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GM's Miscellany: Wilderness Dressing

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GM's Miscellany: Wilderness Dressing

Tired of glossing over the details of your PCs' overland journey (except for the inevitable, violent random encounters)? Want to add in minor features of interest to their journeys? Want to make their journeys seem more "real"? Then Wilderness Dressing is for you! Each instalment in the line focuses on a different type of wilderness or a feature therein and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

GM's Miscellany: Wilderness Dressing presents loads of great features and details to enliven your PCs' travel both overland and by sea. Designed to be used both during preparation or actual play, GM's Miscellany: Wilderness Dressing is an invaluable addition to any GM's armoury!

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Events & Features

Campsite: Minor Events

Adventurers often camp in the wilderness. When they do, they typically either have a peaceful night's sleep or are attacked. The PCs rarely suffer minor events that may disturb them, but that do not result in a full-blown encounter. Use the table below to generate such minor events, modifying entries as required to take account of the surrounding terrain, time of year and so on.

D%	
1	Bushes near the campsite rustle suggestively. After a few minutes, a badger, accompanied by its young, emerges and wanders off.
2	A sudden drizzle deluges the camp.
3	An owl swoops low overhead, barely missing the guard's head.
4	The sounds of wildlife in the surrounding area inexplicably (and suddenly) cease. After 20 minutes, they slowly resume.
5	A wolf howls far off in the distance. Subsequent howls may draw nearer or grow fainter.
6	The campfire burns low. Unless the guard gathers more wood, it may go out.
7	A fox sneaks through the camp.
8	A sudden wind plucks at the sentry's cloak.
9	The guard gets increasingly tired and must make a DC 10 Will check or fall asleep.
10	The stars seem to shimmer and shift for a moment before returning to normal.
11	A gentle breeze rustles the surrounding trees' branches. A DC 10 Perception check reveals the faint hint of a whisper upon the breeze.
12	Sounds of two small animals fighting in the undergrowth reaches the guard's ears. After a few minutes, the sounds cease.
13	The next morning, a small, mundane item is missing from the campsite.
14	A sudden burst of heavy rain deluges the camp, extinguishing the campfire.
15	The guard suddenly gets a feeling of being watched. After a few minutes, the feeling passes but may return later in the night.
16	A burning log rolls out of the campfire and may set nearby grass or bushes on fire unless the guard shoves it back into the fire.
17	A rodent tries to steal a small item of food.
18	Something large and winged passes in front of the moon (DC 10 Perception notices).
19	One of the guard's companions snores loudly.
20	One of the guard's companions sleepwalks.
21	One of the adventurers has a bad dream or nightmare and wakes up screaming.
22	A owl hoots loudly from a nearby tree.
23	Two pairs of small, red glowing eyes observe the camp from a nearby bush, before disappearing.
24	A branch suddenly falls from a nearby tree.
25	A scrap of parchment, covered in weathered and illegible writing, blows through the camp.
26	One of the party's tents partially collapses when several of their guide ropes snap.
27	A light mist blankets the area.
28	Heavy clouds scud across the sky and blot out the stars and the moon.
29	A (non-venomous, essentially harmless) snake slithers through the camp searching for prey.
30	Toward dawn, the wind picks up blowing small, unattended items around.
31	Strong wind whistles through the camp, extinguishing small unprotected flames.
32	A heavy mist blankets the area.
33	The sound of two large animals fighting nearby reaches the camp (DC 5 Perception hears).
34	A single pair of large, unblinking red eyes watches the campsite from cover nearby. After a few minutes, the creature departs.
35	The sounds of birds calling to one another breaks the silence. A DC 15 knowledge (nature) check reveals the birds in question are not nocturnal.
36	A small sinkhole opens in the ground.
37	The bloodied body of a deer falls from the sky during the night, with a loud thump.
38	A faint light starts glowing some distance away from the camp. It could be another campfire, a will-o'-wisp and so on.
39	The birds in the surrounding trees start singing an hour before dawn, waking the slumbering adventurers.
40	At dawn, the sun crests the horizon and shines into the guard's eyes, temporarily blinding him.
41	Faint snatches of ethereal, otherworldly music reach the guard's ears.
42	A thick dews soaks blankets, tents and clothes.
43	A sudden gust of wind blows a mass of rustling leaves into the camp.
44	A long shadow darkens the campsite. There is no sign of what causes the shadow.
45	Clouds obscure the moon and it gets very dark.
46	Shadows seem to gather under a tree or bush. The effect is simply a trick of the light and the guard's fatigue.
47	A flying bird splatters the guard with excrement.
48	The wind suddenly picks up; its moan is reminiscent of zombies.
49	The sound of something heavy falling through tree branches echoes through the camp.
50	The wind suddenly shifts and blows smoke from the campfire into the guard's eyes.
51	Lightning flashes in the distance, but no thunder reaches the campsite.
52	Something small and furry darts through the camp, not pausing for anything.

53	The moon grows steadily brighter while the stars seem to fade in equal measure, before returning to normal after several hours.
54	A travelling merchant stops and asks to share the fire. If allowed, he stays the night and leaves on his own in the morning.
55	Laughter reaches the guard's ears, coming from multiple directions but with no apparent source.
56	A freak thunderstorm sweeps through the camp, soaking it and waking everyone.
57	A bird swoops down upon a sleeping adventurer's pack and starts pecking at it.
58	The next morning a small, mundane item has been added to someone's pack.
59	Fog rolls in, obscuring the area and leaving the guard with a chill.
60	A dull roar echoes through the night, waking anyone sleeping.
61	A deer runs past the campsite at the edge of the firelight, pursued by a pack of howling wolves.
62	A sudden gust of wind tears the blanket off of a sleeping adventurer.
63	An insect bites the guard's neck, causing an annoying itch for the rest of the night.
64	One by one the stars turn red, remaining that way the entire night.
65	A meteor shower crosses the sky.
66	A swarm of fireflies rises from the grass, blinking their way around the entire campsite.
67	An owl swoops down and snatches a rodent hiding in the grass nearby.
68	An unexpected lunar eclipse occurs. Its cause is unknown.
69	A sudden burst of wind scatters embers from the fire across the campsite, threatening to start more fires unless extinguished.
70	Sounds of battle reach the campsite with no apparent source. A knowledge check reveals the battle cries belong to long-dead kingdoms.
71	A wild, but friendly, dog approaches the campsite and begs for scraps. If indulged, he might follow the group in the morning.
72	One of the PCs talks in his sleep.
73	Glowing runes appear on stones around the camp, fading without trace by morning.
74	Several booming noises, recognizable as wizards at battle, echo from miles away.
75	Lightning strikes a nearby tree without warning, setting it aflame.
76	A low-hanging mist moves in across the area, obscuring anything below waist height.
77	A swarm of bats emerge from a nearby cave and fly over the camp, screeching.
78	The sound of something scratching its claws against a nearby tree reaches the guard's ears.
79	A mole pops through the earth in the campsite for a few seconds before returning underground.
80	Growling noises surround the camp. When something in the distance roars, the growls turn to whines and quickly fade away.
81	The sound of pleasant music reaches the campsite but fades away as dawn approaches.
82	Ghostly figures appear near the camp, gesturing into the distance before disappearing.
83	Something snaps a twig on the ground just outside the fire's light. The sound of something rushing off into the distance quickly follows.
84	Clouds sweep overhead and thunder echoes, but no lightning is seen and no rain falls.
85	A raccoon waddles through camp, seemingly indifferent to the occupants.
86	Insects descend upon a sleeping adventurer, waking him with their biting.
87	In the morning, a small rodent bursts from an adventurer's pack when they lift it, trying to flee with the rations it hasn't already eaten.
88	Another group of travellers stop and ask to share the fire. If allowed to stay, one plays cards with the guard to pass the night, and they provide breakfast in the morning.
89	Dancing lights move through the campsite, settling on one adventurer after another with no apparent effect before moving off.
90	The next morning footprints matching none of the group are found throughout the campsite despite the guard seeing nothing.
91	The sound of something jumping from tree to tree reaches the camp; eventually it moves away.
92	Something in the trees is eating nuts or fruit; pieces keep falling on the guard.
93	The guard hears the voice of a small child begging them to leave the camp and help the child. Investigating reveals no source.
94	The rotten log the guard is sitting on suddenly collapses.
95	The fire inexplicably surges for several moments, the flames towering over the campsite before settling back to normal.
96	A sleeping adventurer rolls over, the edge of their blanket landing in the fire pit. They'll get a rude awakening if the guard doesn't act.
97	The leaves of the nearby trees seem to glow with an ethereal light from dusk until dawn.
98	The moon and stars glow unusually bright, providing enough light to see clearly for miles.
99	Despite the sun having set, twilight persists from dusk until dawn.
100	Whistling noises are heard being exchanged throughout the night, as if something or someone was communicating.

Campsite: Features

Adventurers often find themselves camping in the wilderness, but sadly the actual campsite normally gets very little design time (and if it does have a detailed description the PCs know something is going to happen that night!) Use the table below to generate minor points of interest for a campsite, but take into account the surrounding terrain, time of year and so on, and modify the entries as needed.

D%	
1	A small pool of fresh water lies in a protected hollow. Reeds grow thickly about it.
2	The remains of a tumbled stone wall – perhaps of a cottage – forms one side of the campsite.
3	A cold fire pit bares mute testimony to previous visitors to the area.
4	A large ants' nest is hidden nearby. At night, the ants emerge and infest the PCs' blankets.
5	A large, lightning-blackened tree stands nearby.
6	The ground is saturated; if it rains while the PCs are here, the area quickly becomes boggy.
7	Three large badger sets pierce a wooded bank; at night, the occupants emerge.
8	A shallow grave lies hidden beneath dense undergrowth (DC 20 Perception reveals).
9	A thick ring of thorn bushes ring the campsite; there is but one way through.
10	A 20 ft. deep cave pierces a hillside. Rubble covers the ground in front of the entrance.
11	A pile of neatly stacked wood stands under a tarpaulin.
12	A winding pathway leads away from the campsite to a bluff overlooking the local area.
13	Thick, tall grass covers the area. It must be stamped down before tents may be pitched.
14	A sinkhole pierces the ground; a small cavern lies below the campsite.
15	A tall bluff along one end of the campsite provides shelter from the wind.
16	A small, steep-banked stream runs through the campsite.
17	Undergrowth hides many rabbit burrows; unwary adventurers may twist their ankles.
18	A single gigantic oak tree stands atop a low hill, providing a good view for many miles.
19	A stone, vine-covered statue stands amid a thick patch of weeds. The statue was once well fashioned and depicts a king of old.
20	Several game trails cross the campsite. The PCs may be awoken during the night by badgers, rabbits and so on.
21	A low burial cairn of heaped stone marks the resting place of a fallen traveller.
22	A fallen tree is wreathed in moss and half-sunk into the ground; it makes an effective barrier.
23	A still smouldering campfire sits within a crude ring of blackened stones.
24	A weathered and half-collapsed tent stands under a small stand of trees.
25	Many large trees throw their boughs over the campsite. Consequently, the site is in perpetual shadow, but is protected from bad weather.
26	Felled branches have been arranged in a crude wall around the campsite.
27	Tracks (suitable to the terrain) crisscross the ground. Some are very fresh.
28	This sheltered dell boasts a stream and thick, verdant vegetation.
29	The ruin of an ancient watchtower adorn this high, craggy hill.
30	A bog of low-lying mud forms one edge of the camp, hindering movement in that direction.
31	Two boulders – one perched precariously atop another – stand nearby.
32	A large boulder has illegible, timeworn carvings upon it.
33	Several stones stand about the campsite, seemingly marking its bounds.
34	The partially buried skeleton of a deer (or other animal) lie amid the undergrowth.
35	This small, rounded hill is actually a burial mound.
36	A large wasps' nest hangs from a nearby tree.
37	The land slopes away in a series steep-sided terraces each about 10 ft. wide.
38	A sodden heap of wood and thatch marks the location of a ruined hut.
39	Two large trees have grown so huge their trunks have seemingly merged.
40	Large rocks are scattered throughout the area.
41	Rubbish – the detritus left behind by other explorers – is scattered about the area.
42	An old latrine pit lurks behind a thick bush. The area surrounding it is pungent.
43	Tall cliffs overlook the campsite.
44	The area is unnaturally cold; in the morning a localised frost has formed.
45	High cliffs or hills on three sides provide a sheltered campsite, but sounds travel strangely in the area.
46	Many wind chimes hang from a tall tree.
47	A cliff or steep-sided hill provides a sheltering overhang to keep the weather at bay.
48	Rusting tripwires surround the campsite.
49	Forming a narrow, torturous passageway, a stream flows into a nearby hillside.
50	A tall, upright stone stands across a stream from the campsite. The stone is ancient, and lopsided.
51	Several patches of wildflowers surround the campsite

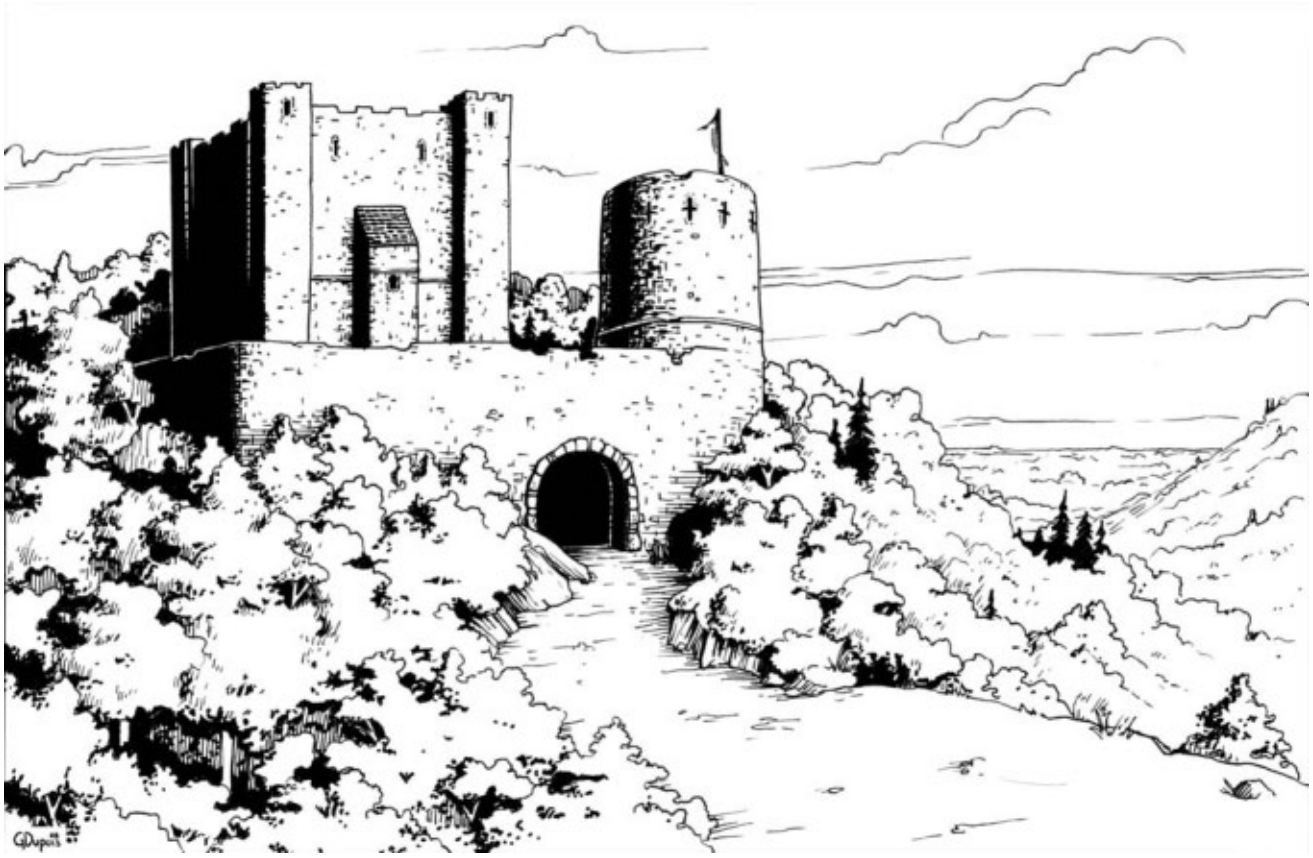
52	A set of footprints lead to a boulder, then vanish. There is no sign of a door, arcane or otherwise.
53	An old wells sits at the edge of the campsite, leftover from some homestead. It still has a rope and bucket.
54	A rusted sword juts from a mound of earth.
55	A wooden post has signs nailed to it, detailing distance and direction to several settlements.
56	Bear traps are scattered through the undergrowth.
57	An old fire pit is dug next to a smoke-blackened boulder.
58	An abandoned traveller's pack lies in the bushes. The rations inside are still fresh.
59	A nearby tree is covered in large claw marks.
60	An owl nest is in a nearby tree. At night the owl awakens and flies over the campsite.
61	A rose bush, clearly well maintained, adorns the campsite. There is no trace of the gardener.
62	A rotting deer carcass, a wolf kill, has attracted flies to the area.
63	A woodsman's axe is embedded in a tree stump, next to a pile of cut firewood.
64	A tarp is stretched between several trees, providing cover from the rain.
65	Fresh flowers adorn an ancient-looking gravestone.
66	A carved wooden statute stands under a giant oak tree, portraying a nature deity.
67	The campsite is at the top of a bluff, giving a good view of the terrain ahead.
68	Several humanoid skeletons are overgrown with ivy.
69	Several rows of runes in an unknown tongue cover stones placed around the campsite.
70	The air is unnaturally dry, the grass dead and the ground cracked.
71	Names, past travellers recording their passing, are carved into the trunk of a nearby tree. Some also have dates, while others do not.
72	An old target hangs from a nearby tree. Both the target and the tree have several arrows embedded in them.
73	Sharp stones litter the area, making for treacherous passage into and out of the camp.
74	A boulder has inexplicably cracked in half, one piece tumbling down the hill to lie next to the camp.
75	A small bag of gold lies buried underneath a large tree covered in some sort of faded markings.
76	A rope, tied into a noose, hangs from a nearby tree.
77	A nest of bees hangs from a nearby tree.
78	A series of cut logs have been placed as benches around a circle of stones; the ash of several fires lies within.
79	Two walls of a log cabin stand nearby. The others, and the ceiling, have collapsed and are rotting away.
80	A hunter's lean-to, a bedroll still underneath it, stands near a copse of trees.
81	A ring of tiny mushrooms extends around the entire campsite.
82	A fallen tree is rotting away, filled with insects.
83	A fox burrow is nearby. The group sometimes spots its inhabitants coming and going.
84	A small shrine to some unknown spirit or deity is resting in the hollow of a tree.
85	Fallen branches lie all about the camp, providing plentiful firewood.
86	Small, well-rounded stones have been set in little piles all about the area.
87	The nearby marsh plays host to all sorts of annoying insects.
88	A hawk's nest rests in a nearby tree. The group see the occupant hunting from time to time.
89	An old stone statue is missing its face. The damage is clearly deliberate.
90	An abandoned tower, collapsed on one side, overlooks the campsite.
91	An old helm has been left upon a boulder, seemingly forgotten rather than marking anything.
92	A battleaxe is embedded in a tree which bears markings of many such attacks.
93	The area is strangely barren, with little vegetation growing and scarce sign of any living creature.
94	A small pool of startlingly clear water lies at the base of a tree. It has no obvious source and is very refreshing.
95	A number of pickaxes litter the ground near the base of a small cliff, which carry clear signs of digging efforts.
96	A small cave pierces a hill. At the very back, covered in stones, is the grave of an explorer.
97	A crude map of the surrounding region has been carved into a nearby tree.
98	The grass around the campsite is nearly chest-height, providing good concealment but poor visibility for guards.
99	The remains of a farm, its crops having gone wild and spread, stands near the campsite.
100	A songbird's nest lies among the branches of a nearby tree.

Small Castles

Many small castles and other fortifications dot the countryside. Use this table to determine what the PCs discover.

D%	
01-02	A stone tower with an ironclad door keeps watch over fields of wheat. A few windows show a spiral staircase circles the interior.
03-04	A fortified wooden wall surrounds a rather ordinary-looking farmhouse which is the only indication this serves as a defensible position.
05-06	The shattered remnants of a wall surround a small, but sturdy, keep; rust coats its ironworks.
07-08	A portcullis and drawbridge over a moat deny access to this otherwise innocuous, though massive, stone windmill.
09-10	A precarious wooden tower, tilted at an obscene angle, reaches improbably high into the sky.
11-12	This shell keep, with a crenulated widow's walk surrounding the upper floor, is in good condition.
13-14	Heavily reinforced walls with ornately sculpted buttresses protect this otherwise innocent looking barn.
15-16	A solid gatehouse flanked with towers stands at each end of this massive oaken bridge, daring travellers to approach.
17-18	A reinforced gateway straddles a road leading through a densely wooded region.
19-20	A stout stone wall surrounds this small but well-kept chapel, devoted to a local god of protection. Its bell tower provides an unimpeded view of the surrounds.
21-22	A solidly built tree house nestles in the bows of an ancient elm; no means of entry are visible, though its walls are riddled with arrow slits.
23-24	A single lonely spire made of black stone rises to form a solitary tower. No windows or entrances are visible from the outside.
25-26	The battlements of this small castle are crumbled and broken in places and have been replaced with wooden hoardings.
27-28	A wooden keep built to resemble a horse with articulated legs stands immobile. A small trapdoor provides access from the rear.
29-30	Four gibbets hang from the battlements of this squat tower keep. From each hangs a decomposing body.
31-32	This small but solid-looking building sits at the heart of a deep crater, looking almost as though it had been dropped there from a great height.
33-34	The walls of this fortified manor are riddled with pockmarks, as though it had been the subject of a siege – or particularly nasty weather.
35-36	This fortress has been raised up on stilts as if to keep it safe from flooding, though the ground below looks to be solid and dry.
37-38	This elaborate mansion looks to be made completely of ice; it is cold to the touch, but shows no sign of melting, even in places that taper to delicate points.
39-40	The half-buried carapace of an enormous crab has been hollowed out to form the bulk of this seaside keep.
41-42	The skull of a massive creature provides the basis for the armature of the keep for this small fortress; its massive fangs acting as pillars.
43-44	An enormous dragon skeleton with wings outstretched provides a roof over the porch of this decadent, fortified inn.
45-46	Criss-crossing roads terminate at an extravagant watchtower; the upper level hovers about 50 feet above where it ought to stand.
47-48	A small round door and a miniature chimney are the only visible parts of this maze-like warren of underground tunnels.
49-50	The walls of this stone keep are covered in friezes depicting a band of local heroes overcoming a variety of challenges while saving the world from an ancient threat.
51-52	An enormous hollowed out mushroom comprises the body of this bizarre tower.
53-54	Woven tree trunks provide an almost nest-like small outpost.
55-56	The walls of this large house are made from finely painted canvas stretched over wooden frames. Any damage seals itself instantly.
57-58	A wall of shields has been bolted together to provide reinforcement for the walls of this lonely manor house.
59-60	This large, round stone building rests at the mouth of a large river, providing a defensible lookout against any invaders.
61-62	Magical fires burn at the apex of this tall, slender tower. The tower itself is of smooth, black stone.
63-64	Heaped skulls slathered in mortar form a low wall around this ominous black tower. At midnight, a bell tolls menacingly, though no signs of movement are visible.
65-66	The ditch surrounding this run-down wooden fortress is filled with the skeletons of vicious aquatic life.
67-68	At the centre of this small lake, a magnificent manor house carved from coral thrusts above the water, although more obviously lies beneath the waves.
69-70	Armoured towers provide defensive positions on either side of the aquatic gateway to this secluded harbour.
71-72	An enormous iron sentinel statue is actually hollow, with an observatory in its head providing a clear view for miles.

73-74	A massive natural stone shard has been hollowed out to provide the core of an fortress that also extends underground.
75-76	A squat sphinx-like monument straddles the paved path on the entrance to this desert region, a brass gate swings between its fore legs.
77-78	A series of catwalks connect tree-borne fighting platforms in this swamp fortress. Retractable rope ladders provide access to otherwise difficult to access levels.
79-80	The roof of each level of this many-layered, star-shaped fortress comes to a rising point at each of its vertices. Elaborate dragon and tiger carvings on decorative trim break up otherwise solid white walls.
81-82	The entire structure of this fortress has been formed from carefully, possibly magically, cultivated trees and bushes, providing a natural camouflage in its forest environment.
83-84	What appears at first to simply be a large pavilion tent is actually canvas nailed over solid wooden walls to form this deceptive checkpoint.
85-86	Huge slabs of grey stone have been crudely stacked to form a series of small buildings and walls.
87-88	This incredibly elaborate cathedral dedicated to a local saint provides a refuge. Its walls and windows depict the saint vanquishing a variety of monsters and villains.
89-90	Brass trim frames the black and crimson walls of this ugly, squat building. Wrought-iron fences topped with sharp pikes are adorned with the heads of a variety of humanoid creatures.
91-92	Vibrant colours daubed in dazzling patterns on the walls of this large house make it look more like a dance hall than a defensive structure.
93-94	This abandoned prison has been retrofitted to make it a more amenable position for long-term habitation. Its walls and barred doors and windows are in excellent condition.
95-96	The stonework of this small, squat keep is scorched and blackened as if it has been exposed to a great fire. The ground about the fortification is similarly scorched.
97-98	This large, round tower seems like it might once have been part of a larger structure, though all that remains of any other buildings are a few heaps of rubble.
99-100	This towering stone lighthouse provides the only landmark within miles, though there is no body of water nearby.

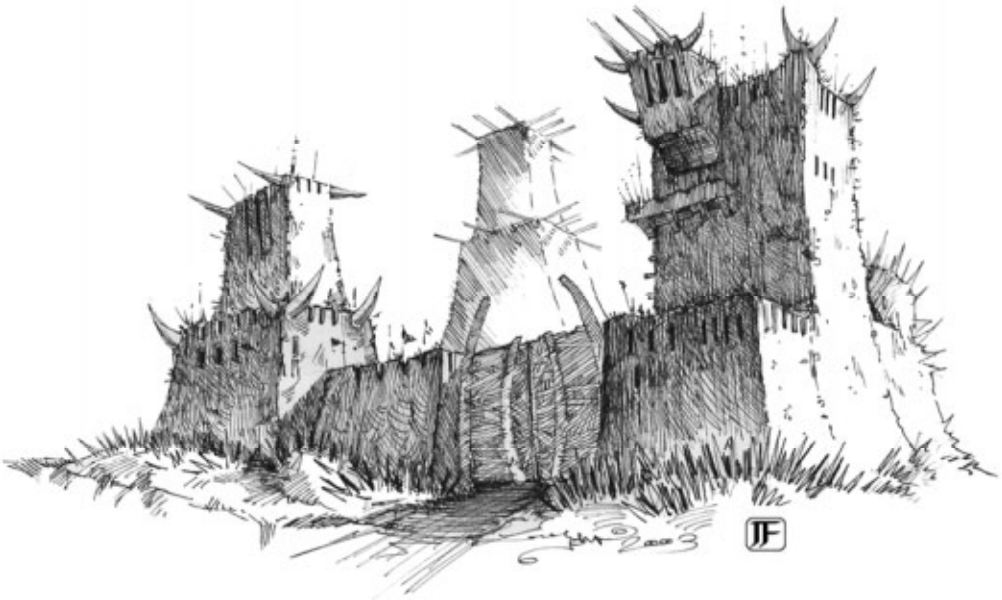


Large Castles

Large castles stand at strategic sites across the countryside. Use this table to determine what the PCs come across.

D%	
01-02	Crenulated walls punctuated with solid towers at the corners surround this large, square stone keep.
03-04	An unusual octagonal-shaped keep stands inside walls with tall slender towers at each of their eight points.
05-06	This enormous, sprawling castle seems to be made of glass or crystal, though remains as solid as stone against any attacks.
07-08	A massive stone castle is seamlessly built into the face of a cliff, as though hewn from the living stone itself.
09-10	This black stone castle is surrounded by what appears to be a moat of fire. A glass drawbridge, providing the only egress, arches elegantly over the flames.
11-12	A huge gothic mausoleum stands where the keep should be in the walled courtyard of this grand castle-graveyard.
13-14	Stained glass in quatrefoil windows depicts the heroic deeds of a saint in this fortified fortress-cathedral.
15-16	The curtain wall of this castle is made of huge stones roughly arranged as if placed by giant, clumsy hands.
17-18	Forcing entry through its open mouth, the front gate of this imposing castle is carved to resemble an enormous skull.
19-20	Golden-coloured onion domes decorate the tower tops of this predominantly brass fortress.
21-22	A half-sized castle seems almost like a model, complex machinery makes the automated operation of gates and portcullises appear almost magical.
23-24	White walls with silver tracery cause this sprawling stone complex to gleam visibly from miles away.
25-26	The gates in the concentric walls around this bailey all lock from the outside, as though it were designed to keep something in.
27-28	The layers of defence in this towering castle are separated by deep chasms, and all doors are a hundred feet above the ground.
29-30	Even the crenulations on the battlements of this forbiddingly chain- and spike-covered castle are razor sharp.
31-32	This enormous stone castle has been sculpted so that its keep is a huge stone head, its curtain walls enormous arms and the gates giant hands, funnelling visitors into its gaping maw.
33-34	The angles of the keep and towers of this castle taper inward toward a point some distance above it, as if it was built to match a perspective drawing.
35-36	A deceptively primitive wall of sharpened stakes surrounds an incredibly elaborate keep with automated doors and other cunning defences.
37-38	The steel walls of a massive fortress show no signs of tooling or fastening, displaying a level of workmanship that seems beyond any available on this world.
39-40	This vast castle looks to have been built for creatures much larger than human, though the doorknobs and accoutrements are oddly human sized.
41-42	This castle sits perched atop a rise of rock that seems to float above the ground. A precarious winding path weaves a sole route of entry.
43-44	An oversized gatehouse and curtain wall suggests this keep may have been built by a different sized race than the current occupants. It is obviously very old.
45-46	Each tower top and the facade of the keep of this cliffside castle have been sculpted to resemble vicious birds of prey.
47-48	The beachside castle before you seems impossible, finely crafted from sand; a child's sandcastle blown up to actual size.
49-50	The castle's walls are covered in tiles creating mosaics depicting a vast array of monsters—both real and imaginary.
51-52	Heaped corpses make up the outer wall of this fortress, some kind of lingering necromancy causes them to twitch and writhe in an unsettling manner.
53-54	The buildings and wall of this castle seem to be formed of molten lava cascading down from a central core of volcanic rock.
55-56	A grey stone castle with solid oaken entries looms ominously on a nearby hilltop; well-armed towers guard its corners.
57-58	The curtain wall of this castle slopes disturbingly outward, making it an excellent vantage point from which to repel any besieging forces.
59-60	This heavy stone-walled brewery has an array of vents that can release beer steam at any attackers. Its walls are thick and the smell of hops hangs heavily in the air.
61-62	Tall towers wrapped in coils of wire crackle with electric energy that brightens the night sky about this otherwise mundane hilltop castle.
63-64	A grandiose castle with soaring towers seems to be torn from a children's storybook and placed at the mouth of this river. A nearby waterfall even provides mist at dawn.
65-66	Enormous visible gears and springs inside the

	walls of this castle grind slowly, providing the means of operation for a series of slowly turning walkways that allow access from the outer courtyard to the inner reaches.
67-68	An army of stone soldiers, each 10-foot tall, stand shoulder to shoulder to form the outer wall of this castle. In stark contrast, the buildings inside are plain, but sturdy.
69-70	Staked to the outer walls of this massive castle are the bodies of countless marauding monsters in various states of decay – some are still fresh whiles others have long since turned skeletal.
71-72	Flowering ivy has grown so dense on the walls and buildings of this castle that it is nearly impossible to tell if there is actually anything underneath, never mind if it's wood or stone.
73-74	Something in the angles of construction of this massive fortress seem to defy logic— staring at its architecture for longer than a minute or so tends to give the viewer headaches.
75-76	A latticework of walkways connect haphazardly placed towers to create a castle that actually appears to be more air than solid material, held in place by cunning design that defies mortal logic.
77-78	The buildings of this castle interlock like puzzle pieces, though this is only obvious when viewed from above. Narrow alleyways run between the tightly intertwined buildings.
79-80	A large dome tops the central keep of this castle; while spire-topped towers supported by flying buttresses crest each corner of its outer wall. A crenulated walkway provides access all around.
81-82	Though it appears to be little more than tumble-down ruin, this castle is actually designed to be inconspicuous, piles of "rubble" are actually hollowed out to act as buildings and hallways.
83-84	A grand pyramid serves as the keep for this odd castle. Though no visible walls exist, a series of monoliths rain fire down on anyone who dares to cross their threshold.
85-86	Polished silver coats every surface of this magnificent castle, reflecting sunlight to act as a beacon for miles.
87-88	Red brick with white mortar has been used in the construction of this unorthodox castle, in stark contrast with the usual grey stone that permeates the region.
89-90	Powerful illusionary walls made of gold repel invaders from this castle as well as any conventional defences could.
91-92	At the confluence of two rivers stands a castle that sprawls over and around the entirety of the waterways; cunningly constructed walls providing shelter for water-wheel powered buildings within.
93-94	Fire spouts from the towers of this grandiose brass citadel, which seems like it might be displaced from the elemental plane of fire.
95-96	The graceful, sweeping architecture of this castle belies its true strength— a web-like latticework woven into its walls force energy to be dispersed in a way that makes the walls stronger than they look.
97-98	This seaside castle appears to be made of sand, though it shows no sign of weathering despite its odd construction material.
99-100	This large stone castle seems to be of normal construction, but a thick mist hides the fact that it is hovering about a foot off the ground.



Castle Dressing

Castles have many minor features of interest. Use this table to generate such features.

D%	
1	The bones of hundreds of humanoids litter the fields surrounding this castle.
2	Eldritch glyphs have been painted in crimson on every surface of this castle.
3	A massive hole pierces one wall of this castle.
4	A stone tied to the end of a tree trunk, grows in the centre of the castle's courtyard.
5	A tangle of briars has been carefully cultivated to grow over the walls.
6	The entire keep has been painted bright blue.
7	The roof has been shingled in copper that long-ago oxidized to a brilliant green.
8	Rows of decaying bodies have been staked outside the gates.
9	The keep is made from an unusual stone, which is not available locally.
10	Intricately sculpted caryatid columns support the entrance to the keep.
11	Topiary monsters decorate an elaborate courtyard garden.
12	A vast array of various nations' flags flutter atop the castle.
13	Long abandoned, but still mostly intact, siege equipment lays scattered nearby.
14	Rows of abandoned pavises stand facing the walls of the castle.
15	A crucified skeleton stands outside the walls, a sign around its neck reads "Heretic."
16	Ornately decorated flying buttresses depict a variety of terrifying monsters.
17	A sculpted name over the entrance has been hastily scraped away; a new name is daubed overtop in fresh paint.
18	The tallest tower has become the nesting place of a storm of semi-domesticated stirges.
19	A dried up moat surrounds the castle.
20	A circle of standing stones surrounds the castle.
21	A series of statues, cast in perfect glass, adorn the walls.
22	Scrawled graffiti covers every surface of the castle with blasphemies.
23	A variety of rare birds' bodies have been nailed to every wall.
24	A menagerie of inanimate gargoyles provide perfect cover for their monstrous living cousins atop the castle's walls.
25	A wall burned and damaged by lightning has never been repaired.
26	A set of large drums allows for communications within the castle.
27	The gates of this castle have been painted with black and orange tiger stripes.
28	A black tar-like substance seems to be slowly spreading across the surfaces of this castle.
29	A bird-dropping-coated statue depicts the founder of this defensive site.
30	A tiny shrine provides the cornerstone of the foundation for this keep.
31	Dozens of crows' nest atop the castle's main gateway.
32	Most of the courtyard is filled with brightly coloured butterflies.
33	The foundation of a stout tower with a staircase has been built nearby.
34	An enormous stone, probably hurled by catapult or giant, is embedded in the castle's wall.
35	A vast assortment of brightly coloured shields hangs from a large tree outside this castle.
36	A golden statue of the castle's founder stands proudly in the central courtyard.
37	Petrified birds are scattered throughout the courtyard, as if they dropped from the sky.
38	An orange grove dominates much of the area around the castle.
39	Exquisite tapestries depict the founding of the castle as an almost legendary event.
40	All of the doors of this castle are made of magically reinforced glass.
41	A pair of stuffed and magically preserved owlbears flank the entrance to the keep.
42	A recently sprung pit-trap stands open outside the castle's gateway.
43	Thick clouds of swirling blue smoke surround the castle.
44	A rainbow pours out of one of the upper window and pools at the castle's base.
45	Massive ballistae sit ready at each of the castle's towers.
46	A rusty portcullis sits discarded beside the castle's main gate.
47	A massive bas relief of a grim reaper has been carved above every door in the castle.
48	The skeleton of a hydra lays impaled on a lance in the courtyard.
49	A strange mausoleum, bearing the name of an ancient hero, stands unopened nearby.
50	A deep pit has been dug just outside the castle walls. It is old and is now partially full of rubbish and detritus.
51	Columns made of delicate-looking marble hold up the ceiling of the castle's great hall.
52	Ornate leafy faces have been carved into the keystones of every archway.
53	Coloured tiles form a red and white checkerboard pattern on the gatehouse.

54	All of the statuary of the castle seem to slowly change position over time.
55	Hundreds of lanterns hang from every conceivable position within the castle walls.
56	Semi-tame peacocks wander the castle grounds.
57	An ornate bell crowns the central tower of the keep.
58	Despite the climate, a sandy garden complete with palm trees is growing within the courtyard.
59	Delicately painted details cover the ceilings inside the keep and chapel.
60	A massive chandelier is suspended in mid-air within the castle with no visible means of support.
61	All of the buildings in this castle have transparent glass roofs.
62	This castle has a rarity — cleverly fashioned running water and plumbing.
63	Buried crypts from an older building exist under the castle.
64	Gorgeous twisted columns denote the main entry to the keep.
65	Fist-sized worthless gems litter the courtyard.
66	A well-maintained herb garden provides a focus for the inner court.
67	Suits of gleaming armour stand vigil at every doorway of this well-defended castle.
68	The walls of the castle are streaked with bird excrement.
69	A large telescope in the tower serves as an observatory.
70	Broken glass, as though from bottles hurled from a window, lie at the base of the gatehouse's towers.
71	Terrifying shrieks emerge from deep beneath the castle.
72	The stench of decay fills the air of the courtyard; its source is indeterminate, however.
73	Darkness, seemingly a physical thing that fills the air, pours from the windows of the castle.
74	Phosphorous moss grows on the castle, illuminating it at night.
75	Thick clouds cling to the upper reaches of the castle's towers.
76	The doors of this castle are mirrors that ripple like water when passed through.
77	Vats of acid are mostly buried in the courtyard; the remains of small animals lie nearby.
78	Thick black smoke pours from a chimney in the central keep, filling the air with the acrid smell of burnt flesh.
79	Poisonous fruit-bearing vines grow on the sides of the castle.
80	Thousands of discarded arrowheads litter the ground around the castle.
81	An enormous crater complete with glowing stone meteorite mars the castle's otherwise pristine condition.
82	Scorch marks attest to the fact that at some point an attempt to burn down the castle was made.
83	The castle stands upon an island in the centre of an artificial lake.
84	A complete dragon's skeleton has been wired in a rearing pose over the castle' gates.
85	The hoof prints of hundreds of horses mar the dust around the castle.
86	One of the castle's towers collapses every night at dusk, only to be reformed by dawn's first light.
87	A carpet of red poppies dominates the fields surrounding this castle.
88	The dried out husk of a giant octopus is wrapped around one of the castle's towers.
89	All of the doors in this castle have been closed with massive chains and padlocks.
90	All of the glass from the windows of this keep have been blown out.
91	A rope circle on the ground forms an ad-hoc fighting area in this castle's courtyard, but whether it is for humans or animals is unknown.
92	A troupe of performers puts on a ghastly dark comedy outside the walls of this castle.
93	All of the windows of this castle have heavy bars across them that can swing open, though many are rusted shut.
94	A pristine guillotine is prominently displayed in the courtyard.
95	A pit full of skulls has been dug next to the gates of this castle.
96	Wild cats patrol the walls of the castle.
97	Brightly coloured exotic feathers tumble through the air around this castle, discarded from a high aerie.
98	A statue fashioned from what seems like a single enormous diamond depicts a bird in flight over the main gates.
99	The castle's gates stand open and at first glance the place seems abandoned.
100	The castle walls and towers have been whitewashed; in the sun they reflect the light and the castle literally glows as a result.

Castle Names

Use this table to determine the name of the castle the PCs find.

D%	
1	Stonehaven Keep
2	Castle Invictus
3	The Black Spires
4	Fort Hilhurst
5	Iron Widow
6	Castle Redbrykk
7	Gravehurst Manor
8	Schloss Frinzene
9	Chateau Lyon-Sur-Lac
10	Palace of Fallen Leaves
11	Manticore Keep
12	The Legacy of Sir Guillaume, Defender of the Land
13	Canderburre
14	Castle of the Seven Gates
15	Heaven's Barrier
16	Crossroads Castle
17	The Keep
18	The Victor's Circle
19	Barimus' Regret
20	Palace of the Six Broken Hearts
21	The Sleeping Phoenix
22	Crumbledown Keep
23	The Falling Fortress
24	Obsidian Armageddon
25	Hangman's Tribute
26	Keep of the Red
27	Flight of Fancy
28	Brookside Manor
29	Tower on the Coast
30	Imperious
31	Caer Syllan
32	The Safe House
33	Everac
34	Unassailable
35	Castle Neverfallen
36	Morgrymor Keep
37	Al Rahaj's Revenge
38	The Deadly Keep of Doctor Morimus Von Draak
39	Hell's Gate
40	The Spires at Sindaloo
41	Duke's Folly
42	Asylum
43	Gryndalore-on-Meridus
44	Slumbering Castle
45	Forsaken House
46	Warlord's Vigil
47	Solace-in-Turmoil
48	Fortress Black
49	Castle Renadau
50	Gryphon Keep
51	Protean's Gamble
52	The Final Testament
53	Saint's Respite
54	The Cleft Tower
55	The Skykeep
56	The Grande Estates of the Great Baron Armonde, Protector of the Worthy
57	Humble Beginnings
58	Victorius Imperialus
59	Lonely Tower
60	Lastskull Manor
61	Whitebrick Castle
62	The Slain Dragon
63	Den of the Last True Lion
64	Feragar Point
65	Survival's Hope
66	River's Edge Keep
67	Golden Valley Manor
68	The Walls of Eternity
69	Savage Keep of the Man-Lizards
70	Hericho's Walls
71	Forestwall Castle
72	Blackchasm Keep
73	Ilthuryn Fortress
74	The Thrice-Fated Keep of the Lord of Atherbury
75	The Solitary Tower of the Bandit King
76	Fort Brjekivk
77	Blackstone House
78	The Black Lord's Castle
79	Refuge from Darkness
80	Sea Devil's Bane
81	The Wall at the Edge of the World
82	Holdout Against Savagery
83	Castle Morraine
84	The Gates at River Blood
85	The Stone Hold of Clan Jorgundragrmir
86	The Midnight Palisade
87	The Old Stones of Marlborough Forest
88	Castle Kranquist
89	Peacock Keep
90	The Legendary Fortress of the Iron Tsar
91	Bluethrush Hold
92	Thorton Stronghold
93	The Iron Walls of the Brass Sultan
94	Briaredge Fortress
95	Eagle's Eye Tower
96	Grim Abbey
97	Fortress of the Last Stand
98	Royal Keep of the Silver Prince
99	Sapphire Hold
100	Chateau Miserable

Castle Hooks, Complications & Opportunities

D12	
1	When the PCs arrive at the castle, they find it abandoned. Investigating, they discover signs of obvious battle, although no corpses remain. Almost everything of value has been looted, but a DC 20 Perception check uncovers a level-appropriate amount of overlooked treasure.
2	A member of the castle's garrison has been found guilty of treason – perhaps he was stealing from the lord, had seduced the lord's daughter or was working with local bandits or marauders. When the PCs arrive, the garrison are preparing for this execution; a gibbet hangs out from a high tower and single, doleful drum is sounding.
3	The lord of the castle is out hunting; as the PCs approach the fortification his hunting party emerges from a nearby wood and approach the party at a gallop. He reins in and questions them extensively about the reason for their presence near to his home.
4	The castle gates are shut and the party cannot gain admittance. Possible reasons for this include the lord's bizarre command, fear of infected travellers and so on. Alternatively, a plague or other disease may be savaging the castle garrison and they are trying to contain it within.
5	The castle's lord has a problem and the party's arrival is serendipitous. It transpires a large group of humanoids or bandits has been seen in the locality – they have not yet attacked the castle, but the lord is desperate for news of their lair and intentions.
6	The castle is having building or repair work done. Scaffolding festoons certain parts of the structure and labourers are busy at work. Dust coats everything and the folk therein are very busy and have little time for adventurers.
7	A large flying creature such as a dragon, or perhaps a small flock of lesser beasts such as wyverns or manticores, are attacking the castle.
8	The inhabitants of the castle are celebrating a local festival or an event of significance such as a wedding or birth. The party are welcomed and encouraged to enjoy the festivities.
9	The lord of the castle loves hearing the tales of brave adventurers. When the party arrive he quickly hears of it and invites them to dinner in the great hall. They are expected to regale the assembled diners with tales of their heroics.
10	The castle is on fire; perhaps an accident in the kitchen caused the conflagration or alternatively, it could be the result of sabotage or deliberate attack.
11	The castle has just been attacked. The defenders repelled the attack and the bodies of the fallen lie scattered about its walls. The defenders are busy tending to their wounded and so on and are suspicious of the party.
12	As the party approach the castle, an alarm bell rings and the main gates swing shut. Defenders are seen massing on the walls. It transpires the PCs resemble a band of evil marauders that recently attacked the castle.

Lord of the Castle

This table lists the basic details of 20 lords and ladies. The rest of their details are left for the GM to improvise – after all it is unlikely (hopefully) the party will get into combat with the castle's lord. The GM should improvise such details as the lord's personality and exact title (although lords dwelling in the borderland areas favoured by adventurers are often minor members of the nobility).

- **Minor Titles**: Lord, Lady, Baron, Baroness, Warden, Protector, Marshall.

D20	
1	Aaro Laitnen (male human fighter)
2	Agis the Good (male human fighter/cleric)
3	Ati Buto (female human paladin)
4	Azakial Myloneir (male half-elf wizard)
5	Baki Lahum (male human monk)
6	Coel Frewer (male human fighter)
7	Daela Orrick (male human ranger/rogue)
8	Eadith Montier (female human cleric)
9	Eriulf the Scourge(male human fighter)
10	Etana Agade (male human cleric/paladin)
11	Gislin Fosi (male human bard/fighter)
12	Gunda Manimi (female human fighter)
13	Holg the Destroyer (male half-orc fighter)
14	Irja Outila (female human sorcerer)
15	Lothair Omer (male human wizard)
16	Osswith Burch (female human fighter)
17	Perork the Pitiless (female half-orc fighter)
18	Rhea the Swift (female human fighter/rogue)
19	Sauli Purho (male human barbarian)
20	Willithar Friisond (female half-elf wizard/rogue)

Small Ruins

Many small ruins dot the countryside. Use this table to determine what the PCs stumble upon.

D%	
01-02	A neglected 10 ft. by 10 ft. shrine sits by the side of the road, its interior choked with weeds. A 3 ft. tall statue rests in an alcove in the far end, its features too weathered to identify.
03-04	A series of short, crumbling stone walls stretch east to west. They are evenly spaced as if denoting property lines. Rocks and bits of rotted wood fill a hole between the walls in what was once the cellar of a small farmhouse.
05-06	A mud hut, its mouldy thatch roof caved in, sags forlornly near a collapsed cow barn. Dense cobwebs stretch between the hut and barn.
07-08	The charred beam and pillar framework of this former inn stand like a blackened skeleton. Soot and ash cover the ground and not even weeds find purchase in the ashen soil.
09-10	Cracked stone steps ascend to a small circular platform beneath a series of worn, broken pillars. Broken mosaic tiles on the platform depict a demonic face.
11-12	An octagonal wooden fence, missing most of its planks, encloses ground empty except for a small stone plinth. A deep furrow runs from the plinth to a broken down section of fence as if something large and heavy was dragged away.
13-14	Debris surrounds a tumbled brick chimney set in the jagged remains of a stone wall. Burnt table legs and a decayed blanket rest in the chimney's open mouth.
15-16	The shattered remains of a farmhouse lie in a small hole. It appears the farmhouse was uprooted and then dropped viciously on its roof.
17-18	A dusty streambed runs past an ancient but still sturdy-looking wood and stone mill. Only cobwebs and ivy call the empty interior home.
19-20	Wind whistles through gaping holes in a wooden barn leaning haphazardly to one side. A rickety wooden ladder leads up to a rotten upper floor.
21-22	Three copper mash tuns rust in an exposed stone basement; a faint smell of malt fills the air. A family of raccoons sleeps in one of the tuns.
23-24	Pieces of stone denote the foundations of a small manor house. A well rests nearby, its interior pushed outward and distorted as if something huge slithered out.
25-26	A collection of large, rectangular moss covered stones form a 40 ft. diameter circle. Inspection reveals the stones were once caravan wagons. Brightly coloured birds nest in the petrified interiors. A *detect magic* spell reveals a strong aura of transmutation magic on the stones.
27-28	A worn brick domed house now serves as the home of a predator. There is a 50% it is out hunting.
29-30	A faded gravestone stands in an unused sheep pen. The dirt around the grave appears to be recently disturbed.
31-32	A boulder rests in the smashed top floor of a three-storey stout, stone watchtower. A nearby rotting catapult appears to be the culprit. The remains of a thick, reinforced wooden door lie scattered on the wide, stone steps leading up to the entrance. Bits of broken weapons and armour litter the otherwise intact interior.
33-34	Hieroglyphs decorate a 12 ft. tall sandstone archway. Bits of sandstone scattered about suggest the archway was once part of a massive wall. Vultures squat on the top of the wall, eyeing travellers hungrily.
35-36	Noxious fumes still emanate from a two-storey fire-gutted tower. Bits of glass and various alchemical instruments lie among the debris.
37-38	The bell of an empty chapel has crashed through the roof leaving a large, gaping hole. Wood boards cover the chapel's large windows. Swarms of bats inhabit the lofty interior.
39-40	A rickety wooden fence meanders for 50 ft. Every 5 ft. the skull of a small animal adorns the top of a post
41-42	Four 20 ft. tall obsidian pillars lean at impossible angles as if about to fall over. Arcane symbols crawl along their cracked lengths. Large claw and bite marks scar the tops of the pillars.
43-44	A wooden cottage sits half-sunk in the ground. A DC 20 Perception check discovers a stairway leading into a small dirt basement supported by rotting beams. A badly scrawled summoning circle is traced in the dirt floor.
45-46	One side of a former wood and stone church slumps into a small adjoining cemetery, crushing most of the gravestones. The door to a nearby mausoleum stands ominously open, its interior shrouded in darkness.
47-48	A scaffold looms over a crossroads next to an abandoned hut. A humanoid skeleton grins from a rusty cage dangling from the scaffold. Another cage lies broken on the nearby ground, its skeletal occupant scattered in pieces.
49-50	A series of fire-scorched stone archways, 10 ft. high are all that remains of a former manor house. A few recently unearthed skulls grin, half-buried in the ground.
51-52	The broken stubs of marble pillars surround a 3 ft. deep pool of a former bathhouse. Cracked mosaics on the pool bottom, covered in sludge, depict fantastical sea creatures.

53-54	A large, flat rock sits surrounded by eight polished stone pillars 10 ft. high, alternating between pale granite and obsidian, in a small circle. Nature symbols decorate the pillars.
55-56	A circular, three-storey high tower is all that remains of a former keep ringed by only a few boulders. The ivy choked tower appears to be in relatively good shape.
57-58	This small farmhouse is strangely deserted. Plates of mouldy food lie on a table and rotting clothes are strung out on a nearby laundry line. No sign of a struggle can be found. Either the former inhabitants fled in a hurry or they vanished.
59-60	Two jagged stone walls meet, rising 15 ft. in height. A gaping arched hole in each wall 5 ft. up suggests they once held windows. A few large chunks of masonry litter the nearby area.
61-62	Wooden boards cover the windows of a small cottage with a smashed front door. Closer examination reveals deep claw marks in the wooden boards. A DC Knowledge (nature) check reveals the marks belong to a dire animal (GM's choice).
63-64	A small aqueduct, slick with slime, arches over a mostly empty riverbed except for a small trickle of foul, brown water. Anyone drinking the water may contract filth fever.
65-66	The wood frame of a large barn groans ominously in the wind. Abandoned, rusted tools lie in one corner next to a pile of unused lumber.
67-68	A few low stone walls trace the outline of a former small church. A single tall humanoid statue stands on a pedestal in the middle of the ruins, its features smoothed by the rain.
69-70	Wind whistles through a small circular structure built from giant bones. A skull, with most of its teeth knocked out, serves as the entrance. Inside, thousands of burnt bones, mostly humanoid, are piled around a black stone altar.
71-72	A high, crenulated wall surrounds a small cemetery. Tombstones lie in open graves amongst the splintered remains of the coffins. Graffiti decorates the interior of its one mausoleum.
73-74	A fence built from skeletal arms zigs and zags erratically. Grinning humanoid skulls, stacked atop each other, appear every 5 ft. in the wall.
75-76	A roadside inn shows heavy damage from an attack. Scorch marks mar the walls while numerous arrow heads litter the ground. Dried blood stains nearly every surface of its interior.
77-78	Symbols, painted in blood, decorate the outside walls of a small, simple wooden chapel. The skeletal remains of the clergy lie within the desecrated interior.
79-80	Fluted pillars, entangled in ivy, support the cracked and sagging roof of a small, rectangular shrine. A vacant pedestal rests in the middle. Faded, moth eaten tapestries depict a hero's rise to fame.
81-82	This farmhouse looks fine at a distance but as soon as someone gets close, he notices it appears to have been split vertically in two as if struck by a massive axe or sword. The cut is perfect, like a hot knife through butter.
83-84	The half-collapsed remains of a smithy lie next to the skeletal remains of a burned out building. A few wisps of smoke and smouldering spots in the building infer that there was a recent fire.
85-86	Debris fills the broken shell of an ancient stone watchtower. A DC 25 Perception check and 10 minutes of digging reveals a trapdoor under the rubble leading to an intact basement.
87-88	A tall, weathered bell tower stands alone above low, crumbling stone walls. A creaking, unstable staircase leads up to a large, yet serviceable metal bell. If sounded, the bell lets out a plaintive peal.
89-90	A rotting cattle barn stands half submerged in the muck. Water from a recent rainstorm lies a couple of inches deep in the interior where small slimes and oozes slither about brightly coloured mushrooms.
91-92	Weathered brick steps lead to a small domed crypt. Inside, the skeletons of humanoids lie fused in the walls. A large, ornate sarcophagus rests at the far end, its lid tilted slightly open.
93-94	The roof sags on a small hunter's cottage. Musty and mouldering animal skins and heads decorate the interior. Its wooden floor boards creak alarmingly (-5 to Stealth checks).
95-96	The water wheel of a tumbled mill dams a small stream. A door hanging on its hinges opens into the mill's interior, revealing a small room; rubble blocks the rest of the interior.
97-98	The carcass of a large beast fills the interior of a small hut. Its putrid scent attracts carrion birds and characters within the hut must make a DC 13 Fortitude save to avoid being nauseated for 1 minute.
99-100	Brick walls support a partially collapsed wooden roof of a former inn. Mould and mildew cover a large bar area. Water leaks from somewhere onto rotting straw beds. Casks of stale wine and beer fill a storage room next to maggot infested food stores.

Large Ruins

Many large ruins dot the countryside. Use this table to determine what the PCs stumble upon.

D%	
01-02	Massive stone archways lean haphazardly over weed choked stone boulevards and plazas. Only a few crumbling walls denote former houses.
03-04	A crumbling moat tower, overgrown with ivy, protects a castle, half sunk into the ground, its interior exposed to the elements. Broken towers lean against the castle's keep.
05-06	Three massive stone pyramids sit in a line, steep steeps leading to large fire pits carved into their flat tops. A single door at the base of each leads into a labyrinthine interior.
07-08	The burned out husks of wood and thatch long houses clutter around a single stone well filled with debris. The smell of death lingers in the air.
09-10	Four great towers rise 50 ft. into the air, their tops shattered. Thin, cracked stone bridges criss-cross between the towers. Broken staircases spiral the insides of the hollow towers, jutting bits of stone evidence of former rooms and floors.
11-12	Broken statues line a stone pathway up to a large marble pillared building. Water floods the interior from an exposed underground spring that has broken through the floor at the building's centre.
13-14	Ivy and moss cover nearly every surface of a stout stone keep. Mould and mildew coat the keep's interior which is home to rats, bats and very large spiders.
15-16	A collection of rotting ships, some as large as galleys, lie upturned next to large slabs of stone set in the ground, the former remains of what appears to be a wharf, now almost totally buried.
17-18	Scattered blocks of obsidian, inscribed with the iconography of an evil deity, surround the foundations of a once proud temple. A few outlying buildings remain relatively intact. At night, a mist arises bringing with it a foul presence.
19-20	Wind and rain eroded archways frame the ruins of a once grand building, most of its roof now caved in. A few rooms remain intact, crowded with fungus and a strange, silver glowing moss.
21-22	A collapsed tower guards the entrance to a stone keep. One side of the keep is open to the elements but its interior floors remain stable.
23-24	Marble and stone intertwine into slender pillars surrounding a sprawling, overgrown building. Statues of a forgotten humanoid deity sit in alcoves throughout the complex.
25-26	A massive gaping hole in a stone wall leads to a courtyard cluttered with bones and the fire scorched skeleton of a castle keep.
27-28	A smashed iron portcullis rests in a giant gatehouse set in a circular wall around a leaning sandstone tower the colour of dried blood.
29-30	Crumbling stone walls form the shells of halfling-sized buildings arrayed like spokes in a wheel.
31-32	Jagged stone walls rise between the ribs of a dragon's skeleton. Hundreds of arrow heads fill deep claw gouges in the cracked marble floors.
33-34	A noisome green mist flows from the open windows of a forlorn looking cathedral. The mist originates from a desecrated altar in the interior.
35-36	A giant-sized, massive marble stair spirals 150 ft. into the air before ending in a large, broken platform that miraculously stays aloft. Arcane runes decorate the stairs and the platform.
37-38	A series of 25 ft. tall gothic archways form a cross pattern. Collapsing walls link a few of the archways but grass covers the ground now.
39-40	Wind whistling from the mouth of a 100 ft. tall pitted, copper lion roars over the surrounding landscape. Rungs set in one of its rear legs leads up to hatch set in the statue's belly that opens into the darkened interior.
41-42	Ivory, gold cupolaed buildings 20 ft. in height form orderly rows. Narrow, darkened doors and windows grace the circular buildings. Large cracks leave some of the interiors open. Bits of ancient pottery lie scattered about.
43-44	Three concentric crenulated walls, each one successively higher and with their own gatehouse, enclose the exposed basement of a former keep. A second intact basement level lies beneath the first.
45-46	Narrow, rusting metal pillars twist and turn, creating a menagerie of fantastic creatures in a 200 ft. area encircled by a high wall of magically hardened wood.
47-48	Stones denote the remains a former church surrounded by many towering mausoleums in various states of decay. Most have been looted but a few remain locked by magical means.
49-50	Twin fortresses guard a long, grand stone bridge rising over a dried riverbed. One fortress appears unharmed while its twin has suffered massive damage to its walls from an ancient assault. An unnatural darkness fills the unharmed fortress.
51-52	A cracked dome of glass encloses the crumbling remains of stone houses clustered together. The glass has been magically treated to be as strong as iron. A wide entrance at the base of the doom serves as entry to the collection of empty, abandoned buildings.

53-54	These two three-storey crooked towers are all that remains of a once grand keep. Ivy covers everything and water collects in shallow pools within the interior. Narrow, slippery stone steps lead to the top of the towers.
55-56	Two concentric rings of fluted pillars stand in various states of disrepair around a tall, lean tower missing its top half. A recent fire cleared out the tower's interior, so its floors, stairs and walls are now unstable and prone to collapse.
57-58	Overgrown shrubbery spills onto a cracked, stone courtyard in front of a burnt down manor house. A nearby slightly charred carriage house stands intact and houses a rotting carriage.
59-60	A high stone wall, sections of it collapsed in several places, encircles four tumbled wooden barracks and a pile of rubble that was once a small tower.
61-62	The low foundations of numerous former stone buildings radiate outwards for thousands of feet. Covered mostly by tall grass, bits of ancient pottery hide in the soil. An occasional ruined wall, no more than 4 ft. high peeks up out of the grass, here and there.
63-64	The top storey of a massive black edifice, almost a mile in length and width, rises out of the ground into which it has sunk. Open windows lead into a huge interior of cavernous boulevards, arcades, chambers and winding stairways and hallways.
65-66	Six domed buildings attach to a larger domed structure, forming a hexagon. Most of the domes are cracked, the interiors supporting a vibrant ecosystem of animals, fish and plants. The broken remains of an astronomer's lab lies in the central dome.
67-68	The stone remains of a colossal stone arena dominate the landscape. Collapsed sections of the walls spill onto the arena's grass covered floor. The hypogeum below the arena floor is free of debris and shows signs of habitation.
69-70	Half of a wide stone bridge spans a dried moat. Beyond its jagged remains, a rusted portcullis bars entry to a shadow haunted keep crouched behind high, ivy covered crumbling walls.
71-72	Two four-storey spiralling obsidian towers flank a single seven-storey pure white marble tower. Cracks run the length of the towers and ooze a translucent slime. The only entrance appears to be a window five stories up on the central tower.
73-74	Moss covered boulders lie under the skeletal arches of a once grand cathedral. A few rooms near the interior remain intact, their doors recently repaired and barred from within.
75-76	Mouldy thatch covers these mud brick huts crowded behind a low wooden palisade. A single one-storey stone building sits in the middle of the forlorn huts, its windows boarded over.
77-78	Giant, gray stone slabs 30 ft. in height thrust out of the ground 10 ft. apart over a 200 ft. wide area, forming a giant eight-pointed star. A weathered altar still bears faint traces of dried blood.
79-80	The fire blackened remains of siege engines litter the area around the debris of a once formidable stone wall guarding a keep that is no more than a scattered pile of rubble.
81-82	Broken marble statues litter a broad stone causeway leading to four crumbling arcades surrounding a large, low stone building whose roof through which has burst a massive tree.
83-84	Abandoned tents and digging equipment cluster near a group of grassy hillocks. The earth has been cleared away from one, revealing a stone archway leading into a buried structure running under the hillocks.
85-86	Partial stone walls of several homes stretch out before the broken remains of a three-storey manor house, its western wing in complete ruin. Its eastern wing still stands, but its western wall has collapsed.
87-88	A steep-sided, sandstone pyramid sits half buried in the ground. Bas reliefs of fantastical creatures slither and fly along its surface. Rubble lies at its base near a small hole leading into the interior.
89-90	A smooth granite wall reaches 50 ft. in height and stretches thousands of feet in either direction. Partial remains of attached watch towers are spaced every 500 ft.
91-92	The top half of a gigantic statue of an armoured warrior lies face down next to its 75 ft. tall lower half. A DC 15 Perception check finds an entrance into the statue's body hidden behind overhanging vines.
93-94	Wide, arched bridges, mostly broken now, feebly attempt to connect a series of five towers of differing heights seemingly laid out at random. Each tower's entrance is at a different height; the shortest tower is the only one to have a ground-level entrance.
95-96	This four-storey stone keep sports a gaping hole through its front, as if punched by an impossibly large fist. Otherwise, it appears undamaged.
97-98	Geysers of steam erupt from the ground through the blackened remains of a former temple. Statues of a good aligned deity still stand in alcoves in the few remaining walls, but they bear horrifying claw marks across their countenances.
99-100	The yellowed bones of a colossal dragon form a bridge leading into its skull which once served as an entrance into a fortress that is now nothing but a tumbled pile of boulders. A few rocks have been recently cleared away to reveal a staircase leading into a sprawling basement complex.

Ruins Dressing

Ruins have many minor features of interest. Use this table to generate such features, as appropriate.

D%	
1	The walls glow with a strange luminescence, shedding light in a 5 ft. radius.
2	Thick cobwebs clog the ruins, making each square of movement count as difficult terrain.
3	In a sheltered part of the ruins, the embers still burn from a recent campfire.
4	An unnatural keening moan fills the ruins, imparting a -2 penalty to Perception checks to listen.
5	A thick layer of soot covers everything, which counts as soft ground for tracking.
6	The air is charged with arcane energy, granting a +2 bonus to bypass spell resistance.
7	An ivy with a sick, yellow appearance covers the ruins.
8	A large number of small animal bones litter the ruins.
9	Some of the ruin's features (walls, floor, etc.) warp and bend at unnatural angles.
10	Local humanoids from an indigenous tribe have daubed graffiti crude drawings on the walls.
11	A message, written in day's old blood, warns people to stay away or befall a dire fate.
12	A rotted wooden spear impales a skeleton in rusted ceremonial armour at the centre of the ruins.
13	Loose bits of debris occasionally come loose, tumbling down with a clatter.
14	At night, when the stars are out, a DC 10 Survival check reveals they are in the wrong positions.
15	Twilight seems to last an extra hour in the ruins.
16	Bits of ancient, broken armour and weapons lie scattered about.
17	A DC 25 Knowledge (arcana) check determines that large cracks in the ruin's walls form words of magical power. Arcane spells cast within the ruins function at one level higher than normal.
18	An unusual number of fireflies flit about the ruins, providing a dim source of light.
19	A DC 15 Perception check finds a crumpled piece of parchment under a rock that contains a rough sketch of the ruins.
20	Thick fog fills the ruins, obscuring anything further than 5 ft. away.
21	The ruins have a half melted appearance as if bathed in acid.
22	The smashed, yellowed skeleton of some gargantuan beast lies on the floor.
23	An unnatural darkness clings to the ruins, reducing nonmagical flames to a dim light.
24	The ruins sway and creak alarmingly.
25	Moulds and fungi grow in abundance everywhere.
26	Small red eyes glare from the dark corners but disappear when anyone approaches.
27	Ghostly balls of light, like will-o'-wisps, follow explorers around.
28	The wind echoing through the ruins creates a constant cacophonous din.
29	Rotting scaffolding surrounds the ruins as if someone attempted to rebuild but gave up.
30	Abandoned makeshift shelters crowd parts of the ruins.
31	The sound of roaring flames can still be heard, granting +1 caster level to all spells with the fire descriptor cast while in the ruins.
32	Humanoid faces stare forlornly from within the walls of the ruins.
33	Every now and then, a mad cackle drifts through the air, always from a different spot.
34	Rats crawl from seemingly everywhere, creating nonaggressive swarms (*Bestiary*).
35	Biting insects swarm the ruins, requiring a concentration check to cast any spells as if casting defensively.
36	The sound of running water can be heard.
37	Dark brown spots stain the ruins floors and walls.
38	The holy symbol of an evil deity is carved into a floor or wall of the ruins.
39	Broken statues, appearing as people going about their day to day business, decorate the ruins.
40	A broken lamp lies next to the bloody, limbless torso of a recently dead humanoid.
41	A sudden cry of pain echoes through the ruins, abruptly cut short. Laughter follows the cry.
42	The interior of the ruins is entirely swept free of dust, debris and cobwebs.
43	A blanket lies stretched on the floor with enough water and food laid out for the party.
44	Features of the ruins crumble at the touch.
45	A viscous, but harmless, black slime covers everything and exudes a foul stench.
46	Flowering clumps of gorse fill the ruins, rendering each square of movement difficult terrain.
47	Hundreds of small, non-poisonous snakes slither about the ruins.
48	The walls feature perfectly small holes bored into them seemingly at random.
49	The burnt remains of many forbidden books lie piled in the centre of the ruins. One hour spent scavenging through the books finds 1d4 arcane necromantic spells (GM's choice)
50	Peeling blue paint covers the interior walls of the ruins. A DC 20 Perception check reveals the paint covers many ancient, evil symbols.

