

The Perilous Wilds

REVISED
EDITION



Overland adventure
for *Dungeon World*



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A NOTE ON THE REVISED EDITION

Since the first edition of *The Perilous Wilds* was published, the concepts and procedures have gone through a lot more playtesting, and my design and layout skills have improved. At a certain point I felt the need to update the book. This revised edition improves those aspects which I feel needed it most. Notably:

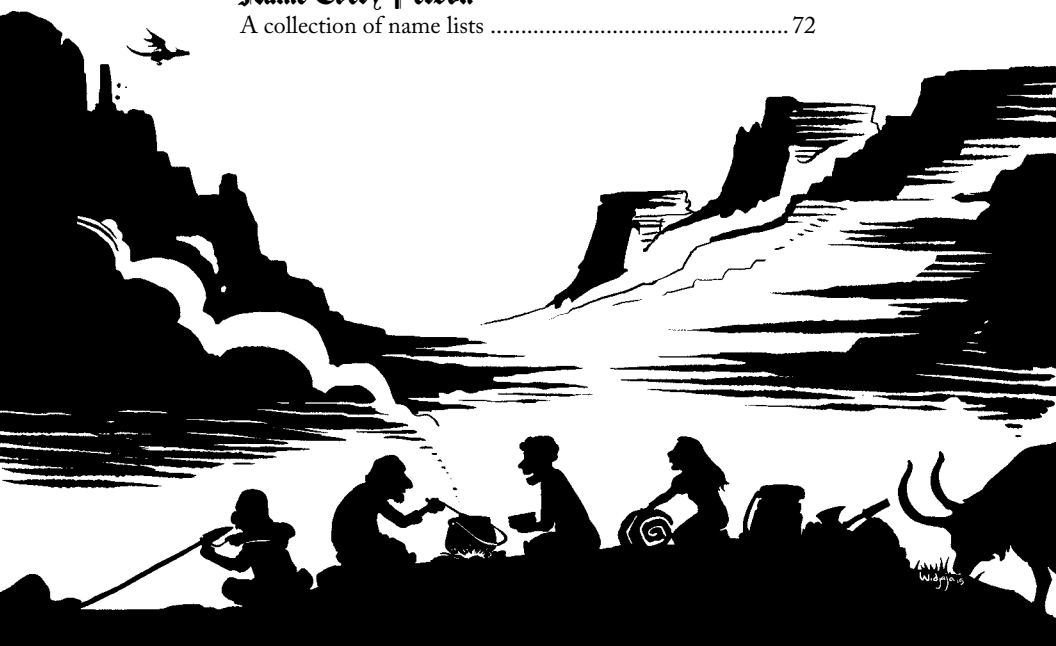
- * The dungeon generation procedure (page 58) has been completely rewritten.
- * The PDF version now includes linked page references.
- * Text has been edited for clarity and consistency.
- * Layout has been cleaned up.
- * Due to shifting space constraints, some of the original illustrations have been removed, but new illustrations have been added.

Thanks to everyone who has supported this project and offered feedback over the years!

— Jason Lutes
November 2022

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Introduction

This supplement details a system for creating and exploring a campaign setting using the *Dungeon World* rules. As such, it presumes familiarity with those rules.

Herein you will find guidelines for building a world from scratch, fleshing out the geography of a preexisting setting, and/or exploring *terra incognita* on the fly; new rules for wilderness travel, exploration, and hiring followers; a system for generating random encounters; and a variety of other resources.

Many of these different rules are co-dependent, but not inextricably so. You should find it easy to choose which ones you want to incorporate into your own play, and which ones to ignore.

Ask, say, or roll

Underlying nearly every aspect of this rules supplement is a basic philosophy of collaborative world-building that can be summarized as, “Ask, say, or roll.”

A particular strength of *Dungeon World* is the way in which the Principle, “Ask questions and use the answers” shifts creative responsibility partly off the GM and helps players become invested in the world of the game. With that in mind, the first step of world-building in *The Perilous Wilds* is to **ask**.

The GM should ask the players questions about their characters and their surroundings whenever the GM feels like it, knowing that every answer deepens the involvement of everyone at the table. Some believe that, in the interest of player immersion, the GM should only ask a player a question to which their *character* might conceivably know the answer; others treat any question as fair game, making the players and GM co-authors at close to the



same level. Wherever your group falls on this spectrum of play, if a question that demands an answer arises, someone (usually the GM) should probably ask it.

If there is no desire or call for a question, but the fiction demands answers, it becomes someone’s job (again, usually the GM’s) to **say**: to consider what’s been established, draw upon their improvisational instincts, define the circumstances, and narrate the next step. The GM need not be the ultimate authority, but does hold the office of narrative failsafe: a job that entails gathering the threads spun by everyone at the table and weaving them into the cohesive whole.

But when no questions are forthcoming, the GM is at a loss for words, or you simply feel the need to mix things up, it’s time to **roll**. Rolling dice for moves is already integral to the gameplay of *Dungeon World*, and *The Perilous Wilds* adds more opportunities for rolling by introducing a host of randomized prompts to push the fiction in unexpected directions.

Because when *no one knows the answer* before the dice are rolled, the sense of discovery is heightened. And given its focus, this would be a poor supplement indeed if that feeling were not exploited to its fullest.

Learn the Language

A glossary of terms and tags

With new rules comes new terminology. This section explains the usage of many of the words used throughout this book.

The foundation of overland adventure is the **map**, a drawing or diagram showing the spatial relationships of different physical features in the game world. A map is divided up into named **regions**, which may, in turn, contain a number of **areas**, **steadings**, and/or **sites**. Regions, areas, steadings, and sites are referred to collectively as **places**.

A **region** is a large swath of landscape with a set boundary, or outline. The overall character of a particular region is determined by its dominant natural or political aspect. For instance, one region might be comprised mostly of a single terrain type—such as forest or desert—while another might be defined by its political border—such as a kingdom or barony.

The decision of what exactly constitutes a region in a given campaign is left to the GM and players; the main thing to understand is that regions break the map into distinct, manageable units, like spaces in a boardgame.

Each region has an associated **almanac**, or written record of that region's contents, including tags, places, general impressions, obstacles, hazards, and anything else of interest.

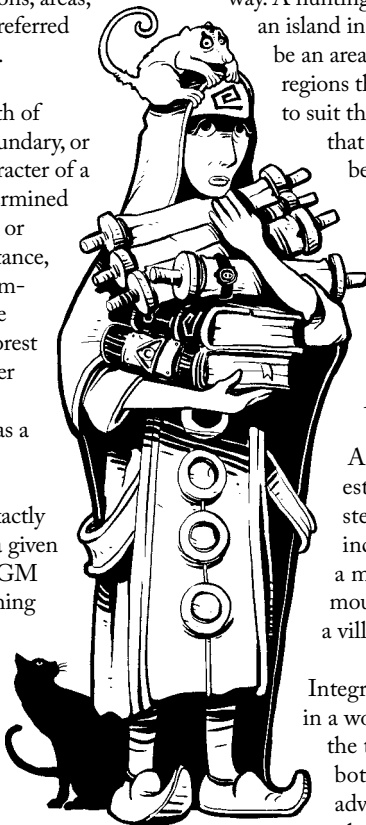
An **almanac** may be pre-written (by the GM or a third party), outlined during collaborative world-building (see page 14), or filled in by the GM on the fly. An almanac is a living document which can grow and change over the course of play.

An **area** is a smaller piece of geography within a region that stands out from the region's overall character in some notable way. A hunting ground within a great forest, an island in a sea—either of these might be an area. Areas are subdivisions of regions that can vary in size and shape to suit their contents. Like the region that contains it, an area may be described in that region's almanac, sketched loosely by the players, or discovered by everyone together.

A **steading** is a village, town, city, or other settlement, as described in the *Dungeon World* rules.

A **site** is a point of interest within a region, area, or steading. Examples might include a waterfall in a jungle, a monastery within a region of mountains, or a chieftain's hut in a village.

Integral to travel and exploration in a world of fantasy adventure are the things that make that world both fantastical and full of adventure. For purposes of these rules, these **encounters** are broken into two categories: **Discoveries** and **Dangers**. They come into play as a result of certain moves (see page 29), and at the GM's discretion.



A **Discovery** is anything the party finds that's interesting, but not an immediate threat. It might be beneficial, like a fresh-water spring; something worth investigating, like an overgrown ruin; or an obstacle, like a bog or chasm.

A **Danger** is anything which, if left unchecked, may be harmful. Traps and hostile creatures are the most common types of Dangers. A Danger encountered in the course of a journey may be incidental, or it may become a Danger in a larger Front, at the GM's discretion.

Place tags

Regions, areas, and sites may be assigned tags to help guide the fiction, just like equipment, monsters, and steadings. The list here is intended as a starting point, and should by no means be considered exhaustive. These tags are organized into general categories, arranged from most significant to least, to give you some sense of the kinds of ways in which a region, area, or site can be tagged.

The "Abbreviated Almanac" on page 11 provides an example of how a region can be defined entirely by a nested listing of places and tags.

CLIMATE

The first tag of a region is always its climate, three basic examples of which are given here:

Frigid: the coldest part of the world, often covered in ice and snow.

Temperate: mild, with temperatures generally ranging from warm to cool, and usually subject to the four seasons of spring, summer, fall, and winter.

Torrid: the hottest part of the world, including arid deserts and humid jungles.

TERRAIN TYPE

A region, area, or site is usually tagged with a descriptor that sums up its prevailing landscape or political organization. Since making a comprehensive list of such tags would take up too much space, offered here are just a few examples:

A region defined by a natural boundary might be *oak forest*, *farmland*, or *snowy mountains*, while one defined by a political border might be a *kingdom*, *barony*, or *tribal lands*.

An area within a *forest* region might possess the terrain type *blighted woods*, *elf hunting grounds*, or *rocky hills*.

A site within a region or area might have the tag *ruins*, *cave*, or *landmark*.

DANGER LEVEL

A given place usually possesses a tag which indicates how dangerous it is, and the travel moves defined starting on page 29 refer to "safe" and "dangerous" lands. Ultimately, the GM decides whether a given move qualifies as dangerous, but the *unsafe* and *perilous* tags are helpful cues.

Safe: a "civilized" land, refuge in the wild, or other sanctuary, where daily life is relatively stable and secure.

Unsafe: if you watch your back and travel in numbers, you'll probably get through unharmed.

Perilous: here be monsters. Be vigilant, or meet your end.

ALIGNMENT

As characters in *Dungeon World* possess specific alignments, so may places on the map. While most parts of the natural world are considered *neutral* by default, a civilized kingdom might be *lawful*, orc lands might be *chaotic*, and the twisted wood surrounding a necromancer's tower might be *evil*.

OTHER TAGS

A place can have as many or few tags as its writer cares to add. Place tags can be thought of as a kind of shorthand for what might otherwise be paragraphs of descriptive text. Following are some examples; you are encouraged to invent more as needed.

Barren: lacks abundant water and fertile soil. Foraging (see page 25) on *barren* terrain is difficult.

Blighted: cursed, poisoned, or diseased by some malicious force.

Civilized: possesses cultural, social, and/or economic infrastructure that has withstood the test of time.

Contested (____ / ____): claimed as property by two or more parties, e.g., “Contested (Hawk Tribe/Bull Tribe).”

Defensible: fortified or possessing natural defenses (cliffs, high ground, etc.)

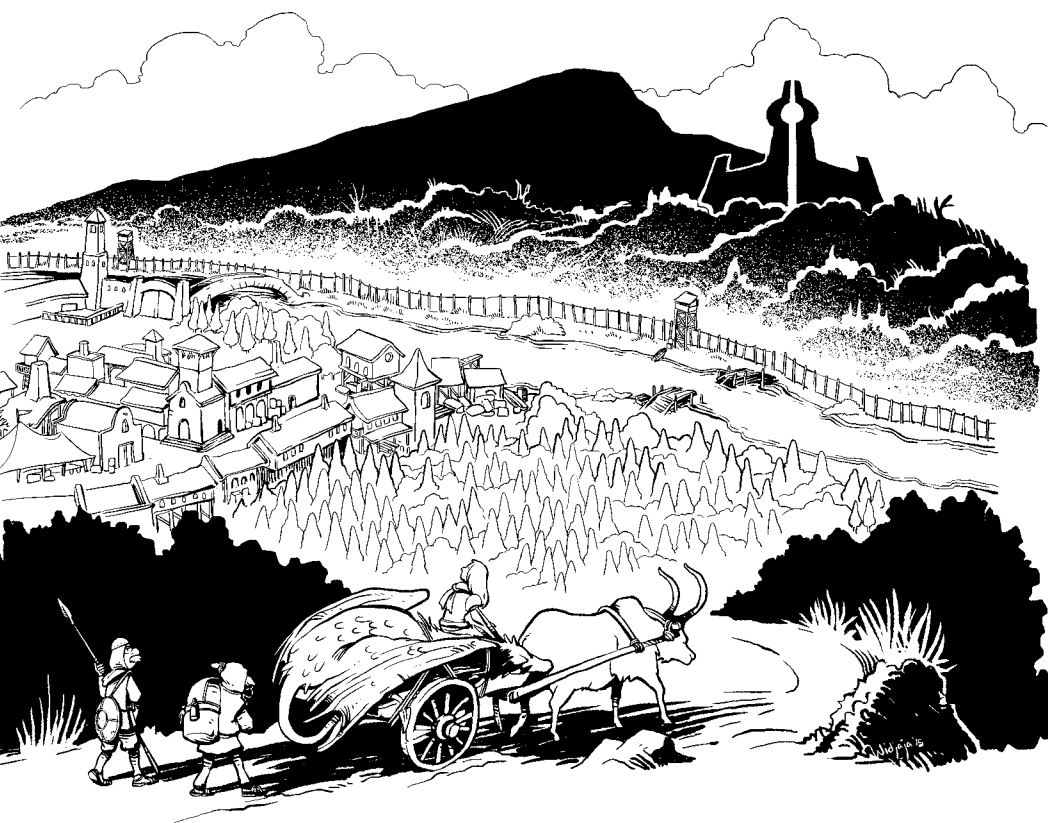
Difficult: hard to traverse (swampland, dense jungle, steep hills, etc.).

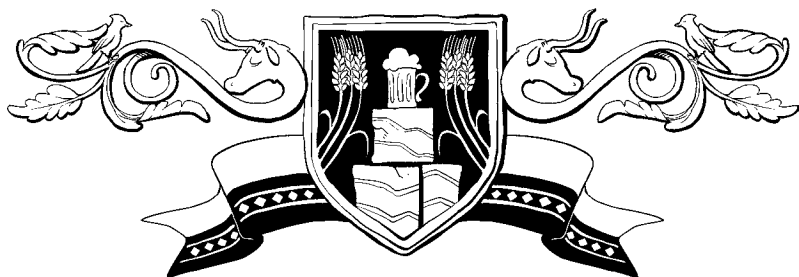
Enchanted: imbued with arcane energy that causes some particular effect.

Holy or **Unholy:** blessed by some divine power or stained by blasphemy.

Property (____): owned by an entity, e.g., “Property (King John).”

Resource (____): contains a substantial amount of something valuable and extractable (gold, timber, crops, etc.), i.e., “Resource (iron).”





~ EXAMPLE ~

ABBREVIATED ALMANAC

This abbreviated almanac is provided as an example of how places can be tagged and nested within one another. In this case, the region is defined by a political boundary—it's a kingdom—as opposed to its prevalent terrain. See the following page spread for an example of a more detailed almanac.

REGION - OTTHON ("Home of the People")

Human kingdom, unsafe, lawful, civilized

- **Area - County Lazlo**

Farmland, safe, lawful, civilized, resource (marble)

- **Steading - Whitestone**

Human town, safe, lawful, civilized, moderate, growing, guard, religion (Tuzhela), personage (Count Lazlo, High Priestess Antonia, Szabol the Smith), enmity (Fenkin Village)

- **Site - Whitestone Keep**

Keep, safe, lawful, civilized, defensible

- **Site - Church of Tuzhela** (Goddess of Home and Hearth)

Temple, safe, lawful, civilized, holy

- **Area - Heartwood**

Forest, unsafe, neutral, resource (game), property (Count Lazlo)

- **Area - The Fell-Fen**

Wetland, perilous, neutral, difficult, contested (Count Lazlo/Chief Yellow Eye)

- **Steading - Vaankus**

Fenkin village, perilous, neutral, poor, steady, watch, religion (Vaank), personage (Chief Yellow Eye, Swamp-Doctor Rillik), enmity (Whitestone)

- **Site - Shrine of Vaank** (Salamander god of Wetlands)

Shrine, neutral, holy

- **Site - Bogbeast Burrow**

Lair, perilous, neutral, difficult

~ EXAMPLE ~

DETAILED ALMANAC

Chalkwood Downs

Temperate, wooded highland, perilous, neutral

Details

- * Severe, rocky hills
- * Jutting slabs of pale stone
- * Sparse, slender, white-leaved trees
- * Roots like snakes, reaching into rock
- * Knee-high yellow grass
- * Spring: carpet of pale yellow flowers
- * Summer: pale stone, blindingly bright
- * Fall: leaves, black and drifting
- * Winter: ceaseless, knifelike wind

Discoveries

AREA • SKYSPLITTER

Mountain, perilous, neutral

A needle-like spire of rock, rising aberrantly from the surrounding downs, always further away than it appears.

- * What does local legend say about Skysplitter's needle-like appearance?
- * What are the roots of the mountain said to touch upon?
- * What calls Skysplitter's peak home?

ENCOUNTER • MISSIONARIES

Travelers, good

A pair of priests escorted by four members of a holy fighting order, seeking to establish a shrine on the slopes of SKYSPLITTER.

SITE • THE RIBS

Landmark, unsafe, neutral

A colonnade of curved white pillars resembling the ribcage of some great beast, half-submerged in the earth.

AREA • DELVER'S DEFILE

Ravine, perilous, evil

A narrow ravine slicing through fifty feet of rock to a clear trickle of water. A desiccated corpse is wedged in a narrow spot halfway down. Upstream, the water emerges from a crack in the rock that opens into a natural cave system. Something glitters in the streambed.

When you *venture into the caves*, roll +WIS: **on a 10+**, You find your way to the vein of precious metal deep within, but getting out is another matter; **on a 7-9**, you encounter a foul denizen or deadly hazard (ask the GM what).

SITE • THE TOOTHY STAIR

Landmark, perilous, neutral

A natural stair ascending a cliff face, each step a sharp edge of rock that allows an easy to climb for the well-shod, but poses a potentially crippling hazard to anyone who loses their footing.

SITE • WHITE WALKER DEN

Lair, perilous, evil

Two large openings in a rocky hillside lead into caves which are home to a mated pair of WHITE WALKERS. During the day the creatures stay inside; at night one or the other goes hunting. Amongst the detritus in their "trophy room" is the SEAL OF SARDOZA.

TREASURE • SEAL OF SARDOZA

1 weight, 200 coins

A stone disc one hand wide, carved with an ancient seal: a stag's skull wreathed in thorny vines. Of great value to collectors, historians, or scions of Sardozia.

Dangers

SITE • GHOST HOLLOW

Hollow, Perilous

On warm mornings in winter and spring, thick mist fills the hollows and vales of the Downs. In one such depression, the mist grows so thick that it obscures the presence of a deep crevice narrow enough to leap across, but deadly to any who step into it unawares.

When you *cross Ghost Hollow on a misty morning*, roll +WIS: **on a 10+**, you notice the drop, and not a moment too soon; **on a 7-9**, you step into it, but you've got a split-second to save yourself from falling to a fate of the GM's choosing.

MONSTER • MARROWSUP

Horde, flying

Gray-feathered carrion birds known to attack the wounded as well as the dead.

Damage beak 1d4 (*band*, 1 piercing)

HP 2; Armor 0

Instinct To feed upon death and injury

- Swarm them
- Savage a preexisting injury
- Pierce to the bone, and hang on

MONSTER • WHITE WALKER

Solitary, large, vulnerable (fire, sunlight)

Bone-colored bipeds that stalk the Downs at night like the ghosts of giants. Their bellowing can be heard echoing from ridge to ravine at dusk and dawn.

