

Environmental Encounters



Dynamic Overland Encounters

For Any Fantasy TTRPG

A Fantasy Roleplaying Toolkit
by J. Evans Payne

FlexTale



Colophon

Author

J. Evans Payne

Cover Scene Art

Kim van Deun

Iconography

J. Payne

Design & Concept

Jason Payne

Developer

Jason E. Payne

Producer

Jason Evans Payne

Editor

J. E. Payne

Layout and Graphic Design

Jason E. P.

Cover Art and Logos

Enyap Nosaj

Cartography

J. Evans Payne

Typesetting

J. Snave Enyap

Proofreading

Beattin A. Dedhairs

Infinium Game Studio is:

CEO

J. Evans Payne

Creative Director

J. Evans Payne

Lead Editor

J. Evans Payne

VP Marketing & Sales

J. Evans Payne

CFO

J. Evans Payne

Artistic Director

J. Evans Payne

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Introduction

Overview & Usability

What Is This Book?

This book was designed to fuel overland adventures and to generate a dynamic, interesting set of random encounters that might occur during such travel.

Though it can be used exclusively as a content generator for a traditional TTRPG, its best use is in combination with other adventure content or campaign settings.

Any fantasy RPG will eventually involve overland travel between points of interest on the “macro” map of the fantasy realm you’re playing in.

Using this book to help determine what interesting things might occur to the adventuring party during such travel is the best use of this book.

The FlexTale Difference

Although random encounter tables are not hard to come by, what sets this tome apart is the diversity, complexity, and ease of use that allows D/GMs to generate a rich assortment of interesting random encounters.

Best of all, the whole point of FlexTale books like this one is to make it possible to generate such amazing adventure content with **zero preparation**.

Zero-Prep Usage

That’s right: you can just pick this book up without preamble or even without reading it first, roll on the FlexTable that’s appropriate for the terrain that the PCs are walking through, and you’re off and running!

No prep? No problem!

Context & Assumptions

This book assumes the following:

- The reader is a D/GM for a fantasy tabletop roleplaying game (TTRPG).
- The reader is well-versed in the basic mechanics of the rules system of her or his choice.

Strengths

This book works best when used in combination with an established narrative. It’s not designed to create an entire storyline on the fly.

Rather, its purpose is to “flesh out” a narrative that you already have determined, either from purchasing an existing published module or home-brewing your own thoughts.

Most published adventure content really skimps on the notion of what might occur to the party in between major points of interest.

And as thorough as you yourself might be in generating

your own homebrew content, most people focus on the major “setpiece” events of interest that are part of the core storyline, and rarely devote a great deal of time to the lesser but still interesting events that might happen to connect those events.

This book contains versatile but accessible FlexTables for 23 different types of terrain—well in excess of what most overland maps differentiate! Behind each one of those tables is a myriad of Events, Quirks, and deadly challenges.

And finally, within most Events or Quirks lies a rich diversity of different content.

It’s not unreasonable to state that using this book will transform the way you look at traveling between major points of interest... and you might even find yourself looking forward to, rather than dreading, your next “random encounter” roll!

What This Book is NOT

This book was not designed to generate full-fledged dynamic narratives.

Other books in the **FlexTale** line (for example, the **FlexTale Solo Adventuring Toolkit**) do contain tools along these lines, and this book was designed to integrate easily with such tomes.

How to Use This Book

There is no wrong way to use this book. However, as the approach used is perhaps somewhat different than other takes on similar material, some guidance may be useful to consider.


When to Roll

Ultimately, the frequency of how often to roll on an Environmental Encounter Table is really up to you, the D/GM.

However, it’s recommended that you establish some sort of balance between rolling every time the party moves a hex in any direction, and rolling only once in a blue moon.

Many rules systems already describe how to determine the frequency of rolling for random encounters.

One approach you could use to override that is as follows:

- Each time the adventuring party travels to a new overland hex, roll a  **1d4**: on a **1**, you must make a roll on the Environmental Encounter table that corresponds to the terrain you are moving into (not the terrain you are moving from).

Environment Encounter Tables

Environment Encounters



Overview

Random encounter tables as a general concept tend to be a love/hate thing: some players and DMs use them as an essential tool to help build story and dictate a dynamic and ever-changing plot; others submit occasionally to the notion as a means of inserting a threat and breaking up the pace of overland, macro-scale travel.

Whatever your current feeling toward the concept, this section aims to create a dynamic and interesting approach to random encounter tables.

Environment Encounters

At its core, this section is about dedicating a separate random encounter table to each type of landscape one might travel through when moving about the game world in a macro (that is, days of travel as opposed to minutes or hours of movement) context.

There's an element of novel innovation there, already, in that description: although having dedicated "Mountain Encounters" is hardly a new invention, recognizing the full suite of more than 20 different environments goes far beyond what most TTRPGs enumerate.


Further than that, though, each table in this section presents other kinds of interesting and fun encounters that go beyond a simple "roll for initiative" interaction that serve mainly to drain a bit of your hit points and spells en route.

Types of Environment Encounter

There are three general types of encounter described in this section: **Combat**, **Event**, and **Quirk**. There's also a set of results where no encounter actually occurs, called **No-Result Encounters**.

Let's discuss each of these in a bit more detail.


Combat Encounters

 These are what you most likely came here expecting: fight 1-4 kobolds, flee from 1d2 wyverns, that sort of thing. Despite this book's attempts at innovation and livening things up in creative and new ways, **Combat Encounters** still have a venerable and useful place in this section.

Monsters that can be reliably expected to be native to, or are iconic of, a certain type of landscape might be encountered in your travels. That's just the way of the dangerous fantasy world.


Even here, though, there is room for innovation: using the quadded statblocks that are presented in **Aquillae: Bestiary of the Realm**, you can take monsters from a wide variety of typical Challenge Rating, and present them to PCs of nearly any level.

Event Encounters

 **Special Event Encounters** are meant to feel special or interesting. Although they're not necessarily "set pieces", they have a feel of being more than just a random encounter result.


In a traditional gaming environment, **Event Encounters** should be indistinguishable from hooks into more substantial adventures or modules, keeping the players on their toes and forcing them to treat even a random-table roll as something to be reckoned with.

Quirk Encounters

 Less dangerous than a **Combat Encounter**, and less meaningful and significant than an **Event Encounter**, **Quirk Encounters** are interesting and flavorful dressing that liven things up on the road in a manner suiting the environment you're traveling through.

Quirk Encounters can be atmospheric, thematic, or even meteorological in nature, but all serve a similar purpose: make things interesting and instill a sense of foreboding and tension into what might otherwise be a humdrum point-to-point transit.

No-Result Encounters

 In some cases, it is possible that when you're called upon to make a roll on a random encounter table, there is no encounter to be found. These options are called **No-Result Encounters**.

Types of Environment

Some rules systems recognize a small handful of types of terrain; others differentiate between a dozen or more.

The lists in this book were created to align with the overland mapping style and approach used by **Infinium Game Studio**.

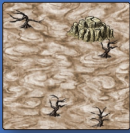


More specifically, the terrain types described in this section reflect those used to illustrate the landmasses in the **Western Realm Gazetteer** (in development as of this writing).

There are 23 distinct environments to be described. Your rules system and/or other tools may recognize a smaller set of terrains; feel free to ignore those that are duplicative or unnecessary in your view or in the language of your rules system.

Please refer to the Types of Environment table starting on the next page for a quick overview and a sample image of each terrain.

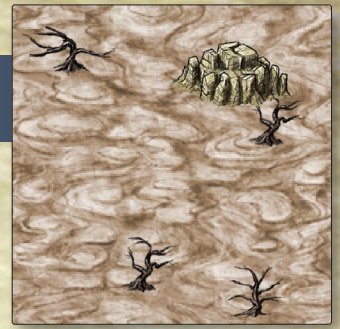
Types of Environment

Table 1: Types of Environment

Example	Name	Description
	Badlands	Desolate and barren landscape, often destroyed by war, pestilence, famine, or natural disaster. Still harbors life, however.
	Desert	Nearly devoid of water, desert landscapes typically consist of sand, dunes, and flat terrain that stretches inhospitably into the horizon.
	Farmland	Warm and welcoming, farmland tends to be grasslands or other terrains that have been found to have rich and fertile soil.
	Forest	Deciduous trees gather thickly here. Though typically adjacent to farmland and grasslands, and often harboring settlements, dense forests can still be dangerous.
	Forest, Pine	Higher terrain breeds hardier, taller, and more robust trees to withstand the elements and cold. Darker and more dangerous, pine forests are often found near rising heights and descending temperatures.
	Grassland	Gentle and rich lands teeming with mostly nonthreatening life.
	Hills, Brown	Foreboding and tall hills, tending toward rocky mountainous terrain, often hiding dangerous threats.
	Hills, Green	Gentle, rolling hills, often simply a more vertically-interesting form of grassland or forest.
	Icefield	Frigid temperatures and persistent winds make long-term settlements difficult, yet not impossible. Frozen wasteland with little natural precipitation.
	Jungle	Hot, dense jungle teeming with threats of all manner, such environs can nevertheless sustain bountiful settlements for those used to the conditions.
	Lava	Molten rivulets of melted rock and earth permeate the otherwise solid surface of this volatile terrain.

Example	Name	Description
	Marsh	Swampland containing myriad rivers, lakes, and natural wetlands. Dangerous to pass through; nearly impossible to live in long-term without substantial adaptation and defense.
	Mountain	High hills leading to rocky heights and snow-covered peaks.
	Plains	Flat expanses of cold grasslands. Though often fertile, plains are rarely converted to farmland due to temperature and/or natural threats.
	Rocky Waste	Flat expanses of rock and splintered earth found amongst mountains; typically found in craters and immense plateaus surrounded by massive mountain ranges.
	Savannah	A mixture of desert and forest, containing sufficient water and precipitation to support a vast ecosystem, both within its demarcations as well as beyond.
	Scrub	A more arid savannah, leading more toward the desert component of the mixture of terrains.
	Snow	Like icefields, but can be found in low-land zones as well. Natural precipitation can be plentiful, but is always snow and sleet and wintry mixtures at best.
	Tundra	Perpetually frozen earth in a mixture of terrain types. Though often found near pine forests, tundra itself is generally treeless and harbors only brush and a mixture of rocky soils.
	Volcanic	Like lava, but dormant, or sufficiently thick in crust so that molten earth is not a constant threat. Desolate lack of natural precipitation and the presence of volatile threats, however, are omnipresent.
	Wasteland	Similar to Badlands, but nearly inhospitable to life as we typically would think of it. Flora and fauna in these regions are twisted, dark, and scary.
	Coastal	Where land and sea meet, a unique ecosystem forms, much desired for settlements but much contested by volatile oceanic fauna.
	Lake / River	Passable or not, fresh or salinated, lakes and rivers form natural boundaries and come with their own threats.

Badlands



Contexts

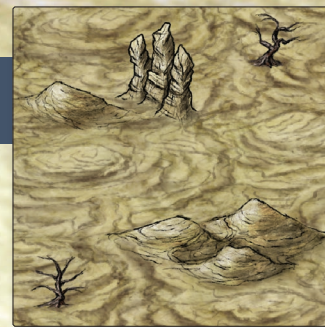
- Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- Use Context B:**
 For an emphasis on combat encounters.
- Use Context C:**
 For an emphasis on event encounters.
- Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 1: Badlands Environment Encounters FlexTable

A	B	C	D	Outcome
1	-	1	1-5	No Encounter; Rest Safely
2	1	2-3	6-10	No Encounter; Pass Safely
3	2	4	11-14	No Encounter; Rising Tension
4	3-5	-	-	Add 1d6 Hit Dice
5	6	-	-	Subtract 1d2 Hit Dice
6	7-9	-	-	Difficult Terrain
7	10-11	5	-	1d3 Remorhazes
8	12-13	6	-	2d4 Giant Scorpions
9	14-15	7	-	1d2 Lamias
10	16	8-9	-	Poison Haze
11	17	10-11	-	Splintertrees
12	-	12-13	15	Stranded Adventurer
13	18	14-15	-	1d6 Opportunistic Bandits
14	19	16-17	-	Shake-Down
15	-	-	-	Rockslide
16	-	-	-	Toxic Oasis
17	-	18	16	Mysterious Bubbling Spring
18	-	-	17	Traveler Corpses
19	-	19	18	Caravan
20	20	20	19-20	Reroll with Advantage

Environmental Encounters

Desert



Contexts





- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏠 **Use Context B:**
 For an emphasis on combat encounters.
- 🏠 **Use Context C:**
 For an emphasis on event encounters.
- 🏠 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 2: Desert Environment Encounters FlexTable

	🏠 A	🏠 B	🏠 C	🏠 D	Outcome
Environmental Encounters	-	-	1	1-5	🛑 No Encounter; Rest Safely
	1	-	2-3	6-10	🎮 No Encounter; Pass Safely
	2	1	4	11-12	👁️ No Encounter; Rising Tension
	4	2-4	-	-	🎯 Add 1d4 Hit Dice
	5	5	-	-	🎯 Subtract 1d4 Hit Dice
	6	6-8	-	-	🎯 Difficult Terrain
	7	9-11	5	-	🎯 2d4 Giant Bats
	8	12-14	6	-	🎯 3d4 Giant Scorpions
	9	15-17	7	-	🎯 1d3 Lamias
	10	-	8-9	13	⚠️ Shifting Terrain
	11	-	10-11	14	⚠️ Illusory Hallucination
	12	-	12-13	15	⚠️ Desperate Victim
	13	18	14-15	-	⚠️ 1d6 Opportunistic Bandits
	14	19	16-17	-	⚠️ Possessed Caravan
	15	-	-	16	📄 Sandslide
	16	-	-	-	📄 Toxic Oasis
	17	-	-	-	📄 Sudden Pit
	18	-	18	17	📄 Traveler Corpses
	19	-	19	18	📄 Caravan
	20	20	20	19-20	🔄 Reroll with Advantage

























Farmland

Contexts

-  **Use Context A:**
By **default**, or if no other Context described applies to the circumstances.
-  **Use Context B:**
For an emphasis on combat encounters.
-  **Use Context C:**
For an emphasis on event encounters.
-  **Use Context D:**
For an emphasis on safe transit, but yet still with a bit of potential intrigue.







FlexTable 3: Farmland Environment Encounters FlexTable

 A	 B	 C	 D	Outcome
1	1	1-2	1-5	 No Encounter; Rest Safely
2	2	3-6	6-10	 No Encounter; Pass Safely
3	3	7	11-13	 No Encounter; Rising Tension
4	4-5	-	-	 Add 1d2 Hit Dice
5	6	-	-	 Subtract 1d3 Hit Dice
6	-	-	-	 Difficult Terrain
7	7-9	-	-	 2d4 Zombies
8	10-11	-	-	 2d4 Gnolls
9	12-14	8	-	 1d4 Giant Rats
10	15	9-10	-	 Townsfolk Fight
11	-	11	-	 Missing Townsfolk
12	-	12-13	14	 Stranded Adventurer
13	16-18	14-15	-	 1d4 Opportunistic Bandits
14	19	16-17	15	 Private Property
15	-	-	-	 Guard Picket
16	-	-	-	 Her Ladyship's Lands
17	-	18	16	 Misinformation
18	-	-	17	 Traveler Corpses
19	-	19	18	 Caravan
20	20	20	19-20	 Reroll with Advantage

Environmental Encounters

Forest

Contexts

-  **Use Context A:**
By **default**, or if no other Context described applies to the circumstances.
-  **Use Context B:**
For an emphasis on combat encounters.
-  **Use Context C:**
For an emphasis on event encounters.
-  **Use Context D:**
For an emphasis on safe transit, but yet still with a bit of potential intrigue.



FlexTable 4: Forest Environment Encounters FlexTable

Environmental Encounters

 A	 B	 C	 D	Outcome
1	-	1	1-5	 No Encounter; Rest Safely
2	1	2	6-10	 No Encounter; Pass Safely
3	2	3	11-13	 No Encounter; Rising Tension
4	3-5	-	-	 Add 1d4 Hit Dice
5	6-7	-	-	 Subtract 1d4 Hit Dice
6	8	-	-	 Difficult Terrain
7	9-10	-	-	 1d6 Dire Wolves
8	11-12	-	-	 2d6 Assassin Vines
9	13-14	-	-	 1d6 Giant Wasps
10	-	4-8	14	 Shifting Terrain
11	15	9-10	-	 Splintertrees
12	-	11-13	15	 Stranded Adventurer
13	16-17	14-16	-	 2d4 Opportunistic Bandits
14	-	17-18	-	 Shake-Down
15	-	-	16	 Ingredient Forage
16	18	-	-	 Poisonous Foliage
17	19	-	-	 Sudden Pit
18	-	-	17	 Traveler Corpses
19	-	19	18	 Fae Curiosity
20	20	20	19-20	 Reroll with Advantage

Forest (Pine)



Contexts

- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏠 **Use Context B:**
 For an emphasis on combat encounters.
- 🏠 **Use Context C:**
 For an emphasis on event encounters.
- 🏠 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 5: Forest (Pine) Environment Encounters FlexTable

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1	-	1	1-3	🏠 No Encounter; Rest Safely
2	1	2-3	4-7	🎮 No Encounter; Pass Safely
3	2	4	8-13	👁️ No Encounter; Rising Tension
4	3-4	-	-	🎯 Add 1d6 Hit Dice
5	5	-	-	🎯 Subtract 1d3 Hit Dice
6	6-8	-	-	🎯 Difficult Terrain
7	9-11	5	-	🎯 2d4 Dire Wolves
8	12-14	6	-	🎯 2d6 Dire Badgers
9	15	-	-	🎯 2d4 Centaurs
10	-	7-9	-	⚠️ Pinefall
11	16	10-11	-	⚠️ Splintertrees
12	-	12-14	14	⚠️ Stranded Adventurer
13	17	-	-	⚠️ 2d6 Opportunistic Bandits
14	18	-	-	⚠️ Shake-Down
15	-	15-16	-	📖 Rockslide
16	-	17-18	-	📖 Poisonous Foliage
17	19	-	-	📖 Deranged Bandits
18	-	-	15-16	📖 Traveler Corpses
19	-	19	17-18	📖 Creepy Runes
20	20	20	19-20	🔄 Reroll with Advantage

Environmental Encounters

Grassland



Contexts

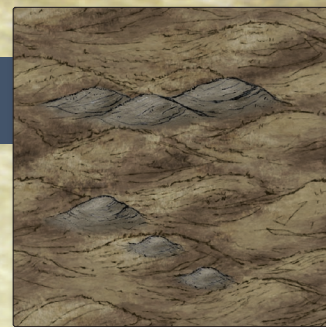
- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏠 **Use Context B:**
 For an emphasis on combat encounters.
- 🏠 **Use Context C:**
 For an emphasis on event encounters.
- 🏠 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 6: Grassland Environment Encounters FlexTable

Environmental Encounters

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1	-	1	1-5	🏠 No Encounter; Rest Safely
2	1	2-3	6-10	🎮 No Encounter; Pass Safely
3	2	4	11-14	👁️ No Encounter; Rising Tension
4	3-4	-	-	🎯 Add 1d3 Hit Dice
5	5	-	-	🎯 Subtract 1d3 Hit Dice
6	6	-	-	🎯 Difficult Terrain
7	7-8	-	-	🎯 1d2 Ghosts
8	9-13	5	-	🎯 2d4 Giant Rats
9	14-16	6	-	🎯 2d6 Giant Wasps
10	17	7-10	-	⚠️ Shifting Terrain
11	-	11-13	15	⚠️ Nomadic Quest
12	-	14-15	16	⚠️ Stranded Adventurer
13	18	16	-	⚠️ 2d4 Opportunistic Bandits
14	19	17	-	⚠️ Shake-Down
15	-	-	-	📄 Guard Picket
16	-	-	-	📄 Misinformation
17	-	18	-	📄 What's That?
18	-	-	17	📄 Traveler Corpses
19	-	19	18	📄 Caravan
20	20	20	19-20	🔄 Reroll with Advantage

Hills (Brown, High)



Contexts

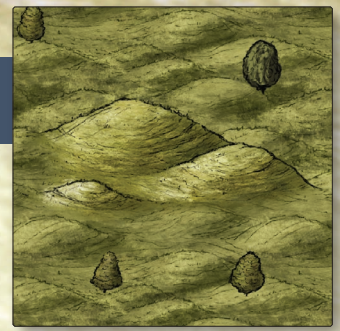
- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏠 **Use Context B:**
 For an emphasis on combat encounters.
- 🏠 **Use Context C:**
 For an emphasis on event encounters.
- 🏠 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 7: Hills (Brown, High) Environment Encounters FlexTable

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1	-	1	1-5	🏠 No Encounter; Rest Safely
2	1	2-3	6-10	🎮 No Encounter; Pass Safely
3	2	4-5	11-14	👁 No Encounter; Rising Tension
4	3-5	-	-	🎯 Add 1d6 Hit Dice
5	6	-	-	🎯 Subtract 1d3 Hit Dice
6	7-8	-	-	🎯 Difficult Terrain
7	9-10	-	-	🎯 1d3 Hill Giants
8	11-13	6	-	🎯 1d4 Griffons
9	14-16	7	-	🎯 2d4 Harpies
10	-	8-9	15	⚠ Dragon Fly-By
11	-	10-11	-	⚠ Splintertrees
12	-	12-13	16	⚠ Stranded Adventurer
13	17-18	14-15	-	⚠ 2d6 Opportunistic Bandits
14	19	16	-	⚠ Shake-Down
15	-	17	-	📄 Rockslide
16	-	18	-	📄 Boulder Throw
17	-	-	-	📄 Cave-In
18	-	19	17-18	📄 Traveler Corpses
19	-	-	-	📄 Possessed Caravan
20	20	20	19-20	🔄 Reroll with Advantage

Environmental Encounters

Hills (Green, Low)



Contexts

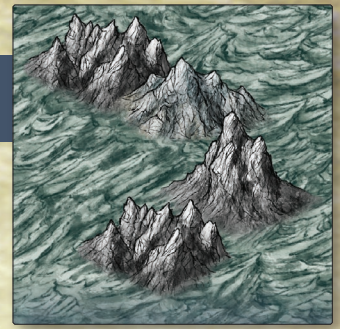
- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏠 **Use Context B:**
 For an emphasis on combat encounters.
- 🏠 **Use Context C:**
 For an emphasis on event encounters.
- 🏠 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 8: Hills (Green, Low) Environment Encounters FlexTable

Environmental Encounters

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1	-	1	1-5	🛖 No Encounter; Rest Safely
2	1	2-3	6-10	🎮 No Encounter; Pass Safely
3	2	4	11-12	👁️ No Encounter; Rising Tension
4	3-5	-	-	🎯 Add 1d3 Hit Dice
5	6	-	-	🎯 Subtract 1d3 Hit Dice
6	7	-	-	🎯 Difficult Terrain
7	8-10	-	-	🎯 2d4 Ogres
8	11-13	-	-	🎯 1d4 Bulettes
9	14-16	5	-	🎯 2d4 Dire Lions
10	-	6-9	13-14	⚠️ Shepherd Quest
11	-	10-11	-	⚠️ Missing Townsfolk
12	-	12-13	15	⚠️ Stranded Adventurer
13	17	14-15	-	⚠️ 1d6 Opportunistic Bandits
14	18	16-17	16	⚠️ Annoying Tagalong
15	19	-	-	📄 Guard Picket
16	-	-	-	📄 Her Ladyship's Lands
17	-	18	-	📄 Misinformation
18	-	-	17	📄 Traveler Corpses
19	-	19	18	📄 Caravan
20	20	20	19-20	🔄 Reroll with Advantage

Icefield



Contexts

- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏠 **Use Context B:**
 For an emphasis on combat encounters.
- 🏠 **Use Context C:**
 For an emphasis on event encounters.
- 🏠 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 9: Icefield Environment Encounters FlexTable

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1	-	-	1-2	🏠 No Encounter; Rest Safely
2	1	1-2	3-6	🎮 No Encounter; Pass Safely
3	2	3-5	7-11	👁️ No Encounter; Rising Tension
4	3-5	-	-	🎯 Add 1d6 Hit Dice
5	6	-	-	🎯 Subtract 1d3 Hit Dice
6	7-10	-	-	🎯 Difficult Terrain
7	11-13	6	-	🎯 1d3 Wyverns
8	14-16	7	-	🎯 1d4 Frost Giants
9	17-18	8	-	🎯 1d6 Trolls
10	-	9-11	12	⚠️ Desperate Victim
11	19	12-13	-	⚠️ Dragon Fly-By
12	-	14-16	13-14	⚠️ Nomadic Quest
13	-	17-18	15	⚠️ Shifting Terrain
14	-	19	16	⚠️ Stranded Adventurer
15	-	-	-	📖 Cave-In
16	-	-	-	📖 Rockslide
17	-	-	-	📖 Sudden Pit
18	-	-	17	📖 Traveler Corpses
19	-	-	18	📖 What's That?
20	20	20	19-20	🔄 Reroll with Advantage

Jungle

Contexts

- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏡 **Use Context B:**
 For an emphasis on combat encounters.
- 🏢 **Use Context C:**
 For an emphasis on event encounters.
- 🏣 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.