51	Cultists conducted foul rites here. An evil outsider of a CR equal to the party's level inhabits the ruins.
52	A layer of ice, resistant to nonmagical fire, coats the ruins.
53	Anyone exploring the ruins sees ghostly figures out of the corner of his eyes.
54	A natural spring creates a pool of water six inches deep throughout the ruins.
55	Every hour, the ruins violently shake as if by an earthquake. Characters must make a DC 15 Reflex save or fall prone.
56	Veins of a strange red substance flow and pulsate within the walls of the ruins.
57	A small armoury lies within the ruins, containing mostly brittle weapons and rotted armour. However, a suit of masterwork armour and a masterwork weapon (GM's choice) still remain.
58	Swathes of fungus cover the floor of the ruins.
59	The half-eaten remains of various animals lie scattered about the ruins.
60	Thousands of tiny insects buzz around the ruins, imparting a -4 penalty to Perception checks.
61	Parts of the ruins are prone to sudden collapse. A DC 15 Reflex save is required to avoid the debris or affected creatures suffer 2d6 bludgeoning damage.
62	Night in the ruins lasts twice as long as normal.
63	The ghostly sound of raging fire is heard. Anyone casting a spell with the fire descriptor must make a concentration check as if casting defensively; failure indicates the spell targets the caster
64	Faded tapestries depicting a long ago important but forgotten event hang on the walls.
65	Small pools of hissing acid dot the floors of the ruins, dealing 1d6 acid damage to anyone entering them.
66	A DC 20 Perception check hears ghostly voices crying out in fear and pain.
67	Hundreds of brightly coloured butterflies flit about the ruins but do not leave its confines.
68	Bent and chipped copper coins surround the obsidian statue of a truly alien looking creature.
69	A skeleton of a former explorer lies crushed underneath rubble.
70	A DC 20 Perception check finds an old diary in the ruins detailing its last days.
71	A trophy collection of the skeletal heads of magical beasts adorns one section of the ruins.
72	An unnatural chill fills the ruins, increasing the DC to resist necromantic spells by 2.
73	Five giant misshapen humanoid skeletons lie throughout the interior of the ruins.
74	Vines sprouting an unknown vivid red flower cover the walls.
75	Claw marks score the features of the ruins, leaving deep gouges in the walls and floors.
76	In the corners of the ruins rests roughly carved stone statuettes of an evil deity.
77	Magical lights within the ruins flare up when creatures enter certain sections.
78	Four empty, torn and blood-covered bedrolls lie in the centre of the ruins.
79	An aura of electricity thrums in the air. Spells cast with the electrical descriptor deal 1d6 points of additional damage to all creatures within a 30 ft. radius of the caster.
80	The sound of large footsteps follows anyone exploring the ruins.
81	A damaged painting or tapestry of a great hero hangs askew on a wall.
82	Dried skin of many humanoids hangs from the walls and carpets the floor.
83	The walls of the ruins continuously weep water.
84	Nonmagical light sources brought into the ruins suddenly wink out and refuse to be relit.
85	A Survival DC 17 check finds the recent tracks of a particularly large creature (GM's choice).
86	A steady wind blows, causing the ruins to groan alarmingly.
87	A severed head sits atop a wooden sign advising against trespassing in crudely written Common.
88	A broken marble statue lies on its side. Its eye sockets, once containing gemstones, are empty.
89	The interior dimensions of the ruins appear twice as large as from the outside.
90	Hundreds of sickly looking rats scurry about, avoiding any light source.
91	Unusual humanlike shadows crawl across the walls and floors but are harmless.
92	A large circle with arcane runes has been engraved into one of the floors. While in the ruins, a caster of a spell with the summoning descriptor must make a concentration check each round as if casting defensively, otherwise he loses control of his summoned monsters. (The creatures act as if under a *confusion* effect).
93	Broken bits of pottery and smashed furniture crowd the interior of the ruins.
94	A ghostly voice randomly calls out the name of one of the creatures exploring the ruins.
95	An altar hidden in the ruins serves as a font of evil, casting a *desecrate* and *unhallow* spell over a section of the ruins.
96	Humanoid skulls rest in niches on the walls.
97	Small, harmless oozes slither about on the walls, floors and ceilings.
98	In one section of the ruins, a pair of close sarcophagi rest.
99	Fresh blood smears the entrance into the ruins.
100	The stench of blood and decay lingers strongly on the air.

Many ruins are haunted by those who died within. Add one of the haunts below to the ruin the PCs have discovered.

BURNING SKULL CR 2 (XP 600)

The eye sockets of this charred skull suddenly blaze to life with a gout of flame.

NE haunt (5 ft. by 5 ft. area)
Caster Level 2nd
Notice Perception DC 18 (to hear someone moan in pain)
hp 4; **Trigger** touch; **Reset** 1 week
Effect When this haunt manifests, ghostly fire forms in the skull's eye sockets and the target feels himself burning as per the *burning gaze* spell (DC 13 Fortitude).
Destruction A single *bless* spell drives the angry spirit of a person burned alive in the ruins from the skull.

FALLING ROCKS CR 3 (XP 800)

Screams of fear and pain rend the air as the ceiling suddenly falls away in a cascade of large rocks.

CN haunt (10 ft. radius)
Caster Level 3rd
Notice Perception DC 17 (to hear a sudden rumble above)
hp 6; **Trigger** proximity; **Reset** 1 day
Effect The haunt manifests as a cascade of boulders raining down from a collapsing ceiling on all affected creatures as the *stone call* spell.
Destruction Formed by the psychic trauma of those crushed when the ruin collapsed, a *consecrate* spell must be cast on the area followed immediately by a *make whole* spell.

SHRIEKING WOMAN (CR 4 XP 1,200)

The ghostly spectre of a woman rises up, her face contorted with pain as she lets out an unearthly scream.

CE persistent haunt (15 ft. radius)
Notice Perception DC 20 (to hear a woman moaning in pain)
hp 18; **Trigger** proximity; **Weakness** tricked by *invisibility*; **Reset** 1 day
Effect When triggered, a ghostly woman rises up from the ground and lets out an ear-piercing scream, affecting all creatures in its area with a *sound burst* spell (DC 13 Fortitude).
Destruction The psychic residue of a former inhabitant of the ruins who died violently, only channelling at least 5d6 points of positive energy in the area puts it to rest.

KILLER IN THE FLAMES CR 6 (XP 2,400)

A black shadowed figure rises up, its ponderous boots heavy on the ground as flame swirls around it.

CE haunt (20 ft. radius)
Caster Level 6th
Notice Perception DC 20 (to hear the plodding of footsteps amid the roar of flame)
hp 12; **Trigger** proximity; **Weakness** slow; **Reset** 1 day
Effect When the haunt manifests, all creatures in the area are targeted by a *fireball* spell (DC 13 Reflex halves). Additionally, the shadowy figure of the haunt raises its axe, targeting one random creature with a *phantasmal killer* spell (DC 15 Will and Fortitude negates).
Destruction The burnt body of the madman that set the ruins ablaze while he murdered its inhabitants must be dug up, bathed in holy water and properly buried with funeral rites.

THE PIT (CR 7 XP 3,200)

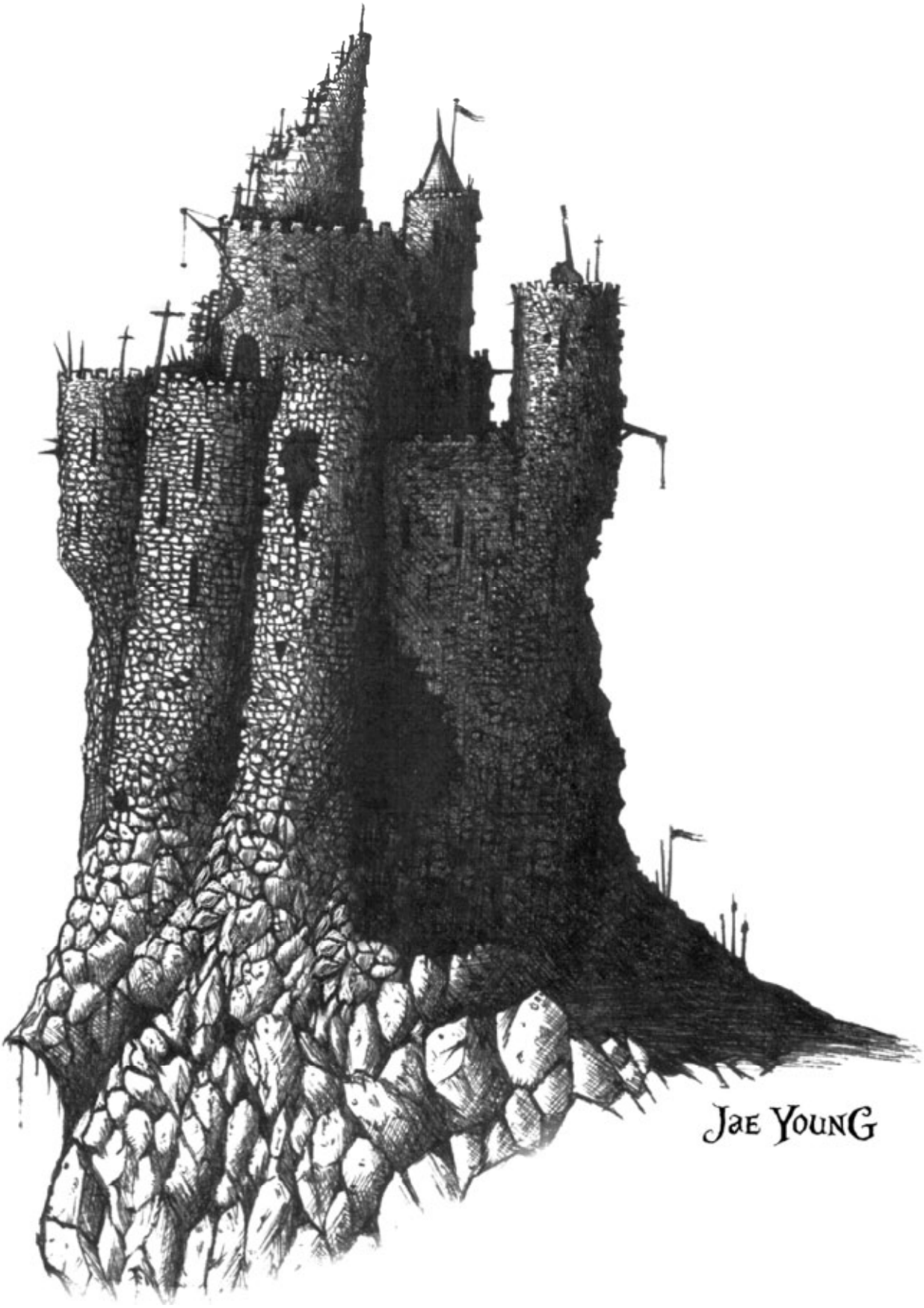
The ground suddenly opens into a yawning bone strewn pit, hundreds of skeletal arms thrusting from its walls.

NE persistent haunt (15 ft. by 15 ft. area)
Notice Perception DC 25 (to hear and see the floor suddenly give way)
hp 31; **Trigger** proximity; **Weakness** tricked by *hide from undead*; **Reset** 1 day
Effect An open, bone-filled pit (as a *hungry pit* spell [DC 17 Reflex] appears in the floor when this haunt triggers.
Destruction Created by a sudden, traumatic collapse of a floor in the ruins, these restless spirits can only be laid to rest by seven potions of *feather fall* sprinkled into the area while a cleric recites holy mantras.

BLOODY BATTLE (CR 8 XP 6,400)

Chaos reigns as two armies fiercely battle in a bloody frenzy.

CN haunt (40 ft. radius)
Caster Level 8
Notice DC 15 Perception (to hear the sound of battle)
hp 16; **Trigger** proximity; **Reset** 1 hour
Effect The haunt manifests as an army of shadowy figures indiscriminately fighting one another with spear and sword. It affects all creatures in its area of affect with a *circle of death* spell (DC 19 Fortitude negates) as imaginary blades strike at the party.
Destruction The ruin fell during a vicious battle. To heal its wounds a masterwork weapon with *magic weapon* cast upon it must be buried in the ground followed by the casting of a *sanctuary* spell.


JAE YOUNG

Small Caves

As well as full-blown cave systems, adventurers travelling through the wilderness often encounter much smaller caves. Such locations can be used as a campsite, as a place to wait out inclement weather or as somewhere to hide. Others can be used as an animal or monster's den. Still others might contain forgotten, hidden treasures. Use the caves detailed here to describe such locales.

D%	
1	A boulder has fallen from the cliff face exposing a five-foot hollow.
2	A zigzag cleft pierces the rock bluff all the way to its top.
3	A long diagonal crack provides shelter but no level surface for lying down.
4	Slabs of rock have broken away from the walls of this crevasse to form a peaked roof.
5	The roots of a large pine tree have split the rock, exposing a large fissure beneath.
6	A now dead fir-tree lies near a cliff; when it fell its roots gouged a large hole in the earth.
7	Massive layers of rock form jutting overhangs.
8	A change in the river has left a dry shallow cave carved in a rock bluff.
9	This tall rock face extends outwards providing a curved crease for shelter at its base.
10	An angular jutting rock formation forms a low roof atop an outwash of rubble.
11	Water erosion has formed several sheltered shallow caves slick with moisture.
12	At the base of this large rock sheet is a shallow, naturally arched shallow cave.
13	A shallow opening under two low hanging ewe bushes provides shelter and shade.
14	A split in the cliff top has opened a downward sloped ramp that leads to a small chamber.
15	Staggered layers of rock overhang a shallow flat ledge.
16	Rocky slabs stacked neatly into a tall crack in the bluff form a covered entrance leading to a cavern large enough for four people to lie down.
17	The jagged edge of a rocky outcrop provides deep overhangs protected by tumbled stones.
18	Several cracks form layered fissures in the rock face; Small and larger creatures can just squeeze inside.
19	Rushing water has cut several ledges and small chambers in a sluice-like crack in the limestone.
20	Though steeply sloped, a cylindrical curve of rock forms a tall cave opening.
21	Four arch-shaped chambers pierce the shore of a small lake.
22	Rising fifteen feet up the rock face a chimney crack forms a narrow sheltered vault.
23	A small cavern lurks at the base of a rocky crevasse.
24	A jagged cave mouth leads to a small chamber.
25	Earth has washed out from under a large slab of rock. A tall oak grows over the opening.
26	Narrow gaps open at the base of a tall bluff.
27	Concealed by three twisted pines an earthy hollow opens among the trees' roots.
28	Limestone ledges line the walls of a river-cut vault in the rock wall.
29	This cave mouth faces into the rising sun of the early morning.
30	A sloping overhang of limestone shelters this twenty-foot long area of flat earth.
31	Small holes in the rock grant access (DC 10 Climb) to a cave ledge ten feet above the ground.
32	A two-foot wide footpath leads up to a narrow ledge cave.
33	A small, shallow chamber pierces the bank of a turgid stream.
34	Arching chambers pierce pumice bluffs pockmarked by wind and water.
35	The hollow half bowl shape of stone forms a natural cup in the rock.
36	Octagonal columns of tight-fitting stone topped by volcanic pumice form a short colonnade.
37	A short downward-sloped man-sized tunnel opens into an abandoned bear den.
38	Woven tree roots form ropes leading to an opening 25 feet down a steep hill slope.
39	Clumps of sticky red and grey clay have fallen leaving a deep, slick sheltering hollow.
40	Wedged under a forty-foot slab of limestone, a smaller six-foot tall boulder forms a rock shelter.
41	A dry sandy nook has formed below a limestone outcropping.
42	Sharp fragments of granite line the floor of this low chamber.
43	A narrow sinkhole has breached a small, natural cavern dominated by a small pool of water.
44	A half-conical crack spirals into the rock face giving the impression of being inside a snail-shell.
45	This ten-foot tall sandstone cave lies at the end of a low crawl space.
46	A wall of scattered rock provides shelter at the base of a cliff.
47	The sculpted form of two intertwined serpents ring the mouth of a polished smooth overhang.
48	An uneven, natural 20-foot long stairway leads up to a shallow limestone cave.
49	The walls of this small cave have been faced with now rotten wood panelling.
50	Limestone pillars form the supports for a jutting limestone slab eight feet off the ground.

51	This shallow crevasse has a “V” shaped mouth that narrows quickly into a rising crack.
52	The cave mouth faces into the setting sun and has sweeping views of the surrounds.
53	An eroded, ancient lava flow is pierced by many scattered shallow chambers.
54	This solitary, monstrous rock has a low, rounded tunnel at its base.
55	This rocky ledge drops into a six-foot deep hole which curves into a small, sheltered hollow.
56	An ancient lava flow drapes over a cliff to form curtained alcoves.
57	A single moss-covered limestone boulder covers a shallow partially exposed pit.
58	This low passage slowly slopes down to a fifteen-foot wide low cavern.
59	A narrow gap between two sixty-foot tall boulders provides enough space to lie down.
60	The ramp approaching this five-foot wide opening is covered in rubble.
61	Smooth, wave-like rock ramps have shallow ledges below them.
62	Five interconnected narrow cracks form a shallow cave complex.
63	The cave mouth faces towards the northern star.
64	A low rock wall, obviously of hand-stacked stones, protects this cave mouth.
65	Large flat slabs have tumbled down to form a roof over a small six-foot deep clay pit.
66	This triangular-shaped short hall extends for only nine feet.
67	A deep crystal clear pool of rain water has formed in front of a small cave.
68	At the base of a deep hollow, shadow cloaks this cave mouth covered in a thin layer of ice.
69	Stacks of broken blocks lies outside an obviously abandoned quarry.
70	This natural amphitheatre of rock only extends ten-foot into the rock wall.
71	A two-person half-dome chamber has formed amid pitted pumice stone.
72	Concealed by tall clump grass and deep weeds a muddy pool protects this shallow cave.
73	This cave lies amid a tangled briar of thorns and brambles.
74	Near the cavern ceiling the gills of small mushrooms emit a light green glow.
75	A smooth tunnel runs straight down into the rock; it ends in a blank wall.
76	Thick vines hang down over this chamber’s entrance.
77	At the bottom of a deep sloped hollow lies a roughly spherical hand-carved cave.
78	This cave mouth is partly protected by a curtain of hanging moss.
79	The slow-moving fresh spring exiting this small cave is home to an abundance of crayfish.
80	Arching over a three-foot freshwater spring; the cave extends only a few feet back into the rock.
81	Strips of coloured cloth tied to dangling roots mark the location of this small cave.
82	Twenty-foot up the cliff face is a horizontal slit leading to a dry, shallow cave.
83	Vines and thorn bushes conceal a narrow fissure large enough for three human-sized creatures.
84	A towering hawthorn’s roots hug a stone rimmed muddy opening that descends about fifteen feet.
85	This low ovoid opening descends into an abandoned wolf den.
86	A pockmarked basalt formation of hollow bubbles and overhangs provides a tangled shelter.
87	A water eroded smooth hole lies behind the course of a now dry waterfall.
88	Thick vines cover this steeply floored fissure.
89	This shallow cave mouth is carved in the form of a yawing demon mouth; dried blood covers the floor.
90	Arching only eight feet at its highest point, a long 35-foot vault of curved limestone forms a shallow hollow.
91	The wide mouth of this shallow chamber pierces the hillside between tall pine trees.
92	Two flat leafs of rock three feet thick fan out from the cliffside.
93	An octagonal opening leads to a large open air hollow covered in moss and low grass.
94	Halfway up a steep slope, a large slab of rock protrudes over the path; a small chamber pierces the hill.
95	The roof of this short, twisted hall of sandstone has a hole through which light enters the chamber.
96	Stratified layers of shale and soil form a wave-like wall; its undulations provide shelter.
97	A jagged hole in the rock pierces the cliff fifteen feet from the main trail.
98	Filled with water, another passage extends below its surface to a small hidden chamber.
99	A natural stair leads up a narrow chimney in the rock which connects with a long, low and dry chamber.
100	During heavy rain, this cave quickly floods as water inundates the cavern through many small holes piercing its lofty ceiling.

Small Cave Dressing

The cavern in which the PCs shelter should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite.

D%	
1	Jagged rocks hang dangerously from the ceiling, like rotten teeth.
2	A crushed wooden chest, a few green coloured copper coins left within, lies corroding in the moist earth.
3	A crudely carved stature of a cross-legged figure in meditation lies on the ground.
4	Snake skins completely cover the floor in a semi-transparent paper-like mass.
5	Rough depictions of a hunting party fighting a massive winged creature with reptile like features decorate the cave walls.
6	In the thin roof of the cave a hole frames the lunar eclipse at various times of the year.
7	The back of this cave has collapsed completely and is impassable.
8	The cave is damp, muddy and humid.
9	The shallow root-filled cave is the breeding ground of dozens of (harmless) spiders.
10	The dried and desiccated remains of a campsite long abandoned lie in the cave.
11	Partly covered in dust and dirt a brass locket lies near the cavern entrance.
12	A chain curtain in the pattern of a spider web blocks access to the cave.
13	The floor rises up in natural stairs to a dais-like formation at the back of the cave.
14	Three large feathers, the length of a grown man litter the floor.
15	Carved into the wall is the near formless effigy of an unidentifiable deity.
16	Tufts of musky hair fill a narrow cleft in the cave wall (DC 12 Survival check identifies as wolverine hair).
17	The caver is dry, dusty and filled with old cobwebs.
18	A swirling pattern covers the floor in a whirl pool-like pattern terminating in the centre of the chamber.
19	The cave smells of wet dog (or possibly wolf). Gnawed bones cover the floor.
20	A shallow pit in the dirt floor holds the remains of a recent campfire.
21	The cave mouth has an uprooted oak tree stuffed into it; broken branches and dried leaves are scattered everywhere.
22	Dark brown cave salamanders scurry into the cracks in the walls when approached.
23	A series of overlapping circles with arcane sigils at their edges decorate the walls.
24	A stagnant pool in the chamber's floor is the breeding ground for hundreds of insects.
25	Dozens of crushed and broken four-inch tall clay effigies of bears lie scattered on the floor.
26	Scattered on the floor are the blackened bones of three humanoid creatures.
27	Randomly made piles of edible tree nuts fill several niches in the cavern's walls.
28	Cave crickets' songs echo throughout this small chamber.
29	A narrow tunnel eight inches wide forms a natural chimney against the eastern wall.
30	The loose earth and piled rock near the centre of the cave floor marks a burial site.
31	A trail of black ants bustle back and forth between three dirt filled crack in the wall and a dead wolf.
32	Piles of seashells placed at cardinal compass points decorate the cave floor.
33	A slick ledge leads behind a towering waterfall to a sheltered undercut.
34	A crack in the roof frames the solar equinox at the proper time.
35	The cave is stuffed full with broken wood planks, cracked barrels, furniture and other building debris.
36	A slow trickle of fresh water runs out of one wall, then into a long crack in the floor near the entrance.
37	Wooden supports hold up the cracked ceiling of this cavern.
38	Chipmunks have made their homes in the tumbled rocks lining the chamber walls.
39	The fossilised remains of sea shells and strange fish decorate the walls and ceiling of the cave.
40	The mummified remains of four human bodies in a crouching position lean against the back wall.
41	A wide crack in the floor has four wooden platforms tied together with vines and crude ropes across its width.
42	A long abandoned charcoal pit pierces the floor.
43	Filled with dried leaves and blown vegetation the cave smells of dry earth.
44	Chiselled stone arrow and spearheads litter the floor.
45	Etched shapes of migrating bison cover one wall from floor to ceiling.
46	Carved into the rocks just outside the cave mouth are dire warnings in Goblin not to enter.
47	Bundles of tied canvas are piled in the cave. They contain dried grass and tiny humanoid skeletons.
48	A dusty collection of old useless weapons, armour and shields fills the cave.

49	The cave is dry and comfortable. The floor is of soft sand.
50	A small cave pond in which blind white cave fish gather near a fresh spring fills much of the cave.
51	Six bowl-shaped indents pierce a rock shelf; smooth round stones rest in two of them.
52	Cut alcoves in the walls contain Coptic jars filled with desiccated bodily remains.
53	A skeleton left in a kneeling position, sword through its midsection and head cut off leans against one wall.
54	In the centre of the floor lies a fist-sized lead cast of a spider crouched on the floor.
55	Soot stains the cave ceiling above the remains of a campfire.
56	Two crumbling leather bags holding several stamped clay tokens, crumble to powder when picked up.
57	The cave is abnormally cold; a thin layer of hoarfrost forms on its features every morning.
58	Half-way into the cave its narrow opening is partly blocked by stacked stones
59	An eerily realistic sculpture of a female half-elf protrudes as if partially trapped from one cave wall.
60	A series of red ochre splashes outline handprints over the walls.
61	The interior of the cave is a contortion of "S" curves; ledges line every wall.
62	The low cavern ceiling has been blackened and cracked by many previous campfires.
63	Rusty manacles dangle from an iron spike driven into the ceiling.
64	The walls turn from dusty orange to sandy yellow stone then to milky quartz studded brown ceiling.
65	Thick black dust covers the carved furniture sculpted from the cave's walls and floor.
66	Old cave birds' nests and droppings cover the cavern floor.
67	Millipedes feast on two dead small bats.
68	The broken statue of a maiden lies scattered on the cave floor.
69	2d10 pear-shaped rocks of smooth granite have the etching of a small flower upon their surface.
70	A decomposing corpse of a dwarf lies near the back of the cave; gaping wounds pierce its back.
71	Clay jars containing dried ochre are set beneath an unfinished image of a large reptile.
72	Hundreds of broken nut and seed shells litter the floor.
73	Four carven empty stone basins each capable of holding two gallons pierce the floor.
74	The sparkling chamber walls are crisscrossed with mica formations.
75	A small series of copper tablets, with arcane writing bound with iron rings, lie amid a rubble pile.
76	A shredded backpack containing mouldering food lie forgotten amid dust and rubble.
77	A palm-sized brown cave spider is covering a large white moth in cobwebs.
78	Scattered half eaten carcasses of rabbits, squirrels and moles cover the floor.
79	The legs of a humanoid skeleton protrude from a narrow crack between the wall and floor.
80	Three dusty straw mats cover piles of dried leaves near the back of the chamber.
81	Slow drips of water fall from the ceiling making the cave floor slick.
82	Musty air blows through cracks in the back of the cave in a slow stale draft.
83	The cave is barren except for a single carved stone slab bench.
84	Hundreds of animal skulls stacked in neat pyramids line every wall.
85	Just three feet inside this shallow cave is blocked by thick, rusty iron bars (DC 20 Break).
86	A single melon-sized broken egg lies in the cavern entrance.
87	When lit by fire the cave walls crawl with ghostly shadows.
88	Shards of broken clay tablets litter the floor; empty broken pots stand against the west wall.
89	Six carved green jade disks of curled dragons are imbedded in the cavern walls.
90	One entire wall is covered by the primitive depiction of a village being sacked.
91	A leather scroll case and sheets of mouldy paper lie partly buried amid the cave's earthen floor.
92	Hand tools, the scattered remnant of mining, lie on the floor as if abandoned in a hurry.
93	The smell of rotten and decaying meat emanate from a narrow twisting crack in the basalt rock.
94	The floor is covered in loose dirt; tiny red earthworms dwell within.
95	A pyramid of skulls sits opposite the cave mouth. They seem to grin at all who enter.
96	The walls and floor are streaked with bat guano; cockroaches scurry about the floor.
97	The cave mouth is lined with quartz rock that glows in light.
98	The leafy detritus crackles with movement from a large cave snail's slow migration.
99	The decomposing carcass of a fox is covered in mould and insects.
100	Mummified animal heads tied to exposed roots dangle from the ceiling.

Small Cave Features

Many interesting terrain features are commonly found in caves. A selection of such features appears here. A GM should use a selection of these features to add interest and tactical choices to combats occurring in caves.

Floor

Cavern Floor: Obscured by rubble and covered in mud, the floor is uneven and slippery.

It costs 2 squares of movement to enter a square containing cavern floor and the DC of Acrobatics checks increases by 5. Running and charging are impossible except in cleared areas.

Mud: Thick cloying mud covers the floor.

In most parts of the chamber, the mud is little more than six inches deep. Such squares count as difficult terrain (it costs 2 squares of movement to enter a square covered in mud).

In other parts of the chamber, however, the mud masks deeper depressions in the floor. Characters entering such squares must make a DC 20 Reflex check or sink into the mud (which is 5 ft. deep). A character in deep mud must make a DC 10 Break check to pull himself free. (Other characters can help with the aid another action).

A character in the deep mud benefits from improved cover (+8 to AC, +4 on Reflex saves) against attacks from opponents outside the deep mud.

Obstructions

Chasm: The floor suddenly drops away into darkness.

The chasm is 80 ft. deep and 40 ft. wide. Characters can scale the chasm's walls with a DC 15 Climb check.

A character falling into the chasm can make a DC 20 Reflex save to grab onto something to stop their fall before they plummet into the chasm proper. A character failing the save suffers 1d6 damage per 10 ft. fallen (to a maximum of 8d6 damage) and lands prone.

Column: A thick, smooth column of stone reaches from floor to ceiling. Water running down the rock makes the whole column glisten.

The column grants cover (+4 to AC, +2 on Reflex saves) and can only be scaled (DC 25 Climb check) with great difficulty.

Pool: A pool of chill, still water covers part of the cavern floor.

The water in the pool is calm (DC 10 Swim check) but 20 ft. deep. The bottom is thick with mud. It costs 3 squares of movement to walk along the bottom of the pool but this stirs up the mud (granting 20% concealment in every square moved through).

Rubble (Light): Small rocks are strewn across the ground.

Light rubble increases the DC of Acrobatics checks by 2.

Rubble (Dense): Rocks of all sizes cover the ground.

It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

Slender Stalagmite: A thin stalagmite, slick with water dripping down from above, grows from the floor.

A character standing in the same square as a slender stalagmite (hardness 8, hp 150, DC 20 Break) gains partial cover (+2 to AC, +1 on Reflex saves).

Slender Stalagmite (Weak): A multitude of cracks run through this stalagmite.

A weakened slender stalagmite (hardness 8, hp 40, DC 15 Break) can knock it over. A character knocking over a weakened stalagmite can make a melee touch attack to crush any target adjacent to the stalagmite. Success indicates that the falling stalagmite hits the target dealing 1d6+3 damage. A struck character must also make a DC 15 Reflex save or fall prone.

A DC 15 Knowledge (dungeoneering) check reveals the stalagmite's weakness.

Sloping Floor (Gradual): The cavern floor slopes gently upwards.

This slope does not impede movement, but it grants the benefit of higher ground (+1 on melee attacks) to characters fighting opponents below them.

Sloping Floor (Steep): The cavern floor slopes steeply downwards.

Characters moving up a steep slope must spend 2 squares of movement to enter a steep slope square. Characters running or charging downhill must make a DC 10 Acrobatics check. A character failing this check stumbles and ends its movement 1d2 squares later. A character failing this check by 5 or more falls prone in the square in which it finishes its movement. A steep slope increases the DC of Acrobatics checks by 2.

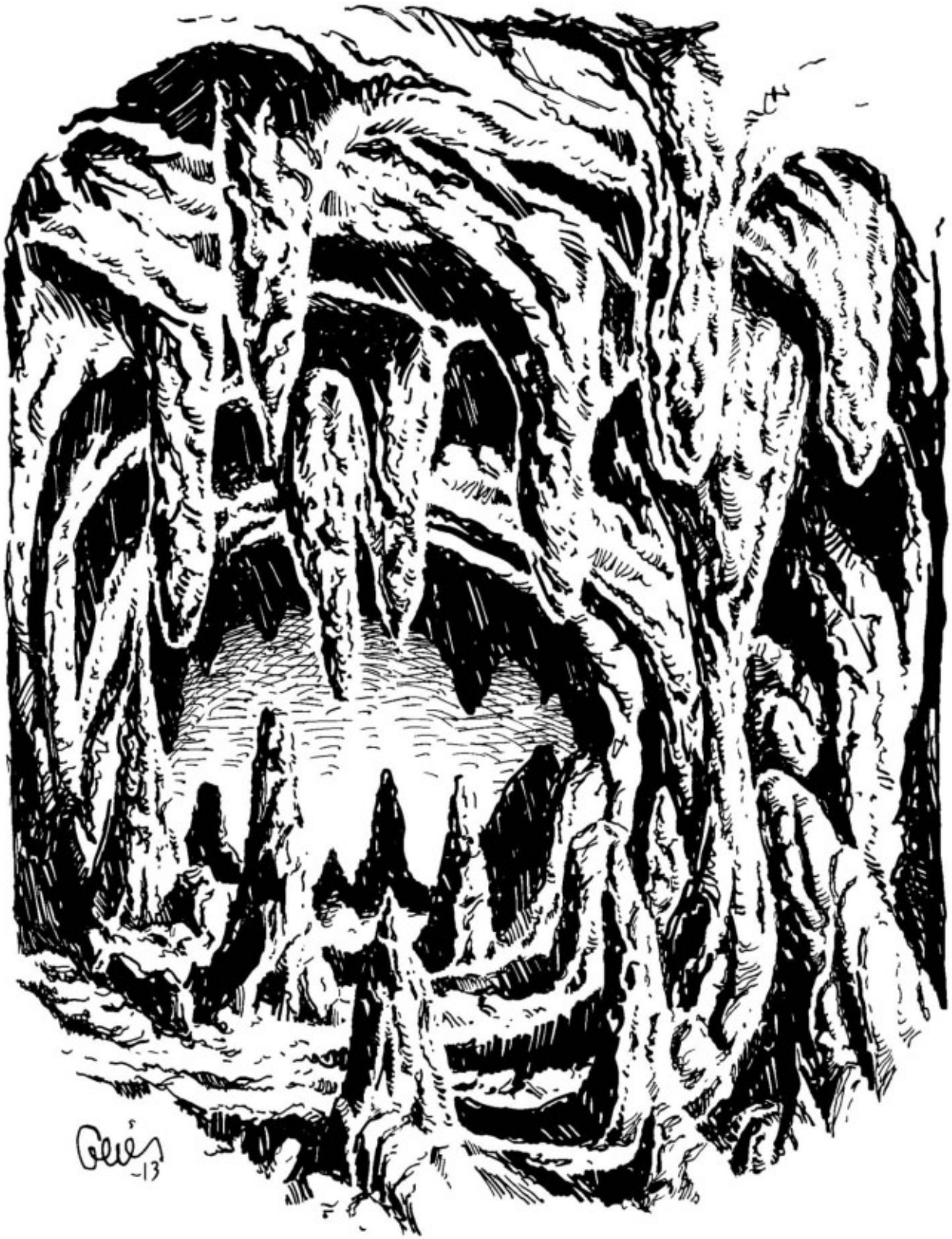
Walls

Wall (Dry): Small natural crevices stud this rough, natural cavern wall.

Characters can scale a cavern wall with a DC 15 Climb check.

Wall (Slick): These glistening walls are slick to the touch.

Walls slick with moisture can be scaled with a DC 20 Climb check.



Events: Around The Campfire

Adventurers often camp in the wilderness. When they do, they typically either have a peaceful night's sleep or are attacked. The PCs rarely suffer minor events that may disturb them, but that do not result in full-blown encounter. Use the table below to generate such minor events, modifying entries as required to take account of the surrounding terrain, time of year and so on.

D%	
01-02	Bushes near the campsite rustle suggestively. After a few minutes, a badger, accompanied by its young, emerges and wanders off.
03-04	A sudden drizzle deluges the camp.
05-06	An owl swoops low overhead, barely missing the guard's head.
07-08	The sounds of wildlife in the surrounding area inexplicable (and suddenly) cease. After 20 minutes, they slowly resume.
09-10	A wolf howls far off in the distance. Subsequent howls may draw nearer or grow fainter.
11-12	The campfire burns low. Unless the guard gathers more wood, it may go out.
13-14	A fox sneaks through the camp.
15-16	A sudden wind plucks at the sentry's cloak.
17-18	The guard gets increasingly tired and must make a DC 10 Will check or fall asleep.
19-20	The stars seem to shimmer and shift for a moment before returning to normal.
21-22	A gentle breeze rustles the surrounding tree's branches. A DC 10 Perception check reveals the faint hint of a whisper upon the breeze.
23-24	Sounds of two small animals fighting in the undergrowth reaches the guard's ears. After a few minutes, the sounds cease.
25-26	The next morning, a small, mundane item is missing from the campsite.
27-28	A sudden burst of heavy rain deluges the camp, extinguishing the campfire.
29-30	The guard suddenly gets a feeling of being watched. After a few minutes, the feeling passes but may return later in the night.
31-32	A burning log rolls out of the campfire and may set nearby grass or bushes on fire unless the guard shoves it back into the fire.
33-34	A rodent tries to steal a small item of food.
35-36	Something large and winged passes in front of the moon (DC 10 Perception notices).
37-38	One of the guard's companions snores loudly.
39-40	One of the guard's companions sleepwalks.
41-42	One of the adventurers has a bad dream or nightmare and wakes up screaming.
43-44	A owl hoots loudly from a nearby tree.
45-46	Two pairs of small, red glowing eyes observe the camp from a nearby bush, before scurrying away.
47-48	A branch suddenly falls from a nearby tree.
49-50	A scrap of parchment, covered in weathered and illegible writing, blows through the camp.
51-52	One of the party's tents partially collapse when several of their guide ropes snap.
53-54	A light mist blankets the area.
55-56	Heavy clouds scud across the sky and blot out the stars and the moon.
57-58	A (non-venomous, essentially harmless) snake slithers through the camp searching for prey.
59-60	Toward dawn, the wind picks up blowing small, unattended items around.
61-62	Strong wind whistles through the camp, extinguishing small unprotected flames.
63-64	A heavy mist blankets the area.
65-66	The sound of two large animals fighting nearby reaches the camp (DC 5 Perception check).
67-68	A single pair of large, unblinking red eyes watches the campsite from cover nearby. After a few minutes, the creature departs.
69-70	The sounds of birds calling to one another breaks the silence. A DC 15 knowledge (nature) check reveals the birds in question are not nocturnal.
71-72	A small sinkhole opens in the ground.
73-74	The bloodied body of a deer falls from the sky during the night, with a loud thump.
75-76	A faint light starts glowing some distance away from the camp. It could be another campfire, a smuggler or will-o'-wisp and so on.
77-78	The birds in the surrounding trees start singing an hour before dawn, waking the slumbering adventurers.
79-80	As dawn breaks, the sun crests the horizon and shines right into the guard's eyes, temporarily blinding him.
81-82	Faint snatches of ethereal, otherworldly music reach the guard's ears.
83-84	A thick dews soaks blankets, tents and clothes.
85-86	A sudden gust of wind blows a mass of rustling leaves into the camp.
87-88	A long shadow darkens the campsite. There is no sign of what causes the shadow.
89-90	Clouds obscure the moon and it gets very dark.
91-92	Shadows seem to gather under a tree or bush. The effect is simply a trick of the light and the guard's fatigue.
93-94	A flying bird splatters the guard with excrement.
95-96	The wind suddenly picks up; its moan is reminiscent of zombies.
97-98	The sound of something heavy falling through tree branches echoes through the camp.
99-100	The wind suddenly shifts and blows smoke from the campfire into the guard's eyes.

Features: The Campsite

Adventurers often find themselves camping in the wilderness, but sadly the actual campsite normally gets very little design time (and if it does have a detailed description the PCs know something is going to happen that night!) Use the table below to generate minor points of interest for a campsite, but take into account the surrounding terrain, time of year and so on, and modify the entries as needed.

D%	
01-02	A small pool of fresh water lies in a protected hollow. Reeds grow thickly about it.
03-04	The remains of a tumbled stone wall – perhaps of a cottage – forms one side of the campsite.
05-06	A cold fire pit bares mute testimony to previous visitors to the area.
07-08	A large ants' nest is hidden nearby. At night, the ants emerge and infest the PCs' blankets.
09-10	A large, lightning-blackened tree stands nearby.
11-12	The ground is saturated; if it rains while the PCs are here, the area quickly becomes boggy.
13-14	Three large badger sets pierce a wooded bank; at night, the occupants emerge.
15-16	A shallow grave lies hidden beneath dense undergrowth (DC 20 Perception reveals).
17-18	A thick ring of thorn bushes ring the campsite; there is but one way through.
19-20	A 20 ft. deep cave pierces a hillside. Rubble covers the ground in front of the entrance.
21-22	A pile of neatly stacked wood stands under a tarpaulin.
23-24	A winding pathway leads away from the campsite to a bluff overlooking the local area.
25-26	Thick, tall grass covers the area. It must be stamped down before tents may be pitched.
27-28	A sinkhole pierces the ground; a small cavern lies below the campsite.
29-30	A tall bluff along one end of the campsite provides shelter from the wind.
31-32	A small, steep-banked stream runs through the campsite.
33-34	Undergrowth hides many rabbit burrows; unwary adventurers may twist their ankles.
35-36	A single gigantic oak tree stands atop a low hill, providing a good view for many miles.
37-38	A stone, vine-covered statue stands amid a thick patch of weeds. The statue was once well fashioned and depicted a king of old.
39-40	Several game trails cross the campsite. The PCs may be awoken during the night by badgers, rabbits and so on.
41-42	A low burial cairn of heaped stone marks the resting place of a fallen traveller.
43-44	A fallen tree is wreathed in moss and is half-sunk into the ground; it makes an effective barrier.
45-46	A still smouldering campfire sits within a crude ring of blackened stones.
47-48	A weathered and half-collapsed tent stands under a small stand of trees.
49-50	Many large trees throw their boughs over the campsite. Consequently, the site is in perpetual shadow, but is protected from bad weather.
51-52	Felled branches have been arranged in a crude wall around the campsite.
53-54	Tracks (suitable to the terrain) crisscross the ground. Some are very fresh.
55-56	This sheltered dell boasts a stream and thick, verdant vegetation.
57-58	The ruins of an ancient watchtower adorn this high, craggy hill.
59-60	A bog of low-lying mud forms one edge of the camp, hindering movement in that direction.
61-62	Two boulders – one perched precariously atop another – stand nearby.
63-64	A large boulder has illegible, timeworn carvings upon it.
65-66	Several stones stand about the campsite, seemingly marking its bounds.
67-68	The partially buried skeleton of a deer (or other animal) lies in undergrowth.
69-70	This small, rounded hill is actually a burial mound.
71-72	A large wasps' nest hangs from a nearby tree.
73-74	The land slopes away in a series steep-sided terraces each about 10 ft. wide.
75-76	A sodden heap of wood and thatch marks the location of a ruined hut.
77-78	Two large trees have grown so huge their trunks have seemingly merged.
79-80	Large rocks are scattered throughout the area.
81-82	Rubbish – the detritus left behind by other explorers – is scattered about the area.
83-84	An old latrine pit lurks behind a thick bush. The area around it is pungent.
85-86	Tall cliffs overlook the campsite.
87-88	The area is unnaturally cold; in the morning a localised frost has formed.
89-90	High cliffs or hills on three sides provide a sheltered campsite, but sounds travel strangely in the area.
91-92	Many wind chimes hang from a tall tree.
93-94	A cliff or steep-sided hill provides a sheltering overhang to keep the weather at bay.
95-96	Rusting tripwires surround the campsite.
97-98	Forming a narrow, torturous passageway, a stream flows into a nearby hillside.
99-100	A tall, upright stone stands across a stream from the campsite. The stone is ancient, and lopsided.

Extreme Weather: Rainstorms

Rainstorms range from gentle and short summer rains to brutal squalls that produce several inches of rain in an hour, generate powerful strokes of lightning, drop fist-sized (or larger) hailstones and spawn incredible tornadoes. A rainstorm can make for an exciting encounter in its own right, or it can provide a new dimension of danger to a combat encounter.

Rainstorm Description

D20	
1	The storm starts as a gentle rain, slowly builds to a steady downpour and then gradually returns to a drizzle.
2	The storm's clouds have a green hue, and they swirl in a clockwise direction.
3	Beyond the storm's edge trails an enormous rainbow with wide bands of individual colours.
4	Sheets of lightning rage at the storm's centre; less than a second later, the ground shakes with the sound of thunder.
5	The entire storm front comprises sheets of rain (-4 penalty to Perception checks), but the rain settles to a normal downpour after 1 minute.
6	Heavy rain gives way to a downpour of tiny bits of hail that carpet the ground an inch thick.
7	A massive thunderhead builds over the course of the afternoon; it reaches two miles from top to bottom, and the PCs can see lightning within the enormous cloud—lightning that does not strike the ground at the moment.
8	Ominous black clouds suddenly gather and spit stinging rain in the area they cover.
9	This storm has light rain at its edges; the rain intensifies towards the storm's centre, a 20-foot diameter column of nigh impenetrable rain.
10	Multi-coloured lightning streaks along the storm's edges and illuminates the rain.
11	A miles-wide storm has dozens of funnel clouds scattered throughout it; several funnels touch down and unleash destruction.
12	This single 100-foot-diameter cloud produces a considerable amount of rain.
13	Two storm clouds collide with each other; where the clouds meet, the rain and wind intensifies.
14	The sunset illuminates the bottom of the storm clouds, giving them an eerie red glow.
15	The sun shines brightly during a cloudburst produced by a single storm cloud; several more clouds drench the land in scattered patches.
16	A thundercloud rests over a large body of water, from which moisture visibly fills the cloud; several minutes later a gust of wind pushes the rain-burdened cloud in the PCs' direction.
17	The tall clouds bearing down on the party are reminiscent of angry, shouting faces.
18	This storm produces occasional sheets of rain; thunder booms without any preceding lightning strikes.
19	The storm's rain creates a drumming sound as it strikes the ground or structures; a rare flash of lightning precedes a burst of thunder.
20	A large flock of birds travels in front of a fast-moving, powerful storm; the flock creates a thick cloud of its own.

Rainstorm Events

D20	
1	Lightning strikes a tree and causes it to topple; the tree falls on one or more of the PCs (Atk +10 melee, 3d6 bludgeoning damage to all targets in a 15-ft. line)
2	While the PCs battle their opponents beneath an overcast sky, the clouds finally release their watery burden.
3	Lightning cascades overhead and spells out an ominous warning—or runes that match those the party later encounters.
4	The storm produces a foot of water which has its own eddies and currents (and causes the terrain to become difficult terrain); a kitten (or other helpless animal) cries plaintively for help as it drifts by on a bit of flotsam.
5	Unusually large chunks of hail fall from the sky; for five rounds, each PC must make a DC 12 Reflex save or take 1d2 damage.
6	The rain from this storm strikes hot ground, creating a fog that further reduces visibility (concealment [20% miss chance])
7	As the party cross a bridge during a storm, the rain-swollen river surges and threatens to knock them into the river (+12 CMD for bull rush attempt).
8	A swarm of rats erupts from its underground lair in an attempt to escape flooding; the swarm attacks any PCs in their path, but only if the party actively detains the swarm.
9	A cascade of lightning forms in front of the PCs and persists for two rounds; anyone passing through takes 10d8 electricity damage (DC 19 Reflex halves).
10	While the PCs camp, a sudden rainstorm arises; a DC 10 Survival check reveals the party have three rounds to prepare before the storm develops into a thunderstorm.
11	Lightning strikes near one of the mounts (or an animal companion), dealing no damage but threatening to spook the animal (requiring a DC 12 Will save or Handle Animal check to avoid becoming frightened).

12	The storm produces a steady rain, except with respect to one PC, who experiences a downpour that follows the PC.
13	A powerful gust of wind at ground level pushes the storm's rainfall in a horizontal direction; PCs who do not close their eyes must make a DC 15 Fortitude save to avoid becoming dazzled for 1 minute.
14	A mother duck and her flock of ducklings paddle around in large puddles formed by the storm.
15	The rain from this storm falls on parched land, which absorbs the moisture and leaves no evidence of the precipitation.
16	During a thunderstorm, the wind and rain die down, indicating to those who make a DC 10 Survival check that a tornado is forming above the PCs; two rounds later the funnel touches down.
17	A bolt of lightning strikes an area 10 feet from a PC; two rounds later another bolt strikes the same spot (DC 24 Perception check to notice this occurrence).
18	Frogs rain from the clouds, dealing no damage to the PCs; a nearby tornado picked up the animals and hurled them in the party's direction.
19	The storm reduces the ground to mud, creating a sticky field for the PCs (requiring them to spend 2 squares of movement to enter a muddy square, but granting a +4 circumstance bonus to CMD to resist bull rush, drag, or reposition).
20	Lightning strikes multiple locations, setting flammable material alight; the fire threatens to spread despite the rain.

Hooks & Complications

D20	
1	After a powerful rainstorm, the eroded ground reveals access to a previously undiscovered underground area.
2	A long-lasting, stationary rainstorm results from a curse; the afflicted residents implore the PCs to end the curse before their homes and livelihoods are washed away.
3	The party must conduct an hour-long ritual to bring welcome rain to a desert area, but the PCs must stay under the rainstorm during the ritual.
4	One of the PCs overhears snippets of discussion about a planned raid timed to occur during a rainstorm three days hence.
5	A contact the PCs expect to meet becomes spooked by a sudden rainstorm and runs off (or rides away) into the storm. The PCs must catch and calm their contact to gain the information he carries.
6	A days-long rainstorm prompts superstitious villagers to construct an ark on which they plan to reside until the storm abates.
7	During a particularly violent storm, lightning sets fire to a safe house or storage location belonging to one of the PCs; they are nearby when this occurs.
8	A string of unnatural and deadly storms strikes several villages along a predictable path; the party may learn of the pattern as they travel through the devastated communities.
9	A territorial battle between an air elemental and a water elemental generates a terrible storm that threatens everything in a randomly moving 100-foot radius (while the battle rages).
10	A strong storm delays the party's transportation out of town (via caravan, boat, etc.); the PCs must convince the person who holds up their travel to brave the storm.
11	The current deluge of rain along a mountain range's windward side creates a mudslide that threatens villages at the mountain's base.
12	While the party tracks an escaped foe, a sudden storm strikes and obliterates all trace of the opponent's travel, which forces them to find another means to regain the trail.
13	The party arrives at a village suffering under a long-lasting rainstorm; some villagers quietly approach the PCs to ask them to stop the storm, but the village elder contends the storm must continue for an undetermined period.
14	Enough rain has fallen that a nearby river has swollen and threatens a town situated along its bank; town residents have built a number of impromptu levees to contain the river.
15	Thieves steal a vital document or other treasure under the cover of a driving rainstorm; evidence points to one of their number possessing the ability to manipulate the weather.
16	A storm causes flooding in a localized area but also completely fills a deep pit with water, waking an aquatic horror that had previously hibernated in the mud at the bottom of the pit.
17	A woman travels from town to town claiming she can bring rain to end their drought; after gaining most of the town's wealth, she keeps her promise, but the rain never stops and gradually increases in intensity.
18	Steady downpours disrupt the completion of a highway vital to a kingdom at war; without the highway, the kingdom expects week-long delays in troop and supply delivery.
19	Flooding erodes ground that previously concealed a collection of mausoleums; rumours suggest undead creatures have emerged from their newly uncovered crypts.
20	An angry storm giant threatens a town with severe rainstorms until one of the townspeople returns something he stole from the giant.

Extreme Weather: Snowstorms

A snowstorm can feature gently, steadily falling snow, or wind can accompany the storm, reducing visibility and stinging exposed eyes and skin. While many think of snow as beautiful, PCs confronted with inches or feet of snow that they must trudge through may beg to differ with that assessment.

Snowstorm Description

D20	
1	Leaden clouds dump a steady stream of tiny snowflakes that melt as they hit the ground.
2	The snow pours down in large flakes that splatter on hard surfaces when they hit; the flakes cling to the PCs' clothing.
3	The sun cuts through gaps in the clouds while it snows; sunlight catches on individual flakes, giving them a firefly-like appearance.
4	Steady, strong winds blow falling snow such that they catch the snow and push it in a nearly horizontal direction; this imposes a further -2 penalty to Perception checks relying on vision.
5	The snow falls in heavy flakes, which make a whispering sound as they fall to the ground.
6	Wind gusts pick up the snow and swirl it around in tiny funnels which quickly break apart.
7	An occasional flash of lightning and the rumble of thunder accompany the steady snowfall.
8	As the snow falls on warm ground, it melts quickly and generates fog that only reaches four feet above ground level before dissipating.
9	Dry snow falls and barely sticks to the surfaces it hits; the wind pushes ribbons of snow across smooth surfaces.
10	Rather than snow, the storm produces a steady stream of freezing rain; icicles form immediately on trees and overhangs, and, after an hour, the longest measure one foot.
11	Snow falls at night, illuminated by a full moon that penetrates the cloud cover the scene has an ethereal quality.
12	A driving snow renders everything white; at short distances, a PC can make out dark shapes representing trees and structures.
13	The storm has passed, but the wind carries dry snow so that it seems like the storm continues; sunlight reflects off the windblown snow making visibility worse (double the distance penalty to sight-based Perception checks).
14	The snowflakes from this storm are large enough that an observer can discern the snowflakes' individual crystalline shapes.
15	Due to some pollutant in the air, the snow in this storm is grey in colour rather than its normal colour; the discoloured snow has no apparent adverse effect.
16	Ominously dark clouds roll in and unload snow, which falls lightly at first, but soon turns into a veritable downpour of snow that lasts for hours.
17	A series of clouds unloads snow on the area, each for an hour before the sun emerges and reflects off the fallen snow without melting it.
18	Snow falls heavily on the upper parts of a mountain range, and the snow cascades down the mountains into the valleys below.
19	Sleet mixes with the snow and stings exposed flesh when it lands; while this causes some discomfort, it deals no damage.
20	A distant snowstorm moving in the PCs' direction looks like a white sheet extending from high up in the sky to the ground.

Snowstorm Events

D20	
1	A lynx emerges from the swirling snow (DC 18 Perception check to notice a shadowy image before the cat arrives) and regards the PCs before leaping away from them.
2	Snow has melted and refrozen on the ground, while fresh snow covers the slippery area; anyone passing through the area must make a DC 14 Reflex save to avoid falling prone.
3	As one of the PCs passes under or next to a tree laden with snow, the snow falls on her; if she fails a DC 16 Reflex save, the falling snow deals 1d2 bludgeoning and 1d3 cold damage.
4	The snowfall conceals a stream; a PC or mount weighing more than 150 pounds falls through the snow and must make a DC 13 Reflex save to avoid falling into the stream.
5	A drove of snowshoe hares bound along the fallen snow's surface and divert their paths to avoid the party.
6	Children playfully throw snowballs at each other and at passing PCs; they "attack" with a +2 ranged touch attack and deal 1 nonlethal damage with a confirmed critical hit.
7	A large snowflake grabs the attention of one of the PCs and leads him to an important clue he may have missed in the storm.
8	A dagger-like icicle breaks free and plummets toward a PC (Atk +7, 1d6 piercing damage).
9	Wolves howl in the distance as they hunt their quarry in the snowstorm.
10	While looking for shelter from a snowstorm, the PCs find a cave (DC 12 Perception check) that seems to offer protection from the storm.
11	A snowy owl surprises the PCs (DC 22 Perception check to notice) as it silently swoops by and snatches a vole struggling in the snow.

12	The weight of ice and snow proves too much for a tree's largest branch, which breaks and falls a few feet from the PCs.
13	Someone has built a snowman during the storm, complete with tree limbs for arms, a carrot for a nose, black buttons for eyes and a top hat; a muffled sound emerges from within the snowman.
14	A black bear, annoyed by the falling snow, passes within yards of the PC and growls menacingly; however the animal does not attack except in self-defence.
15	The PCs encounter a ranger traversing the snow on snowshoes; she offers to sell them and another pair she owns to the PCs.
16	A gust of wind blows snow directly into the PCs' faces; those who fail a DC 12 Reflex save are blinded for one round.
17	The snow-blanketed land's silence is broken when icicles caught in a breeze strike one another, sounding like wind chimes.
18	In an area covered by three to four feet of snow, the party spots a depression, which outlines a pit or an underground area's entrance.
19	During a storm, the temperature suddenly increases, transforming the falling snow into rain; additionally, snow on the ground melts, creating a muddy mess.
20	After an hour of steady snow, the sky clears and gives the PCs a short respite from the storm; a DC 12 Survival check notes that another group of clouds will arrive in a half hour.

Hooks & Complications

D20	
1	A surprise late spring snowstorm closes the pass the PCs needed to travel through, requiring them to wait or discover another means to cross to the other side of the mountains.
2	A recent blizzard piled six feet of snow in a two-mile-square patch of land; the accumulated snow blocks the entrance to a dungeon the PCs planned to explore.
3	An NPC the PCs had been tracking escaped during a heavy snowstorm; while the snow obscured the NPC's initial set of tracks, the PCs easily pick up the NPC's trail later. However, as the party sets out, the storm intensifies.
4	The party finds itself far from any settlement when a sudden snowstorm arrives; a DC 17 Survival check gives the PCs an hour to set up shelter.
5	The PCs meet a lone druid who warns them of an impending snowstorm that threatens to dump a foot of snow in the region. The druid knows of a cave in which they can shelter and if the PCs are respectful he shows them its location.
6	In a southern area, the PCs' arrival precedes an unexpected snow storm; a primitive tribe regards them as gods or demons that herald wintry destruction.
7	A gnome offers the party a small treasure for procuring a pair of snowflakes based on his specifications.
8	In a blizzard-beset village, a child goes missing; frantic villagers beg the party to find her.
9	Snow delays an army battalion preparing to launch an offensive the next morning; the commander asks the party to help clear the way.
10	Tunnels honeycomb a large area of drifted snow; the tunnels are large enough for a Small creature to move comfortably, and ice formations buttress the tunnels to prevent their collapse.
11	During a pitched battle under dark clouds, the clouds unload their snowy burden, drastically changing the battlefield for both sides.
12	Under the cover of an intense blizzard, inmates escape an otherwise inescapable prison; the party may encounter escapees or the warden may ask the party to track them down.
13	In anticipation of an approaching major snowstorm, a town's markets increase prices on vital perishables and supplies threefold.
14	Rumours persist the heart of a blizzard that has raged for several days leads to an extraplanar realm populated by evil creatures.
15	Recent and continuing snowfall renders a previously dangerous or impassable area safer and easier to cross, provided the PCs can stay atop the fallen snow.
16	A lumber company asks the party to help rescue a team of loggers stranded by a late autumn snowstorm in a stand of trees several miles away from civilization.
17	A mysterious elderly man approaches the PCs and asks they provide light for him as he delivers a number of packages to what he considers deserving recipients.
18	Something has poisoned the water comprising the snowfall, which poses no problem for those affected by the snow...until it melts; a PCs making a DC 14 Knowledge (nature) or Survival check realizes the snow is poisoned.
19	A barge finishing its last trip upriver before the crew retires for the winter becomes stranded as a sudden snowstorm ices over the river and makes it impassable for the boat.
20	An annual dog sledding competition has increased difficulty due to a recent blizzard that struck the area; the organizers refuse to reschedule the gruelling, multi-week event.

Extreme Weather: Windstorms

Windstorms can accompany rain- or snowstorms or they can be events in their own right. In the desert, wind very rarely occurs with precipitation and instead creates massive sheets of sand that devastate travellers. A thunderstorm can spawn a tornado more powerful than any creature the PCs have fought. Finally, in coastal areas during the summer, hurricanes bring sustained winds and rain that render adventuring virtually impossible.

Windstorm Description

D20	
1	A straight-line wind at the edge of a line of black clouds bends trees and throws stinging debris.
2	A funnel cloud drops from the dark sky, followed by an additional funnel every 30 seconds, until five of them touch down.
3	The wind does not reach all the way to the ground, so it picks up nothing; however, the air visibly ripples with the gusts.
4	A 400-foot-tall tan wall erupts from the surface as powerful winds blast desert sands.
5	White clouds streaked with grey take on the shape of a hand fan and undulate gently such that they appear to generate the wind.
6	Millions of flying insects comprise the yellow, red and black forefront of this windstorm; one can hear their droning over the winds' howling.
7	Black clouds blot out the sun, and screaming winds eliminate all non-magical light, turning day into night; no sound penetrates the screeching winds, which seems to come from every direction at once.
8	The wind seems stratified such that the most severe wind blows at ground level, and up to 100 feet above, and gradually diminishes every couple hundred feet.
9	A mile-wide funnel cloud descends on a village, churning up the ground and throwing splintered wood, other debris, livestock and unfortunates caught in the funnel's path hundreds of feet in every direction.
10	A hurricane makes landfall at night blocking out the full moon's light, with the exception of the hurricane's eye; the moonlight filters through the eye's wall in a crimson colour.
11	The wind suddenly calms as the clouds turn a sickly green and begin to rotate clockwise.
12	As the wind blows across a lake's surface, it picks up several gallons of water from the lake and sprays it up to a mile ahead, creating a de facto rainstorm.
13	In an apparent trick of light, the sandstorm blasting across the desert takes the shape of a screaming face with glowing red eyes, while a sand geyser shoots from its "mouth."
14	Gritty clouds that rival the tallest thunderheads billow up from the ground as the wind strikes the sand and whips it into ominous shapes.
15	As the hurricane's eye passes, calm descends on the scene; however, the oncoming maelstrom mirrors the one just experienced.
16	A mighty surge of wind picks up dirt and debris that creates a towering grey wall, through which glints of sunlight pass.
17	A gust of wind catches a flock of geese in its path; the birds tumble out of control in the wind and some plummet to the ground.
18	Wind accompanying a storm sweeps through a grove of trees and shears the tops off all the trees except for one.
19	Wind blows through tall grasses, flattening most of them and uprooting the rest; when the wind stops gusting, the grass remains flat.
20	A powerful windstorm picks up thousands of loose pebbles and creates a moving wall of churning stone in its wake.

Windstorm Events

D20	
1	The powerful wind turns a handful of branches into deadly weapons that attack each PC (Atk +17, 2d6 piercing damage).
2	As the wind strengthens, it spooks one or more of the PCs' mounts (DC 14 Will save, or DC 19 Handle Animal check, to avoid becoming frightened).
3	An infant's cry barely pierces the screaming tempest surrounding the PCs.
4	A surge of wind picks up loose soil and blasts the PCs with it; any PC who fails a DC 13 Fortitude save is blinded for 1d4 rounds.
5	Lightning strikes the ground and starts a fire just as gusts of wind pick up embers and scatter them about threatening to create an inferno.
6	After one-inch-diameter hailstones fall from the sky, a gale picks them up and sprays them in all directions; fortunately, this does not deal any damage to those in range.
7	As gusts blow around the party, they hear unmistakable sounds of anguish, despair and rage from the gusts.
8	The wind catches an enormous flying creature and flings it to the ground 200 yards away from the party.
9	The windstorm sweeps up a colony of ants into the party's path; agitated, the ants deal 1d4 damage to all PCs in a 10-by-10 space and cause distraction as a swarm (DC 10 Fortitude save negates).

10	A pole with a standard attached lands precariously close to one of the PCs; the standard comes from a tribe whose territory is dozens of miles away.
11	A tornado suddenly touches down, and, in the scramble to find low ground in which to escape the spout, the PCs find a 20-foot-deep ravine; a DC 15 Climb checks allows a PC to scale the ravine without falling.
12	With a DC 14 Perception check, a PC spots a person floating on the strong winds using a billowing cape; the figure drops below the tree line after travelling half a mile.
13	A sudden burst of wind strikes while the PCs climb a cliff face or other structure; the wind imposes a -8 penalty on Climb checks.
14	As the PCs push against a sudden storm, the wind uproots a tree, which falls on some of the PCs (5d6 bludgeoning damage to all in a 15-foot line, DC 18 Reflex save halves).
15	A powerful gust strikes the outer wall of the building the PCs currently inhabit; it collapses in two rounds (DC 12 Knowledge [engineering] or DC 17 Perception check realizes this), dealing 6d6 damage to those trapped within.
16	A cow and several chickens drop from the sky, unharmed; the PCs recognize the livestock from a farm they passed an hour previously.
17	A woman on horseback bursts from a thicket and charges at the wind with a lance, but the gale merely knocks her off her horse.
18	Powerful winds knock down several branches that shower the party (each ranged attack +11, 1d8 bludgeoning damage).
19	The wind picks up a dilapidated shack and flings it 50 feet, and the shack crumples into a pile of rotting wood at the terminus.
20	A strong wind gust takes the party by surprise and bull rushes each PC (CMB +19).

