Hunt a beast, trophy treasure | 555 to 561 | Infiltration, best method is disguise / impersonation |
| 562 to 568 | Infiltration, best method is NPC escort | 569 to 575 | Infiltration, best method is stealth |
| 576 to 582 | Infiltration, best method is timing | 583 to 589 | Interrogate an evil NPC |
| 590 to 596 | Journey to another secret location | 597 to 603 | Lead soldiers |
| 604 to 610 | Learn a password | 611 to 617 | Learn a prophecy |
| 618 to 624 | Loss of a treasure, retrieval | 625 to 631 | Loss of an ally, rescue |
| 632 to 638 | Loss of equipment, improvised tools | 639 to 645 | Make / restore light |
| 646 to 652 | Make contact with potential allies, demi-humans | 653 to 659 | Make contact with potential allies, humanoids |
| 660 to 666 | Make contact with potential allies, humans | 667 to 673 | Make contact with potential allies, monsters |
| 674 to 680 | Observe an event | 681 to 687 | Observe an NPC action |
| 688 to 694 | Open / unlock a location, magical locale | 695 to 701 | Open / unlock a location, secret room |
| 702 to 708 | Open / unlock a location, treasure vault | 709 to 715 | Open / unlock a location, unreachable area |
| 716 to 722 | Perform a ritual | 723 to 729 | Plunder a tomb, art objects |
| 730 to 735 | Plunder a tomb, gems and jewels | 736 to 741 | Plunder a tomb, magical treasure |
| 742 to 747 | Plunder a tomb, map or key | 748 to 753 | Purify a tomb |

| D1000 Roll | Secondary Quest Goal | D1000 Roll | Secondary Quest Goal |
|---|---|---|---|
| 754 to 759 | Put undead / haunt to rest, appease | 760 to 765 | Question a good or neutral NPC |
| 766 to 771 | Raid a caravan or monster migration | 772 to 777 | Raid a lair |
| 778 to 783 | Repair a bridge, door, etc. | 784 to 789 | Resurrect a slain monster, ally |
| 790 to 795 | Resurrect a slain monster, information | 796 to 801 | Resurrect a slain NPC, ally |
| 802 to 807 | Resurrect a slain NPC, for critical information | 808 to 813 | Return to a cleared location |
| 814 to 819 | Run a gauntlet, magical spells | 820 to 825 | Run a gauntlet, missile-launching monsters |
| 826 to 831 | Run a gauntlet, monster horde | 832 to 837 | Run a gauntlet, traps |
| 838 to 843 | Run a gauntlet, vermin swarm | 844 to 849 | Save air supply |
| 850 to 855 | Salvage / repair an item | 856 to 861 | Scouting / reconnaissance required |
| 862 to 867 | Separation of the party | 868 to 873 | Slay a monster |
| 874 to 879 | Slay an animal or beast | 880 to 885 | Slay an evil NPC |
| 886 to 891 | Solve a mystery | 892 to 897 | Solve a puzzle |
| 898 to 903 | Solve a riddle | 904 to 910 | Spy on monsters |
| 911 to 916 | Spy on NPCs | 917 to 922 | Stop conflict between two factions |
| 923 to 928 | Subdue a monster, huge | 929 to 934 | Subdue a monster, planar |
| 935 to 941 | Subdue a monster, small specimen | 942 to 948 | Trial of fate / destiny |

| D1000 Roll | Secondary Quest Goal | D1000 Roll | Secondary Quest Goal |
|---|---|---|---|
| 948 to 955 | Trial of fear | 956 to 962 | Trial of honor |
| 963 to 969 | Trial of madness | 970 to 977 | Trial of truth |
| 978 to 985 | Trial of valor / courage | 986 to 993 | Water journey, downflow / downriver |
| 994 to 000 | Water journey, upflow / upriver | | |

8-2

# 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.

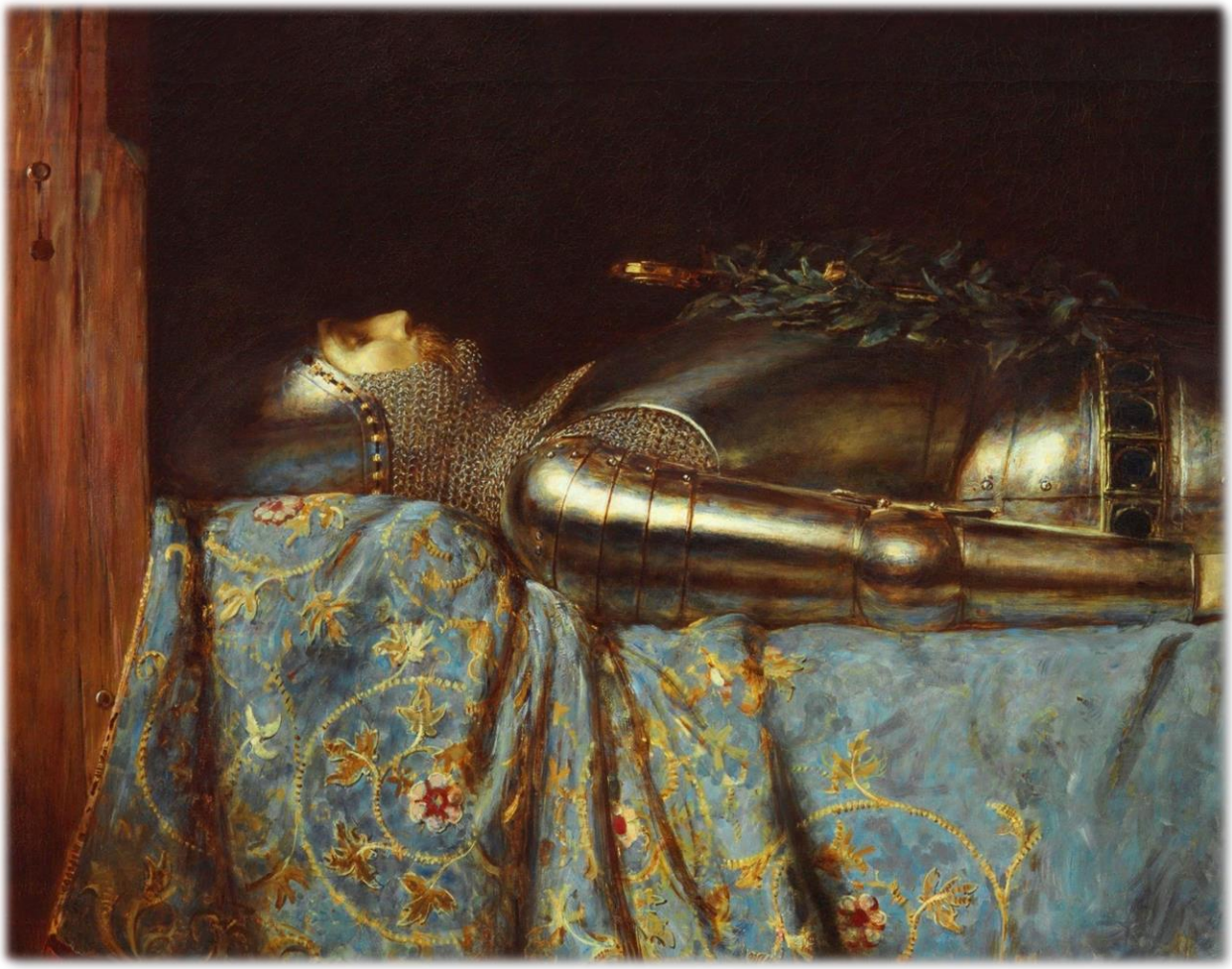
**Table GWG2-95:**

**Potential Quest Complications**

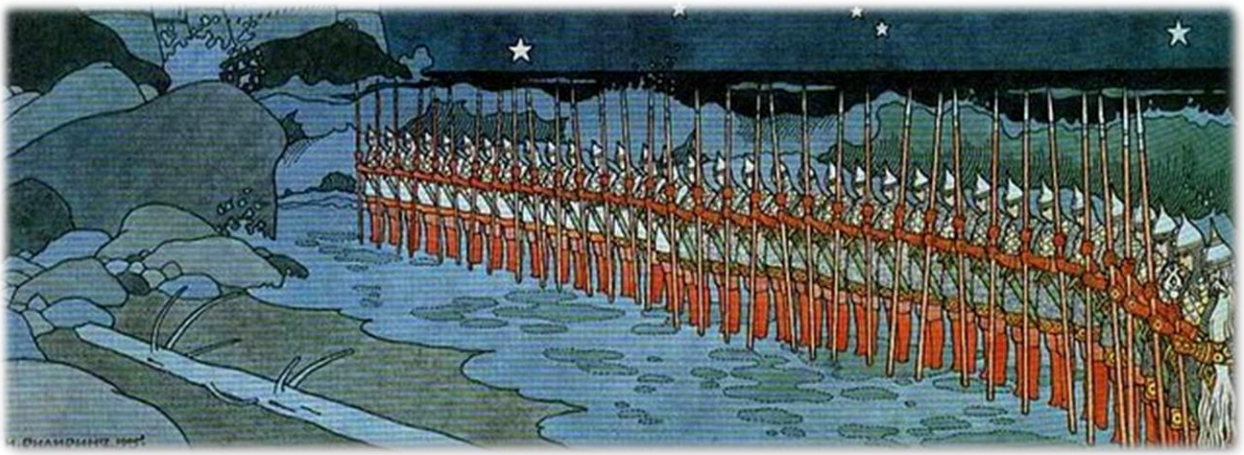
Roll 1D100, and consult the following table:

| D100 Roll | Possible Complication in the Quest |
|---|---|
| 01 | Abduction / Kidnapping of Benefactor |
| 02 | Abduction / Kidnapping of PC |
| 03 | Accusation of Disloyalty |

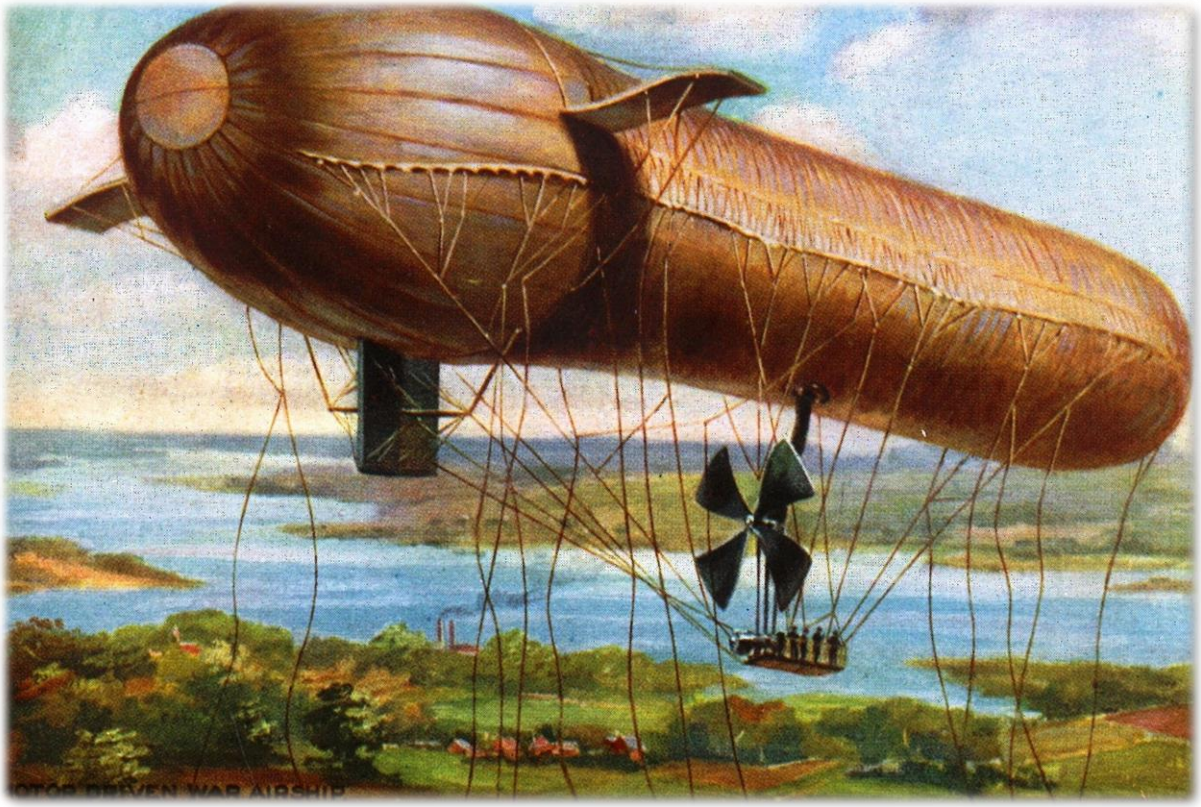
| D100 Roll | Possible Complication in the Quest |
|---|---|
| 04 | Accusation of Theft |
| 05 or 06 | Ambushed by Demi-Human NPCs |
| 07 or 08 | Ambushed by Human NPCs |
| 09 or 10 | Ambushed by Humanoids |
| 11 or 12 | Ambushed by Monsters |
| 13 | Army Marching in the Region |
| 14 | Benefactor Dies |



| D100 Roll | Possible Complication in the Quest |
|---|---|
| 15 | Benefactor is Evil / Impostor / Insane (False Flag Mission) |
| 16 | Benefactor's Information is Very Wrong |
| 17 or 18 | Cooperation with Villain / Evil Monsters Required |
| 19 or 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 or 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 or 34 | Fog / Mist / Weather Gets Traveling PCs Lost |
| 35 or 36 | Innocent People Endangered |
| 37 | Invisible Structure Discovered |
| 38 | King, Queen, or 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 or 43 | Magical Gateway Opens |
| 44 | Mirages / Illusions in the Region |
| 45 | Mistaken Identity, Villain is Not the True Villain |
| 46 or 47 | Monsters / Villains Receive Reinforcements |

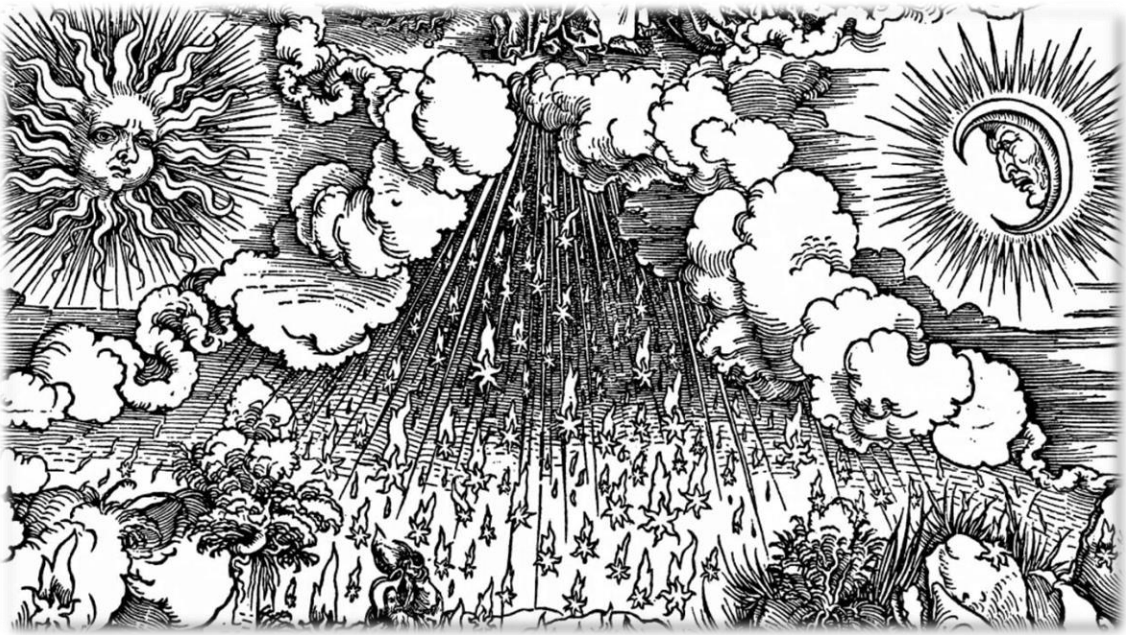


| D100 Roll | Possible Complication in the Quest |
|---|---|
| 48 | Mounts Die / Porters Flee / Ship Sinks |
| 49 | Natural Disaster During Journey Disrupts Travel |
| 50 | Natural Disaster in Dungeon Alters Dungeon Level |
| 51 | Needed Ally is Stubborn / Misguided / Greedy |
| 52 | PCs Afflicted with Disease |
| 53 | PCs Afflicted with Parasitic Infection |
| 54 | Powerful Evil Forces Surprisingly Aid the Enemy |
| 55 or 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 or 67 | Stalked by Dangerous Beasts |
| 68 | Suspicious Airship / Cloud Castle / Walking City in Region |



| D100 Roll | Possible Complication in the Quest |
|---|---|
| 69 | Tarot Deck Reading of Many Wonders Offered |
| 70 | Tempting Choice Alerts Villain(s) |
| 71 | Tempting Choice Enacts Curse |
| 72 or 73 | Tempting Choice is Deadly / Dangerous |
| 74 or 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.) |

| D100 Roll | Possible Complication in the Quest |
|---|---|
| 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 to 00 | GM's Amazingly Brilliant Choice |