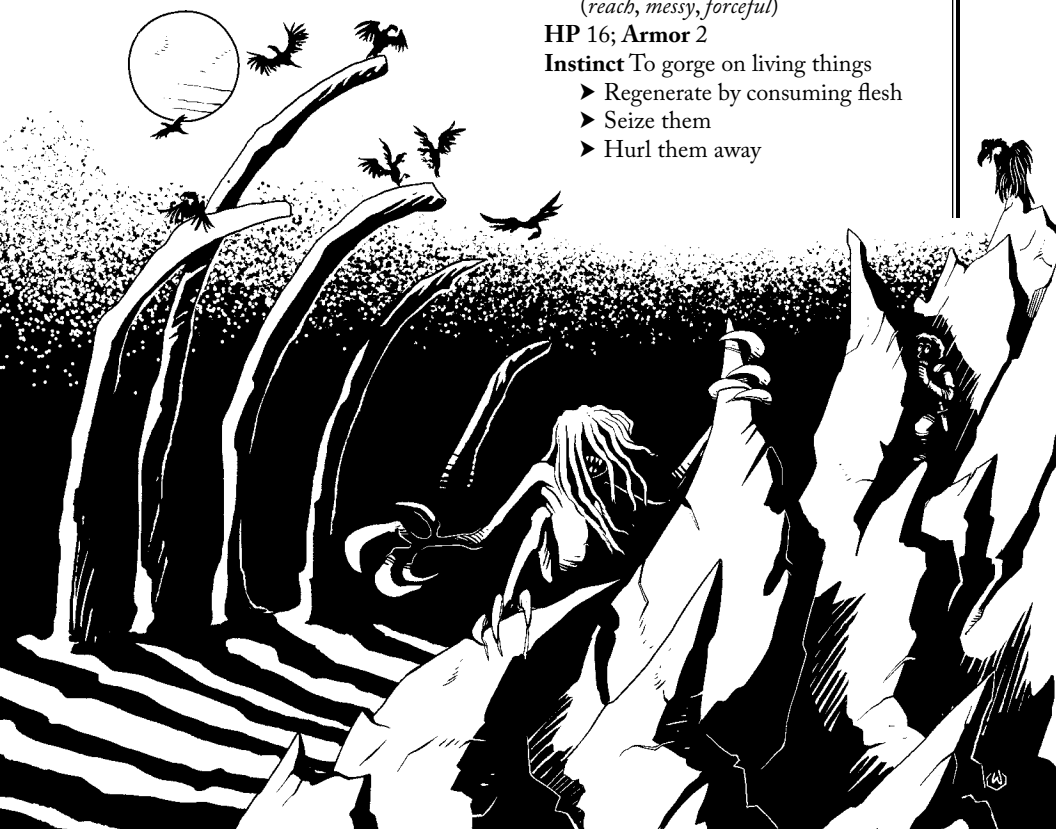
Damage sickle-like claws 1d10+2

(*reach, messy, forceful*)

HP 16; Armor 2

Instinct To gorge on living things

- Regenerate by consuming flesh
- Seize them
- Hurl them away



Draw the map

Making the world together



A map of some kind is essential for over-land adventure, and can be drawn on anything that works for your group: a blank piece of paper, a sheet of hex-grid paper, or even a bunch of index cards, with each card representing a different region.

Since all judgements of travel time and distance will be made by the GM on a case-by-case basis, an accurate scale of measurement is unnecessary. However, if the GM is a stickler for realism and consistency, you may find it helpful to use a hex grid for your map, employing a scale that fits your vision of the playable world (3 or 6 miles per hex is common).

You may wish to create your map at the start of your first session, so everyone knows the lay of the land before play begins, or you

may want to “zoom out” at some point after play begins, taking a break from the action to define the wider world. In any case, you’ll want everyone to have a character already, so their personal histories and goals can play into the making of the map.

The main thing a map needs to convey is the geographic relationship between different places (regions, areas, steadings, and sites). Specifically, it needs to show which regions are adjacent to which other regions, and roughly where known areas, steadings, and sites are located within each region. The relationship of these places to one another is important because the map provides physical context: it shows where the characters are in the world and helps them plan their movements from place to place.

If your map is preexisting (i.e., if you are adapting an existing campaign map, or a map from some other source, for use with *The Perilous Wilds*), you should divide it up into distinct regions, with places of interest—areas, steadings, sites, and connectors like rivers and roads—identified within each region. The GM may wish to write up an almanac (see page 12) for one or more regions, or leave their contents to be discovered during play. If you're adapting a map, you won't need to follow the steps below, but you may want to read them over.

If your map does not yet exist, take the time to make one, either at the start of the first session of a campaign, or at some point in the midst of play when your group needs to know how their immediate surroundings fit into the larger world.

To get started, place a blank map in the middle of the table, and make sure everyone has something with which to write. Ask one player to take notes, so you'll have a written record of everything added during mapmaking.

Some groups like having visual aids on hand to spur the creative process. If you think your group would benefit from this kind of prompt, find 5-7 images of landscapes to share before starting the mapmaking process.

During the mapmaking process, you'll need to name lots of things. The most direct approach is to give a thing a name in plain English that describes some aspect of its appearance, location, or history: those mountains are called the Jagged Peaks, that town at the edge of the desert is called Oasis, that ancient battleground is called Blood Field. More colorful and poetic names are great if you're so inclined.

For one approach to a naming convention, see the "Naming Things" tip on page 16.

When you're ready to make your world, conduct the following steps.

① Put the party on the map

Discuss where you are in terms of the fiction. Have you gathered in a village on the frontier? Have you just emerged from a ruined temple in the wild? If no one has an idea, or the GM has a great idea and wants to set the stage, it's the GM's job to say where you are.

Once you know where you are, mark that spot on the map by drawing an "X." If you'd like your adventures to involve exploring unknown lands, make that mark well off center so you have a lot of room to explore when the time comes.

Ask everyone what your starting point is called and write down the name everyone agrees is best. If it's a village, you might write "Grub Hollow;" if it's a ruined temple, you might call it "The Fane of Atreon," or simply "The Ruined Temple."

② Add regions

Starting with the player with the youngest character and taking turns in clockwise order, everyone at the table (including the GM) adds a region to the map. A region is a large swath of land or sea, defined by either its prevailing terrain type (dark forest, desert, frozen highland, etc.) or a political boundary (kingdom, barony, tribal lands, etc.) The first region must contain your current position (that "X" from step 1).

When you add a region, say whether it's defined by its terrain or a political border, and then write its name on the map ("The Broken Waste," "The Barony of Blutarch," etc.). If you find yourself at a loss, don't drag it out—just roll up the region's name using the **REGION NAME** table on page 20.

~ WORLD-BUILDING TIP ~

NAMING THINGS

How you choose to name things in your setting can have a big impact on how the world feels, and deserves some consideration before play begins. Consistent and sensible use of language can tie a setting together in subtle ways that contribute greatly to the overall atmosphere (as demonstrated by a certain Oxford professor), whereas generic fantasy names with no linguistic basis tend to have the opposite effect. You can forego this consideration and just name things however you see fit, or take the time to create a naming strategy, such as the one outlined here.

- 1 As needed during play or prep, assign a real-world language to each major cultural group in your world. For instance, I might say the language of the main human kingdom in our world will be based on Hungarian, and the language of the elven folk will be based on Welsh.
 - 2 When you name a place (kingdom, steading, region, etc.), start with a common English name that describes some physical, historical, or other quality. Continuing our example, I decide that the main human kingdom is called “Home of the People” in its own tongue, and the elves call their island “First Tree.”
 - 3 Run these names through online translation tools, but—and this part is important—alter the translated result as you see fit, favoring ease-of-use over veracity. “Home of the People” translates into Hungarian as *otthon az emberek*, but that’s too long, so I go with “Otthon.” “First Tree” translates into Welsh as *goeden gyn taf*, and that second word sounds the most elfy, so I keep that: “Isle of Gyn-taf” becomes the elven homeland.
 - 4 Use online name generators to create names for characters and NPCs in their assigned language. After generating and browsing some Hungarian male names, I settle on “Vilmos” as a cool name for a monarch, so King Vilmos is the ruler of Otthon. Using the same approach with Welsh, I assign a female elf NPC the name “Huelwen.” But that doesn’t look elfy enough to me, so I change it to “Hélwyn.” For bonus points, name characters using common English traits possessed by them or their ancestors, run them through a translator, and tweak to suit. Using this method, “Strong Arm” the Otthonian blacksmith translates to *fegyveres eroszak*, which I shorten to “Fegyv” (Feg to his pals); and “High Mother,” the goddess of the elves, becomes *mam uchel*, which I reduce and tweak to “Uciel” (elfy!).
- Apologize to any real-life speakers of the languages you have just butchered.

For some sample name lists based on four different real-world languages, see pages 72–75.

However you come up with a region's name, indicate its terrain type on the map, with a little note or drawn icons (trees, hills, etc.). Offer suggestions when it's not your turn, and keep the conversation going.

To add a region, draw a closed outline of any shape. Usually, when you add a new region, you'll want to place it adjacent to one or more regions already drawn on the map, but it's also okay to add one far away from your starting place—perhaps a distant foreign nation, or far-flung land of legend.

Varying region size and shape will make the map more interesting; if the previous person added a huge, continent-spanning mountain range, you might add a something small, like a marsh or secluded valley.

When the map comes back around to the first player, decide as a group whether it needs more regions. Five is a good minimum, but if you feel like your characters would know more about the world, send the map around the table again before moving on to the next step.

③ Add places

Starting with the player with the most well-traveled character and going clockwise, each person adds an area, **steading**, or **site** to the map. The GM gets to add stuff as well.

An **area** is a sort of sub-region, defined by its terrain or political significance, but contained within an existing region. In this way a region of wooded hills can contain a barren, treeless zone; a sea can contain islands; and a barony can contain the fiefdom of a lesser lord, or a bog, or an untamed jungle. When you add an area, draw its outline within an existing region (or, if you feel like it, perhaps even overlapping two different regions).

A **steading** is a settlement of some kind: village, town, keep, or city. When you add a **steading**, name it and place it within an existing region or area. If you want some random inspiration for a **steading**, roll one up using the **STEADING** tables on page 50.

A **site** is a point of interest or landmark, like a lonely tower, freshwater spring, or distinctive rock formation the locals refer to by name. When you add a **site**, name it and place it within an existing region or area.

You'll probably want to let the map go around the table twice or more during this step, depending on the size of your group. Once 7-10 places have been added to the map, move on to the next step.

④ Add personal places

Starting with the player who has the oldest character and going clockwise, each player (not the GM) names two things: one place they call home, and one other place that is significant to them.

When you choose your home, it can be some place already in play, or you can invent a new **steading** or **site** and add it to the map.

When you name a place significant to your character, you can choose an existing one or add a new one (rolling it up on the **PLACE NAME** table on page 21 if you feel inclined). Mark it on the map and say what happened there. It should be one of if not *the* most important thing that has happened to you: the place where your heart was broken; where you watched helplessly as your brother was carried off by beast-folk; where you were granted your knighthood.

Once each player has said these two things, move on to the next step.

5 Add connectors

Starting again with the player with the most well-traveled character, add connectors to the map.

A **connector** is anything that flows or allows movement between places: a road, river, path, stream, ley line, or anything else that connects things in the world. A connector can cross from region to region, lead into undefined areas of the map, or run off the map edge.

When you add a connector, draw it on the map and name it, either now or later. When you draw a river or other water-course, remember that water flows from higher terrain to lower terrain, and usually toward some larger body of water such as a wetland, lake, or sea. Keep in mind also that settlements require fresh water to survive, so consider drawing rivers and streams that pass through steadings already on the map.

Once 5-10 connectors have been added, move on to the next step.

6 Share rumors and legends

Starting with the player who has the most knowledgeable character, each player (not the GM) says something they have heard about any place on the map—something no one in the party knows for sure to be true or false. This rumor or legend must be noteworthy and provocative, and whoever is taking notes should write it down.

“The Cup of Carnithus is said to rest in the Tomb of the Red King.”

“I hear tell that only one ship has ever returned from the Eastern Deeps.”

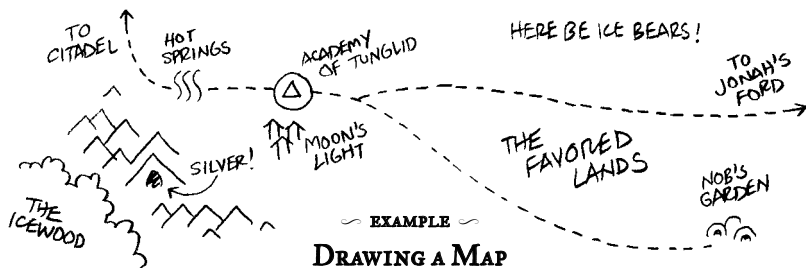
“Legend has it that a red giant roams the Highlands.”

This conversation might happen in-character, or not. Ask clarifying questions; chide the speaker for giving any credence whatever to such malarkey; whistle in awe at the very idea.

What if it really is true?

7 Set forth!





I sit down with four of my friends to start a new *Dungeon World* campaign using the *Perilous Wilds* rules. The characters are Octavia the Paladin, Throridir the elf Ranger, Rook the halfling Thief, and Swallows-His-Fear the Shaman.

Step 1: they decide they want to start in a town, so someone draws a circle near the middle of the map, and names the town “Tunglios.” I ask them a few questions about the town in lieu of rolling on the steading tables, and we learn that there are a silver mine and hot springs nearby, and that the town was built on top of a preexisting system of tunnels. We note these things directly on the map.

Step 2: Rook is the youngest, so he draws a large outline that encloses the town and names it “The Favored Lands.” Following suit, Swallows-His-Fear adds “The Icewood,” Throridir adds “Glacier Bay,” and Octavia adds “Needle’s Doom,” to the north. As each region is added, we talk about what kind of terrain defines it.

Step 3: being a Ranger, Throridir is the most well-traveled, so he is the first to add a place: “Citadel,” a ruined elven stronghold. A great pit called “The Hole,” rock spires called “Three Fingers,” and the halfling fief of “the Favored Lands” are added in turn.

Step 4: Swallows-His-Fear, the oldest, adds his home, a hut in the Icewood, and an area of “red-eyed crazy wolves” which forced him to leave. Octavia says her home is Tunglios, and that the “Academy of Tunglid” there is significant to her because that’s where she’s finishing her training to become a Paladin. Rook adds “Nob’s Garden,” a halfling village that was his former home, significant because he was exiled from it. Finally, Throridir says he has no home, but the scars he carries on his body are the result of an “ice bear attack!”, and writes where the ice bears live on the map.

Step 5: each player adds a connector, and we end up with a trail to the elven ruins, a road to Nob’s Garden, a river draining into Glacier Bay, and a road to “Jonah’s Ford,” a town on that river that Throridir’s player adds out of sequence (totally legal).

Step 6: rumors and legends are shared. Throridir tells us that the last expedition to the Citadel never returned; Swallows-His-Fear claims that an artifact belonging to his people resides at the bottom of the Pit; Octavia relates that the Three Fingers are a pilgrimage site, representing the virtues of faith, honor, and courage. Rook says that Nob, the beloved ruler of Nob’s Garden, is actually an evil tyrant. The stage is set.

REGION NAME

Roll 1d12 for the **REGION NAME TEMPLATE**. Then, **roll 1d100** for each template component until you have a complete name. Rewrite or re-roll any result you don't like.

1d12 REGION NAME TEMPLATE

1-4	(The) [ADJECTIVE] [TERRAIN]
5-7	[TERRAIN] of (the) [NOUN]
8	The [TERRAIN] [ADJECTIVE]

1d12 REGION NAME TEMPLATE

9-10	(The) [NOUN] [TERRAIN]
11	(The) [NOUN]'s [ADJECTIVE] [TERRAIN]
12	[ADJECTIVE] [TERRAIN] of (the) [NOUN]

1d100 TERRAIN ADJECTIVE NOUN

01-02	Bay	Ageless	[Name]*
03-04	Bluffs	Ashen	Ash
05-06	Bog	Black	Bone
07-08	Cliffs	Blessed	Darkness
09-10	Desert	Blighted	Dead
11-12	Downs	Blue	Death
13-14	Dunes	Broken	Desolation
15-16	Expanse	Burning	Despair
17-18	Fells	Cold	Devil
19-20	Fen	Cursed	Doom
21-22	Flats	Dark	Dragon
23-24	Foothills	Dead	Fate
25-26	Forest	Deadly	Fear
27-28	Groves	Deep	Fire
29-30	Heath	Desolate	Fury
31-32	Heights	Diamond	Ghost
33-34	Hills	Dim	Giant
35-36	Hollows	Dismal	God
37-38	Jungle	Dun	Gold
39-40	Lake	Eerie	Heaven
41-42	Lowland	Endless	Hell
43-44	March	Fallen	Honor
45-46	Marsh	Far	Hope
47-48	Meadows	Fell	Horror
49-50	Moor	Flaming	King

1d100 TERRAIN ADJECTIVE NOUN

51-52	Morass	Forgotten	Life
53-54	Mounds	Forsaken	Light
55-56	Mountains	Frozen	Lord
57-58	Peaks	Glittering	Mist
59-60	Plains	Golden	Peril
61-62	Prairie	Green	Queen
63-64	Quagmire	Grim	Rain
65-66	Range	Holy	Refuge
67-68	Reach	Impassable	Regret
69-70	Sands	Jagged	Savior
71-72	Savanna	Light	Shadow
73-74	Scarps	Long	Silver
75-76	Sea	Misty	Skull
77-78	Slough	Perilous	Sky
79-80	Sound	Purple	Smoke
81-82	Steppe	Red	Snake
83-84	Swamp	Savage	Sorrow
85-86	Sweep	Shadowy	Storm
87-88	Teeth	Shattered	Sun
89-90	Thicket	Shifting	Thorn
91-92	Upland	Shining	Thunder
93-94	Wall	Silver	Traitor
95-96	Waste	White	Troll
97-98	Wasteland	Wicked	Victory
99-100	Woods	Yellow	Witch

* Choose a name appropriate to your setting; or, if you have a name list, roll one up.



PLACE NAME

Roll 1d12 for the **PLACE NAME TEMPLATE**. Then, **roll 1d100** for each template component until you have a complete name. Rewrite or re-roll any result you don't like.

1d12 PLACE NAME TEMPLATE

- 1-2 The [PLACE]
3-4 The [ADJECTIVE] [PLACE]
5-6 The [PLACE] of (the) [NOUN]

1d12 PLACE NAME TEMPLATE

- 7-8 (The) [NOUN]'s [PLACE]
9-10 [PLACE] of the [ADJECTIVE] [NOUN]
11-12 The [ADJECTIVE] [NOUN]

1d100 PLACE ADJECTIVE NOUN

01-02	Barrier	Ancient	[Name]*
03-04	Beach	Ashen	Arm
05-06	Bowl	Black	Ash
07-08	Camp	Bloody	Blood
09-10	Cave	Blue	Child
11-12	Circle	Bright	Cinder
13-14	City	Broken	Corpse
15-16	Cliff	Burning	Crystal
17-18	Crater	Clouded	Dagger
19-20	Crossing	Copper	Death
21-22	Crypt	Cracked	Demon
23-24	Den	Dark	Devil
25-26	Ditch	Dead	Doom
27-28	Falls	Doomed	Eye
29-30	Fence	Endless	Fear
31-32	Field	Fallen	Finger
33-34	Fort	Far	Fire
35-36	Gate	Fearsome	Foot
37-38	Grove	Floating	Ghost
39-40	Hill	Forbidden	Giant
41-42	Hole	Frozen	Goblin
43-44	Hut	Ghostly	God
45-46	Keep	Gloomy	Gold
47-48	Lake	Golden	Hand
49-50	Marsh	Grim	Head

1d100 PLACE ADJECTIVE NOUN

51-52	Meadow	Hidden	Heart
53-54	Mountain	High	Hero
55-56	Pit	Iron	Hope
57-58	Post	Jagged	King
59-60	Ridge	Lonely	Knave
61-62	Ring	Lost	Knight
63-64	Rise	Low	Muck
65-66	Road	Near	Mud
67-68	Rock	Petrified	Priest
69-70	Ruin	Red	Queen
71-72	Shrine	Screaming	Sailor
73-74	Spire	Sharp	Silver
75-76	Spring	Shattered	Skull
77-78	Stone	Shifting	Smoke
79-80	Tangle	Shining	Souls
81-82	Temple	Shivering	Spear
83-84	Throne	Shrouded	Spirit
85-86	Tomb	Silver	Stone
87-88	Tower	Stalwart	Sword
89-90	Town	Stoney	Thief
91-92	Tree	Sunken	Troll
93-94	Vale	Thorny	Warrior
95-96	Valley	Thundering	Water
97-98	Village	White	Witch
99-100	Wall	Withered	Wizard

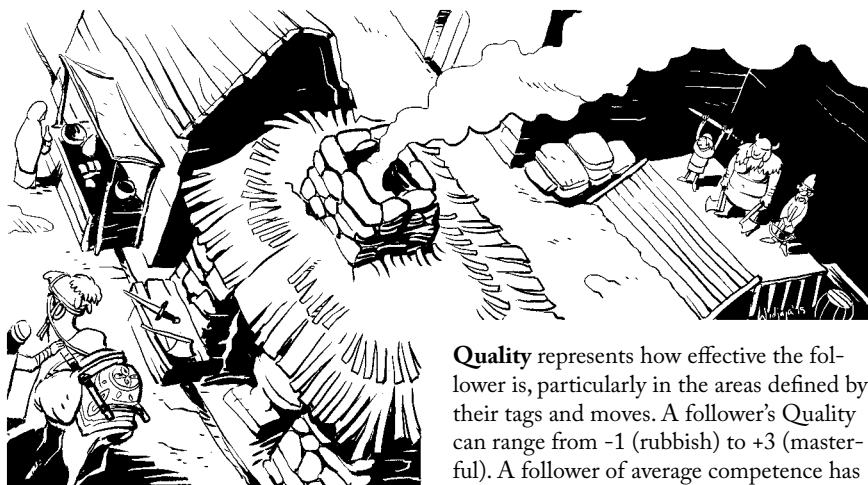
* Choose a name appropriate to your setting; or, if you have a name list, roll one up.



Lead the Way

Alternative rules for followers

by Jeremy Strandberg



The rules in this section cover the creation, recruitment, and usage of followers in play, replacing the original hiring rules in *Dungeon World*.

Only the penniless and foolhardy undertake an expedition without proper support in the form of porters, hunters, guides, and guards, not to mention specialists who can bring their skills to bear in any number of ways. Followers are those individuals (people, beasts, or monsters) who offer such assistance, accompanying the party on their exploits about the world.

In general, the players can tell the GM what they want their followers to do and expect that they will do it.