Hooks & Complications

D20	
1	A tornado blasts open a hole in the earth a mile away from a town and reveals a previously undiscovered underground complex.
2	During a particularly strong storm, a gust of wind slaps a piece of paper over a PCs' face; the paper is a wanted poster from an unknown country showing a portrait of one of the PCs.
3	As the PCs pursue a thief who stole one of their items or an object of equal importance, the thief heads straight for an oncoming storm, which spawns a tornado; the tornado throws the man in a random direction a mile away.
4	An oncoming hurricane threatens to stop a fleet of ships necessary for the delivery of important items to a neighbouring land.
5	A natural feature of a deep canyon, frequent windstorms prevent much travel along the canyon's floor, but the PCs must retrieve something from the canyon.
6	A dust storm piles several feet of sand over a structure the PCs needed to enter; they must dig through the sand or find another entrance to the building.
7	A windstorm threatens a midsummer festival; those in attendance insist on keeping the decorations, tents and other items from blowing away without regard for their own safety.
8	Rumours tell of a tornado that recurs daily in a wasteland roughly two day's travel from the nearest settlement; the tornado could lead to other realms or to one's doom.
9	A village has a run of bad luck with its crops, as an annual windstorm wipes out three-fourths of the plants just prior to harvesting.
10	A recent windstorm uprooted a settlement's sacred tree, but the local druid believes the tree will survive if replanted within 24 hours.
11	A rider approaches one of the PCs to inform him or her a hurricane devastated the PC's home location; the rider has no word regarding surviving friends or family.
12	A wizard claims to have imprisoned a powerful air elemental and intends to release it to inflict devastating windstorms unless his ransom demands are met.
13	A windstorm scours ages-old dirt from a cliff face, revealing ancient glyphs.
14	A tornado has destroyed a bridge that spanned a turbulent river; the nearest ford is two day's travel away.
15	A scroll inscribed with an unusual ritual flutters into party's possession as a result of a nearby windstorm; the scroll's owner searches for the scroll and tracks the party to regain it.
16	A windstorm diverted a messenger pigeon bearing vital information from its course (or killed the bird).
17	A seemingly sentient wall of wind has scoured the land for days and does not stop until someone convinces it to do so.
18	One PC has a dream about a three-tailed black cat; the dream portends a devastating trio of tornadoes.
19	According to rumour, a hurricane's eye holds a fabulous treasure for those braving the storm.
20	A tornado that devastated a town also exposed a vein of precious ore.

Storms have many game effects that can contribute to make encounters and combats unique and exciting.

Running a Rainstorm

Rainstorms can slow or halt travel and turn trails and tracks into quagmires. Travelling in a rainstorm – while not necessarily dangerous – can be miserable.

Rainstorms have the following game effects:

- **Visibility**: Visibility during normal rain is halved, resulting in a -4 penalty on Perception checks; rain also imposes a -2 penalty on ranged attacks, and it extinguishes unprotected flames.
- **Wind**: During a rainstorm, the wind increases such that it reduces visibility by three-quarters, resulting in a -8 penalty on Perception checks; these storms also render ranged weapon attacks impossible (with the exception of siege weapons, which take a -4 penalty on attack rolls), automatically extinguish unprotected flames and have a 50% chance to extinguish protected flames (such as from lanterns).
- **Thunderstorms**: Thunderstorms have the additional hazard of lightning, which strikes once per minute in a one-hour period at the storm's centre (decrease this as the PCs move away from the centre); each bolt causes between 4d8 and 10d8 electricity damage.
- **Colder Climates**: In colder conditions, hail sometimes accompanies or replaces rain in a storm, where it imposes an additional -4 penalty on sound-based Perception checks and creates difficult terrain where it falls; hail has a 5% chance to be large enough to deal 1 damage to unprotected creatures.
- **Possible Tornado**: Each thunderstorm has a 10% chance of producing a tornado (extinguishes all flames, renders all ranged attacks impossible—including siege weapons, renders all sound-based Perception checks impossible and pulls creatures who fail a Fortitude save into the funnel—dealing 6d6 damage per round for 1d10 rounds before expelling the creature and dealing falling damage).

Running a Snowstorm

Snowstorms dump a lot of snow over an area in a short amount of time. This hinders travel, can lead to travellers getting lost and – in extreme cases – can kill those caught out in them.

Snowstorms have the following game effects:

- **Normal Snowfall**: Normal snowfall has the same effects as rain (reduces visibility by half that results in a -4 penalty on Perception checks, -2 penalty on ranged attacks and extinguishes unprotected flames); a day's worth of snowfall leaves 1d6 inches of snow on the ground, and this forces a cost of 2 squares of movement to enter a snow-covered square.
- **Heavy Snowfall**: Heavy snowfall has the same effects as normal snowfall, but it also grants concealment (20% miss chance) to creatures 5 or more feet away; this snow leaves 1d4 feet of snow on the ground, which hinders movement such that it costs 4 squares of movement to enter a square covered with heavy snow.
- **Snowdrifts**: Windy conditions during heavy snow result in snowdrifts 1d4 x 5 feet deep, usually around objects large enough to deflect the wind.
- **Heavy Snow**: Heavy snow has a 10% chance to have a thunderstorm accompany it. As with thunderstorms that occur with rain, lightning strikes once per minute in a one-hour period at the storm's centre (decrease this as the PCs move away from the centre); each bolt causes between 4d8 and 10d8 electricity damage. For snowstorms, lightning is less severe, so the damage tends toward the range's lower end.
- **Blizzard**: A blizzard is the most powerful snowstorm, combining high winds (severe or worse), heavy snow measuring 1d3 feet, and bitter cold (requiring a Fortitude save every 10 minutes [DC 15, +1 per previous check] to avoid taking 1d6 nonlethal damage).
- **Sleet**: Sleet and frozen rain can occur during winter storms, and it has the same effect as rain (however, the chance to extinguish protected flames increases to 75%), and, once it has fallen, it imposes a cost of 2 squares when entering a square affected by the precipitation.

Running a Windstorm

Powerful windstorms can damage or destroy property and make travel impossible.

Windstorms have the following game effects:

- **Gusts of Wind**: Windstorms rarely occur with precipitation, but gusts of wind during thunderstorms can hit extremes approaching a windstorm's power (or exceed them when a thunderstorm spawns a tornado).
- **Windstorms**: Windstorm-force winds can bring down tree branches, and sometimes whole trees, automatically extinguish unprotected flames, have a 75% chance of extinguishes protected flames, render ranged weapon attacks impossible, impose a -4 penalty on attack rolls for siege weapons, inflict a -8 penalty on Perception checks that rely on sound, and impose a -8 penalty on Fly checks.
- **Flying Creatures**: Medium or smaller creatures attempting to move against windstorm-force winds must make a DC 10 Strength check, or a DC 20 Fly check for airborne creatures; windstorm-magnitude winds knock Small or smaller creatures on the ground prone and push them 1d4 x 10 feet (dealing 1d4 points of nonlethal damage per 10 feet), unless they make a DC 15 Strength check; for airborne creatures of size Small or smaller, the wind blows them back 2d6 x 10 feet and deals 2d6 points of nonlethal damage (which a flying creature can avoid with a successful DC 25 Fly check).
- **Hurricanes**: Hurricane force winds act like windstorm-force winds with the following exceptions: they impose a -8 penalty on siege weapon attacks, render Perception checks based on sound impossible, check Large or smaller creatures, blow away Medium or smaller creatures and impose a -12 penalty on Fly checks.
- **Tornadoes**: Tornadoes impose even greater penalties: siege weapon attacks become impossible, and tornadoes check Huge or smaller creatures; instead of blowing away Large or smaller creatures, a tornado pulls them toward it 2d6 x 10 feet if a creature fails its Strength or Fly check, and a creature making contact with the funnel as a result gets picked up and whirled around within the funnel for 1d10 rounds (taking 6d6 per round), after which the tornado ejects the victim, possibly inflicting falling damage.
- **Dust Storms**: Dust storms are related to windstorms, except they have severe rather than windstorm-magnitude winds; they smother unprotected flames, have a 50% chance of extinguishing protected flames and deposit 1d6 inches of sand.
- **Great Dust Storms**: Greater dust storms are accompanied by windstorm-force winds, deal 1d3 nonlethal damage and pose a choking hazard (a PC with a scarf or other protection starts choking after a number of rounds equal to 10 + Constitution score) to those without shelter, and deposit 2d3-1 feet of sand.

Folk

Bandit Rank & File

Bandit gangs comprise many diverse folk. Use the individuals on the tables below to quickly generate a few personas in a bandit group. Also included are four stat blocks a GM can use to represent rank and file bandits either during negotiations or combat.

Human Bandits

Use these NPC bios to portray the human bandits the PCs encounter.

D10	
1	Eohric Frewer was a peaceful woodsman until goblins burned down his house. Left with nothing, he has turned to banditry to feed his family. Wracked by guilt, he apologises while collecting travellers' tolls.
2	Osred Burch is well-used to scavenging and thievery. A thug-for-hire until recently, he fled a nearby town to escape (true) accusations of murder. He is an odious individual. He wears his black hair cut extremely short.
3	Avel the Jolly is an immensely fat individual. He is a coward and flees combat if injured. Avel is an excellent cook and wears food-splattered clothing.
4	Kaia the Proud is a middle-aged woman who possesses an iron will. Forced from her home by a petty, wealth-obsessed landlord she exacts her revenge on any travellers of means crossing her path. Expletives riddle her speech.
5	Akana Khmun is a young, impulsive woman who dreams of becoming an adventurer. When she meets the PCs, she makes a snap decision to join them. She tries to act as a mediator between her fellow bandits and the party, to avoid bloodshed.
6	Adjo was forced to take to the woods after he was caught gutting a deer he had slain. He is dirty and coarse. Personal hygiene is a mystery to Adjo. He wears a patchwork rabbit skin cloak.
7	Ibba was a man-at-arms who fell catastrophically out of favour after his liege discovered him dallying with his lady. Forced to flee, he took to the woods. Ibba is a romantic and handsome in a rough and ready sort of way.
8	Adalvert Dol is unimaginative and lazy. Convinced he is special and the world owes him a living, he delights in terrorising travellers. Adalvert is a bully, and quickly backs down from confrontations with adventurers and the like.
9	Kebi Edfu believes she should lead the bandit group and constantly works to undermine the current leader. She makes snide comments and rarely acts for the good of the group. She is blind to her own faults and has few friends.
10	Eadith Gorze is a genuinely nice person forced into a life of banditry by circumstances of birth. She is heavily pregnant and could go into labour during the encounter. She desperately wants to change her life for the better and takes any opportunity presenting itself. She is loyal to her friends and never forgets a favour (or slight).

Bandit Scout CR 1/2 (XP 200)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Human warrior 1/expert (scout) 1
CN Medium humanoid (human)
Init +2; **Senses** Perception +7, Sense Motive +0
Speed 30 ft.; **ACP** -1; Acrobatics +5, Climb +4, Stealth +6

AC 15, touch 12, flat-footed 13; **CMD** 13
(+3 armour [studded leather], +2 Dex)
Fort +3, **Ref** +2, **Will** +2
hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1
Melee handaxe +1 (1d6/x3)
Ranged shortbow (range 60 ft.) +3 (1d6/x3)
Combat Gear arrows (20)

Abilities Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8
Feats Skill Focus (Perception)[B], Toughness
Skills as above Survival +5
Languages Common

Gear as above plus 1d8 sp

Veteran Bandit CR 1/2 (XP 200)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Human warrior 2
NE Medium humanoid (human)
Init +2; **Senses** Perception +3, Sense Motive +0
Speed 30 ft.; **ACP** -2; Climb +2, Stealth +2

AC 16, touch 12, flat-footed 14; **CMD** 14
(+3 armour [studded leather], +2 Dex, +1 shield [light wooden])
Fort +4, **Ref** +2, **Will** +0
hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2
Melee morningstar +2 (1d8)
Ranged light crossbow (range 80 ft.) +4 (1d8/19-20)
Combat Gear bolts (10)

Abilities Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8
Feats Skill Focus (Perception)[B], Toughness
Skills as above plus Intimidate +3
Languages Common

Gear as above plus 2d8 sp

Half-Elf Bandit

Half-elves are often outcasts, doomed to be ostracised and scorned as nothing more than mongrels. Such individuals frequently drift into a life of banditry, finding acceptance among society's flotsam. Use these NPC bios to portray half-elf bandits the PCs encounter.

D4	
1	Dulannis Aldarrae is a troubled young man, thrown out of his sylvan home after being found torturing birds and other small woodland animals.
2	Ilasual Evdrearn was abandoned as an infant and – remarkably – was taken in by a goblin tribe. This spiteful youth learnt much from his adoptive brethren and yet has friends among them. They in turn use him as a spy.
3	Naillae Sehiateir has long pale golden hair and overly large luminescent eyes. She has known no other life than banditry and is comfortable in the wilderness.
4	Tahlys Aralivar is an emotional wreck. Her mother recently told her she regretted having a half-elven baby. Since then, she has been taking greater and greater risks.

Half-Elf Adept CR 1 (XP 400)

This slender half-elf wears a thick cloak and carries a crossbow.

Half-elf adept 2/expert 1
CN medium humanoid (elf, human)
Init +0; **Senses** low-light vision; Perception +10, Sense Motive +1
Speed 30 ft.; **ACP** 0; Climb +3, Stealth +4, Swim +3

AC 13, touch 10, flat-footed 13; **CMD** 10
(+3 armour [mwk studded leather])
Immune *sleep*
Fort +1, **Ref** +0, **Will** +6
hp 20 (3 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0
Melee dagger +0 (1d4-1/19-20)
Ranged mwk light crossbow (range 80 ft.) +2 (1d8/19-20)
Adept Spells Prepared (CL 2nd; concentration +3)
1st—*bless*, *cure light wounds*
0—*detect magic*, *ghost sound* (DC 11), *stabilise*
Combat Gear bolts (10), daggers (2), *scrolls of cure light wounds* (2), *scroll of obscuring mist*

Abilities Str 8, Dex 11, Con 12, Int 11, Wis 13, Cha 10
SQ multitalented (adept, expert), summon familiar
Feats Self-sufficient, Skill Focus (Perception)[B], Toughness
Skills as above plus Heal +8, Knowledge (nature) +4, Knowledge (religion) +4, Survival +8
Languages Common, Elven

Gear as above plus spell component pouch, wooden holy symbol, belt pouch, 5 sp

Half-Orc Bandit

Half-orcs often become bandits – the race's natural tendency to violence makes them a perfect fit for the bandit lifestyle. Use these NPC bios to portray the half-orc bandits the PCs encounter.

D10	
1-2	Ausk Life-Taker is a swift, savage warrior. He cares nothing for anyone but himself and enjoys painting sigils on his face using his foe's lifeblood. His fellows fear him. He has no friends.
3-4	Ignen Swift-Strike has a pockmarked face and lank blank hair. She hisses when angry or upset and glares angrily at everyone she meets. She finds it very hard to trust anyone.
5-6	Narka the Ugly was lucky; she grew up loved by her parents, but her orc mother was lynched and her father slain while trying to rescue his wife. Narka escaped but her mother's screams yet haunt her. She is gaunt and pale-skinned.
7-8	Silug the Rampant considers himself a great warrior and lover. In truth, he is a passable warrior and women terrify him. He attempts to be chivalrous, but comes across as patronising.
9-10	Uzfug the Terror has a mouth full of broken, blackened teeth and terrifyingly bad breath. He screams terrible curses in battle, but in rare moments of peace pampers his beloved pet cat.

Half-Orc Bandit CR 1 (XP 400)

This half-orc wears battered scale mail and wields a large falchion.

Half-orc warrior 2/expert (soldier) 1
NE Medium humanoid (human, orc)
Init +0; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0
Speed 20 ft.; base speed 30 ft.; **ACP** -3; Acrobatics -3 (-7 jumping), Climb +3, Ride +1

AC 15, touch 10, flat-footed 15; **CMD** 14
(+5 armour [mwk scale mail])
Fort +4, **Ref** +0, **Will** +4
hp 20 (3 HD); orc ferocity
Orc Ferocity (Ex [1/day]) When brought below 0 hp, the bandit can fight on for one more round as if disabled. At the end of this turn, unless brought above 0 hp, he falls unconscious.

Space 5 ft.; **Base Atk** +2; **CMB** +4
Melee mwk falchion +5 (2d4+3/18-20)
Ranged spear (range 20 ft.) +2 (1d8+2/x3)
Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 11, Con 13, Int 8, Wis 10, Cha 9
Feats Iron Will, Toughness
Skills as above plus Intimidate +6, Profession (soldier) +4, Survival +5
Languages Common, Orc

Gear as above plus belt pouch, 2 gp, 17 sp

Unsurprisingly, bandit leaders are normally a cut above their rank and file brethren. Perhaps driven by greater need or greater greed they have developed abilities their foot soldiers cannot hope to emulate. This table presents basic details of eight such individuals. Their details have been kept relatively generic to enable the GM to apply the selected personality to any of the four stat blocks presented below.

D8	
1	Cheron has big plans for his bandit band. He recently wiped out a goblin tribe and has taken their lair as his own. From here, he plans to control the entire local area. Cheron thinks big, but lacks attention to detail. He is lucky, though, and that has served him well to date.
2	Ati Buto is at home in the wilderness and does not like killing travellers. She'd much rather negotiate a toll and avoid bloodshed. This tactic has kept her band alive and well-fed but has resulted in a dearth of treasure. Some of the bandits mutter that she is soft. Soon they will move against her; she has an inkling of this and desperately needs a big score.
3	An outcast for much of his life, Hannu Eronen is accustomed to taking what he wants and killing anyone who stops him. His followers fear his anger and brutality, but follow him loyally for he has made them rich. Hannu likes defeating foes in single combat.
4	Pia Keto's appearance is deceptive. Youthful and pretty, few would guess at the black depths lurking within her breast. She has an inferiority complex and loves making travellers grovel and beg to be allowed to pass. She is very dangerous if threatened or backed into a corner.

HALF-ELF BANDIT LEADER — CR 4 (XP 1,200)

Half-elf cleric 3/fighter (unbreakable) 2
NE Medium humanoid (elf, human)
Init +7; **Senses** low-light vision; Perception +4, Sense Motive +8
Speed 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -1 (-5 jumping)

AC 20, touch 14, flat-footed 16; **CMD** 20
(+6 armour [mwk breastplate], +3 Dex, +1 dodge [Dodge])
Immune *sleep*
Fort +7, **Ref** +4, **Will** +6 (+7 vs. mind-affecting effects); +2 vs. enchantment spells and effects
hp 34 (5 HD); Diehard

Space 5 ft.; **Base Atk** +4; **CMB** +6
Melee mwk longsword +8 (1d8/19-20) or
Melee Touch dazing touch (5/day) +6 (dazed [3 HD, 1 round])
Special Actions channel negative energy (4/day; 2d6; DC 12), copycat
Copycat (Sp [move; 5/day]) The bandit leader can create an illusory double of himself that functions as a single *mirror image* (duration 3 rounds or until the duplicate is dispelled or destroyed). He can have no more than one image at a time. This ability does not stack with *mirror image.*
Cleric Spells Prepared (CL 3rd; concentration +5; Charm, Trickery; spontaneous casting [*inflict* spells])
2nd—*enthrall* (DC 14), *invisibility*[D], *owl's wisdom*
1st—*bless*, *charm person*[D] (2; DC 13), *protection from good*
0—*bleed*, *detect magic*, *read magic*, *stabilise*
Combat Gear *potion of barkskin*, *scroll of cure serious wounds*, *scroll of prayer*, *wand of dispel magic* (2 charges, DC 14)

Abilities Str 14, Dex 16, Con 8, Int 10, Wis 14, Cha 13
SQ aura of evil (moderate), unflinching (+1)
Feats Dodge, Diehard[B], Endurance[B], Improved Initiative, Skill Focus (Bluff), Toughness, Weapon Focus (longsword)[B]
Skills as above plus Bluff +14, Diplomacy +6, Knowledge (religion) +6
Languages Common, Elven

Gear as above plus spell component pouch, unholy symbol, fine clothes plus GM determined

HALF-ORC BANDIT LEADER — CR 3 (XP 800)

This hulking half-orc wears dirty studded leather armour. He wields a huge greataxe.

Half-orc fighter (mobile fighter) 2/rogue (bandit) 2
CE Medium humanoid (human, orc)
Init +6; **Senses** darkvision 60 ft.; Perception +8 (+9 vs. traps; trapfinding), Sense Motive +1
Speed 30 ft.; **ACP** 0; Acrobatics +9, Climb +8, Stealth +12, Swim +8

AC 17, touch 13, flat-footed 14; **CMD** 19; Dodge
(+4 armour [*+1 studded leather*], +2 Dex, +1 dodge [Dodge])
Fort +5, **Ref** +5 (evasion), **Will** +1; +1 vs. paralysis, slow and entangle effects
hp 38 (4 HD); orc ferocity
Orc Ferocity (Ex [1/day]) When the bandit leader is brought below 0 hit points he can fight on for one more round as if disabled. At the end of the next turn, unless brought above 0 hit points he falls unconscious and starts dying.

Space 5 ft.; **Base Atk** +3; **CMB** +6
Melee mwk greataxe +8 (1d12+4/x3) or
Melee mwk dagger +7 (1d4+3/19-20)
Atk Options sneak attack (+1d6)
Combat Gear *potion of bull's strength, potion of invisibility,* tanglefoot bag (2)

Abilities Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8
SQ agility (+1), rogue talent (combat feat), trapfinding (+1), weapon familiarity (orc)
Feats Dodge[B], Improved Initiative[B], Skill Focus (Stealth), Toughness, Weapon Focus (greataxe)[B]
Skills as above plus Disable Device +7, Intimidate +5, Knowledge (local) +5
Languages Common, Orc

Gear as above plus 1 gp, 7 sp

5	Felix Drusus is a cad and very attracted to women – particularly those who clearly dislike him. He fancies himself a knight and assumes courtly mannerisms when trying to impress a lady. He is brutal and violent; his captives are often savagely beaten.
6	Veli Leino is noble born. The brother of the current local lord, he was forced to flee his home when his brother tried to murder him. He now lurks in the countryside, striking at his brother's interests. He has no desire to hurt innocent travellers, but levies tolls nonetheless to fund his private war. Many of his band are loyal men-at-arms who followed him into exile
7	Osgar Elphee is consumed by his lust for wealth. He believes an ancient wizard's tower lies somewhere in the locality and uses his men to search for it. Banditry is his way of keeping everyone away from "his" treasure. He is obsessed with the legend and closely questions any obviously educated adventurers falling into his clutches.
8	Alaviv the Hunter was once a skilled huntsman, but now he preys on travellers. He blames the local lord for failing to protect his family from marauding raiders while he was away hunting. Consumed with grief he metes out suffering on all he meets. PCs expressing sorrow for his situation – and offering practical help to the band – earn his friendship.

HUMAN BANDIT LEADER — CR 3 (XP 800)

This chain shirt clad human carries a huge longbow.

Human ranger (guide) 4
NE Medium humanoid (human)
Init +3 (+5 in forests); **Senses** Perception +8 (+10 in forests), Sense Motive +1
Speed 30 ft.; **ACP** -1; Climb +8, Stealth +9 (+11 in forests), Swim +6

AC 18, touch 13, flat-footed 15; **CMD** 19
(+4 armour [mwk chain shirt], +3 Dex, +1 shield [darkwood buckler])
Fort +6, **Ref** +7, **Will** +2
hp 38 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +6
Ranged mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot, Rapid Shot) +8 (1d8+2/x3)
Melee longsword +8 (1d8+2/19-20)
Atk Options ranger's focus
Ranger's Focus (Ex swift; 2/day]) The bandit leader focuses on one enemy within line of sight and gains a +2 bonus on attack and damage rolls against the target until it surrenders, falls unconscious or he picks a new target.
Special Actions terrain bond (forests)
Terrain Bond (Ex) When in forests, the bandit leader grants all allies within line of sight that can hear him a +2 bonus to initiative checks, and Perception, Stealth and Survival checks. Allies travelling with him leave no trail and can't be tracked (unless he so desires).
Ranger Spells Prepared (CL 1st; concentration +2)
1st—*longstrider*
Combat Gear arrows (20), *potion of shield of faith (+2), potion of cure light wounds*

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8
SQ combat style (archery), favoured terrain (forest [+2]), track (+2), wild empathy (+3)
Feats Endurance[B], Point Blank Shot, Precise Shot[B], Rapid Shot
Skills as above plus Heal +6, Knowledge (geography) +7 (+9 in forests), Knowledge (nature) +7, Survival +8 (+10 tracking or in forests, +12 in tracking in forests)
Languages Common

Gear as above plus spell component pouch, belt pouch, 13 gp, wooden holy symbol

TIEFLING BANDIT LEADER — CR 1 (XP 400)

Tiefling rogue 1/wizard (enchanter) 1
CN Medium outsider (native)
Init +7; **Senses** darkvision 60 ft.; Perception +4 (+5 vs. traps; trapfinding), Sense Motive +4
Speed 30 ft.; **ACP** 0; Acrobatics +7, Climb +3, Escape Artist +7, Stealth +9, Swim +0

AC 13, touch 13, flat-footed 10; **CMD** 12
(+3 Dex)
Resist cold 5, electricity 5, fire 5
Fort +1, **Ref** +5, **Will** +2
hp 13 (2 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1
Melee mwk dagger +0 (1d4-1/19-20) or
Melee Touch dazing touch (6/day) -1 (dazed [1 HD, 1 round])
Ranged dagger (range 10 ft.) +2 (1d4-1/19-20)
Atk Options sneak attack (+1d6)
Wizard Spells Prepared (CL 1st; evocation, necromancy; arcane bond [amulet])
1st—*charm person* (DC 14), *mage armour*, *sleep* (DC 14)
0—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *mage hand*
Spell-Like Abilities (CL 2nd)
1/day—*darkness*
Combat Gear dagger (2), *potion of invisibility*

Abilities Str 8, Dex 17, Con 12, Int 16, Wis 10, Cha 11
SQ enchanting smile, fiendish sorcery, trapfinding (+1)
Feats Improved Initiative, Scribe Scroll[B]
Skills as above plus Appraise +7, Bluff +8, Diplomacy +6, Disable Device +9, Disguise +4 (+6 with disguise kit), Intimidate +2, Knowledge (arcana) +7, Knowledge (local) +7, Knowledge (planes) +7, Sleight of Hand +7, Spellcraft +7
Languages Abyssal, Common, Goblin, Infernal, Undercommon

Gear as above plus masterwork thieves' tools, disguise kit, spell component pouch, 11 gp, 15 sp, gold ring (worth 150 gp)
Spellbook 1st—*charm person*, *expeditious retreat*, *mage armour*, *obscuring mist*, *sleep*; 0—all

Bandit Hooks, Complications & Opportunities

The classic bandit encounter occurs in the wilderness when the band waylays the PCs in hopes of securing gold and other treasures. The bandits may try to extract a toll without forcing the issue through force of arms, but often battle results. Use this table to customise the encounter.

D12	
1	The bandits have felled trees to block the trail and driven stakes into the ground in front to breakup charges. A narrow trail leads around the blockade. The bandits have also rigged some trees to fall behind travellers. If the party seems belligerent, the bandits fell the trees, trapping their prey.
2	The bandits try to extract a toll from the PCs, using threats. If the PCs force the matter, the bandits flee without offering battle.
3	The bandits are starving and ask for food, not gold. If battle ensues, treat the bandits as sickened (-2 on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks) and reduce the encounter's CR by 1. If the PCs give the bandits food, or offer them other aid, some interesting roleplaying may ensue.
4	The bandits are particularly inept (or unlucky) and have badly set their ambush. (Perhaps their tracks are obvious, one of their number wears a brightly-coloured tunic and so on). The PCs have a +2 circumstance bonus to spot the ambush.
5	The PCs arrive at the ambush point, as the bandits are threatening another band of travellers. This forewarns the PCs, but the other group immediately begs for help. (Alternatively, this could be an elaborate trap and both groups could be bandits; when the PCs rush forward to help, they spring the trap).
6	The bandits have taken great care in preparing their ambush. The PCs suffer a -2 penalty to Perception checks made to spot them. In addition, the bandits have sited their hides so they see the PCs approaching from some distance. If the PCs approach on the trail, it is virtually impossible to surprise the bandits.
7	The bodies of bandits lie scattered about the ambush location. Most are dead, but a few yet cling to life (but are unconscious). Survivors tell of an adventuring party that merrily slaughtered them and even tortured a few captured bandits before continuing on their way. The party resembles a party of evil marauders the PCs have heard about recently. Dealing with them could form an interesting subplot in the campaign.
8	During a fight with bandits, screams suddenly breakout from the nearby trees. Moments later, the bandits' women and children rush onto the battlefield – intent on saving fallen bandits and stopping the PCs slaughtering their menfolk. They don't attack the PCs, but beg for mercy, interpose themselves between the bandits and PCs and so on. PCs slaughtering the unarmed women and children experience alignment issues. Similarly, sparing the bandits likely spawns some interesting roleplaying.
9	The bandits are led by a leader who sees himself as a freedom fighter struggling against the local noble (or other landholder). He asks for a donation to the cause and promises to use it to overthrow his enemy.
10	A lone bandit watches the road. When the PCs arrive, he shouts a demand for a toll and even shoots a warning shot from his bow. His companions are off hunting and arrive shortly thereafter.
11	When the PCs arrive, the sounds of a brawl echo through the trees. Two bandits are settling a disagreement with a fistfight and their distracted companions (-5 on Perception checks) are enjoying the entertainment. The PCs can likely surprise the would-be attackers or sneak past.
12	The bandits have discovered a treasure map and want to recruit adventurers to help them recover the hoard. They offer half the treasure to the PCs. The bandits may – or may not – be trustworthy.

Bandit Groups

Use these groups to simulate groups of bandits the PCs encounter:

EL 3 (800 XP): Bandit scout (3) and veteran bandit (1).

EL 4 (1,200 XP): Bandit scout (3) and veteran bandit (1) led by half-elf adept (1).

EL 4 (1,200 XP): Bandit scout (3) and veteran bandit (1) led by half-orc bandit (1).

EL 5 (1,600 XP): Bandit scout (3) and veteran bandit (1) led by half-orc bandit leader (1).

EL 5 (1,600 XP): Bandit scout (6) and veteran bandit (2).

EL 6 (2,400 XP): Half-orc bandit (2) led by half-elf bandit leader (1)

Note: To challenge higher level parties, a GM may have to build a group comprising nothing but the leader type stat blocks (pages 6-7). In this situation, the GM should design an appropriate leader of at least two levels higher than the highest CR normal bandit. Remember the groups above could represent but a small part of the overall band. If the PCs defeat one group, they may be able to follow their tracks back to the bandits' lair.

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Compared to the average peasant, most adventurers are fantastically wealthy. Thus, they attract the attentions of many traders and pedlars during their travels. Use this table to determine who they meet.

D%	
01-04	Anith Chuckleberry (NG female halfling commoner 1) is a local washer woman on her way to get fresh water for her work. Dressed plainly and carrying four empty buckets on a long stick, the plump, middle-aged halfling woman is cheerful, friendly and happy to offer directions to travellers. It is likely her sleeves are wet and her fingers pruned if she has already started today's work.
05-08	Migar Wafelbuttin (CG male gnome expert 1) is a travelling salesman pushing a cart filled with clockwork toys. This chaotically dressed, bespectacled gnome is covered in tools, gear and splashes of paint from the toys he has recently completed. He tries to sell to other travellers, but especially loves children and anyone with a sense of curiosity.
09-12	Tharni (CN female half-elf commoner 1) is a tanner's daughter with dark raven tresses and ice blue eyes, hungering for a better station. She is angrily jealous of high-born travellers and curses the fate that left her alone with her poor human father.
13-16	Professor Anganthaniel Trinklewurtonburg (CG male gnome expert 1) is on his way to his next sale with a host of small exotic animals. This gnome is surrounded by small creatures that flit, slither or crawl and he rarely bothers to cage them; leaving them to wander the vicinity, including investigating other traveller's belongings. While his specialty is exotic pets, Professor Trinklewurtonburg is quite knowledgeable about animals and monsters and might be of use to PCs in search of such information.
17-20	Brother Molentar (N male cleric 1) is clearly inebriated, and has sweat and vomit stains on his brown robes. He is selling all manner of bones and knickknacks he claims are holy relics of whatever faith the PCs appear to follow. In addition to forgeries and lies, the balding Brother Molentar offers spellcasting services for normal fees. He has prepared: 0—*create water, detect poison, purify food and drink*; 1st—*comprehend languages, diagnose disease, remove sickness*. Brother Molentar channels positive energy.
21-24	Jervin (CN male gnome commoner 2) is a rat catcher and entrepreneur. Pushing a grill cart selling "beef kabobs" and small leather pouches covered in short grey fur; he swears his products are unrelated to his other job as a rat catcher, though if hired for those services, his ability to keep any rats he catches is part of the deal.
25-28	Tarnel Zith (N male elf expert 3) is an oily, untrustworthy jeweller with sunken eyes who wears warm, regal purple clothing. With a knack for making enemies and a valise filled with valuables, he is usually accompanied by three bodyguards (N male human warrior 1).
29-32	Celifess (LE male dwarf adept 1/rogue 1) wears black leather armour with a deep, dark cowl. His cloak has several hidden pockets containing mind-altering drugs and poisons which he sells to discerning customers. He avoids confrontations and walks away if a deal goes sour.
33-36	Stennith "Kegs" Alhauser (CG male human commoner 2) is a hulking middle-aged man wearing workman's clothing that smells strongly of yeast. While he bakes the occasional loaf of bread to sell, his true passion is brewing. He is currently taking several kegs of his latest batch to market and can be persuaded to tap, and share, a barrel if the PCs ask. It is a high quality beverage.
37-40	Carnelle Virogon (CE female human rogue 4) is a late middle-aged woman dressed in plain clothes who wears a knowing smile. She is the front for a ring that traffics in slaves, particularly small children. She has a knack for sniffing out trouble and is unlikely to broach a sale unless the PCs appear disreputable, but may sell information about missing loved ones; for the right price. Any information she sells contains half-truths at best which she claims to have heard from a passing traveller at a nearby inn.
41-44	Palis Greenbough (NG male elf expert 2) is dressed in ill-fitting woodsman's clothes and is puttering in the dirt on the side of the road. It is clear he does not spend much time in the field. He deals in rare plants and herbs and is looking for a particular specimen. He offers the PCs 10 gp if they can find it for him; with a bonus for any additional rare plants they acquire. He prefers the plants be brought to him in some of their native soil that he might try to cultivate them for future sale.
45-48	Pyter Greybeard (N male human expert 3/wizard 1) is an elderly sage on his way to sell a number of scrolls he has scribed. He hobbles with a cane and wears thick spectacles. He speaks very softly and is knowledgeable about the history and geography of the surrounding area. He has scrolls of *crafter's fortune, endure elements* and *protection from evil.* He does not generally offer spellcasting services.

49-52	Miklail Nortoppe (LN male human aristocrat 2) is a stern, white-haired merchant wearing simple, well-made but not extravagant clothing. From a wealthy family, he has forgone his family's decadence for his lumber business. He does not have time for honeyed words or social niceties.
53-56	Isah Blinken (NE male human rogue 3) appears to be a round, friendly family man complete with a locket with miniatures of his wife and young daughter. Isah appears be on his way to sell blank books, inks and quills but truthfully is scouting for likely targets. Isah is the face for a kidnapping ring. If the PCs seem trusting and within the capabilities of his allies, he suggests a shortcut to wherever the party are headed, or offers a rumour of a mystery to be solved. In truth, the path leads the PCs to an out of the way road where the rest of the ring lies in wait.
57-60	Poatte (CG male human ranger 1) is a quiet, hairy woodsmen carting an armload of freshly dressed game to market. His silent glare may initially seem menacing, but truthfully he is just uncomfortable around people. He knows a lot about the nearby woodlands.
61-64	Barlte and Bitty Wallenford (NG male and female halfling commoner 2) are a halfling couple that run a small dairy. They are all smiles and laughs and offer samples of their latest cheeses.
65-68	Kaver Kaynel (LN male human expert 1) is a chandler with a wide selection of coloured candles, wicks and matchsticks. He has a fascination with fire, things that burn or any creature tied to the flames, and is a good font of information related to such matters.
69-72	Lonal Longlegs (CG male human commoner 2) is a tall, spindly man with a patchy beard. He walks from town to town, trading general goods that he thinks will sell well at his next stop. He is not especially good at his trade and often goes hungry. He desperately tries to convince the PCs to buy the venison jerky he just acquired.
73-76	Wygruber Motz (N male human commoner 3) is shabbily dressed and covered in road dust and mud. With a slight paunch and balding, patchy brown hair, Wygruber trades in anything he thinks might make a profit, specializing in the unusual. This means that he might have just about anything the GM wants the PCs to find. In addition, he buys just about anything the PCs might be willing to sell: parts of monsters, recovered jewellery or art or even minor magic items. Wygruber is not especially concerned where the item came from, but if the deal looks shady, he does not pay top coin for the item and tries to off-load it quickly (possibly on unsuspecting PCs).
77-80	Xaczos Goldenslate (LN male dwarf expert 3) wears fine clothing and keeps his beard well-manicured. Only his rough hands and masterwork heavy mace suggest he is more than a simple, well-off merchant. An expert in weaponry, Xaczos is all business; willing to sell to any party, as long as they stick to the terms of the deal. He often chooses to make an example of those that cross him; willing to spend much more coin than was lost on the deal to exact vengeance. He general deals in large quantities, or specially made, weapons, and most of his product is crafted by his large extended family.
81-84	Plintessa Alsworthy (LG female human commoner 1) wears a blue gown laced in a leather corset, and carries a basket full of freshly cut flowers that she sells by the piece. With a wry smile, she encourages male PCs to get something for that special gal in their life.
85-88	Agganette Leafshallow (CG female elf expert 1) is a seamstress who primarily makes cloth dolls for children and shawls and scarves for women. She wears a particularly good example of her work over her black hair; depicting an accurate map of the surrounding area.
89-92	Vitan (CN male half-elf commoner 1) wears patched, peasant clothing with his sandy hair tucked up under a shapeless cap. Vitan is a simple labourer, looking for work. He is quiet, doesn't speak about what he sees and does just about any menial job for a few coins or a meal.
93-96	Seber Reos (N male human commoner 2) is a cobbler with nervous eyes that constantly flicking from side to side as if he for imminent attack. Seber has well-tooled shoes, slippers and boots to sell. If asked about what he is looking for, after making a superstitious sign against evil, Seber claims he is afraid the feyfolk will sneak up on him and whisk him away to their halls under the hills to craft wee-little boots for them.
97-100	Lucien Goodfellow (CE male tiefling cleric 3/sorcerer 4) is dressed immaculately in fine robes and high boots. Lucien is clearly a tiefling with horns and a forked tail. He cuts a friendly, rakish pose and it is easy to be lulled into comfortable conversation with this dangerous man who deals in secrets, lies and souls. Lucien knows the answers to many questions, and his network of informants across the planes can often find out what he cannot. However, his preferred payment is the seeker's soul, and if they no longer have theirs, someone else's. Lucien also purchases, and occasionally sells, powerful magical items, particularly those that are cursed or evilly aligned.

Bards, minstrels and troubadours are common sights on many roads as they travel in search of audiences and new stories. Use this table to determine who the PCs meet.

D%	
01-04	Turnen Blackblade (CN male human bard 1/rogue 2) is a spy for hire masquerading as a wandering troubadour strumming a mandolin while wearing a bright red cape and an oversized, feather cap. Depending on the GM's needs, he can either have useful information for sale, or could be sent to infiltrate and observe the PCs by one of their foes.
05-08	Parimae and Niresse (CG female elf expert 2; both) are twin elven sisters. Parimae plays the harp while Niresse dances. They are professional artists who have honed their craft for many years and are used to playing for noble crowds. They try not to mingle overly much with common travellers.
09-12	Elion Menel (NG male elf aristocrat 1) is the fourth son of an elven noble who fancies himself a poet. Morose and dressed in black, he is looking to emotionally suffer in order to improve his art and he finds death incredibly romantic. Seeing adventurers as agents of death, he tries to follow them from a distance that he might draw inspiration from their brutal actions.
13-16	Kalie Wintrose (NG female halfling expert 2) appears as a thin halfling just short of starving, dressed in repeatedly patched clothing. She is a desperate artist with a spark of talent who draws portraits with coloured chalks for a few coppers. If someone should choose to sponsor her, she has the potential to be a great artist.
17-20	Breela Gran (LG female dwarf commoner 1) is a former seamstress who has recently taken on the life of a travelling songstress. With her hair in golden braids and a selection of fine costumes made herself, Breela tries to entertain with such self-written classics as "*Thimble of My Heart*" and "*Cross-stitch Love.*" As of yet, fame has proved elusive.
21-24	Cup (N male human commoner 1) is an orphaned nine-year-old named for the copper cup he carries with him. He tells tall tales and bawdy stories that he has picked from a short lifetime on the road or scavenging in taverns. The boy is an excellent liar with a good memory. He has the potential to become a bard, rogue or wizard if properly mentored.
25-28	Three-Fingered Cob (CN male human rogue 3) is dressed in rough spun peasant clothing with three days of stubble on his cheek. Cob nimbly performs sleight of hand tricks despite missing two fingers from his left hand; punishment for making a nobleman's purse disappear. Audiences would be wise to keep their own purses well-guarded.
29-32	Lilarose, the Amber Lake Angel (CG female halfling expert 3) is dressed in a fine orange gown with attached gossamer wings. A renowned dancer, she moves elegantly with a practiced smile as she hurries to her next engagement. In addition to dance, Lilarose is fascinated by arcane magic and sorcerers, wizards or other casters can quickly win her favour with a demonstration of their skill.
33-36	Nagar the Mighty (CN male half-orc fighter 4) wears only well-worn trousers. A tattoo of a clenched fist covers his back and the hulking man scowls at all who cross his path. He is a professional pugilist, who performs feats of strength and combat to delight the crowds, while emphasizing a rough and cruel demeanour. In truth, his real name is Lonnel and he is a gentle soul who paints water colours and loves kittens.
37-40	Elramir Elihu (CG male half-elf sorcerer 2) wears simply clothing, cut to emphasize his well-sculpted chest. More attractive than talented, he makes liberal use of magical spells to improve his singing and storytelling performances. Always on the lookout for his next romantic conquest, some of his tales contain nuggets of truth that just might be useful for interested adventurers.
41-44	Sodon Milt (NE male human bard 2) wears typical minstrel's clothing complete with feather cap and harp. He plucks his harp constantly, unless it clearly begins to annoy his patrons. He weaves complicated stories that take great effort to follow and likes to pair with pick pocketing rogues (such as Three-Fingered Cob above) that can make use of his talent for distraction.
45-48	Scyllia Snow (N female elf oracle 2) wears warm clothing, edged in fur no matter the temperature, as if she expects a blizzard any moment. Her eyes hold a far off gaze, which she often directs skyward and rarely looks directly towards those around her. It is rumoured she has the ability to sing up weather, fair or foul, and many a farmer has paid her to bring rains or hold off the snows.
49-52	Jilnara Peak (NG female human commoner 1) is a talented singer the party overhears as she gathers water from a well or works in the field. She dreams of running away to become a famous bard but so far has been unwilling to forgo the responsibility she feels towards her family. She is the eldest daughter of a local farmer and has six siblings that are often her charge.

53-56	Jol Stonebeard (N male dwarf expert 1) wears all black clothing and his beard is neatly braided and flecked with silver. A poet with a throaty voice, he is prone to composing romantic sonnets. He has a dry sense of humour that is often mistaken for a dour mien.
57-60	Roma Be'lil (N female half-elf expert 1) is a smirking troubadour, with a feathered cape and well-used lute. Roma offers a constant smile and chipper attitude to attentive crowds, no matter if they appreciate her efforts or not. She knows many popular tunes and plays for tips.
61-64	Fairweather Sal (CN female human commoner 2) is a former barmaid turned bawdy singer, and still dresses the part. With her long red hair and ample bust, Sal has become quite a good comic as well, though her unrefined talents will never find their way to a noble's hall, they are always be appreciated among the common folk.
65-68	Fidelity Larent (CG female halfling expert 2) is a shy, quiet flutist with strong lungs and a true talent. She was raised as a travelling performer by her mother, Krosta, who achieved some small fame as a flutist, and she still possesses her mother's cherished flute. She lacks her mother's dynamic personality to be a travelling performer and might do better in a chamber orchestra.
69-72	Federol Balderack (N male dwarf expert 1) wears serviceable workman's clothes and would not appear the musician that he is, if not for the drums and cymbals he carries. Federol has a deep gravelly voice and a good sense of rhythm. He specializes in rhythmic chants and beats and often performs to motivate workers who perform repetitive tasks. He prefers socializing with working folk over the artsy crowd.
73-76	Daron Felwister (N male human expert 1) is always dressed in some sort of costume or disguise when first met. He is an expert make-up artist and costumer, useful for any theatre or circus and usually wears some prosthetic to look unique: horns, large nose, hunchback and so on. He enjoys surprising unsuspecting observers by hiding stage devices in his prosthetics to startle them with loud noises or gouts of flame.
77-80	Green-Eyed Del (CG male human bard 1) looks like your average travelling performer, complete with road dust and a mud-splattered cloak. Del gained his moniker from his intense emerald eyes which stare deeply at you as he tells his tales. He prefers to involve the crowd as much as possible, tossing props into the audience or allowing them to add details to the story which he extemporaneously blends into his tale.
81-84	Rond (CN male half-orc expert 3) wears plain, functional clothing and is always accompanied by his animals. He trains dogs, birds and small primates in a variety of tricks which they perform for appreciative crowds. He is also not above teaching his pets a a few useful skills that might be used for shadier pursuits; such as pick-pocketing monkeys, fighting dogs or necklace-snatching weasels.
85-88	Sparrow (CN male human commoner 1) is a young boy with wide eyes. Dressed plainly and full of nervous enthusiasm, Sparrow desperately wants to be a famous performer. Unfortunately, he's not especially good at anything. He is a passable juggler and has an average voice. He has yet to find that spark where he shines brighter than others. At the moment, he hopes to attach himself to a theatre company, circus or roaming troupe in order to find the fame he craves.
89-92	Star-crossed Primm (CG/CE female gnome bard 2) appears as an average minstrel with a fair voice and shiny mandolin. Unfortunately, Primm is cursed with a split personality that murderously rears its head if she is ever heckled by children. When her other personality takes over, Primm executes a complicated scheme to murder the badly behaved children's parents. So far no one has pinned the murders on Primm, and indeed good-hearted Primm, unaware of her other personality, is devastated that a string of brutal murders seem to follow her wherever she goes.
93-96	Atius Minch (CN male human aristocrat 2) is dressed in an old, but fine suit with tails and suspenders. He is a skilled orator who adopts whatever local cause is at hand. Mobilizing the people with the fiery speeches of a demagogue, Atius often promotes violence until the establishment pays him to move on. The PCs may make good scapegoats, or allies, to his latest cause.
97-100	Tsia Xianan (LG female human bard 1/expert 2) is a trained courtier and expert in Ikebana. Ever polite, and dressed in the silk robes of her far-off homeland, she defers to whatever the customer wants, but has a sense of colour and skill with flower arranging that can evoke nearly any desired emotion in an audience. Indeed, many eateries or public houses catering to the rich often employ her skills to subtly influence their clients with her near magical talents.

In most settings, skill with a blade is a valued commodity and as such is always in demand. The PCs will likely meet many mercenaries on their travels – perhaps some will join the party if the pay is good enough. Use this table to determine who they meet.

D%	
01-04	Ytor Pense (LN male human warrior 3) is a hedge knight in dented plate, mounted on a barded warhorse. His shield bares a black and blue chequy with a large yellow star in the upper left quarter. Ytor is a serious man who has been hired to find a half-orc, former soldier and murderer named Gryqo (see 05-08 below) and interrogates the PCs about whom they have seen on their travels.
05-08	Gryqo (NE male half-orc warrior 1) is a former soldier wanted for the murder of his commanding officer. He is dirty and frightened, nervously looking over his shoulder. If the PCs question him, he says a man named Ytor Pense (see 01-04 above) murdered his family and is now after him. If the PCs cross paths with Ytor, he asks they not reveal Gryqo's whereabouts or direction of travel.
09-12	Dalat Thunderock (NE male dwarf warrior 2) is a dwarf with no left arm, having lost it at the elbow in a long ago battle. He is dressed in chain armour and carries a many notched battleaxe on his back. Dalat has no sense of right or wrong and is looking for anyway to get ahead. While he quickly sizes up the PCs as being too strong for him to attack, he offers to join them in hopes of robbing them in the future.
13-16	Handsome Fess (CN male half-elf warrior 2) is a young charismatic archer, and sometimes outlaw, in worn, mismatched finery. He is a good singer and flirts with attractive female PCs. He enjoys life immensely and is looking for his next experience, and some coin to purchase it. Duc died, and was raised from the dead, three years ago through the charity of friends. PCs carting a dead friend to a nearby temple, or hoisting a pint to the memory of a deceased friend, find a sympathetic ear in Fess who offers to contribute a few gold or buy the next round.
17-20	Dame Lenailia Pibnius (LN female human aristocrat 1/warrior 1) wears a breastplate covered in a tabard displaying her colours: a red dove on a field of blue. Her short brown hair is held in tight braids such that she can wear a great helm without problem. Lenailia is a loyal soldier to whatever country or lord whose lands the PCs travel through and is of noble birth, with her family having a long history of martial service. She carries her father's masterwork longsword known as Unyielding Fidelity.
21-24	Brithe (LG male human commoner 1) is dressed as a postal rider or courier rides a skittish bay mare. Brithe is nervous as this is his first solo ride and he tries to avoid the PCs unless they hail him. If he is approached, he tries to keep a few yards of space between himself and the nearest PC, in case he should have to run. Brithe is unarmed and has a satchel full of letters.
25-28	Captain Millibom Darkwater (CN male halfling fighter 1/rogue 2) is dressed in a long blue coat with gleaming brass buttons. A bright red sash belts around his waist and large hat tops his head. The leader of a band of pint-sized smugglers, Captain Millibom is a gentleman's bandit with a sense of honour. He has no wish to harm anyone and prefers to avoid entanglements with the law.
29-32	Bre'al Speardotter (CN female human warrior 3) wears a fur covered chain shirt and carries a masterwork silvered spear and a shield displaying a roaring green dragon's head mounted on a bloody spear. Bre'al is a lusty northman with a love for battle, song and ale. She mocks those who drink wine as weak nursemaids not worthy to be called warriors.
33-36	Carek Mallen (LG male human warrior 1) is clearly new to the mercenary life. His studded leather armour looks freshly made and his mace and wooden shield have neither device, nor battle scars. He is hoping to become a rich mercenary and quietly attaches himself to more experienced soldiers, hoping to learn the trade by observing them.
37-40	Old Pon Stouthammer (N male dwarf warrior 3) is a solidly built dwarf of two centuries. The veteran of a dozen conflicts and house guard to near a dozen different families in his career, Pon has gathered enough coin to live comfortably but with no children seeks to pass on his advice and legacy. He carriers Skullhammer, a *+1 warhammer* graven with dwarven runes of battle. If someone could prove their worth as a soldier, he just might pass the weapon on to them.
41-44	Lightning Haln Amenith (CN male half-elf fighter 2/ranger 2) is decked in a blacked chain shirt and sports two well-used short swords. Lightning Haln, is fast and deadly and has a dislike of goblinfolk. He has a sly grin and a wicked tongue, but can be stealthy when needed. He is skilled in dungeoneering and murder and can be hired, for the right price. He is trustworthy (to a certain extent) but suffers from wanderlust and rarely stays in one place long.

45-48	Chelyna (CN female elf druid [pack lord] 4) is never far from a pack of rambunctious hounds she treats as family. A skilled mistress of hounds, she makes an excellent trainer of animals for both hunting and war. Her quiet, angry personality and lack of regular bathing prevents her from socializing with humanoids much; which is just as she would have it.
49-52	Acelia Trinkt (NG female gnome expert 2) is a tinkerer specializing in security. She can build a pit trap, design a vault or tunnel under a wall. Dressed for work in small, tight dirty places where battle is likely, her talents are in demand both by noble lords protecting a castle and generals laying siege to one. With large, thick glasses, Acelia is friendly and used to the company of other soldiers more than polite society.
53-56	Alaria Brightdawn (LG female human paladin 1) rides forth, clad in plate, on a shining white destrier. At the behest of her church, she searches for a group of prophesied heroes that are supposed to save the world from a dire threat of the GM's choosing. She is direct and focused on her task.
57-60	Alatariel (CN female elf fighter 1/rogue 1/wizard 1) skulks nearby, wrapped in a shadowy cloak. She is a contract killer, and at the GM's discretion one of the PCs resembles her target or they are on their way to meet her target.
61-64	Appleseed Puc (N male halfling warrior 2) is a young watchman walking his beat. An expert with a crossbow, Puc earned his nickname from his love of applea. If prodded, he entertains the PCs by tossing his apple high in the air before piercing it with a bolt.
65-68	Sir Kalis Angelstar (LG male human aristocrat 1/warrior 2) is dressed in shining plate covered in a white tunic displaying his device of crossed swords over a pair of feathered wings. Sir Kalis is a haughty nobleman and knight who is very conscious of social proprieties and expects others to do the same. Uncouth travellers draw his scorn and he avoids them at all costs.
69-72	Xa Ne (LN male human monk 3) is an aging foreigner with patchy white hair and eyes clouded with cataracts. With only a simple robe and a staff to lean upon, Xa Ne is in search of a student. He left his homeland after his last student brought great dishonour on his school by murdering a rival student.
73-76	Duc Lloliwhal "the Many Coloured" (CN male half-orc warrior 3) is wrapped in dozens of different coloured scarves and sports several jewelled rings, necklaces and earrings. He uses the scarves and jewellery as a distraction to conceal many different blades about his person. Rakish and flamboyant, Duc is always on the lookout for his next adventure. If none are at hand, a fine wine will have to do.
77-80	Captain Shiel Krintz (LN male human warrior 2) is a tired watch captain just coming off duty and heading home. If he sees obvious adventurers, he crosses the street to avoid them, as he knows such folk always cause trouble and he wants nothing to do with it.
81-84	Smithwhick Vandergooggin, Adventurer Extraordinaire (CG male gnome expert 2/warrior 1; Disable Device +12, Perception +12) is actually not all that adventurous. An expert in locks and traps, Smithwhick prefers to have safes or locked chests brought to him. If hired, he considers entering a dungeon to ply his trade, but only after it has been cleared out. He owns a pair of magical gloves that give him the trapfinding ability of a rogue and allow him to disable magical traps.
85-88	Twip and Pip Halanzo (both CG male halfling warrior 1) are a pair of identical twin brothers who have honed their fighting style to work together. To confuse foes, they dress alike and wear beards trimmed in the same style. They wield identical masterwork short swords.
89-92	Watchman Quarrells (CN male human warrior 2) is an unpleasant, rotund man with food and sweat stains on his uniform. He approaches the PCs with threats of jailing them for fabricated offenses they obviously didn't commit in hopes of getting a bribe from rich adventurers.
93-96	Geda (LN female dwarf commoner 1) is a particularly stout woman with a strong dislike for elves. With a plain appearance and no particular vocation, she moves from inn to inn earning coins arm-wrestling drunken louts or winning other tavern contests. If she is near an elf during a barroom brawl, she is sure to send at least one stool or mug towards "the pointy-eared flower muncher."
97-100	Beeks (CN male tengu fighter 2/rogue 5) cuts a distracting image: a man-sized crow dressed in brightly coloured clothing decorated with hundreds of ribbons and shiny baubles. With no self-control, Beeks runs from one glittery jewel to the next highly polished gold plate; all of which he tries to good-naturedly stuff into his pockets. Beeks is an uncontrollable whirlwind of chaos and thievery, that only slows if one manages to catch him. Even then Beeks is confused, rather than contrite, assuming if you wanted the shiny thing, you would never have left it locked in that chest, inside a vault, behind those wards, where he could so easily get at it. When encountered, Beeks is being chased by at least one city watchmen (use Appleseed Puc [61-64] or Captain Shiel Krintz [77-80] above).

By Land

Borderlands: Minor Events

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude to) a larger encounter.

D%	
1	The party stumble across a half-eaten deer. Entrails trail off into the underbrush.
2	A strange, seemingly endless road made of black stone cuts a straight line from horizon to horizon.
3	As the party wade across a shallow river, they realize the riverbed is not sand or rock, but the packed skulls of countless humanoids.
4	Each time the party get within a few strides of the edge of the forest, the trees themselves lean towards them, branches outstretched.
5	A shapeless shadow flashes across the ground and over the party, but when they look up, the skies are perfectly clear.
6	A large patch of still-hot and charred ground appears to be the remains of a small farm.
7	A flock of black birds sit in the nearby branches, simply watching passersby without so much as a caw or flutter of their wings.
8	A snake slithers from its burrow in front of the party, spooking the horses.
9	The party realize a vulture has been tracking them for miles and always stays just overhead.
10	A pack of wolves lope by in the distance briefly before disappearing into the underbrush.
11	While travelling at night, harmless little bats start dive-bombing the party.
12	A strange screech in the night startles one of the party, causing them to knock the cooking pot and its contents into the fire.
13	A PC's boot becomes lodged in a gopher hole, and he falls over (DC 12 Reflex negates).
14	The riverbank crumbles, sending a PC somersaulting into the chilly water.
15	Amidst the stormy weather, lightning strikes a nearby tree, setting it aflame.
16	As they pass by a small cave entrance in the mountainside, a gust of foul wind blasts the party.
17	A bestial roar thunders from the nearby woods, and birds take flight from the treetops as it fades.
18	As the party listen to a babbling stream, they realize the trickling and burbling forms actual song and music.
19	The party spot a ghostly figure traipsing across a clearing before it fades from sight.
20	A column of smoke rises in the distance; the breeze soon blows the smell across the party.
21	Rocks clatter down the nearby hillside, though the party can't spot what disturbed them.
22	As a PC walks beneath it, a tree branch crashes to the ground, narrowly missing him.
23	With an ominous rumble of thunder, lashing rain besets the party.
24	An arrow thuds into the tree right next to a PC, barely missing his ear.
25	As the party rest around the campfire, a twig snaps loudly in the darkness just beyond camp.
26	The party come across a suit of rusting studded leather armour rent by several gashes.
27	Dozens of panicked rodents stream across the party's path towards the brush, obviously fleeing something.
28	As the rain pours down, a thunderous noise is the party's only warning before a flash flood sweeps toward them.
29	Rocks crack and the ground splits as an earthquake shakes the area.
30	A PC shakes out his bedroll for the evening, only to find dozens of tiny spiders hiding in it.
31	With a grinding noise, the stone statue the party passes turns its head to watch them.
32	While trying to find wood for a campfire, a PC realize every possible scrap has been soaked by the recent rains.
33	The nearby field of wildgrass keeps rustling, as if something skulks through its overgrowth.
34	As the party stride through a field of wildflowers, the pollen makes them start sneezing, and they don't stop until they leave the field.
35	A strange, furred creature screeches at the party from atop a nearby rock, where it uses its prehensile tail to fling pebbles at them.
36	Two wide-set eyes peek up at the party from just above the surface of a large pool.
37	While descending a hillside, a PC steps on a rock; a muted hissing noise immediately comes from underneath it.
38	The party returns to the campsite setup earlier to find something has made off with some of their provisions.
39	The creak of wheels heralds the approach of a brightly painted tinker's wagon.
40	Laughter and the flicker of flames in the distance draw the party towards a glade filled with dancing shadows.
41	A high wind whips the darkening clouds into a spiralling cone that touches the earth nearby.
42	A PC spots a bear lumbering by, with a pair of cubs trailing. The mother growls at the party in warning.

43	An eagle dives into a lake and snatches up a fish in its talons.
44	The party are traversing a mountain pass when a boulder smashes into the path in front of them.
45	In a valley, the party hear a sudden echo of, “Hellooo!”
46	Someone is chopping wood nearby.
47	Striding between two trees, a PC activates a defunct tripwire trap.
48	The tree a PC is leaning against suddenly creaks and topples, uprooting itself.
49	Leaves rustle overhead, before several pairs of shining eyes peer down at the party.
50	A lit lantern slips from a PC’s grasp and shatters; the nearby dry grasses catches fire.
51	A mangy fox creeps toward a PC eating. The fox looks half-starved.
52	A flock of butterflies swirls about the party for an hour, drawn to them for some reason.
53	A buzzing noise draws the party’s eyes to a massive wasp nest hanging from a tree bough; hundreds of the insects swarm about.
54	A PC up-ends his boot to see a handful of small spiders fall out.
55	As a PC lies down on his bedroll or blanket, something suddenly wriggles under his back.
56	A herd of wild horses gallops over the hill, their manes streaming in the wind.
57	In the distance, a cluster of buzzards hop about a mound of bloody, mangled flesh.
58	As a PC fills his flask from a river, a fish rises to the surface and spits water into his eye.
59	A hawk dives over the campfire, snatching up the shank of meat that had been roasting there.
60	As a PC passes under a wild fruit tree, a rotten piece splats on top of his head.
61	The party meet a trapper inspecting a snare.
62	The party encounter a mapmaker sketching this region of the wilderness for future reference.
63	When a PC opens his tent flap, a fawn bolts out and runs for the nearby woods.
64	After the fresh rain, earthworms seem to boil up from the mud.
65	Squirrels chatter in the nearby trees, occasionally flinging a nut at the party.
66	A PC spots an ebony scale the size of his hand lying on the ground. Whatever reptile shed it may still lurk in the area.
67	An owl follows the party, hooting loudly.
68	With a rustle of branches, a moose emerges from a thicket.
69	While descending the steep hill, the scree suddenly gives way beneath the party’s feet.
70	A thick field of tall brambles blocks the party’s progress.
71	Hundreds of bullfrogs hop the path, making it difficult to proceed without squishing any.
72	Millions of ants track across the ground, forming a moving, writhing carpet.
73	A colourful bird perches nearby and begins to mimic the party’s every word and vocalization.
74	A nearby tree sways as if caught in a strong wind, but there is no wind.
75	The smell of burning flesh drifts upon the breeze.
76	The earth crumbles beneath a PC, and a twenty-foot wide sinkhole opens up ahead of the party.
77	The party discover two dead bucks, their antlers locked together in mortal combat.
78	Without warning, a water flasks burst a seam, drenching a PC’s backpack.
79	After brushing by a leafy bush, a PC notices an extremely itchy rash across his bare skin.
80	While passing between two trees, a PC walks into a previously unseen spider web.
81	The party discover a tree trunk pierced by two arrows of crude manufacture.
82	The stink of rot and decay grows stronger.
83	As night falls, a spectacular shower of falling stars shoots across the sky.
84	Green and yellow lights wink on and off all around the party; they are too big to be fireflies.
85	A thick fog envelops the area.
86	With an explosive fluttering, a bevy of quail scatter from a nearby bush.
87	A rabbit bolts from its burrow and scampers for other cover.
88	Trampling noises caused by some unseen beast crunch along in the thick undergrowth.
89	A harsh whining rises in the air around the party.
90	Several piles of stacked rocks bound the trail.
91	During the night, the nearby river flooded and almost inundated the party’s campsite.
92	Thousands of bloodthirsty mosquitoes swarm about the party as they make camp.
93	A speckled bird appears to be nursing a broken wing as it hops away from the party.
94	A strong wind plucks at the party’s cloaks.
95	A woman sits on a rock, painting landscapes on the canvas and easel before her.
96	Two bears rise from the nearby berry bushes, roar at one another, and engage in brutal combat before the party’s eyes.
97	An eagle, or other large bird, dive bombs the party.
98	A PC discovers a mouse in his pack.
99	While fording the river, the straps holding a PC’s backpack snap, and the equipment is swept downstream.
100	A crusted, shrivelled mass appears to be a human scalp pinned to the tree by a stone blade.

The wilderness through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	Some long-gone traveller has stacked rocks into a pillar, marking an unknown path.
2	This mound of stones looks like a hastily erected grave.
3	The party pass by a large pond, with golden fish leaping from the waters to snatch at the insects flitting about.
4	After a closer look at the gray cliff-side, a PC realizes someone has carved a scowling face into the rock at eye-level.
5	A wild wheat field stretches from here to the nearby trees; yellow stalks sway in the breeze.
6	This barren patch of earth is strewn with bones from all sorts of animals.
7	This row of a dozen trees is entirely charred black, dead branches reaching to the sky.
8	A rusting sword has been rammed into the earth, sticking up like a metal sapling in the middle of nowhere.
9	Several boulders lie split in half, their mossy surfaces looking gnawed and clawed.
10	The silhouette of the distant mountain or hill puts a PC in mind of a slumbering giant.
11	A mass of berry bushes tempts the party with glistening red-and-purple fruit clusters.
12	The bottom of this ravine drops away into the depths of a lightless, black abyss.
13	This thin stream appears to be running thick with ink, rather than water.
14	The water of this river looks—and smells—like fresh blood.
15	The lake steams in the sun, and the rising steam curls into the shapes of bodies and faces.
16	The walls of this canyon are marked with red and black paintings of people and creatures.
17	This cave is filled with mounds of green-glowing fungus.
18	Piles of bone lie scattered before the entrance to this cave.
19	As the party approach a watering hole, it suddenly forms a whirlpool and drains away, leaving an empty bowl of stone.
20	Packed-down grass and piles of droppings evidence where a herd of wild beasts bedded down for the night.
21	Great furrows rend the soft earth here, as if torn up by massive claws.
22	Several lines of horse tracks cross the trail. They were definitely shoed, so they likely had riders.
23	From every angle studied, this river appears to be flowing uphill.
24	The nearby hill has one rocky side carved into the likeness of a dead king.
25	Six piles of earth with sticks rammed into one end of each look to be freshly dug graves.
26	The trees around this clearing seem to form a perfect circle.
27	Rocks have been laid out to form an arrow pointing north.
28	A skeleton lies spread-eagle on the ground, wrists and ankles bound to stakes by rusted chains.
29	This wooden and stone hut looks like it's been abandoned for years, but remains sturdy.
30	A stink of sulphur precedes a sudden gout of flame from a crevasse in the rocky earth.
31	This mossy knoll looks like it has a door built into one slope.
32	The area is covered in boiling, stinking mud pits.
33	The ground is pockmarked with dozens of deep holes, all roughly the same size.
34	The party comes across a boulder painted with garish red, white and yellow streaks.
35	A wooden signpost sticks up from the ground, and reads, "You Are Here."
36	Someone has taken the time to carve "Gavril wuz here" into this tree trunk.
37	While the weather is warm and sunny, this lake somehow remains frozen over.
38	On closer inspection, these pillars of packed dirt are termite hives.
39	The trees of this forest have coiled strips of bark torn from them, leaving strange designs worked over the wood.
40	The thick, gray moss hanging from these branches seems to be swelling and relaxing, as if breathing.
41	Mushrooms form rings of orange-spotted mould across this grassy field.
42	A dozen stone pillars have been set in a circle in the middle of this clearing.
43	These vines hang heavy with plump, sweet-smelling, wild grapes.
44	The party discover a small waterfall tumbling into a narrow ravine.
45	On closer inspection, what looks to be a small hole in the ground opens up into a massive underground cave.
46	Steam rises from what appears to be a natural hot spring.
47	Moss hangs thickly from the boughs of a gigantic tree.