8-3

# 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 PCs 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:

| D1000 Roll | Allies / Guides Assisting the Party | D1000 Roll | Allies / Guides Assisting the Party |
|---|---|---|---|
| **001 to 005** | Brownies | **006 to 011** | Buccaneers |
| **012 to 017** | Centaurs | **018 to 022** | Dervishes |
| **023 to 027** | Dimensional Hounds | **028 to 033** | Dwarven Arbalesters |
| **034 to 039** | Dwarven Beast Masters with Wolves | **040 to 044** | Dwarven Cavalry with Grizzly Bears |
| **045 to 049** | Dwarven Cavalry with War Boars | **050 to 055** | Dwarven Delvers with Caged Fire Beetles |
| **056 to 061** | Dwarven Treasure Hunters with Dungeon Mules | **062 to 066** | Dwarven Warriors |

| D1000 Roll | Allies / Guides Assisting the Party | D1000 Roll | Allies / Guides Assisting the Party |
|---|---|---|---|
| **067 to 071** | Elven Archers | **072 to 077** | Elven Hunters |
| **078 to 083** | Elven Vigiles with Giant Eagles | **084 to 088** | Elven Wardens |
| **089 to 093** | Elven Warriors | **094 to 099** | Elven Warriors with Giant Elk |
| **100 to 105** | Equal-Level Barbarian, Met | **106 to 110** | Equal-Level Barbarian, Present |
| **111 to 115** | Equal-Level Bard, Met | **116 to 121** | Equal-Level Bard, Present |
| **122 to 127** | Equal-Level Cavalier, Met | **128 to 132** | Equal-Level Cavalier, Present |

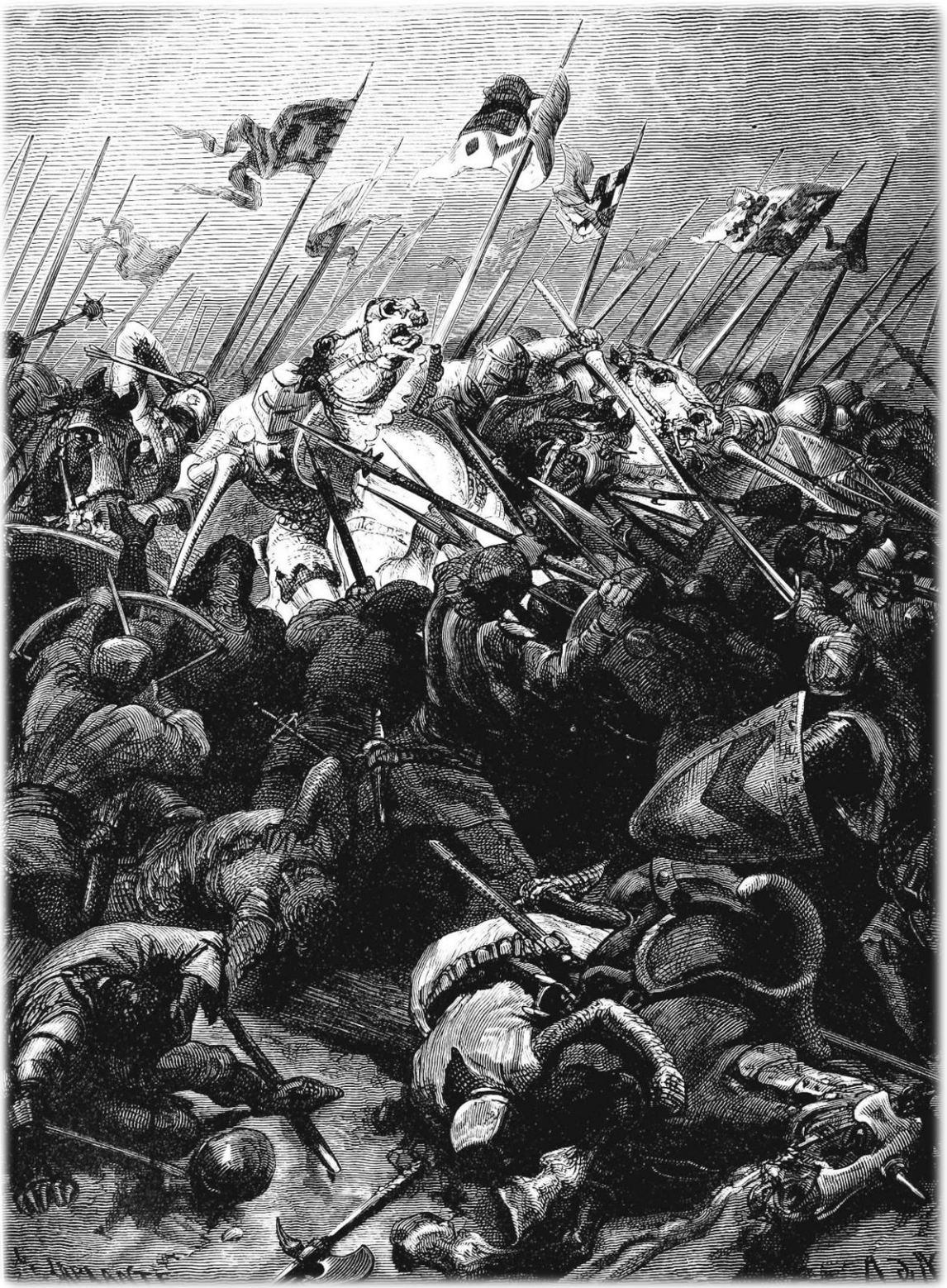
| D1000 Roll | Allies / Guides Assisting the Party | D1000 Roll | Allies / Guides Assisting the Party |
|---|---|---|---|
| 133 to 137 | Equal-Level Cleric, Met | 138 to 143 | Equal-Level Cleric, Present |
| 144 to 149 | Equal-Level Druid, Met | 150 to 154 | Equal-Level Druid, Present |
| 155 to 159 | Equal-Level Fighter, Met | 160 to 165 | Equal-Level Fighter, Present |
| 166 to 171 | Equal-Level Hunter, Met | 172 to 176 | Equal-Level Hunter, Present |
| 177 to 181 | Equal-Level Illusionist, Met | 182 to 187 | Equal-Level Illusionist, Present |
| 188 to 193 | Equal-Level Jester, Met | 194 to 198 | Equal-Level Jester, Present |
| 199 to 203 | Equal-Level Magic-User, Met | 204 to 209 | Equal-Level Magic-User, Present |
| 210 to 215 | Equal-Level Monk, Met | 216 to 220 | Equal-Level Monk, Present |
| 221 to 225 | Equal-Level Mountebank, Met | 226 to 231 | Equal-Level Mountebank, Present |
| 232 to 237 | Equal-Level Mystic, Met | 238 to 242 | Equal-Level Mystic, Present |
| 243 to 247 | Equal-Level Paladin, Met | 248 to 253 | Equal-Level Paladin, Present |
| 254 to 259 | Equal-Level Ranger, Met | 260 to 264 | Equal-Level Ranger, Present |
| 265 to 269 | Equal-Level Savant, Met | 270 to 275 | Equal-Level Savant, Present |
| 276 to 281 | Equal-Level Thief, Met | 282 to 286 | Equal-Level Thief, Present |
| 287 to 291 | Giant Eagles | 292 to 297 | Giant Owls |
| 298 to 303 | Gnomish Beast Masters with Badgers | 304 to 308 | Gnomish Beast Masters with Giant Badgers |
| 309 to 313 | Gnomish Beast Masters with Wolverines | 314 to 319 | Gnomish Miners with Caged Fire Beetles |
| 320 to 325 | Gnomish Scouts | 326 to 330 | Gnomish Skirmishers |
| 331 to 335 | Gnomish Slingers | 336 to 341 | Griffons |
| 342 to 347 | Halfling Adventurers | 348 to 352 | Halfling Scouts |
| 353 to 357 | Halfling Skirmishers | 358 to 363 | Halfling Slingers |
| 364 to 369 | Halfling Trackers with Hunting Dogs | 370 to 374 | Halfling Warriors with War Dogs |

| D1000 Roll | Allies / Guides Assisting the Party | D1000 Roll | Allies / Guides Assisting the Party |
|---|---|---|---|
| **375 to 379** | Higher Level Barbarian, Met | **380 to 385** | Higher Level Barbarian, Present |
| **386 to 391** | Higher Level Bard, Met | **392 to 396** | Higher Level Bard, Present |

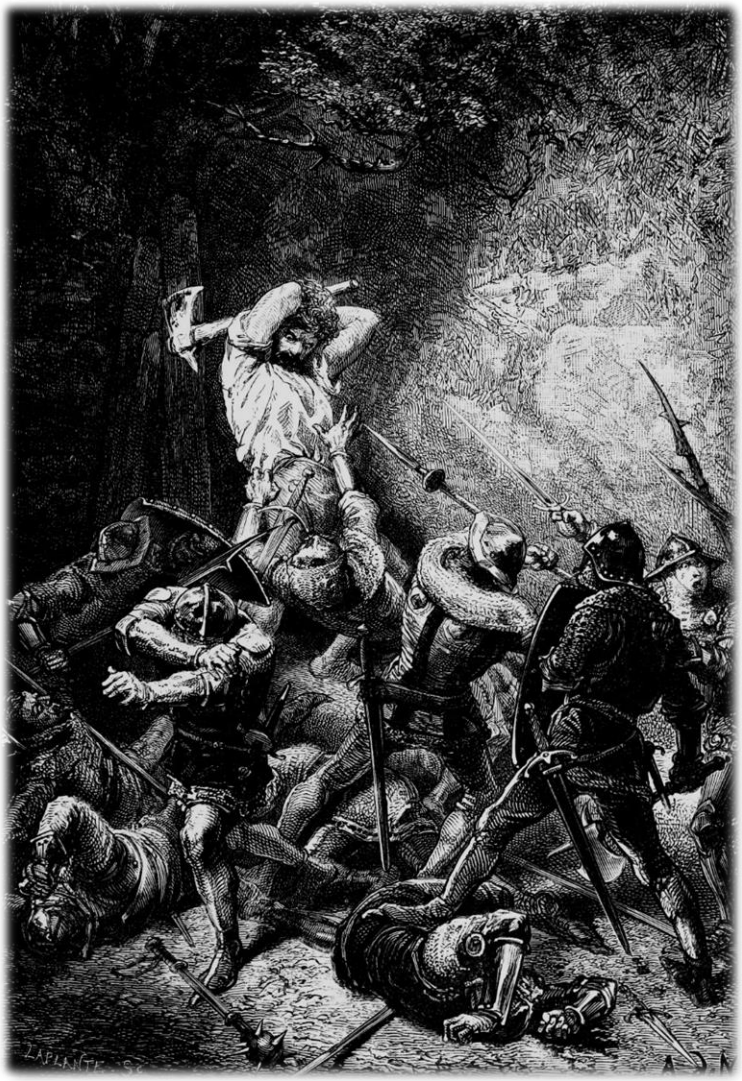
| D1000 Roll | Allies / Guides Assisting the Party | D1000 Roll | Allies / Guides Assisting the Party |
|---|---|---|---|
| **397 to 401** | Higher Level Cavalier, Met | **402 to 407** | Higher Level Cavalier, Present |
| **408 to 413** | Higher Level Cleric, Met | **414 to 418** | Higher Level Cleric, Present |
| **419 to 423** | Higher Level Druid, Met | **424 to 429** | Higher Level Druid, Present |
| **430 to 435** | Higher Level Fighter, Met | **436 to 440** | Higher Level Fighter, Present |
| **441 to 445** | Higher Level Hunter, Met | **446 to 451** | Higher Level Hunter, Present |
| **451 to 457** | Higher Level Illusionist, Met | **458 to 462** | Higher Level Illusionist, Present |
| **463 to 467** | Higher Level Jester, Met | **468 to 473** | Higher Level Jester, Present |
| **474 to 479** | Higher Level Magic-User, Met | **480 to 484** | Higher Level Magic-User, Present |
| **485 to 489** | Higher Level Monk, Met | **490 to 495** | Higher Level Monk, Present |
| **496 to 501** | Higher Level Mountebank, Met | **502 to 506** | Higher Level Mountebank, Present |
| **507 to 512** | Higher Level Mystic, Met | **513 to 518** | Higher Level Mystic, Present |
| **519 to 243** | Higher Level Paladin, Met | **525 to 529** | Higher Level Paladin, Present |
| **530 to 534** | Higher Level Ranger, Met | **535 to 540** | Higher Level Ranger, Present |
| **541 to 546** | Higher Level Savant, Met | **547 to 552** | Higher Level Savant, Present |
| **553 to 557** | Higher Level Thief, Met | **558 to 563** | Higher Level Thief, Present |
| **564 to 569** | Hippogriffs | **570 to 574** | Lesser Djinni |
| **575 to 579** | Lower Level Barbarians, Met | **580 to 585** | Lower Level Barbarians, Present |
| **586 to 591** | Lower Level Bards, Met | **592 to 596** | Lower Level Bards, Present |
| **597 to 601** | Lower Level Cavaliers, Met | **602 to 607** | Lower Level Cavaliers, Present |

| D1000 Roll | Allies / Guides Assisting the Party | D1000 Roll | Allies / Guides Assisting the Party |
|---|---|---|---|
| 608 to 613 | Lower Level Clerics, Met | 614 to 618 | Lower Level Clerics, Present |
| 619 to 623 | Lower Level Druids, Met | 624 to 629 | Lower Level Druids, Present |

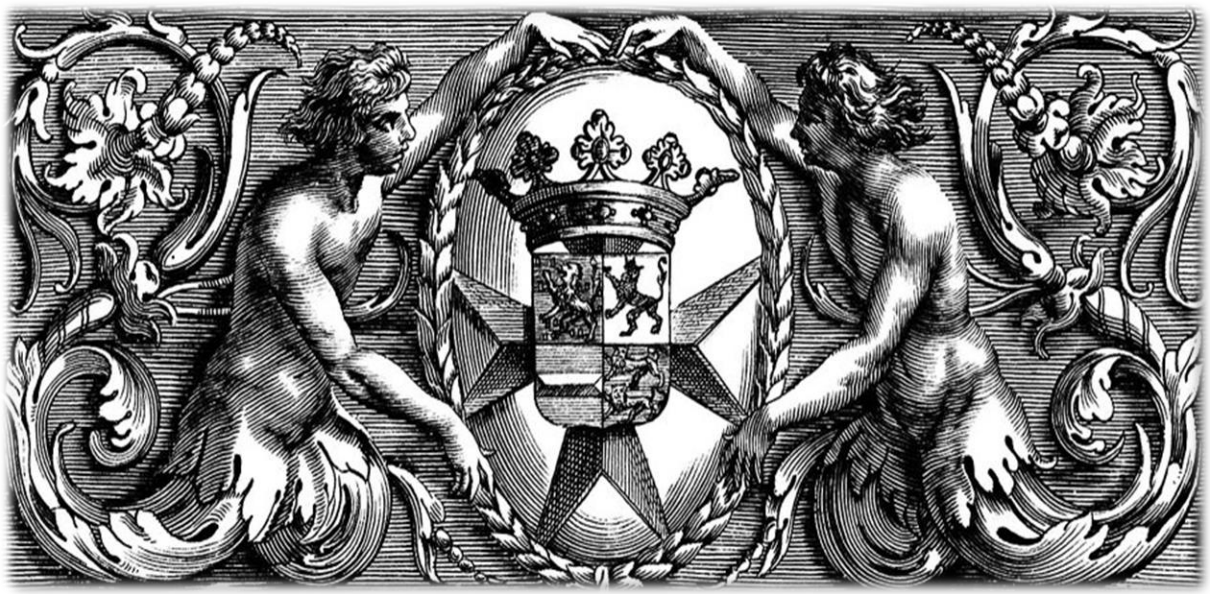
| D1000 Roll | Allies / Guides Assisting the Party | D1000 Roll | Allies / Guides Assisting the Party |
|---|---|---|---|
| **630 to 635** | Lower Level Fighters, Met | **636 to 640** | Lower Level Fighters, Present |
| **641 to 645** | Lower Level Hunters, Met | **646 to 651** | Lower Level Hunters, Present |
| **652 to 657** | Lower Level Illusionists, Met | **658 to 662** | Lower Level Illusionists, Present |
| **663 to 667** | Lower Level Jesters, Met | **668 to 673** | Lower Level Jesters, Present |
| **674 to 679** | Lower Level Magic-Users, Met | **680 to 684** | Lower Level Magic-Users, Present |
| **685 to 689** | Lower Level Monks, Met | **690 to 695** | Lower Level Monks, Present |
| **696 to 701** | Lower Level Mountebanks, Met | **702 to 706** | Lower Level Mountebanks, Present |
| **707 to 711** | Lower Level Mystics, Met | **712 to 717** | Lower Level Mystics, Present |
| **718 to 723** | Lower Level Paladins, Met | **724 to 728** | Lower Level Paladins, Present |
| **729 to 733** | Lower Level Rangers, Met | **734 to 739** | Lower Level Rangers, Present |
| **740 to 745** | Lower Level Savants, Met | **746 to 750** | Lower Level Savants, Present |
| **751 to 755** | Lower Level Thieves, Met | **756 to 761** | Lower Level Thieves, Present |
| **762 to 767** | Men-at-Arms, Archers | **768 to 772** | Men-at-Arms, Crossbowmen |
| **773 to 777** | Men-at-Arms, Heavy Cavalry | **778 to 783** | Men-at-Arms, Heavy Footmen |
| **784 to 789** | Men-at-Arms, Heavy Hobilars | **790 to 794** | Men-at-Arms, Light Cavalry |



| D1000 Roll | Allies / Guides Assisting the Party | D1000 Roll | Allies / Guides Assisting the Party |
|---|---|---|---|
| 795 to 799 | Men-at-Arms, Light Footmen | 800 to 805 | Men-at-Arms, Light Hobilars |
| 806 to 811 | Men-at-Arms, Longbowmen | 812 to 816 | Men-at-Arms, Medium Cavalry |
| 817 to 821 | Men-at-Arms, Mounted Archers | 822 to 827 | Men-at-Arms, Mounted Crossbowmen |
| 828 to 833 | Men-at-Arms, Pikemen | 834 to 838 | Men-at-Arms, Slingers |



| D1000 Roll | Allies / Guides Assisting the Party | D1000 Roll | Allies / Guides Assisting the Party |
|---|---|---|---|
| **839 to 843** | Nomads | **844 to 849** | Pegasi |
| **850 to 855** | Pixies | **856 to 860** | Satyrs |
| **861 to 865** | Sprites | **866 to 871** | Tribal Lizard Men |
| **872 to 877** | Tribesmen with Falcons | **878 to 882** | Tribesmen with Giant Lizards |
| **883 to 887** | Tribesmen with War Dogs | **888 to 940** | Unusual Individual (roll on Benefactor Descriptor and Type tables) |
| **941 to 945** | Werebear | **946 to 980** | Fates Intervene (roll twice) |
| **981 to 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) | | |



