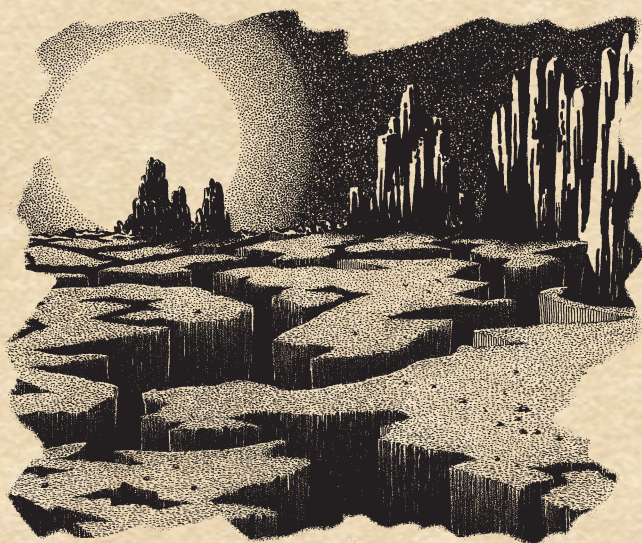


Freebooters on the Frontier

**HARDSCRABBLE ADVENTURE
IN A FANTASTICAL WORLD**



VOLUME III

Oberland & Underworld



Wander the World

full bleed illo of an inviting overland map

The physical setting within which a given campaign unfolds is depicted using an **overland map**, a drawing or diagram showing the geographical relationship between different physical features in the game world. This map is divided up into named **regions**, each of which contain a number of **features** which contribute to its unique character: notable flora and fauna, landmarks, settlements, dungeons, and the like.

THE OVERLAND MAP

Understanding the distances between the various sites of interest in your world is a vital component of play, and a document or drawing illustrating those distances gives everyone at the table a common focus and a sense of possibility. Freebooters are always at liberty to travel wherever they choose—the world is their sandbox—and a map communicates this better than any other prop.

The form your map takes is a matter of taste and convenience. If you begin your campaign using the **Found a Village** (*The Funnel*, page X) or **See the Frontier** (*Basic Rules*, page X) procedure, your map will start as a collaborative drawing that depicts the “known world” from the perspective of the player-characters. From there, as the PCs push past its edges,

you’ll expand the map outward from session to session to accommodate their explorations. Alternatively, you might choose to use a pre-drawn map for your campaign setting, countless numbers of which may be found commercially available or free online. A preexisting map can offer a comfortable foundation if you’d rather avoid the trouble of working out the geography yourself, and gives you an immediate sense of how the party’s current location fits into the big picture.

Whether you’re building things out from scratch or working from a preexisting map, you’ll need to divide it up into different regions (see page X), each with its own name, tags, and contents. Breaking the world up into different “spaces” this way makes the geography easier to grasp for the players, helps to regulate movement, and allows you to more easily manage the distinct atmosphere and flavor of each province, sea, or tract of wilderness.

Regardless of the cartographic reference you choose to employ, it’s important that there be two versions: the **players’ map** and the **Judge’s map**. The players’ map shows just that portion of the world known to the PCs, expanded upon as they push into new territory, and accessible by everyone at the table; the Judge’s map shows the extent of the Judge’s knowledge of the world, expanded upon by the Judge during prep, and kept hidden from the other players. By limiting the players’ understanding of the lay of the land to what their characters know, the sense of discovery is heightened.

TRAVEL & EXPLORATION

Traversal of the wilderness is one of the three main areas of play. In their ventures from settlement to dungeon and back again, the party will face challenges and stumble upon opportunities quite unlike those found in town or ancient tomb. They'll need to husband their supplies, negotiate difficult terrain, and deal with predatory dangers. Whether they **Set Out** to get from one place to another or **Find Answers** by searching a swath of land for anything of interest, you'll need to decide how long things take and how to structure the proceedings. Following are some guidelines to help you do so.

TRAVEL TIME

In *Freebooters*, movement from one place to another is measured in **days of travel**, which presumes travel by foot. When you're evaluating the distance between two points on your map, don't worry about how many miles it might be (unless you're running a hexcrawl; see below), just imagine how long it would take to hike it and make the call. As with any other aspect of your setting, the precedent you set for travel times will inform your decisions going forward, and those calls will become easier to make.

As a rule of thumb, anything that slows the party significantly (*difficult terrain*, a companion with a broken leg, etc.) doubles travel time, while anything that speeds them up (travel by road, horses, etc.) cuts it in half. When these factors are combined, keep it simple—evaluate their broad impact and make a decision without getting caught up in the finer details.

The PCs Valteri, Heleena, and Tauno have emerged from the Haunted Head, a dungeon in the highlands northwest of the village of Midjarvi. We've already established that the overland hike from the village to the Head takes two days, so that's how long it should take to get back. But Tauno is catatonic from some unspeakable encounter in the depths, and unable to move of his own volition. Heleena fashions a travois from the local brush so that she and Valteri can drag their unfortunate companion back to Midjarvi. Since this slows them down significantly, I double the travel time and rule that it will be a four-day journey.

After their safe arrival in Midjarvi, Valteri and Heleena quickly realize Tauno will need more care than the village herbalist can offer. They learn of a great healer who dwells in the town of Saca Ghara, to the northeast. Across open land on foot this journey would take two days, but there's a road between Midjarvi and Saca Ghara, so travel time is halved to one day. The PCs deem it safest to leave Heleena and Tauno in the village while Valteri goes to get the healer, and they use booty extracted from the Haunted Head to barter with the locals for a horse. The mount cuts travel time in half again, so the trip to Saca Gaha will take Valteri only half a day. If she leaves at first light, and it doesn't take too long to convince the healer to come with her, the two of them could be back by nightfall.

FREEFORM VS. HEXCRAWL

There are two ways to structure overland movement in this game: **freeform**, where distances and travel times are estimated; and the **hexcrawl**, which utilizes a hexagon-based grid to regulate movement. The default mode for *Freebooters* is freeform, as described above, but play can easily be adapted to suit a hexcrawl. Use whichever method appeals to you.

The hexcrawl is a classic "old school" approach to overland travel, dating back to the earliest days of the RPG hobby. In this mode, a grid of hexagons is laid over the world map in order to regulate movement and exploration, and each hex is assigned a dominant terrain type. Standard scale for a hexcrawl map is 6 miles per hex; given level ground, fair weather, travel by foot, and breaks for food and rest, a party could explore a single hex—or traverse three of them—in a single day. If any of those factors were improved or worsened, the time taken would be modified as described above.

Genxin the fighter, Bi the thief, and their hirelings Zhenya and Jian are traveling from the town of Shui Biān to Heaven's Vault, a plateau in the mountains said to have once been the site of the legendary Temple of the Sky Giant. On the map, the plateau is three hexes to the east of Shui Biān, which, given level terrain, would take only one day of travel by foot. However, the first hex is hills and the second and third hexes are mountains. I rule that the hills will double standard travel time and that the mountains will quadruple it. So on the first day they'll be able to cross the hills and start climbing the mountains in the second hex before they need to camp. Then, it will take them all of the next day to traverse the second hex and reach the hex that contains Heaven's Vault.

Once there, they'll need to search to find the plateau itself. Based on my previous ruling about the mountains I'm ready to say that a thorough search of the hex might take up to four days (instead of the standard one day), but Bi's players proposes that, if the weather is clear, being able to see long distances from high ridgelines and summits might make the search easier. I like this idea, and adjust my call from four days to two days.

illo of hexmap example

SETTING OUT

Whenever the party embarks on a significant journey, they'll resolve the **Set Out** move. Taking the fictional circumstances and player input into account, the Judge decides how long each leg of the journey should take: moving from one quarter to another in a crowded city might take an hour or less, while overland travel to a specific destination might take half a day, a full day, or even up to a week. By default, Setting Out covers one day of travel, but you have leeway to adjust that time up or down depending on the **safety** of the territory being traversed, how familiar the party is with the route, and any other factors you deem applicable.

If the move results in an **INCIDENT**, improvise it or refer to any **INCIDENT** tables you may have prepped (see **almanacs**).

Valteri, Heleena, and Tauno need to get back to Midjarvi, which I've already decided is going to take four days because Tauno's getting hauled on a travois. At one extreme I could make them Set Out once for each day of travel, which would highlight the desperation of their circumstances, but would slow down play; at the other extreme, since they've traveled the route before, I could say a single Set Out roll covers the whole trip. Their path does take them through perilous territory, though, so I decide to split the difference and tell them they'll need to Set Out twice: once or each two days of the trip.

SEARCHING

Sometimes, instead of trying to reach a particular destination, the PCs will want to explore—to either find a specific thing or hunt around for anything of interest. When this happens, Set Out might still apply (the destination being whatever they're searching for), but **Find Answers** is often a better fit.

After an arduous search through the mountains, Genxin, Bi, and their hirelings have reached the plateau called Heaven's Vault, where they believe they can find the legendary Temple of the Giant. If the plateau was small and the Temple easy to identify, I would just tell them they find it, but while prepping this region I decided the plateau is enormous, and that, from a distance, the surface ruins of the Temple are indistinguishable from their rocky surroundings. So, I tell the PCs they'll need to search for it.

They set up a base camp and Pass the Night. The next morning, Bi takes Jian the hireling with her to look for the ruins, leaving Genxin and Zhenya to mind the camp. I ask Bi to Find Answers, using either +WIS ("to sense or discern") or +INT ("to recall or study"). Bi's INT of +1 is better than her WIS of +0, so she justifies using INT by saying that she recalls details about the Temple's location given to her by the locals back in Shui Biān. She gets to Call for Assistance from her follower, so she takes an additional +1 to her roll, and rolls a 9, +2, for 11: "the Judge gives you a clear and thorough answer." I tell Bi that, thanks to a villager's description of a telltale rock formation, they find the ruins after only a few hours of searching.

MAKING CAMP

Usually, when exploring the great outdoors, the party will resolve the **Make Camp** and **Pass the Night** moves at the end of each day. Sometimes, however, if a single Set Out roll covers more than one day, you'll skip these moves entirely and just tell the PCs to mark off the appropriate number of uses of rations.

FOOD AND WATER

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

When loading up on rations in preparation for an expedition, the PCs 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. Given fertile surroundings they can always **Forage**, but that takes time and is not always a sure thing.

In general, you don't need to monitor water consumption; streams and other minor watercourses are assumed to be common enough that the party will be 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. All vessels (such as waterskins) are assumed to be full whenever the party enters dry territory, and each person in the party consumes 1 waterskin's worth of water per day, just like a ration. The quantity consumed by mounts and pack animals is up to the Judge.

The question of what happens when the party runs out of food and/or water is an important one, to be answered according to the fiction. A human being can live up to thirty days without food (the more fat reserves, the longer they last), growing progressively weaker. Without water, however, 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.

TRIALS OF THE WILD

Aside from whatever active threats it may contain, the land itself can take a physical toll on those who hike, climb, ride, and swim across it. Whenever you have the opportunity to make a Judge move during overland travel, consider **Dealing Damage** to a relevant ability.

Valteri and Heleena are ready to drag Tauno across the rocky highlands, but first I ask them to Organize the Party. They decide that since Valteri the fighter is much stronger than Heleena, he'll haul the travois while Heleena scouts ahead. I ask Heleena's player to Set Out by rolling +safety, which is +0 because the region is perilous. She rolls a 5. On a 6 or less the Judge makes a move, and I go for the obvious: the journey is exhausting for Valteri. I tell Valteri that he takes 1d6 points of ability damage, divided between Strength, Constitution, and Dexterity as he sees fit, and ask him to describe what it looks and feels like as he struggles to drag poor Tauno across the landscape.

REGIONS

Your freebooters' pregrinations will take them from settlement to dungeon and back again, from one relatively confined space to another. While a port city may offer opportunity for respite and social intrigue, and the ancient ruins upriver promise danger and reward in unknown measure, it's on the journey from one to the other that adventurers gain a sense of the wider world and its wonders. That wider world is divided into **regions**—dark forests, daunting mountain ranges, stretches of wetland—which are delineated by a drawn boundary on the map. A territory claimed by a political or cultural body (e.g., a kingdom, barony, or tribal lands) might occupy a single region or encompass many.

The decision of what exactly constitutes a region is left to the Judge and players as they divvy up the landscape during play and prep. Regions break the physical map into distinct, manageable units, like spaces on the board in a boardgame; moving from one to the next shapes the rhythm of play during travel from place to place.

THE ALMANAC

Each region has an associated **almanac**, or written record of its contents, created by the Judge during prep. An almanac might be anything from a few jotted notes to a thorough chronicle of the region's history, ecosystem, and points of interest. As with anything else you create for the game, the amount of work you invest in an almanac will depend on how much time the PCs might spend there, how time for prep you're able to spare, and your personal level of interest in developing the details. It may be pre-written (by the Judge or a third party), outlined during collaborative world-building, filled in by the Judge on the fly, or created through some combination of these methods. Regardless of its origin, each almanac is a living document which can grow and change over the course of play; you'll add to it and edit it as you and the PCs discover new things from session to session.

An almanac for a given region is titled with that region's name **name**, and includes a list **tags** that summarize its important aspects, some lines of **color** text, and a catalog of the region's **features**. See [page XX](#) for an example of an almanac.

NAME

Each region needs a name, the more evocative and directly linked to the rest of your setting the better. One useful approach is to name a region in simple descriptive terms, and then "translate" that name into the local tongue.

I know the PCs are planning to head to the southern coast during our next session. I have that area sketched in on my map, but haven't figured out much else about it, so I decide to write up almanacs for the two regions they'll be exploring: a long river valley and a forest on the coast. I decide to call the river valley "Blue Vale" and the forest "Low Wood"—descriptive, but not very exciting. The valley is inhabited by people for whom we're using Finnish as a linguistic basis, while the coast is occupied by a seafaring culture which uses Punjabi. Running my chosen names through a translator for each of those languages I get "sininen laakso" and "ghata lakara," respectively. I edit those down to "Sininaakso" and "Ghatakara," and use those names as titles for the almanacs that I'm about to develop.

TAGS

As with anything else in the game, tags attached to a region are shorthand prompts for the Judge with fictional and/or mechanical implications. Every region needs a tag that identifies its **safety** level, prevailing **alignment**, **climate**, **size**, and dominant **terrain** type. The Judge may add more depending on the region's features and other factors. See the [pages XX-XX](#) for a lexicon of regional tags.

COLOR

Color is descriptive text that describes sensory details of the region and serves as a prompt for the Judge whenever they need to set the scene: the trilling call of a native songbird, pale purple flowers carpeting the rolling hills, herds of antelope, dense morning fog along the river. Color might seem like simple backdrop, but everything is actionable in the hands of creative players; those antelope can be hunted for food, and that bird's tailfeathers might fetch a fine price from a haberdasher up in the capital.

FEATURES

While a region's tags describe it in broad strokes, and color adds detail, its features are its "content"—things of specific and significant interest: **creatures**, **hazards**, **obstacles**, **areas**, **sites**, **factions**, and **settlements**. The record of a given feature might be comprised of a few notes or developed to a greater degree, depending on its importance. For instance, an obstacle called "The Great Cliff" probably needs little more than its name for the Judge to make good use of it, while the town of "Goldbridge" might benefit from in-depth development using the settlement generation procedure in *Settlements & Citizens*.

