

STOCKING THE WILDERNESS

A procedural system for Judges running wilderness hexcrawls

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The wilderness is a dangerous place. Yes, it has dragons, giants, and purple worms. But there are more than just monsters in the wild. Traveling across these lands, an adventurer might find himself faced with a place of great natural beauty, an ancient mystery, or a horrible scene of destruction. These are not encounters with monsters, but they are nevertheless an important and interesting part of wilderness travel.

Unfortunately, *ACKS* offers the Judge no guidance on how to stock his wilderness hexes with such places. This article therefore presents a new set of Wilderness Stocking Tables that provide memorable and meaningful random events as the party travels across the land. By broadening wilderness adventures to include more than just monster encounters, the Wilderness Stocking Tables greatly reduce the frequency of uneventful days of traveling without necessarily turning the wilderness into a menagerie of monsters. We hope, as well, that these tables will fire the Judge's imagination and inspire new, bold ideas for wilderness adventuring.

HOW TO USE THE WILDERNESS STOCKING TABLES

At any time when the Judge would normally roll for a random encounter (entering a new hex, spending a day traveling, searching for lairs, etc.), the Judge should instead roll on the Wilderness Stocking Table appropriate for the terrain type. If multiple hexes or terrain types are crossed but trigger only one roll, the Judge should just select a specific hex to stock from among those crossed.

On a "Nothing" result, there is no event. On an "Encounter" result, a random encounter occurs and should be rolled for normally. On any other result, the Judge should roll on the appropriate sub-table to determine what the adventurers have come upon.

The results on the table should always be treated as suggestions, and placed in a fashion that makes sense in the context of the party, terrain, weather, time of year, and so on. For example, Valuable Terrain: Cache, when rolled in an ocean hex, may be a sunken ship, while in a Woods hex it may be a hidden bandit cache.

Time Requirements for Wilderness Activities: If the players choose to benefit from a terrain feature (gathering the loot from the cache, for example), the time can vary based on what the result was. It likely takes longer to gather up all of the useful herbs found than it does to loot an unguarded treasure chest and run. If the result does not specifically mention the time required, it should be decided by the Judge based on the conditions and activities involved. The Campaign Play rules from *Axioms* can be valuable in this regard.

WILDERNESS STOCKING TABLES BY TERRAIN TYPE

| Clear, Grass, Scrub (1d20) | | Hills, Woods, River, Ocean (1d20) | | Barren, Desert, Swamp, Jungle (1d20) | |
|----------------------------|-------------------|-----------------------------------|-------------------|--------------------------------------|-------------------|
| 1-2 | Unique Terrain | 1-2 | Unique Terrain | 1 | Unique Terrain |
| 3-7 | Dangerous Terrain | 3-6 | Dangerous Terrain | 2-4 | Dangerous Terrain |
| 8-12 | Nothing | 7-9 | Nothing | 5-7 | Nothing |
| 13-17 | Valuable Terrain | 10-13 | Valuable Terrain | 8-10 | Valuable Terrain |
| 18-20 | Encounter | 14-20 | Encounter | 11-20 | Encounter |

TREASURE TYPES BY TERRAIN

When any sub-table result directs a roll for Treasure by Terrain, roll using the treasure type indicated by this table.

| Terrain | Treasure Type |
|----------------------|---------------|
| Clear, Grass, Scrub | K |
| Hills, Barren, Swamp | N |
| Desert, Mountain | N,D |
| Woods | L,D |
| Jungle | K,C |
| River | L |
| Ocean | O |

STRUCTURES

When any sub-table result directs a roll for Structure Type, choose or roll for a result on this table.

| Roll | Dungeon Type | Roll | Dungeon Type |
|------|--------------|------|------------------|
| 1 | Aqueduct | 11 | Monument |
| 2 | Barrow mound | 12 | Mine |
| 3 | Bridge | 13 | Observatory |
| 4 | Castle | 14 | Prison |
| 5 | Colossus | 15 | Outpost |
| 6 | Cottage | 16 | Shrine/temple |
| 7 | Keep | 17 | Tomb |
| 8 | Manor | 18 | Tower |
| 9 | Mausoleum | 19 | Villa |
| 10 | Monastery | 20 | Wizard's dungeon |