8-4

# 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:

| D100 Roll | Recommended Task Before Leaving on the Adventure |
|---|---|
| 01 | Acquire a side quest, exploration |
| 02 or 03 | Acquire a side quest, knowledge / lore |
| 04 | Acquire a side quest, monster slaying |
| 05 | Acquire a side quest, rescue allies |
| 06 or 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 or 12 | Acquire aerial transportation, spell |
| 13 | Acquire needed clearance, password, writ, etc. |
| 14 or 15 | Acquire needed key or item of passage |
| 16 or 17 | Acquire needed magic item |
| 18 | Ally with a demi-human clan |
| 19 or 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 or 25 | Bribe an informer |
| 26 | Buy magical potions |
| 27 | Consult a sage |
| 28 or 29 | Consult an oracle |
| 30 | Consult with an NPC |
| 31 or 32 | Consult with thieves or assassins |
| 33 | Gauge the weather |
| 34 or 35 | Go to a city location |
| 36 | Hear rumors about the journey |

| D100 Roll | Recommended Task Before Leaving on the Adventure |
|---|---|
| 37 or 38 | Hear rumors about the locale |
| 39 or 40 | Hear rumors about the monsters |
| 41 | Hear rumors about the treasure |
| 42 | Hire men-at-arms |
| 43 or 44 | Hire NPC henchmen |
| 45 | Hire porters or torch bearers |
| 46 | Hire specialized hirelings |
| 47 or 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 or 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 or 56 | Inform half-orcs (and orcs?) of need to cross territory |
| 57 | Inform neutral monsters of need to cross territory |
| 58 or 59 | Listen to a prophecy |
| 60 or 61 | Listen to a survivor's account |
| 62 | Listen to rumors |
| 63 or 64 | Make a sacrifice |
| 65 | Negotiate with / invite rival NPCs |
| 66 | Negotiate with potential demi-human allies |
| 67 or 68 | Negotiate with potential human allies |
| 69 | Perform a ritual |
| 70 | Perform an NPC task |
| 71 or 72 | Purchase beasts of burden |
| 73 or 74 | Purchase healing herbs |
| 75 | Purchase mounts or beasts of burden |
| 76 | Purchase needed supplies |

| D100 Roll | Recommended Task Before Leaving on the Adventure |
|---|---|
| 77 or 78 | Purchase specialized equipment |
| 79 | Purchase spell casting or magical effects |
| 80 or 81 | Research the journey |
| 82 | Research the locale |
| 83 or 84 | Research the monsters |
| 85 | Research the treasure |
| 86 or 87 | Secure an item that the benefactor wants transported |
| 88 | Secure an item provided by benefactor |
| 89 or 90 | Secure a PC's stronghold |
| 91 | Secure a PC's treasure |
| 92 | Study a journal |
| 93 or 94 | Study maps |
| 95 or 96 | Visit a guild |
| 97 | Wait for a caravan |
| 98 or 99 | Wait for a date, season, eclipse, etc. |
| 00 | Wait for an event, departure, or arrival |

8-5

# 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!

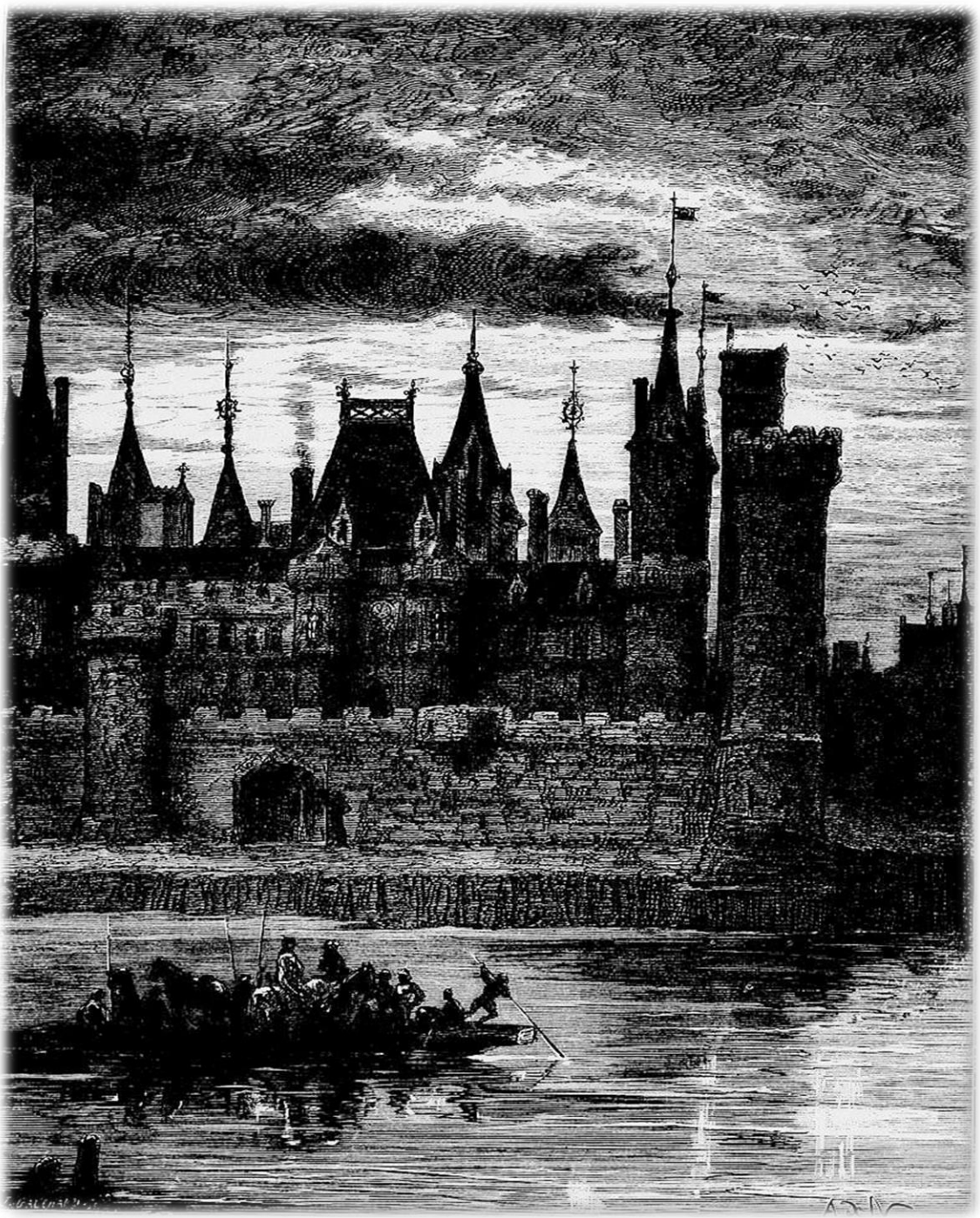


**Table GWG2-98:**

**Abstract Weather Determination**

Roll 1D100, and consult the following table. Reroll or reinterpret as needed.

| D100 Roll | Local Weather on the PCs' Selected Day of Travel |
|---|---|
| 01 to 19 | Clear, Normal |
| 20 to 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 to 25 | Clear with Light Winds |
| 26 to 28 | Clear, Colder than Normal |
| 29 to 31 | Clear, Hotter than Normal |
| 32 to 34 | Clear, Magically Controlled |
| 35 to 37 | Clear, Much Colder than Normal |
| 38 to 40 | Clear, Warmer than Normal |
| 41 to 43 | Full Moon (danger of lycanthropes, predators, cultists, etc.) |
| 44 to 46 | Hazy (clouds, falling ashes, mist, sand in the air, etc.) |
| 47 to 49 | Hazy and Dangerous (floating cinders, poisonous gases, smoke, spores, stinging insects, etc.) |
| 50 to 52 | Hazy and Dangerous, Abnormal and Magical |
| 53 to 55 | Hazy, Abnormal and Magical |
| 56 to 58 | Imminent Disastrous Storm (blinding blizzard, deadly sandstorm, flash flooding, tornado, etc.) |
| 59 to 61 | Imminent Disastrous Storm, Abnormal and Magical |
| 62 to 64 | Imminent Minor Storm, Abnormal and Magical |
| 65 to 67 | Imminent Storm, Abnormal and Magical |
| 68 to 70 | Locally Clear (minor storm on the horizon) |

| D100 Roll | Local Weather on the PCs' Selected Day of Travel |
|---|---|
| 71 to 73 | Locally Clear, Ominous (storm on the horizon) |
| 74 to 76 | Locally Clear, Perilous (disastrous storm on the horizon) |
| 77 to 79 | Minor Storm (rain, snow, wind, etc.) |
| 80 to 82 | Newly Clear (adverse weather has just passed) |
| 83 to 85 | Partly Clear (weather is about to change) |
| 86 to 88 | Storm (blizzard, hail, sandstorm, thunderstorm, windstorm, etc.) |
| 89 to 91 | Strange Phenomenon (eclipse, mirage, northern lights, rainbows, etc.) |
| 92 to 94 | Strange Phenomenon, Abnormal and Magical (omen?) |
| 95 to 97 | Rapidly changing conditions (roll twice) |
| 98 to 00 | Considerably different than the day before, very unusual (roll twice) |

# CHAPTER 9:
# ELEMENTS OF EVIL

9-1

# 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.)

**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 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!

9-1-1

# 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 IS FOR ARCH-DEVIL | |
|---|---|
| **D1000 Roll** | **Iconic Villain(s) Archetype** |
| **001 to 003** | Acid Dragon |
| **004 or 005** | Anti-Paladin, Armiger (paladin) theme |
| **006 or 007** | Anti-Paladin, Black Knight (paladin) theme |
| **008 or 009** | Anti-Paladin, Cataphract (paladin) theme |
| **010 or 011** | Anti-Paladin, Defiant (paladin) theme |
| **012 or 013** | Anti-Paladin, Heir of Mercy (paladin) theme |
| **014 or 015** | Anti-Paladin, Heir of Vengeance (paladin) theme |
| **016 or 017** | Anti-Paladin, Herald of Arms (paladin) theme |
| **018 or 019** | Anti-Paladin, Horseman (paladin) theme |
| **020 or 021** | Anti-Paladin, Jouster / Lancer (paladin) theme |
| **022 or 023** | Anti-Paladin, Knight in Exile (paladin) theme |
| **024 to 028** | Arch-Devil (GM's choice) |
| **029 or 030** | Assassin, Bloodletter theme |
| **031 or 032** | Assassin, Butcher theme |
| **033 or 034** | Assassin, Carnifex theme |
| **035 or 036** | Assassin, Darksider theme |
| **037 or 038** | Assassin, Eliminator theme |
| **039 or 040** | Assassin, Garroter theme |
| **041 or 042** | Assassin, Hatchetman / Hatchetwoman theme |
| **043 or 044** | Assassin, Headhunter / Headhuntress theme |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 045 or 046 | Assassin, Headsman / Headswoman theme |
| 047 or 048 | Assassin, Impaler theme |
| 049 or 050 | Assassin, Infiltrator theme |
| 051 or 052 | Assassin, Intimidator theme |
| 053 or 054 | Assassin, Mauler theme |
| 055 or 056 | Assassin, Oath Breaker theme |
| 057 or 058 | Assassin, Poisoner theme |
| 059 or 060 | Assassin, Rakehell theme |
| 061 or 062 | Assassin, Ruffian theme |
| 063 or 064 | Assassin, Scapegrace theme |
| 065 or 066 | Assassin, Sicarius / Sicaria theme |
| 067 or 068 | Assassin, Slaughterer theme |
| 069 or 070 | Assassin, Slayer theme |
| 071 or 072 | Assassin, Spy theme |
| 073 or 074 | Assassin, Strangler theme |
| 075 or 076 | Assassin, Tormentor theme |
| 077 or 078 | Assassin, Torturer theme |
| 079 or 080 | Assassin, Tyro theme |
| B IS FOR BARBARIAN | |
| 081 to 086 | Banshee |
| 087 or 088 | Barbarian, Barrens Strider theme |
| 089 or 090 | Barbarian, Bear Warrior theme |
| 091 or 092 | Barbarian, Beast Master theme |
| 093 or 094 | Barbarian, Berserker specialization and theme |
| 095 or 096 | Barbarian, Boar Warrior theme |
| 097 or 098 | Barbarian, Chaos Warrior theme |
| 099 or 100 | Barbarian, Destroyer theme |
| 101 or 102 | Barbarian, Horde Bringer theme |

