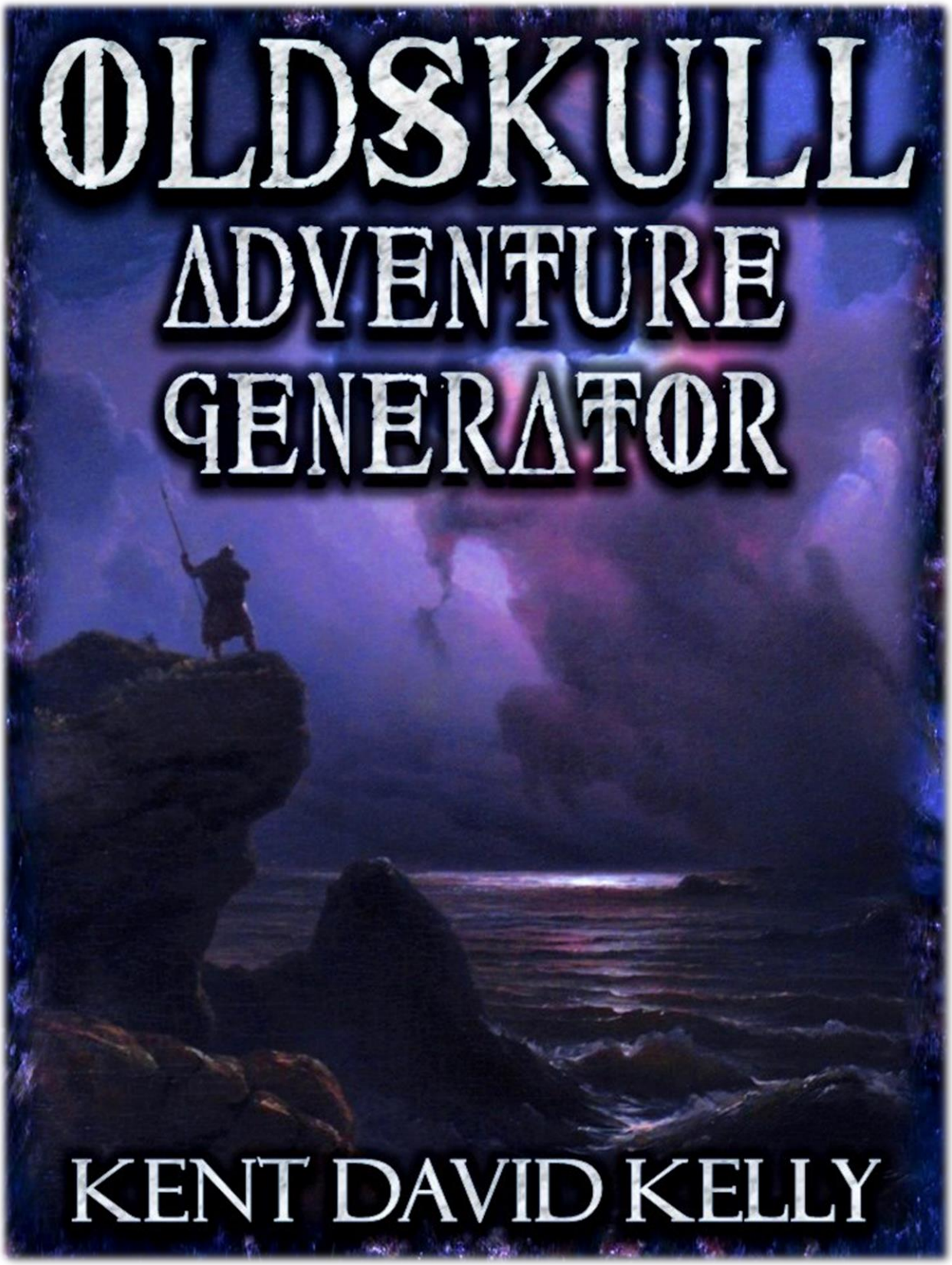
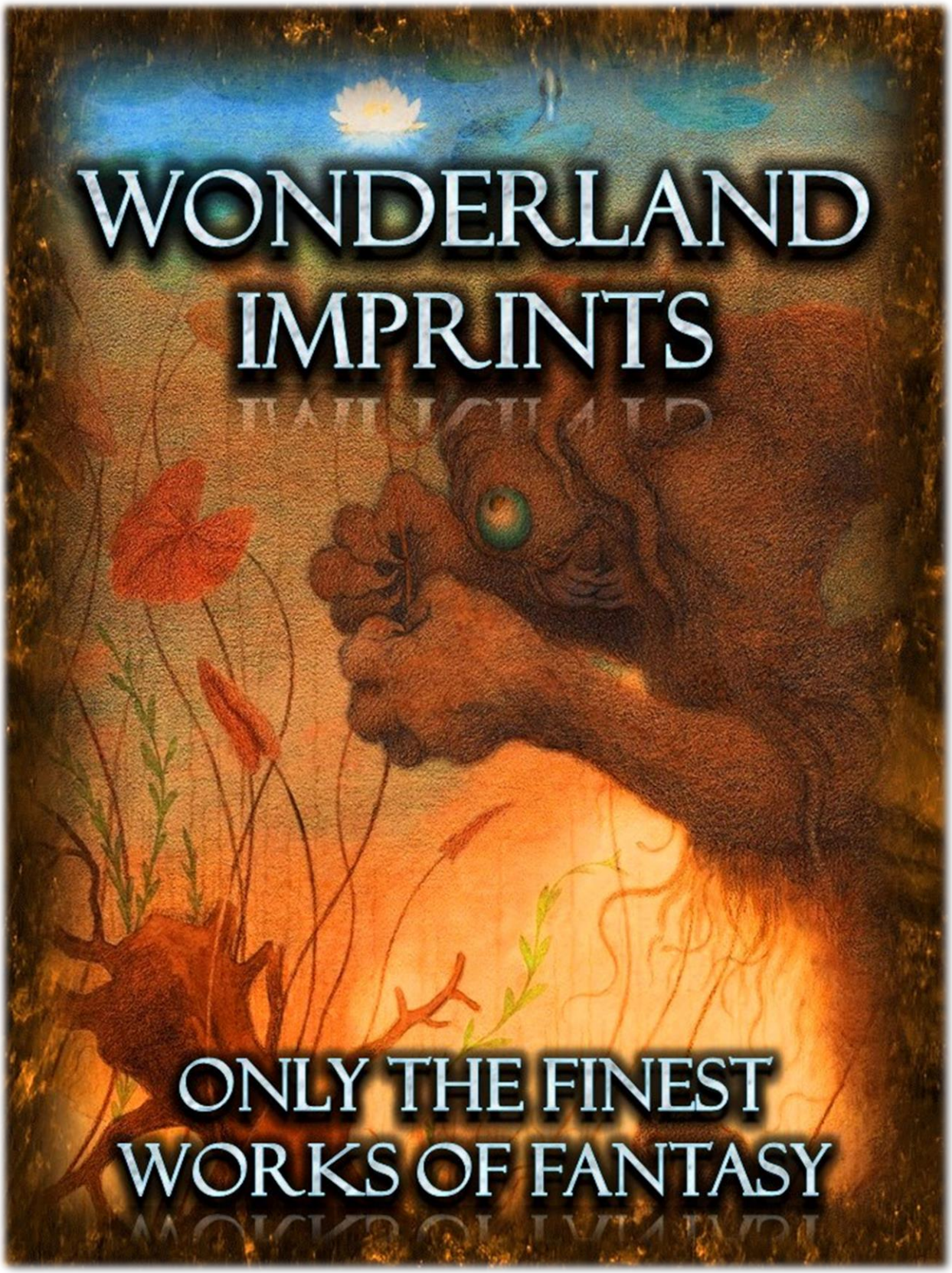
OLDSKULL

ADVENTURE GENERATOR



KENT DAVID KELLY


WONDERLAND
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ONLY THE FINEST
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CASTLE OLDSKULL

FANTASY ROLE-PLAYING SUPPLEMENT
GWG2

OLDSKULL ADVENTURE GENERATOR

BY
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(DARKSERAPHIM)

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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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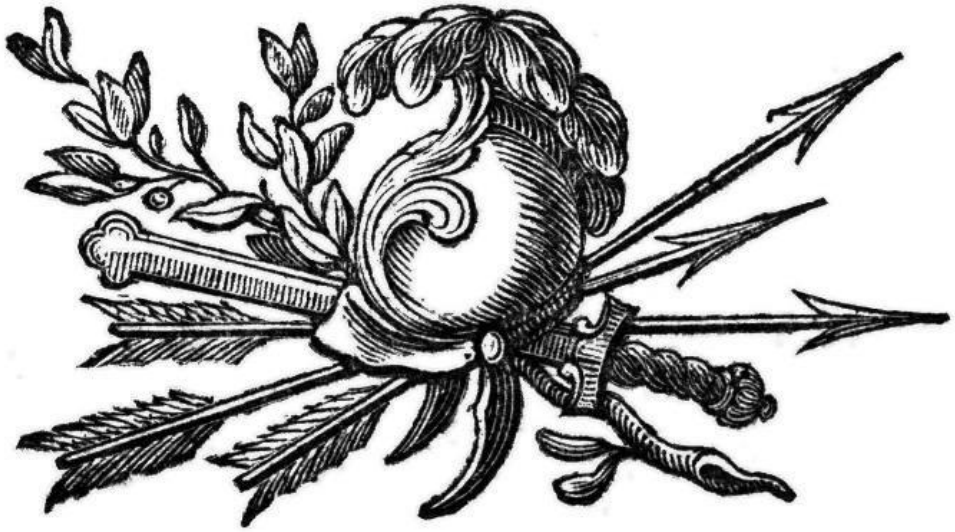

DEDICATION

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.)

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

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

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

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

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

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

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

CHAPTER 2:
CONCEIVING THE ADVENTURE

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.

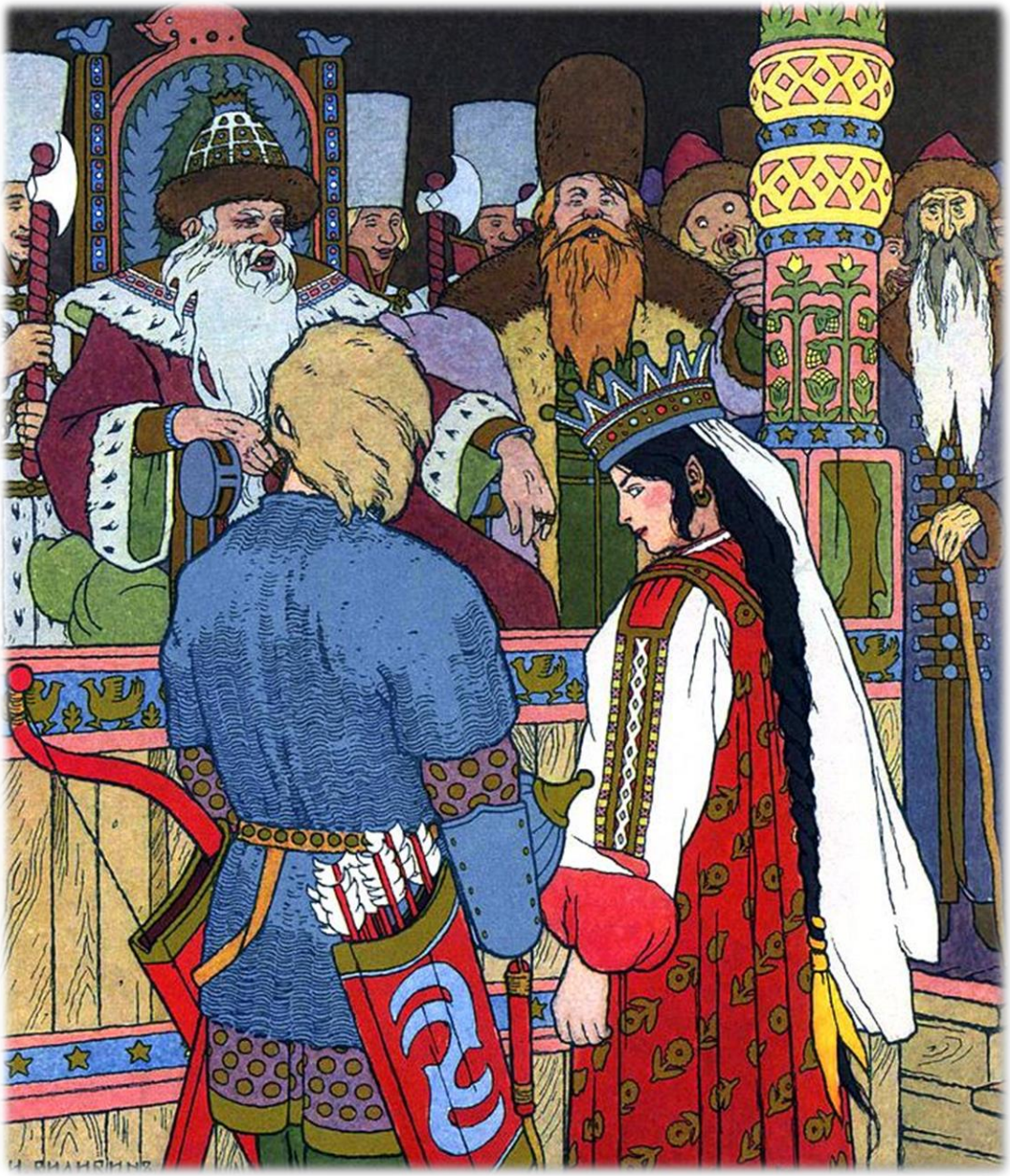


Table GWG2-5:

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.

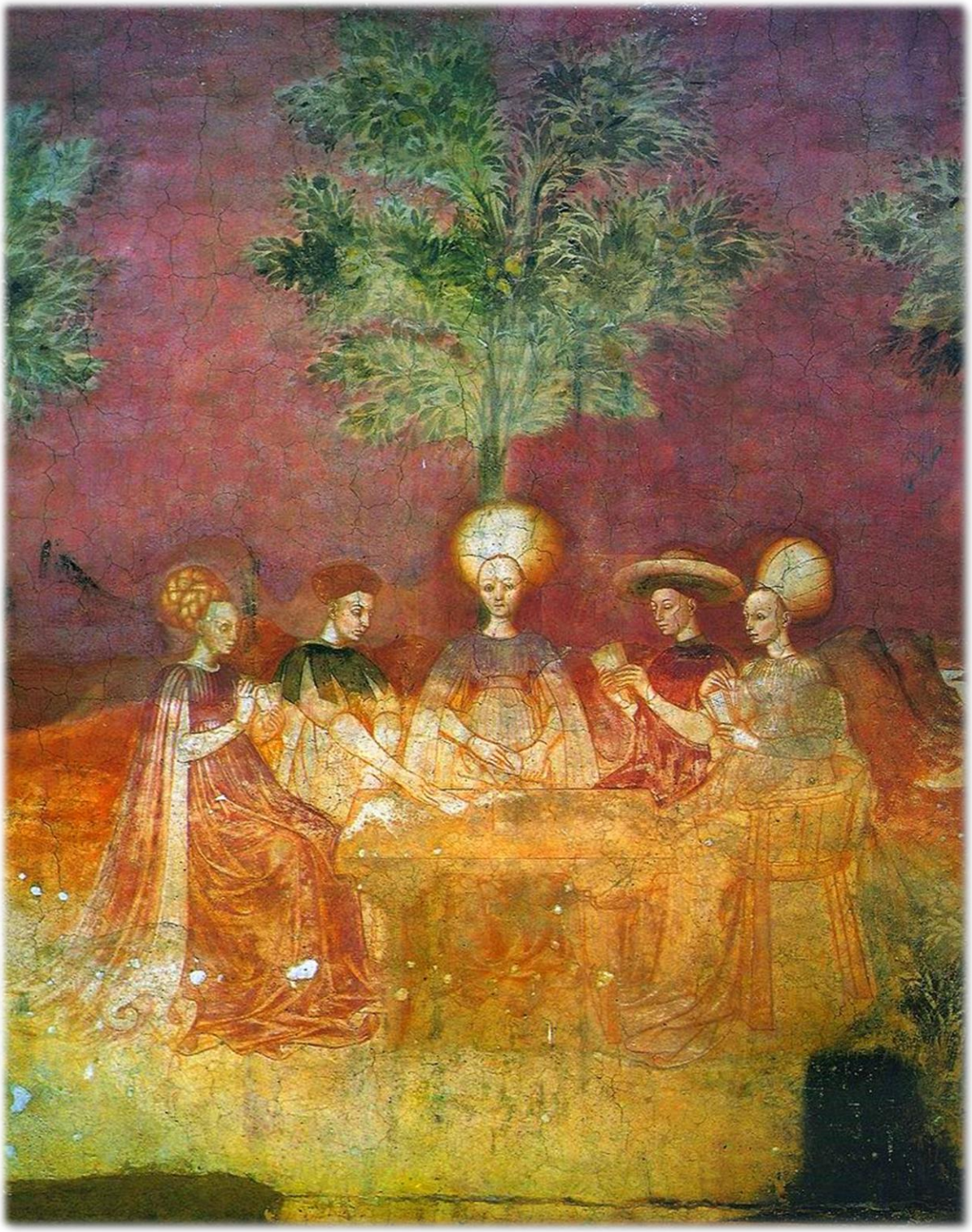


Table GWG2-6:

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) 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 10) ➢ [3] Established (level 11) ➢ [4] Esteemed (level 12) ➢ [5] Venerated (level 13) ➢ [6] Powerful (level 14)
060 to 062	Archduke / Archduchess	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: ➢ [1-2] Recognized (level 14) ➢ [3] Established (level 15) ➢ [4] Esteemed (level 16) ➢ [5] Venerated (level 17) ➢ [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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 9) ➢ [3] Established (level 10) ➢ [4] Esteemed (level 11) ➢ [5] Venerated (level 12) ➢ [6] Powerful (level 13)
112 to 114	Baronet	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: ➢ [1-2] Recognized (level 8) ➢ [3] Established (level 9) ➢ [4] Esteemed (level 10) ➢ [5] Venerated (level 11) ➢ [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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 9)

		➢ [3] Established (level 10) ➢ [4] Esteemed (level 11) ➢ [5] Venerated (level 12) ➢ [6] Powerful (level 13)
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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 10) ➢ [3] Established (level 11) ➢ [4] Esteemed (level 12) ➢ [5] Venerated (level 13) ➢ [6] Powerful (level 14)
C IS FOR CASTELLAN		
164 to 167	Cabal	(Faction, multiple members; refer to GWG1 Appendix C) Any (roll on the Class Commonality Table)
168 to 170	Camarilla	(Faction, multiple members; refer to GWG1 Appendix C) 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. Always Warrior (Fighter). Roll 1D4 to determine the character's experience level: ➢ [1] Castellan (level 5) ➢ [2] Grand Castellan (level 6) ➢ [3] Vaunted Grand Castellan (level 7) ➢ [4] Entrusted Grand Castellan (level 8)
183 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) 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) 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 11) ➢ [3] Established (level 12) ➢ [4] Esteemed (level 13) ➢ [5] Venerated (level 14) ➢ [6] Powerful (level 15)
251 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) 1 Mage, 2 Priest (Roll 1D2)
260 to 262	Cryptic Alliance	(Faction, multiple members; refer to GWG1 Appendix C) Any (roll on the Class Commonality Table)
263 to 265	Cult	(Faction, multiple members; refer to GWG1 Appendix C) 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Risen (level 14) ➢ [3] Ascendant (level 15) ➢ [4] Mighty (level 16) ➢ [5] Revered (level 17) ➢ [6] Exalted (level 18)
275 to 277	Decemvir	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: ➢ [1-2] Recognized (level 9) ➢ [3] Established (level 10) ➢ [4] Esteemed (level 11) ➢ [5] Venerated (level 12) ➢ [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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 9) ➢ [3] Established (level 10) ➢ [4] Esteemed (level 11) ➢ [5] Venerated (level 12) ➢ [6] Powerful (level 13)
302 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 13) ➢ [3] Established (level 14) ➢ [4] Esteemed (level 15) ➢ [5] Venerated (level 16) ➢ [6] Powerful (level 17)
320 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). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 11) ➢ [3] Established (level 12) ➢ [4] Esteemed (level 13) ➢ [5] Venerated (level 14) ➢ [6] Powerful (level 15)
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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 14) ➢ [3] Established (level 15) ➢ [4] Esteemed (level 16) ➢ [5] Venerated (level 17) ➢ [6] Powerful (level 18)
341 to 343	Emissary	Any (roll on the Class Commonality Table)
344 to 346	Emperor / Empress	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: ➢ [1-2] Risen (level 18) ➢ [3] Ascendant (level 19) ➢ [4] Mighty (level 20) ➢ [5] Revered (level 21) ➢ [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) 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) 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) 1 Rogue, 2 Warrior (Roll 1D2)
412 to 414	Gatekeeper	Are you the Key Master? 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) 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. Always Warrior (Fighter). Roll 1D4 to determine the character's experience level: ➢ [1] Guard Captain (level 5) ➢ [2] Senior Guard Captain (level 6) ➢ [3] Guard Captain at Arms (level 7) ➢ [4] Vaunted Guard Captain (level 8)
442 to 444	Guild	(Faction, multiple members; refer to GWG1 Appendix C) 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 13) ➢ [3] Established (level 14) ➢ [4] Esteemed (level 15) ➢ [5] Venerated (level 16) ➢ [6] Powerful (level 17)
482 to 484	Hetman	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: ➢ [1-2] Recognized (level 14) ➢ [3] Established (level 15) ➢ [4] Esteemed (level 16) ➢ [5] Venerated (level 17) ➢ [6] Powerful (level 18)
485 to 487	Hierarch	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: ➢ [1-2] Recognized (level 12)

		➢ [3] Established (level 13) ➢ [4] Esteemed (level 14) ➢ [5] Venerated (level 15) ➢ [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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Risen (level 16) ➢ [3] Ascendant (level 17) ➢ [4] Mighty (level 18) ➢ [5] Revered (level 19) ➢ [6] Exalted (level 20)
491 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) 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) Any (roll on the Class Commonality Table)
J IS FOR JARL		
518 to 520	Jarl	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: ➢ [1-2] Recognized (level 11) ➢ [3] Established (level 12) ➢ [4] Esteemed (level 13) ➢ [5] Venerated (level 14) ➢ [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? 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Risen (level 15) ➢ [3] Ascendant (level 16) ➢ [4] Mighty (level 17) ➢ [5] Revered (level 18) ➢ [6] Exalted (level 19)
534 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 7) ➢ [3] Established (level 8) ➢ [4] Esteemed (level 9) ➢ [5] Venerated (level 10) ➢ [6] Powerful (level 11)
540 to 542	Knight Companion	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: ➢ [1-2] Recognized (level 6) ➢ [3] Established (level 7) ➢ [4] Esteemed (level 8) ➢ [5] Venerated (level 9) ➢ [6] Powerful (level 10)
543 to 545	Knight	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: ➢ [1-2] Recognized (level 5) ➢ [3] Established (level 6) ➢ [4] Esteemed (level 7) ➢ [5] Venerated (level 8) ➢ [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) 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 8) ➢ [3] Established (level 9) ➢ [4] Esteemed (level 10) ➢ [5] Venerated (level 11) ➢ [6] Powerful (level 12)
558 to 560	Lammasu	May be invisible, ethereal, etc. until encountered in secrecy.
561 to 563	Landgrave	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: ➢ [1-2] Recognized (level 12)

		➢ [3] Established (level 13) ➢ [4] Esteemed (level 14) ➢ [5] Venerated (level 15) ➢ [6] Powerful (level 16)
D1000 Roll	**Benefactor Archetype**	**Recommended Class Archetype(s)**
564 to 566	League	(Faction, multiple members; refer to GWG1 Appendix C) 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 12) ➢ [3] Established (level 13) ➢ [4] Esteemed (level 14) ➢ [5] Venerated (level 15) ➢ [6] Powerful (level 16)
622 to 624	Mariner	1 Rogue, 2 Warrior (Roll 1D2)
625 to 627	Marquis / Marchioness	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: ➢ [1-2] Recognized (level 12) ➢ [3] Established (level 13) ➢ [4] Esteemed (level 14) ➢ [5] Venerated (level 15) ➢ [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).

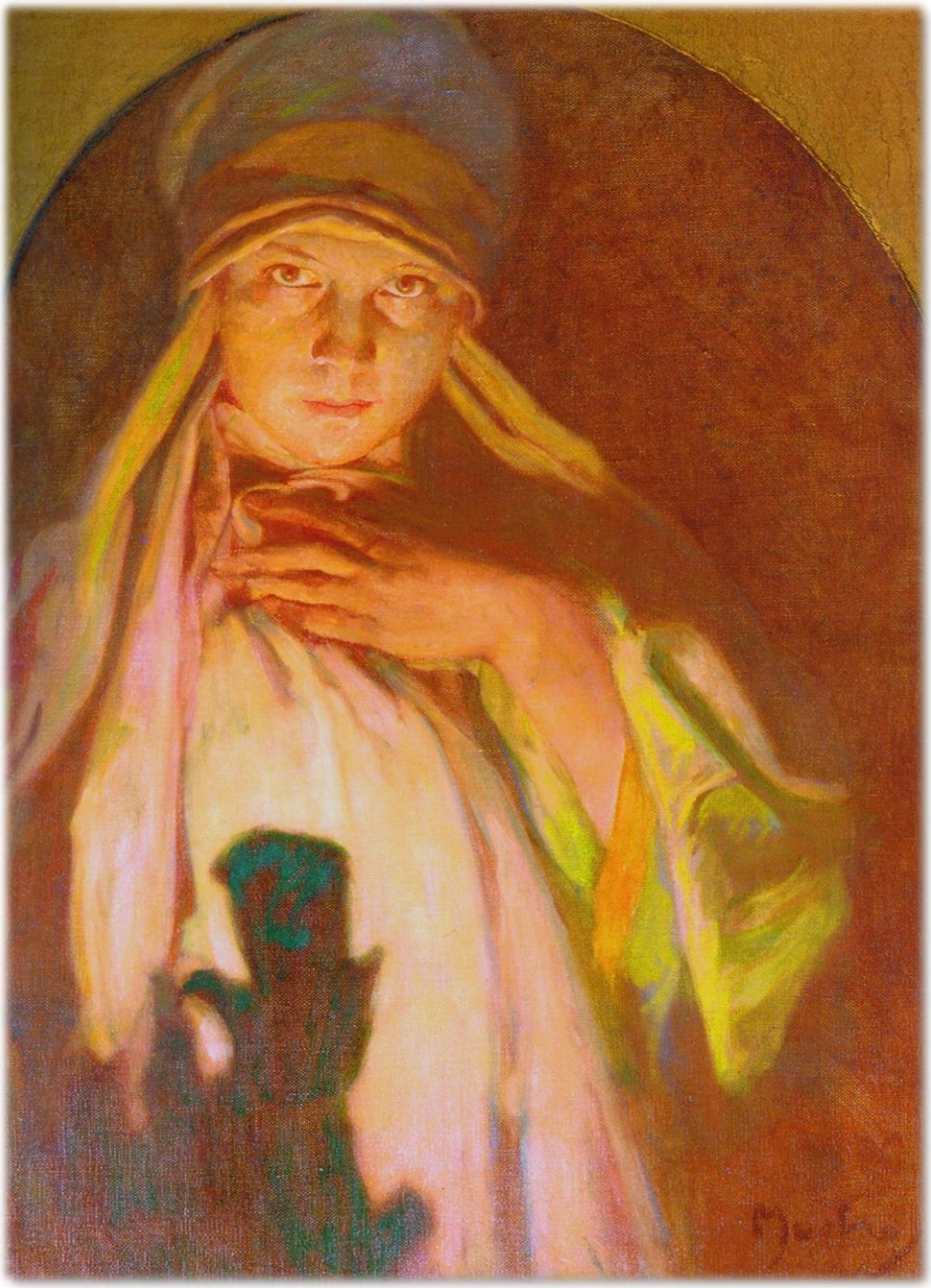
D1000 Roll	Benefactor Archetype	Recommended Class Archetype(s)
643 to 645	Matriarch	Always Priest (roll class randomly)
646 to 648	Mayor	Any (roll on the Class Commonality Table)
649 to 651	Menagerie Keeper	Any (roll on the Class Commonality Table)
652 or 653	Mentor	Any (roll on the Class Commonality Table)
654 or 655	Mercenary Company	(Faction, multiple members; refer to GWG1 Appendix C) 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) 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Risen (level 17) ➢ [3] Ascendant (level 18) ➢ [4] Mighty (level 19) ➢ [5] Revered (level 20) ➢ [6] Exalted (level 21)
718 to 720	Overlord	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: ➢ [1-2] Recognized (level 13) ➢ [3] Established (level 14) ➢ [4] Esteemed (level 15) ➢ [5] Venerated (level 16) ➢ [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: ➢ [1-2] Recognized (level 11) ➢ [3] Established (level 12) ➢ [4] Esteemed (level 13) ➢ [5] Venerated (level 14) ➢ [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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Risen (level 14) ➢ [3] Ascendant (level 15) ➢ [4] Mighty (level 16) ➢ [5] Revered (level 17) ➢ [6] Exalted (level 18)
748 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) * * 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Risen (level 14) ➢ [3] Ascendant (level 15) ➢ [4] Mighty (level 16) ➢ [5] Revered (level 17) ➢ [6] Exalted (level 18)
775 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 11) ➢ [3] Established (level 12) ➢ [4] Esteemed (level 13) ➢ [5] Venerated (level 14) ➢ [6] Powerful (level 15)
790 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) Any (roll on the Class Commonality Table)
805 to 807	Sect	(Faction, multiple members; refer to GWG1 Appendix C) 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 11) ➢ [3] Established (level 12) ➢ [4] Esteemed (level 13) ➢ [5] Venerated (level 14) ➢ [6] Powerful (level 15)
814 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)