FlexTable 10: Jungle Environment Encounters FlexTable

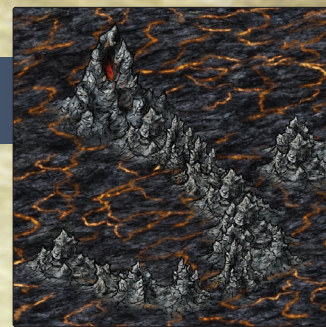
Environmental Encounters

🏠 A	🏡 B	🏢 C	🏣 D	Outcome
1	-	-	1-3	🛡️ No Encounter; Rest Safely
2	1	1-2	4-8	🎮 No Encounter; Pass Safely
3	2	3-4	9-11	👁️ No Encounter; Rising Tension
4	3-4	-	-	🎯 Add 1d4 Hit Dice
5	5-6	-	-	🎯 Subtract 1d2 Hit Dice
6	7-10	-	-	🎯 Difficult Terrain
7	11-12	5	-	🎯 2d4 Assassin Vines
8	13-14	6	-	🎯 2d6 Giant Botflies
9	15-16	7	-	🎯 1d4 Dire Tigers
10	17	8-9	-	⚠️ 2d4 Opportunistic Bandits
11	-	10-11	-	⚠️ Poison Haze
12	-	12-13	12-13	⚠️ Shifting Terrain
13	18	14-15	-	⚠️ Strangling Flora
14	-	16-17	14	⚠️ Completely Lost
15	-	-	15	📖 Creepy Runes
16	19	-	-	📖 Deranged Bandits
17	-	18	-	📖 Poisonous Foliage
18	-	-	-	📖 Toxic Oasis
19	-	19	16-18	📖 Traveler Corpses
20	20	20	19-20	🔄 Reroll with Advantage

























Lava

Contexts

-  **Use Context A:**
By **default**, or if no other Context described applies to the circumstances.
-  **Use Context B:**
For an emphasis on combat encounters.
-  **Use Context C:**
For an emphasis on event encounters.
-  **Use Context D:**
For an emphasis on safe transit, but yet still with a bit of potential intrigue.



FlexTable 11: Lava Environment Encounters FlexTable

 A	 B	 C	 D	Outcome
1	-	-	1	 No Encounter; Rest Safely
2	1	1-2	2-4	 No Encounter; Pass Safely
3	2	3-4	5-10	 No Encounter; Rising Tension
4	3-4	-	-	 Add 2d4 Hit Dice
5	5	-	-	 Subtract 1d2 Hit Dice
6	6-10	-	-	 Difficult Terrain
7	11-12	5	-	 1d4 Fire Giants
8	13-14	6	-	 1d4 Wyverns
9	15-16	7	-	 1d2 Rocs
10	-	8-9	-	 Poison Haze
11	-	10-11	-	 Desperate Victim
12	17	12-13	11-12	 Dragon Fly-By
13	-	14-15	13-14	 Illusory Hallucination
14	18	16-17	-	 Lava Burst
15	-	18	15-16	 Creepy Runes
16	-	-	17-18	 Mysterious Bubbling Spring
17	19	-	-	 Magma Plume
18	-	-	-	 Ashstorm
19	-	19	-	 Toxic Oasis
20	20	20	19-20	 Reroll with Advantage

Environmental Encounters

Marsh / Swamp



Contexts

- **Use Context A:**
By **default**, or if no other Context described applies to the circumstances.
- **Use Context B:**
For an emphasis on combat encounters.
- **Use Context C:**
For an emphasis on event encounters.
- **Use Context D:**
For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 12: Marsh/Swamp Environment Encounters FlexTable

Environmental Encounters

A	B	C	D	Outcome
1	-	-	1	No Encounter; Rest Safely
2	1	1-2	2-3	No Encounter; Pass Safely
3	2	3-4	4-5	No Encounter; Rising Tension
4	3-5	-	-	Add 1d6 Hit Dice
5	6	-	-	Subtract 1d4 Hit Dice
6	7-9	-	-	Difficult Terrain
7	10-11	5	-	1d4 Catoblepases
8	12-13	6	-	1d4 Gray Oozes
9	14-15	7	-	2d4 Giant Frogs
10	16	8-9	-	Poison Haze
11	17	10-11	6	Possessed Caravan
12	-	12-13	7-8	Something in the Air
13	18	14-15	-	Strangling Flora
14	-	16-17	-	Completely Lost
15	19	-	9	Deranged Bandits
16	-	18	10-11	Fae Curiosity
17	-	-	12-13	Poisonous Foliage
18	-	-	14-15	Ambient Malaise
19	-	19	16-18	Ingredient Forage
20	20	20	19-20	Reroll with Advantage

Mountain



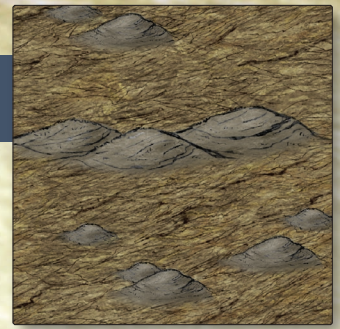
Contexts

- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏠 **Use Context B:**
 For an emphasis on combat encounters.
- 🏠 **Use Context C:**
 For an emphasis on event encounters.
- 🏠 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 13: Mountain Environment Encounters FlexTable

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1	-	1	1-3	🏠 No Encounter; Rest Safely
2	1	2-3	4-7	🎮 No Encounter; Pass Safely
3	2	4	8-10	👁️ No Encounter; Rising Tension
4	3-4	-	-	🎯 Add 1d6 Hit Dice
5	5	-	-	🎯 Subtract 1d4 Hit Dice
6	6-9	-	-	🎯 Difficult Terrain
7	10-11	5	-	🎯 1d2 Cloud Giants
8	12-13	6	-	🎯 1d4 Fire Giants
9	14-15	7	-	🎯 1d2 Frost Giants
10	16	8-9	-	⚠️ Dragon Fly-By
11	17	10-11	-	⚠️ Giant Patrol
12	18	12-13	-	⚠️ Avalanche
13	-	14-15	-	⚠️ Splintertrees
14	-	16-17	11-13	⚠️ Stranded Adventurer
15	19	-	-	📖 Boulder Throw
16	-	-	-	📖 Cave-In
17	-	18	14-16	📖 Cartographer Quest
18	-	19	-	📖 Rockslide
19	-	-	17-18	📖 Traveler Corpses
20	20	20	19-20	🔄 Reroll with Advantage

Plains



Contexts

- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏠 **Use Context B:**
 For an emphasis on combat encounters.
- 🏠 **Use Context C:**
 For an emphasis on event encounters.
- 🏠 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 14: Plains Environment Encounters FlexTable

Environmental Encounters

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1	1	1	1-5	🛡️ No Encounter; Rest Safely
2	2	2-4	6-10	🎮 No Encounter; Pass Safely
3	3	5	11-14	👁️ No Encounter; Rising Tension
4	4-6	-	-	🎯 Add 1d3 Hit Dice
5	7-8	-	-	🎯 Subtract 1d3 Hit Dice
6	-	-	-	🎯 Difficult Terrain
7	9-11	6	-	🎯 1d3 Dire Lions
8	12-14	7	-	🎯 1d3 Dire Tigers
9	15-16	8	-	🎯 2d6 Antelope / Elk
10	-	9-10	-	⚠️ Missing Townsfolk
11	-	11-12	-	⚠️ Nomadic Quest
12	17-18	13	15	⚠️ 1d4 Opportunistic Bandits
13	19	14	-	⚠️ Shake-Down
14	-	15-16	-	⚠️ Shifting Terrain
15	-	-	-	📄 Annoying Tagalong
16	-	17	-	📄 Cartographer Quest
17	-	-	16	📄 Guard Picket
18	-	18	17	📄 Corpse Quest
19	-	19	18	📄 Traveler Corpses
20	20	20	19-20	🔄 Reroll with Advantage

Rocky Waste



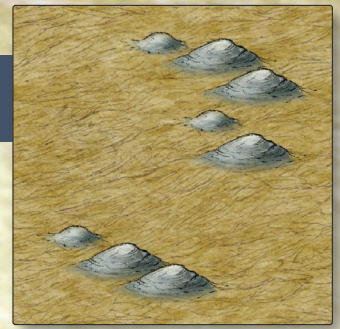
Contexts

- **Use Context A:**
By **default**, or if no other Context described applies to the circumstances.
- **Use Context B:**
For an emphasis on combat encounters.
- **Use Context C:**
For an emphasis on event encounters.
- **Use Context D:**
For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 15: Rocky Waste Environment Encounters FlexTable

A	B	C	D	Outcome
1	-	1	1-3	No Encounter; Rest Safely
2	1	2-3	4-9	No Encounter; Pass Safely
3	2-3	4-5	10-12	No Encounter; Rising Tension
4	4-5	-	-	Add 2d4 Hit Dice
5	6	-	-	Subtract 1d6 Hit Dice
6	7-9	-	-	Difficult Terrain
7	10-11	6	-	1d3 Hill Giants
8	12-13	7	-	1d4 Trolls
9	14-15	8	-	2d10 Orcs
10	-	9-10	13	Illusory Hallucination
11	16	11-12	-	Giant Patrol
12	-	13-14	14	Nomadic Quest
13	-	15-16	-	Completely Lost
14	-	17-18	-	Suffering Adventurer
15	-	19	15	Cartographer Quest
16	17	-	-	Deranged Bandits
17	-	-	16	Mysterious Bubbling Spring
18	18-19	-	-	Ashstorm
19	-	-	18	Traveler Corpses
20	20	20	19-20	Reroll with Advantage

Savannah



Contexts

- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏠 **Use Context B:**
 For an emphasis on combat encounters.
- 🏠 **Use Context C:**
 For an emphasis on event encounters.
- 🏠 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 16: Savannah Environment Encounters FlexTable

Environmental Encounters

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1	1	1	1-9	🏠 No Encounter; Rest Safely
2	2	2-3	10-13	🎮 No Encounter; Pass Safely
3	3	4	14	👁️ No Encounter; Rising Tension
4	4-5	-	-	🎯 Add 1d4 Hit Dice
5	6	-	-	🎯 Subtract 1d3 Hit Dice
6	-	-	-	🎯 Difficult Terrain
7	7-9	5	-	🎯 1d4 Dire Lions
8	10-12	6	-	🎯 3d6 Elk
9	13-15	7	-	🎯 1d4 Dire Tigers
10	-	8-9	-	🚨 Missing Townsfolk
11	-	10-11	15	🚨 Nomadic Quest
12	16	12-13	-	🚨 1d6 Opportunistic Bandits
13	-	14-15	16	🚨 Shepherd Quest
14	-	16-17	-	🚨 Shifting Terrain
15	-	18	17	📖 Annoying Tagalong
16	-	19	18	📖 Cartographer Quest
17	17-19	-	-	📖 Stampede
18	-	-	-	📖 Her Ladyship's Lands
19	-	-	-	📖 Traveler Corpses
20	20	20	19-20	🔄 Reroll with Advantage

Scrub



Contexts





- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏠 **Use Context B:**
 For an emphasis on combat encounters.
- 🏠 **Use Context C:**
 For an emphasis on event encounters.
- 🏠 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.

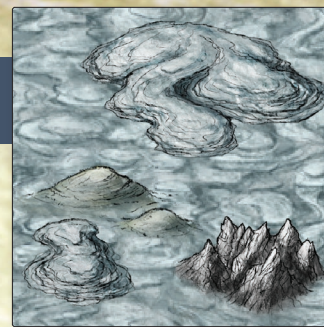
FlexTable 17: Scrub Environment Encounters FlexTable

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1	-	1	1-2	🛡️ No Encounter; Rest Safely
2	1	2-3	3-10	🎮 No Encounter; Pass Safely
3	2	4	11-13	👁️ No Encounter; Rising Tension
4	3-5	-	-	🎯 Add 1d3 Hit Dice
5	6	-	-	🎯 Subtract 1d2 Hit Dice
6	7-9	-	-	🎯 Difficult Terrain
7	10-11	5	-	🎯 1d4 Giant Scorpions
8	12-13	6	-	🎯 3d4 Camels
9	14-15	7	-	🎯 2d4 Dire Lions
10	16	8-9	-	⚠️ Possessed Caravan
11	-	10-11	14	⚠️ Something in the Air
12	-	12-13	15	⚠️ Shifting Terrain
13	17	14-15	-	⚠️ Splintertrees
14	-	16-17	-	⚠️ Suffering Adventurer
15	-	-	16	📖 Ingredient Forage
16	18	-	-	📖 Stampede
17	-	-	-	📖 Ambient Malaise
18	-	18	17	📖 Corpse Quest
19	19	19	18	📖 Toxic Oasis
20	20	20	19-20	🔄 Reroll with Advantage

Snow
























Contexts

-  **Use Context A:**
By **default**, or if no other Context described applies to the circumstances.
-  **Use Context B:**
For an emphasis on combat encounters.
-  **Use Context C:**
For an emphasis on event encounters.
-  **Use Context D:**
For an emphasis on safe transit, but yet still with a bit of potential intrigue.







FlexTable 18: Snow Environment Encounters FlexTable

Environmental Encounters

 A	 B	 C	 D	Outcome
1	-	-	1-2	 No Encounter; Rest Safely
2	1	1-3	3-8	 No Encounter; Pass Safely
3	2	4	9-11	 No Encounter; Rising Tension
4	3-5	-	-	 Add 2d4 Hit Dice
5	6	-	-	 Subtract 1d6 Hit Dice
6	7-10	-	-	 Difficult Terrain
7	11-12	5	-	 1d3 Frost Giants
8	13-14	6	-	 1d2 Young White Dragons
9	15-16	7	-	 1d4 Trolls
10	-	8-9	12	 Desperate Victim
11	-	10-11	13	 Illusory Hallucination
12	17	12-13	-	 Avalanche
13	-	14-15	14	 Completely Lost
14	-	16-17	15	 Suffering Adventurer
15	18	-	-	 Blizzard
16	-	-	-	 Sleetstorm
17	19	-	16	 Cave-In
18	-	18-19	17	 Traveler Corpses
19	-	-	18	 Sudden Pit
20	20	20	19-20	 Reroll with Advantage

























Tundra

Contexts

-  **Use Context A:**
By **default**, or if no other Context described applies to the circumstances.
-  **Use Context B:**
For an emphasis on combat encounters.
-  **Use Context C:**
For an emphasis on event encounters.
-  **Use Context D:**
For an emphasis on safe transit, but yet still with a bit of potential intrigue.

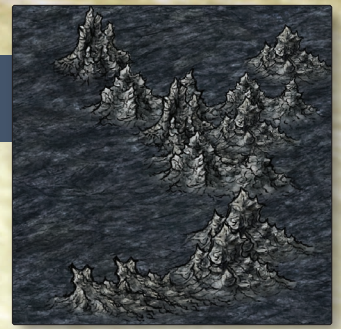


FlexTable 19: Tundra Environment Encounters FlexTable

 A	 B	 C	 D	Outcome
1	-	1	1-3	 No Encounter; Rest Safely
2	1	2-3	4-11	 No Encounter; Pass Safely
3	2	4	12-14	 No Encounter; Rising Tension
4	3-5	-	-	 Add 1d4 Hit Dice
5	6	-	-	 Subtract 1d4 Hit Dice
6	7	-	-	 Difficult Terrain
7	8-10	5	-	 1d3 Hill Giants
8	11-13	6	-	 1d4 Trolls
9	14-16	7	-	 1d6 Ogres
10	17	8-9	-	 Giant Patrol
11	18	10-11	-	 Permafrost Rupture
12	-	12-13	15	 Shepherd Quest
13	-	14-15	-	 Something in the Air
14	-	16-17	16	 Suffering Adventurer
15	-	-	-	 Sleetstorm
16	-	18	17	 Caravan
17	-	19	18	 Ingredient Forage
18	19	-	-	 Stampede
19	-	-	-	 Ashstorm
20	20	20	19-20	 Reroll with Advantage

Environmental Encounters

Volcanic Rock



Contexts

- 🏠 **Use Context A:**
 By **default**, or if no other Context described applies to the circumstances.
- 🏠 **Use Context B:**
 For an emphasis on combat encounters.
- 🏠 **Use Context C:**
 For an emphasis on event encounters.
- 🏠 **Use Context D:**
 For an emphasis on safe transit, but yet still with a bit of potential intrigue.





FlexTable 20: Volcanic Rock Environment Encounters FlexTable

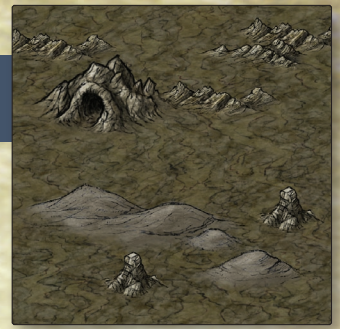
Environmental Encounters

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1	-	-	1	🏠 No Encounter; Rest Safely
2	1	1-2	2-7	🎮 No Encounter; Pass Safely
3	2	3-4	8-12	👁 No Encounter; Rising Tension
4	3-4	-	-	🎯 Add 2d4 Hit Dice
5	5	-	-	🎯 Subtract 1d4 Hit Dice
6	6-9	-	-	🎯 Difficult Terrain
7	10-11	5	-	🎯 1d3 Storm Giants
8	12-13	6	-	🎯 1d2 Young Black Dragons
9	14	7	-	🎯 1d2 Cloud Giants
10	-	8-9	13	🚨 Dragon Fly-By
11	15	10-11	-	🚨 Avalanche
12	16	12-13	-	🚨 Lava Burst
13	-	14-15	-	🚨 Poison Haze
14	-	16-17	14-15	🚨 Completely Lost
15	-	-	-	📄 Boulder Throw
16	17	-	-	📄 Rockslide
17	-	18	16-18	📄 Ambient Malaise
18	18	-	-	📄 Magma Plume
19	19	19	-	📄 Ashstorm
20	20	20	19-20	🔄 Reroll with Advantage



















Wasteland

Contexts

-  **Use Context A:**
By **default**, or if no other Context described applies to the circumstances.
-  **Use Context B:**
For an emphasis on combat encounters.
-  **Use Context C:**
For an emphasis on event encounters.
-  **Use Context D:**
For an emphasis on safe transit, but yet still with a bit of potential intrigue.







FlexTable 21: Wasteland Environment Encounters FlexTable

 A	 B	 C	 D	Outcome
1	-	-	1-2	 No Encounter; Rest Safely
2	1	1-2	3-7	 No Encounter; Pass Safely
3	2	3-4	8-11	 No Encounter; Rising Tension
4	3-5	-	-	 Add 1d6 Hit Dice
5	6	-	-	 Subtract 1d2 Hit Dice
6	7-10	-	-	 Difficult Terrain
7	11-12	5	-	 1d4 Trolls
8	13-14	6	-	 2d4 Ogres
9	15-16	7	-	 3d8 Orcs
10	-	8-9	12	 Nomadic Quest
11	-	10-11	-	 Poison Haze
12	-	12-13	13	 Possessed Caravan
13	-	14-15	14	 Something in the Air
14	-	16-17	15	 Temporary Mutation
15	-	-	16	 Mysterious Bubbling Spring
16	-	18	-	 Ambient Malaise
17	17	-	-	 Ashstorm
18	18	-	-	 Toxic Oasis
19	19	19	17-18	 You Should Really Have Someone Look At That
20	20	20	19-20	 Reroll with Advantage

























Coastal

Contexts

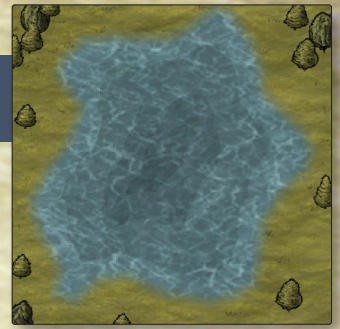
-  **Use Context A:**
By **default**, or if no other Context described applies to the circumstances.
-  **Use Context B:**
For an emphasis on combat encounters.
-  **Use Context C:**
For an emphasis on event encounters.
-  **Use Context D:**
For an emphasis on safe transit, but yet still with a bit of potential intrigue.



FlexTable 22: Coastal Environment Encounters FlexTable

	 A	 B	 C	 D	Outcome
Environmental Encounters	1	1	1	1-9	 No Encounter; Rest Safely
	2	2	2-3	10-13	 No Encounter; Pass Safely
	3	3	4	14	 No Encounter; Rising Tension
	4	4-5	-	-	 Add 1d3 Hit Dice
	5	6	-	-	 Subtract 1d2 Hit Dice
	6	7	-	-	 Difficult Terrain
	7	8-10	5	-	 2d6 Giant Crabs
	8	11-13	6	-	 2d4 Giant Scorpions
	9	14-16	7	-	 2d4 Dire Sharks
	10	-	8-9	-	 Missing Townsfolk
	11	17-18	10-11	-	 1d6 Opportunistic Bandits
	12	-	12-13	15	 Washed Ashore
	13	-	14-15	16	 Stranded Adventurer
	14	19	16-17	-	 Townsfolk Fight
	15	-	-	17	 Cartographer Quest
	16	-	-	-	 Her Ladyship's Lands
	17	-	18	-	 Misinformation
	18	-	-	-	 Corpse Quest
	19	-	19	18	 Traveler Corpses
	20	20	20	19-20	 Reroll with Advantage

Lake/River



Contexts

- **Use Context A:**
By **default**, or if no other Context described applies to the circumstances.
- **Use Context B:**
For an emphasis on combat encounters.
- **Use Context C:**
For an emphasis on event encounters.
- **Use Context D:**
For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 23: Lake/River Environment Encounters FlexTable

A	B	C	D	Outcome
1	1	1	1-8	No Encounter; Rest Safely
2	2	2-3	9-12	No Encounter; Pass Safely
3	3	4	13	No Encounter; Rising Tension
4	4-5	-	-	Add 1d4 Hit Dice
5	6	-	-	Subtract 1d2 Hit Dice
6	7	-	-	Difficult Terrain
7	8-10	5	-	2d6 Giant Leeches
8	11-13	6	-	2d4 Dire Sharks
9	14-16	7	-	2d6 Giant Crabs
10	17	8-9	-	Missing Townsfolk
11	18	10-11	-	Private Property
12	-	12-13	-	Shepherd Quest
13	-	14-15	14	Washed Ashore
14	-	16-17	15	Drowning Victim
15	-	-	-	Fae Curiosity
16	-	18	16	Ingredient Forage
17	-	19	17	Message in a Bottle
18	-	-	-	What's That?
19	19	-	18	Caravan
20	20	20	19-20	Reroll with Advantage

Environmental Encounters

No-Result Encounters



Overview

Traditional random-encounter tables rarely differentiate between types of “**No-Result Encounters**”, often simply stating “No Encounter”.

This book recognizes that there are different *kinds* of safety.

Specific No-Result Encounters

The following specific results appear on the environment encounter tables.

Unless otherwise indicated in the specific environment table entry, the description below applies to all situations in which these specific results appear. For example, a “Rest Safely” result means the same thing whether you receive it in the Wastelands, or in the Grasslands.

No Encounter; Rest Safely



The rarest of all random-encounter results: not only do you not suffer a threatening scenario, but you actually benefit from the situation.

You may pass **unmolested** through the current terrain, until you are called upon to make another random encounter roll.

In addition, you may **rest safely one time** for up to a full rest in the current environment.

As a solo D/GM, you will be aware of this result and the benefit it grants; if you are using this book in the context of a traditional TTRPG group, you may choose to reveal this benefit, or not, to the PCs.

No Encounter; Pass Safely




The default “no result” situation that you’re likely used to seeing in most wandering-monster tables: nothing interesting, or threatening, occurs right now.

You may pass through the current terrain safely, but unless otherwise indicated in the description of the terrain you’re traversing, you may not safely rest here and incur an additional roll on the environment encounter table if you attempt it.

No Encounter; Rising Tension



As **Pass Safely** above, but there’s something in the air; it’s a little too quiet; you have a bad feeling about this.

You may pass safely for now, but the next time you are called upon to make a random encounter roll, you do so with  **Disadvantage** (roll twice, select the less preferable result).

Combat Encounters



Overview

Combat encounters consist of threatening monsters that attack your party.

Simplified Combat Encounters

You'll note that of the 20 results available to each environment table, actual monster results constitute a very small minority of the possibilities.

That's by design. Monster encounter tables are a dime a dozen; you can find or craft ones to your liking fairly easily.

The focus of this book, as you may have noticed by now, is to present new, innovative, interesting, and narratively complex options for solo play. Knowing that, okay, now you fight 1d2 giant scorpions is useful, but it's hardly innovative.

Note, too, that other IGS books address this need in far more exhaustive and creative detail.

Specifically:

- The **Bestiary Master Index** contains tables and references to pages in *Aquilae: Bestiary of the Realm* volumes.
- The **FlexTale Monsters** book contains hundreds of tables exhaustively describing combinations of creatures by combat context.

Both of these tomes are in development as of this writing.

Substituting More Complex Monster Results

If you prefer a more detailed monster list, or if you would like to use the definitive IGS options mentioned above, you can take the following approach:

- Treat all specific monster results on the environment encounter tables in this section **the same**. That is, there is no difference between a result of "1d2 Giant Scorpions" and "2d6 Kobolds"; they both mean the same thing: a monster combat encounter.
- Whenever you receive a monster combat encounter result on an environment encounter table in this section, roll on the wandering-monster or creature list of your choice to determine the specific creatures involved.
- Note that other combat encounter results that modify the encounter (see below) still apply.

Initiative and Surprise

If your rules system allows for surprise and initiative, your party could be ambushed by the encounter. Some rules systems and house rules address this possibility specifically; you are instead welcome to use the alternative approach described below.

Simplified Ambush Rules



Roll initiative as you normally would for the encounter.

- If your rules system lacks the concept of Initiative altogether, make one roll for the monsters and one for the PCs: each "side" rolls **1d20**, and adds the **Dexterity** or **Agility** modifier of the member of their side with the highest value for that ability score.
- If the **monsters roll higher** than all of the PCs, then they ambush the party; the monsters receive a free round of actions before combat continues normally.
- If all of the **PCs roll higher** than the monsters, then the party takes the creatures by surprise: they receive a free round of actions before combat continues normally.