| | |
|---|---|
| **103 or 104** | Barbarian, Mage Slayer theme |
| **105 or 106** | Barbarian, Marauder theme |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 107 or 108 | Barbarian, Nomad theme |
| 109 or 110 | Barbarian, Outcast theme |
| 111 or 112 | Barbarian, Outlander theme |
| 113 or 114 | Barbarian, Prey Stalker theme |
| 115 or 116 | Barbarian, Primal Warrior theme |
| 117 or 118 | Barbarian, Raider theme |
| 119 or 120 | Barbarian, Savage theme |
| 121 or 122 | Barbarian, Survivor theme |
| 123 or 124 | Barbarian, Tribal Warrior theme |
| 125 or 126 | Barbarian, Tribesman / Tribeswoman theme |
| 127 or 128 | Barbarian, Warmonger theme |
| 129 or 130 | Barbarian, Wild-Wanderer theme |
| 131 or 132 | Bard, Alba theme |
| 133 or 134 | Bard, Archipoeta theme |
| 135 or 136 | Bard, Balladeer theme |
| 137 or 138 | Bard, Beguiler theme |
| 139 or 140 | Bard, Cantor / Cantora theme |
| 141 or 142 | Bard, Chanter theme |
| 143 or 144 | Bard, Charmer theme |
| 145 or 146 | Bard, Chronicler theme |
| 147 or 148 | Bard, Crowther theme |
| 149 or 150 | Bard, Fabler theme |
| 151 or 152 | Bard, Fabulist theme |
| 153 or 154 | Bard, Jaunter theme |
| 155 or 156 | Bard, Journeyer theme |
| 157 or 158 | Bard, Minnesinger theme |
| 159 or 160 | Bard, Pied Piper theme |
| 161 or 162 | Bard, Poet / Poetess theme |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 163 or 164 | Bard, Raconteur theme |
| 165 or 166 | Bard, Rhapsodist theme |
| 167 or 168 | Bard, Sonnetist / Sonneteer theme |
| 169 or 170 | Bard, Storyteller theme |
| 171 or 172 | Bard, Trouper theme |
| 173 or 174 | Bard, Trouvere theme |
| 175 or 176 | Bard, Trovatore, Troubadour theme |
| 177 or 178 | Bard, Vates theme |
| 179 or 180 | Bard, Wanderer theme |
| 181 to 185 | Barghest |
| 186 to 190 | Batrachian Demon |
| 191 to 195 | Bestial Demon |
| C IS FOR CLERIC | |
| 196 to 198 | Cavalier, Armiger (paladin) theme |
| 199 to 201 | Cavalier, Banner Bearer / Signifer (paladin) theme |
| 202 to 204 | Cavalier, Black Knight (paladin) theme |
| 205 to 207 | Cavalier, Cataphract (paladin) theme |
| 208 to 210 | Cavalier, Defiant (paladin) theme |
| 211 to 213 | Cavalier, Heir of Mercy (paladin) theme |
| 214 to 216 | Cavalier, Heir of Vengeance (paladin) theme |
| 217 to 219 | Cavalier, Heir to the Oath (paladin) theme |
| 220 to 222 | Cavalier, Herald of Arms (paladin) theme |
| 223 to 225 | Cavalier, Horseman (paladin) theme |
| 226 to 228 | Cavalier, Jouster / Lancer (paladin) theme |
| 229 to 231 | Cavalier, Knight in Exile (paladin) theme |
| 232 to 234 | Cleric, Advocatus / Advocata theme |
| 235 to 237 | Cleric, Almoner theme |
| 238 to 240 | Cleric, Anchorite theme |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 241 to 243 | Cleric, Aspirant / Novitiate theme |
| 244 to 246 | Cleric, Augur theme |
| 247 to 249 | Cleric, Believer theme |
| 250 to 252 | Cleric, Cantor theme |
| 253 to 255 | Cleric, Catechumen theme |
| 256 to 258 | Cleric, Clairvoyant theme |
| 259 to 261 | Cleric, Confessor theme |
| 262 to 264 | Cleric, Convert theme |
| 265 to 267 | Cleric, Cultist theme |
| 268 to 270 | Cleric, Exorcist theme |
| 271 to 273 | Cleric, Fledgling theme |
| 274 to 276 | Cleric, Harbinger theme |
| 277 to 279 | Cleric, Haruspex theme |
| 280 to 282 | Cleric, Healer / Palmlayer theme |
| 283 to 285 | Cleric, Heathen Slayer theme |
| 286 to 288 | Cleric, Mystic theme |
| 289 to 291 | Cleric, Oracle / Soothsayer theme |
| 292 to 294 | Cleric, Ostiarius / Temple Servitor theme |
| 295 to 297 | Cleric, Ovate theme |
| 298 to 300 | Cleric, Peregrine theme |
| 301 to 303 | Cleric, Savant theme |
| 304 to 306 | Cleric, Shaman / Shamaness theme |
| 307 to 309 | Cleric, Sibyl theme |
| 310 to 312 | Cleric, Unholy Seer / Unholy Seeress theme |
| 313 to 315 | Cleric, Vampire Hunter / Vampire Huntress theme |
| 316 to 318 | Cleric, Vestal theme |
| 319 to 321 | Cleric, Wise Man / Wise Woman theme |
| 322 to 324 | Cleric, Witch Hunter / Witch Huntress theme |
| 325 to 327 | Cleric, Zealot theme |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 328 to 333 | Cloud Giant |
| 334 to 338 | Corrupted Cyclops |
| 339 to 342 | Corrupted Genie (of GM's design) |
| 343 to 347 | Corrupted Sphinx (GM's choice) |
| 348 to 351 | Corrupted Titan |
| D IS FOR DEMON LORD | |
| 352 to 356 | Daemon (GM's choice) |
| 357 to 361 | Deep One |
| 362 to 364 | Demigod (GM's choice) |
| 365 to 367 | Demigoddess (GM's choice) |
| 368 to 372 | Demon Lord (GM's choice) |
| 373 to 376 | Dimensional Spider |
| 377 to 381 | Draconian Lich (of GM's design) |
| 382 to 385 | Dream Eater |
| E IS FOR EVIL EYE | |
| 386 to 390 | Evil Eye, of Azathoth |
| 391 to 394 | Evil Eye, of Cthulhu |
| F IS FOR FALLEN ANGEL | |
| 395 to 399 | Fallen Angel (of GM's design) |
| 400 to 402 | Fighter, Amazon theme |
| 403 to 405 | Fighter, Archer specialization and Archer / Crossbowman theme |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 406 to 408 | Fighter, Armsman / Armswoman theme |
| 409 to 411 | Fighter, Axe Bearer theme |
| 412 to 414 | Fighter, Battler / Skull Crusher theme |
| 415 to 417 | Fighter, Blade Master specialization and Footman / Footwoman theme |
| 418 to 420 | Fighter, Bodyguard / Protector theme |
| 421 to 423 | Fighter, Brawler theme |
| 424 to 426 | Fighter, Challenger / Imperial Warrior theme |
| 427 to 429 | Fighter, Duelist theme |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 430 to 432 | Fighter, Fencer theme and Blade Master specialization |
| 433 to 435 | Fighter, Gladiator / Gladiatrix theme |
| 436 to 438 | Fighter, Guardsman / Guardswoman theme |
| 439 to 441 | Fighter, Hoplite theme |
| 442 to 444 | Fighter, Legionnaire theme |
| 445 to 447 | Fighter, Man-at-Arms / Woman-at-Arms theme |
| 448 to 450 | Fighter, Mercenary Skirmisher theme |
| 451 to 453 | Fighter, Sentry theme |
| 454 to 456 | Fighter, Sergeant theme |
| 457 to 459 | Fighter, Shield Bearer / Defender theme |
| 460 to 462 | Fighter, Trophy Hunter / Trophy Huntress theme |
| 463 to 465 | Fighter, Tunnel Soldier theme |
| 466 to 470 | Fire Giant |
| 471 to 475 | Fire-Breathing Dragon |
| 476 to 480 | Frost Dragon |
| 481 to 485 | Frost Giant |
| 486 to 489 | Frost Salamandra |
| **G IS FOR GODLING** | |
| 490 to 494 | Ghost |
| 495 to 499 | Godling / Petty God (of GM's design) |
| 500 to 504 | Greater Devil (GM's choice) |
| **H IS FOR HAG** | |
| 505 to 509 | Hag (of GM's choice; refer to supplement PM1, The Pegana Mythos) |
| 510 to 514 | Highland Giant |
| 515 to 519 | Hound Demon |
| 520 to 524 | Humanoid Chieftain (likely with a class and experience level) |
| 525 or 526 | Hunter, Bear Warrior (barbarian) theme |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 527 or 528 | Hunter, Beast Master (barbarian) theme |
| 529 or 530 | Hunter, Boar Warrior (barbarian) theme |
| 531 or 532 | Hunter, Desert Stalker (ranger) theme |
| 533 or 534 | Hunter, Forest Stalker / Wild Runner (ranger) theme |
| 535 or 536 | Hunter, Giant Killer (ranger) theme |
| 537 or 538 | Hunter, Highlander / Hillsman (ranger) theme |
| 539 or 540 | Hunter, Houndsman / Houndswoman (ranger) theme |
| 541 or 542 | Hunter, Mountain Man / Mountain Woman (ranger) theme |
| 543 or 544 | Hunter, Netherworld Tracker (ranger) theme |
| 545 or 546 | Hunter, Plainsman / Plainswoman (ranger) theme |
| 547 or 548 | Hunter, Prey Stalker (ranger) theme |
| 549 or 550 | Hunter, Primal Warrior (barbarian) theme |
| 551 or 552 | Hunter, Survivor (barbarian) theme |
| 553 or 554 | Hunter, Swamp Stalker (ranger) theme |
| 555 or 556 | Hunter, Tundra Walker (ranger) theme |
| I IS FOR IFRIT | |
| 557 to 561 | Ifrit |
| 562 or 563 | Illusionist, Astral Walker theme |
| 564 or 565 | Illusionist, Beguiler theme |
| 566 or 567 | Illusionist, Chaos Bringer theme |
| 568 or 569 | Illusionist, Charlatan theme |
| 570 or 571 | Illusionist, Charmer theme |
| 572 or 573 | Illusionist, Crystal Gazer / Prism Gazer theme |
| 574 or 575 | Illusionist, Deceiver theme |
| 576 or 577 | Illusionist, Deluder theme |
| 578 or 579 | Illusionist, Dreamer / Dreamlander theme |
| 580 or 581 | Illusionist, Dungeon Haunter theme |
| 582 or 583 | Illusionist, Eidolon / Visionary theme |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 584 or 585 | Illusionist, Enthraller theme |
| 586 or 587 | Illusionist, Ethereal Wanderer theme |
| 588 or 589 | Illusionist, Face Dancer theme |
| 590 or 591 | Illusionist, Hypnotist / Mesmerist theme |
| 592 or 593 | Illusionist, Labyrinth Threader theme |
| 594 or 595 | Illusionist, Masquer theme |
| 596 or 597 | Illusionist, Mist Weaver / Veilist theme |
| 598 or 599 | Illusionist, Phantasmagorian / Spectralist theme |
| 600 or 601 | Illusionist, Shadow Summoner / Shadow Weaver theme |
| 602 or 603 | Illusionist, Wish Bringer / Nightmare Bringer theme |
| 604 to 608 | Incubus |
| J IS FOR JESTER | |
| 609 or 610 | Jester, Cat Burglar / Acrobat (thief) theme |
| 611 or 612 | Jester, Chaos Bringer (illusionist) theme |
| 613 or 614 | Jester, Charlatan (illusionist) theme |
| 615 or 616 | Jester, Deceiver (illusionist) theme |
| 617 or 618 | Jester, Dreamer / Dreamlander (illusionist) theme |
| 619 or 620 | Jester, Dungeon Haunter (illusionist) theme |
| 621 or 622 | Jester, Masquer (illusionist) theme |
| K IS FOR KRAKEN | |
| 623 to 627 | Knight of Saigoth (refer to supplement PM1, The Pegana Mythos) |
| 628 to 632 | Kraken |
| L IS FOR LICH | |
| 633 to 637 | Lamia |
| 638 to 642 | Lesser Devil (GM's choice) |
| 643 to 647 | Lich (refer to supplement PM1, The Pegana Mythos) |

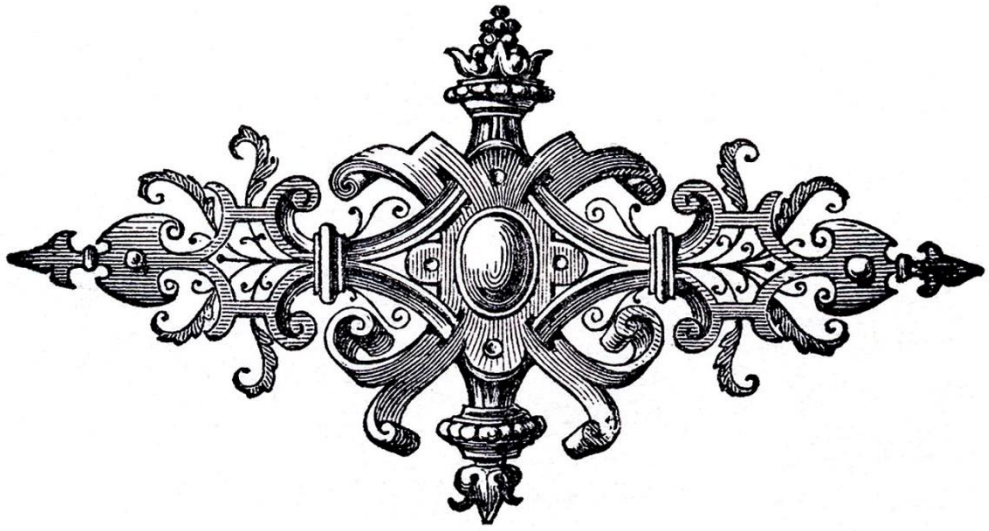
| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 648 to 652 | Lightning Dragon |
| M IS FOR MI-GO | |
| 653 to 655 | Magic-User, Abjurer theme |
| 656 to 658 | Magic-User, Aeromancer / Wind Mage theme |
| 659 to 661 | Magic-User, Alchemist specialization |
| 662 to 664 | Magic-User, Apprentice / Neophyte theme |
| 665 to 668 | Magic-User, Arcane Scribe theme |
| 669 to 671 | Magic-User, Astrologer theme |
| 672 to 674 | Magic-User, Cabalist theme |
| 675 to 677 | Magic-User, Chiromancer theme |
| 678 to 680 | Magic-User, Demonologist theme |
| 681 to 683 | Magic-User, Diabolist theme |
| 684 to 686 | Magic-User, Dread Mage theme |
| 687 to 689 | Magic-User, Dweomer Crafter / Transmuter theme |
| 690 to 692 | Magic-User, Earth Mage / Geomancer theme |
| 693 to 695 | Magic-User, Elementalist theme |
| 696 to 698 | Magic-User, Eyebiter theme |
| 699 to 701 | Magic-User, Fire Mage / Pyrologist theme |
| 702 to 704 | Magic-User, Frost Mage / Hydromancer theme |
| 705 to 707 | Magic-User, Hexer / Vexer theme |
| 708 to 710 | Magic-User, Incantatrix theme |
| 711 to 713 | Magic-User, Invoker / Spell-Slinger theme |
| 714 to 716 | Magic-User, Occultist theme |
| 717 to 719 | Magic-User, Preceptor theme |
| 720 to 722 | Magic-User, Savant theme |
| 723 to 725 | Magic-User, Summoner theme |
| 726 to 730 | Mi-Go |
| 731 to 735 | Mist Giant |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 736 or 737 | Monk, of the Fist specialization and Drunken Boxer theme |
| 738 or 739 | Monk, of the Fist specialization and Luctator / Wrestler theme |
| 740 or 741 | Monk, of the Fist specialization and Martial Artist / Sparring Master theme |
| 742 or 743 | Monk, of the Fist specialization and Pankrator theme |
| 744 or 745 | Monk, of the Fist specialization and Pugilist / Pycta theme |
| 746 or 747 | Monk, of the Fist specialization and Wandering Mystic theme |
| 748 or 749 | Monk, of the Foot specialization and Crossbow Sharpshooter theme |
| 750 or 751 | Monk, of the Foot specialization and Knife Thrower theme |
| 752 or 753 | Monk, of the Foot specialization and Lost Shinto-Ryu Master theme |
| 754 or 755 | Monk, of the Foot specialization and Percussor / Stick Fighter theme |
| 756 or 757 | Monk, of the Foot specialization and Quarterstaff Fighter theme |
| 758 or 759 | Monk, of the Foot specialization and Shaolin Monk theme |
| 760 or 761 | Monk, of the Foot specialization and Spear Master theme |
| 762 or 763 | Monk, of the Iron Will specialization and Calcitro theme |
| 764 or 765 | Monk, of the Iron Will specialization and Dark Initiate / Shadow Fighter theme |
| 766 or 767 | Monk, of the Iron Will specialization and Psychic Warrior theme |
| 768 to 772 | Mountain Giant |
| 773 or 774 | Mountebank, Beggar Thief (thief) theme |
| 775 or 776 | Mountebank, Cozener / Forger (thief) theme |
| 777 or 778 | Mountebank, Gypsy Rogue (thief) theme |
| 779 or 780 | Mountebank, Mountebank (thief) theme |
| N IS FOR NAGA | |
| 781 to 785 | Naga (GM's choice) |
| O IS FOR OGRE MAGE | |
| 786 to 790 | Ogre Mage |

| P IS FOR PYRE DEMON | |
|---|---|
| **D1000 Roll** | **Iconic Villain(s) Archetype** |
| **791 to 795** | Pyre Demon |
| **796 to 799** | Pyre Salamandra |
| **R IS FOR RAKSHASA** | |
| **800 to 804** | Rakshasa |
| **804 to 809** | Rock Giant |
| **S IS FOR SHOGGOTH** | |
| **810 or 811** | Savant, Arcane Scribe (magic-user) theme |
| **812 or 813** | Savant, Astrologer (magic-user) theme |
| **814 or 815** | Savant, Dweomer Crafter / Transmuter (magic-user) theme |
| **816 or 817** | Savant, Occultist (magic-user) theme |
| **818 or 819** | Savant, Savant (magic-user) theme |
| **820 to 824** | Sea Devil (likely with a class and experience level) |
| **825 to 829** | Sentient Abomination (of GM's design, use CDDG2) |
| **830 to 832** | Sentient Elemental, Air |
| **833 or 834** | Sentient Elemental, Ash |
| **835 or 836** | Sentient Elemental, Dust |
| **837 to 839** | Sentient Elemental, Earth |
| **840 to 842** | Sentient Elemental, Fire |
| **843 or 844** | Sentient Elemental, Lightning |
| **845 or 846** | Sentient Elemental, Magma |
| **847 or 848** | Sentient Elemental, Mist |
| **849 or 850** | Sentient Elemental, Mud |
| **851 or 852** | Sentient Elemental, Steam |
| **853 to 855** | Sentient Elemental, Water |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 856 to 860 | Sentient Fungus (of GM's design, use CDDG2) |
| 861 to 865 | Sentient Slime (of GM's design, use CDDG2) |
| 866 to 870 | Serpent Folk |
| 871 to 875 | Serpentine Demoness |
| 876 to 879 | Shade / Shadow Walker (with a class and experience level) |
| 880 to 884 | Shape Shifter (GM's choice, may have a class and experience level) |
| 885 to 889 | Shoggoth |
| 890 to 894 | Spectre |
| 895 to 898 | Star Spawn of Cthulhu |
| 899 to 903 | Succubus |
| T IS FOR THIEF | |
| 904 to 906 | Thief, Acrobat specialization and Cat Burglar / Acrobat theme |
| 907 to 909 | Thief, Backstabber theme |
| 910 to 912 | Thief, Bandit specialization and Highwayman theme |
| 913 to 915 | Thief, Bandit specialization and Horse Thief theme |
| 916 to 918 | Thief, Beggar Thief theme |
| 919 to 921 | Thief, Brigand specialization and Brigand theme |
| 922 to 924 | Thief, Cozener / Forger theme |
| 925 to 927 | Thief, Depserado / Outlaw theme |
| 928 to 930 | Thief, Desert Jackal theme |
| 931 to 933 | Thief, Dungeon Scout / Tunnel Spider theme |
| 934 to 936 | Thief, Guttersnipe theme |
| 937 to 939 | Thief, Gypsy Rogue theme |
| 940 to 942 | Thief, Latro theme |
| 943 to 945 | Thief, Lock Breaker theme |
| 946 to 948 | Thief, Moonlighter / Pickpocket / Pilferer theme |
| 949 to 951 | Thief, Mountebank theme |
| 952 to 954 | Thief, Pirate theme |

| D1000 Roll | Iconic Villain(s) Archetype |
|---|---|
| 955 to 957 | Thief, Reaver / Raider theme |
| 958 to 960 | Thief, Scavenger theme |
| 961 to 963 | Thief, Sniper theme |
| 964 to 966 | Thief, Tomb Delver theme |
| 967 to 969 | Thrall of Cthulhu |
| 970 to 974 | Twisted Giant |
| V IS FOR VAMPIRE | |
| 975 to 979 | Vampire (perhaps with a class and experience level) |
| 981 to 985 | Venomous Dragon |
| 986 to 989 | Venomous Salamandra |
| 990 to 993 | Vulture Demon |
| W IS FOR WRAITH | |
| 994 to 997 | Wraith |
| 998 to 000 | Wraith of the Deep |