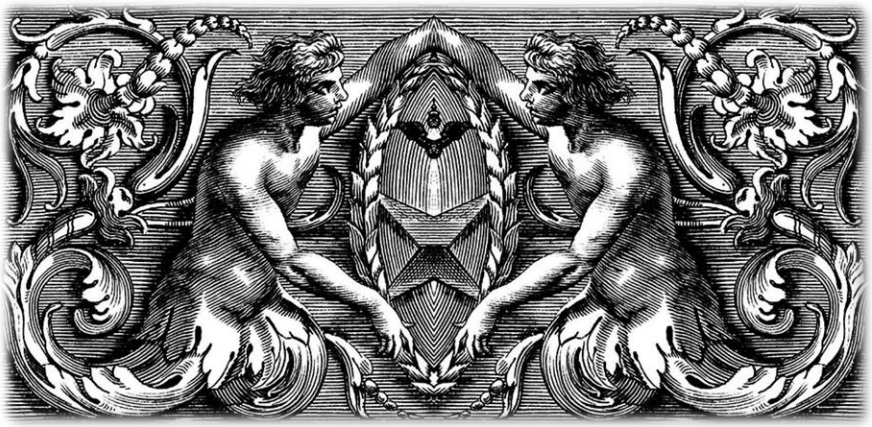
D1000 Roll	Benefactor Archetype	Recommended Class Archetype(s)
841 to 843	Slave Lord	Any (roll on the Class Commonality Table)
844 to 846	Slaver	Any (roll on the Class Commonality Table)
847 to 849	Society	(Faction, multiple members; refer to GWG1 Appendix C) Any (roll on the Class Commonality Table)
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) 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) 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. Always Warrior (Fighter). Roll 1D6 to determine the character's experience level: ➢ [1-2] Steward (level 4) ➢ [3] High Steward (level 5) ➢ [4] Chief Steward (level 6) ➢ [5] Vaunted Chief Steward (level 7) ➢ [6] Entrusted Chief Steward (level 8)
872 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) Always Priest (roll class randomly)
896 to 898	Thane	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: ➢ [1-2] Recognized (level 9) ➢ [3] Established (level 10) ➢ [4] Esteemed (level 11) ➢ [5] Venerated (level 12) ➢ [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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Risen (level 14) ➢ [3] Ascendant (level 15) ➢ [4] Mighty (level 16) ➢ [5] Revered (level 17) ➢ [6] Exalted (level 18)
967 or 968	Vidame	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: ➢ [1-2] Risen (level 10) ➢ [3] Ascendant (level 11) ➢ [4] Mighty (level 12) ➢ [5] Revered (level 13) ➢ [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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Risen (level 10) ➢ [3] Ascendant (level 11) ➢ [4] Mighty (level 12) ➢ [5] Revered (level 13) ➢ [6] Exalted (level 14)
973 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. Any class (roll on the Class Commonality Table). Roll 1D6 to determine the character's experience level: ➢ [1-2] Recognized (level 11) ➢ [3] Established (level 12) ➢ [4] Esteemed (level 13) ➢ [5] Venerated (level 14) ➢ [6] Powerful (level 15)
W 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. Any class (roll on the Class Commonality Table). Roll 1D4 to determine the character's experience level: ➢ [1] Watch Captain (level 5) ➢ [2] Senior Watch Captain (level 6) ➢ [3] Watch Captain at Arms (level 7) ➢ [4] Vaunted Watch Captain (level 8)
983 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. More specifically, someone who casts memorized spells, tapping into the planar powers and energies.	➢ Illusionist ➢ Magic-User ➢ Savant ➢ (Any further Mage specializations which exist in your campaign)

Calling	Description	Representative Character Classes
Priest	A holy or unholy spell caster. More specifically, someone who meditates to receive spells from a higher power, such as a god, goddess, arch-devil, demon lord or Great Old One.	➢ Cleric ➢ Druid ➢ Monk ➢ Mystic ➢ (Any further Priest specializations which exist in your campaign)
Rogue	A skill specialist. More specifically, someone who favors non-magical approaches, and who relies on either non-combat abilities or indirect combat abilities. Note that rogues in office might well be impostors, charlatans, and the like, getting away with a deception.	➢ Assassin ➢ Bard ➢ Jester ➢ Mountebank ➢ Thief ➢ (Any further Thief specializations which exist in your campaign)
Warrior	A combat specialist. More specifically, someone who favors non-magical approaches, and who relies primarily on direct combat abilities.	➢ Anti-Paladin ➢ Barbarian ➢ Cavalier ➢ Fighter ➢ Hunter ➢ Paladin ➢ Ranger ➢ (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:

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- **[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.

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- **[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.

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- **[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

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- **[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

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- **[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%) 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%) 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%) 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.

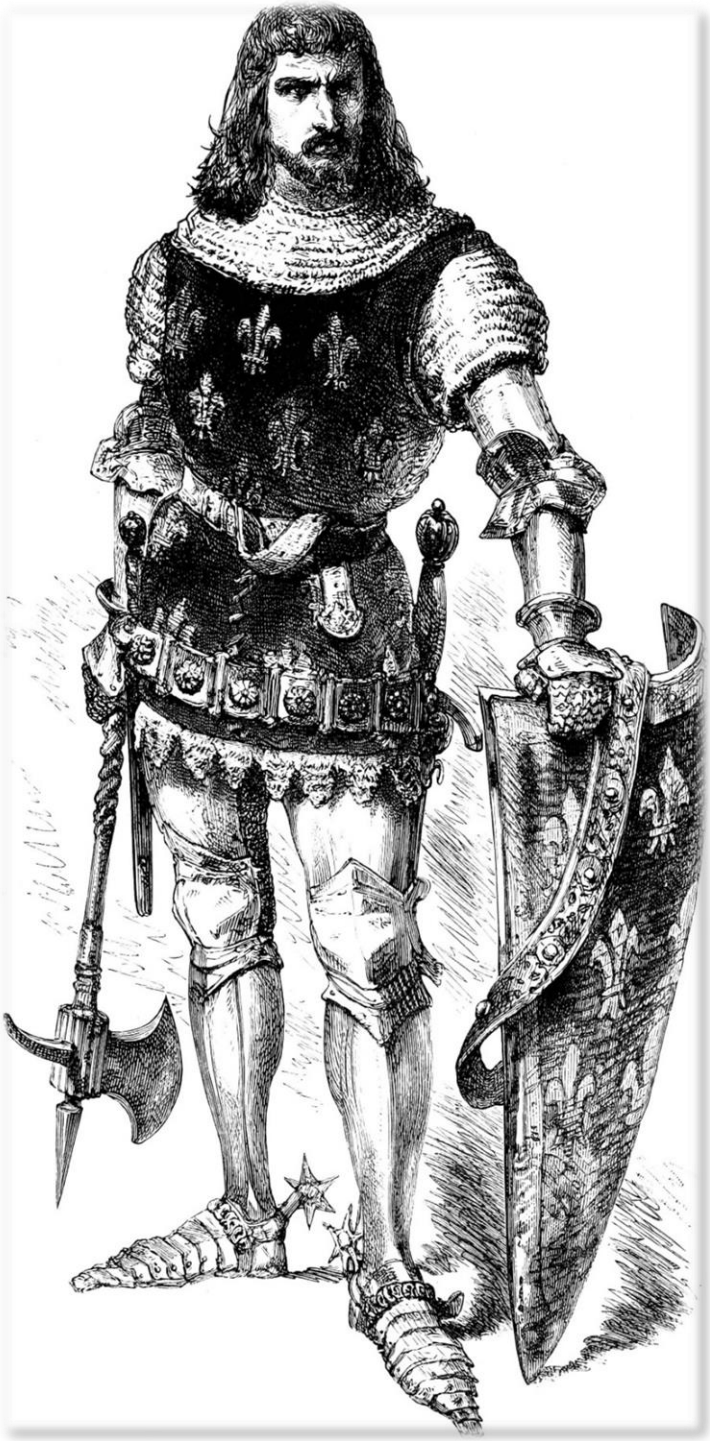
Table GWG2-12:

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.



3-4

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.

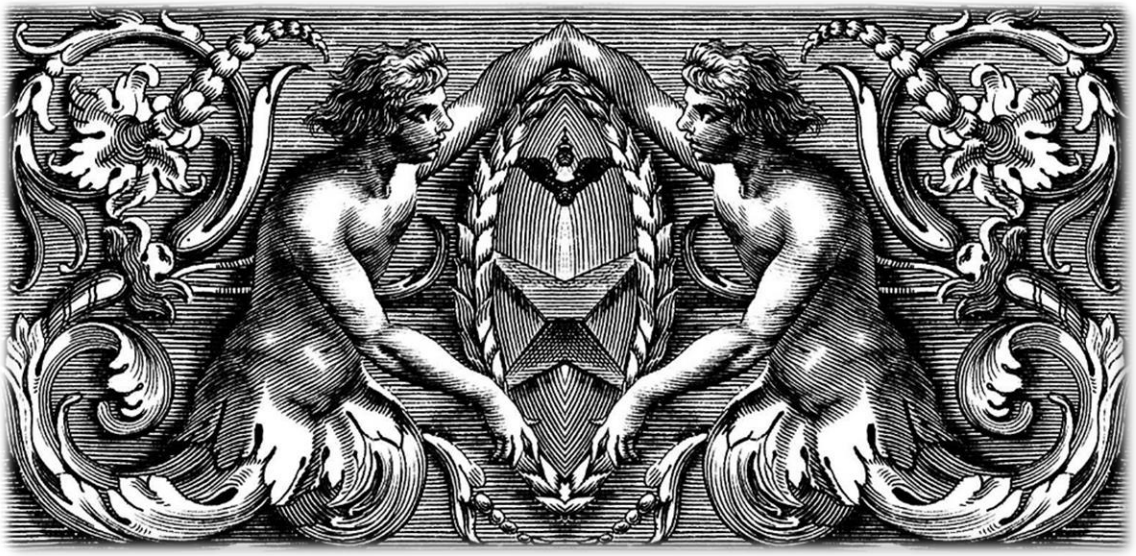
Table GWG2-13:

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** ➢ (Or dual class 1 / 1)	Common (15%)
46 to 54	➢ **Experience Level 3** ➢ (Or dual class 1 / 2)	Uncommon + (9%)
55 to 60	➢ **Experience Level 4** ➢ (Or dual class 2 / 2) ➢ (Or triple class 1 / 1 / 2 to 1 / 2 / 2)	Uncommon (6%)
61 to 65	➢ **Experience Level 5** ➢ (Or dual class 2 / 3)	Uncommon - (5%)
66 to 69	➢ **Experience Level 6** ➢ (Or dual class 3 / 3 to 4 / 4)	Rare (4%)
70 to 73	➢ **Experience Level 7** ➢ (Or dual class 4 / 5 to 5 / 5)	Rare (4%)
74 to 77	➢ **Experience Level 8** ➢ (Or dual class 5 / 6 to 6 / 6)	Rare (4%)
78 to 81	➢ **Experience Level 9** ➢ (Or dual class 6 / 7 to 7 / 7)	Rare (4%)
82 to 85	➢ **Experience Level 10** ➢ (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** ➢ (Or dual class 8 / 9 to 9 / 9)	Rare (4%)
90 to 92	➢ **Experience Level 12** ➢ (Or dual class 9 / 10 to 10 / 10)	Very Rare + (3%)
93 to 94	➢ **Experience Level 13** ➢ (Or dual class 10 / 11 to 11 / 11)	Very Rare (2%)
95 or 96	➢ **Experience Level 14** ➢ (Or dual class 11 / 12 to 12 / 12)	Very Rare (2%)
97	➢ **Experience Level 15** ➢ (Or dual class 12 / 13 to 13 / 13)	Very Rare - (1%)
98	➢ **Experience Level 16** ➢ (Or dual class 13 / 14 to 14 / 14)	Very Rare - (1%)
99	➢ **Experience Level 17** ➢ (Or dual class 14 / 15 to 15 / 15)	Very Rare - (1%)
00	➢ **Experience Level 18** ➢ (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.

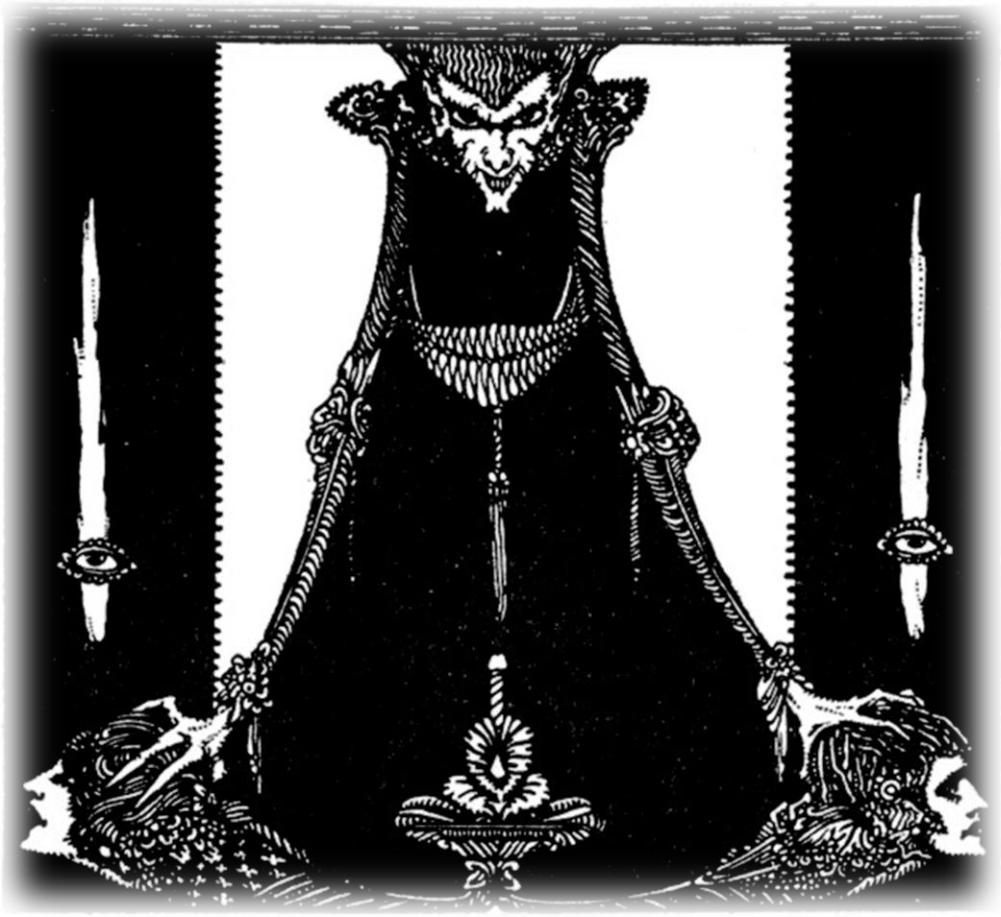


Table GWG2-16:

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

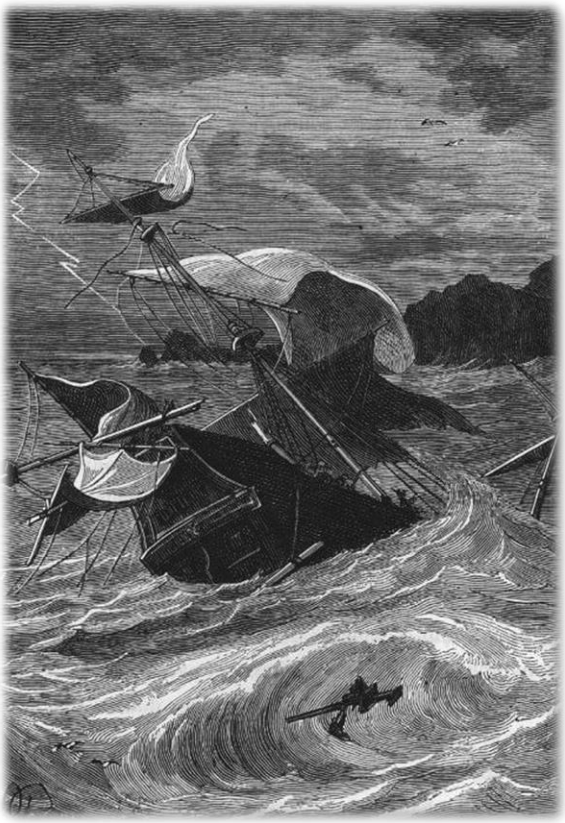
D1000 Roll	Reward Type	Reward Subtype and Description
029 to 035	Beneficial Spell Casting	Resurrection spell (or gold equivalent if not needed)
036 to 042	Beneficial Spell Casting	Wish spell
043 to 049	Blessing	From a divine or infernal power
050 to 056	Blessing	From a temple and priesthood
057 to 063	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

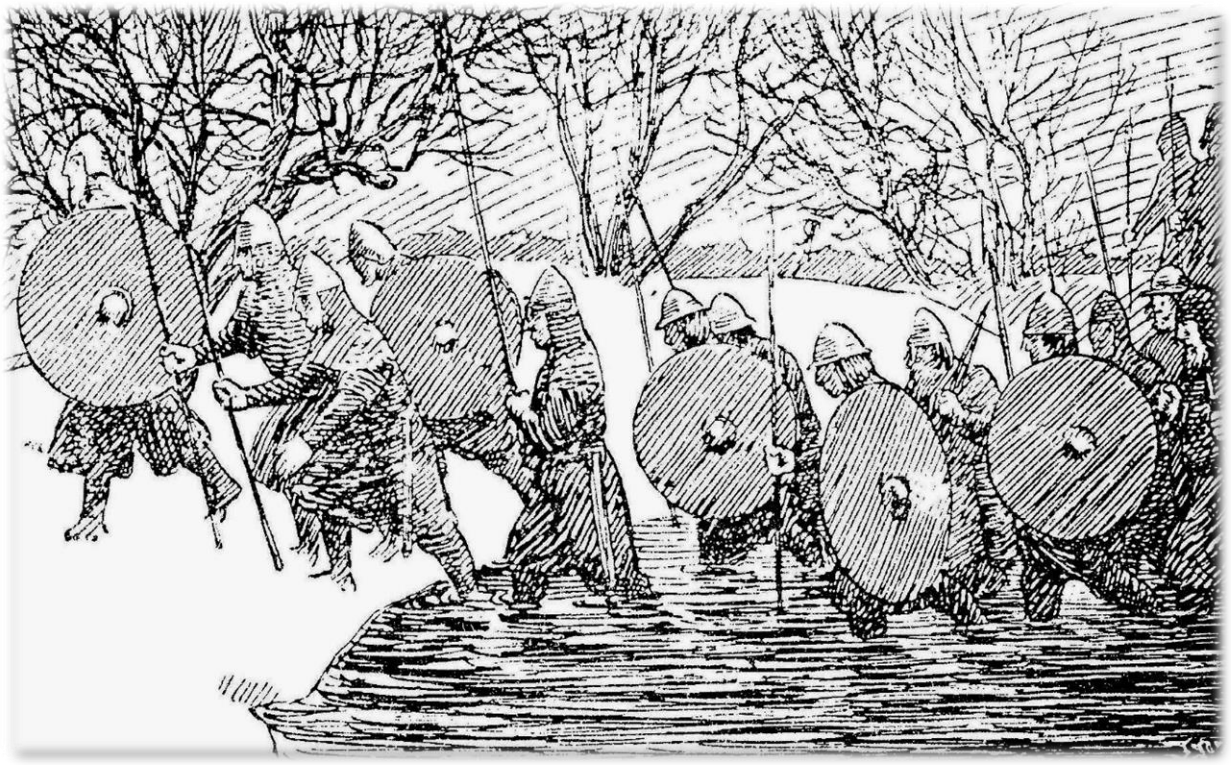
D1000 Roll	Reward Type	Reward Subtype and Description
858 to 864	Treasure	Magic rod, staff, or wand
865 to 871	Treasure	Magic shield(s)
872 to 878	Treasure	Magic sword
879 to 885	Treasure	Material spell components (demon ichor, dragon's blood, powdered gemstones, etc.)
886 to 892	Treasure	Miscellaneous 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 ➢ Reroll if Player Characters are below level 9 ➢ Roll journey details on Journey Determination Sub-Table 1, in Section 4-2
05 to 13	➢ Journey in Cold Terrain ➢ 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 ➢ Roll journey details on Journey Determination Sub-Table 3, in Section 4-4
31 to 47	➢ Journey in Sub-Tropical Terrain ➢ Roll journey details on Journey Determination Sub-Table 4, in Section 4-5
48 to 77	➢ Journey in Temperate Terrain ➢ Roll journey details on Journey Determination Sub-Table 5, in Section 4-6
78 to 86	➢ Journey in Tropical Terrain ➢ Roll journey details on Journey Determination Sub-Table 6, in Section 4-7
87 to 95	➢ Netherworld Journey ➢ Reroll if Player Characters are below level 7 ➢ Roll journey details on Journey Determination Sub-Table 7, in Section 4-8
96 to 98	➢ Planar Journey ➢ Reroll if Player Characters are below level 11 ➢ Roll journey details on Journey Determination Sub-Table 8, in Section 4-9
99 or 00	➢ Underwater Journey ➢ Reroll if Player Characters are below level 5 ➢ 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.

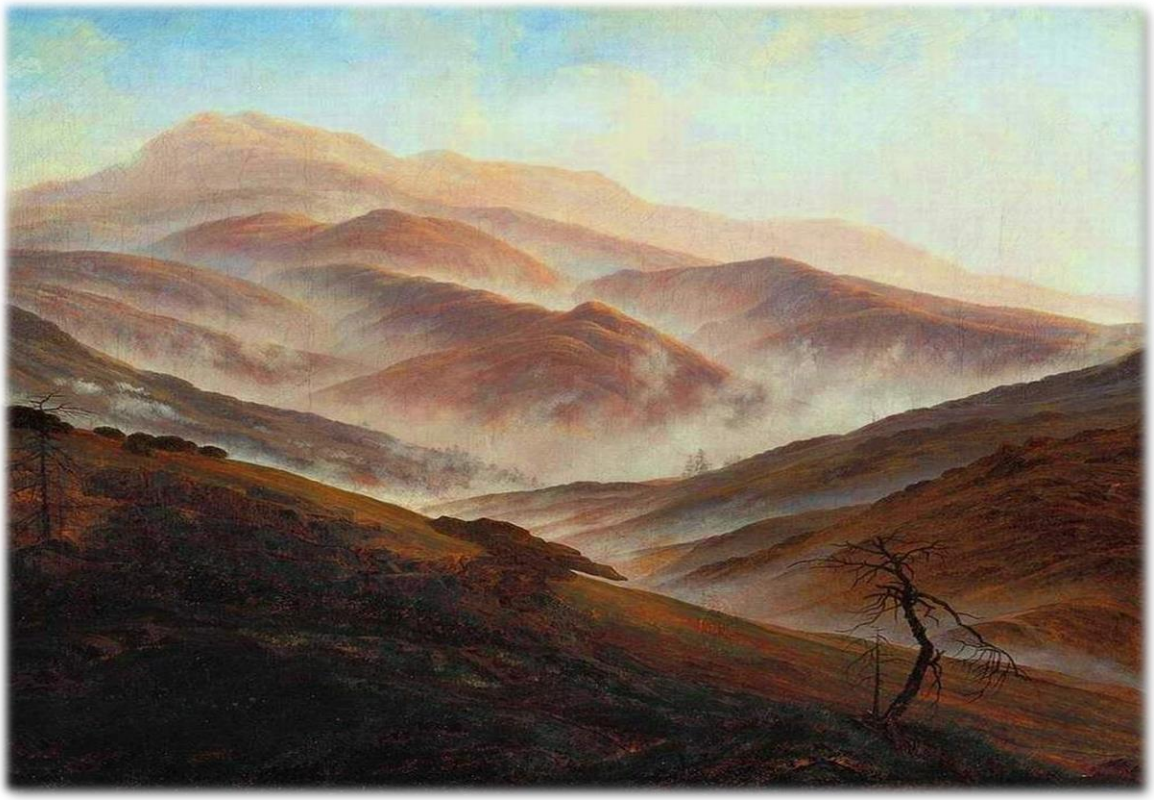


Table GWG2-37:

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 (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

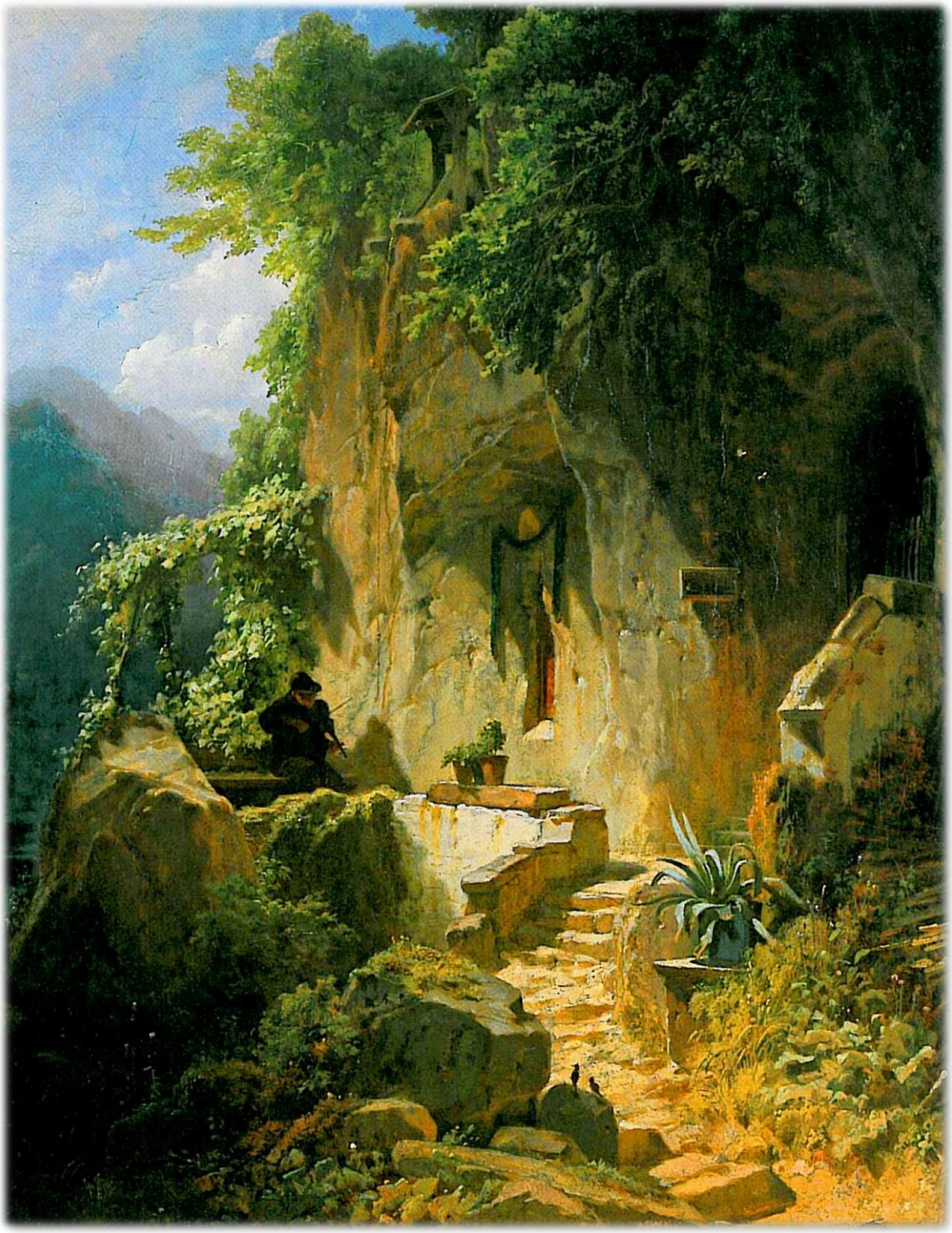
To determine the journey type, roll 1D100 and consult the following table. There are two columns for locales, which indicate where you will be rolling dice hereafter to populate the wilderness journey map with interesting encounters and locations. If there is an entry under Locale Table 1, while the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

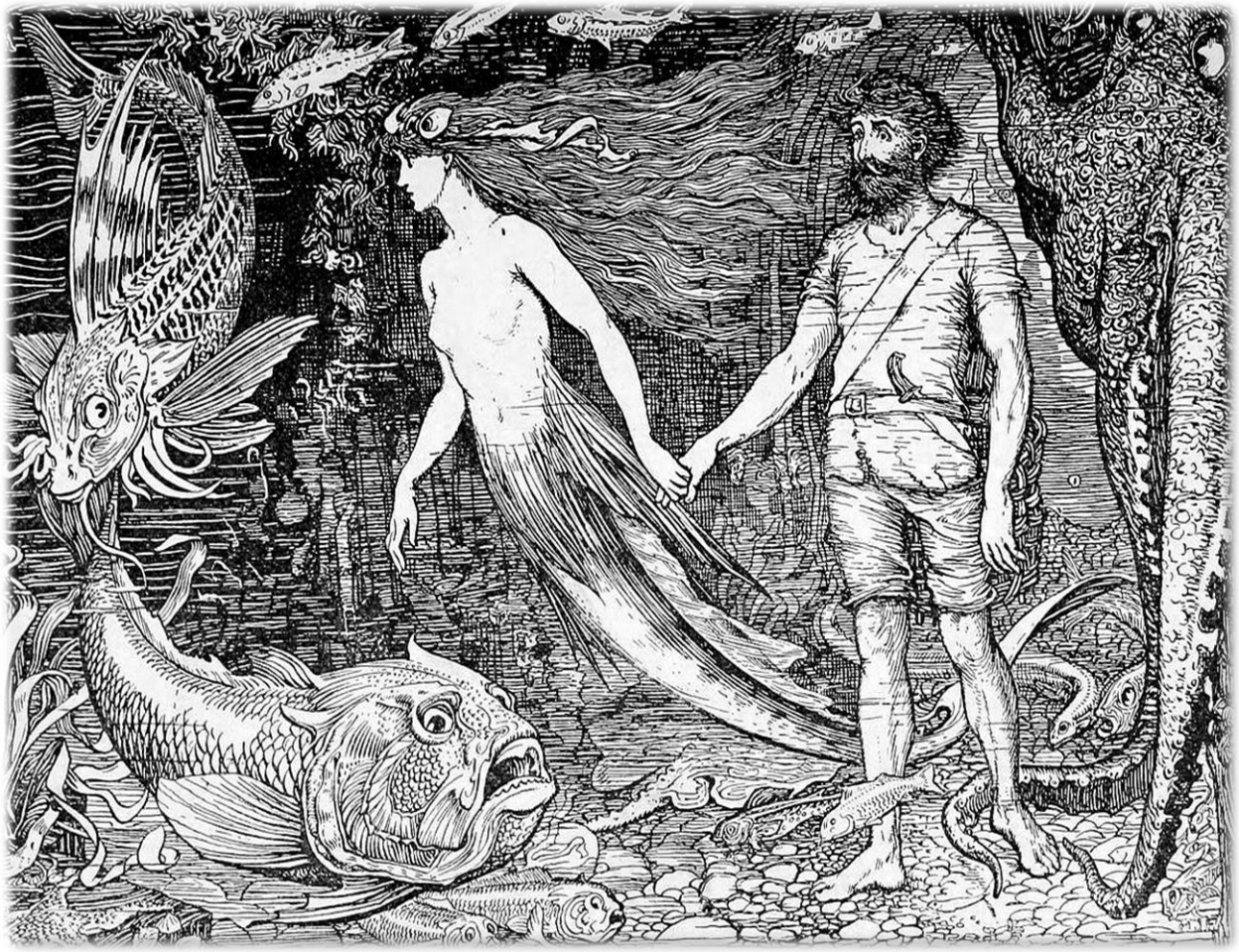
Journey type, terrain, and locale table selection are now complete.