VALUABLE TERRAIN

Valuable Terrain (1d12)

| | |
|----|-------------------|
| 1 | Cache |
| 2 | Food |
| 3 | Hidden Settlement |
| 4 | Monster Carcass |
| 5 | Perfect Weather |
| 6 | Resource |
| 7 | Ruin |
| 8 | Safe Haven |
| 9 | Shortcut |
| 10 | Useful Herbs |
| 11 | View |
| 12 | Double |

VALUABLE TERRAIN DESCRIPTIONS

Cache: The adventurers find a hidden stash of loot or other unguarded treasure. Roll for treasure as per the Treasure Type by Terrain table.

Food: The adventurers find an easily-accessible source of food; perhaps the adventurers found a fruit grove, a deer leapt across their path, or they stumbled upon a patch of delicious mushrooms. Regardless of the source, it offers the party 4d10 x 2 pounds of standard rations. Remember that 2 pounds of rations are sufficient to feed one person for one day. One week of rations weighs 1 stone.

Hidden Settlement: The adventurers find a hidden settlement. Roll randomly on the encounter table for the terrain to discover what type of creatures live there. Regardless of the result, the creatures will not be actively hostile. (If they are unintelligent, they may simply not mind the party's presence; if they are Chaotic, they may be hiding and just want to be left alone. The details of why this particular group is not actively hostile are left to the Judge.) A hidden settlement of intelligent creatures may be treated as a Class VI market with only half the normal number of items available (rounded up).

Monster Carcass: The adventurers find a dead monster or monsters. Roll as for a random encounter in the hex. The adventurers find the result rolled dead in their path. The corpse's age in days is 1d4 divided by the terrain movement modifier for the hex. For example, in a desert (x3/4), it is from 1.5 to 6 days old, while on a road (x3/2), it is from 16 hours to 2.5 days old. The monster may have salvageable parts, as per *Lairs & Encounters*, at the Judge's discretion.

Perfect Weather: The adventurers hit a patch of perfect weather, whatever that means for the season and location the adventurers are in. This makes their travel much easier. The adventurers may either choose to count this day's journey as a day of rest, or the adventurers may force march this day without penalty.

Resource: The adventurers find that the hex has a valuable resource in it. Increase the land value of the hex by 1, to a maximum of 9. Alternately, the adventurers may plunder the resource, gaining 10d10 loads of a trade good; if the hex is plundered, do not increase its land value. To determine what the resource is, roll randomly on the Merchandise table in *ACKS Core*. If the result is a finished good, the adventurers find the raw materials appropriate to create that good. (At the Judge's discretion, if the resource is Precious Merchandise, the land value may be increased by 2 or more points if the resource is left unplundered.) The Judge should determine the amount of time required to plunder the resource. By default, it requires one day per character per 60gp of goods to plunder resources. (If using the optional Campaign Activities rules, plundering 60gp of goods counts as a major strenuous activity.)

EXAMPLE: A hills hex has a valuable resource in it. The Judge rolls on the Merchandise table and the result is 19 – Salt. The Judge determines the hills are dotted with natural mineral salt licks. If the adventurers plunder this resource, they can get 10d10 loads of salt, each worth 100gp and weighing 80 stone. Plundering the salt will require one day per character per 60gp of salt.

Ruin: The adventurers find an abandoned, unoccupied structure of some kind. Roll 1d20 on the Structure table. The structure is damaged, but could be repaired. To find the ruin's value, roll 1d12 and add a modifier as indicated by terrain type.

| Terrain | Modifier |
|--------------------------------------|----------|
| Clear, Grass, Scrub | 0 |
| Hills, Mountains, Woods, River | +2 |
| Jungle, Swamp, Ocean, Desert, Barren | +4 |

The ruin has an initial value of 39,000 gp plus another 2,000 gp times the result of the Judge's roll. Of course, these ruins are not in pristine shape; they wouldn't be ruins if they were! The more wild and unsettled the terrain, the more likely the ruin is to be horrifically decayed. Roll 2d10 and subtract twice the terrain modifier listed above to determine what percentage of the ruin's value has survived, to a minimum of 1%. At the Judge's discretion, this value may be rounded to the nearest 5%.