9-1-2

# 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).

| D100 Roll | Villain's Motivator or Goal |
|---|---|
| 01 or 02 | Achieving a Dark Utopia |
| 03 or 04 | Acting in the Name of a Deity |
| 05 or 06 | Acting in the Name of a Demon Lord or Arch-Devil |
| 07 or 08 | Acting in the Name of a Great Old One or Lovecraftian Entity |
| 09 or 10 | Artificially Prolonging Natural Lifespan |
| 11 or 12 | Avenging a Personal Wrong / Wound / Humiliation |
| 13 or 14 | Avenging a Slain Parent or Sibling |
| 15 or 16 | Averting a Disaster to His / Her Homeland |
| 17 or 18 | Battling a Secret Enemy |
| 19 or 20 | Crushing the Weak, Gathering the Strong |
| 21 or 22 | Domination / Control / Crushing a Lesser People |
| 23 or 24 | Draining a Good Creature's Life Essence |
| 25 or 26 | Exaltation of Chaotic Evil |
| 27 or 28 | Exaltation of Lawful Evil |
| 29 or 30 | Exile Seeking Reinstatement / Glorification |

| D100 Roll | Villain's Motivator or Goal |
|---|---|
| 31 or 32 | Extreme Measures to Fulfill a Worthy Cause |
| 33 or 34 | Fulfilling a Sincerely Held Belief |
| 35 or 36 | Fulfilling Envisioned Destiny |
| 37 or 38 | Going Gradually Insane |
| 39 or 40 | Humiliating / Deposing a Rival |
| 41 or 42 | Just Following Orders |
| 43 or 44 | Leading a Rebellion / Revolt / Lost Cause |
| 45 or 46 | Lifting a Curse upon Himself (or His People) |
| 47 or 48 | Loyal to an Evil Faction |
| 49 or 50 | Loyal to an Evil Kingdom |
| 51 or 52 | Lust for Power |
| 53 or 54 | Machiavellian Manipulator / Kingmaker |
| 55 or 56 | Megalomania |
| 57 or 58 | Mind-Controlled / Possessed |
| 59 or 60 | Need for Dark Crusade / Unholy War |
| 61 or 62 | Not Actually Evil (Major Plot Twist) |
| 63 or 64 | Obsessed with an Evil Love Interest |
| 65 or 66 | Overthrowing a Ruler |
| 67 or 68 | Possession of a More Powerful Body |
| 69 or 70 | Preparing for Doomsday / Cataclysm |
| 71 or 72 | Pure Greed |
| 73 or 74 | Pure Hatred |
| 75 or 76 | Purification / Genocide / Glorification of a Race or Creed |
| 77 or 78 | Reclaiming an Evil Temple or Stronghold |
| 79 or 80 | Retrieval of a Great Lost Treasure |
| 81 or 82 | Saving a Beloved Person |
| 83 or 84 | Saving Subjects from Annihilation |
| 85 or 86 | Seeking Immortality |
| 87 or 88 | Seeking Return to Own World / Time |

| D100 Roll | Villain's Motivator or Goal |
|---|---|
| 89 or 90 | Sheer Amusement / Cruelty / Apathy |
| 91 or 92 | Threatened with Death |
| 93 or 94 | Twisted Sense of Justice |
| 95 to 00 | Conflicted; roll twice, rerolling results above 94; the first result is dominant but fading, and the second result is rising in importance. |

9-1-3

# 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:

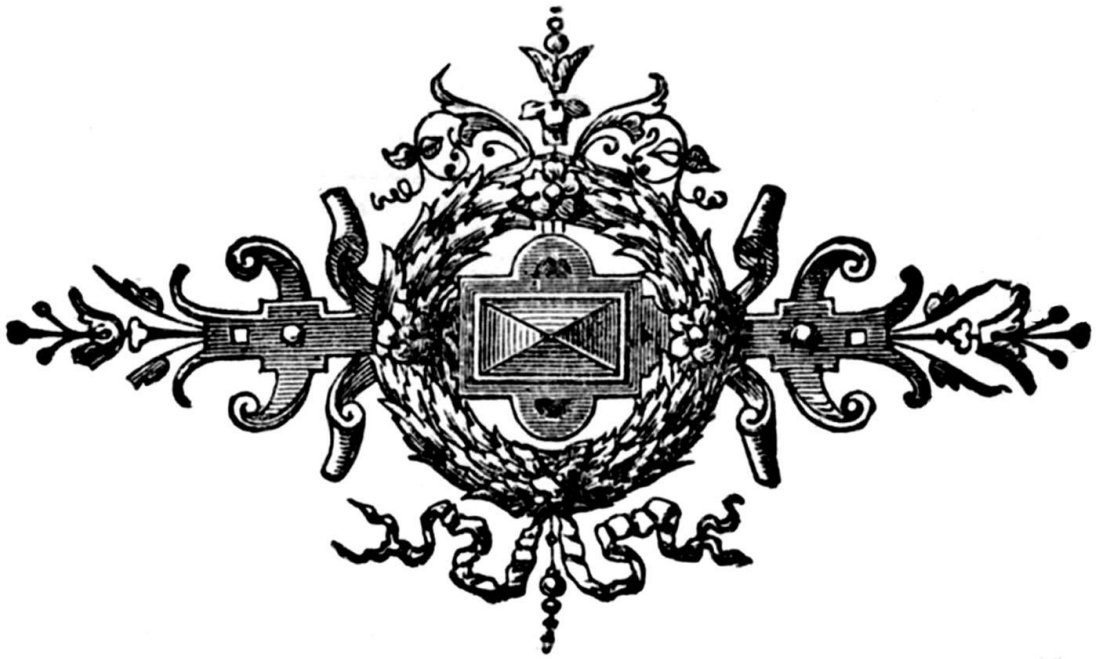
| D100 Roll | Villain's Flaw or Weakness | Weakness Classification |
|---|---|---|
| 01 or 02 | Accepts duels and challenges | Mental |
| 03 | Blind | Physical |

| D100 Roll | Villain's Flaw or Weakness | Weakness Classification |
|---|---|---|
| 04 or 05 | Bonded with guardian beast, monster, mount, etc.; crumples if bond-creature is slain | Magical or Mental |
| 06 or 07 | Burned by daylight | Magical or Physical |
| 08 | Calmed by beautiful music / events / things | Mental |
| 09 or 10 | Cannot leave unholy shrine, sphere of power, temple, etc. | Magical |
| 11 | Cannot leave water (aquatic) | Physical |
| 12 | Cloned or Duplicated via Paradox (there are two copies of this villain who hate one another, and never share information; players will be baffled) | Magical |
| 13 or 14 | Cowardly | Mental |
| 15 or 16 | Cursed by a powerful magic item (greatly lowered ability score) | Magical |
| 17 | Cursed by a god, vulnerable to attacks by Chaotic Good characters | Magical |
| 18 | Cursed by a god, vulnerable to attacks by Lawful Good characters | Magical |
| 19 | Cursed by a god, vulnerable to attacks by Neutral Good characters | Magical |
| 20 | Diseased and dying | Physical |
| 21 or 22 | Divine affliction, cannot heal | Magical |
| 23 or 24 | Driven by self-preservation | Mental |
| 25 | Empathic, feels pain of victims | Magical or Mental |
| 26 or 27 | Envious of a follower or superior | Mental |
| 28 or 29 | Fanatical zealot, becomes predictable even when clearly manipulated | Mental |
| 30 or 31 | Fearless and foolhardy | Mental |
| 32 | Gaps in memory | Magical or Mental |
| 33 | Has a highly vulnerable spot (e.g., an open space in his skull that cannot be covered well by a tight-fitting helm) | Physical |

| D100 Roll | Villain's Flaw or Weakness | Weakness Classification |
|---|---|---|
| 34 or 35 | Has a very powerful enemy | Incidental |
| 36 | Haunted by a secret past | Incidental |
| 37 | Hunchbacked (lower speed and agility) | Physical |
| 38 | Immobile, requires magic or servants to be moved | Physical |
| 39 or 40 | Impatient / poor tactician | Mental |
| 41 | Imprisoned / magically chained | Magical |
| 42 or 43 | Incredibly greedy | Mental |
| 44 | Infested with parasites | Physical |
| 45 | Life force embodied in vulnerable familiar | Magical |
| 46 or 47 | Lone wolf / no allies | Mental |
| 48 | Madly in love with … ? | Mental |
| 49 | Missing a limb | Physical |
| 50 | Mortal form is decaying / transforming | Magical |
| 51 | Mute, cannot give orders or cast spells | Magical or Physical |
| 52 or 53 | None too bright | Mental |
| 54 | Obsessed with a single enemy | Mental |
| 55 | Obsessively seeking something buried or lost (heart, enchanted sword, lover's grave, etc.) | Mental |
| 56 or 57 | Physically weak | Physical |
| 58 | Possessed by a demon / devil | Magical |
| 59 | Possesses a truename | Incidental |
| 60 | Power waxes and wanes with the moon and tides | Magical |
| 61 or 62 | Predictable / easy to manipulate | Mental |
| 63 | Pyromaniac, cannot resist burning everything (despite urgency to move on) | Mental |
| 64 | Requires a certain form of medicine, food, or drink (poisonous herbs, blood, whatever) | Magical or Physical |
| 65 | Secret terror / phobia | Mental |

| D100 Roll | Villain's Flaw or Weakness | Weakness Classification |
|---|---|---|
| 66 or 67 | Seeks forgiveness and absolution | Mental |
| 68 | Seeks to enslave, never kill | Mental |
| 69 | Sought by a betrayed arch-devil or demon lord (who is sending minions to capture him) | Incidental |
| 70 | Soul enslaved to guarded item | Magical |
| 71 | Spice addict / crippling drug addiction | Physical |
| 72 | Strong sense of honor (fights fair, takes prisoners, etc.) | Mental |
| 73 | Suffers from nightmares and hallucinations (susceptible to illusions and psychics) | Mental |
| 74 or 75 | Surrounded by potential traitors | Incidental |
| 76 or 77 | Talks at length with imprisoned foes, gloats | Mental |
| 78 or 79 | Trusts no one, has minions but always found alone | Mental |
| 80 | Uncontrollable rages | Mental (or Magical, cursed item) |
| 81 | Underestimates all opponents | Mental |
| 82 | Victim of an oath of vengeance, vulnerable to attacks by dwarves | Magical |
| 83 | Victim of an oath of vengeance, vulnerable to attacks by elves | Magical |
| 84 | Victim of an oath of vengeance, vulnerable to attacks by gnomes | Magical |
| 85 | Victim of an oath of vengeance, vulnerable to attacks by halflings | Magical |
| 86 | Vulnerable to acid | Magical or Physical |
| 87 | Vulnerable to air and wind magic | Magical |
| 88 | Vulnerable to cold wrought iron weapons | Magical |
| 89 | Vulnerable to crushing attacks and weapons | Magical or Physical |
| 90 | Vulnerable to earth and stone-based magic | Magical |

| D100 Roll | Villain's Flaw or Weakness | Weakness Classification |
|---|---|---|
| 91 | Vulnerable to fire and heat (magical and non-magical) | Magical or Physical |
| 92 | Vulnerable to holy and divine magics (including holy water) | Magical |
| 93 | Vulnerable to ice and cold (magical and non-magical) | Magical or Physical |
| 94 | Vulnerable to impaling attacks and weapons | Magical or Physical |
| 95 | Vulnerable to lightning magic | Magical or Physical |
| 96 | Vulnerable to poison | Physical |
| 97 | Vulnerable to silver weapons | Magical |
| 98 | Vulnerable to slashing attacks and weapons | Magical or Physical |
| 99 | Vulnerable to the Elder Sign | Magical |
| 00 | Vulnerable to water magic | Magical |



9-1-4

# 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:

| D100 Roll | Villain's Actions and Methods |
|---|---|
| 01 or 02 | Abduction, Kidnapping |
| 03 | Alliances Between Unexpected Races, Dogs and Cats Living Together, Mass Hysteria |
| 04 or 05 | Apocalyptic Harbinger |
| 06 or 07 | Awakening a Forbidden Ancient Practice |
| 08 or 09 | Backstabbing, Treason, Treachery |
| 10 or 11 | Banishing a Great Power of Good |
| 12 or 13 | Blackmail, Threats, Political Intrigue |
| 14 | Blasphemy, Heresy, Sacrilege |
| 15 or 16 | Blights, Plagues, Disease |
| 17 or 18 | Cannibalism, Blood Magic, Headhunting |
| 19 or 20 | Conquering an Untouched Land |
| 21 or 22 | Creating a Mighty Fortress |
| 23 or 24 | Criminal Underworld, Threats, Hierarchy of Rogues |
| 25 or 26 | Demonic Sacrifice and Unholy Favors |
| 27 | Destroying an Important Wilderness |
| 28 or 29 | Devising an Infernal Machine |
| 30 or 31 | Diabolic Sacrifice and Infernal Favors |
| 32 or 33 | Enslaving, Selling Slaves, Gladiatorial Combat |
| 34 or 35 | Excavating a Buried Mystery |
| 36 or 37 | Fulfilling a Dark Prophecy |
| 38 or 39 | Gathering a Cult |
| 40 | Harvest Blight, Starvation |
| 41 or 42 | Impostors, Pretenders, Doppelgangers |
| 43 | Inviting in Dimensional Invaders |
| 44 or 45 | Inviting in Netherworld Invaders |
| 46 | Inviting in Planar Invaders |
| 47 or 48 | Laying False Claim to a Feudal Kingdom |
| 49 or 50 | Lies, Deceit, Twisted Omens |

| D100 Roll | Villain's Actions and Methods |
|---|---|
| 51 | Locust Swarms, Creating a Wasteland |
| 52 or 53 | Lycanthropy, Spread of Shape Shifters |
| 54 or 55 | Mind Control, Possession, Puppet Mastery |
| 56 or 57 | Monopoly, Trade Wars, Smuggling |
| 58 or 59 | Murder, Assassination |
| 60 or 61 | Mutation, Corruption, Flesh Twisting Experiments |
| 62 or 63 | Nightmares, Horror, Madness |
| 64 or 65 | Opening a Magical Gateway |
| 66 or 67 | Piracy, Ship Wrecking, Press Gangs |
| 68 or 69 | Raiding, Plundering, Skirmishing |
| 70 or 71 | Raising an Army of Humanoids |
| 72 or 73 | Raising an Army of Humans or Demi-Humans |
| 74 or 75 | Raising an Army of Monsters |
| 76 or 77 | Raising an Army of Undead |
| 78 | Scorched Earth / Environmental Devastation |
| 79 or 80 | Seeking a Lost World |
| 81 or 82 | Seeking a Powerful Artifact |
| 83 or 84 | Seeking Apotheosis |
| 85 | Seeking to Attain Lichdom |
| 86 or 87 | Slaughtering Good Monsters |
| 88 or 89 | Spreading the Lovecraftian Gospel |
| 90 or 91 | Spying, Scouting, Biding Time |
| 92 | Stealing Children, Changelings, Child Cult |
| 93 or 94 | Subduing a Dragon |
| 95 or 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) |

9-2

# 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.

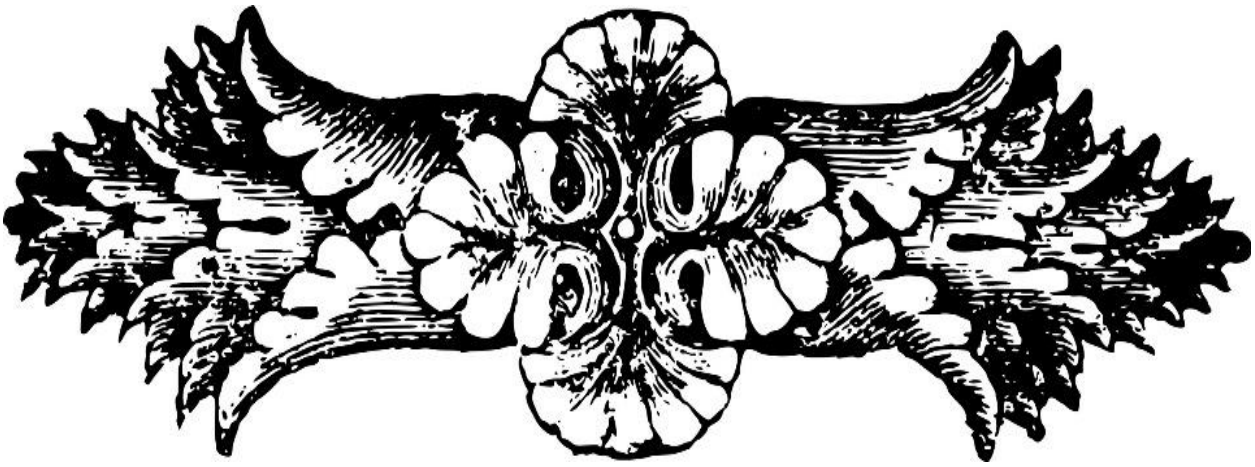
**Table GWG2-103:**

**Non-Monstrous Enemy Determination**

Roll 1D100, and consult the following table:

| D100 Roll | Non-Monstrous Enemy | D100 Roll | Non-Monstrous Enemy |
|---|---|---|---|
| 01 or 02 | Ally Afflicted with Lycanthropy | 03 or 04 | Ally Afflicted with Vampirism |
| 05 | Bemused Demigod / Demigoddess | 06 or 07 | Benefactor's Envious / Enraged Disciple |
| 08 or 09 | Benefactor's Secret Nemesis | 10 or 11 | Blackmailed / Compromised Henchman |
| 12 or 13 | Blackmailed / Compromised Servant or Man-at-Arms | 14 or 15 | Bounty Hunter |
| 16 or 17 | Corrupted Magistrate | 18 | Corrupted Mentor Falling to Evil |
| 19 or 20 | Cult Leader | 21 or 22 | Deceptive Guide |
| 23 or 24 | Demon Worshipper | 25 or 26 | Devil Worshipper |
| 27 or 28 | Duelist with Something to Prove | 29 or 30 | Envious Explorer |
| 31 or 32 | Envious Failed Adventurer / Apprentice | 33 or 34 | Fascinated Petty God |
| 35 or 36 | Haunting Spirit | 37 or 38 | Heretic |
| 39 or 40 | Impostor / Mountebank | 41 or 42 | Inquisitor |
| 43 or 44 | Jester Assassin | 45 or 46 | Kidnapper |
| 47 or 48 | Mad Hermit / Cultist | 49 or 50 | Mind-Controlled Ally |
| 51 or 52 | Misguided Amnesiac | 53 or 54 | Misguided Faction (refer to GWG1, Appendices) |
| 55 or 56 | Obsessed Prophet | 57 or 58 | Plague Bringer |
| 59 or 60 | Rival Adventurer | 61 or 62 | Rival Claimant to Sought Treasure |
| 63 or 64 | Rival Heir to Legacy | 65 or 66 | Secret / Misguided Blood Relative |
| 67 or 68 | Secret Society | 69 or 70 | Sentient Anarchic Illusion |
| 71 or 72 | Slave Lord | 73 or 74 | Sole Survivor Left to Die |

| D100 Roll | Non-Monstrous Enemy | D100 Roll | Non-Monstrous Enemy |
|---|---|---|---|
| **75 or 76** | Spy | **77 or 78** | Spy (Double Agent) |
| **79 or 80** | Superstitious Mob of Peasants | **81 or 82** | Superstitious Tribe |
| **83 or 84** | Taboo-Avenging Tribe | **85 or 86** | Temporarily Sane Madman |
| **87 or 88** | Time Traveler Preventing a Calamity | **89 or 90** | Treacherous Mercenary |
| **91 or 92** | Treasure Thief | **93 or 94** | Well-Intended Curse Victim |
| **95 or 96** | Witch Hunter | **97** | Wronged Ex-Henchman |
| **98** | Wronged Lover | **99 or 00** | Zealous Cleric Preventing a Blasphemous Revelation |