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.

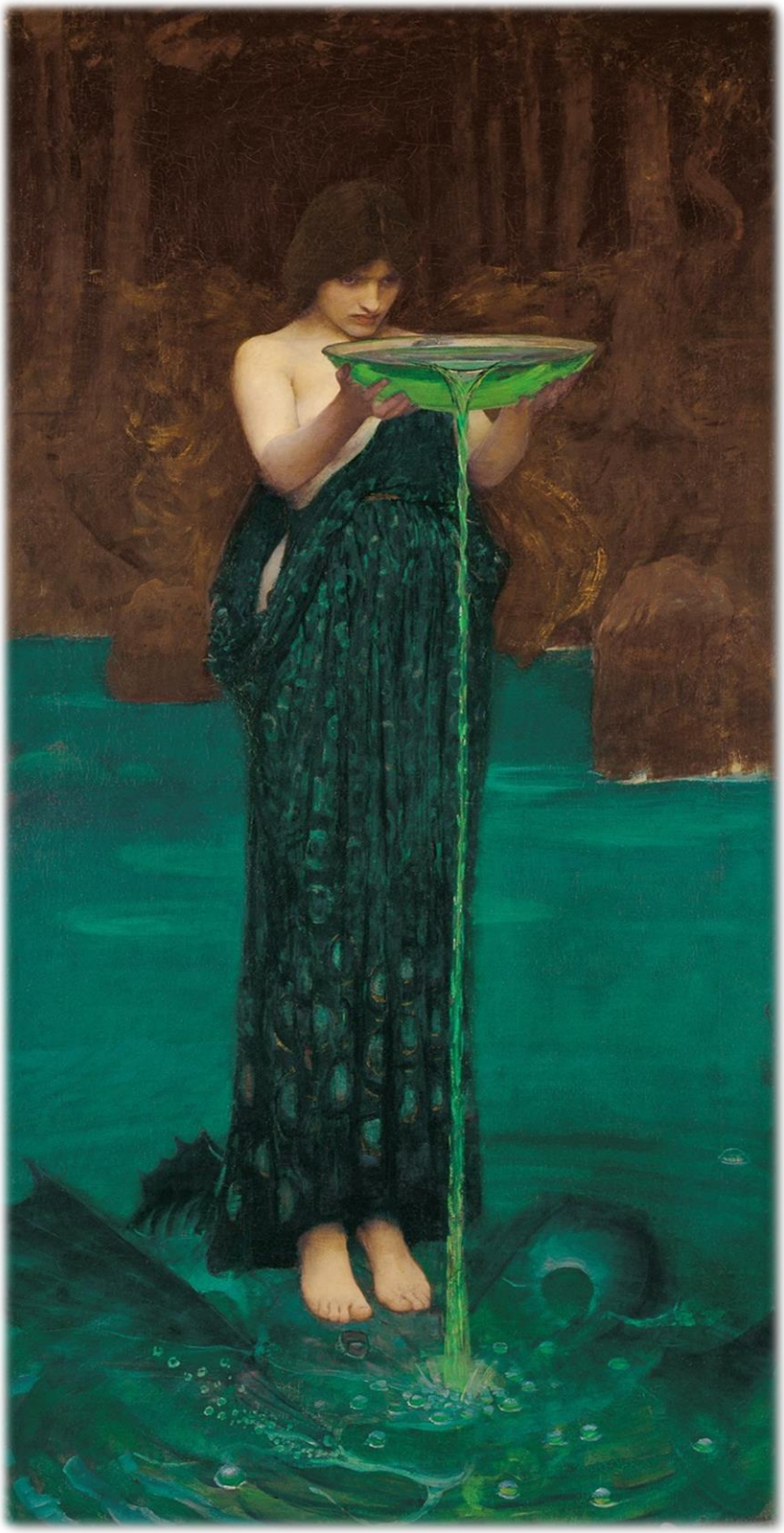
Underwater adventurers require a degree of trust from your players, because they will be making their PCs vulnerable and dependent upon vulnerable NPCs for an unusual experience, where they might not be able to depend on their usual tactics and strategies. Do try to be gentle with the players when you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

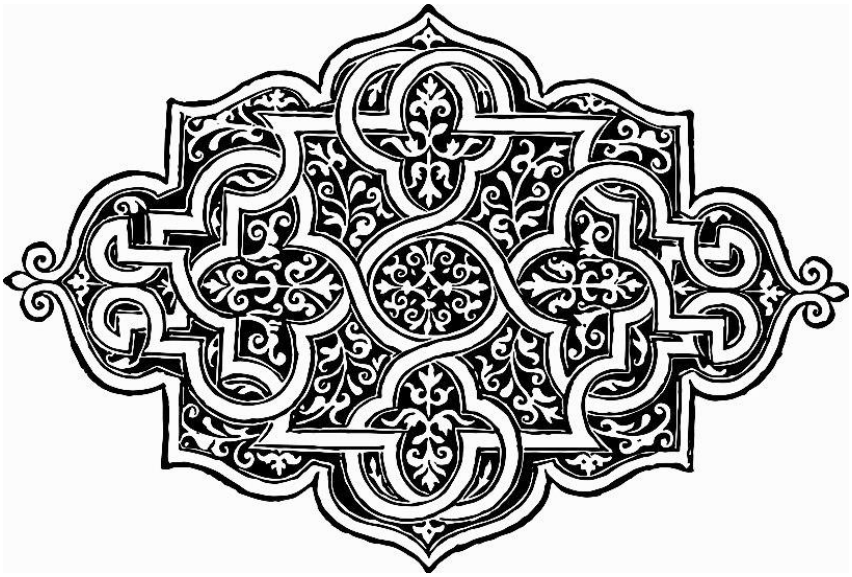
If you have a more elegant solution, do feel free to use it! But, this section of the book was inspired by a novice and test reader's questions: "What is OSR Olympus like? What sources do I use, since it's different from the Greek version in this old book? How do I envision it?" It was hard for me to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

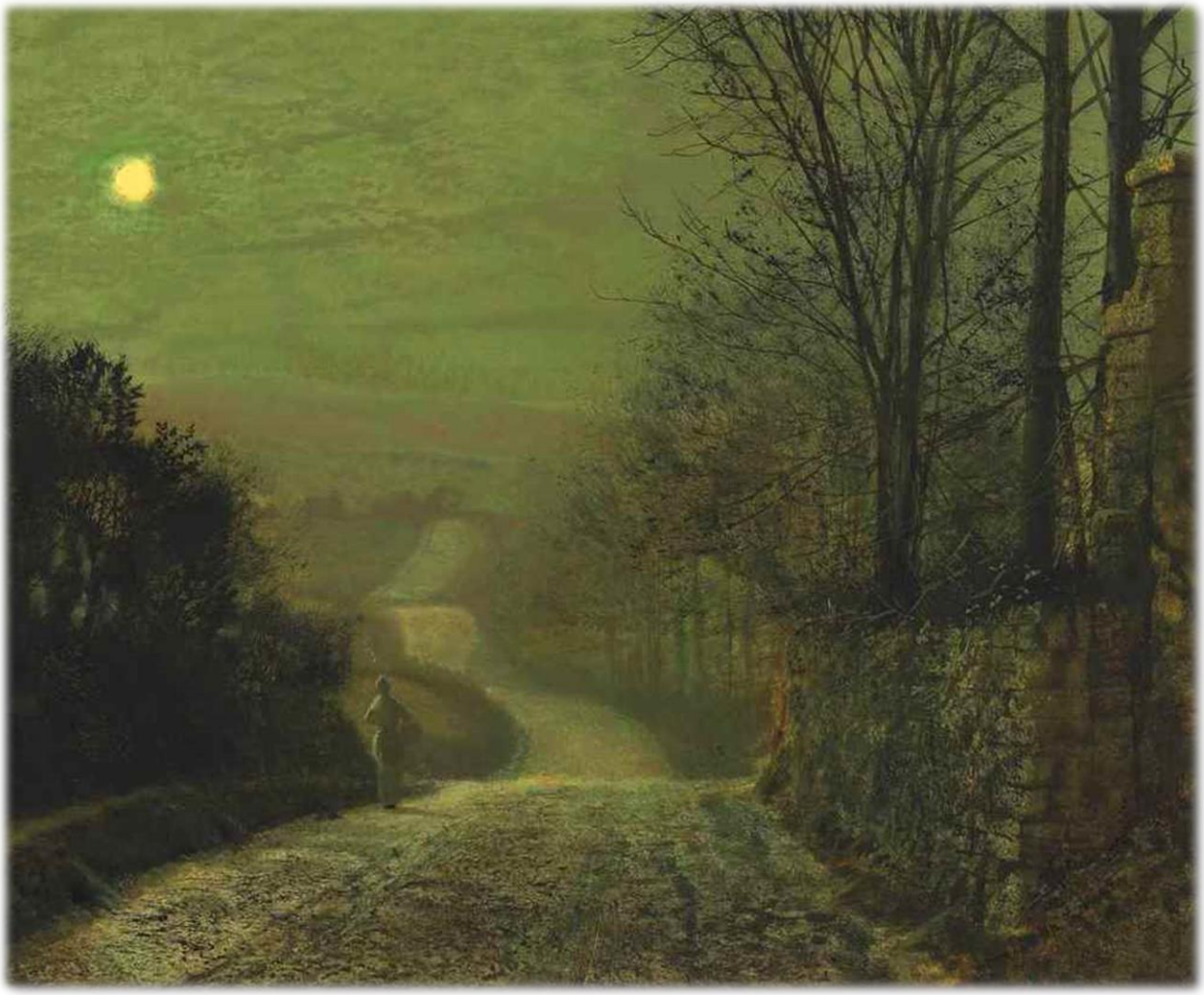
TROPICAL

- 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.

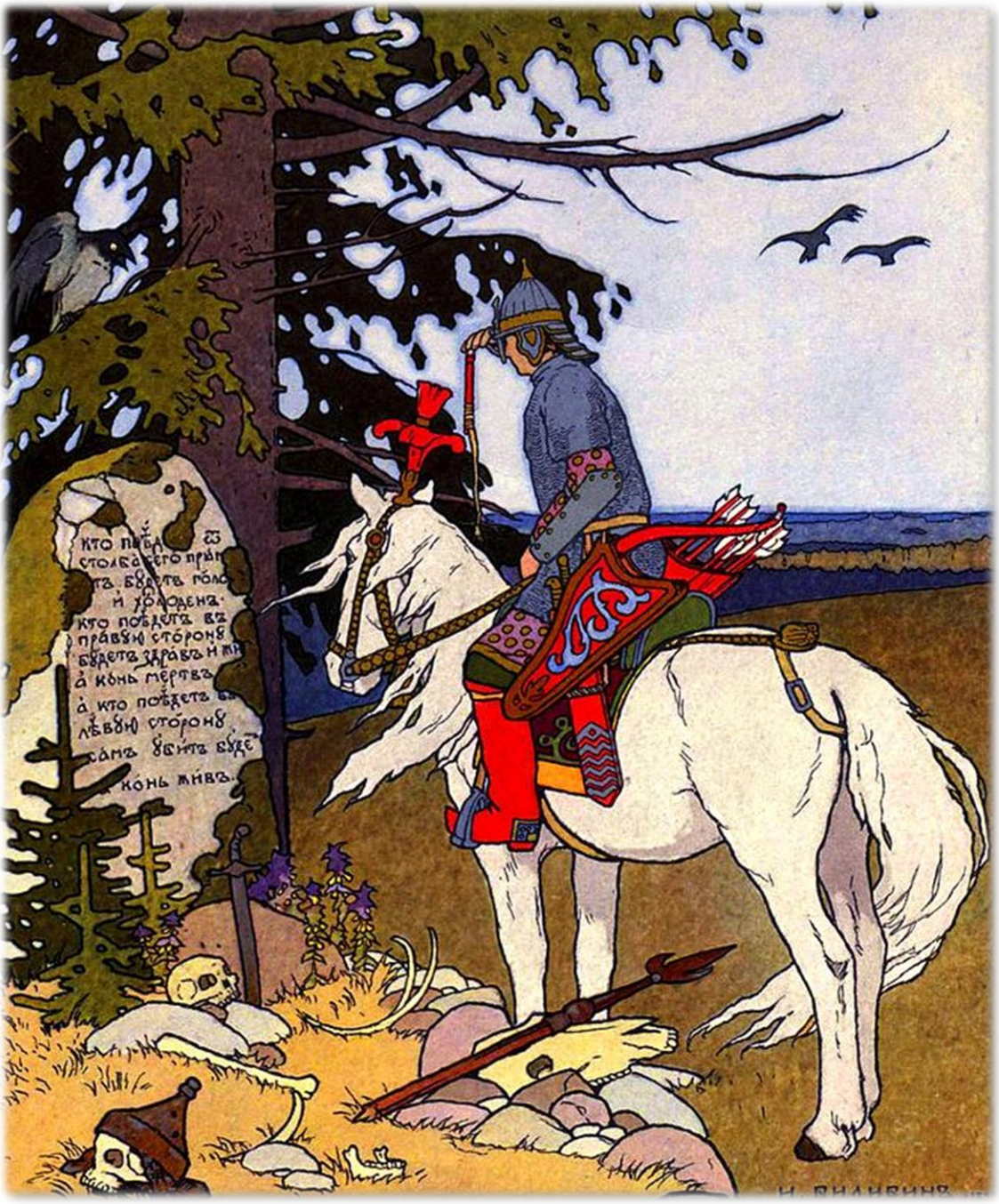
D100 Roll	Cold Forest Type	D100 Roll	Cold Forest Type	D100 Roll	Cold Forest Type
01 to 07	Alpine Montane Forest	**08**	Arbor Land	**09**	Backwoods
10 to 16	Boreal Forest	**17 to 23**	Boreal Wilderlands	**24**	Brackens
25	Brushwood Falls	**26**	Bushland	**27**	Clutches

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

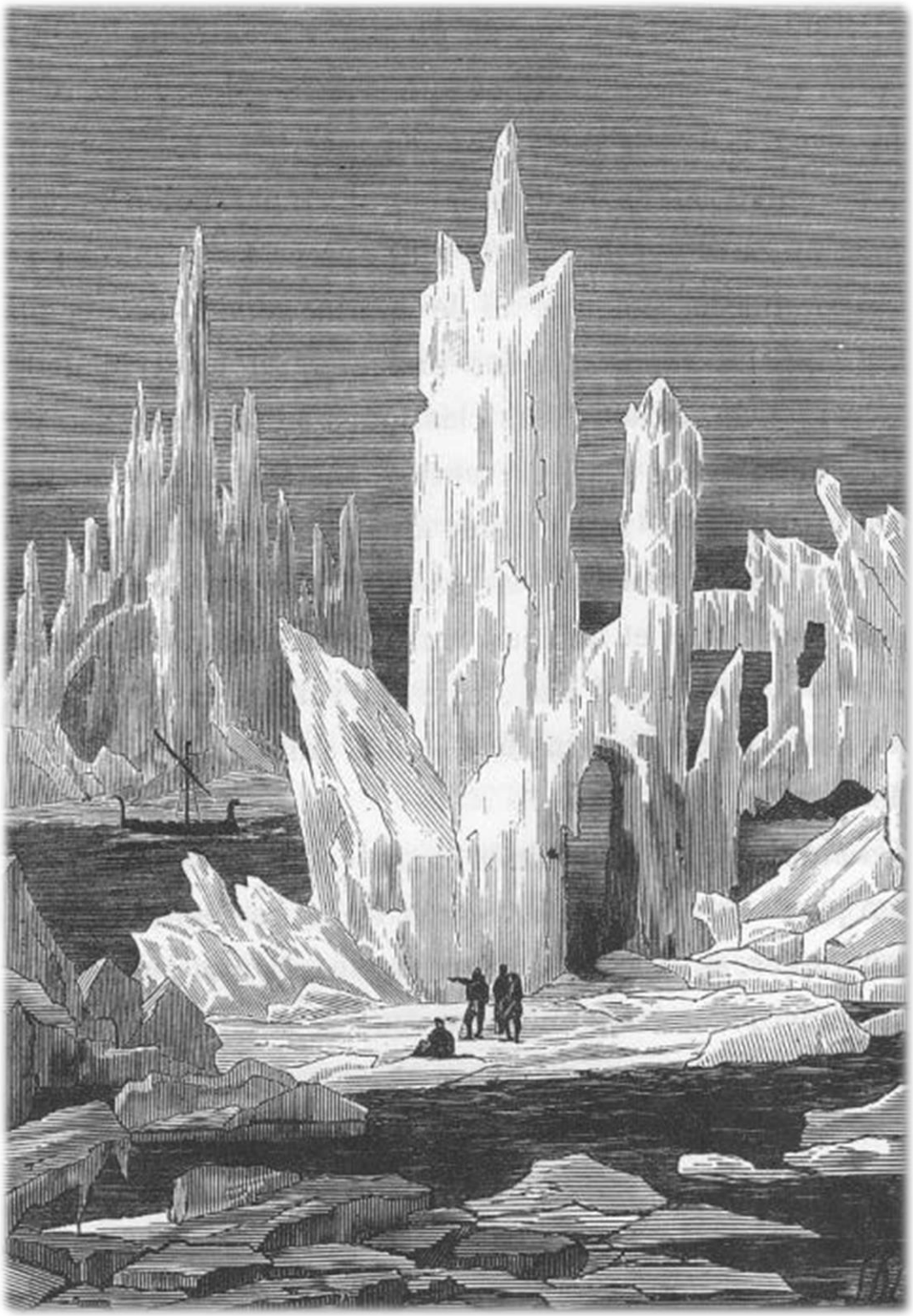
Table GWG2-51:

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.
- 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.

5-9

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.
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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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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

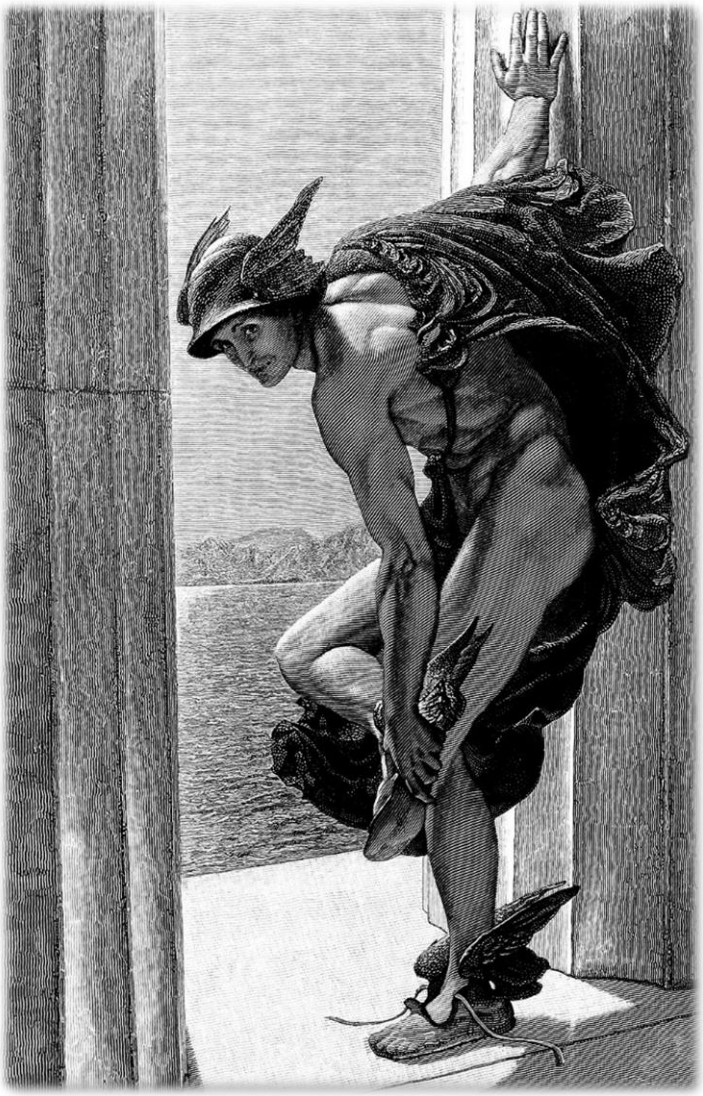


Table GWG2-55:

Adventure Locales: Planar Air

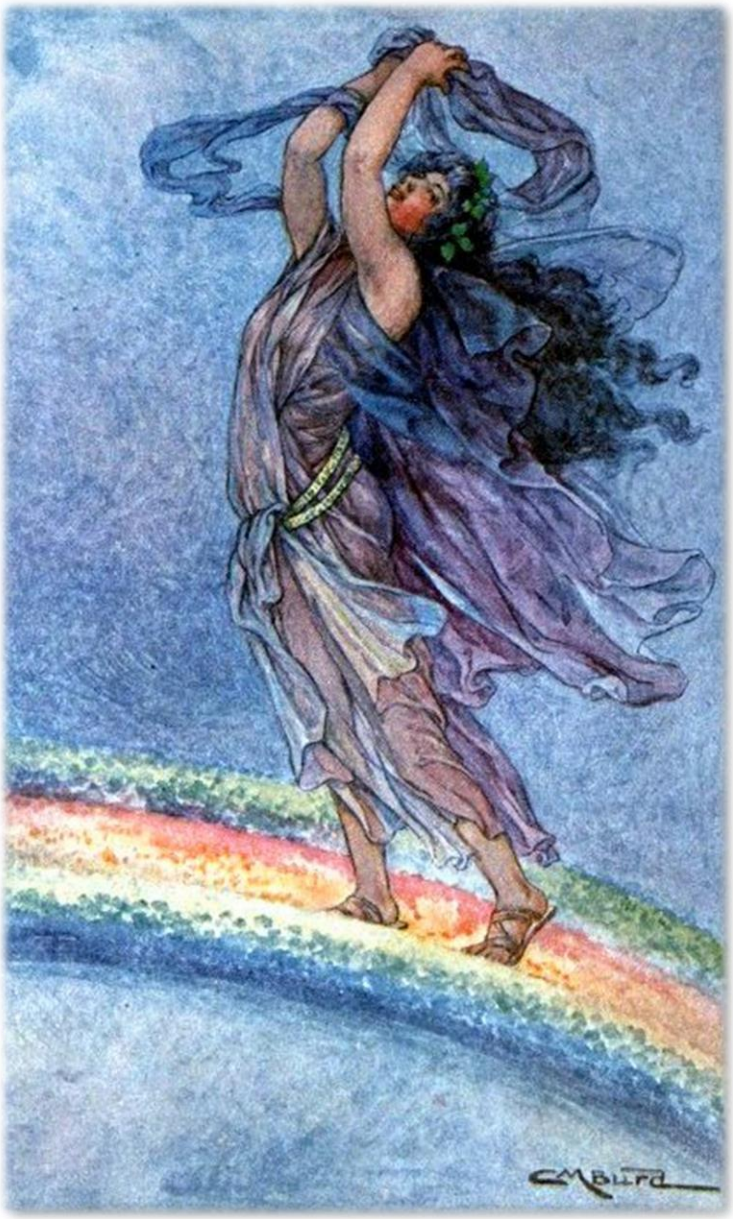
As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Air.

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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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				

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.

5-14

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:

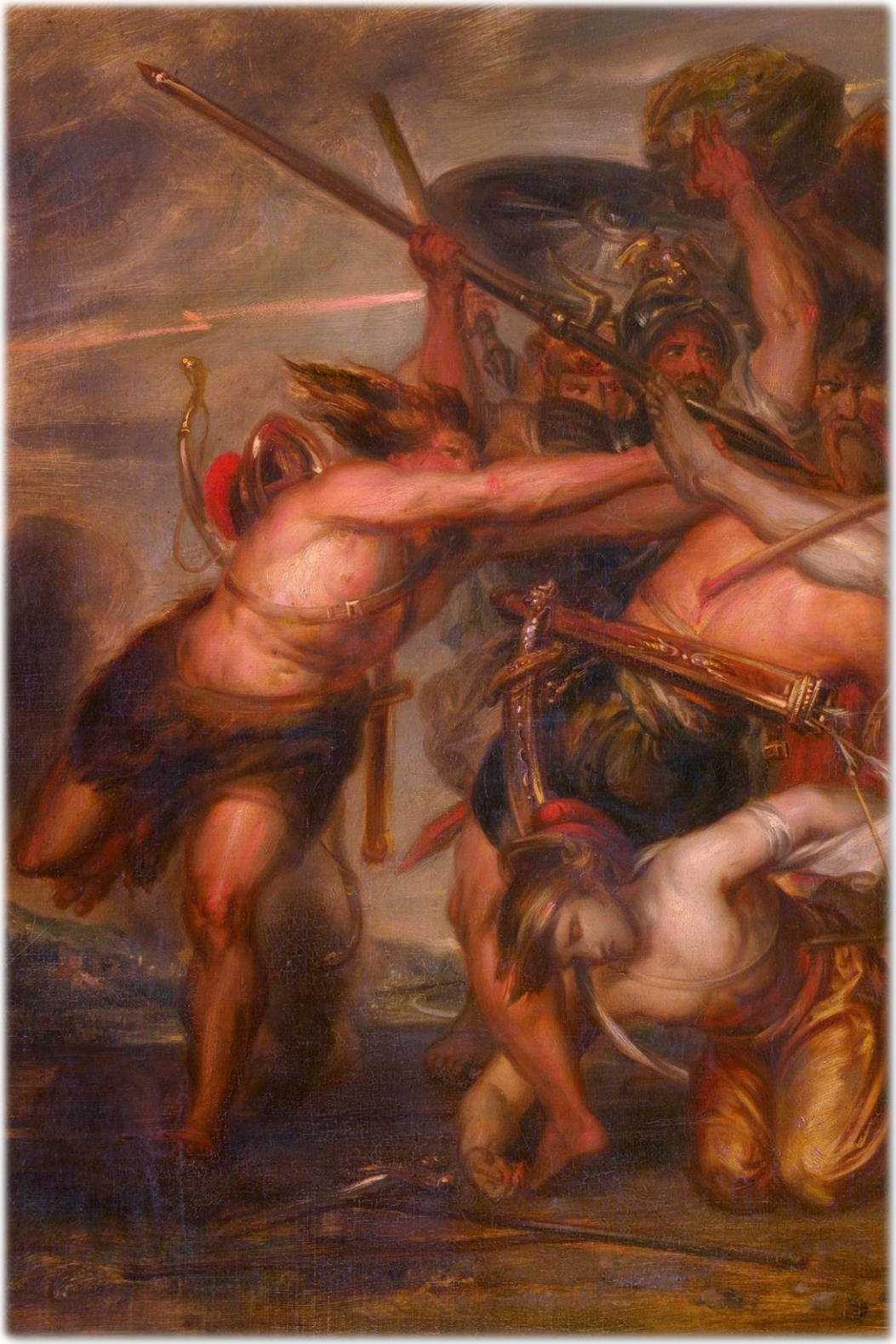
Adventure Locales: Planar Evil

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.