A **creature** is any entity that might provide challenge or opportunity to the party: supernatural being, monster, beast, or NPC; threatening, friendly, or ambivalent.

A **hazard** is any potentially harmful problem that must be dealt with directly, whether located at a specific spot on the map (quicksand, boiling mudflats) or conditional (avalanche, sandstorm, springtime flooding).

An **obstacle** is any impediment to forward progress that must be overcome or circumnavigated. It might be something that simply bars the way (river, crevasse, roadblock, crowded street), difficult terrain (scree, swampland, sand dunes), or a seasonal occurrence (impassable underbrush, animal herd migration).

An **area** is any locale within a region that stands out from the region's overall character in some notable way: a tract of populated farmland on the plains, a pocket bog in the midst of a forest, a fertile river valley in a desert, an island in a sea.

A **site** is a specific point of interest, such as a waterfall in a jungle, a monastery in the rocky highlands, or a dungeon (see the next section of this book, starting on page X).

A **faction** is any group of creatures organized in common interest, who have some claim or notable activity in the region. Representatives of the the Merchants' Guild might be prospecting for silver in the Broken Hills, which also happen to be the sacred hunting grounds of the Hawk Tribe.

A **settlement** is a hamlet, village, keep, town, city, or any other place where people gather in community. See *Settlements & Citizens* for a detailed examination of these places.

• LEXICON •

REGIONAL TAGS

A region's tags are always listed in this order: [alignment], [safety], [climate], [size], [terrain], [other tags].

SAFETY

<i>safe</i>	lacking significant predators, possibly patrolled (+3 modifier).
<i>unsafe</i>	travel with caution at night or alone (+2 modifier).
<i>dangerous</i>	stay vigilant; trouble is likely to arise (+1 modifier).
<i>perilous</i>	avoided by all but the most brave or foolhardy (+0 modifier).

ALIGNMENT

<i>good</i>	watched over by benevolent forces, divine or arcane.
<i>lawful</i>	kept orderly by civilized lawkeepers or otherworldly power.
<i>neutral</i>	the natural state of the world, absent civilized states and biased deities.
<i>chaotic</i>	tainted or corrupted by the forces of chaos.
<i>evil</i>	twisted by dark sorcery or extraplanar forces to ill intent.

CLIMATE

<i>frigid</i>	cold, inhospitable, often covered in ice and snow.
<i>temperate</i>	mild, from cool to warm, subject to significant seasonal changes.
<i>torrid</i>	hot, inhospitable, home to arid deserts and humid jungles.

SIZE

<i>tiny</i>	takes a day or less to cross widest point on foot.
<i>small</i>	takes a few days to cross widest point on foot.
<i>sizable</i>	takes a week or two to cross widest point on foot.
<i>expansive</i>	takes at least a month to cross widest point on foot.
<i>vast</i>	takes several months to cross widest point on foot.

TERRAIN

Terrain types are many and varied. Only broad categories and examples are given here; combine tags and create your own according to how you envision the landscape.

<i>water</i>	<i>bay, bight, sound, estuary, gulf, firth, sea, ocean</i>
<i>wetland</i>	<i>swamp, fen, marsh, salt marsh, slough</i>
<i>lowland</i>	<i>grassland, plains, prairie, meadowland, heath, veld, savannah, steppe, tundra</i>
<i>woodland</i>	<i>forest, coniferous, broadleaf, weald, shrubland, ancient</i>
<i>highland</i>	<i>moors, hills, fells, upland, mountains, alpine, subalpine, glacial</i>
<i>wasteland</i>	<i>desert, tundra, steppe, volcanic</i>
<i>underland</i>	<i>caves, caverns</i>

OTHER TAGS

<i>barren</i>	lacks abundant water and fertile soil; foraging may not be possible.
<i>blighted</i>	cursed, poisoned, or diseased by some malignant force.
<i>civilized</i>	possesses longstanding cultural, social, and/or economic infrastructure.
<i>disputed</i>	(claimant 1/claimant 2): claimed as property by two or more parties, e.g. " <i>disputed</i> (Hawk Tribe/Kingdom of Irian)".
<i>defensible</i>	fortified or possessing natural defenses (cliffs, high ground, etc.).
<i>difficult</i>	hard to traverse (swampland, dense jungle, steep hills, etc.).
<i>enchanted</i>	imbued with arcane energy that causes some supernatural effect.
<i>holy</i>	(deity): revered/protected by some religious faction and/or god, e.g. " <i>holy</i> (Wiha)".
<i>property</i>	(faction or individual): owned by an entity, e.g. " <i>property</i> (the Autarch)".
<i>resource</i>	(type): contains a significant quantity of one or more valuable resources, e.g. " <i>resource</i> (iron, timber)".
<i>unholy</i>	(deity): shunned/despised by some religious faction and/or deity, e.g. " <i>unholy</i> (Baal)".



WHAT A REGION NEEDS

You may find it helpful to keep three things in mind as you wrap your head around each new region that you add to your map: **scale**, **ecology**, and **atmosphere**.

Whenever the party leaves a settlement or dungeon, or passes from one distinct region to another, take a moment to convey the **scale** of their surroundings. The vista is broad; the world stretches out in all directions, inviting exploration. When crowded city streets or claustrophobic tunnels are contrasted against a seemingly endless expanse of trackless desert or a lush river valley stretching into the distance, the PCs will start to feel the breadth of your world, and the accompanying sense of possibility.

It would be impossible to fully explicate the interrelationship of the geology, climate, flora, and fauna of a given region, so don't even try. Instead, as you **Chart a Region** (page X), look for connections that suggest the local **ecology**. If I roll up an indigenous creature that's wolf-like, it's got to have something substantial to prey upon, so I'll take a moment to come up with a local herd animal. If I generate a dungeon that has *chaotic* alignment and then later roll a *chaotic* giant, that fates are asking me to connect them—perhaps the dungeon is the giant's home, but she spends most of her day out roaming the wild. Finding such connections is one way to give your region a sense of coherence, which in turn will help make your world feel alive.

Each time you create new flora or fauna, consider doing some quick online research to get some ideas.

In the course of generating features for The Black Bog, an evil wetland region, I roll a CREATURE > MONSTER > plant of evil alignment. I take five minutes to read up on different types of carnivorous plants and discover the sundew, a real-world plant which attracts and traps insects using the sticky hairs or tentacles that rim its "mouth." The first thing that comes to mind is a plant monster that lives just below the water level, its mouth-tentacles reaching up like long grass or flowers, easily stepped into by inattentive adventurers. From this point of inspiration, I proceed to create the creature using the process described starting on page X in Beasts & Booty.

Lastly, as your mental image of new region starts to take shape, imagine how it might feel to actually explore this place. Given the climate and terrain, what kind of weather prevails? In what noticeable ways do the local flora and fauna adapt to the changing seasons? If magic or other supernatural forces are present, what evidence exists? Jot down the obvious visuals, but also consider sounds, smells, and other sensory details that give the region a unique **atmosphere**. Use these notes to inform the color text you write for your almanac.

WRITE AN ALMANAC

To prep a region from scratch, go through these steps, referring to the tables on the following pages as indicated. Record your choices or results as you go. If any of these elements are implied by the fiction or drawn on the map, don't roll for it—go with what's already been established.

- 1 Roll the **REGION NAME** (page X), or wait until step 9 to name it.
- 2 Choose or roll the region's **ALIGNMENT** and **SAFETY** (pages X-X).
- 3 Choose or roll the dominant **CLIMATE**, **SIZE**, and **TERRAIN TYPE** (pages X-X).
- 4 Choose or roll a number of **REGIONAL FEATURES** (page X) based on the region's **SIZE**.
- 5 Give each feature a name. If any of them are static, note their locations on your map.
- 6 Write down 3-5 sensory impressions of the region, to use as color when you need to describe the surroundings.
- 7 Edit and adjust the results.
- 8 If you haven't already done so, give your region a name.

REGIONAL TABLES

When the PCs are exploring a region and encounter a creature, obstacle, hazard, or discovery, you can choose something appropriate from the region's almanac, or roll something up on the spot using the general tables provided in these rules. Alternatively, if you don't mind the extra work, you can prep some tables specific to the region, and roll on those when needed. Having region-specific tables on hand allows you to defer to the dice instead of deciding what the party encounters, and saves time during play.

Start with a d6 table for creatures and another for discoveries. If the PCs are spending a lot of time in the region, consider expanding the size of these tables to d8, d10, or higher. Hazards and obstacles are a little easier to improvise in play, but if you find yourself stuck trying to come up with those incidents in the spot, you may want to make up some tables to cover those incidents as well.

When populating these tables, roll on the general tables for inspiration when you need it. For a creature table, roll up fresh creatures but plug in one of your existing "feature creatures" whenever the dice hint in that direction. For hazard, obstacle, and discovery tables, leave out anything that already has a set location on the map—the PCs won't run into those things at random.

When you use an entry from one of your tables in play, cross it off and refill it during prep between sessions. This way, the contents of your region will always feel fresh.

I want to fill in six slots of a creature table for The Black Bog. I roll a giant centipede, two slime/oozes, a human, a half-elf/half-orc, and a halfling. The centipede and the slimes fit right in, but the humanoids need some integration. I remember the Cult of the Black Bog that I wrote up for the almanac, so I decide to combine those humanoid results into one entry: a group of cultists. That opens up two more slots, which I just fill with feature creatures I've already developed. To give each entry some flavor I roll an ACTIVITY (one of the DETAILS tables) for each and incorporate the results (see page X).

THE BLACK BOG

Evil, perilous, temperate, small, wetland/bog, blighted, difficult.

COLOR

- * Sulfurous stinking fog, obscuring sight
- * The broken burls, croaks, and trills of twisted amphibious life
- * Bubbling pools and caldrons of acidic water, rimmed by withered grasses
- * Stumpy black trees, crouching on clumps of land as if under oppressive weight

CREATURES

- * **BONE BIRD** (chaotic, huge, group (1d6+1), flying, terrifying, immune (poison, cold, fire)) HP 12; Armor 1 (feathers); Damage talons & beak 1d10-2 (reach, grab); Booty sinewy meat worth 24 uses of rations, beak valued as armor component (50sp, 2 wt); Wants to hunt life from on high; Moves > Darken the sky > Pluck them from the muck > Rend them to shreds.
- * **BLACK THROG** (evil, medium, throng (3d6+5), stealthy, magical, undead, insubstantial, immune (physical damage), vulnerable (good or lawful power)) HP 4; Armor 0; Damage draining touch 1d6 Strength damage (touch, ignores armor); Booty leaves behind a handful of spirit resin (5sp as magical ingredient) upon destruction; Wants to draw fresh souls into their ranks; Moves > Fill the fog with whispers > Rise from the murk on all sides > Touch their hearts with death.
- * **REAPING LILY** (chaotic, medium, group (1d6+1), immobile, stealthy, magical) HP 12; Armor 1 (tough skin); Damage choking tendrils 1d4+2 (close, reach, grab); Booty soft heart worth 6 uses of rations (1 wt); Wants to feed the Bog; Moves > Attract them with fragrant white flowers > Entangle them with root tendrils > Pull them underwater.

OTHER FEATURES

- * **SUCKING MUCK** (Hazard) - The Bog itself seeks to devour warmblooded trespassers with areas of mud that double travel time and grip feet and legs like iron, magically draining life from the attached creature (1d4 points of Strength damage at a time).
- * **MADWORT** (Resource) - A grayish-blue plant that grows at the edge of sucking muck. Chewing its leaves causes the chewer to lose all impulse control (+1 ongoing to act on impulses, duration 2, 16sp per dose).
- * **THE BLOODWATER** (Area) - A great lake of sweet-smelling reddish water, suffused in a fog of biting flies.
- * **THE LOST MAN** (Site) - A peat hut inhabited by Efrog Bannor, former constable who lost his mind in the Bog while searching for missing villagers.
- * **WALL OF SKULLS** (Obstacle) - A barrier of shiny black rock covered in whispering skulls, emerged from the stone itself. Climbing the Wall causes skulls to moan and bite, forcing the climber to make a Saving Throw with Wisdom.
- * **THE BLACK FANE** (Site) - A dark temple atop the Wall of Skulls, tended by the Cult of the Black Bog, who worship the Bog itself.

THE BLACK BOG

Evil, perilous, temperate, small, wetland/bog, blighted, difficult.

CREATURE

- 1 1d6+1 giant centipedes (lawful, medium, group) lying in wait in the tall grass.
- 2 1 bog slime (lawful, small, solitary) struggling to consume a giant centipede.
- 3 1 bog slime (lawful, small, solitary), shriveling in a shaft of sunlight.
- 4 3 cultists (evil, medium, group) fleeing a murder of bone birds.
- 5 1d6+1 bone birds (chaotic, huge, group) chattering amongst themselves.
- 6 1d6+1 reaping lilies (chaotic, medium, group), tempting petals on full display.

DISCOVERY

- 1 A muddy embankment covered with the tracks of many giant centipedes.
- 2 A black pool covered in floating, slimy clumps of moss.
- 3 A mudflat covered in signs that many bone birds dined on giant centipedes.
- 4 Twin hills offering dry purchase, a reedy slough running between them.
- 5 A slab of rock that conceals the entrance to a giant centipede warren.
- 6 A weblike maze of shallow channels, carved by bog slimes to confuse prey.

HAZARD

- 1 A bubbling patch of hot mud that periodically explodes (1d6, forceful).
- 2 A narrow ridge of solid ground running between two patches of reaping lilies.
- 3 A stretch of tangled, treacherous deadfall across uneven, clumpy ground.
- 4 A sulfurous rain that lasts for 1d6 days.
- 5 A hail of tiny frogs.
- 6 A great expanse of sucking muck, impeding all forward progress.

OBSTACLE

- 1 A wide and deep channel of black water.
- 2 A wide and deep channel of black water.
- 3 A mob of croaking toads, deafening and underfoot.
- 4 A field of boiling potholes, scant purchase between them.
- 5 An impassable pile of compressed animal bones, as if regurgitated from the Bog itself.
- 6 A seemingly endless flock of bog swallows, thwarting forward progress.