EXAMPLE: The adventurers have discovered a ruin in a swamp hex. The Judge rolls 16 on the Structure table, so the ruin is a temple. To determine the temple's initial value, the Judge rolls a 3 on 1d12, and adds +4 because the temple is in a swamp, for a result of 7. Therefore the temple's initial value was 39,000 + (2,000gp x 7) = 53,000 gp. The Judge then rolls to determine the percentage of value remaining. He rolls a 13, so the temple retains $[13 - (2 \times 4)]$ 5% of its original value. The ruined temple is worth 2,650gp.

Safe Haven: The adventurers find a hidden, guarded, or otherwise especially safe location. While resting here, the adventurers will not be discovered by any random encounters, though the adventurers may be followed into the redoubt if they attempt to escape into it.

Shortcut: The adventurers find a shortcut. Draw a line from the face of the hex the adventurers entered the hex from, to the face of the hex the adventurers leave through, along the direction of their travel. When traveling between these faces, the adventurers may treat the hex as having no modifier to travel speed. If the hex's terrain already gave no modifier, the adventurers may treat it as a road instead. (At the Judge's discretion, to simplify, these effects may be applied when traveling through the hex in any direction instead of only along their original axis of travel.)

Useful Herbs: The adventurers find a place where useful herbs grow. Roll on the useful herbs table, below, to determine what the adventurers found. A character with Naturalism proficiency throw (or another appropriate proficiency) can identify the find with a proficiency throw of 11+. If correctly identified, the herbs can be harvested. There will be 2d100 lbs of herbs. Harvesting the herbs takes 1 turn per 5 lbs. (If using the optional Campaign Activities rules, harvesting 180 lbs of herbs counts as a major strenuous activity, e.g. 180 lbs in 6 hours.) Each pound counts as one item for encumbrance purposes.

View: The adventurers find a place with a fantastic view of the surrounding terrain. In addition to being an exemplar of natural beauty, it offers an excellent strategic command post. If an army enters mass combat while controlling the viewpoint, each commander in the army gains a bonus to their Strategic Ability. The Judge may choose a bonus or roll 1d3.

Double: Roll twice on this table. If either or both rolls are 'double', again, roll on Unique Terrain instead. If neither reroll is 'double', the adventurers find both indicated valuable terrain pieces. (The adventurers cannot find one Unique and one Valuable. For instance, if the rerolls are 12 and 3, you find only a piece of unique terrain, not a piece of unique terrain and a cache.)

Useful Herbs (1d12*)

| | |
|----|-------------|
| 1 | Belladonna |
| 2 | Birthwort |
| 3 | Comfrey |
| 4 | Garlic |
| 5 | Goldenrod |
| 6 | Wolfsbane |
| 7 | Woundwort |
| 8 | Aloe |
| 9 | Bitterwood |
| 10 | Horsetail |
| 11 | Lungwort |
| 12 | Willow-bark |

*if not using the Heroic Fantasy Handbook, roll 1d8 and reroll rolls of 8 instead

DANGEROUS TERRAIN

Dangerous Terrain (1d12)

| | |
|----|---------------------|
| 1 | Enshrouding Terrain |
| 2 | Fearful Despoiling |
| 3 | Foul Water |
| 4 | Foul Weather |
| 5 | Plague |
| 6 | Poison |
| 7 | Quagmire |
| 8 | Snare |
| 9 | Spoilage |
| 10 | Trap |
| 11 | Wasteland |
| 12 | Double |

DANGEROUS TERRAIN DESCRIPTIONS

Enshrouding Terrain: The adventurers locate terrain that makes it very difficult to see what is going on, such as a deep valley surrounded on all sides by forest. An army that enters mass combat while positioned in the enshrouding terrain is in trouble. Each commander in such an army suffers a penalty to their Strategic Ability. The Judge may choose the penalty or roll 1d3. In addition, each commander in the army suffers a penalty to their Leadership Ability, again chosen or rolled on 1d3. The penalties may be identical or different. (Of course, if the adventurers ambush an enemy while they travel through the area, it is they that would suffer the penalties!)