Like monsters, followers have **HP**, **Armor**, **Damage**, and **Instincts**. They usually have **moves** and/or **tags** that indicate what they're good at and how they act. Unlike monsters, they have three additional statistics: **Quality**, **Loyalty**, and **Cost**.

Quality represents how effective the follower is, particularly in the areas defined by their tags and moves. A follower's **Quality** can range from -1 (rubbish) to +3 (masterful). A follower of average competence has a **Quality** of 0.

Loyalty tracks the follower's commitment to you and your cause. It usually starts at +1 but may change, ranging from -2 to +3. When a follower's **Loyalty** drops to -3, they betray or abandon you. Note that **Loyalty** is a resource that can be used up by the GM.

Cost describes what motivates the follower to follow. Although a strong leader or worthy cause can be a motivating factor, all but the most selfless followers do the dirty work in exchange for coin or other material reward. A follower's **Loyalty** is increased when you pay their **Cost**. Note that a **Cost** is not always a tangible thing.

Followers can deal and take damage, at the GM's discretion or when indicated by a move. When they would deal damage, you roll their damage die. When they take damage, they lose HP. When they're reduced to 0 HP, they're out of the action and probably dead or dying—their fate is in the GM's hands.

Follower moves

Followers can make the standard Encumbrance, Make Camp, and Recover moves, and can make the Last Breath move at the GM's discretion. Unless otherwise noted, they don't make any of the basic moves. Instead, use those presented on the following page.

RECRUIT

When you *go looking to hire help*, tell the GM what you're offering and whom you're looking for, phrased in one of the following ways:

- * A group of _____ (porters, guards, minstrels, angry farmers, etc.)
- * A skilled _____ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the *group* tag.

If the GM says you can't find that kind of help in a place like this, start over or move on. Otherwise, roll +nothing and take +1 if you have a good reputation in these parts:

on a 10+, they're yours for the hiring; on a 7-9, the GM chooses 1 from the list below. on a 6-, no one shows, but mark XP.

- * They demand greater compensation, in coin or some other form
- * No one here fits the bill, but you hear of someone elsewhere who does
- * They have a need that must be met first (permission from someone else, a favor, etc.)
- * You can tell at a glance that they're less than ideal (ask the GM how)

The GM will choose or roll their specifics (Quality, Loyalty, Instinct, Cost, tags, etc.) as needed, to be discovered through play.

Which might involve you grilling them, right now.



ORDER FOLLOWER

When you *order or expect a follower to do something dangerous, degrading, or contrary to their Instinct*, roll +Loyalty: **on a 10+**, they do it, now; **on a 7-9**, they do it, but the GM picks one from the list below; **on a 6-**, mark XP, and the GM makes a move.

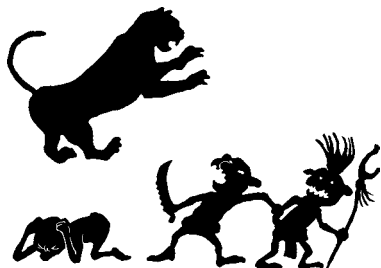
- * Decrease the follower's Loyalty by 1
- * They complain loudly, now or later, and demand something in return
- * Caution, laziness, or fear makes them take a long time to get it done

~ EXAMPLE ~

"DO YOUR THING, FANG!"

The party gets jumped by a gang of forest goblins. The Ranger tells her cougar, Fang (*stealthy*, quality +1, d8 damage), to Do Her Thing by sending the animal into the brush to bring down the forest goblin shaman.

She rolls a 9, +1 for Fang's Quality, for a 10+ result: the cougar does it, "as well as one could reasonably hope." But the GM knows the spellcaster has 12 HP and is a slippery adversary, so Fang won't be killing him. Instead, the GM asks the Ranger to roll Fang's d8 damage and narrates the shaman's spells dissipating as the goblin flees for his life into the woods.



DO THEIR THING

When *a follower does something chancy within the scope of their tags or moves*, roll +Quality: **on a 10+**, they do it, as well as one could reasonably hope; **on a 7-9**, they do it, but there's an unforeseen cost, consequence, or limitation (ask the GM what); **on a 6-**, mark XP, and the GM makes a move.

When *a follower does something chancy that falls beyond the scope of their tags or moves*, or does anything on their own, the GM says what happens.

CALL FOR ASSISTANCE

When *a follower helps you make a move that calls for a roll*, take +1 to that roll, but know that they will be exposed to any potential consequences.

When *a follower helps you Hack and Slash or Volley*, roll their damage die alongside your own, use the higher result, and add any damage bonuses you get on top of that.

When *a follower helps you Defend*, you can spend 1 hold to redirect an attack to them instead of yourself.

PAY UP

When you *pay a follower's Cost*, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until both you and your follower have Made Camp together.

WATCH THEM GO

When *a follower has -3 Loyalty*, they betray or abandon you at the next opportunity.

Creating followers

Give each follower a name, roll on one or more of the NPC tables (pages 56-57) if you like, and play to find out more about them. When you need specifics, follow the instructions under the relevant entry below. If you're prepping followers ahead of time, follow the steps in order.

1 QUALITY

Choose one, or roll 1d12.

1d12	QUALITY
1-3	A liability: Quality -1, +0 tags
4-9	Reasonably competent: Quality +0, +1 tags
10-11	Fully capable: Quality +1, +2 tags
12	An exceptional individual: Quality +2, +4 tags

2 BACKGROUND

Choose one or more, or roll 1d12.

1d12	BACKGROUND
1-2	Has lived a life of servitude and oppression: +meek
3	Past their prime: -1 to Quality, +1 +1 wise (see Tags, below)
4-5	Has lived a life of danger: +2 tags
6-9	Unremarkable
10	Has lived a life of privilege: +1 tag
11	Specialist: +1 to Quality, -2 tags
12	Roll 1d10+1 twice on this table

3 TAGS

The first tag every follower has is a **wise**, expressed as ____-wise, where the blank is filled by whatever subject or thing the follower knows best. Write down the follower's wise.

If the follower has more than 1 tag, choose additional tags from the Follower Tags list (page 27), either now or as needed. Optionally, you can replace a tag with an extra move (see next step).

4 MOVES

A follower move reflects a skill, ability, or trait that can't be better summarized by a tag. Examples include:

- * Point out a flaw in the plan
- * Notice something hidden
- * Follow quarry by tracks and spoor
- * Tend to the sick and injured
- * Divine the future
- * Poison someone

Write 1-3 moves for the follower that further describe their behavior and abilities. These are for you, the GM, to use like other GM moves, when the players look to you to see what the follower does, or when they give you a golden opportunity.

The players might order or expect a follower to use one of these moves on their behalf. That's fine, but consider whether Order Followers or Do Their Thing (see preceding page) applies to the situation.

5 LOYALTY

By default, a new follower starts with Loyalty +1, but the GM may add or subtract 1 Loyalty to reflect the follower's initial disposition and their respect (or lack thereof) for the characters they follow.

6 INSTINCT

What does the follower do naturally that might cause trouble? Choose one, make one up, or roll 1d12.

1d12	INSTINCT
1	Loot, pillage, and burn
2	Hold a grudge and seek payback
3	Question leadership or authority
4-5	Lord over others
6-7	Act impulsively
8-9	Give in to temptation
10-11	Slack off
12	Avoid danger or punishment

7 COST

What motivates the follower to accompany and assist the characters? Choose one, make one up, or roll 1d12.

1d12 COST

- 1 **Debauchery:** food, drink, gambling, sex, mischief, etc. The higher their Loyalty, the more extreme the cost.
- 2 **Vengeance:** payback against those that have wronged them or their loved ones. The higher their Quality, the more direct and tangible the payback they require.
- 3-5 **Lucre:** coin appropriate to their steading's Prosperity; highly skilled followers might demand more.
- 6-7 **Renown:** public recognition for their deeds and skills. The higher their Quality, the larger the audience required.
- 8-9 **Glory:** defeating a worthy foe in battle. The higher their Quality, the more worthy the foe must be. Possibly limited to certain enemy types (demons, barbarians, etc.).
- 10 **Affection:** kind words and deeds, quality time and attention. The more extreme their Loyalty, the more affection they require.
- 11 **Knowledge:** secrets, mysteries, and wonders only found by exploring the wider world.
- 12 **Good:** suffering alleviated, innocents defended, wrongs righted. The higher their Quality, the greater the good required.

8 HIT POINTS

How resilient are they? Pick one or roll:

1d12 HIT POINTS

- 1-3 Weak/frail/soft: 3 HP
- 4-9 Able-bodied: 6 HP
- 10-12 Tough/strong/hard: 9 HP

9 ARMOR & SHIELD

Choose what armor they wear and/or give them a shield, according to their background as you understand it so far:

- * None: 0 Armor
- * Hides or leather: 1 Armor
- * Scale or chain: 2 Armor
- * Plate: 3 Armor
- * Shield: +1 Armor

10 DAMAGE

How dangerous are they in a fight? Pick one according to who they are, or roll.

1d12 DAMAGE

- 1-4 Not very dangerous: d4 damage
- 5-10 Can defend themselves: d6 damage
- 11-12 Veteran fighter: d8 damage

Assign range & tags based on the weapons they wield.

11 LOAD & GEAR

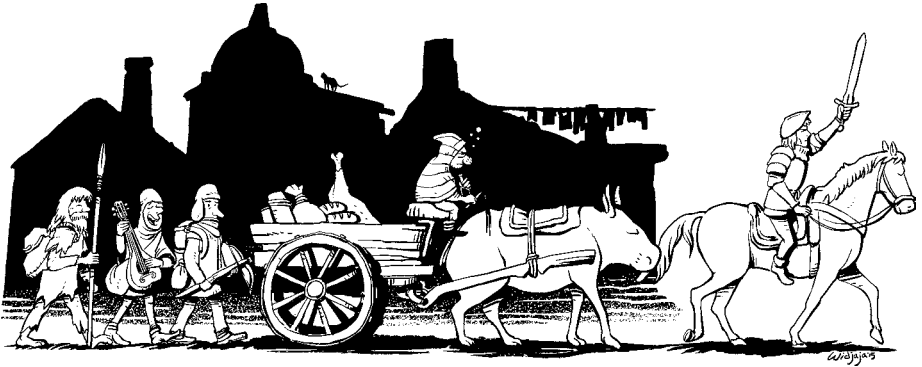
In addition to arms, armor, and any other tools of their trade, human-sized followers have a Load of 2. Equip them based on their circumstances and the Prosperity of their home steading.

~ GM ADVICE ~

MONSTERS & FOLLOWERS

When you *turn a monster into a follower*, give it a Quality score from -1 to +2 (or even +3 if it's truly magnificent). Set its Loyalty as with any new follower. Choose (or make up) a Cost. Add any tags you deem appropriate, but otherwise use as-is.

When you *turn a follower into a monster*, use their stats as-is.



Follower tags

____-*wise*: they know all about ____, and can roll +Quality to Spout Lore about it on your behalf. Examples: *woods-wise*, *sea-wise*, *herb-wise*.

Archer: they use ranged attacks (not necessarily bows) effectively and can roll +Quality to Volley on your behalf.

Athletic: good at running, jumping, climbing and the like.

Beautiful: they make an impression, drawing admiration and attention.

Cautious: they're careful and methodical; they avoid acting rashly.

Connected (____): they have friends or contacts in ____, a steading or group.

Cunning: clever and observant. They can roll +Quality to Discern Realities on your behalf.

Devious: deceitful, treacherous, tricky. Just the sort you want working for you.

Group: a team, gang, or mob, with all the strengths and disadvantages that come with greater numbers.

Guide (____): knows a particular steading or region and can roll +Quality to Spout Lore, Scout Ahead (page 30), or Navigate (page 31) for the party therein.

Hardy: tough, hard-working, and willing to put up with discomfort. They get +2 Load.

Healer: they have the knowledge and ability to provide aid to the injured and the sick. When they tend wounds with bandages or herbs & poultice, add their Quality to the damage healed.

Meek: they accept their lowly lot, and will do degrading or unreasonable things without needing to Follow Orders.

Magical: they are magical by nature or training, and sensitive to the workings of magic. Use at least one of their moves to elaborate on their powers.

Organized: they make and follow plans well, and work well in a group. Once they agree to a plan, you do not need to Order Followers as long as the plan doesn't go south.

Self-sufficient: can live off the land and roll +Quality to Forage (page 29).

Stealthy: can avoid detection and often get the drop on foes.

Warrior: they take +1 to their damage die roll, and you don't need to Order Follower to get them to fight (as long as the opposition is not terrifying or overwhelming).

See the World

Traveling from place to place

This section provides guidelines for traversing the world, as well as new moves related to travel and exploration.

Travel time

For purpose of these rules, the estimation of distance and travel time is not based on any codified geographic scale; the GM simply decides how long a journey will take based on their judgement of the terrain and destination, or asks the players how long it will take based on their characters' experience in the game world.

Players may wish to keep a written record of travel times from place to place, to use as a reference when discussing the logistics of journeys with the GM.

Mounts and other transport

Horses, pack animals, wagons, boats, and the like can alter the party's travel speed and carrying capacity. Too much technical detail can bog down play, but some basic assumptions about augmented transport should be taken into account.

Travel time: for the sake of simplicity, a party is considered *fast* if every member is mounted or the equivalent, but *slow* if at least one member is hindered by a cart, wagon, or the like. A *fast* party covers ground twice as fast as one on foot, while a *slow* party moves at half the rate of foot travel. The specific circumstances should always be open to discussion, and the GM should adjust rate of travel accordingly.

Carrying capacity: as per the *Dungeon World* rules, each pack animal or other form of transport has its own Load. For a party

bent on treasure hunting or long distance travel, this factor can play an important role.

Care and feeding: when mounts play a role in the party, "name every animal" and treat them as members of the team—perhaps turning the most notable into followers (see page 25).

Don't forget that animals need to be fed and watered as well; treat their feed as part of the party's ration supply, but adjust the number of rations needed to feed them according to their size (i.e., a warhorse might eat 2 rations per day).

See the name lists starting on page 72 for ideas for naming your mounts.

Discoveries & Dangers

As noted in the glossary, central to travel and exploration in a world of fantasy adventure are the things that make that world both fantastical and full of adventure. These encounters are broken into two categories: **Discoveries** and **Dangers**, and may come into play as a result of various moves, or when introduced at the GM's discretion.

A Discovery is anything the party finds that is interesting, but not actively dangerous. It might be something beneficial, like a steady or freshwater spring; something that begs investigation, like an overgrown ruin; or an impediment, like a bog or chasm.

A Danger is anything which, if left unchecked, may be harmful. Traps and monsters are two common types of Dangers. A Danger encountered in the course of a journey may be incidental, or it may be a hint of something larger.

Travel and exploration moves

These moves replace all travel-related moves in the original rules. The Scout, Trailbazer, and Quartermaster roles from the original “Undertake a Perilous Journey” move have been changed, renamed, and broken out into their own moves on the following two pages. “Make Camp” has been significantly altered, and “Take Watch” is replaced here with “Stay Sharp,” which has application beyond the campsite.

JOURNEY

When you *travel by a safe route*, through safe or dangerous lands, indicate your destination on the map. The GM will tell you how long the trip takes, and what—if anything—happens along the way. When you reach your destination, choose someone to Manage Provisions (page 31) to determine how many rations were consumed over the course of the trip.

UNDERTAKE A PERILOUS JOURNEY

When you *travel through dangerous lands*, and not on a safe route, indicate the course you want to take on the map and ask the GM how far you should be able to get before needing to Make Camp. If you’re exploring with no set destination, indicate which way you go.

Then, choose one party member to Scout Ahead (page 30), and one to Navigate (page 31), resolving those moves in that order.

FORAGE

When you *spend a day seeking food in the wild*, and your surroundings are not *barren*, roll +WIS: **on a 10+**, you gain 1d4 rations, +1d4 rations if you have the knowledge and gear needed to trap or hunt; **on a 7-9**, the 10+ result applies, but you must also first face a Discovery or Danger of the GM’s choice; **on a 6-**, mark XP, and the GM makes a move.

MAKE CAMP

When you *settle in to rest*, choose one member of the party to Manage Provisions (page 31). Then, if you eat and drink and have enough XP, you may level up.

When you *bed down in dangerous lands*, decide on a watch order. Then, the GM chooses one person on watch during the night to roll +nothing: **on a 10+**, the night passes without incident; **on a 7-9**, the GM chooses 1 from the list below; **on a 6-**, everyone marks XP, and a Danger manifests. You’d better Stay Sharp!

- * The person on watch notices a nearby Discovery
- * One party member of the GM’s choice suffers a restless night
- * One or more followers causes trouble
- * A Danger approaches—it’s not immediately hostile, but whoever’s on watch had better Stay Sharp anyway

When you *wake from at least a few hours of uninterrupted sleep*, and you ate and drank the night before, heal damage equal to half of your max HP.

STAY SHARP

When you *are on watch and something approaches*, roll +WIS: **on a 10+**, you notice in time to alert everyone and prepare a response—all party members take +1 forward; **on a 7-9**, you manage to sound the alarm, but no one has time to prepare; **on a 6-**, mark XP, and whatever approaches has the drop on you.

SCOUT AHEAD

When you *take point and look for anything out of the ordinary*, roll +WIS: **on a 10+**, choose 2 from the list below; **on a 7-9**, choose 1 from the list below; **on a 6-**, mark XP, and the GM makes a move.

- * You get the drop on whatever lies ahead
- * You discern a beneficial aspect of the terrain—shortcut, shelter, or tactical advantage (describe it)
- * You make a Discovery (ask the GM)
- * You notice sign of a nearby Danger—ask the GM what it is, and what it might signify

~ SUGGESTED GM MOVES ~

SCOUT AHEAD

Soft Moves

- * The weather worsens
- * Scout attracts unwanted attention
- * Scout becomes lost

Hard Moves

- * Scout encounters a Danger
- * Scout is ambushed
- * The rest of the party is ambushed
- * Scout is captured or trapped
- * Scout suffers an injury



NAVIGATE

When you *plot the best course through dangerous or unfamiliar lands*, roll +INT: **on a 10+**, you avoid dangers and distractions and make good time, reaching a point of the GM's choosing before you need to Make Camp; **on a 7-9**, the GM chooses 1 from the list below; **on a 6-**, mark XP, and the GM makes a move.

- * You happen upon a Discovery missed by the scout
- * The going is slow, or you wander off course. The GM says which, and where you end up on the map
- * You encounter a Danger; whether or not you're surprised depends on whether the scout has the drop on it

~ SUGGESTED GM MOVES ~

NAVIGATE

Soft Moves

- * The weather worsens
- * They're being followed
- * They must backtrack, losing valuable time

Hard Moves

- * Someone slips and is injured
- * They stumble into a Danger
- * They get lost

MANAGE PROVISIONS

When you *prepare and distribute food for the party*, roll +WIS: **on a 10+**, choose 1 from the list below; **on a 7-9**, the party consumes the expected amount of rations (1 per person if Making Camp, 1 per person per day if making a Journey); **on a 6-**, mark XP, and the GM makes a move.

- * Careful management reduces the amount of rations consumed (ask the GM by how much)
- * The party consumes the expected amount and the food you prepare is excellent—describe it, and everyone who licks their lips takes +1 forward

~ SUGGESTED GM MOVES ~

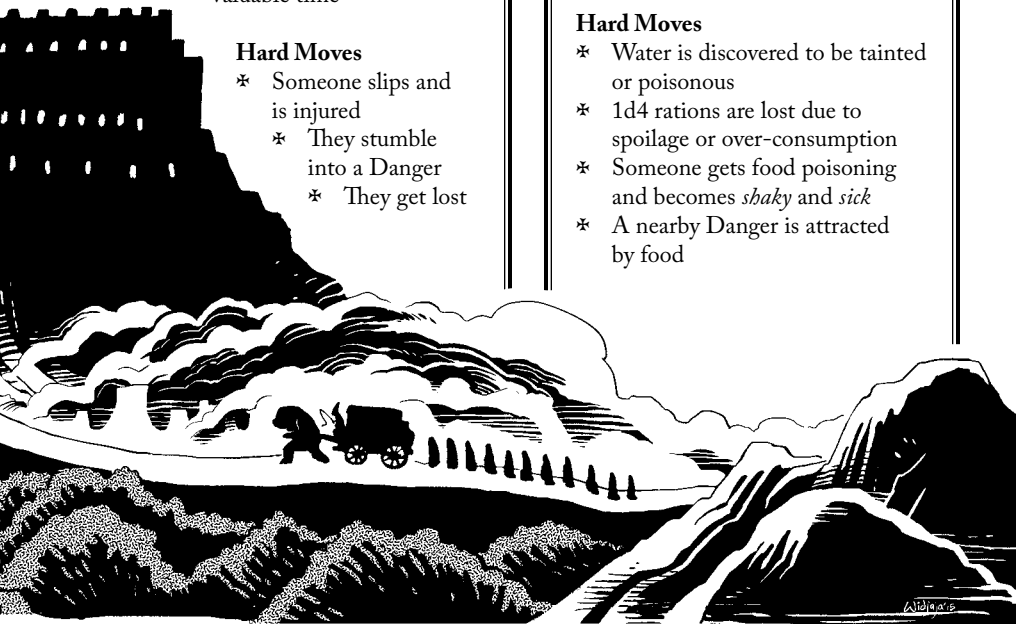
MANAGE PROVISIONS

Soft Moves

- * They bicker over ration shares
- * Local animal life is attracted by food
- * Someone becomes *weak* until they eat 1 additional ration

Hard Moves

- * Water is discovered to be tainted or poisonous
- * 1d4 rations are lost due to spoilage or over-consumption
- * Someone gets food poisoning and becomes *shaky* and *sick*
- * A nearby Danger is attracted by food



The remainder of this chapter covers different aspects of running wilderness adventures, so it's addressed to the GM.