REGION NAME

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

1d12	REGION NAME TEMPLATE			1d12	REGION NAME TEMPLATE		
1-4	(The) [ADJECTIVE]	[TERRAIN]		9-10	(The) [NOUN]	[TERRAIN]	
5-7	[TERRAIN] of (the) [NOUN]			11	(The) [NOUN]'s [ADJECTIVE]	[TERRAIN]	
8	The [TERRAIN] [ADJECTIVE]			12	[ADJECTIVE] [TERRAIN] of (the) [NOUN]		

1d100	TERRAIN	ADJECTIVE	NOUN	1d100	TERRAIN	ADJECTIVE	NOUN
01-02	Bay	Ageless	[Name]*	51-52	Morass	Forgotten	Life
03-04	Bluffs	Ashen	Ash	53-54	Mounds	Forsaken	Light
05-06	Bog	Black	Bone	55-56	Mountains	Frozen	Lord
07-08	Cliffs	Blessed	Darkness	57-58	Peaks	Glittering	Mist
09-10	Desert	Blighted	Dead	59-60	Plains	Golden	Peril
11-12	Downs	Blue	Death	61-62	Prairie	Green	Queen
13-14	Dunes	Broken	Desolation	63-64	Quagmire	Grim	Rain
15-16	Expanse	Burning	Despair	65-66	Range	Holy	Refuge
17-18	Fells	Cold	Devil	67-68	Reach	Impassable	Regret
19-20	Fen	Cursed	Doom	69-70	Sands	Jagged	Savior
21-22	Flats	Dark	Dragon	71-72	Savanna	Light	Shadow
23-24	Foothills	Dead	Fate	73-74	Scarps	Long	Silver
25-26	Forest	Deadly	Fear	75-76	Sea	Misty	Skull
27-28	Groves	Deep	Fire	77-78	Slough	Perilous	Sky
29-30	Heath	Desolate	Fury	79-80	Sound	Purple	Smoke
31-32	Heights	Diamond	Ghost	81-82	Steppe	Red	Snake
33-34	Hills	Dim	Giant	83-84	Swamp	Savage	Sorrow
35-36	Hollows	Dismal	God	85-86	Sweep	Shadowy	Storm
37-38	Jungle	Dun	Gold	87-88	Teeth	Shattered	Sun
39-40	Lake	Eerie	Heaven	89-90	Thicket	Shifting	Thorn
41-42	Lowland	Endless	Hell	91-92	Upland	Shining	Thunder
43-44	March	Fallen	Honor	93-94	Wall	Silver	Traitor
45-46	Marsh	Far	Hope	95-96	Waste	White	Troll
47-48	Meadows	Fell	Horror	97-98	Wasteland	Wicked	Victory
49-50	Moor	Flaming	King	99-100	Woods	Yellow	Witch

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

REGION ALIGNMENT

Most regions are *neutral*, indifferent to the moral conflicts of “civilization.” Certain parts of the world, however, may have been bent away from their natural state by political interests, arcane forces, and/or divine interference. If you're inclined, roll a region's **ALIGNMENT** according to the **PREVAILING ALIGNMENT** of whatever culture dominates the area; when in doubt, use the **NEUTRAL** column.

PREVAILING ALIGNMENT

1d12	GOOD	LAWFUL	NEUTRAL	CHAOTIC	EVIL
1	<i>evil</i>	<i>evil</i>	<i>evil</i>	<i>evil</i>	<i>evil</i>
2	<i>chaotic</i>	<i>evil</i>	<i>chaotic</i>	<i>evil</i>	<i>evil</i>
3	<i>chaotic</i>	<i>chaotic</i>	<i>chaotic</i>	<i>chaotic</i>	<i>evil</i>
4	<i>neutral</i>	<i>neutral</i>	<i>neutral</i>	<i>chaotic</i>	<i>evil</i>
5	<i>neutral</i>	<i>neutral</i>	<i>neutral</i>	<i>chaotic</i>	<i>evil</i>
6	<i>lawful</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>chaotic</i>
7	<i>lawful</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>chaotic</i>
8	<i>good</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>neutral</i>
9	<i>good</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>neutral</i>
10	<i>good</i>	<i>lawful</i>	<i>lawful</i>	<i>lawful</i>	<i>lawful</i>
11	<i>good</i>	<i>good</i>	<i>lawful</i>	<i>good</i>	<i>lawful</i>
12	<i>good</i>	<i>good</i>	<i>good</i>	<i>good</i>	<i>good</i>

REGION SAFETY

The default for wilderness is *dangerous*. Assign the safety tag you feel appropriate, given the region's geographic context and other influential factors. When in doubt, roll here. The first table determines what **MODIFIER** to use when rolling on the second table, based on the region alignment; the second table determines the safety tag and its associated **MODIFIER** (used for moves where the safety tag applies; e.g., **Set Out**).

REGION ALIGNMENT	MODIFIER	1d12	SAFETY	MODIFIER
<i>evil</i>	+5	1 or less	<i>safe</i>	+3
<i>chaotic</i>	+3	2-3	<i>unsafe</i>	+2
<i>neutral</i>	+0	4-9	<i>dangerous</i>	+1
<i>lawful</i>	-3	10+	<i>perilous</i>	+0
<i>good</i>	-5			

full bleed illo of different regions, moving from lowland toward highland, including one region of obvious good or evil alignment

REGION CLIMATE

Broadly, an Earth-like world is divided into three climatic zones, with the colder (*frigid*) zones at the poles, the hottest (*torrid*) zone forming an equatorial belt, and the milder (*temperate*) zones filling in between these extremes. If you don't already have a clear idea of the region's climate, determine it by rolling 1d12 here.

1d12	CLIMATE
1	<i>frigid</i>
2-5	<i>temperate</i>
6-7	<i>torrid</i>
8-11	<i>temperate</i>
12	<i>frigid</i>

REGION SIZE

In addition to determining the amount of space it takes up in the world, a region's **SIZE** determines the scope of its defining characteristics and how long it takes to traverse. Choose a **SIZE** or roll 1d12. Then, roll as indicated to determine the number of **REGIONAL FEATURES** it possesses. **TRAVEL TIME** is the number of days it would take to cross the widest part of the region, given flat land and a crossing made on foot.

1d12	REGION SIZE	REGIONAL FEATURES	TRAVEL TIME
1	<i>tiny</i>	1d4	2d12 hours
2-4	<i>small</i>	2d6	1d4 days
5-9	<i>sizable</i>	3d8	2d6+3 days
10-11	<i>expansive</i>	4d10	4d6+10 days
12	<i>vast</i>	5d12	6d6+24 days

REGION TERRAIN TYPE

If not already dictated by your overland map or suggested by its name, roll 1d12 and consult the column that describes the prevailing climate of the region.

PREVAILING CLIMATE

1d12	FRIGID	TEMPERATE	TORRID
1	<i>volcanic highland</i>	<i>volcanic highland</i>	<i>volcanic highland</i>
2	<i>mountains / glacier</i>	<i>mountains / glacier</i>	<i>mountains</i>
3	<i>mountains / glacier</i>	<i>mountains</i>	<i>mountains</i>
4	<i>highland / hills</i>	<i>highland / hills</i>	<i>highland / hills / dunes</i>
5	<i>highland / hills</i>	<i>highland / hills</i>	<i>highland / hills / dunes</i>
6	<i>hilly boreal forest / taiga</i>	<i>hilly forest</i>	<i>hilly jungle / rainforest</i>
7	<i>hilly boreal forest / taiga</i>	<i>woodland / forest</i>	<i>jungle / rainforest</i>
8	<i>tundra / steppe / wasteland</i>	<i>woodland / forest</i>	<i>jungle / rainforest</i>
9	<i>tundra / steppe / wasteland</i>	<i>woodland / forest</i>	<i>wetland / marsh / swamp</i>
10	<i>tundra / steppe / wasteland</i>	<i>wetland / marsh / swamp</i>	<i>lowland / desert / flats</i>
11	<i>boreal forest / taiga</i>	<i>lowland / plains / prairie</i>	<i>lowland / desert / flats</i>
12	<i>boreal forest / taiga</i>	<i>lowland / plains / prairie</i>	<i>lowland / desert / flats</i>

carryover panormama illo from previous spread, showing different terrain types leading to cliffs that drop into the sea

REGIONAL FEATURE

A feature is always a substantial, significant part of a region's overall character. Roll 1d12 +safety for general category, 1d12 for subcategory, and 1d12 for specific feature (except for **FACTION PRESENCE**, see below). Mark the location of each on the Judge's map for the PCs to find when they go to that spot, or incorporate it into your almanac tables for the PCs to encounter at random.

1-4 • CREATURE

See the creature generation procedure in *Beasts & Booty*.

5 • HAZARD

A potentially harmful problem that must be dealt with directly.

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

6 • OBSTACLE

Any impediment to travel that must be overcome or circumnavigated.

1	UNNATURAL	2-12	NATURAL
1-7	<i>magical</i> : roll NATURAL OBSTACLE, add MAGIC TYPE	1	ODDITY-based
8-11	<i>planar</i> : roll NATURAL OBSTACLE, add ELEMENT	2-3	defensive (barrier created by local CREATURE /FACTION)
12	<i>divine</i> : roll NATURAL OBSTACLE, attach deity	4-6	impenetrable (cliff, escarpment, crag, bluff, etc.)
		7-9	penetrable (dense forest/jungle, etc.)
		10-12	traversable (river, ravine, crevasse, chasm, abyss, etc.)

7 • AREA

A stretch of territory, distinguished from its parent region by some key difference.

1	UNNATURAL	2-12	NATURAL
1-7	<i>magical</i> : roll NATURAL AREA, add MAGIC TYPE	1	ODDITY-based
8-11	<i>planar</i> : roll NATURAL AREA, add ELEMENT	2-3	HAZARD-based (roll HAZARD, expand its reach)
12	<i>divine</i> : roll NATURAL AREA, attach deity	4-5	OBSTACLE-based (roll OBSTACLE, expand its footprint)
		6-7	hunting/gathering ground of local CREATURE
		8-9	claimed as territory by local FACTION
		10-12	<i>difficult</i> terrain (icefield, rocky land, dense forest, etc.)

8 • NAMED PLACE

Roll a **RANDOM PLACE** (page X) and fill in the details based on its name.

9-11 • SITE

A notable location at a specific spot on the map determined before or during play.

1-2	DUNGEON	3-4	LAIR/DWELLING	5-6	RUIN
See the dungeon generation procedure starting on page X.		1-3	inhabited RUIN	1-2	tomb/crypt/necropolis
		4-6	inhabited cave	3-4	shrine/temple
		7-8	den/burrow/hideout	5-6	mine/quarry/excavation
		9	hive/aerie/nest	7-8	shrine/temple
		10	hovel/hut/encampment	9-10	ancient OUTPOST
		11-12	farmstead/homestead	11-12	ancient SETTLEMENT
7-8	OUTPOST	9-10	LANDMARK	11-12	RESOURCE
1	<i>planar/magical</i>	1	ODDITY-based	1	ODDITY-based
2-3	FACTION outpost	2-4	plant/tree-based	2-4	game/hide/fur
4-5	tollhouse/checkpoint	5-7	earth/rock-based	5-6	timber/clay
6-8	meeting/trading post	8-9	water-based	7-8	herb/spice/dye
9-11	camp/roadhouse/inn	10	FACTION-based	9-10	copper/tin/iron
12	tower/fort/base	11	megalith/obelisk/statue	11	silver/gold/gems
		12	<i>magical</i>	12	<i>magical</i>

12 • FACTION PRESENCE

1d12	FACTION TYPE	1d12	PRIMARY GOAL	1d12	STATE
1	commoner/peasant	1	hunt/oppose FACTION	1-4	failing/shrinking
2	criminal/corrupt	2	hunt/oppose CREATURE	5-6	nascent/incipient
3	revolutionary	3	spy/sabotage/infiltrate	7-9	stable/sustained
4	military/mercenary	4	hold territory	10-11	successful/expanding
5	religious/theological	5	expand territory	12	dominating
6	craft/guild	6	establish outpost/base		
7	trade/mercantile	7-8	locate/exploit RESOURCE		
8	labor/industrial	9	map territory		
9	nationalist/loyalist	10-11	establish/maintain trade		
10	outsider/foreign	12	seek knowledge		
11	academic/arcane				
12	roll 1d10+1 twice				

13+ • SETTLEMENT

See the settlement generation procedure in *Settlements & Citizens*.

RANDOM PLACE

When you need to create a new place and are at a loss, roll one up. First, roll 1d12 for the **PLACE NAME TEMPLATE**. Then, roll for each component of that template 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 roll on a name list if you have one.

Plumb the Depths

Each freebooter has their own reason for choosing a life of danger, but when they band together it's in service of a common goal: to get rich.

Employment opportunities exist in civilized settlements, but who wants to spend their mortal days in tedious drudgery? Better to seek fortune in the wild, where untold wealth awaits the clever and courageous (or the stupid and suicidal, to hear the townsfolk tell it).

The main repository of such riches is the “dungeon,” a catch-call term for any fixed location that promises mystery, danger, and tangible reward.

A dungeon might be the cave village of a goblin tribe, a wizard's tower, or an ancient ruined city. Adventurers might seek out a specific dungeon by following hints found in rumor or legend, or they might stumble across it in the wild. However they're discovered, thanks to their dangerous nature dungeons are often the main source of dramatic tension in the freebooting cycle of play.



At the outset of a campaign there may be a few known dungeons on the map, and more will be added over time. This chapter is designed to help you incorporate these storied locations into the world of your game.

WHAT A DUNGEON NEEDS

Whenever the party investigates one of these dark places, keep in mind these three key ingredients: **mystery**, **danger**, and **reward**.

An unexplored dungeon is a readymade **mystery**. The question of what lies around the next corner is compelling in its own right, moreso when the promise of treasure hangs in the air. You can build on this curiosity by asking yourself questions like “Who built this place?” or “What dwells here now, and why?” and dropping clues to your answers like a trail of breadcrumbs. When these answers provide inquisitive characters with special insight or advantage, the mystery will feel particularly satisfying. If, for example, one of the PCs is able to decipher the forgotten language of the Tomb-Kings from available evidence, perhaps they'll be able to understand the inscription on the sarcophagus in the final burial vault.

Danger can take many forms, though each can be loosely categorized as active (monsters and other entities) or passive (traps and other obstacles). An active danger will respond to the presence of intruders according to its nature, tags, and the Judge's instinct (a *stealthy* creature might monitor the party at a distance and strike when it perceives them to be vulnerable, while an *undead* creature might charge them head-on, heedless of its physical well-being). A passive danger, on the other hand, sits in place until noticed or stumbled upon (see “Traps and Other Secrets,” page X).

That last paragraph was all very dry language, so it behooves me to point out that dungeons are *scary places*. This is where the survival-horror aspect of the game should make itself apparent. Those active and passive dangers pose an existential threat to the PCs, and if they're not at least a little bit afraid before they start their expedition, it's your job to make sure they've tasted fear before they emerge back into the light of day.

When deciding what sort of **reward** your dungeon might contain, consider things of value beyond the traditional gold and jewels. To some degree, if you rely on the treasure tables provided in *Beasts & Booty*, variety will emerge as you imagine each new piece of treasure. But reward can also take the form of knowledge and experience—perhaps the language of the Tomb-Kings will prove useful in future endeavors.

In the end, they party should have something to show for undertaking a risky venture, but don't worry about “balance” or “fairness” when it comes to treasure. They will appreciate a true hoard (should they ever find one) all the more for each handful of silvers they scrounged off someone's corpse. We call it “hardscrabble adventure” for a reason.

CHOOSING A DUNGEON

How you run a dungeon—and how the party navigates it—will vary depending on whether it's improvised, prepared ahead of time, or published. You'll likely use a combination of these over the course of a campaign.

THE IMPROVISED DUNGEON

Using these rules and random die rolls, it's possible to create an adventure site “just in time,” as it's being explored. This can be useful if you're in a pinch, and fun if you enjoy making stuff up by the seat of your pants. It does, however, call for a flexible frame of mind and players willing to be patient during those moments when lots of dice are rolled and notes are scribbled down.

When you wing it using this method, first make sure you've got a handle on the **Creating a Dungeon** and **Exploring a Dungeon** guidelines later in this chapter. Then, turn to the **Generating a Dungeon** section starting on page X and follow the step-by-step process explained there.

THE PREPPED DUNGEON

If you know the PCs are planning to investigate a particular place on the map during your next game session, you may want to prepare some or all of it ahead of time. You'll feel more confident with something you've had some time to think about than if you were improvising from scratch, and whatever you create with this approach will feel more in keeping with your campaign setting than a published adventure.