48	A thick carpet of green scum covers this bog from end to end.
49	Carved steps lead down into the depths of the otherwise unbroken earth.
50	Smoke rises from the crown of a distant mountain or hill.
51	Red and green swirls of vibrant sand form intriguing whorls of colour across the bare earth.
52	Not even a harsh wind disturbs the mirror-like surface of this large pond.
53	Dead or dying trees stretch as far as the eyes can see.
54	The jagged sides of this canyon are sharp enough to cut from the slightest brush or bump.
55	While hiking, the party hear the sound of rushing water, and realize they're standing over a subterranean river.
56	A massive beaver dam offers the only way to cross the river anywhere nearby.
57	For at least a square mile, every exposed surface is covered in light gray dust.
58	A single hill rears up in the middle of an otherwise flat and featureless plain.
59	A ring of dead earth, a hundred feet in diameter, encircles the opening of a large pit.
60	Before you lies a stretch of blackened and burnt trees that runs both east and west.
61	What once was a forest is now a labyrinth formed by thousands of fallen trees.
62	The sides of this dry riverbed are too perfectly formed to be natural.
63	Great structures of red stone form a maze of pillars, boulders and ravines.
64	In the middle of a clearing, a large, knotted tree stands solitary vigil.
65	This field is dotted with dozens of stone orbs of varying sizes; none are smaller than a man's head.
66	Yellow wildflowers form an unbroken golden carpet.
67	The ground is as dry, brittle and cracked as a dead man's skin.
68	When poked into, the earth oozes a thick, purple slime that smells like cooked meat.
69	The side of the grassy hill has been chopped into half a dozen straight tiers.
70	A ruined granite tower stands alone on the edge of the woods.
71	This huge, conical pit looks like it was formed by some sort of explosion.
72	Wildfire has ravaged the area, leaving portions burnt to ash while others remain pristine.
73	Bubbling fonts of water spot this soggy field.
74	The pale, bare earth here is streaked with crimson rivulets, as if bloodstained.
75	The nearby rocky hillsides look as if doors and windows have been carved into them.
76	A cobblestone road starts in the middle of nowhere, runs for a league and ends just as abruptly.
77	The remains of ancient building foundations poke through the weeds and bushes.
78	Where an ancient bridge once spanned a river, now only shattered foundations remain.
79	A stretch of baked clay imprisons the skeletal remains of several humanoids.
80	The rotting remains of a wooden sailing ship rears up from the bushes.
81	A nearby pool of water is filled with vibrant algae, ranging from vivid yellow to reds to greens and blues.
82	A white-blue glacier sits snug in the narrow mountain valley.
83	Juts of purple and green crystal shoot up from the earth all around the party, glistening in the sunlight.
84	Bands of unearthly green and yellow light swirl and writhe in the sky.
85	The party round a hill to find a small garden with crops planted in tidy rows.
86	Mound of earth indicate dozens of animal burrows dug in the area.
87	Rocky pillars seem to defy gravity with broad, flat tops that narrow to needle-thin bases.
88	The bowed trees form a natural hallway through this dense portion of the forest.
89	In the right light, the rounded rock outcropping seems to form the shape of a human skull, complete with eyes, nose and teeth.
90	Thick ash covers the ground; at the centre of the carpet stands a farmhouse's smouldering remains.
91	Every tree within this copse is petrified.
92	A giant row of bones forms the spine of an ancient, deceased monster.
93	A white obelisk stands proud in the middle of a dusty field, a testament to some forgotten king's ambition or triumph.
94	Each one of these stone columns looks to have a large bird's nest atop them.
95	This ravine forms a natural wind tunnel that blasts the party with bitter gales.
96	Someone has built a well in the absolute middle of nowhere.
97	The tracks of many humanoids mar the earth.
98	Every flower and blade of grass in this valley is formed of coloured crystal shards.
99	The party hike through rows of clay statues in the form of men, horses and other strange creatures.
100	A burnt out, ruined farmhouse sits forlornly at the centre of a small network of fields.

Borderland: Random Encounters

D12	EL	Creatures*	Notes
1	1	Fire beetle (3)	During an otherwise quiet night on watch, the party's guard spits three small dimly glowing patches of light seemingly creeping toward the campsite through the undergrowth. The beetles are not aggressive if left alone and scavenge for food before wandering away.
2	3	Ghouls (2)	Two ghouls lair in the ruins of an abandoned barn. At night, they creep forth to hunt and spy the party's campfire.
3	3	Cockatrice (1)	An enormous stink fills the air, and seems strongest around the entrance to a small, rocky den. Then a scaly, wattled head pokes out. Then the body thrusts forward, revealing leathery wings and a serpent's tail.
4	4	Bat swarm (2)	A ruined farmhouse stands forlornly among a patchwork of overgrown fields. The nearby barn is dilapidated, but the farmhouse is yet solid enough to provide shelter for the night. The bats lair amid the rafters of the house and any light stronger than a candle within the building disturbs them.
5	4	Owlbear (1)	The scraps of bone strewn across the underbrush has led the PCs to a small cave opening. As they stand there, determining what might lurk inside, a noise behind them heralds the arrival of the den's owner – an owlbear.
6	4	Grizzly bear (1)	On the bank of a rushing river, bound by wounds on either side, a grizzly bear paws the water for fish. It hasn't noticed the party yet, but if they stick around much longer, that's bound to change, and then who knows what the beast will do.
7	5	Giant owl (1; *Bestiary 3*)	In the middle of the night, a winged shadow sweeps across the moon. As the PCs ready their weapons, a blustering flap of wings scatters dirt into their eyes. When their vision clears, a giant owl has landed nearby, and fixes them with large, luminescent eyes.
8	5	Elder dire boar[2] (1)	At first the grunting in the bushes sounds like a pack of wild pigs. Then a massive boars tromps into view, bristling hide swarming with flies and tusks stained with gore. Its red eyes scrunched up as it spots the party.
9	5	Troll (1)	A growl quivers the air. What the party took to be a grassy mound shuffles around to reveal the ugly muzzle of a troll, topped with bloodshot eyes and rimmed with razor-sharp teeth. It uncurls its claws and asks, in broken Giant, what the party are doing in its home and what they'll pay to leave.
10	6	Will-o-wisp (1)	As the party try to find a dry spot to camp in the depths of a fetid marsh, pale yellow and blue lights flicker just beyond the nearest rows of moss-covered trees. Could there be a cabin nearby where they could take shelter?
11	7	Bulette (1)	As the party are setting up camp for the night, the ground begins to tremble. A gray triangle cuts through the earth, straight toward the party.
12	8	Wolf-in-sheep's-clothing (1; *Bestiary 3*)	In the middle of a forest clearing sits a tree stump. Oddly, no fallen tree lies nearby. A small, furred critter lies sleeping on top of the stump, tail and head occasionally twitching. If a PC inspects the animal or stump and gets within five to fifteen feet, the stump animates, revealing a large maw and "roots" that are actually tentacles. The monster grabs with its tentacles and attempts to draw in and devour the nearest victim.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*
1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).
2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

Desert: Minor Events

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude to) a larger encounter.

D%	
1	The smell of spices is carried on the wind.
2	During the night, the howling of a pack of jackals makes it hard to sleep.
3	Nature conspires to create severe heat conditions (DC 15 +1 for each previous check every 10 minutes or suffer 1d4 nonlethal damage).
4	A slight breeze gives a needed respite from the sweltering conditions.
5	Five stones are arranged amid the sand in a semi-circular pattern.
6	Patches of sand feel wet to touch. (In fact, it is soaked in acid which deals 1d4 acid damage).
7	The wind has laid bare a small nest of eggs (DC 20 Survival identifies as lizard eggs).
8	The setting sun envelops the landscape in blood red hues.
9	Two sets of neatly folded clothing lie in the party's path; nothing can be seen of the owners.
10	Drifting sand partially covers a large, polished purple stone.
11	Several large birds circle on the horizon (DC 10 Knowledge [nature] identifies as vultures).
12	A goat herd nibbles at the sparse scrub.
13	The party come across an empty, partially collapsed tent.
14	Close by a flock of birds are startled, and take flight.
15	Much needed shade is found under a rocky outcropping.
16	A pack of hyenas trail the party for a while. They stay back at a safe distance and flee if attacked.
17	A silk caravan passes the party.
18	Suddenly the winds dies down and the air is still.
19	In the night sky, a stationary dark shape blots out the stars.
20	A loud animalistic roar breaks the silence.
21	Giant footprints are discovered (DC 15 Survival identifies as desert giant footprints).
22	A young boy is frantically searching for a lost sheep.
23	Several rocks stick up through the sand. They seem to be arranged in circular patterns, but whether it is a natural occurrence or man-made is impossible to tell.
24	A dung beetle rolls a ball of dung up a dune.
25	A monitor lizard warms itself on a nearby rock.
26	The party travels through an area of pitch-black sand.
27	Tracks from large slithering creatures cross the sand.
28	A group of escaped slaves come crawling through the dunes, near death from thirst and starvation.
29	In the quiet desert night, far off chanting can be heard on the wind.
30	Heaps of animal droppings cover the sand (DC 10 Knowledge [nature] identifies as camel droppings).
31	On the top of a nearby dune, several vultures feast on a recently dead camel.
32	A flying carpet passes over the party; the carpet's passengers take no notice of the PCs.
33	Scorch marks in the sand tell of a magical duel.
34	Bestial tracks cross the sand (DC 20 Knowledge [nature] identifies as jackalwere tracks).
35	A desert cliff has steps carved into it.
36	In the distance a massive sandstorm rages (DC 15 Survival predicts the likely path of the sandstorm in the coming hours).
37	The dried out husk of a kobold lies in the sand.
38	A large mesa stretches out before the party.
39	A silken veil is blown over the party by the wind.
40	Tracks reveals a gnoll slaver caravan is operating in the area (DC 11 Knowledge [local] reveals).
41	The party finds a skeleton clutching a dust-filled waterskin.
42	A PC finds a huge, cracked tooth (DC 15 Knowledge [arcana] identifies as a dragon's tooth).
43	A perfectly circular hole pierces the bedrock.
44	The stinking rotten carcass of a death worm lies in the sand.
45	A natural sandstone bridge spans a deep chasm.
46	At night, the glow of a campfire rises from the dunes. A DC 10 Survival check reveals it is about three miles away.
47	A perfectly clean skull sits on the sandy ground.
48	Small waves ripple in the sand as if something is moving beneath.
49	While the party camps at night, green lightning can be seen shooting up from the ground some miles to the south.
50	A 20 ft. by 20 ft. carpet is laying halfway up a dune. It is in pristine shape, and not a single grain of sand mars the carpet's surface (worth 150 gp; DC 20 Appraise values).
51	A still wet bloodstain, in a roughly human shape mars the sand. It is evident (DC 15 Heal check) that whatever bled here probably died.

52	A whirlwind traverses the desert against the prevailing wind direction.
53	A small lizard watches lazily as the party passes.
54	A raving mad hermit yells insults at the party.
55	A nomadic tribe on camels pass the party travelling in the opposite direction.
56	The unmistakably sound of a rattlesnake reaches the party, but no snake can be seen nearby (DC 10 Survival check reveals the sound can travel on the wind for several hundred feet).
57	A vulture falls from the sky, dead.
58	An eight-inch long bluish tinted scale is found on the ground (DC 15 Knowledge [arcana] identifies as a blue dragon scale).
59	A small merchant caravan approaches over the dunes.
60	A well-guarded caravan takes steps to keep the party at a distance.
61	At night, a sickly green glow is seen over the dunes to the east.
62	The party has several vultures circling overhead.
63	A jackal is trapped in a snare.
64	The rearmost party member's waterskin has been leaking for a while, it is now half full.
65	The wind has formed a lifelike face in the sand.
66	A large scimitar lies in the sand.
67	At night the sound of huge wings come from far above the campsite.
68	A character falls over a stone sticking up through the sand. Worn, unreadable runes cover every surface.
69	A lone gnoll scout observes the party.
70	A small rodent flees from the party into a hole in the sand.
71	Sand covers most of an ancient ruined building.
72	A family of meerkats watches the party curiously from their underground tunnel entrances; should anyone approach them, they quickly dive back into the safety of their tunnels.
73	Something reflects the sun on a dune a few miles away.
74	A nonvenomous snake slithers below the sand as the party approaches.
75	The night is pleasantly warm.
76	Thirteen silver pieces lie in the sand.
77	In the horizon a range of mountainous peaks rise from the desert.
78	Wisps of smoke seen over a dune leads to a campfire used by someone during the night.
79	A dragonlike creature sits on a rocky outcrop in the distance (DC 18 Knowledge [arcana] identifies as a desert drake).
80	A scorpion kills a beetle, and carries its prey off.
81	Nomads are collecting water from cacti.
82	A green human shaped rock feels cold to touch.
83	A group of gnolls have passed this way a few hours ago (DC 15 Survival reveals).
84	A crate dropped by a caravan lie in the sand.
85	The wind is noticeably colder than usual.
86	A desert tortoise has been flipped over and is struggling to regain its footing before the sun cooks it alive.
87	Bats fly over the party's campfire.
88	Two small scorpions are engaged in their own duel for a dead beetle.
89	A spear has been driven into the sand.
90	The wind blowing around nearby hoodoos plays a haunting tune.
91	A large patch of cacti are in full bloom.
92	A single boot – half-filled with sand stands forlornly halfway up a dune.
93	At dawn cacti are dripping with dew.
94	A desert owl flies over the party's campfire at night.
95	A distant pack of gnolls travel hastily away from the party.
96	The desert shows signs of recent precipitation.
97	The party reaches an oasis, where they can stock up on supplies.
98	No living things have been seen for miles.
99	A bottle of fine wine is found, the contents have long since evaporated.
100	An oil lamp lies discarded in the sand.

Desert: Dressing

The desert through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	At the bottom of a large sinkhole sits a dead dust digger (DC 14 Knowledge [dungeoneering] identifies).
2	Several animal skeletons lie around a small oasis.
3	A heat phenomenon has fused the top layer of sand into glass.
4	Four gnolls riding dire hyenas are seen in the distance.
5	A giant bird flies overhead with a dead camel in its talons (DC 9 Knowledge [nature] identifies as a giant vulture).
6	An oasis turns out to be a mirage.
7	A well stands in the middle of some ruins.
8	A giant scorpion scuttles into view.
9	Cries for help lead to two men buried up to their necks in the desert sand.
10	A lone eroded statue of an eagle-headed man stares off into the distance.
11	In the shade of a dune, a lamia is sheltering from the searing sun.
12	The party discovers an abandoned campfire; it is nothing but embers now.
13	A single black monolith with strange inscriptions have been unearthed by a recent sandstorm, (DC 20 Linguistics identifies the inscription as an unknown language in the region).
14	The skeleton of a huge creature lies in the sand.
15	A troupe of wandering janni actors ask to travel with the party for protection.
16	The soft sand is deep here and counts as difficult terrain.
17	Clicking sounds from over the dune reaches the party.
18	An ancient ruined watchtower is partially buried by sand.
19	Camel-riding slavers question the party concerning escaped slaves.
20	The sand comes alive as several scarab swarms break through the sand.
21	A dead camel is quickly devoured by giant ants from a nearby hive.
22	Over the next dune, a small oasis is located.
23	A tablet with worn off hieroglyphs lies halfway down a dune.
24	A cave entrance has been revealed by a recent sandstorm.
25	A large patch of sand feels cold to the touch.
26	Dire hyenas pick up the party's scent.
27	A burnt out shipwreck lie halfway down a dune.
28	Ten feet high cacti form a thorny desert forest.
29	The party must cross a wadi; the dry riverbed has steep sides (DC 15 Climb scales).
30	A severe sandstorm makes travel impossible today, unless the party possesses magical protections.
31	A randomly determined character trips and lands in a patch of cacti and takes 1d6 damage.
32	A catatonic man in fine clothes is found wandering aimlessly under the searing sun.
33	A crude wooden tower stands in the sand.
34	A ruined aqueduct rise out of the sand at a strange angle.
35	A djinni sits in front of a chessboard, he invites a party member to play.
36	The party comes upon a scene of carnage and bloodshed, a caravan has been raided. Both men and camels have been put to the sword; nothing of value can be found. A DC 20 Survival check reveals gnolls are responsible for the raid, and footprints show several persons from the caravan are now prisoners of the gnolls.
37	Screaming curses, a frightened gnome rushes into view.
38	A lonely wooden sign proclaims: Hell's Courtyard.
39	A shredded backpack lies in the sand
40	A ruined tower floats several feet above the sand.
41	Black smoke rise towards the north.
42	A small bird peeks out from its nest in a cactus.
43	The partially eaten carcass of a small brass dragon is found, it bears marks of electricity damage.
44	The wind is very hot today.
45	During the night, several fire elementals fight for territory a few hundred feet from the campsite.
46	An efreeti rampages through the dunes ahead, he is looking for something.
47	A skull has been placed on a wooden pole.
48	Bones are littered in front of a cave entrance
49	A veritable maze of man-sized hoodoos rise out of the desert sand. A DC 15 Knowledge (nature) check identifies them as natural, although it is hard to shake the impression that some of them are very humanoid in shape.
50	The wind has revealed an ancient battleground, it has been long looted and only the bones now remain.
51	A dire hyena guards a cave.
52	Several ruins surround a mine entrance.
53	The desert divides and a long canyon stretches

	out ahead of the party. The shadowed canyon provides welcome sheltered from the heat.
54	A small stepped pyramid stands on the horizon.
55	Several animal headed statues lie in the sand, they seem to have been toppled on purpose, and some have been defaced.
56	During the night, a bright light from an unknown source is projected up in the night sky.
57	This abandoned oasis is an illusion (DC 19 Will disbelieves).
58	The desert ahead is covered by a blanket of black smoke; it seems the ground itself is on fire.
59	Confused and muddled tracks cut across the party's route.
60	An abandoned wooden palisade in severe disrepair stands on top of a dune.
61	A sandstone wizard tower stands between two dunes.
62	Wearing torn and bloodied clothes a man runs towards the party, repeatedly screaming: "It is coming."
63	A discarded amulet is found half buried in the sand (worth 25 gp; DC 15 Appraise values).
64	The ground trembles slightly.
65	Four camel riders observe the party from afar, the camels have painted blue symbols upon their fur, (DC 20 Knowledge [arcana] identifies as protective arcane symbols).
66	A sandstorm descends on the party, causing 1d3 nonlethal damage per hour of exposure.
67	Four skeletons lie around a campfire; they are long dead and have nothing to loot.
68	Clouds gather and thunder and lightning follow, but precipitation does not.
69	A line of rocks pierce the desert sand.
70	A wide wadi stretches out before the party.
71	Upon breaking camp at dawn, several humanoid footprints are discovered within the camp; the posted guards saw nothing.
72	A small whirlwind spells out the word "Help" in the sand, before abruptly dying away.
73	A mournful howl greets the rising sun.
74	Suddenly the tall dune the party is traversing collapses. Treat as an avalanche, but reduce by half the time taken to dig out buried characters.
75	The party comes upon a collection of ruins, a tent town have been set up nearby and an archaeological dig is taking place.
76	A dwarf has been tied to a hoodoo, and left to die of exposure.
77	A rope leads 20 feet up into the empty sky.
78	The shade from a huge tree protects the dried out husk of a dead dwarf.
79	A *permanent image* (DC 19 Will disbelieves) covers an area of quicksand.
80	An abandoned oasis, all the irrigation canals filled with sand, squats forlornly in a hollow.
81	A dead nomad grasps a sand-blasted scroll in his hands.
82	A wizard is calmly walking around, drawing sigils in the sand, with his staff.
83	Two desert giants demand the party leave their territory.
84	A blue dragon flies over the party. A DC 20 Perception reveals two humanoids on its back.
85	A massive earthquake has split open a flat rock, revealing a tunnel leading downwards.
86	The sand gives way to reveal a 400 ft. long rift, the bottom of which cannot be seen.
87	The party comes upon a nomad camp; the inhabitants are friendly and offer refreshments.
88	A sphinx challenges the party to a duel of riddles.
89	Steam shoots from the ground at random intervals; anyone caught within takes 4d6 fire damage.
90	During the night, several small flames sprout from the flat expanse of sand. A DC 15 Knowledge (local) check tells of the belief that it is the souls of the ones taken by the desert, trying to escape to the afterlife.
91	A long stone bridge stands in the desert, traversing nothing but sandy dunes. A DC 15 Knowledge (engineering) check determines the style to be used in the far north.
92	The top of a pyramid is ringed with unidentifiable arcane symbols.
93	In the morning a randomly determined character is stung by a small scorpion, which had sought shelter in his clothes during the night. The sting is excruciatingly painful (DC 14 Fortitude; *freq*. 1 rd./4 rds.; *effect* 1 Str damage; *cure* 1 save).
94	In the distance, two dragons are fighting a ferocious battle in the sky.
95	The party is caught in a sirocco, the fiery hot duststorm deals 1d6 fire damage per minute of exposure (and lasts for 1d10 minutes).
96	Stones are arranged in arcane patterns to be seen from the air. (DC 25 Perception reveals).
97	A green crystal spire pierces the monotonous sandy landscape.
98	The party finds a summoning circle drawn in the sand; it seems incomplete as if something has broken out of it.
99	The party spend the night in an oasis populated by fey, the night is a drunken revelry, but the oasis and all in it disappears at dawn.
100	Suddenly the sand beneath the party's feet starts to form a large hole (DC 15 Reflex avoids). Anyone falling in takes damage (2d6 from a 20 ft. fall) and finds themselves in a large hall built of sandstone. In the northern wall, a doorway enticingly beckons the unwary to proceed.

Desert: Random Encounters

D12	EL	Creatures*	Notes
1	1	Kalim and Herab (male gnolls[1]; 2)	These two young gnoll warriors were exiled from their tribe after being found guilty of tomb robbing; they have been left behind buried up to their necks in the desert sand to die of exposure or from the depredations of the desert wildlife.
2	2	Sula (female jackalwere; *Bestiary 3*)	Sula asks to travel with the party as her own caravan was attacked by gnolls. She bides her time and tries to slay a single party member at an opportune moment. Outwardly she pretends to be scared and a little confused; within she is an icy, stone cold killer.
3	3	Young dust digger[1] (*Bestiary 2*)	A young dust digger has recently made its lair in the party's path. Now it awaits prey to stumble into its sinkhole.
4	4	Yossuf (male janni)	Yossuf is an elderly janni enjoying his solitude in the deep desert; he is very hospitable and offers food and water to those in need. He is also a good source of information on the desert and its inhabitants.
5	5	Gnolls (4) and a dire hyena (1)	A patrol of gnolls are using a dire hyena to search the dunes for a caravan's stragglers. The stragglers are added to their growing number of slaves back at camp. If they outnumber the party, they attack. If not, they flee.
6	6	Giant scorpions (3)	These scorpions nest between some rocks and ferociously defend their territory. The surrounding area is covered in dense rubble and their lair is buried beneath a large boulder. Injured scorpions retreat to their nest.
7	9	Advanced death worms[2] (2; *Bestiary 2*)	Two death worms have been hunting the dunes for years and have grown bigger and more aggressive than normal. The locals have posted a bounty to rid the area of the pair. Hopefully the days of the crawling death is soon at an end.
8	9	Mummies (4)	Tomb guard of Akh-en-Tholus. Recently the tomb of the pharaoh Ankh-en-Tholus (see Encounter 11) was breached and looted by two tomb robbers. The enraged pharaoh sent his undead tomb guard to punish the guilty and any who are found with them. They attack the party from ambush rising from the sands to sow confusion amid their prey and carry any slain enemies back to their master as proof of their devotion.
9	10	Behirs (2)	These behirs survey their domain from their lair in a desert cliff. They attack the party on sight, using their breath weapon for maximum effect and then engaging in melee.
10	11	Hashab and Serlim (desert giants; *Bestiary 3*)	Hashab and Serlim are patrolling their tribe's territory, and turn away the party from their ancestral lands. If the party is not aggressive, they share information about the terrain and any interesting sites nearby.
11	12	Akh-en-Tholus (human lich necromancer 11)	In the forbidden tomb of Akh-en-Tholus, the pharaoh himself awaits behind legions of lesser undead and his tomb guard. In this tomb he was imprisoned millennia ago and only recently was his prison opened. Now Akh-en-Tholus bides his time before he is once again powerful enough to conquer the nearby lands with his undead army.
12	13	Ahmentherap (adult blue dragon)	The Emir of the Bloody Dunes lurk beneath a stretch of blood red sand dunes. Ahmentherap lairs in a network of sandstone caverns; from here he oversees his many plots and schemes in the area. If the party trespasses into his territory he observes them and if they are deemed a threat lets them pass unmolested. Otherwise, he attacks eager to add more treasure to his hoard.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

Desert: Terrain Features

Deserts have many area features that can make encounters and battles within them exciting and interesting. Many of these features offer canny combatants distinct advantages in battle.

Stealth and Detection

In general, the maximum distance in desert terrain at which a Perception check for detecting the nearby presence of others can succeed is 6d6 × 20 feet; beyond this distance, elevation changes and heat distortion in deserts makes sight-based Perception impossible.

The presence of dunes in sandy deserts limits spotting distance to 6d6 × 10 feet. The scarcity of undergrowth or other elements that offer concealment or cover makes using Stealth more difficult.

Terrain Features

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types. Light undergrowth increases the DC of Acrobatics and Stealth checks by 2. It costs two squares of movement to enter such squares.

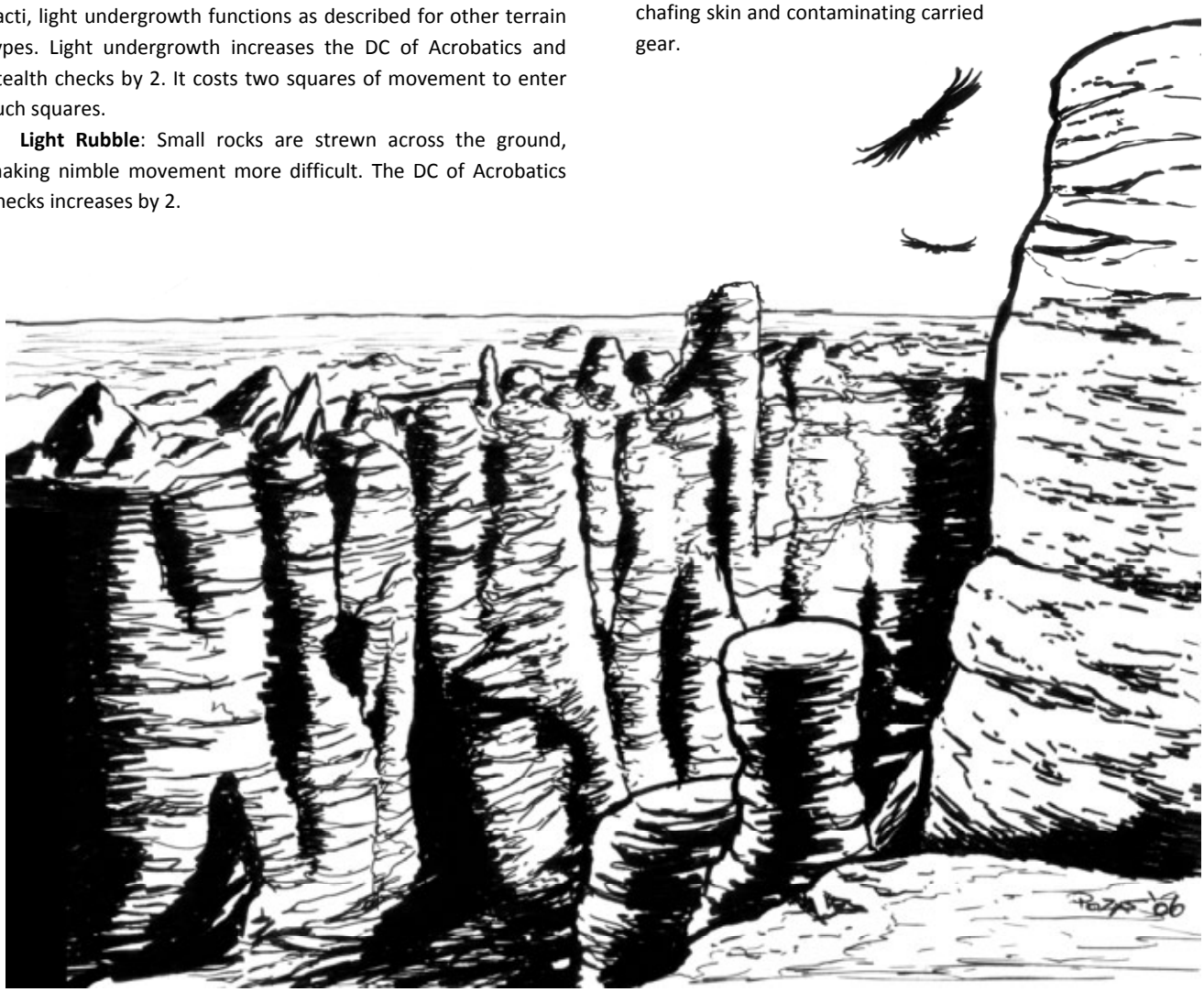
Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult. The DC of Acrobatics checks increases by 2.

Dense Rubble: A great mass of small rocks and larger boulders covers the ground. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks increases by 5, and the DC of Stealth checks increases by 2.

Sand Dunes: Created by the action of wind on sand, dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Sandstorm

A sandstorm reduces visibility to 1d10 × 5 feet and provides a –4 penalty on Perception checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, chafing skin and contaminating carried gear.



Farmland: Minor Events

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude) for a larger encounter.

D%	
1	Several field mice seek protection from a hawk wheeling above the party.
2	A crossbow bolt narrowly misses one of the PCs; the party cannot determine the bolt's source.
3	A garter snake hisses at the PCs before slithering away into the field.
4	A flowering plant blows pollen at a PC; he must make a DC 11 Fortitude save to avoid sneezing and watery eyes for 2d4 minutes.
5	As the PCs enter a field, a nearby alarm bell rings for a full minute; the party can hear the commotion of people rushing toward the alarm.
6	One of the PCs falls (DC 18 Perception spots; 1d6 nonlethal damage) into the burrow of an extraordinarily large rodent.
7	In a strong gust, a pair of overalls floats over the PCs' heads; shortly thereafter a naked man gives chase through the tall grass.
8	A rustling sound travels in parallel to the PCs, and, when they stop, it stops.
9	A lone sheep follows the party, occasionally bleating for food or attention; the PCs can reunite the animal with its flock.
10	A cloud of grasshoppers descends on the field the PCs travel through; the insects act as a *fog cloud* in terms of visibility.
11	At midday, a rooster crows, but the call cuts short with a strangled sound.
12	A man (commoner 1) carrying a sickle chases after the PCs and demands they leave his land.
13	A box trap holds a pair of emaciated rabbits; if set free, the animals look expectantly at the PCs for food before scampering away.
14	As the PCs travel through a field full of a tall, cultivated plant (corn, wheat etc.), a nearby section flattens, seemingly of its own accord.
15	Grass coils about the PCs and attempts to trip them (CMB +3); after doing so, it falls dormant.
16	A peddler meets the PCs as they cross the border between two farmsteads; he sells great tasting produce at a modest price.
17	A murder of crows, numbering at least 100, flies about the party before departing, cawing loudly.
18	A gopher peeks its head out of a hole, spots the party and darts back underground.
19	A barn explodes, showering everything in a 500-foot radius; miraculously no one is hurt.
20	A barn owl descends twenty feet from the PCs, grabs a wriggling animal and silently flies away.
21	A one-ton cow barrels towards the PCs while her owner gives chase.
22	Several people run by carrying sandbags; they only stop for a few seconds to explain a nearby river is threatening to overflow its banks.
23	A swarm of butterflies descends on the field through which the party travels; they flit about every plant in the field except for one.
24	A small section of grass catches fire; it grows into a full-blown blaze if unattended for 10 rounds.
25	An incoherent, wild eyed man, shackled at the feet, shuffles toward the party.
26	A pair of black and white dogs whirls about the PCs in an attempt to herd them.
27	At night, a full moon rises and bestows an eerie white glow to the surrounding fields .
28	Crickets chirrup without interruption even as the PCs pass through the area.
29	All along the fence closing off this pasture, posters display bills of sale for the farm.
30	The smell of smoked meat wafts past the party.
31	Ducklings pass the party searching for their mother, whose distant quaking the PCs can hear.
32	A windmill's blades spin wildly, and then fly off the windmill, narrowly missing the party.
33	A fox, loaded down with a dead chicken in its mouth, dashes away from the party.
34	A pair of scarecrows seems to follow the party's movement; upon investigation, the PCs find no signs of life or unlife in the pair.
35	Three children race through the fields with bright streamers attached to sticks; one races up to the party, touches a PC and proclaims him "it!"
36	Hummingbirds flit by the PCs; some stop to investigate, while others sup the flowers' nectar.
37	An ancient barn collapses when the PCs approach.
38	The PCs encounter a man who mistakes them for tax collectors before running away.
39	A hundred feet away, the ground heaves and settles, uprooting several plants.
40	A team of oxen pulling a plough runs loose; the PCs can stop the oxen (AC 12, hp 8, CMD 14).
41	The PCs inadvertently flush out a flock of starlings.
42	A muster of domesticated peacocks and peahens cries in cacophonous unison.
43	A mostly intact wagon wheel rumbles by the party, stops rolling and tumbles over.
44	A woman wielding a butcher's knife chases after a squealing pig and shouts to the PCs for help.
45	A calf awkwardly follows the party; its small cowbell rings as it stumbles along.

46	A cloud of gnats floats passed the PCs' location, obscuring vision for a few seconds.
47	A bull bursts out of its pen and charges toward a hapless farmhand.
48	Mosquitoes swarm near a stagnant pool.
49	Two teenagers frolic hand-in-hand through the field; on spotting the PCs, their eyes go wide and one of them pleads, "Don't tell my dad!"
50	A wild porcupine lazes on its back while it munches on an ear of corn.
51	Clouds build ominously overhead, and the wind blows stinging dirt into the PCs' faces.
52	An old hound trots up to the party and bays loudly; a PCs can quiet the dog with a treat.
53	A net, obviously meant for rodents, flies out at the PCs' feet; they can easily free themselves.
54	An owl emerges from its hole when the PCs approach; seeing they are not prey, it retreats.
55	A PC disturbs an ant mound (DC 22 Perception spots); the crawling, biting ants do 1 nonlethal damage per round, until the victim makes a DC 14 Reflex save to brush them off.
56	A long, multi-coloured ribbon carried on a breeze descends on one of the PCs and gets tangled up about him but doesn't impede his movement.
57	A rabbit, cheeks stuffed with radish, regards the party for a moment before hopping off.
58	As the PCs travel through a field, the plants undergo a noticeable (magical) growth surge.
59	Shortly after the party sets camp, a bright flickering glow becomes evident in the distance.
60	A bony coyote parallels the party's path; it runs away if anyone approaches it.
61	A brood of chickens gathers around the PCs and pecks at the ground for worms.
62	A dragonfly darts around the party; it devours gnats, flies or mosquitoes bothering the PC.
63	A frantic woman accosts the PCs and implores them to divulge her child's location.
64	A dairy cow with an orange "honourable mention" ribbon dangling from her neck wanders passed the party.
65	A trio of halfling farmers complains about the weather while sitting under a tree and drinking.
66	Wild deer nibbling on ripe corn startle and run away when the party approach.
67	A flock of sheep run away from a man dressed in sheepskins carrying a shepherd's crook.
68	A pair of griffons "buzz" the party.
69	A bee takes an unusual interest in one of the characters and flies about his head.
70	A braying mule approaches the party; it searches for fresh fruits or vegetables to munch on.
71	A young boy dashes past the party, stops, turns and inquires, "You comin' to the meetin'?"
72	The party disturb a housecat hunting a small bird; the cat hisses and runs away.
73	As one of the PCs passes a gourd, it splits open and empties its guts on his boots.
74	Packets of thistles caught on a breeze attach themselves to the PCs' clothes.
75	A woman stops the PCs and enquires about their adventures; she asks to accompany the party.
76	The party surprises a llama, which spits at the PCs and then sprints away.
77	A blood-red full moon rises and bathes everything in the same colour.
78	A cloud of flies envelopes the party.
79	A sudden gust of wind whips seeds, small stalks, dirt and other debris into the PCs' faces.
80	A farmer wielding a wooden sword and wearing a bucket as a helmet challenges a PC to a duel.
81	A flock of geese creates a considerable racket with its honking as it lands around the PCs.
82	A brightly coloured wagon approaches the PCs; a cheerful halfling woman asks for directions.
83	A distant glint of light reflects off something hidden in the grass.
84	A mob of farmers carrying torches and pitchforks rushes up to the party; they are hunting a troll.
85	The pungent smell of rot assaults the PCs' senses and then immediately fades.
86	Several children spot the party and run over to them; they ask bizarre questions.
87	A druid stands in the middle of a field proclaiming the futility of farming to a handful of confused spectators.
88	One of the PCs stands on a weed covered wine bottle and it shatters.
89	A light rain shower sprinkles the party; sun glints off the droplets as they fall.
90	A mustard-yellow cloud billows through the field in which the PCs travel; it has no effect on the PCs, but plants immediately wilt on contact.
91	A ball of fire streaks from the sky and lands in a nearby field setting it ablaze.
92	In the distance, a baby wails without stopping; investigating PCs find a lost, scared toddler.
93	Two sunflowers float on the wind.
94	During a clear day, a bolt of lightning strikes a nearby plant, setting it on fire.
95	One of the tall plants growing here uproots itself and follows the party.
96	A ghostly figure appears and beckons the PCs deeper into the tall plants growing in a field.
97	Low chanting in an ominous language (Aklo, Infernal etc.) emanates from a nearby barn.
98	Several dandelion puff balls blow past the party and explode in glittery sprays.
99	A high-pitched throat-clearing reaches a PC's ears just before he steps on a brownie.
100	A tiny dragon-like creature hovers just within the PCs' line of sight; it disappears if approached.

Farmland: Farmland Dressing

The farmland through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	A pristine, freshly painted red barn houses a cow, five pigs and twenty chickens.
2	Each cultivated plant in this field bears a string with an attached token displaying the holy symbol of an agricultural deity.
3	A tiny stream meanders through the farmland, providing necessary water for crops.
4	A barbed-wire fence surrounds this farmland.
5	The farmhouse's front porch holds a pair of empty rocking chairs that move without any noticeable external force.
6	A bullseye (exterior blue ring, middle white ring and red centre) is painted on one of this barn's walls; the wood is chipped in multiple places within and outside the bullseye.
7	A barn door noisily bangs in the wind.
8	This farm holds several different crops; each section has a sign showing the plant grown, the number of each plant and expected harvest date.
9	A grove of apple trees dominates this farmstead.
10	The plants in this field carry a strange, purple blight but seem healthy otherwise.
11	Something has burned or otherwise destroyed sections of the farmland; if a PC ascends at least 30 feet, she sees a pattern of unidentifiable arcane sigils.
12	Weeds strangle out cultivated plants that have been left untended for over a year; rusted ploughs sit idle in the field.
13	A flood that covered this farmland has not receded; no viable crops survive.
14	This barn door is chained shut; the door bows under the apparent weight of several people, and an occasional arm and leg gropes through a small gap in the door.
15	This pasture is divided into two fenced-in areas; one side holds a herd of brown cows, and the other hosts a lone bull.
16	This farmstead holds a well-built house and, behind it, a dilapidated barn.
17	In a large clearing, a pile of dead leaves and other debris blazes in a controlled fire.
18	In a neighbouring field, a group of people put the finishing touches on a 20-foot tall wooden effigy.
19	A ten-foot-diameter stone well juts five feet aboveground; a bucket sits at the well's edge.
20	Hidden among the normal food crops are plants typically cultivated as a popular drug or poison.
21	Rather than the typical plants, this farm grows various mushrooms and toadstools.
22	Due to unseasonable heat, the PCs arrive at this farm when all the farmhands are resting in the shade.
23	This abandoned farmstead has a possession notice staked in the path leading to the building.
24	Dew that looks like watery spider webs covers everything in this field.
25	Cattle range freely in this pasture.
26	An eight-foot tall, painted carving of a bulette towers over the crops it guards.
27	Colourful streamers drop from the top of this ten-foot-tall maypole and nearly touch ground.
28	The PCs find a trail of blood smears that mark a series of plants before abruptly ending.
29	Corn stalks at this farm reach twelve feet high.
30	Sheep graze placidly in this two-acre plot.
31	Four dead goblins lie in a ditch; other than their tatty clothes, none of their belongings remain.
32	The skeletal structure of an incomplete barn stands on this farmstead.
33	A mated pair of ducks paddles around in a tiny, stagnant pond.
34	A layer of frost covers all the plants on this farm.
35	Several rice paddies dot this marshy land.
36	Loud snorts and grunts reach the PCs' ears well before they spot a sty housing hundreds of pigs.
37	Four plots, separated by five-foot wide brick-paved paths, grow different vegetables.
38	A sign at this farm's edge advertises "Sallen's Famous Breakfast."
39	Seven palomino horses, and two foals, race through the enclosed pasture they call home.
40	A sign outside this farm warns people away from the diseased livestock on it.
41	This farm holds row upon row of evergreen trees; the tallest only reaches three feet.
42	Ermines roam within a solid wooden fence; this farm sells the animals as pets.
43	This vast cow pasture surrounds an 80-foot-diameter lake.
44	Spider webs bridge the gaps between individual plants; they seem not to harm the crops.
45	A single 80-foot-tall tree stands in the middle of this farmland, providing shade to the plants below without completely blotting out the sun.
46	An abandoned picnic sits in a clearing; the food is still fresh and insect-free.
47	Greenhouses stand on this piece of land (raising tropical plants in a temperate locale or temperate plants in a cold environment).
48	The farmhouses in this region rest on stilts.
49	An enormous water tower, servicing four farms, stands at the spot where the farms meet.

50	Several wreaths fashioned from entwined wheat stalks lay discarded on the ground.
51	A series of bells is strung at a low height among the plants grown at this farm.
52	An eight-foot-tall fence encompasses a spacious pasture, which supports a herd of elephants.
53	A quadruplex house, home to four halfling families, stands at the centre of four farmsteads.
54	Enormous pumpkins and other gourds grow in this plot of land.
55	A twenty-foot-deep ditch surrounds the crops grown at this farm.
56	Ponies trot around this relatively small pasture; occasionally a pair playfully fights.
57	An empty makeshift stage and wooden chairs dominate this field.
58	A sign displays rewards for fox and wolf pelts.
59	Several doors cut into the ground lead to tornado shelters.
60	The crops have been shaped to resemble a variety of snake-like shapes; damp areas separate each "snake."
61	The pond providing water for this farm is home to several turtles that laze on rocks jutting from the pond's surface.
62	The scarecrows in this field resemble vampires with painted red eyes and real, sharpened teeth.
63	Dozens of haystacks dot this farmland; several have pitchforks protruding from them.
64	This farm supports a variety of fruits, primarily blackberries, blueberries and strawberries.
65	Runoff from mountain snows feed this farm nestled in a valley, which shelters it from the worst weather.
66	This pasture holds a herd of goats that leap and frolic about the field when they are not eating.
67	The farmhouse standing at the edge of this farm has no windows and a single door.
68	A number of lightning rods stand in this field.
69	This ten-acre farm only grows wheat, which ripples in pale golden waves.
70	Several signs labelled, "Taxidermy and Fresh Fruit" point toward a two-storey house.
71	This farm is comprised of several ponds holding catfish, trout and other edible fish.
72	Cattle gather underneath the sole tree in the field in search of shelter.
73	A large fire pit stands near this farmhouse; an unused spit hangs over the pit.
74	Only cacti grow on this arid farm.
75	Structures on this farm are built into hillsides; stout wooden doors provide the only evidence of habitation.
76	Laundry lines hold a number of freshly washed blankets and sheets.
77	A series of torches stands along the edge of crops facing woods; they are lit just before dusk.
78	Detached horse tails lie in a heap; oddly, the tails have no trace of blood.
79	Shaggy bison roam along an open pasture.
80	A pile of cow corpses rests in a fenced-in area with several signs reading, "Quarantine Area/Keep Out!" spaced around the fence.
81	Dozens of beehives cover the land; bees swarm about people covered in beekeeper outfits.
82	Wooden statues bearing swords and shields stand guard at each corner of this field.
83	A square patch, measuring twenty feet to a side, holds withered plants; a silver string threads through a wooden fence surrounding the patch.
84	A number of exotic flowering plants obscure the farm's true purpose—the cultivation of even rarer butterfly species.
85	A sign outside this farm promises herbal remedies for any ailment.
86	This field holds a variety of sculpted shrubs.
87	Dark grey blankets enshroud all the plants growing on this farm.
88	A tall, obviously old and abandoned tower lords over the other structures on this farm.
89	Fifty-foot-long scorch marks cover this field; a flying, fire-breathing creature presumably devastated this farmland.
90	The tall plants growing on this farm grow in such a way to create an archway through which a gnome or halfling could comfortably pass.
91	A five-by-ten foot plinth, stained a rusty red, rises out of the field; nothing grows in a 20-foot radius surrounding it.
92	Several protective glyphs drawn with charcoal cover a farmhouse's walls.
93	Blue oxen graze on purple grasses in this pasture.
94	This farm features a ramshackle barn.
95	The intact ribcage from a gigantic, long-dead creature forms the framework for a greenhouse.
96	The plants growing on this farm are all a pink colour reminiscent of clouds at sunset.
97	A forty-foot diameter bronze sundial sits in front of a large, rambling farmhouse.
98	Cultivated thorny plants grow on this farm.
99	An ivory carriage built for a team of four horses sits idly in a sheltering structure.
100	The pear trees on this farm bear fruit that glows with an inner light.

Farmland: Random Encounters

D12	EL	Creatures*	Notes
1	1	Krenshar (*Bestiary 2*)	A solitary krenshar has preyed on cattle at different farms. It has been smart enough not to attack the same farm repeatedly, but the farmers have begun taking precautions against its predations. It recently resorted to killing a person and may strike again soon.
2	1	Gourd Leshy (*Bestiary 3*)	This fey creature has kept its existence a secret from the farmer that grows pumpkins in its adopted home, but it has taken a liking to the farmer's young children. It has extracted promises from the children to never say a word about it, but it is only a matter of time before one of the children accidentally outs the creature.
3	2	One-Eyed Dyvil (worg)	The worg known as the One-Eyed Dyvil has played a bizarre game with a particular farmer and has lost an eye in the process. It has still managed to kill 20 cows despite the farmer's best efforts.
4	3	Brownies (2; *Bestiary 2*)	The Jenkirns farm has benefitted from the pair of brownies residing in their farmhouse for over a decade. Knowing the brownies would leave if they said anything, the family has kept quiet, but suspicious neighbours have begun to pry.
5	3	Doppelganger	This doppelganger acquired a bizarre taste for mutton and takes on the form of a sheep so it can get close to its desired prey. Its usual modus operandi is to kill a sheep, devouring the whole thing overnight, imitating the animal while it digests its meal, and then wandering off to another pasture to repeat its activity.
6	4	Scarecrow (*Bestiary 2*)	A farmer used his entire life savings to commission the creation of this scarecrow, which slowly exacts his revenge on a bitter rival.
7	5	Bulls (3; use aurochs stats)	The owner of these ornery bulls barely keeps them under control. If anyone enters their pen, they would immediately charge.
8	5	Dusk Kamadan (*Bestiary 3*)	Drawn to this area by a krenshar's presence (see "1" above), the dusk kamadan has bullied the krenshar to share its kills. Characters thinking they only have to tackle a lone krenshar are in for a shock when they meet the krenshar's protector.
9	6	Giant Bumblebees (4; *Bestiary 2*)	An experiment gone awry resulted in these gargantuan bumblebees that aggressively defend their hives, rendering it impossible for the beekeepers to extract honey.
10	7	Sheep Masher Clan (4 ogres)	This small clan of ogres demands sheep as payment for the dubious protection they provide—that protection essentially meaning the ogres do not attack the people raising the sheep.
11	7	Giant Locusts (4; *Bestiary 4*)	Not every predator demands meat, and the four giant locusts preying on neighbouring farms do as much damage, if not more, when they descend on a field and strip it bare. Superstitious farmers regard the locusts' presence as nothing short of apocalyptic.
12	10	Peluda (*Bestiary 4*)	This dragon is a recent arrival to a marshy area that borders several farms. The peluda makes monthly raids on the farms and has done so unopposed by the underequipped farmers.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*
1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).
2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

Forests & Woodlands: Minor Events

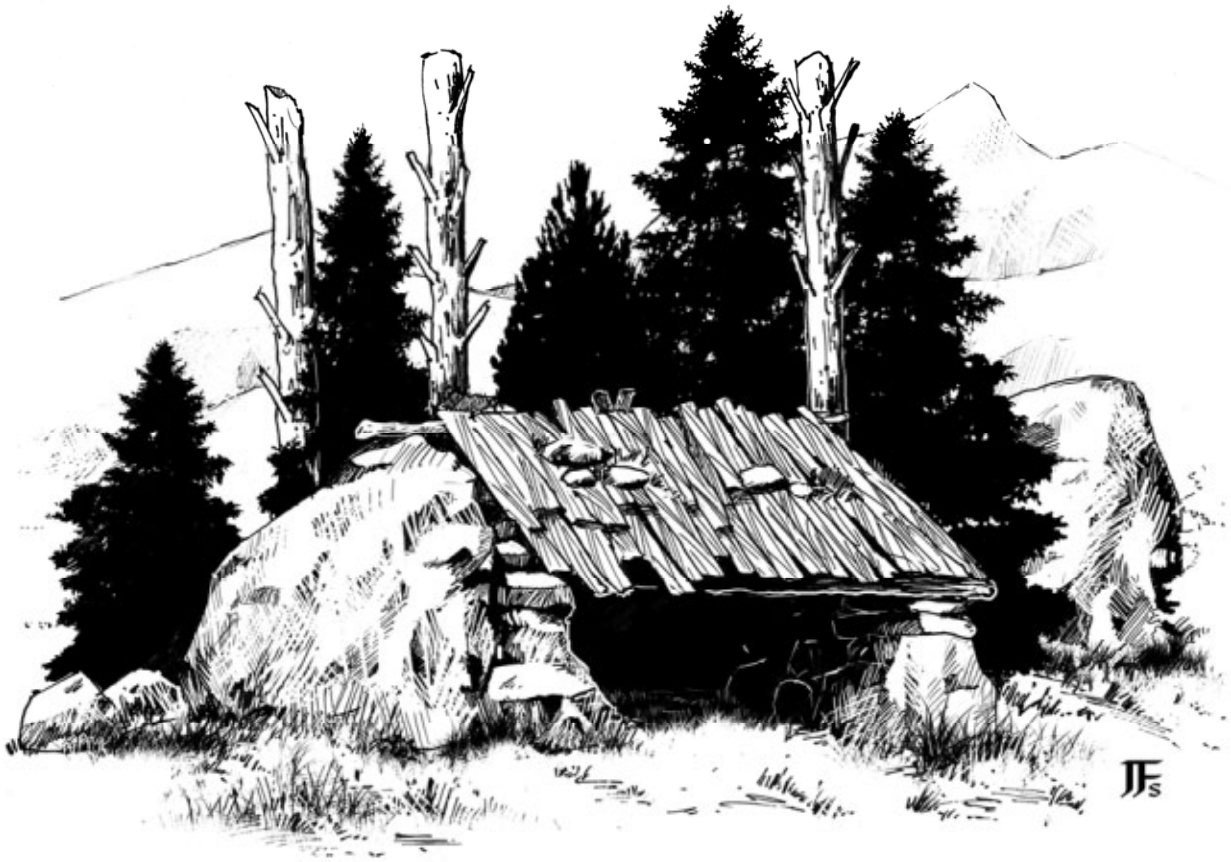
The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration for (or possibly the prelude to) larger encounters.

D%	
1	The PCs see a skunk in their path before the animal sees them.
2	A hawk dives into the bushes near the PCs and grabs a small rodent before flying away.
3	Wind suddenly gusts through the trees, bending their less sturdy boughs.
4	A wolf howls in the distance; from the opposite direction, another wolf answers.
5	A tree falls across the PCs' path about 200 feet in front of them.
6	A hermit bursts out of the trees screaming about a terrible monster pursuing him.
7	Squirrels chatter at the PCs from a nearby tree's branches. The squirrels taunt the PCs and hurl acorns at them if approached.
8	A cloud of butterflies, comprised of several different species, rushes past the PCs.
9	The wind creates a susurrus sounding like humanoid whispering.
10	A dead branch drops from a towering oak and crashes nearby.
11	A flock of birds erupts from a nearby bush; the birds cry in unison as they fly away.
12	A faint odour reminiscent of baking bread reaches the PCs.
13	At midday, a faint mist forms. The mist does not appreciably affect visibility.
14	An owl cries "Hoo" at the appropriate time in response to the PCs' conversation.
15	Three porcupines trundle across the PCs' path.
16	A sudden thunderstorm drenches the PCs; during the storm, lightning strikes a nearby tree and splits it half.
17	A large winged creature flies directly over the PCs; the creature is oblivious to (or uncaring of) the PCs.
18	A sinkhole forms about 300 feet in front of the PCs; a DC 8 Perception check notices the sinkhole. The 10-foot diameter sinkhole is 30-feet deep and opens up to underground tunnels left by a large worm-like creature years ago.
19	A 3-foot diameter seed head floats by the PCs; if disturbed; it breaks up into Individual floating seeds.
20	One of the PCs' mounts (or a PC, if the party has no mounts) trips in a rut (1 Dex damage [DC 10 Reflex save negates]).
21	A swarm of stinging insects flies in parallel to the PCs; the swarm does not react to the PCs unless they directly interact with it.
22	A deer bursts from a nearby thicket, startling the PCs and their mounts; each mount must make a DC 10 Will save or be shaken for 2 rounds. A PC trained in Handle Animal can make a DC 10 check in place of his mount's Will save.
23	A loud roar sounds at a distance from behind the PCs; optionally, the roar repeats once an hour from the same distance.
24	A pile of dead leaves drops on the PCs; a DC 12 Reflex save avoids 1d2 damage as the leaves poke and scratch the victim.
25	Any PC making a DC 15 Perception check hears an argument between two fey creatures; the creatures present no threat to the characters, but may reward those who help resolve their disagreement.
26	A nest of snakes slithers out from under a bush; the snakes are not poisonous and do not attack except in self-defence, but the creatures might disturb the party's mounts.
27	The wind picks up a lot of dust; the PCs must make a DC 10 Fortitude save or take a -4 penalty on sight-based Perception checks for an hour.
28	An empty, runaway carriage heads straight for the PCs; the mount pulling the carriage dies of exhaustion after the PCs stop it (or a short way further down the trail).
29	A large, black cat crosses the PCs' path; it arches its back and hisses at them, but otherwise takes no offensive action.
30	The faint smell of smoke reaches the PCs upon the breeze, but no obvious fires burn nearby.
31	A flock of doves takes off at the PCs' approach. A DC 10 Knowledge (nature) check, reveals this to be a good portent; everyone in the party gains a +1 luck bonus on his next saving throw (if made on the same day).
32	Borril the huntsman (LN male human expert 1/warrior 1) describes a group or poachers and asks the PCs if they have seen them; they have not run into the group, but may later on.
33	At daybreak, a sudden chill hits the woods creating frost on the grass; after an hour passes, the temperature rises to a comfortable level.
34	A mated pair of deer timidly approaches the PCs; they seem comfortable with humanoids and appear to want food.
35	The leaves on a single tree suddenly change colour as if the onset of autumn took place over the course of a minute.
36	The ground shakes as if a large creature moves through the nearby woods.

37	A gentle rain falls, creating a steady, light drumming on the leaves above. Very little of the rain reaches the ground, until the leaves bend under the collected water's weight.
38	At hourly intervals, a bird chirps a number of times equal to the hour; the unseen bird seems to follow the PCs throughout the day.
39	The party reaches an oak tree where a family of four opossums hang by their tails from the same branch; the animals are unmindful of the interruption.
40	A sudden (but distant) shriek sounds from in front of the PCs; a DC 20 Knowledge (local) check reveals the shriek comes from a humanoid, while a DC 20 Perception or Survival check estimates the distance as five miles away.
41	The party interrupts a raccoon that had been washing its food in a small stream; the animal chitters at them angrily and runs off.
42	A root threatens to trip unmounted PCs; each walking PC must make a DC 15 Reflex save to avoid falling prone and taking 1d2 damage.
43	As the party travels to their destination, a group of blackbirds alights at regular intervals on a nearby tree; the number of birds equals the number of miles to the party's destination (DC 10 Intelligence check determines the significance).
44	A sudden gust blows through the woods, threatening to uproot smaller trees; the PCs are affected by severe winds for 1d4 rounds.
45	A pair of foxes crosses the PCs' path; shortly after they do so, a horn sounds followed by the baying of hounds.
46	Through a break in the trees, the PCs spot a cluster of dark clouds scuttling across the sky toward them. Half an hour later, the party is beset by an intense, but brief rainstorm.
47	The sound of someone whistling reaches the PCs; It comes from random directions, and the PCs cannot find source of the whistling.
48	During an evening watch or just before the PCs wakes up, squirrels attempt to rummage through packs and other accessible containers; they steal rations and small shiny objects if nothing threatens them.
49	A druid (Tialla [NG female half-elf druid 3]) approaches the PCs and asks them to protect her animal companion, Marinda – a tigress – while she undertakes a dangerous mission; she promises to meet the PCs further along on their travels, and the tigress behaves herself during their journey (but does not fight on their behalf unless directly threatened).
50	Just before dusk or dawn, the distant sounds of drumming reaches the PCs; the nearest known village is too far away to be the source of the drumming.
51	A wild boar bursts from a thicket; it tries to trip a random PC (CMB +4) and then barrels onward to the other side of the path before disappearing into a thicket
52	A cloud of gnats swarms around the PCs; while the gnats deal no damage, they impose a -4 penalty to Perception checks; dealing any damage to the swarm disperses the gnats.
53	When the PCs reach the bank of a pond or lake, they find a colony of frogs that croak in unison upon their arrival. Otherwise, the frogs ignore the PCs.
54	A tree falls, threatening to hit one or more of the PCs; it attacks in a 15-foot line with a +10 bonus (using one attack roll for all targets in the line) and deals 3d6 bludgeoning damage if it hits.
55	A peacock walks up to the PC with the highest Charisma, fans its tail and then struts away.
56	A fox – a dead rabbit in its bloody jaws – darts across the trail. At sight of the PCs, it sprints into nearby undergrowth.
57	Three trees lie by the trail. Each has obviously been deliberately chopped down, but of the woodcutter there is no sign. An axe stands against one of the fallen trees and a nearby backpack contains mouldering food.
58	Squirrels in a nearby tree's bough chuck nuts at the PCs, evidently in an attempt to drive them away (+3 attack, 1 nonlethal damage). Any threatening action taken towards the squirrels scares them off.
59	A family of brown bears wanders into the party's campsite; they seem hungry, but do not take any aggressive action. If anyone feeds the bears, they follow the party for a couple of hours before wandering off.
60	A cloud of hallucinogenic spores blows through the party; each PC must make a DC 14 Fortitude save or become confused for 1d6 rounds.
61	A cascade of water suddenly flows from a rocky shelf above the PCs; (+12 melee attack, 1d8 nonlethal damage plus bull rush [+12 CMB]).
62	The temperature drops precipitously during the night; unprotected PCs are affected by cold weather (during spring, summer or fall months) or by severe cold (during winter months).
63	The PCs reach a riverbank where someone has tied a boat to a nearby tree; the boat has fishing equipment, but the boat's owner is not present.
64	If the PCs fail a DC 15 Perception check, they do not notice the entrance to an abandoned, overgrown burrow. A PC unaware of the burrow must make a DC 10 Reflex save or fall into it, twist his ankle and suffer 1d3 damage.
65	The PCs hear mewling from a nearby hole; if they investigate, they find a litter of eight bobcat kittens. The mother has abandoned the young or perished.

66	Beroca, a treant, rumbles across the PCs' path; he remains oblivious to them, unless they draw his attention. Beroca does not attack and may answer questions about this portion of the woods if the PCs can improve his attitude from indifferent to friendly (DC 16).
67	A wild man, nude except for a loin cloth and with sticks and twigs in his hair, confronts the PCs; he speaks gibberish, but he obviously tries to warn the PCs about a threat further down the path (a DC 20 Sense Motive check confirms this).
68	At night, assuming the party has a campfire or other light sources, a swarm of moths mills about the light; if unbothered, they dance about the light for an hour and then fly off.
69	The PCs encounter a man whose wrists show signs of previously being bound (DC 10 Perception reveals); he refuses any offers of help and goes on his own way. The PCs may encounter his pursuers later.
70	Bats fly from a nearby cave, potentially startling the PCs' mounts; each mount must make a DC 10 Will save or be shaken for 1 hour. PCs trained in Handle Animal can perform a skill check in place of the Will save.
71	Panicked animals – rabbits, deer and so on – crash through the trees towards the PCs; they obviously flee from something. No other signs of what frightened the animals present themselves.
72	A middle-aged woman (Calsita [N female human commoner 1]) covered in pustules and apparently suffering from a nasty disease warns the PCs to stay away from her home village where all the inhabitants suffer from the same affliction. She then stumbles away, mumbling something about getting help from a local druid.
73	A team of fine horses, wearing harnesses bedecked with bells, prances past the PCs; while they act like they know where they are going, they have no riders.
74	An eight-foot long throwing spear crashes through the trees and lands several feet away from the party. Of who threw it, there is no sign.
75	Lightning flashes and an ominous boom of thunder sounds in front of the PCs; with a DC 15 Survival check, a PC realizes a storm is imminently going to strike the area.
76	A griffon flies over the treetops but spies the PCs' mounts through gaps in the trees; after a tense moment where the creature decides whether to grab a tasty horse, it flies off.
77	The party happens upon an overturned cart in a ditch. Of the rider or horse there is no sign. The wagon has not lain here long (DC 20 Perception reveals) and there is no sign of foul play.
78	A badger, interrupted from enjoying the snake it recently killed, hisses at the characters and drags its kill into a thicket.
79	The party reaches a pond that sparkles in the sun; fish regularly jump out of the pond and splash back in. The fish are so plentiful that PCs making a Survival check to forage gain a +5 circumstance bonus.
80	The wind creates a tiny tornado that picks up dirt and leaves and swirls them around; a PC in the swirling winds must make a DC 10 Reflex save to avoid getting dirt in his eyes (-2 penalty to sight-based Perception checks) for 10 minutes.
81	An ape jumps down from the forest's canopy, beats its chest and stares down the PC with the highest Strength score; after the ape makes its display, it climbs back into the trees.
82	A flock of blue songbirds darts in and out of the trees around the PCs; they sing a lively tune while they frolic.
83	When the party passes through a clearing filled with flowers, the flowers turn from the sun to face any divine spellcasters who pass by.
84	A grizzly bear, drunk on fermented honey, attempts to pass the PCs while weaving on its rear legs. If the PCs provoke the bear, it merely grunts at them and then belches.
85	In a hilly part of the forest, the PCs hear a shouted warning before a runaway log barrels down the hill; the log bull rushes one PC (+15 CMB). 1d3 rounds later Niall (LN male human expert 1) rushes down the hill to apologise.
86	A tree nearby the PCs suddenly splits in half, and each half falls over. A DC 15 Knowledge (nature) check reveals the tree is dead; killed by a rotting mould; the trunk split under its own weight.
87	In a dry patch of the woods, PCs must be careful to avoid starting a forest fire; a PC lighting a fire must make a DC 12 Survival check to avoid catching dry grass, creating an out-of-control forest fire after 1d8 minutes.
88	Snarls and roars herald the arrival of a pair of tigers locked in a territorial battle. They roll past the PCs and concentrate only on each other. They attack a PC only if he directly interferes.
89	A crow attempts to alight on one of the PCs' shoulders; if allowed to land, every few minutes it caws out a name the PCs do not recognize.
90	A unicorn, riddled with arrows, reaches the PCs and collapses. It dies in 2 rounds unless the PCs act. The arrows are of crude manufacture and a DC 10 Craft (weapons) or Profession (fletcher) reveals they are of orcish artifice. If revived, the unicorn (Firatris) thanks the PCs and warns of a band of marauding orcs in the area.
91	The party interrupts a large spider in the process of cocooning a deer caught in its web deep in a foreboding thicket. If the PCs approach, the spider hisses, clacks its mandibles menacingly and then retreats, allowing the PCs to rescue the trapped animal.

92	Witch-lights appear and dance enticingly to lead the PCs into a dark and foreboding part of the woods; when the PCs reach the last light in a secluded clearing, they do not find anything. This behaviour repeats itself for two days.
93	After the PCs set up camp, a flock of owls lands on tree branches encircling the camp; they hoot at each other as if discussing the party. If attacked, they fly away. If allowed to remain the owls hoot all night and the PCs are fatigued the next day due to lack of sleep.
94	The wind blows a rare lotus blossom of deep red hue past the PCs; a DC 20 Knowledge (nature) check identifies the specimen, which the PCs can sell to an interested buyer for 50 gp (if they can find such a fellow before the bloom perishes).
95	A cluster of puffball mushrooms burst when the party passes by; each PC within 20-foot must make a DC 15 Fortitude save or become sickened for 1d4 hours by the spores.
96	One of the PCs' mounts refuses to enter a section of the forest; a DC 10 Handle Animal check coaxes it to move through the woods.
97	The PCs hear a commoner (Sezerin [CN male human commoner 1) calling for Hurst; when they find him, he claims to have lost his prize pig, which slipped into the woods. He offers a meagre reward to help him find his pig.
98	The party come across a large clearing. A riot of wild flowers covers the ground and a PC making a DC 15 Heal or Knowledge (nature) check finds enough herbs to replenish three uses of a healer's kit.
99	The PCs stumble upon a bandit's hidden treasure cache. A shovel lies on the ground near a large hole dug between the roots of a mighty elm tree. At the bottom of the hole lies the shredded remains of two sacks. A DC 20 Perception check recovers 5 sp from the loose earth.
100	The PCs encounter a man painting this area of the forest; however, the painting portrays events that have not happened yet and includes at least one member of the party. If the PCs question the man – who is actually a ghost – fades from sight.