Points of interest and color

Overland adventure in a role-playing game runs the risk of feeling tedious, due to the temptation to describe everything that happens to the characters on every step of their travels. You are therefore urged to move the fiction from one “point of interest”—physical or dramatic—to the next

with speed and economy. If the party sets up a base camp and spends the day exploring the vicinity, keep your descriptions brief. If their Scout Ahead move results in a Discovery or Danger, describe it and follow through, but if they encounter nothing, just tell them that and ask them to Make Camp for the next night.

That being said, the subtle, beautiful, and fearsome aspects of the landscape should not go unmentioned, since they are what makes the world wild and wondrous. Demonstrate these things by adding a bit of “color” each time a narrative leap in time or distance is made, in the form of one or two succinct details about what the party experiences along the way (see sidebar example).

~ EXAMPLE ~ ADDING COLOR

After plundering an ancient ruined temple in the wilderness, an adventuring party of four returns to the village of Feket, on the outskirts of the Kingdom of Otthon. Unable to trade their newfound treasures with the impoverished locals, they decide to travel to the capital, Koronaz, and look for buyers there.

I, the GM, tell them that the trip will take 3 days, so they make the Journey move, and will consume the expected number of rations at the end of the trip. Because I see the big city as the next point of interest in the fiction, I want to get them there as quickly as possible without losing touch with their surroundings, so I say:

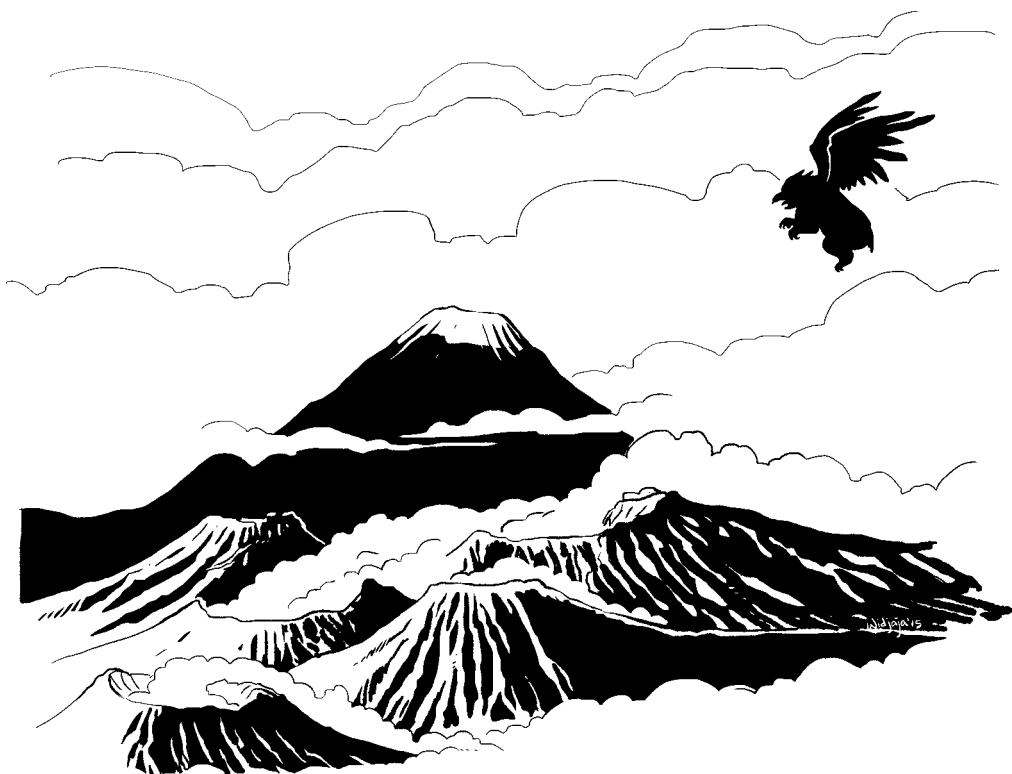
“The journey takes you three days, mostly through cultivated land. It’s harvest season, and from sunup to sundown the fields are teeming with workers. By the time you reach the gates of the shining city, the darkness of the Wildwood seems like a dream. Mark off 12 rations.”

If the party is moving through territory known to them, you may want to ask them to add color to the proceedings themselves, either by direct invitation or in the form of a leading question:

“Cleric, on your hike to the shrine, what is it about these hills that reminds you of your deity?”

“Thief, what is the flower that you remember picking here when you were a child, and why did you want to pick it?”

But in unknown lands, it’s the GM’s job to inject color. When doing so, or inventing any part of the game world, remember *Dungeon World’s* exhortation to **embrace the fantastic**. Perhaps the locals use bipedal lizards to haul their wagons, build their fences out of monster bones, or start their hearth-fires with brands that fall from an ever-burning tree. But don’t choose all three and make everything crazy-weird, because the fantastic emerges out of contrast with the mundane. Insert unusual details here and there, and, when you have a moment, consider the implications for the local culture and ecosystem.



Recall that truth is stranger than fiction, and that the real world offers wonders to rival anything imagined. Early explorers of North America recorded flocks of birds so vast that they blotted out the sun and took days to pass overhead. Manta rays can grow to a diameter of 25 feet, and leap up to nine feet into the air. There is a cave in Viet Nam three miles long, and in it stalagmites up to 200 feet tall.

These examples point to a useful technique for describing your world: **think big**. Take that mundane detail that pops into your head and dial it up to a larger size, a richer aspect, greater numbers.

“To the west you can make out the Pillars of the World, a forest of trees so tall their upper branches are lost in the clouds.”

“The cliff face is blood red in the sunlight, as if some part of the mountain was shorn from it by a terrible blade.”

“The animals—they’re horned like antelope, but have zebra stripes of black and gray—bound across the savannah on all sides, as far as you can see, like a great flood, leaving you untouched as they flow around and past.”

But **think small** too, just as often, to ground things in the commonplace: bird-song in the morning, a lone set of tracks in the snow, the smell of the distant sea.

Beasts in the wild

There is tendency in fantasy RPGs to make every natural predator a potential threat. We commonly assume that wolves, panthers, and the like prowl the periphery of civilized lands, ready to attack people at the first opportunity. In reality, most such animals avoid contact with humans, resorting to violence only when cornered, desperate, or suffering from some behavior-altering affliction.

The GM should consider this fact before throwing lions and tigers and bears at the party, reserving aggressive actions for the worst enemies: intelligent humanoids and bona fide monsters. At the least, the Instinct of an animal should be applied in full consideration of the circumstances. A pack of wolves with the Instinct “hunt, scavenge, defend,” finding itself up against a party of four, might follow them over long distances, looking for an opportunity to prey upon anyone who gets separated, but would not likely attempt a direct assault.



Food and water

The need of the party to stay fed and hydrated may be glossed over in settled lands, where monitoring daily consumption might feel more tedious than interesting, but in the wilderness tracking food and water consumption can become vital to the party's survival.

Food supply: each expedition into the wilderness necessitates some degree of planning. When loading up on rations, the players should take into account the number of days they plan to be afield, the number of party members who need to eat (including followers, mounts, and pack animals), and the possibility that some rations may be lost due to unforeseen circumstances. Foraging (page 29) is an option, but it takes time, and should probably not be depended upon.

Water supply: in general, the players do not need to monitor water consumption; streams and other minor watercourses are assumed to be common enough that they are able to drink their fill on a regular basis without difficulty.

However, should they venture into arid lands (desert, wasteland, etc.), or into a dungeon, tracking water supply and consumption can add an interesting resource management element to play.

It's easy enough to do: everyone can be assumed to have a waterskin, which starts full whenever the party enters dry territory. Each person in the party consumes 1 waterskin's worth of water per day, just like a ration; the amount consumed by a given mount or pack animals is up to the GM.

Starvation and thirst: the question of what happens when the party runs out of food and/or water is an important one, to be an-

swered according to the fiction. A human being can live up to thirty days without food (the more body fat a person has, the longer they can last), growing weaker over time. Without water a person can survive for only a week, with serious consequences manifesting after three days: confusion, followed by coma and death. Dying by dehydration is excruciatingly painful.

But there are more immediate, mechanical consequences: any character who Makes Camp without consuming one ration and one skin's worth of water is unable to level up, and does not heal HP upon waking.

Getting lost

Exploring the wilderness would not be as exciting without the threat of getting lost, and you should take this possibility into account when making moves. Disorientation might occur due to a failed Scout Ahead or Navigate move, when the characters charge off into the wild, or even in the wake of a chaotic battle.

Knowing that the sun moves east-to-west is not a recipe for success when trying to find the right way forward, because the sun only rises due east and sets due west on the equinox; sunrise and sunset may orient the party in the right general direction, but the further the distance traveled, the greater the room for error.

The stars also provide only broad help in terms of orientation, and then only to those versed in their positions throughout the year. Even characters like the Ranger or Druid, who might know the stars by heart, can be thwarted by heavy cloud cover, precipitation, darkness, or a dense forest canopy.

Regardless of how a character or party becomes lost, once the players become aware of their geographic disorientation, there

are a few different ways to handle things in play. Use whichever method appeals to you, but in either case you might want to start a new map on a new sheet of paper, in order to keep track of what they encounter while they're lost. When and if they do manage to find their way back to familiar territory, this separate map can be integrated into the main map.

Fiction-first: using this approach, the nitty-gritty details of being lost are hand-waved away in favor of moving play along to the next interesting point in the story. The GM's job is to describe the situation in general terms, without worrying about exactly where the party is on the map.

An attempt to remedy being lost might trigger Discern Realities (if they look for clues in their surroundings), Defy Danger with INT or WIS (if they try to backtrack to the last known landmark), or Undertake a Perilous Journey (if they just set off into the unknown, hoping for the best). Regardless of the move triggered, a good hard GM move on a 6- is to make them even more lost!

Simulation-first: using this approach, the GM tracks the party's location in secret—mentally, on a piece of scratch paper, or maybe on a copy of the main map—and adjusts their position depending on the results of their actions.

Any of the same moves mentioned above might be triggered, but incremental progress takes precedence over broad fictional strokes. A roll of 6- might cause the party to veer from their intended path, but only the GM will know by how much. Describe what they see when they reach the next logical decision point, ask them what they do next, and play to find out what happens.

This method requires more effort, but can be much more satisfying if exploration is important to your campaign.

Weather the Storm

Seasons and meteorological events

This section is addressed to the GM.

What time of year is it right now in the game? What's the weather like? These questions are among the many that should be shuffling through your head as you describe the world, to be answered as called for by the fiction.

Seasons will vary depending on the climate, but should always be taken into account when setting the stage, especially in places subject to extremities of temperature. Venturing into the Desert of a Thousand Graves is sure suicide in high summer, and folks at Frostfell Keep in the frozen north hardly set foot outside the walls once winter sets in.

Seasonal effects and weather can be folded into the fiction in a variety of ways, but here are three to consider:

As color: evoking the season or weather in small ways when adding a bit of color (e.g., “The dry leaves crunch underfoot as you climb the hillside,” or, “You glance back at Arne and see that his crystallized breath has turned his beard white.”) helps tie the characters to the world, and reminds them that details like dry leaves and freezing temperatures matter.

As drama: if you enjoy high drama in your game, bending the weather to the narrative circumstances can be used to great effect, either to underline the action (“He turns to face you just as the storm breaks, and a lightning strike illuminates the scar on his face”) or contrast with the emotional content (“You stagger out of the ruins, your friends lost to the darkness forever, and into the blinding sunlight of a beautiful, cloudless day”).

As moves: the weather is always there, ready to complicate things. You might make a single soft move to create a sudden downpour, but making a series of soft moves to build atmosphere and tension over time can be used to great effect as well: clear skies turn cloudy; the land grows dark; rain begins to fall.

Following on that notion, consider rain as an example of complicating weather. How does it affect the characters' environment? It makes stone slick and soft ground muddy, begging you to make moves in tense situations that compromise their footing, but what about a rainstorm that hangs over an entire journey? Rolling a 6 or less to Scout Ahead might mean the rain is falling so heavily that the scout is unable to see more than a dozen yards; on Navigate it might bring the party to the banks of an overflowing and impassable river; on Manage Provisions it might mean that 1d6 rations have turned to mush.

Blizzards, sandstorms, sweltering heat—each has a characteristic and potentially dramatic impact on the landscape and those attempting to traverse it. Any of these conditions might trigger the Hunker Down and Forge Ahead moves described on the next page, but the outcomes should vary to suit the circumstances. Compromised gear in a blizzard might mean a frozen spear haft snaps in half; in tropical humidity, it might mean that fungus starts growing in someone's boots.

Regardless of how you handle weather, try not to think of it as mere backdrop. Tie it physically to the landscape and to the characters, make it affect them even if in superficial ways, and you will bring the world that much more to life.



Severe weather moves

These two moves are intended to reflect the impact of extreme weather on an adventuring party's need to cover ground. Write your own where you feel the need.

HUNKER DOWN

When you *take shelter to wait out the elements*, choose 1 party member to roll +nothing: **on a 10+**, it doesn't take long for things to clear up; **on a 7-9**, things aren't going to change any time soon—you can Forge Ahead, or Make Camp here for the night and hope things have changed by morning; **on a 6-**, mark XP, and the GM makes a move.

FORGE AHEAD

When you *push on despite powerful opposition from the elements*, roll +CON: **on a 10+**, you go as far as you're able before needing to pause for a rest; **on a 7-9**, choose 1 from the list below; **on a 6-**, mark XP, and the GM makes a move.

- * You go as far as you're able, but overtax yourself and become *weak*, *shaky*, or *sick* (choose one)
- * You go as far as you are able, but the weather takes its deepest toll on your gear (ask the GM how)
- * On second thought, maybe you're better off staying put

If you *make progress*, ask the GM where you end up on the map, and if the weather shows any sign of relenting.

Live to Tell the Tale

Compendium classes

On the next five pages you will find five new compendium classes, designed to take advantage of some of the new rules that *The Perilous Wilds* brings to the table. They will be of most interest to players in campaigns wherein exploration and wilderness adventure play a significant part.





Delver

When you *reach the lowest level of at least two different dungeons*, this compendium class becomes available.

Starting move

☑ SNIFF THE AIR

When you *use your senses to assess a subterranean area*, ask the GM 2 questions from the list below.

- * Which way lies the nearest danger?
- * Which way lies the nearest treasure?
- * Which way leads to the nearest exit?
- * Which way will take me deeper?
- * What lies hidden here?

Advanced moves

☐ PACK SMART

When you *mark the last use of your adventuring gear*, it counts as 2 uses instead of 1—say what they both are, right now.

☐ EMBRACE THE BLACK

When you *find yourself in utter darkness underground*, roll +WIS: **on a 10+**, hold 3; **on a 7-9**, hold 2; **on a 6-**, hold 1, mark XP, and the GM makes a move.

As long as the darkness persists, you may spend your hold, 1-for-1, to do one of the following:

- * Know exactly where any one thing is in the near vicinity
- * Make any one move, without suffering consequences due to the darkness
- * Remain still and undetectable by mundane means until you move or make noise

☐ FUNGIVORE

When you *seek edible fungus and lichens underground*, you may Forage. Whether or not anyone else wants to eat what you find is another matter.

☐ EAT THE ENEMY

When you *clean and dress a fresh monster carcass for consumption*, roll its damage and gain that many **specious rations**.

When anyone *eats a specious ration*, they roll +CON: **on a 10+**, it's not good... but not awful, and counts as 1 normal ration consumed; **on a 7-9**, it counts as a ration, but choose 1 from the list below; **on a 6-**, mark XP, and the GM makes a move.

- * You become sick and acquire a monstrous characteristic until you recover (the GM will tell you what)
- * 1D6 of your remaining specious rations have spoiled
- * Nobody wants to be near you until the next time you Make Camp, and your followers suffer -1 Loyalty





Explorer

When you *enlist the support of a powerful patron to reward your forays into the unknown*, this compendium class becomes available.

Starting move

☑ **PATRON**

You have the support of a powerful individual or group, who will reward you for the delivery of certain things gathered from foreign climes. Choose 1 patron, and the thing they want:

- ☐ **Church:** evidence of church's history, divine presence or opposing deity
- ☐ **Guild:** location and proof of materials useful to the guild
- ☐ **Historian:** evidence of historic events
- ☐ **Jeweler:** gemstones
- ☐ **Magnate:** evidence of natural resources and their location
- ☐ **Wizard:** magical items, or evidence and locations of magical places

Your patron will provide you with supplies for any expedition you undertake on their behalf, within reason.

When you *deliver the desired news or goods to your patron*, you are compensated. Negotiate your compensation with the GM, based on the nature of your patron.

Advanced moves

☐ **PLANT YOUR FLAG**

When you *claim a place in your own name or that of your patron*, plant a flag or standard, and mark the place on your map.

When you *lead an expedition to that place*, you find it unerringly, and you take +1 on-going to Hack and Slash or Defend as long as your flag is in sight. These effects apply only to the most recently claimed place.

☐ **THRILL OF DISCOVERY**

When you *come upon a previously undocumented and notable Discovery*, both of the following effects apply:

- * The excitement of the moment grants you +1 forward
- * Mark XP at the end of the session (max. once per session)

☐ **LOG YOUR FINDINGS**

You have a logbook or other external and portable repository of information that's always with you. Say what it is.

When you *encounter a new and notable Danger or Discovery*, write it down (a brief note will do). This counts as an **entry** in your log.

When you *share your findings with one or more residents of a steading*, choose an entry you want to share, and roll +CHA: **on a 10+**, choose 2 from the list below; **on a 7-9**, choose 1; **on a 6-**, choose 1, but the GM also makes a move.

- * Someone here can tell you more about it—the GM will say who, and what they know
- * Someone here is interested in this information—ask the GM who, and what they'll offer for it in trade
- * Someone here will respond strongly to this finding—ask the GM who, and whether they'll be impressed, frightened, or otherwise affected
- * Mark XP

In any case, once you share a given entry, cross off that entry. You can only share an entry once.



Hunter

When you *live for a week off only rations you have hunted yourself*, this compendium class becomes available.

Starting move

☑ TRACK

When you *encounter tracks or spoor and take time to examine the scene*, the GM will describe the sign, and tell you how long ago it was made. Then, you may ask the GM 2 questions about it, within reason.

Advanced moves

☐ STALK

When you *follow a trail left by a creature in order to locate it*, that creature becomes your quarry. Take +1 to any move made while pursuing, hiding from, subduing, or attacking your quarry. You may only have one quarry at a time.

☐ SHOOT TO KILL

When you *roll a 10+ to Volley at a target that is unaware of your presence*, deal your damage +1d6.

☐ CLEAN AND DRESS

When you *take the time to reduce a freshly slain creature to its constituent parts as efficiently as possible*, roll +INT: **on a 10+**, all 3 from the list below apply; **on a 7-9**, choose 2 from the list; **on a 6-**, mark XP, and choose 1.

- * You extract the maximum number of edible rations from the carcass
- * You preserve everything of potential value (hide, musk glands, etc.)
- * You gain some insight into the creature's history or behavior (ask the GM what)



☐ HUNTER'S REST

When you *take the time to establish a shelter in the wild*, say what it looks like, how it takes advantage of the local landscape, and roll +WIS: **on a 10+**, all 3 tags below apply; **on a 7-9**, choose 2 tags from the list; **on a 6-**, mark XP, and choose 1.

- * *Ambuscade*: your shelter cannot be found by anyone who doesn't know to look for it
- * *Vantage point*: when anyone Stays Sharp in your shelter, they always succeed as if they rolled a 10+
- * *Sanctuary*: when anyone Makes Camp in your shelter, they take +1

You may maintain a number of active shelters in a given region equal to your level.



Leader

When you *return to safety from any dangerous journey with at least two surviving followers*, this compendium class becomes available.

Starting move

☑ GIVE ORDERS

When you *command an ally to take a particular course of action in the face of danger*, roll +CHA: **on a 10+**, they take +1 ongoing as long as they're acting on your orders; **on a 7-9**, they take +1 forward to execute your orders; **on a 6-**, mark XP, and the GM makes a move.

Advanced moves

☐ INSPIRE

When you *give an encouraging speech to your allies before facing a known threat*, say your piece and roll +CHA: **on a 10+**, hold 3; **on a 7-9**, hold 2; **on a 6-**, mark XP, and hold 1.

When *your allies face the threat*, you may spend your hold, 1-for-1, to grant a friend or follower one of these tags:

- * *Fearless*: they stand fast and remain stable when they would otherwise hesitate, falter, or flee
- * *Invincible*: they ignore all damage from a single damage roll that would otherwise reduce them to 0 HP
- * *Vengeful*: they take +1 ongoing against the threat, as soon as you are incapacitated by it (maximum of +1 ongoing per character)

You may spend hold for this move even after you're incapacitated or have passed through Death's Black Gates.

☐ IMPRESS THE LOCALS

When you *Recruit*, roll +CHA instead of +nothing.

☐ BRING 'EM BACK ALIVE

When you *return to civilization after a dangerous expedition*, and everyone who left with you survives intact, each of your followers gains 1 Loyalty (maximum of +3), your reputation in the area improves, and you gain 1 XP.

☐ MOURN THE DEAD

When you *ensure the last rites of a fallen comrade are conducted in a manner befitting their station and accomplishments*, say some kind words about them and roll +CHA: **on a 10+**, each follower present gains 1 Loyalty (maximum of +3); **on a 7-9**, one follower of the GM's choice gains 1 Loyalty (maximum of +3); **on a 6-**, mark XP, and the GM makes a move.