The easiest way to prep a dungeon ahead of time is to follow the **Generating a Dungeon** procedure starting on page X, pretending that you're exploring it. After you have enough material, you can alter and edit the contents to your liking. Prepping ahead of time gives you a chance to consider connections between different elements, work out the details for things like puzzles and traps, and make sure the dungeon has a coherent feel.

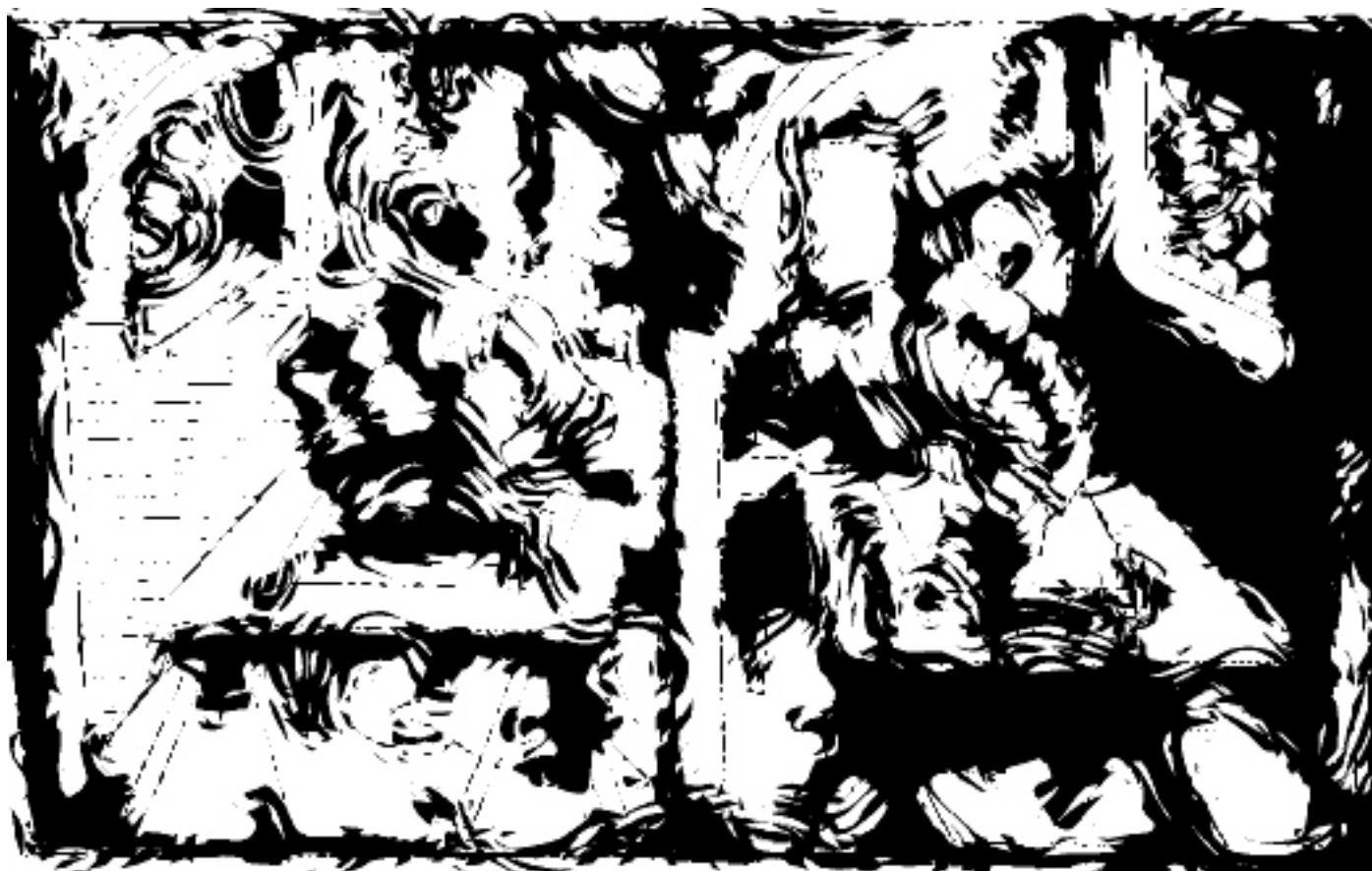
You can map things out in as much detail as you might find in a published dungeon; diagram areas and the connections between them; or simply make lists of rooms, monsters, and treasure to deploy as needed. See the **Mapping a Dungeon** section on page X for more detail about different methods.

THE PUBLISHED DUNGEON

If the idea of improvising seems exhausting, or you don't have the time or inclination to create your own dungeon, consider using one of the countless available on the market. To make a published dungeon work with *Freebooters*, you'll need to run its monsters through the **Creating a Creature** procedure (*Beasts & Booty*, page X) and replace most treasure with booty rolls (*Beasts & Booty*, page X) to keep reward levels in line with the rest of these rules. Adjust other details to suit the flavor of your game world. This process calls for a bit of work on your end, but with experience you'll be able to do it at the table.

Most published dungeons are designed for careful exploration, and feature maps overlaid with a grid where one square is equal to 5 or 10 feet. *Freebooters* does not demand this much detail, but some people prefer it for the sake of spatial and tactical clarity.

When provided with precise maps, the PCs are more likely to describe their moment-to-moment actions, which as noted above means the Venture Forth move will see less use. Side effects of that move—such as decreasing durations or getting the drop on what lies ahead—can be handled using Judge moves and Saving Throws, as outlined in **Exploring a Dungeon** on page X.



MAPPING A DUNGEON

The more complex and confusing a dungeon's layout, the more dangerous it is. The freebooter who can't find their way to an exit is likely to come to an ignominious end. Thus, survival-minded burglars find it in their best interest keep track of the physical space.

There are usually two maps for every dungeon: the Judge's map and the players' map. If you're using a published adventure, the Judge's map should be included in it; if you're running a prepped dungeon, you'll want to draw something up ahead of time. In an improvised dungeon, the Judge's map and the players' map are one and the same, since everything is being created on the fly.

The players' map is one they make for their own reference, as they explore. You describe the surroundings, and one of the players interprets it through drawing. Depending on the mapping approach used (see below), your description may use specific measurements or be more general. Regardless of the method, you'll need to answer clarifying questions when distances become important: "How far away is the flaming skeleton?", "Will my fifty feet of rope reach across the chasm?" etc.

As with overland adventure, there are a few different approaches to mapping. Choose one that suits you, or try out each one in turn to figure out what works best at your table.



Published dungeons usually feature grid-based maps, with keyed locations corresponding to entries in the main text.

THE GRID MAP

Published dungeons often feature maps overlaid with a grid where one square is equal to 5 or 10 feet, and you can use graph paper or online tools to create something similar. This approach takes the most time, but has the advantage of clarifying spatial relationships, which can be important to the PCs when they need to make tactical decisions or try to deduce things from architectural clues.

Working from a grid map, a Judge describing an area in a tomb might say, "The sandstone chamber is square, thirty feet to a side, with a vaulted ceiling twenty feet overhead. You've entered in the middle of the south wall. In the middle of the east wall is a large doorway, four feet wide and nine feet tall, sealed with a massive slab of stone. In the middle of the west wall, a five-foot-wide passage leads away into darkness. Dead center in the room is some kind of stone dais or platform, about three feet by seven feet, its short side facing you. The air is dry and full of choking dust that catches the sunlight leaking down from the entry tunnel."

The players, listening to descriptions like this, will draw out the space on their graph paper, using the grid for accuracy. Check their work to make sure they've got it right—or at least as right as their characters would in the circumstances.



A "node-to-node" map can be drawn quickly and encourages faster exploration, but leaves scale and spatial specifics up to the Judge to determine as needed during play.

The players would sketch this space out without worrying about exact measurements until those measurements become important. "What if the floor is trapped? Can I jump from onto the dais from here?"

THE NODAL MAP

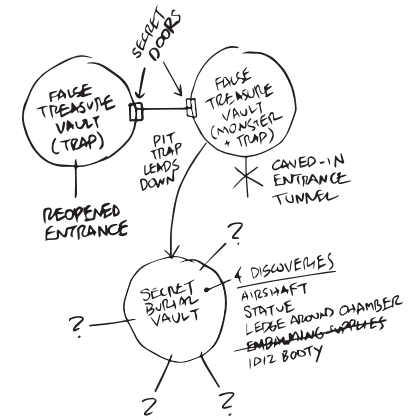
The quickest way to visualize a dungeon, especially when drawing in the midst of play, is to just write down the names of areas or rooms ("nodes") and draw lines connecting them to one another. This kind of map is a bit more abstract, resembling a flowchart or diagram; you could even write each area on an index card and arrange the cards to reflect their connections.

Description for a nodal map can be succinct, ignoring physical measurements and even the shape of the place: "it's a sandstone chamber with a vaulted ceiling. To the right is a large doorway sealed with a massive slab of stone and to the right a passage leads away into darkness. In the middle of the room is some kind of stone dais or platform. The air is dry and full of choking dust that catches the sunlight leaking down from the entry tunnel."

THE FREEHAND MAP

Sketching things out on plain paper without worrying about specific measurements is faster than working from a grid, but still allows the drawing to reflect the shape and size of the areas being explored.

For the area in the example above, you could describe it the same way, or drop the specific measurements: "The sandstone chamber is square, with a vaulted ceiling. You've entered in the middle of the south wall. In the east wall is a large doorway sealed with a massive slab of stone and, a passage leads away to the west into darkness. Dead center in the room is some kind of stone dais or platform. The air is dry and full of choking dust that catches the sunlight leaking down from the entry tunnel."



A "node-to-node" map can be drawn quickly and encourages faster exploration, but leaves scale and spatial specifics up to the Judge to determine as needed during play.

CREATING A DUNGEON

Building a dungeon from scratch may seem like an intimidating prospect, but you have several tools at your disposal to make easier, and even an entertaining sort of game in its own right. Before you sit down to prepare or improvise a dungeon, read through these ideas about how to structure and populate it.

ESTABLISH YOUR LENS

For each dungeon you set out to create, you'll want to establish five things up front: its **name**, **location**, **origin**, **themes**, and **rumors**. Taken together, these things form a sort of lens or frame through which you'll look in order to make creative decisions.

A dungeon's **name** is very important, since it sets an overall tone and might suggest some things about its contents. Your dungeon might already have a name, if it was established by your players during the **See the Frontier** step of campaign setup; if not, you can make one up or use the table on page **X** to roll one randomly. A dungeon stumbled across in the wild, however, may be nameless until the PCs or someone else chooses to give it one.

The **location** of a dungeon on your campaign map is an important part of your lens because the surrounding landscape might inform its contents. Tree roots, moss, and mushrooms might figure into your descriptions of a dungeon sited in a deep forest, while one in the desert might be built from sandstone blocks and inhabited by giant scorpions or other creatures known in arid climes. If it's not already on the map, choose a spot that appeals to you.

A dungeon's **origin** will frame your decisions about the internal logic and physical structure of the place. Choose or roll one of the options on the table on page **X**, or make up your own.

Themes are flavoring or spice you can use to organize the contents of your dungeon and create relationships between the various parts. The **DUNGEON SIZE** table on page **X** shows the number of themes to include according to the size of your dungeon (a minimum of two is recommended), and the **DUNGEON THEME** table gives you many to choose from.

Let's say I've added the skeleton of an explorer to a dungeon (either by choice or via random roll) with the themes "madness" and "transformation." With "madness" as my springboard, I might decide the poor soul died after losing their mind, and drop clues to that effect. Looking at the same skeleton from the "transformation" angle, I might say that the legs up to the knees appear to be made of crystal. I could also combine both themes. These choices provoke questions like, "How did they lose their mind?" or "What force could transform a skeleton into crystal?" and I'll start looking for answers to these questions as I develop the dungeon.

Don't apply your themes to everything. If the associations and connections come easily, follow up on them, but the more interesting stuff stands out when contrasted against the less interesting stuff. Most of the time, a skeleton is just a skeleton.

What do the locals or old books say about this dungeon? For **rumors**, look to your players (when possible) before inventing your own. Whatever the answers, fold them into your creative process. You get to decide whether a given rumor is true or false or somewhere in between, just don't ignore them. Everyone will feel more invested and gratified if the PCs uncover at least some grain of fact from which tavern gossip might have grown.

How do you make the call as to a rumor's veracity? Common sense comes first. There's no way that ruined keep just outside of town holds the crown jewels of that long-dead queen, but maybe she *did* occasionally use it as her summer house. If you're improvising and you've no clear sense of what might be fact or fiction, you can wait until the right time and ask the person who came up with the rumor to **Get Lucky**. The party discovers a great cavern which would be the perfect lair for the legendary death wyrm, but does it actually live there? Roll to find out.

As you add things to your dungeon, especially things rolled up at random, think about how they jibe with the surroundings and each other. **Look for connections** and **think offscreen** as you introduce new information.



EXAMPLE

Name: Using the dungeon name table, I roll the name "Boneyard of the Bloody Hand."

Location: I know my players are planning to explore the "Dismal Waste" region of our campaign map, so that seems like a good place to put the Boneyard.

Origin: I like creating meaning from random results, so I decide to roll up the Boneyard's origin and get the result "CAVES/CAVERNS." The mental image of a tunnel system beneath the Dismal Waste starts to form.

Themes: I roll up the Boneyard's size and get "large," which calls for three themes. These turn out to be "madness," "transformation", and "secrets/deception." The first thing that occurs to me is that madness and transformation connect somehow to the "Bloody Hand" part of the dungeon's name.

Rumors: I ask my players what they've heard about the Boneyard of the Bloody Hand and get some answers that I'll keep in mind as I develop the dungeon's contents:

"The Bloody Hand is a defunct cult for whom an actual withered bloody hand was a venerated relic."

"The Boneyard is where the cult collected the remains of their sacrificed enemies."

"Smoke has been seen rising from the area in recent weeks."

DESIGN SENSIBLY

A dungeon isn't a carnival ride that comes to life as soon as an adventuring party steps through the front door. Actually, from a gameplay perspective it sort of is—but try not to think of it that way. Imagine instead a living system that operates on its own, with all of the resources necessary to do so. Monsters don't just stand around waiting for intruders to show up; most of them have other things to do, like eat and sleep and poop. And *organized* or *intelligent* monsters might have additional needs, like entertainment, or a place to train, or a place to worship dark gods.

When you're improvising, making sure that everything makes coherent sense is impossible, but even a little bit can go a long way toward making your dungeon more believable. With some time to prep, you can go further. For each creature in your dungeon, ask these questions, and consider the implications for the physical layout and contents of your dungeon:

- What sustenance does it require, and where does it find it?
- Where does it rest or sleep?
- Where does it leave waste?
- If it requires a light source to navigate the environment, what form does that light source take?
- If it requires access to the outside world, how does it get there and back?
- What other needs does it have, and how are those needs met?
- With what else nearby does it interact, and what's the nature of that interaction?

MARK TERRITORY

If the dungeon is populated by creatures that band together in different groups, or by monsters that compete with each other, or by some combination of these, think about which areas belong to whom, and what happens when opposing, rival, or friendly factions come into contact. The results can inform how you organize and populate the space, which in turn will help create a more immersive experience.

If the hobgoblin tribe in my dungeon lives in fear of the giant armored stoat that dwells nearby, they'll steer clear of its den, or perhaps build some sort of barrier to keep it at bay. Freebooters exploring the area will likely find stoat spoor, or the body of a hobgoblin eviscerated in a telltale manner.