Forests & Woodlands: Dressing

The woodland through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	A gnarled tree stands in an otherwise normal grove; its trunk looks like a petrified humanoid.
2	A dry ravine cuts across the path; it is five feet wide and ten feet deep.
3	An abandoned campsite sits a few hundred feet from the trail; the campfire still burns and camping gear litters the area.
4	A hut stands nearby the path; it is uninhabited, but many shrunken heads decorate the place.
5	The trail forks into two separate trails that meet up again a mile further (a mile and a half for the other, meandering trail).
6	A wide river cuts across the trail; a covered bridge spans the river.
7	An extraordinarily large footprint crosses the path; the footprint is a couple hundred years old and does not lead to other footprints.
8	A grove of trees uniformly bend in the same direction, such that the treetops grow in parallel to the ground.
9	An old battleground shows evidence of the use of arcane fire magic; no weapons or treasures remain.
10	A series of underground homes line the path; a DC 15 Perception check discovers the homes, which are abandoned but appear to have housed a gnome clan.
11	A large mound of rusted iron sits forlornly in a barren field.
12	A grove of willow trees sits within a ring of vegetation that appears to be permanently destroyed by frost.
13	A large tree has fallen across the trail, completely blocking it.
14	A cave, looking much like a monster's maw, becomes evident as the party crests a hill.
15	A small settlement of ten houses lies empty; the houses seem to have had their roofs ripped off.
16	A saltwater pond filled with appropriate marine life sits near the trail; other nearby ponds have fresh water.
17	A set of steps climb a nearby hill; each step is ten feet wide, five feet tall and made of a material unique to each step (granite, iron, etc.)
18	A ring of toadstools surrounds a lone oak tree; each toadstool is eight feet tall, while the oak tree stands forty feet tall.
19	A large funnel made entirely of sand leads into an underground cavern; large insect husks litter the cavern's floor.
20	This campsite appears to have been attacked by large animals; tents are torn, food has been scattered around the site and splotches of blood cover the ground. Tracks lead away from the site in various directions.
21	Vines and brambles cover the only remaining piece of a small manor house, a tumbled pile of stone.
22	Here several large trees have grown so closely together that their trunks and branches have become intertwined. The trees grow along a high earthen bank and form a formidable barrier.
23	A natural amphitheatre fashioned from shale stands empty; bards who use bardic performance here are treated as if they were one level higher.
24	An empty, 30-foot diameter beetle's carapace provides shelter from the elements.
25	Large granite spires form four-fingered hands.
26	A perfectly circular lake surrounds a flat, perfectly square island.
27	This 100-square-foot field of beautiful, blue flowers poses a potential danger; a PC who walks through the flowers kicks up potent opiates which may render the PC unconscious for 1d4 hours (DC 15 Fortitude save resists).
28	An ancient, overgrown grave lies near the path; the grave marker is weathered and unreadable.
29	The land is cleared in such a way it forms an 'X'; each line measures fifty feet long.
30	Columns of willow trees flank the path, creating a natural archway.
31	Colourful ribbons cover the trees in this area. They use varying shades of blue, purple and red. Many bear short prayers or names; these trees are sacred to a nearby community who believe that offerings made to the trees bring the subject good fortune.
32	A lone tree with metal plates affixed around its trunk stands in a clearing. The charred remains of some creature sits on a branch.
33	The gutted, rotting carcass of a deer lies in the undergrowth near the trail. The surrounding undergrowth is stained red with blood. The carcass has obviously been efficiently butchered by a skilled hunter.
34	A clearing sits off to the side of the path, and the characters glimpse stone through breaks in the trees. The clearing holds an ancient ring of weather-worn menhirs. At high noon and during a full moon, the stones sparkles as if inset with precious gems.

35	If the PCs make a DC 15 Perception check, they find the remains of a battle evidently among fey creatures under a small cluster of mushrooms. No bodies remain, but tiny bows, swords and even lances litter the battlefield.
36	A group of partially uprooted trees lean into each other, appearing like they huddle against each other for support.
37	Chalk arrows on trees point out a path, and then end without reaching an obvious destination. A DC 15 Survival check reveals that something dragged a body away from near the final chalked tree days ago.
38	A large beehive hangs from a sturdy branch; as long as the party stays more than twenty feet away from the hive, the bees do not attack.
39	A rut hidden by leaves and other detritus presents a potential hazard; mounted PCs must make a DC 10 Perception check to notice the rut or a DC 10 Reflex save to avoid the rut if it goes unnoticed. Anyone failing the save takes 1 Dexterity damage.
40	A malodorous bog crosses the path; it is only two-feet deep at its deepest point. Anyone passing through it incurs a -2 penalty to Stealth checks until he cleans off the muck; creatures using scent to track the PCs also gain a +4 circumstance bonus.
41	A gnarled oak that appears like a contemplative old man sits near an enormous boulder; the boulder hides the entrance to a forty-foot diameter cave (DC 20 Perception reveals). A small pool at the rear provides fresh water.
42	A tall tree features its first reachable branch twenty feet off the ground; this branch has a hangman's noose tied to it, but no creature is in the noose currently.
43	A thick patch of poison ivy covers a ruined hut; a DC 15 Knowledge (nature) check identifies the danger. Any PC with exposed skin must make a DC 12 Reflex save to avoid contact with the poison ivy (treat as a disease; contact; *save* DC 14 Fortitude [2 consecutive saves]; *onset* 1 day; *frequency* 1/day; *effect* 1d2 Dex damage).
44	A quick-moving stream blocks the way; a fallen, rotting tree bridges it. PCs may jump the ten-foot gap (DC 10 Acrobatics) or cross the tree (DC 10 Acrobatics). For every 100 pounds of weight on the tree it has a 10% cumulative chance to snap, dumping those on it into the stream (DC 15 Reflex avoids).
45	A lone tree stands in a clearing; someone has decorated the tree with brightly-coloured garlands and bunches of wild flowers; no other nearby trees are so decorated.
46	This area has been clear-cut by loggers; however, they have left a pair of trees untouched. There is no obvious reason why the trees were spared.
47	Several unusual fungi specimens grow in this area of the forest; they look like brains set on spinal columns. A DC 20 Knowledge (nature) check reveals the fungi are edible.
48	A trio of trees bear strange, round and obviously unnatural leaves.
49	A large tree has partially fallen; it's fall arrested by a smaller neighbour. The fallen tree lies over the trail creating an archway of sorts.
50	A wooden trapdoor hidden underneath a pile of leaves and branches (DC 15 Perception reveals) protects a cache of trail rations and water.
51	A pond rife with lily pads rests in a large clearing; the pond may or may not be the home to a teeming group of frogs.
52	A tree grows two feet up before its trunk twists perpendicularly so it is parallel to the ground; the trunk then turns straight upward again after another four feet. The trunk is sturdy enough to hold 1,000 pounds on its horizontal portion.
53	An abandon bandits' hideout is hidden behind a row of trees (DC 18 Perception reveals); several old campfires and piles of rubbish bear mute testimony to the bandits' presence.
54	A grove features trees with twisted trunks, as if a tornado attempted to uproot them. The twisted trees are otherwise healthy.
55	A large oak's trunk has etched ancient dwarven runes on it; the faded runes (readable with a DC 10 Linguistics check if the PC knows Dwarven) provide directions to a hidden mountain fortress, which may still be in existence.
56	A blackened tree sits among hearty specimens; its leaves withered. A DC 22 Knowledge (nature) or (arcana) check reveals the tree is afflicted with a curse (CL 9).
57	Normal specimens of trees give way to giant sequoias and redwoods; the smallest tree stands at least 100 feet tall, and the nearest reachable branch is 40 feet from the ground.
58	A grove of pine trees shelters a number of animals that would otherwise be natural enemies (wolves, foxes, rabbits, deer etc.); they remain peaceful even if the PCs approach.
59	A small home sits up in the branches of a particularly large tree; the inhabitants – halflings or gnomes by the decor – have abandoned the home, but it provides ample shelter from the elements for visitors.
60	The pathway descends a steep slope; rough steps – edged with half-buried tree trunks – have been cut into the earth.
61	The path ends abruptly at a 50-foot cliff, but trees still grow from the side of the cliff; PCs may negotiate a path down the side of the cliff using the trees (DC 10 Climb checks).
62	A grove of fruit trees bears multiple different types of fruit – apples, pears, peaches etc.

63	The trees in the area have tacked on signs proclaiming death to trespassers; the "by order of" line has several marked out names, with no name currently uncrossed.
64	The trees here are linked by a number of rope bridges; the bridges hold creatures weighing less than 500 pounds and allow the party to cross the forest aboveground for several miles. The bridges seem to have no inhabitants.
65	Wind and water erosion have revealed a vein of precious metal; it would require several months and heavy equipment to extract the metal.
66	Creeping vines cover the entirety of this one-mile radius of forest; the trees they cover seem to be dying due to lack of nutrients, while the vines continue their expansion.
67	Moss-covered bones from a large creature lie in a clearing; a DC 18 Knowledge (arcana) check reveals the creature was an adult green dragon.
68	The trees in this area have petrified – the trees' bark has the consistency of shale, and their leaves even appear to be made of thin stone.
69	The trees here have faded paintings depicting a series of great battles between a giant and a sky serpent on their trunks; the primitive tribe responsible for the paintings is long since gone.
70	A dilapidated house sits within a ring of dead trees; the trees have been carved with runes, which a DC 20 Knowledge (arcana) check reveals to be runes that prevent creatures from exiting the ring of trees. If the PCs investigate, they find nothing in the house, and they may freely leave the circle.
71	The canopy thickens in this area, so much so that daylight cannot penetrate a 100-foot radius stretch of forest.
72	The path comes upon an area containing well-maintained topiaries of fantastic creatures, such as griffons, manticores and unicorns.
73	Something has shaped living trees in this area to form spikes roughly 30 feet high; some of the spikes have dried blood upon them.
74	A large meteorite that struck here over 100 years prior lies hidden within a glade; PCs camping nearby uncover the meteorite with a DC 25 Perception check. The meteorite may contain unusual metal such as mithral or adamantine; extracting such treasures is difficult.
75	Blue moss covers the trees in this area; during the day, the PCs note nothing special about the moss, but at night it glows with the intensity of a *light* spell. If the moss is deprived of daylight for two consecutive days, it loses this property until it again has a full day's exposure to daylight.
76	Two dozen rabbit burrows are situated among the roots of an extremely large tree; in total, over 400 rabbits inhabit the burrows. Oddly, no predators seem to hunt in this area.
77	A small stream oozes from a nearby muddy bank. The trail here for about 10 ft. is knee-deep in mud. Movement in the area is at quarter speed.
78	A grove of uncultivated apple trees grows in orderly rows and columns; curious PCs can find no evidence the trees were planted that way intentionally.
79	This clearing holds ten untripped snares, as well as two tripped snares that hold skeletal remains of animals; the traps appear to have spent over a year without humanoid or animal attention.
80	A family of beavers has dammed a large stream in the forest; at least 40 of the animals tend to the structure which holds back water that reaches 8-feet deep. A trickle of water spills over the top of the dam.
81	The east side of all the trees in this part of the forest are stripped of bark, as if something took a blade to flense just that portion of each tree.
82	Uninhabited spider webs fill the gaps between the trees in this area; a search of the area uncovers several spider husks.
83	A tall wooden totem stands among the trees; it is fashioned from the same wood as the surrounding trees and features artisanship belonging to a culture not of this area.
84	A single tree features a brass doorknob; turning the knob does nothing, and inspecting the tree does not reveal a door or hollow area within.
85	This part of the woods has tall grasses, but a DC 10 Perception check reveals tiny trees the grass hides; the trees are otherwise normal specimens commonly found in this area.
86	This appears to be a treant graveyard; many of the creatures lay in rows rotting away but evidently providing nutrients for saplings—future treants—among the bodies.
87	This otherwise normal stand of trees actually forms a rune that a flying creature can clearly read; anyone on the ground notices this with a DC 25 Perception check.
88	All the trees in this area bear 6- to 12-inch long nettles that reach 10 feet up the trees' trunks; the nettles deal 1 nonlethal damage to any creature in them who fails a DC 10 Reflex save. Anyone with ranks in Knowledge (nature) knows the nettles do not normally grow in this manner.
89	The aspens in this section of the forest glow with a silver light during nights with a full moon.
90	The trees grow so densely here that Small or larger creatures must squeeze to get through; The light level is one-step lower here than normal.
91	Nests fill the trees here; they range in size from nests for small songbirds to nests for giant eagles. Only the smaller nests contain birds; a few contain broken eggs.

92	This clear pond is actually filled with weak acid; the acrid smell and lack of wildlife give away this fact, which a PC notices with a DC 5 Perception check. The pool sits off to the side of the trail and poses no direct danger to travellers.
93	A partially built log cabin sits near the path; its missing roof makes it a poor choice for shelter. A number of cut logs rest next to the cabin waiting to complete the abandoned task. Rusting tools lie about the area.
94	The leaves on this unusual tree bear an image that looks like a humanoid eye; the leaves' eyes seem to follow those who pass by the tree.
95	These trees are fleshy rather than made of plant material; if someone cuts through a tree's skin-like bark, the tree bleeds.
96	An exceptionally tall tree stands among the other trees; someone has nailed a wooden ladder to the tree. The ladder climbs the tree trunk's entire 60 feet, and the top gives a clear view of the rest of the forest.
97	All trees in this area have bleached tree bark; the leaves retain their green, albeit pale, colouration, and the trees appear otherwise healthy.
98	This trees in this portion of the forest very slowly move about; a DC 25 Perception or Knowledge (nature) check reveals that the trees each move approximately 1 inch in a 24-hour period. The migration's purpose is not obvious, but a character casting *speak with plants* can learn it.
99	A series of scrolls tacked to the trees contain unanswered riddles; anything written as an answer below a riddle has been obscured. If the characters decide to mark a scroll with an answer to a riddle, they find their work obscured after a maximum of a week.
100	The trees in this area form a simple maze; solving the maze takes 15 minutes for a creature with a 30-foot movement rate. An ancient treant waits at the maze's centre, and answers question to the best of its ability.

Forests & Woodlands: Random Encounters

D12	EL	Creatures*	Notes
1	2	Sgur (young bugbear[1]) and goblins (3)	Sgur is leading his first raiding party and is very eager to please his father. He is bullying the goblins (who are plotting to slay him) when the PCs encounter the group.
2	2	Zoxt (advanced goblin[2]) and goblin dog	Zoxt is an advance scout of the Severed Foot tribe. With his trusty pet, Gutripper, he sneaks through the woods looking for easy targets for his fellows. He only attacks very weak groups or individuals. Otherwise, he watches the PCs and returns to his tribe to gather a large warband.
3	2	Miro (blink dog [*Bestiary 2*], hp 7) and advanced worg (1, hp 19)	The PCs hear barking and snarling coming from deeper into the woods. If they investigate, they discover a worg and blink dog fighting. If the PCs aid Miro he thanks them and offers to act as their guide for a few days. He knows the surrounding woods well.
4	3	Huaira (unicorn)	Huaira is wandering the woods when the PCs encounter her. She is friendly, if reserved, with travellers unless they are rude or aggressive. Her mate was recently slain by a pack of dire wolves and she is lonely. If the party contains a particularly virtuous woman Huaira may travel with the group for a while; if they bond she may even let the PC use her as a mount.
5	4	Young owlbear[1] (1) and advanced kobolds[2] (2)	A young owlbear has cornered a pair of kobolds in the boughs of a huge oak tree. Neither group notices the PCs' arrival, but PCs making a DC -10 Perception check can hear the owlbear's hoots from some distance away. The kobolds want to flee and shoot at anyone stopping them.
6	5	Aelliah (dryad) and Feradul (centaur)	Feradul is devoted to Aelliah. The two are reclining beneath Aelliah's tree when the PCs happen upon them. Feradul aggressively protects his love, while Aelliah uses her powers on the PCs to get them to go away. If Aelliah is rendered friendly or helpful, the pair share their knowledge of the surrounding area with the PCs.
7	6	Dire wolf (1) and wolves (4)	A dire wolf leads a small pack on the hunt. The party hear their howls from several miles away. The dire wolf is cunning and content to trail the party for a day or two. They wait for an opportune moment to strike.
8	6	Young grizzly bears[1] (2)	Two young grizzly bears just escaped when their mother was set upon and killed by a dire tiger. They are hungry, confused and scared and approach the party's camp in search of food. They ignore the PCs (unless attacked) and instead paw through packs and so on. A druid or ranger using wild empathy gains a +4 circumstance modifier.
9	7	Balazygax (young green dragon)	Driven forth from her parent's lair (a pair of adult green dragons), Balazygax is in a foul mood and is on a rampage through the woods. Her natural inclination is to fall upon and kill the PCs, but alternatively she might try and talk them into joining her with the goal of slaying her parents. She is not to be trusted, of course.
10	8	Hangman tree (*Bestiary 2*]) and poltergeists (3; *Bestiary 2*)	A hangman tree has taken up station in the party's path. The tree is not alone, however. The restless spirits of three previous victims are bound to it and attack anyone attacked by the tree. They hate the living. The bones of the poor unfortunates yet lie within the tree. Burying the bones, destroys the poltergeists. Otherwise, they reform 2d4 days later.
11	8	Solalithel (treant) and wasp swarms (2)	Solalithel is wandering the woods. His boughs contain several wasp nests. If he is subjected to an area of affect spell, the wasps become angry and form two swarms. They do not attack Solalithel.
12	10	Baldev (rakshasa)	Disguised as a simple woodsman, Baldev enjoys stalking the wilderlands and preying on hapless or gullible wanderers.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

Woodlands have many area features that can make encounters and battles within them exciting and interesting. Many of these features offer canny combatants distinct advantages in battle.

STEALTH AND DETECTION

Detection Range: In woodland, the extant trees and undergrowth can make Perception checks difficult. The maximum range at which a character can make a Perception check depends on the type of woodland:

- **Light Forest**: 3d6 x 10 feet.
- **Medium Forest**: 2d8 x10 feet.
- **Dense Forest**: 2d6 x 10 feet.

Illumination: Enough light filters through the tree canopy to brightly illuminate trails and clearings. Under the trees, the light level is normally one step lower.

Woodland Sounds: Background noise increases the DC of sound-based Perception checks by 2 per 10 ft., not 1.

TRAILS

Trails and pathways often cut through woodlands.

Trail: A muddy, rutted 10 ft. wide trail wends its way through the trees. Movement on the trail is uninhibited.

Game Trail: These narrow trails are often no more than 2 – 3 ft. wide. If a game trail is flanked by heavy undergrowth, characters on the trail are considered to be squeezing (each square counts as 2 squares for movement, -4 on attacks, -4 AC).

TREES

The trees in most woodlands fall into one of several categories:

Normal Trees: A creature standing in the same square as a tree (AC 4, hardness 5, hp 150, DC 15 Climb) gains partial cover (+2 AC, +1 Reflex).

Massive Trees: Huge trees (AC 3, hardness 5, hp 600; DC 15 Climb check) fill an entire square. They provide cover (+4 AC, +2 Reflex).

Fallen Tree: A fallen tree provides cover (+4 AC, +2 Reflex). Characters can clamber over it with a DC 5 Climb check or leap atop it with a DC 12 Acrobatics check. Characters on a fallen tree gain the benefits of higher ground (+1 on melee attacks) but are considered balancing.

The fallen tree's canopy fills adjacent squares; treat such areas as heavy undergrowth.

Rotten Tree: A DC 15 Knowledge (nature) check reveals this rotten tree is suffering from fungal infection and it may fall over if pushed.

A character knocking down the tree (AC 4, hardness 2, hp 15; DC 15 Break) can aim it at foes. The falling tree fills a 15 ft. cone; creature within the cone suffer 3d6 damage and fall prone (DC 15 Reflex halves the damage and negates the prone effect). Once the tree has fallen, treat it as a fallen tree (see above).

UNDERGROWTH

Undergrowth comes in two basic categories:

Light Undergrowth: Vines and roots cover many non-trail squares, increasing the DC of Acrobatics and Stealth checks by 2. It costs two squares of movement to enter such squares.

Heavy Undergrowth: Dense thorn bushes and other tangled growths make movement through these areas extremely difficult.

It costs 4 squares of movement to enter such a square. It is impossible to run and charge through a square containing heavy undergrowth. Characters in heavy undergrowth gain concealment (30% miss chance) and a +5 circumstance bonus on Stealth checks.

Forest (Primal): Minor Events

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude to) a larger encounter.

D%	
1	A PC steps in a rotting pile of vegetation (DC 20 Perception or Knowledge [nature] check to notice beforehand); a creature using scent can detect the PC at twice the normal range.
2	An owl swoops past the party and grabs a mouse from nearby underbrush.
3	A gust of wind rushes through the party and hits a dead standing tree which topples over into the PCs' path.
4	An emaciated fox regards the PCs from a narrow opening between a pair of trees before bolting away.
5	As the PCs travel down a rough trail, a clearer trail presents itself a few hundred feet away; the trail is illusory (DC 14 Will save to disbelieve).
6	A dozen sabre-toothed squirrels scattered among the branches of several trees, watch the party and chatter at each other.
7	Motes of multi-coloured light beckon the party off the trail; if followed, they stay ahead of the PCs and eventually wink out never to return.
8	At dusk and dawn, the party spot a ghostly white stag in the distance; the creature stares at the PCs for a while before snorting, shaking its head and ambling away. The stag leaves no tracks and cannot be followed.
9	Three raccoon kits tumble playfully with each other, crossing the party's path; the PCs see no adult raccoons in the area.
10	At noon, and for an hour afterward, the air becomes still and a thick fog surrounds the PCs; if they disperse the fog, it returns a minute later.
11	One of the PCs steps into a snare (DC 20 Perception check to notice; DC 10 Disable Device check to remove); the ancient ropes used in the snare have rotted so much they have a 50% chance of breaking when pulling up a target weighing more than 100 pounds.
12	If the PCs make a fire when they camp, a strong wind blows embers into nearby brush, which catches fire; if left unchecked, the fire consumes two acres before burning itself out.
13	A cloud of gnats accompanies the party, causing all PCs who fail a DC 11 Fortitude save to take a -2 penalty to Perception checks; wind disperses the annoying insects, which return 15 minutes later, but an area spell that deals 5 points of damage destroys the gnats.
14	Tiny fey taunt the PCs as they travel. Each PC who hears the fey and fails a DC 11 Will save becomes confused for 1 round; the fey disappear if anything threatens them.
15	A PC breaks a trip wire (DC 15 Perception check to notice, DC 15 Disable Device check to disarm), but nothing happen; the trip wire appears to not have an associated trap.
16	After the party makes camp, a conspiracy of ravens alights in trees surrounding the campsite. They caw at each other in conversation and occasionally one of them waves a wing in the PCs' direction. After 10 minutes, they fly away.
17	Hundreds of rats burst from the underbrush and rush past the PCs; *speak with animals* gets a hurried, "big nasty...big teeth" response.
18	The PCs discover a large picnic basket filled with enough fresh food to feed six; the food is not poisonous, nor does it radiate magic.
19	Two dogs and a cat cross paths with the party; the cat looks at one of the PCs with a spark of recognition and then sadness, before the trio wander away.
20	Every time the party reaches a clearing, they spot a flock of buzzards circling directly overhead.
21	Beautiful flute music reaches the PCs' ears from some unknown source during the day; at night, the music turns shrill and discordant.
22	A giant log trap swoops down at the PCs (DC 20 Perception check to notice, DC 20 Disable Device check to bypass, bull rush [CMB +15] all characters in a 30-foot line).
23	The PCs hear a large creature land in the forest's upper canopy, but they cannot see it; seconds later it flies away.
24	Pony-sized rabbits hop past and through the party, heedless of the potential danger the PCs represents.
25	A crow follows the party and chooses one PC, repeating the last word spoken by the target after he or she pauses or stops talking; if the PC stops talking, the crow croaks out the same word every five minutes.
26	A shower of normal cocoons falls on the party.
27	At noon, the trees overhead part, allowing the sun to bathe the PCs in light.
28	A clump of mushrooms fire spores at anything that passes within 20 feet, and the spores coat anyone who fails a DC 15 Reflex save; if the clinging spores are not removed with a half-gallon of alcohol or a spell like *neutralize poison*, affected PCs exude a pungent odour, and creatures with scent gain a +5 circumstance bonus on Perception checks to find them.

29	After the PCs pass by a point, a bear trots through on its hind legs.
30	The smell of baking pies wafts through the air, but the party can find no source for the scent.
31	An explosion of light surrounds the PCs, outlining them in *faerie fire* for an hour (DC 18 Reflex negates).
32	Moments after the PCs hear a woodpecker in one direction (DC 10 Knowledge [nature] to identify it) a similar pattern sounds from the opposite direction.
33	A rotten tree falls, hitting all PCs in a 15-foot line (+11 attack, 2d6 damage).
34	A PC, or one of the PCs' mounts, trips on an exposed root covered by debris (root's trip attempt CMB +15).
35	A wild cat crawls through the forest's canopy and, spotting the party, hisses and growls before continuing on its way.
36	Lightning strikes a tree in a nearby clearing, and the thunder almost deafens the PCs.
37	A branch seemingly reaches down to tap the shoulder of a passing PC.
38	A flock of wrens carrying a four-foot-long, yellow ribbon drapes the ribbon over a tree's branches; they flutter nearby, and then, satisfied with the ribbon's placement, fly away.
39	A tree splits in two, and each half of the tree threatens to fall over, but it remains standing.
40	A sudden haze envelops the PCs; it feels uncomfortably warm and causes those within to take a -2 penalty on Perception checks.
41	Once per hour, the PCs hear a faint knocking, as if it originates from within a tree.
42	A unicorn stands at the top of an uphill path and regards the PCs, before trotting away from them down the other side of the hill.
43	As the party camps at night, flickering motes of light appear at random locations along the edge of the campfire's illumination; the lights emit musical notes before winking out.
44	Giant puffball mushrooms explode as the party passes by; they release a mass of harmless white spores.
45	A minor earthquake strikes the area, toppling small, weak trees, but otherwise causing no damage to the forest or the party.
46	From the distance, a chorus of cheers goes up and repeats roughly every four minutes; once the party reaches the source of the cheers, they find an abandoned arena in a clearing.
47	The PCs disturb a nest of non-poisonous snakes underneath a pile of rotting leaves; the snakes hiss and slither off in all directions.
48	A fledgling bird falls from a nest high up in a tree; a PC can catch the bird and save it from dying by making a DC 12 Reflex save.
49	A line of seven-inch long, black horned beetles travels in parallel to the party; each beetle carries a ball of organic material, nestled on its horns.
50	Chipmunks lob acorns from 16-foot high branches at the party, dealing no damage even if they hit; after one throw, each chipmunk scurries back into a hole in the tree.
51	A tiny winged woman alights on a branch and silently regards the PCs; she flees at the first sign of aggression or approach.
52	Several flocks of sparrows line the branches around the PCs where they quietly watch the party; a loud noise sends the birds away in an angry exclamation of chirps.
53	A distant bell tolls five times, stops for a minute and then tolls five more times.
54	The scent of roasting meat reaches the party, but it dissipates almost instantly.
55	A giant purple bird bursts through the trees, knocking one over, shrieks at the party and continues on its way.
56	Tiny leaflets flutter past the PCs like butterflies; the leaflets, written in Sylvan, discuss popular spring fashions for the faerie court.
57	As the party travels down the path, the trees alongside it suddenly sprout foot-long thorns.
58	A team of white stallions fitted to pull an elegant carriage canters by the party without a carriage.
59	A raven lands on a nearby branch and repeats "turn back" several times before taking flight.
60	Deep within the forest, the temperature suddenly plummets; untouched by the sun, a six-foot snowdrift covers two acres of the woods.
61	A 2-foot diameter sphere of frogs falls near the party; all the frogs in the sphere survive the fall and hop away.
62	During combat, a nearby tree bears similar wounds those taken by a PC; if the PC is healed, the "wounds" disappear from the tree as well.
63	A stand of trees seems to block the way forward, but the trees part when someone approaches.
64	A group of three-foot tall, purple-capped mushrooms sways to an unheard melody.
65	An elm tree passes through a year's life cycle in a matter of minutes; the leaves it drops rot away quickly as well.
66	A group of corpses hang from nooses slung from high branches; a DC 20 Perception check reveals one of the "bodies" is still struggling, and a DC 25 Heal check reveals the person (a badly injured goblins) still lives.
67	Branches from a willow tree unsuccessfully grasp at the PCs; the tree lets out a nearly inaudible howl when it fails to grab someone.
68	Bats fly past the PCs, shrieking as they do, and one or two get tangled up with a party member.

69	The forest's sounds suddenly cease once the party reaches a certain point and begin again when they travel further; the PCs can make sounds without issue.
70	A large club crashes through the trees and lands near one of the PCs; they hear a distant bellow seconds later.
71	During the night the PCs camp under the forest's canopy, which parts to reveal the stars and a streaking meteorite.
72	A hunting dog trots through the woods, carrying a bugle in its mouth.
73	A giant turtle, carrying an empty hut on its shell, lumbers across the PCs' path.
74	A light rain seeps through the canopy; at times pooled water in the upper canopy pours down on the party.
75	A tinny fanfare plays from several hundred yards to the east, and it plays again ten minutes later.
76	A blue goat with a horn jutting from its nose meanders through the forest, a cowbell sounding as it walks.
77	At night, a swarm of fireflies gathers around the party; if the PCs do not disperse the insects, they are treated as if affected by *faerie fire*.
78	Five warthogs surround the party and make threatening snorts; at the first sign of aggression the animals flee.
79	A large branch suspended above the clearing falls on the party (all PCs in a 20-foot line, +18 attack, 2d6 damage); a DC 17 Perception check alerts the PCs to the sound of the falling branch and provides a +2 dodge bonus to their AC.
80	A nearby tree suddenly gets sucked into the ground; investigation reveals a hole slightly larger than the now missing tree that travels further down than the PCs can see.
81	An animate mound of plant matter (a DC 16 Knowledge [nature] check reveals it is a shambling mound) watches the PCs from a distance.
82	A rotten log gives way under a PC's weight (DC 15 Perception to notice, 20-foot drop); the skeletal remains of another victim rest in the pit.
83	As the PCs pass a grove of trees, the bark on all trees turns ash white; no ill effects seem to result from this change.
84	A tree falls and strikes another tree, which in turn falls and strikes another tree, creating a slow-moving chain reaction that finally stops with the seventh fallen tree.
85	An acrid, brown fluid seeps up from underground; it causes no harm to anything it touches.
86	The lilting notes from a harp reach the PCs' ears; the distant sound persists for ten minutes before stopping.
87	A kindly looking giant gazes intently at the PCs before deciding to leave them alone. He then lopes away into the forest.
88	The top stone on one of the dolmens protecting a grove of yew trees crashes to the ground and splits in half.
89	A tree bends such that its bough touches the ground; if someone climbs into the bough, the tree gently straightens out.
90	A pack of wolverines crosses paths with the PCs; the animals snarl and growl but do not threaten to attack; they continue on their way if left alone.
91	On a downward slope in the forest, a boulder rolls past the PCs and bounces off a tree before continuing on its downward path.
92	The smell of smoke reaches the PCs' noses on a westerly wind; if they look to the west, they see a blaze has started roughly a mile away.
93	The distant sound of drums repeats once an hour; the drums seem to draw closer for a while and then recede.
94	A flock of quail land noisily in the branches above the party's heads.
95	The wind blows through a pile of rotting leaves creating a tiny cyclone of leaves which travels 60 feet before falling apart; any PC in the cyclone's path must make a DC 11 Reflex save or the leaves plaster his body (this has no harmful effect).
96	A 50-foot line of leafcutter ants parallels the party's path. After half a mile, the insects climb a tree crawling with thousands more of them.
97	The PCs hear the snarling of wolves, quickly cut short by a yelp immediately followed by a triumphant howl.
98	As the PCs travel, they hear chanting (druids who speak Druidic recognize the language); once the party reaches the chanting's source, they see a group of cloaked figures who disappear at once.
99	While the PCs camp at night, a meteorite crashes through the forest's canopy and lands a half mile from the campsite; the impact creates a small tremor and starts a fire.
100	Faint whispers carried on the wind warn the PCs to turn back, run away and beware (followed by a muddled name). The whisper are in Sylvan and they cease after 15 minutes.

DALY

Forest (Primal): Dressing

The primal forest through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	A giant termite mound rests near the base of a rotting, ancient oak tree; the mound seems to pulsate as thousands of termites scuttle about.
2	A pair of birch trees has fallen in such a way that they form a large "X" on the ground.
3	A stone plinth juts from the ground; carved runes in an ancient language warn of a terrible danger ahead.
4	The rotting carcasses of a dozen treants litter this clearing's floor; the treants appear to have fought a major internecine battle here.
5	Wind chimes hang from a willow tree's branches; close inspection reveals them to be of cold iron.
6	Rusted handaxes rest at the foot of five different trees; each tree bears a cut as if it had taken a stroke or two from the axe.
7	A large river flows through the forest and a number of tributaries branch off from it; after encountering some of these branches, a PC making a DC 17 Intelligence check (with a +5 circumstance bonus for a flying character) notes the waterways form a circulatory system throughout the forest.
8	A circle of eleven large toadstools stand evenly spaced, except for one spot where a toadstool appears to be missing.
9	Wild mistletoe has infested trees in a 50-foot radius; if properly harvested (DC 20 Knowledge [nature] succeeds). Ten uses can be harvested; used as a material component for druid spells, it adds +1 to the DC of the spell's saving throws.
10	Twilight covers a 100-foot radius section of forest; here the trees are so thick they block out the sun.
11	A weathered fence composed of thin trees lashed together and sharpened to a point surrounds a grove of trees; the PCs find no other evidence of sentient life in the area.
12	A 30-foot wide path of toppled and smashed trees, as if some humongous creature tore through the area, extends for half a mile before suddenly stopping.
13	An ancient stone bridge crosses a dried up river bed; the bridge is inscribed with runes of warding against water creatures.
14	A few cocooned corpses dangle from a willow tree's branches; all but one contain a large animal's rotting corpse.
15	A section of ancient, ivy-covered cobblestone road crosses the PCs' path; it leads 50 feet in either direction before ending abruptly.
16	A 100-foot-diameter, 50-foot-deep lake stands in the party's way; the placid lake holds several old oaks that grow another 50 feet above the surface.
17	A wide cave set within a massive sequoia's roots belches noxious green smoke at regular 10-minute intervals.
18	In the midst of a stand of maple trees, one tree is bare of leaves and some of its branches have iced over.
19	A species of tree virtually unknown to the world at large (a DC 30 Knowledge [nature] check identifies) is preserved in this section of forest.
20	A clearing holds an intact dragon's skeleton (a DC 22 Knowledge [arcana] check identifies as an adult green dragon); its bones are picked clean.
21	A rough trail widens into a well-tended, 20-foot wide cobblestone path flanked by manicured hedges; the path travels 100 feet before returning to rough trail.
22	In a specific spot in the forest, the air stills, and the smell of rot fills the air; the PCs can find no cause for these oddities.
23	The trees in this peculiar grove possess humanoid brown-irised eyes set roughly six feet up from the ground; the eyes follow the PCs' movement.
24	Every five minutes, the water in a slow moving stream changes to a blood red hue; 15 seconds later the water's appearance returns to normal.
25	A solitary 12-foot-tall fir tree is decorated with colourful ribbons and a star (lit with *continual flame*) sits at the very top of the tree.
26	All the trees in a 20-foot area bear a brand unrecognizable to the party.
27	An ancient campsite with rotting bedrolls and tents sits in a clearing; the size of the remaining materials indicates creatures approximately 10 feet tall used this campsite.
28	What appears to be a 3-foot diameter moss ball is actually a boulder hidden under 2-inches of moss.
29	A partially built wooden fort stands in a clearing created by chopping down the trees that now comprise the incomplete fortification.
30	Several trees in this portion of the woods bend at a 90-degree angle, such that they are parallel to the ground; after a foot, the trees straighten out again.
31	A clearing contains a 40-foot-diameter tar pit holding the remains of several skeletons belonging to incredibly large animals.

32	Moss-covered mounds hide entrances to a network of tunnels (DC 15 Perception spots); the unoccupied tunnels contain several rooms and some non-perishable provisions.
33	A hidden clearing holds four graves; the names on the gravestones have worn away.
34	A colony of beavers has dammed a large stream running through the forest; several snarl and squeak at the PCs' approach.
35	The trees press in tightly in this stretch of forest, requiring Small or larger characters to squeeze to get through.
36	A series of bills posted on trees declare a dangerous monster is loose in the forest; all but one is crossed out in blood.
37	In this densely forested area, a ball of light illuminates the surroundings in keeping with the sunlight beyond the canopy.
38	A pair of abandoned thatch huts sits in a clearing; an unattended broom sweeps off both front porches and swats at anyone approaching.
39	A 20-foot-square penned-in area holds a six-inch deep pit of mud; faint indications of wallowing animals remain in the mud.
40	A grove of trees is actually a group of painted metal replicas; a DC 20 Perception or DC 15 Knowledge (nature) check reveals the ruse.
41	A four-foot long stone cradle sits in a clearing; the cradle holds fresh blankets and oversized baby's toys.
42	A massive oak tree towers over a ring of twenty, evenly spaced smaller oaks.
43	Green mist fills a depression in the forest, and the wind does not stir it; creating a strong wind disperses the mist and reveals the skeletal remains of a giant quadruped.
44	Seven trees in a row each hold a wolf pelt nailed to the tree with silvered nails.
45	A fallen tree carved in the likeness of an ancient king rests on the forest floor; a DC 17 Perception check reveals the trunk can be lifted, revealing an empty tomb underneath.
46	Wanted posters bearing the party's likenesses have been tacked to trees; the PCs have never visited the isolated settlement where the alleged crimes occurred.
47	A rusted metal gate, attached to nothing blocks the path; the PCs can easily push it open or climb over it.
48	A grove of trees around a pond has petrified; investigation reveals the pond contains minerals that caused the trees' petrifaction.
49	A comprehensive set of mile markers stands in the middle of the clearing, indicating the distance to locations near and far.
50	Near the party's campsite, a grove of trees glows with bright light, illuminating a 400-foot area. The light comes from a strange moss.
51	A posted bill of sale indicates the woods in a one-mile radius belong to a lumber consortium; the bill displays a date eight years prior.
52	The rotting remains of a seagoing vessel and its complement of crew rest in a clearing.
53	Five rows of eight unsprung bear traps (DC 5 Perception spot, DC 10 Disable Device to disarm, 2d6 damage) wait along both sides of the path.
54	An 18-foot tall, 7-foot wide, wooden throne stands in a clearing in front of several logs that serve as benches.
55	A 20-foot deep sinkhole disrupts the trail; a close look at the sinkhole reveals several tunnels, large enough for a halfling, leading away.
56	Sunlight glints off hundreds of pieces of valueless quarts resting at the bottom of a slow-moving stream.
57	An overturned pushcart containing rotten fruits and vegetables rests alongside the path.
58	Ivy covers the ground and strangles every tree in a 50-foot-square area except for one tree and a 5-inch-radius circle around it.
59	Several brass birdcages hang from tree boughs; all the birdcages are open and empty of inhabitants, but each birdcage has fresh birdseed in a tiny trough.
60	The nearby trees have been intentionally planted to form a small maze, requiring a DC 10 Intelligence check to traverse.
61	Several normal arrows form a makeshift ladder up an enormous elm tree; the arrows reach 40 feet up the tree before stopping.
62	Something has shorn all the branches on the north-facing side of the trees in this area and patched up the "wounds" with moss.
63	A nearby 400-foot-diameter lake bubbles as if the water boils; closer inspection reveals the lake sits over an active volcanic vent.
64	A tiny sign (four square inches) proclaims the surrounding area as the territory of King Proulx and threatens death to all trespassers.
65	A twisted pair of live trees, one elm and one walnut, grows ten feet high, each seemingly competing to be the taller of the two.
66	A steel cover is set into the ground under a pile of leaves (DC 19 Perception spots); removing the cover only reveals granite.
67	A group of seven rabbit burrows surround a clearing, and occasionally rabbits cross from one burrow to another; nothing seems to connect the burrows belowground.
68	A garden filled with radishes, turnips and potatoes grows in a dense part of the forest; something has recently tended the garden.
69	A series of thirteen humanoids fashioned from sticks stands along the left side of the trail the party travels; half of them are dressed in plain clothes; one wears a straw hat.

70	A flowering tree attracts several bees, while a haze of pollen surrounds the tree; anyone passing within 20 feet must make a DC 10 Fortitude save or take a -1 penalty on attack rolls and skill checks for an hour due to allergies.
71	This clearing holds a furnished sitting room, minus the walls; dust and cobwebs cover everything, including three teacups resting on a table surrounded by high-backed chairs.
72	A tree has an arrow pointing left carved into it; following the arrow leads to another tree with an arrow pointing left, right or up, and so on, eventually ending at a tree with an arrow pointing down to a gaping hole.
73	Several spider webs in this area have the same runic pattern built into the web; a larger web holds a different, more complicated and impressive pattern to the others.
74	A dozen burial mounds sit in a clearing; something has disturbed one of them, and further investigation (and a DC 14 Perception check) reveals something made its way out of the mound.
75	A wood tower extends upwards past the tree canopy; if the PCs climb the tower, which has plenty of ladders to make it an easy task, they can see the entirety of their surrounds.
76	Something has cleared this area of the forest into the shape of a trident head; the “tines” point north.
77	A 100-foot deep, 40-foot wide ravine cuts through this stretch of forest; the ravine travels one mile in each direction before becoming trivially crossable.
78	A wild apple orchard in a deep part of the forest bears head-sized apples.
79	Several shrubs have been shaped into various fantastical beasts: a unicorn, a griffon, a roc and others; the shrubbery creatures seem ready to launch an attack on each other. The work is of excellent quality.
80	This great sequoia has a 30-foot diameter trunk at the base, stands 400 feet tall and its bough measures 80 feet in diameter; no other trees stand within 100 feet of the massive sequoia.
81	A tree grows from the top of another tree; its roots are embedded within the branches of the lower tree.
82	Tiny pools flank the path at intervals of 200 feet; closer inspection of a pond reveals it as a four-foot deep footprint filled with rainwater.
83	Eight polished wooden spheres rest within a clearing; each sphere comes from a different type of tree.
84	At the very centre of the forest, a 5-foot tall wooden heart sits in a clearing; a thumping noise emanates from within.
85	A pyramidal pile of rocks stands 3 feet high; a stony wizard’s hat makes up the rock pile’s core.
86	The forest’s canopy encloses this 60-foot diameter clearing; ladders rest against the trees at the clearing’s edge, and several rope bridges cross at various heights above the clearing.
87	A row of eleven unevenly spaced pine trees grows in such a way that a tree is exactly one foot taller than the preceding tree.
88	A pair of 2-foot wide, 5-foot tall wooden hands rise up from the ground; a Medium or smaller humanoid can sit comfortably in a palm.
89	Dozens of flat fungi grow on an elm tree forming an apparent spiral staircase that scales the tree; any weight greater than 30 pounds breaks the fungus.
90	An ancient bronze sundial sits in a dark clearing; no sun can penetrate the canopy to reach it. Moss covers its face.
91	A tree-lined path leads to a log cabin’s front door; the furnished home has no occupant and has clearly been empty for years.
92	An ancient oak tree has been partially sawed through, and the rusted saw still rests in the slot it created; one more hour of work would complete the job.
93	Among a group of ten-inch tall mushrooms, the PCs find several smaller unoccupied huts shaded by the mushrooms.
94	A recently painted white picket fence surrounds a 40-foot diameter clearing.
95	Several elder trees seem to circle protectively around a small grove of saplings; the old and new trees are of different species.
96	A slow-flowing river meanders through the forest; a number of lily pads drift downriver, and half of them carry frogs.
97	A gourd measuring 8 feet in diameter and 6 feet tall is carved out such that it could provide shelter for a creature that fits; the gourd has a working door and a pair of windows.
98	A plain sign marks the building in this clearing as a “Trading Post;” others have already raided the store, which is currently empty of goods (and occupants).
99	These mushrooms stand almost as tall as the lower canopy; numerous hand- and footholds have been carved out of the stalks.
100	The left branch of this strange crossroads looks identical to the path travelling straight ahead, while the right branch looks identical to the path from which the PCs originated.

Forest (Primal): Random Encounters

D12	EL	Creatures*	Notes
1	1	Giant crab spiders (2)	This pair of spiders calls a large willow tree home. If prey or a threat gets within 30 feet of the tree, the spiders scuttle down the trunk and attack, focusing on one opponent at a time.
2	3	Selisse (dryad) and Kort (CE male halfling barbarian 4; *NPC Codex*)	A barbarian named Kort has decided to take the dryad Selisse as his bride, regardless of the dryad's say in the matter. If she spots the party she lets out a brief yell before Kort claps his hand over her mouth. She gives a small reward for her rescue.
3	4	Atomies (3; *Bestiary 3*)	Traitors to the court of King Proulx, the atomies Bart, Gart and Wart seek brave souls to help them overthrow the despot. They attempt to convert any humanoid creatures to their cause, and if the potential allies refuse to help, the atomies harass them.
4	5	Green hag (1)	Old Ginny is nursing her wounds following a devastating battle where she lost her two sisters, forever dissolving their coven. She pretends to be a young woman in a simple hut that belonged to her grandmother. If she thinks she can convince the PCs to become proxies in her revenge, she attempts to do so first by aiding the PCs on their adventure.
5	6	Wood golem (1)	The wood used to create the wood golem came from this forest. When the golem's controller died, the creature instinctively returned to these woods, which it protects from intruders. If the characters can prove they mean no harm to the forest, the wood golem leaves them alone.
6	8	Forest drakes (4)	This pack of forest drakes came from the same clutch and have managed to survive the deep forest by sticking to easy prey such as fey not under the banner of King Proulx. The sprite is not above contracting the forest drakes as assassins who gleefully target his enemies.
7	9	Shambling mounds (3)	The trio of shambling mounds are actually cursed humans forced to take shambling mound form. They hunt animals and try not to attack humanoids in the hope that a helpful person will cure them of their curse. Time is running out, as their intelligences slowly drain and they are soon to reach the point of no return.
8	10	Brachiosaurus (1)	Lost to time, this brachiosaurus lived when the forest was young. The creature has miraculously survived here, where it enjoys feeding off the copious plant matter in the forest's great canopy. Easily startled, the dinosaur attempts to trample creatures disturbing its grazing.
9	10	Deena (female wood giant[2]); *Bestiary 2*) and aurumvorax (1; *Bestiary 2*)	The wood giant Deena befriended a wounded aurumvorax which now acts as her protector and hunting partner. She enjoys the solitude in the deep woods, and, while good, she does not hesitate to attack intruders. If the PCs appear to have a desperate need, she helps enough to allow them to continue on their way (away from her home).
10	11	Frang (male half-orc druid 12; *NPC Codex*)	King Proulx considers himself the ruler of the entire forest and Frang is one of his most devoted servants. Frang demands strange tolls from humanoids passing through his territory (a blue goat with a horn jutting from its nose, for example). He stalks and kills any who fail to give his master his due.
11	15	Jubjub Bird (1; *Bestiary 3*)	The fey in the forest have the barest of control over the jubjub bird that hunts the area, only in the sense the bird does not eat them...provided it continues to find alternate prey.
12	21	Frumious bandersnatches (2; *Bestiary 3*)	These nasty marauders seek to outdo one another in their hunts and are just as likely to attack one another as their prey, if one of the creatures decides the other has enjoyed too much of the hunt's spoils.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*
1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).
2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

Frozen Lands: Minor Events

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude to) a larger encounter.

D%	
1	Lemmings gather on the shore of a partially frozen river. Little bigger than a hamster, their brown and yellowish hair appears oily.
2	The body of a recently killed caribou lies on the snow. No hunter is in sight.
3	Clouds of snow glide swiftly down a mountainside. The distant rumble of an avalanche reaches the party's ears.
4	A caravan train of dog sleds glide across a snow-covered plain in the middle distance.
5	Five sets of cross-country ski tracks head off to the east.
6	Columns of sunlight shine through clouds highlighting the broken roofs of an abandoned, snow drenched village.
7	Smoke slowly rises from the encampment of five large canvass tents in the lee of a nearby hill.
8	No clouds mar the sky and the sun blazes down creating some localised melting of snow and ice.
9	A huge, frozen bloodstain mars the ice.
10	Caribou gather in a herd 400 strong to feed on light scrub grass poking through the snow.
11	Two whaling ships and their crew are cleaning their catch off shore; red waves lap the shore.
12	Ice crystals floating in the air cause halo rings around the moon.
13	Suddenly a snowstorm strikes; it drops up to five feet of snow in one hour.
14	The trumpeting of sea lions basking on a nearby ice flow startles the party awake in the morning.
15	While chewing on grass shoots, three small pikas watch you from atop a small boulder.
16	The ground vibrates and shakes. Fissures and cracks form in the ice, but do not become large enough to swallow an explorer.
17	A group of 15 walruses sun themselves on a rocky beach.
18	A towering, lone thunderhead shaped like a castle slowly moves southward.
19	A family of mastodons – one male, a female and a smaller young female – move across the snow-covered valley floor.
20	Arctic hares, their plump white fur bodies topped by black tipped ears, chase one another through deep snow.
21	The wind moans like the disembodied voices of those who have died in the snow.
22	Parliaments of horned owls "hoot" from the few trees bordering the tundra.
23	Dusk comes early this day.
24	Great gouges in the snow show where two young white dragons wallowed (DC 16 Knowledge [arcana] identifies the creatures).
25	A lone arctic fox zigzags behind the group. Its brown tipped white fur waves in the breeze as it darts about.
26	The naked, frozen corpse of a human male lies in the snow.
27	A pack (1d6+5) of huge white wolves (DC 15 Knowledge [arcana] identifies) moves across a nearby ridge.
28	The journey is taking its toll on edible rations and supplies; unprotected rations are frozen solid.
29	Four dwarves pulling handcarts trek across the frosted plain.
30	Several gangs of elk form a migratory herd moving across the snow-covered field.
31	A snow trench looks a little too unnatural (DC 27 Knowledge [arcana] identifies it as the track of an ice linnorm).
32	Three fur-clad thugs rummage through a dog sled. Human and animal remains surround the scene.
33	With the sun just above the horizon the sky turns into stripes of sea green.
34	Dark clouds block out the sun.
35	Fourteen tundra swans glide atop the freezing cold water of a lake.
36	Huddled by a dead fire sit four figures. (DC 14 Knowledge [religion] identifies as frost wights).
37	The eight peaked roofs of snow trench shelters form a radial pattern (DC 20 Perception spots).
38	The remains of an ancient battle between humans and orcs peak through the snow.
39	Screaming from the heavens, a meteor strikes the ground just over the horizon.
40	An unkindness of arctic ravens gathers for a feast of carrion in the snow.
41	Melt water bursts from fissures in an ice wall. Characters failing a DC 14 Reflex are drenched.
42	Crude, guttural yelps carry on the gusty snow-filled wind (DC 19 Knowledge [nature] identifies them as the call of a yeti).
43	Massive chunks of ice fly through the air; two young frost giants are having a hurling contest.
44	The glaring sun blinds the characters (DC 15 Fortitude negates; duration 1d6 hours).
45	A pod of whales gather offshore in the open water. About 30 feet long; their purplish grey skin shines in the sun.
46	Two frost giants (DC 14 Knowledge [local] identifies) feed on a mastodon's carcass.

47	The temperature suddenly drops to -20 (extreme cold); characters suffer 1d6 lethal damage and must make a DC 15 (+1 per previous check) Fortitude every minute or suffer 1d4 nonlethal damage. The cold snaps lasts 10 minutes.
48	A small thatch hovel surrounded by a flowering garden stands alone. Snow drifts surround it.
49	Three heavenly bodies align; a swirling mass of spectral blue and red forms an upright disk above the snow.
50	A huge arrow has been drawn in the snow. It points in the direction of the party's travel.
51	Three igloos flanked by racks of freeze drying meat come into view around a hill.
52	A mile-wide spectral green aura borealis lights up the sky.
53	A group of igloos set just below a ridge capped with ice appear abandoned; one has partly collapsed.
54	Three frozen trees stand atop a high, icy hill.
55	Emperor penguins gather on an ice flow; their tall tuxedoed bodies cluster in a tight clutch.
56	Ice blue flame licks across the ice
57	As darkness falls the immense expanse of the star-filled sky stretches from horizon to horizon.
58	Growing from the frozen taiga, a large hawthorn tree (a treant; DC 18 Knowledge [nature] identifies) shakes snow-covered branches.
59	An empty dogsled pulled by a pack of thick furred huskies approaches the party.
60	Just below the ice salmon swim to the ocean.
61	The shard of a broken disk juts from the snow; arcane runes adorn its surface.
62	A near perfect hole is cut into the thick ice wall; A DC 22 Knowledge (arcana) identifies this as a remorhaz hole.
63	Hoarfrost forms on every surface following a light, misty rain.
64	Blowing ice and snow reduce movement by half.
65	A sudden, savage wind chills the party.
66	Exposed metal has become so cold that touching it with bare flesh causes it to become stuck.
67	A deep patch of slush snow (treat as quicksand) lies ahead (DC 15 Survival identifies).
68	The sounds of reverberating cracking signals the breaking of ice ahead.
69	A frozen hand protrudes from the snow.
70	The shores of a thawed river are covered in buzzing black flies.
71	A wagon with no horse rolls lies forlornly on its side in the snow.
72	Four ice climbers ascend towards a dark cave opening.
73	A flurry of "St Elmo's fire" passes though the party's campsite.
74	Five frozen bodies are found huddled next to a low rocky rise.
75	Late one night, the howling of wolves is heard in the distance.
76	The blank snow plain causes disorientation; +5 to the DC of Survival checks made to not get lost.
77	Eight humans stand frozen in place as if in flight from some attacking creature.
78	A single raven soars overhead.
79	Seals poke their heads through holes in the ice. Some pop onto the ice and watch the party.
80	A small tribe of mountain goats scramble up a steep cliff 30 feet above the party.
81	The snowy plane is actually an ice covered lake (DC 15 Perception reveals). Encumbered characters have 1 in 4 chance of breaking through.
82	The broken body of a penguin lies in the snow.
83	Fur-clad barbarians are sacking a small fishing village in the distance.
84	When mirages appear that would be reflected in the snow, they appear to move across the sky.
85	Two polar bears emerge from the open water onto an ice flow.
86	At high noon a group of five oval-shaped, ice mirrors appear out of the swirling snow.
87	A low breeze blows snow into a mist; the party are but shadowy figures within.
88	Snow squall: winds are strong and visibility is reduced by 50%; condition is sporadic and lasts up to 30 minutes.
89	The wind blows small whirling columns of snow about randomly.
90	Toboggans race downhill carrying blue skinned goblins. They brandish weapons of bone.
91	Three longswords crossed by daggers stand as headstones for low rock piles.
92	An eight-foot long, cylindrical snow boulder rolls across an open snow field. It slowly comes to a half nearby the party.
93	The pole star winks out and does not return for 1d4 hours.
94	The characters' breath forms crystals; the light creates rainbow like patterns.
95	Set on the stony shore is a small cabin whose roof is made from an overturned long boat.
96	Groups of natives glide across the open water in sealskin kayaks.
97	A large ice slab floats by with stranded human explorers on board; they shout for help.
98	Nine light blue skinned elven travellers gather by an overturned sled.
99	All-day long the sun appears to be transfixed with a large cross.
100	Brown and white sandpipers gather during their migration. Their sharp calls cut through the air.

Frozen Lands: Dressing

The land through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up otherwise uninteresting day's travel.

D%	
1	The glacier ice forms a bridge between two peninsulas over freezing water.
2	Three long shadows of triangular shape appear to be cast by nothing.
3	A crust of hard snow covers softer snow; all Stealth checks are made at a -6 penalty.
4	After being sun-baked for hours the clouds cover the glacier. Cooling rapidly the surface breaks in small explosions.
5	Gaps in the glacier ice form deep crevasses.
6	Like a frozen castle gate, a waterfall rises 30 foot up the cliff.
7	The snowy plain is broken by a spider web of volcanic cracks, seeping noxious gasses.
8	The rocky plateau is comprised of sun cups; shallow, bowl-shaped hollows, filled with fresh melt water.
9	The surface of the snow and ice swirls into a frozen downward spiral.
10	Towering, cone shaped hills of sediment dot the landscape at the leading edge of a glacier.
11	A white valley of snow and ice has been cut by a yet unfrozen river.
12	Twenty-foot tall ice shelves form the coastline.
13	The remnants of an expedition's camp – preserved fish, blackened fire ring and blood stained tents – lie scattered about.
14	A forty-foot tall arch of carved blocks frames the pass in the mountain valley entrance.
15	Flowing out from the glacier, slopes of loose rocks form an outwash.
16	The ice here is particularly smooth; movement is halved and Acrobatics checks suffer a -5 penalty.
17	A lake covered with small, round pancake-like disks of ice fills a large valley.
18	Curtains of icicles line the face of a rocky valley.
19	Crystal clear sheets of ice surround the entrance to an extremely slick ice cave.
20	A set of footprints twice the size of a human's cuts through a deep snowdrift.
21	On a slender jetty of tumbled rock stands an ice-shrouded lighthouse.
22	Sheets of ice extend out from the coast over the sea water.
23	Wind swept snow forms ripples like miniature sand dunes.
24	Aqua blue ice slabs capped with granular snow lie in a seemingly random pattern.
25	The glacier has receded enough to form a kettle hole filled with fresh melt water.
26	Ice caked scaffolding surrounds a twisted spiral shaped tower.
27	Gaps of thick ice form angular breaks with fresh, thin frozen water between them.
28	Towering icebergs bob slowly off shore.
29	Islands of high rock cliffs are surrounded by deep, white streaked ice.
30	Several small, black rocks lie in a random pattern amid small snow craters.
31	The icescape forms a rippling sheet of sastrugi (three to four inch deep ice ridges) making this difficult terrain.
32	Just below the surface of the ice lies a fine sailing ship.
33	A set of ice stairs descends into the base of a 30-foot deep cone of powder snow.
34	The ends of these twenty-foot tall horseshoe-shaped snow barchans point downwind.
35	Windblown snow and ice have formed a series of natural arches.
36	A grove of trees is cloaked in crystal clear ice.
37	Four deep sinkholes drop into blackness; their sides caked thick with ice.
38	Two sets of snow shoe tracks head off to the west. A trail of blood runs between them.
39	Eight-foot tall spikes of ice form a border around the base of a rocky crag.
40	A long pier extends out into the sea; its planks thick with ice. A dingy is half sunk near the shore.
41	Two ten-foot tall columns of ice rise from the snow. A human skeleton hangs from manacles between them.
42	Towering half cones of ice lie on their sides. The bottoms form windswept spiky shallow caves.
43	A fifteen-foot long snow bridge stretches across an icy crevasse.
44	Permafrost has dissolved away into bubbling, hot mud.
45	The massive structure of a pyramid made from carved blocks of ice rests before a rocky cliff face.
46	The black crack in a glacier wall is much colder than the surroundings. A DC 18 Knowledge (planes) reveal it is the entrance to the demi-plane of ice.
47	A series of what appears to be tunnel mounds rise from the snow. They look a lot like what a burrowing creature might make.
48	This mile wide crater is filled with snow and ice; in the middle lies a three foot tall rough boulder.
49	A circle of standing stones is made of eight slabs of onyx. They are 10-foot tall, 3-foot wide and 2-foot thick.

50	Deep crevasses in the ice make it impassable for several miles in either direction.
51	A massive mote of ice floats 20 feet above the ground; its top crowned by mist.
52	Large cornices of bluish ice cling precariously to a rocky overhang.
53	Suspended in the opening of an oval mouthed cave are frozen sea birds; their wings held as if in flight.
54	A dark spire of rock is topped by a huge tower taller than any man-made structure.
55	The wide shore of a river comprises rolling eskers of glacier silt and tilled gravel.
56	Seven rocks are lined up next to one another. At one end of each is a smooth, grey stone sphere.
57	Bare ice patches cover the ground. The area is slippery.
58	Miles of taiga or boreal forests skirt the snow and ice covered plains.
59	A small cairn of stones sits upon a low snow-covered hill.
60	Mist boils from the mouth of a valley. Warm tropical air bathes the party.
61	Frozen ice has formed in swirling patters from a colonnade.
62	A group of three canvas tents have been blown down by the wind.
63	The snow is packed tightly and covered in booted footprints. Amid the tracks lies a smooth, red rock sphere.
64	Tucked into a rocky crack is a crude alter of unknown design.
65	Mine car tracks lead out from a cave mouth; the frozen mine car is full of ice and snow.
66	At the edge of the taiga stands a lone tree. Oddly, under its green canopy grows tall grass.
67	Out in an ice locked bay; a galleon is caught in the grip of deadly ice.
68	Thick window like ice covers a network of deep crevasses.
69	The permafrost has thawed to form a cold, wet bog.
70	Swirling masses of snow form patches of impenetrable columns of snow and wind 30 foot in diameter.
71	A devil's tower of octagonal, volcanic rock forms a tall ice cover butte.
72	Twenty-foot tall mega-dunes of ice and snow break up this low plain.
73	Six ring-shaped stones five foot in diameter emerge from the snow; two stand upright and face east, one is broken, the last two are linked through the centre.
74	Patches of snow topped white and bluish mushrooms grow on the side of a hill.
75	A 30-foot tall archway rises majestically and mysteriously from the snow.
76	Warming lake water billows up in a mist and forms clouds over the water.
77	**The ice wall of the glacier is made of compacted, granular snow.**
78	A radiant nimbus of bright green light surrounds a spear-like rock formation.
79	A roughly carved black and grey granite rock is carved like a sneering orc head.
80	Cracked and broken shards of ice float down a wide slow moving river.
81	Two small hills are each topped with a single standing stone.
82	Several small wooden building stand on stilts above the surface of a frozen lake.
83	Patches of black ice mar the otherwise normal snow. Infused with negative energy they damage any standing upon them (1d8+1 damage; DC 11 Will halves).
84	Four huge balls of ice lie atop a steep hill. Sometimes frost giants push them down on travellers.
85	The gaping mouth of a cave opens in the snow; the interior walls are solid ice.
86	Bright red flags dot the snow.
87	A frozen maze of thick hedges standing ten feet tall surrounds a lone shingled tower.
88	Frazil flows downstream in tumbling piles of needle shaped ice.
89	A recent avalanche has uncovered the ruins of an octagonal tower.
90	Higher up the valley wall is a smaller hanging valley whose mouth is partly blocked by thick ice.
91	A smooth, perfectly formed 15-foot snow dome rises from the ground and measures 50 feet in circumference.
92	A tight valley filled with icicle overhangs another valley.
93	The upper parts of this glacier are covered in névé: small granular particles of snow.
94	Ice forms in deep blue streaks on the glacier face; a slow trickle of fresh water runs from its base.
95	Broken slabs of ice form overlapping finger-like projections; movement is reduced by half.
96	The jagged edge of an open pit pierces the ice; blackness shrouds its depths.
97	Five to ten foot drifts of powder snow form massive dunes; all movement is halved.
98	Jutting at odd angles, spikes of ice protrude from a flat topped rock.
99	On the shore of a small inlet is a village of 18 cottages. Snow has inundated the settlement.
100	A group of tall darkly coloured stone plinths has unearthly angular projections.

Frozen Lands: Random Encounters

D12	EL	Creatures*	Notes
1	2	Zombies (4)	Four zombies lie beneath a snowdrift. By chance, the PCs make camp nearby and the heat of their campfire alerts the zombies to their presence.
2	3	Skeletal champion (1) and skeletons (3)	A skeletal champion leads three mindless minions in a hunt for victims. They move during the night and investigate any signs of life (such as a campfire) they spot. They attack suddenly (but unimaginatively).
3	3	Yeti[1] (1)	This young yeti has been cast out of its tribe and is very hungry. Wildly inexperienced, it attacks the party seeking to drag away a pack animal or other mount for a tasty snack.
4	4	Ice golem[1] (1)	This small ice golem carries the frozen body of its halfling master across the ice; the last command the golem received was to carry its master south in search of warmth lands. Unfortunately, the halfling died of exposure shortly thereafter. The golem defends itself (and its master's body) but otherwise ignores the party.
5	6	Glacier toad (1; *Bestiary 2*)	This glacier toad dwells on a frozen island in the middle of a swiftly flowing river. The water is shallow around the island and a good point to cross the river. The toad lurks in ambush and attacks the first explorer making it halfway across the river.
6	7	Trolls (2)	Two trolls lurk in ambush. They are not clever creatures and their tracks crisscross the snow (DC 5 Survival spots). They are easily ambushed, by a vigilant party.
7	7	Remorhaz (1)	The party are travelling over a section of snow honeycombed with remorhaz tunnels. The heaviest party member's weight is too much for the weakened snow to hold and he falls through into the tunnels.
8	8	Winter wolves (3)	Three winter wolves are feasting on the body of a mastodon. The broken bodies of another four wolves lie scattered about the crimson snow. The wolves viciously protect their prize, but otherwise show no interest in the party,
9	10	Aramonix (adult white dragon)	Petty and jealous, Aramonix is incensed with rage that a small band of frost giants have recently moved into his territory. When he spots the party, he is out searching for interlopers. He lands nearby and questions the party at length in regards to frost giants. If he likes their answers, the lets them go (after they pay suitable tribute, of course). If he doesn't like the party's answers he suddenly becomes very hungry...
10	11	Mastodons (2)	Two mastodons wander the ice searching for their new born baby which wandered away from the herd. To make this encounter more interesting, the PCs should have previous encountered the near dead baby mastodon. Unless, the PCs have the baby mastodon the parents ignore the party. If the baby is among the party, they menace the PCs.
11	12	Frost giants (3)	Three frost giants are dragging the corpses of three slain polar bears and a half-dozen seals back to their lair. They have no rocks to throw so when they spot the PCs they hurl their kills instead (which are all frown solid). They think this is marvellous fun and laugh loudly if a hurled corpse strikes its target.
12	17	Ice linnorm (1)	This ice linnorm dwells in the depths of a deep crevasse. Its depths are choked with bones, but here and their amid the gloom discarded equipment can be made out. When the PCs arrive, the creature is sleeping. It is not happy to be awoken.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

Snow and ice can make fighting and movement difficult. Canny combatants, however, can use some of these features to their advantage.