Scout

When you have *Scouted Ahead* on at least three forays into the wild and back, this compendium class becomes available.

Starting move

☒ ☐ ☐ **KNOW THE LAND**

This move may be taken multiple times. Each time you take this move, choose 1 region in which you have spent at least a week traveling. This region is considered *familiar* to you.

When you *Spout Lore* about a *familiar region*, roll +WIS instead of +INT.

Advanced moves

☐ **READ THE LAND**

When you *survey the territory ahead from a good vantage point*, roll +WIS: **on a 10+**, the GM must answer all 3 questions on the list below; **on a 7-9**, ask the GM 2 questions from the list; **on a 6-**, mark XP, and ask 1 question.

- * What danger awaits?
- * What's the safest route forward?
- * Where ahead will I find refuge?

In any case, take +1 forward to the next time you act on one of the answers.

☐ **BE THE LAND**

When you *conceal yourself in a familiar region*, say how you do it and roll +DEX: **on a 10+**, you become nigh invisible, and difficult to locate even with senses other than sight, as long as you do not attract attention to yourself; **on a 7-9**, the 10+ result applies, but you must remain still to go unnoticed; **on a 6-**, mark XP, and the GM makes a move.



☐ **SENSE DANGER**

When you *are subject to an imminent but unseen threat*, the GM must tell you. Then, roll +WIS: **on a 10+**, the GM tells you where it's coming from, and you have time to act before the threat manifests; **on a 7-9**, the GM tells you where it's coming from, or you have time to act before it manifests (choose one); **on a 6-**, mark XP, and the GM makes a move.

Ask the Fates

Rolling dice to reveal the unknown

This section is addressed to the GM.

Herein you will find tables for generating various fictional elements. Using them is entirely optional, and intended to provide only seeds for ideas, not to do all of the work. It's up to you to weave it all together.

The dodecahedra of destiny

When you ask the Fates to suggest what form a Discovery (page 48) or Danger (page 52) might take, turn to the relevant table and follow its instructions.

All rolls on these tables are made using 12-sided dice, read one at a time. In some cases up to 3 rolls are called for, with more made at your discretion or as suggested by your roll result. For the sake of expedience, consider using different-colored dice, deciding which color is read first, second, third, etc.

Other tables

Some results on the Discovery and Danger tables will point to other tables included in this section, such as **STEADING**, **CREATURE**, and **DETAILS**. You should familiarize yourself with these resources and make use of them whenever it strikes your fancy, in order to flesh out a given aspect of the fiction or take it in an unexpected direction.

Interpreting the results

Rolls on any of these these tables will produce a few words that act as “prompts” to your imagination. Consider these as springboards for ideas, not hard facts.

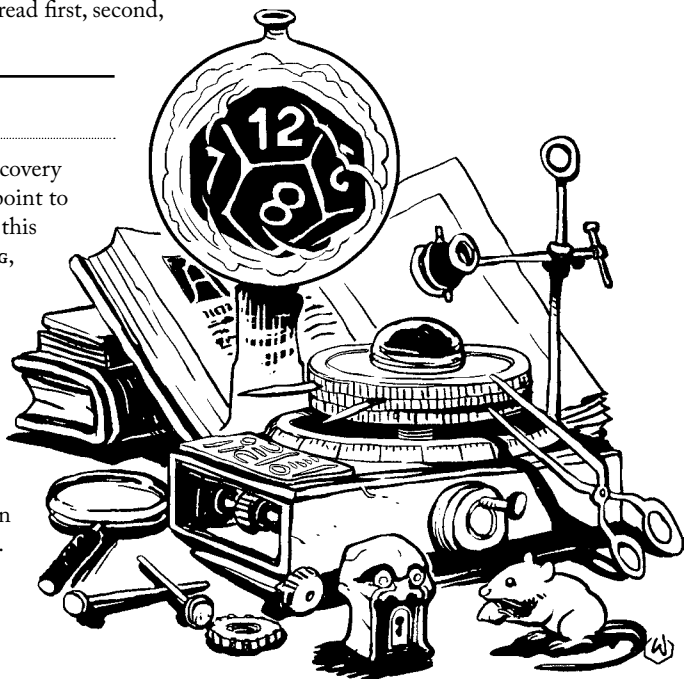
When interpreting a roll, consider...

- ... the result of the roll;
- ... the context (terrain, weather, etc.); and
- ... the state of the fiction.

Then, describe what the characters perceive.

In any case, go with your instinct and see where it takes you. Above all, **make everything interesting**.

Whenever you feel stuck, **ask questions**.



Using the tables

To generate ideas on the fly: *Dungeon World* is often at its best when wholly improvised, but any great improviser will tell you that there are few greater catalysts for creativity than random prompts. They can get you out of narrative ruts and point in directions you never would have considered if left to your own devices. Just try not to get bogged down in the rolling itself!

In order to keep things moving, familiarize yourself with the tables, roll (or ask your players to roll) quickly, and train yourself to stop rolling as soon as you get an image in your head. Use the tables to answer questions, but not to work out every little detail. Depend on the Fates as much or as little as you like, but prioritize the momentum of the fiction.

To populate regions ahead of time: if your GM style includes some degree of prep, these tables can help you find inspiration. Whether you want a bunch of pre-written Discoveries and Dangers on hand to pull out as needed, or you'd like some inspiration for populating a region and writing up its almanac, the Fates are waiting to lend their aid.

To create creatures: *Dungeon World* makes it extremely easy to make monsters on the fly, either using the guidelines on pages 225-227 of the core rulebook (summarized here on page 46), or just winging it. The CREATURE tables on page 53 can be used as a starting point, supplemented by any of the DETAILS tables on page 54, especially ABILITY, NO. APPEARING, FEATURE, SIZE, and TAG. Take note of each result as you go, crossing off or changing anything that doesn't make sense to you. Avoid re-rolling if you don't like a result—follow your instinct instead.

~ EXAMPLE ~

IMPROVISED EXPLORATION

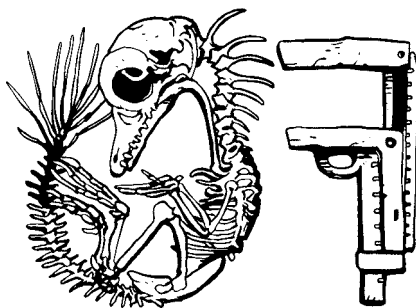
The party is traveling through a dark forest. Maeve the Ranger rolls a 10+ to Scout Ahead, and chooses to both make a Discovery and get the drop on whatever lies ahead.

I ask the players to roll a bunch of d12: results of 5, 4, and 11 on the DISCOVERY table give us EVIDENCE, TRACKS/SPOOR; and “faint/old/unclear.” I need to know what CREATURE made the tracks, so I roll on the CREATURE table and get a 10: MONSTER.

Rolls of 9 and 10 on the MONSTER subtable give me BEAST+BEAST, which means I need to combine two results from the BEAST subtables. A 6 and a 3 gives me EARTHBOUND: “ape/gorilla;” and a 3 and 11 result in AIRBORNE: “locust/dragonfly/moth.”

I picture black fuzzy dragonfly-bears with six legs, moving in packs. No need for stats until they actually show up, but referring to the Monster Maker I jot down “Group, HP 6, Armor 1, claws 1d8.”

The only further DETAIL I want right now is ACTIVITY—what were they doing here when they left these tracks? A roll of 2 says “fighting/at war.” Doesn't quite feel right to me, so I decide instead that they were stalking prey. I tell Maeve that she finds the hoofprints of a single deer at the water's edge, ending abruptly as if something had plucked it from the ground.



Making monsters

When improvising monsters using the **CREATURE** tables on page 53, follow these steps:

- 1 **Jot everything down.** Take notes as the monster take shape.
- 2 **Develop a mental image.** The **CREATURE** table gives a starting point, but you'll need to embellish, either by saying what comes to mind, or by using results gleaned from the **DETAILS** tables (page 54): **ADJECTIVE**, **NO. APPEARING**, and **SIZE** are the most immediately relevant. If you decide the creature is rare or outlandish, give it an **ABERRANCE**, **ABILITY**, and/or **ODDITY**.
- 3 **Describe what they perceive.** Is the monster close at hand or far away? What's it doing? Roll **VISIBILITY** and **ACTIVITY**, then **DISPOSITION** if its reaction to the party is not obvious.
- 4 **Leave your options open.** Don't sweat every detail in the moment. Allow yourself to add and embellish as the situation develops. Play to find out what happens.

When you have a spare moment, refer to the **Monster Maker** (right) to adapt your new creature to the *Dungeon World* rules, and write down the results. Between sessions, look over your monster notes and refine them as you see fit.

Monster Maker

★ MOVES & INSTINCT

What does it do; what does it want?

★ NO. APPEARING

Solitary: d10 base damage, 12 base HP

Group: d8 base damage, 6 base HP

Horde: d6 base damage, 3 base HP

★ SIZE

Tiny: hand, -2 damage

Small: close

Human-size: close

Large: close, reach, +4 HP, +1 dmg

Huge: reach, +8 HP, +3 dmg

★ ATTACK

Vicious/obvious: +2 dmg

Keeps enemies at bay: +reach

Small/weak: -1 die size (d10/d8/d6/d4)

Slicing/piercing: +messy, +1/+3 piercing

Armor is useless: ignores Armor

Attacks at range: +near and/or +far

★ DEFENSE

Cloth/flesh: 0 armor

Leathers/hide: 1 armor

Mail/scales/chitin: 2 armor

Plate/bone: 3 armor

Magical defense: 4 armor, +magical

★ FEATURE (choose all that apply)

Great strength: +2 dmg, *forceful*

Offense: use better of 2 damage rolls

Defense: +1 armor

Deftness: +1 piercing

Durability: +4 HP

Trickery: +*stealthy*, +1 tricky move

Adaptation: +1 special quality

Divine favor: +*divine*, +2 dmg/+2 HP

Magic: *magical*, +1 magic or spell move

★ EXTRA (choose all that apply)

+*devious*: -1 die size, +1 devious move

+*organized*: +1 organized move

+*intelligent*

+*cautious*: +1 armor

+*boarder*

+*planar*: +1 planar move

+*construct*: +1 or +2 special qualities

+*terrifying*, +1 special quality

+*amorphous*, +1 armor, +3 HP

More than mere biology: +4 HP

Ancient: +1 die size

Abhors violence: worse of 2 damage rolls

Treasure Finder

If they find unguarded treasure that does not belong to a nearby monster, roll 2d6 for TREASURE, below. If you roll double 6s, roll 3d6 and use that total instead.

If they find a monster's treasure, roll for TREASURE using the monster's damage die, modified according to any of the following:

Hoarder: use best of 2 damage dice
Magical: some strange item (magical?)
Divine: some sign of a deity (or deities)
Planar: something not of this earth
 Far from home: +1d6 rations (monster's)
 Lord over others: +1d4 to the roll
 Ancient and noteworthy: +1d4 to the roll

Roll TREASURE

- 1 A few coins, 2d8 or so
- 2 A useful item
- 3 Several coins, about 4d10
- 4 A small valuable (gem, art), worth 2d10x10 coins, 0 weight
- 5 Some minor magical trinket
- 6 Useful clue (map, note, etc.)
- 7 Bag of coins, 1d4x100, 1 weight per 100
- 8 A small item (gem, art) of great value (2d6x100 coins, 0 weight)
- 9 A chest of coins and other small valuables (worth 3d6x100 coins, 1 weight per 100)
- 10 A magical item or magical effect
- 11 Many bags of coins, 2d4x100 or so
- 12 A sign of office (crown, banner) worth 3d4x100 coins (1 weight)
- 13 A large art item worth 4d4x100 coins (1 weight)
- 14 Unique item worth at least 5d4x100 coins
- 15 Everything needed to learn a new spell, and roll again
- 16 A portal or secret path (or directions to one), and roll again
- 17 Something relating to one of the characters, and roll again
- 18 A hoard: 1d10x1000 coins (1 weight per 100), and 1d10x10 gems worth 2d6x100 each



Finding treasure

Most monsters don't carry their valuables around with them, and may not even consider their treasure valuable. To reap material rewards, the PCs may need to ransack a creature's lair, and/or the bodies of its victims. Wherever treasure is found, use the **Treasure Finder** (left) to roll it up.

For a greater variety of loot, roll more than once and reduce the coin value of each result in proportion to the number of times you roll (e.g., if you roll 4 times, each result is worth 1/4, or 25%, of it's listed value; for item results, you'll need to approximate).

If further detail is needed, roll 1d12 below, once for general category (UTILITY ITEM/ART ITEM) and once for specific type. If you need a magic item, roll below and then, for ideas, roll ABILITY, MAGIC TYPE, and/or other DETAILS (page 54) as you see fit.

	1-8	9-12
1d12	UTILITY ITEM	ART ITEM
1	key/lockpick	trinket/charm
2	potion/food	painting/pottery
3	clothing/cloak	ring/gloves
4	decanter/vessel/cup	carpet/tapestry
5	cage/box/coffer	statuette/idol
6	instrument/tool	flag/banner
7	book/scroll	bracelet/armband
8	weapon/staff/wand	necklace/amulet
9	armor/shield/helm	belt/harness
10	mirror/hourglass	hat/mask
11	pet/mount	orb/sigil/rod
12	device/construct	crown/scepter

DISCOVERY

Roll 1d12 three times, for category, subcategory and specific prompt. A Discovery should always be interesting, and it's on the GM to make it so. The result of a Discovery roll is just a prompt, not a blunt fact; your interpretation should take the local terrain and other context into account. Roll on further tables where indicated by **SMALLCAPS**, and generate further **DETAILS** (page 54) as needed.

1 • UNNATURAL FEATURE

1	DIVINE	2-3	PLANAR	4-12	ARCANE
1	presence/manifestation	1	outpost	1-4	blight/mutation
2-7	protected place	2-4	portal/gate	5-7	enchantment/portal
8-10	cursed/defiled place	5-8	rift/tear	8-10	taint/residue
11-12	blessed/sacred place	9-12	distortion/warp	11-12	source/resource

2-4 • NATURAL FEATURE

1-2	LAIR	3-5	TERRAIN CHANGE	6-8	WATER FEATURE
1-4	RUIN [p49]	1-3	hollow/cleft/defile	1	sea/ocean
5-7	cave/tunnel	4-6	canyon/valley/vale/dale	2-4	river
8-9	nest/hive/aerie	7-8	multilevel/tiered	5-6	lake/pond/mere/tarn
10-12	den/burrow/warren	9-10	pocket of TERRAIN [p55]	7-10	brook/stream/rill
		11-12	slope up/down	11-12	spring/hot spring
7-8	LANDMARK	9-10	FLORA/FAUNA	11-12	RESOURCE
1	ODDITY [p55]	1-3	notable plant/flower	1-3	game/fruit/vegetable
2-3	striking landscape	4-5	notable tree/brush	4-6	timber/stone
4-6	earth-based	6-8	notable BEAST [p53]	7-9	herbs/spice/dye source
7-9	plant-based	9-10	useful plant/herb/root	10-11	copper/tin/iron
10-12	water-based	11-12	useful BEAST [p53]	12	gold/silver/gems



5-6 • EVIDENCE

1-6 TRACKS/SPOOR	7-10 REMAINS/DEBRIS	11-12 STASH/CACHE
1-2 trail of blood/fluid	1-4 bones of CREATURE [p53]	1-5 trinkets/coins
3-4 signs of violence	5-7 CREATURE [p53] carcass	6-8 tools/weapons/armor
5-7 multiple/many signs	8-10 junk/refuse	9-10 map/note
8-10 definite/recent/clear	11 lost supplies/cargo	11 food/supplies
11-12 faint/old/unclear	12 tools/weapons/armor	12 treasure [p47]

7-8 • CREATURE

Not an immediate threat, but it might become one. Roll on page 53.

9-12 • STRUCTURE

1 ENIGMATIC	2-3 INFRASTRUCTURE	4-5 DWELLING
1-2 ODDITY [p55]	1-4 signpost/marker	1-4 campsite/hovel/hut
3-6 mound/earthworks	5-6 bridge/aqueduct	5-7 homestead/farmstead
7-9 monument/megalith	7-10 track/path/trail/road	8-10 inn/toll house/mill
10-12 statue/idol/totem	11-12 mine/quarry	11-12 tower/keep/castle
6-7 RELIGIOUS	8-11 RUIN	12 STEADING
1-3 grave marker	1-3 DUNGEON [p58]	1-5 VILLAGE [p50]
4-6 graveyard/burial ground	4-6 STEADING [p50]	6-8 TOWN [p50]
7-9 tomb/crypt/barrow	7-8 RELIGIOUS (1d8+4)	9-11 KEEP [p51]
10-11 temple/monastery	9-10 DWELLING (1d8+4)	12 CITY [p51]
12 great temple/sanctuary	11-12 INFRASTRUCTURE (1d8+4)	



STEADING

Roll 1d12 for size of settlement, then follow instructions for that stading type. Choose or roll 1d4+4 on the first **CREATURE** table (page 53) to see who built it.

1-5 • VILLAGE

Starts with *poor, steady, militia, resource* (GM choice) and *oath* (steading of GM's choice). If the village is part of a kingdom or empire, choose 1 **FEATURE** or roll 1d12:

1d12 FEATURE

- 1-3 Natural defenses: *safe, -defenses*
- 4-6 Abundant resources: *+prosperity, resource* (GM choice), *enmity* (GM choice)
- 7-8 Protected by another stading: *oath* (that stading), *+defenses*
- 9-10 On a major road: *trade* (GM choice), *+prosperity*
- 11 Built around a wizard's tower: *personage* (the wizard), *blight* (arcane creatures)
- 12 Built on a site of religious significance: *divine, history* (GM choice)

Then, choose 1 **PROBLEM** or roll 1d12:

1d12 PROBLEM

- 1-2 Surrounded by arid or uncultivable land: *need* (food)
- 3-4 Dedicated to a deity: *religious* (that deity), *enmity* (steading of opposing deity)
- 5-6 Recently at war: *-population, -prosperity* if they fought to the end, *-defenses* if they lost
- 7-8 Monster problem: *blight* (that monster), *need* (adventurers)
- 9-10 Absorbed another village: *+population, lawless*
- 11-12 Remote or unwelcoming: *-prosperity, dwarven or elven* or other non-human

6-8 • TOWN

Starts with *moderate, steady, watch, and trade* (with 2 places of GM's choice). If this town is listed as *trade* by another stading, choose 1 or roll 1d12:

1d12 FEATURE

- 1 Booming: *booming, lawless*
- 2-3 At a crossroads: *market, +prosperity*
- 4-5 Defended by another stading: *oath* (that stading), *+defenses*
- 6-7 Built around a church: *power* (divine)
- 8-10 Center of craft: *craft* (your choice), *resource* (something required for that craft)
- 11-12 Built around a military post: *+defenses*

Then, choose 1 **PROBLEM** or roll 1d12:

1d12 PROBLEM

- 1-2 Outgrowing a vital resource: *need* (that resource), *trade* (a stading with that resource)
- 3-4 Offers defense to others: *oath* (GM choice), *-defenses*
- 5-6 Outlaw rumored to live there: *personage* (the outlaw), *enmity* (steading preyed upon)
- 7-8 Controls a good/service: *exotic* (that good/service), *enmity* (steading with ambition)
- 9-10 Suffers from disease: *-population*
- 11-12 Popular meeting place: *+population, lawless*

9-11 • KEEP

Starts with *poor*, *shrinking*, *guard*, *need* (supplies), *trade* (someplace with supplies), *oath* (GM's choice). If the keep is owed fealty by at least one other steading, choose 1 or roll 1d12:

1d12 FEATURE

- 1-2 Belongs to a noble family: *+prosperity*, *power* (political)
- 3-4 Run by a skilled commander: *personage* (the commander), *+defenses*
- 5-6 Stands watch over a trade road: *+prosperity*, *guild* (trade)
- 7-8 Used to train special troops: *arcane*, *-population*
- 9-10 Surrounded by fertile land: remove *need* (Supplies)
- 11-12 Stands on a border: *+defenses*, *enmity* (steading on the other side of the border)

Then, choose 1 PROBLEM or roll 1d12:

1d12 PROBLEM

- 1-3 Built on a naturally defensible position: *safe*, *-population*
- 4 Formerly occupied by another power: *enmity* (steadings of that power)
- 5 Safe haven for brigands: *lawless*
- 6 Built to defend from a specific threat: *blight* (that threat)
- 7 Has seen horrible bloody war: *history* (battle), *blight* (restless spirits)
- 8 Is given the worst of the worst: *need* (skilled recruits)
- 9-10 Suffers from disease: *-population*
- 11-12 Popular meeting place: *+population*, *-law*

12 • CITY

Starts with *moderate*, *steady*, *guard*, *market*, *guild* (GM's choice), 2+ *oaths* (steadings of GM's choice). If the city has trade with and fealty from at least 1 steading, choose 1 or roll 1d12:

1d12 FEATURE

- 1-3 Permanent defenses, such as walls: *+defenses*, *oath* (GM's choice)
- 4-6 Ruled by a single individual: *personage* (the ruler), *power* (political)
- 7 Diverse: *dwarven* or *elven* or both
- 8-10 Trade hub: *trade* (every nearby steading), *+prosperity*
- 11 Ancient, built on top of its own ruins: *history* (your choice), *divine*
- 12 Center of learning: *arcane*, *craft* (your choice), *power* (arcane)

Then, choose 1 PROBLEM or roll 1d12:

1d12 PROBLEM

- 1-3 Outgrown its resources: *+population*, *need* (food)
- 4-6 Designs on nearby territory: *enmity* (nearby steadings), *+defenses*
- 7-8 Ruled by a theocracy: *-defenses*, *power* (divine)
- 9-10 Ruled by the people: *-defenses*, *+population*
- 11 Supernatural defenses: *+defenses*, *blight* (related supernatural creatures)
- 12 Occupies a place of power: *arcane*, *personage* (whoever watches the place of power), *blight* (arcane creatures)

DANGER

Roll 1d12 three times, for category, subcategory and specific prompt. Shape dissonant or contradictory results to suit the fiction. Roll additional DETAILS (page 54) as desired.