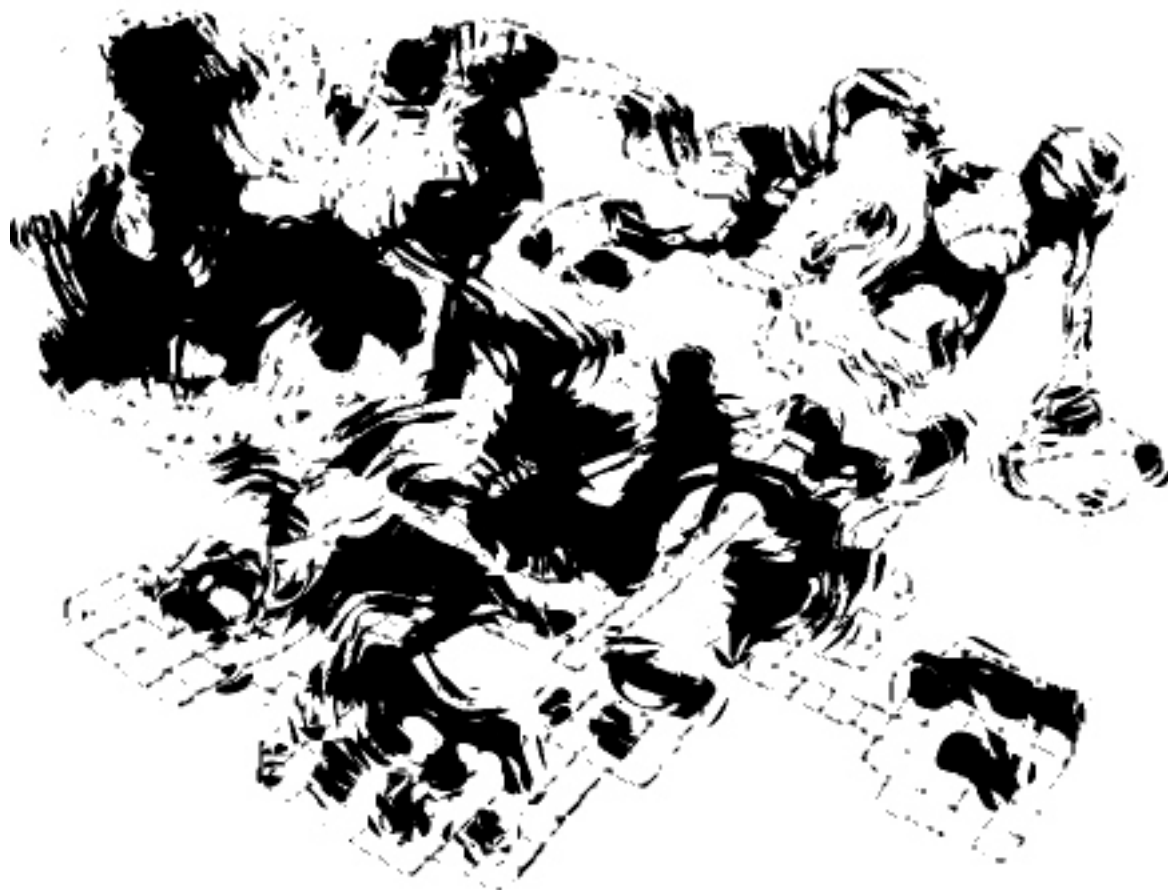
GIVE YOUR MONSTERS MOTIVATION

What does the creature want? What will it do to get it? The answers to these questions should play directly into your judgment. Monsters in freebooters have a *wants* entry for precisely this reason, but your instinct and imagination work just as well.

Following on from the hobgoblin/stoat example above, the stoat just wants to eat hobgoblins and laze about, so it'll probably be either hunting or sleeping when encountered. The hobgoblins want to be rid of the stoat, so they might try to trick the adventurers into fighting it, or—if they've responded to diplomatic overtures—make a deal with the party that involves killing the accursed thing once and for all. When your monsters want things and behave accordingly, the game world feels more alive.

THINK IN 3-D

As you picture and describe the surroundings, don't restrict yourself to a series of mostly-empty spaces arranged on a level plane. Juxtapose elements in interesting and memorable ways. A twisty tunnel might slant up or down, a door might be set in a wall five feet off the ground, a room might be crowded with columns that make the space complicated to navigate. The discovery and dressing tables for each type of dungeon are designed to prompt such ideas, but push the results further and look for ways to create strong mental images for everyone at the table.





EXPLORING A DUNGEON

As soon as the party sets foot in an abandoned underground temple or wizard's tower, the true risks of treasure-hunting come into sharp relief. When a threat is encountered in the great outdoors, there's usually room to hide or flee, but in the confined spaces of a dungeon—cold, dark, and often confusing—easy escape is rarely an option. Resources must be husbanded, and the question of when to cut your losses and run hangs in the air.

The conversation of the game continues as usual in a dungeon, but the nature of the environment bring with it certain special considerations.

VENTURE FORTH

Like every other part of the game, dungeon exploration is handled through conversation, with the Judge describing the environment, the PCs saying what they do within it, and moves being triggered accordingly. The **Venture Forth** move is designed to accommodate both wilderness travel and dungeon delving, but its application in the latter circumstance makes the most sense when the party is moving from one general area within the dungeon to another, not every time they step into a new room. In other words, rely on conversation for small-scale movements and actions, and use Venture Forth to cover larger swaths of physical or narrative territory.

MARCHING ORDER

Just as in overland travel, it's important to determine the arrangement of the party members as they move through the environment. When they first enter a dungeon, ask them to settle on a marching order, so that everyone's relative position is clear when a threat makes itself known. Assume this plan is the default until they state otherwise, but be clear about changes in the surroundings that might make them want to alter it.

GEAR

Where and how people are carrying things becomes more important in a dungeon. You don't have to get super-precise about it, but you should ask everyone to declare what they're holding in their hands, and how they're dealing with larger items. You brought a large sack, great—stuffs easily into your backback, but how exactly do you tote it around when it's full of treasure?

If you want to get a little more specific about what people are carrying, one method I recommend is writing (and/or drawing) each item on a small card and arranging those cards on the table to reflect how they're carried. Putting an "adventuring gear" and "rations" card under a "backpack" card, for instance, indicates that the backpack holds those things. A nice side effect of this approach is that when one PC gives an item to another, they can just hand over the appropriate card.

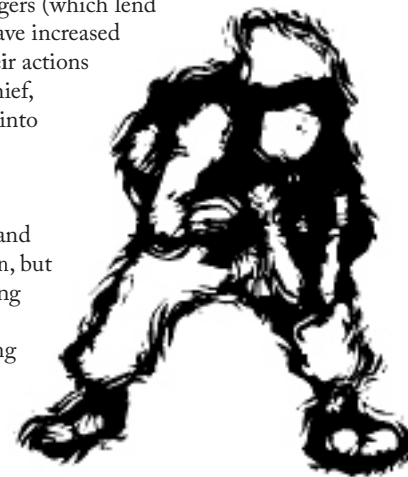
SITUATIONAL AWARENESS & CONSTRAINT

Whenever your freebooters enter a new area, describe it in as much or as little detail as you think necessary. They'll ask clarifying questions, and you'll answer them according to what the characters can perceive, but sometimes they'll do something that doesn't jibe with your understanding of the environment. Your job as Judge in these cases is to **say the consequences and ask** if they really want to do that thing. "You want to head down the passage on the left? I forgot to say that it's really narrow, only about three feet wide. With your shield and sword out it'll be really tight in there. You sure you want to do that?"

As this example illustrates, dungeons are often cramped. Movement might be hindered; weapons that require swinging or for a target to be at range may become useless in close quarters, whereas weapons like spears (which can be pointed ahead when advancing into narrow spaces) and daggers (which lend themselves to jabbing instead of swinging) have increased utility. Keep this in mind as they describe their actions and negotiate the space. Here is where the Thief, nimble of foot and short of blade, may come into their own.

NOISE

Alert adventurers will notice strange sounds and echoes made by the denizens of your dungeon, but the reverse is also true. If the party isn't moving cautiously and quietly, they'll be noticed by anything with ears. Think about who's carrying noisy things—does that chainmail clink when you walk? Do those heavy boots thump on the stone floor?



LIGHT & DARKNESS

Some dungeon inhabitants will need light to go about their business, but these places are often, classically, very dark. The prudent among your PCs will have spent some silver on torches or a lantern in order to fend off the darkness, so any time they're about to set out into the unknown, ask who's got the light. Is there more than one light source? As they move from area to area, imagine and describe how the light affects the environment. And remember that light, just like noise, will be detected by other creatures within range.

A torch or lantern is a precious thing, its ability to illuminate fragile and finite. As Judge, you can make a move to **use up their resources** by telling them to mark off a duration on a lit light source, or threaten the item itself by having an enemy knock it from their grasp; or perhaps **demonstrate a downside** by having a flask of oil break at an inopportune moment.

When the torch *does* get snuffed out, the situation is likely dire. In the absence of a secondary light source, we're talking utter darkness. If you have a floorplan of the area handy, use it to describe what happens as they grope their way around. If you're improvising, describe what they find according to your mental image of the space. A PC who takes the time to use their senses to figure out their surroundings might trigger the **Perceive** move, while one who fumbles blindly in the dark might need to **Get Lucky** in order to avoid disaster.

WANDERING MONSTERS

The "wandering monster," an active threat that appears while the party is resting or moving from place to place, is a classic staple of dungeon exploration. The "danger on doubles" rule that kicks in on the **Venture Forth** and **Make Camp** moves is designed to give the Judge an opportunity to introduce exactly this kind of problem, so use it accordingly.

If you're not using Venture Forth much or at all during dungeon exploration, you can **show signs of a threat** or **endanger them** to introduce a wandering monster.

TRAPS & OTHER SECRETS

Dungeons hide many things, to be sprung upon unwelcome intruders or withheld from their greedy fingers. Traps come in endless varieties, hidden compartments hold treasure, and entire areas may be accessible only via secret doors. How do you handle these elements fairly in the face of characters whose lives and fortunes are on the line?

If you're using a published or well-prepped dungeon, the details of a given secret should be clear, and adhered to as written. But if the secret is improvised, commit to its



parameters as soon as it enters your consciousness. Where is it? What does it do? How hard is it to find? Whether you jot your answers down or hold them in your head, the important thing here is to make some decisions and stick to them.

The party reaches a new area and your random Danger roll indicates a "piercing/puncturing" trap; before they go any further you decide it's a spring-loaded arrow that will fire from the wall when someone steps on a hidden pressure plate, which will be difficult to spot even if they poke around. As they search the area or proceed incautiously, judge their actions and outcomes fairly, while staying true to the decisions you've made about the secret.

As in every other part of the conversation, how a player describes searching for a hidden thing determines what happens next. If they describe their actions generally ("I search the room"), it likely triggers the **Perceive** move. If they describe their actions in detail ("I examine the floor between us and the door on the other side of the room"), just tell them what they see. Keep in mind, though, that it's all relative—in the latter case, if you've committed to a particularly well-concealed secret as in our arrow example, you might decide that Perceive still kicks in after all.

Also remember that, if multiple characters are joining together on a task that triggers a move (such as Perceive), only the character with the highest applicable ability score makes the roll. Anyone else can **Help or Hinder** that roll as usual, as long as you buy their explanation for how they do so.

SAVING THROWS & LUCK

As a catch-all move for times when other moves don't apply, **Make a Saving Throw** will see a lot of use in dungeons. You could ask for a +WIS saving throw to sense an ambush or trap, or a +STR saving throw to heave off the stone lid of a sarcophagus. Always gauge the trigger to the circumstance: you might judge that someone charging down a tunnel doesn't stand a chance of noticing that ambush, or that there's no way a Magic-User with a Strength of 7 could budge that heavy lid.

Get Lucky is its own special kind of saving throw, usually triggered when a character just hopes for the best, but it can also be used to answer any open question in the moment. Does the Cleric step on the hidden pressure plate when they walk unsuspectingly across the room? Ask them to Get Lucky and you'll have your answer.

What if the party crosses the room as a group? I would rule that that someone definitely steps on that pressure plate and sets off the trap, which invokes one of Get Lucky's sub-clauses: "When you *have the lowest current Luck of everyone present and a misfortune occurs*, you're the one who bears the brunt." So I ask who has the lowest Luck, and that's who gets hit by the spring-loaded arrow. If I had decided instead that the trap floods the room with sleeping gas, I might rule that the PC with the lowest Luck is knocked out immediately, but everyone else gets to Make a Saving Throw with +CON in order to stay conscious.

How often you let them Get Lucky is a marker of where you fall on the soft-to-hard Judge spectrum. However forgiving you may be, don't give them a potential out every time they do something stupid. Most of the time, a stupid decision should be rewarded with the obvious consequences.

DRAFT A DUNGEON

Whether you need to prepare a dungeon ahead of time or create one on the fly, the procedures described here will give you the necessary raw material. Whenever a new element is added, choose from the available options or let the dice decide. Let your imagination bring the environment into focus and describe it accordingly. As always when using random generation to create content, **edit the results until they make sense to you.**

THE BIG PICTURE

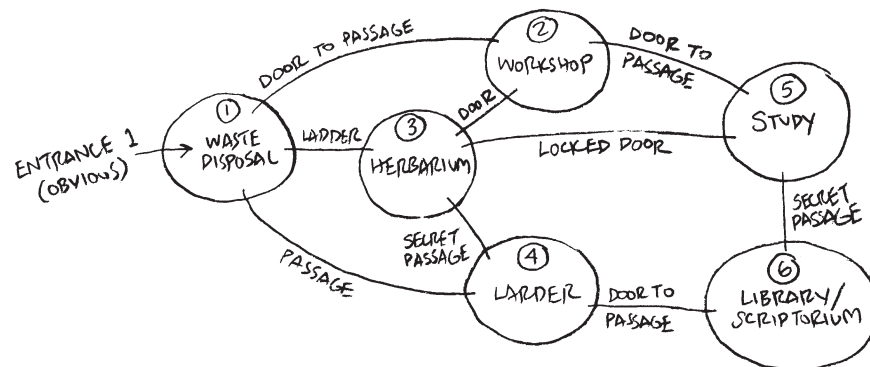
Whether you're creating a dungeon in advance or during play, the first thing you'll need to do is get an overall sense of the place by following these steps. Take notes as you go.

- 1 Choose or roll a **DUNGEON NAME** (page **X**).
- 2 Choose or roll **DUNGEON SIZE** (page **X**), which in turn dictates the dungeon's **TOTAL AREAS** and number of **THEMES**.
- 4 Choose or roll the dungeon's **ALIGNMENT** and **SAFETY** (page **X**).
- 5 Choose or roll a number of **THEMES** (page **X**) determined in step 2.
- 6 Choose or roll **DUNGEON TYPE**, **SITUATION**, **ENTRANCE CONDITION**, and **CAUSE OF RUIN** (page **X**).
- 7 Find the page of tables specified by the **DUNGEON TYPE** you rolled in step 6, and choose or roll one element on each of the first two subtables on that page.
- 8 As you develop your draft, use the elements created in steps 1-5 as a framework within which to make editorial decisions about the dungeon's contents.
- 9 Create a draft of the dungeon using one of the procedures outlined on pages **XX-XX**.