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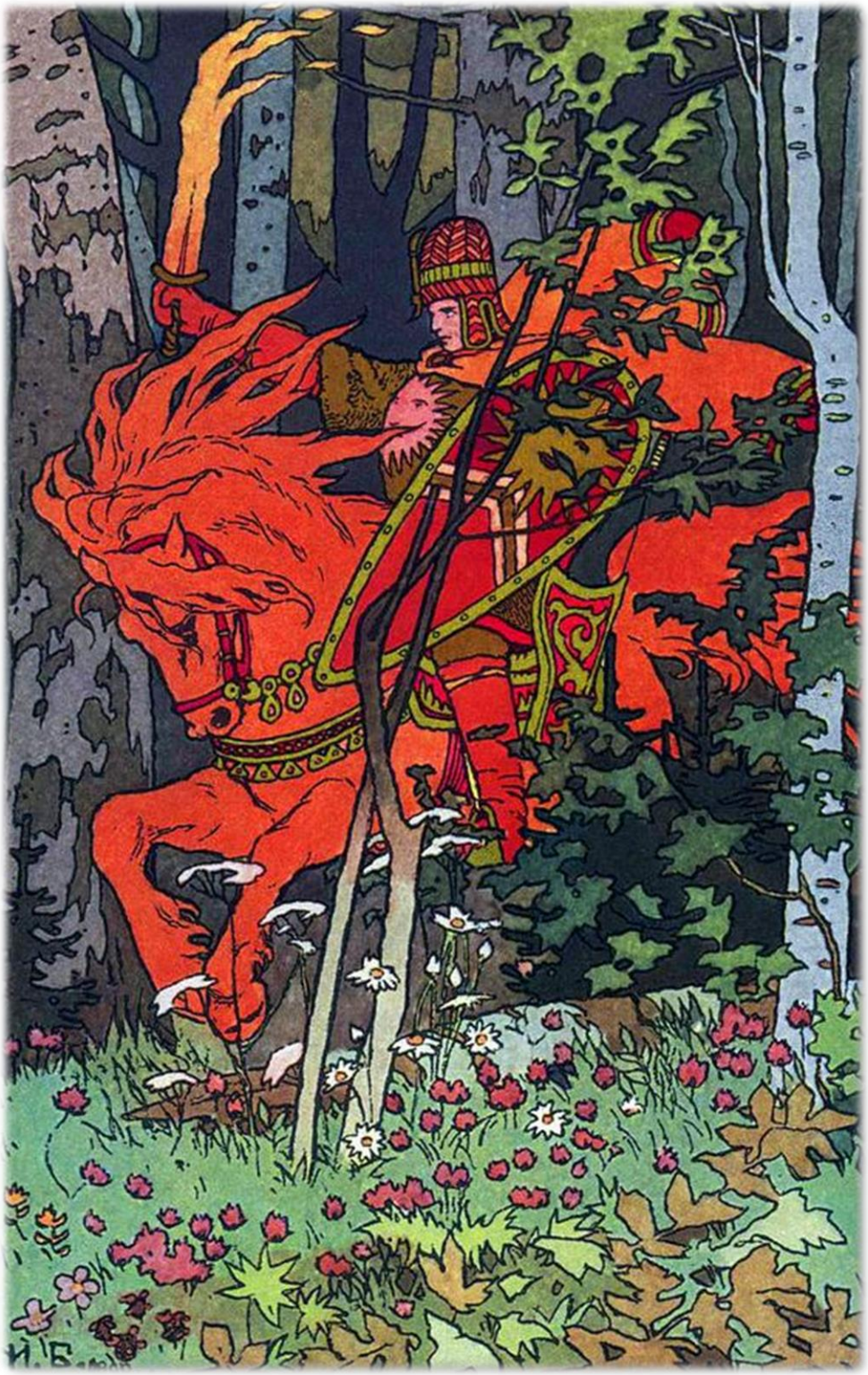
- If you are done with all locale generation, you can proceed to the next step, which is reviewing terrain types in the Glossography, by clicking here.
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.



5-17

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		

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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.

5-18

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		

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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.

5-19

REGIONAL LOCALES:
THE PLANES OF NEUTRALITY

Table GWG2-62:

Adventure Locales: Planar Neutrality

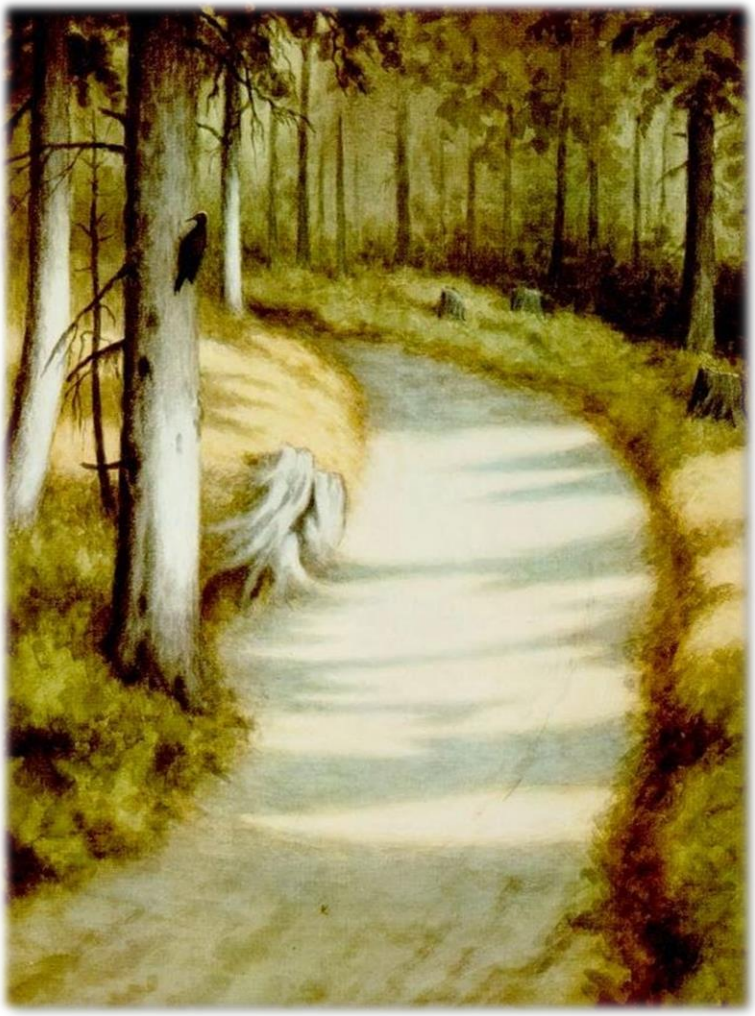
As a reminder, you will have between 1 and 4 tables that you will be rolling upon to generate the 12 to 22 random locales to be featured in your journey region. This table is solely for Planar Realms of Neutrality.

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



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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.

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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				

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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

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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

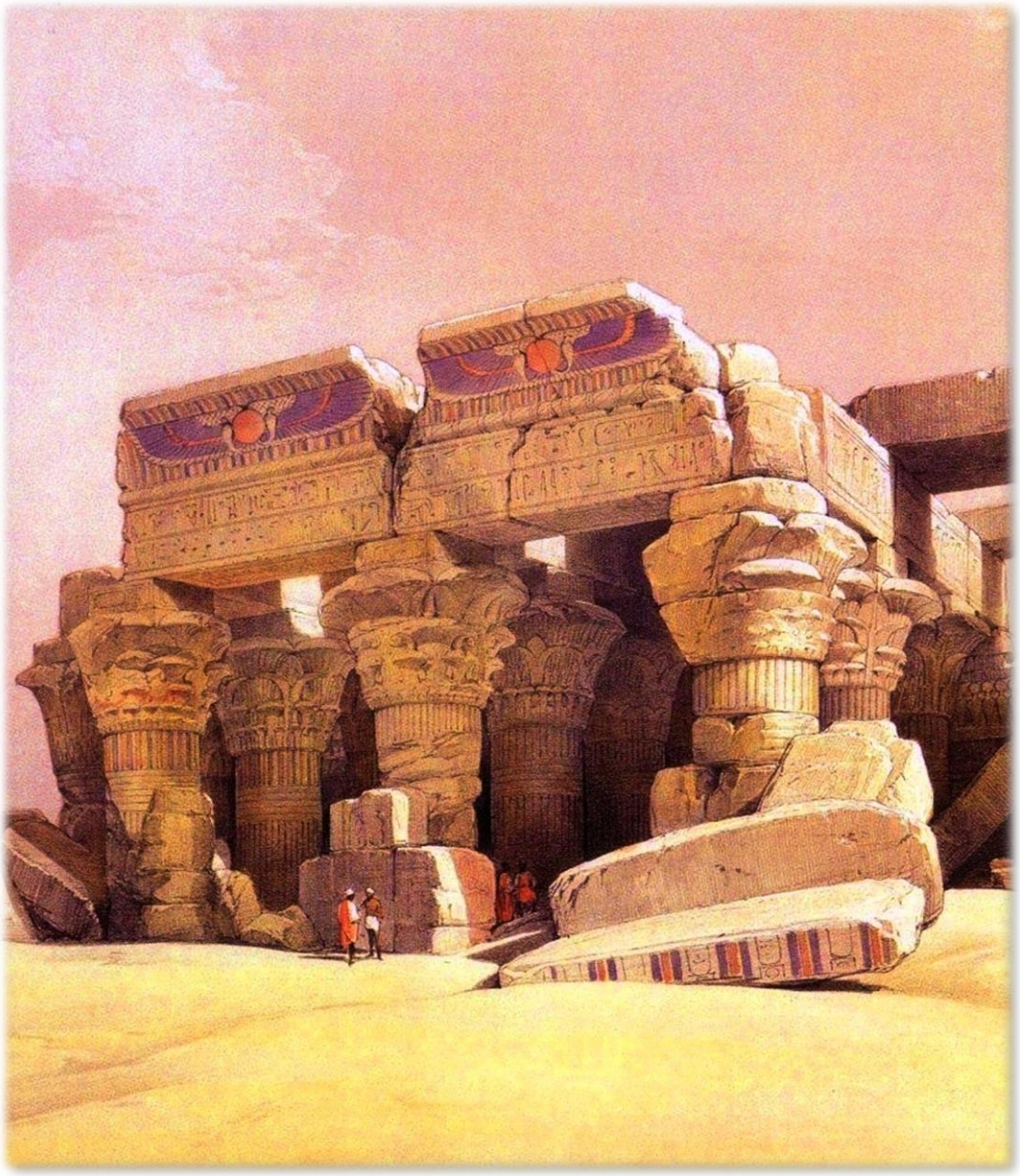

Table GWG2-72:

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.

- 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.

5-33

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.

- 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.

5-34

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		

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.

5-35

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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- 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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5-36

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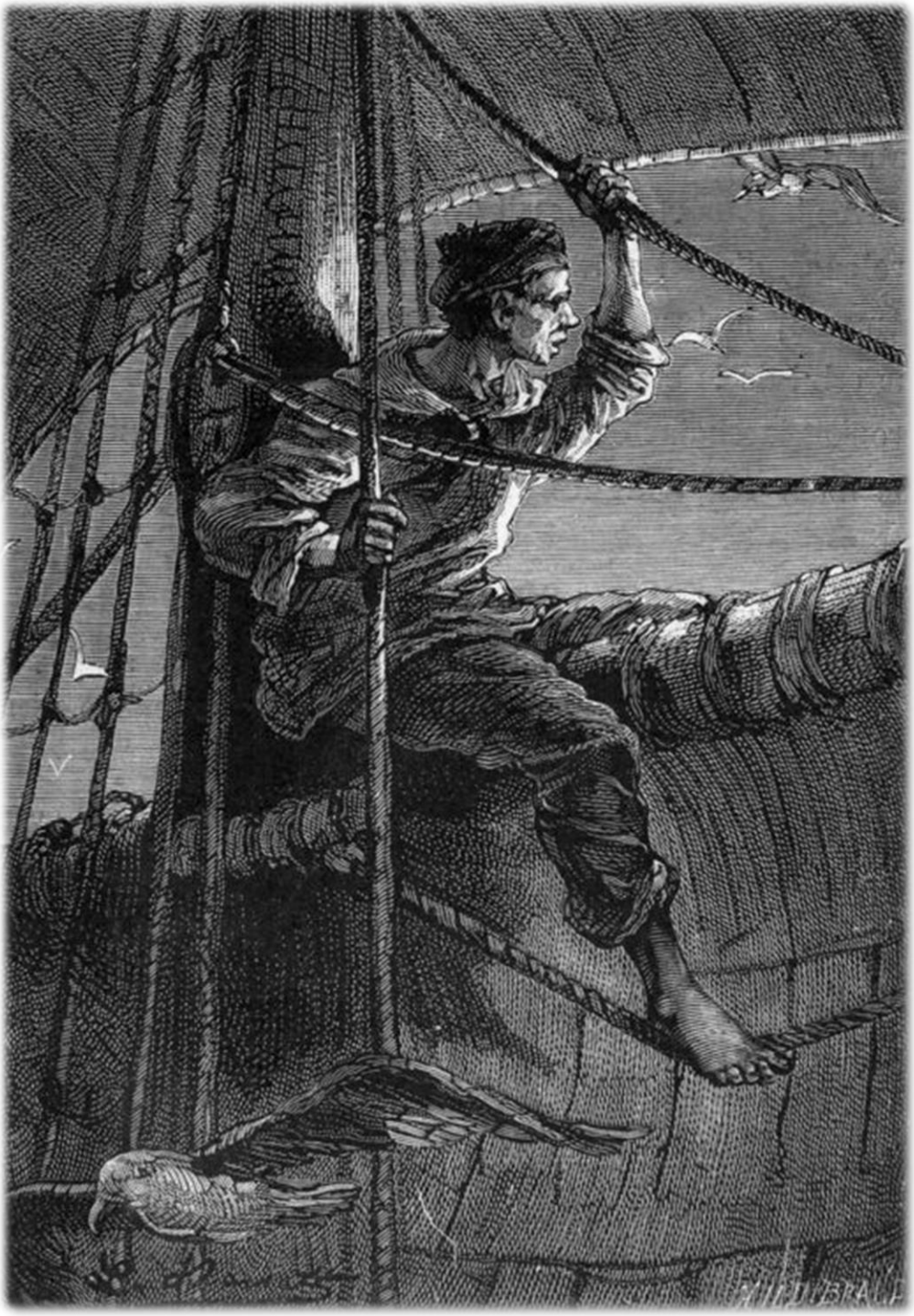
- Alternately, if you came to this table because you were rolling a Quest Target: Place, click here to return to Chapter 7, Section 3.



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

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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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

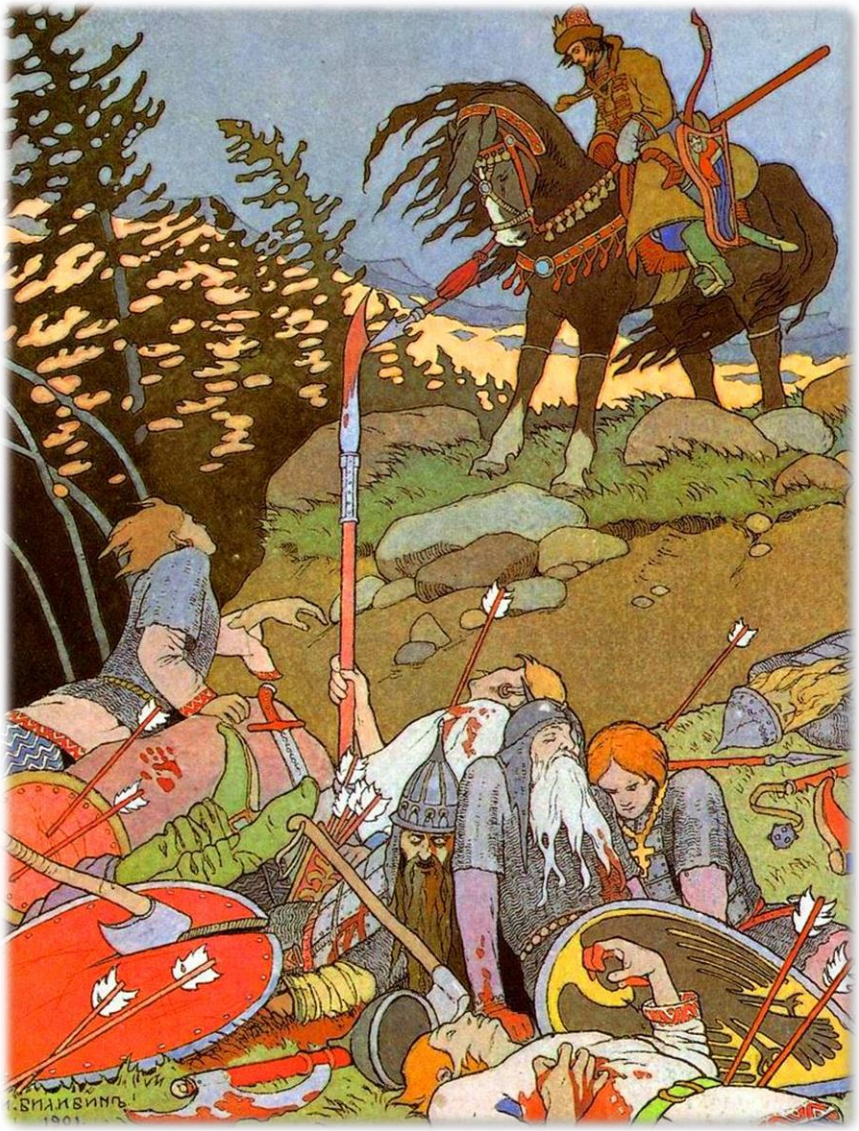
A IS FOR ANCHORAGE
➢ **Aits / Eyots:** A group of small forested islands found in the middle of a river.
➢ **Alkali Flat:** A dry, salty lake bed.
➢ **Alkali Sink:** A dry, deep, salty lake bed.
➢ **Alluvial Fan:** A reach of sediment and gravel, caused by the passage of a former river. Vegetation will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

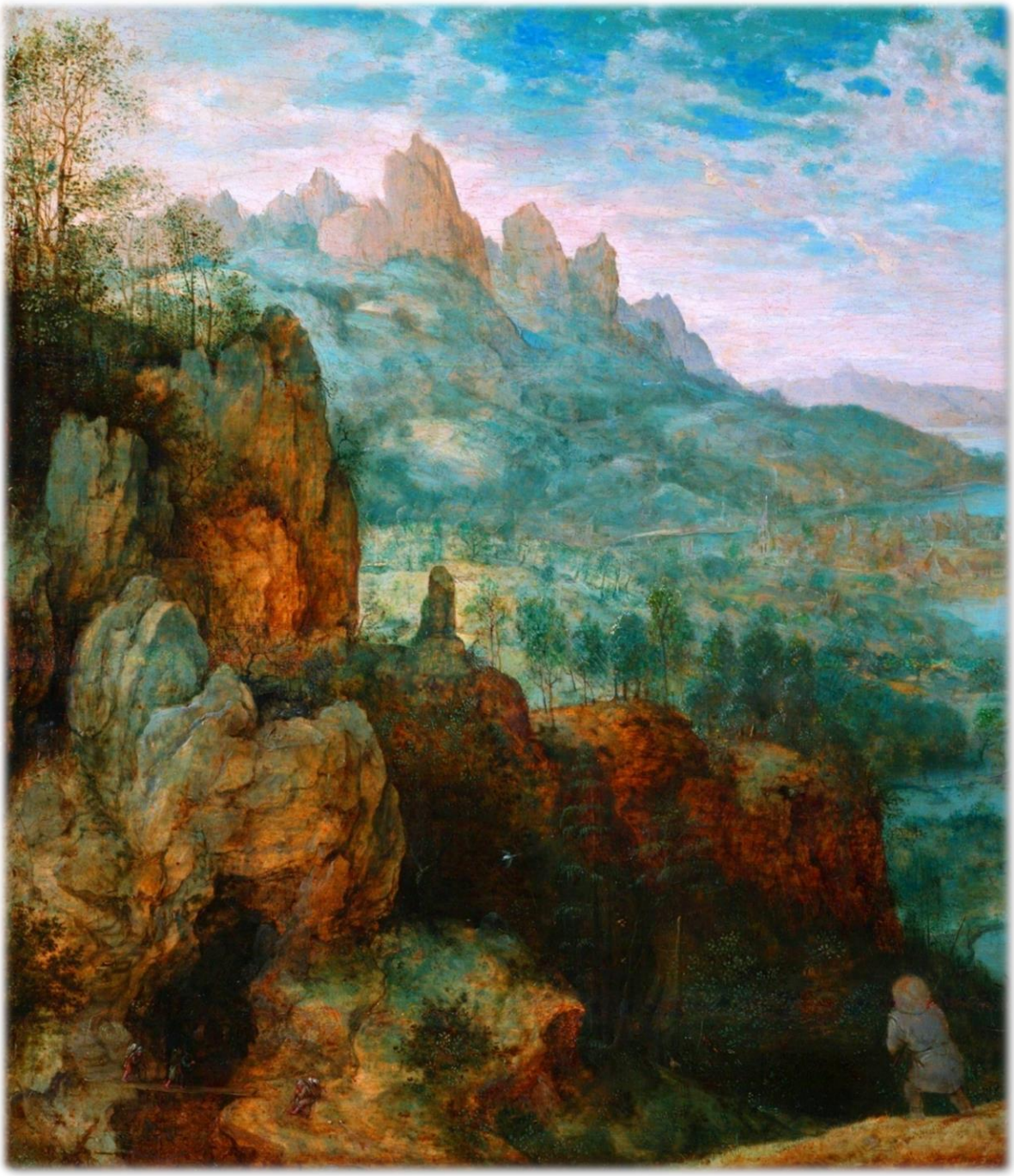
- **Crags:** Hills which have many cliff-like slopes and surfaces. Crags differ from cliffs in that they are easier to climb.
- **Cranberry Fen:** A Fen where cranberry shrubs grow in abundance.
- **Crater Lake:** A lake in the crater of an extinct volcano.
- **Crater:** A depression caused by the impact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

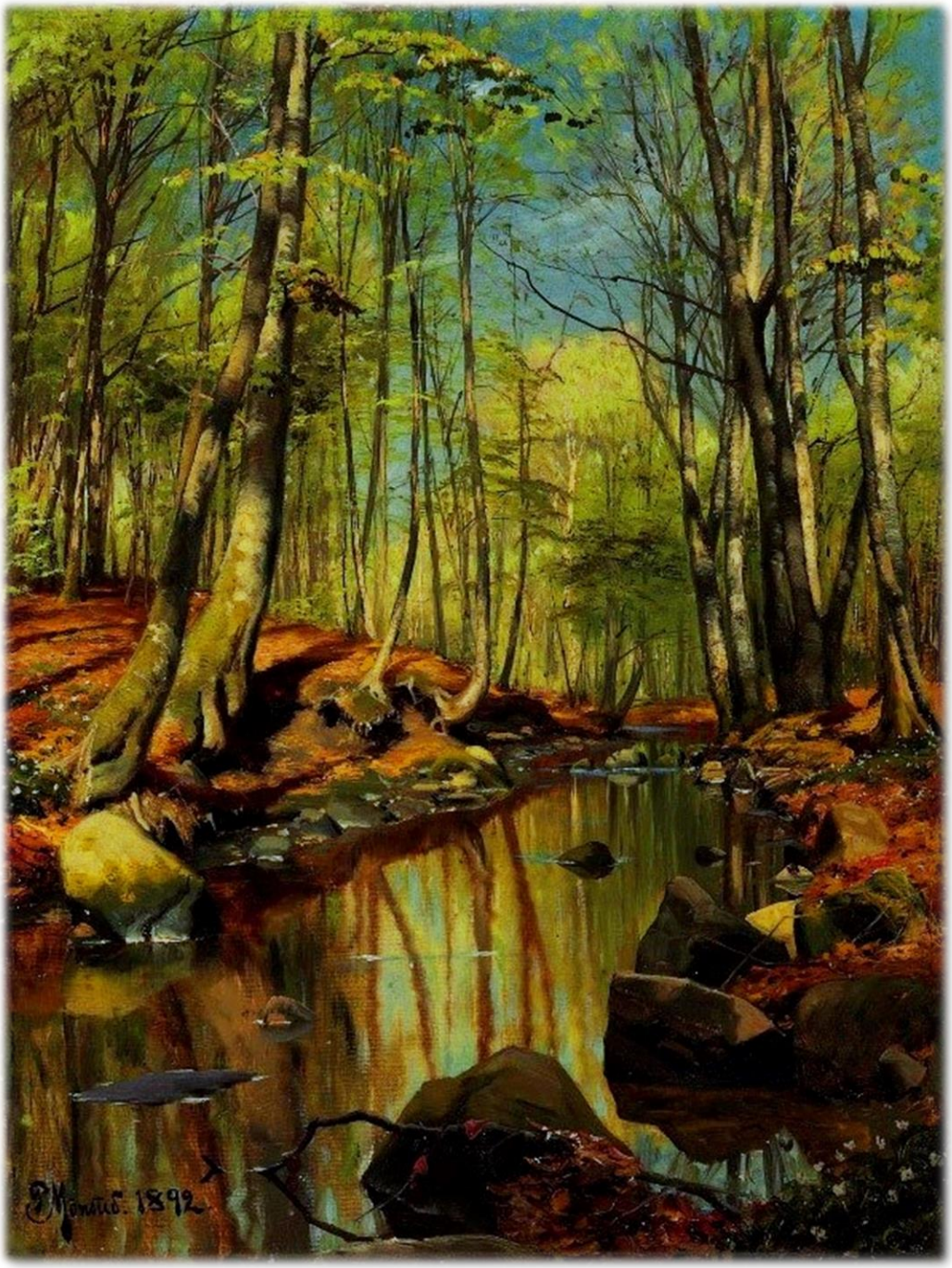
- **Vale:** A small Valley.
- **Valley:** A sheltering valley with gentle slopes.
- **Vast Snowdrifts:** Huge drifts of moving snow which temporarily freeze and then move on due as driven by the wind; i.e., "dunes" made of ice and snow.
- **Veldt:** Land covered with low thorny grasses.
- **Volcanic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

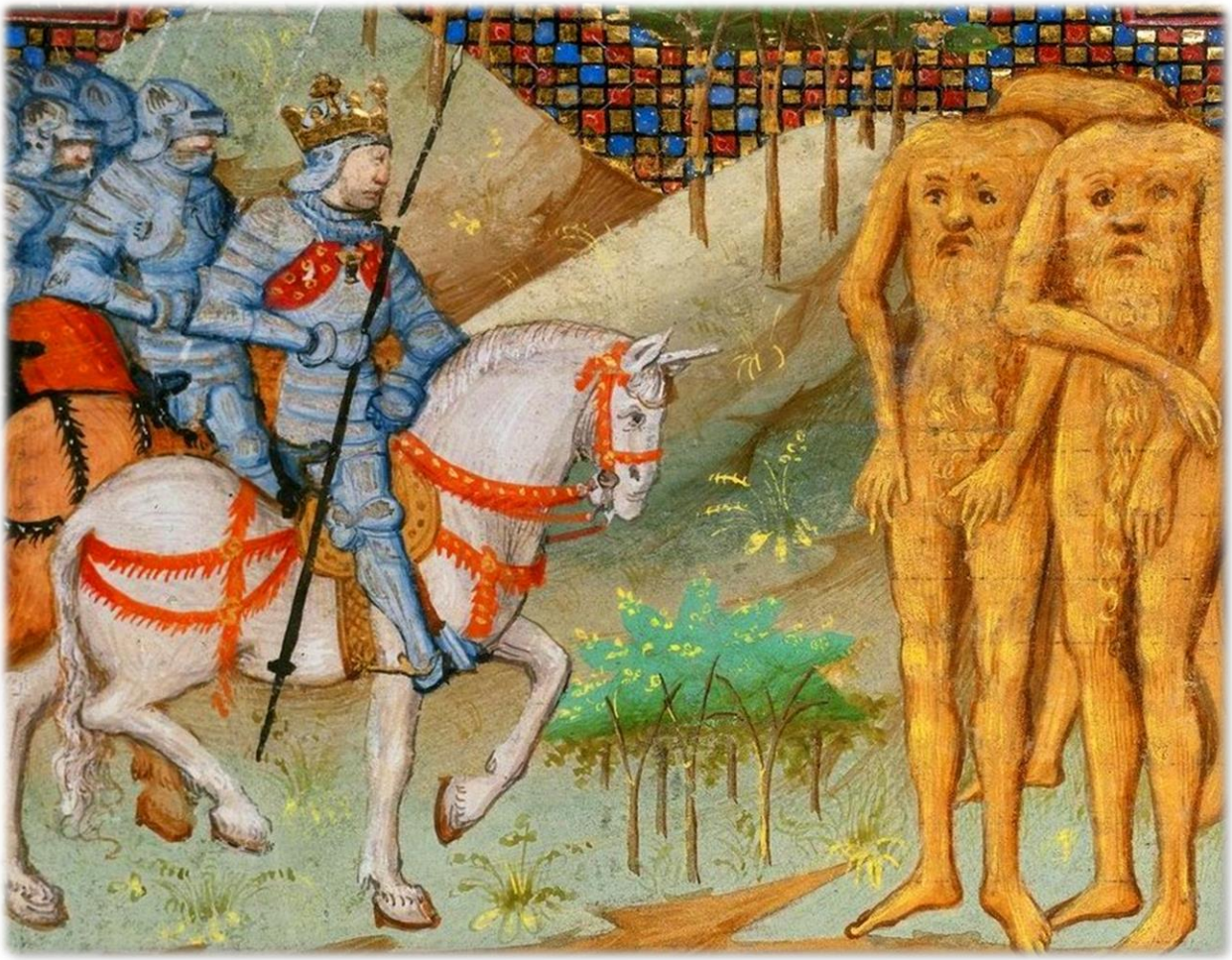
Table GWG2-83:

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

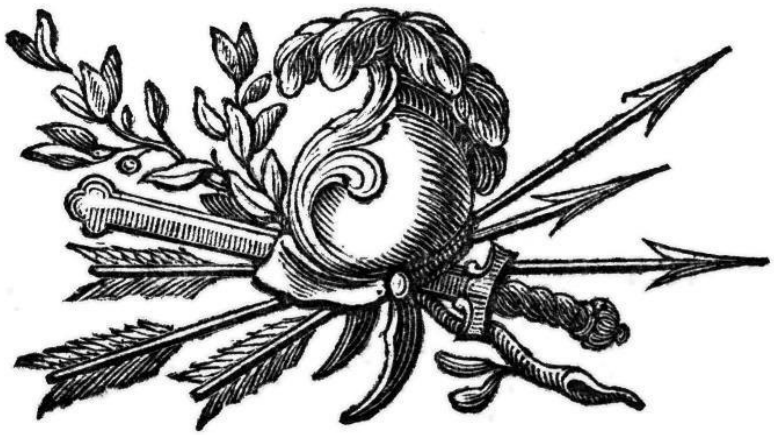
D1000 Roll	Chaotic Descriptor	D1000 Roll	Chaotic Descriptor
069	Blighted or Blighted One's	070	Blinding or Blindman's
071	Blocked	072	Boar
073	Bodyguard's	074	Boiling
075	Bone or Bone Golem	076	Boreal
077	Bottomless	078	Boulder
079	Brass or Brazen	080	Breached
081	Bridged	082	Brimstone or Sulfur
083	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

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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

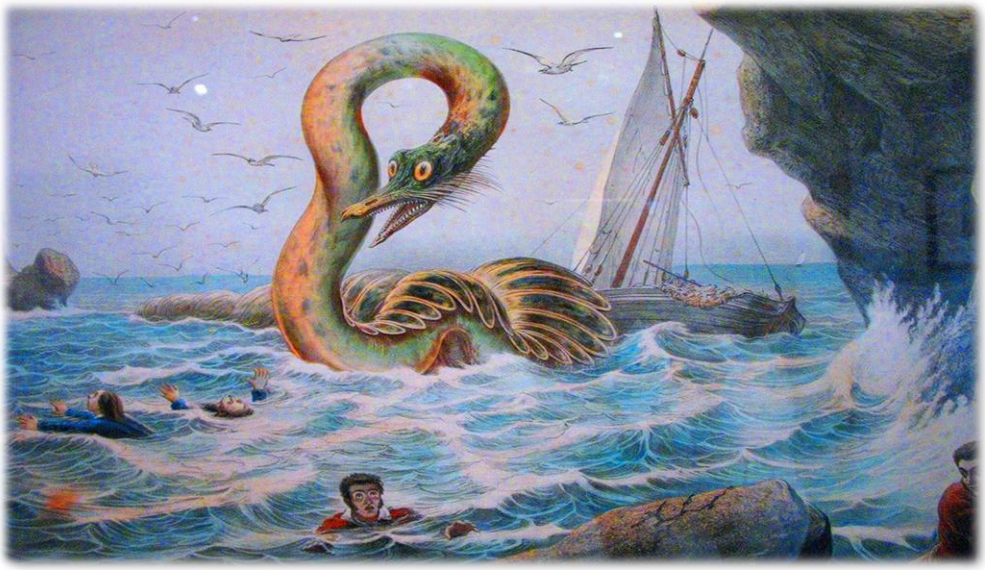
D1000 Roll	Chaotic Descriptor	D1000 Roll	Chaotic Descriptor
560	Macabre		
561	Machine or Mechanical	562	Mad One's or Maddening or Madman's
563	Maelstrom	564	Mage Slayer's
565	Mage's or Magic-User's	566	Maggot or Maggot-Infested
567	Magical or Magician's	568	Magister's or Magisterial
569	Magma	570	Majestic
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.)