1 • UNNATURAL ENTITY

1 DIVINE	2-3 PLANAR	4-12 ARCANES
1 presence/manifestation	1 outpost	1-4 blight/mutation
2-7 protected place	2-4 portal/gate	5-7 enchantment/portal
8-10 cursed/defiled place	5-8 rift/tear	8-10 taint/residue
11-12 blessed/sacred place	9-12 distortion/warp	11-12 source/resource

2-6 • HAZARD

1-2 UNNATURAL	3-10 NATURAL
1-5 taint/blight/curse	1 ODDITY-based [p55]
6-9 <i>magical</i> : NATURAL + MAGIC TYPE [p55]	2 tectonic/volcanic
10-11 <i>planar</i> : NATURAL + ELEMENT [p55]	3-4 unseen pitfall (chasm, crevasse, abyss, rift)
12 <i>divine</i> : NATURAL + deity	5-6 ensnaring (bog, mire, tarpit, quicksand, etc.)
	7 defensive (created by local CREATURE)
	8-10 meteorological (blizzard, thunderstorm, sandstorm, etc.)
	11 seasonal (fire, flood, avalanche, etc.)
	12 impairing (mist, fog, murk, gloom, miasma, etc.)

7-12 • CREATURE

Whatever it is, it poses an immediate threat. Roll on next page.



CREATURE

Roll 1d12 three times, for category, subcategory and specific prompt. Roll additional DETAILS (page 54) as desired.

1-4 · MONSTER

1	EXTRAPLANAR	2	LEGENDARY	3-5	UNDEAD
1	divine/demonic lord	1	<i>huge</i> + ODDITY [p55]	1	lich/vampire/mummy
2	angel/demon	2	dragon/giant + BEAST	2	wight/wraith
3-5	cherub/imp	3-4	dragon/giant	3-4	wisp/ghost/specter
6-12	ELEMENTAL [p55]	5-12	BEAST + <i>huge</i>	5-12	skeleton/zombie/ghoul
6-7	UNUSUAL	8-9	BEASTLY	10-12	WILD HUMANOID
1-4	slime/ooze/jelly	1	BEAST + ABERRANCE [p54]	1	ogre/troll/giant
5-8	plant/fungus/parasite	2	BEAST + ELEMENT [p55]	2-5	orc/hobgoblin/gnoll
9-10	golem/homunculus	3	BEAST + ODDITY [p55]	6-9	goblin/kobold
11-12	fey/fairy	4-7	BEAST + ABILITY [p54]	10	HUMANOID + ODDITY [p55]
		8-12	BEAST + BEAST	11-12	human ¹ + BEAST

5-10 · BEAST

1-2	WATER-GOING	3-5	AIRBORNE	6-12	EARTHBOUND
1	whale	1	pteranodon	1	mammoth/dinosaur
2	squid/octopus	2	condor	2	ox/rhino
3	dolphin/shark	3	eagle/owl	3	bear/ape/gorilla
4	alligator/crocodile	4	hawk/falcon	4	deer/horse/camel
5	turtle	5	heron/crane/stork	5	cat/lion/panther
6	fish	6	crow/raven	6	boar/pig
7	crab/lobster	7	gull/waterbird	7	dog/fox/wolf
8	frog/toad	8	songbird/parrot	8	vole/rat/weasel
9	eel/snake	9	chicken/duck/goose	9	snake/lizard
10	clam/oyster/snail	10	bee/wasp	10	ant/centipede/scorpion
11	jelly/anemone	11	locust/dragonfly/moth	11	snail slug/worm
12	insect	12	mosquito/gnat/firefly	12	termite/tick/louse

11-12 · HUMANOID

1	RARE	2-5	UNCOMMON	6-12	COMMON
1-8	elf ⁴	1-3	human ¹ + BEAST	1-3	mixed ⁵
		4-7	dwarf ³	4-8	human ¹
		8-12	halfling ²		

¹ ...or the most populous heritage in the setting/region.

² ...or the second most populous heritage in the setting/region.

³ ...or the third most populous heritage in the setting/region.

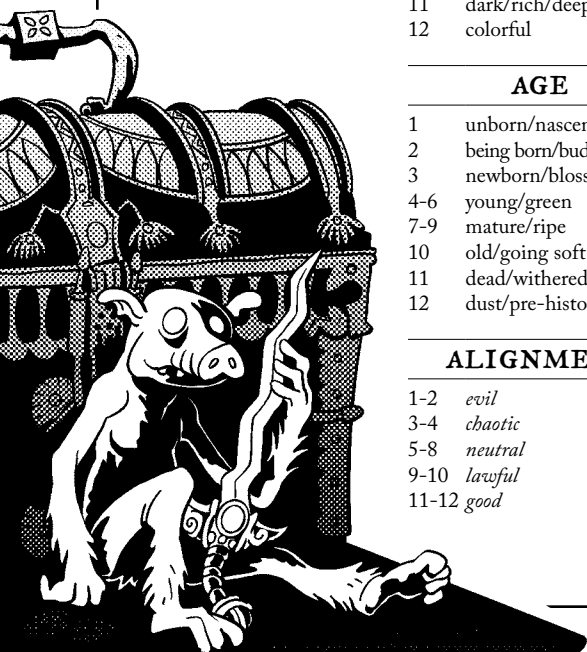
⁴ ...or the fourth most populous heritage in the setting/region.

⁵ For a *group*, roll HUMANOID for each member, treating any COMMON result as human. For a *horde*, assume 50% human, 25% halfling, 15% dwarf, and 10% elf (or equivalents).

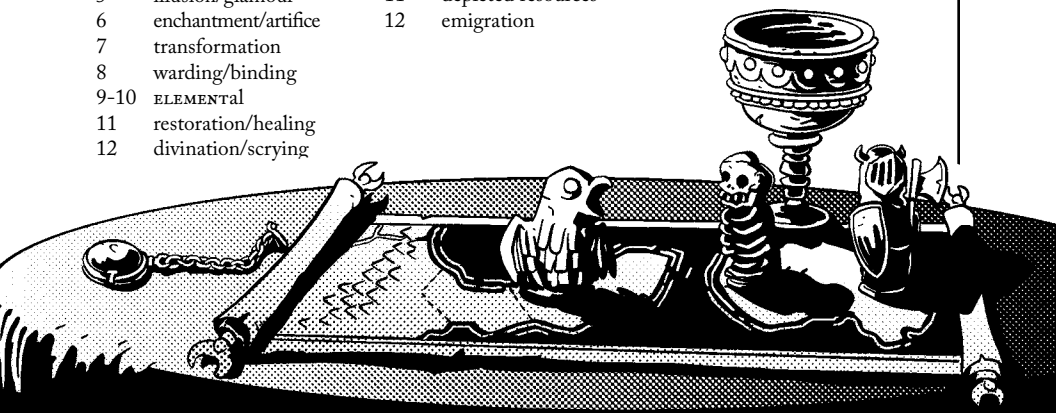
DETAILS

Arranged in alphabetical order (top to bottom). Use whenever you need a prompt.

ABERRANCE		ACTIVITY		ASPECT	
1	multicephalous	1	laying trap/ambush	1	war/discord
2	profuse sensory organs	2	fighting/at war	2	hate/envy
3-4	anatomical oddity	3	prowling/on patrol	3	power/strength
5	many limbs/digits	4	hunting/foraging	4	trickery/dexterity
6	acephalous/decentralized	5	eating/resting/camping	5	time/constitution
7	tentacles/feelers	6	arguing/infighting	6	lore/intelligence
8	gibbering/babbling	7	traveling/exploring	7	nature/wisdom
9	exudes chaos/blight	8	trading/negotiating	8	culture/charisma
10	shapechanging	9	fleeing/running away	9	luck/fortune
11-12	roll 1d10 twice	10	building/excavating	10	love/admiration
ABILITY		11	sleeping/unconscious	11	peace/balance
1	bless/curse	12	nursing injury/dying	12	glory/divinity
2	entrap/paralyze	ADJECTIVE		COLOR	
3	levitate/fly/teleport	1	slick/slimy	1	white/bright/pale
4	telepathy/mind control	2	rough/hard/sharp	2	red/pink/maroon
5	mimic/camouflage	3	smooth/soft/dull	3	orange/peach
6	seduce/hypnotize	4	corroded/rusty	4	yellow/mustard/ochre
7	dissolve/disintegrate	5	rotten/decaying	5	green/chartreuse/sage
8	based on ASPECT	6	broken/brittle	6	blue/aquamarine/indigo
9	based on ELEMENT	7	stinking/smelly	7	violet/purple
10	drain life/drain magic	8	weak/thin/drained	8	gray/slate
11	MAGIC TYPE	9	strong/fat/full	9	brown/beige/tan
12	roll 1d10+1 twice	10	pale/poor/shallow	10	black/dark
		11	dark/rich/deep	11	metallic/prismatic
		12	colorful	12	transparent/clear
		AGE		CONDITION	
		1	unborn/nascent	1	being built/born
		2	being born/budding	2-4	intact/healthy
		3	newborn/blossoming	5-7	active/alert
		4-6	young/green	8-9	weathered/tired/weak
		7-9	mature/ripe	10	vacant/lost
		10	old/going soft	11	damaged/hurt/dying
		11	dead/withered/ancient	12	broken/missing/dead
		12	dust/pre-historic	DAMAGE TYPE	
		ALIGNMENT		1-2	blunt/bludgeoning
		1-2	evil	4	edged/slashing
		3-4	chaotic	5-6	pointed/piercing
		5-8	neutral	6	constricting/crushing
		9-10	lawful	7	poison/toxic
		11-12	good	8	acid/dissolving
				9	choking/asphyxiating
				10	ELEMENT
				11-12	roll 1d10 twice



DESIGN	NO. APPEARING	SIZE
1 blank/plain	1-2 <i>horde</i> (4d6 per wave)	1 <i>tiny</i>
2 floral/organic	3-8 <i>group</i> (1d6+2)	2-3 <i>small</i>
3 circular/curvilinear	9-12 <i>solitary</i> (1)	4-9 medium-sized
4 geometric/triangular		10-11 <i>large</i>
5 asymmetrical	ODDITY	12 <i>huge</i>
6 square/rectilinear	1 bright/garish/harsh	TAG
7 meandering/labyrinthine	2 geometric/concentric	1 <i>amorphous</i>
8 oceanic/wavelike	3 web/network	2 <i>cautious</i>
9 astrological/cosmic	4 crystalline/glassy	3 <i>construct</i>
10 balanced/harmonious	5 fungal/slimy/moldy	4 <i>devious</i>
11 erratic/chaotic/random	6 gaseous/misty/illusory	5 <i>intelligent</i>
12 roll 1d10+1 twice	7 volcanic/explosive	6 <i>magical</i>
	8 magnetic/repellant	7 <i>organized</i>
	9 multilevel/tiered	8 <i>planar</i>
	10 absurd/impossible	9 <i>stealthy</i>
	11-12 roll 1d10 twice	10 <i>terrifying</i>
DISPOSITION	ORIENTATION	11-12 roll 1d10 twice
1 attacking	1-2 down/earthward	TERRAIN
2-4 hostile/aggressive	3 north	1 sea/ocean
5-6 cautious/doubtful	4 northeast	2 wasteland/desert
7 fearful/fleeing	5 east	4-6 lowland/plains
8-10 neutral	6 southeast	6 wetland/swamp
11 curious/hopeful	7 south	7-8 woodland/jungle
12 friendly	8 southwest	9-10 highland/hills
	9 west	11 mountains
	10 northwest	12 roll 1d10+1, +ODDITY
	11-12 up/skyward	
ELEMENT	RUINATION	VISIBILITY
1 void	1 arcane disaster	1-2 buried/hidden/invisible
2 death/darkness	2 damnation/curse	3-6 obscured/overgrown
3-4 fire/metal/smoke	3-4 earthquake/fire/flood	7-9 obvious/in plain sight
5-6 earth/stone/vegetation	5-6 plague/famine/drought	10-11 visible at near distance
7-8 water/ice/mist	7-8 overrun by monsters	12 visible at far distance
9-10 air/wind/storm	9-10 war/invasion	
11 life/light	11 depleted resources	
12 stars/cosmos	12 emigration	
MAGIC TYPE		
1 necromancy		
2-3 evocation/destruction		
4 conjuration/summoning		
5 illusion/glamour		
6 enchantment/artifice		
7 transformation		
8 warding/binding		
9-10 ELEMENTAL		
11 restoration/healing		
12 divination/scrying		



NPC OCCUPATION

Roll 1d12 twice, for category and specific occupation.

1 · OUTSIDER

1d12	OCCUPATION
1	hermit/prophet
2	fugitive/outlaw/exile
3	fugitive/outlaw/exile
4	barbarian
5	barbarian
6	beggar/vagrant/refugee
7	beggar/vagrant/refugee
8	herder/hunter/trapper
9	herder/hunter/trapper
10	diplomat/envoy
11	rare humanoid
12	otherworldly/arcane

2-3 · CRIMINAL

1d12	OCCUPATION
1	bandit/brigand/thug
2	bandit/brigand/thug
3	cutpurse/thief
4	cutpurse/thief
5	bodyguard/tough
6	bodyguard/tough
7	burglar
8	con artist/swindler
9	dealer/fence
10	racketeer
11	lieutenant
12	boss/kingpin

4-6 · COMMONER

1d12	OCCUPATION
1	layabout/simpleton
2	beggar/urchin
3	laborer/gravedigger
4	hunter/fisher
5	hunter/fisher
6	farmer/herder
7	farmer/herder
8	miner/quarrier
9	servant/lackey
10	driver/porter/sailor
11	sentry/guard
12	apprentice/adventurer

7 · TRADESPERSON

1d12	OCCUPATION
1	musician/troubador
2	artist/actor/acrobat
3	cobbler/furrier/tailor
4	weaver/basketmaker
5	potter/carpenter
6	mason/baker/chandler
7	cooper/wheelwright
8	tanner/ropemaker
9	stablekeeper/herbalist
10	vintner/jeweler
11	inkeep/tavernkeep
12	smith/armorer

8 · MERCHANT

1d12	OCCUPATION
1	raw materials/supplies
2	raw materials/supplies
3	general goods/outfitter
4	general goods/outfitter
5	grain/livestock
6	ale/wine/spirits
7	clothing/jewelry
8	weapons/armor
9	spices/tobacco
10	labor/slaves
11	books/scrolls
12	magic supplies/items

9 · SPECIALIST

1d12	OCCUPATION
1	clerk/scribe
2	undertaker
3	perfumer
4	navigator/guide
5	spy/diplomat
6	cartographer
7	locksmith/tinker
8	architect/engineer
9	physician/apothecary
10	sage/scholar
11	alchemist/astrologer
12	inventor/wizard

10 · RELIGIOUS

1d12	OCCUPATION
1	heretic/apostate
2	zealot
3	mendicant/pilgrim
4	mendicant/pilgrim
5	acolyte/novice
6	acolyte/novice
7	monk/nun/cultist
8	preacher/prophet
9	missionary
10	templar/protector
11	priest/cult leader
12	high priest

11 · SECURITY

1d12	OCCUPATION
1	militia
2	militia
3	scout/warden
4	watch/patrol
5	watch/patrol
6	raw recruit
7	foot soldier
8	foot soldier
9	archer
10	officer/constable
11	cavalry/knight
12	hero/general

12 · AUTHORITY

1d12	OCCUPATION
1	courier/messenger
2	town crier
3	tax collector
4	clerk/administrator
5	clerk/administrator
6	armiger/gentry
7	armiger/gentry
8	magistrate/judge
9	guildmaster
10	lesser nobility
11	greater nobility
12	ruler/warlord

NPC TRAITS

Roll 1d12 twice, for category and prompt. For a more complete picture, roll 1d12 once in each category.

1-6 • APPEARANCE

- 1 disfigured (missing teeth, eye, etc.)
- 2 lasting injury (bad leg, arm, etc.)
- 3 tattooed/pockmarked/scarred
- 4 unkempt/shabby/grubby
- 5 big/thick/brawny
- 6 small/scrawny/emaciated
- 7 notable hair (wild, long, none, etc.)
- 8 notable nose (big, hooked, etc.)
- 9 notable eyes (blue, bloodshot, etc.)
- 10 clean/well-dressed/well-groomed
- 11 attractive/handsome/stunning
- 12 roll twice, reroll any 12 result

7-9 • PERSONALITY

- 1 loner/alienated/antisocial
- 2 cruel/belligerent/bully
- 3 anxious/fearful/cowardly
- 4 envious/covetous/greedy
- 5 aloof/haughty/arrogant
- 6 awkward/shy/self-loathing
- 7 orderly/compulsive/controlling
- 8 confident/impulsive/reckless
- 9 kind/generous/compassionate
- 10 easygoing/relaxed/peaceful
- 11 cheerful/happy/optimistic
- 12 roll twice, reroll any 12 result

10-12 • QUIRK

- 1 insecure/racist/xenophobic
- 2 addict (sweets, drugs, sex, etc.)
- 3 phobia (spiders, fire, darkness, etc.)
- 4 allergic/asthmatic/chronically ill
- 5 skeptic/paranoid
- 6 superstitious/devout/fanatical
- 7 miser/pack-rat
- 8 spendthrift/wastrel
- 9 smart aleck/know-it-all
- 10 artistic/dreamer/delusional
- 11 naive/idealistic
- 12 roll twice, reroll any 12 result

NPC FOLLOWER

Roll 1d12 for each category; reconcile to the fiction, tag, and equip as you see fit.

COMPETENCE

- 1-3 A liability: Quality -1, +0 tags
- 4-9 Competent: Quality +0, +1 tags
- 10-11 Fully capable: Quality +1, +2 tags
- 12 Exceptional: Quality +2, +4 tags

BACKGROUND

- 1-2 Life of servitude/oppression: +*meek*
- 3 Past prime: -1 to Quality, +1 *wise*
- 4-5 Has lived a life of danger: +2 tags
- 6-9 Unremarkable
- 10 Has lived a life of privilege: +1 tag
- 11 Specialist: +1 to Quality, -2 tags
- 12 Roll twice, reroll any 12 result

LOYALTY

- 1-2 Little faith in the cause: Loyalty 0
- 3-10 Dutiful: Loyalty +1
- 11-12 Devoted to the cause: Loyalty +2

INSTINCT

- 1 Loot, pillage, and burn
- 2 Hold a grudge and seek payback
- 3 Question leadership or authority
- 4-5 Lord over others
- 6-7 Act impulsively
- 8-9 Give in to temptation
- 10-11 Slack off
- 12 Avoid danger or punishment

COST

HP, DAMAGE

- | | | | |
|-----|------------|-------|----------|
| 1 | Debauchery | 1-3 | HP 3, d4 |
| 2 | Vengeance | 4-9 | HP 6, d6 |
| 3-5 | Lucre | 10-12 | HP 9, d8 |
| 6-7 | Renown | | |
| 8-9 | Glory | | |
| 10 | Affection | | |
| 11 | Knowledge | | |
| 12 | Good | | |

Plumb the Depths

Creating dungeons

This section is addressed to the GM.

Eventually, the party leaves the outdoors behind for darker places, stumbled across in the depths of some jungle, or found where the “X” marks the spot on a map of dubious origin. This section details a method for generating dungeons before or during play. Terms and organizational information are presented first, followed by the actual procedure. Tables for rolling up various aspects of a dungeon come at the end.



Terminology

For purposes of the *Perilous Wilds* approach to dungeon creation, the following terms are employed.

DUNGEON NAME

A dungeon may start with a **NAME** (page 64) known through rumor or legend, or—if they’ve never heard of it before—the party may name it themselves.

DUNGEON OVERVIEW

Each dungeon has an **OVERVIEW** (page 66), which summarizes six key elements: what it looks like, how it’s situated, how easy it is to access, who built it, why they built it, and what brought it to ruin. Together, these establish a frame of reference for interpreting and describing the dungeon’s contents.

DUNGEON SIZE

A dungeon’s **SIZE** (page 65) determines how many themes it possesses and the number of areas of which it is comprised.

DUNGEON THEMES

Every dungeon has one or more **THEMES** (page 65), a few words that suggest a mood, idea, or thread that runs through the place. Use themes to create atmosphere and give flavor to your descriptions of areas, Discoveries, and Dangers. A given theme might fit neatly into the dungeon’s overview framework, or it might not; emphasize connections but also embrace contradictions, and the character of the dungeon will emerge naturally. In general, the more themes a dungeon has, the greater its variety of contents.



DUNGEON AREAS

Just like a region, a dungeon is comprised of different **areas**, each of which represents a specific location or zone within. An area is identified by a name, and is classified as either *common*—meaning it may recur multiple times in the same dungeon—or *unique*, occurring only once. The total number of areas in a given dungeon is determined by its **size** (see page 65).