Fearful Despoiling: Roll once on the Valuable Terrain table. The adventurers find that result, but despoiled, desecrated, or otherwise destroyed. This calamity is fearful enough to necessitate a Morale roll for followers (but not for henchmen); see table.

Flee: The affected followers drop whatever they were holding and flee immediately in a panic.

Tender resignation: The affected followers immediately tender their resignation, but continue to serve until they have a safe opportunity to leave.

No effect: The affected followers are shaken, but recover.

Renewed zeal: The affected followers harden themselves against this kind of shock, and automatically succeed on their next morale roll during this expedition.

Filled with fire: The affected followers take this as a personal crusade, and automatically succeed on all morale rolls made during this expedition.

(Note: The exact duration of an expedition is left to the Judge's discretion; but generally, it lasts until the followers are somewhere they feel that they could safely remain if they chose to.)

Foul Water: The adventurers are unable to find any water that is safe to drink on their day's journey. Unless the expedition carried water with it, the adventurers begin to suffer the penalties of dehydration. Foul water is rarely confined to only a single place; until a member of the party succeeds on a hunting or foraging proficiency throw on a subsequent day (or it rains), the adventurers remain unable to find any safe water.

| Roll | Result |
|------|---------------------|
| 2- | Flee. |
| 3-5 | Tender resignation. |
| 6-8 | No effect. |
| 9-11 | Renewed zeal. |
| 12+ | Filled with fire. |

Foul Weather: The weather is foul, whatever that means for the season and terrain the adventurers are in. Foul weather causes the adventurers to move at most at half speed for 1d6 days. If this result is rolled again before the previous foul weather expires, the weather becomes even worse for the overlapping duration. At the Judge's discretion, depending on the season and terrain, the weather may totally stop the adventurers or may be dangerous (such as a blizzard). Rolling this result multiple times can create truly life-threatening weather such as ice storms, nor'easters, hurricanes, and monsoons.

Plague: The party is exposed to a disease of some sort. When this occurs, the type of disease is determined with a roll of 1d100 on the Disease Type table. Subtract 10 if the party is in a swamp or jungle hex, and add 10 if the party is in a clear, grass, or scrublands hex. Once the disease is identified, each 30 followers, each henchman, and each adventurer must then make a saving throw versus Death against the disease. Certain diseases, being less acute, offer a saving throw bonus.

If the saving throw succeeds, the character(s) avoid any serious illness. If the saving throw fails, the character(s) become diseased for the listed duration. Diseased characters cannot move or fight.

At the end of the duration, diseased characters either recover or die. If the saving throw failed on a roll of natural 1, or by the amount noted on the Disease Type table, the diseased characters expire from the illness. Otherwise, the diseased characters recover. Saving throws for NPCs should be made secretly by the Judge, so the adventurers are unaware of whether their followers and henchmen will recover.

| Disease Type | | | | |
|--------------|---------------|------------|-----------|------------------|
| Die Roll | Disease Type | Save Bonus | Duration | Death |
| 5 - | Plague | 0 | 1d8 days | Failed by 6+ |
| 6-15 | Putrid Fever | 0 | 2 weeks | Failed by 7+ |
| 16-30 | Spotted Pox | +1 | 3 weeks | Failed by 8+ |
| 31-50 | Bilious Fever | +2 | 4 weeks | Failed by 8+ |
| 51-75 | Ague | +3 | 1d4 weeks | Failed by 10+ |
| 76+ | Bloody Flux | +4 | 1 week | Rolled Natural 1 |

EXAMPLE: A party of four 4th level fighters – Artur, Balbus, Corvic, and Decimus – have just entered a jungle hex when a plague event is rolled. The Judge rolls 1d100 on the Disease Type table and gets a 20; subtracting 10, because the party is in a jungle hex, the result is 10, so the disease is putrid fever. Each character must make a saving throw versus Death. All four have a target value of 12+. Artur rolls a 14 and avoids the illness. Balbus rolls a 10. He is diseased for two weeks, but then recovers. Corvic rolls a natural 1. He is diseased for two weeks, then dies (since he rolled a natural 1 on the save). Decimus rolls a 4. He is diseased for two weeks, then dies (since he failed the save by 7 or more).