THE DUNGEON DRAFT

The most direct way to develop a dungeon's layout using this procedure is to create a "nodal" map by writing down each area that you generate and drawing lines between them to show how they are connected, taking notes as you go. If you're comfortable improvising within a loose structure, it's possible to play straight from a rough draft at the table. However, with the luxury of time you may wish prep in more detail, developing written descriptions of the various areas and even translating the layout into a more traditional map.

TOWER OF THE HEART (SMALL, 6 AREAS, 2 THEMES: GREED/AVARICE, TRAGEDY/LOSS)
ARCHIVE/LABORATORY, ABOVEGROUND, 7 ENTRANCES, RUINED BY ARCANIC DISASTER
BUILT BY SCHOLAR STUDYING ZOOLOGY



DRAFTING A DUNGEON IN ADVANCE

After generating establishing details as described on page X, follow these steps.

- ❶ Starting with an entrance of your choice, choose or roll the first **AREA** to which that entrance leads, using the tables that match the dungeon's **TYPE** (pages XX-XX). Draw this first area on your map.
- ❷ Roll **AREA EXITS** (page XX) for this first area to see how many ways out there are, and in what direction they lead. Note them on your map. When it makes sense to do so, connect exits to areas already on the map.
- ❸ Using the appropriate **DUNGEON TYPE** table (pages XX-XX), choose or roll a **CONNECTION** for each exit to see how that exit links to an adjacent area, and annotate your map with the resulting descriptors.
- ❹ Using the appropriate **DUNGEON TYPE** table (pages XX-XX), choose or roll a new **AREA** for each open **CONNECTION**. Add these areas to your map as you go.
- ❺ For each new area established in step 4, repeat steps 2-4, until you've added a number of areas equal to the dungeon's **TOTAL AREAS**, at which point the basic layout is complete.
- ❻ For each area now on the map, roll **AREA CONTENTS** (page XX) to see how many **DANGERS** and/or **DISCOVERIES** it holds, and note those numbers down.
- ❼ For each area, roll the number of **DANGERS** and **DISCOVERIES** determined in step 6. The **DANGER** table on page X applies to all dungeons, but each **DUNGEON TYPE** has its own **DISCOVERY** table, listed on that dungeon type's page.
- ❽ Once you've generated the basic contents for every area, review what you have. Keeping the dungeon's themes in mind, make an editing pass: look for connections between things, dig into the details of areas that you find interesting, and edit out stuff that feels wrong.
- ❾ Work out the details of any important features. For creatures and treasure, use the guidelines in *Beasts & Booty*.
- ❿ If you feel like you can run with what you have, your dungeon is ready to go. If not, take the necessary time to develop it into something with which you are satisfied.

DRAFTING A DUNGEON ON THE FLY

After generating establishing details as described on page X, follow these steps.

- ❶ Keep a running total of areas added to your dungeon as it develops. When this running total equals the dungeon's **TOTAL AREAS**, the layout of the dungeon is complete.
- ❷ Before the party steps across the threshold, choose or roll the first **AREA** they will enter, using the tables that match the dungeon's **TYPE** (pages XX-XX). Draw this first area as a circle on your map, and label it.
- ❸ Roll **AREA EXITS** (page XX) for the current area to determine the number of ways out, and in what direction they lead. Draw a line indicating which way each exit leads, and label it if necessary. When it makes sense to do so, connect exits to areas already on the map.
- ❹ Add a circle at the other end of each exit that is not a dead end. Each of these circles represents an unexplored area, and counts toward your running total (see step 1).
- ❺ Roll **AREA CONTENTS** (page XX) for the current area to see how many **DANGERS** and/or **DISCOVERIES** it holds. Then, take the necessary time to roll up these elements using the **DANGER** table on page X and/or the **DISCOVERY** table belonging to the appropriate **DUNGEON TYPE**.
- ❻ Describe the area and its contents to the players, adding any details you deem useful or important. Carry on with play until any PC leaves moves on to another area.
- ❼ When someone reaches a new area, choose or roll it up using the **AREA** table belonging to the appropriate **DUNGEON TYPE** (pages XX-XX). Label it on the map accordingly.
- ❽ Repeats steps 3-7 until the dungeon is fully explored.

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 on your map. 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 here, taking the results into consideration.

Roll 1d12 for **DUNGEON NAME TEMPLATE**, then 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

The bigger the dungeon, the greater its potential dangers and rewards. Choose a size or roll 1d12 to determine dungeon size. Then, roll as indicated to determine the total number of areas of which it is comprised.

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

*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 ALIGNMENT & SAFETY

Yes! Dungeons have an alignment. Choose or roll one according to the **PREVAILING ALIGNMENT** of the parent region in which it is situated. Then, apply the modifier listed in parentheses to a 1d12 roll on the **SAFETY** table. A dungeon's alignment and safety help determine the nature of whatever **CREATURES** might be found inside.

PREVAILING ALIGNMENT					
1d12	GOOD	LAWFUL	NEUTRAL	CHAOTIC	EVIL
1	<i>good</i> (+3)	<i>good</i> (+3)	<i>good</i> (+3)	<i>good</i> (+3)	<i>good</i> (+3)
2	<i>good</i> (+3)	<i>good</i> (+3)	<i>good</i> (+3)	<i>good</i> (+3)	<i>lawful</i> (+3)
3	<i>good</i> (+3)	<i>lawful</i> (+3)	<i>lawful</i> (+3)	<i>lawful</i> (+3)	<i>lawful</i> (+3)
4	<i>good</i> (+3)	<i>lawful</i> (+3)	<i>lawful</i> (+3)	<i>neutral</i> (+0)	<i>neutral</i> (+0)
5	<i>good</i> (+3)	<i>lawful</i> (+3)	<i>neutral</i> (+0)	<i>neutral</i> (+0)	<i>neutral</i> (+0)
6	<i>lawful</i> (+3)	<i>lawful</i> (+3)	<i>neutral</i> (+0)	<i>chaotic</i> (-3)	<i>chaotic</i> (-3)
7	<i>lawful</i> (+3)	<i>lawful</i> (+3)	<i>neutral</i> (+0)	<i>chaotic</i> (-3)	<i>chaotic</i> (-3)
8	<i>neutral</i> (+0)	<i>neutral</i> (+0)	<i>neutral</i> (+0)	<i>chaotic</i> (-3)	<i>evil</i> (-3)
9	<i>neutral</i> (+0)	<i>neutral</i> (+0)	<i>chaotic</i> (-3)	<i>chaotic</i> (-3)	<i>evil</i> (-3)
10	<i>chaotic</i> (-3)	<i>chaotic</i> (-3)	<i>chaotic</i> (-3)	<i>chaotic</i> (-3)	<i>evil</i> (-3)
11	<i>chaotic</i> (-3)	<i>evil</i> (-3)	<i>evil</i> (-3)	<i>evil</i> (-3)	<i>evil</i> (-3)
12	<i>evil</i> (-3)	<i>evil</i> (-3)	<i>evil</i> (-3)	<i>evil</i> (-3)	<i>evil</i> (-3)

1d12	SAFETY	TAG
3 or less	+0	<i>perilous</i>
4-6	+1	<i>dangerous</i>
7-9	+2	<i>unsafe</i>
10+	+3	<i>safe</i>

DUNGEON THEMES

Look to the dungeon's themes for inspiration as you describe and draw connections between **discoveries**, **dangers**, and other aspects of the environment. Roll 1d12 for category and 1d12 for specific theme, a number of times as indicated by **DUNGEON SIZE** (see above). Combine the results with the dungeon's **ORIGINAL PURPOSE** (see opposite) to frame your creative decisions. If **GONZO** elements feel out of place in your campaign, treat any **GONZO** result as **GRIM**.

1-2	HOPEFUL	3-6	MYSTERIOUS	7-11	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	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	madness	10	tragedy/loss
11	divine influence	11	MAGIC TYPE	11	chaos/corruption
12	transcendence	12	MAGIC TYPE	12	darkness/death
12	GONZO				
	1	constructs/robots			
	2	unexpected sentience			
	3	space/time travel			
	4	advanced technology			
	5	utter insanity			
	6	alien life			
	7	cosmic alignment			
	8	other planes/dimension(s)			
	9	demons/devils			
	10	unspeakable horrors			
	11	elder gods			
	12	roll GRIM, turn it up to 11			

DUNGEON OVERVIEW

Choose or roll 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 TYPE refers to a specific set of tables on the indicated page, which are used to roll up **AREAS**, **CONNECTIONS**, **DISCOVERIES**, and other elements; **SITUATION** describes how the structure is positioned in the terrain; **ENTRANCE CONDITION** tells you how accessible it is; **CAUSE OF RUIN** suggests what brought the dungeon's original function to an end; and **ALIGNMENT** establishes the overall vibe of the place.

1d12	DUNGEON TYPE	1d12	SITUATION
1	CAVES/CAVERNS (page XX)	1-2	aboveground
2	RUINED SETTLEMENT (page XX)	3-4	part aboveground, part below
3	PRISON (page XX)	5-11	belowground
4	MINE (page XX)	12	extraordinary (floating, ephemeral, etc.)
5	CRYPT/TOMB (page XX)	When some or all of a dungeon is aboveground, choose and describe its visible structure (tower, castle, monastery, ruins, etc.).	
6	LAIR/DEN/HIDEOUT (page XX)		
7	STRONGHOLD/FORTRESS (page XX)		
8	TEMPLE/SANCTUARY (page XX)		
9	ARCHIVE/LABORATORY (page XX)		
10-12	ORIGIN UNKNOWN (page XX)		
1d12	ENTRANCE CONDITION	1d12	CAUSE OF RUIN
1	sealed shut	1	arcane disaster
2	purposely hidden	2	damnation/curse
3-4	concealed by natural feature/terrain	3-4	natural disaster (earthquake, etc.)
5-6	buried (in earth, rubble, etc.)	5-6	plague/famine/drought
7	blocked by obstacle/out of reach	7	overrun by monsters
8-10	clear/obvious	8	hubris
11-12	multiple entrances; roll 1d10 1d6+1 times	9-10	war/invasion
		11	depleted resources
		12	better prospects elsewhere

full bleed illo of overgrown ruins

AREA CONTENTS

To determine the basic nature of a new area, choose or roll an **AREA** and **DRESSING** (if desired) according to the specific dungeon **TYPE**, then roll below to see what else the area contains. To roll a **DISCOVERY**, use the tables specific to the **DUNGEON TYPE**, but for a **DANGER** use the **DUNGEON DANGER** tables on page **XX**.

1d12 CONTENTS

1	1d4 DANGERS
2	1 DANGER
3-6	nothing of note (other than DRESSING)
7	1 DANGER , 1 DISCOVERY
8	1d4 DANGERS , 1 DISCOVERY
9	1 DISCOVERY
10	1d4 DANGERS , 1d4 DISCOVERIES
11	1 DANGER , 1d4 DISCOVERIES
12	1d4 DISCOVERIES

*illo of
monster & treasure*

AREA EXITS

For each area, roll 1d12 below to determine the number of exits (in addition to the way in). Then, for each exit, roll to see which way it leads relative to the point of entry, and roll to see what sort of **CONNECTION** it is according to the dungeon **TYPE**.

If you end up in a dead-end with no way forward, still short of the dungeon's required total areas, re-roll or just add another exit. Perhaps that's your cue to make a secret door, or otherwise hard to detect.

1d12	NO. OF EXITS	1d12	EXIT DIRECTION
1-2	0	1-2	down
3-6	1	3	back*
7-9	2	4-7	forward
10	3	8-9	left
11	4	10-11	right
12	5	12	up

*If an exit leads "back," consider connecting it to a preexisting area.

CAVES/CAVERNS

Interconnected subterranean spaces might be created when tectonic forces fracture the earth, when water erodes rock over the course of millennia, or when lava burns right through it. In a fantastical world, some giant creatures might even be capable of boring through stone, leaving tunnel networks for others to inhabit or explore. In describing these spaces, it behooves the Judge even more to **think in 3-D**.

1d12 CAVE TYPE	1d12 MAIN ENTRANCE	1d12 DRESSING
1 burrowed by MONSTER	1-6 cave mouth	1 sound/odor
2-3 formed by lava tubes	7-9 crevice/chasm/gorge	2 signs of battle/struggle
4 solutional (limestone)	10-11 sinkhole	3 remains of creature
5 solutional (chalk)	12 swallow hole	4 remains of explorer
6 solutional (dolomite)		5 silt/mud
7 solutional (salt)		6 rubble/debris
8-9 eroded by water		7 geologic pattern
10 formed by glacier		8 fungi/lichen
11 formed by earthquake		9-10 stalagmites/stalactites
12 crystalline		11 crystal/calcite formation
		12 breeze

1d12 AREA	1d12 SPECIAL AREA
1 collapsed area	1 Midden
2 tunnel network	2 Bottomless Cave
3-6 cave/gallery/room	3 Ice Cave
7-8 cavern/chamber	4 Underground Maze
9 cave cluster (1d4+1 caves)	5 Bandit Hideout
10 multi-level cavern (1d4+1 levels)	6-7 Lair of the MONSTER
11 roll AREA for different DUNGEON TYPE	8 Vast Cavern (holds 1d4 STRUCTURES)
12 roll SPECIAL AREA	9 Strange Cavern (ODDITY)
	10 Lake of Lava
	11 Gateway to underlands (wilderness)
	12 roll on different special area table

1d12 CONNECTION

1 hole/pit/sinkhole
2 crack/fissure/chasm
3 tube/crawlspace
4 gap/dropoff
5 watercourse
6-10 tunnel
11 shaft/chimney
12 adjacent area

DISCOVERY

1-8 FEATURE	9-12 FIND
1 pit/fissure/chasm	1 lair of CREATURE
2 treacherous/slippery	2 edible fungi/lichen
3 dramatic slope	3 bioluminescent fungi
4 dense columns	4 evidence of inhabitant
5 pockets/depressions	5 sign of danger
6 natural alcoves/niches	6 1d4 explorers
7 vertical space	7-8 spring/stream/pool
8 ledges/ramps/bridges	9 cascade/waterfall
9 precipice/overlook	10 campsite/supplies
10 multi-level space	11 1d4+1 on BOOTY table
11 advantageous position	12 1d6+1 on BOOTY table
12 ODDITY	

PRISON

Engineered to contain some perceived threat to those who built it. Usually of solid construction and subdivided by strong security measures (locked doors, gates, etc.). Why did the prisoners need to be contained? Why weren't they simply killed?