DUNGEON RECORD

You'll want to keep a record of your dungeon's salient features, which may be anything from a brief outline (see example on page 61) to a thorough, area-by-area description. The degree of detail in your dungeon record will depend on how much time you have to write it up, either as part of prep between sessions or on the fly during play, as the party explores.

AREA TALLY

As you develop a dungeon, whether you do it in between or during sessions, keep an **area tally**. Each time you add a new area to the dungeon, tally 1; when your tally equals the dungeon's total areas (see page 65), it's considered fully explored. Even after you hit that limit, though, you're always free to expand, edit, and embellish.

Rumors and legends

When the characters first hear about or come across a dungeon (ruin, tower, sewer system, monster lair, etc.), and it makes sense that at least one of them would have heard about the place, ask some or all of the following questions. If they have no clue about the place at all, answer the questions yourself ("I don't know yet" is a fine answer), or roll on the tables on page 66. In any case, write down the answers.

- * Who or what is believed to have built this place? (**BUILDER**)
- * For what purpose was it built? (**FUNCTION**)
- * How or why did its original purpose come to an end? (**CAUSE OF RUIN**)
- * What Dangers is it said to conceal? (monsters, forces, traps, etc.)
- * What Discoveries may lie within? (clues, puzzles, treasure, etc.)

Note that, regardless of what you write down, the answers may or may not be true, and only those who brave the depths stand a chance of finding out.

Foundation procedure

Whether you're creating a dungeon in advance or during play, follow these steps to lay the foundation. Start your dungeon record by taking notes as you go.

- 1 **Name it.** Choose or roll a **DUNGEON NAME** (page 64).
- 2 **Size it up.** Choose or roll a **DUNGEON SIZE** (page 65), which in turn dictates the dungeon's **TOTAL AREAS** and number of **THEMES**.
- 3 **Check the vibe.** Choose or roll the number of **THEMES** (page 65) determined in step 2.
- 4 **Set the stage.** Use the **DUNGEON OVERVIEW** tables (page 66) to choose or roll the dungeon's **FORM, SITUATION, ACCESSIBILITY, BUILDER, FUNCTION, and CAUSE OF RUIN**.
- 5 **Brainstorm common areas.** Given what you know so far—particularly the dungeon's form and function—make a list of 4-12 different types of *common* areas. Then, turn this list into a d12 table by assigning number to each entry (see example, opposite).
- 6 **Brainstorm unique areas.** As described in the preceding step, make a list of 2-6 *unique* areas and turn that list into a d12 table.

With these elements in place, your dungeon is ready for exploration.

Plumbing procedure

To improvise your dungeon during play: follow the procedure outlined here, ignoring *italic text*.

To develop your dungeon ahead of time: follow this procedure as if you are the party exploring the dungeon, but abide also by the *italic text*.

Although it's not necessary, you may find it helpful to map the dungeon in some way. Sketch rooms and passages as you go, or draw a simple node-to-node diagram to keep track of how things are laid out.

- 1 **Describe the approach.** The first time the characters come across a dungeon, take into account its overview and themes before describing what it looks like from the outside. Is it a half-buried ruin in the desert? A black tower silhouetted against the sunset?

Consider the entrance. If it's obvious, say what it looks like; if it's not, let them find it by searching. Perhaps the dungeon itself is entirely hidden, with the way in—a crevasse in the ice, a hole amongst the roots of a giant tree, a doorway set into a cliff face thirty feet off the ground—is the only clue to its existence. Perhaps the entrance is guarded, or some other obstacle bars the way. Keep in mind that there may be more than one point of access.

Once they do find their way in, make sure they've set a **Marching Order** (page 62) before moving on to step 2.

- 2 Enter the next area.** If they've already been to this area, proceed to step 3. Otherwise, the **See What They Find** move triggers (page 62).

Describe new details (exits, dressing, Discoveries, and/or Dangers), integrating them sensibly into the fiction, and note them down on your dungeon record.

If all exits in all known areas have been explored, and you still haven't hit your area limit, there must be a concealed exit or secret door somewhere! Consider the best place for it and put it there.

If your area tally equals the dungeon's total areas, the dungeon is considered fully explored; unless you want to expand it, exits here will connect back to a previous area.

If the dungeon is fully explored, your draft is done. You can run it as-is, or take a step back and make another pass at your notes, editing and adding more detail until you're happy with it.

- 3 Resolve the current area.** Ask, "What do you do?" and follow the usual course of play until they're ready to move on (or run away).
- 4 Move on.** After they choose an exit, describe the connection (passage, tunnel, etc.) they follow to the next area, and return to step 2.

When choosing an exit, if any area preceding this one has any unexplored exits, return to that area and take one of the unexplored exits.

~ **EXAMPLE** ~

DUNGEON FOUNDATION

The PCs' adventures have led them to an abandoned dwarven prison in the mountains, called "Korvenhald." Some of its basic details have already been established, but I need ideas for **SIZE**, **THEMES**, **FUNCTION**, and **CAUSE OF RUIN**, so I roll them up: it's *small*, has themes of "magic type: necromancy" and "pride/hubris," is currently used for "empowerment/intensification," and was abandoned due to "better prospects elsewhere." That's a lot to work with.

For *common* areas, I just think about what a prison might need and write down "Guardroom," "Gated passage," "3-way intersection," and "Cellblock." For *unique* areas I come up with "Storeroom," "Oubliette," "Torture Chamber," "Chapel," and "Warden's Quarters."

My dungeon notes so far, with die results assigned to each type of area, look like this:

Korvenhald

Dwarven prison, *small*

Total areas: 4

Themes: necromancy, pride/hubris

Common Areas (1d12)

- 1-2 Guardroom
- 3-5 Gated passage
- 6-9 3-way intersection
- 9-12 Cellblock

Unique Areas (1d12)

- 1-5 Storeroom
- 6-7 Oubliette
- 8-9 Torture Chamber
- 10-11 Chapel
- 12 Warden's Quarters

Dungeon moves

These moves are GM-facing.

MARCHING ORDER

When they *prepare for the next leg of their expedition*, ask how the party is organized (who goes first, who brings up the rear, who's in the middle, etc.) and ask them to record that information—it will matter when they encounter trouble.

SEE WHAT THEY FIND

When they *find a new area*, ask them to roll 1d12 and consult the table at right to determine the area's type and contents.

The actions of the party dictate whether or not they're surprised by what they encounter, including whether or not someone triggers **Stay Sharp** (page 29).

1d12	AREA	DANGERS	DISCOVERIES
1	<i>common</i>	1d4	none
2-3	<i>common</i>	1	none
4-6	<i>common</i>	none	none
7	<i>common</i>	1	1
8	<i>common</i>	1d4	1
9	<i>common</i>	none	1
10	<i>unique</i>	1d4	1d4
11	<i>unique</i>	1	1d4
12	<i>unique</i>	none	1d4

Choose or roll the new area from your area lists. If it's a *unique* area, cross it off your list. If you roll a *unique* area that's already crossed off, use the next one down your list.

Whether the area is *common* or *unique*, tally 1 area; if your area tally equals the dungeon's total number of areas, the dungeon has been fully explored.

Choose or roll **AREA DRESSING** and **AREA EXITS** using the tables on page 67.

When you *describe a new area and its contents*, take the themes of the dungeon into account.

When you *need an idea for a Discovery or Danger*, roll one up using the tables on page 67. Interpret the results based on the dungeon's **FORM**, **FUNCTION**, **THEMES**, etc.

Intensify your themes and encounters as they press on into the unknown!



~ EXAMPLE ~

IMPROVISED DUNGEON EXPLORATION

The characters are traveling through a part of the Wildwood they've never seen before. They are Undertaking a Perilous Journey, and Maeve the Ranger rolls a 10+ to Scout Ahead. She chooses to make a Discovery, and although I have some Discoveries listed in my almanac of the Wildwood, I ask Maeve's player to roll on the Discovery tables (page 48), getting a 12, 8, and 2: she finds a dungeon!

Referring to the DUNGEON OVERVIEW, SIZE, and THEME tables, I ask for some d12 rolls and start to take notes: for the overview they roll "crypt/tomb/catacombs," "belowground," "concealed by natural feature/terrain," "natural (caves, etc.)," "defense/protection," and "arcane disaster." Size is *large*, and the themes are "devotion/sacrifice," "chaos/corruption," "law/order," and "constructs/robots." Whoa. I decide that a lawful monastic order turned a natural cave system into burial catacombs in order to protect their dead from forces of corruption, but that the warding spells were somehow broken or dispelled. Robots do not feel right to me, but some kind of guardian construct makes sense—for ideas on that I roll ASPECT and ELEMENT: "nature/wisdom" and "water/ice/mist." Hmm. I scribble down "ice guardians."

A large dungeon has 1d10+15 areas, and they roll a 1. Onlay 11 areas total, but too many for me to come up with in the moment, so I skip making area lists for now and focus on describing what Maeve finds: "You enter an area of the forest where the trees are blackened and twisted, the ground cracked and sloping down toward what looks like a sinkhole."

She returns to her companions and leads them to the spot. Sir Lachlann the Paladin makes a Discern Realities roll and asks, "What here is not what it appears to be?" I tell him he has a profound sense that this is not just a sinkhole—it's a pit of chaos and corruption. Against objections of the others, who just want out of the woods, he insists on investigating. As they near the opening I tell them the air grows colder, and they see frost rimming the edge of the hole.

Sir Lachlann lights a torch and drops it in, prompting the See What They Find move. A roll of 9 says its a *common* area with 1 Discovery. First we need some AREA DRESSING, and get "signs of battle;" for DUNGEON DISCOVERY they roll "alcoves/niches." As they peer down, I tell them the torch illuminates a natural cave occupied by a black, sludgy mass (I'm thinking a demon of corruption slain by an ice guardian), and that the cave walls are lined with dark horizontal alcoves. Calum the Thief takes the bait and descends on a rope with his own torch in hand.

About twenty feet from the bottom, I tell Calum he sees what looks like the remains of teeth or tusks in the sludgy mass, and that each alcove appears to be occupied by a preserved human corpse. Now that he can see more of the area, I ask for an AREA EXITS roll and we learn that there are 3: tunnels ahead and to the right, and an opening halfway up one wall. The party deliberates their next move.

DUNGEON NAME

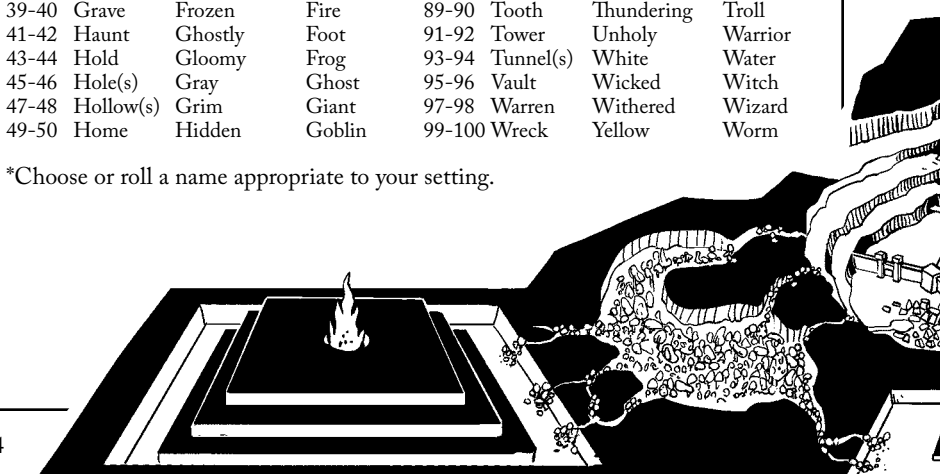
If you've already got a name and a place on the map for your dungeon, skip this step. Otherwise, choose or roll a name on the tables below, and decide where it's located in your world. Once you have a name, keep it in mind as you make decisions about the form and content of your dungeon. Alternatively, you might decide to name your dungeon *after* going through the rest of the procedure, taking the results into consideration.

Roll 1d12 for **DUNGEON NAME TEMPLATE**, then **roll 1d100** for each part.

1d12	DUNGEON NAME TEMPLATE			1d12	DUNGEON NAME TEMPLATE		
1-2	The	[PLACE]		7-8	(The) [NOUN]'s	[PLACE]	
3-4	(The)	[ADJECTIVE] [PLACE]		9-10	[PLACE] of the	[ADJECTIVE] [NOUN]	
5-6	[The]	[PLACE] of the	[NOUN]	11-12	[The]	[ADJECTIVE] [NOUN]	

1d100	PLACE	ADJECTIVE	NOUN	1d100	PLACE	ADJECTIVE	NOUN
01-02	Archive	Ancient	[Name]*	51-52	House	High	God
03-04	Blight	Ashen	Arm	53-54	Jaws	Holy	Hand
05-06	Boneyard	Black	Ash	55-56	Keep	Iron	Head
07-08	Catacomb	Bloody	Beast	57-58	Lair	Jagged	Heart
09-10	Cave(s)	Blue	Behemoth	59-60	Maw	Lonely	Horror
11-12	Cavern(s)	Broken	Blood	61-62	Maze	Lost	Hero
13-14	Citadel	Burning	Child	63-64	Mountain	Low	Horn
15-16	Cliff	Cracked	Cinder	65-66	Mouth	Misty	King
17-18	Crack	Dark	Corpse	67-68	Peak	Petrified	Knave
19-20	Crag	Dead	Crystal	69-70	Pit	Red	Priest
21-22	Crypt	Doomed	Dagger	71-72	Remnant	Screaming	Prophet
23-24	Curse	Endless	Death	73-74	Retreat	Sharp	Queen
25-26	Deep	Evil	Demon	75-76	Ruin	Shattered	Shard
27-28	Delve	Fallen	Devil	77-78	Shrine	Shifting	Skull
29-30	Den	Far	Doom	79-80	Skull	Shivering	Souls
31-32	Finger	Fearsome	Dragon	81-82	Spire	Shrouded	Spear
33-34	Fist	Floating	Eye	83-84	Temple	Stoney	Spirit
35-36	Fort	Forbidden	Fear	85-86	Throne	Sunken	Stone
37-38	Fortress	Forgotten	Finger	87-88	Tomb	Thorny	Sword
39-40	Grave	Frozen	Fire	89-90	Tooth	Thundering	Troll
41-42	Haunt	Ghostly	Foot	91-92	Tower	Unholy	Warrior
43-44	Hold	Gloomy	Frog	93-94	Tunnel(s)	White	Water
45-46	Hole(s)	Gray	Ghost	95-96	Vault	Wicked	Witch
47-48	Hollow(s)	Grim	Giant	97-98	Warren	Withered	Wizard
49-50	Home	Hidden	Goblin	99-100	Wreck	Yellow	Worm

*Choose or roll a name appropriate to your setting.



DUNGEON SIZE

Roll 1d12 or choose to determine **DUNGEON SIZE**. Then, roll as indicated to determine the total number of areas of which it is comprised.

1d20	DUNGEON SIZE	TOTAL AREAS	THEMES
1-3	<i>small</i>	1d6+1	2
4-6	<i>medium</i>	1d8+7	3
7-9	<i>large</i>	1d10+15	4
10-11	<i>huge</i>	1d12+25	5
12	megadungeon*	1d4+1 interconnected dungeons	

*A **megadungeon** is 2-5 interconnected dungeons, to which an adventuring party might return again and again. When creating a megadungeon, roll up the constituent dungeons individually, using 1d10 to determine the size of each.

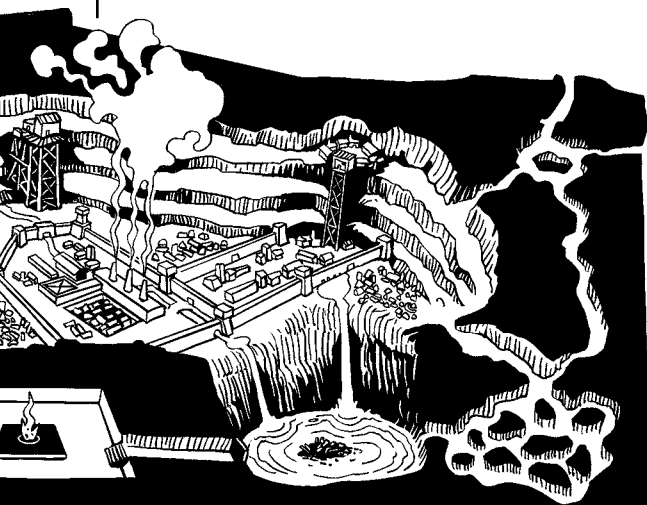
DUNGEON THEMES

Roll 1d12 twice for category and specific theme, a number of times as indicated by **DUNGEON SIZE** (see above).

1-2	HOPEFUL	3-5	MYSTERIOUS	6-11	GRIM
1	nature/growth	1	burglary/theft	1	pride/hubris
2	law/order	2	desire/obsession	2	hunger/gluttony
3	beauty/wonder	3	secrets/deception	3	greed/avarice
4	healing/recovery	4	imitation/mimicry	4	wildness/savagery
5	protection/defense	5	inversion/reversal	5	devotion/sacrifice
6	completion	6	ELEMENT [p55]	6	forbidden knowledge
7	inheritance/legacy	7	transformation	7	control/dominance
8	balance/harmony	8	shadow/spirits	8	pain/torture
9	light/life	9	cryptic knowledge	9	wrath/war
10	prophecy	10	divination/scrying	10	tragedy/loss
11	divine influence	11	madness	11	chaos/corruption
12	transcendence	12	MAGIC TYPE [p55]	12	darkness/death

12 GONZO

- 1 constructs/robots
- 2 unexpected sentence
- 3 space/time travel
- 4 advanced technology
- 5 utter insanity
- 6 alien life
- 7 cosmic alignment
- 8 other planes(s)
- 9 demons/devils
- 10 unspeakable horrors
- 11 elder gods
- 12 roll 1d10 twice, combine



DUNGEON OVERVIEW

Choose or roll 1d12 once on each table below to begin building an overall conception of the place. Some options may be obvious or suggested by your **DUNGEON NAME**.

Dungeon **FORM** describes the general appearance of the place; **SITUATION** describes how it's positioned in the terrain; **ACCESSIBILITY** tells you how easy it is to get into; **BUILDER** and **FUNCTION** indicate who made it and why; and **CAUSE OF RUIN** suggests what brought the dungeon's original function to an end.

1d12 FORM

- 1 caves/caverns
- 2-3 ruins of 1d8+3
- 4 mine
- 5 prison
- 6-7 crypt/tomb/catacombs
- 8 stronghold/fortress/citadel
- 9 temple/sanctuary
- 10 tower/spire
- 11 roll 1d10, add **ODDITY** [p55]
- 12 ruins of **STEADING** [p50]

1d12 ACCESSIBILITY

- 1 sealed shut
- 2 purposely hidden
- 3-4 concealed by natural feature/terrain
- 5-6 buried (in earth, rubble, etc.)
- 7 blocked by obstacle/out of reach
- 8-10 clear/obvious
- 11-12 multiple entrances; roll again 1d6+1 times, using 1d10

1d12 FUNCTION

- 1 indiscernible/mysterious
- 2 concealment/camouflage
- 3 extraction/production
- 4 confinement/containment
- 5 lair/den/hideout
- 6 archive/library/laboratory
- 7 commemoration/funerary
- 8 worship/devotion
- 9 defense/protection
- 10 observation/divination
- 11 empowerment/intensification
- 12 roll 1d10+1 twice, combine

1d12 SITUATION

- 1-2 aboveground
- 3-4 part aboveground, part below
- 5-11 belowground
- 12 extraordinary (floating, ephemeral, etc.)

When some or all of a dungeon is aboveground, choose and describe its visible structure (tower, castle, monastery, ruins, etc.).

1d12 BUILDER

- 1 demigod/demon/alien
- 2-3 natural (caves, etc.)
- 4-5 religious order/cult
- 6-10 **HUMANOID** [p53] society
- 11 wizard/lunatic
- 12 monarch/warlord

1d12 CAUSE OF RUIN

- 1 arcane disaster
- 2 damnation/curse
- 3-4 natural disaster (earthquake, etc.)
- 5 plague/famine/drought
- 6-7 overrun by monsters
- 8-9 hubris
- 10 war/invasion
- 11 depleted resources
- 12 better prospects elsewhere

AREA DRESSING

Roll 1d12 for an environmental detail to fold it into your description.

1d12 DRESSING

- 1 breeze/sound/echo
- 2 smell/odor/stench
- 3 lichen/mold/moss/fungus
- 4 drip/seep/puddle/stream
- 5 tracks/marks/scratches
- 6 sign of activity/struggle/battle
- 7 bones/remains of CREATURE [p53]
- 8 junk/debris/refuse/waste
- 9 broken structure/furniture
- 10 inscription/ornamentation
- 11-12 roll 1d10 twice, combine

AREA EXITS

Roll 1d12 for NUMBER of exits, then **1d12 again** for DIRECTION of each.

1d12 NUMBER DIRECTION

- | | | |
|-----|-------|---------|
| 1-2 | 0 | down |
| 3 | 1 | back |
| 4-6 | 1 | forward |
| 7 | 2 | forward |
| 8-9 | 2 | left |
| 10 | 3 | right |
| 11 | 4 | right |
| 12 | 1d6+1 | up |

DUNGEON DISCOVERY

Roll 1d12 for category and type.