9-3

# 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.

| LL | Typical NPC at this LL | Classic Monsters for Consideration | Classic Monsters for Consideration |
|---|---|---|---|
| 1- | Normal Human (Level 0) | ➢ Bat (Normal or Large)<br>➢ Beast Skeleton<br>➢ Cockroach (Large or Huge)<br>➢ Goblin<br>➢ Jackal | ➢ Kobold<br>➢ Phantom<br>➢ Shrieking Fungus<br>➢ Skunk<br>➢ Rat (Normal, Large, or Huge) |

| LL | Typical NPC at this LL | Classic Monsters for Consideration | Classic Monsters for Consideration |
|---|---|---|---|
| 1 | Normal Human (Level 0) with Missile Weapons | ➢ Bat (Huge)<br>➢ Beastman (Thrall)<br>➢ Bluebottle Fly (Large)<br>➢ Centipede (Large)<br>➢ Fungus Man (Sporeling)<br>➢ Halfling<br>➢ Lizard (Large)<br>➢ Old Guard Kobold | ➢ Orc<br>➢ Rat (Giant)<br>➢ Rat-Thing<br>➢ Skeleton<br>➢ Soul Maggot<br>➢ Toad (Large)<br>➢ Vulture |
| 1+ | Level 1 with Average Abilities and Equipment | ➢ Armored Skeleton<br>➢ Baboon<br>➢ Centipede (Huge)<br>➢ Fire Beetle (Large)<br>➢ Frog (Large)<br>➢ Frogman<br>➢ Gremlin | ➢ Hobgoblin<br>➢ Leech (Large)<br>➢ Raven<br>➢ Vulture Thing<br>➢ Whip Scorpion (Large)<br>➢ Winged Serpent |

| LL | Typical NPC at this LL | Classic Monsters for Consideration | Classic Monsters for Consideration |
|---|---|---|---|
| 2- | Level 1 with Above Average Abilities | ➢ Badger<br>➢ Bat (Giant)<br>➢ Brownie<br>➢ Centipede (Giant)<br>➢ Changeling<br>➢ Gnole<br>➢ Lamprey | ➢ Living Stalactite (Small)<br>➢ Locust (Giant)<br>➢ Poisonous Frog (Large)<br>➢ Toad (Huge)<br>➢ Woodwose (Thrall)<br>➢ Zombie |
| 2 | Level 1 with Magic Item | ➢ Armored Zombie<br>➢ Crocodile (Small)<br>➢ Di Manes Demon<br>➢ Frog (Huge)<br>➢ Hawkman<br>➢ Iron Skeleton<br>➢ Killer Bee (Large)<br>➢ Lizard (Huge) | ➢ Merfolk (Nomadic)<br>➢ Morlock<br>➢ Nixie<br>➢ Stryx<br>➢ Vampiric Dragonfish<br>➢ War Dog<br>➢ Wolf |
| 2+ | Level 2 with Average Abilities and Equipment | ➢ Beastman (Minion)<br>➢ Blister Beetle (Large)<br>➢ Caveman<br>➢ Crab (Huge)<br>➢ Dokkalfar (Level 1)<br>➢ Dvergar (Level 1)<br>➢ Evil Eye Spore<br>➢ Giant Ant (Worker) | ➢ Hyena<br>➢ Lizard Man (Savage)<br>➢ Monster Skeleton (Badgerbear)<br>➢ Poisonous Snake (Non-Lethal)<br>➢ Toad (Giant)<br>➢ Troglodyte |
| 3- | Level 2 with Above Average Abilities | ➢ Crab (Giant)<br>➢ Crocodile<br>➢ Deep One<br>➢ Ear Weevil<br>➢ Flightless Bird (Hatchet Beak)<br>➢ Frost Dragon (Hatchling) | ➢ Lamprey (Large)<br>➢ Leech (Huge)<br>➢ Lizard Man (Tribal)<br>➢ Moon-Beast (Minion)<br>➢ Pixie<br>➢ Snake (Constrictor)<br>➢ Spider (Large) |
| 3 | Level 2 with Magic Items | ➢ Acid Dragon (Hatchling)<br>➢ Badger (Giant)<br>➢ Beastman (Warrior) | ➢ Frog (Giant)<br>➢ Ghul<br>➢ Lizard (Giant) |

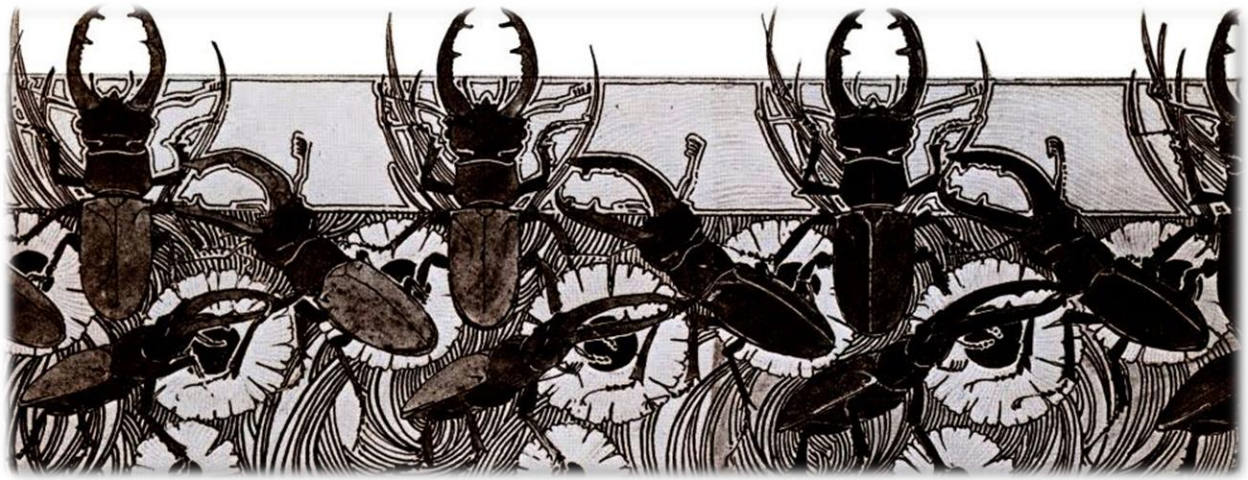
| | | | |
|---|---|---|---|
| | | ➢ Black Bear<br>➢ Bombardier Beetle (Huge)<br>➢ Centaur<br>➢ Di Lemures Devil | ➢ Ogre<br>➢ Salamander Man<br>➢ Warthog<br>➢ Wolf (Dire)<br>➢ Wolverine |
| **LL** | **Typical NPC at this LL** | **Classic Monsters for Consideration** | **Classic Monsters for Consideration** |
| **3+** | Level 3 with Average Abilities and Equipment | ➢ Ape<br>➢ Boar (Wild)<br>➢ Bugbear<br>➢ Flesh Grub<br>➢ Giant Ant (Warrior)<br>➢ Golden Mold<br>➢ Harpy<br>➢ Mephitic Imp (Lava) | ➢ Monster Zombie (Badgerbear)<br>➢ Spider (Huge)<br>➢ Venomous Dragon (Hatchling)<br>➢ Wererat<br>➢ Withering Fungus |
| **4-** | Level 3 with Above Average Abilities | ➢ Acid Dragon (Wyrmkin)<br>➢ Dimensional Hound<br>➢ Fire-Breathing Dragon (Hatchling)<br>➢ Fungus Man (Guardian)<br>➢ Goblin Wolf<br>➢ Honeybee (Giant) | ➢ Mephitic Imp (Fire)<br>➢ Mi-Go (Lesser)<br>➢ Poisonous Snake (Huge)<br>➢ Serpent Man (Ekhidna)<br>➢ Slime (Gelatinous)<br>➢ Slime (Gray) |
| **4** | Level 3 with Magic Items | ➢ Acid Dragon (Dragonette)<br>➢ Cyclops (Lesser)<br>➢ Dimetrodon<br>➢ Ghast<br>➢ Hell Hound (Small)<br>➢ Hyaenodon | ➢ Monster Skeleton (Manticore)<br>➢ Netherworld Bat (Huge)<br>➢ Pegasus<br>➢ Rusting Beast<br>➢ Scorpion (Large)<br>➢ Shark |
| **4+** | Level 4 with Average Abilities and Equipment | ➢ Argent Dragon (Wyrmkin)<br>➢ Badgerbear<br>➢ Carnivorous Ape<br>➢ Fire-Breathing Dragon (Wyrmkin)<br>➢ Gargoyle<br>➢ Hydra (Five-Headed) | ➢ Ice Toad (Giant)<br>➢ Kelpie<br>➢ Moray Eel (Giant)<br>➢ Wasp (Giant)<br>➢ Werewolf<br>➢ Wolverine (Giant)<br>➢ Woodboring Beetle (Giant) |

| LL | Typical NPC at this LL | Classic Monsters for Consideration | Classic Monsters for Consideration |
|---|---|---|---|
| 5- | Level 4 with Above Average Abilities | ➢ Acid Dragon (Drake)<br>➢ Arcane Zombie<br>➢ Beastman (Psychic, Su)<br>➢ Brown Bear<br>➢ Constrictor Snake (Giant)<br>➢ Dragonfly (Huge)<br>➢ Frost Dragon (Drake)<br>➢ Leech (Enormous) | ➢ Lightning Dragon (Dragonette)<br>➢ Lion<br>➢ Mephitic Imp (Steam)<br>➢ Monster Zombie (Minotaur)<br>➢ Satyr<br>➢ Slime (Ochre) |
| 5 | Level 4 with Magic Items | ➢ Acid Mantis<br>➢ Ant Man (Drone)<br>➢ Brain Eater<br>➢ Cockatrice<br>➢ Demonic Imp<br>➢ Doppelganger<br>➢ Evil Eye of Nyarlathotep<br>➢ Fire-Breathing Dragon (Dragonette) | ➢ Living Shadow<br>➢ Poisonous Snake (Giant)<br>➢ Scarecrow<br>➢ Spider (Giant)<br>➢ Subterranean Lizard (Giant)<br>➢ Venus Flytrap (Giant)<br>➢ Yeti |
| 5+ | Level 5 with Average Abilities and Equipment | ➢ Brazen Dragon (Wyrm)<br>➢ Colour Out of Space<br>➢ Crocuta<br>➢ Dimensional Beast<br>➢ Forest Giant<br>➢ Hell Hound (Large)<br>➢ Lightning Dragon (Drake)<br>➢ Minotaur | ➢ Pterosaur (Giant)<br>➢ Scorpion (Huge)<br>➢ Serpentine Water Elemental<br>➢ Trolghul<br>➢ Venomous Dragon (Drake)<br>➢ Wereboar<br>➢ Winter Wolf |
| 6- | Level 5 with Above Average Abilities | ➢ Barrow Wight<br>➢ Bear (Polar)<br>➢ Crocodile (Giant)<br>➢ Fire-Breathing Dragon (Drake)<br>➢ Griffon<br>➢ Horsefly (Giant)<br>➢ Jackal Man | ➢ Nightmare<br>➢ Satyr (Piper)<br>➢ Serpent Man (Drakhaina)<br>➢ Shark (Huge)<br>➢ Spitting Snake (Giant)<br>➢ Tentacle Beast (Lesser)<br>➢ Tentacled Centipede |

| LL | Typical NPC at this LL | Classic Monsters for Consideration | Classic Monsters for Consideration |
|---|---|---|---|
| 6 | Level 5 with Magic Items | ➢ Acid Mantis (Huge)<br>➢ Ant Lion (Giant)<br>➢ Brazen Dragon (Great Wyrm)<br>➢ Brine Hag<br>➢ Bumblebee (Giant)<br>➢ Elder Thing (Lesser)<br>➢ Fanged Fish (Giant)<br>➢ Leng Spider | ➢ Lightning Dragon (Wyrm)<br>➢ Manticore<br>➢ Medusa<br>➢ Scorpion (Giant)<br>➢ Slime (Emerald)<br>➢ Stag Beetle (Giant)<br>➢ Wind Treader<br>➢ Wraith |

| | | | |
|---|---|---|---|
| 6+ | Level 6 with Average Abilities and Equipment | ➢ Basilisk<br>➢ Bear (Cave)<br>➢ Catoblepas<br>➢ Djinni<br>➢ Dragonfly (Giant)<br>➢ Fury | ➢ Hieracosphinx<br>➢ Hydra (Seven-Headed)<br>➢ Medusa (Serpentine)<br>➢ Ogre Mage<br>➢ Rakshasa<br>➢ Sabre-Toothed Tiger<br>➢ Troll |

| | | | |
|---|---|---|---|
| | | ➢ Fire-Breathing Dragon (Wyrm)<br>➢ Fire Salamandra | ➢ Wyvern |
| **LL** | **Typical NPC at this LL** | **Classic Monsters for Consideration** | **Classic Monsters for Consideration** |
| **7-** | Level 6 with Above Average Abilities | ➢ Acid Dragon (Elder Wyrm)<br>➢ Brollachan<br>➢ Chimaera<br>➢ Criosphinx<br>➢ Dream Eater<br>➢ Highland Giant<br>➢ Invisible Monster<br>➢ Lammasu<br>➢ Lesser Elemental | ➢ Lightning Dragon (Great Wyrm)<br>➢ Malebranche Devil<br>➢ Octopus (Giant)<br>➢ Polypous One (Lesser)<br>➢ Shoggoth (Lesser)<br>➢ Succubus<br>➢ Tentacle Beast (Huge)<br>➢ Troll (Giant)<br>➢ Vulture Demon |
| **7** | Level 6 with Magic Items | ➢ Argent Dragon (Great Wyrm)<br>➢ Batrachian Demon<br>➢ Brood of Xoron<br>➢ Draconian Lion Beast<br>➢ Elephant<br>➢ Emerald Hag<br>➢ Feathered Serpent<br>➢ Fire-Breathing Lizard (Giant) | ➢ Gorgonian Bull<br>➢ Gynosphinx<br>➢ Ifrit<br>➢ Lamia<br>➢ Mummy<br>➢ Rhinoceros Beetle (Giant)<br>➢ Rock Giant<br>➢ Skeletal Devil<br>➢ Two-Headed Giant |



| LL | Typical NPC at this LL | Classic Monsters for Consideration | Classic Monsters for Consideration |
|---|---|---|---|
| 7+ | Level 7 with Average Abilities and Equipment | ➢ Amber Behemoth<br>➢ Androsphinx<br>➢ Bandersnatch<br>➢ Banshee<br>➢ Beithir<br>➢ Draconian Basilisk<br>➢ Elemental<br>➢ Fire-Breathing Dragon (Great Wyrm)<br>➢ Fire Giant | ➢ Frost Dragon (Ancient Wyrm)<br>➢ Frost Giant<br>➢ Hound Demon<br>➢ Mantis (Giant)<br>➢ Shedu<br>➢ Tentacle Beast (Eldritch)<br>➢ Venomous Naga<br>➢ Wraith of the Deep |
| 8- | Level 7 with Above Average Abilities | ➢ Acid Dragon (Ancient Wyrm)<br>➢ Basilisk (Greater)<br>➢ Bestial Demon<br>➢ Entangler<br>➢ Hydra (Eleven-Headed)<br>➢ Jub-Jub Bird | ➢ Lightning Dragon (Elder Wyrm)<br>➢ Mountain Giant<br>➢ Serpentine Demoness<br>➢ Skeleton Lord<br>➢ Squid (Giant)<br>➢ Stegosaurus |
| 8 | Level 7 with Magic Items | ➢ Allosaurus<br>➢ Argent Dragon (Elder Wyrm)<br>➢ Bestial Cyclops<br>➢ Boreal Devil<br>➢ Brollachan (Trapping Floor)<br>➢ Clay Golem | ➢ Cloud Giant<br>➢ Evil Eye of Azathoth (Larval)<br>➢ Ghost<br>➢ Ifrit (Noble)<br>➢ Juggernaut<br>➢ Sacred Naga<br>➢ Triceratops |
| 8+ | Level 8 with Average Abilities and Equipment | ➢ Afanc<br>➢ Dhole<br>➢ Draconian Turtle (Very Old)<br>➢ Evil Eye of Azathoth (Lesser)<br>➢ Fir Bholg Giant<br>➢ Hydra (Fourteen-Headed) | ➢ Knight of Saigoth<br>➢ Lammasu (Greater)<br>➢ Lightning Dragon (Ancient Wyrm)<br>➢ Polypous One (Greater)<br>➢ Pyre Demon<br>➢ Twisted Giant<br>➢ Vampire<br>➢ Will-o'-Wisp |