Specific Combat Encounters

The following specific results appear on the environment encounter tables.

Unless otherwise indicated in the specific environment table entry, the description below applies to all situations in which these specific results appear. For example, a "Rest Safely" result means the same thing whether you receive it in the Wastelands, or in the Grasslands.

Add X Hit Dice



Roll again on the same table, ignoring and rerolling until you receive a specific monster or set of monsters as a result.

Each monster that you then encounter receives a benefit of additional X Hit Dice.

If you receive additional "Add X Hit Dice" results in your rerolls, add those additional amounts to the benefit. For example, if your initial result is "Add 1 Hit Die", and then your reroll is "Add 2 Hit Dice", and then roll a specific monster, the resulting monsters you encounter will receive an additional 3 Hit Dice each.

Monsters receive all impacts corresponding to that benefit, e.g., additional hit points, attack bonuses, and so on, as dictated by the rules system you are using.

For those using *Aquilae: Bestiary of the Realm*, if the total of X is at least 4, you may simply use the stat block that is one quadded difficulty band higher than what you would normally use.

If you are successful in defeating the resulting beefed-up monsters, you may choose any one **Reward** roll associated with the victory with **Advantage** (roll twice, select your preferred result).

Subtract X Hit Dice




As **Add X Hit Dice** above, but the X is subtracted from each monster's Hit Dice, not added.


If this brings all of the monsters' Hit Dice below 1, then no

combat encounter takes place.

For those using *Aquilae: Bestiary of the Realm*, if the total of X is at least 4, you may simply use the stat block that is one quadded difficulty band lower than what you would normally use.

If a combat encounter does take place even after applying this penalty, and you are successful in defeating the resulting beefed-up monsters, you must make any Reward rolls associated with the victory with  **Disadvantage** (roll twice, select the less preferred result).

Difficult Terrain

 Roll again on the same table, ignoring and rerolling non-combat results until you receive a specific monster or set of monsters as a result.


Any other combat encounter results that you receive during these rerolls stack. For example, if your initial result is “Difficult Terrain”, and your first reroll is “Add 1 Hit Die”, and then you roll a specific monster, that monster receives an additional Hit Die, **and** the party suffers from difficult terrain in that combat.

The PCs treat the combat landscape as **Difficult Terrain** for the duration of the fight. If your rules system does not have formal mechanics to support this concept, you are welcome to ignore this effect, or use the simplified rules below.

Note that as the party is fighting any monsters encountered in their home terrain, the enemy creatures do **not** suffer the effects of **Difficult Terrain** for the combat.

Simplified Difficult Terrain Rules

For those suffering combat in what they treat as Difficult Terrain, the following effects apply.

- All movement speeds are halved.
- Combat maneuvers, special melee attacks, or anything that involves moving about and making a check or a roll are all performed with  **Disadvantage** (roll twice, select the less preferred result).

Event Encounters



Overview

Event Encounters are designed to be significant and interesting things that might happen in the course of overland travel.

They're differentiated from Quirk Encounters in that Events are more meaningful, potentially more dangerous, and have more notable consequences than Quirks.

This section describes the dozens of Event Encounters, each of which applies to one or more terrain types as listed in subsequent sections.

Rewards & Penalties

Note that throughout this book, you may see references to “**Rewards**” and “**Penalties**”.

If you are using other **FlexTale** resources (for example, the **FlexTale Solo Adventuring Toolkit**), these terms have built-in tables and tools to generate.

If you're not using FlexTale, then use your rules system's tables for generating treasure and/or rewards. Penalties are a bit trickier, as most rules systems lack this formal designation. As the D/GM, you are free to create Penalties to apply to the PCs as you wish.

Result Variability

The cause, context, or “flavor” of a given **Event Encounter** may differ based on where it's discovered. “Stranded Adventurer”, for example, could be wildly different depending on where it's found: in the Savannah, it could simply be someone who has lost their way and is in need of directions; in the Mountains, it could be someone who is desperate for supplies or they will perish.

In some cases, the encounter description contains additional options and randomization that adds additional interest and context to the result.

Choices & Implications

Some Events have additional implications, impacts, rewards, or penalties that apply based on how the PCs react to the circumstances of the Event.

These will be listed as follows:

Ignore the Victim

The implications of the decision involved follows. Some common implications are that the party may receive a Reward, or suffer a Penalty.


In many cases as well, there may be a description of what actions qualify for this choice. For example, “aiding” someone may involve magical healing, but it could instead be a simple skill check.

Specific Event Encounters

The following specific results appear on the environment encounter tables.

Unless otherwise indicated in the specific environment table entry, the description below applies to all situations in which these specific results appear. For example, a “**Rest Safely**” result means the same thing whether you receive it in the Wastelands, or in the Grasslands.

Desperate Victim

 A sentient creature is the victim of a threat. You can choose to help, hinder, or ignore that victim.

Before aiding or ignoring the victim, you may roll on the table below to determine the nature of the threat and its origins.

Table 2: Desperate Victim Event Threat

D20	Threat
1-5	Violence
6-9	Ambiguous Threat
10-11	Intimidation
12-15	Belief Persecution
16-18	Innate Aspect Hatred
19	Monstrous Violence
20	 Reroll with Advantage

Let's explore some of these results in more detail:


- **Violence:** Someone has whipped, punched, or otherwise physically assaulted the victim, and there's every reason to believe it will happen again and/or get worse.
- **Ambiguous Threat:** Although nothing explicit has been mentioned or enacted as of yet, the undertones have been increasingly clear that something terrible will take place soon.
- **Belief Persecution:** Be it for religious, philosophical, or scientific beliefs; or even just a firm stance on how to cut sandwiches; the victim is being picked on or harassed because of what they believe.
- **Innate Aspect Hatred:** Racism; sexual identity and preference; hair, eye, or skin color; and other innate physiological attributes are the cause for the victimization.
- **Monstrous Violence:** One or more monstrous creatures have set upon the victim. This could be an honest

mistake—the victim was wearing a honey-scented cologne that morning, or they wandered off the path too far and the creature is simply defending its territory. However things started, the situation is dire now.



Ignore the Victim

If you choose to ignore the victim, roll on the table below to determine the implications of your decision.

Table 3: Desperate Victim Event Ignore

D20	Implications
1-9	No Effect
10-11	Displease Faction
12-15	Word Gets Around
16-19	Comes Back to Bite You
20	 Reroll with Advantage

Let's explore these results in more detail:

- **No Effect:** There are neither positive, nor negative, implications from your decision.
- **Displease Faction:** A faction with which one or more of the PCs is associated learns of the act, and is displeased. Perhaps the ignored victim collapsed upon the entrance of the faction, and told the tale of the party's bad-Samaritan actions. If the party is associated with one or more religious factions, randomly select one; if they are not, randomly select a faction of a secular nature. The next time one or more PCs interact with one or more members of the displeased faction, they must make a  **Diplomacy** (or equivalent) check; failure means the party degrades one level of **Attitude** in the eyes of the faction.
- **Word Gets Around:** As **Displease Faction**, but applies to the next settlement that the party encounters; failure at the next social interaction of a member of that village means the **Attitude** of the settlement itself toward the party, and the default **Attitude** of every villager therein, degrades.
- **Comes Back to Bite You:** At the conclusion of the current gaming session, the party suffers one  **Penalty** at random as a culmination of their choice.


Aid the Victim

You may instead decide to aid the victim.


Roll on the table below to determine what sort of aid the victim requires.

Table 4: Desperate Victim Event Aid Requirement

D20	Aid Requirement
1-5	Escort
6-10	Heal

D20	Aid Requirement
11-15	Protect
16-19	Placate
20	 Reroll with Advantage


Let's explore some of these results in more detail:

- **Escort:** This involves escorting the victim (spawn an  **Escort Quest**, p 184) to a nearby location. Randomly select a settlement; that is the one to which you must escort the victim. They have no possessions, and must be defended against any monsters or other threats your party encounters during the transit. If you are keeping track of rations and food, you must also feed the victim.
- **Heal:** The victim suffers from either damage or malaise. Any sort of magical healing that constitutes an expenditure is sufficient; potions or uses of magic or class abilities limited by uses per day count. Infinitely-usable cantrips, osirons, or uses of **Heal** or similar skills do not count.
- **Protect:** Randomly select a monster encounter appropriate to this terrain type; that creature(s) arrives 2d4 rounds after speaking with the victim. You must ensure the victim survives the attack to be successful.
- **Placate:** Listen to the victim and hear their pain. Make a **Diplomacy**, **Sense Motive**, or equivalent skill check, with DC randomly determined if applicable. Failure means the victim flees and you fail the Aid.


Aid the Victim Success

If you successfully complete one of the above actions, roll on the table below to determine the implications of your decision.


Table 5: Desperate Victim Event Aid Implications

D20	Implications
1-5	No Effect
6-12	Reward
13-15	Follower
16-19	Word Gets Around
20	 Reroll with Advantage


Let's explore these results in more detail:

- **No Effect:** Aside from the altruistic inner glow that satisfies when the day is through, there is no further mechanical or narrative benefit to be derived from your actions.
- **Reward:** The party receives one  **Reward** at random. This might be given directly by the aided person ("I've not much to give you in thanks, but here..."), or awarded to the party by a loved one or other interested party.
- **Follower:** The NPC you have just aided follows you around

devotedly as a combination of thanks and hero-worship, or perhaps simply because you have made them safe and they see no other safety elsewhere in their lives. Though the NPC is a 0th-level commoner, they are still in your care and protection.

- **Word Gets Around:** Word spreads of your generosity, and you benefit from this word-of-mouth. Roll a  d6: on a 1-3, this is a **Settlement**; on a 4-6, this is **Faction**. Randomize the settlement or faction with which you gain a degree of positive **Attitude**; for either, this applies to the default Attitude of any NPC you encounter with membership in that thing.

Dragon Fly-By

 These environs are not infrequently traversed by dragons, either en route to their lairs or conquests, or simply because this area itself is their habitat.

You may roll on the table below to determine the behavior of the dragon as it approaches.

Table 6: Dragon Fly-By Event Behavior

D20	Behavior
1-5	Ignores You Entirely
6-9	Casual Breath Weapon
10-11	Lands and Questions
12-15	Lands and Fights
16-18	Attacks from Air
19	Aids You
20	 Reroll with Advantage

Let's explore some of these results in more detail:

- **Ignores You Entirely:** If you don't draw attention to yourself or attack, the dragon will continue on its path without further incident. It's as though it was a modern-day plane in the sky.
- **Casual Breath Weapon:** The dragon sees you, but isn't interested enough to do anything serious about it. Out of boredom or the merest whiff of curiosity, it tosses a breath weapon your way. Use the table below to determine the dragon color and type, which will in turn dictate the nature of the breath weapon used.
- **Lands and Questions:** As above, but the curiosity is greater: the dragon lands and asks you why you're here, what you're about, and so on. If your answers displease it (i.e., fail social checks), treat this as **Lands and Fights**; if it is not annoyed by your presence (i.e., succeed on social checks), treat this as **Ignores You Entirely**.
- **Lands and Fights:** Either you've annoyed the dragon by your reactions, or it's just in a terrible mood; either way, it lands and attacks you. If your party's alignment generally doesn't clash with that of the dragon's (i.e., for most parties, if it's a chromatic dragon), you can attempt

a social skill check to calm the monster down, in which case, your first successful skill check lets you "downgrade" this result to **Lands and Questions**.

- **Attacks from Air:** As **Lands and Fights**, except it flies about, using breath weapons, magic, and fly-by attacks. Unless you can fly, too, or have telepathy or other means of forcing communication, you do not have the option to downgrade this as with **Lands and Fights**.
- **Aids You:** Whether out of boredom, curiosity, or genuine interest, the dragon decides to help you. If it has buff or healing spells that would aid you, it uses those on your party; if it does not, or if you are in no need of such magic, it accompanies you and will scare away the next random encounter that's in the least way negative. Dragons are fickle folk, so this effect ends without tangible benefit if the dragon has still not scared away an encounter by the time you reach the next settlement or point of interest.

Dragon Fly-By Color / Type

If you successfully complete one of the above actions, roll

You should also roll on the following table to determine the color and nature of the dragon that's performing the fly-by.


Depending on the environment that produced this Event, the results on the table below may result in a seemingly odd combination—a dragon species selected below might not typically inhabit the climate that you are encountering them in, for example.

Narratively, you can assume in such circumstances that the dragon in question is either lost, en route from far away, or is approaching out specifically because of where you are, and has diverged from its normal location as a result.

Table 7: Dragon Fly-By Event Dragon Color


D20	Dragon Color
1-5	White
6-9	Gold
10-11	Black
12-15	Silver
16-18	Green
19	Red
20	 Reroll with Advantage

Illusory Hallucination






 The sensations, atmosphere, particulates, or other characteristics of the environment cause you to conclude things visually that are not accurate.

Roll on the table below to determine the more specific, mechanical/narrative nature of the effect.

Table 8: Illusory Hallucination Event Effect


D20	Effect
1-5	Lose Time Wandering
6-9	Distracted
10-11	Confused
12-15	Become Lost
16-18	Attract Attention
19	Bolstered
20	 Reroll with Advantage

Let's explore some of these results in more detail:

- **Lose Time Wandering:** You aren't certain of the right path. As a result, you lose  **2d4** hours before you can make any further progress. You can use a successful  **Survival** check (or equivalent skill, magical spell, or class ability) to halve this duration. If this lost time brings you to another random-encounter check, then roll as normal.
- **Distracted:** You can't quite keep your mind on the task at hand. Perhaps you visualized an oasis, and you're convinced it was a mirage, but part of you keeps wondering if perhaps you were too hasty to dismiss the image. All of your checks and rolls are at **-1** until you reach a terrain hex of a different kind.
- **Confused:** You know your mind is playing tricks on you, and that your senses are not entirely your own, but you're not quite sure what to do about it. In addition to suffering **-1** to all checks and rolls as **Distracted** above, you must make a **Wisdom** check each time you move a hex, so long as you continue to move through this terrain type: failure means you lose  **1d4** hours while you struggle with your confusion. If your rules system lacks a formal mechanism to make a Wisdom check, roll a d20, and compare to your Wisdom score: if your roll is equal to or less than your Wisdom, you succeed in the check. Remember to suffer a penalty to that check as a result of your confusion!
- **Become Lost:** An even more dire form of **Distraction** or **Confusion** above, you have no idea where you are, or which direction to go. You must pass a  **Survival** check (or equivalent skill, magical spell, or class ability) in order to move out of your current location; all such checks are made at **-2**. Each time you fail this check, you lose  **2d4** hours. Once you successfully pass this check, apply of the results of **Confused** above, but instead of suffering a **-1** penalty, you suffer a **-2** penalty.
- **Attract Attention:** Your reaction to the hallucination has drawn unwanted attention. Perhaps you thought the mirage was a monster, and shouted loudly; maybe you saw a hapless traveler far away, and called out to them before you realized your mistake. Roll on the random encounter table as you normally would, but reroll anything that doesn't involve a combat or negative consequences to your party.
- **Bolstered:** Either the mirage actually gives you


confidence, or your ability to see through it successfully grants you courage. Either way, so long as you continue to move through this type of terrain, you gain a **+1** bonus on all checks and rolls. Any random environment encounter rolls you make in this terrain that produce an **Illusory Hallucination** result can be ignored.

Giant Patrol

 A group of giants walks about regularly in this area, and comes near you.

This is similar to the **Dragon Fly-By** event, except of course that it involves giants instead of dragons.

If the environment you produced this result in has listed a Giant as one of the potential combat encounters you hazard while traveling here, the Giant Patrol consists of that number and kind of Giant (randomize if more than one kind of Giant combat encounter is possible here).

If there are no Giants listed as a possible combat encounter here, the Patrol consists of  **2d4** Hill Giants.

You may roll on the table below to determine the more specific nature of the encounter.

Table 9: Giant Patrol Event Behavior

D20	Behavior
1-5	Ignores You Entirely
6-9	Casual Rock Toss
10-11	Questions
12-15	Fights
16-18	Attacks from Distance
19	Aids You
20	 Reroll with Advantage


Let's explore some of these results in more detail:


- **Ignores You Entirely:** If you don't draw attention to yourself or attack, the giants will continue on their travels without further incident.
- **Casual Rock Toss:** The giants see you, but aren't interested enough to do anything serious about it. Out of boredom or the merest whiff of curiosity, they will each toss a rock your way. Use normal rock-throwing rules for the type of giant encountered; they will leave you alone and walk away after their dread humor is satisfied.
- **Questions:** As above, but the curiosity is greater: the giants approach you, and ask you why you're here, what you're about, and so on. If your answers displease them (i.e., fail social checks), treat this as **Fights**; if they is not annoyed by your presence (i.e., succeed on social checks), treat this as **Ignores You Entirely**.
- **Fights:** Either you've annoyed the giants by your reactions, or they're just in a terrible mood; either way, they approach and attack you. You can attempt a social


skill check to calm the creatures down, in which case, your first successful skill check lets you “downgrade” this result to **Questions**.




- **Attacks from Distance:** A combination of **Causal Rock Toss** and **Fights**, this result means that the giants fight you in full, but try to do so at a distance, constantly throwing rocks until they are reduced to half their starting HP. If you close to melee range with them, they will continue to fight hand-to-hand.
- **Aids You:** Whether out of boredom, curiosity, or genuine interest, the giants decide to help you. They will accompany you and will scare away the next random encounter that’s in the least way negative. At the best of times, such an alliance is temporary at best; this effect ends without tangible benefit if the giants have still not scared away an encounter by the time you reach the next settlement or point of interest.

Avalanche

 A rolling collapse of untold tons of snow and ice falls down and threatens to crush you.


Everyone in the party suffers  **1d4** points of bludgeoning damage per Hit Die they possess. This represents not only the initial onslaught of the snow and ice, but also the cold damage they suffer as they dig their way out of the resulting debris.


Any individual party member may make a  **Dexterity** or **Reflex** (with randomized DC), or a **Spell** save to halve this damage.


The party as a whole may make a  **Survival** check, a  **Perception** check, or  **Knowledge (Nature)** check (or any equivalents to any of those skills or abilities), with randomized DC. Success means that you noticed the event about to occur, before it happened, and were able to move quickly to a less dangerous area; the entire party may halve the damage suffered as a result.




If the party succeeds in the above check to notice the avalanche before it happens, any individual party member who also then succeeds on their **Dexterity** (or equivalent) save is able to move fully out of the dangerous zone, and suffers no damage at all.

Lava Burst

 A plume of magma escapes from a crack in the semi-liquid crust of the terrain nearby.

Everyone in the party suffers  **1d6** points of fire damage per Hit Die they possess.


Any individual party member may make a  **Dexterity** or **Reflex** (with randomized DC), or a **Spell** save to halve this damage.


The party as a whole may make a  **Survival** check, a  **Perception** check, or  **Knowledge (Nature)** check (or any equivalents to any of those skills or abilities), with randomized DC. Success means that you noticed the event about to occur, before it happened, and were able to move

quickly to a less dangerous area; the entire party may halve the damage suffered as a result.

If the party succeeds in the above check to notice the lava burst before it happens, any individual party member who also then succeeds on their **Dexterity** (or equivalent) save is able to move fully out of the dangerous zone, and suffers no damage at all.

Missing Townsfolk

 One or more people have gone missing. Although they may simply be out for a stroll and gotten lost, their loved ones fear the worst, and are very eager for any assistance to be had in finding them.

There are  **1d4-1** missing townsfolk. Treat a **0** result as a **1**.


You may choose to search for the missing townsfolk, or ignore the opportunity.

You may roll on the table below to determine what actually happened to the missing people.

Table 10: Missing Townsfolk Event Circumstances

D20	Circumstances
1-5	Tryst
6-9	Got Lost
10-11	Ran Away
12-15	Hiding From Threat
16-18	Wounded by Threat
19	Slain
20	 Reroll with Advantage

Let’s explore some of these results in more detail:

- **Tryst:** The missing person snuck out to engage in a romantic liaison, probably with someone they shouldn’t be doing this with. If the Missing Townsfolk is a singleton, then they were engaged in the affair with a completely unrelated party; if two or more people are Missing, then they were all participating together in the dalliance. Once discovered, the Missing Townsfolk will disengage and return home. If you want to help keep their secret, it is a double-or-nothing proposition: You will have to succeed in a **Diplomacy** (or equivalent social-subterfuge check) once you return. If you succeed on this lie, the thankful lover will give you an additional  **Reward** on top of that given by their grateful loved ones... but if you fail the check, neither the lover, nor the lied-to loved ones, will grant you any reward.
- **Got Lost:** The missing people are innocently lost, and merely need someone to point the way home. Perhaps they had a picnic and got drunk or high on nearby mushrooms.
- **Ran Away:** The missing people intended to run away from home. Maybe they had a fight with their loved ones,

or perhaps this was the culmination of years' worth of disagreements. Upon encountering someone actively looking for them, they will reconsider briefly: it's a simple matter of a social check (Diplomacy, Intimidate, or equivalent) to convince them to return home; failure means they will run away from you, and you'll have to physically apprehend and carry them back to succeed.

- **Hiding From Threat:** A monster, serial killer, stalker, or other threat of violence is nearby, and they are missing because they are hiding from it. You may attempt to use Stealth to sneak them home; failure means you must roll on the random environment encounters table until you produce a combat encounter, then defeat those monsters.
- **Wounded by Threat:** The missing townsfolk was able to fend off a violent threat, but not before suffering a wound that makes it impossible to limp home. Medical skill, or magical healing, is required to help them home.

Ignore the Missing Townsfolk

If you choose to ignore the missing townsfolk, the implications are the same as those described in “**Table 653: Desperate Victim Event Ignore**” on page 38.

Search for the Missing Townsfolk

You may instead decide to help find the townsfolk.

This involves searching the countryside nearby until you locate the missing people.

Mechanically, travel around nearby hexes adjacent to where you encountered the **Missing Townsfolk** event. Each hex you travel in this manner, there is a cumulative chance of locating the missing people. If you succeed in a Perception (or Investigation, or equivalent skill or class ability check if such applies in your rules system) check (with randomized DC), this chance is 10%; if you do not attempt this check or fail it, the chance is 5%.

That is, the first time you search, you have either a 5% or a 10% chance; the next time you search, you add either 5% or 10% to that chance. So your second search could be 5%, 10%, 15%, or 20%, based on the success or failure of the two checks involved in the first two searches.

During this time, you roll for additional random environmental encounters as normal based on how much time you spend searching.


Once you locate the missing townsfolk, use the Missing Townsfolk Event Circumstances table above to determine what, if any, action or options apply.

Search Success



If you successfully locate the townsfolk, and enact the resolution required by the particular Circumstances, a reward may await you upon escorting them back home.

Unless contradicted by something more specific in the Circumstances above, once you escort the townsfolk back to the hex in which you encountered the Missing Townsfolk event, roll on the table below to determine the implications.


Table 11: Missing Townsfolk Event Success Implications

D20	Implications
1-5	Thanks Only
6-12	Reward
13-15	Follower
16-19	Word Gets Around
20	 Reroll with Advantage

Let's explore these results in more detail:


- **Thanks Only:** Aside from the altruistic inner glow that satisfies when the day is through, there is no further mechanical or narrative benefit to be derived from your actions. Perhaps the folk you have aided are simple and have little to offer in return, or perhaps they suspected you were lying to them, or maybe they were so angry at their missing loved ones that they have no emotion left over to feel gratitude toward those responsible for returning them.
- **Reward:** The party receives one  **Reward** at random, given by the missing townsfolk's loved ones.
- **Follower:** One of the NPCs you have just aided follows you around devotedly as a combination of thanks and hero-worship, or perhaps simply because you have made them safe and they see no other safety elsewhere in their lives. Though the NPC is a oth-level commoner, they are still in your care and protection.
- **Word Gets Around:** Word spreads of your generosity, and you benefit from this word-of-mouth. Roll a  **d6**: on a 1-3, this is a **Settlement**; on a 4-6, this is **Faction**. Randomize the settlement or faction with which you gain a degree of positive **Attitude**; for either, this applies to the default Attitude of any NPC you encounter with membership in that thing.

Nomadic Quest

 A wandering hermit, effectively native to this terrain, wishes to learn more about the far-flung regions of the environment.

Mechanically, treat this receiving a randomly-generated **Exploration Quest**. Once you have completed the quest, you may return to the location in which you encountered the **Nomadic Quest** environment event to receive any rewards associated with its completion.

Opportunistic Bandits

 A group of Neutral Evil bandits (Fighters equal in level to your average party level) accosts you. They will fight until half their number are slain, and will then attempt to flee.

This Event always includes a randomized quantity of bandits; make this determination once you encounter this result.

The bandits themselves have mundane gear: each possesses

leather armor, a short sword, 2 daggers, a shortbow, and 10 arrows. They carry no other treasure of note.

When this event takes place normally, the bandits will greet you and demand payment.

Pay Off the Bandits

If you give them at least 10% of the total value of your possessions, the bandits will leave you alone and allow to pass unmolested. This has no further impact to you or the bandits.

Flee from the Bandits

If you successfully flee from the bandits, they may pursue you.



The next time you receive an “**Opportunistic Bandits**” environmental encounter result, the bandits will ambush you and will receive a free round of actions before combat starts as normal.

In addition, add +1 bandit per die rolled. So an Event description that normally lists “**2d4 Opportunistic Bandits**” would actually involve **2d4+2** bandits who surprise you.


Defeat the Bandits

If you defeat the bandits, you can of course loot the corpses of those you have slain.




If you defeat the bandits by causing some of them to flee, multiply the number of bandits by **5**; the result is the percentage change that a reward has been posted for these bandits and they are wanted men and women. If you slew them all, this multiplier is instead **10**.