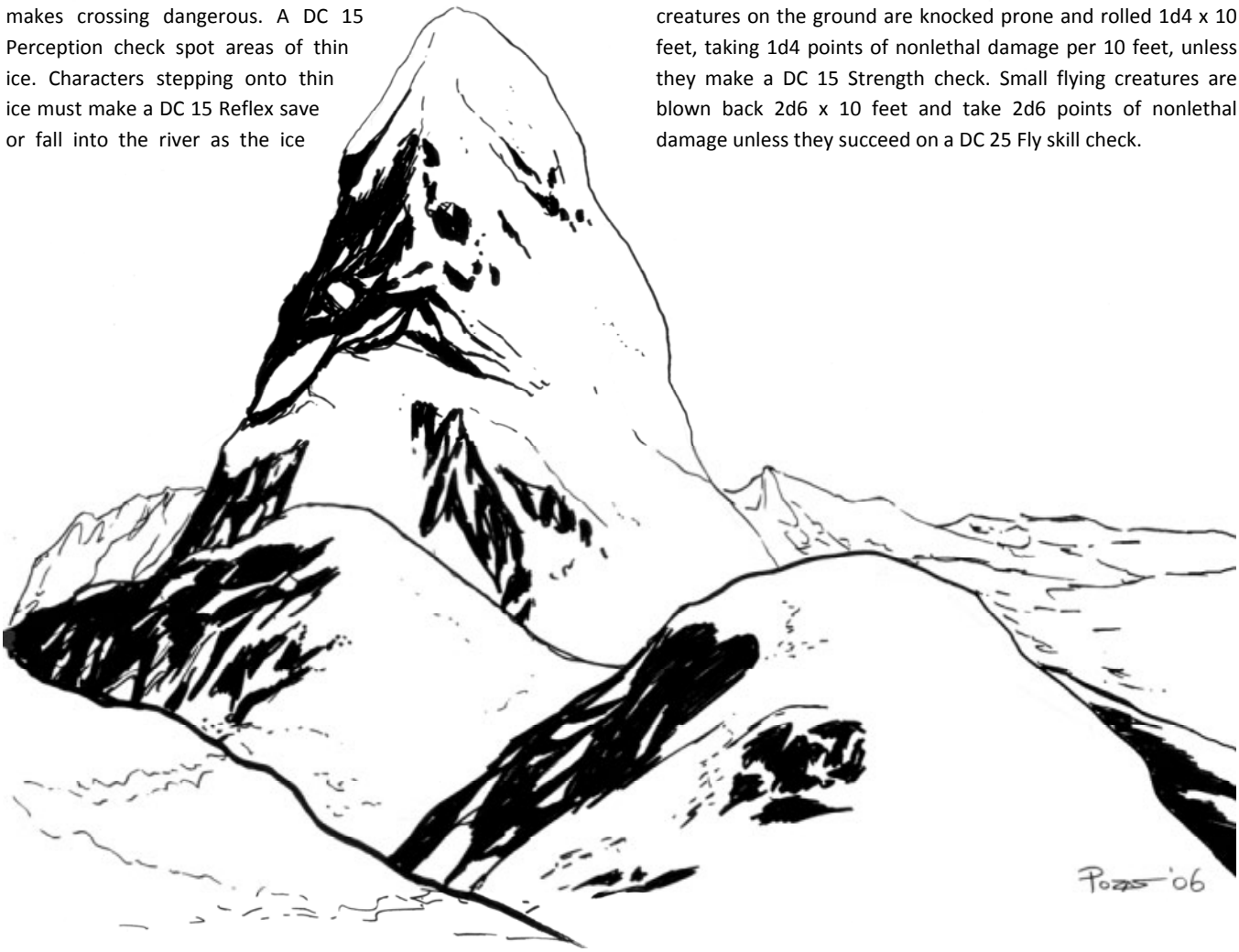
Chasms: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident. A typical chasm is 2d4 x 10 ft. deep, at least 20 feet long and 5 feet to 20 ft. wide. It takes a DC 15 Climb check to scale a chasm's walls.

Icy Trails: Numerous narrow trails, no more than a few feet wide, covered in slick ice traverse the higher elevations of the cliffs. Creatures move at half speed along icy trails by making a DC 10 Acrobatics check. Failure indicates the character stops moving. Failure by 5 or more indicates the character falls form the ledge (a DC 15 Reflex save indicates the character grabs the ledge as they fall.) Characters falling from the trail tumble 1d10 x 10 feet (taking the requisite amount of falling damage).

Frozen Rivers: The rivers at the higher elevations have a thick enough crust of ice to allow safe travel. At the lower elevations, the ice is much thinner and makes crossing dangerous. A DC 15 Perception check spot areas of thin ice. Characters stepping onto thin ice must make a DC 15 Reflex save or fall into the river as the ice breaks. The fast currents sweep a creature 40 ft. each round under the ice. As a move action, a creature can make a DC 15 Swim check to move quarter speed (or half speed as a full-round action) or attempt to break the ice as a standard action (9 hp). A creature takes 1d6 points of nonlethal cold damage each round it is submerged. An unconscious creature begins drowning.

Snow: It costs two squares of movement to enter a snow-covered square. A day of snow leaves 1d6 inches of snow on the ground. Falling snow reduces visibility by half, resulting in a -4 penalty on Perception checks. Unprotected flames are automatically extinguished and protected flames have a 50% chance of being extinguishing.

Blizzard: High winds and heavy snow (1d6 inches every hour) reduce visibility to zero, making Perception checks and all ranged weapon attacks impossible. Unprotected flames are extinguished, and protected flames have a 75% of being doused. Medium creatures caught in the area must make a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check (if airborne) to move forward against the force of the wind. Small creatures on the ground are knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Small flying creatures are blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage unless they succeed on a DC 25 Fly skill check.



Hills: Minor Events

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude to) a larger encounter.

D%	
1	A murder of midnight black ravens erupt from the trees just ahead.
2	The orange glow of sunrise or sunset silhouettes a group of wolves cresting a hill to the east.
3	A comet dashes across the night sky.
4	A distant rumble of thunder rolls toward you; cold wind blows, damp with the scent of rain.
5	Wind whips the dusty path. PCs must make a DC 15 Reflex save or be blinded for 1d4 rounds.
6	The crunching of dried leaves and cracking twigs can be heard in the distance.
7	A stiff breeze blows the scent of smoke through the hills.
8	At night, the clatter of rocks rolling down a hill wakes everyone in camp.
9	The sun blazes high in the sky; a falcon dives toward the distant ground in search of prey.
10	The sound of barking echoes through the hills. It slowly moves away from the party.
11	A large elk stands at bay in a small glade a short distance away. The hills rise sharply behind it.
12	Several birds wheel overhead, in full song.
13	Faint high pitched squeaking in the dead of night heralds the arrival of many bats (DC 10 Knowledge [nature] identifies).
14	In the middle of conversation with a travelling companion a fly becomes caught in your throat.
15	An orc body, three arrows in its back, lies on the trail. A DC 15 Heal check reveals it is less than three hours dead.
16	A wide s-shaped track weaves up the hillside.
17	A large raccoon eyes you menacingly while clutching a small mouse in its paws.
18	The dark of night is interrupted by flashes of light coming from between two distant hills.
19	A desultory drizzle begins to fall.
20	Dusty grey squirrels chatter while chasing one another around a large oak.
21	An eclipse begins with the sun swallowing the moon. It bathes the hillside in blood red light.
22	A ram, flanked by two ewes, stands on a low rocky hillside.
23	A bright blue-white flash of lightning rends the sky; the sound of splintering rock follows.
24	The lazy rolling hill pasture is occupied by a dozen fat cows. Neither a shepherd or dog is in attendance.
25	A tangled mass of brush and tree limbs lie at the base of a flat-topped hill. A DC 20 Perception check reveals the sound of scratching coming from inside the brush.
26	Desiccated bodies of birds, mice and other small animals hang from a tree's low branches.
27	From across the rough rolling hillside, a bobbling ball of whitish-green witch-light wavers. It moves away from those approaching it.
28	Deeply set tracks cross the party's path; a DC 18 Survival check reveals them to be of six heavily laden goblins that passed by two days ago.
29	Rotten branches and fallen small trees lie across the trail as it goes up hill.
30	The faint smell of roasting meat wafts on the breeze, probably from the sliver of smoke floating up from behind the next hill.
31	A DC 20 Perception check reveals the torn remains of a cleverly hidden net trap anchored to a tall oak.
32	A DC 20 Perception check reveals a jagged topped stone looks out of place. A deep hollow beneath contains three days of trail rations.
33	The weed cloaked skeletons of four ogres, their amour and weapons weathered beyond use, lie in a narrow gorge.
34	A newly cut trail leads downhill towards the sound of running water.
35	A trickle of mist covers the low-lying ground between several hills.
36	The clatter of hooves echoes through the hills, from ahead.
37	The rocky hillside has crumbled away to reveal a strangely carved opening in the hill. The opening is partially covered by the rock fall.
38	A sliver of blue fox fire snakes about the hillside before disappearing into the ground.
39	The rotting corpse of a light warhorse clad in rent barding bakes in the sun.
40	You hear the distinct sound of a baby rattle coming from the tall grass on the hillside.
41	The exposed roots of a massive hickory tree grow out of a craggy hill, creating a protected overhang.
42	The crack of whips and screams of pain echo through the hills.
43	The scent of smoke and burning flesh fills the air. To the east, a plume of smoke grows higher.
44	A gibbous moon hangs above the hills.
45	Tents of foreign design stand on a hillside.
46	As the sun reaches its apex the wind whips about with furious gusts. Distant chanting rises in tone.
47	A set of Large humanoid footprints led over a hill where two voices argue. A DC 16 Knowledge [local] reveals the voices are speaking in Ettin.

48	This hollow under a hawthorn tree-covered hillside serves as a worg's den. A DC 12 Knowledge (arcana) check reveals the identity of the den's occupants.
49	Foreboding, dark clouds gather above the hills.
50	Fallen trees border a recent campsite. A DC 15 Survival check reveals it is three days olds.
51	Positioned in the crook of a tall oak atop a hill rests a severed dwarven head.
52	The scent of death wafts through the hills. A DC 15 Perception check uncovers a black bear's hollowed out carcass.
53	Wild grapes grow among a twisted brier. The briar hides a massive bee hive which unwary explorers may disturb.
54	A DC 18 Perception check reveals a very young wolf lurking behind a thorny bush at the base of the hill. It is emaciated and hungry.
55	An old, weathered arrow sticks out of the trail.
56	Strewn about the base of the hill are the looted remains of a campsite.
57	A DC 15 Survival check reveals several horses passed this way recently.
58	The ground shakes violently. Characters must make a DC 14 Acrobatics check or fall prone. A DC 10 Knowledge (nature) identifies the phenomenon as a minor earth tremor.
59	You hear the creaking of cart wheels. Still a few bow shots behind you, shouts can be heard.
60	Carrion birds circle back and forth above a nearby hill. Investigations reveals the remains of several humans and goblins.
61	A large pit full of decomposing animals gapes before you. Flies cluster about and the stench of death is heavy in the air.
62	The trail heads down a difficult, irregular hill side. Characters must make a DC 12 Acrobatics, check to avoid sliding down the hill.
63	The wind moans through the hills; it grows suddenly colder.
64	A sudden drop in temperature heralds dark, rain-laden clouds creeping over the hills
65	A sudden strong winds sends small pebbles tumbling down a cliff.
66	Horse tracks and those of a laden cart are evident on the trail. Further on lies a body bloated with disease.
67	A slow, heavy rain makes the hillsides muddy and slippery.
68	A large flock of mountain sheep graze silently in the fold between two hills.
69	A long line of ants snakes across the party's path.
70	The warning yip of a fox (DC 10 Knowledge [nature] identifies) comes from a nearby rise.
71	The bright flash of an explosion bursts from the shadowed side of a steep-sided hill.
72	A low rumbling echoes through the hills.
73	A stark, unearthly shriek pierces the air; all other sounds cease and the wind grows in strength.
74	A broken chest lies on its side, on a hillside.
75	Two sets of clothing, along with other miscellaneous equipment, lies scattered about.
76	Four horse riders move across a distant ridge.
77	The hill rises to a cliff pockmarked with caves. Spindles of smoke rise from several cave mouths.
78	On a sheer section of the hillside perches a large nest of small trees, branches and shrubs.
79	Two broken down covered wagons block the trail. Shouting and banging come from the front wagon.
80	Vultures circle in the sky a few hills away.
81	A large stag stands atop a hill. It snorts in the party's direction.
82	A ten-foot deep hole pierces the hill. A block and tackle are set above it.
83	Large rocks tumble down the hill across the party's path.
84	An abandon campsite, several days old, has a map of the local area drawn in the earth. An "X" marks a spot just over a nearby ridge.
85	Several wolves circle an injured deer. Slowly the circle grows smaller.
86	A dead body lies face down on the trail. The unfortunate clutches a book in one hand and an empty bowl in the other.
87	Three heavily laden horses are tied to a large oak stump at the base of a tall bluff.
88	The stench of brimstone and sulphur waft from cracks in the hill.
89	Atop a convoluted hill, a single branch on a lone elm tree slowly bobs up and down.
90	A signpost lies on the ground. It reads "DREAD" and is written in dried blood.
91	The sound of sweet music comes from every direction.
92	A wide swath of mud covers the trail.
93	Recently made cart tracks from several wagons mar the trail.
94	Heavy rain lashes the hills; after 2d20 minutes rivulets of water start to wash over the trail.
95	Smoke issues from a deep rent in a nearby hillside.
96	Rolling hills drop down to a pristine lake.
97	The soft earth at the base of a hill barely conceals the opening of a sink hole.
98	A flock of ducks flies over low overhead. One drops from the sky, pierced by an arrow.
99	Fireflies flash and blink at the base of a twisted hill.
100	Suddenly a wall of earth sprouts the length of the opposite hill. Flashes and blasts of light can be seen coming from two battling figures.

Hills: Dressing

The hills through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	Tucked into a small grotto stands the burned husk of a miner's cabin.
2	A large patch of morel mushrooms sprout from the ground. A DC 16 Survival check gathers enough for a meal.
3	A thick growth of wild raspberry bushes has a path roughly chopped through it.
4	A recent rock slide partly covers the underbrush.
5	An old game trail crosses the trail. (d6) 1 tracks from a wild turkey, 2-4 no distinct tracks, 5 tracks of soft heeled boots, 6 bear scat.
6	A wild strawberry patch grows in the hollow between two low, grassy hills.
7	In the faint twilight, you find a small cairn of flat slate stone.
8	A scrap of red silk is caught in the thorny grip of a wild white rose bush.
9	The path widens; a vine covered cart with broken wheels rest on the side of the trail.
10	A hollow among three steep hills drops into a 40 ft. deep sinkhole.
11	A dilapidated hunter's cabin squats uneasily against a rocky hillside.
12	The low, broad outline of a stone archway can be seen in the grassy side of an evenly rounded hill.
13	Piles of tall grass lies in neat piles. Lazy smoke rise skyward from behind the hilltop.
14	A group of low growing blueberry bushes huddle about a small sunken pool of clear water.
15	A woodsman's axe lies on the ground next to a pile of cut wood. There is dried blood all around.
16	The dry heat of the sun has baked the sparsely covered hills into dry cracked faces.
17	A group of semicircular hills rise in the distance; each is topped with large, flat stones.
18	A tall slow upward rolling hill is topped with the tumbled remains of a watchtower.
19	The trail here has been dug into the side of a hill, doubling its width.
20	A large earthen berm circles a ruined hamlet.
21	An exposed deep hole between adjoining hills opens into a cavern below.
22	A ten-foot thick archway cuts through a gigantic tree between two hills.
23	As the trail ascends a steep hill ancient flagstone steps are visible beneath the mud.
24	The remains of a crumbling tower cascade down one side of this rocky crag of a hill.
25	An outline of a giant man is laid out in stone on the hillside a few bow shots ahead.
26	Two sharply rising hills flank the road.
27	A tall wooden tower perches atop a hill in the distance; it appears unoccupied.
28	Large flat stones, etched with illegible symbols cover a hill top. A DC 15 Knowledge (religion) reveal the place to be a burial ground.
29	The trail wends through closely crowded hills. Travellers must walk in single file.
30	Dishes outside a small roadside shrine contain cheese, bread, herbs and a small tiger eye agate (worth 10 gp).
31	A low oblong hill, covered in tiny white and purple flowers, has wandering steps cut to its summit.
32	A massive 100 foot crater opens in a hilltop's northern face.
33	The footpath through the hills is flanked by dark hawthorn trees. A DC 10 Knowledge (nature) check reveals they have been planted this way.
34	A tight, small grove of crab-apple trees wreath the top of a hill to the north of the path.
35	A low, crumbling stone wall snakes its way downhill.
36	Remains of a wooden bridge fill a hollow. The bridge's massive timbers are smashed and rotten.
37	Vines and underbrush have grown thickly over the ruined steps, columns and walls of a vast temple complex.
38	A low opening at the base of the hill is protected by a shelf of rock that juts out over it.
39	At the centre of this earthen amphitheatre is a broken circular stone platform.
40	The shallow alcove of a roadside shrine has been vandalised.
41	An opening of an old mine shaft is supported by stout oak posts bleached white by age.
42	The hill, covered in thick underbrush and thorny bushes, is sliced in two by a narrow chasm.
43	A tight group of birch trees stand atop a lone hill.
44	A sturdily built, weed-choked wooden fence climbs its way up the hillside.
45	A hill of rolling black volcanic rock rises and falls like a wave, its surface cold, coarse and pitted.
46	The trail ends abruptly at the base of a steep hill.
47	Rock battlements, no taller than a goblin, squat about the base of a low hill.
48	The hillside provides ample cover for any creature traversing it.
49	The grey-green face of this cliff is cloaked in intermittent mist drifting up from below.
50	Twist and turns of the low foothill gullies have become rocky, like a dry riverbed.

51	The crumbling remains of two massive pillars carved with devils' faces flank the trail.
52	This lone half-timbered shack's mouldering thatch roof has partially collapsed.
53	Several pecan trees with green skinned immature fruit stand dusty in the afternoon sun.
54	Three bow shots from this rocky plateau spreads a grassy plain thickly coated with wild flowers.
55	A flat hill flanks the trail. Atop it a windmill with broken sails stands forlornly.
56	A low bluff slopes up to a rocky prominence; its shape is vaguely pyramidal.
57	Atop a steeply sloped crag stands a wind hewn tor that vaguely resembles five fingers of an unearthly hand.
58	The limestone face of this broken crag is dotted by blue spruce pine and their fallen kin. A chimney crack splits the crag's face.
59	Atop the bluff, grass zigzags like a receding hairline.
60	A hill is covered in a scattered of leaves that themselves lightly cloak the foundations of an old, abandoned village.
61	Two huge boulders, one piled precariously onto the other, stand by the trail.
62	A gurgling rill leading away from a small waterfall is crossed by a rudimentary rock bridge of flat stone.
63	Cold winds, blowing a ripped and torn cloak, rips down the trail.
64	A blackened hill looms above the trail.
65	A deep crack in a nearby cliff overlooks the trail. Within, it slopes downward to a small cave.
66	Five stones stand at the base of the hill where the beginnings of a small game trail snakes into the bushes.
67	The slopes of the defile rise like a tear in the hillside. Shadows shroud the path.
68	A broad, shallow valley opens before you. Wildflowers cover the ground.
69	The split in the path leads off in five directions. Three of the paths are well-travelled.
70	The deeply eroded hillside exposes loamy, black soil. Root balls of tall grass hang from the sod.
71	An extremely jagged hill provides cover from the wind that whips about this high spot.
72	A heavily reinforced stone door protects a cave of dark stone.
73	Four switchbacks zigzag up the steep hills. A large cairn of stones stands at each turn.
74	A difficult path runs up the rocky hill face. Its edges crumble away if used.
75	A near perfect rock dome, its cracks coloured deep black like a web shaped scab, tops the hill.
76	Terraced hills form small farm plots. The plots are well tended, but there is no sign of the farmers.
77	A whistling sound caused by wind moving through openings in the hillside fills the air.
78	On the gentle slope of the hill stands an abandoned mining settlement.
79	A steep, massive tor rises from a hillside. A lone watchtower perches at its zenith.
80	A side path runs between two small mounds linked by a stone archway.
81	The form of several sharp outcrops on the hillside are suggestive of leering faces.
82	A wind-worn flat rock faces the rising sun. Its mirror smooth surface glints brightly.
83	Thin, foot-long grass green crystals protrude like spines from either side of the hillside path.
84	The tall grass growing here is twisted into tight spiralling bundles. No wind or breeze is present.
85	The dry wash of the foothill opens into a small basin.
86	A massive sinkhole nearly engulfs the base of a high, shear rocky hill.
87	Slabs of black obsidian coat the low hill like armour. A flat topped archway opens in its side.
88	A hilly region of sulphurous, terraced pools of hot water flank the trail. Stinking mists claw at your nostrils.
89	At the back of a grotto is a small cave opening.
90	Tucked between two hills boiling mud pits roil with heat and noxious gasses.
91	The hills bordering the forest are dotted with foresters' huts. Much cut lumber is piled about.
92	Nestled in the cracks of the hillside is a super colony of ants.
93	This deep shadowed hillside is covered with slimy, iridescent pale blue mushrooms.
94	The path winds down the slope of this large sparsely grass-covered hillside like an undulating serpent.
95	A starkly bright lichen-covered rock juts out from a cliff. Its massive overhang could shelter five humans.
96	The wall of a broken well stands at the base of an overhanging bluff.
97	Deeply eroded red clay blankets this section of ranging hills.
98	Wedged between the rocks halfway up the hill stands a stone hut. A slow pillar of smoke rises from its chimney.
99	The hill path ends at a precipice that drops hundreds of feet to the foothills below.
100	An entire hill face is carved with a 30-foot high relief of a mythical beast.

Hills: Random Encounters

D12	EL	Creatures*	Notes
1	1	Orcs (3)	Scouts for their tribe, these orcs sneak through the hills looking for a dwarf who has been prospecting in the area. They don't attack large groups, unless many party members are injured or distracted. They sneak after the party and if they camp near a cliff or steep slope, the orcs try to start a landslide once night falls to slay the PCs.
2	2	Hippogriff (*Bestiary 2*)	The PCs come across a hippogriff feasting on a recently slain orc. The hippogriff is fiercely territorial and does not give up its meal.
3	3	Hobgoblin leader[2] and hobgoblins (2)	These three hobgoblins guard a rudimentary rope bridge leading into their tribe's territory. Their leader offers single combat to the party's greatest warrior for the right to cross the bridge. He tries to push his foe into the chasm below and if he is slain his fellows cut away the bridge's supporting ropes.
4	4	Ogre (1) and orcs (3)	This ogre is a mercenary for the Blood Eye tribe and it leads these orcs in a hunt for interlopers. The ogre is unsubtle and charges into battle, but retreats if reduced to half hit points. If the ogre retreats, the orcs also fall back and try to kill it; they resent this bullying ogre leading them and see the perfect opportunity to take their revenge.
5	6	Ogre spider (*Bestiary 3*)	This ogre spider lurks in a narrow cleft in the rock nearby where the PCs camp for the night. The creature emerges when it gets dark to hunt. It tries to immobilise one foe before dragging it back to its lair to eat later.
6	7	Leucrotta (2; *Bestiary 2*)	These cunning creatures use their power of mimicry to split the group. They wait until a PC is alone – perhaps while answering a call of nature – and call for help. They try and lead the gullible PC deep into the hills.
7	8	Wyverns (2)	Two wyverns swoop low over the hills searching for prey. They are very hungry and attack even large groups. They swoop down and try to grab a tasty snack. Once a wyvern has grabbed a target they fly away to a nearby hill where they drop their snack and fight between themselves over who gets the choicest piece of the meal.
8	8	Young hill giants[1] (2)	Two young hill giants have crept away from their clan in search of fun and adventure. They attack the PCs from distance, hurling boulders at archers and spellcasters. They exclaim at every hit with childlike glee and retreat if reduced to half hit points.
9	9	Hill giant (1) and advanced ogres[2] (3)	This hill giant leads its ogre warrior-minions in search of loot and fun. The giant is brutish and stupid and has only the flimsiest grasp of tactics; the ogres are much more cunning and hang back letting the giant fight the toughest foes.
10	10	Bull gorgon[2] and young gorgon[1]	This dominant bull gorgon is teaching its child to hunt. It stays close to its child and protects it – even giving up chances to permanently petrify foes to do so. If its child is killed, however, it focuses all its attacks on the opponent who struck the killing blow and tries to petrify him.
11	11	Nal Karak (old great Cyclops[3])	Blinded by battle rage and fear of encroaching old age, Nal Karak attacks the party intent on proving his virility and prowess. He plans to leave one foe alive to tell of his power and might. He screams his name and deeds during battle to intimidate his foes.
12	12	Angkarmiir (adult copper dragon)	Angkarmiir is patrolling his territory when he spies the PCs. He lands and demands to know what they are doing in his realm. He is a whimsical fellow given to making mischief and decides to only let the PCs pass if they can successfully answer his riddles. (If they fail, he lampoons them and asks for a gift before letting them go on their way).

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

3: -3 Str, Dex, Con; +2 Int, Wis, Cha

Hills: Terrain Features

Hill ranges have many terrain features that can make encounters and battles within them exciting and interesting. Many of these features offer canny combatants distinct advantages in battle.

Stealth and Detection

Detection Range: In hills, the undulating terrain can make Perception checks difficult. The maximum range at which a character can make a Perception check depends on the type of hills:

- **Gentle Hills**: 2d10 x 10 feet.
- **Rugged Hills**: 2d6 x 10 feet.

Miscellaneous Terrain Features

Many different features can occur in hilly terrain. Some of the most common include:

Trail: A muddy, rutted 10 ft. wide trail wends its way through the hills. Movement on the trail is uninhibited.

Stream: Normally no more than 2 ft. deep, it costs 2 squares of movement to enter a stream square. Characters on the banks gain the benefits of higher ground (+1 on melee attacks) against anyone in the stream.

Streambed (Dry): Dry streambeds are an excellent place to hide.

Streambeds provide cover (+4 AC, +2 Reflex) to those within. It costs 2 squares of movement to exit a dry streambed, but no extra movement to enter. Creatures outside a streambed gain the benefits of higher ground (+1 on melee attacks) against targets in the streambed.

Slopes

Slopes are the main terrain types encountered in hills:

Cliff: Perfect places from which to launch an ambush, cliffs are also excellent vantage points.

A cliff typically requires DC 15 Climb checks to scale and is 1d4 x 10 feet high. A cliff is rarely perfectly vertical; it takes up a 5 ft. square if it is less than 30 ft. tall and a 10-foot square if it is higher.

Slope (Gradual): Gradual slopes are easy to traverse.

The hill isn't steep enough to affect movement, but characters gain the benefits of higher ground (+1 on melee attacks against foes downhill).

Slope (Steep): Steep slopes can provide significant hindrances in battle.

Characters moving uphill must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill must make a DC 10 Acrobatics check when entering the first steep slope square. Characters failing this check stumble and end their movement 1d2 x5 ft. later. Characters who fail by 5 or more fall prone when they end their movement.

Characters gain the benefits of higher ground (+1 on melee attacks against foes downhill).

Mountains: Minor Events

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude to) a larger encounter.

D%	
1	Rising along a rock tor is a series of crudely build houses (a tengu village; DC 11 Knowledge [local] identifies).
2	A black kite swoops from its perch and lands nearby.
3	A slow column of smoke rises from a crevasse, 200 yards away.
4	The sound of bestial crying and warbling is heard; it leads to an abandoned baby bugbear.
5	Thick fog rolls among the trees covering the mountainside. Visibility is halved.
6	The bleeding, mutilated bodies of three dwarves are found just off the mountain trail.
7	In the dead of night, coyotes howl.
8	The painful cry of an animal breaks the mountain air. A bear is caught in a leg trap.
9	A trail of scattered raw meat leads into the wooded scrub on the side of the trail.
10	A DC 15 Survival check reveals a group of orcs passed this way within the hour.
11	Below a ledge on a jutting rock a golden eagle feeds its young.
12	A DC 15 Perception check spots, across the valley, signal lights flashing.
13	The temperature drops rapidly as night falls. Dark clouds roll overhead.
14	The tracks of several snow rabbits are seen in the fresh powder just above the tree line. There are intermingled with larger feline tracks.
15	A group of six climbers make their way up a cliff face. They are roped together in tandem.
16	The wooden foot bridge spanning the gap of a crevasse looks to be recently demolished.
17	The moon creates a "red ring" solar eclipse positioned low between two peaks.
18	Drag marks of a large object run off the trail into a crack in the mountain face next to the path.
19	The tracks of a Lynx mar a small dirt patch of bare earth (DC 18 Survival identifies).
20	Just above the foothills of the mountain sits a perfectly good wagon. No horse and no signs of a struggle are evident.
21	A hawk circles above watching the party. A DC 15 Knowledge (arcana) identifies it as a blood hawk
22	Upon a dark patch of granite rests a single white scale (DC 12 Knowledge [arcana] identities as a white dragon scale).
23	The constant "hoot" of an owl breaks the night's quiet, making sleep a thing of dreams.
24	A wagon with a smashed rear end has crashed into a large fallen tree.
25	Three freshly dug graves stand in a shady dell near the trail.
26	The sun casts shadows from a rock formation in the pattern of a gated door on a nearby cliff.
27	A 20-foot cave opens just above the tree line. Massive bear prints appear in the rocky soil.
28	A large bird with a 10-foot wingspan glides over the party (DC 13 Knowledge [nature] identifies as a condor).
29	Above a rise in the pass circle three large vultures.
30	A slight trickle of rocks rolls down a nearby cliff face.
31	Cold, hard rain deluges the party for two hours.
32	As the PCs reach a high ridge, fog gathers in the valley below.
33	Just to the side of the trail a bear trap lies in the brush; a bloodied bear foot yet caught within.
34	The gutted remains of a moose lie strewn about; huge bear prints are evident.
35	A red-tailed fox darts across the trail carrying a freshly caught rabbit in it mouth.
36	An aurora of green and blue colours fills the sky in flashing spectral patterns.
37	A herd of chinchillas bathes in dust pools among the tumbled rocks.
38	The body of a mangled orc lies decaying between two boulders.
39	A lone antelope grazing on scrub is ambushed by a mountain lion.
40	Two forlorn, collapsed canvas tents mark the location of an abandoned campsite.
41	Down the mountainside a fast running stream gurgles over rocks.
42	Glistening like a patch of ice, a foot-long scale rests on the ground. (DC 16 Knowledge [arcana] identities as a silver dragon scale).
43	Rocks slide away revealing a snake with red, black, yellow, black and red markings. A DC 12 Knowledge (nature) check identifies it as a king snake.
44	An arrow suddenly imbeds itself in a nearby tree.
45	The sound of chopping wood and the fall of a tree resounds through the mountains.
46	The moon begins passing into the umbra as a lunar eclipse begins.
47	Shouts for help ring out from high up a cliff face.
48	Atop a rocky crag a large nest is home to a winged creature with the head of a wolf and the body of a stag (DC 14 Knowledge [arcana] identities as a peryton).

49	An abandoned canoe lies partially covered by branches near the trail.
50	Movement through the brush and scrub is revealed to be a small herd of mountain goats.
51	Faint screams come of the party's ears carried by the wind. They abruptly cease.
52	The tail of a comet flares in the light of day. It smashes into the half-dome mountainside.
53	In the light of the full moon the landscape becomes eerily bright as if it is day time.
54	A goose falls from the sky with an arrow piercing its neck.
55	Tree limbs crowd a ledge as big as a house. The nest contains 1d6 large, black eggs (a DC 19 Knowledge [nature] identities them as roc eggs).
56	The bloody remains of several skinned dear litter the ground.
57	A small patch of ice covered snow holds the tracks of a large creature (a DC 14 Knowledge [nature] identities them as yeti tracks).
58	A fast running stream has been dammed and the surrounding area is now flooded.
59	Freshly cut trees lie down slope; several figures stand by a wide slow moving river.
60	The limestone rock face opens into a crumbling cavern. Rubble covers the ground within, but its recesses are very sheltered.
61	A lone pine tree stands with four corpses hanging in nooses from its branches.
62	A five-foot wide fissure in the rock angles downwards; it is filled with cobwebs.
63	A herd of wild yaks graze on low scrub grass.
64	Dark shapes lope through the night sky. A DC 13 Knowledge (planes) identifies them as a pack of hunting yeth hounds.
65	Ripped and torn cloth is scattered around a small fire pit. Dried blood splatters the rocks nearby and leads off to the east.
66	Five bear-skinned, cloaked figures huddle by a campfire near a snow covered rock spire.
67	A huge ibex stands atop a lone boulder. Massive four-foot horns curl back from its head.
68	A large dead tree trunk lies across the trail.
69	A donkey stands sullenly in the trail. Its cargo toppled over; there is no sign of its owner.
70	This hunter's cabin is built into the rock face. A single door in its front, a few rusty bear traps hang to one side.
71	Frozen bodies poke through the fresh snow. They are completely looted of valuables.
72	Amongst the pine needles a small pile of scat is found (DC 12 Knowledge [nature] identifies as puma scat).
73	With a roar of tumbling rock, a landslide engulfs part of the trail the PCs have just used.
74	Rain falls in torrents and a minor mudslide slides onto the trail.
75	The stench of smoke fills the mountain air.
76	The distant sound of slow trotting horses comes from behind the party on the trail.
77	A gap in the low-lying gloomy clouds suddenly bathes the mountainside in warm sunlight.
78	Bird calls echo through the air (a DC 12 Knowledge [nature] reveals them as unnatural).
79	A four-foot tall rock wall has been recently built to partially block the mouth to a side ravine.
80	The thunderous roar of a huge flying creature emanates from the thick cloud above.
81	In the dry heat of the mountain's rain shadow the party crunch across a carpet of dead mountain locusts.
82	The thunder of hooves echoes among the peaks (a stampede of bighorn sheep are storming in the party's direction).
83	A severe wind blows up suddenly and blasts the party.
84	Dead horses, partially eaten, are dumped on a rock slab. A DC 15 Knowledge (local) check reveals cyclops were likely responsible.
85	The baying of a donkey rolls through the valley from up ahead.
86	A DC 17 Perception check spots two small snares near a bank festooned with rabbit holes.
87	Streams of shooting stars fill the night sky.
88	A signal fire pyre and its dead watchmen lie atop a steep cliff.
89	A distant horsemen with ice-crusted armour rides through the snow.
90	Plush mountain farms checker the valley. Lazy smoke rises from several small yurts.
91	The loud cracking of rock startles the party awake in the dead of night.
92	A torrent of sleet and hailstones blast down from the sky.
93	In the dark of night a high-pitch squeaking fills the air. (A DC 12 Knowledge [nature] check reveals the likely source to be a bat swarm).
94	A partially exposed block of ice holds a giant figure trapped within.
95	High in the mountain pass a makeshift graveyard containing six burial graves and three cairns.
96	The sound of barking dogs followed by shouts comes from somewhere ahead.
97	Tiny figures toil up a steep slope far above the party.
98	Off in the distance, three short horn blasts cut through the still mountain air.
99	At the foot of a tall rock face lies the broken body of a human climber. The rope against the cliff waves back and forth.
100	A bushy-tailed tree squirrel raps a walnut against an oddly shaped rock formation.

Mountains: Dressing

The mountains through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	Above the foothills a mile into the mountain range stands a small ruined lookout tower.
2	Strange circular geometric patterns cover the ground just above the tree line.
3	The gentle slope of the mountain is broken by deep fissures.
4	Slowly curving under a massive overhang huddles a small cliff side village.
5	A narrow switchback of ledges ascends the cliff face.
6	Bright white and black speckled marble slabs are piled through the pass.
7	A small lake fills the half-mile wide gap in-between two mountain.
8	Loose rock and large boulders mark a past avalanche.
9	The taste of limestone dust fills the air of a narrow mountain gorge.
10	A crown of three trees cap a mountainous ledge.
11	Flanking the narrow trail into the valley are two ten-foot tall obelisks.
12	Many cracks in the mountain's glacier face form a jagged serac.
13	Sturdily built, a dwarven bridge spans a 30-foot wide chasm.
14	A rough escarpment of sandstone rises nigh vertical. Its surface is worn rough from erosion.
15	A circle of petrified tree stumps overlook the valley below.
16	Rounded at its edge, the lip of the cliff slopes down in a gentle but progressive curve.
17	The entrance to a small, played out mine pierces a cliff face.
18	Situated on the valley floor are a series of rock columns; large boulders are balanced atop many of them.
19	Like an ocean coast, the tree line runs zigzag across the snow cap of the mountain.
20	The valley floor opens up to sparse ground cover. Natural fairy chimneys cover its floor.
21	Upon a dais rests a giant stone anvil inscribed with weathered and unreadable runes.
22	Sheets of slate grey rock lay scattered along the mountain trail.
23	A series of ledges jut from the cliff face.
24	In a wide culvert off the trail a narrow set of carved step ascends the cliff.
25	Towering fifty-foot high a bas relief of a humanoid is carved into the mountain face.
26	This natural wind carved arch spans fifty feet from one cliff face to another.
27	A 15-foot deep cave opens under a jutting overhang.
28	A series of dangling corpses hang from the brink of a high cliff.
29	Pink and white veins of marble run up the wind worn cliff.
30	Tight swirls and undulating waves of sandstone form smooth bowls throughout this part of the range.
31	Rising from the glacier sheet high in the mountain stands a nunatak of black rock.
32	Dropping for 2,000 feet a series of waterfalls encompasses the entire cliff face.
33	A single shelf of rock slopes up toward a small hole in the cliff.
34	Towers of stone jut from the mountain valley floor like stone trees.
35	This deep gorge is hemmed in by sheer cliff walls of dark grey granite.
36	The trail breaks onto a thirty-foot wide "rock pulpit" high above the valley floor.
37	An ice covered shoulder of the mountain extends toward the north.
38	A dry, cold and desolate rubble-strewn desert has formed on the lee side of this high mountain.
39	Rising 4,000 feet high is a giant cloud-shrouded plateau.
40	Dull brown scree skirts along the foot of the mountain, halving all movement.
41	The steep slopes of this gorge descend into the turquoise water of the river below.
42	The shallowness of the col between two mountains gives them the appearance of teeth.
43	By the light of the setting sun a rock formation looks to be that of a troll's face; thick, coarse grass sprouts from its forehead.
44	Rising the highest of all the peaks this summit reaches 26,414 feet into the sky.
45	Banded strips of red sandstone curve smoothly in slow arcs in this range.
46	Folding backward toward the east, this mountain creates towering roof-like overhangs.
47	A series of tall, carved wooden totem poles flank the trail.
48	The snow-line dips low into the bordering trees.
49	This sunlit mountain valley floor is covered with the tall overgrowth of wildflowers.
50	A crown of darkly coloured transparent blue tinted ice rest atop this mountain's summit.
51	Towering walls of ice coat the rock wall just before the summit.

52	An expansive moraine sits just below the mountain's glacier.
53	This culvert in the rock is made distinct by its coating of one inch crystals protruding from its walls.
54	At the foot of a glacier the opening of a deep ice cave can easily be seen.
55	Hundreds of shallow bowls cover the plateau's top. Each holds a few mouthfuls of water.
56	The ruins of a high altitude citadel loom over the trail.
57	Dusty brown and red sandstone mountains stretch to form a long valley
58	A partially buried watch tower is smothered under a long past landslide.
59	Deep amphitheatres of brightly coloured limestone create a giant maze in this range.
60	Only as wide as a halfling, this chimney crack rises some 2,500 feet up the cliff face.
61	A narrow eight-foot long rock needle protrudes from the cliff face above the trail.
62	Placed in erratic spots about the valley huge boulders are spaced widely apart.
63	Standing alone a narrow plateau is pierced through its centre by a 20-foot diameter hole.
64	The jagged ridge line of the mountain drops to a cliff. At the edge, stands a small keep.
65	Wide like a giant amphitheatre, many small lakes fill this mountainous valley.
66	Positioned on the mountain side near its summit, a wide brow of rock overhangs a cliff top village.
67	The view from the summit looks down on the tops of thick clouds
68	The trail leads down a steep slope of scree. Travellers must move cautiously or fall.
69	A series of terraced gardens rise towards an old tottering keep.
70	Rising 60 feet up the cliff is a crack with a 4-foot square hole near its centre. On misty days a rainbow emerges from the hole.
71	Even though it is shorter than the rest, a constant cap of snow and ice top this mountain.
72	A precarious pile of rocks overlooks the trail. Set high on a ledge they could easily be pushed down onto those below.
73	A ramshackle shack with scattered gold panning equipment sits near a swiftly flowing river
74	Dramatically hanging near the summit a horn of rock protrudes from the mountain face.
75	A huge scorched rock lies near the trail. It has been split in half by some tremendous force.
76	The mountainside rises like a curtain wall in a near vertical face.
77	Pinned into a deep dead end valley rots a festering mountain bog.
78	Scattered here and there, flat-topped outcroppings give wide views of the surrounds.
79	Savage wind whistles down over the mountains extinguishing exposed flames and taking travellers' breath away.
80	Rising high above the clouds a bare mountaintop looms like a balding head.
81	A twenty-foot deep overhang of rock hangs above a narrow ledge. A small cave opening hides deep within.
82	This mountain side is bare; there are no outcroppings to provide cover and only sparse grass grows here.
83	This peak is only accessible during the early spring months. Otherwise it is covered in deep, light powdery snow.
84	An ancient burial cairn set on an exposed sliver of rock overlooks the valley below.
85	Deep grooves in the rock are filled with fresh rain water.
86	The bare slopes of a mountain descends to a placid, sheltered lake.
87	Wind blowing from a deep, gaping cave mouth creates a load moaning sound.
88	Small stacks of cairn stones mark the footpath up the mountain trade route.
89	Perched high above on a small plateau is a lone two-storey building.
90	Thick, dark loamy soil covers the ground. Patches of weeds sprout from this past mudslide.
91	The dazzling sparkle of the white and orange quartzite makes the rock face nearly blinding.
92	The ruins of a mountain watchtower protrude from a narrow ridge.
93	An ever present icefall plugs the shoulder between two mountain peaks.
94	Five miles from the base of the range towers a lone butte 200 feet tall.
95	Partially buried all around the slope of the mountain are nearly perfect spheres of granite.
96	Five animal skulls have been set in a line upon a flat rock. They are weathered and old.
97	The trail give way to a gap created by a previous avalanche.
98	Green and grey swirled marble forms a nearby cliff face.
99	This mountain sprouts a broken crag of rock, at the foot of which opens a 100-foot wide cave.
100	Fast running rapids have cut a deep channel fifteen-foot wide in the valley floor.

Mountains: Random Encounters

D12	EL	Creatures*	Notes
1	1	Tengu (2)	These tengu (Ferel and Tal) are frantically searching for their missing friend and happily accept the PCs' assistance. They warn of increased ogre activity in the area.
2	2	Ogrekin (1; Bestiary 2) and Hiral (tengu)	Humming a happy tune this ogrekin is dragging the unconscious Hiral (N male tengu) back to its lair in preparation for dinner. The ogrekin is distracted (-5 Perception checks) and is making no attempt at stealth. If rescued, Hiral is grateful and asks to be escorted back to his village.
3	3	Giant eagle (1)	This giant bird soars far overhead, searching for dinner for its young. It does not attack large groups, but may pounce on any Small or smaller animal near the party.
4	4	Bugbear (2)	These two bugbears have set up an ambush near a small waterfall. They lurk behind the falling water and wait for prey to investigate. The small cave behind the waterfall shows signs of their occupation.
5	5	Huge peryton[3] (*Bestiary 2*)	This gigantic predator is very hungry. It attacks the person at the back of the group, using Flyby Attack to stay out of melee.
6	6	Troll (1) and trollhound (1; *Bestiary 3*)	This troll is out hunting with its pet. The PCs likely hear the hound's howling before actually spotting the pair (which may allow the PCs to set up an impromptu ambush).
7	7	Shadow mastiff (2; *Bestiary 3*)	These foul outsiders are tireless hunters and pad through the mountains in search of fresh meat.
8	8	Young roc[1] (1)	This gigantic bird is flying high over the mountains when it spies the PCs. Hungry it swoops to attack, targeting the individual at the back of the group. It uses Flyby Attack in conjunction with its grab ability to fly off with its target (which it plans to eat later). If this attack fails, it tries again but as soon as the PCs inflict 30 points of damage, it flees.
9	9	Aya Kishi (CE female human vampire sorcerer 8)	This vampire has recently escaped from a lead-lined coffin that was buried a century ago in a small cave nearby. (An earth tremor opened up the cave and damaged the coffin allowing her to escape). However, she doesn't know where she is and seeks information from the PCs. She approaches their camp at night in search of answers. She has recently sated her thirst with ogre blood and so as long as the party answer her questions they are in little danger.
10	10	Stone giants (2)	Hunting two fire giants recently spotted in the area these gigantic humanoids are hiding on a high stone ledge in hopes of spotting their enemies. They have no interest in fighting the PCs, but hail them in hopes the adventurers have seen the fire giants. If they are attacked, the giants fight savagely and prefer to crush their enemy with thrown rocks. If badly injured, they retreat but tell their tribal companions of the evil adventurers stalking the hills.
11	12	Fire giants (2)	These marauding fire giants have come down from the high mountains in search of plunder, mayhem and death. They have acquired a taste for roasted dwarf and eagerly attack any such adventurers they find.
12	14	Kimuralisti (adult silver dragon)	This self-styled "Lord of the Mountains" is patrolling his domain when he spots the party. He investigates the party, landing atop a cliff nearby and demands they explain themselves. If the party are good-aligned and on a noble quest, Kimuralisti allows them to rest in his lair over night. His lair is nearby and, at the GM's discretion, he may choose to sell or swop some of his treasures with his guests.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

3: A creature with the giant creature template (+2 on all rolls based on Str or Con, +2 hp/HD, -1 penalty on all Dex-based rolls).

Mountains: Terrain Features

Mountains have many area features that can make encounters and battles within them exciting and interesting. Many of these features offer canny combatants distinct advantages in battle.

Stealth and Detection

Detection Range: In the mountains, the normal distance at which a Perception check can be made to detect the presence of nearby creatures is 4d10 x 10 feet. Certain peaks and ridgelines, may offer better or worse vantage points.

Cliffs

Cliffs are often encountered in mountains.

Cliff: A character requires a DC 15 Climb check to scale a cliff. Cliffs are typically 2d6 x 10 ft. tall; those taller than 80 ft, take up 20 ft. of horizontal space.

Cliff (Unstable): This section of cliff is unstable. A character climbing across the area dislodges rocks and falls (taking the requisite falling damage) to the ground unless he makes a DC 35 Climb check. A DC 15 Knowledge (geography) identifies the unsafe portions of the cliff.

Rock Wall: This vertical plane of rock requires a DC 25 Climb check to scale. A typical rock wall is 2d8 x 10 feet high.

Miscellaneous Features

Occasionally, the PCs may discover features of interest.

Balanced Boulder: A boulder rests precariously upon another. A character giving it a good shove can dislodge it with a Strength check. The Strength check required to dislodge the boulder depends on the stone's size (DC 15 Small, DC 18 Medium, DC 25 Large, DC 28 Huge).

A dislodged boulder travels 2d4 squares in a straight line in a direction chosen by the character dislodging it (as long it does not travel uphill). The boulder makes an attack roll (using the character's BAB + Strength modifier) against every target in its path (but with a -1 penalty for every previous hit). Damage dealt by the stone varies with its size (Small 2d6, Medium 3d6, Large 4d6, Huge 6d6).

Obstructions

Rubble and other obstructions litter the ground.

Scree: A field of shifting gravel, scree doesn't affect speed, but on a slope it can be treacherous. The DC of Acrobatics checks increases by 2 if scree lies on a gradual slope and by 5 if it covers a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

Shifting Scree: When a character steps into an area of shifting scree, the rocks shift beneath his feet. A character failing a DC 20 Reflex save slides 1d3 x 5 feet in a random direction (but not uphill) and falls prone. A character making the saving throw slides 1d3-1 x 5 feet, but does not fall prone.

Rubble (Light): Small rocks are strewn across the ground, increasing the DC of Acrobatic checks by 2.

Rubble (Dense): Rocks of all sizes cover the ground. It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

Slopes

In the mountains, most ground is far from flat.

Slope (Gradual): This slope does not impede movement, but grants the benefit of higher ground (+1 on melee attacks) against lower opponents.

Slope (Steep): Characters moving up a steep slope must spend 2 squares of movement to enter a steep slope square. Characters running or charging downhill must make a DC 10 Acrobatics check. A character failing this check stumbles and ends its movement 1d2 squares later. A character failing this check by 5 or more falls prone in the square in which it finishes this movement. A steep slope increases the DC of Acrobatics checks by 2. Characters on a slope gain the benefit of higher ground (+1 on melee attacks) against lower opponents.

Plains: Minor Events

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration for (or possibly the prelude to) larger encounters.

D%	
1	A murder of crows flock over the cleanly picked remains of a large animal.
2	Vultures circle a stretch of field, though no carrion seems present.
3	A random PC steps in the entrance of a rabbit`s burrow (DC 12 Reflex save or suffer a 5 ft. penalty to speed for 24 hours).
4	A herd of loping deer crosses the path.
5	A solitary wolf stands over the prone form of a deer, growling in defence of its kill.
6	An ominous scarecrow sways in the wind as it stands vigil over a barren field.
7	A dappled stallion parallels the PCs progress along the horizon.
8	A herd of grazing cows occupies a nearby field.
9	The droppings of some enormous animal in the road ahead contain the remains of a partially digested sheep.
10	A random PC trips into a shallow hole, reminiscent of a half-dug grave; a shovel is planted at its head.
11	An enormous black raven follows the party, intently eyeing any familiars.
12	A curious magpie swoops out of the sky, trying to steal a loosely attended shiny object.
13	A pack of wild dogs trails the party for a brief span, before moving onto a softer target.
14	The fresh tracks of centaurs have churned up the earth at irregular intervals for nearly a mile.
15	Tall grass conceals a broken hunter's trap (DC 15 Perception reveals).
16	The night sky is painted with bright colours, forming a surreal tapestry.
17	As the party makes camp, a shooting star blazes across the sky.
18	A thirteen-point bull elk crosses the party's path and lowers its antlers before dashing away.
19	A pure white eagle lands nearby, dropping something golden before taking off.
20	A discarded backpack containing a collection of books of children's stories lies near a tree.
21	The skeletal remains of a dog are oddly topped by a human skull.
22	The mangled body of an owlbear blocks the way – both its eyes and tongue are missing.
23	Distant figures (a band of hunters trying to catch a marauding wolf) trudge across a distant hill.
24	At midnight, the pitch darkness is shattered by a dense swarm of fireflies. (DC 13 Reflex save or blinded for 1 round).
25	A newly birthed calf mewls near the corpse of its mother.
26	A lamb wanders the plains, a collar proclaiming its name to be "Slaughter."
27	Black clouds swirl overhead, deluge the party in rain for a few minutes and then abruptly dissipate, leaving the party thoroughly soaked.
28	An enormous reptilian footprint serves as a pool from which several deer drink.
29	An ornate dining room table and chairs sits immaculately arranged just off the beaten path.
30	A shining, gold-hilted masterwork longsword (worth 400 gp) has been planted point first at the centre of a crossroad.
31	Carrion birds pick at the body of a bandit that has been staked out near the path.
32	As the party breaks camp, one of them finds a small (non venomous) snake in his boot.
33	Crude, pumpkin-headed effigies reminiscent of goblins leer at travellers for the next 3 miles.
34	A dimly glowing lantern draws the eye to the remains of a ruined tower.
35	A random PC steps on an ant hill, and is quickly covered with angry red ants (DC 12 Fortitude save or be sickened for 1 hour).
36	A toppled bees' nest lies nearby, its occupants chasing off a black bear.
37	A rabbit foraging beside the trail flees when the PCs approach.
38	A woman's boot stands discarded in the remains of a hastily scattered campfire.
39	Faint lights, as those of a distant mob of torches, are visible on the horizon as the PCs make camp.
40	Faintly visible humanoid figures shadow the party. Their distance is difficult to judge, seeming at times to be miles, and at other times to be only a few hundred feet.
41	A large bird is caught in the jaws of an oversized carnivorous plant.
42	A flock of birds flies overhead, their pattern seemingly forming an arrow.
43	A white deer races across the PCs' trail, and quickly darts away.
44	The monuments of a roadside graveyard seem to move in the fading light of dusk.
45	A series of ropes have been staked out in this field, their pattern reminiscent of cobwebs.
46	A small fire is slowly eating away at a field of strange plants, filling the air with a bizarre, acrid stench.
47	Rapidly moving clouds seem to be pulled into a far distant canyon.

48	A wild dog drags a set of manacles, a severed hand still occupying one side.
49	For a brief moment, near midnight, clouds scudding across the moon give it the appearance of a scowling face.
50	One PC is grabbed at the ankle by what seems to be a skeletal hand, but which turns out to be an ancient withered root.
51	The sound of ferocious barking – carried on the wind – reaches the PCs.
52	The wind whips dandelion seeds into the face of a random PC, who must make a DC 10 Reflex save or be blinded for 1 round.
53	A vulture picks at the corpse of a well-armoured dwarf, his chainmail is still in good condition.
54	A horse-drawn cart races across the plains, a swirling trail of spices cascading off the back.
55	Fruit falling from a nearby tree splatters unerringly in the midst of the party.
56	A small wild pony crops at the grass nearby.
57	An escaped sheep – and bearing its owner's brand – crops the grass nearby.
58	Pelting hail assails the party; one random PC must make a DC 10 Reflex save or have a randomly chosen potion shattered.
59	One PC steps in a bear trap, but disuse has rusted it nearly solid – its jaws close mere inches.
60	A small dog follows the party, begging for scraps.
61	What seemed to be a stone reveals itself as a lizard as it opens one inhuman eye.
62	A small stream is home to a school of luminescent fish.
63	Two male sheep butt horns attempting to win the attention of several nearby females.
64	A tumbleweed crosses the PCs' path, leaving a trail of fresh blood.
65	A screeching sound pierces the air; of the source there is no sign
66	A flying predator distantly trails the party for a few minutes before seeking easier prey.
67	A wounded bear growls as the party approaches.
68	A baby griffon tears flesh from a fallen animal it has slain. It flees, if approached.
69	A nest of snakes swarm over a set of burnished brass keys.
70	A herd of grazing bison trample carelessly over the skeletal remains of dozens of humanoids.
71	A single bolt of lightning drops from the blackened sky a dozen feet from the party.
72	A blue silk scarf tumbles on the wind before wrapping itself around a random PC.
73	Hundreds of tiny lizards sit in a nearby tree, staring as the party passes.
74	A flock of starlings in full song hurtle across the sky above the PCs' heads.
75	Swirling leaves seem almost to form words as they blow past the party.
76	A wagon wheel rolls past at an alarming speed, its source and destination unknown.
77	A black squirrel shadows the party, occasionally hurling nutshells when they get too close.
78	One of the party's animal companions or familiars dashes into nearby brush, finding a half-concealed corpse with 4 gp stuffed into its mouth.
79	A distant band of hill giants turn out to be detailed statues upon closer inspection. Disturbingly, they surround a freshly killed deer.
80	A fox slinks through the undergrowth, a rabbit in its jaws.
81	The party passes through a patch of clawing brambles. Several of the PCs' cloaks are snagged and ripped on the thorns.
82	A swirling dust devil ravages the landscape, throwing earth at a herd of cows.
83	Swarming red ants carry the complete remains of a skeletal human hand.
84	A travelling pedlar wanders toward the PCs whistling a happy tune.
85	A charnel pit emits such a stench that every PC is sickened for one hour (DC 12 Fortitude negates).
86	A swarm (harmless) beetles scuttle over a fallen tree.
87	A lightning bolt descends from a clear blue sky to shatter a nearby tree.
88	A swarm of multihued butterflies swirls around the party before flying away.
89	As the party passes under a low-hanging branch, an enormous and hairy, but harmless, spider drops on one PC's shoulder.
90	At night, something enormous flies overhead, blotting out stars a handful at a time.
91	A distant howling wolf is answered from seemingly every direction.
92	Glowing red eyes haunt the area surrounding the PCs camp, though no creatures can be found.
93	The remains of a fallen building choke a small gulley. An old man lurks within and offers to read the future for a small price.
94	A passing traveller offers to sell salted meat.
95	Two hunting dogs hurtle across the plain chasing some unseen animal.
96	One PC's mount dashes off, only to be found moments later eating at a field of carrots.
97	An overpowering smell of fresh bread permeates the air for the next mile.
98	A howling wind sounds almost like painful screams.
99	Several birds peck among the crops in a nearby field. A farm boys is running toward them shouting and waving this hands.
100	Shouts and peals of laughter emanate from a sunken pool; within several children play.

Plains: Dressing

The plains through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	The tumbled remains of a stone wall denote the boundaries of a long abandoned farm.
2	A bare mud bank is pierced by many rabbit burrows. Tracks are abundant in the mud.
3	The burnt out frame of a barn stands testament to a forgotten tragedy.
4	The entrance to a pit mine has been boarded over. A sign warns of the dangers of collapse.
5	A lonely massive oak stands at the heart of a stretch of grassland.
6	A low area of scrub conceals the half-eaten remains of a traveller.
7	A loose sign spins on its post, ironically trying to point to a "the city."
8	A gate stands at the edge of a field, but has no fence to support it. A sign proclaims: "Tawcket's Place."
9	A series of squared stones have been stacked in the crude imitation of a man.
10	An ancient statue stands at a crossroad, pointing to the eastern fork. An inscription is barely visible at its base, the words lost to time.
11	The burnt-out remnants of a wheeled canvas wagon lie just off of the path.
12	Sitting on a nearby stump is a spent oil lamp; its brass tarnished nearly solid green.
13	Wild roses have overrun the area as far as the eye can see.
14	A corn field has been shaped into a crude maze, but much of the field has now been harvested.
15	Much of this grain field has been flattened, forming eldritch patterns.
16	A circle of stones sits around a well-used fire pit. An assortment of candles and other arcane paraphernalia are concealed in a nearby hollow.
17	A thick, tangled growth of brambles fills a natural hollow near the path. Wild blackberries and other fruits grow among the tangle.
18	A large crater stands as a blemish in an otherwise empty field.
19	The shattered remnants of a porcelain tea set frame a wagon rut.
20	An empty noose swings from the branches of a stout tree.
21	A farmhouse nearby looks like it has been abandoned for at least a decade.
22	A pool of stagnant water stands discordant in a field of orchids.
23	The only proof that a building once stood here is a lonely doorway to an empty field.
24	A nearby pond is frozen solid, no matter the ambient temperature.
25	A roadside cart proclaims "fresh fruit for sale: 1 copper," but it seems to be abandoned. The fruit looks fresh.
26	A nearby tree is laden with overlarge golden fruit ready to eat.
27	The half-concealed skeleton of an enormous beast dominates an otherwise barren field.
28	The stones that once made up a section of stone wall are scattered throughout this field, as if casually thrown.
29	The muddy road here is criss-crossed with dozens of animal tracks.
30	Wind-swept leaves are piled at the entrance to a small canyon.
31	Arcane sigils cover a stone that sits just off the beaten path; at night they glow faintly.
32	A single shattered wagon wheel, heavy with moss, lies half-buried nearby.
33	Rows of wild strawberries grow haphazardly throughout a nearby field.
34	A handful of toppled columns are all that remains of a temple that once stood here.
35	Half-buried skeletal remains paint a picture of a conflict fought here long ago.
36	A toppled tree stands as an improvised bridge across a shallow, dried stream.
37	This field may once have held bountiful crops, but it is now burnt stubble.
38	A skeletal arm thrusts from the ground clutching a shimmering blue silken scarf.
39	A small pool throws twisted reflections back at the party, showing subtle changes such as different hair or eye colours.
40	A heavily weathered stone covered in thick moss appears to have been a statue once upon a time.
41	The flag of a far distant nation proudly stands ahead, flapping in the winds.
42	Simple wooden markers are the only indication of a roadside graveyard.
43	A faded sign is adorned with only a simple spiral pattern in flaking yellow paint.
44	The skeletal remains of a human are staked out in a nearby field. Around its neck is a wooden placard that reads: "Witch, Heretic, Lover."
45	Ancient rusted manacles and a grey tunic with the device of a local lord have been stashed between the roots of a tree.
46	Worn holes in a stone monument cause the wind to pierce the air in fierce howls.
47	A half-finished stone wall surrounds three quarters of a well.

48	The clean-picked bones of an owlbear lies in a field, a handful of partially digested gold coins sitting where its stomach would have been.
49	The remains of an old campsite overlook the road from among the tumbled ruins of a long-fallen church.
50	A fire-damaged mirror lies nearby, distortedly reflecting the sky as though it were ablaze.
51	A well-built chest stands unguarded nearby.
52	A desolate windmill stands near the decrepit remains of a farmhouse.
53	Tremendous boulders stand off the road nearby, forming a set of concentric circles.
54	A weathered shield lies nearby, its heraldry that of a family dead nearly a century.
55	Shattered lances and heavy hoof prints surround a short length of wooden fence.
56	An unlit funeral pyre stands ahead, the body atop it is now skeletal.
57	A nearby stone has been carved with a detailed sculpture depicting a local hero overcoming a terrible beast.
58	A wooden lean-to has been built nearby; discarded bones litter its floor.
59	The road ahead is blocked by the half-eaten remains of a goat, which appears to have been dropped there.
60	The shattered remains of a stone gargoyle are scattered through this field.
61	Shattered wine glasses and an empty bottle surround a well-used campsite.
62	A flag of the surrounding kingdom flutters proud from a nearby hilltop.
63	Brilliantly coloured flowers line the side of the road for the next three miles.
64	Crossbow bolts pepper the area; 2d6 of them are still in good enough condition to use.
65	A stream meanders down a hill and crosses the path; either the PCs must use the ford or dare the stepping stones found further downstream.
66	Two dozen glittering silver coins surround a ruined burlap sack.
67	A small gorge is filled with rubbish – the leavings of a nearby settlement.
68	Enormous pieces of eggshell suggest that something had a very good meal nearby.
69	A huge piece of claw appears to have been shed by a griffon sharpening its nails on a tree.
70	Pieces of a sundered crossbow are spread about the trail.
71	Chunks of volcanic glass have been laid out in a simple message: "Leave."
72	A statue is frozen with horror as it points toward a set of six-legged lizard tracks.
73	Three quarters of an arch, its keystone a leering skull, seemingly defies gravity to hang over the path ahead.
74	A massive well-made battleaxe lies in the ruins of this small cottage, giant footprints surround it.
75	A dense patch of mushrooms grows in the lee of a fallen, rotted tree.
76	A tumbled dry stone wall runs parallel with the road for a hundred yards before petering out.
77	A small patch of bright red mushrooms stands jarringly in this field of green grass.
78	Wild raspberries have overgrown the skeletal remains of a manticore.
79	A red stained stump stands at the head of a pit filled with the rotting remains of a variety of animals. A gilded axe is planted in the stump.
80	The glittering carapaces of beetle shells are easily mistaken for gemstones from a distance.
81	Half-buried glass bottles surround a hastily made campsite.
82	A black monolith is surrounded by scattered bone and stone weapons.
83	Wispy clouds form the shape of a pair of duelling monsters, the wind making their movements seem lifelike.
84	The dirt here is stained with bright colours, as if splattered with paint.
85	This iron cage has been torn open from the inside by something very large.
86	Ragged tears suggest a large animal has been sharpening its claws on a nearby tree stump.
87	An extremely well-made hat sits atop a mound of stones crudely piled to resemble a man.
88	Several cut and dressed large stone blocks lie discarded by the side of the road; weeds grow about them.
89	The foundations of a large building have been laid, but no structure was ever built.
90	A sheltered pool fills much of a hidden dell. A faint and steep trail leads down to the pool.
91	The corner of this way marker has been carved with monstrous visages.
92	Water oozes from a nearby bank and turns the path into a muddy morass.
93	This shallow well is filled with dozens of silver and copper coins, worth almost 50 gp total.
94	A rocky hill overlooks the trail; the smoke of a campfire rises into the air from behind it.
95	A bronze statue sits decapitated ahead, heavy patina covering the body, but the head nearby is well-polished.
96	The contents of a traveller's backpack have been neatly laid out on tree stump.
97	The trail crosses the shed skin of a snake, nearly 10 feet in length.
98	The dirt here has been churned by the crossing of dozens of wheeled vehicles.
99	A broken wagon wheel lies discarded by the trail.
100	A weathered mile marker stands half-covered by weeds and brambles.

Plains: Random Encounters

D12	EL	Creatures*	Notes
1	1	Pony (2)	Two wild ponies wander over to investigate the characters. If fed, the horses walk with the PCs for a while before cantering away.
2	2	Rabies-infected riding dog[2] (1)	This dog is infected with rabies; it has recently escaped from its owner (who is now also infected) and driven mad by the disease attacks the PCs. A DC 14 Heal check recognises the signs of disease in the dog.
3	3	Giant eagle (1)	A huge bird of prey swoops down and tries to grab and fly away with a Medium or small animal (even perhaps a familiar or animal companion). If it grabs such a target, it flies away to consume its meal in peace.
4	4	Riding dog (4), dog (3)	A pack of wild dogs rushes across the plains chasing a few rabbits. The rabbits elude the dogs and when the dogs notice the party they move closer; they are aggressive and bark, but do not attack unless provoked. A character using wild empathy or Handle Animal to calm the dogs gains a +4 circumstance bonus if he gives the dogs a day's worth of rations.
5	5	Worgs[2] (2)	This pair of old, powerful worgs have been preying on animals in the area for years. They are hungry and their arrogance leads them to attack the PCs. They flee if reduced to half hit points.
6	6	Adult ankheg[2] (1) and young ankhegs[1] (2)	An ankheg burrows into a field and attacks the cattle therein. The cows stampede, knocking down the field's wooden fence and the ankhegs give chase. As fate would have it, the cows flee past the PCs. If the PCs defeat the ankhegs the farmer asks them to investigate the ankhegs' burrow – he worries others might lurk within.
7	6	Berbalang (1 [*Bestiary 3*])	Safe in its subterranean lair, a berbalang hunts the surrounding area in its spirit form. It stalks the PCs using its spirit form and attacks at night when many of its targets sleep. Safe in its lair, it fights until its sprit form is destroyed (but if the PCs stay in the area it returns for revenge).
8	7	Spectre (1)	The decomposing corpse of a murderer hangs from a rope slung from the sickened boughs of a mighty oak tree. In life, the man was irredeemably evil and his spirit lingers now in the form of a spectre. At night he stalks the surrounding area looking for victims to slay. At night he hides inside the oak, slowing corrupting it.
9	7	Flesh golem (1)	A flesh golem – on the cusp of self awareness – has escaped its master's control and now staggers across the plain. The golem clutches its head and weeps and moans as it walks. If attacked it defends itself but otherwise pays no attention to the party. Its appearance, however, causes normal travellers to flee in terror.
10	8	Roc[1] (1)	A young roc has flown far on the hunt; as the party travel through the plain, it swoops down and attacks a nearby flock of sheep; the shepherd screeches for aid as it carries away one of his charges. The roc ignores the party unless they attack it or try to retrieve its prey.
11	11	Aurumvorax (2 [*Bestiary 2*])	A mated pair of aurumvorax lair in a deep warren hidden inside a wide hedgerow. The Aurumvoraxs' lair is well concealed (DC 20 Perception reveals) and at first glance looks like a large badgers' set or some such.
12	12	Seraxmor (lich)	In life, Seraxmor was the indifferent son of a farmer, thrown out because the farmer could not afford to feed him. In death, he has returned to wreak his vengeance. Screams from a nearby farmhouse alert the party to something terrible occurring within. If the PCs investigate, Seraxmor feels compelled to explain what terrible parents the farmers are, how he is only having his revenge and that in undeath they will serve and love him. He demands the PCs leave; the terrified elderly farmers beg for aid.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

Plains: Terrain Features

Plains can take many forms – farms and grasslands among them. In farmland, signs of cultivations – farms, fields, grazing animals and so on – are commonplace. Belts of farmland surround many settlements – particularly sizable ones. Grasslands are wilder and often far removed from large population centres.