Poison: The adventurers find something poisonous. Roll on the Poisons table to determine what type of poison was found in what quantity. The poison may be disguised, and appear to be useful herbs or other valuable commodity. A character with Naturalism proficiency throw (or another appropriate proficiency) can identify the find with a proficiency throw of 11+. However, if the find is probed without proper caution, the adventurer is exposed to the poison and must succeed on a saving throw vs. Poison or suffer its effects.

If correctly identified, the poison can be harvested. Harvesting poison properly requires a Naturalism proficiency throw for a plant toxin and an Animal Husbandry proficiency throw for a creature venom. In either case, the required target value is listed on the table below. On a roll of a natural 1, the gatherer has been exposed to the poison, and must succeed on a saving throw v. Poison or suffer its effects. Harvesting the poison takes 1 turn per dose. (If using the optional Campaign Activities rules, harvesting 6 doses of poison counts as a minor strenuous activity.) Doubling the harvest time increases the proficiency throw by +4, tripling it increases the proficiency throw by +8. Each dose harvested counts as one item for encumbrance purposes.

Quagmire: The adventurers run across some sort of terrain that delays their travel, such as fallen trees, a wildfire off in the distance, or even a literal quagmire. Whatever the reason, the adventurers make no further progress today, and move at half speed the next day.

Snare: The adventurers find a trap intended to catch, rather than kill. Determine the trap as if it were a dungeon of level 5 (that is, very effective). 25% of snares guard treasure; if this snare guards treasure, determine the treasure type as per Cache by consulting the Treasure Type by Terrain table.

Spoilage: Some event or terrain feature (a wagon throwing an axle, a horse throwing a hoof, a bag falling into the swamp, etc.) causes the adventurers to lose stored rations. Their expedition loses 1d8*5% of its stored rations.

Trap: The adventurers find a deadly trap of some kind. Determine the trap as if it were a dungeon of level 5 (which is to say extraordinarily fatal). 25% of deadly traps guard treasure; if this trap guards treasure, determine the treasure type by consulting the Treasure Type by Terrain table.

Wasteland: The hex is dead and barren. Reduce its Land Value by 1, to a minimum of 3. This result stacks if rolled multiple times in the same hex.

Double: Roll twice on this table. If either or both rolls are 'double', again, roll on Unique Terrain instead. If neither reroll is 'double', the adventurers find both indicated dangerous terrain pieces. The adventurers cannot find one Unique and one Dangerous. For instance, if the rerolls are 12 and 3, the adventurers find only a piece of unique terrain, not a piece of unique terrain and a quagmire.)

| (1d20) | Poison | Target |
|--------|---------------------------------------|--------|
| 1 | 3d10 doses of yew | 4+ |
| 2 | 3d10 doses of pit viper venom | 11+ |
| 3 | 4d6 doses of hellebore | 8+ |
| 4 | 4d6 doses of hemlock | 8+ |
| 5 | 2d10 doses of giant killer bee venom | 11+ |
| 6 | 2d10 doses of carcass scavenger venom | 11+ |
| 7 | 3d6 doses of foxglove | 14+ |
| 8 | 3d6 doses of sea snake venom | 11+ |
| 9 | 3d6 doses of giant black widow venom | 11+ |
| 10 | 3d6 doses of giant rattlesnake venom | 11+ |
| 11 | 2d6+1 doses of belladonna | 11+ |
| 12 | 2d6+1 doses of henbane | 8+ |
| 13 | 2d6+1 doses of wolfsbane | 11+ |
| 14 | 2d6+1 doses of giant tarantula venom | 11+ |
| 15 | 2d6+1 doses of giant scorpion venom | 11+ |
| 16 | 2d4 doses of rockfish venom | 11+ |
| 17 | 2d4 doses of wyvern venom | 11+ |
| 18 | 1d3 doses of curare | 20+ |
| 19 | 1d3 doses of purple worm venom | 11+ |
| 20 | 1d3 doses of dragon blood | 11+ |

UNIQUE TERRAIN

Unique Terrain (1d12)

| | |
|----|------------------|
| 1 | Complex Map |
| 2 | Curse |
| 3 | Empowering Place |
| 4 | Lesser Terrain |
| 5 | Magical Place |
| 6 | Magical Resource |
| 7 | Monstrous Shadow |
| 8 | Place of Power |
| 9 | Portal |
| 10 | Relic |
| 11 | Truly Unique |
| 12 | Double |

