

The Pantanal Road

road, unsafe, neutral, easy

CREATURE

1d10 CREATURE

- 1 A single **caçador**, feigning injury; the rest of the pack (1d6+1) waits in ambush.
- 2 **Tallfinger's Crew**, a halfling gang led by Tito Tallfinger, arguing about whether the PCs are well-to-do.
- 3 A “sleeping” throng of **waterwhispers**, clustered about the bodies of fallen travelers.
- 4 **The Hat Hunters**, resting by the roadside.
- 5 **Gabriela Dantas**, tracking caçadors at the head of a cohort 5 human hunters armed with shortbows and spears.
- 6 A mob of the Rotting, hobbling toward Penascalto in hopes of a cure.
- 7 A line of pilgrims, on their way to pay homage to Rainhala in Penascalto.
- 8 A solitary blindad, killed by a hunting expedition for its armored plates.
- 9 A traveling troupe of entertainers.
- 10 A group of 4 **dwarven pedlars**, running a temporary roadside trading post.

DISCOVERY

1d6 CREATURE

- 1 Signs that a pack of caçador killed and dragged off a solitary traveler.
- 2 A defile cutting into a rock face on the west side of the road.
- 3 A cave opening in a rocky rise visible from the road, called the Black Eye by locals.
- 4 A +WIS saving throw notices a bundle of 8 blindad plates (80sp, 4 wt) in the bushes.
- 5 The remains of a human smith and his wife, who were killed in their sleep by Efi the Hermit.
- 6 An expanse of landscape breathtaking in its beauty, especially at dawn or dusk.

OBSTACLE

1d6 CREATURE

- 1 A stretch of coastal road that has washed out completely.
- 2 An area where the road is completely underwater.
- 3 A wooden bridge across a ravine has washed out.
- 4 A cliffside section of road has broken off into a body of water.
- 5 A rockslide has covered the road in quartzite scree.
- 6 The road ascends a slick/muddy incline.

HAZARD

1d6 CREATURE

- 1 A stretch of coastal road that has washed out completely.
- 2 An area where the road is completely underwater.
- 3 A wooden bridge across a ravine has washed out.
- 4 A cliffside section of road has broken off into a body of water.
- 5 A rockslide has covered the road in quartzite scree.
- 6 The road ascends a slick/muddy incline.

The Windshaws

wooded hills, unsafe, neutral, difficult

CREATURE

1d6 CREATURE

- 1 3 **bastaraps**, fleeing from 2 *mãedurona*
- 2 4 **demônio do céu** searching for a book/scroll/map
- 3 **Cíntia Zilva** training 5 youngsters in the ways of trapping bastaraps
- 4 A **blindad** with an injured leg, limping along.
- 5 **Isuara Menezes** watches the party from a distance, evaluating their belongings.
- 6 A cluster of 7 **death barrels**

DISCOVERY

1d6 DISCOVERY

- 1 A narrow defile cuts all the way through a rocky shaw, providing a hiding place or shortcut.
- 2 A dense woodland at the intersection of two ravines, rich with wildflowers.
- 3 Pictograms of winged humanoids scratched into the rocks – a warning.
- 4 A hillside drops into a three-sided natural amphitheater with a vernal pool at its bottom.
- 5 An ancient dwarven farmstead, cut into a rock face, guarded by **Noldi the Stonekeeper**.
- 6 A copse of pale trees, leaves shining like coins in the sunlight; anyone who enters unknowingly draws the attention of **Árvorda**, god of earth and the forest.

OBSTACLE

1d6 OBSTACLE

- 1 A field of sharp scree, difficult to cross.
- 2 An enormous ancient quarry pit, descending by steps to a pool of black water.
- 3 A tangled mass of dead wood, slick with moss.
- 4 A crystal-clear lake, sheets of think ice still clinging to its edges.
- 5 A long cliff, its base littered with sheared-off slabs of stone.
- 6 A steep rocky hillside, cluttered with deadfall.

HAZARD

1d6 HAZARD

- 1 A stretch of rotting deadfall debris that will collapse into pitfalls under too much weight.
- 2 The mirage of a spire in the distance, possibly leading the party astray.
- 3 A maze of deep, sheer-walled ravines, in which the party suddenly finds itself lost.
- 4 A horde of migrating hillrats streams across the landscape, headed toward the mountains.
- 5 A great thunderstorm sweeps down from the west.
- 6 Thick mist diminishes visibility to several yards