One way or another, unless you fled the bandits, you may receive a reward: The next time you visit a settlement, roll  **d100** and compare to this chance: success means you are given a  **Reward** at random by the security forces there.

Pinefall


 With barely a crack of warning, a series of enormous trees breaks from their base and tumbles toward you.

Each party member suffers  **1d6** points of bludgeoning damage for every full **2** Hit Dice they possess.


Before the Pinefall occurs, the party as a whole may make a  **Survival** check, a  **Perception** check, or  **Knowledge (Nature)** check (or any equivalents to any of those skills or abilities), with randomized DC. Success means that you noticed the event about to occur, before it happened, and were able to move quickly to a less dangerous area; the entire party may halve the damage suffered as a result. You make this attempt once, before the trees begin to fall.

Any individual party member may make a  **Dexterity** or **Reflex** (with randomized DC), or a **Spell** save to halve this damage. If the party succeeded in the above Survival (or equivalent) roll, each PC makes their Dexterity (or equivalent) check with  **Advantage** (roll twice, select your preferred result).

If the party succeeds in the above check to notice the pinefall before it happens, any individual party member who also then succeeds on their **Dexterity** (or equivalent) save is able to move fully out of the dangerous zone, and suffers no damage at all.


Multiple trees fall in this manner: the above scenario occurs  **1d4+1** times in total. Remember that the Survival check to notice the phenomenon before it occurs only takes place once, at the start of the event.

Permafrost Rupture


 The region of permanently-frozen earth in the area around you has suffered unnatural warming, perhaps as a result of so many travelers overhead.

This can have a variety of impacts; roll on the table below to determine the more specific effect.

Table 12: Permafrost Rupture Event Effects


D20	Effect
1-5	Burst of Dust
6-9	Cave-In
10-11	Sudden Pit
12-15	Poison Haze
16-18	Long-Buried Disease
19	Monstrous Emergence
20	 Reroll with Advantage


Let’s explore some of these results in more detail:

- **Burst of Dust:** A plume of dust and debris puffs out unexpectedly from the ground. There is no further mechanical effect of the event.
- **Cave-In / Sudden Pit:** Treat either of these as the Quirk encounter of the same name.
- **Poison Haze:** Treat this as the Event of the same name.
- **Long-Buried Disease:** Each party member must make a  **Fortitude / Constitution / Death** save (with randomized DCs for those systems to which the concept applies). Failure means they suffer the effects of a disease that is so ancient, there is no name for it; it was last seen on the surface eons ago, and likely afflicted creatures that may not have even resembled the PCs. The impact is that a random **Ability Score** suffers 1d4 points of damage (or permanent reduction) until the victim receives a remove disease or similar magical healing effect that repairs diseases. The disease is non-magical in nature and has no further effect. Once the disease is removed, the Ability Score afflicted returns to normal. Randomize which Ability Score is affected once for the entire group when this event is encountered—the disease affects all victims the same way.
- **Monstrous Emergence:** A creature long-buried in the frozen earth was not dead, and has recovered their vitality

somehow. Roll on the appropriate environment encounter table until you receive a combat encounter; the monsters that you face as a result receive full hit points per hit die and will fight to the death.

Poison Haze

 The air hangs thickly in a dense fog here. Sometimes showing hints of yellow, other times tints of green, the particulates are clearly not ideal for most life.

The malaise has a chance of affecting each party member. For every hex of this terrain type traveled through, starting immediately upon encountering this event, each party member must make a  **Fortitude / Constitution / Death** save (with randomized DCs for those systems to which the concept applies).


Success means they have fended off the effects of the Poison Haze for the time being.

Failure may produce a variety of results, as the poison affects creatures differently. Roll on the table below for each PC who fails their save amidst the Poison Haze.


Once suffering, an afflicted creature does not have to make further saves while traveling through this terrain, but their condition remains until they leave the region.

Once they leave this terrain type, each afflicted creature may make another save, with the same DC if applicable. Success means all effects are removed immediately; failure means the effects remain, but can be remedied if the creature receives even 1 point of magical healing.

Table 13: Poison Haze Event Effects

D20	Effects
1-5	-1 on Attacks
6-9	-1 on Checks
10-11	-2 on Saves
12-15	Disadvantage on Checks
16-18	Disadvantage on Attack Rolls
19	Disadvantage on Saves
20	 Reroll with Advantage


Let's explore some of these results in more detail:


- **-1 on Attacks:** All attack rolls made by the affected creature suffer a -1 penalty.
- **-1 on Checks:** As above, but applies only to skill and ability checks.
- **-2 on Saves:** As above, but applies to all saving throws made by the creature.
- **Disadvantage on Checks:** All skill and ability checks made by the victim suffer  **Disadvantage** (roll twice, select the less favorable result).
- **Disadvantage on Attack Rolls:** As above, but applies only

to attack rolls.

- **Disadvantage on Saves:** As above, but applies to saving throws.


Possessed Caravan

 A phantom vision of a long-lost caravan passes nearby. Ghostly apparitions in tattered clothing whip the reins of zombie horses, while wagons with visibly decrepit wheels tumble impossibly on along the landscape.



If the party makes a successful  **Stealth** check, or otherwise is able to hide, the Possessed Caravan is merely a creepy novelty.


If they fail, however, or do not even attempt to hide from the phenomenon, the event takes a much different focus. Roll on the table below to determine the more specific effect.

Table 14: Possessed Caravan Event Effect


D20	Effect
1-5	Corporeal Caravan
6-9	Ignores You Anyway
10-11	Passes Through You
12-15	Draws Attention
16-18	Drops Loot
19	Attacks You
20	 Reroll with Advantage


Let's explore some of these results in more detail:

- **Corporeal Caravan:** Though ghostly in appearance, the Possessed Caravan is quite corporeal, and in fact they retain sufficient intelligence (and wares!) to conduct a creepy, yet effective, business. Treat this Event as a **Caravan Quirk** instead.
- **Ignores You Anyway:** Though you haven't successfully dodged their attention, the Possessed Caravan doesn't seem to care about you. They move along, ignoring you. You may hail them or otherwise attempt to attract their attention, running the risk of a less favorable result, and forcing a reroll on this table; if you do so, the second roll holds and cancels this result.
- **Passes Through You:** It seems as though the Possessed Caravan turns course and tries to run you down, though their half-dead eyes don't seem to focus on you, and nothing you do or say seems to have any effect on their behavior. Each PC must make a  **Dexterity / Reflex / Spell** save (with randomized DCs for those systems to which the concept applies). Success means you're able to dodge out of the way before the apparitions pass through you; failure means that you suffer a curse: more specifically, you suffer one  **Penalty** at random. Note that since this effect applies to each PC, a party with multiple characters may suffer a great deal of negative impact from this result if they fail their saves!

- **Draws Attention:** Though the Possessed Caravan itself ignores you entirely, their hoots, hollers, and other carousing sounds attract the attention of nearby monsters. Roll on the appropriate environmental encounter table until you receive a combat encounter, and apply it. The Possessed Caravan itself has no further impact.
- **Drops Loot:** Visually, this appears as **Ignores You Anyway**. In the wake of the Possessed Caravan's passing, however, keen-eyed observers may spot something: each PC may make a  **Perception / Investigation / Wisdom** check (with randomized DCs for systems to which that concept applies). Success means they spot the loot dropped; failure from all PCs means nobody notices anything. The loot itself takes the form of a random **Material Reward**.

Private Property


 Townsfolk who claim to be the rightful owners of this territory approach you, and demand that you leave the area immediately.

Mechanically, this means  **2d6** oth-level commoners. They are unarmored, and are improvisationally but effectively armed with daggers, pitchforks, and the like (**1d6** slashing damage equivalent in melee). They each possess **2d12** cp.

Whether these folk are truly the lawful owners, if the land even belongs to anyone, or if they are merely a slightly more conversationally-creative form of Opportunistic Bandits above... none of that really matters when pitchforks are brandished your way.

Though the narrative options are nuanced and many, structurally, you may either comply, or try to talk your way out of the situation.


Leave Immediately

If you agree to leave immediately, make a  **Diplomacy** (or equivalent) check.

Success means the “owners” let you leave without further ado, perhaps guffawing to themselves that meagrely-armed commoners were able to stare down heavily-armed adventurers.


Failure means they ask for an additional bribe as a “cost” of “trespassing” on their lands. This takes the form of 1/20th of your monetary wealth, rounded down, in whatever form or combination of forms you wish (e.g., coin, coin and gems, gems only, etc.). You may give them weapons, armor, or other items of value, but the calculation of your monetary wealth should only include coins and gems.

If you give them the bribe, treat this as a success on the Diplomacy check above; they let you go.

If you don't want to; you can attempt a  **Intimidate** (or equivalent) check; success means they let you go without the bribe; failure means you must either give them the bribe or fight them. At this point, treat as **Intimidate and Stay** below, with a failed check.

Intimidate and Stay


You can try and talk these folk down.


Mechanically, you can attempt a  **Diplomacy** or **Intimidate** (or equivalents) check.

Success means they either admit they don't own the land, or make a big show of grudgingly allowing you to stay; they trouble you no further.

Failure means that they take offense at the mere notion that their authority isn't obeyed. They fight you, but will flee once half their number are slain.

Shake-Down

 A group of armed and armored people approach you, and demand money for their protection. It's dangerous in these parts, you see, and they are the only source of security and peace the region. And they don't work for free, no sir, and they have expenses, you see.

The gang consists of  **2d4** **Fighters**, each of level equal to the average party level minus **2** (minimum **1**). Each is armed with a longsword, dagger, and shortbow, carries 10 arrows, and wears leather armor.

Between them, they carry sufficient material wealth to merit a single roll on **“QuickStart Treasure, Low Coin Generator”** on page 73.


You may choose to pay them, negotiate with them, flee, or attack.

If at any point in the below decision-making, you owe the gang money (i.e., have not Negotiated your way out of paying altogether), and do not run away, but refuse to pay, they will attack you; treat the circumstances at that point as the **Attack** choice below.

Pay

The Shake-Down is immediately satisfied if you give the ruffians a bribe equal to 1/20th of your monetary wealth, rounded down, in coins of whatever combination of denominations you wish. The gang leaves you be from that point onward; you may ignore future environment encounter results of **“Shake-Down”** so long as you continue to travel in this terrain type. That is, your chance to encounter another Shake-Down is reset as soon as you move onto a hex of a different terrain type than the current one.

Negotiate

You may attempt to haggle over the price of their “security” offering. Make a  **Diplomacy** (or equivalent) check, with DC randomized. Success means that you get them to halve the amount of the bribe required to satisfy their interest.

You may continue to attempt Negotiations in this manner. Each success again halves the amount.

At any time in your negotiations so long as they are succeeding, you may choose to stop further checks and simply pay the amount currently negotiated.

Four successive successful Negotiations checks will cause them to lose interest, and go about their business without further hassle and with zero cost to you.


Beware, however, for this is a “push your luck” situation: if you fail even once, the gang will reset their intentions to their original stance: 1/20th, or fight.

Flee

You can run away. The gang will be so shocked at this outcome that they won't immediately chase you.

Move one hex in a random direction.

Once you have fled a Shake-Down event, the gang will recognize you next time, and not allow for as favorable outcomes: the next time you roll a Shake-Down event (in this terrain type or any other), you will encounter the same gang.

Negotiations checks you attempt suffer  **Disadvantage** (roll twice, select the less favorable result).


Attack

You can choose to fight the gang (or be forced to do so based on other decisions, above).

When the first one of their number falls, the remaining warriors will ask you to relent; they will recognize that you clearly don't need their help surviving in this environment, and therefore you may proceed without paying the protection money.


If you continue to attack them beyond that point, they will fight back, but will flee once half their original number are defeated.

Shepherd Quest

 A shepherd who works this terrain has lost something. It could be a sheep, it could be a crook or quarterstaff.

Treat this receiving a randomly-generated **Rescue Quest**. Role-wise, the location to which you must return the rescued cargo is the hex in which you encountered the **Shepherd Quest** event.

Something in the Air

 There's something in the air, here. It's almost tangible, you feel like you can taste it, or feel it on your skin, slimy and slick like a mysterious phantom overlaying your flesh.

Aside from a general sense of unease, this Event may also manifest in a number of ways, none of which is terribly great.


Nothing immediately happens, mechanically. If you continue to move through terrain of this type, each hex you move through, roll on the table below to determine if something more significant occurs.

Treat any roll other than “**Something in the Air**” below as the equivalent Event of the name indicated.


Even if you encounter, and resolve, another event from this table, the Something in the Air effect remains so long as you keep moving through this terrain type: you must continue to roll each hex traversed in this manner.

Once you move into a hex whose terrain differs from that in which you first encountered this Event, the Something in the Air effect dissipates.

Table 15: Something in the Air Event Movement Effect

D20	Effect
1-5	Something in the Air
6-9	Illusory Hallucination
10-11	Desperate Victim
12-15	Missing Townsfolk
16-18	Shifting Terrain
19	Poison Haze
20	 Reroll with Advantage

Shifting Terrain


 Whether it's a trick of the light, your vision failing to adjust, you can't quite read the terrain. If you didn't know any better, you could swear that it's shifting, changing, even as you try to get a read on things.

In some environments, the terrain can and does actually shift: snowfall, wind, and storms can physically alter the landscape, making navigation challenging and even simple traversal perilous.

Roll on the table below to determine the effect of a particular Shifting Terrain effect.


For each hex you traverse that is the same terrain type as that where you first encountered this event, make another roll on this table, as the Shifting Terrain alters. Each time you make a roll on this table, previous effects rolled on this table no longer apply—that is, only one effect from the table below applies in any given hex of terrain.


Table 16: Shifting Terrain Event Effect

D20	Effect
1-5	Difficult Terrain
6-9	Too Quiet
10-11	Navigational Error
12-15	Way is Cleared
16-18	Sudden Pit
19	Treasure Revealed
20	 Reroll with Advantage


Let's explore some of these results in more detail:



- **Difficult Terrain:** The entire landscape counts as Difficult Terrain for your party. Creatures native to this region (i.e., those encountered in other Events and Quirks) are unaffected, as they are used to the shifts and changes in the environment. For rules systems that lack a formal mechanic for Difficult Terrain, your movement

speed is halved, and you suffer  **Disadvantage** (roll twice, select the less favorable result) for any complex maneuvers or movements you attempt that involve a roll or a check.

- **Too Quiet:** Sands collapse, snow shifts, or brush tumbles away, leaving the party exposed. Make another roll on the appropriate environment encounters table; ignore any result that is not a combat encounter. Any further rolls on an encounter table are made with  **Disadvantage** (roll twice, select the less favorable result) so long as this effect is in place; “less favorable” in this case means the most combat-oriented result.
- **Navigational Error:** You’re not sure which way is which any more. Move one hex in a random direction, and make an environmental encounter table roll once you land in the new location. Before your forced movement, you may use an appropriate navigational skill or tool check (with randomized DC, for systems that require one) to overcome this error; success means you may ignore this effect for this hex.
- **Way is Cleared:** Though most of the time, Shifting Terrain causes frustration or danger, sometimes it can be a blessing. The sands, snow, or other landscape has cleared, making your way forward much more straightforward. You may ignore any normal requirements to make further environmental encounter checks so long as you travel in this terrain type. In addition, while moving through this type of terrain, you move at half-again speed (i.e., 150% of your normal pace).
- **Sudden Pit:** Treat this as the Quirk of the same name.
- **Treasure Revealed:** The sands, snow, or debris reveals a hidden cache, or dropped belongings. Make a roll on “**QuickStart Treasure, Low Coin Generator**” on page 73.

Strangling Flora

 The surrounding plant life suddenly reveals itself to be hostile, as roping vines and poisonous tendrils reach for you.



 **2d4** such tendrils attack your party. Randomize which PC each tendril attacks. For each attack, the targeted PC may attempt a  **Dexterity / Reflex / Spell** save (with randomized DCs for those systems to which the concept applies).

Success on a given save means that that PC has avoided that particular attack. Succeeding on a save does not provide immunity from other attacks; each one must be saved for separately.






Roll on the table below to determine the effect if you do not avoid the Strangling Flora. As various types of plant life are involved, make a separate roll for each attack.

Table 17: Strangling Flora Event Effect


D20	Effect
1-5	Crushing Vine


D20	Effect
6-9	Thorny Vine
10-11	Virulent Tendril
12-17	Poisonous Tendril
18	Tripping Vine
19	 Reroll Twice
20	 Reroll with Advantage

Let’s explore some of these results in more detail:

- **Crushing Vine:** The victim suffers  **1d4** points of bludgeoning damage for every **3 Hit Dice** or fraction thereof they have. For example, a **5th-level Wizard** would suffer **2d4** damage.
- **Thorny Vine:** As above, but the damage is  **1d4** points of piercing damage per **2 Hit Dice**.
- **Virulent Tendril:** The victim suffers  **1d4** points of poison damage for every **Hit Die** they possess.
- **Poisonous Tendril:** As **Virulent Tendril**, but the damage is  **1d4** for every **2 Hit Dice** or fraction thereof.
- **Tripping Vine:** The victim is tripped to the ground. While this inflicts no damage in and of itself, it makes them an easy target: any other attacks this event from Strangling Flora will automatically target this victim, and they suffer  **Disadvantage** (roll twice, select the less favorable result) on their saves to avoid the attacks.
- **Reroll Twice:** Roll twice more on this table and apply both effects. Ignore this result if rolled again. Duplicate results on this table do **not** stack; for example, if you reroll two **Crushing Vine** results, you still only suffer **1d4** points of damage per **3 HD**.

Temporary Mutation


 The atmosphere in this region causes some truly strange physiological effects... you hope they are temporary!

Each PC must make a  **Constitution / Fortitude / Breath Weapon** save (with randomized DCs for those systems to which the concept applies). Success means your body has warded off the mutations for the time being.

Failure means you must roll on the table below to determine the nature of the effect.

Succeed or fail, while you remain in this terrain type, each hex traversed requires this save, and if failed, imposes an additional effect rolled at random on this table.

Duplicate results as a result of this movement do **not** stack.

Once you move into a hex of a different terrain, each afflicted PC must make a  **Constitution / Fortitude / Breath Weapon** save (with randomized DCs for those systems to which the concept applies). Once you succeed at this save, the Temporary Mutation is removed. So long as you keep failing, you must re-attempt this save each hex of

movement until it is succeeded.

Table 18: Temporary Mutation Event Effect

D20	Effect
1-5	Third Appendage
6-9	Horns
10-11	Insect Eyes
12-15	Uncontrollable Braying
16-18	Uncanny Awareness
19	Telepathy
20	Reroll with Advantage

Let's explore some of these results in more detail:

- **Third Appendage:** Leg or arm, this will be useful once you get used to it... but that's going to take some time. For now, your movement speed is halved as you stumble about trying to deal with this new thing on your body. You must also remove your armor, as it was not constructed with this additional appendage in mind.
- **Horns:** You've got big horns on your head. If you're using a rules system with a **Charisma** Ability Score, you suffer a -2 penalty to that score so long as the mutation is in effect. On the positive side, your melee attacks inflict an additional **1d4** points of piercing damage.
- **Insect Eyes:** You grow hideous-looking insect eyes atop your normal eyes. This is excellent for seeing in multiple directions at once; you gain **Advantage** (roll twice, select the more favorable result) on Initiative checks, **Perception** checks to notice traps or movement, and any other rolls or checks that involve surprise or detecting movement. The multifaceted complexity of what you see, however, is nauseating: you suffer **Disadvantage** (roll twice, select the less favorable result) on all attack rolls and other skill checks.
- **Uncontrollable Braying:** Like a dog, goat, or other creature, you periodically emit a loud, guttural bleat or bay. In addition to the embarrassment, this noise attracts other creatures: your rolls on random encounter tables suffer **Disadvantage** (roll twice, select the less favorable result) so long as you have this mutation.
- **Uncanny Awareness:** Your vestibular system has been augmented significantly. All of your **Dexterity** and **Reflex** saves, and all saves or checks based on movement and reaction, are made with **Advantage** (roll twice, select the more favorable result). You're not used to the sensory overload, however; all social checks and checks involving conversation or speech, or saves related to sound or sonic effects, suffer **Disadvantage** (roll twice, select the less favorable result).
- **Telepathy:** You hear the voices of others. You can talk via telepathy to any creature within 100'. This mutation does not grant you any language you do not already have; your telepathic communications are expressed just as normal

voice would be, so you pick the language and what to say. You can also hear a little bit of people's surface thoughts; you gain **Advantage** (roll twice, select the more favorable result) on social checks related to understanding people (e.g., Sense Motive).

Completely Lost

You have absolutely no idea where you are, any more.

Until you recover your bearings, you must move one hex in a random direction. This effect persists even if you move into terrain of a different type.

Each hex you move through, you may select one PC in your party to try and navigate your way out of the situation.

Make a navigational skill check (e.g., **Knowledge (Geography)**). Using a navigational tool (compass, sextant, map specific to this area, guide / sherpa / hireling native to this region) grants **Advantage** (roll twice, select the more favorable result) on this roll.

Failure means you continue to move randomly.

Your first success means you may move intentionally in the direction of your choice. You must continue to make navigational checks each hex of movement, however, until you score two successes in a row.

While you are **Completely Lost**, you must still make other environmental encounter checks as you normally would; any encounters that result do not remove this effect.

Splintertrees

The trees in this area might be sentient, or might simply be reacting to movement. You don't have enough time to consider the underlying reasons, though, because you're too busy trying to dodge the needle-like darts of pine and thorn that they are flinging your way!

When you encounter this Event, the **Splintertrees** fling **1d6** darts at your party.

For each dart, randomize which party member is targeted.

Each PC, for each dart attack they suffer, may attempt a **Dexterity** or **Reflex** (with randomized DC), or a **Spell** save to avoid the dart completely.

For each dart that is not dodged in this manner (i.e., if the save is failed), the victim suffers **1d4** points of piercing damage.


After the initial wave of darts, roll a **1d6**; if you roll equal to or less than the number of dart waves you've suffered already, the Splintertrees relent. If you roll over the number of waves, then they launch another wave of darts—repeat the above process for another wave of **1d6** darts.

This means that the Splintertrees might end up tossing a maximum total of 36 darts your way!

If this process results in more than 3 waves of darts, the party receives **Advantage** (roll twice, select the more favorable result) on their saves for any waves beyond the third, as they would likely have taken cover or moved far


enough away from the Splintertrees that it would be more difficult for them to hit.

Washed Ashore



 Something has been beached on the coastline here. You don't need a check to notice it; it's pretty unavoidable and stands out on the sand or rock.

Roll on the table below to determine what has been **Washed Ashore**.

Table 19: Washed Ashore Event Effect

D20	Effect
1-5	Corpse
6-9	Well-Equipped Corpse
10-11	Stunned Monster
12-15	Ruined Treasure
16-18	Sealed Treasure
19	 Reroll Twice
20	 Reroll with Advantage


Let's explore some of these results in more detail:

- **Corpse:** A dead body. Nothing else to see, here; move along.
- **Well-Equipped Corpse:** Ah, now this is a bit more interesting. The dead body is dressed in leather armor and bears a shortsword and dagger; they also have a shortbow that has been rendered useless by the elements, and an empty quiver.
- **Stunned Monster:** It's a creature on the shoreline, stunned by its journey here. Roll on the appropriate environment encounter table until you get a combat encounter result; a single instance of that creature is what has washed ashore. Use  **Stealth** or its equivalent in your rules system (with DC randomly determined for systems requiring that value) to avoid detection; if it notices you, it will attack to the death. If you encounter this result more than once, each successive result adds one to the monster type already determined; you don't need to re-randomize which creature is there more than once.
- **Ruined Treasure:** It's tempting and exciting to see a treasure chest, map tube, crate, or sack. If you investigate, there is a  15% chance that it is **trapped**; generate a random trap using the "**QuickStart Trap Generator**" on page 20. In all likelihood, the treasure is ruined by the sea and there is nothing useful inside: there is only a 15% chance (25% if you successfully noticed and disarmed the trap) that you may treat this as **Sealed Treasure** below.
- **Sealed Treasure:** A watertight chest, casket, bag, or other secure container has found its way to the shore. It is untrapped, and may be unlocked easily (requiring no skill or check). The party receives a random **Material Reward**

within.

- **Reroll Twice:** Roll twice again on this table and apply both results. Results **do** stack. The **Reroll Twice** result itself stacks as well, up to 4 times total.


Suffering Adventurer

 An adventurer, not unlike yourselves, limps weakly toward you, stumbles, and then collapses. You can choose to help, hinder, or ignore the **Suffering Adventurer**.



Ignore the Adventurer

If you choose to ignore the victim, roll on the table below to determine the implications of your decision.

Table 20: Suffering Adventurer Event Ignore

D20	Implications
1-5	No Effect
6-8	Displease Faction
9-13	Word Gets Around
14-19	Comes Back to Bite You
20	 Reroll with Advantage

Let's explore these results in more detail:

- **No Effect:** There are neither positive, nor negative, implications from your decision.
- **Displease Faction:** A faction with which one or more of the PCs is associated learns of the act, and is displeased. Perhaps the ignored adventurer collapsed upon the entrance of the faction, and told the tale of the party's bad-Samaritan actions. If the party is associated with one or more religious factions, randomly select one; if they are not, randomly select a faction of a secular nature. The next time one or more PCs interact with one or more members of the displeased faction, they must make a  **Diplomacy** (or equivalent) check; failure means the party degrades one level of **Attitude** in the eyes of the faction.
- **Word Gets Around:** As **Displease Faction**, but applies to the next settlement that the party encounters; failure at the next social interaction of a member of that village means the **Attitude** of the settlement itself toward the party, and the default **Attitude** of every villager therein, degrades.
- **Comes Back to Bite You:** At the conclusion of the current gaming session, the party suffers one  **Penalty** at random as a culmination of their choice.