| LL | Typical NPC at this LL | Classic Monsters for Consideration | Classic Monsters for Consideration |
|---|---|---|---|
| 9- | Level 8 with Above Average Abilities | ➢ Argent Dragon (Ancient Wyrm)<br>➢ Cave Giant<br>➢ Deva<br>➢ Diplodocus<br>➢ Evil Eye of Azathoth<br>➢ Fire-Breathing Dragon (Ancient Wyrm)<br>➢ Greater Elemental | ➢ Hydra (Sixteen-Headed)<br>➢ Jabberwock<br>➢ Lammasu (Greater)<br>➢ Megalodon<br>➢ Polar Worm (Ancient)<br>➢ Storm Giant<br>➢ Titan (Minor)<br>➢ Vampire Knight |
| 9 | Level 8 with Magic Items | ➢ Draconian Turtle (Ancient)<br>➢ Elemental Deva<br>➢ Evil Eye of Azathoth (Greater)<br>➢ Golden Dragon (Ancient)<br>➢ Great Dhole<br>➢ Greater Cyclops | ➢ Hydra (Seventeen-Headed)<br>➢ Invisible Vampire<br>➢ Stone Golem<br>➢ Time Elemental (Lesser)<br>➢ Titan (Lesser)<br>➢ Tyrannosaurus Rex<br>➢ Vampire Lord |
| 9+ | Level 9 with Average Abilities and Equipment | ➢ Chasm Fiend Devil<br>➢ Fire-Breathing Dragon (pair of Elder Wyrms with magical powers)<br>➢ Goblin Hound (Ancient)<br>➢ Noble Elemental | ➢ Skull Lich<br>➢ Titan (Greater)<br>➢ Triceratops (Huge)<br>➢ Vampiric Patriarch<br>➢ Vampiric Wizard |
| 10 | Level 10 to 12 | ➢ Angel<br>➢ Bronze Golem<br>➢ Deep One (Ancient)<br>➢ Evil Eye of Azathoth (Ancient)<br>➢ Fallen Angel<br>➢ Iron Golem<br>➢ Kraken<br>➢ Lich | ➢ Phoenix<br>➢ Rukh (Huge)<br>➢ Shedu (Greater)<br>➢ Shoggoth (Greater)<br>➢ Son of Yog-Sothoth<br>➢ Thrall of Cthulhu (Ancient)<br>➢ Titan (Ancient) |
| 11 | Level 13+ | ➢ Archangel<br>➢ Arch-Devil | ➢ Fallen Archangel<br>➢ Gargantuan Ape |

| | | | |
|---|---|---|---|
| | | ➢ Centipede Abomination<br>➢ Colossus<br>➢ Demigod<br>➢ Demon Lord<br>➢ Demon Queen<br>➢ Elemental Prince | ➢ Great Old One<br>➢ King in Yellow<br>➢ Lich (Ancient)<br>➢ Vampiric Arch-Cleric<br>➢ Vampiric Archmage |

*AHHHH! ELEVEN!!111!!!!*

# CHAPTER 10:
# GUIDANCE
# THROUGH THE LABYRINTH

Over the next 35-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. ;)

10-1

# 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.

10-2

# 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!

10-3

# 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 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.

10-4

# 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 Book 1, 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**<br>Mountains<br>(Almost impassable)<br><br>Extinct Volcano<br>Gap<br>Peaks | **THE NORTH**<br>Mountains<br>(PCs arrive here)<br>(River begins)<br>(Nasty mountains keep them moving)<br><br>Cave-Filled Mountains<br>Mudslide Mountains | **THE NORTHEAST**<br>Mountains<br>(Deadly, you morons)<br><br>Stormy Mountains |
| **THE WEST**<br>Hills<br>(Dinosaurs, turn them back)<br><br>Hilly Jungle<br>Lost World Plateau | **CENTRAL**<br>Hills, River<br>(River flows south here)<br><br>Oxbow Lake | **THE EAST**<br>Hills, a bit of Wasteland<br>(Wild card)<br><br>Badlands<br>Monadnock<br>Oasis |
| **THE SOUTHWEST**<br>Jungle<br>(You guys are really lost)<br><br>Creeks | **THE SOUTH**<br>Jungle, River<br>(River flows east here)<br><br>Strath<br>Tributary | **THE SOUTHEAST**<br>Jungle, River<br>(River ends here)<br><br>River Tidal Flat<br><br>Steam Vortex<br>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**<br>Mountains<br><br>Extinct Volcano of the Fighting Men<br><br>Lunatic's Gap<br><br>Peaks of the Unknown | **THE NORTH**<br>Mountains<br><br>Armsmen's Cave-Filled Mountains<br><br>Mudslide Mountains of the Elder Thing | **THE NORTHEAST**<br>Mountains<br><br>Hallucinatory Stormy Mountains |
| **THE WEST**<br>Hills<br><br>Grey Hilly Jungle<br><br>Forgotten Lost World Plateau | **CENTRAL**<br>Hills, River<br><br>Jeweled Oxbow Lake | **THE EAST**<br>Hills, a bit of Wasteland<br><br>Adept's Badlands<br><br>Monadnock of the Profane<br><br>Charlatan's Oasis |
| **THE SOUTHWEST**<br>Jungle<br><br>Creeks of Ill Omen | **THE SOUTH**<br>Jungle, River<br><br>Scintillating Strath<br><br>Aberrant Tributary | **THE SOUTHEAST**<br>Jungle, River<br><br>Exarch's River Tidal Flat |

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.

*An Oxbow*

- **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!

10-5

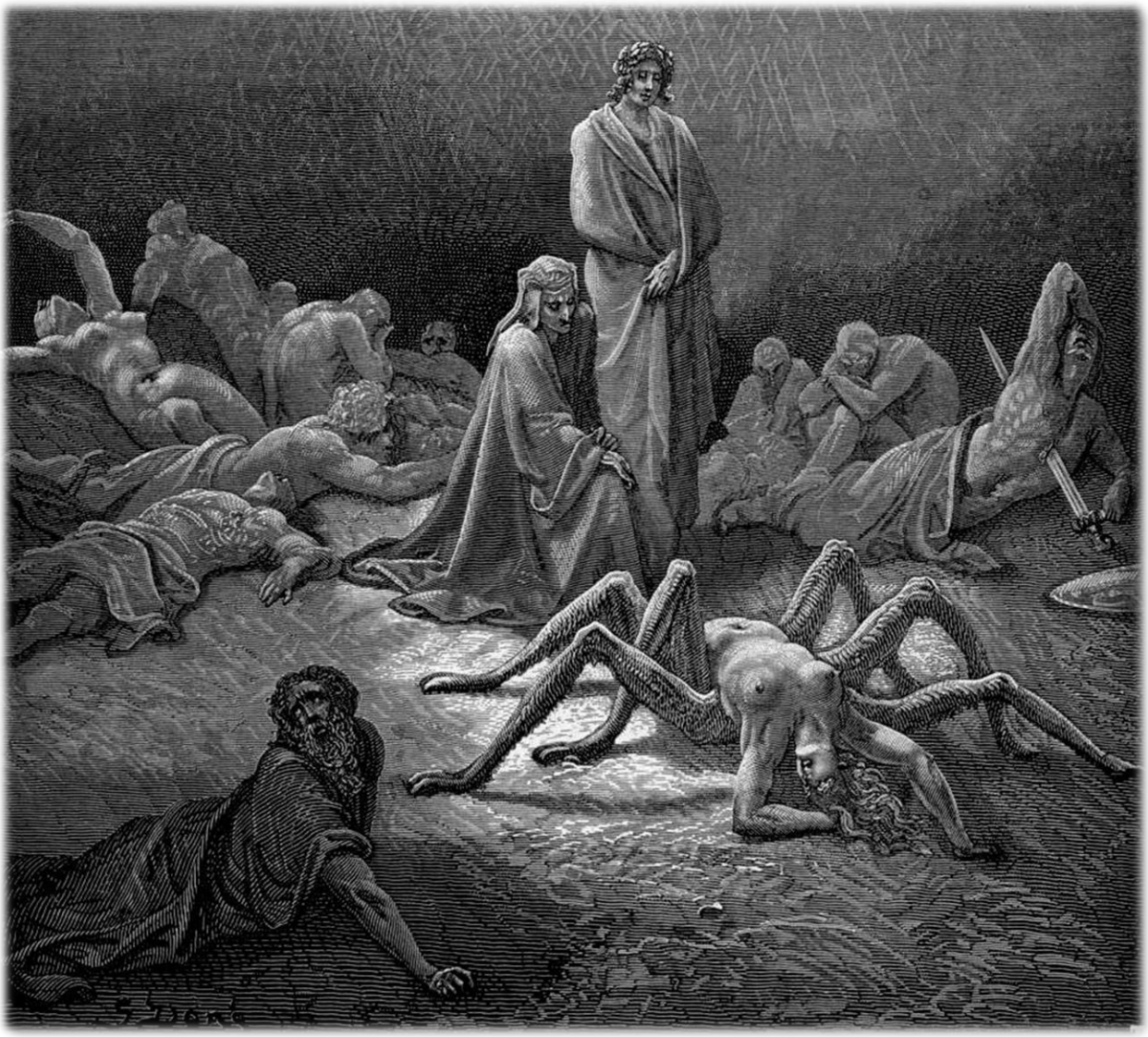
# THINGS STRANGER THAN STRANGER

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?

10-6

# 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, "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!

10-7

# 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 Book 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.) 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+) | AVERAGE MONSTERS (LL 5-, 5, 5+) | HARD MONSTERS (LL 6-, 6, 6+) |
|---|---|---|
| ➢ Giant Crab<br>➢ Crocodile<br>➢ Flightless Bird (Hatchet Beak)<br>➢ Large Lamprey<br>➢ Tribal Lizard Man<br>➢ Constrictor Snake<br>➢ Large Spider<br>➢ Beastman Warrior | ➢ Beastman (Psychic, Su)<br>➢ Giant Constrictor Snake<br>➢ Huge Dragonfly<br>➢ Enormous Leech<br>➢ Mephitic Imp (Steam)<br>➢ Acid Mantis | ➢ Giant Crocodile<br>➢ Serpent Man (Drakhaina)<br>➢ Shark (Steam Dweller?)<br>➢ Giant Spitting Snake<br>➢ Lesser Tentacle Beast |

| | | |
|---|---|---|
| ➢ Bombardier Beetle<br>➢ Giant Frog<br>➢ Giant Lizard<br>➢ Warthog<br>➢ Ape<br>➢ Flesh Grub<br>➢ Huge Spider<br>➢ Withering Fungus<br>➢ Fungus Man (Guardian)<br>➢ Mephitic Imp (Fire)<br>➢ Huge Poisonous Snake<br>➢ Serpent Man (Ekhidna)<br>➢ Ghast<br>➢ Rusting Beast<br>➢ Scorpion (Large)<br>➢ Carnivorous Ape<br>➢ Giant Wasp<br>➢ Giant Woodboring Beetle | ➢ Demonic Imp<br>➢ Doppelganger<br>➢ Giant Poisonous Snake<br>➢ Giant Spider<br>➢ Giant Venus Flytrap<br>➢ Lightning Dragon (Drake)<br>➢ Giant Pterosaur<br>➢ Huge Scorpion<br>➢ Trolghul<br>➢ Winter Wolf (Steam) | ➢ Tentacled Centipede<br>➢ Huge Acid Mantis<br>➢ Giant Fanged Fish<br>➢ Giant Scorpion<br>➢ Emerald Slime<br>➢ Giant Stag Beetle<br>➢ Catoblepas<br>➢ Giant Dragonfly<br>➢ Seven-Headed Hydra<br>➢ Troll<br>➢ Wyvern<br>➢ Invisible Monster<br>➢ Giant Octopus<br>➢ Lesser Shoggoth<br>➢ Giant Troll<br>➢ Vulture Demon (Dream)<br>➢ Emerald Hag<br>➢ Giant Rhinoceros Beetle<br>➢ Elemental (Steam, Water)<br>➢ Giant Mantis<br>➢ 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.

10-8

# 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.

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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.

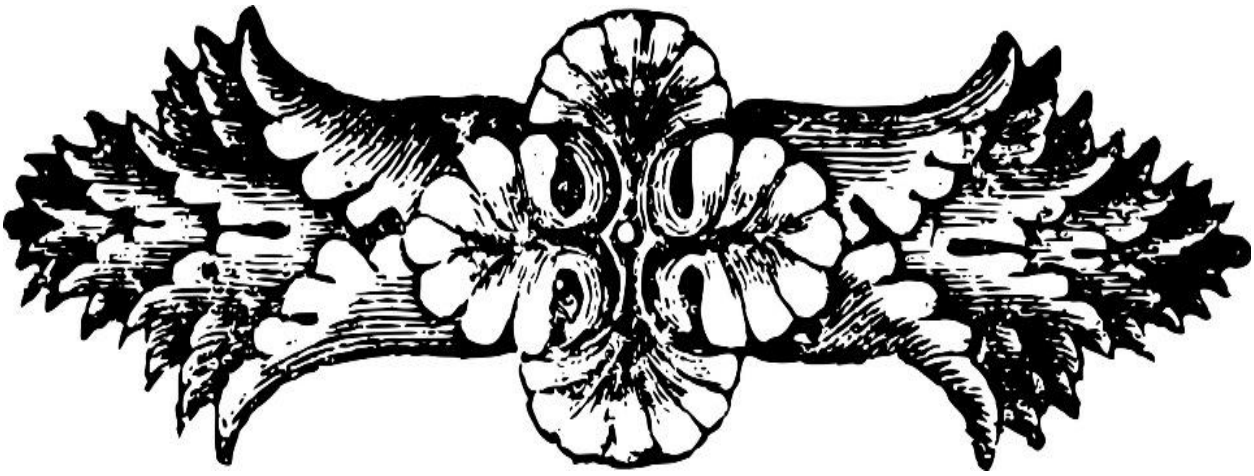
Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection 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*.



# OTHER BOOKS
# BY KENT DAVID KELLY

This book was a labor of love, and like all of my works it has been self-published. Notoriously, online vendors do not always play nicely with one another, and sadly you must know that I cannot provide you with exhaustive links to the various sites where all of my various books are sold. (And I kindly ask that you please not pirate my works, as that takes money and security away from my family.) But I can provide you with the titles, and you can go exploring on your own to discover my other works! Google is a beautiful thing.

My available books, as of spring 2017, include:

**[1] Arachne: A Pyre of Angels**

**CASTLE OLDSKULL FRPG GAMING SUPPLEMENTS**

**[2] City-State Encounters (CSE1), [3] The Classic Dungeon Design Guide, Book I (CDDG1), [4] The Classic Dungeon Design Guide, Book II (CDDG2), [5] The Classic Dungeon Design Guide, Book III (CDDG3), [6] Dungeon Delver Enhancer (DDE1), [7] Game World Generator (GWG1), [8] Oldskull Adventure Generator (GWG2), [9] The Great Dungeon Bestiary (CDDG2, prior series), [10] Mega-Dungeon Monsters & Treasure (MDMT1), [11] The Pegana Mythos (PM1), [12] Treasure Trove: The Book of Potions (TT1)**

**[13+] The Complete Alice in Wonderland**

*(and many other public domain author editions, published under the Wonderland Imprints blazon)*

**[14] Cthulhu in Wonderland**

**DUNGEON MASTER'S GUILD GAMING SUPPLEMENTS**

**[15] City State Creator I (ELD2), [16] City State Creator II (ELD3), [17] Dungeon Crucible: Random Dungeon Name Generator (DC1), [18] Guy de Gaxian's Dungeon Monsters: Level 1 (GG1), [19] Old School Dragons: Molting Wyrmlings (DR1), [20] Oldskull Rogues Gallery I (ORG1), [21] Oldskull Rogues Gallery II (ORG2), [22] 1,000 Rooms of Madness (DC2-S), [23] Random Treasure Trove Generator (RTT1), [24] Spawning Pool of the Elder Things (SP1), [25] Treasure Trove 1: Challenge 1 Treasures (TT1), [26] Treasure Trove 2: Challenge 2 Treasures (TT2), [27] Treasure Trove 3: Challenge 3 Treasures (TT3)**

**[28] From the Fire: An Epic Novel of the Nuclear Holocaust**

**HAWK & MOOR: THE UNOFFICIAL HISTORY OF DUNGEONS & DRAGONS**

**[29] Book 1: The Dragon Rises, [30] Book 1: The Dragon Rises, Deluxe Edition, [31] Book 2: The Dungeons Deep, [32] Book 2: The Dungeons Deep, Deluxe Edition, [33] Book 3: Lands and Worlds Afar, [34] Book 4: Of Demons & Fallen Idols, [35] Book 5: Age of Glory, [36] The Steam Tunnel Incident**

**THE LYRIC BOOKS OF SHADOW**

**[37] I: For the Dark Is the Light, [38] II: The Summoning of Dark Angels**

**[39] The Necronomicon: The Cthulhu Revelations**

*(Various other books are out of print, being reworked, stuck in a closet half-completed, or stuck inside my head …)*