UNIQUE TERRAIN DESCRIPTIONS

Complex Map: The adventurers find a location that is in itself a treasure map. An example might look similar to Stonehenge. It can be difficult to decipher the map, or even to learn that it is a map at all. If deciphered, it leads to a treasure. The treasure is 1 hex away per 1,000 gp value (the Judge may use the average value and roll the actual contents of the treasure later). Roll 1d6 to determine the treasure type the map points to.

| Roll (1d6) | Treasure Type | Average Value |
|------------|---------------|-------------------------|
| 1 | K | 5,000 gp average value |
| 2 | L, J | 10,000 gp average value |
| 3 | P | 17,000 gp average value |
| 4 | Q | 22,000 gp average value |
| 5 | Ox2 | 24,000 gp average value |
| 6 | Q, N | 31,000 gp average value |

Curse: The adventurers find a cursed place or object. Roll on the Curse table to get some idea of what sort of curse has been found, and how it may affect the party. Some of the curses on the Curse table reflect their transmission or methodology, while others suggest what penalty the curse inflicts. If a penalty is not suggested, use the Bestow Curse spell as a starting point, or use any curse the Judge has in mind.

Curse (1d10)

| | |
|----|---|
| 1 | <i>Infectious:</i> The curse is infectious in some fashion. |
| 2 | <i>Transformational:</i> The curse transforms its victims. |
| 3 | <i>Intermittent:</i> The curse applies only at specific times. |
| 4 | <i>Devastating:</i> The effect of the curse is greater than normal. |
| 5 | <i>Horriifying:</i> The curse makes the victim fearsome to their allies. |
| 6 | <i>Confusing:</i> The curse affects the victim's thought patterns. |
| 7 | <i>Forgetful:</i> The curse affects the victim's memory. |
| 8 | <i>Enfeebling:</i> The curse affects the victim's physical attributes. |
| 9 | <i>Locational:</i> The curse affects the location, rather than specific victims. |
| 10 | <i>Object:</i> The curse is tied to an object, and affects its bearers or wielders. |

Empowering Place: The adventurers find a place capable of temporarily empowering non-magical items with the powers of a magical item. Choose or roll a magic item that the place is capable of duplicating, then choose a method by which the terrain can deliver this power. (For example, a cliff might empower the boots of someone who leaps off it with the powers of boots of levitation.) Only a non-magical item may be empowered, and only one such item may be empowered at a time. The empowered item will serve as the magical item for 1d6 days, but will then be destroyed. (It does not merely become nonmagical; the physical item is destroyed.) If desired, the Judge can roll on the Structure table when placing an empowering place.

Lesser Terrain: The adventurers find something that appears unique at first, but turns out not to be. Roll on the Valuable or Dangerous terrain tables instead (50% chance of either). The terrain found will appear more fantastic than usual, but will function as normal.

Magical Place: The adventurers find a place that is capable of duplicating the effect of a spell of some kind. Choose or roll the source of the magic (arcane, divine, eldritch, etc.), then choose or roll a spell from their spell list. Unless the Judge wishes to choose something, a good default is to roll as if it were a scroll found. Then choose a method by which this place can duplicate the spell. For example, a pool may cast Cure Light Wounds on anyone who bathes in it under the moonlight. The place is capable of creating the spell effect with a frequency determined by the level of spell, but never more often than once per day per target.

- 1st level: 5/day
- 2nd level: 3/day
- 3rd level: 1/day
- 4th level: 1/week
- 5th level: 1/month
- 6th level: 1/year
- 7th level and higher: 1/decade or longer. (Ritual spells do not normally appear at these locations, but this suggested frequency is included should the Judge decide to place one.)

If desired, the Judge can roll on the Structure table when placing a magical place.

Magical Resource: The adventurers find a naturally-occurring magical resource. Treat as a special component or magical compound of the Judge's choice (or roll on the encounter table to find out what creature it counts as a component from). The magical resource does *not* require metamphora to store. It weighs 1 stone per 10 gp value and the adventurers find an amount worth 3d6 x 1,000gp. If the party returns later, they will find that more has grown; the Judge may assign a growth rate (a reasonable average is approximately 33 months to restore the full amount) or reroll its value.