Aid the Adventurer

You may instead decide to aid the adventurer.

Roll on the table below to determine what sort of aid the victim requires.

Table 21: Suffering Adventurer Event Aid Requirement

D20	Aid Requirement
1-5	Stabilize & Heal
6-10	Magical Healing
11-15	Remove Disease
16-19	Cure Poison
20	Reroll with Advantage

Let's explore some of these results in more detail:

- **Stabilize & Heal:** Near death, the adventurer clings desperately to life, but is failing in this attempt. To render aid, you must stabilize the bleeding-out adventurer at minimum, using **Heal** skill checks (or equivalent). Any amount of magical healing also qualifies as aid.
- **Magical Healing:** To fully aid the adventurer, you must restore them to vitality. This requires an amount of magical healing equal to at least 3d8 hit points.
- **Remove Disease:** The adventurer suffers from a nonmagical disease. Any magical or nonmagical effect that removes disease will suffice to cure the victim.
- **Cure Poison:** As above, but poison, rather than disease.

Aid the Adventurer Success

If you successfully complete one of the above actions, roll on the table below to determine the implications of your decision.

Table 22: Suffering Adventurer Event Aid Implications

D20	Implications
1	No Effect
2-13	Reward
14	Follower
15-19	Word Gets Around
20	Reroll with Advantage

Let's explore these results in more detail:

- **No Effect:** Aside from the altruistic inner glow that satisfies when the day is through, there is no further mechanical or narrative benefit to be derived from your actions.
- **Reward:** The party receives one **Reward** at random. This might be given directly by the aided person ("I've not much to give you in thanks, but here..."), or awarded to the party by a loved one or other interested party.
- **Follower:** The NPC you have just aided follows you around devotedly as a combination of thanks and hero-worship, or perhaps simply because you have made them safe and they see no other safety elsewhere in their lives. Though the

NPC is a 0th-level commoner, they are still in your care and protection.

- **Word Gets Around:** Word spreads of your generosity, and you benefit from this word-of-mouth. Roll a d6: on a 1-3, this is a **Settlement**; on a 4-6, this is **Faction**. Randomize the settlement or faction with which you gain a degree of positive **Attitude**; for either, this applies to the default Attitude of any NPC you encounter with membership in that thing.

Drowning Victim

A helpless person is drowning. You may choose to ignore them, or help them.

Ignore the Victim

If you choose to ignore the victim, roll on the table below to determine the implications of your decision.

Table 23: Drowning Victim Event Ignore

D20	Implications
1-12	No Effect
13-14	Survive Anyway & Vengeful
15-17	Word Gets Around
18-19	Comes Back to Bite You
20	Reroll with Advantage

Let's explore these results in more detail:

- **No Effect:** There are neither positive, nor negative, implications from your decision.
- **Survive Anyway & Vengeful:** Though you ignore the victim and don't help them, a twist of fate (a helpful wave, a log floating by at just the right time) means they survive anyway without your help. They noticed you, however, and that you explicitly chose to do nothing. The next time you roll a **Drowning Victim** event, it will be the almost-drowned NPC who shows up, with a gang of allies, to enact revenge upon your party. Treat the recovered victim as a Fighter of level equal to your average party level, with one ally Fighter for every 2 PCs or fraction thereof in your party. The ally Fighters are each of level equal to the drowning victim, minus 1d2; roll separately for each ally. Each of the gang is armed with a longsword, dagger, shortbow, 10 arrows, and leather armor.
- **Word Gets Around:** The next settlement you come to has heard of your choice. Failure at the next social interaction of a member of that village means the **Attitude** of the settlement itself toward the party, and the default **Attitude** of every villager therein, degrades.
- **Comes Back to Bite You:** At the conclusion of the current gaming session, the party suffers one **Penalty** at random as a culmination of their choice.



Aid the Victim

You may instead decide to aid the adventurer.

This requires a series of **Swim** checks (or **Athletics**, or your system's equivalent, each with a separately-randomized DC for systems that require it) to swim out to the victim, grab them, and then swim back.

Roll **1d6**; this is the number of successful **Swim** checks you need to roll in order to complete the rescue.

Each time you fail a roll, roll a **1d20**; if the result is equal to or less than the number of times you have failed a **Swim** check in this challenge, the victim drowns and you receive no benefit for your actions.

Aid the Victim Success

If you successfully complete one of the above actions, roll on the table below to determine the implications of your decision.

Table 24: Drowning Victim Event Aid Implications

D20	Implications
1	No Effect
2-10	Reward
11-12	Follower
13-19	Word Gets Around
20	Reroll with Advantage

Let's explore these results in more detail:

- **No Effect:** Aside from the altruistic inner glow that satisfies when the day is through, there is no further mechanical or narrative benefit to be derived from your actions.
- **Reward:** The party receives one **Reward** at random. This might be given directly by the aided person ("I've not much to give you in thanks, but here..."), or awarded to the party by a loved one or other interested party.
- **Follower:** The NPC you have just aided follows you around devotedly as a combination of thanks and hero-worship, or perhaps simply because you have made them safe and they see no other safety elsewhere in their lives. Though the NPC is a oth-level commoner, they are still in your care and protection.
- **Word Gets Around:** Word spreads of your generosity, and you benefit from this word-of-mouth. Roll a **d6**: on a 1-3, this is a **Settlement**; on a 4-6, this is **Faction**. Randomize the settlement or faction with which you gain a degree of positive **Attitude**; for either, this applies to the default Attitude of any NPC you encounter with membership in that thing.

Stranded Adventurer



An adventurer wanders about, separated from the rest

of his party, terrified, and aimless. There but for the grace of the gods, go you.

The **Stranded Adventurer** is a **Fighter** equal in level to your average party level, minus 1 (minimum 1). They are dressed in chainmail, and are equipped with a longsword, shield, dagger, longbow, and 20 arrows.

You may ignore the **Stranded Adventurer**, help them reconnect with their group, or kill them and take their loot.



Kill the Adventurer

If outnumbered, the Stranded Adventurer will try to flee, already being in a state of near-panic at being alone to begin with.

If you successfully slay the adventurer, you can loot her body; in addition to the equipment described, she's in possession of coinage equal to a single roll on "**QuickStart Treasure, Low Coin Generator**" on page 73.

Whether you successfully slay her, or if she escapes your murderous attempt, there is a chance of her comrades discovering the situation and connecting it to you: Roll on the **Stranded Adventurer Event Ignore** table below, but treat all results other than "**No Effect**" as "**Comes Back to Bite You**".



Ignore the Adventurer

If you choose to ignore the **Stranded Adventurer**, roll on the table below to determine the implications of your decision.

Table 25: Stranded Adventurer Event Ignore

D20	Implications
1-8	No Effect
9	Displease Faction
10-12	Word Gets Around
13-19	Comes Back to Bite You
20	Reroll with Advantage

Let's explore these results in more detail:

- **No Effect:** There are neither positive, nor negative, implications from your decision.
- **Displease Faction:** A faction with which one or more of the PCs is associated learns of the act, and is displeased. Perhaps the ignored adventurer collapsed upon the entrance of the faction, and told the tale of the party's bad-Samaritan actions. If the party is associated with one or more religious factions, randomly select one; if they are not, randomly select a faction of a secular nature. The next time one or more PCs interact with one or more members of the displeased faction, they must make a **Diplomacy** (or equivalent) check; failure means the party degrades one level of **Attitude** in the eyes of the faction.
- **Word Gets Around:** As **Displease Faction**, but applies to the next settlement that the party encounters; failure at the next social interaction of a member of that village means the **Attitude** of the settlement itself toward the

party, and the default **Attitude** of every villager therein, degrades.

- **Comes Back to Bite You:** The Stranded Adventurer eventually does reconnect with her comrades on her own, and they universally are upset with your decision to ignore their friend. The next time you roll a **Stranded Adventurer** event, it instead becomes an ambush, where the Stranded Adventurer and **2d4** of her party (equipped similarly to the Adventurer herself) attack you, seeking revenge. They will flee once half of their number are slain.

Aid the Adventurer

You may instead decide to aid the adventurer.

This involves escorting her until you reconnect her with the rest of her party. It's uncertain where they are, however.

Each time you move through an overland terrain hex while escorting her, roll on the table below. Each time you move into a new settlement, you may make a roll on the table below with **Advantage** (roll twice, select the more favorable result).

Table 26: Stranded Adventurer Event Aid Results

D20	Aiding Results
1	Party Dead
2-5	Attracts the Wrong Attention
6-13	Found Clue
14-16	Found Party; Acclaim
17-20	Found Party; Reward

Let's explore some of these results in more detail:

- **Party Dead:** You discover that the Stranded Adventurer's party is dead. Maybe you come across the bodies, or perhaps you simply confirm the status with a faction leader, or a cleric who interred their bodies. Whatever the case, the search is at an end. The Stranded Adventurer either comes into possession of the loot her party had had, or receives some other form of death benefit: as a result, the party receives one **Reward** at random.
- **Attracts the Wrong Attention:** All this asking-about and searching has attracted the attention of thieves and ruffians. **2d4** Rogues/Thieves, each of level equal to your average party level minus 2 (minimum 1) attack you. They will flee once half their number are slain.
- **Found Clue:** Although you haven't discovered the missing party yet, you do find information that leads you to suspect their whereabouts. Your next roll on the above table receives the benefit of **Advantage** (roll twice, select the more favorable result).
- **Found Party; Acclaim:** You found them! Huzzah! That's where the good news ends, though, I'm afraid: bereft of funds and having had to sell much of their accumulated treasure, the missing party is little better off than their missing Stranded Adventurer ally. Though they have

nothing material to offer you in thanks, they do offer to tout your achievements to all who will listen. You may pick any one **Faction** or **Settlement**; the Attitude of that entity toward your party increases in rank by one as a result of the acclaim they foster.

- **Found Party; Reward:** Not only have you finally found the Stranded Adventurer's missing allies, it turns out they've hardly been idle while conducting their own search to reunite. They're well-off and are only too happy to gleefully share it. The party receives **1d4+1** **Rewards** (p 399), each determined at random.

Townfolk Fight

You come across a group of townfolk who are about to come to blows. The cause is some minor squabble that has festered over time, has marinated in alcohol, and has been seasoned by the boredom of day-to-day townfolk life.

The two opposing viewpoints are each represented by **2d8** oth-level commoners, each armed with a club, dagger, or improvised weapon (1d4 melee damage, 1d3 ranged if thrown)

You may intervene to defuse the situation, ignore the squabble, or try to fight on behalf of one side or the other.

Intervene to Defuse

You must make **1d6** **Diplomacy** or **Intimidate** (or equivalent) checks, each with a randomly-determined DC for systems which use that mechanic.

For each failure you suffer, you are on the receiving end of one round of combat by one of the groups (determined at random). If you fight back at all, you immediately lose the ability to **Intervene**, and this turns into a **Fight** choice instead (see below).

If you suffer more failures than successes in your checks, the intervention does not work. You cannot walk away now, though, because you've intervened; you can re-attempt another Intervention (start this process over again, with the same rules), or start to **Fight**.

If you have at least as many successes as failures in your skill checks, you are successful overall: the two groups realize that this is stupid, and walk away from each other. The **Attitude** from members of the nearest settlement towards your party increases by one rank as a result.

Ignore the Squabble

If you try to walk away, you are noticed unless you succeed at a **Stealth** (or equivalent) check.

If you're noticed, the groups ask you what you think about the situation.

You may immediately choose to switch to an **Intervene** choice.

Alternately, you may talk your way out of the situation entirely: make a single **Diplomacy** or **Intimidate** (or equivalent) check. Failure means you now switch to **Intervene**, and suffer **Disadvantage** (roll twice, select

the less favorable result) on your first check.

If you're not noticed as you slink away, or if you talk your way out of it if you are noticed, this Event ends to no further positive or negative effect.

Fight

You may pick a side (arbitrarily, since this debate makes little sense to begin with) and fight on their behalf, or you may simply fight everyone present. If you attack any member of one group, the members of the other group won't attack you; if you attack members of both groups, all of them will attack you.

Either group will flee once half its members are slain. If you're fighting both groups, everyone will flee once half of either group (or half of the total overall) is slain.

Aside from the meager weaponry they drop in death or dishonor, you may scrape through their bodies to gather enough coppers equivalent to a single roll on "**QuickStart Treasure, Low Coin Generator**" on page 73.

Quirk Encounters



Overview

Quirk Encounters are designed to be minor distractions from the plodding boredom of overland travel.

They are unlikely to result in PC death, and in most cases don't represent a serious threat.

This section describes the dozens of **Quirk Encounters**, each of which applies to one or more terrain types as listed in subsequent sections.

Result Variability

The cause, context, or "flavor" of a given **Quirk Encounter** may differ based on where it's discovered. "Cave-In", for example, could be wildly different depending on where it's found: in the Hills, it could be a region of loose rocks; in an Icefield, it could be a pit of snow and cold.

In some cases, the encounter description contains additional options and randomization that adds additional interest and context to the result.

Choices & Implications

Some Quirks have additional implications, impacts, rewards, or penalties that apply based on how the PCs react to the circumstances of the Quirk.

These will be listed as follows:

Ignore the Caravan

The implications of the decision involved follows. Some common implications are that the party may receive a Reward, or suffer a Penalty.

In many cases as well, there may be a description of what actions qualify for this choice. For example, "aiding" someone may involve magical healing, but it could instead be a simple skill check.

Specific Quirk Encounters

The following specific results appear on the environment encounter tables.

Unless otherwise indicated in the specific environment table entry, the description below applies to all situations in which these specific results appear. For example, a "Rest Safely" result means the same thing whether you receive it in the Wastelands, or in the Grasslands.

Annoying Tagalong

A shepherd, farmhand, lost child, abandoned captive,

runaway slave, or other loner you encounter on the road takes a liking to your party, and follows you... whether you desire this behavior or not.

At any time, you may attempt a **Diplomacy** or **Intimidate** (or equivalent) check to dissuade the Tagalong from following you. Use a randomized DC for systems that require one.

Your first failure means you must roll on the table below to determine the true nature and background of the Tagalong, which may have other effects as well.



Success means that the Tagalong regretfully abandons you, to no further effect.



Table 27: Annoying Tagalong Quirk Nature

D20	Nature
1-5	Bored Worker
6-9	Lost Child
10-11	Abandoned Captive
12-15	Runaway Slave
16-18	Deranged Miscreant
19	Wolf in Sheep's Clothing
20	Reroll with Advantage


Let's explore some of these results in more detail:


- **Bored Worker:** This person is shirking their duties as a farmhand, hunter, ingredient harvester, or so on. A successful check to dissuade means they shrug and simply get on with work; it was an interesting diversion but one quickly forgotten.
- **Lost Child:** You're the parental figures they wish they had, and being told to get lost makes them cry haplessly and admit their situation. You may attempt another **Diplomacy** (or equivalent) check to calm them down; failure means they run away from you tearfully, and will tell anyone they encounter of the mean nasty people who wouldn't help a lost child: the **Attitude** of the next settlement you enter toward your party will degrade one step. If you do calm them down successfully, they don't run away, and you can escort them home (which for simplicity will just so happen to be the nearest settlement). When you do so, the **Attitude** of that settlement toward your party will improve one step.
- **Abandoned Captive:** Some monster had imprisoned this tagalong, but they had escaped before dinnertime. They are terrified to be alone, and react poorly to being told to scam. If you used **Intimidate**, they might decide they're better off alone than with yet another threat, and they leave you with no further effect. If you used **Diplomacy**, the tagalong makes a plea to stay. If you tell them no again, they leave, but they might follow you at a distance and try to steal from you: each long rest you


make from now until when you enter the next settlement, there is a  5% chance that they will steal  3d10 gp from you while you sleep.

- **Runaway Slave:** A sentient monster or villain had enslaved this person, or they had gotten swept up in a cull by the local military. Whatever the background, they escaped as soon as they were able, and are of no mind to subject themselves to servitude any further. Your asking them to leave is confirmation that this isn't a suitable situation for them, long-term, but they do try to change your mind before departing. Make one final check; if you fail, they continue to tag along, but you may make more attempts in the future. Success means they leave to no further effect.
- **Deranged Miscreant:** They weren't really lost to begin with, they were just trying to case the joint before the score. They reveal their criminal nature, and ask for a bribe if the party truly wishes to be left alone. Though they make reference to their "gang" who will set upon them if they don't make with the coin, you're not certain if this is a bluff or truth. If you part with **25 gp** per class level your party possesses, the miscreant will leave you alone. If you don't bribe them in full, they will spit at your feet and run away, but it could be that their claim wasn't a bluff: The next time you roll an **Annoying Tagalong** Quirk, there is a  35% chance that the "gang" will materialize; that **Annoying Tagalong** Quirk instead turns into an ambush involving  2d4 Rogues/Thieves, each with level equal to your average party level minus 3 (minimum 1). The gang is armed with daggers, short swords, leather armor, and shortbows with 5 arrows apiece; they will fight until half their number are slain, and will then flee. If the gang turns out to be a bluff, then the Quirk is just a normal **Annoying Tagalong** situation.
- **Wolf in Sheep's Clothing:** The Tagalong was actually a villain all along! When you ask them to leave, they reveal their true nature, and attack you. They are a **Magic-User / Sorcerer / Wizard** (if you must pick a specialty, select one at random) of level equal to your average party level, plus 2. They will attack to the death and have prepared combat spells appropriate to their level.

Boulder Throw

 Someone—a bored giant, most likely—tosses a rock or two your way. It could even be that the boulder simply falls from regions higher up; you can't see sufficiently to tell for sure. There's no follow-up in terms of attacks, so it truly seems as though they are bored or no longer see you.


In all,  2d4 boulders are thrown at the party. For each boulder, randomly select a PC in the party that needs to avoid the throw or suffer damage.

Any individual party member may make a  **Dexterity** or **Reflex** (with randomized DC), or a **Spell** save, for each boulder that targets them.


Success means that rock is dodged and no damage is incurred.

Failure means that person is struck by that rock. For each such incident, roll on the table below to determine damage and/or effects.


Table 28: Boulder Throw Quirk Effects

D20	Effect
1-2	Scrapes and Bruises
3-5	Unsure Footing
6-10	 2d6 bludgeoning
11-16	 2d8 bludgeoning
17-18	 3d8 bludgeoning
19	 3d12 bludgeoning
20	 Reroll with Advantage

Let's explore some of these results in more detail:

- **Scrapes and Bruises:** The "boulder" is really more of a pellet, and/or you are able to dodge enough out of the way so that it's merely an annoyance that doesn't even register in terms of hit point damage.
- **Unsure Footing:** Though you manage to escape the path of the boulder itself, the maneuver has left you in an unstable situation, and you fear for your mobility should another rock come at you. If you are the target of any subsequent rocks in this Boulder Throw quirk, you make your saves and rolls on the above table with  **Disadvantage** (roll twice, select the less favorable result).
- **XdY Bludgeoning Damage:** You suffer the listed amount of damage from the rock.

Blizzard

 Snowstorms and winds blanket the region. Your vision is reduced, and your movement hampered.

Blizzards can produce a variety of effects, ranging from annoying to deadly. Immediately when encountering this Quirk, and for each hex of movement through this type of terrain thereafter, roll on the table below to determine the specific effect for that moment.

The **Blizzard Quirk** ends if you roll the **Blizzard Ends** result, or if you move to a hex of a different terrain type. Note that entering a settlement in this terrain type does **not** conclude the **Blizzard**.

Table 29: Blizzard Quirk Effects

D20	Effect
1-5	Damaging Hail
6-9	Flying Ice Chunks
10-11	Reduced Visibility
12-15	Hampered Movement
16-18	Punishing Winds

D20	Effect
19	Blizzard Ends
20	Reroll with Advantage

Let's explore some of these results in more detail:

- **Damaging Hail:** Small balls of ice plink off your armor. The larger pieces are more troublesome. Each PC suffers **1d3** bludgeoning damage for every 2 Hit Dice they possess. Any PC may attempt a **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save, to halve this damage.
- **Flying Ice Chunks:** The winds are strong enough to loosen ambient ice shards and fling them dangerously at you. As **Damaging Hail** above, except that the damage is **1d6** bludgeoning and slashing damage per 2 Hit Dice, and the save to halve damage is **Dexterity / Agility / Spell** based.
- **Reduced Visibility:** You lose track of where you are. Treat as suffering a **Shifting Terrain Event**. The **Blizzard** continues, however, so the new **Shifting Terrain Event** stacks with the ongoing **Blizzard Quirk**.
- **Hampered Movement:** Despite the winds and snow, you still know where you're going, it's just hard to get there. Your movement speed is halved for the duration of the **Blizzard**. Ignore this result if encountered again during this **Blizzard**.
- **Punishing Winds:** Despite your bundles of armor and clothing, the icy-cold winds rip through you. Each PC suffers **1d8** cold damage for every 3 Hit Dice they possess. Any PC may attempt a **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save, to halve this damage.
- **Blizzard Ends:** Thank the gods—the storm has receded! Conclude the **Blizzard** event; you don't have to roll on this table any longer when continuing your movement through this terrain type.

Sleetstorm

Cold rivulets of rain pelt you mercilessly.

Immediately when encountering this Quirk, and for each hex of movement thereafter, roll on the table below to determine the specific effect for that moment.

The **Sleetstorm Quirk** ends if you roll the **Storm Ends** result. Note that entering a settlement does **not** conclude the **Sleetstorm**, and unlike many other weather-based Events and Quirks, the storm does **not** end if you enter terrain different from the type that produced the storm.

Table 30: Sleetstorm Quirk Effects

D20	Effects
1-3	Annoying
4-8	Cold
9-10	Reduced Visibility
11-14	Hampered Movement
15-17	Icy Rain
18-19	Storm Ends
20	Reroll with Advantage

Let's explore some of these results in more detail:

- **Annoying:** This is nobody's favorite weather, and it's sure not doing anyone's morale a favor. Still, it could be worse: there's no mechanical effect to the party for now.
- **Cold:** It's cold, and the wetness doesn't help. Each party member suffers **1d3** nonlethal cold damage for every 2 Hit Dice they possess. For rules systems that do not distinguish nonlethal damage, treat this as cold damage. Any PC may attempt a **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save, to ignore this damage entirely.
- **Reduced Visibility:** You lose track of where you are. Treat as suffering a **Shifting Terrain Event**. The **Sleetstorm** continues, however, so the new **Shifting Terrain Event** stacks with the ongoing **Sleetstorm Quirk**.
- **Hampered Movement:** Despite the winds and snow, you still know where you're going, it's just hard to get there. Your movement speed is halved for the duration of the **Sleetstorm**. Ignore this result if encountered again during this **Sleetstorm**.
- **Icy Rain:** The weird temperature differences between Up There and Down Here mean that you're essentially being struck by flying icicles. Each party member suffers **1d6** piercing damage per 3 Hit Dice; any PC may attempt a **Dexterity / Agility / Spell** to ignore this damage entirely.
- **Storm Ends:** With a final pattering of frigid liquid upon your backs, the **Sleetstorm** dissipates.

Caravan

A series of vehicles and/or animals strolls slowly past, guided by traders.

You may choose to ignore the Caravan, trade with the Caravan, or attack the Caravan.

Ignore the Caravan

Although most Caravans love to trade en route, their main purpose almost by definition is to make it to their destination. That you have a similar focus doesn't upset them in the least. (They leave you alone, too.)



Trade With the Caravan

You can approach the Caravan and attempt to trade. 60% of the time, they will immediately open up shop and you can trade with them (see below).

If this roll to engage is failed, you can make one **Diplomacy** (or equivalent) check (with randomized DC for systems that require one) to recapture their interest. Failure means they want to be left alone; perhaps they're behind schedule, or maybe they view your party as being more likely to be a threat than a profit. Success at this check means they shrug, and open up shop as though this check wasn't even necessary to begin with.

Caravan Wares

If successfully engaged, roll on the following table to determine what they have for sale.

Table 31: Caravan Quirk Wares

D20	Wares
1-3	Odds and Ends
4-8	Food
9-14	Basic Supplies
15-17	Arms and Armor
18	Potions
19	Reroll Twice
20	Reroll with Advantage

Let's explore some of these results in more detail:

- **Odds and Ends:** Curios, knickknacks, and antiques; there's little here to interest most adventurers. Even so, there is a slight chance to find a diamond in the rough: 5% of the time, there's a minor magical item that has somehow gone un-identified mixed in with the rubbish and heirlooms. If this is the case, roll up a random magical item using your rules system's normal treasure tables; that item is, amazingly, for sale for **1/20th** of its normal sale price.
- **Food:** Rations, ingredients, and other staples to keep the hungry fed. This might be a supply line for the military, hoping to make a profit en route. You can purchase any non-magical, ordinary food supplies your rules system identifies here.
- **Basic Supplies:** Bedrolls, grappling hooks, and ten foot poles: it's all here. All mundane equipment (i.e., not in any of the other categories in this table) from your rules system's tables is available for purchase.
- **Arms and Armor:** Shields, armor, and weapons are for sale here. This could be a military supply train, hoping to scrape up some extra coin for themselves. All gear is nonmagical, but there is a 20% chance that masterwork items are for sale (for rules systems that support that notion).