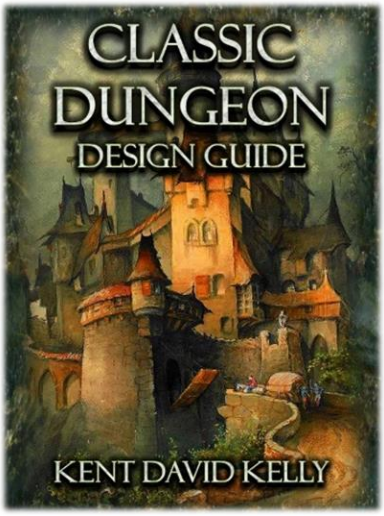
Please consider telling at least one friend about my books, and please leave me a review if you particularly enjoyed a title! Authors live and die by their reviews, and I appreciate your readership! Until next time …

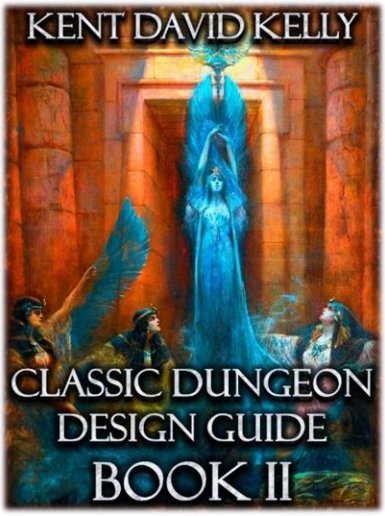
K

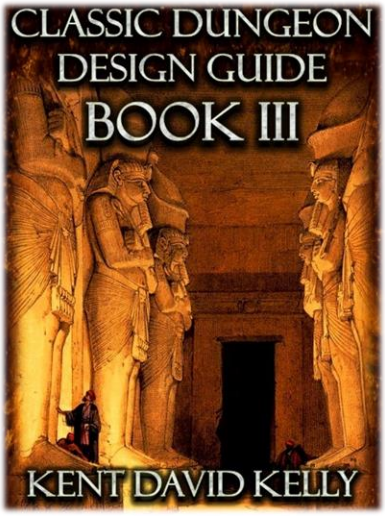
# CASTLE OLDSKULL
# OLD SCHOOL FRPG SUPPLEMENTS

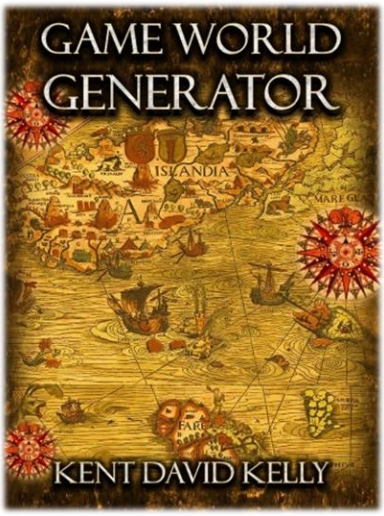
**(at DriveThruRPG.com)**

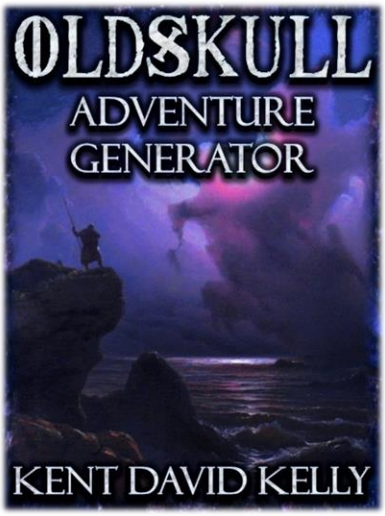
**http://www.drivethrurpg.com/browse/pub/7178/Kent-David-Kelly**

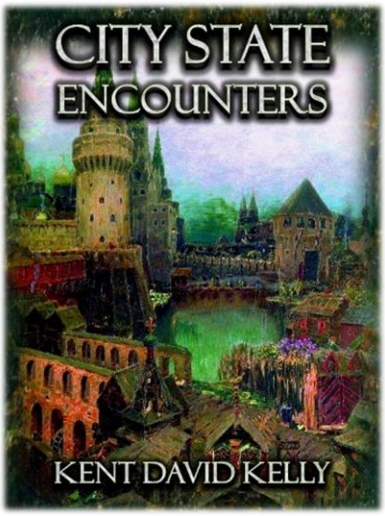


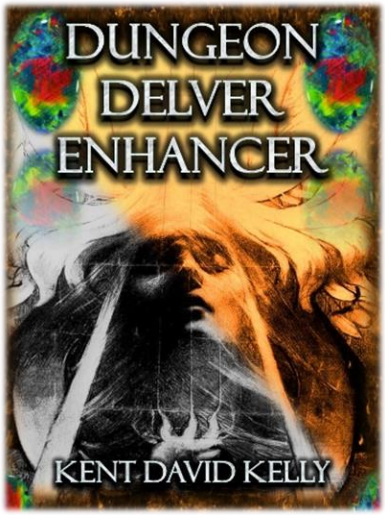



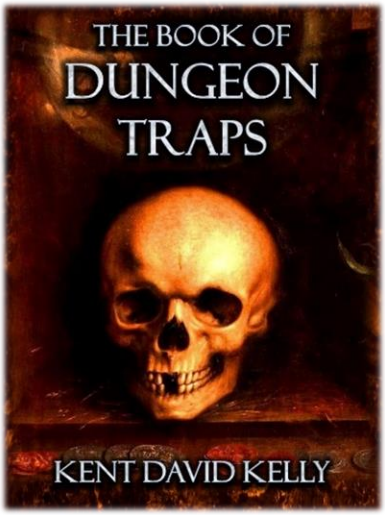



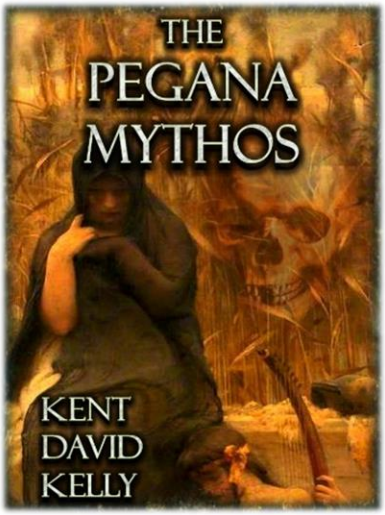






# DM'S GUILD
# 5E OSR FRPG SUPPLEMENTS

**(at DMsGuild.com)**

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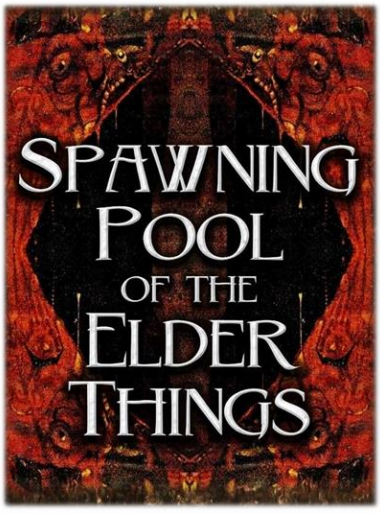


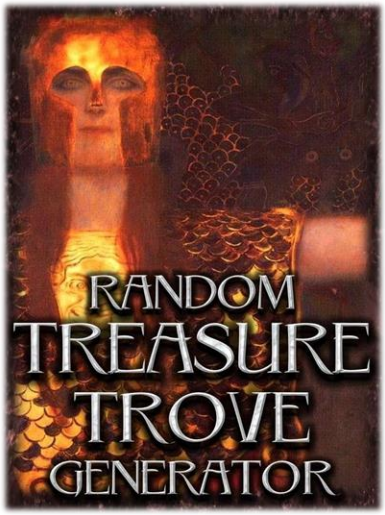


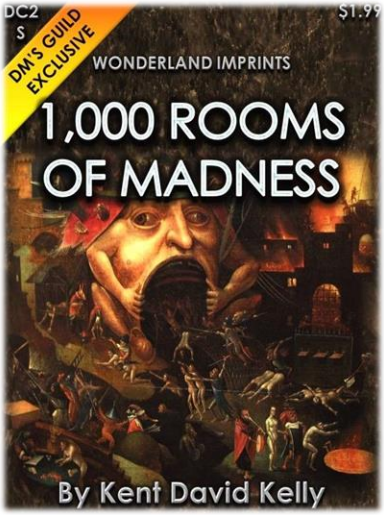

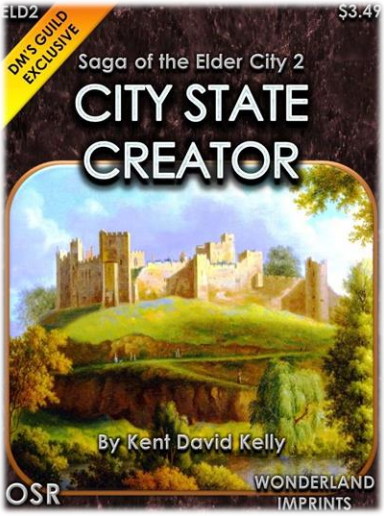
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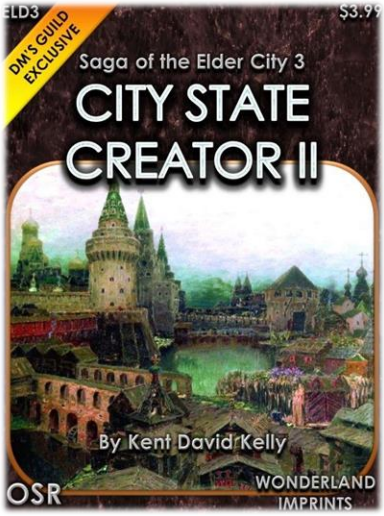
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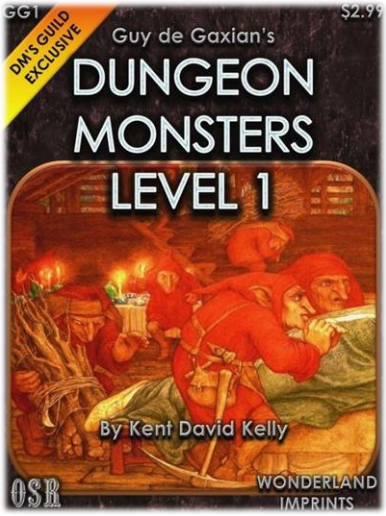
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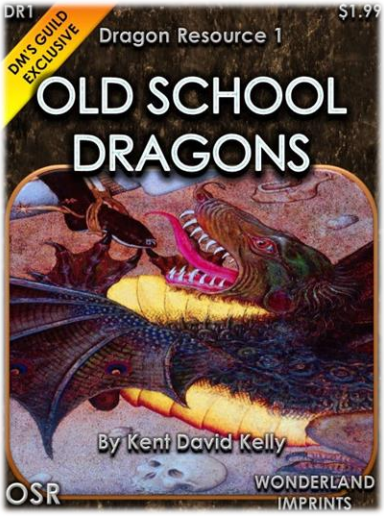
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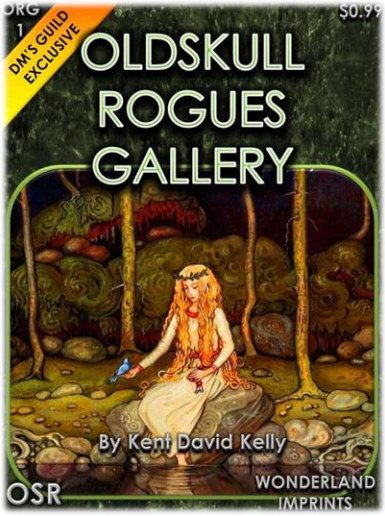
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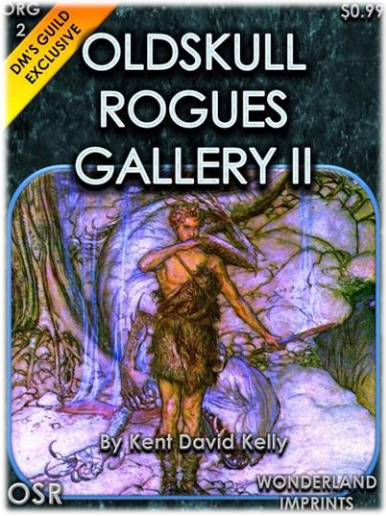
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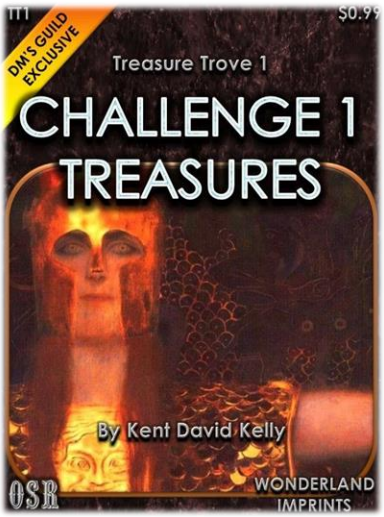
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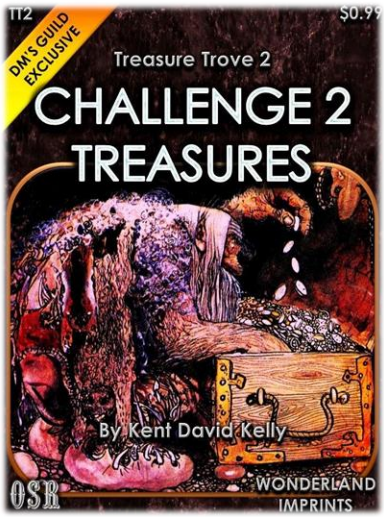
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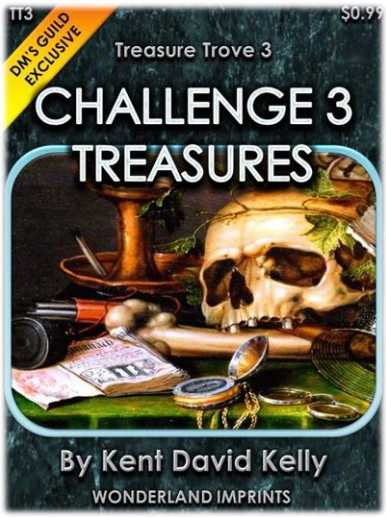
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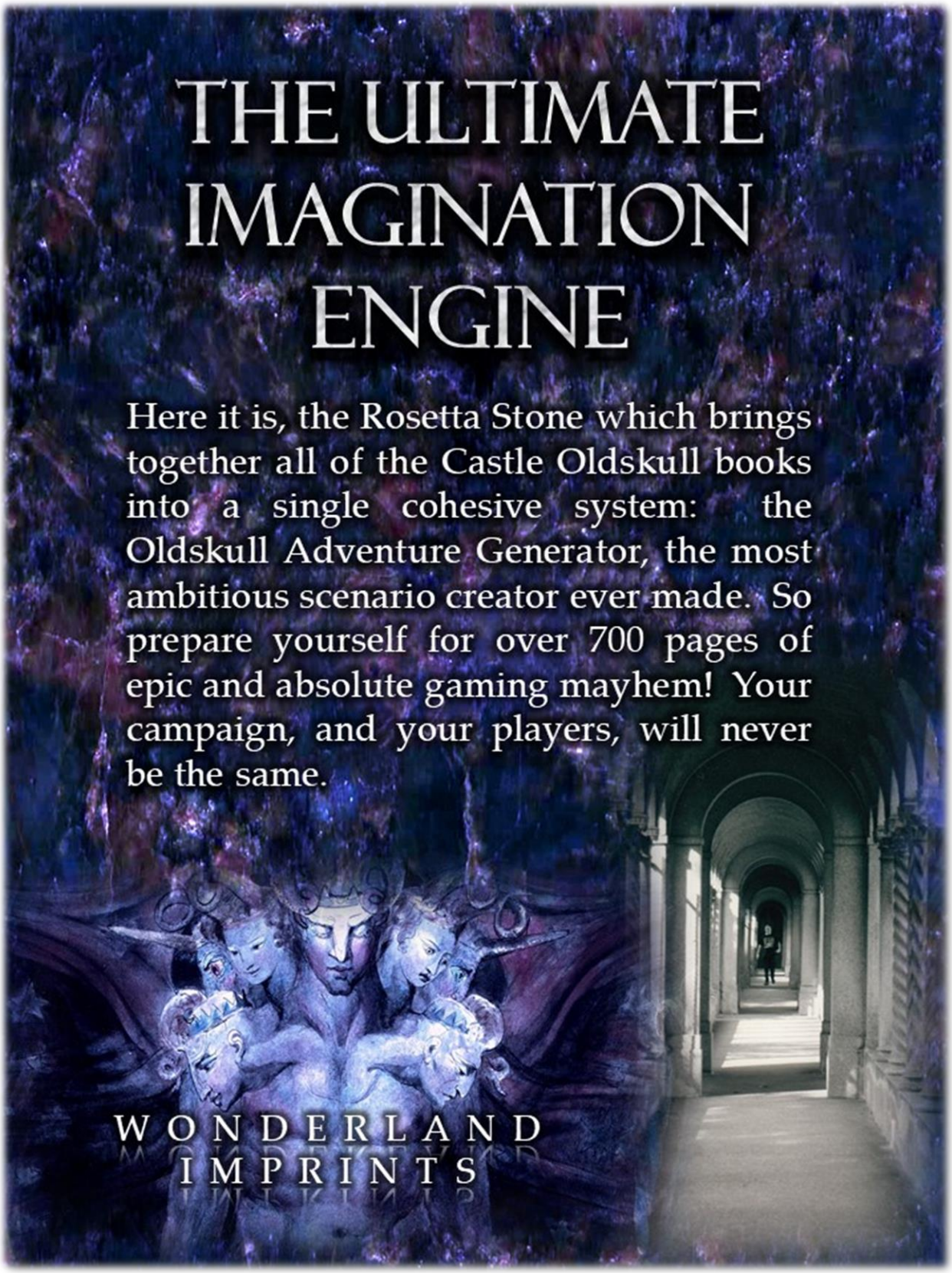
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