1d12 BUILDER	1d12 PRISONERS	1d12 DRESSING
1-2 surface civilization	1 unspeakable horror	1 sound/odor
3-4 underworld civilization	2 demons/devil	2 waste
5-6 religious order	3 terrible monsters	3 scrawled warning
7-8 monarch/overlord	4 lunatics	4 signs of battle/struggle
9-10 wizard/lunatic	5 poor/indigent	5 remains of creature
11 sorcerer-king/queen	6-9 criminal underclass	6-7 remains of prisoners
12 extraplanar entity	10 insurgents/traitors	8 rubble/debris
	11 religious minority	9 rotten food/supplies
	12 research subjects	10 signage/plaque
		11 furniture
		12 breeze

1d12 AREA	1d12 SPECIAL AREA
1 latrine/midden/dump	1 Burial Pits
2 passageway	2 Oubliette
3 guardpost/checkpoint/gateway	3 Sealed Cellblock
4-6 cellblock	4 Torture Chamber
7 storeroom	5 Quarry/Excavation Site
8 mess/kitchen/larder	6 Hall of Judgment
9 yard/common area/well	7 Hall of Subjugation
10 barracks/quarters/kennels	8 Shrine of [ELEMENT/ASPECT]
11 workshops	9 Administrative Offices
12 roll SPECIAL AREA	10 Warden's Quarters
	11 MINE Entrance (adjacent dungeon)
	12 roll on different SPECIAL AREA table

1d12 CONNECTION

1 collapsed passage
2 window/hole/pit
3 fissure/broken wall
4-5 door/gate to passage
6-9 locked door/gate to adjacent area
10 shaft/chute
11 secret passage
12 escape tunnel

DISCOVERY

1-8 FEATURE	9-12 FIND
1 pit/fissure/chasm	1 lair of CREATURE
2 obstacle	2 evidence of inhabitant
3-4 locked door/gate	3 1d4 prisoners/escapees
5 uneven/broken floor	4-6 GEAR
6 barred wall/window	7 map/message
7 alcoves/niches	8 key to obstacle
8 ledges/stairs/catwalks	9-10 fountain/well/pool
9 wall carving/statue	11 1d4+1 on BOOTY table
10 iron bars/rings/rungs	12 1d6+1 on BOOTY table
11 close quarters/chokepoint	
12 window/airshaft	

MINE

A mine is dug to extract useful material from the earth, which requires a massive amount of labor (often in the form of slaves). Who built it? What did they do with the extracted material?

1d12 BUILDER	1d12 RESOURCE	1d12 DRESSING
1-2 surface civilization	1 salt/mineral	1 sound
3-4 underworld civilization	2-3 clay/stone/limestone	2 scrawled warning
5-7 dwarf/gnome	4-6 copper/tin/iron/lead	3 signs of battle/struggle
8 magnate/merchant	7-8 silver/gold	4 remains of CREATURE
9 religious order	9 gems	5 remains of miners
10 monarch/overlord	10 mithril/special ore	6 broken tools
11 wizard/lunatic	11 magical/planar	7 signage/inscription
12 sorcerer-king/queen	12 unusual (ODDITY)	8 tailings/waste
		9 temperature change
		10 odor
		11 breeze
		12 ODDITY

1d12 AREA	1d12 SPECIAL AREA
1 collapsed area	1 Pit of Doom
2 waste pits (tailings, etc.)	2 Labyrinth
3-5 mining tunnel network	3 Excavation Site
6 natural caves/cavern/chasm	4 Great Chasm/Bridge
7 underground stream/river/pool/lake	5 Reservoir/Cistern/Aqueduct/Canal
8 miners' quarters/common rooms	6 Vast Cavern (holds 1d4 STRUCTURES)
9 holding/processing area (for RESOURCE)	7 Strange Cavern (ODDITY)
10 storeroom/workshop	8 Enchanted Pool (ABILITY)
11 roll AREA for different DUNGEON TYPE	9 Mother Lode/Treasure Vault
12 roll SPECIAL AREA	10 Gateway to underlands (wilderness)
	11 Extraplanar Portal
	12 roll on different SPECIAL AREA table

1d12 CONNECTION

1-2 dead-end tunnel
3 out-of-reach opening
4 fissure/crack/cave
5 waterway/bridge
6-8 tunnel
9-10 shaft/chute
11 secret passage
12 adit to surface/outside

DISCOVERY

1-8 FEATURE	9-12 FIND
1 pit/fissure/chasm	1 mining tools/supplies
2 uneven/broken floor	2 pictographic narrative
3 rubble heaps	3 lair of CREATURE
4 locked door/gate	4 evidence of CREATURE
5 alcoves/niches	5-6 GEAR
6 ledges/stairs/walkways	7 map/message
7 wall carving/statue	8 key to obstacle/puzzle
8 processing equipment	9-10 vein/seam (RESOURCE)
9 fountain/well/pool	11 1d4+1 on BOOTY table
10 obstacle/puzzle	12 1d6+1 on BOOTY table
11 elevator/winch	
12 airshaft	

CRYPT/TOMB

Built to hold the remains of a revered or powerful figure, often with room set aside for valuables meant to accompany them into the afterworld. False entrances, guardians, and traps may be employed to deter grave robbers—to say nothing of the calamitous curses that sometimes await those who manage to breach that final vault.

1d12 BUILDER	1d12 BURIAL SUBJECT	1d12 DRESSING
1-5 surface civilization	1 fiend/demon/devil	1 sound/odor
6-7 underworld civilization	2 horror/abomination	2 scrawled warning
8-9 religious order	3 commoners	3 remains of CREATURE
10 monarch/overlord	4-5 hero/martyr	4 remains of robbers
11 wizard/lunatic	6-7 minor noble	5 vandalized statues
12 sorcerer-king/queen	8-9 monarch/overlord	6 religious iconography
	10-11 high priest/saint	7 mural/mosaic
	12 roll 1d10 twice and combine	8 pots/urns
		9 inscription/epitaph
		10 broken/open coffins
		11 platform/dais/altar
		12 breeze

1d12 AREA	1d12 SPECIAL AREA
1 collapsed area	1 Maze
2 false treasure vault/tomb (+trap)	2 Catacombs
3-4 passage (+trap)	3 Well Room
5 crypt-lined passage/chamber	4 Sacrificial Chamber
6-7 passage	5 Shrine of [ELEMENT/ASPECT]
8-9 chamber	6 Mortuary Temple
10 gallery	7 Necropolis
11 roll AREA for different DUNGEON TYPE	8 Hall of Offerings
12 roll SPECIAL AREA	9 Burial Vault
	10 Secret Burial Vault
	11 Treasure Vault
	12 roll on different SPECIAL AREA table

1d12 CONNECTION

1 sealed passage
2-3 dead-end passage
4 out-of-reach opening
5 fissure/crack/cave
6 pit/shaft
7-9 open passage
10 adjacent area
11 tomb robbers' tunnel
12 secret passage

DISCOVERY

1-8 FEATURE	9-12 FIND
1 pit/fissure/chasm	1 embalming supplies
2-3 obstacle	2 pictographic narrative
4 locked door/gate	3 1d4 tomb robbers
5 uneven/broken floor	4 lair of CREATURE
6 barred wall/window	5 map/message
7 alcoves/niches	6 key to obstacle/puzzle
8-9 ledges/stairs/catwalks	7-8 sarcophagus/reliquary
10 wall carving/statue	9 1d6+1 on BOOTY table
11 iron bars/rings/rungs	10 1d8+1 on BOOTY table
12 close quarters/chokepoint	11 1d10+1 on BOOTY table
	12 1d12+1 on BOOTY table

LAIR/DEN/HIDEOUT

Thieving bandits, scheming wizards, and bloodthirsty monsters alike prey upon civilized folk, and in turn are feared, despised, and marked for bounty by whatever authority claims ownership of their hunting grounds. These truths demand a residence both hidden from armed patrols and within striking distance of easy prey. Beyond that, its physical shape can take many forms: roll **DUNGEON TYPE** again here on the table below to determine what sort of preexisting environment has been repurposed as a lair.

1d12 ENTRANCE VIA	1d12 MAIN OCCUPANT	1d12 DRESSING
1 underwater	1-2 BEAST (<i>horde</i>)	Use the DRESSING table for the DUNGEON TYPE rolled below.
2 dense thicket/forest	3 bandits/smugglers	
3-6 tunnel/cave/grotto	4 wanted criminal	
7 natural labyrinth/maze	5 HUMANOID (<i>group</i>)	
8 hut/shack/homestead	6 cult (<i>chaotic/evil</i>)	
9 abandoned temple	7 wizard/witch	
10-11 tower/fortification	8-9 MONSTER, UNUSUAL	
12 ruined keep/castle	10 MONSTER, RARE	
	11 MONSTER, LEGENDARY	
	12 roll 1d8 twice and combine	

1d12 DUNGEON TYPE	1d12 SPECIAL AREA
1-3 caves/caverns (pXX)	1 Waste Pit/Midden
4-6 ruined settlement (pXX)	2 Burial Ground/Boneyard
7 prison (pXX)	3 Guardroom/Ambuscade
8 mine (pXX)	4 Storeroom/Larder
9 crypt/tomb (pXX)	5 Well Room/Watering Hole
10 stronghold/fortress (pXX)	6 Barracks/Brood Pit
11-12 origin unknown (pXX)	7 Shrine of [ELEMENT/ASPECT]
	8 Armory/Trophy Room
	9 Audience Room
	10 [OCCUPANT]'s Quarters/Lair
	11 Strongroom/Treasure Hoard
	12 roll on different SPECIAL AREA table

1d12 CONNECTION

Use the **CONNECTION** table for the **DUNGEON TYPE** rolled above.

DISCOVERY

Use the **DISCOVERY** table for the **DUNGEON TYPE** rolled above.

STRONGHOLD/FORTRESS

In a world where property and power are often seized by force, those in possession of such things will take defensive measures. The resulting structures are designed to prevent depredation by outsiders and allow inhabitants to survive long-term siege. Thick walls, fortified entryways, machilocations, and murder holes may discourage invaders, while stockpiled supplies and access to potable water sustain those within.

1d12 BUILDER	1d12 BUILDER'S ENEMY	1d12 DRESSING
1-5 surface civilization	1 otherworldly force	1 sound/odor
6-7 underland civilization	2-4 creature horde	2 signs of battle/struggle
8 religious figure	5-6 rival religion	3 remains of CREATURE
9-10 monarch/overlord	7-11 rival faction/culture	4 rubble/debris
11 wizard/lunatic	12 rebels/insurgents	5 pillars/columns
12 sorcerer-king/queen		6 emblem/banner/crest
		7 light source
		8 firepit/braziers
		9 signage/plaque
		10 furniture
		11-12 roll 1d10 twice

1d12 AREA

1 latrine/midden/dump
2-3 fortified gate/guardpost
4-5 passageways
6 common quarters
7 storeroom/supply
8 mess/kitchen/larder
9 courtyard/well room
10 barracks/stables/kennels/aviary
11 workshops
12 roll SPECIAL AREA

1d12 SPECIAL AREA

1 Dungeon/Torture Chamber
2 Menagerie/Arena
3 Feasting Hall
4 Shrine/Temple of [ELEMENT/ASPECT]
5 Armory
6 Trophy Hall/Hall of Ancestors
7 Audience/Throne Room
8 Advisor's/Lieutenant's Quarters
9 Leader's/Lord's Quarters
10 Secret Room
11 Treasure Chamber
12 roll on different SPECIAL AREA table

1d12 CONNECTION

1 window/opening
2-3 ladder/stairwell
4-5 door/gate to passage
6-8 passage
9-10 locked door/gate to adjacent area
11-12 secret passage

DISCOVERY

1-8 FEATURE	9-12 FIND
1 machilocations/murder holes	1 lair of CREATURE
2 obstacle	2 evidence of CREATURE
3-4 locked door/gate	3 prisoner/escapee
5-6 alcoves/niches	4 map/message/record
7 balcony/stairs/ramps	5-7 1d4 PERSONAL ITEMS
8 statue/carving	8 key to obstacle
9-10 well/fountain	9 supply stockpile
11 vantage point	10 weapons/armor
12 defensible position	11 1d6+1 on BOOTY table
	12 1d8+1 on BOOTY table

TEMPLE/SANCTUARY

The layout and architecture of a house of worship always reflects the nature of the god to whom it is devoted. The orientation of rooms and passages will have cosmological significance, symbols of the deity's domain will figure prominently in decorative motifs throughout, and religious lore will likely be represented in some narrative form. Enemies of the faith will be most unwelcome.

1d12 BUILDER	DEITY DOMAINS	1d12 DRESSING
1 alien/otherworldly religion	The honored deity's alignment matches that of the dungeon. Roll domains according to alignment, using the deity generation procedure in <i>Settlements & Citizens</i> .	1 sound/odor
2-3 forgotten religion		2 religious iconography
4-7 ancient religion		3 intricate details
8-12 active religion		4 vaulted ceiling/dome
		5 statues
		6 mural/mosaic
		7-8 light source
		9 firepit/braziers
		10 inscription/epitaph
		11 columns/pillars
		12 platform/dais/altar

1d12 AREA	1d12 SPECIAL AREA
1 latrine/waste disposal	1 Vestry
2-3 passage	2 Lay Temple
4 alcove-lined passage	3 Shrine of [Demigod/Saint]
5-7 chamber/gallery	4 Blessed Well/Font/Pool
8 dormitory/sleeping cells	5 Hall of Offerings
9 mess/kitchen/larder	6 Sacrificial Chamber
10 storeroom	7 Crypt of [Martyr/Saint]
11 roll AREA for different DUNGEON TYPE	8 Library/Scriptorium
12 roll SPECIAL AREA	9 High Priest's Quarters
	10 Sanctum of Mysteries
	11 Oracle
	12 roll on different SPECIAL AREA table

1d12 CONNECTION	DISCOVERY	
1-2 locked door	1-8 FEATURE	9-12 FIND
3 curtained opening		
4 elaborate doorway	1 round/circular space	1-2 pictographic narrative
5 curving hall	2 geometric space	3 omen/sign/prediction
6-7 passage	3-4 impressive space	4 1d4 lay members
8-10 opening to adjacent area	5 windows/clerestory	5-6 1d4 personal items
11-12 secret passage	6 alcoves/niches	7-8 robes/vestments
	7 ledges/stairs/ramps	9-10 books/scrolls
	8-9 idol/statue/carving	11 offerings (2d4 BOOTY)
	10 vertical space	12 reliquary (2d6 BOOTY)
	11 multi-level space	
	12 airshaft/lightshaft	

ARCHIVE/LABORATORY

Those who hold high the lamp of knowledge, peering into the darkness of the unknown, always seek more fuel for the light. They pore over the recorded works of predecessors, formulate their own theories, and conduct strange experiments. Given the means, such an individual invariably finds or builds a structure in which to pursue the mysteries of the mortal plane and beyond. They like to be left alone.

1d12 BUILDER	1d12 PRIMARY SUBJECT	1d12 DRESSING
1 otherworldly entity	1 botany/biology	1 sound/odor
2-3 scholar	2 zoology/cryptozoology	2 rugs/carpets
4-6 alchemist/enchanter	3 astrology/astronomy	3 quiet
7-10 wizard/warlock	4-5 ELEMENT	4 statues/carvings
11 guild/convocation	6-8 MAGIC TYPE	5 mural/mosaic
12 lich	9 ODDITY	6 light source
	10 otherworldly studies	7 firepit/braziers
	11-12 roll 1d10 twice	8-9 furniture
		10 astrological/occult/arcane symbols
		11-12 roll 1d10 twice

1d12 AREA	1d12 SPECIAL AREA
1 latrine/waste disposal	1 Chamber of [ODDITY]
2-3 hallway/passage	2 Specimen Collection
4-5 chamber/room	3 Hall of Curiosities
6 mess/kitchen/larder	4 Hall of Lore
7 garden/herbarium	5 Amphitheater
8 reading room/study	6 Library/Scriptorium
9 workshops	7 Laboratory
10 storage/supply closet	8 Observatory/Scrying Chamber
11 roll AREA for different DUNGEON TYPE	9 [BUILDER]'s Quarters
12 roll SPECIAL AREA	10 Summoning Chamber
	11 Secret Library
	12 roll on different SPECIAL AREA table

1d12 CONNECTION	DISCOVERY	
1 ladder/stairwell	1-8 FEATURE	9-12 FIND
2-3 passage		
4-5 door to passage	1 round/circular space	1 escaped/lost specimen
6-7 door/opening to adjacent area	2 geometric space	2 map/notes/formula
8-10 locked door to adjacent area	3 windows/clerestory	3-4 1d4 PERSONAL ITEMS
11 secret passage	4 alcoves/niches	5 MONSTER BODY PART
12 magic door/portal	5 reading nook	6-8 books/scrolls
	6 veranda/balcony	9 alchemical/magical supplies
	7 vertical space	10 1d4+1 on BOOTY table
	8 multi-level space	11 1d6+1 on BOOTY table
	9-10 well/pool/fountain	12 1d8+1 on BOOTY table
	11 oddity	
	12 airshaft/lightshaft	

RUINED SETTLEMENT

The wilderness is littered with signs of civilizations that failed to stand the test of time. Broken columns amidst the forest undergrowth, crumbling walls subsumed by sandstorms, ghost roads leading nowhere: these mark the places where people once lived, and no doubt created objects of value. Which explains why every freebooter is, to some degree, an amateur archaeologist.