- **Potions:** This could be an alchemist's wagon: potions of first-level spells are for sale here. The PCs may name a given spell they desire and the caravan will check their inventory; in each case, there is a 15% chance that 1d6 bottles of that potion is for sale. Healing potions (*cure light wounds* and the like) are always available in this scenario.
- **Reroll Twice:** Reroll twice on this table; items from both categories that result are for sale. Ignore this result if rerolled either time. If the same result is rolled twice in your reroll, it means the Caravan has so much of that inventory that they'll perhaps let it go more cheaply; you may make your roll on the **Pricing** table below with **Advantage** (roll twice, select the more favorable result).

Caravan Pricing

Don't get too cocky or excited just yet: Once you've established what they have for sale, roll on the following table to determine their pricing approach.

Table 32: Caravan Quirk Pricing

D20	Pricing
1-5	50%
6-9	75%
10-11	100% (normal pricing)
12-15	150%
16-18	200%
19	300%
20	Reroll with Advantage

Let's explore some of these results in more detail:

- **x%:** The percentage refers to the multiplier applied to "normal" pricing. So for an item that normally sells for **10 gp**, a result of **50%** means that the Caravan is selling it for **5 gp**.
- **100%:** This result means that items are for sale at their usual, full retail, price.

Selling to the Caravan

Most Caravans mainly want to sell items and get to their destination, but even the most singularly-focused entrepreneur is usually open to a bargain.



There's a chance you may sell your items to the Caravan.

If you wish to sell only mundane (i.e., nonmagical) items, make a single check: 70% of the time, the Caravan will buy from you. If this roll to engage is failed, you can make one **Diplomacy** (or equivalent) check (with randomized DC for systems that require one) to convince them.

For each separate magical item you wish to sell, make a similar check, but the chance is only 25%. You may attempt a **Diplomacy** (or equivalent) check before rolling this d100; if you succeed, you may make the d100 roll with

Advantage (roll twice, select the more favorable result), but if you fail, you don't even get to roll the d100, and the Caravan will make no more purchases from your party.



Attack the Caravan

The Caravan consists of  **2d8** 0th-level commoners (sales people, drivers, stablehands, and the like) and  **2d4**


Guards. Each Guard is a **Fighter** with level equal to your average party level minus 1 (minimum 1), and is equipped with a light crossbow and 10 bolts, dagger, and a battleaxe or longsword (1d8 melee damage), and wears leather armor.

The Guards know that their careers are over if they fail their mission and allow the Caravan to be slaughtered and/or plundered, and so they will all fight to the death. The commoners will surrender immediately once all Guards are slain.

Profit from looting a destroyed Caravan is equivalent to “**QuickStart Treasure, Medium Coin Generator**” on page 74.


Before you start counting those coins, though, consider that word has a way of getting around: there is a  **20%** chance that the nearest settlement's **Attitude** toward the party will degrade two steps. In addition, the next time a Caravan Quirk is encountered, there is a  **30%** chance that the new Caravan will have heard of the party's killing of the other Caravan, and the new Caravan will have nothing to do with the party and will not trade with them.

Cave-In

 An expanse of terrain collapses under the sudden presence of your party.

You may roll on the table below to determine the nature of the Cave-In.


Table 33: Cave-In Quirk Effects

D20	Effect
1-5	Whoa! Careful, There!
6-9	Another Step, And...
10-11	Irksome Tumble
12-15	A Slight Fall
16-18	A Big Fall
19	Pointy Down Here
20	 Reroll with Advantage


Let's explore some of these results in more detail:

- **Whoa! Careful, There!:** The terrain falls apart a few yards from where you were walking. It's unsettling, but fortunately, nobody in the party falls victim to it.
- **Another Step, And...:** Right in front of you, the terrain falls away, revealing a pit. There's nothing in it, and

nobody falls in, so there's no immediate effect. If the party proceeds to move through another hex of this terrain type, however, it produces another, separate **Cave-In Quirk**; roll on this table again when that happens.

- **Irksome Tumble:** An annoyance, but not damaging: **1d3** party members (chosen at random) fall into a shallow pit of debris. Getting out is fairly straightforward, but the incident has put native fauna on high alert: make your next environmental encounter check at  **Disadvantage** (roll twice, select the less favorable result) so long as it occurs in this terrain type.
- **A Slight Fall:** The terrain falls open in the equivalent of a 10' deep pit. **1d3** party members (chosen at random) fall inside; each suffers **1d6** points of bludgeoning damage. Climbing out is straightforward and doesn't even require a skill check.
- **A Big Fall:** As with **A Slight Fall** above, but a much deeper chasm: **1d3** party members (chosen at random) fall into a gaping hole of terrain. Each suffers **3d6** bludgeoning damage, and must get out somehow. The sides are stereotypical of the terrain you're amidst when you encountered the **Cave-In Quirk**.
- **Pointy Down Here:** As above, but waiting for you at the bottom of the pit is debris that inflicts additional damage when you land atop it. Reroll on this table until you receive a result of **A Slight Fall** or **A Big Fall**. You suffer that effect, plus each PC who falls into the pit suffers an additional **1d8** points of piercing damage. For each **Pointy Down Here** result that you roll while rerolling to attain one of the other listed results, add another **1d8** points of piercing damage.

Creepy Runes

 You find an area covered in mystical-looking inscriptions. They're definitely not naturally-occurring, and merely recognizing that they are there gives you chills.

Avoid the Runes

If you declare that you immediately look away, you may avoid any further direct effect from the **Creepy Runes**. If you do, reroll on the environmental encounter table that produced this result, and reroll any results of “**No Encounter**”—the presence of the **Runes** means that something will definitely happen here!


Examine the Runes

If you don't choose to avoid the **Runes** immediately, you may examine them. This may or may not produce an additional effect; roll on the table below to determine.



Roll once for each set of **Creepy Runes** encountered; the effect described applies to the entire party.


Note that because some effects have individually-determined ending conditions, the **Creepy Runes** might persist for some PCs in your party longer than others.

Table 34: Creepy Runes Quirk Effect


D20	Effect
1-3	I've Got a Bad Feeling About This
4-9	Can't Stop Thinking About It
10-12	Aura of Suffering
13-17	Aura of Malaise
18	Aura of Intensity
19	Benevolent Charm
20	 Reroll with Advantage

Let's explore some of these results in more detail:

- **I've Got a Bad Feeling About This:** Examining the **Runes** has left you unsettled and ill at ease. You're not happy here, and can't wait to get out of the immediate area. Your party cannot take any form of Rest until you leave this hex (short or long).
- **Can't Stop Thinking About It:** The language of the **Runes**, whatever it once was, burns into your subconscious, and although there is no visible immediate effect, you find yourself pondering the symbols from time to time, whether you want to avoid the effect or not. Every hex of movement hereafter, there is a  5% chance that this evaluation of the memory of the **Runes** produces an effect. If it does, reroll on the above table, rerolling any results of "**Can't Stop Thinking About It**". This effect ends if you receive any sort of magical healing, or successfully sleep through a long rest.
- **Aura of Suffering:** Pain seems amplified to you, and wounds seem to staunch themselves much more slowly. You suffer double damage each time you suffer slashing or piercing damage. This effect remains until the next time you conclude a combat encounter in which you are successful.
- **Aura of Malaise:** You're acutely aware of the many sources of potential contagion, infection, and virulence in the area. And make no mistake: there are many, in the life of any adventurer. You make all checks and saves against poison, disease, acid or psychic damage, or curses with  **Disadvantage** (roll twice, select the less favorable result). This effect ends the next time you are cured of poison or disease, or receive a magical healing effect which includes such cures in its effects whether you currently suffer from them or not.
- **Aura of Intensity:** Your senses are sharp, you seem keenly aware of everything that's going on, and your short-term memory is enhanced. While under this effect, you gain experience at 150% the normal rate. For example, if you gain 200 XP while under this **Aura**, you receive instead 300 XP. This effect ends the next time you gain a level, or if you receive negative levels, level drain, or ability drain or damage (for rules systems which support any of those concepts), or fail any **Death** save (for rules systems which involve that concept).
- **Benevolent Charm:** You feel lucky, and as though the wind is at your back... as though the universe wishes you well.

All of your saving throws are made with  **Advantage** (roll twice, select the more favorable result). This effect ends as soon as you fail any saving throw.

Cartographer Quest

 A wizened but learned individual approaches you, admitting to a strange fancy, and asking your assistance in aiding the endeavor.

The **Cartographer** is trying to map the world, one bit at a time. You can help by taking careful notes of each environment you traverse.

Each hex of overland terrain you travel through, make a simple **Wisdom** check (roll d20; if equal to or less than the highest **Wisdom** of any PC in your party, you succeed). Keep track of your successes; each one means that you have noted something that will be of sufficient interest to the Cartographer.

The next time you encounter a Cartographer Quest Quirk, it means you once again meet up with the odd Cartographer who had commissioned your help.

You may "trade in" successes as follows with the Cartographer any time you encounter him, or stockpile them for a greater reward the next time you run into him.


There is no limit to the number of successes you may trade in at a given meeting, nor to the number of successes you may accumulate in your journeys.




Taking notes for the Cartographer in this manner does not suspend or otherwise affect the need to roll for environmental encounters as normal, so although you may keep taking notes forever, it's not without risk!

Cartographer Hex Success Exchange Rates:

- **2 Successes: Low Coin**, page 73
- **6 Successes: Medium Coin**, page 74
- **12 Successes: High Coin**, page 75
- **5 Successes: Low Gems**, page 76
- **13 Successes: Medium Gems**, page 77
- **20 Successes: High Gems**, page 78
- **10 Successes: Potions**, page 79

Deranged Bandits

 A group of odd-looking, weirdly-behaving miscreants approaches you. They don't seem to be asking for anything in particular, and you clutch not your jewels, but the hilt of your weapons.

Mechanically, treat the **Deranged Bandits** as a group of  2d6 Rogues/Thieves, each of class level equal to your average party level, minus 2 (minimum 1). Each is equipped with shoddy (but effective) leather armor and either a dagger ( 75% chance, 1d4 melee damage), or a short sword ( 25% chance, 1d6 melee damage).

You cannot run away from the **Deranged Bandits**, as they will follow you. If you devise a magical means of either


rooting them in one spot, or traveling supernaturally quickly, then they will follow you to the next hex.

Your party has one round of actions before the Bandits take action.



After one round of your party taking actions, and every round thereafter on the Bandits' turn, roll on the table below to determine their behavior. Roll only once; the effect described applies to the entire group of Bandits.

The **Deranged Bandits Quirk** ends if you slay all of the Bandits, or when they roll a "Run Away!" result below.


Table 35: Deranged Bandits Quirk Effect

D20	Effect
1-5	Shifty Movement
6-9	Attack!
10-11	Attack Poorly
12-15	Attack Viciously
16-18	Distracted
19	Run Away!
20	 Reroll with Advantage

Let's explore some of these results in more detail:

- **Shifty Movement:** The Bandits move from side to side, brandishing their weapons. This makes you ill at ease, but does not count as an attack.
- **Attack!:** The Bandits attack as in a normal combat encounter. (E.g., if you're using **FlexAI** rules, treat them as **Skirmishers** and roll for behavior accordingly.)
- **Attack Poorly:** As above, but their insanity makes them overzealous and ineffective. The Bandits suffer  **Disadvantage** (roll twice, select the less favorable result) on their attack rolls this round.
- **Attack Viciously:** Zeal can distract, but it can also increase focus. The Bandits inflict double damage this round, and (for systems which support the concept) automatically confirm threatened critical hits.
- **Distracted:** The Bandits are listening to things only they can hear, and looking at things only they seem to see. As a result, they're easier to attack right now: attacks against the Bandits until their next round gain  **Advantage** (roll twice, select the more favorable result).
- **Run Away!:** The Bandits flee immediately, perhaps at an unseen signal that makes sense only to the deranged.

Fae Curiosity

 Magical creatures from beyond the glade take a fleeting interest in the party during the passage through what they consider to be their lands.


At the best of times, fae are unpredictable; the moreso in uncertain circumstances such as the middle of the woods.

Immediately upon receiving this Quirk, and for each hex of travel through this terrain type hereafter, roll on the table below to determine the more specific effect on the party.






The **Fae Curiosity Quirk** ends when you move into a hex of different terrain, or when you roll "No Further Interest" below.

Unless otherwise noted below, all effects remain until you leave the terrain type where you received this result. This means that you may accumulate all, or contradictory, effects. Multiple instances of a given effect do not stack with themselves.

Table 36: Fae Curiosity Quirk Effect

D20	Effect
1-5	Observation Only
6-9	Unlucky
10-11	Lucky
12-15	Gluefeet
16-18	Sudden Roar
19	No Further Interest
20	 Reroll with Advantage

Let's explore some of these results in more detail:

- **Observation Only:** Whatever Fae creatures are watching you, they're only watching, at least for the time being. No mechanical effect, but your skin prickles; they're out there, somewhere, hidden and waiting.
- **Unlucky:** The hairs on the back of your neck arch up and wither, and your senses dull as from after a few rounds at the taproom. Your saving throws suffer  **Disadvantage** (roll twice, select the less favorable result), and attacks made against you gain  **Advantage** (roll twice, select the more favorable result).
- **Lucky:** As Unlucky, but the effect is reversed: you gain  **Advantage** (roll twice, select the more favorable result) in your saves, and attacks against you suffer  **Disadvantage** (roll twice, select the less favorable result).
- **Gluefeet:** Your movement rate is halved. In addition, make environmental encounter rolls with  **Disadvantage** (roll twice, select the less favorable result).
- **Sudden Roar:** Roll on the appropriate environmental encounter table and keep rolling until you receive a combat encounter result. The number of creatures that appears is the maximum allowed. For example, if the encounter states "1d4" creatures, 4 appear.
- **No Further Interest:** You have failed to suitably entertain the fae watchers, and they take their attentions elsewhere. The **Fae Curiosity Quirk** ends.

Guard Picket

i You are stopped by a group of guards who claim to be part of the local security forces.

Mechanically, this consists of **2d4 Fighters**, each of class level equal to your average party level minus 1 (minimum 1). Each wears chainmail and holds a spear, and is equipped with a dagger and light crossbow with 5 bolts.

Roll on the table below to determine what the **Guard Picket** wants from your party, if anything.

In any scenario in which you are fighting the Guards, they will flee if you slay half their number. Any Guards that are slain can be looted for the equipment described above. If you are able to loot at least one Guard, you also find an amount of coin equal to the amount the Picket would have asked of your party as a bribe (see “**Safety Ain’t Cheap**”, below).

If this Quirk ends with your having slain at least one Guard, there is a **25%** chance that the nearest Settlement’s Attitude toward your party degrades by one step.

Table 37: Guard Picket Quirk Effect

D20	Effect
1-5	Keep Your Nose Clean, Citizen
6-9	Safety Ain’t Cheap
10-11	Have You Seen Anything?
12-15	What Do You Hear?
16-18	Scout For Me, Would You?
19	Hey, Look, Gals: Target Practice
20	Reroll with Advantage

Let’s explore some of these results in more detail:

- **Keep Your Nose Clean, Citizen:** There’s some gruff talk about the importance of law in today’s society, and the vital and unsung role of guards in our civilization... but gruff talk is all it is. Move along, folks.
- **Safety Ain’t Cheap:** The same “guards are vital” speech as above, but it ends with a fairly blatant suggestion that a few silver pieces would be put to good use in aiding their duties. The bribe is **2d20** gold pieces, multiplied by the number of Hit Dice the party possesses across all characters. Failure or refusal to provide this amount means the PCs must either succeed in a **Diplomacy** (or equivalent) check (with randomized DC for systems that require one), or fight the guards.
- **Have You Seen Anything?:** Above all, the guards want information, rumor, or gossip: anything that would distract from the boredom or walking uneventful countryside. If you can tell them of at least one environmental encounter or combat encounter that you’ve had since the last time you were in a settlement, it will suffice; if you cannot or refuse to share your gory vicariously-enticing details, reroll this result.

- **Scout For Me, Would You?:** The guards are concerned that enemy or monstrous forces are encroaching their domain, and ask your help in scouting ahead. You must travel **1d4** hexes in a randomly-determined direction, and then report back to this hex with your findings (during which time you must still roll for environmental encounters as normal). If you don’t agree to do this, treat this result as **Safety Ain’t Cheap** instead. If you agree to do this, but then ignore the requirements, the next time you encounter a **Guard Picket Quirk**, it will be the guards that you lied to: immediately treat it as receiving a **Safety Ain’t Cheap** result, but double the bribe requested to avoid a fight.
- **Hey, Look, Gals: Target Practice:** The Guards immediately attack you once you’re close enough. They don’t really care about a bribe; after all, once they’ve killed you, they can loot your bodies for everything rather than just the bribe.

Her Ladyship’s Lands

i A group of patrolling guards or other security officers approach you and brusquely inform you that you are trespassing on the owned property of the local royal entity.

The group consists of **1d4 Elite Guards**, **2d4 regular Guards**, and **1d6 Officials**.

Elite Guards carry longswords, shields, plate armor, daggers, and heavy crossbows with 5 bolts apiece. They are also **Fighters** of class level equal to your average party level plus 1.

Regular **Guards** are equipped with halberds, chainmail, daggers, and light crossbows with 5 bolts apiece. They are each **Fighters** with class levels equal to your average party level minus 2 (minimum 1).

Officials count as 0th-level commoners. They wear no armor and are equipped only with daggers.

The group as a whole demands not only that you depart at once and never return without full, written, and sealed authority; but also that you remand the payment which would have been required to arrange a permit in the first place.

This bribe is equal to **1/10th** of your current total coin wealth, but can be satisfied via coin, gems, items, or any combination of material wealth.

You can fight the group, satisfy the bribe, or flee.

Fight the Group

The group will fight until half its total starting Guards have been slain. At this point, the Officials will all flee, the bribe forgotten. The remaining Guards have a **75%** chance of staying and fighting. Check again each time they lose one of their number.

If you slay all the Guards, or slay enough Guards to force the remainder to flee, you may loot their corpses for the equipment described, plus a total assemblage of coin equal to one roll on the **Medium Coin QuickStart Table** on page 74.

Note that regardless of the legitimacy of the bribe they were trying to extract, they were indeed agents of the local

authority. The nearest settlement's Attitude toward you will decrease by one step until you can reach an official there and describe what occurred.

Satisfy the Bribe

If you make the full payment requested, the group will leave you alone, but will insist that you leave immediately. Mechanically, this means leaving the current hex, retreating in the direction you came from. If you move back into the hex in which you encountered **Her Ladyship's Lands**, you will automatically encounter that Quirk again. This phenomenon is canceled once you reach a settlement of any kind.

If you refuse to leave the hex, or if you do not or cannot pay the full amount required, treat this as **Fight the Group**.


Flee

So long as you flee in the direction you came from, the group will leave you alone.


If you return to this hex, however, you will once again encounter a **Her Ladyship's Lands Quirk**, and it will automatically count as **Fight the Group**.

If you do not return to this hex, there is still a long-term effect: the next time you encounter a **Her Ladyship's Lands Quirk**, the bribe required will be doubled.

Ingredient Forage


 This area is rife with natural flora that is highly prized by alchemists and magic-users alike.

You may spend some time here foraging for alchemical ingredients and material spell components.

For each hour you spend foraging here, roll on the table below. The rich diversity of rare plants also attracts animals; there is a cumulative  5% chance that while you forage, something else happens as well; roll on the appropriate environmental encounters table.

For example, the first hour you spend, you make one roll on the table below, then a **d100** roll; on a **1-5**, make an encounter roll as well. The second hour, you make another roll on the table below, then another **d100** roll, except this time, on a **1-10**, an encounter roll occurs.

When you are forced to make an environmental encounter roll as a result of the above, there is no more opportunity to forage; you have either become distracted, or the natural flora has been depleted.


Any time you would roll on the table below, you may attempt a  **Knowledge (Nature)**, **Survival**, or equivalent skill check or ability that involves a dice roll and chance of failure; use a randomized DC for rules systems that require one. If you succeed on this check, you may choose to make another check, and so on, with no limit so long as you continue to succeed.

If you stop before you fail any of these checks, you may increase the results of a gp result on the table below by **10%** for each success you rolled. So if you succeeded four times, then stopped rolling, your result would be **140%** of the amount indicated below.



If you fail one of these checks, however, your confidence leads you astray: not only is the result of any forage result below halved, but you must stop foraging in this hex afterwards.

Successes or failures on these checks have no effect for a **Poison Barb** result rolled below.


Table 38: Ingredient Forage Quirk Results

D20	Result
1	Poison Barb
2-8	d20 gp
9-13	d20 x 10 gp
14-16	d20 x 20 gp
17-18	d20 x 50 gp
19	d20 x 100 gp
20	 Reroll with Advantage

Let's explore some of these results in more detail:

- **d20 x Y gp**: Roll the formula listed; the result is the equivalent value in gold pieces of the ingredients you harvest. You may simply sell these the next time you're in a settlement to an apothecary or alchemist for the gold coin, or you may count the forage as any equivalent combination of naturally-occurring spell components, alchemical ingredients, or poisons. Use common sense: you won't harvest scorpion venom from plants, but belladonna is realistic.
- **Poison Barb**: You accidentally prick yourself with something that you should avoid pricking yourself with. Make a  **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save. Success means you simply waste that forage dealing with the wound. Failure means you suffer  **2d8** poison damage.

Misinformation

 You run across a fellow traveler with news to share. Unfortunately, you discover well after the fact that the information shared was in fact inaccurate.

The information shared, and the result of believing it, is determined at random by rolling on the table below.








After rolling on the table below, you may attempt a  **Sense Motive** (or equivalent) check; success means the effect may be lessened as indicated in each result description below.

Table 39: Misinformation Quirk Effect

D20	Effect
1-5	Navigational Error

D20	Effect
6-9	Safety Error
10-11	Political Error
12-15	Cultural Faux Pas
16-18	Meteorological Error
19	Fauna Locality Error
20	 Reroll with Advantage


Let's explore some of these results in more detail:

- **Navigational Error:** Did she say “east”? Seems like she meant “west”. The next time you move to another overland hex, roll a  **d6**: on a **1-4**, you move instead to a hex in a random direction. This effect ends when you roll a **5-6** on this attempt and are able to successfully move as you had intended. If you succeeded on your **Sense Motive** check, you move successfully (and the effect terminates) on a **4-6** instead.
- **Safety Error:** That “savannah” that he described coming up ahead sure looks like it’s a swamp, instead. The next time you make a roll on any environmental encounter table, make that roll with  **Disadvantage** (roll twice, select the less favorable result). This effect ends the next time you roll any **No Encounter** result on an environmental encounter table. If you passed your **Sense Motive** check, this effect ends after the next roll on an environmental encounter table regardless of the result.
- **Political Error:** You could have sworn that traveler said that this village was a theocracy, not an oligarchy! It makes it really difficult to get anything done around here until you get your bearings. In the next settlement you encounter, you will suffer  **Disadvantage** (roll twice, select the less favorable result) on social checks with guards and security forces, political officials, and faction leaders. This effect ends after you make **3** successful social checks in that settlement. If you made your **Sense Motive** check, then this effect ends after you make **1** successful social check in that settlement.
- **Cultural Faux Pas:** Gesturing with your ring finger in the air turns out to be the precise opposite of wishing the target of the gesture a good day and prosperous life as you were led to believe. Oops! In the next settlement you encounter, you will suffer  **Disadvantage** (roll twice, select the less favorable result) on social checks with **all** residents and denizens. This effect ends after you make **2** successful social checks in that settlement. If you made your **Sense Motive** check, then this effect ends after you make **1** successful social check in that settlement.
- **Meteorological Error:** Red sky in the morning, birds take warning. Or was it “sailors take warning”? Or was it “better build an awning”? Ugh, either you misheard the idiom, or the traveler did. Either way, you haven’t prepared for the weather. Your movement speed is halved the next time you traverse an overland hex. This effect ends the next time you are forced to make an environmental encounter check. If you passed your **Sense Motive** check, you may attempt a  **Knowledge**

(**Nature**) check; if successful, you may ignore this effect entirely immediately as your innate senses and own knowledge override the misinformation you were given.

- **Fauna Locality Error:** The traveler said “anteaters”, but it sure seems as though there’s an infestation of antlions instead. The next time you roll on an environmental encounter table, roll three times on that table; any combat encounter results are the event that takes place. If no combat encounter is rolled, you may select from the three rolls as you wish. If you passed your **Sense Motive** check, roll twice on the table instead of three times. This effect ends the next time you suffer a combat encounter as a result of an environmental encounter table roll.

Mysterious Bubbling Spring

 An odd swelling of the earth here reveals a bubbling concoction of... well, you’re not quite sure what it is. But damn if it isn’t interesting.

The exact nature of the Spring varies from quirk to quirk.

If you touch the Spring, drink from the Spring, or dip an item in the Spring, roll on the table below. Each result’s description indicates if it applies to one or more of these approaches.


If the result you roll **does** apply to the approach you used, then that’s the nature of the Spring; apply the effects accordingly.

If the result you roll **does not** apply to the approach you used, then the result rolled is **not** the nature of the Spring. You may use another approach to try and determine what’s going on; if you do, roll again on the table, rerolling any result that has already been rolled and ruled out via the above heuristic.

The nature of the Spring does not change once established via the above method.

The purpose of the above, somewhat convoluted, means of determining the nature of the Spring is to ensure that whatever it is, you will only find it out after you’ve committed to exposing yourself or an item to its effects.





Table 40: Mysterious Bubbling Spring Quirk Nature

D20	Nature & Effect
1-6	Poison (<i>drink</i>)
7-11	Blessing (<i>drink</i>)
12-15	Incorporeality (<i>item, touch</i>)
16	Ghostly (<i>item, touch</i>)
17-18	Acidic Corrosion (<i>item, drink, touch</i>)
19	Magical Enhancement (<i>item</i>)
20	 Reroll with Advantage


Let’s explore some of these results in more detail:

- **Poison:** The person drinking from the Spring suffers **2d8**

poison damage. There is no save, since you willingly imbibe poisonous liquid. The poisonous nature of the liquid ends mere seconds after it leaves the Spring, so it is not possible to bottle the liquid and use it elsewhere, for example.