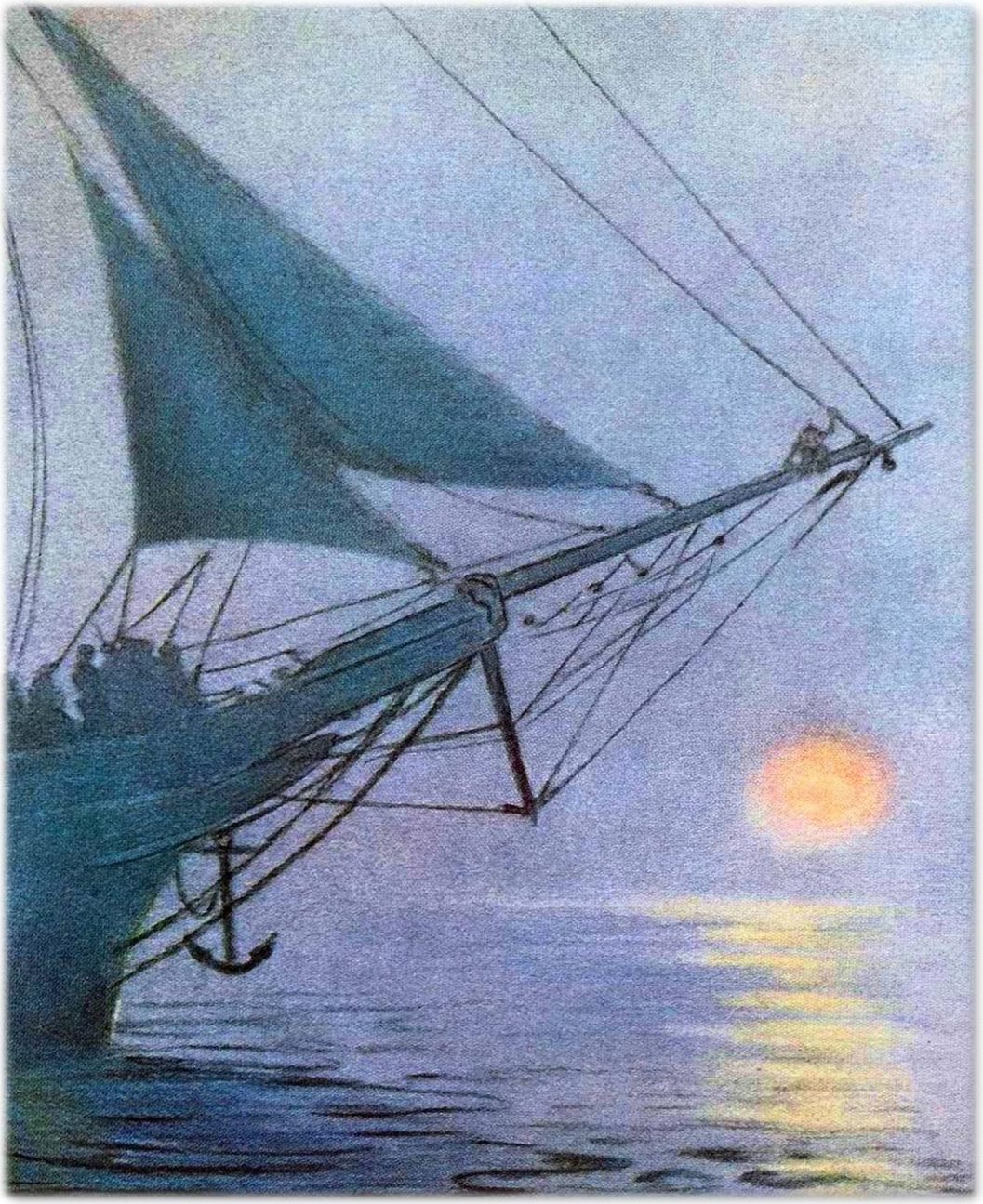
Let the players choose what happens! And if they're so conditioned by consumer culture that they won't choose, or they don't like choice (!!!), make them choose or stop playing until they do. If there's a good soapbox where I should stand up, rant, and lose all of my hit points, I absolutely think it's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

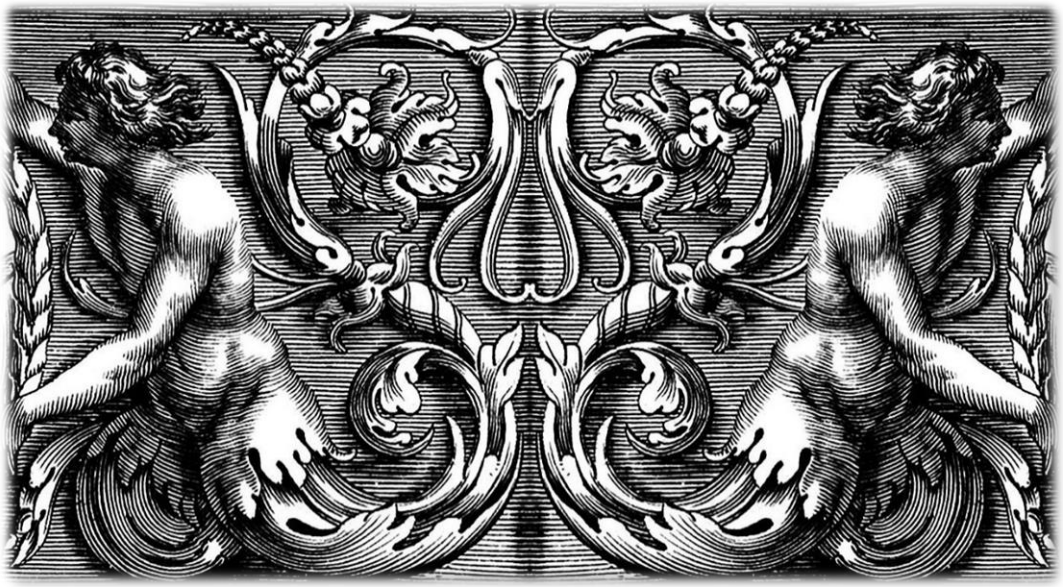
D1000 Roll	Quest Action Code Template
129 to 132	Besiege / Isolate (Place)
133 to 136	Besiege / Isolate (Place) Involving (Thing)
137 to 140	Break Siege by (Person / Creature / Faction) on Place)
141 to 144	Break Siege on (Place)
145 to 148	Break Siege on (Place) to Save (Person / Creature / Faction)

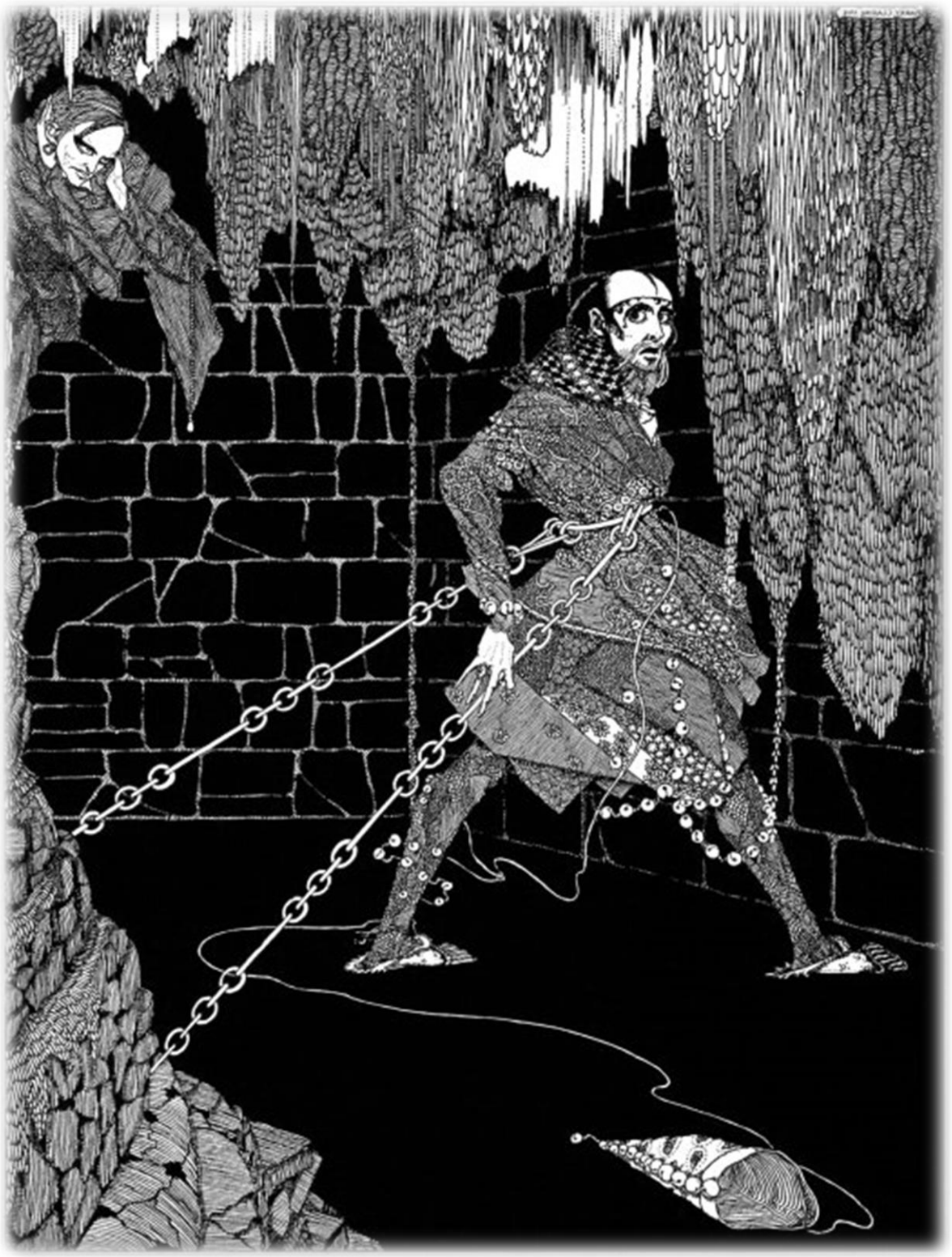
C IS FOR CONSPIRACY	
D1000 Roll	**Quest Action Code Template**
149 to 152	Capture / Subdue / Tame (Person / Creature / Faction)
153 to 156	Capture / Subdue / Tame (Person / Creature / Faction) in (Place)
157 to 160	Cast Spell at / Chant / Invoke (Person / Creature / Faction)
161 to 164	Cast Spell at / 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)

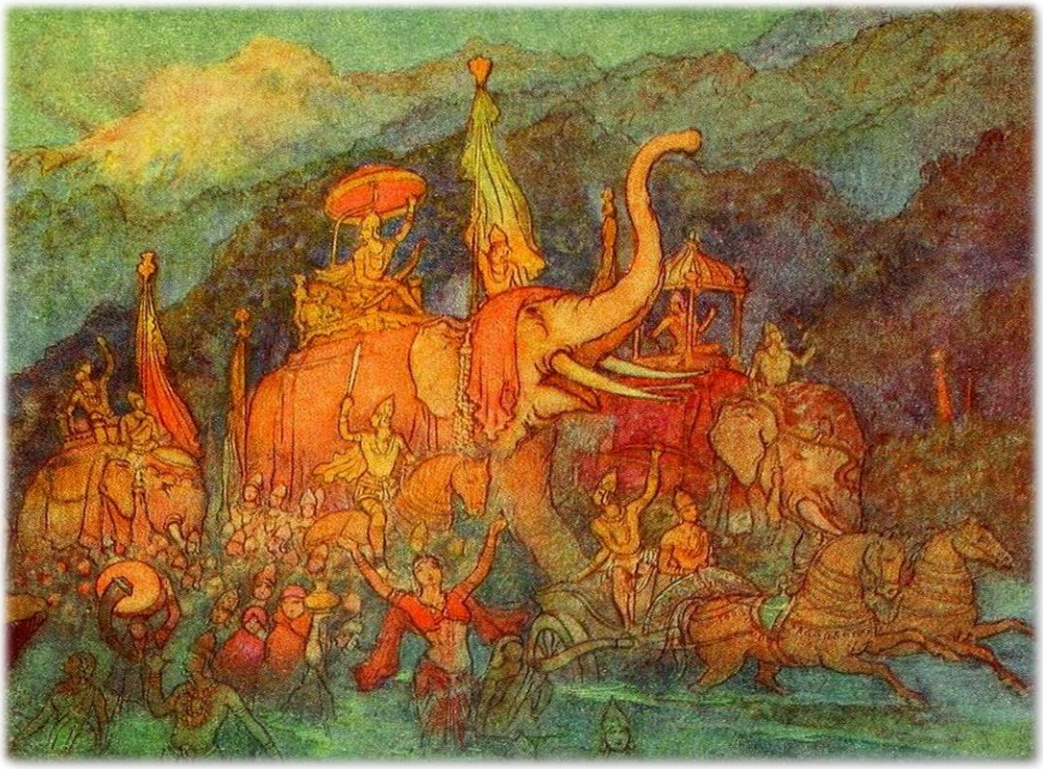
J IS FOR JOURNEY	
D1000 Roll	**Quest Action Code Template**
597 to 600	Journey / Travel to (Place)
601 to 604	Journey / Travel to (Place) Seeking (Person / Creature / Faction)
605 to 608	Journey / Travel to (Place) Seeking (Thing)
L IS FOR LEADERSHIP	
609 to 612	Lead Weak Forces into Battle vs. (Person / 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

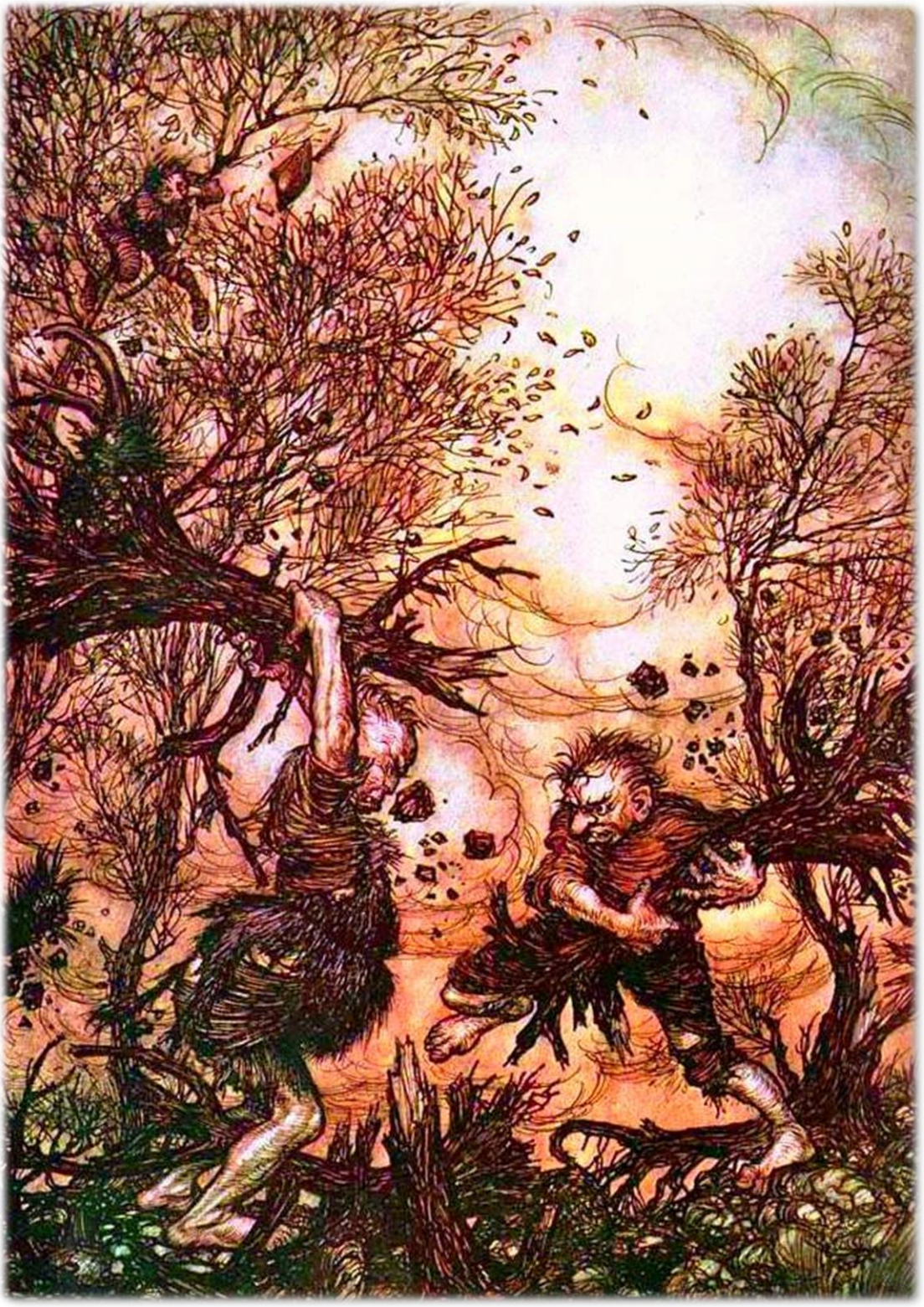
D1000 Roll	Person / Creature / Faction Type	Probable Classification
173	Cleric, Cantor theme	Person
174	Cleric, Catechumen theme	Person
175	Cleric, Clairvoyant theme	Person
176	Cleric, Confessor theme	Person
177	Cleric, Convert theme	Person
178	Cleric, Cultist theme	Person
179	Cleric, Exorcist theme	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

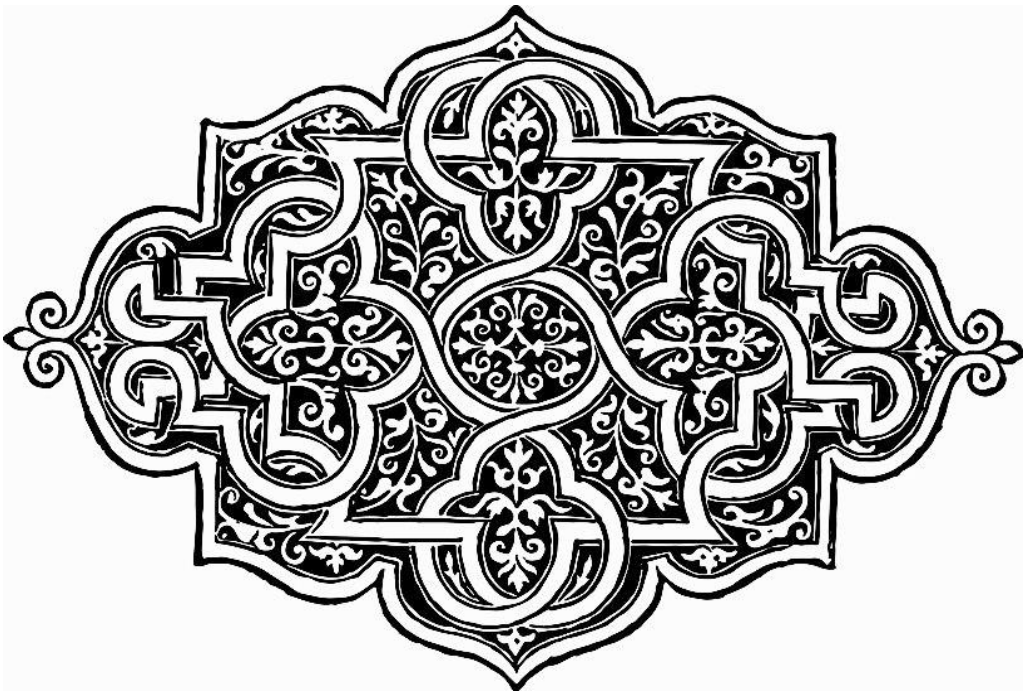
D1000 Roll	Person / Creature / Faction Type	Probable Classification
854 to 860	Shape Shifter (GM's choice, may have a class and experience level)	Monster or Person
861 to 867	Shoggoth	Monster
868 or 869	Society	Faction
870 or 871	Sorority / Sisterhood	Faction
872 to 878	Spectre	Monster
879 to 885	Spirit	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 A natural series of subterranean spaces.	➢ Cave System Table (7-3-1)
Depression A wilderness locale featuring a significant canyon, gorge, rift, series of sinkholes, etc.	➢ Cold Depression Table (5-2) ➢ Temperate Depression Table (5-21) ➢ Tropical Depression Table (5-30)
Dungeon A prison, series of torture chambers, or confined and claustrophobic place of danger.	➢ Dungeon Chamber Table (7-3-2)
Forest A surface area covered with thick trees and other plant life.	Roll on Depression, Freshwater, or Forest table appropriate to your climate. If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [4-6] Forest. ➢ Cold Depression Table (5-2) ➢ Cold Forest Table (5-3) ➢ Cold Freshwater Table (5-4) ➢ Temperate Depression Table (5-21) ➢ Temperate Forest Table (5-22) ➢ Temperate Freshwater Table (5-23) ➢ Tropical Depression Table (5-30) ➢ Tropical Forest Table (5-31)

	➢ Tropical Freshwater Table (5-32)
Adventure Destination Classification	**Recommended Quest Target: Place Table**
Freshwater Reach A river, lake, island, or coastal region.	➢ Cold Freshwater Table (5-4) ➢ Temperate Freshwater Table (5-23) ➢ Tropical Freshwater Table (5-32)
Hills A surface area with many changes in elevation, e.g. highlands, foothills, mesas, plateaus, etc.	Roll on Depression, Freshwater, or Hills table appropriate to your climate. If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [3-6] Hills. ➢ Cold Depression Table (5-2) ➢ Cold Freshwater Table (5-4) ➢ Cold Hills Table (5-5) ➢ Temperate Depression Table (5-21) ➢ Temperate Freshwater Table (5-23) ➢ Temperate Hills Table (5-24) ➢ Tropical Depression Table (5-30) ➢ Tropical Freshwater Table (5-32) ➢ Tropical Hills Table (5-33)
Isolated Structure A building, or small group of buildings, or a ruin, situated in the wilderness.	➢ Urban Location Table (7-3-7)
Manor House A large mansion, haunted house, or unfortified palace.	➢ Manor House Table (7-3-3)
Mountains A cooler surface area with extreme changes in elevation, e.g. volcanoes, peaks, a continental divide, etc.	Roll on Depression, Freshwater, or Mountains table appropriate to your climate. If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [3-6] Mountains. ➢ Cold Depression Table (5-2)

	➢ Cold Freshwater Table (5-4) ➢ Cold Mountains Table (5-6) ➢ Temperate Depression Table (5-21) ➢ Temperate Freshwater Table (5-23) ➢ Temperate Mountains Table (5-25) ➢ Tropical Depression Table (5-30) ➢ Tropical Freshwater Table (5-32) ➢ Tropical Mountains Table (5-34)
Adventure Destination Classification	**Recommended Quest Target: Place Table**
Netherworld A massive cave and tunnel system, running for many miles.	Roll on the Cave System Table, or on the Netherworld Table. If you prefer random determination, roll 1D6; [1-3] Cave System, [4-6] Netherworld. ➢ Cave System Table (7-3-1) ➢ Netherworld Table (5-11)
Plains A wilderness of relatively flat terrain, with fewer trees than a forest (grasslands, savannah, meadows, etc.).	Roll on Depression, Freshwater, or Plains table appropriate to your climate. If you prefer random determination, roll 1D6; [1] Depression, [2-3] Freshwater, [3-6] Plains. ➢ Cold Depression Table (5-2) ➢ Cold Freshwater Table (5-4) ➢ Cold Plains Table (5-7) ➢ Temperate Depression Table (5-21) ➢ Temperate Freshwater Table (5-23) ➢ Temperate Plains Table (5-26) ➢ Tropical Depression Table (5-30) ➢ Tropical Freshwater Table (5-32) ➢ Tropical Plains Table (5-35)
Ruins 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) ➢ Tropical Saltwater Table (5-36)
Adventure Destination Classification	**Recommended Quest Target: Place Table**
Stronghold A castle, subterranean enclave, or fortified palace.	➢ Stronghold Table (7-3-4)
Swamp A wetlands area, with significant amounts of plants, mud, and wildlife.	Roll on Freshwater or Swamp table appropriate to your climate. If you prefer random determination, roll 1D6; [1-2] Freshwater, [3-6] Swamp. ➢ Cold Freshwater Table (5-4) ➢ Cold Swamp Table (5-9) ➢ Temperate Freshwater Table (5-23) ➢ Temperate Swamp Table (5-28) ➢ Tropical Freshwater Table (5-32) ➢ Tropical Swamp Table (5-37)
Temple A place of worship, either holy or unholy.	➢ Temple Table (7-3-5)
Tomb A burial place, or kingdom of the dead.	➢ Tomb Table (7-3-6)
Urban Area A city, town, village, mining outpost, colony, etc.	➢ Urban Location Table (7-3-7)
Wasteland A region with very little rainfall or vegetation (desert, glacial wastes, etc.).	Roll on Depression, Freshwater, or Wasteland table appropriate to your climate. If you prefer random determination, roll 1D6; [1-2] Depression, [3] Freshwater, [4-6] Wasteland.