1d12 BUILDER	1d12 SETTLEMENT TYPE	1d12 DRESSING
1 kobold/goblin/orc	1-2 unknown	1 sound/odor
2-6 human	3-4 hamlet	2 signs of battle/struggle
7 halfling	5-7 village	3 remains of creature
8 dwarf	8-9 keep/castle	4 remains of inhabitants
9 elf	10-11 town	5 broken furniture
10-11 beast folk	12 city	6 broken pillars/columns
12 strange/otherworldly		7 statue/monument
		8 signage/plaque
		9 emblem/banner/crest
		10 religious iconography
		11-12 roll 1d10 twice

1d12 AREA (ruined)	1d12 SPECIAL AREA
1 sewers/midden/dump	1 Graveyard/Necropolis
2 settlement defenses (walls, moat, etc.)	2 Monument/Statue/Obelisk
3-4 shacks/slums/poor quarter	3 Gallows/Arena/Theater
5-6 homes/residential quarter	4 Main Marketplace/Bazaar
7 watering hole/well/cistern/aqueduct	5 Main Plaza/Parade Ground
8 workshops/industrial quarter	6 Guardhouse/Barracks
9 shops/market/mercantile quarter	7 Shrine/Temple (ELEMENT/ASPECT)
10 docks/trading post/caravansary	8 Shaman's Hut/Library/Wizard's Tower
11 temple/religious quarter	9 Leader's Hut/Palace
12 roll SPECIAL AREA	10-12 DUNGEON Entrance

1d12 CONNECTION

1 sinkhole/fissure
2 natural barrier/obstacle
3-4 difficult/treacherous terrain
5-12 adjacent area

DISCOVERY

1-8 FEATURE	9-12 FIND
1-2 potholes/pitfalls	1 lair of CREATURE
3 barrier/obstacle	2-4 evidence of CREATURE
4 hiding places	5 evidence of explorers
5 unstable/rickety structure	6 1d4 explorer(s)
6-7 treacherous footing	7-10 1d8 personal items
8-9 hidden FIND	11 1d4+1 on BOOTY table
10 water source/feature	12 1d6+1 on BOOTY table
11 vantage point	
12 defensible position	

ORIGIN UNKNOWN

Many of the ancient structures littering the wilderness are of mysterious provenance, inexplicable subterranean arrangements of rooms and passages that leave even the most learned of scholars scratching their heads. Confusing and often contradictory, these labyrinths pose a particular challenge to the treasure-hunter who navigates by deductive reasoning. Intruders had best learn to expect the unexpected.

1d12 ENTRANCE VIA	1d12 EXTRA THEME	1d12 DRESSING
1 underwater	1-2 cryptic knowledge	1 sound/odor
2 dense thicket/forest	3 inversion/reversal	2 statues/carvings
3-4 tunnel/cave/grotto	4-5 secrets/deception	3 mural/mosaic
5-6 crevice/ravine/cliff face	6-7 magic	4 remains of CREATURE
7 natural labyrinth/maze	8-9 chaos/corruption	5 light source
8 hut/shack/homestead	10 madness	6 furniture
9 abandoned temple	11 other plane(s)	7 altar/platform/dais
10 tower/fortification	12 other dimension(s)	8 occult/arcane symbols
11-12 ruined keep/castle		9 minor ODDITY
		10 breeze
		11-12 roll 1d10 twice

1d12 AREA	1d12 SPECIAL AREA
1-3 roll on CAVES/CAVERNS	1 roll on CAVES/CAVERNS
4 roll on PRISON	2 roll on PRISON
5 roll on MINE	3 roll on MINE
6-7 roll on CRYPT/TOMB	4 roll on CRYPT/TOMB
8 roll on STRONGHOLD/FORTRESS	5 roll on STRONGHOLD/FORTRESS
9-10 roll on TEMPLE/SANCTUARY	6 roll on TEMPLE/SANCTUARY
11-12 roll on ARCHIVE/LABORATORY	7 roll on ARCHIVE/LABORATORY
	8 Hall of [ASPECT]
	9 Vault of [ELEMENT]
	10 Chamber of [ODDITY]
	11 Sanctum
	12 Treasure Vault

1d12 CONNECTION

1 dead-end passage
2 locked door to adjacent area
3 fissure/crack/cave
4 out-of-reach opening
5 pit/shaft/crawl space
6-7 door to passage
8-9 door to adjacent area
10-11 passage
12 secret passage

DISCOVERY

1-8 FEATURE	9-12 FIND
1 pit/fissure/chasm	1 lair of CREATURE
2-3 obstacle/puzzle	2-3 evidence of CREATURE
4 treacherous footing	4 cryptic runes/glyphs
5 sloping/slanting floor	5 1d4 rival explorer(s)
6 round/geometric space	6 map/message
7 multi-level space	7 key to obstacle
8 alcoves/niches	8-9 1d4 PERSONAL ITEMS
9 idol/statue/carving	10 1d6+1 on BOOTY table
10 well/pool/fountain	11 1d8+1 on BOOTY table
11 ODDITY	12 1d10+1 on BOOTY table
12 magic door/portal	

DUNGEON DANGER

Threats encountered in a dungeon are somewhat different than those encountered during overland travel, so these tables differ from the **WILDERNESS DANGER** tables. Integrate the results with the themes and setting of the dungeon.

1 • LEADER

Consider the context in which they are found, and where their followers might be. Every leader has the tags *leader* and *intelligent*. If they're **HUMANOID**, roll on that subtable on the next page to get more specific.

1	MONSTROUS	2-8	HUMANOID	9-12	HUMAN
1	vermin lord	1	scavenger/robber	1	scavenger/robber
2-3	wraith/spirit/ghost	2	wanted criminal	2	wanted criminal
4-5	undead lieutenant	3	bandit chief	3	bandit chief
6-7	undead lord/lich	4	mercenary captain	4	mercenary captain
8-9	demon	5	adventurer	5	adventurer
10	MONSTER lord	6	shaman/priest/cultist	6	shaman/priest/cultist
11	demon lord/devil	7	high priest/oracle	7	high priest/oracle
12	alien interloper	8	sage/chemist	8	sage/chemist
		9	boss/lord/chief	9	boss/lord/chief
		10	warchief/warlord	10	warchief/warlord
		11	wizard/witch/warlock	11	wizard/witch/warlock
		12	figure of renown	12	figure of renown

2-7 • CREATURE

Roll up a creature.

8-12 • HAZARD

1	UNNATURAL	2-8	NATURAL	9-12	TRAP
1	demonic power/effect	1	cave-in/collapse	1	ambush
2	thought/mind control	2	poison/disease	2	alarm
3	blight/curse/corruption	3	unexpected pitfall	3	ensnaring/paralyzing
4	mimicry	4	dangerous angle/slope	4	pit
5-6	planar power/effect (ELEMENT)	5	treacherous footing	5	crushing
7-11	magical power/effect (MAGIC TYPE)	6	slick/slippery floor	6	piercing/slashing
12	divine test/influence	7	precarious position	7	asphyxiating
		8	vulnerable position	8	soporific/confusing
		9	fog/mist/smoke	9	poisonous (gas, etc.)
		10	structural weakness	10	ELEMENT-based
		11	tight/narrow space	11	MAGIC TYPE-based
		12	roll 1d10+1 twice	12	roll 1d10+1 twice

CREATURE

Choose one that suits, or roll 1d12 +safety of area (+3 for *safe*, +2 for *unsafe*, +1 for *dangerous*, +0 for *perilous*) for general category, 1d12 for subcategory, and 1d12 for specific type of creature. Wing it from there, or use the creature creation guidelines (*Beasts & Booty*, pages **XX-XX**).

1-4 • MONSTER

1	LEGENDARY	2-3	SUPERNATURAL	4-12	FEARSOME
1-2	ODDITY + <i>huge</i>	1	divine/demonic lord	1-3	BEAST + ABILITY
3-4	dragon/titan + COLOR	2-3	elemental (ELEMENT)	4-5	BEAST + ODDITY
5-6	dragon/titan + BEAST	4-6	imp/demon	6-7	BEAST + <i>large</i>
7-9	dragon/titan	7-8	wight/wraith	8-10	slime/ooze
10-12	BEAST + <i>huge</i>	9-12	wisp/ghost/specter	11-12	plant/fungus

5-8 • BEAST

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

9-10 • HUMANOID

If the dominant culture of the region is not human, substitute "human" for one of the asterisked (*) entries. Roll NPC OCCUPATION, ALIGNMENT, and TRAITS if desired (*Settlements & Citizens*, pages **XX-XX**).

1-2	RARE	3-5	UNCOMMON	6-12	COMMON
1-2	human + MONSTER	1	cyclops/giant (<i>large</i>)	1-2	orc/hobgoblin/gnoll
3-4	major <i>undead</i>	2-3	ogre/troll (<i>large</i>)	3-5	goblin/kobold (<i>small</i>)
5-6	WEREBEAST	4-7	minor <i>undead</i>	6-7	half-elf/half-orc etc.
7-8	human + BEAST	8	lizardfolk/merfolk	8-9	halfling* (<i>small</i>)
9-10	fey/fairy (<i>tiny</i>)	9	catfolk/birdfolk	10-12	mixed party (<i>group</i>)
11-12	elf*	10-12	dwarf/gnome* (<i>small</i>)		

11+ • HUMAN

If humans do not comprise the dominant culture of the region, substitute the species that is dominant. Roll NPC OCCUPATION, ALIGNMENT, and TRAITS if desired (*Settlements & Citizens*, pages **XX-XX**).

DETAILS

These tables are arranged in alphabetical order. Use whichever you choose, whenever prompts for ideas or descriptions are needed.

ABERRANCE		ABILITY		ACTIVITY	
1	multicephalous	1	bless/curse	1	laying trap/ambush
2	profuse sensory organs	2	entrap/paralyze	2	fighting/at war
3-4	anatomical oddity	3	levitate/fly/teleport	3	prowling/on patrol
5	many limbs/digits	4	telepathy/mind control	4	hunting/foraging
6	acephalous/decentralized	5	mimic/camouflage	5	eating/resting
7	tentacles/feelers	6	seduce/hypnotize	6	arguing/infighting
8	gibbering/babbling	7	dissolve/disintegrate	7	traveling/exploring
9	exudes chaos/blight	8	based on ASPECT	8	trading/negotiating
10	shapechanging	9	based on ELEMENT	9	fleeing/running away
11-12	roll 1d10 twice	10	drain life/drain magic	10	building/excavating
		11	MAGIC TYPE	11	sleeping/unconscious
		12	roll 1d10+1 twice	12	nursing injury/dying

ADJECTIVE		AGE		ALIGNMENT	
1	slick/slimy	1	unborn/nascent	PREVAILING ALIGNMENT	
2	rough/hard/sharp	2	being born/budding	G	L N C E
3	smooth/soft/dull	3	newborn/blossoming	1	g g g g g
4	corroded/rusty	4-6	young/green	2	g g g g l
5	rotten/decaying	7-9	mature/ripe	3	g l l l l
6	broken/brittle	10	old/going soft	4	g l l n n
7	stinking/smelly	11	dead/withered/ancient	5	g l n n n
8	weak/thin/drained	12	dust/pre-historic	6-7	l l n c c
9	strong/fat/full			8	n n n c e
10	pale/poor/shallow			9	n n c c e
11	dark/rich/deep			10	c c c c e
12	colorful			11	c e e e e
				12	e e e e e

ASPECT		COLOR		CONDITION	
1	war/discord	1	white/bright/pale	1	being built/born
2	hate/envy	2	red/pink/maroon	2-4	intact/healthy
3	power/strength	3	orange/peach	5-7	active/alert
4	trickery/dexterity	4	yellow/mustard/ochre	8-9	weathered/tired/weak
5	time/constitution	5	green/chartreuse/sage	10	vacant/lost
6	lore/intelligence	6	blue/aquamarine/indigo	11	damaged/hurt/dying
7	nature/wisdom	7	violet/purple	12	broken/missing/dead
8	culture/charisma	8	gray/slate		
9	luck/fortune	9	brown/beige/tan		
10	love/admiration	10	black/dark		
11	peace/balance	11	metallic/prismatic		
12	glory/divinity	12	transparent/clear		

DAMAGE TYPE		DESIGN		ELEMENT	
1-2	blunt/bludgeoning	1	blank/plain	1	void
4	edged/slashing	2	floral/organic	2	death/darkness
5-6	pointed/piercing	3	circular/curvilinear	3-4	fire/metal/smoke
6	constricting/crushing	4	geometric/triangular	5-6	earth/stone/vegetation
7	poison/toxic	5	asymmetrical	7-8	water/ice/mist
8	acid/dissolving	6	square/rectilinear	9-10	air/wind/storm
9	choking/asphyxiating	7	meandering/labyrinthine	11	life/light
10	ELEMENTAL	8	oceanic/wavelike	12	stars/cosmos
11-12	roll 1d10 twice	9	astrological/cosmic		
		10	balanced/harmonious		
		11	erratic/chaotic/random		
		12	roll 1d10+1 twice		

FACTION		MAGIC TYPE		ODDITY	
1	commoner/peasant	1	necromancy	1	bright/garish/harsh
2	criminal/corrupt	2-3	evocation/destruction	2	geometric/concentric
3	revolutionary/subversive	4	conjunction/summoning	3	web/network
4	military/merc/security	5	illusion/glamour	4	crystalline/glassy
5	religious/theological	6	enchantment/artifice	5	fungus/slimy/moldy
6	craft/guild	7	transformation	6	gaseous/misty/illusory
7	trade/mercantile	8	warding/binding	7	volcanic/explosive
8	labor/industrial	9-10	ELEMENTAL	8	magnetic/repellant
9	nationalist/loyalist	11	restoration/healing	9	multilevel/tiered
10	outsider/foreign	12	divination/scrying	10	absurd/impossible
11	academic/arcane			11-12	roll 1d10 twice
12	roll 1d10+1 twice				

ORIENTATION		TERRAIN		VISIBILITY	
1-2	down/earthward	1	sea/ocean	1-2	buried/hidden/invisible
3	north	2	wasteland/desert	3-6	obscured/overgrown
4	northeast	4-6	lowland/plains	7-9	obvious/in plain sight
5	east	6	wetland/swamp	10-11	visible at near distance
6	southeast	7-8	woodland/jungle	12	visible at far distance
7	south	9-10	highland/hills		
8	southwest	11	mountains		
9	west	12	roll 1d10+1, +ODDITY		
10	northwest				
11-12	up/skyward				