- **Blessing:** Invigorating life flows through you. You receive  **Advantage** (roll twice, select the more favorable result) on all saving throws, and double the numerical effects from magical healing effects, until the end of the current gaming session. Each time a creature drinks from this Spring (including the first time), roll a  **d6**: on a **1-2**, the effects are depleted and the Spring produces no further effects for other drinkers (other than providing refreshingly pure water).
- **Incorporeality:** The item or appendage dipped into the water gains incorporeality until the end of the current gaming session. For rules systems that lack a formal description of that phenomenon: incorporeal weapons can hit only ghosts and other incorporeal monsters; incorporeal armor is only proof against attacks from incorporeal monsters and effects; incorporeal body parts are treated as incorporeal natural weapons. Generally speaking, incorporeal things can only affect and be affected by other incorporeal things. You can only dip appendages (arms, legs) into the liquid.
- **Ghostly:** A more useful, beneficial form of **Incorporeality** above: the item or appendage dipped is only partly incorporeal, and can therefore affect and be affected by things that are material (i.e., not incorporeal) as well as incorporeal.
- **Acidic Corrosion:** Creatures touching this liquid suffer 2d6 points of acid damage, with no save. Creatures drinking from the liquid suffer 2d12 points of acid damage, with no save. Mundane items dipped are instantly destroyed. Magical items dipped are destroyed unless they make a saving throw; for rules systems that lack this mechanic, have the creature dipping the item make a  **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save.
- **Magical Enhancement:** The item dipped receives a bluish-purple magical haze around it for the remainder of the current gaming session. Its magical enhancement bonus is increased by **+1**, with no limit. For rules systems that do not formally describe this mechanic: Magical weapons receive an additional **+1** to damage and attack rolls; magical armor and shields grant an additional **+1** bonus to Armor Class. Potions dipped receive a **+1** per die bonus to all numerical effects; for example, a healing potion that normally heals for **2d4+3** points of damage would instead heal for **2d4+5** points of damage after being dipped. All of these effects last only until the end of this session. Each time an item is dipped in this Spring (including the first time), roll a  **d6**: on a **1-2**, the effects are depleted and the Spring produces no further effects for other dipped items.

Stampede

 A vast herd of wild creatures thunders toward you. There's barely enough time to get out of the way!

Roll on the table below to determine the nature of the threat


and the potential effects.

Each PC may attempt a  **Dexterity / Agility / Spell** saving throw (with DCs randomly determined for systems which require them).


Failure means that PC suffers full damage.

Success means they halve this damage; they may choose to attempt a second saving throw. Success a second time means they fully get out of the way and avoid all damage. Failure this second time means they not only fail to find better footing, but they slip and tumble, and suffer full damage despite having succeeded with their first save.

Table 41: Stampede Quirk Damage Threat

D20	Threat
1-5	2d6 bludgeoning
6-9	2d8 bludgeoning
10-11	3d6 bludgeoning
12-15	4d6 bludgeoning and piercing
16-18	5d6 bludgeoning and piercing
19	6d6 bludgeoning and piercing
20	 Reroll with Advantage


Poisonous Foliage

 The native plant life here seems poisonous even to brush against. You'd best watch your step while passing through here.



You may choose to immediately go back the way you came rather than risk the **Poisonous Foliage** here. If you do, you may ignore this Quirk entirely, but you must make an environmental encounter check immediately for the hex to which you retreat.

Roll on the table below to determine the specific effect.


Table 42: Poisonous Foliage Quirk Effect


D20	Effect
1-5	Pass Safely
6-9	Dodge or 2d4 poison
10-11	Dodge or 3d4 poison
12-15	Withstand or 3d6 poison
16-18	Dodge or Withstand or 3d8 poison
19	Dodge or Withstand or 4d8 poison
20	 Reroll with Advantage

Let's explore some of these results in more detail:

- **Pass Safely:** Though the tendrils and oily fronds threaten from all sides, you're able to avoid them sufficiently to suffer no ill effects.
- **Dodge or XdY Poison:** Each PC must succeed in a  **Dexterity** / **Agility** / **Spell** saving throw (with DCs randomly determined for systems which require them) or suffer the listed poison damage. Success means no damage is suffered.
- **Withstand or XdY Poison:** Each PC must succeed in a  **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save, or suffer the listed poison damage. Success means half damage is suffered.
- **Dodge or Withstand or XdY Poison:** You may choose which save to employ, here. Success at **Dodging** means no damage; success at **Withstanding** means half damage.

Rockslide


 Loose rocks, some pebble-sized and some as large as boulders, slide down the landscape, loosed perhaps by creatures prowling, or perhaps simply because it was their time to fall. Whatever the case, you'd best be nimble to avoid the slide!


Each PC must make a  **Dexterity** / **Agility** / **Spell** saving throw (with DCs randomly determined for systems which require them) to avoid suffering crushing damage from the **Rockslide**.

Failure means that PC suffers  1d6 bludgeoning damage for every 3 Hit Dice or fraction thereof that they possess.

Success on the save means they are able to move out of the way to safety, and suffer no damage.

Sandslide

 Shifting sands underfoot make for perilous positioning. A sudden pivot sends what you thought was a solid dune tumbling down the landscape.


Each PC must make a  **Dexterity** / **Agility** / **Spell** saving throw (with DCs randomly determined for systems which require them) to maintain their footing. Success means you merely stumble.

Failure means you fall. Dunes are hardly notorious for inflicting falling damage, so you suffer no hit point loss, but the tremors and movement might attract attention.

Roll once on this terrain's environmental encounter table for every PC who fails their save in this manner. Ignore all results that are not combat results. Any and all combat results that you roll occur, as the monsters are attracted to the commotion.

If you roll more than one monster encounter, the creatures from the first come next round, with the creatures from each other roll arriving in subsequent rounds, spaced out by 2 rounds apiece.

Ambient Malaise


 You have a sinking, nauseous feeling in the pit of your stomach just walking through this area. It's nothing specific, but it's definitely something nearly tangible that you can feel.

Immediately upon receiving this Quirk, and for each hex you move through terrain of this type subsequently, roll on the following table to determine the more specific effects of the **Ambient Malaise**, if any. Roll once, and apply the result to all PCs unless otherwise indicated in the effect description.






The effects rolled on any given hex of movement apply and stack so long as you are suffering from the **Ambient Malaise Quirk**. Repeated rolls of a given result do not stack with themselves.

The **Ambient Malaise Quirk** ends when you move into a hex of a terrain type different from where you first encountered the Quirk.

Table 43: Ambient Malaise Quirk Effects

D20	Effect
1-5	Stomach Butterflies
6-9	Low-Grade Nausea
10-11	Periodic Retching
12-15	Ennui
16-18	Despair
19	Doubled Resolve
20	 Reroll with Advantage

Let's explore some of these results in more detail:

- **Stomach Butterflies:** You're uneasy and anxious, but there is no further mechanical impact.
- **Low-Grade Nausea:** It's nothing you can't handle, but it's hard to ignore. You suffer  **Disadvantage** (roll twice, select the less favorable result) on your attack and damage rolls until the **Malaise** ends.
- **Periodic Retching:** Every so often, you must stop and vomit. This is annoying to say the least, and between the noise, the delay, and the increased ease with which any monster might track you, it means that any rolls on environmental encounter tables are made with  **Disadvantage** (roll twice, select the less favorable result). You also suffer  **Disadvantage** (roll twice, select the less favorable result) on  **Constitution**, **Fortitude**, or **Paralysis** saving throws.
- **Ennui:** You're just not motivated to do very much right now. In order to move into a different hex, the majority of the party must succeed in a  **Wisdom** or **Will** (with randomized DC), or a **Wand** save. If the majority of the party fail their saves, you must remain in the same hex and make an environmental encounter check while there. Success of a majority of the team means you may move

one hex, but you must still continue to make these **Ennu** saves in order to keep moving. If at any time the entire party succeeds in their saves, the **Ennu** effect terminates.

- **Despair:** You worry that any of this is worthwhile, and question whether there is any bright future in store for you after all of this questing and fighting and slogging through terrorizing environments. Anyone wishing to cast a Divine spell (or anything powered by faith, belief, or confidence, so for example any morale or fear-conquering effects) must first succeed in a **Wisdom** or **Will** (with randomized DC), or a **Wand** save. Failure means the spell fizzles and the slot is lost, or ability is lost while the Malaise functions. Success means you may cast the spell or use the ability as normal, but any dice rolls associated with the effect (spell attack, healing, etc.) are made with **Disadvantage** (roll twice, select the less favorable result).
- **Doubled Resolve:** The malaise simply serves to bolster your spirits. After all, if there's something wrong in the region, that simply means that it's an opportunity to make it right! All your saving throws gain **Advantage** (roll twice, select the more favorable result) while you are under the effects of the **Ambient Malaise**.

Message in a Bottle

You discover a literal message in a bottle: a rolled-up piece of handwriting inside a stoppered glass container.

Roll on the table below to determine the specific effect of the **Message in a Bottle**.

Table 44: Message in a Bottle Quirk Effects

D20	Effect
1-2	Waterlogged
3-5	Personal Note
6-10	Map
11-15	Quest Aid
16-18	Healing Words
19	Magic Scroll
20	Reroll with Advantage

Let's explore some of these results in more detail:

- **Waterlogged:** The stopper has been lost or damaged, and the note, whatever it once was, has been ruined.
- **Personal Note:** Maybe it's a recipe for a favorite type of pie, or a love note that someone never had the guts to deliver directly. Whatever its nature, it's not helpful in any tangible manner, and is nothing more than a curiosity to be discarded.
- **Map:** It's a map of a certain location, hand-drawn, but serviceable, and useful. You may "expend" this map at any time to produce any one of the following effects: A: avoid making an environmental encounter roll; B: double

your movement speed while navigating through a certain terrain type; C: gaining **Advantage** (roll twice, select the more favorable result) to rolls related to tracking or navigating (**Survival, Knowledge (Geography)**, etc.).

- **Quest Aid:** It's information that just happens to be related to a Quest. This need not be a quest that you currently are pursuing; perhaps the information seems useless and irrelevant right now, but later, once you pick up the trail of a narrative, you'll go back to the Message in a Bottle and it will make a lot more sense. Mechanically, you may "expend" this Quest Aid at any time to produce any one of the following effects: A: gain **Advantage** (roll twice, select the more favorable result) on all checks in any one social encounter related to a Quest; B: gain **2d4 Clues** related to any single active Quest (if you are using FlexTale Quest rules that involve Clues); C: avoid any one random encounter forced upon you in the course of pursuing resolution of a quest.
- **Healing Words:** As you struggle to decipher the script, warm pink magic floats off the page and into your body. The reader regains **1d8** hit points for every 2 Hit Dice or fraction thereof they possess.
- **Magic Scroll:** Improbably, within the bottle is a magical scroll, of spell level **1d6**. Use your rules system's treasure tables to determine which spell it is.

Magma Plume

Magma erupts from a crack in the semi-liquid crust of the terrain nearby.

Everyone in the party suffers **1d4** points of fire damage per Hit Die they possess.

Any individual party member may make a **Dexterity** or **Reflex** (with randomized DC), or a **Spell** save to halve this damage.


The party as a whole may make a **Survival** check, a **Perception** check, or **Knowledge (Nature)** check (or any equivalents to any of those skills or abilities), with randomized DC. Success means that you noticed the event about to occur, before it happened, and were able to move quickly to a less dangerous area; the entire party may halve the damage suffered as a result.

If the party succeeds in the above check to notice the lava burst before it happens, any individual party member who also then succeeds on their **Dexterity** (or equivalent) save is able to move fully out of the dangerous zone, and suffers no damage at all.

After the initial damage effect described above, the current hex counts as Difficult Terrain for the remainder of your time in it. You move at half speed while in this sort of terrain.


Corpse Quest

You happen upon a mysterious corpse that leads to more questions than answers.



Looting or examining the body turns up only  **2d4** copper pieces, a rusted and useless dagger, and tattered clothing.

Roll on the table below to determine what additional effects are in play, if any.

Table 45: Corpse Quest Quirk Effect


D20	Effect
1-5	He's Dead, Jim
6-9	Murdered Scion
10-11	Suicidal Lover
12-15	Random Quest
16-18	Random Quest with Information
19	Random Quest with Leads
20	 Reroll with Advantage

Let's explore some of these results in more detail:

- **He's Dead, Jim:** Sometimes a mysterious dead body is just a mysterious dead body. Move along, nothing further to see here.
- **Murdered Scion:** This body is the son or daughter of a wealthy and/or important family, and from the stab wounds or poison smirches, it's clear foul play was involved. The next settlement you visit just happens to be home to the family of the Murdered Scion; informing them of what occurred is heartbreaking, but brings closure to their anxiety, and they are grateful in the form of a roll on the **Medium Coin QuickStart Table**, page 74.
- **Suicidal Lover:** Distraught from circumstances, engaged in complications that seem too dire to find a way out of, or caught in a deadly love triangle: this poor soul considered suicide to be their only way out, even if for just one fatal moment. Asking around in the next settlement you visit will quickly turn up those who are desperate for news of what fate befell their beloved; though the truth comes as a despairing shock, they give what small token of thanks they are capable of in their grief, which amounts to a roll on the **Low Coin QuickStart Table**, page 73.
- **Random Quest:** Something about, or on, the corpse sparks a random quest. If you are using the **FlexTale Quest** system, roll up a new quest completely at random. If you are using an alternate system, use that system's rules to spark the intrigue.
- **Random Quest with Information:** As Random Quest above, but there's information that serves as valuable to get you started. All checks or rolls associated with pursuit of this new quest gain  **Advantage** (roll twice, select the more favorable result) for the remainder of this gaming session.
- **Random Quest with Leads:** As Random Quest with Information above, but you also benefit from  **2d4 Clues** related to this new Quest. Perhaps obviously, this notion only benefits you if you are using FlexTale Quest rules that involve Clues, and if you randomize a Quest that

requires Clues.



Ashstorm

 Brutal winds toss particles about; the sky and air are laden with stinging sand and ash that blights vision and burns the lungs.

An **Ashstorm** has multiple effects, as follows:


Movement speed is halved while in this type of terrain.

To move to a different hex, you must succeed in a navigational check: Survival (or equivalent tracking ability), Knowledge (Geography), or some similar talent or effect that is either magical in nature, or requires a check or roll.

For each hex of Ashstorm the party moves through, each PC must succeed in a  **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save, or suffer  **1d4** points of fire damage for every 3 Hit Dice or fraction thereof they possess as the fiery tidbits burn your lungs.


The **Ashstorm** persists until you move out of the type of terrain in which you first encountered it, or if every PC in your party succeeds in your "burning lungs" saving throws.


Sudden Pit

 The ground opens up suddenly beneath your feet, and a small chasm appears!


Each PC must attempt a  **Dexterity / Agility / Spell** saving throw (with DCs randomly determined for systems which require them).

Success means you are able to jump out of the way before falling into the **Sudden Pit**.

Failure means you fall: you suffer  **1d6** points of bludgeoning damage for every 2 Hit Dice or fraction thereof you possess.

Climbing out of the naturally-occurring Sudden Pit takes a  **2d10** minutes, but is otherwise unremarkable.

Toxic Oasis

 A vision, a dream, a respite, appears before you. Rubbing your eyes, you grin as you realize this is no mirage. Despair settles in, though, once you approach: for this is no ordinary breach of hostile terrain, it is a **Toxic Oasis**.

Poisonous water, venomous creatures, or acidic reservoirs: there is a variety of **Toxic Oases** that might be encountered.

Roll on the table below to determine the specific effect discovered.

Table 46: Toxic Oasis Quirk Effect

D20	Effect
1-5	Unpleasant Water

D20	Effect
6-9	Poisoned Water
10-11	Poisonous Foliage
12-15	Venomous Drinking Hole
16-18	Ambient Malaise
19	Ugly Healing Spring
20	Reroll with Advantage

Let's explore some of these results in more detail:

- **Unpleasant Water:** It's brackish and tastes bad, but it's drinkable. You may fill your horns with the disgusting-tasting but life-sustaining liquid.
- **Poisoned Water:** The smell as well as the sight of the water clues even the most ignorant that this water is poisonous to drink. If for some reason a creature still drinks from the oasis, they must make a **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save, or suffer **2d10** points of poison damage. The water's poisonous nature survives being taken from this spot, so it can be bottled and used, but must be imbibed in order to create the damaging effect.
- **Poisonous Foliage:** The water is potable and fresh, but the fronds of foliage nearby are poisonous. Each PC must make a **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save, or suffer **2d6** points of poison damage as they brush up against the plants before they notice.
- **Venomous Drinking Hole:** This water is home to a unnaturally venomous sort of monster. Roll on the appropriate environmental encounter table until you produce a monster result; that monster approaches. If that monster already has a poisonous or venomous ability, saving throws against it suffer **Disadvantage** (roll twice, select the less favorable result). If the creatures attacking normally do not have a poisonous feature, their natural weapons inflict a poison attack as well: each creature struck must succeed in a **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save or they suffer **2d4** points of poison damage.
- **Ambient Malaise:** The **Toxic Oasis** doesn't produce an immediate, direct effect, but the PCs suffer from **Ambient Malaise**; enact the Quirk of that name.
- **Ugly Healing Spring:** It's ugly and smells bad, but the waters from this spring have natural healing properties. Anyone who drinks from it shivers in revulsion, but receives the benefit of healing **1d4** points of damage for every 2 Hit Dice or fraction thereof they possess. This healing effect works only once for each creature.

and sores have appeared on your flesh.

This can produce a number of effects. Randomly determine one PC in the party to receive the boils and sores.

Immediately upon receiving this Quirk, and for every hex of overland movement thereafter, roll on the table below.

Effects of different kinds stack, but multiple instances of the same result do not stack with each other.

You Should Really Have That Looked At and its effects persist until an afflicted creature receives any sort of healing effect that cures disease. The effect is nonmagical.

Table 47: You Should Really Have That Looked At Quirk Effects

D20	Effect
1-5	Ugly But Stable
6-9	Fester
10-11	Infect
12-15	Itch
16-18	Gangrene
19	Pass Out
20	Reroll with Advantage

Let's explore some of these results in more detail:

- **Ugly But Stable:** The wound is disgusting, but doesn't seem to have changed at all. This result does not add to or change existing effects.
- **Fester:** The wound has gotten worse. Your next roll on this table is made with **Disadvantage** (roll twice, select the less favorable result), but there is no further immediate effect.
- **Infect:** The virulence of whatever is causing this works its way into your flesh more deeply. You suffer **1d4** points of acid damage for every 3 Hit Dice or fraction thereof you possess.
- **Itch:** The constant need to scratch the wound—or to avoid doing so!—causes a distraction. You suffer **Disadvantage** (roll twice, select the less favorable result) on all checks and saves.
- **Gangrene:** The rot and decay of the wound is easily scented by monsters. Roll twice immediately on the appropriate environmental encounter table; ignore all results that aren't combat encounters.
- **Pass Out:** The wound has gotten too deep and too rotted. The afflicted PC passes out, and will remain in a coma-like state until they remedy the **Quirk**.

You Should Really Have That Looked At

While strolling through this landscape, you notice boils

Traveler Corpses

As any traveler will tell you, the paths between points of interest are littered with the bodies of those who could not

make it to their destination. It's a sad, but very true, aspect of life in this realm, and it's only a matter of time before you run into a **Traveler Corpse** while on the road.

Roll on the table below to determine the nature of the body discovered.


Unless otherwise indicated below, the corpse possesses a dagger-equivalent melee weapon and an ordinary set of commoner clothing.

Roll again on the appropriate environmental encounter table, ignoring further results of **"What's That?"**.

If you roll a **No Encounter** result, that's what is actually happening; you saw a trick of the light, perhaps, in thinking that it was something else initially.

If you roll an actual encounter, you have advance warning: you may choose to avoid it entirely if you wish.


Table 48: Traveler Corpse Quirk Nature

D20	Nature of Corpse
1-5	Traveler
6-10	Refugee
11-14	Military
15-16	Merchant
17-18	Pilgrim
19	Adventurer
20	 Reroll with Advantage

Let's explore some of these results in more detail:

- **Traveler:** This person might have made frequent commute from one place to another, or perhaps they were returning from selling their monthly harvest. They bear a little coin, but nothing else: roll on the **Low Coin QuickStart Table**, page 73.
- **Refugee:** This poor soul was fleeing persecution or terrible conditions, and suffered the ultimate fate en route to what they believed was a better life. Secreted away in their clothing is their life savings, converted into a gem that is easily transported: roll on the **Low Gems QuickStart Table**, page 76.
- **Military:** This well-equipped soldier was either a deserter, trying to catch up to the rest of her unit, or a scout who never made it back to make a report. She's garbed in chainmail, and bears a longbow, 10 arrows, dagger, and a short sword.
- **Merchant:** This traveler was carrying a fair amount of coin to trade afar. Whatever killed him did a poor job of locating this money on his body: you may roll on the **Medium Coin QuickStart Table**, page 74.
- **Pilgrim:** A religious devotee, traveling to visit a site of sacredness to her faith. She possesses a random **Potion** (roll on the **Potions QuickStart Table**, page 79).
- **Adventurer:** A fellow quester and glory-seeker, such as yourselves! As you well know, such folk need to be well-prepared. Loot-wise, treat as a combination of **Military**, **Merchant**, and **Pilgrim**.

What's That?

 You could have sworn that you heard something. Or saw something. Did you see that? Did you hear it?

Utility Tables

Utility Tables

Introduction

The following Utility Tables have been taken from the far more thorough set of such tables included in *FlexTale Solo Adventuring Toolkit* and the *FlexTale Solo Adventuring QuickStart*.

Although they were originally published to be used with solo adventuring in mind, they were designed from the start to be useful to both solo and traditional DMs alike.

Their inclusion here fuels a great deal of diversity and flexibility in using the content in this book.

Quadded Difficulty

Throughout the QuickStart tables, you'll see an array of colored icons. These correspond to four "bands" of difficulty:  Low /  Moderate /  Advanced /  Elite.


Please refer to "*Quadded Challenge*" on page 120 for a more complete discussion of the subject.

As quick introduction to the concept, these difficulty bands are meant to correspond to the average party level (APL), or class level if you are a solo adventurer. Take the maximum PC level supported by your rules system and divide by four to establish the rough rule of thumb for what PC levels these four bands correspond to.

For example, for many systems, 20 is the maximum level: the table below indicates a suggested range for each difficulty band.

Using Quadded Difficulty is entirely optional, but it allows you to scale adventure content as appropriate to your level. Taking 1d6 damage as a level 18 paladin, for example, doesn't really matter that much!

Table 49: Scaling Quadded Statblocks

PC Level / Creature Challenge Rating	Variable-Challenge Quad
1-4	 Low
5-10	 Moderate
11-15	 Advanced
16+	 Elite

QuickStart Difficulty Class Generator



Contexts

- Use Context A:**
 By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- Use Context C:**
 If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- Use Context D:**
 If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 24: QuickStart Difficulty Class

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-4	Susceptible: Reroll to determine DC, but suffer Disadvantage on the save.				
2-5	3-4	1-6	-	10 12 14 16	10 12 14 15	14 20 25 30	+3 on roll	5 7 9 11
6-10	5-8	7-12	5-7	12 14 16 18	12 14 16 17	16 22 27 32	+2 on roll	6 8 10 12
11-14	9-11	13-15	8-10	14 16 18 20	13 15 17 18	18 20 30 34	+1 on roll	8 10 12 14
15-16	12-14	16	11-13	16 18 22 24	14 17 19 20	20 22 32 36	Normal roll	10 12 14 16
17	15-16	17	14-16	18 22 24 26	15 17 20 22	22 24 34 38	-1 on roll	12 14 16 18
18	17-18	-	17-18	20 23 26 30	16 18 22 25	24 28 36 40	-2 on roll	14 16 18 20
19	19	-	19-20	22 25 30 40	18 20 24 28	25 28 38 42	-3 on roll	16 18 20 22
20	20	18-20	-	Resistant: Reroll to determine DC, but gain Advantage on the save.				

QuickStart Treasure, Low Coin Generator



Contexts

- Use Context A:**
 By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- Use Context C:**
 If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- Use Context D:**
 If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 25: QuickStart Treasure, Low Coin

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-4	Contact Poison: Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent “ Contact Poison ” result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of “ Contact Poison ”) indicates you suffer Disadvantage on saves related the the poison.				
2	3-5	-	5-7	No treasure / debris of no value				
3-6	6-9	1-3	8-11	1d6 gp 2d8 gp 3d10 gp 4d12 gp	1d4 gp 2d5 gp 3d8 gp 4d10 gp	1d8 gp 2d10 gp 3d12 gp 4d20 gp	1d4 gp 2d5 gp 3d8 gp 4d10 gp	1d4 gp 2d5 gp 3d8 gp 4d10 gp
7-9	10-13	4-6	12-14	1d10 gp 2d20 gp 3d20 gp 5d20 gp	1d8 gp 2d12 gp 3d12 gp 5d12 gp	1d12 gp 3d20 gp 4d20 gp 6d20 gp	1d8 gp 2d12 gp 3d12 gp 5d12 gp	1d8 gp 2d12 gp 3d12 gp 5d12 gp
10-14	14-17	7-10	15-18	1d12 gp 3d20 gp 4d20 gp 6d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp
15-16	18	11-15	19	1d20 gp 4d20 gp 5d20 gp 7d20 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp	2d20 gp 4d20 gp 8d20 gp 10d20 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp
17-18	19	16	20	2d20 gp 6d20 gp 8d20 gp 10d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	3d20 gp 8d20 gp 12d20 gp 14d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp
19	20	17-18	-	Additional Treasure: Reroll twice. Receive both results. “ Double Treasure ” can stack up to 3x total.				
20	-	19-20	-	Favorable Treasure: Reroll twice. Select your preference of the results rolled. “ Favorable Treasure ” stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.				