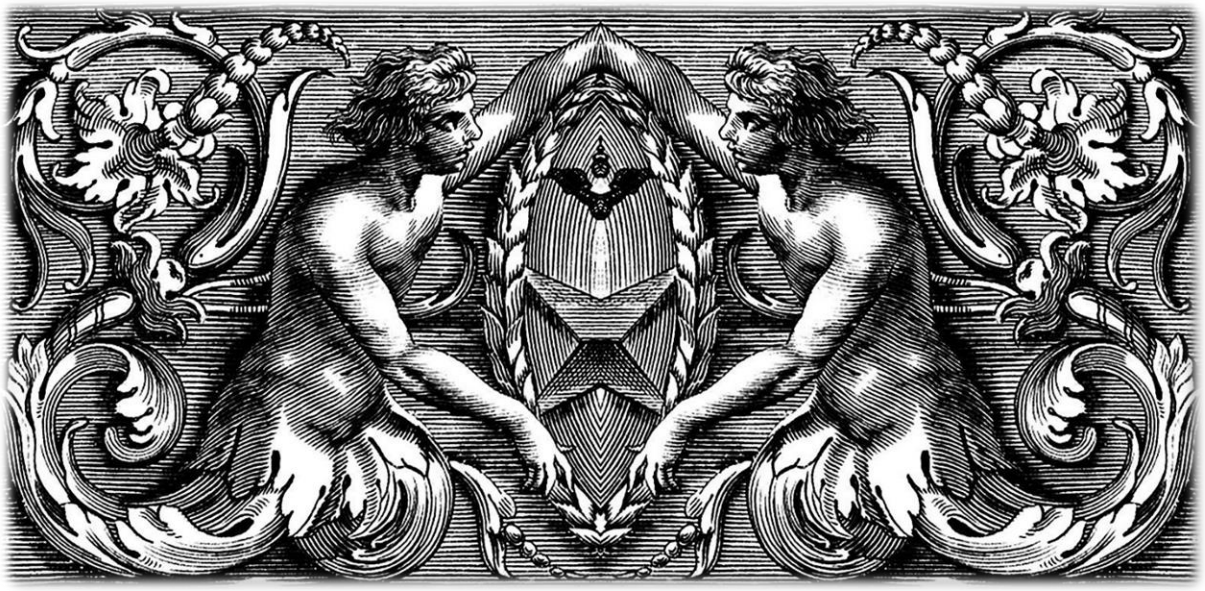
	➢ Cold Depression Table (5-2) ➢ Cold Freshwater Table (5-4) ➢ Cold Wastelands Table (5-10) ➢ Temperate Depression Table (5-21) ➢ Temperate Freshwater Table (5-23) ➢ Temperate Wastelands Table (5-29) ➢ Tropical Depression Table (5-30) ➢ Tropical Freshwater Table (5-32) ➢ Tropical Wastelands Table (5-38)

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

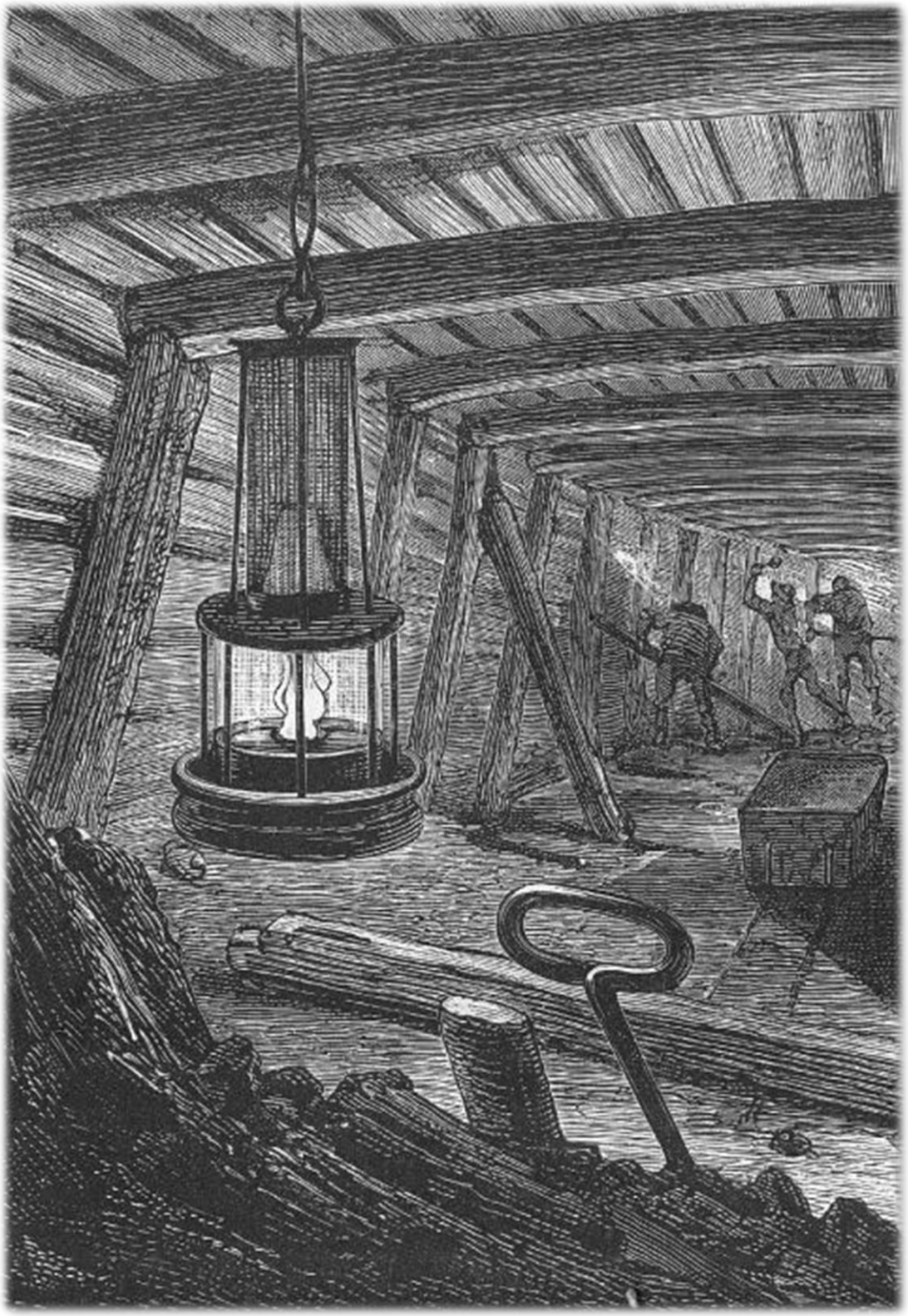
D1000 Roll	Dungeon Chamber Type	D1000 Roll	Dungeon Chamber Type
073 or 074	Armory Chamber	075 or 076	Arsenal
077 or 078	Arsenal Chamber	079 or 080	Arsenal and Forge
081 or 082	Ash Pit	083	Ashen Abyss
084	Aslukku	085	At Iwf
086 or 087	Augury Chamber	088 or 089	Augury Room
090 or 091	Auxiliary Chamber	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.

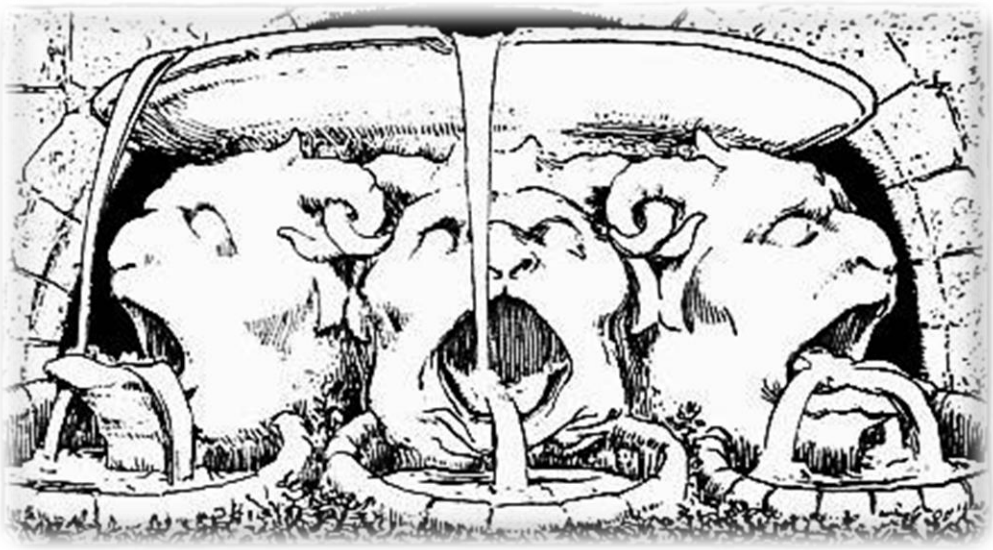
You can also use this table, along with the Chaotic Descriptor Table, to generate hundreds of random room concepts if you would like to create your dungeon "conceptually" before you pen to paper.

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

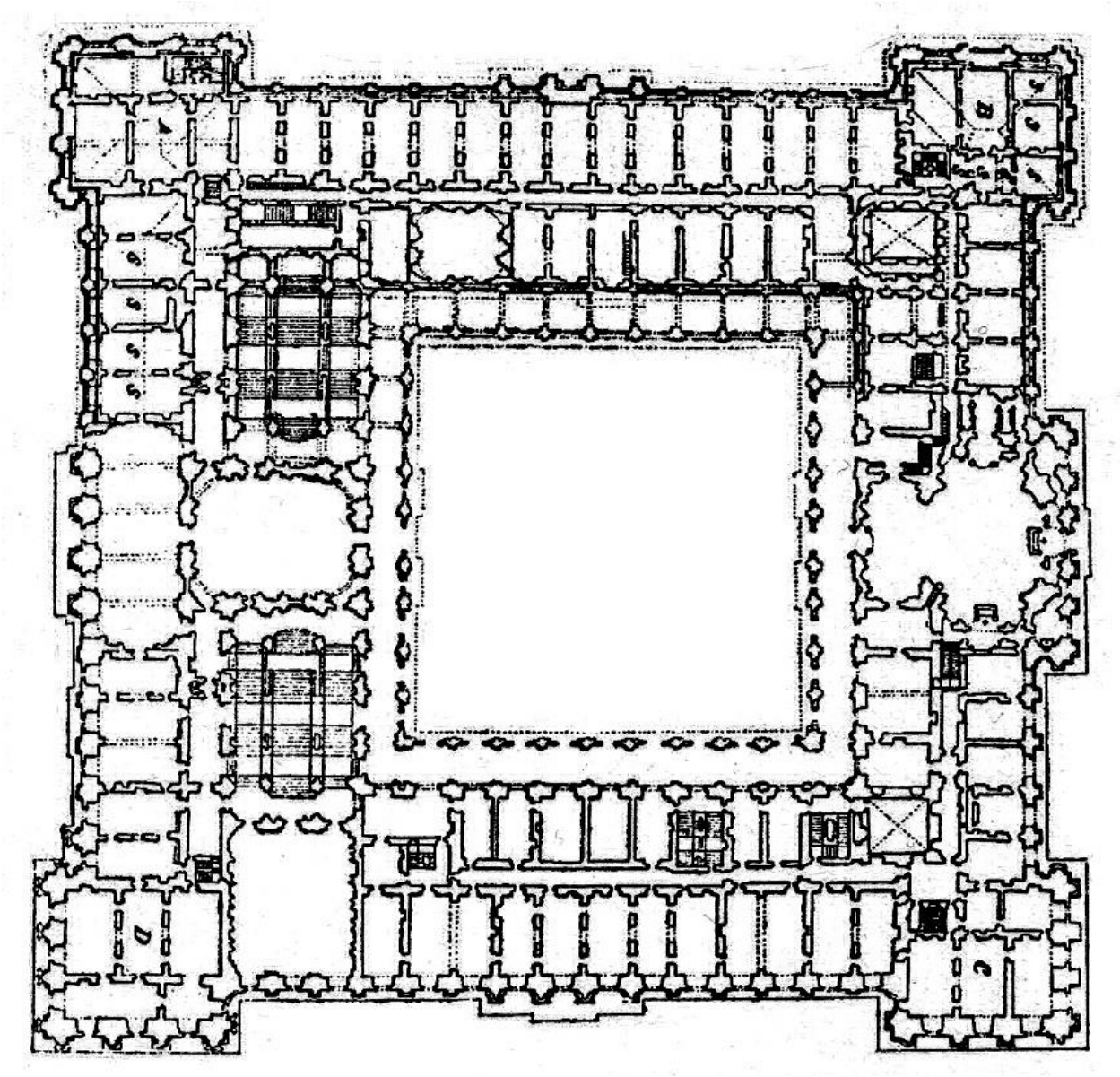
D1000 Roll	Stronghold Room Type	D1000 Roll	Stronghold Room Type
579 or 580	Loft	581 or 582	Lokrekkja
583 or 584	Long Gallery	585 or 586	Lookout
587 or 588	Lopt	589 or 590	Lord's Chamber
591 or 592	Lumber Room	593 or 594	Makkuri
595 or 596	Manufactory	597 or 598	Map Chamber
599 or 600	Map Room	601 or 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

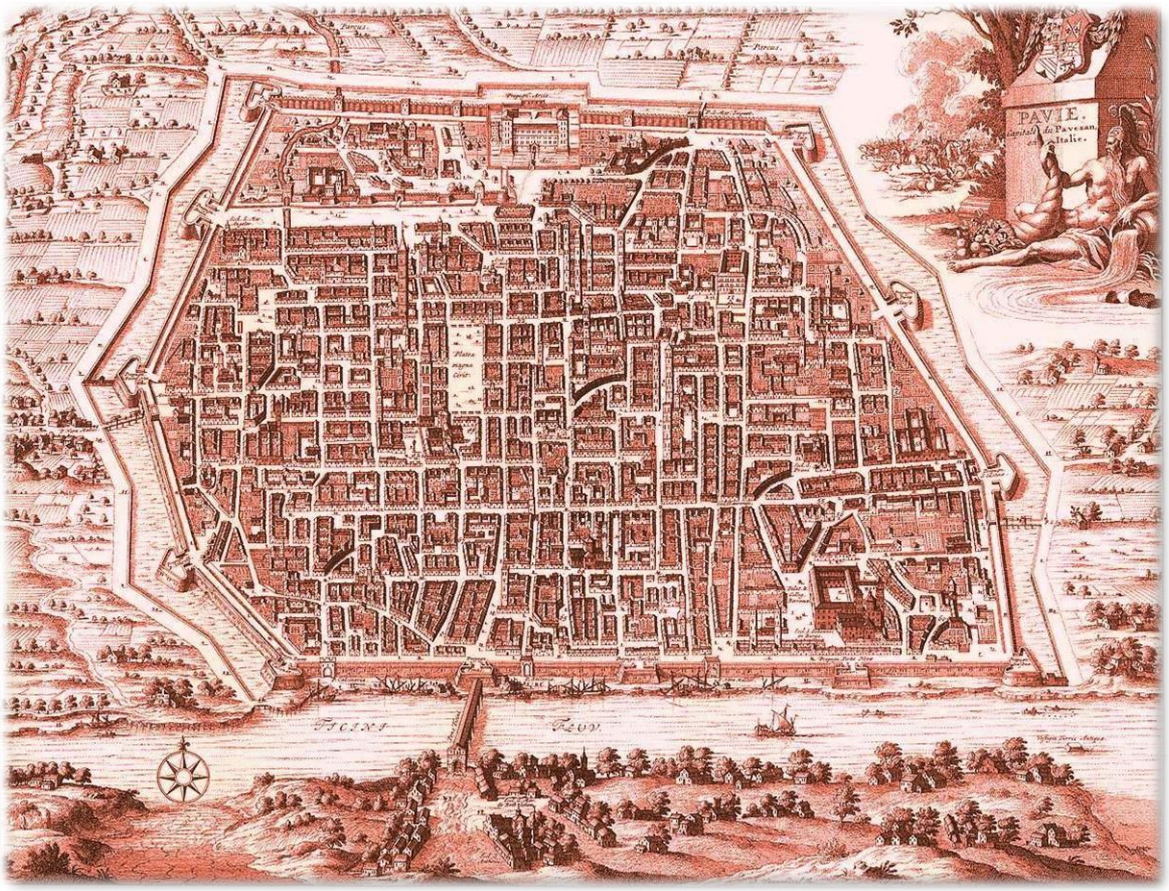
QUEST TARGET PLACES: URBAN LOCATIONS

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

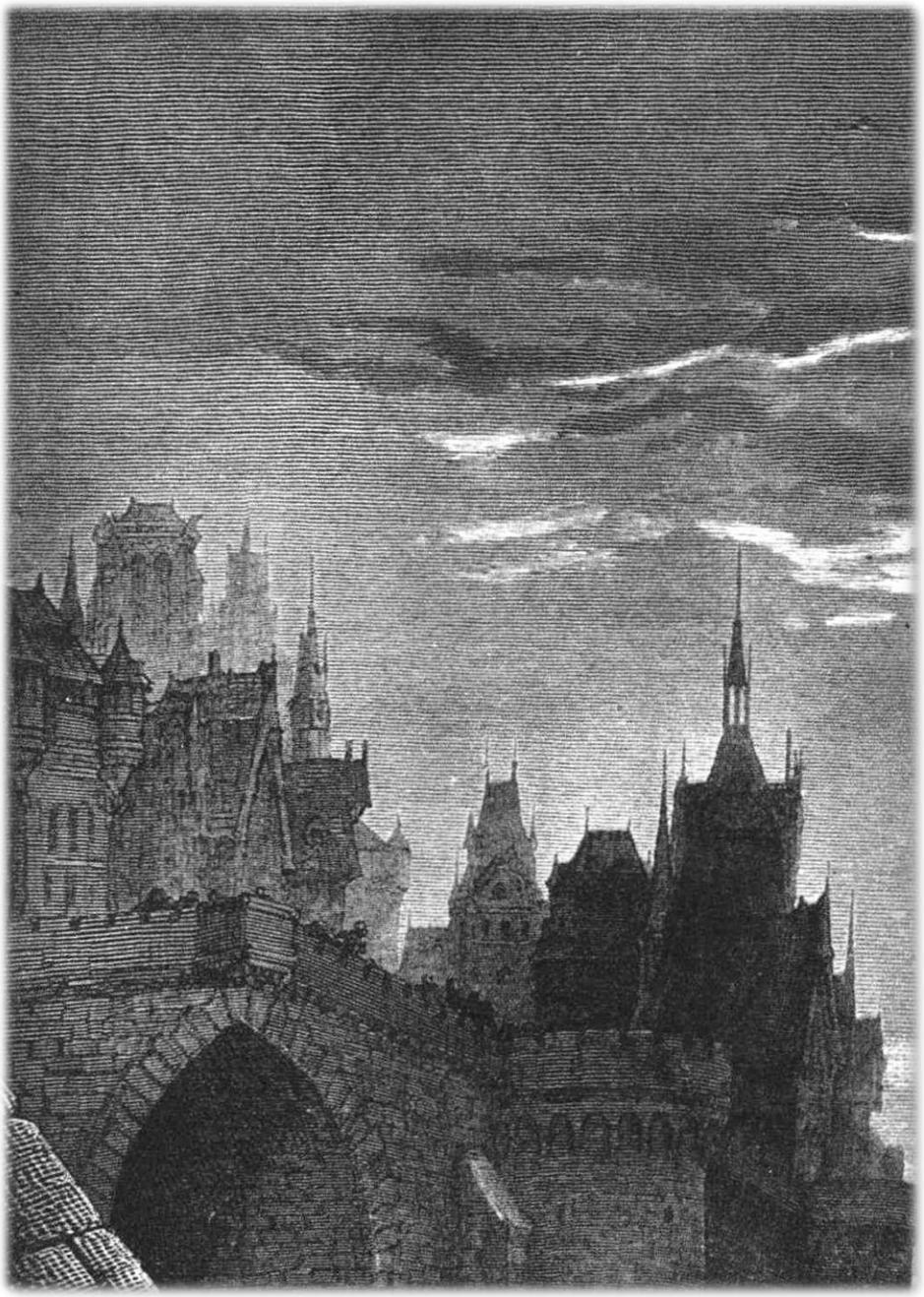
D1000 Roll	Urban Location Type	D1000 Roll	Urban Location Type
433 or 434	Hospital	**435 or 436**	Hot Spring
437 or 438	Hothouse	**439 to 470**	House / Residence (roll resident type on Benefactor Type table)
471 or 472	House / Residence (Exotic)	**473 or 474**	House of Ill Repute
475 or 476	Hovel / Hut	**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

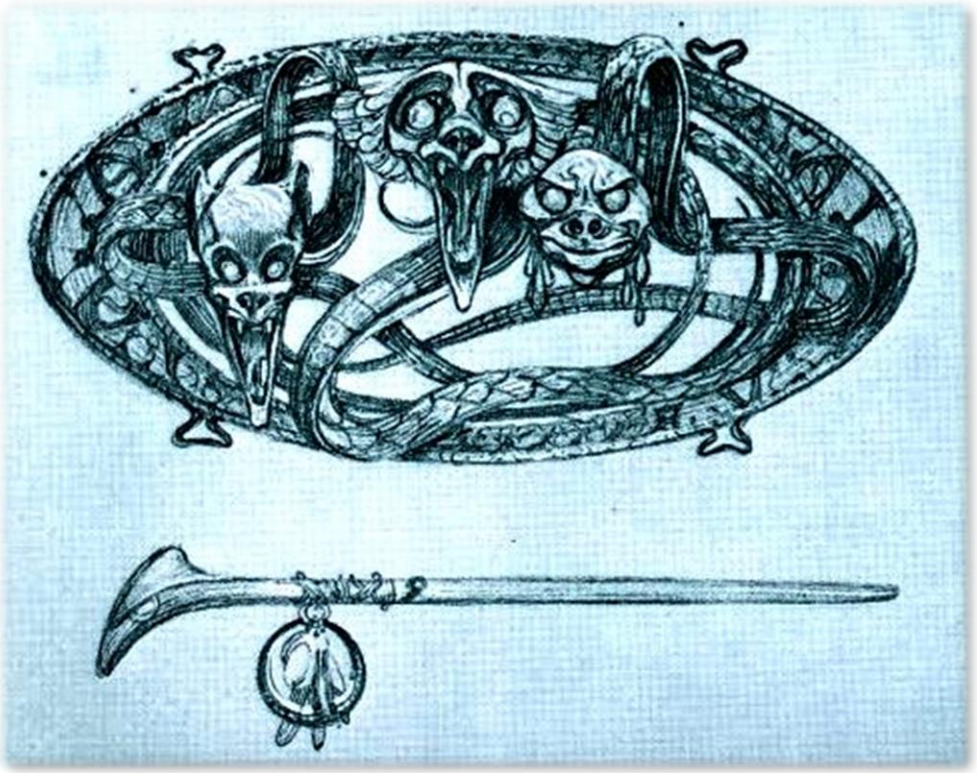
To determine the almighty Thing, roll 1D1000 and consult the following table. You can also use the Chaotic Descriptor Table if you need help defining the item's potential uniqueness.

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

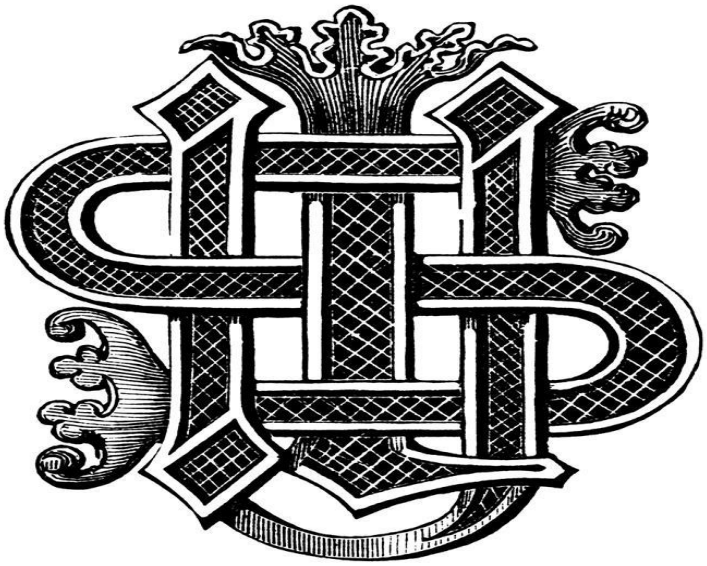
D1000 Roll	Quest Target "Thing"	D1000 Roll	Quest Target "Thing"
451 to 455	Hourglass	456 to 460	Icon
461 to 465	Idol	466 to 470	Incense
471 to 475	Iron Mask	476 to 480	Jewel
481 to 485	Journal	486 to 490	Jug
491 to 495	Key	496 to 500	Knapsack
501 to 505	Lanthorn	506 to 510	Lens
511 to 515	Letter	516 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.

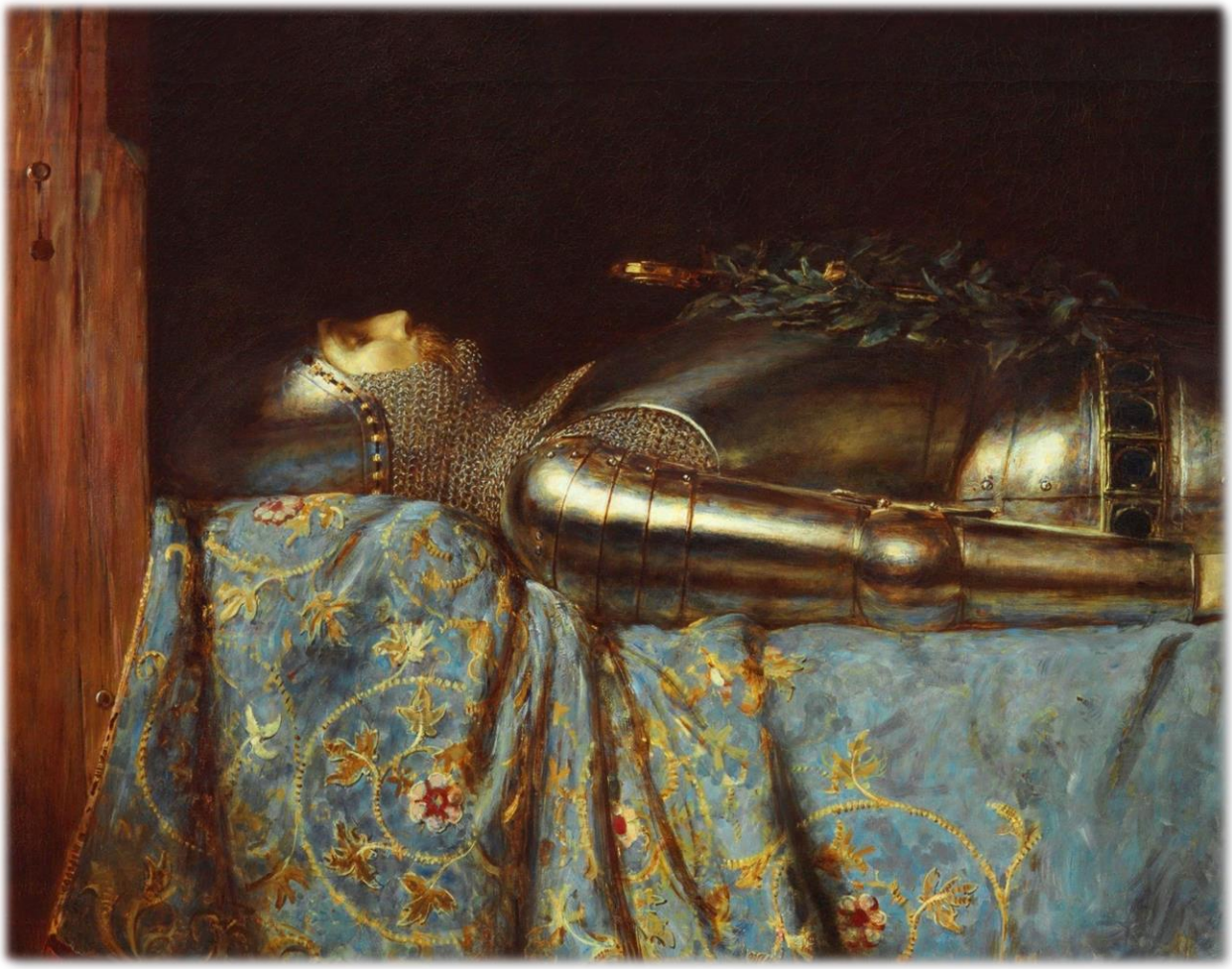
Table GWG2-95:

Potential Quest Complications

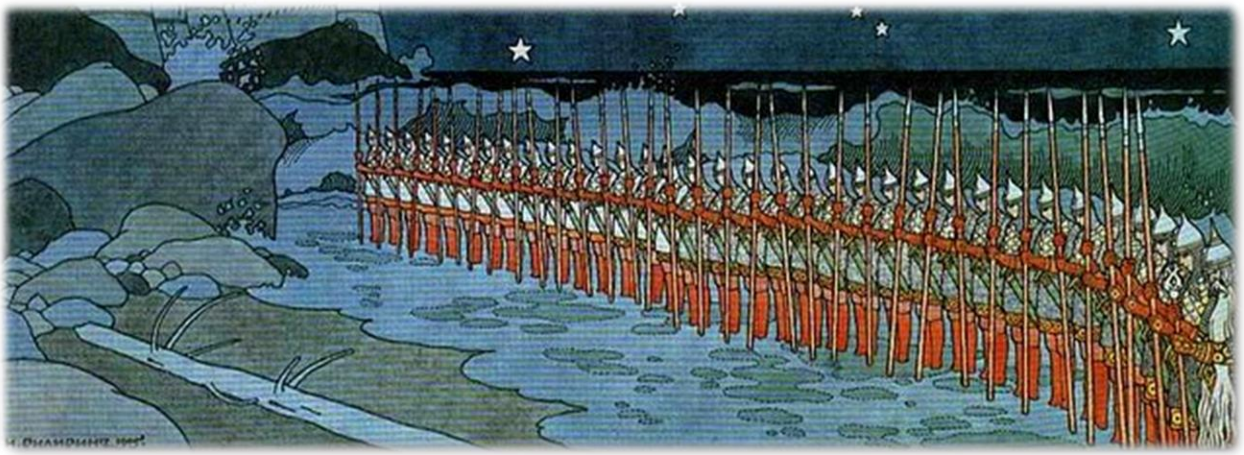
Roll 1D100, and consult the following table:

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

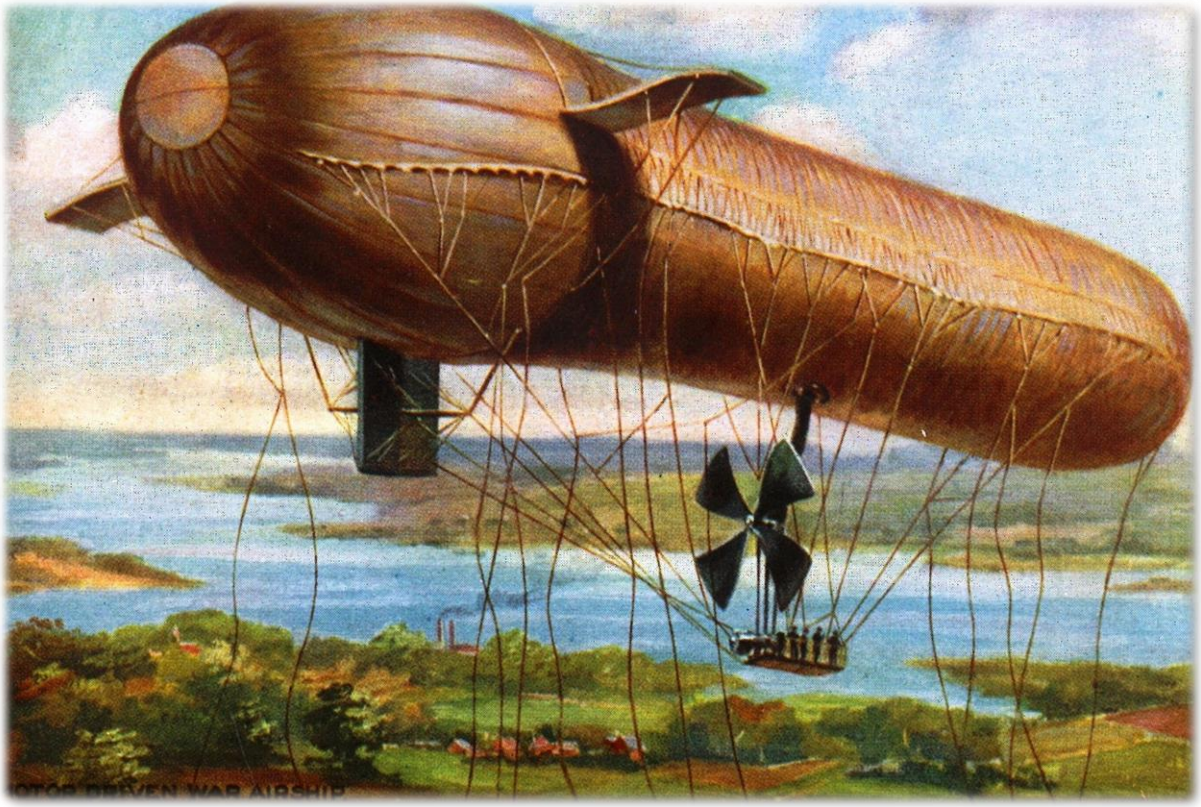
D100 Roll	Possible Complication in the Quest
04	Accusation of Theft
05 or 06	Ambushed by Demi-Human NPCs
07 or 08	Ambushed by Human NPCs
09 or 10	Ambushed by Humanoids
11 or 12	Ambushed by Monsters
13	Army Marching in the Region
14	Benefactor Dies



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

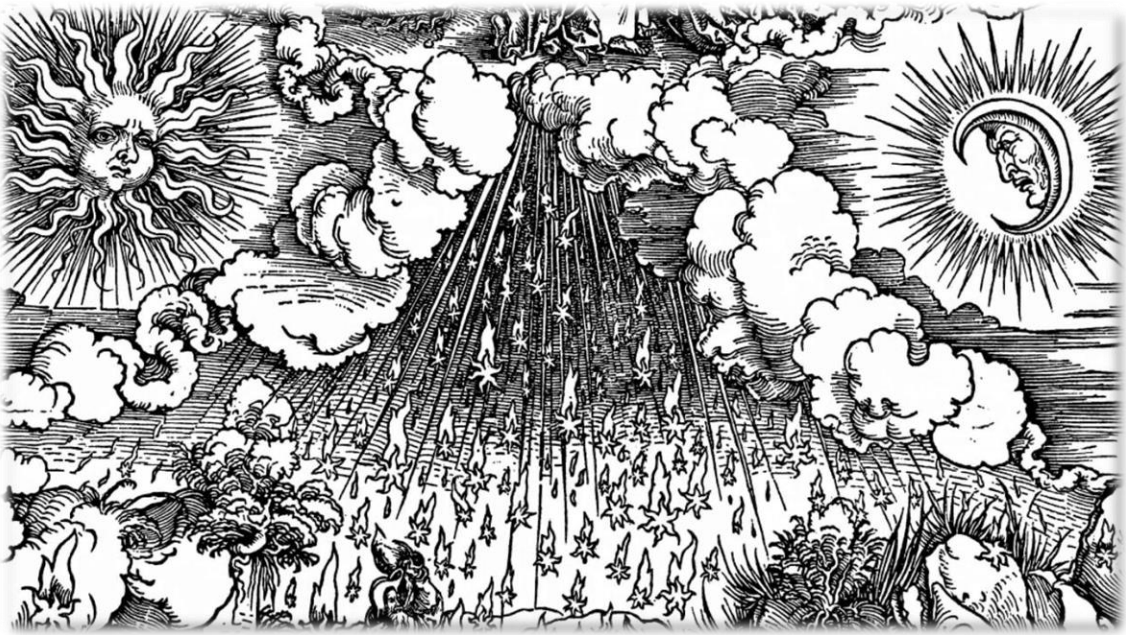


D100 Roll	Possible Complication in the Quest
48	Mounts Die / Porters Flee / Ship Sinks
49	Natural Disaster During Journey Disrupts Travel
50	Natural Disaster in Dungeon Alters Dungeon Level
51	Needed Ally is Stubborn / Misguided / Greedy
52	PCs Afflicted with Disease
53	PCs Afflicted with Parasitic Infection
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

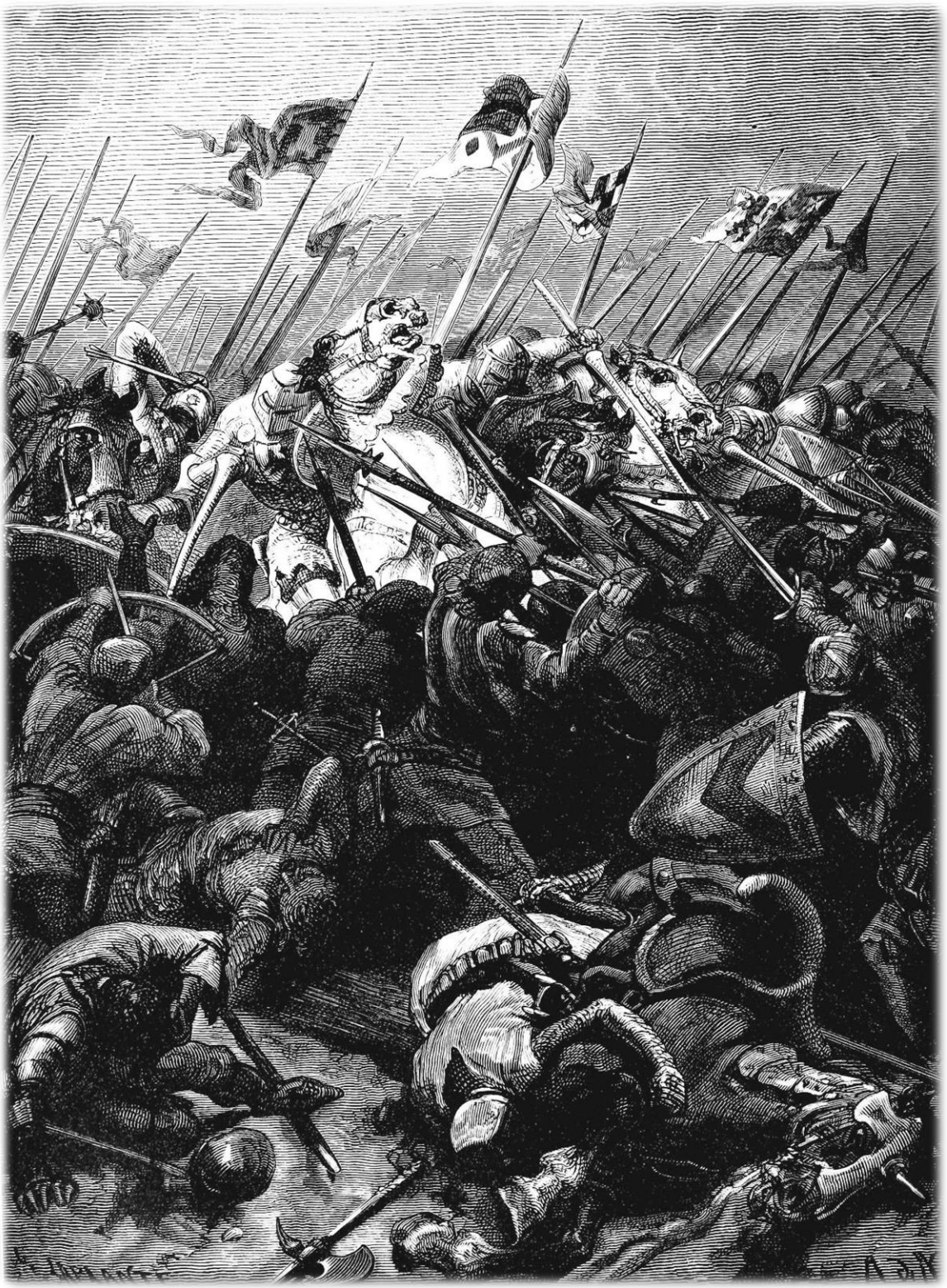
D1000 Roll	Allies / Guides Assisting the Party	D1000 Roll	Allies / Guides Assisting the Party
133 to 137	Equal-Level Cleric, Met	138 to 143	Equal-Level Cleric, Present
144 to 149	Equal-Level Druid, Met	150 to 154	Equal-Level Druid, Present
155 to 159	Equal-Level Fighter, Met	160 to 165	Equal-Level Fighter, 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

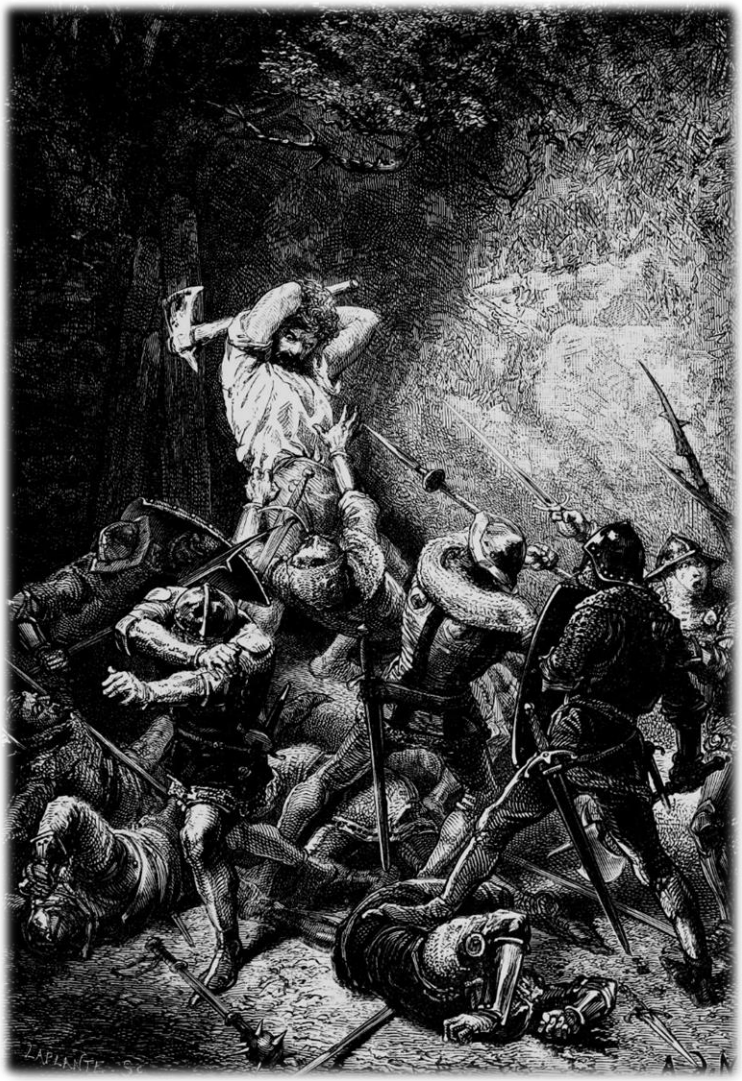
D1000 Roll	Allies / Guides Assisting the Party	D1000 Roll	Allies / Guides Assisting the Party
397 to 401	Higher Level Cavalier, Met	**402 to 407**	Higher Level Cavalier, Present
408 to 413	Higher Level Cleric, Met	**414 to 418**	Higher Level Cleric, Present
419 to 423	Higher Level Druid, Met	**424 to 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

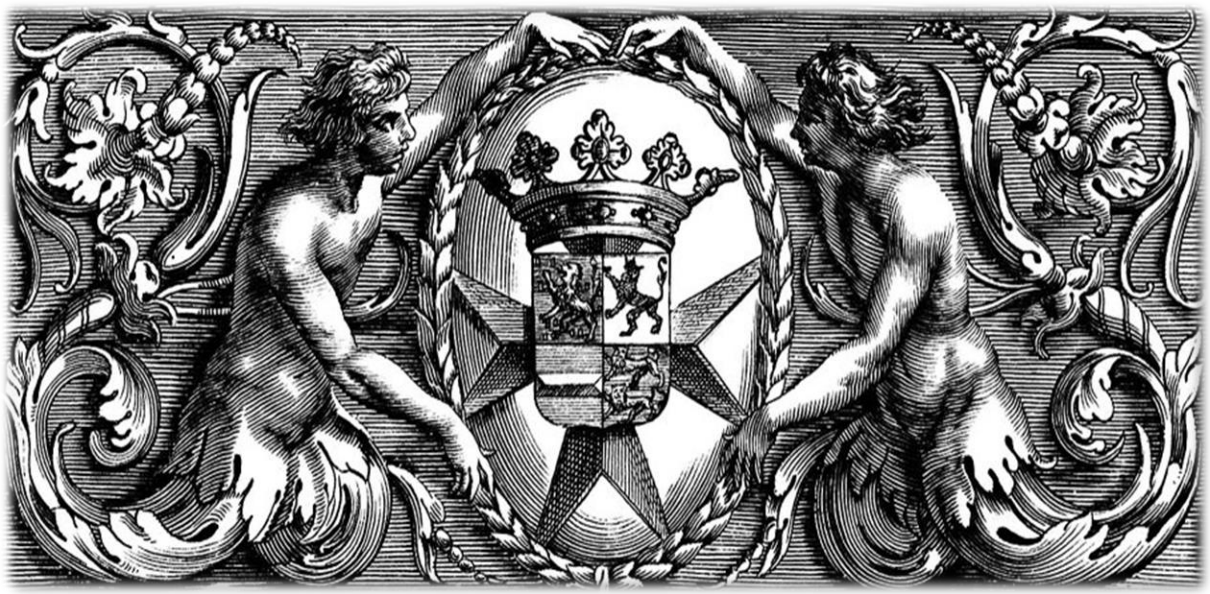
D1000 Roll	Allies / Guides Assisting the Party	D1000 Roll	Allies / Guides Assisting the Party
630 to 635	Lower Level Fighters, Met	**636 to 640**	Lower Level Fighters, Present
641 to 645	Lower Level Hunters, Met	**646 to 651**	Lower Level Hunters, Present
652 to 657	Lower Level Illusionists, Met	**658 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!

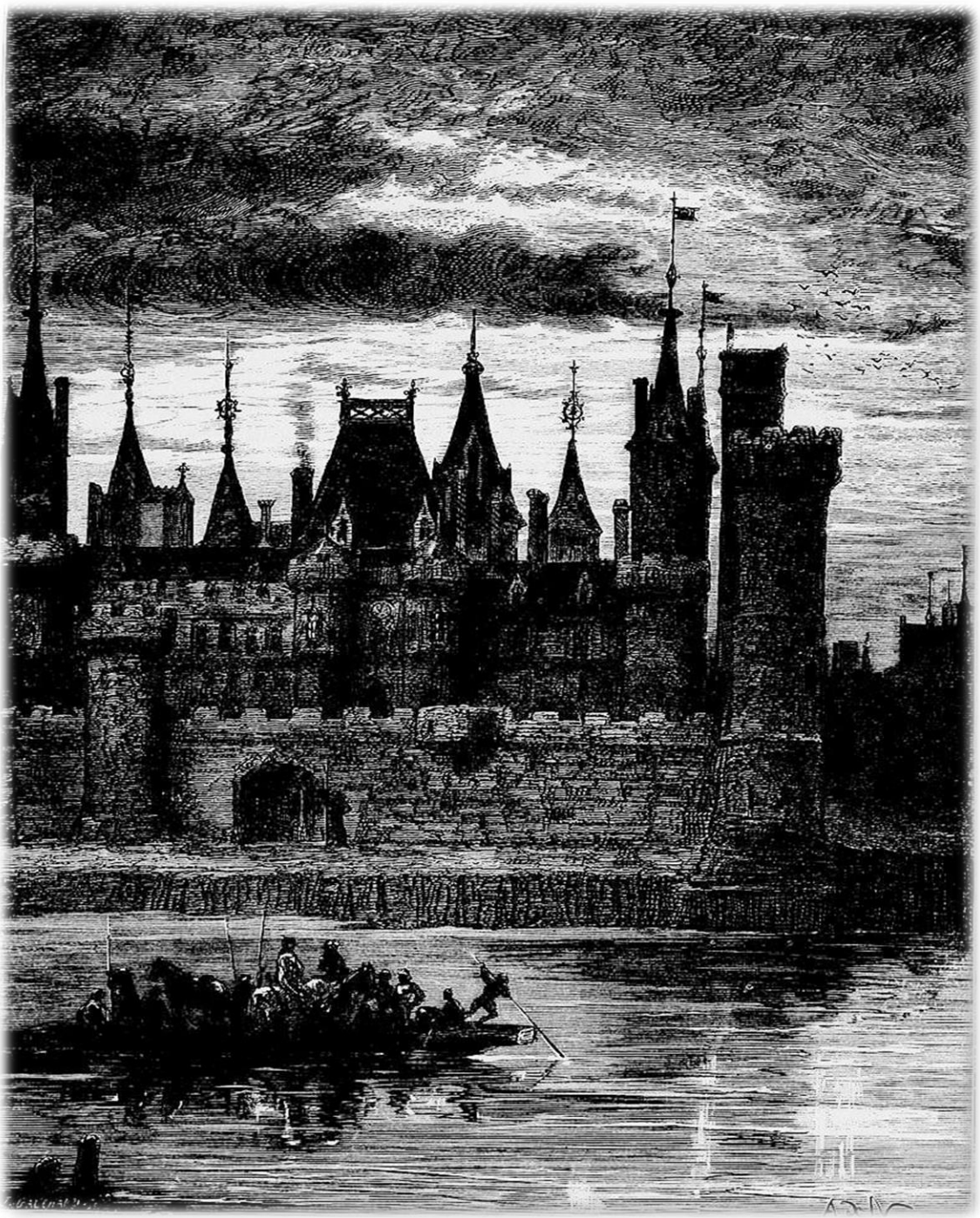


Table GWG2-98:

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)

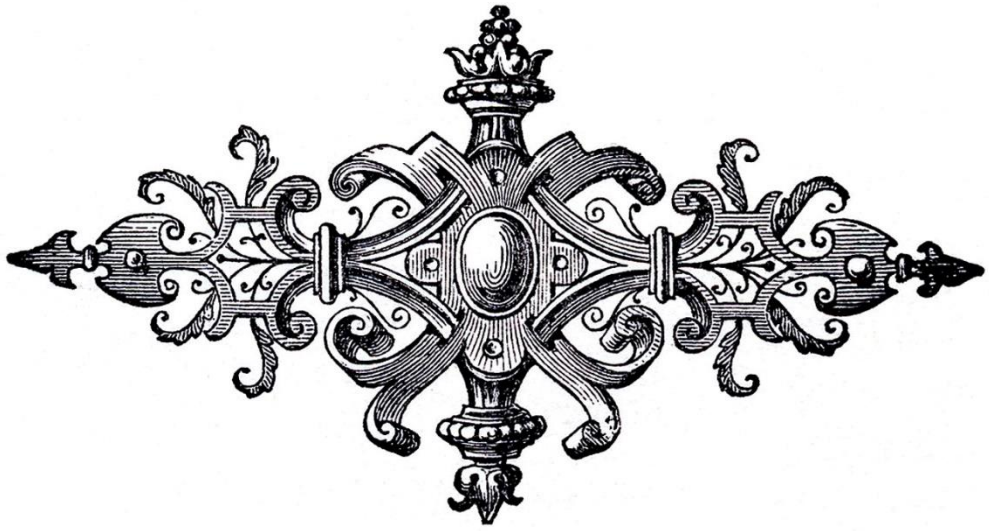
D1000 Roll	Iconic Villain(s) Archetype
648 to 652	Lightning Dragon
M IS FOR MI-GO	
653 to 655	Magic-User, Abjurer theme
656 to 658	Magic-User, Aeromancer / Wind Mage theme
659 to 661	Magic-User, Alchemist specialization
662 to 664	Magic-User, Apprentice / Neophyte theme
665 to 668	Magic-User, Arcane 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:

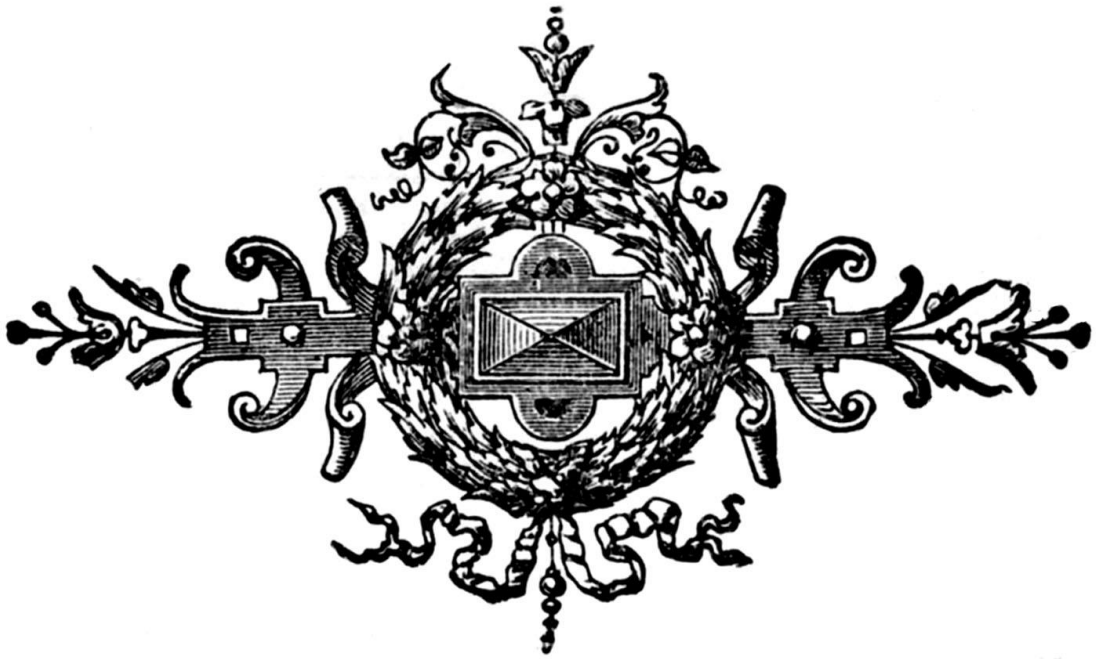
D100 Roll	Villain's Flaw or Weakness	Weakness Classification
01 or 02	Accepts duels and challenges	Mental
03	Blind	Physical

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.

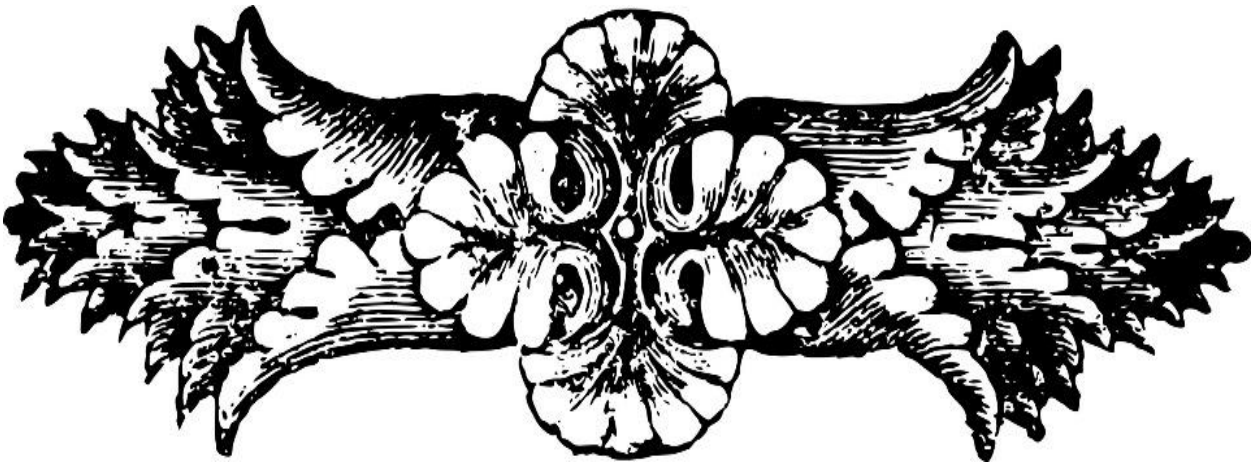
Table GWG2-103:

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) ➢ Beast Skeleton ➢ Cockroach (Large or Huge) ➢ Goblin ➢ Jackal	➢ Kobold ➢ Phantom ➢ Shrieking Fungus ➢ Skunk ➢ 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) ➢ Beastman (Thrall) ➢ Bluebottle Fly (Large) ➢ Centipede (Large) ➢ Fungus Man (Sporeling) ➢ Halfling ➢ Lizard (Large) ➢ Old Guard Kobold	➢ Orc ➢ Rat (Giant) ➢ Rat-Thing ➢ Skeleton ➢ Soul Maggot ➢ Toad (Large) ➢ Vulture
1+	Level 1 with Average Abilities and Equipment	➢ Armored Skeleton ➢ Baboon ➢ Centipede (Huge) ➢ Fire Beetle (Large) ➢ Frog (Large) ➢ Frogman ➢ Gremlin	➢ Hobgoblin ➢ Leech (Large) ➢ Raven ➢ Vulture Thing ➢ Whip Scorpion (Large) ➢ Winged Serpent

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

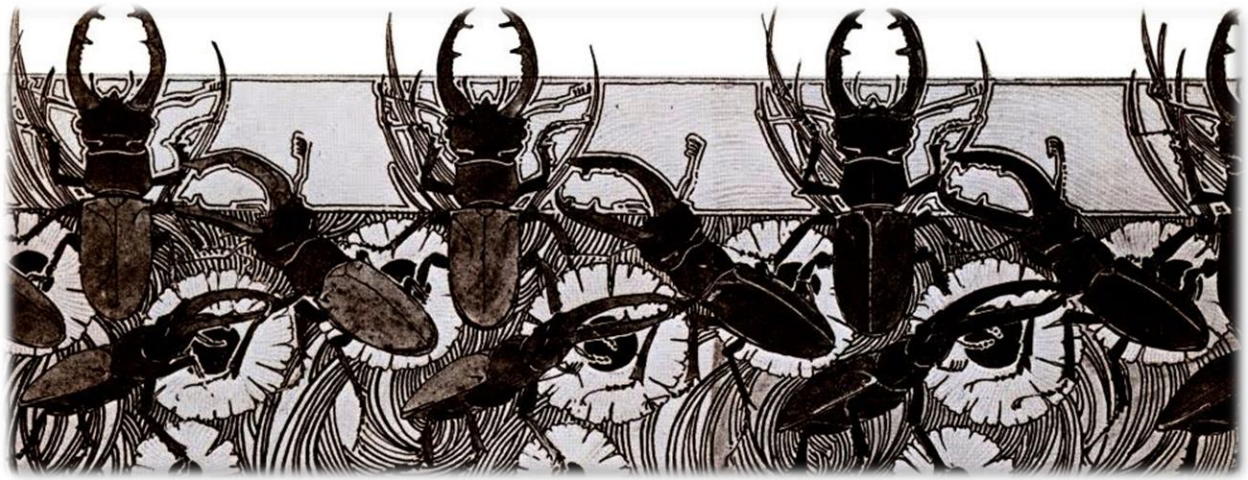
		➢ Black Bear ➢ Bombardier Beetle (Huge) ➢ Centaur ➢ Di Lemures Devil	➢ Ogre ➢ Salamander Man ➢ Warthog ➢ Wolf (Dire) ➢ Wolverine
LL	**Typical NPC at this LL**	**Classic Monsters for Consideration**	**Classic Monsters for Consideration**
3+	Level 3 with Average Abilities and Equipment	➢ Ape ➢ Boar (Wild)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

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

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

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

		➢ Fire-Breathing Dragon (Wyrm) ➢ 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) ➢ Brollachan ➢ Chimaera ➢ Criosphinx ➢ Dream Eater ➢ Highland Giant ➢ Invisible Monster ➢ Lammasu ➢ Lesser Elemental	➢ Lightning Dragon (Great Wyrm) ➢ Malebranche Devil ➢ Octopus (Giant) ➢ Polypous One (Lesser) ➢ Shoggoth (Lesser) ➢ Succubus ➢ Tentacle Beast (Huge) ➢ Troll (Giant) ➢ Vulture Demon
7	Level 6 with Magic Items	➢ Argent Dragon (Great Wyrm) ➢ Batrachian Demon ➢ Brood of Xoron ➢ Draconian Lion Beast ➢ Elephant ➢ Emerald Hag ➢ Feathered Serpent ➢ Fire-Breathing Lizard (Giant)	➢ Gorgonian Bull ➢ Gynosphinx ➢ Ifrit ➢ Lamia ➢ Mummy ➢ Rhinoceros Beetle (Giant) ➢ Rock Giant ➢ Skeletal Devil ➢ Two-Headed Giant



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

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

		➢ Centipede Abomination ➢ Colossus ➢ Demigod ➢ Demon Lord ➢ Demon Queen ➢ Elemental Prince	➢ Great Old One ➢ King in Yellow ➢ Lich (Ancient) ➢ Vampiric Arch-Cleric ➢ 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 Mountains (Almost impassable) Extinct Volcano Gap Peaks	**THE NORTH** Mountains (PCs arrive here) (River begins) (Nasty mountains keep them moving) Cave-Filled Mountains Mudslide Mountains	**THE NORTHEAST** Mountains (Deadly, you morons) Stormy Mountains
THE WEST Hills (Dinosaurs, turn them back) Hilly Jungle Lost World Plateau	**CENTRAL** Hills, River (River flows south here) Oxbow Lake	**THE EAST** Hills, a bit of Wasteland (Wild card) Badlands Monadnock Oasis
THE SOUTHWEST Jungle (You guys are really lost) Creeks	**THE SOUTH** Jungle, River (River flows east here) Strath Tributary	**THE SOUTHEAST** Jungle, River (River ends here) River Tidal Flat Steam Vortex Maze of Despair

You can see that I chose a general terrain type for each of those nine sectors, and then I plugged in notes that I felt would be useful in each area. You can see that the shortest way to the dungeon will involve the PCs (following the river) going #1 North Sector, #2 Central Sector, #3 South Sector and #4 Southeast Sector, but if your players are like mine you also know they're going to wander around and f#ck with things just because they

can. So I put a few encounters everywhere. Anything that doesn't get used can get plopped into a future adventure. (Shh!)