Monstrous Shadow: A nearby terrible monster casts a shadow over the area (or brightens the area, if the monster is Lawful). Roll a random encounter for the terrain to determine the type of terrible monster. If the encounter includes multiple monsters, only one of them is the terrible monster, and it leads the others. The terrible monster is always in a lair - even if its type does not normally make lairs. If the terrible monster has less than 11 HD, increase its HD to 11 as a result of the powers it has been infused with. For each HD of increase, the monster's AC improves by ½ and the monster deals an average of 2 hp more damage divided among all its attacks. Increase the monster's size by one category, to a minimum of Large (ogre-sized). If its alignment is Neutral, change it to Chaotic. The terrible monster's lair is a shadowed (minor) sinkhole of evil (or equivalent pinnacle of good, if Lawful). If it is slain, the sinkhole of evil (or pinnacle of good) will disperse in 1d4 days. The creature rarely goes far from its lair, but otherwise acts as normal for a creature of its type. The lair will have normal treasure for the monster's type, plus additional treasure by terrain type.

EXAMPLE: When the adventurers enter a mountains hex, the Judge rolls a Monstrous Shadow result. He refers to the random encounter table for mountains terrain, and rolls a result of flyer/wyvern. Wyverns are encountered in aeries of 1d6, so he rolls 1d6 to determine the number of wyverns present. The result is 3, so three wyverns are present, one of which is the terrible monster. Wyverns are 7 HD monsters, so the terrible wyvern is increased to 11 HD. It gains a +2 bonus to AC (from 6 to 8) and adds 8 additional points of damage across its two attacks; the Judge decides its talons deal 3d8/3d8 rather than 2d8/2d8. The terrible wyvern's aerie has treasure type M (typical for wyverns) plus N, D (from the Treasure Type by Terrain table).

Place of Power: The adventurers find a place of power of some kind. Roll to determine the type and power.

Type (1d10)

| | |
|-----|----------------------------|
| 1-4 | Sinkhole of evil |
| 5-6 | Pinnacle of good |
| 7 | Aerie of elemental air |
| 8 | Edifice of elemental earth |
| 9 | Furnace of elemental fire |
| 10 | Well of elemental water |

Power (1d12)

| | |
|-------------|-------------------------------------|
| 1-11 | Minor |
| 12 | Roll again on the Major Power Table |

Major Power Table (1d12)

| | |
|-------------|---------|
| 1-11 | Major |
| 12 | Supreme |

If desired, the Judge can roll on the Structure table when placing a place of power.

Portal: The adventurers find a portal linking two locations. The portal may transfer only sensory information (sight and/or sound), or may allow travel through it. The portal may be always active, or may be limited in some fashion (such as functioning only during an eclipse). A portal that allows travel is always limited in some fashion (though a portal may be always active for sight and/or sound, but allow travel only in limited circumstances). The Judge should choose a location for the other end of the portal that is appropriate for his setting. Note that the two ends of the portal may have different conditions for when they activate – for instance, one end might activate during a lunar eclipse while the other end activates during a solar eclipse – and the other end is not guaranteed to be a safe destination, making travel through an unknown portal extremely dangerous. At the Judge's discretion, the portal link may manifest in other ways than an actual portal (such as treating the two locations as the same for the purposes of spellcasting range).

Relic: The adventurers find a relic of a time long gone. The relic is not necessarily magical, but is valuable. Roll as for a Regalia (1d100+80 on Jewelry table in ACKS Core) to determine its value. 10% of relics are also magical (choose or roll a magic item); of those that are magical, 10% are cursed (Judge's choice).

Truly Unique: The adventurers find something truly unique. This category is a catch-all for anything the Judge wishes to place in this hex (usually something they saw in another source and thought was awesome). If the Judge justifiably feels that the point of a random table is to keep from having to invent things whole cloth like this, choose another result or reroll!

Double: Roll twice and combine the results, which may be a single terrain feature with two powers or two different terrain features, at the Judge's discretion. If the result is rolled again, ignore it and reroll (there cannot be more than two Unique effects in a hex).