QuickStart Treasure, Medium Coin Generator



Contexts

- Use Context A:**
 By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- Use Context C:**
 If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- Use Context D:**
 If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 26: QuickStart Treasure, Medium Coin

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-4	Contact Poison: Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent “ Contact Poison ” result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of “ Contact Poison ”) indicates you suffer Disadvantage on saves related the the poison.				
2	3-5	-	5-7	No treasure / debris of no value				
3-6	6-9	1-3	8-11	1d12 gp 3d20 gp 4d20 gp 6d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp
7-9	10-13	4-6	12-14	1d20 gp 4d20 gp 5d20 gp 7d20 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp	2d20 gp 4d20 gp 8d20 gp 10d20 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp
10-14	14-17	7-10	15-18	2d20 gp 6d20 gp 8d20 gp 10d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	3d20 gp 8d20 gp 12d20 gp 14d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp
15-16	18	11-15	19	4d20 gp 6d20 gp 8d20 gp 10d20 gp	2d20 gp 5d20 gp 7d20 gp 9d20 gp	6d20 gp 8d20 gp 10d20 gp 12d20 gp	2d20 gp 5d20 gp 7d20 gp 9d20 gp	2d20 gp 5d20 gp 7d20 gp 9d20 gp
17-18	19	16	20	6d20 gp 8d20 gp 12d20 gp 14d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp	8d20 gp 12d20 gp 14d20 gp 20d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp
19	20	17-18	-	Additional Treasure: Reroll twice. Receive both results. “ Double Treasure ” can stack up to 3x total.				
20	-	19-20	-	Favorable Treasure: Reroll twice. Select your preference of the results rolled. “ Favorable Treasure ” stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.				

QuickStart Treasure, High Coin Generator



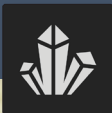
Contexts

- Use Context A:**
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- Use Context C:**
 If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- Use Context D:**
 If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 27: QuickStart Treasure, High Coin

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-4	Contact Poison: Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent “ Contact Poison ” result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of “ Contact Poison ”) indicates you suffer Disadvantage on saves related the the poison.				
2	3-5	-	5-7	No treasure / debris of no value				
3-6	6-9	1-3	8-11	6d20 gp 8d20 gp 12d20 gp 14d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp	8d20 gp 12d20 gp 14d20 gp 20d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp
7-9	10-13	4-6	12-14	1d6x100 2d4x100 2d8x100 2d12x100	1d4x100 1d6x100 2d4x100 2d6x100	2d6x100 4d8x100 6d8x100 6d12x100	1d4x100 1d6x100 2d4x100 2d6x100	1d4x100 1d6x100 2d4x100 2d6x100
10-14	14-17	7-10	15-18	3d6x100 4d8x100 6d10x100 8d12x100	1d6x100 2d4x100 2d6x100 2d10x100	6d6x100 8d8x100 10d10x100 12d12x100	1d6x100 2d4x100 2d6x100 2d10x100	1d6x100 2d4x100 2d6x100 2d10x100
15-16	18	11-15	19	1d4 x 1k 2d6 x 1k 3d8 x 1k 4d12 x 1k	2d20x100 2d20x100 1d6 x 1k 2d4 x 1k	1d8 x 1k 2d10 x 1k 3d12 x 1k 4d20 x 1k	2d20x100 2d20x100 1d6 x 1k 2d4 x 1k	2d20x100 2d20x100 1d6 x 1k 2d4 x 1k
17-18	19	16	20	1d12 x 1k 2d12 x 1k 4d12 x 1k 6d20 x 1k	1d10 x 1k 2d10 x 1k 4d8 x 1k 6d12 x 1k	2d12 x 1k 4d12 x 1k 8d12 x 1k 8d20 x 1k	1d10 x 1k 2d10 x 1k 4d8 x 1k 6d12 x 1k	1d10 x 1k 2d10 x 1k 4d8 x 1k 6d12 x 1k
19	20	17-18	-	Additional Treasure: Reroll twice. Receive both results. “ Double Treasure ” can stack up to 3x total.				
20	-	19-20	-	Favorable Treasure: Reroll twice. Select your preference of the results rolled. “ Favorable Treasure ” stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.				

QuickStart Treasure, Low Gem Generator



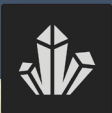
Contexts

- Use Context A:**
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- Use Context C:**
 If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- Use Context D:**
 If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 28: QuickStart Treasure, Low Gem

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC	
1	1-2	-	1-4	Contact Poison: Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent " Contact Poison " result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of " Contact Poison ") indicates you suffer Disadvantage on saves related the the poison.					
2	3-5	-	5-7	No treasure / debris of no value					
3-8	6-9	1-3	8-11	Agates: 1d4x; 2 gp/ 1d8x; 5 gp/ 1d12x; 10 gp/ 1d20x; 15 gp/	Agates: 1d4x; 2 gp/ 1d8x; 3 gp/ 1d12x; 8 gp/ 1d20x; 10 gp/	Agates: 1d4x; 5 gp/ 1d8x; 8 gp/ 1d12x; 15 gp/ 1d20x; 20 gp/	Agates: 1d4x; 2 gp/ 1d8x; 3 gp/ 1d12x; 8 gp/ 1d20x; 10 gp/		
9-11	10-14	4-6	12-14	Azurite: 1d4x; 4 gp/ 1d8x; 8 gp/ 1d12x; 13 gp/ 1d20x; 20 gp/	Azurite: 1d4x; 3 gp/ 1d8x; 5 gp/ 1d12x; 10 gp/ 1d20x; 15 gp/	Azurite: 1d4x; 8 gp/ 1d8x; 12 gp/ 1d12x; 18 gp/ 1d20x; 25 gp/	Azurite: 1d4x; 3 gp/ 1d8x; 5 gp/ 1d12x; 10 gp/ 1d20x; 15 gp/		
12-16	15-18	7-11	15-19	Blue Quartz: 1d4x; 8 gp/ 1d8x; 10 gp/ 1d12x; 15 gp/ 1d20x; 25 gp/	Blue Quartz: 1d4x; 5 gp/ 1d8x; 7 gp/ 1d12x; 10 gp/ 1d20x; 20 gp/	Blue Quartz: 1d4x; 12 gp/ 1d8x; 15 gp/ 1d12x; 20 gp/ 1d20x; 30 gp/	Blue Quartz: 1d4x; 5 gp/ 1d8x; 7 gp/ 1d12x; 10 gp/ 1d20x; 20 gp/		
17-18	19	12-16	20	Hematite: 1d4x; 10 gp/ 1d8x; 14 gp/ 1d12x; 19 gp/ 1d20x; 30 gp/	Hematite: 1d4x; 8 gp/ 1d8x; 10 gp/ 1d12x; 15 gp/ 1d20x; 25 gp/	Hematite: 1d4x; 15 gp/ 1d8x; 20 gp/ 1d12x; 25 gp/ 1d20x; 35 gp/	Hematite: 1d4x; 8 gp/ 1d8x; 10 gp/ 1d12x; 15 gp/ 1d20x; 25 gp/		
19	20	17-18	-	Additional Treasure: Reroll twice. Receive both results. "Double Treasure" can stack up to 3x total.					
20	-	19-20	-	Favorable Treasure: Reroll twice. Select your preference of the results rolled. "Favorable Treasure" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.					

QuickStart Treasure, Medium Gem Generator



Contexts

- Use Context A:**
 By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- Use Context C:**
 If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- Use Context D:**
 If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 29: QuickStart Treasure, Medium Gem

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC	
1	1-2	-	1-4	Contact Poison: Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent “ Contact Poison ” result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of “ Contact Poison ”) indicates you suffer Disadvantage on saves related the the poison.					
2	3-5	-	5-7	No treasure / debris of no value					
3-8	6-9	1-3	8-11	Amber: 1d4x; 85 gp/ 1d8x; 150 gp/ 1d12x; 275 gp/ 1d20x; 375 gp/	Amber: 1d4x; 50 gp/ 1d8x; 75 gp/ 1d12x; 150 gp/ 1d20x; 200 gp/	Amber: 1d4x; 100 gp/ 1d8x; 175 gp/ 1d12x; 300 gp/ 1d20x; 400 gp/	Amber: 1d4x; 50 gp/ 1d8x; 75 gp/ 1d12x; 150 gp/ 1d20x; 200 gp/		
9-11	10-14	4-6	12-14	Amethyst: 1d4x; 100 gp/ 1d8x; 150 gp/ 1d12x; 300 gp/ 1d20x; 400 gp/	Amethyst: 1d4x; 75 gp/ 1d8x; 100 gp/ 1d12x; 200 gp/ 1d20x; 300 gp/	Amethyst: 1d4x; 125 gp/ 1d8x; 150 gp/ 1d12x; 325 gp/ 1d20x; 450 gp/	Amethyst: 1d4x; 75 gp/ 1d8x; 100 gp/ 1d12x; 200 gp/ 1d20x; 300 gp/		
12-16	15-18	7-11	15-19	Red Garnet: 1d4x; 125 gp/ 1d8x; 200 gp/ 1d12x; 350 gp/ 1d20x; 450 gp/	Red Garnet: 1d4x; 100 gp/ 1d8x; 125 gp/ 1d12x; 250 gp/ 1d20x; 350 gp/	Red Garnet: 1d4x; 150 gp/ 1d8x; 300 gp/ 1d12x; 400 gp/ 1d20x; 500 gp/	Red Garnet: 1d4x; 100 gp/ 1d8x; 125 gp/ 1d12x; 250 gp/ 1d20x; 350 gp/		
17-18	19	12-16	20	Jade: 1d4x; 150 gp/ 1d8x; 250 gp/ 1d12x; 400 gp/ 1d20x; 500 gp/	Jade: 1d4x; 125 gp/ 1d8x; 175 gp/ 1d12x; 300 gp/ 1d20x; 400 gp/	Jade: 1d4x; 200 gp/ 1d8x; 400 gp/ 1d12x; 500 gp/ 1d20x; 650 gp/	Jade: 1d4x; 125 gp/ 1d8x; 175 gp/ 1d12x; 300 gp/ 1d20x; 400 gp/		
19	20	17-18	-	Additional Treasure: Reroll twice. Receive both results. “ Double Treasure ” can stack up to 3x total.					
20	-	19-20	-	Favorable Treasure: Reroll twice. Select your preference of the results rolled. “ Favorable Treasure ” stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.					

QuickStart Treasure, High Gem Generator



Contexts

- Use Context A:**
By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- Use Context B:**
If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- Use Context C:**
If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- Use Context D:**
If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 30: QuickStart Treasure, High Gem

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC	
1	1-2	-	1-4	Contact Poison: Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent “ Contact Poison ” result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of “ Contact Poison ”) indicates you suffer Disadvantage on saves related the the poison.					
2	3-5	-	5-7	No treasure / debris of no value					
3-8	6-9	1-3	8-11	Aquamarine: 1d4x; 500 gp/ 1d8x; 1000 gp/ 1d12x; 1250 gp/ 1d20x; 1500 gp/	Aquamarine: 1d4x; 250 gp/ 1d8x; 500 gp/ 1d12x; 750 gp/ 1d20x; 1000 gp/	Aquamarine: 1d4x; 750 gp/ 1d8x; 1250 gp/ 1d12x; 1500 gp/ 1d20x; 2000 gp/	Aquamarine: 1d4x; 250 gp/ 1d8x; 500 gp/ 1d12x; 750 gp/ 1d20x; 1000 gp/		
9-11	10-14	4-6	12-14	Violet Garnet: 1d4x; 600 gp/ 1d8x; 1250 gp/ 1d12x; 1500 gp/ 1d20x; 2000 gp/	Violet Garnet: 1d4x; 500 gp/ 1d8x; 750 gp/ 1d12x; 1000 gp/ 1d20x; 1250 gp/	Violet Garnet: 1d4x; 1000 gp/ 1d8x; 1500 gp/ 1d12x; 1750 gp/ 1d20x; 2250 gp/	Violet Garnet: 1d4x; 500 gp/ 1d8x; 750 gp/ 1d12x; 1000 gp/ 1d20x; 1250 gp/		
12-16	15-18	7-11	15-19	Black Pearl: 1d4x; 750 gp/ 1d8x; 1500 gp/ 1d12x; 1750 gp/ 1d20x; 2500 gp/	Black Pearl: 1d4x; 650 gp/ 1d8x; 1000 gp/ 1d12x; 1250 gp/ 1d20x; 1500 gp/	Black Pearl: 1d4x; 1000 gp/ 1d8x; 2000 gp/ 1d12x; 2500 gp/ 1d20x; 3000 gp/	Black Pearl: 1d4x; 650 gp/ 1d8x; 1000 gp/ 1d12x; 1250 gp/ 1d20x; 1500 gp/		
17-18	19	12-16	20	Yellow Topaz: 1d4x; 800 gp/ 1d8x; 1750 gp/ 1d12x; 2000 gp/ 1d20x; 3000 gp/	Yellow Topaz: 1d4x; 750 gp/ 1d8x; 1250 gp/ 1d12x; 1500 gp/ 1d20x; 2000 gp/	Yellow Topaz: 1d4x; 1000 gp/ 1d8x; 2000 gp/ 1d12x; 2500 gp/ 1d20x; 3500 gp/	Yellow Topaz: 1d4x; 750 gp/ 1d8x; 1250 gp/ 1d12x; 1500 gp/ 1d20x; 2000 gp/		
19	20	17-18	-	Additional Treasure: Reroll twice. Receive both results. “ Double Treasure ” can stack up to 3x total.					
20	-	19-20	-	Favorable Treasure: Reroll twice. Select your preference of the results rolled. “ Favorable Treasure ” stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.					

QuickStart Potion Generator



Contexts

- Use Context A:**
 By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- Use Context C:**
 If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- Use Context D:**
 If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 31: QuickStart Potion

A	B	C	D	Outcome
1	1-2	-	1-4	Cursed / Poison: Assume this discovery is made only after ingesting enough of the concoction to suffer its consequences. Roll on the Afflictions table.
2-8	3-6	1-3	5-9	Healing: Roll to recover the following hit points: 1d8 2d10 4d12 4d20
9	7	4-5	-	Cure Poison
10	8	6-7	-	Remove Curse
11	9	8-9	-	Remove Disease
12-13	10-16	10-12	10-16	Enhance Ability: Roll 1d6 to randomize which ability receives a +4 bonus (1=STR, 2=DEX, 3=CON, 4=INT, 5=WIS, 6=CHA). This enhancement lasts for 2d4 map rooms.
14-15	17	13	17	Spider Climb
16-17	18	14	18-20	Water Breathing
18	19	15-16	-	Favorable Effect: Reroll twice. Choose which effect the potion contains. Make this decision upon receiving the treasure. Reroll any further rolls of "Favorable Effect".
19	20	17-18	-	Multiple Doses: Reroll twice. Receive one potion of each result. Can stack up to 5x.
20	-	19-20	-	Compound Effect: Reroll twice. Reroll "Cursed / Poison" results. Receive the benefits of both results when the potion is imbibed. "Compound Effect" can stack up to 4x total.

QuickStart Mundane Item Generator



Summary

The categories of results listed are most closely attuned to the Pathfinder roleplaying game. However, the categories should map relatively easily to other fantasy rules systems.

To assist with such a mapping, each result also includes a handful of samples; rather than randomly determine based on your ruleset's list of items, you may simply roll a D6 to quickly determine your mundane treasure.

Contexts

Use Context A:

By default, for an ordinary level of challenge, or if no other Context described applies to the circumstances.

Use Context B:

If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.

Use Context C:

If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.

Use Context D:

If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 32: QuickStart Mundane Items

A	B	C	D	Outcome
1	1-2	-	1-4	Contact Poison: Reroll. The treasure that results contains a contact poison, applied as the loot is collected.
2-8	3-6	1-3	5-9	No treasure / debris of no value
9	7	4-5	10	Adventuring Gear: 1=bedroll (1 sp); 2=2d6x fishhooks (1 sp each); 3=compass (10 gp); 4=rope, 50'; 5=hooded lantern (7 gp); 6=2d4x dwarven trail rations (2 gp each)
10	8	6-7	11	Alchemical Creations: 1=2d4x salt (5 sp each); 2=2d6x silver (1 gp each); 3=1d4x alchemist's fire (20 gp each, thrown weapon, 1d6 fire damage in a 5' radius and flammable); 4=1d4x acid flask (10 gp each, thrown weapon 1d6 acid damage in a 5' radius); 5=1d4x doses of poison (causes additional 1d8 poison damage upon successful hit); 6=everburning torch (110 gp)
11	9	8-9	12-13	Books, Paper, & Writing Supplies: 1=book, empty (10 gp); 2=spellbook, empty (15 gp); 3=1d4x doses of ink (8 gp each); 4=2d10x sheets parchment (2 sp each); 5=scroll case (1 gp plus 20% chance of containing a magic scroll); 6=2d4x sealing wax (1 gp each)
12-15	10-17	10-13	14-18	Clothing: 1=1d6x peasant's outfit (1 sp each); 2=explorer's garb (10 gp); 3=1d2x scholar's outfit (5 gp); 4=1d4x traveler's outfit (1 gp each); 5=cold weather outfit (8 gp); 6=noble's outfit (100 gp)
16-17	18	14	19-20	Locks & Tools: 1=1d4x 10' chain (30 gp per section); 2=key (grants 1 reroll on a locked door); 3=skeleton key (2d4 rerolls on locked doors); 4=lock (40 gp); 5=manacles (50 gp); 6=thieves' tools (grants advantage on 1d4 locked door attempts)
18	19	15-16	-	Additional Treasure +1: Reroll twice. Receive both results. "Additional Treasure" results can stack up to 3x total.
19-20	20	17-20	-	Favorable Treasure: Reroll twice. Select your preference of the results rolled. "Favorable Treasure" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.

QuickStart Armor Generator



Summary

The categories of results listed are most closely attuned to the Pathfinder roleplaying game. However, the categories should map relatively easily to other fantasy rules systems.

To assist with such a mapping, each result also includes a handful of samples; rather than randomly determine based on your ruleset's list of items, you may simply roll a D6 to quickly determine your treasure.

Contexts

Use Context A:

By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.

Use Context B:

If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.

Use Context C:

If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.

Use Context D:

If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 33: QuickStart Armor

A	B	C	D	Outcome
1	1-2	-	1-4	Contact Poison: Reroll. The treasure that results contains a contact poison, applied as the loot is collected.
2-5	3-6	1-2	5-9	No treasure / debris of no value
6-10	7-12	3-6	10-14	Light Armor: 1-4=Leather; 5-6=Studded Leather <input type="checkbox"/> Normal <input type="checkbox"/> +1 AC <input type="checkbox"/> +1d3 AC <input type="checkbox"/> +1d4 AC
11-12	13-14	7-9	15	Medium Armor: 1=Scale mail; 2-3=Breastplate; 3-6=Chainmail <input type="checkbox"/> Normal <input type="checkbox"/> +1 AC <input type="checkbox"/> +1d3 AC <input type="checkbox"/> +1d4 AC
13-14	15	10-11	16	Heavy Armor: 1-4=Half plate; 5-6=Full plate <input type="checkbox"/> Normal <input type="checkbox"/> +1 AC <input type="checkbox"/> +1d3 AC <input type="checkbox"/> +1d4 AC
15-16	16-17	12-13	17-19	Shield: 1=Buckler; 2-3=Light shield; 4-5=Heavy shield; 6=Tower shield <input type="checkbox"/> Normal <input type="checkbox"/> +1 AC <input type="checkbox"/> +1d3 AC <input type="checkbox"/> +1d4 AC
17	18	14-15	20	Spiked: Roll again. Result is Spiked: Inflicts piercing damage when wearer suffers a melee strike with a natural weapon or unarmed strike. <input type="checkbox"/> 1d4 <input type="checkbox"/> 1d6 <input type="checkbox"/> 2d4 <input type="checkbox"/> 2d6
18	19	16-17	-	Additional Treasure +1: Reroll twice. Receive both results. "Additional Treasure" results can stack up to 3x total.
19-20	20	18-20	-	Favorable Treasure: Reroll twice. Select your preference of the results rolled. "Favorable Treasure" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.

QuickStart Weapon Generator



Summary

The categories of results listed are most closely attuned to the Pathfinder roleplaying game. However, the categories should map relatively easily to other fantasy rules systems.

To assist with such a mapping, each result also includes a handful of samples; rather than randomly determine based on your ruleset's list of items, you may simply roll a D6 to quickly determine your treasure.

Contexts

Use Context A:

By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.

Use Context B:

If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.

Use Context C:

If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.

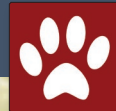
Use Context D:

If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 34: QuickStart Weapon

A	B	C	D	Outcome
1	1-2	-	1-4	Contact Poison: Reroll. The treasure that results contains a contact poison, applied as the loot is collected.
2-5	3-6	1-2	5-9	No treasure / debris of no value
6-10	7-12	3-6	10-14	Light Melee: 1-3=Dagger (1d4); 4-5=Club (1d6); 6=Mace (1d8) Normal +1 +1d3 +1d4
11-12	13-14	7-9	15	Two-Handed Melee: 1=Staff (1d6); 3=Greatclub (1d8); 4=Greatsword (1d10); 5=Greataxe (1d10); 6=Halberd (1d10) Normal +1 +1d3 +1d4
13-14	15	10-11	16	Ranged: 1=Sling; 2-4=Shortbow (1d6); 5-6=Longbow (1d8) Normal +1 +1d3 +1d4
15-16	16-17	12-13	17-19	Martial: 1=Battleaxe (1d8); 2-3=Shortsword (1d6); 4-5=Longsword (1d8); 6=Warhammer (1d8) Normal +1 +1d3 +1d4
17	18	14-15	20	Improved: Roll again. Result gains an additional +1 enhancement bonus that stacks with any rolled in the result. Reroll further results of "Improved" .
18	19	16-17	-	Additional Treasure +1: Reroll twice. Receive both results. "Additional Treasure" results can stack up to 3x total.
19-20	20	18-20	-	Favorable Treasure: Reroll twice. Select your preference of the results rolled. "Favorable Treasure" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.

QuickStart Combat Encounter Generator



Contexts

- Use Context A:**
 By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- Use Context C:**
 If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- Use Context D:**
 If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 35: QuickStart Combat Encounter

A	B	C	D	Outcome
1-2	-	1-3	-	Kobold
3-4	-	4-5	-	Zombie
5-6	1	6-7	-	Skeleton
7	2	8-9	-	Orc
8	3	10-12	-	Giant Spider
9	4	13-14	1	Giant Scorpion
10	5	15	2	Hill Giant
11	6	16	3	Troll
12	7	17	4	Mimic
13	8	18	5	Gelatinous Cube
14	9	19	6	Owlbear
15	10	20	7	Manticore
16	11	-	8-9	Young Black Dragon
17	12	-	10	Fire Elemental
18	13	-	11	Black Pudding
19	14	-	12-13	Wraith
20	15	-	14	Purple Worm
-	16	-	15	Rust Monster
-	17	-	16	Mummy
-	18	-	17	Wyvern
-	19	-	18	Earth Elemental
-	20	-	19-20	Young Red Dragon

FlexTable 36: QuickStart Damaging Spell

A	B	C	D	Outcome
1	1-2	-	1-4	Complex Unlucky Magic: Roll again. You suffer Disadvantage on your save against the magic, or enemies gain Advantage on their saves.
-	3	1	5-7	Fickle Unlucky Magic: Reroll. Double any numeric results suffered by you, or halve results suffered by enemies. Reroll subsequent results of "Fickle Unlucky Magic".
2	4	2	8	Magic Missile (force / bludgeoning damage) 1d4+1 3d4+3 6d4+6 8d4+8
3	5	3-4	9	Deafness (for 1d8 rooms)
4	-	5	-	Acid Arrow (acid damage) 2d4 4d4 8d4 12d4
5	6	6	10	Blindness (for 1d8 rooms)
6	7	7	11	Cone of Cold (cold damage) 2d6 4d6 8d6 14d6
7	8	8	12	Lightning Bolt (electricity damage) 2d6 4d6 8d6 14d6
8	9	9	-	Fireball (fire damage) 2d6 6d6 10d6 16d6
9	10	10	13	Meteor Swarm (fire damage) 2d8 6d8 10d8 20d8
10	11	11	-	Poison (save or suffer)
11	12	-	14	Curse (save or suffer)
12	13	12	-	Disease (save or suffer)
13	14	13	15	Ability Score Decrease: -4 STR for 1d8 rooms
14	15	14	16	Ability Score Decrease: -4 DEX for 1d8 rooms
15	16	15	17	Ability Score Decrease: -4 CON for 1d8 rooms
16	17	16	18	Ability Score Decrease: -4 INT for 1d8 rooms
17	18	17	19	Ability Score Decrease: -4 WIS for 1d8 rooms
18	19	-	20	Ability Score Decrease: -4 CHA for 1d8 rooms
19	20	18	-	Fickle Lucky Magic: Reroll. Double any numeric results suffered by enemies, or halve results suffered by you. Reroll subsequent results of "Fickle Lucky Magic".
20	-	19-20	-	Complex Magic: Roll again. You gain Advantage on your save against the magic, or enemies suffer Disadvantage on their saves.

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