As an added bonus, I'm going to show you how each of these generic (yet promising) locales can become unique and bizarre using the Chaotic Descriptor Table. I have 16 locales on my map. Alphabetically, they are:

Badlands, Cave-Filled Mountains, Creeks, Extinct Volcano, Gap, Hilly Jungle, Lost World Plateau, Monadnock, Mudslide Mountains, Oasis, Oxbow Lake, Peaks, River Tidal Flat, Stormy Mountains, Strath, Tributary

Now I'm going to roll up 16 random descriptors, and pair them up in the way that I find most amusing. You would probably choose another assortment entirely, and that's perfectly fine! In fact, that's great.

Here's my descriptors, in rolled order:

Ill-Fated or Ill-Omened, Charlatan's, Aberrant, Lunar or Lunatic's, Profane, Adept's, Grey or Greyacke, Jewel or Jeweled, Scintillating, Unknowable or Unknown, Armsmen's, Fighter's or Fighting Men's, Hallucinatory, Exarch's, Forgotten or Forsaken, Elder Thing's

And now, I'm going to plug my choices into an updated version of the Nine Sector System. (On paper, I would just be scribbling, but I'll give you a nice clean version showing the locales only.)

THE NORTHWEST Mountains Extinct Volcano of the Fighting Men Lunatic's Gap Peaks of the Unknown	**THE NORTH** Mountains Armsmen's Cave-Filled Mountains Mudslide Mountains of the Elder Thing	**THE NORTHEAST** Mountains Hallucinatory Stormy Mountains
THE WEST Hills Grey Hilly Jungle Forgotten Lost World Plateau	**CENTRAL** Hills, River Jeweled Oxbow Lake	**THE EAST** Hills, a bit of Wasteland Adept's Badlands Monadnock of the Profane Charlatan's Oasis
THE SOUTHWEST Jungle Creeks of Ill Omen	**THE SOUTH** Jungle, River Scintillating Strath Aberrant Tributary	**THE SOUTHEAST** Jungle, River 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

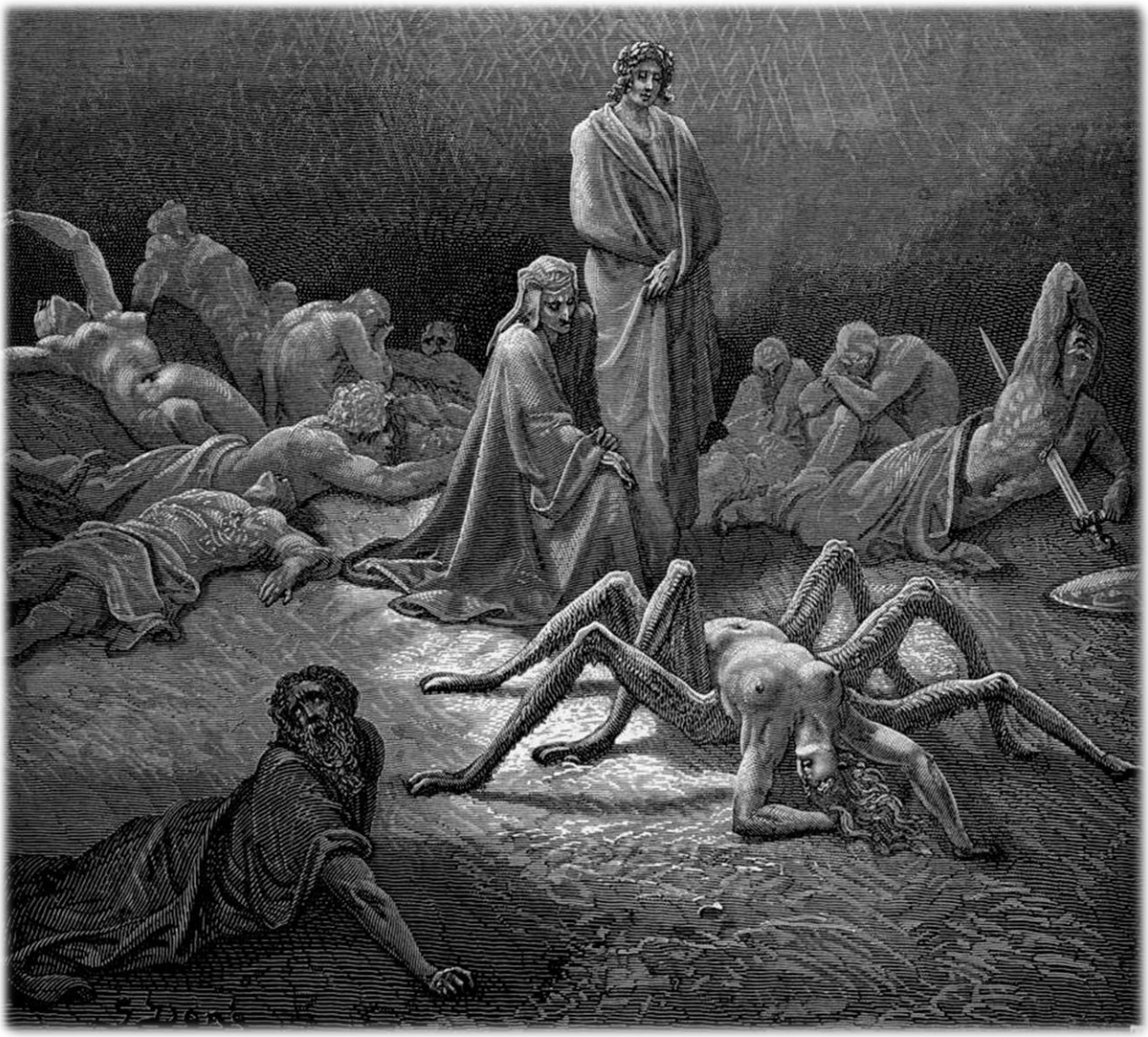
THINGS STRANGER THAN STRANGER

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 ➢ Crocodile ➢ Flightless Bird (Hatchet Beak) ➢ Large Lamprey ➢ Tribal Lizard Man ➢ Constrictor Snake ➢ Large Spider ➢ Beastman Warrior	➢ Beastman (Psychic, Su) ➢ Giant Constrictor Snake ➢ Huge Dragonfly ➢ Enormous Leech ➢ Mephitic Imp (Steam) ➢ Acid Mantis	➢ Giant Crocodile ➢ Serpent Man (Drakhaina) ➢ Shark (Steam Dweller?) ➢ Giant Spitting Snake ➢ Lesser Tentacle Beast

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

Messy, eh? Yes. And glorious. After some flipping through the bestiaries, I add a few other cool COPYRIGHTED monsters to the mix to make things even better. The resultant mix is kind of huge.

This is probably more monsters than I'm going to use. Simultaneously, it is not all of the monsters I am going to use; I will put in some very low level monsters (like the humanoids, and some jungle critters) to smooth things out. And I'll add some super-powerful monsters in the Rotting Netherworld to convince the players not to go too deep. But nevertheless, it is a great list of monsters that I can refer to when I am designing each

and every encounter, both in the wilderness and in the dungeon. I chose these monsters over 10-15 minutes of thought, considering all of the themes that I have developed so far. If I wanted more variety, I could have cracked open one of the bestiaries from my favorite game and added even more options in. I find this method to be very easy and helpful, so I am sharing it with you. I hope it serves you well.

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.

~

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.

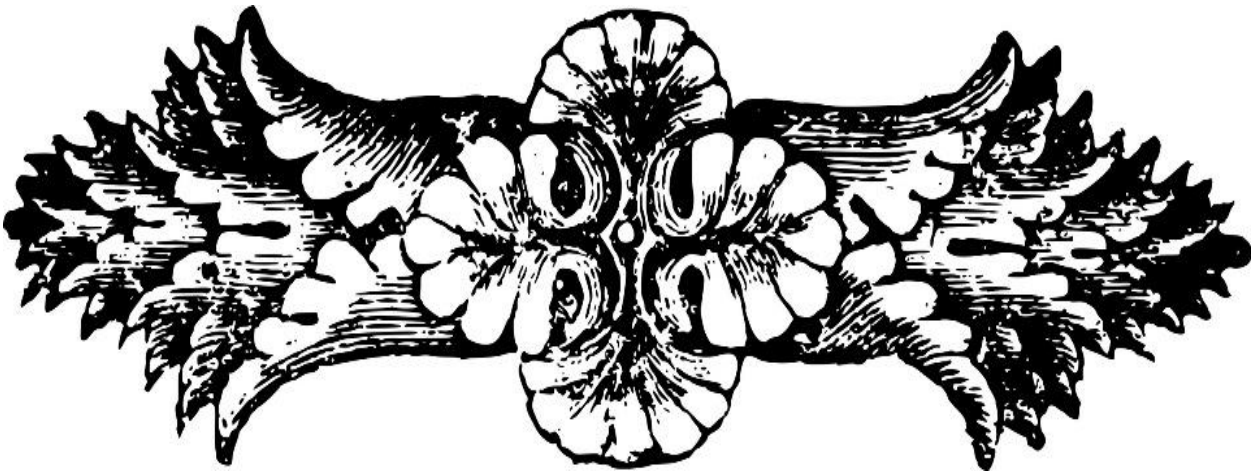
Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection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

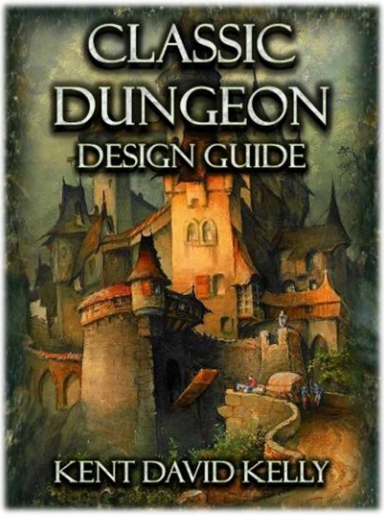
Please consider telling at least one friend about my books, and please leave me a review if you particularly enjoyed a title! Authors live and die by their reviews, and I appreciate your readership! Until next time …

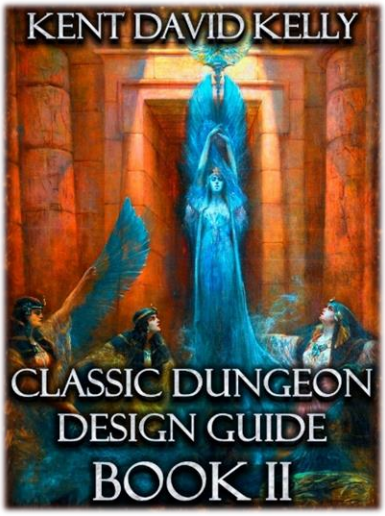
K

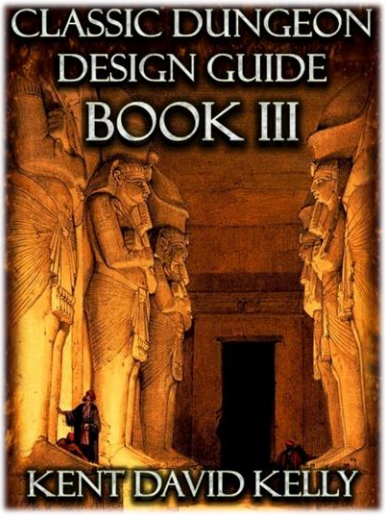
CASTLE OLDSKULL
OLD SCHOOL FRPG SUPPLEMENTS

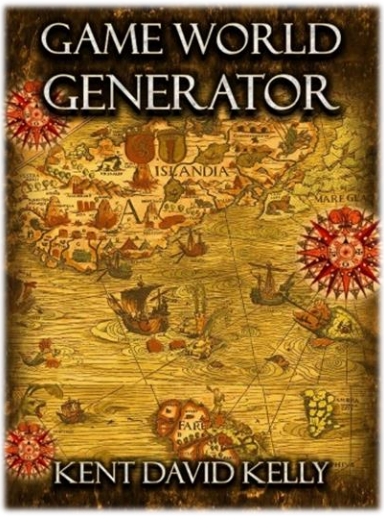
(at DriveThruRPG.com)

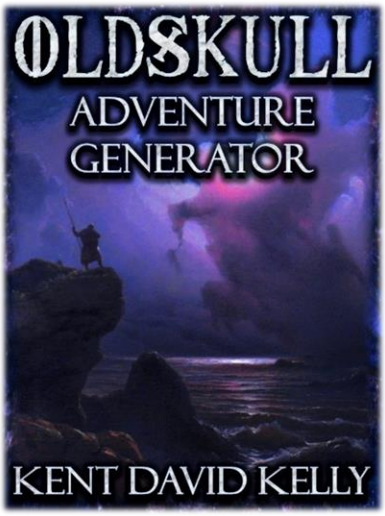
http://www.drivethrurpg.com/browse/pub/7178/Kent-David-Kelly

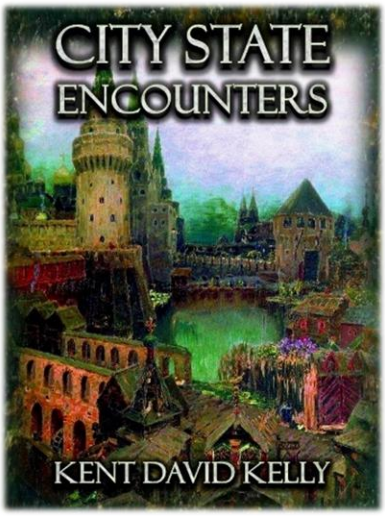


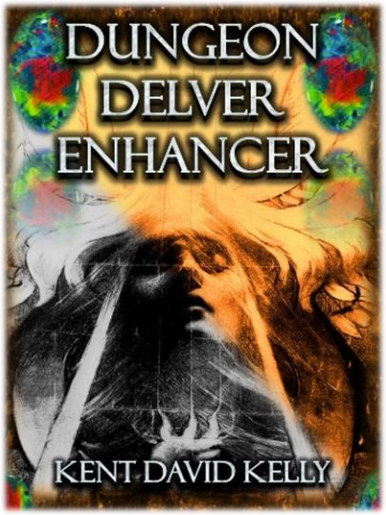


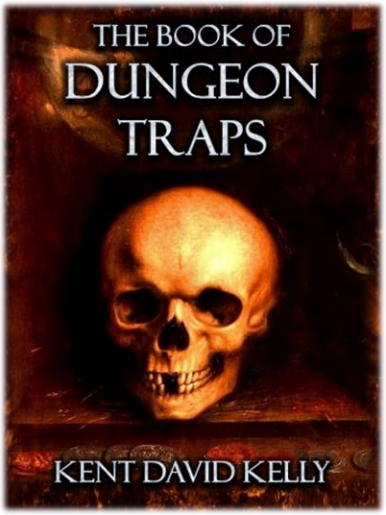


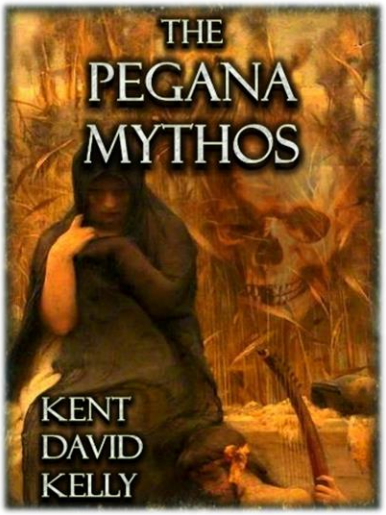












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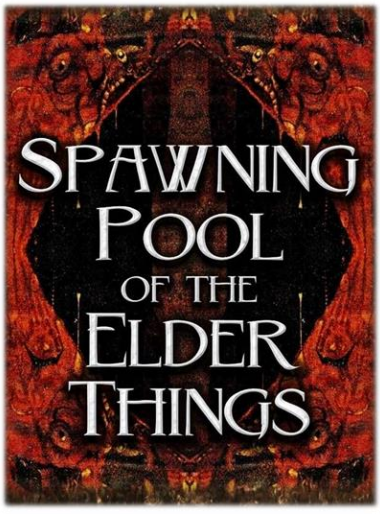

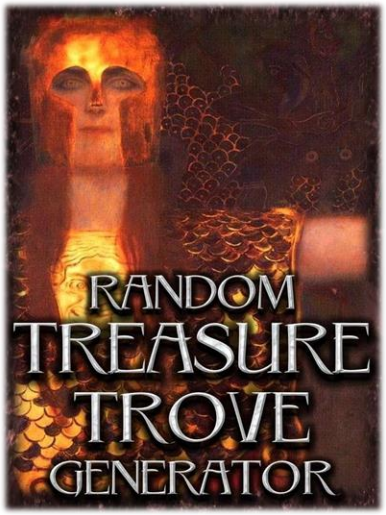

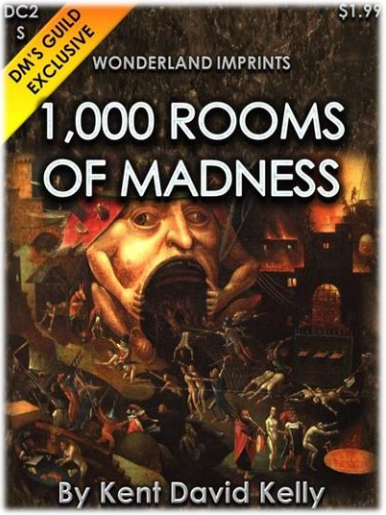

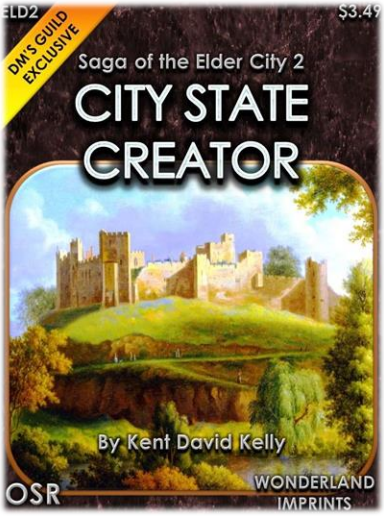
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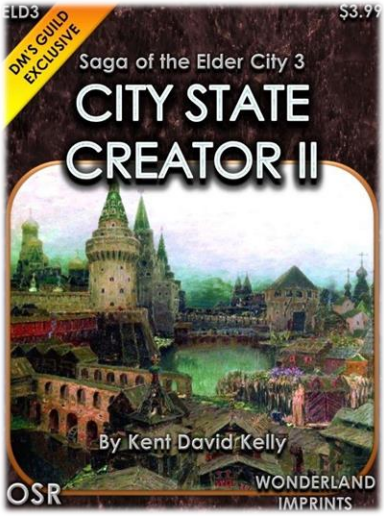
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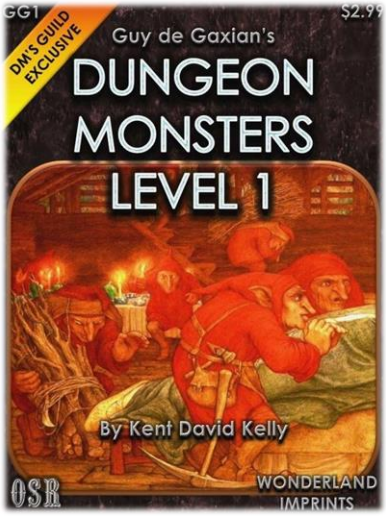
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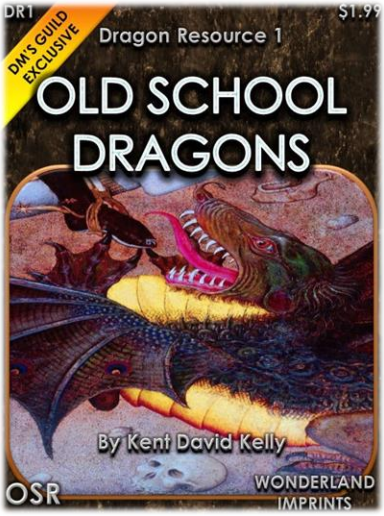
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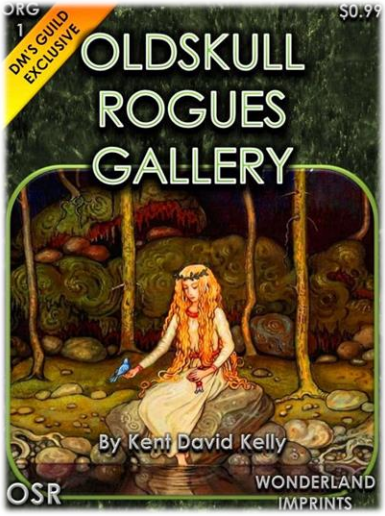
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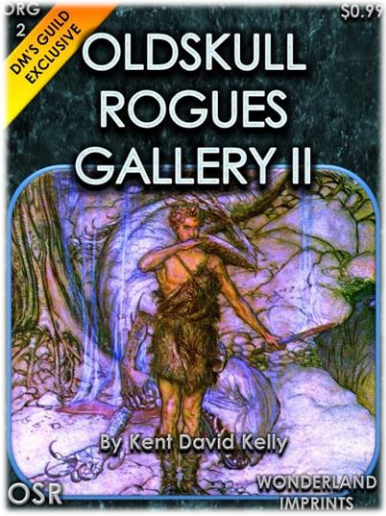
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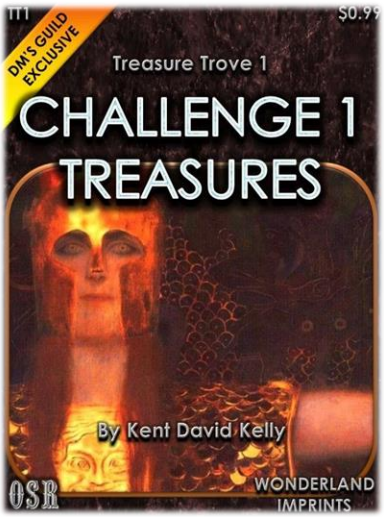
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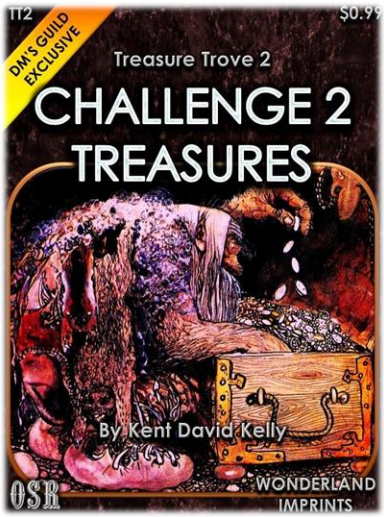
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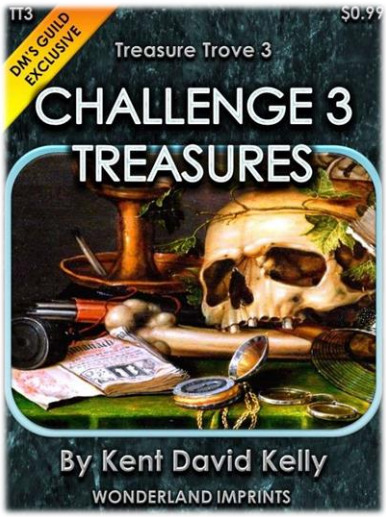
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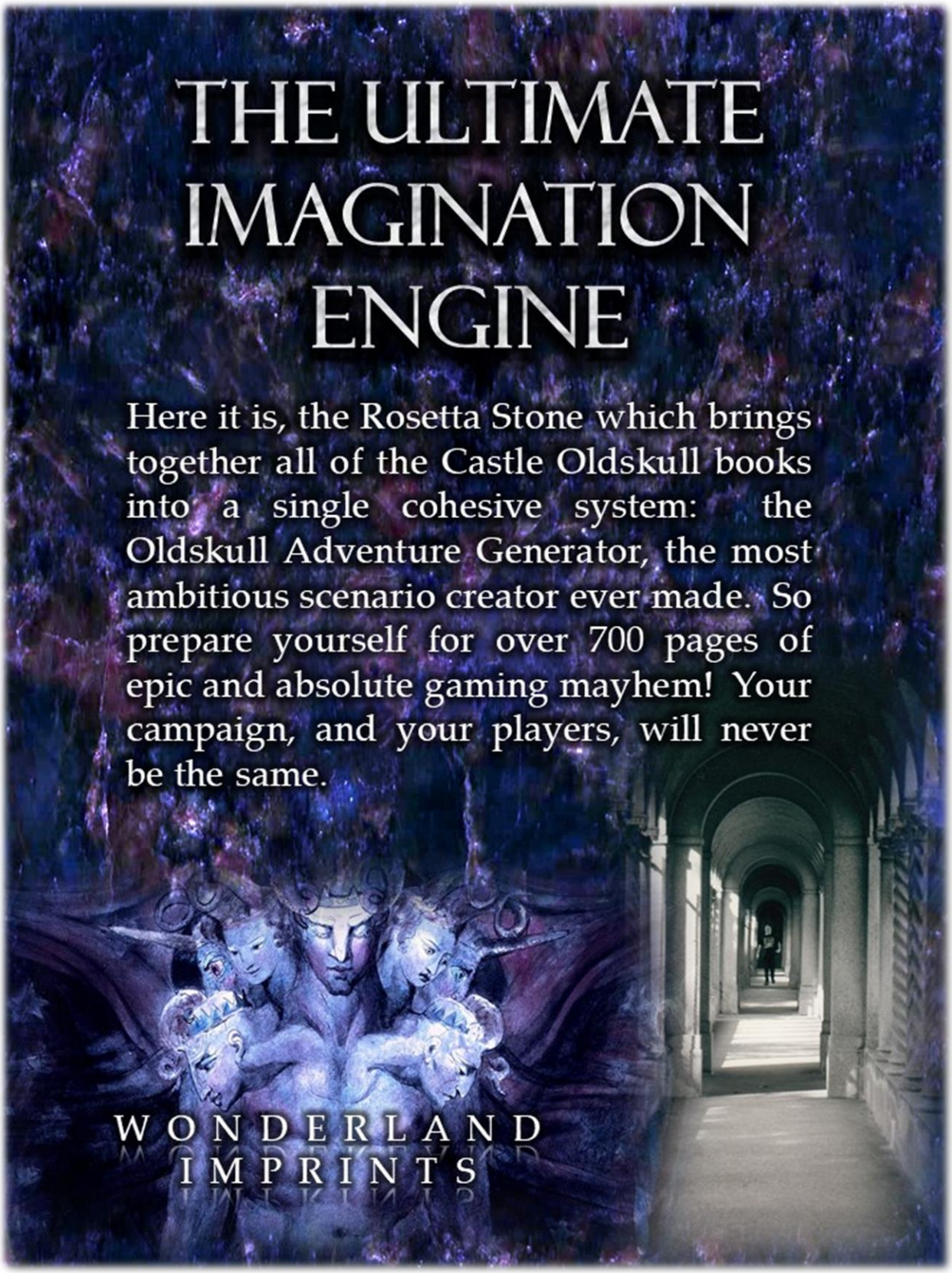
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