1-8 · FEATURE

- 1 cave-in/collapse/obstacle
- 2 blocked/locked exit
- 3 pit/shaft/chasm
- 4 pillars/columns
- 5 alcoves/niches
- 6 bridge/stairs/ramp
- 7 well/pool/fountain
- 8 puzzle
- 9 altar/dais/platform
- 10 statue/idol
- 11 multi-level/ledges/tiers
- 12 hidden/secret exit

9-12 · FIND

- 1 trinkets/clothing
- 2 supplies/tools/gear
- 3 light source/fuel/ammo
- 4 key/clue/map
- 5 weapons/armor
- 6 poison/antidote/potion
- 7 adventurer/captive
- 8 books/scrolls
- 9 coins/gems/jewelry
- 10 roll 1d8, add MAGIC TYPE [p55]
- 11 roll FEATURE, add MAGIC TYPE [p55]
- 12 roll 1d10 twice, combine

DUNGEON DANGER

Roll 1d12 for category and type.

1-4 · TRAP

- 1 alarm
- 2 pit
- 3 ensnaring/paralyzing
- 4 crushing/smashing
- 5 piercing/puncturing
- 6 chopping/slashing/slicing
- 7 confusing (maze, etc.)
- 8 gas (poison, etc.)
- 9 ambush
- 10 based on ELEMENT [p55]
- 11 based on MAGIC TYPE [p55]
- 12 based on ODDITY [p55]

5-12 · CREATURE¹

- 1 CREATURE [p53] leader/lord²
- 2-9 CREATURE [p53]
- 10-12 BEAST vermin (rats, bats, etc.)

¹ Use CREATURE tables on page 53. Roll ACTIVITY on page 54 to determine what it's up to, and other DETAILS as needed.

² Accompanied by appropriate minions.

Trust Your Gut

Advice for the GM

While using the material in this supplement to guide overland adventure, follow the Agenda already spelled out in the *Dungeon World* rules:

AGENDA

- * Portray a fantastic world
 - * Fill their lives with adventure
 - * Play to find out what happens
-

And, when abiding by the established Principles, consider three additions to the list:

PRINCIPLES

- * Draw maps, leave blanks
 - * Address the characters, not the players
 - * Embrace the fantastic
 - * Make a move that follows
 - * Never speak the name of your move
 - * Give every monster life
 - * Name every person
 - * Ask questions and use the answers
 - * Be a fan of the characters
 - * Think dangerous
 - * Begin and end with the fiction
 - * Think offscreen, too
 - * **Make the world come alive**
 - * **Look for patterns**
 - * **Trust your gut**
-

In a sense, **make the world come alive** is already an “invisible” Principle in *Dungeon World*. If you abide by the established Principles, the world of the game will emerge naturally in the course of play.

However, by calling out this inferred Principle, I ask you to consider the landscape itself—the physical environment the characters traverse, explore, and inhabit. Weather, season, time of day; local flora, fauna, and natural features; these and other aspects of the surroundings in which they

find themselves should be folded into your descriptions of what they see, hear, smell, and otherwise experience. But not just as set dressing (although that’s fine, too). Avoid making the world feel like a backdrop or foreground for the actions of the characters; look for ways to weave them directly into it. Think of each region itself as a character, watching and interacting with them as they explore it.

If you feel inclined toward lengthy descriptions of the world, resist the indulgence unless you’re sure your players relish that kind of thing. Don’t describe every step of a journey—give them only a few details about what they see on the way. Go further, into more detail, only when warranted by the current feeling around the table. To this end, every detail is a potential opportunity for interaction, in the form of a world-building question (“Ranger, what do you call the trees that make up this grove, and what bird is known to nest in its highest branches?”), interesting clue (“You come across a boulder the size of a man, recently flipped over, its underside scraped clean by what can only be massive claws”), or useful observation (“The slope isn’t too steep, but the frozen ground is covered with about a foot of dead leaves, so running down it might not be easy.”)

If you **look for patterns**, what you find will help you weave a coherent, satisfying story with your players. If a detail arises in play that resonates with something previously established, fold it into your thought process and allow it to percolate back into the story when the opportunity arises. A pattern can be “plot”-oriented (those recurring tracks are not happenstance, but left by creatures spying on the characters), character-building (the tree split by lightning reminds the

Druid of her broken heart), or purely tonal and atmospheric (the white of the wildflowers matches the white of the sun-bleached skeleton that lies among them).

One of the great pleasures of both exploratory adventure and improvisational roleplaying is encountering the unexpected, but if things feel too random the fiction may lose coherence. Looking for patterns and using them to narrative advantage will help ground things and give them shape.

Finally, **trust your gut** means that, while improvising any aspect of an adventure, you should try not to second-guess your first impulse. This is especially important if you integrate randomized elements—like results from the tables provided in this book—into play. Rolling too much can kill momentum, so it behooves you to roll (or ask the players to roll) quickly and respond to the randomized results with the first (maybe second, in rare cases third) thing that pops into your head. As with all of the other Principles, the more you do this, the better you'll get at it.

Preparing between sessions

A little bit of prep can go a long way when running a campaign that includes a lot of exploration. It can be challenging and exhausting to improvise, and although the various tables provided in this book are intended to keep that job fresh and easier to manage, relying entirely on random rolls can sometimes lead to feeling of instability.

If you sense this happening, or if you simply enjoy the creative process of fleshing out a game world, you may find it helpful to set aside some time between sessions to prepare. This time can be spent writing up Fronts as described in the *Dungeon World* rules, as well as making notes about new regions, dungeons, NPCs, monsters, and treasure that the characters have already encountered, or will likely encounter in the next session.

With practice, you shouldn't need more than an hour or so between sessions to make the minimal necessary notes. However you choose to prepare, consider also the following suggestions.

PREPPING REGIONS

A region exists as soon as it's drawn on the map and given a name. The next thing to do is assign it some tags, so you can recall its character at a glance. Details are easy enough to make up during play, but in between sessions, if you know the PCs are going to travel through a particular region, it's a good idea to create 2-3 Discoveries and Dangers they're likely to encounter.

Write down ideas off the top of your head, or use the tables in this book for inspiration. And remember that the PCs can always discover new things beyond what you've written down, until you decide the region has been fully explored.



~ GM OPTION ~

THE DIE OF FATE

Whenever anyone asks a question and the answer is not on the tip of your tongue (e.g., “Is there any fresh water nearby?” or “Is that dead orc’s armor salvageable?”), just ask them to roll 1d6.

The higher the roll, the more the answer favors the asker; the lower the roll, the less it favors them. Answer the question accordingly, taking the current state of the fiction into account.

PREPPING DUNGEONS

If you're inspired, a dungeon can be fully documented between sessions—mapped to the last 10' square and described by a comprehensive list of Discoveries and Dangers—but that can take a lot of time. Conversely, writing up a dungeon's foundation, themes, and areas in the midst of play can stop things dead in their tracks if you aren't totally comfortable with the process.

Between these extremes is a fruitful middle ground, where you follow the first four steps described in the “foundation procedure” on page 60 in between sessions: establish and write down the dungeon's foundation, size, themes, common areas, and unique areas. Take a few moments to imagine how those things might interrelate before the next session. If any interesting Discoveries and Dangers occur to you, write them down, but you can just as easily leave those elements to be revealed and elaborated upon during play.

PREPPING NPCs

Followers or other NPCs can be difficult to improvise in the midst of juggling the rest of a GM's duties, but things get much easier when the NPC in question has a few keywords that help you quickly get a handle on how to play them.

Naming an NPC can be a stumbling block when you're improvising on the spot, so one of the most important preparatory steps you can take between sessions is to create a name list. Sample name lists are provided starting on page 72, but if you want to invent your own cultures and give them some linguistic distinction, follow the naming strategy outlined on page 16.

If you feel stuck improvising NPC details, use the tables provided on pages 56-57. Randomized traits can be especially helpful if you find yourself always playing certain NPCs to stereotype. Bob the jolly, portly

innkeeper is a reliable type, easy to play but utterly forgettable; if I glance at my notes and see “Liam: innkeeper, handsome, optimistic, fatal illness,” I have just enough information to make him interesting.

By naming each NPC, assigning them 1-3 traits, and writing these details down for easy to reference at the table (index cards are great for this), you create cues that will help you to quickly get into character.

PREPPING MONSTERS

Rolling up a new creature from scratch can take a lot of rolls. If you find this process slows things down too much, you may want to prep some monsters ahead of time.

To that end, you can select monsters from the *Dungeon World* rulebook, from the vast array available online, or you can simply roll them up using the Creature tables on page 49 and work out the mechanical details using the “Monster Maker” on page 42.

PREPPING TREASURE

For the most part, treasure can be quickly generated on the fly, using the treasure table included in the *Dungeon World* rules and reproduced here on page 47. The clear exception is any magic item, usually unique and thus a bit more challenging to improvise.

If you create a new magic item at the table, consider the dictum to **ask, say, or roll**: if the characters have heard of the item, ask them what they know about it; if they haven't, make something up; if you're stuck, roll an ABILITY and/or MAGIC TYPE on page 54 to get ideas. Describe what they see and allow the properties of the item to be revealed through experimentation and study.

Between sessions, write up the properties of magic items, along with any other treasures in need of greater detail. Whose maker's mark can be found on that silver goblet? To what location does that treasure map point?



Finding inspiration

As you run wilderness adventures, do your best to avoid stock descriptions and trite images of the natural world. That's an easy enough line of advice for me to write and for you to read, but how can you really *do* that?

Integrating points of interest and color with your playstyle (as suggested on page 32) is one practical method, but to fully imagine and engage with your imaginary landscape, I urge you to seek inspiration beyond GM advice in a role-playing game supplement.

Fantasy fiction is the most obvious place to look, since it's the direct precedent for and most common influence on fantasy RPGs. Read or browse the best of these books with a conscious consideration of how the landscape is described and how the characters move through it, considering how to incorporate the parts you like into your GMing style. *The Lord of the Rings* is a masterpiece of wilderness writing, in the way it conjures an imagined world and the experience of traversing it; *A Wizard of Earthsea* creates just as rich a world, but at a fraction of the word count.

Go further, and look to real-world landscapes, as the best fantasy writers have done. Many of J.R.R. Tolkien's descriptions of Middle-Earth were directly inspired by the countryside of his native England, while Ursula K. Le Guin based the foggy archipelago of Earthsea on her personal experience of the Oregon coast.

The rivers and forests and deserts of the real world await your exploration, most readily via the writings of people who have actually traversed them. Mine the journals of the Lewis and Clark expedition for details about geology, hydrology, flora, fauna and cultures indigenous to North America; read *Farthest North*, by Fridtjof Nansen, to learn how a frozen wasteland can be much more interesting than you ever imagined; browse the *Histories* of Herodotus to discover countless fascinating and colorful details, waiting to be folded into your own imaginary worlds.

But don't stop there. If you're able, get out into the real world yourself. Take a walk, a hike, a canoe trip—find the wild place nearest to you and venture in. Think about what you see and hear and smell, and find ways to bring that experience into play. The more you cultivate a personal relationship with the natural world, the more effectively you'll be able to bring a sense of wonder and discovery to your game table.

When it comes to wilderness adventure, it's easy to fall back on the ideas of others, absorbed from movies and books and games. Those things are great, and often get us excited to play in the first place, but dependence on them can lead to settings that feel generic or like mere backdrops. Trust me, you can make something way more exciting. It's all in you, waiting to be discovered.

—Jason

Name Every Person

(and steading, and mount)

Provided here are examples of four invented cultures and name lists, each based on a real-world language for internal cohesion. Entries in the Steading and Mount columns include English “translations.” If you happen to speak one of the base languages in real life, my apologies for any irksome corruption thereof.

THE KINGDOM OF ARPAD

Based loosely on Hungarian. English equivalents are noted in parentheses.

1d100	MASCULINE	FEMININE	STEADING	MOUNT
01-04	Agoston	Abigel	Aldott (Blessed)	Barat (Friend)
05-08	Arpad	Aliz	Almahid (Applebridge)	Barsony (Velvet)
09-12	Attila	Amalia	Elesett (Fallen)	Edesem (Sweetheart)
13-16	Bognar	Andrea	Feketz (Black Rock)	Egatz (Skyfire)
17-20	Denes	Aranka	Godor (Pit)	Eso (Rain)
21-24	Edmond	Csilla	Kelegaz (Eastford)	Fakyla (Torch)
25-28	Erno	Edit	Kigyov (Snake Swamp)	Feketsor (Black Mane)
29-32	Etele	Erzebet	Kiralokas (Queen's Castle)	Felho (Cloud)
33-36	Ferdinand	Gertrud	Kiralsir (King's Grave)	Flotta (Fleet)
37-40	Florian	Greta	Magziklar (Highcliff)	Gazda (Master)
41-44	Geza	Iren	Mocsar (Fen)	Hold (Moon)
45-48	Gyula	Kamilla	Nagyvros (Hightown)	Igaslo (Dobbin)
49-52	Hugo	Lara	Okorm (Oxfield)	Ijeda (Skittish)
53-56	Karcsi	Lia	Orkfal (Orcwall)	Koszalo (Rambler)
57-60	Konrad	Lujza	Perov (Redwater)	Megmento (Savior)
61-64	Lazlo	Matild	Soterdo (Dark Wood)	Napfen (Sunshine)
65-68	Lukas	Olga	Tehenvar (Cow Town)	Rozsa (Rose)
69-72	Marko	Otilia	Toron (Tower)	Szamla (Bill)
73-76	Miklos	Panna	Torott (Ironhold)	Szellem (Spritied)
77-80	Peti	Roza	Utolszer (Last Stand)	Szeplok (Freckles)
81-84	Robi	Terez	Valavolg (Greendale)	Szerence (Lucky)
85-88	Tamas	Tunda	Vastar (Dwarf Watch)	Tusko (Stumps)
89-92	Ronold	Valeria	Viz (Oxfield)	Vad (Wild One)
93-96	Viktor	Vilma	Volgyom (Valley)	Vihar (Storm)
97-100	Zoltan	Viola	Zoldom (Green Hill)	Villam (Lightning)



~ OLORU, HOME OF THE SKY-GOD ~

Based loosely on Yoruba. English equivalents are noted in parentheses.

1d100	MASCULINE	FEMININE	STEADING	MOUNT
01-04	Adibemi	Abeni	Asala Ilu (Desert Town)	Adiitu (Mystery)
05-08	Aboye	Ade	Atijo Ina (Old Fire)	Alayo (Happy)
09-12	Adegoke	Alaba	Bajesia (Broken Banner)	Atale (Ginger)
13-16	Ayokunle	Bolanle	Dudu Olomi (Blackmarsh)	Bilu (Bill)
17-20	Babajide	Bosade	Ebutte Meta (Three Ports)	Dudupatak (Dark Hoof)
21-24	Babatunde	Daraja	Ejodo (Snake River)	Egun (Bramble)
25-28	Enitan	Fari	Esukale (Devil's Dinner)	Eniyan (Ember)
29-32	Femi	Gbemisola	Fadormi (Silver Spring)	Esirun (Longshanks)
33-36	Kayin	Ife	Funfumi (Whitewater)	Fenuko (Kiss)
37-40	Kayode	Ige	Gooluna (Gold Road)	Funfungo (White Hair)
41-44	Lanre	Lewa	Ijisofo (Storm Hollow)	Gunirun (Longhair)
45-48	Lekan	Mojisola	Ikukenu (Dearth's Door)	Imole (Bright)
49-52	Mongo	Monifa	Jinibi (Far Place)	Imole Uju (Bright Eye)
53-56	Nwachukwu	Olufemi	Oba Ile (King's Home)	Ira (Rambler)
57-60	Oban	Omolara	Oduroke (Prayer Hill)	Itan (Story)
61-64	Ogun	Oni	Ogbinibi (Farming Place)	Iyebiye (Precious)
65-68	Olukayode	Orisa	Ogunibi (Battle Place)	Lulu (Powder)
69-72	Oluwalanni	Osa	Okanigi (One Tree)	Nilera (Healthy)
73-76	Oluwatoke	Ronke	Okutasibo (Stone Marker)	Ogbo (Spotted)
77-80	Onipede	Shanum	Olorusura (God's Treasure)	Ogboju (Brave Heart)
81-84	Sijuade	Simisola	Olusajeki (Wizard's Keep)	Ojiji (Shadow)
85-88	Toben	Titlayo	Oluwakaji (Lord's Tomb)	Olooto (Faithful)
89-92	Utiba	Yejide	Opolokuta (Many Stones)	Orisa (Spring)
93-96	Zaki	Yewande	Opoligi (Many Trees)	Orun (Heaven)
97-100	Zoputan	Zauna	Zoldom (Green Hill)	Sare (Flash)



~ VALKOINA, LAND OF WHITE IRON ~

Based loosely on Finnish. English equivalents are noted in parentheses.

1d100	MASCULINE	FEMININE	STEADING	MOUNT
01-04	Aatami	Aija	Etuvartio (Outpost)	Aave (Ghost)
05-08	Armas	Aina	Hopea Kaivos (Silver Mine)	Enkeli (Angel)
09-12	Arsi	Ainikki	Kalapunki (Fish Town)	Haiva (Shadow)
13-16	Arvi	Heini	Kivimurri (Stone Wall)	Hopea (Silver)
17-20	Eetu	Ilona	Maaginen (Magic)	Ilmavirta (Current)
21-24	Hannu	Irja	Maki Linna (Hill Castle)	Kesi (Tame)
25-28	Heimo	Jaana	Merenranta (Seaside)	Kestaba (Durable)
29-32	Ilkka	Kirsi	Metsämaat (Hunting Ground)	Kiukuinen (Angry)
33-36	Jorma	Maija	Mustakota (Black Hut)	Lansiviima (West Wind)
37-40	Kaapo	Marita	Mäenrinne (Hillside)	Luotettava (Trusty)
41-44	Kain	Miina	Paja (Forge)	Myrskyisa (Stormy)
45-48	Kauko	Mimmi	Pienni Paikka (Low Place)	Nokka (Bill)
49-52	Lari	Minja	Pyhä Paikka (Holy Place)	Noyra (Humble)
53-56	Manu	Mira	Rantakallio (Cliff)	Pitkanena (Longnose)
57-60	Nuutti	Naemi	Rikki (Broken)	Saikki (Skittish)
61-64	Petri	Outi	Suo (Swamp)	Salama (Thunderbolt)
65-68	Raimo	Pirjo	Suosi (Favored)	Sankari (Hero)
69-72	Reima	Päivikki	Torni (Tower)	Sisko (sister)
73-76	Risto	Riikka	Turvapaikka (Refuge)	Upea (Magnificent)
77-80	Sakari	Saimi	Uusipunki (New Town)	Vahva (Strong)
81-84	Sampsa	Suoma	Valkoinen Kivi (Whitestone)	Valkoinen (White)
85-88	Seppo	Suvi	Valtaistuin (Throne)	Varmaotteinen (Surefoot)
89-92	Taito	Tuula	Vapaanki (Free Town)	Vesuri (Billhook)
93-96	Terho	Vellamo	Vihreä Paikka (Green Place)	Vinha (Fast)
97-100	Vilppu	Virpi	Viimeinen Koti (Last Home)	Ystava (Friend)



~ THE TAMANARUGAN EMPIRE ~

Based loosely on Indonesian. English equivalents are noted in parentheses.

1d100	MASCULINE	FEMININE	STEADING	MOUNT
01-04	Aatami	Adah	Airdib (Blessed Waters)	Anginu (North Wind)
05-08	Armas	Bulan	Airjinh (Clearwater)	Api (Blaze)
09-12	Arsi	Candrakusuma	Akhir Jalan (Road's End)	Bakat (Felicity)
13-16	Arvi	Devi	Berdarah (Bloody)	Bakti (Loyal)
17-20	Eetu	Hanjojo	Bidang Bera (Fallow Field)	Beruntung (Lucky)
21-24	Hannu	Iman	Candibula (Moon Temple)	Bilah (Blade)
25-28	Heimo	Intan	Ditingga (Forsaken)	Biru (Blue)
29-32	Ilkka	Laksmi	Emasungai (Gold Creek)	Gemetar (Quiver)
33-36	Jorma	Lestari	Gunung (Mountain)	Guntur (Thunder)
37-40	Kaapo	Limijanto	Kayu (Timber)	Hidungi (Black Nose)
41-44	Kain	Marah	Kuil (Temple)	Janda (Widow)
45-48	Kauko	Megawati	Ladang Hijau (Greenfield)	Kakicerah (Bright Foot)
49-52	Lari	Melati	Lembah (Valley)	Kakiring (Light Foot)
53-56	Manu	Nadiyya	Menjau (Far Away)	Keriang (Sunshine)
57-60	Nuutti	Ophrah	Ngarai (Canyon)	Kunang (Firefly)
61-64	Petri	Ramza	Persimpangan (Crossroads)	Lapar (Hungry)
65-68	Raimo	Sapphiral	Puncakit (Hilltop)	Murni (Pure)
69-72	Reima	Selah	Sungairac (Poison River)	Paruh (Bill)
73-76	Risto	Suminten	Teibing (Cliffside)	Penebus (Avenger)
77-80	Sakari	Tamar	Tempat Aman (Safe Place)	Penyelemat (Savior)
81-84	Sampsu	Tanjaya	Tempat Istim (Rest Place)	Prajurit (Warrior)
85-88	Seppo	Tjokro	Terkutuk (Cursed)	Rusak (Broken)
89-92	Taito	Tri	Tersentu (Touched by God)	Satucep (Fast One)
93-96	Terho	Wangi	Wahah (Oasis)	Setia (True Heart)
97-100	Vilppu	Zenze	Yangtinggi (High Tower)	Tahanla (Durable)



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