Stealth and Detection

Detection Range: In plains, the maximum range at which a character can make a Perception check is 6d6 x 40 ft. although local terrain may modify this distance.

Trails

Trails and pathways often wend their way across the plain.

Trail: A muddy, rutted 10 ft. wide trail wends its way through the trees. Movement on the trail is uninhibited. Near larger settlements, trails and paths can be 30 ft. or more wide to accommodate the many carts and other travellers.

Miscellaneous Features

Several features are commonplace on plains:

Fences: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides cover (+4 AC, +2 Reflex). Mounted characters can cross a fence without slowing their movement if they make a DC 15 Ride check. If the check fails, the steed crosses the fence, but the rider falls from the saddle.

Hedgerows: Hedgerows are tangles of stones, soil and thorny bushes. Narrow hedgerows provide cover (+4 AC, +2 Reflex) and it takes 3 squares of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that make a DC 10 Climb check need only 2 squares of movement to move through the square.

Streams: Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace. They are normally slow moving (DC 10 Swim) and meander across the landscape.

Undergrowth

Undergrowth comes in two basic categories:

Light Undergrowth: Vines and roots cover many non-trail squares, increasing the DC of Acrobatics and Stealth checks by 2. It costs two squares of movement to enter such squares.

Heavy Undergrowth: Dense thorn bushes and other tangled growths make movement extremely difficult.

It costs 4 squares of movement to enter such a square. It is impossible to run and charge through a square containing heavy undergrowth. Characters in heavy undergrowth gain concealment (30% miss chance) and a +5 circumstance bonus on Stealth checks.

Swamps & Marshes: Minor Events

The PCs' travels should not be boring affairs wherein either they encounter no one of note or end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration for (or possibly the prelude to) a larger encounter.

D%	
1	A single bird cries aloud as it flies overhead.
2	A faint, bobbing light begins to glow from deeper into the swamp.
3	Mosquitoes and other insects swarm about the party.
4	The buzzing of flies fills the air.
5	The party come across a wild pig stuck in a patch of quicksand. The pig is partially submerged and exhausted from its struggles.
6	A sudden wind sighs through the surrounding reeds and thick grasses.
7	A sparrowhawk flies overhead before diving into a nearby thicket. It emerges moments later clutching a mouse in its claws.
8	A small, non-venomous snake slithers through the grass by the trail.
9	A lizardfolk warrior lies hidden in a deep pool. As the PCs approach, it submerges and waits for them to pass.
10	Several dead fish float upon the surface of a wide pool.
11	A small flock of wading birds stand in a shallow pool and watch the PCs as they pass.
12	Several frogs hop along a muddy bank leading down to a small stream.
13	A viper basks on a fallen tree.
14	A deer suddenly emerges from a stand of tall grass. It bounds away, if attacked.
15	A small stream flows through the mire. At one point, beavers have dammed the stream creating a shallow, wide pool.
16	A dragonfly buzzes past the PCs.
17	Several butterflies flutter through the air. As the PCs approach, they settle on a nearby fallen tree.
18	An owl has taken up residence in a large tree atop a low hummock. By night, he hunts the surrounding area.
19	A flock of birds weave and dart overhead.
20	Lily pads float upon a deep pool; a small frog sits atop one such pad.
21	A sudden splash from a nearby deep pool splits the air and large ripples spread ominously on the pool's surface.
22	The load croaking of several frogs fills the air.
23	When the party camp for the night, they discover that all have been attacked by leaches. (Every character suffers 1 damage).
24	A single loud splash shatters the silence.
25	Smoke from an unattended campfire rises from a distant hillock.
26	Several wading birds regard the PCs from a shallow pool.
27	A single, large frog hops across the path.
28	A *magic mouth* cast on a stone activates and croaks "go back" in Draconic.
29	Thick black smoke marks the location of a sullenly burning hut.
30	The water's surface is disturbed as if something large is swimming just below the surface.
31	The wind blows sodden leaves into the party's faces.
32	The wind blows the stench of decay over the party.
33	A single large black scale (from a black dragon) lies on the trail.
34	A bush looks like a shambling mound (but isn't). A DC 16 Knowledge (nature) reveals its true identity (as a bush).
35	The buzzing of insects fills the air.
36	A spike is embedded in the mud. A DC 15 Knowledge (arcana) identifies it as a manticore spike.
37	A loud (but distant) tiger's roar shatters the silence.
38	A *hallucinatory terrain* renders a deep pool to appear as a high hummock. Unwary characters tumble into the pool.
39	The rotting head of a basilisk (DC 15 Knowledge [arcana] identifies) hangs from a tree.
40	A severed snake head lies tangled atop thick reeds. A DC 17 Knowledge (nature) identifies it as coming from a medusa.
41	A globe of total darkness covers an area of marsh. A DC 23 Knowledge (arcana) identifies it as a *deeper darkness* spell.
42	The PCs hear distant singing.
43	A mass of ants cover the trail. There are not enough to form a swarm.
44	The characters hear distant laughing.
45	The distant crack of breaking wood is followed by a loud splash.
46	A sudden loud chorus of frog croaks shatters the silence.
47	Leaches attach themselves to one or more characters. Unless removed, the leaches drain 1 hp an hour from their victim.
48	Hard rain deluges the characters. After 1d6 hours, the trail begins to flood.
49	A distant splash is followed by a short scream that is suddenly cut off. Ominous silence follows.
50	The air goes totally still; there is absolutely no wind.

51	The mournful sound of a single flute pierces the silence.
52	A fly swarm buzzes about the decomposing corpse of a crocodile that has suffered horrendous bite wounds to its head.
53	The cackling of a sinister crone echoes across the waters of a nearby pool.
54	Without warning the straps of one of the PCs' backpack splits.
55	Midges and gnats beset the party.
56	A long stream of bubbles suddenly mar the surface of a pool close to the trail.
57	Schools of small fish dart about the depths of a pool, easily visible from the trail.
58	The PCs spy a hunched, cloaked figure moving quickly away from them.
59	A crude coracle floats by; the body of a lizardfolk warrior laid out in state lies within.
60	Although no wind stirs the air a patch of nearby rushes sways ominously.
61	The sounds of marsh life – the buzzing of marsh insects, the croaking of frogs and so on – abruptly cease.
62	A large bird sings at the party as they pass.
63	A large butterfly lands on a character's nose.
64	The howling of an injured dog shatters the quiet.
65	A light drizzle begins to fall and doesn't stop until around midnight.
66	Clouds part to reveal the moon has risen early to hang over the marsh with pregnant menace.
67	A thick mist hovers over a low-lying area of marsh. Strange sounds emanate, from within.
68	A high hillock seems to be a perfect campsite. However, the ground is riddled with ants and if the party camp on the hillock their clothes become infested.
69	The smoke of a smouldering campfire drifts lazily into the sky.
70	Several birds suddenly take flight from a nearby tree and fly away while crying out in alarm at some unseen (by the party) danger.
71	One of the party steps into a deep patch of sticky mud. The PC loses his shoe unless he makes a DC 15 Reflex save.
72	The trail is bound by a steep bank, which collapses when the party passes by. Two PCs must make a DC 15 Reflex save or slide into the pool below.
73	The PCs spy a distant manticore flying over the marsh. It does not see them.
74	A sudden cold wind whips up the water of the nearby pools.
75	Clouds block out the sun and the temperature suddenly drops.
76	The smell of smoke borne upon the breeze reaches the PCs.
77	A marsh bird transfixed by a slender arrow suddenly falls at the party's feet.
78	The roots of a tree stump hide a nest of swamp snakes. The snakes are harmless.
79	The distant boom of thunder rolls over the party, but the sky does not look stormy.
80	Heavy cloud cover brings dusk several hours early, possibly catching the party without a campsite.
81	A large pile of steaming excrement sits on the trail. The (large) creature that created it may yet lurk nearby.
82	A javelin arcs out of a nearby thicket of reeds and just misses the rearmost party member.
83	A half-sunken coracle lies in the water near the trail.
84	The party discover a section of causeway and make good time for the remainder of the day.
85	The PCs are bitten by insects infected with filth fever (DC 12 Fortitude negates).
86	The sky is completely clear of clouds and the day slowly becomes unbearably hot.
87	A drifting, empty coracle floats nearby the trail.
88	The ground gives way at the party's feet falling into a fetid, muddy cavern.
89	A faint, luminescent fogs rises from a nearby pool.
90	One of the party's pack animals falls and breaks a leg.
91	A marsh viper bites a pack animal. Panicked, the creature flees into the marsh.
92	Strong wind and heavy rain combine to make the day's travel a truly miserable experience.
93	A fallen tree blocks the trail. Characters climbing over it dislodge it and fall flat on their face in the mud (DC 15 Reflex negates).
94	The waters of a deep pool seem to glow from within.
95	With a splash, a spear lands in a nearby pool.
96	The acrid stench of acid reaches the PCs.
97	A slender spear lies upon the mud about 20 ft. away. The area is actually riddled with quicksand (page 9) which may entrap those seeking to recover the spear.
98	The PCs blunder into an area of quicksand (page 9).
99	The party stumbles into an area rank with marsh gases and are sickened for 1d3 hours (DC 12 Fortitude negates).
100	Many leaches attach themselves to one or more characters. Until removed, the leaches drain 3 hp an hour from their victim.

Swamps & Marshes: Dressing

The swamp through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or break up an otherwise uninteresting day's travel.

D%	
1	The mire smells particularly odious here.
2	A fallen (and now rotten) tree lies on its side in the swamp. Small (harmless) snakes dwell among its roots.
3	A low bank of thick, cloying mud emerges from the mire. Animal tracks mar its surface.
4	The dirty water hides a deep pool. Characters must make a DC 20 Reflex save or step into it (and likely be briefly submerged!)
5	A partially collapsed, abandoned hovel squats atop a small hillock.
6	A faint mist (that does not affect vision) hovers above the waters of a deep bog.
7	The sound of splashing emanates from behind a thick tangle of reeds and tall grasses.
8	As the PCs pass a tree, a sodden, rotten branch gives way and falls (+3 ranged attack, 1 damage).
9	A hummock of dry land rises above the swamp's waters; several small trees grow atop it.
10	An area of deep bog surrounds a large pool of brackish water. Many small fish swim therein.
11	A narrow, raised trail cuts through the swamp for about a half-mile.
12	The trail drops into a deep pool without any warning.
13	Drag marks cut across the trail – a DC 9 Survival check reveals a large slithering or crawling creature passed this way several days ago.
14	The rotting, severed head of a lizardfolk lies partially obscured in high grass.
15	A small hummock is surrounded by light vegetation. A built, but unused, campfire stands atop the hummock.
16	A huge tree rises from the mire. A DC 15 Perception check reveals a hunter's blind hidden in its branches.
17	The bleached, mouldering bones of some long dead animal lie partially buried in the mire.
18	The trail passes through a thick growth of reeds, in a sodden, low-lying area.
19	A single huge footprint from an evidently massive clawed creature mars a muddy bank.
20	The branches of several large trees hang down over the trail forming a curtain of sorts and obscuring sight of what lies beyond.
21	A partially uncovered pit trap blocks the path. Within, wooden spikes have impaled the rotting body of a boggard.
22	The PCs discover the skeletonised remains of a manticore poking above the fetid waters of a deep pool.
23	An expanse of 4 ft. high tall grass stretches several hundred feet. Several sluggish streams flow through the area.
24	An area of thick, viscous sludge slows travel and coats travellers in mud.
25	A hedgerow of tall, thick grass hides a deep, sluggish river. Unwary travellers pushing through the hedgerow must make a DC 20 Reflex save or fall in.
26	A jagged tree stump hides within a tangle of reeds. Unwary characters must make a DC 15 Reflex save or fall and twist their ankle. The injury reduces the character's speed by half for 1d3 days or until magic is used to heal at least 1 hp of damage.
27	The rotting remains of a rudimentary wooden bridge stretch across a deep water channel.
28	An overgrown stretch of causeway crosses an area of deep bog.
29	A rotten tree serves as the home for a large colony of ants.
30	Two abandoned wooden cabins stand atop a long, low hillock. A DC 15 Perception check reveals bloodstains and suchlike hinting the residents may have met a horrible end.
31	The jumbled bones of some ancient skirmish poke from a muddy bank. Digging into the bank reveals nothing more of interest.
32	An unoccupied raft of crude manufacture floats down a deep water course.
33	A high conical mound emerges from the mire. A DC 15 Knowledge (engineering) or Knowledge (nature) check reveals it is not natural.
34	An area of deep, sucking mud triples movement costs.
35	A deceptively shallow pool contains 3 ft. of sludge and slime on its bottom. Characters stepping into the pool get a rude surprise.
36	A rotting boat is drawn up on a muddy bank.
37	A large willow tree grows out of the centre of a wide, deep pool.
38	Clawed footprints (of lizardfolk [DC 12 Survival identifies]) are clearly visible in the mud.
39	A blackened, lightning blasted tree dominates a high, steep-sided hillock.
40	Dense reeds hide the entrance to a half-mud-filled cavern.
41	A skull decorated with bird feathers hangs from a tree branch. A DC 15 knowledge (local) check reveals this to be a Deep Mire tribal marker.
42	A crude, reed-wreathed burial mound stands next to the trail.

43	A few stones, half sunken into the mire, are suggestive of an ancient stone wall.
44	A cluster of several hillocks bound a deep, fetid pool.
45	The tracks of many birds mar a long, low glistening bank of mud.
46	A barely visible half-rotten lizardfolk corpse lies at the bottom of a deep pool of muddy water.
47	A clear pool near the path is filled with wriggling leaches.
48	Dried vomit covers a mossy stone.
49	The trail passes under the branches of a weeping willow.
50	Steep banks of mud surround an obviously artificial pool. Many fat fish swim within.
51	A game trail intersects the path. It leads to a swampy mire.
52	A broken, rotting spear lies on the path.
53	Four spears thrust into the mud are each topped by a decomposing head.
54	The tracks of a gigantic dire crocodile (DC 19 Knowledge [nature] identifies) cross the trail.
55	Gently jangling wind chimes hang from a tree's branches.
56	A tangled mass of roots and reeds hides a rotting, empty backpack.
57	A sprawling abandoned campsite covers a hillock.
58	A small wagon lies half sunken in the mire.
59	The mutilated body of a beaver hangs from a tree.
60	The partially inscribed Draconic rune for danger has been carved into a tree's trunk.
61	A nearby tree has been partially destroyed by a gigantic blast of acid.
62	A large pool of stagnant water stands near the trail.
63	The intricate, very lifelike statue of a man – arms out stretched – blocks the trail.
64	Booted footsteps suddenly start on the trail. They continue for 30 ft. before disappearing.
65	A sunken wall yet emerges from the murk. A large hole has been dug at its base.
66	A half flooded pit blocks the trail. Spikes are visible rising above the muddy water within.
67	A half built wooden shack stands upon a small hillock surrounded by deep water.
68	A huge lily pad floats at the centre of a wide pool.
69	A willow tree grows in the centre of the trail. The trail around either side is very narrow
70	A DC 20 Perception check reveals a handful of silver coins stamped into the trail's mud.
71	A spear with a sign in Draconic reading "Go Back" blocks the trail.
72	Shallow pools of particularly fetid, muddy water bound the trail.
73	Tall rushes surround a pool of surprisingly pure water.
74	A jumbled mass of bones and rotting equipment mark the site of an ancient battle.
75	A body lies face down in the muck.
76	Bloodstains cover the trail and lead into a nearby pool.
77	A sinkhole pierces the ground. It leads to a muddy, sunken cavern.
78	A steep-sided hillock rises out of the swamp. Its zenith provides an excellent vantage point for spying out the surrounding area.
79	A rusting steel shield – it's straps rotten and useless – lies partially hidden by reeds.
80	A bale of wood – tied together with sodden string – lies discarded by a pool.
81	A nearby tree's trunk has been half cut through and consequently the tree stands lopsidedly.
82	The trail leads down into a flooded section of marsh.
83	The party discovers an obviously unnatural hill; its sides are of banked earth protected by large boulders.
84	The mud beneath the party's feet oozes black liquid when trod upon.
85	A partially hollowed out log lies near a wide pool.
86	Drifting patches of vegetation gently float about a large pool.
87	A stand of ancient, moss-wreathed willow trees dominate a long, low hillock.
88	A crude wooden bridge crosses a sluggish stream.
89	Pretty wildflowers cover a stretch of dry land near the trail.
90	A large tree has fallen across the trail. The characters must either clamber over it or detour into the surrounding fetid water.
91	A great mass of mushrooms grow in the shadow of a steep bank.
92	Greenish algae cover the water of a nearby pool.
93	The trail passes under the outstretched branches of several trees.
94	A crude face has been carved into the trunk of a large tree dominating a nearby hillock.
95	At night, the algae in a pool near the party's camp are revealed to be phosphorous.
96	An empty water flask is half buried in the mud.
97	Several thick wooden poles have been set into the mud in a rough circle (why is unknown).
98	The crumbling ruins of a sunken watchtower dominate a low ridge of stone and hard-packed earth.
99	The reeds near the path are crushed and broken as if something huge moved through the area.
100	Blazing sunlight suddenly breaks out from behind a cloud, briefly dazzling the party.

Swamps & Marshes: Random Encounters

D12	EL	Creatures*	Notes
1	2	Stirges (3)	These stirges dwell in the trunk of a rotten, partially fallen tree. The tree is a local landmark for swamp travellers and the stirges delight in attacking anyone passing by.
2	3	Mosquito swarm (1; *Bestiary 2*)	Buzzing through the swamp, this mosquito swarm searches for prey.
3	4	Elder Giant Frogs[2] (2)	The frogs have learnt that animals stop near this pool to drink and so they lurk nearby waiting to strike. Once a frog has swallowed its prey it retreats across the pool to digest its meal.
4	5	Jirovex (green hag)	The PCs encounter a cloaked woman searching for herbs in the swamp. The woman's face is covered by a cowl and she is surly and aggressive. In reality, she is Jirovex (a green hag protected by a *disguise self*) searching for poisonous herbs to use against a rival hag. She has no argument with the PCs and does not attack then unless they attack her first. She is an implacable enemy.
5	6	Crocodile[2] (2) and crocodile[3] (1)	Screams from the deep marsh reach the PCs' ears. If they investigate, they discover an upside down coracle floating in a wide lake. The water is churning wildly and PCs making a DC 20 Perception check catch sight of a huge scaled reptile in the water. (The owner of the boat has recently fallen prey to three crocodiles, who are now fighting over their prey's broken and torn body).
6	6	Gigantic assassin vine[3] (1) and leach swarm (1)	A gigantic assassin vine lurks near the trail. Tangled in its clutches is a rotten lizardfolk corpse upon which feed a leach swarm. The assassin vine attacks anything on the trail and any creature dragged into the water suffers the attentions of the leach swarm.
7	6	Lizardfolk (3), elder lizardfolk[2] (2)	This hunting band from the Feathered Spear tribe lurks in the swamp searching for a crocodile that has eaten several of their tribe. Two skilled warriors – T'pel and H-riss – lead the group. The lizardfolk are wary at first but grateful for any help the PCs can provide.
8	7	Ancient will-o'-wisp[2]	This ancient and evil will-o'-wisp takes great delight in stalking its prey for days at a time. It attacks at night and heals its wounds by feeding on their fear (or the fear of other creatures it slays in the swamp during the day). It launches its final assault when the PCs are busy with some other fearsome swamp predator.
9	8	Giant Slug (1)	The PCs encounter several huge slug trails leading through the swamp. Eventually, they come across a giant slug feeding on the partially digested corpses of two boggards. The slug does not attack them, unless the party attack it.
10	9	Witchfire (1; *Bestiary 2*)	A lizardfolk, cloaked in sickly green flames, rushes into the party's camp one night and begs for aid. A few moments later, the witchfire attacks. It is merciless in its assault and if driven off, returns the next night.
11	11	Young catoblepas (1; *Bestiary 2*)	Separated from its herd, this catoblepas has wandered the swamp for days. The party first become aware of the beast when they hear screams coming from deeper into the swamp. If the party investigate, they witness the beast savaging a small lizardfolk settlement.
12	16	Nerophalax (ancient female black dragon)	The PCs discover the rent and acid-drenched corpse of a dire crocodile amid a huge swath of mud torn by many huge, clawed tracks. Nerophalax recently killed the crocodile when it ventured too close to her lair. The clawed tracks lead to a nearby stagnant lake (within which can be found a sunken passageway leading to her lair).

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

3: A creature with the giant creature template (+2 on all rolls based on Str and Con, -1 on all rolls based on Dex; hp 28).

Swamps & Marshes: Terrain Features

Marshes have many terrain features that can make encounters and battles within them exciting and interesting. Many of these features offer canny combatants distinct advantages in battle.

Stealth and Detection

Detection Range: The maximum range at which a character can make a Perception check varies dependant on the terrain type:

- **Marsh**: 6d6 x 10 feet.
- **Swamp**: 2d8 x 10 feet.

Bogs

Bogs are the main terrain feature of swamps.

Bogs (Shallow): Squares of shallow bog have mud or standing water about 1 ft. deep.

It costs 2 squares of movement to move into a square with a shallow bog; the DC of Acrobatics checks in such a square increases by 2. Bogs increase the DC of Stealth checks by 2.

Bogs (Deep): A square that is part of a deep bog has roughly 4 feet of standing water.

It costs Medium or larger creatures 4 squares of movement to enter a square with a deep bog, or it can swim (DC 10 Swim check). Small or smaller creatures must swim.

Quicksand

One of the most dangerous of lurking perils in a marsh, such areas often entrap careless travellers.

Size: A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him 1d2 × 5 feet into the quicksand.

Spotting Quicksand: A character approaching a patch of quicksand at a normal pace making a DC 8 Survival check spots the danger, but charging or running characters don't have a chance to detect a hidden patch before blundering into it.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. A trapped character failing this check by 5 or more sinks below the surface and must hold his breath or begin to drown. Characters below the surface may swim back to the surface with a Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: A rescuer must reach the victim with a branch, spear haft, rope or similar tool and make a DC 15 Strength check to pull the victim. The victim must then make a DC 10 Strength check to hold on. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check to stay above the surface.

The water in a deep bog provides cover (+4 AC, +2 Reflex) for Medium or larger creatures. Smaller creatures gain improved cover (+8 AC, +4 Reflex). Medium or larger creatures can crouch as a move action to gain improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater. Deep bogs increase the DC of Stealth checks by 2 and tumbling is impossible within.

Paths & Trails

Narrow trails often wend their way through a swamp.

Causeway: A causeway is a steeply-sloped raised path built to provide a way through the swamp. The causeway is built from a pile of stone, each roughly a foot in diameter, overgrown with coarse marsh-grass. The top of the causeway is 10 feet above the surrounding marsh, 10 feet wide and allows free movement.

Climbing or descending the causeway does not require a Climb check, but is considered difficult terrain (it costs 2 squares of movement to enter each square). Creatures at the top of the causeway gain the benefit of higher ground (+1 on melee attacks) against creatures on the causeway's slopes.

Trail: Trails in a marsh often twist and turn to avoid boggy areas. On the trail, movement is without penalty.

Undergrowth

The bushes, reeds and tall grasses of a swamp can provide concealment and cover from enemies.

Hedge (Narrow): Narrow hedges are raised tangles of stone, soil and thorny bushes.

It costs 3 squares of movement to cross a narrow hedge and it provides cover (+4 AC, +2 Reflex).

Hedge (Wide): Wide hedges are 5 ft. tall and fill an entire square.

It takes 4 squares of movement to move through such a square, but creatures making a DC 10 Climb check reduce this cost by 2. Wide hedges provide total cover.

Undergrowth (Light): Vines, reeds and tall grass covers much of the ground.

It costs two squares of movement to enter such squares and such undergrowth increases the DC of Acrobatics and Stealth checks by 2.

Undergrowth (Heavy): Dense thorn bushes and other tangled growths make movement difficult.

It costs 4 squares of movement to enter such a square. It is impossible to run or charge through heavy undergrowth. Characters in heavy undergrowth gain concealment (30% miss chance) and a +5 circumstance bonus on Stealth checks.

By Sea

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude) for a larger encounter.

D%	
1	A massive flock of seagulls stand on the beach. If disturbed by sudden noise or movement, the flock takes flight, providing creatures with total concealment for three rounds.
2	A flock of frigate birds are circling a pool of fresh water. Every 1d6 rounds a bird swoops over the water to drink before rising back up into the air.
3	Two small grey nurse sharks are feeding on a school of whiting in the still shallows.
4	Swarms of bluebottles float in the water and lie trapped on the beach. A creature touching the poisonous tentacles of the jellyfish with its bare skin must make a DC 13 Fortitude saving throw or take 1d2 Dexterity damage.
5	Two hundred feet from shore swim a pod of 2d4 humpback whales. The whales breach every 3d6 minutes, and follow any ships they encounter for one hour.
6	One hundred feet from shore swims a pod of 2d6 dolphins. The dolphins use aid another actions to help obviously distressed swimmers.
7	This section of shoreline is littered with shallow rock pools. There is a 10% chance per pool investigated that the PCs encounter a venomous blue-ringed octopus. PCs handling the creature develop a nasty rash thatfor 1 day (or until cured).
8	A pair of sea eagles swoop into the ocean and come up with fish in their talons.
9	At dusk, 3d20 fairy penguins waddle up the beach in groups of 2d4 creatures at a time.
10	The oily, stinking remains of an aboleth lie on the beach. The creature can be identified with a DC 20 Knowledge (dungeoneering) check. 2d6 doses of mucus can be harvested from the corpse which imitates its mucus cloud ability. If not used within two days, the mucus becomes inert.
11	Out of the nearby sand swarms thousands of hand-sized red crabs. The crabs languidly scuttle down to the water's edge to lay eggs before returning to land one hour later.
12	A 60-foot wide volcanic lava-flow meets the sea here, throwing up a plume a boiling-hot steam which obscures sight as a 120-foot wide *fog cloud*.
13	Three boasting fishermen stand on the rocks here with their sizable catch. The fishermen are will to part with their fish for 5 sp.
14	Burrowing out of the beach and flopping across the sand are hundreds of tiny, newborn turtles. A cloud of gulls, terns, sea eagles and hawks wheel about, plucking up the stragglers before they can reach the protective waves.
15	2d4 bedraggled shipwreck survivors haul their small keelboat up onto the beach. Their original vessel ran aground on an unmarked reef two days ago. The crew now glares at the one midshipman who suggested they resort to cannibalism six hours into the journey.
16	A pack of 2d6 wreckers (NE human commoner 1) lead a train of mules, each with lanterns hung about their necks, slowly up the beach to fool mariners into believing the slow-moving lights are ships. If confronted, they flee.
17	A short jetty juts into this sheltered harbour. Stevedores load a small trading cog with bales of cotton.
18	A small skiff draws up to the beach and disgorges 2d4 smugglers (N human rogue 2; Stealth +6). The smugglers attempt to remain undetected as they carry off their chests of valuables (worth 500 gp) to avoid local taxation.
19	As 18 above, except the smugglers are trafficking human cargo. These wretches may be slaves, enemies of the crown or other ne'er-do-wells who wish to avoid scrutiny.
20	Two large fish collide head-on with one another under the clear water.
21	A dog-sized crayfish swims in a shallow rock pool, clawing at clumps of seaweed.
22	A school of colourful fish scoot about the shallows. A live specimen would fetch 5 gp from the right buyer.
23	A 200-foot tall sand dune rises in front of the party, requiring DC 10 Climb checks to traverse.A PC failing this check by 5 or more slides all the way to the bottom of the dune.
24	A strong gust of wind throws stinging sand and salty sea spray at the PCs. Every creature on the beach must make a DC 12 Reflex saving throw every minute or be blinded for 1 round.
25	The broken spars and shredded sails of a large ship bob sedately in the surf. The bloated corpse of a seaman is lashed to a piece of mast.
26	Several dozen families of sea lions form a rookery on the rocky coastline. If the sea lion are disturbed, they rear up threateningly. Sea lions use the statistics of wolves with a base speed of 10 feet and a swim speed of 50 feet.
27	A coconut falls on a PC's head, inflicting 1d6 damage (DC 13 Reflex negates).
28	A tiny peasant girl clambers down a cliff face to collect sea bird's eggs from their nests.

29	A pelican flies laboriously past, wrestling with a small shark in its bulging beak.
30	A fishing rod ensorcelled with *animate object* repetitively casts itself into the ocean. A staggering pile of fish bones lies beside the rod.
31	A very wet and thoroughly miserable-looking dog trots along the beach.
32	A legless zombie draws itself slowly out of the pounding surf.
33	A polar bear forlornly stands on a passing, drifting ice floe.
34	A swarm of bats bursts from a nearby sea cave, into the sky.
35	A beautifully ringed sea snake undulates through the water.
36	A faint keening rises over the sound of the waves, reaching a crescendo as the waves break against the shore.
37	A flock of cormorants circle a school of fish, plunging into the ocean over and over again to collect their prey.
38	Three salt water crocodiles sun themselves on the beach.
39	A small octopus coils itself around a rusted spyglass in a shallow rock pool.
40	A raucous sea gull follows the party as they travel, screeching loudly at every opportunity. Any attempt to drive off the bird only draws the attention of two others.
41	Three tiny water elementals slither on the beach, touch a lonesome rock at the edge of the high tide mark before rushing back into the water.
42	A bright blue crab emerges from the sand before spotting the PCs and hurriedly burying itself.
43	The setting sun reflects off the rippling ocean surface, dazzling creatures on the beach (DC 11 Reflex negates).
44	A crippled fluffy eaglet limps along the beach, its wing broken.
45	A hermit crab leaves its shell and tries to walk away inside one of the PC's belongings (helmet, boot, spell component pouch etc.)
46	A small fishing boat's crew are wrestling with a mako shark. Their shouts and screams echo across the beach.
47	Three local halfling children are swimming easily in the quiet ocean.
48	A burlap sack lies on the beach. It is home to a colony of honey ants.
49	A small wyrmling bronze dragon wheels over the sea cliffs, swooping on a tern's nest and carrying off its eggs.
50	Four iguanas leap from the nearby cliffs into the frothing sea below.
51	One of the PCs stands on a rotting fish carcass. A creature using scent can detect the PC at three times the normal distance.
52	A freak wave churns out of the sea to knock the PCs prone (CMB +15).
53	A cavernous shipwreck lies on the beach. Investigating the wreck causes it to collapse (3d6 damage; DC 15 Reflex halves).
54	A small iron pot sits over a glowing campfire. The pot contains a delicious fish stew. The stew is warming and incredibly nourishing.
55	Nine sets of footprints trail up the beach. If a PC steps on one, he immediately sinks up to his hips in the sand.
56	The name of one of the PCs is scrawled into the sand. If the PCs erase or otherwise tamper with the writing, it redraws itself after 1 round.
57	Two wooden grave markers are hammered into the beach. A skeletal arm looks to have burst from the sandy grave, but is now inanimate.
58	A silhouette of a tiger shark can be seen lurking amid the breaking surf.
59	An orca suddenly breaches the waves like a battering ram, snatching a baby seal from the stony beach before writhing back into the surf.
60	A ghostly orange phosphorescence shimmers on the surface of the rippling ocean. Suddenly the glow coalesces into a single point of light before shooting off towards the distant stars.
61	An obese merman gorges on the contents of a lobster trap, burps loudly and swims slowly away.
62	A trio of sirens recline on a granite spur in the distance. A PC making a DC 20 Perception check overhears the following snippet of conversation "…what a motley lot. It's not worth the effort to lure them over here."
63	Something beneath the water cleanly severs the sounding rope as the PC's ship navigates a treacherous shoal.
64	The fresh, blustering wind suddenly ceases, and the PCs are becalmed for 1d6x10 minutes.
65	A local daredevil leaps from a 70-foot high cliff, plunging into the ocean below. Rising from the depths, the diver gives the PCs a friendly wave before swimming back to shore and climbing the cliff.
66	A scraggly albatross sails over the PCs, letting loose a tremendous screech before wheeling away over the ocean.
67	A floating sea chest washes up on shore momentarily before being washed out to sea again. A DC 20 Swim check recovers the chest which contains a selection of waterlogged women's clothes.
68	A 40-foot high column of stone succumbs to the elements and slides into the sea with a deafening crash. A few moments later, a large wave crashes into the shore.
69	A PC catches a foot in a crab trap (CMD 11). Several crabs are also caught within.

70	A flying fish hurtles from the water and strikes a PC in the stomach, inflicting 1 damage. The fish flaps forlornly at the party's feet.
71	A giant clam, revealed by the lowering tide, spurts a jet of water 20 feet into the air.
72	Bleached driftwood is arranged into the sigil of some dark power. Any PC disturbing the symbol is subject to *bestow curse* (DC 15 Will negates). If the PCs cast *hallow* or *consecrate* on the area after dismantling the wood, they receive a +2 enhancement bonus to Wisdom for 24 hours.
73	The silhouette of a sea-hawk carrying a thrashing fish can be seen in the distance. A DC 25 Perception check reveals the figures are much further away than previously imagined – and are actually an enormous roc carrying off a huge shark.
74	A robber crab is slowly tearing open a green coconut, balanced precariously on a palm trunk.
75	The PC is tripped by a fishing net buried in the sand. The net is old and ripped; it has obviously buried for a long time.
76	The last 10 feet of cliff edge collapses into the churning sea. Spray and debris are hurled into the air before crashing down into the water.
77	A 70-foot square section of the surf has been lowered under the effects of *control water*, revealing the rocky sea floor. The spell has 2 minutes of duration remaining.
78	An empty ghost ship follows the PCs as they travel along the shore, the wind mysteriously changing direction to push the vessel's tattered sails in the same direction as the party are travelling.
79	A small, 10-foot diameter floating slick of whale oil is blazing merrily just beyond the breakers.
80	A swarm of biting sand flies descend on the party. Each PC must make a DC 11 Fortitude saving throw or take a -1 penalty on attack rolls, saving throws and skill checks for 1 hour as the distracting itchy red welts blossom.
81	A collection of 3d8 emptied severed heads floats in the surf. They are bloated; fish have nibbled at them and all have looks of stark terror etched upon their faces.
82	As 81. above except the eyes have been removed, and tallow candles lit in the vacant cranium. Somehow, the candles have remained lit.
83	A beam of light suddenly pierces the darkness from a distant lighthouse, tracking the PCs for ten minutes before darkening again. If the PCs approach the lighthouse, only a decrepit ruin stands on the headland.
84	The PCs' footprints in this section of beach turn black on the white sand.
85	Thousands of *awakened* limpets leap and tumble from rock-to-rock, freezing whenever the PCs watch them.
86	Some large creature burrows beneath the sand and pebbles on the beach, its body deforming the surface to leave a long hillock.
87	A swarm of 2d100 seagulls surround the party, seemingly oblivious to any danger.
88	A human fisherman works within a rickety shack, gutting his recent haul of fish, and throwing the entrails into the ocean for the circling sharks.
89	A merfolk hunter works within this ramshackle, submerged coral outcrop, gutting his recent brace of coneys, and throwing the entrails onto the beach for the waiting pack of wolves.
90	Several hundred feet up the beach, a whole crew of rotting undead seamen shamble out of the water and into the nearby forest. When the PCs investigate, the apparitions have disappeared amid the darkened trees.
91	A small gnomish child is flying a complicated kite from the cliff edge. She shrieks with excitement as the kite dives and wheels in the wind.
92	A lightning bolt strikes a tree upon the headland dead ahead, starting a small brush fire. The tree burns for hours.
93	A rolling thunderstorm generates a bright blue cascade of St Elmo's fire across the piers of a rotting abandoned wooden jetty. The jetty is unstable and collapses if a Medium or larger creature weighing over 200 lbs. steps upon it.
94	A foreign ship sails along the coastline on a voyage of exploration. There is a 10% chance the ship is of extraplanar nature.
95	A small whale, impaled with three harpoons lies labouring on the beach. It is not dead, but is in considerable pain.
96	A small pack of fur seals surrounds the PCs, nuzzling them with their wet noses. They are not hostile.
97	Chalk miners carve away chunks of the towering white cliffs. A pile of rubble lies at the foot of the cliffs. PCs walking under where they are working are at danger of being hit by falling debris.
98	An imperious whale shark swims slowly parallel to the coastline.
99	A sulphurous smell emanates from the sea, causing any creatures within 60 feet to be sickened (DC 13 Fortitude negates).
100	The wet clinging mud of the flats holds fast the feet of any travellers crossing it. To move, a creature must first escape the mud's grapple (CMD 15).

Coast: Coastal Dressing

The coasts along which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	The beach consists of luminously white sand. The clean sand squeaks underfoot, imposing a -5 penalty on Stealth checks.
2	Tiny ammonite fossils decorate the sea cliffs. Amongst the fossils is the skull of a giant, primal dragon turtle.
3	Giant octagonal basalt columns form a stepped 40-foot high cliff face. The cliff is easily scaled (DC 10 Climb check).
4	A huge, 60-foot high pipi-shell midden lies at one end of the beach.
5	The limestone cliffs are covered with reddish-brown phosphate-rich soil. Lush plants cling to the cliffs, scores of sea birds live among them.
6	A deep collection of sea caves line the cliffs, populated by a colony of sea urchins. The caves provide an alternate path, opening up again 400 feet along the beach. The height of the water on the beach varies with the tides, from ankle deep to twice the depth of an adult human.
7	The weathered lid of a buried sea chest peaks through the sand (DC 15 Perception spots). The chest disappointingly contains only the meagre personal possessions of a sailor named Hallrey Gallowes.
8	Towering white chalk cliffs, covered with eldritch carvings, border the crashing sea.
9	A small schooner has run aground on the beach, but has been stripped long-ago of anything of value.
10	An enormous man-o-war has been shipwrecked on an off-shore reef. The broken hull of the ship still contains the crew's supplies and pay chest containing 5,000 sp. These can be recovered from the crashing waves with four DC 25 Swim checks.
11	A battered trading cog is suspended 30 feet above the ground in the dense wood or jungle lining the shore.A DC 25 Climb check recovers 300 gp worth of blue dyes stored in fragile clay pots.
12	Coconuts are arranged to spell "help" in the sand and an arrow made of sticks points westwards.
13	A violent chain lightning storm riots over the distant ocean.
14	Brilliantly-coloured coral has formed a treacherous reef along this stretch of coastline. A DC 20 Profession (sailor) check is required to navigate a ship through the shallow channel.
15	Hundreds of shallow rock pools, each with its own micro-environment of limpets, anemones and sea cucumbers, blankets the coast.
16	The beach is covered in hundreds of air holes from buried crabs. One hole is almost 30 feet wide.
17	Heaped piles of thick seaweed strands cover the beach. Treat the seaweed as difficult terrain.
18	The high-tide mark of the beach is lined with sun-bleached driftwood.
19	Heavy seas bring 12-foot high waves breaking against the beach in a tumult of white-water. Swim checks in the vicious surf take a -5 penalty.
20	A tall granite lighthouse overlooks the rocky, treacherous coastline, providing a +5 circumstance bonus to Survival checks to avoid becoming lost.
21	A row of ensconced defensive emplacements line the cliff-top. Abandoned, weather-beaten catapults stand a ghostly vigil on the headlands flanking a sheltered bay.
22	Fish traps made of heaped stones, designed to capture fish at high tide, stand along the shoreline.
23	Dense mangrove forests filled with thick mud stand at the water's edge. Treat the area as difficult terrain.
24	A rough, but extensive an impressive sand castle dominates the beach.
25	A stand of coastal pines have been felled here. A DC 20 Survival check reveals a makeshift raft has been constructed and dragged into the ocean.
26	Rows of sun-bleached wooden poles stand guard over the entrance to this estuary. Wooden trays are suspended between the poles to farm saltwater oysters.
27	A mile-long algal bloom covers the shoreline in a red tide. Creatures swimming in the water must make a DC 12 Fortitude saving throw or suffer 1 Constitution damage from the toxic algae.
28	This treacherous section of water features a strong riptide, which drags swimmers 3,000 ft. out to sea at the rate of 30 feet per round. Swimming parallel to the beach for 100 feet frees the swimmer from the riptide.
29	While the PCs watch, one of twelve cragged 90-foot high fingers of rock which pierce the ocean collapses into the water.
30	A small hole has eroded in the limestone cliff edge. During heavy seas, white water fills the sea cave beneath, spraying columns of water 80 feet into the air through the blowhole.
31	A precarious 2-foot wide natural stone arch links two plateaus overlooking the ocean. The arch can be crossed with a DC 15 Acrobatics check.

32	A towering sand dune, some 300 feet high, dominates the northern end of this beach. Characters with a shield or other similar piece of equipment may ride it down the dune with a DC 12 Acrobatics check, coming to the bottom at the end of the round.
33	A man-made 10-foot high break wall of heaped boulders shelters this deserted bay.
34	A steep-sided fjord opens into the sea here. The towering headlands are populated by thousands of carven statues of princes, gods and patron animals.
35	Thousands of complete shells in a kaleidoscope of colours litter the beach.
36	Two thick iron pipes, brown with rust, run from the cliff-side into the ocean. The pipes contain a trickle of magical effluent from a nearby wizard's tower. Any creature touching the effluent is subject to *baleful polymorph* (DC 17 Fortitude negates).
37	The cracked crown of a buried monument has been revealed by the eroding sand.
38	This beach is composed of dark, blood-red sand which sticks to the PCs' feet.
39	A field of 20-foot wide ice floes stretches to the horizon. The ice floes can be ridden with a DC 15 Acrobatics check. Failure means the creature is dumped unceremoniously into the frigid water, taking 1d6 nonlethal cold damage. Such unfortunates suffer hypothermia (treat as fatigued) until the nonlethal damage is healed.
40	Nine rusted anchors, each as tall as two men, stand erect in the sand.
41	The sand of this beach is deathly black and cold to the touch, despite the beating hot sun.
42	A thick bramble of lantana covers the upper dunes of this beach. The lantana can be hacked through at a rate of 5 feet per round.
43	100 feet out to sea, a rusting iron ladder stands suspended in the water, reaching from the surface to the sea floor.
44	An 80-foot wide crater has been blasted into the beach here, fusing the tortured sand into thick, rippling glass.
45	Waist-deep sea foam overwhelms this entire section of beach. The foam does not impede movement, but any creature crouching in the foam gains concealment.
46	This beach is blanketed in millions of smooth grey pebbles. They are suitable for use as sling stones.
47	Ninety pumice stones of massive size have rolled onto this beach from some cataclysmic volcanic eruption. Each of these 20-foot wide spherical stones are light enough to be moved with a bull rush combat manoeuvre (CMD 0).
48	This beach is made entirely from shattered bone shards.
49	A row of mangrove trees with carved, leering human faces stands vigil over the seething surf.
50	A series of wooden planks buried in the sand make a winding path through the dunes. The path, unlike the surrounding sand, does not count as difficult terrain.
51	A vertigo-inducing steep staircase is carved into the crumbling cliff-side. Despite its appearances, the stairway is safe to traverse.
52	A rough stack of hollowed sea shells forms a cairn over a long-bleached skeleton.
53	A cart has careened over the sea cliff here, and lies smashed into a thousand splintered pieces. There is no sign of the horses, drivers or passengers.
54	A mountainous glacier snakes its way into the sea. Inside the clear ice are the frozen figures of three woolly mammoths.
55	Three empty white rowboats are drawn up in a sheltered cove.
56	A tall wooden platform stands some 300 feet from the shore. The platform is used by pearl divers as a base to explore the depths below.
57	A 200-foot long jetty, its ancient planks creaking in the wind, juts out into the ocean. It is surprisingly sturdy.
58	A small village of pretty whitewashed stone houses clings to the cliff side.
59	A field of grass ripples in the wind, mirroring the waves on the ocean.
60	A waterfall of fresh water plummets from a natural spring in the cliff above.
61	Tracks of some six-legged beast meander up the beach.
62	A darkened, ruined church crouches atop the headland, as if judging those who abandoned it.
63	A giant lizardfolk face is carved into the side of a mountainous cape. The cape's peak issues forth a grumbling cloud of volcanic vapours.
64	A paved roadway parallels the coastline for a time before turning inland.
65	The beach is made from glowing diamonds, varying from the size of a pin-head to a dragon's egg. If a diamond is lifted from the ground it immediately collapses into a fine grey dust.
66	The sea has retreated over a mile due to an unnaturally low tide. Drowning fish flop about desperately in the remaining shallow puddles.
67	A coconut tree has been bent over almost double and tied with an elaborate knot. Two hundred feet down the beach, a series of concentric circles have been drawn in the sand.
68	A series of life-like statues formed out of sand fight a stilled battle. The statues crumble if touched, but are impressively detailed.
69	A set of bleached shark's jaws, still biting down on a human femur, lie on the sand.

70	Three long dangling vines have been entwined to form a makeshift rope (DC 10 Climb) up the side of a cliff.
71	A shallow sea cave holds primitive carvings and paintings which seem to depict likenesses of the PCs...and a giant tentacled sea monster pulling them down to a watery grave.
72	An empty turtle shell, carved with fish-symbols has been abandoned here and contains fresh tropical fruits and coconuts. The fruits are yet fresh.
73	A verdigris-covered bronze spyglass is bolted to a stone plinth on this headland. Anyone looking into the spyglass sees a vista from a continent several thousand miles away.
74	A stand of tall pine trees has been fitted with ship's sails. When they catch the breeze, the ground seems to shift as if the land were moving.
75	When seen from above, this atoll has an uncanny resemblance to a bitten apple, including the jetty-stalk and a reef shaped like a leaf.
76	A thick wooden post is fixed into the sand. A torn set of leather bindings lies in a pool of rapidly-diluting blood. The sand about the post is churned up as if by a struggle.
77	A single white plume of smoke rises from a headland on the horizon.
78	A ruined temple, constructed within the mighty rib-bones of a blue whale, lurks at the water's edge. Within the structure are a dozen sahuagin skeletons clustered around a white water-filled rock pool.
79	A copse of twisted trees, shaped by the wind, stand at the top of the cliff, their gnarled roots partially exposed to the elements. One odd tree leans into the wind.
80	Lying curled up in the wet sand is a sodden, ragged ensign. A DC 20 Knowledge (geography) check reveals it belongs to a far-distant nation.
81	The sea spray crowning the boiling surf languidly forms misty figures of dancing dolphins before collapsing back into the seething water.
82	A lonely velvet tri-corn hat tumbles down the beach, driven by the wind. It is bloodstained and tattered.
83	A glass bottle, containing a rolled-up note, washes ashore. The note is waterlogged and indecipherable.
84	As 83 above except the note contains child-like scribbles and a poorly-drawn ship.
85	The guano-enriched cliff-top here grows bush pumpkins, mangoes, papayas and other tropical fruits.
86	A looming waterspout forms 200 feet off the coast, travelling at 20 feet per round in a random direction before collapsing again after several minutes.
87	The fine seaweed on the rocks here is slippery (DC 10 Acrobatics check or fall prone). A DC 15 Knowledge (nature) check reveals it is safe to eat.
88	A massive kelp bed, over a square mile in area, adjoins the beach here. Swimming through the kelp bed is treated as difficult terrain.
89	A recently doused campfire smoulders on the beach. The remains of a cooked and eaten bream lie at the fire's side.
90	If the PCs follow the coast, it circles around in a progressively tighter spiral until the island is nothing more than a sandy atoll 30 feet across.
91	The shattered remains of a stone fortress lies at the bottom of a cliff that has obviously collapsed onto the beach long ago. The ruins are worn smooth by the sea, but here and there the remains of strange, unidentifiable carvings can just about be made out.
92	A half-constructed warship stands on an impressive dry-dock. The structure has been long abandoned, and the warship is seemingly sized for some kind of giant.
93	A small niche is carved in the cliff here, supporting a miniature wooden ship. The niche and surrounds are covered with both fresh and withered flower petals. A narrow, perilous pathway (DC 20 Climb) leads up to the niche.
94	Twelve corpses, recently drowned and dressed in pure white robes, lie in a mournful row at the water's edge, the gentle waves reverently caress their feet before receding. Each has had its throat cut.
95	Something has hacked a path through the trees at the water's edge, creating a trail heading directly inland. Worryingly, the trail is 15 ft. wide; as well as bushes, several small saplings lies crush and broken along its length.
96	This island, or section of coastline, has a single permanent structure at its centre – a hastily-constructed gallows. The rotting remains of a human swings gently in the breeze.
97	The beating sun is obscured for an hour by a partial lunar eclipse, reducing the illumination level to dim light.
98	Sharp, jagged coral makes up this shoreline, inflicting 1 damage per minute to those walking on it barefoot.
99	A small whaler's hut stands here defiantly against the wind. A thin smoke trail rises from its chimney and an inviting warmth glows from inside.
100	This rocky peninsula is shaped like an enormous human finger, down to the swirls of a fingerprint at the tip.

Coast: Random Encounters

D12	EL	Creatures*	Notes
1	2	Giant crab	This giant crab, named Pincher, is girt with tanned octopus tentacle harnesses and a small saddle of woven seaweed.Pincher serves as a mount for Squellith the Grindylow scout (see "2" below) and is quite domesticated (if a little intemperate).
2	3	Grindylow (4; *Bestiary 2*)	Squellith, a vicious conniving wretch, leads this band of grindylow spies to a nearby fishing village, noting its defences in preparation for slaughter. If confronted by the PCs, the snivelling grindylow concocts a story placing himself as a travelling diplomat suing for peace.
3	4	Quelta (sea hag)	Quelta lurks within the Desolation Head lighthouse, having overcome the lighthouse keeper and his family, tampering with the light to draw ships to their doom on the knife-like rocks below. The lighthouse keeper and his family hang comatose in the lighthouse's basement under the effects of the hag's evil eye, and it won't be long before she devours them.
4	6	Sonus and Pinai (kelpies; *Bestiary 2*)	Hemrod, a ship's navigator on the *Incisive*, is torn between his two true loves, Sonus and Pinai – both of which are monstrous kelpies. The two shapechangers are each annoyed that Hemrod is also captivated by the other. Driven by jealous rivalry, Sonus and Pinai demand the poor man choose between them, the winner intent on devouring him.As the PCs arrive, the kelpies realise Hemrod has wandered off and ask the PCs to help find him.
5	6	4 Incutilis (*Bestiary 4*) plus 4 puppeteer zombies	These explorers from the deep ocean wish to learn more about terrestrial society and customs. The creatures seem not to understand the moral implications of murdering four fishermen and animating their corpses, and are astounded if the topic comes up in conversation.
6	7	Giant tendriculos	This enormous tendriculos clings to the cliff-face above the beach, plucking birds which come within its reach. The tendriculos only swallows one creature at a time, hurling any other threats off the cliff to plummet into the water below.
7	6	10 sahuagin and 2 sharks	The coral fortress, named the Delvemaw, houses a garrison of sahuagin cavalry at the mouth of Mandible Bay. The citadel bristles with ballistae suitable for sinking vessels passing over the site. Kwilsa, the garrison's commander, sends out patrols around the fortress, eliminating any aquatic or terrestrial threats.
8	8	Young gelatinous cubes (8)	This gelatinous cube bloom, called a Clear Tide, floats on the currents near a deep sea cave. The cubes are a hazard for passing shipping, as well as for beachcombing creatures.
9	9	Tsunami	The water along the coastline recedes a mile out to sea, revealing the ocean floor. Small children from the nearby fishing village begin to collect the flopping fish left by the retreating water. 1d6 minutes later a 170-foot wide, 34-foot high tsunami hits the coast. Treat the tsunami as *tsunami* (CL 17th; DC 23 Fortitude; CMB +29)
10	13	Helempitax (male adult bronze dragon)	Scourge of pirates, monsters and raiders, Helempitax soars above the coastline searching for any signs of trouble. The friendly dragon often lands aboard merchant cogs in a flurry of talons and wings, startling the crew before striking up conversation about the weather. Unfortunately, Helempitax is self-absorbed and narcissistic, and gets in a huff if not properly praised for his efforts.
11	17	Kularnis (advanced scylla; *Bestiary 2*)	Kularnis sees herself as the Empress of All Oceans, and is scouring the coastline for terrified aquatic creatures to do her bidding. Kularnis' first action in combat is to demoralise her enemies, expecting them to grovel in subservient terror.
12	18	Mulgara the Storm-Blight (NE female kraken)	As the PCs watch, they see a ship surging toward shore under full sail. Suddenly, the water seethes and roils beneath the ship. A gigantic squid like creature emerges through the spray and starts to pull the ship apart.The frenzied screams of the crew and the splinter of timbers carries on the wind to the PCs' ears.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

Sea Voyages: Shipboard Events

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude to) a larger encounters.

D%	
1	A crewman tries to steal a small, mundane item from one of the PCs.
2	A landlubber clings to the main mast. His face his pale white.
3	The ship's wheel is manned by two burly sailors.
4	Storage boxes slide about on deck as the ship lists to one side.
5	An outbreak of dysentery wreaks havoc among the passengers.
6	A passenger goes to great lengths to keep themselves out of the weather.
7	The body of a crewman is found stuffed in the bilge. His throat has been slashed.
8	Two of the crew, who are identical twins, display full body dragon tattoos.
9	A passenger who is dressed in aristocratic clothes, but is blind, wanders about the deck followed by a balding manservant.
10	Several rats scurry among crates of cargo.
11	A ship's officer bellows at a crewman and lashes him violently for insubordination.
12	The call to man the pumps breaks the calm of the noonday sun.
13	An order is given to "bare the poles!" In dangerously strong winds, sailors scramble to take in the sails.
14	One of the crew sneaks about deck early in the morning (DC 15 Perception spots).
15	Fluttering to one of the upper deck handrail is a small, emerald-green and red feathered parrot.
16	A strange, rotten smell wafts up from the bilge.
17	After fishing for several hours, three crewmen haul a small squid onboard.
18	A DC 16 Perception check spots a small bottle marked with a skull and crossbones tucked into a coil of rope.
19	The sun beats down on the deck, baking all in sweltering heat.
20	Much of the food on board goes bad.
21	The "Old Man" or captain walks the deck mumbling in a disconcerting tone. The crew whisper in worried tones, behind his back.
22	A sailor carves a serpent into the handrail of the starboard bow.
23	As the wind picks up the order to "chock-a-block" rings out loud and clear. The sails are pulled tight to the rigging.
24	A passenger dies of tuberculosis. Many of the crew avoid the remaining passengers as a result.
25	Two very rough-looking passengers play mumble peg with a large kitchen knife.
26	Two crewmen begin to argue. A fight soon breaks out.
27	Children are entertained by the comedy antics of a passenger.
28	A sudden freak wave heaves a wash of water across the deck. Characters must make a DC 15 Acrobatics check or be knocked into the ship's rail.
29	A female passenger is seen talking intently, but quietly, with the ship's captain.
30	The PCs' clothes become infested with fleas.
31	A DC 15 Perception check reveals the portside handrail has been sawn through in several spots.
32	Several sailors are making scrimshaws out of whale teeth.
33	No wind blows for the whole day; the ship is becalmed.
34	Crewmen are moving barrels of rum above-board to amidships. The captain stands atop a small crate supervisin.
35	At midday, a thin man in loose robes plays a strange flute to a large cobra as it sways back and forth.
36	A DC 16 Perception check reveals several of the crew have deep, pink scars on both sides of their neck.
37	A fellow passenger asks for help in persuading the captain to change course to a nearby island.
38	During a storm, lightning strikes the mainmast setting it ablaze.
39	A DC 15 Perception check reveals a rope tied low, out-of-place, on the handrail next to the mast.
40	Below decks, it is particular hot and fetid. The crew are in a bad mood and many have taken to sleeping on deck.
41	One of the crew invites a gullible-looking PC to a dice game later that day.
42	Just by a sailor's actions the PCs can tell he "doesn't have both oars in the water."
43	Some of the crew and passengers develop bad coughs, overnight.
44	In the morning, a bloody hex mark is found on the captain's cabin door.
45	A group of seagulls assails several crewmen as they climb the mizzenmast.
46	The damp air has made the ship's deck very slippery; movement is halved.
47	The wind carries away the sheet music of a bard practising his craft on deck. The sheets are marked with arcane marks.

48	Dark mutterings of discontent circulate among the crew.
49	A drunken trader bumps into a PC, and then accuses them of thievery.
50	It is too hot and smelly to sleep below deck.
51	Each day at noon, the crew salute the quarterdeck where a small altar is kept.
52	Worms and grubs are discovered to have infested some of the food.
53	A weather-worn sailor blocks a PC's descent through the companion way.
54	A zigzag hex mark is found burnt into the main hold's door.
55	At sunset, the crew play musical instruments and sing shanties while working.
56	Suddenly the helmsman yells as the wheel spins free.
57	One sailor offers to pierce a PC's ears for good luck on the trip.
58	Just before dawn, a ghostly shape is seen near the masthead.
59	The sounds of shifting rock come from the ballast hold.
60	The crew whisper among themselves about an unmarked crate below deck.
61	The last full water barrel is brought up carefully from below.
62	Several of the crew start suffering from scurvy.
63	A step gives way as a PC descends a ladder (1d6 damage; DC 20 Reflex negates).
64	As the ship comes about to catch the wind, a yard-arm snaps under the stress.
65	Crewmen begin setting out buckets of sand. The ship is heading into pirate waters, and the captain wants to be prepared.
66	The crew swab the deck.
67	Many of the passengers are obviously new to sailing and suffer from violent sea sickness.
68	A DC 15 Perception check reveals a cloaked figure sneaking through the hold.
69	During heavy winds, many of the ropes tying a sail down come loose. One strikes a nearby passenger knocking them unconscious.
70	The crew gather expectantly on deck in preparation for pay day.
71	Several crewman are lowered over the side in boatswain chairs to paint the hull.
72	Several crewmen are playing cards and laughing loudly.
73	A sudden strong wind blows up, increasing the ship's speed by half.
74	On a night with no moon the eyes of the catheads to either side of the figurehead glow light blue.
75	The ship yaws back and forth between large waves. Characters must make a DC 14 Fortitude save or become seasick.
76	A knot of crewmen on the poop deck argue heatedly with the captain.
77	A DC 16 Perception check spots a trail of wide, wet footprints leading away from a porthole.
78	One passenger is a tradesman and approaches the party, attempting to sell his wares. He is extremely persistent.
79	A crewman asks a PC if he fancies a spot of fishing in one of the ship's longboats.
80	A group of sailors gather suspiciously near the gig. The captain's personal boat is the centre of attention.
81	Wild yarns are spun as the sailors gather for the evening meal.
82	The muffled sound of dice rolling can be heard from behind a stack of crates.
83	A sudden squall soaks everyone on deck.
84	All the ship's lanterns flames suddenly turn the green colour of baleful witch fire.
85	The body of one of the ship's riggers is found dead. Ring-like markings cover his neck.
86	An accidental fire breaks out on deck.
87	Several of the crew take great steps to avoid the party, for no apparent reason.
88	A DC 17 Perception check reveals the ropes connected to the capstan are dangerously frayed.
89	A cold northern wind blows across the ship.
90	The ship's galley seems oddly quiet right before meal time.
91	The sound of gathering sea gulls wakes the PCs as dawn breaks.
92	A few sailors exchange small pucks of chewing tobacco covertly.
93	A crewman is wearing his clothes inside out. If asked why, he states he is warding off the bad luck that has been plaguing him.
94	The captain bursts from his cabin and shouts his astrolabe and other navigational tools have been stolen.
95	The foremast looks as if the rigging has been sabotaged.
96	A sailor falls from the upper rigging into the sea.
97	The ship's compass spins wildly and points in random directions.
98	As the crew perform maintenance they discover extensive rotting in the hull.
99	Several sailors grumble under their breath as they swab the deck.
100	As the ship settles for the night a spectral, human outline is seen looking into the distance from the starboard bow.

Sea Voyages: Omens

Sailors are a superstitious lot – many seemingly innocuous events can be interpreted as an omen (of either fair or foul future events).

D%	Type	Omen
01-02	Bad luck	Black travelling bags are found below deck.
03-04	Bad Luck	An unannounced woman is found on board.
05-06	Bad luck	During a calm day, a mop or bucket is lost overboard.
07-08	Good luck	Large sea turtles are seen in the clear water near the ship.
09-10	Good luck	As the clouds part, the ship is bathed in the warm rays of the sun.
11-12	Good luck	Among the clouds a herd of pegasus glide in circles.
13-14	Bad luck	A crewmen falls down a ladder and breaks a leg.
15-16	Good luck	The shape of a ship is seen in the clouds flying nearby.
17-18	Bad luck	Rigging to the mainmast yard-arm snaps in a light breeze.
19-20	Bad luck	One sailor accuses another of talking with a red-haired person before the voyage.
21-22	Good luck	A figurehead of a naked woman is mounted to the front of the ship.
23-24	Good luck	All the sailors have very long nails and hair.
25-26	Good luck	The setting sun turns the horizon a dark red.
27-28	Good luck	A fresh tree is found adrift in the ocean.
29-30	Good luck	The ship is weighing anchor as three orange and black butterflies land on the capstan.
31-32	Good luck	The ship's mascot is a family of black cats. They are playing happily.
33-34	Bad luck	As the ship sails from port, church bells ring out.
35-36	Bad Luck	An albatross with a broken wing lands on the main deck of the ship.
37-38	Bad luck	The full moon is ringed by a single cloud all night.
39-40	Good luck	An albatross lands on the deck.
41-42	Good luck	A flock of seabirds circle the ship.
43-44	Bad luck	A strange, luminescent (but non-damaging) fire wreaths a sailor's head.
45-46	Good luck	The ship's fishing nets are "salted in."
47-48	Good luck	A silver-tailed shooting star streaks across the night sky.
49-50	Good luck	A silver coin is found nailed to the masthead. It is as bright and shiny as when it was minted.
51-52	Bad luck	The lookout sights a curlew flying north.
53-54	Bad luck	The ship's bell suddenly starts loudly ringing.
55-56	Good luck	A seagull defecates on a crew member's head.
57-58	Good luck	Fresh evergreen branches bump against the ship's hull in the swell.
59-60	Good luck	A pod of humpback whales travel alongside the ship.
61-62	Good luck	Three white rats are found onboard the ship.
63-64	Bad luck	A passenger says the word "drowned" at sea.
65-66	Bad luck	The rising sun turns the morning sky blood-red.
67-68	Good luck	Six sparrows flutter about the mast.
69-70	Good luck	Right before the ship takes sail the crew pour wine on the deck of the ship.
71-72	Good luck	Dolphins ride high in the wake of the ship.
73-74	Bad luck	A trident of strange design is spotted embedded in the ship's prow just above the waterline.
75-76	Bad luck	Three days of net fishing result in no caught fish.
77-78	Good luck	A shower of shooting star crosses the sky just before sunrise.
79-80	Bad luck	Several ropes securing one of the ship's sails unravel for no apparent reason.
81-82	Bad luck	The ship sails passed a whale's rotting corpse.
83-84	Good luck	A two-headed gull has nested in the masthead.
85-86	Bad luck	Light clouds form a tight rein around the moon – a sure sign rain is coming.
87-88	Good luck	A group of white-tailed black doves roost in the crow's nest.
89-90	Bad luck	A rat – its back broken – is found lying before the mast.
91-92	Bad luck	A dead gull falls onto the deck.
93-94	Bad Luck	A shark follows the ship. The sailors see this as a sign of inevitable death.
95-96	Bad luck	A sudden gust of wind blows out all the torches on deck.
97-98	Bad luck	A cormorant is sighted by several crewmen.
99-100	Good luck	A small group of mermaids swim alongside the ship and blow the sailors kisses.

Sea Voyages: Minor Encounters

Ships often encounter other vessels, floating wreckage and so on when sailing the ocean waves. Use this table to generate such minor encounters of interest.

D%	
01-02	The ship passes the wreckage of another vessel that has been burnt down to the waterline.
03-04	A passing ship seems suspiciously under-crewed, and refuses all attempts at contact.
05-06	The sinuous humps of some huge creature break the waves far off to port. A DC 22 Knowledge (nature) check identifies it as a gigantic sea serpent the size of a galleon.
07-08	From the crow's-nest the lookout spots a ship flying a "plague flag."
09-10	The ship is caught in a heavy rainstorm.
11-12	A half sunk chest bobs in the waves.
13-14	A massive storm wall is spotted far off. Grey sheets of rain splatter the crew.
15-16	An unconscious survivor adrift in a longboat.
17-18	A sudden rogue wave hits the ship. Everyone is battered and thrown about and suffers 2d6 damage (DC 20 Reflex halves).
19-20	Thick fog cloaks the ship for days.
21-22	A fishing sailor discovers a strange amulet in the belly of a gutted fish.
23-24	The flotsam and jetsam of a wrecked ship drift in the ocean's waves.
25-26	The passengers and crew of a sinking vessel are abandoning ship in lifeboats.
27-28	The coastline is thickly packed with a sargasso of seaweed. Movement slows to one-quarter.
29-30	A light wind that does not blow steadily from any one direction buffets the ship.
31-32	The huge fin of a dire shark is spotted following the ship (DC 19 Knowledge [nature] identifies).
33-34	The sea steams and bubbles as if about to boil.
35-36	A broken mast trailing a sail bumps into the ship's hull.
37-38	An oncoming storm darkens the horizon.
39-40	The ship crests a particularly large swell (caused by a far away storm).
41-42	In the distance, an armada of ships sails across the horizon.
43-44	The lookout spots a strange fin atop an unusual humpback creature.
45-46	Distant figures mounted on sea horses ride the waves, off to the west.
47-48	Giant clams are found among the reef of a shallow cove when the ship takes on fresh water.
49-50	An abandoned wreck sits forlornly high and dry on a hidden reef.
51-52	A ship moves extremely slowly and flies a red and yellow striped flag. It has a broken mast and is dragging its anchor.
53-54	The captain gives orders to give a beautiful, seemingly deserted island a wide berth.
55-56	A massive iceberg passes the ship to starboard.
57-58	Two caravels move across each other's wake, jockeying for position. Their crews brandish weapons.
59-60	A sounding reveals the water is surprisingly shallow.
61-62	As the ship approaches the coast, cliffs pockmarked with sea caves come into view.
63-64	A massive cloud of phosphorescent sea anemone bob through the water below the ship, late at night.
65-66	A ship with no crew, but under full sail, passes close by.
67-68	A single, rocky island is visible on the horizon.
69-70	A single bare mount of rock rises above the ocean waves.
71-72	A ship's longboat bumps into the hull. The corpses of three sailors sprawl within.
73-74	The ship enters an unusual stretch of opaque, cloudy water.
75-76	A small cutter is spotted off to the north. It is wreathed in fire and smoke.
77-78	Far off to the east, a carrack is spotted moving fast.
79-80	A floundering ship sits very low in the water. People on deck can be seen frantically bailing and call for help.
81-82	An adult humpback whale rises from the waves with a giant squid wrapped around it.
83-84	A pod of dolphins swims alongside the ship for half a day.
85-86	A large swath of dead fish drift slowly on the ocean currents.
87-88	A group of sahuagin (DC 12 Knowledge [nature] identifies) are spotted passing beneath the ship.
89-90	The twisted circulations of a large whirlpool are seen from the crow's nest.
91-92	The sound of beautiful singing reaches the ship on the wind.
93-94	Dark shapes move in the cold water of a thick kelp forest.
95-96	A flock of seagulls swarm the vessel.
97-98	A sudden strong wind, heavy with the scent of death and decay, blows up from the south.
99-100	The ship enters an area in which many rocks lurk just below the ocean waves.

Sea Voyages: Random Encounters

D12	EL	Creatures*	Notes
1	1/2	Dolphin	This injured dolphin (hp 3) swims around the ship. It has a severe gash on its flank (a shark bite) and is losing a lot of blood. A watertight scroll case is tied to its fin.
2	1	Merfolk (3)	Three merfolk hail the ship (from a safe distance) and warn the crew of sahuagin raiding parties lurking in the surrounding waters. Some of the crew believe this to be a ruse or trap, arguing merfolk are well known to serve some dark, master race lurking in the deep oceans.
3	3	Death's Head Jellyfish (2; *Bestiary 3*)	These aggressive predators attack anyone entering the water.
4	4	Sahuagin (1) and shark (1)	Scouts for a nearby sahuagin outpost, this pair shadow the skip trying to ascertain how easily the vessel would fall prey to a boarding party. At night, the sahuagin boards the ship to take a sailor for his shark companion's dinner.
5	5	Globster (1; *Bestiary 3*)	When the PCs sight it, this foul aquatic predator is feasting on the decomposing body of a gigantic squid, and is hard to spot as it lurks under the corpse. It attacks anyone disturbing its feast.
6	6	Sahuagin (3), sahuagin champion[1] (1)	Four sahuagin are carving great strips of flesh from a bloated whale corpse bobbing in the swell. Their task distracts them and they may not notice the ship approaching. If attacked, they dive into the water and hide under the whale corpse until the ship moves away.
7	7	Jarks and Beris (Elder sea hags[2])	Jarks and Beris dwell (for the time being) aboard the part-sunken *Mermaid's Mane* – a merchant ship out of a nearby port. The crew are dead and the ship's deck is awash. The two hags patiently await explorers below decks amid the bloated, suppurating corpses of their victims.
8	7	Incantrix (Water naga; *Bestiary 3*)	Incantrix dwells in a lonely shard of rock that barely emerges above the waves. In winter, the sea inundates the rock and Incantrix dwells elsewhere. She is fiercely territorial and defends her home from any who would explore it. Extensive tidal caverns pierce the rock and fish are abundant in the surrounding waters,
9	10	Giant jellyfish[2] (1; *Bestiary 2*) and jellyfish swarm (2; *Bestiary 2*)	The ship sails into a stretch of ocean infested with jellyfish. Within the vast mass of jellyfish are two jellyfish swarms and a giant jellyfish. The giant jellyfish uses its tentacles to pull a sailor from the PCs' ship whereupon it – and its minute brethren – consume the unfortunate.
10	10	Dire shark[3]	This monstrous predator follows the ship waiting for a crewman to enter the water or for the ship's boat to be deployed. Perceptive characters may spot it trailing the ship and savaging any leftover food dumped overboard. The shark is merciless in its hunt for food.
11	12	Sea serpent (1)	A gigantic sea serpent suddenly bursts from the water, a huge shark held firmly in its mouth. The shark struggles violent before the two crash back into the sea. The water churns around the site of battle and shortly thereafter the sea serpent is triumphant. It does not trouble the PCs' ship unless they intervene in the battle.
12	18	Kraken (1)	A ship sails several miles off the port bow. Suddenly, the huge tentacles of a gigantic squid burst from the water and start pulling the ship apart. The PCs hear the desperate screams of the dying and pleas for help from the other vessel rolling across the water. If they do nothing, the kraken quickly destroys the vessel. A few survivors bob in the water and cry for help.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

3: A creature with the giant creature template (+2 on all rolls based on Str and Con, -1 on all rolls based on Dex; hp +2/HD).

Ships have many area features that can make encounters and battles exciting and interesting. Many of these features offer canny combatants distinct advantages in battle.

DECK

A ship's deck is normally kept free of debris, boxes, barrels and other objects, but can become slick with sea spray. Normally movement about the deck is easy, but in rough seas characters must move carefully.

- **Calm Water**: Normal movement.
- **Rough Water**: Each square of movement costs 2 squares of movement; +2 to the DC of Acrobatics and Climb checks; characters can run or charge with a DC 10 Acrobatics check.
- **Stormy Water**: Each square of movement costs 2 squares of movement; +5 to the DC of Acrobatics and Climb checks; characters cannot run or charge.

HATCHES

Hatches have several common characteristics.

- **Damaging a Hatch**: AC 3; hardness 5; hit points 15; DC 16 Break (stuck) or 18 (locked).
- **Cover**: A raised trapdoor provides partial cover (+2 AC, +1 Reflex).
- **Line of Sight**: A closed hatch blocks line of sight.
- **Line of Effect**: A closed hatch blocks line of effect.
- **"Detect" spells**: Most "detect" spells can penetrate a normal hatch as it takes 3 feet of wood to block the spell's effect.
- **Hearing-Based Perception checks**: A closed hatch adds 5 to the DC to hear sound emanating from beyond.

HULL

A ship's hull is normally of hard wood and slick with ocean spray. They are very difficult to climb.

- **Damaging the Hull (5 ft. section)**: hardness 5, hp 15.
- **Climb**: DC 20 (DC 25 when wet).
- **"Detect" spells**: Most "detect" spells can penetrate a hatch as it takes 3 feet of wood to block the spell's effect.

Additionally, a ship's rail protects sailors on deck from falling overboard in heavy seas. The rail provides partial cover (+2 AC, +1 Reflex) from attacks made from opponents climbing the hull.

MAST

A ship's mast holds aloft its sails.

- **Thick Mast**: AC 3, hardness 5, hp 600, DC 25 Climb, DC 35 Break; provides cover (+4 AC, +2 Reflex).
- **Thin Mast**: AC 4, hardness 5, hp 150, DC 25 Climb, DC 30 Break; provides partial cover (+2 AC, +1 Reflex).

SAILS & RIGGING

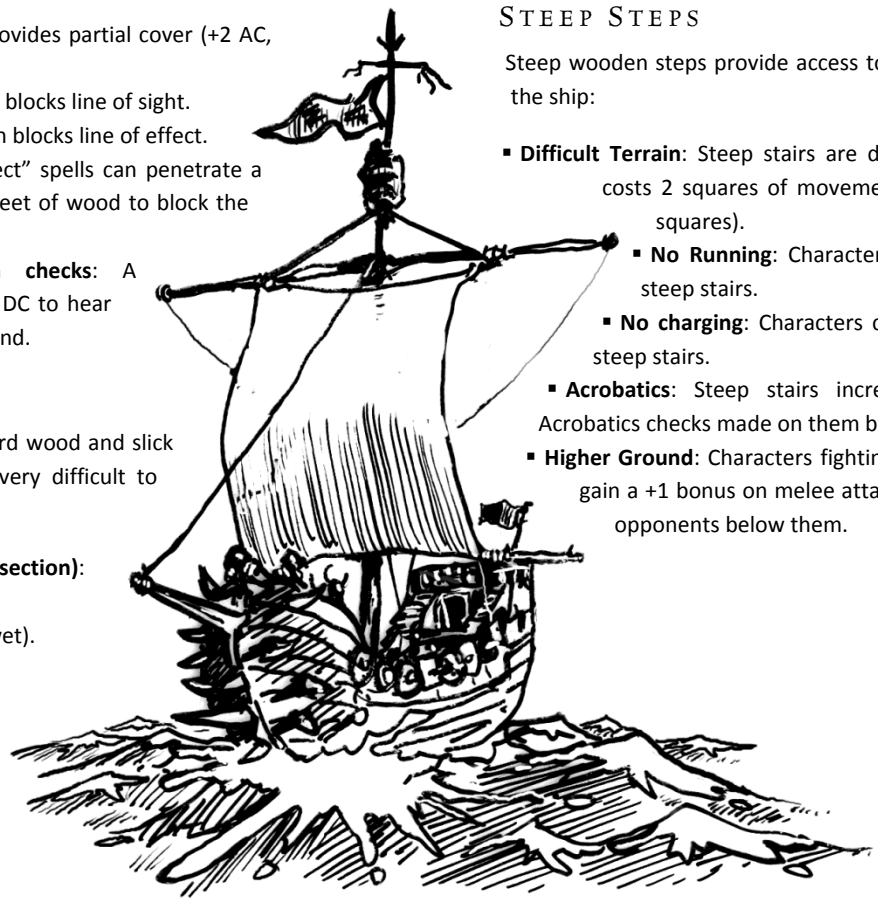
Most ocean-going vessels rely on wind power for locomotion and thus have rigging and sails.

- **Climbing Rigging**: DC 5 (DC 10 when wet).
- **Damaging Rigging (5 ft. section)**: AC 8, hardness 0, hp 4.
- **Damaging Sails (5 ft. section)**: AC 6, hardness 0, hp 4.

STEEP STEPS

Steep wooden steps provide access to various parts of the ship:

- **Difficult Terrain**: Steep stairs are difficult terrain (it costs 2 squares of movement to enter such squares).
- **No Running**: Characters cannot run on steep stairs.
- **No charging**: Characters cannot charge on steep stairs.
- **Acrobatics**: Steep stairs increase the DC of Acrobatics checks made on them by 4.
- **Higher Ground**: Characters fighting on steep stairs gain a +1 bonus on melee attacks made against opponents below them.

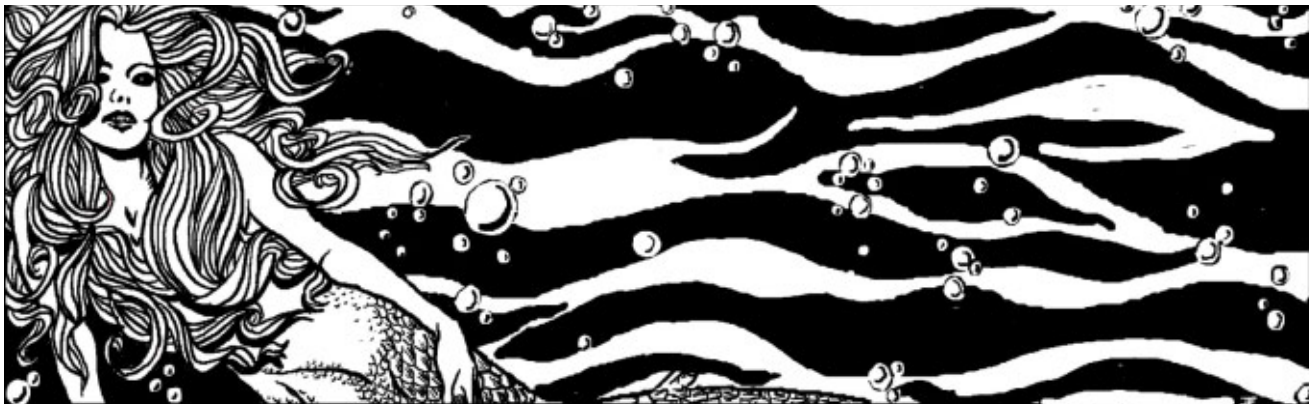


Shipwrecks: The Wreck

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor shipwrecks of interest or use it as inspiration (or possibly the prelude) for a larger encounter.

D%	
01-02	A three-masted schooner has a large hole in its hull, likely the result of a goring attack by some enormous sea monster.
03-04	The rotted hulk of a vast warship has had all its wooden sections removed, almost as if it had been intentionally stripped of anything that might burn prior to sinking.
05-06	This barge is filled nearly to overflowing with intact crates and boxes, though their contents are mysteriously gone.
07-08	The remnants of a vast floating palace seem more like a seaside manor that has slipped under the waves than any reasonable ship's grave.
09-10	The deck of this vessel is awash and fire yet smoulders in the rigging. Great holes pierce the ship's bow. This ship has clearly only recently been wrecked.
11-12	This dragon-headed longship has been snapped completely and cleanly in half across an undersea chasm. No bodies are evident.
13-14	This whale skin has been stretched over a wooden frame to create the equivalent of a massive canoe, though it has obviously seen the attention of undersea scavengers.
15-16	The paddlewheel of this large steamboat lies nearby, broken and scattered debris around making it seem as if it had been wrenched forcibly from its place at the ship's side as the ship went down.
17-18	This wooden hull is so covered in barnacles and coral it is nearly impossible to discern what the original ship could have been.
19-20	The deck of this sunken junk is covered in tarnished brass objects of every shape and size, many of which seem to be obscure in their origins and use.
21-22	This merchantman has a row of holes just beneath its waterline, likely the cause of its current state of rest at the bottom of the sea.
23-24	This ship appears to be carved entirely out of stone, though whether it was able to float in this state or was petrified later remains unclear.
25-26	Bright red paint and gilded sculptures of monsters locked in mortal combat decorate the sides of this remarkably intact sunken ship.
27-28	This large ship teeters on the edge of an undersea shelf, rocking back and forth ever so slightly in the tides.
29-30	A veritable fleet of sunken wrecks are twisted and mangled together forming a mazelike structure. Evidence of damage to the ships suggests they were part of a massive naval conflict, though no evidence remains to determine to which nations they once belonged.
31-32	This large flat-bottomed ship looks like it once had a glass window in the deck. It is now a rectangular hole filled with shards of sparkling broken glass.
33-34	A large boulder pins this delicate canvas and wooden ship resembling nothing so much as a crushed butterfly, complete with resplendently colourful wings, to the seabed.
35-36	The blackened and skeletal ship's hulk makes it look as though it had been destroyed long before it came to rest here. Skeletal humanoids are still chained to its oars.
37-38	This moderate-sized ship is strangely covered in ice, frost and snow; though no such thing should be possible, even in the frigid water it is found.
39-40	This ship has been twisted and bent, an obviously magical effect warping its planks until it could no longer be seaworthy, and is only held together by a smattering of nails.
41-42	An enormous spear has been run through the hull of this large merchant vessel, below the waterline. It is long enough to have pierced completely through the ship.
43-44	A spire of rock has pierced upward through the heart of this frigate, though it seems as though the ship had been pushed down onto it—no other damage is present.
45-46	The smouldering skeleton of this warship still burns with blue-green magical flames, presumably the remains of the attack that sunk the vessel.
47-48	A few chunks of battered hull and a mostly intact mast indicate this was likely once a ship, though so little of it remains that it is nigh impossible to determine the ship's identity.
49-50	Streams of rainbow-hued liquid pour from a gaping hole in the hull of this barge-like ship, contaminating the nearby waters. Dead fish float on the surface of the sea.
51-52	Chains of dangling skulls hang from iron spikes along the rails of this midnight black monstrosity and chatter and clatter incessantly, though whether from the tides or some nefarious magic is unknown.
53-54	This massive ship has been turned upside down by some great force. Its mostly flooded decks still contain a few pockets of air to aid would-be explorers. A few empty ship's boats bob nearby on the swell.

55-56	This murky green-brown ship has the tatters of deep blue sails hanging from its two masts, causing it to blend almost seamlessly into the ocean floor.
57-58	Bizarre eldritch runes coat every surface of this nearly intact ship, their cerulean shapes seemingly twitching and shifting.
59-60	Only the front half of this schooner lies submerged, a clean line cut diagonally across its hull that sheared its mass in two the only clue as to the ship's fate.
61-62	Hideous leering faces with gaping mouths surround each porthole of this leisure ship; its many rooms dedicated to the most luxurious tortures ever fathomed.
63-64	This "ship" seems to have been constructed from scraps of wood and canvas.
65-66	This ship's deck has collapsed in on itself, leaving a tattered series of platforms hanging from its broken sides, linked in a few places by segments of rotten stairs.
67-68	Fragments of volcanic glass make up the outline of a ship-like object, though whether or not it was once an actual ship is difficult to determine.
69-70	Rusted chains form an iron web covering nearly every surface on this evil-looking two-masted schooner. A few surprisingly fresh-looking bodies are still tangled within.
71-72	This massive, wood-and-canvas swan-like shape was obviously once a sea-faring vessel. It now lies rent and torn amidst a maze of sharp rocks.
73-74	This deep crimson wood and iron monstrosity is easily twice the size of a typical warship; it defies logic this juggernaut could have been laid low by any mortal means.
75-76	This small two-deck schooner is laden with crates, most of which have been opened or otherwise damaged, spilling their contents across the wreckage.
77-78	Oddly, this ship has been split lengthwise into two nearly equal halves, though the edges of the split are neat, as if it had been carefully cut with an enormous saw.
79-80	This large ship has been inverted and still holds pockets of stale air that have radically changed the eco-system of what has been able to survive within.
81-82	This luxurious vessel still has much of its furnishings – rich woods and lavish drapery speaking of expensive oversea journeys in excessive comfort.
83-84	The deck of this ship lies hundreds of feet away from the rest of its hull, sheared at the waterline by what must have been a tremendously powerful force.
85-86	A series of small, carefully drilled holes below the waterline speak of sabotage on this stately twenty-six foot pleasure yacht.
87-88	Black sails and a tattered skull-and-bones flag denote the former career of this two-masted ship. Its deck and hull are riddled with holes likely caused by large siege weaponry.
89-90	This large ship is pinned beneath the massive stone arm of an ancient monument. There is no sign of the vast statue from which it would have fallen.
91-92	This ship seems to have been made from a handful of smaller crafts joined almost at random to form a conglomeration which would have been more floating village than ship.
93-94	This black iron hulk looks like it could only have floated if the sea refused to drown it. It is rusted and encrusted with barnacles at the waterline.
95-96	This ornate ship could once have been a floating cathedral, complete with intricate gothic arches and pointed windows. Inside is a decadent chamber complete with a holy altar.
97-98	This ship is heavily laden with extra rigging; modifications to make it swifter and more manoeuvrable in combat seemingly provided inadequate in its final encounter.
99-100	A simple wooden schooner has beached itself here against a reef. Red fluid lazily pours from a jagged hole in its breached hull like blood from an open wound.



The shipwreck through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	A beautifully sculpted figurehead bears the likeness of a fantastical creature.
2	A worn nameplate has only a visible single character in a strange alien alphabet.
3	A school of benign fish swim about the wreck.
4	An eerie ghostly green lantern casts light across the deck.
5	A well-used catapult dominates the aft deck.
6	A chest of coins has spilled across the deck, many of them are rusted or tarnished.
7	An iron telescope has rusted in place, seemingly pointing back at the captain's cabin.
8	A series of coral sculptures have been cultivated within the wreckage.
9	Dried blood covers the ship's rail in several spots.
10	A skeletal figure is staked out on the deck of this ship, a wooden sign around its neck proclaiming him, "Mutineer."
11	Schools of luminescent fish prowl the submerged holds and cabins.
12	Enormous tendrils of seaweed grasp the ship like the fingers of a giant hand.
13	A number of bird corpses are strewn throughout the wreck, seemingly trapped within as it sank.
14	The entire ship is covered in a greasy, translucent green slime.
15	A pair of animated, sodden corpses are locked in a choking embrace, circling the deck like macabre dance partners.
16	The masthead of this ship is a wooden maiden that appears to be screaming in horror.
17	A battered flag denoting a long-lost kingdom droops from the top of the highest mast.
18	The anchor of this wreck is still in excellent condition and gleams as though newly forged.
19	Frozen shapes dot the deck of this wreck, as though its crew were flash-frozen.
20	The bodies of dozens of fish litter this beached vessel, some in seemingly impossible places like the crow's nest.
21	The sides of this ship have been covered in crude fetishes – the bodies of small animals nailed to it seemingly at random.
22	The ship's rails are of a single piece, though whether sculpted by hand or magic is unclear.
23	Coloured glass windows may have once held works of art, but now lie broken across the deck.
24	A latticework of rope, likely once the rigging, entangles the wreck.
25	A single rotting tentacle from an enormous squid or octopus is lazily draped about the main mast.
26	Dozens of candle stubs are affixed to the railings of this ship.
27	Lanterns have been hung from every conceivable corner of this ship.
28	Tattered and sodden paper has been stuffed into the hull's every nook and cranny.
29	Intricate sculpted demonic visages feature on the hardware holding this ship together.
30	An angelic figure provides a gorgeous figurehead; the flaking gold leaf only slightly diminishing its beauty.
31	The ship's rails display magnificent sculpted leaf detail, with green men prominently displayed.
32	Bright blue paint, obviously a recent modification, has mostly chipped off.
33	A rusted cage still holds the remains of a dangerous animal.
34	The mast of this ship has seemingly returned to life, appearing as a massive tree.
35	The crow's nest of this ship juts out of the water, having become a literal nest for crows.
36	The captain's cabin remains well-appointed, though its furnishings have been jostled and overturned, spilling personal belongings about the room.
37	An enormous arrow, from a giant's bow or a ballista, pierces the hull of this ship.
38	The bodies of dozens of frogs litter the hold of this vessel, slowly spinning where they float in the water.
39	A severed limb still bears a few lost shark's teeth in its flesh.
40	The deck of this ship has been painted with an incredibly accurate star map, though from the opposite hemisphere.
41	A strange idol sits on the steering wheel post, a leering grin on its face.
42	An arcane symbol, seemingly a summoning circle of some kind, has been scribed on the deck.
43	Fishnets tangled on the sides of this wreck hold the bones of a bizarre creature.
44	A manacle on the rowing deck contains a severed foot.
45	A fully laid out meal sits intact in the captain's quarters, though the wine has spilled.
46	A smashed clock displays the time as midday.
47	A faded and worn nameplate on the rear barely still reads "Terror."
48	A skeletal figure is lashed to the mainmast.
49	A series of rope ladders have made the wreck considerably more accessible.

50	All of the ship's boats still lie secured – no attempts at evacuation were made.
51	A skeleton of what was presumably the captain is chained to the outside of a cauldron on the poop deck.
52	The twisted horn of an enormous narwhal still impales the hull.
53	A startlingly lifelike stone gargoyle sits perched over the captain's quarters.
54	Sturdy bunk beds have replaced the usual hammocks in the crew lodgings.
55	Crystalline tracery ornaments the rails and doors of this ship.
56	The doorknob on the captain's cabin is an enormous gemstone, gleaming with hundreds of well-cut facets.
57	Tangled in the rigging of this ship is what must be a full school of salmon.
58	The dried-out husk of a sahuagin has been crudely preserved, standing at attention with trident in hand.
59	A large trout on a wall mount proudly watches over the ship's mess.
60	An ornamental half-sized version of the ship's wheel sits next to the ship's actual wheel.
61	This ship's anchor is a brass statue of a squat demonic figure.
62	Ribbons of red and green spiral around the mast.
63	A trunk at the base of the mast contains a dozen flags, each from a different nation.
64	The mast of this ship is carved with intricate sculptures, making it an easy climb.
65	Scattered boards, nails and hammers show a desperate repair must have been attempted even as the ship was sinking.
66	Scraps of leftover meals indicate this ship has been inhabited since its wrecking.
67	Tooth and claw marks alongside scuffs and notches show the crew must have fought something monstrous on the deck.
68	All of the belaying pins have been removed from the rails, perhaps to aid a hasty defence.
69	A massive chain and collar indicates a large animal was attached to the mast.
70	Gilded work on the railings and mast speak of the ship's one-time prosperity.
71	All of the doors and portals in the wreckage are sealed with heavy iron chains and rusted locks.
72	A miraculously untouched cache of rum still lies in the hold.
73	A barrel of pickled fish has spilled, leaving the hold slick with brine and thick with a reeking stench off burgeoning decay.
74	The deck of this ship has been torn up into a shattered and dangerous mess.
75	The mast of this ship has cracked and fallen, trapping several birds in the sails.
76	A golden statuette of a rooster stands proudly on the bow railing.
77	The figurehead of this ship is a remarkably lifelike mermaid; it is possibly the result of taxidermy.
78	The deck of this ship has been covered with an elaborate mosaic depicting a man meeting a strange being from the sky.
79	Someone has laid crude bear traps across the deck of this ship, though it is unclear whether it was pre- or post-wreck.
80	One side of the hull of this ship is an intact stained glass window, obviously reinforced with magic.
81	Pig pens create a muddy mess in the hold.
82	What once might have been a barrel of apples is now nothing more than rot and mulch.
83	An arms locker's worth of cutlasses and axes is scattered around this wreck, though no bodies are evident.
84	Dozens of red-fletched arrows pepper every surface of the ship.
85	The rails of this ship still have a number of bodies lashed to them, souls that tried to avoid being thrown overboard as the ship fought a terrible storm.
86	The captain's cabin contains an ornately detailed brass globe, compass and other navigational equipment.
87	A length of rope has been carefully wound around the entire length of the ship's rail.
88	Cheap lead telescopes provide viewing points from around the deck; some are still intact.
89	An axe is planted in the deck next to where someone has cut down the mast.
90	Strands of gold, woven like rope, encircle the captain's porthole.
91	A severed claw from something like a giant lobster still clings to the ship.
92	Crude brass nails hold the doors and portholes shut.
93	The claw of a vast bird is embedded in the upper deck.
94	A pile of feathers is all that remains of a chicken.
95	A dead albatross is nailed to the mast.
96	A pair of skeletal hands yet clutch the ship's wheel.
97	The ship's sails are charred and burnt.
98	The ship's name has been deliberately effaced.
99	A mass of splintered wood floats in the water around the wreck.
100	A bloated corpse – lashed to the mast – yet occupies the crow's next.

Shipwrecks: Random Encounters

D12	EL	Creatures*	Notes
1	2	Shark (1)	This lone predator is looking for an easy meal. It attacks one lightly armoured party member and retreats if it takes any damage, unless it has scented blood in the water, in which case it fights to the death.
2	3	Zombies (6)	These unfortunate oarsmen are still chained to their posts. They slam anyone who comes near with the remnants of their oars, their hatred for the living fuelling them after death.
3	5	Sahuagin (3)	This band of sea devils is investigating the wreckage in search of anything gold. If they detect the party before being noticed, they hide somewhere convenient and launch an ambush. If two are slain, the third retreats.
4	6	Shadows (3)	The unfortunate remains of some of the crew have risen as undead horrors that stalk the decks of their long-time home. The shadows know the ship intimately and drift through the decks to attack any trespassers.
5	6	Draugr captain (1; *Bestiary* 2)[2] and draugr (4; *Bestiary 2*)	The drowned crew of this sunken ship have risen to fulfil a poorly written ship's charter that commands them to defend the ship against any interlopers unto destruction.
6	6	Jellyfish swarm (1; *Bestiary 2*)	A colony of jellyfish occupy this ship. They compress to lurk inside a barrel, crate or other container, pouring out to surround and sting interlopers if they are disturbed.
7	7	Sea hags (3)	This coven of hags has recently found success orchestrating shipwrecks and finding new souls to torture and torment. As a bonus, they have been recovering magical treasures either from the cargo or crew. They are currently picking their newest acquisition clean.
8	8	Giant octopus (1)	This enormous octopus has made its home within the wreckage. It is likely to be at rest when the party arrives, only to spring into action when disturbed.
9	8	Reefclaws (12; *Bestiary 2*)	A harem of reefclaws have made their home in amongst the wreckage of a mighty ship. They have long since picked the bones of the original crew clean, and aggressively attack any fresh meat.
10	11	Stone golem (1)	The ship's mascot, insurance policy and part-time figurehead, the massive stone maiden still prowls the deck of the ship, viciously evacuating anyone who isn't part of the officially signed on crew. At this point, that includes anyone alive.
11	13	Sea serpent (1) and young sea serpent (1)[1]	A mother sea serpent is training its young offspring in the fine art of sinking ships and devouring their crews. They are currently patrolling their latest prize to keep other predators at bay.
12	16	Ancient brine dragon (1 [*Bestiary 2*])	The mighty primal dragon Qualoontix rules over this area, commanding a legion of lesser aquatic creatures such as sahuagin and sharks. He has begun to make demands of a local port, scuttling their ships if they don't bow down before him. With the livelihood of their trade on the line, a bounty has been offered for anyone who can rid them of this menace.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary.*

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

Using the material in *So What's The Pirate Ship Like, Anyway?* enables a GM to quickly create the basic details of a pirate ship. While this material doesn't determine every last detail of a ship, it provides the basic information required to get a GM's creative juices going. For a ship merely glimpsed on the horizon or one floating at anchor amid a busy harbour, the information here is all a GM needs. If the PCs plan to interact with the vessel and its crew more, the GM should determine additional information as appropriate.

Pirate Ship Name

Every pirate ship should have a distinctive, flavoursome name. Pirates often give their ships an intimidating name designed to strike fear into their targets' hearts. These names can simply sound malevolent, be named for some facet of the captain's personality or proclaim allegiance to a greater power.

To randomly determine a name, use Table A (Subject) in conjunction with Table B (Descriptor). Some combinations will make little or no sense and should be discarded. A GM can place the two words in any order and may have to add extra words so the name makes sense. Alternatively, a GM can simply take a single word from either list as the ship's name; for example, *Indomitable*, *Avenger* and *Dauntless*.

Example: The GM rolls 26 (Devil) on Table A and 73 (Scream) on Table B. He names the vessel, *Screaming Devil*.

Example: The GM rolls 87 (Storm) on Table A and 49 (Hunter) on Table B. The resultant name doesn't work for him so he discards Table B's result and rerolls getting 6 (Black). *The Black Storm* sounds cool and he keeps the result.

Campaign-Specific Name: In many cases, a vessel might be named for a specific individual, perhaps the captain's lover or lord. Such a vessel could be named *The Queen Relann*, for example. Such names require the GM's input in choosing a specific NPC to name the ship after and are not covered by these tables.

Sample Ship Names

Alternatively, the GM may be very pressed for time. For this eventuality, page 6 presents 50 ready-to-use ship names.

Captain's Name

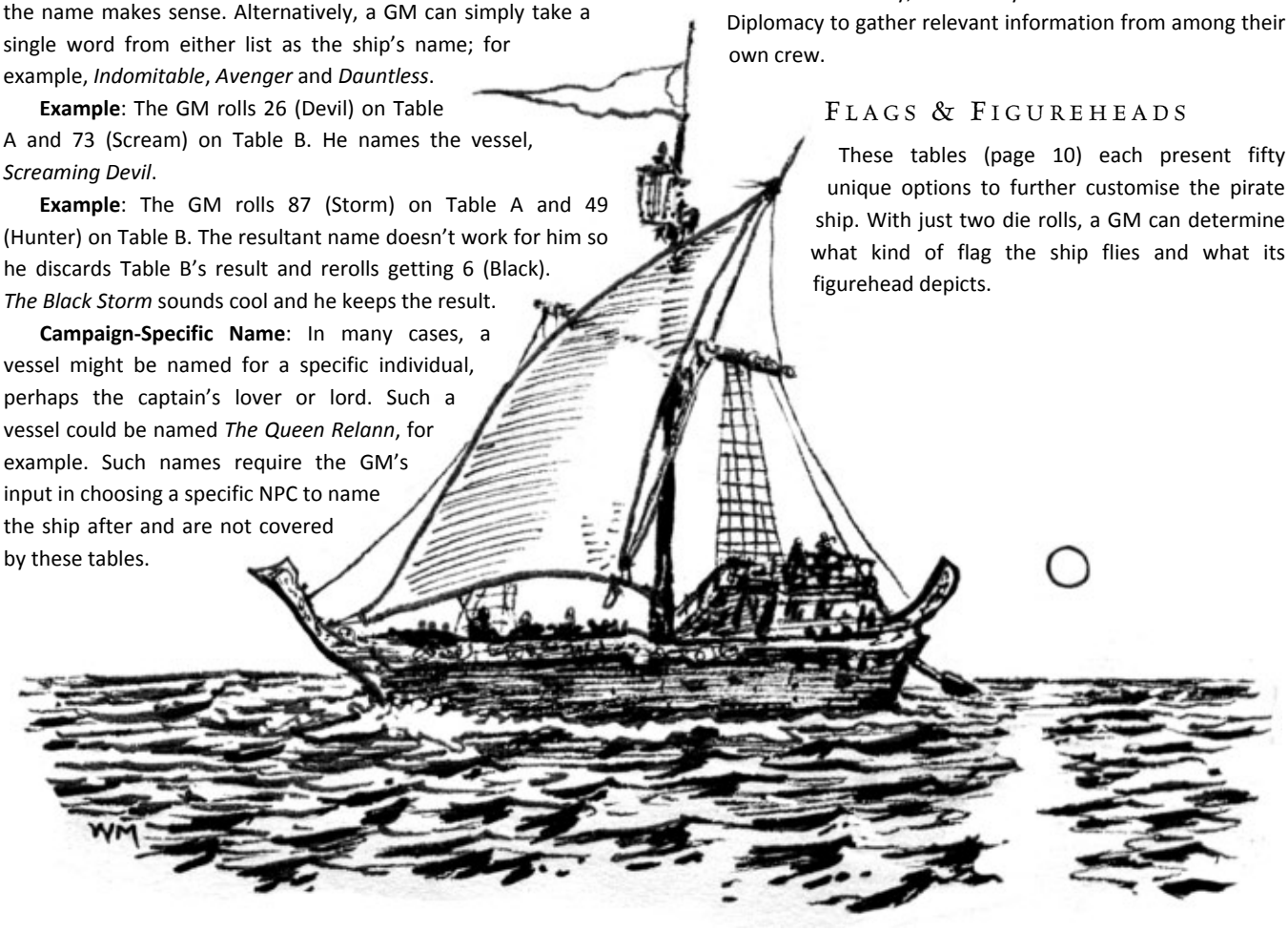
Every pirate ship needs a feared pirate to captain her to profitable pillage. Page 7 presents 20 male captain names and 20 female captain's names. A GM can also use these names for the first mate, other notable crewmember or even for a simple pirate. If the GM wants to add an epithet to the pirate's name, he need look no further than page 10 which presents a list of 50 to choose from.

Knowledge

Of course, when the PCs see a pirate ship on the horizon they are going to want to learn more about it. That's why pages 8 and 9 present information on the ship, its captain and crew and their exploits. Simply have the PCs make a Knowledge (local), Knowledge (nobility) or Knowledge (history) check to learn more. Alternatively, a GM may determine the PCs can use Diplomacy to gather relevant information from among their own crew.

Flags & Figureheads

These tables (page 10) each present fifty unique options to further customise the pirate ship. With just two die rolls, a GM can determine what kind of flag the ship flies and what its figurehead depicts.

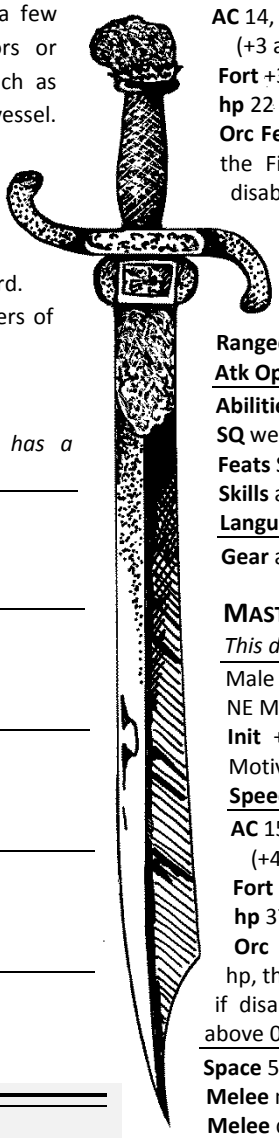


Use these stat blocks to portray any pirates the PCs end up fighting. The normal complement of a pirate ship is:

- **Pirates**: 20-100.
- **Mate/Veteran Pirates**: 5-20.
- **Master-at-Arms**: 1.

Additionally, the crew will have a captain, perhaps a few trusted allies and possibly even mercenary warriors or travellers. Occasionally, strange aquatic creatures such as renegade aquatic elves or sahuagin may serve on the vessel. Aquatic creatures such as schools of sharks, dragon turtles and other terrible things may also follow the ship waiting for tasty morsels to be hurled overboard.

The crew may also have captives or slaves onboard. These can be simple travellers, sailors or even members of rival crews.



PIRATE CR 1/2 (XP 200)

Clad in dirty studded leather armour this human has a distinctly unsavoury look about him.

Male human warrior 1/expert (sailor) 1
NE Medium humanoid (human)
Init +2; **Senses** Perception +4, Sense Motive +0
Speed 30 ft.; **ACP** -1; Acrobatics +5, Climb +4, Swim +3

AC 16, touch 13, flat-footed 13; **CMD** 14
(+3 armour [studded leather], +2 Dex, +1 dodge)
Fort +3, **Ref** +2, **Will** +2
hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1
Melee scimitar +2 (1d6/18-20) or
Melee dagger +2 (1d4/19-20)
Ranged dagger (range 10 ft.) +3 (1d4/19-20)

Abilities Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8
Feats Dodge[B], Toughness
Skills as above Intimidate +3, Profession (sailor) +5
Languages Common

Gear as above plus 1d8 sp

PIRATE CAPTAINS

Statistics for pirate captains do not appear in this supplement as these unique individuals should be designed specially. Almost any classed individual (with the notable exception of paladins) can serve as a pirate captain. Most pirate captains will be of the normal races, but a few may be of atypical origin.

Raging Swan's upcoming *Villainous Pirates* presents over a score of such black-hearted individuals ready to use in almost any campaign.

MATE/VETERAN PIRATE CR 1 (XP 400)

Clad in dirty studded leather armour this half-orc is grimy and muscular.

Male half-orc expert (sailor) 2/warrior 1
NE Medium humanoid (human, orc)
Init +0; **Senses** darkvision 60 ft., Perception +4, Sense Motive +0
Speed 30 ft.; **ACP** -1; Acrobatics +3, Climb +6, Swim +5

AC 14, touch 10, flat-footed 14; **CMD** 14
(+3 armour [mwk studded leather], +1 shield [buckler])
Fort +3, **Ref** +0, **Will** +3
hp 22 (3 HD); orc ferocity
Orc Ferocity (Ex) Once per day, when brought below 0 hp, the First Mate can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hp, he falls unconscious and begins to die.

Space 5 ft.; **Base Atk** +2; **CMB** +4
Melee mwk morningstar +5 (1d8+2) or
Melee dagger +4 (1d4/19-20)
Ranged heavy crossbow (range 120 ft.) +2 (1d10/19-20)
Atk Options bolts (10)

Abilities Str 14, Dex 11, Con 13, Int 9, Wis 10, Cha 8
SQ weapon familiarity
Feats Skill Focus (Intimidate), Toughness
Skills as above Intimidate +10, Profession (sailor) +6
Languages Common, Orc

Gear as above plus 1d8 sp, 2d6 gp

MASTER-AT-ARMS CR 3 (XP 800)

This dishevelled half-orc carries a huge axe.

Male half-orc expert (sailor) 2/warrior 3
NE Medium humanoid (human, orc)
Init +1; **Senses** darkvision 60 ft., Perception +4, Sense Motive +0
Speed 30 ft.; **ACP** 0; Acrobatics +5, Climb +7, Swim +7

AC 15, touch 11, flat-footed 14; **CMD** 17
(+4 armour [*+1 studded leather*], +1 Dex)
Fort +4, **Ref** +2, **Will** +4
hp 37 (3 HD); orc ferocity
Orc Ferocity (Ex) Once per day, when brought below 0 hp, the Master-at-Arms can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hp, he falls unconscious and begins to die.

Space 5 ft.; **Base Atk** +4; **CMB** +6
Melee mwk battleaxe +7 (1d8+3/x3) or
Melee dagger +6 (1d4/19-20)
Ranged mwk composite longbow (range 110 ft.) +6 (1d8+2/x3)
Atk Options bolts (10), *potion of cure moderate wounds*

Abilities Str 14, Dex 12, Con 13, Int 9, Wis 10, Cha 8
SQ weapon familiarity
Feats Skill Focus (Intimidate), Toughness, Weapon Focus (battleaxe)
Skills as above Intimidate +11, Profession (sailor) +6
Languages Common, Orc

Gear as above plus 2d6 gp, 4d6 sp, 1d4 pp

Pirate Ships: Ship's Name (Subject)

D%	
1	Abyssal
2	Acheron
3	Admiral
4	Arachne
5	Asmodeus
6	Banshee
7	Baron/Baroness
8	Barracuda
9	Bastard/Bitch
10	Bear
11	Beast
12	Betrayed/Betrayer
13	Black Dog
14	Black Prince
15	Blackguard
16	Brawler
17	Bull
18	Champion
19	Chimera
20	Cobra
21	Comet
22	Conqueror
23	Cyclops
24	Dark King/Queen
25	Demon
26	Devil
27	Dragon
28	Eagle
29	Eel
30	Executioner
31	Fiend
32	Ghast
33	Ghost
34	Ghoul
35	Gorgon
36	Gull
37	Hades
38	Hero
39	Inquisitor
40	Iron/Ironfist
41	Jackal
42	Killer
43	King/Queen
44	Knave
45	Kraken
46	Lamashtu
47	Leviathan
48	Lion/Lioness
49	Lord/Lady
50	Magician
51	Mariner
52	Mermaid
53	Meteor
54	Minotaur
55	Mongrel
56	Murderer
57	Myrmidon
58	Night
59	Noble
60	Nymph
61	Ocean
62	Orcus
63	Pazuzu
64	Phoenix
65	Pirate
66	Plunderer
67	Prince/Princess
68	Raider
69	Rain
70	Raven
71	Reaper/Reaver
72	Sahuagin
73	Sea
74	Sea Devil
75	Sea Hawk
76	Sea Wolf
77	Seahorse
78	Serpent
79	Servant
80	Shadow
81	Shark
82	Siren
83	Sorcerer
84	Soul
85	Spectral/Spectre
86	Steel
87	Storm
88	Tiger/Tigress
89	Usurper
90	Vampire
91	Viper
92	Vixen
93	Vulture
94	Warlock
95	Warrior
96	Whore
97	Witch
98	Wolf/Wolverine
99	Wyrm
100	Zephyr

Sample Ship Names

D%	
01-02	*Avenger*
03-04	*Avenging Beast*
05-06	*Barnacled Eel*
07-08	*Black Prince*
09-10	*Blazing Doom*
11-12	*Blood and Thunder*
13-14	*Bloody Prince*
15-16	*Briny Beast*
17-18	*Comet*
19-20	*Conqueror*
21-22	*Crimson Ghoul*
23-24	*Crimson Warlock*
25-26	*Cruel Sea*
27-28	*Cursed Phoenix*
29-30	*Damned Mermaid*
31-32	*Dark Gorgon*
33-34	*Dauntless*
35-36	*Dirty Raven*
37-38	*Dread Cyclops*
39-40	*Eagle's Talon*
41-42	*Executioner*
43-44	*Furious Kraken*
45-46	*Gray Eagle*
47-48	*Hade's Hammer*
49-50	*Hateful Soul*
51-52	*Hell's Avenger*
53-54	*Hell's Herald*
55-56	*Howl of the Sea*
57-58	*Implacable*
59-60	*Indefatigable*
61-62	*Indomitable*
63-64	*Lamashtu's Whore*
65-66	*Meteor*
67-68	*Ocean's Bitch*
69-70	*Pazuzu's Scourge*
71-72	*Rage*
73-74	*Red Prince*
75-76	*Salty Devil*
77-78	*Scarlet Corsair*
79-80	*Screaming Demon*
81-82	*Screaming Wyrm*
83-84	*Sea Hunter*
85-86	*Siren's Voice*
87-88	*Slimy Doom*
89-90	*Slimy Minotaur*
91-92	*Spectral Serpent*
93-94	*Swift Shadow*
95-96	*Taloned Witch*
97-98	*Tireless*
99-100	*Vampire's Heart*

Pirate Ships: Ship's Name (Descriptor)

D%	
1	Adventurous
2	Avenger
3	Bane
4	Barnacle
5	Bite
6	Black
7	Blight
8	Bloody
9	Briny
10	Cheat
11	Clean
12	Crimson
13	Cruel
14	Cursed
15	Cutlass
16	Cutter
17	Dagger
18	Damned
19	Dark
20	Dauntless
21	Deadly
22	Dire
23	Dirty
24	Diseased
25	Dreaded
26	Drunken
27	Eye
28	Faithless
29	Fearful
30	Fell
31	Fiendish
32	Filthy
33	Forgotten
34	Formidable
35	Foul
36	Furious
37	Gale
38	Glory/Glorious
39	Gray
40	Hammer
41	Hated
42	Hateful
43	Heart
44	Hellish
45	Honourable
46	Hook
47	Horror
48	Howl
49	Hunter
50	Hurricane
51	Implacable
52	Indefatigable
53	Indomitable
54	Infernal
55	Just
56	Lame
57	Mad
58	Nightmare
59	Pride
60	Rage
61	Rapacious
62	Rapier
63	Ravager
64	Ravenous
65	Reaper
66	Red
67	Revenge
68	Sabre
69	Salty
70	Savage
71	Scimitar
72	Scourge
73	Scream
74	Screaming
75	Scythe
76	Sea Devil
77	Sea Hawk
78	Shameful
79	Siren
80	Slayer
81	Slimy
82	Spectral
83	Splintered
84	Swift
85	Sword
86	Talon
87	Tenacious
88	Terrible
89	Tireless
90	Tyrant
91	Unholy
92	Vile
93	Wandering
94	Wave
95	Wet
96	Whip
97	Wicked
98	Wild
99	Wind
100	Withered

Sample Male Captain

D20	
1	Aaro Nikula
2	Acair Meallain
3	Atte Laurila
4	Cullen Baire
5	Dorrell Banain
6	Einar Ahola
7	Feandan Deorain
8	Gleann Duinn
9	Iomhair Fianna
10	Jorma Hautala
11	Kai Sirvio
12	Luthias Doinn
13	Omni Elo
14	Oskari Ilmola
15	Peadair Maolain
16	Seoras Grada
17	Tarmo Ukkola
18	Tearlach Riain
19	Toivo Laiho
20	Urmas Yrjonen

Sample Female Captain

D20	
1	Annys Broin
2	Arja Supinen
3	Brae Murchadha
4	Coira Doinn
5	Fia Carthaigh
6	Hilja Parras
7	Iada Rantala
8	Inkeri Voutilainen
9	Iona Burca
10	Janina Saario
11	Katja Lumme
12	Katri Erola
13	Lorna Cinneide
14	Muirne Gerailt
15	Sima Dalaigh
16	Sorcha Briain
17	Taina Nurmi
18	Ulpu Hakkinen
19	Vika Riain
20	Virpi Takala

Pirate Ships: Knowledge

When the PCs sight a pirate vessel, they may use Knowledge skills to learn more about the vessel, its notable crew members and past exploits. Use the tables below to determine what they discover. Of course, not all the information below needs to be correct; the entries simply portray the generally accepted information about a ship.

The Ship

When the PCs make a DC 15 Knowledge (local) check randomly determine what they know of the ship.

D10	Information Known
1	One of this crew's past victims haunts the ship.
2	The ship's black timbers are particularly tough.
3	The vessel is particularly swift.
4	On moonlit nights, spectral forms are often seen flitting about the ship's rigging.
5	This ship is said to be cursed.
6	This vessel has had many different names over the last few years. No captain has been able to hold her for long.
7	The blood-red sails of this ship are dyed with the blood of its victims.
8	The crew tie the mouldering heads of their victims to the ship's rigging.
9	The captain hangs particularly troublesome captives from his rigging and allows seabirds to peck them to death.
10	The ship's ragged black sails are made from the very stuff of the Abyss.

When the PCs make a DC 20 Knowledge (local) check randomly determine what they know of the ship.

D10	Information Known
1	The ship is poorly constructed and has almost sunk several times.
2	This ship has a small hidden cargo hold used for storing valuables and wealthy captives.
3	The ship's figurehead has magical powers.
4	The ship's figurehead is actually a bound creature of the appropriate type.
5	The blood of so many creatures has been spilt on the ship's deck that the very boards have taken on a terrible, malign sentience.
6	This ship was once *The Sceptre* but was captured four years ago.
7	The ship's figurehead has a secret compartment.
8	The ship has an underwater ram at the prow.
9	The vessel has a double hull.
10	The ship's figurehead animates to defend the vessel.

Captain & Crew

When the PCs make a DC 15 Knowledge (local) check or Knowledge (nobility) check randomly determine what they know of the ship's captain and crew.

D10	Information Known
1	The captain's cruelty is legendary.
2	The captain of this ship is renowned for her hatred of sahuagin.
3	Several undead serve among the crew.
4	The captain is a particularly skilled sailor. He knows of several isolated islands on which he stores treasures.
5	For a pirate, the captain is scrupulously honest and abides by the letter of any agreement he makes.
6	The captain loves watching his captives fight to the death for the privilege of joining his crew.
7	The captain worships sea demons and keelhauls his captives as sacrifices to his briny masters.
8	The captain is known as the "The Whoreson." He has a prodigious capacity for ale and song.
9	The captain was once a noble of a far-off realm, but murder forced her to flee her kin. They search for her still.
10	The captain is wildly paranoid. Few serve on his vessel long.

When the PCs make a DC 20 Knowledge (local) check or Knowledge (nobility) check randomly determine what they know of the ship's captain and crew.

D10	Information Known
1	The first mate of this ship is a monstrous, mute minotaur.
2	The captain is a drunk; in reality his first mate runs the ship.
3	Several infamous pirates (Mad Ilmonen Harron and Geral Dolphin Bane) serve aboard the ship.
4	The captain was once a simple merchant who grew tired of being the prey.
5	The captain wears outlandish wigs made from the hair of his victims.
6	Several of the crew of this vessel are sahuagin and they eat the flesh of the fallen.
7	The crew contain several renegade aquatic elves.
8	The crew are deranged cannibals. Sometimes when they are in port, they kidnap and eat those wandering too close to their vessel.
9	The crew are drug addicts and when under the influence immune to pain and reason.
10	The crew have sworn a dark pact with an elder thing dwelling in the briny deeps.

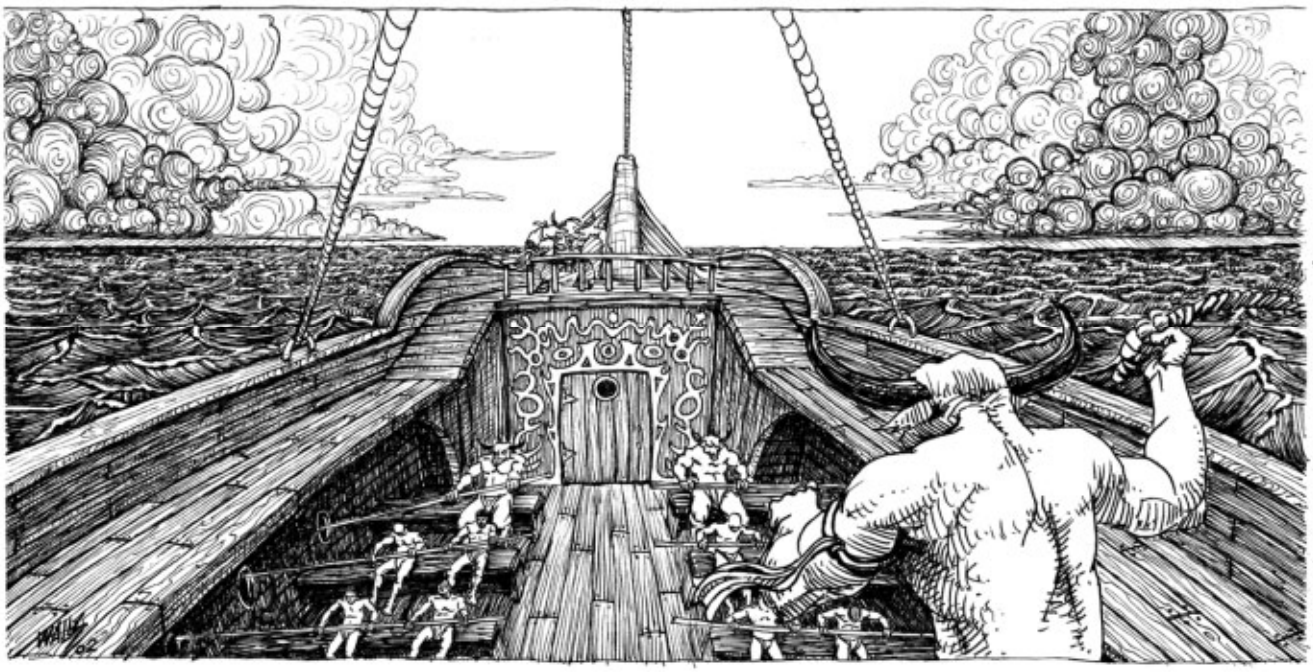
Past Exploits

When the PCs make a DC 15 Knowledge (history) check randomly determine what they know of the crew's past exploits.

D10	Information Known
1	The crew have sunk many merchantmen in the last year, but seemingly remain impoverished.
2	The crew took the merchantman *Ocean Swift* through treachery and duplicity.
3	Rivals with the *Devil's Fork*. The two crews attack each other on sight.
4	The crew have an alliance with a tribe of sahuagin who guard their treasure.
5	The vessel occasionally transports legitimate goods and travellers.
6	Two years ago, the crew rose in mutiny and disembowelled their captain.
7	A year ago the crew were becalmed for several weeks; rumours tell they turned to cannibalism to survive.
8	The captain recently slew a sea serpent single-handed. Some of the crew now wield shields crafted from its gigantic scales.
9	It is better to die or flee in an open boat than to fall into the hands of this crew.
10	Not only pirates, this crew are also slavers. They kill the old, infirm and very young before transporting the survivors to distant ports.

When the PCs make a DC 20 Knowledge (history) check randomly determine what they know of the crew's past exploits.

D10	Information Known
1	Occasionally smugglers as well as pirates, the crew have contacts with the thieves' guilds of several ports.
2	The crew know of an isolated island upon which sits a ruined donjon. They hide their treasure deep within its cellars.
3	The crew massacred a trading mission of aquatic elves last year.
4	The crew looted several merchantmen last year and left the survivors on a deserted island.
5	The crew occasionally hire themselves out as mercenaries.
6	The captain enjoys keelhauling captives. He forces captives to fight among themselves for the privilege of escaping that fate.
7	On their last cruise, the vessel discovered the rotting body of some kind of elder tentacled being.
8	The crew enjoy hurling their captives into the maws of the sharks that often trail their vessel.
9	The crew are reputed to be making a new sail for their ship made from the stretched and tanned skins of those they slay.
10	The crew often prey on fellow pirates; waiting out to sea they attack vessels returning to port after a successful foray.



Pirate Ships: Flags and Figureheads

D%	Flag
01-02	Black dragon
03-04	Black wolf
05-06	Bloated corpse
07-08	Bloodied axe
09-10	Bloodied hawk
11-12	Blue wyvern
13-14	Broken anchor
15-16	Broken oar
17-18	Burning sail
19-20	Cracked hourglass
21-22	Cracked skull
23-24	Crimson shield
25-26	Crossed scythes
27-28	Devil holding a scythe
29-30	Eye pierced by a dagger
31-32	Flaming devil
33-34	Flaming moon
35-36	Flaming sun
37-38	Gouged eye
39-40	Grinning demon head
41-42	Headless skeleton
43-44	Holy symbol
45-46	Jagged blade
47-48	Kraken
49-50	Lightning bolt
51-52	Lion head
53-54	Moon dripping blood
55-56	Mystical symbol
57-58	Octopus' tentacles
59-60	Pierced heart
61-62	Plain black
63-64	Plain scarlet
65-66	Ragged wing
67-68	Rampant demon
69-70	Reaper
71-72	Red skeleton
73-74	Red spot
75-76	Scarlet eye
77-78	Scarlet wave
79-80	Shark's jaw
81-82	Skeletal hand
83-84	Skull
85-86	Smashed
87-88	Smashed bones
89-90	Snake entwined about a sword
91-92	Snake's head
93-94	Three skulls arranged in a diamond formation
95-96	Thunderbolt
97-98	Twisted worm
99-100	White circle

D%	Figurehead
01-02	Albatross
03-04	Black dog
05-06	Cockatrice head
07-08	Cresting wave
09-10	Dragon turtle head
11-12	Dragon's head
13-14	Eagle's head
15-16	Famous personality
17-18	Ferocious devil
19-20	Five-headed hydra
21-22	Giant hand
23-24	Giant mosquito head
25-26	Golem's head
27-28	Gorgon head
29-30	Griffon head
31-32	Grinning demon
33-34	Grinning ghoul
35-36	Grinning skull
37-38	Hag's head
39-40	Harpy
41-42	Hawk's head
43-44	Headless woman
45-46	Hippogriff's head
47-48	Hunk of charred wood
49-50	Infamous personality
51-52	Kraken's head
53-54	Lightning bolt
55-56	Lion head
57-58	Mail-clad female warrior
59-60	Mail-clad warrior
61-62	Manticore's tail
63-64	Raven's head
65-66	Roaring lion
67-68	Serpent
69-70	Shark's head
71-72	Specific deity
73-74	Specific demon or devil
75-76	Striking cobra head
77-78	Three-headed chimera
79-80	Three-headed dogs
81-82	Tiger head
83-84	Unicorn head
85-86	Vulture's head
87-88	Wolf
89-90	Writhing snakes
91-92	Writhing tentacles
93-94	Wyvern's head
95-96	No figurehead
97-98	Bizarre combination of two heads
99-100	Bizarre combination of three heads

Pirate Epithets

D%	
01-02	Admiral
03-04	Black Leg
05-06	Blackbeard
07-08	Blessed
09-10	Brother/Sister
11-12	Chopper
13-14	Clean Shaven
15-16	Crazed
17-18	Crimson
19-20	Cursed
21-22	Dark King
23-24	Devil's Bitch/Bastard
25-26	Ebon-tongue
27-28	Ferocious
29-30	Fire Fist
31-32	Foul Mouth
33-34	Gouger
35-36	Greybeard
37-38	Iron Mace
39-40	Longshanks
41-42	Lord of the Waves
43-44	Lucky
45-46	Mad Dog
47-48	Merciless
49-50	Nails
51-52	Ocean Terror
53-54	Ocean's Scourge
55-56	One-eye
57-58	Pitiless
59-60	Red
61-62	Red-hair
63-64	Salt Beard
65-66	Scarlett
67-68	Scarlett Falcon
69-70	Sea Knight
71-72	Sea Dog
73-74	Sea Reaper
75-76	Shark Face
77-78	Slasher
79-80	Snake
81-82	The Executioner
83-84	The Lion
85-86	The Mad
87-88	The Sea Wolf
89-90	The Swift
91-92	The Walrus
93-94	Tiger of the Sea
95-96	Two-chins
97-98	Unlucky
99-100	White Death

GM's Miscellany: Wilderness Dressing includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^{D} are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

John Bennett makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail. Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling.

Creighton Broadhurst lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer *(Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Seamus Conneely picked up his first dice and character sheet on a whim, having no idea at the time that over the years he would amass a horde of characters and a library of stories. Having spent time both playing and running a variety of games using various systems and a diverse lot of settings, he's now turned his hand towards a more design-focused side of the hobby. He has play-tested material for Kobold Press's "Midgard Bestiary 4th Edition" and Beer Star Games's *Pulp! the RPG*, recently wrote "Scentia Besieged From Within and Without" for Beer Star's *Pulp! Fantasy* line of roleplaying adventures, and has written several articles for the Gamer Security Agency under the moniker Cannibal Halfling. These days he can be found near Boston, rolling dice and telling stories with as many groups as he can manage.

Brian Gregory is an old school gamer returned from the wasteland of real life with a passion to play games and meet people. After looking on while others wrote for publication; he's finally gotten off the sideline. As a model builder, painter and GM he has taken up the mission to add writer and designer to his list of credits. With a passion for setting the scene so that others may tell the story, he has sought out ways for GMs to add flavour and texture to their settings.

New to publication and being a freelancer he is started his long journey. He brings with him 25 years of running and playing role-playing games of various genres. A former professional chef, he turns his ability to mix up various ingredients into a recipe for fun and creativity. Whether on the fly or in a planned session his goal is to make developing the inspirational details more accessible. Brian lives in Saint Louis, Missouri and is grateful to have the four wonderful seasons. His home is shared by his cat, which still cannot help pay the bills. Known for producing good food and brewing good beer; he loves sharing his passion for life and fun with new people.

Eric Hindley is a proud weaver of many paths and an expert in every field (or at least a jack of all trades). He began his RPG career in the early 1990s, badgering his friends to let him have the 17 Cha he needed to play 2nd edition paladins at every chance. He migrated to 3rd edition in 2000 because the book was shiny and new out front of a Coles bookstore on some kind of cardboard display. Pathfinder caught his interest almost immediately after being announced, and he has been a firm believer ever since.

He began GMing primarily to force other people to play with him while at university in Toronto. After honing his skills picking off characters in the far-flung town of Banff, Alberta, Canada, he is currently exploring new campaign worlds with a variety of groups. Most of the rest of his time is spent painting toy soldiers for Warhammer (both fantasy and 40k) and Warmachine, working in the entertainment industry as a technician or tormenting an assortment of cats (and occasionally his wife, Kalyna).

Eric was a competitor in Paizo's RPG Superstar competition in 2010 and 2011, and won Open Design's Tin Crown in 2012.

Greg Marks is an evil mastermind directing his criminal army of precocious felines from the birthplace of gaming: Lake Geneva, Wisconsin. He and his cat minions have contributed to products for multiple editions of Dungeons and Dragons including *Complete Scoundrel, City of Stormreach, Dragon Magic,* and *Dungeon Delve*. They have written numerous adventures for the RPGA along with administering many of their organized play campaigns with Living Forgotten Realms being the most recent. Greg and his cats have also contributed repeatedly to all incarnations of Dragon and Dungeon Magazine, and co-authored several products for Fantasy Flight Games' Midnight setting including: *Star and Shadow, Hammer and Shadow, Legends of Shadow* and *Honour and Shadow*.

Brian Wiborg Mønster hails from Denmark the ancient Viking kingdom, where he lives with his overbearing wife and

two young sons, whom he trains to be wizards, although it seems that a bard and a barbarian is most likely result of his manipulation.

He has played RPGs since 1990 and has tried a variety from AD&D, Call of Cthulhu, TMNT and Star Wars, the old D6 version mind you, not the modern D20. Today it is Pathfinder in which he mainly plys his evil trade. He started gm'ing mainly because he thought the dungeons he explored were built by kind-hearted souls, he was convinced a trap should aim to kill or at least seriously maim, because why else would you bother using the trap to protect your precious dungeon? This idea was sparked by his exposure to Grimtooth the Troll and his magnificent traps. He has been called an evil GM but he usually just replies, "I am a realistic GM, and you take 65 points of damage, so roll up a new character!" Apart from rpgs he also enjoys everything Sword and Sorcery be it books, comics, RPGs, or movies, especially Conan.

David Posener started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy.

He is yet to live down naming a NPC "The Crimea Reaver".

David adores his long-suffering wife and two sons who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe.

Mike Welham has been gaming off-and-on for over 30 years. While he has played using numerous game systems, he has always had a fondness for Dungeons & Dragons and its offshoots. The third edition of Dungeons & Dragons renewed a flagging interest in roleplaying games, but the introduction of Pathfinder sparked a long-dormant desire to write for roleplaying games. Mike has written for Clockwork Gnome Publishing, Open Design, Paizo, and Rite Publishing, and (much to his surprise) he won Paizo's RPG Superstar contest in 2012. He is quite happy with the prospect of his first publication with Raging Swan Press.

Mike lives in Kernersville, North Carolina, with his ever-patient wife, two roleplaying game-savvy children (one has started his university career, however), a puggle, three cats and a turtle. He believes the solution to the impending empty nest syndrome will be to allow more creatures of his imagination to make themselves at home.

Josh Vogt is a full-time freelance writer and editor, Josh Vogt works with a variety of RPG developers and publishers, and has also sold his fiction to Paizo's Pathfinder Tales, Grey Matter Press, Orson Scott Card's Intergalactic Medicine Show, Shimmer, and Leading Edge, among others. When not working on a fantasy novel, he's rotating through an array of odd hobbies to stave off existential despair until he can get back into a story. You can find him at JRVogt.com or Twitter @JRVogt. He is made out of meat.

Stat Blocks by CR

CR		Page
1/2	Bandit Scout CN human warrior 1/expert (scout) 1	42
1/2	Veteran Bandit NE human warrior 2	42
1/2	Pirate NE male human warrior 1/expert 1	145
1	Half-Elf Adept CN half-elf adept 2/expert 1	43
1	Half-Orc Bandit NE half-orc warrior 2/expert (soldier) 1	43
1	Tiefling Bandit Leader CN tiefling rogue 1/wizard (enchanter) 1	45
1	Mate/Veteran Pirate NE male half-orc expert 2/warrior 1	145
3	Half-Orc Bandit Leader CE half-orc fighter (mobile fighter) 2/rogue (bandit) 2	22
3	Human Bandit Leader NE human ranger (guide) 4	45
3	Master-at-Arms NE male half-orc expert 2/warrior 3	145
4	Half-Elf Bandit Leader NE half-elf cleric 3/fighter (unbreakable) 2	44

Arthur Rackham

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The Lonely Coast

A Pathfinder Roleplaying Game Compatible Mini-Campaign Setting by Creighton Broadhurst

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the southern storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that seemingly chokes the forgotten holds and sacred places of the Old People. Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures. The perils of the Lonely Coast are legion and thus there is always a need for those with stout hearts and skill with blade and spell or for those merely hungry for glory to defend humanity's most tenuous enclave.

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