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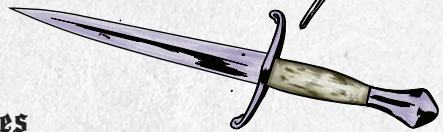
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# Party Backstory Generator

## Second Edition

Writing, Development, and Art by  
**Justin Sirois**

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Dedicated to  
Randy Myers

Thank you for your years of dedicated creative  
community services.

Comic shops are hallowed ground.

We'll always remember you.

Cover by Luke Eidenschink

Cover illustration by Jabari Weathers (page 78)

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The Party Backstory Generator (PBG) was the first “hit” book for Severed Books. Hit is a relative term, I know, but it was our first crowdfunding campaign to break 50k and it was one of the projects that made me realize I could have a meaningful future making tabletop games. Luke Gyga’s generous blurb helped a lot. I’d like to formally thank him here for believing in a creator who was new to the industry.

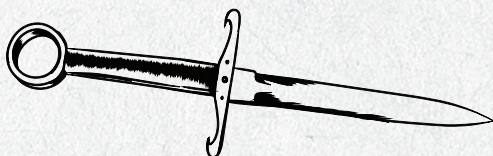
The first edition of book still serves as a powerful and fun utility for both game masters and players. I get emails from people often enough about this book to warrant a refresh—one that should add even more replay value.

For the first time, the PBG is printed in offset with a stamped foil cover and sewn binding. This means a lot to me since I want this edition to look/feel great, last a long time, and help as many gamers as possible. If you’re familiar with the first edition, much of the content is the same, but with more artwork. Each prompt is for more than one player which sets this book apart from a lot of the other character generators.

I’ve also combined Caver with the book. This feels like a natural amalgamation with new parties potentially stumbling upon a giant living cave. And with Small/Boss Party sets basking in post Ennie nomination glory, I felt it was good to align an official set to the PBG. You will find the illustrations and brief descriptions for those toward the back of the book.

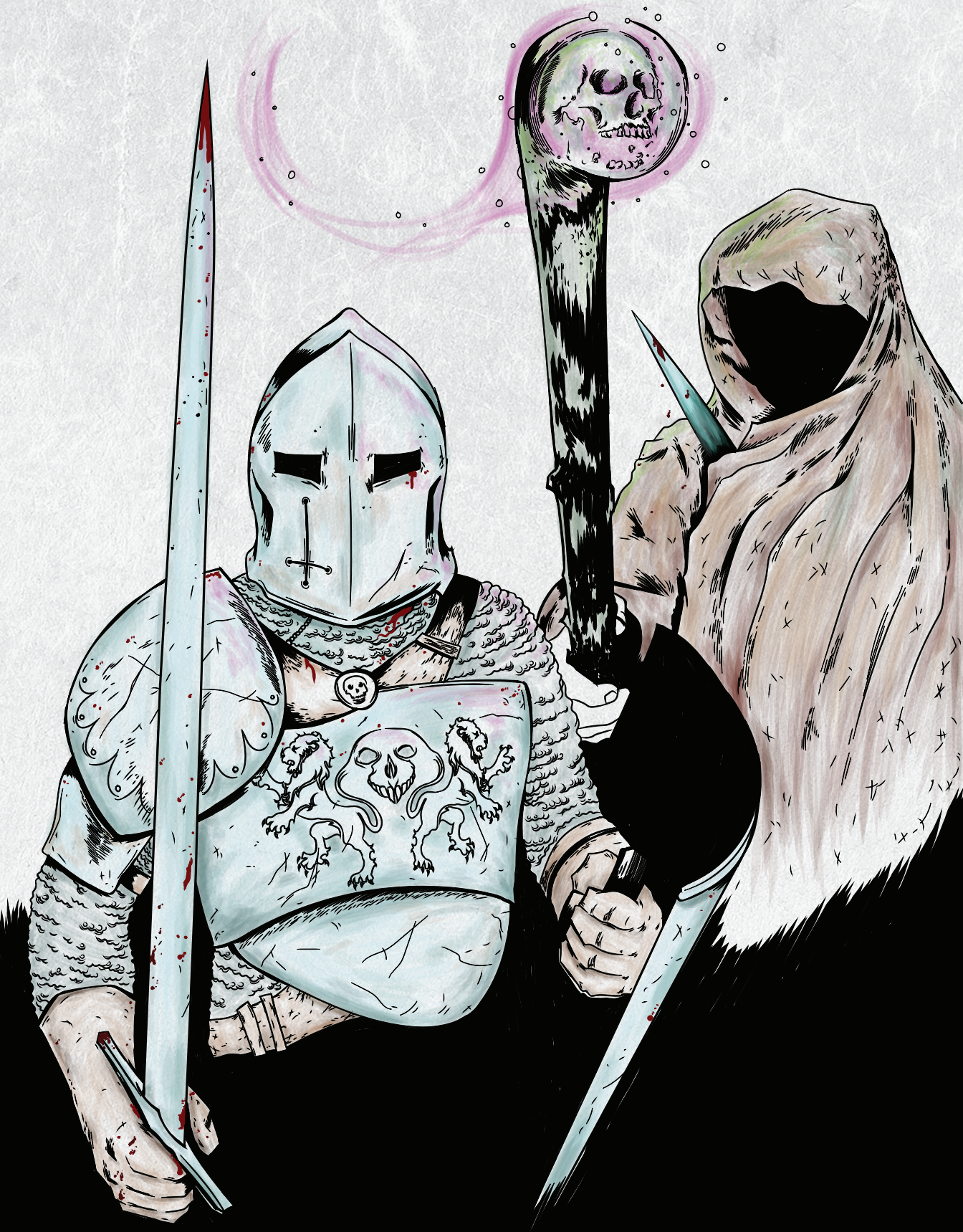
Also, one last thing, I’d like to give a big shout out to Matt Bovie and Flying Cloud. The PBG was the first project Flying Cloud fulfilled and, looking back, it really did change the course of a lot of ships. There’s a pun there. Sorry.

Enjoy this new edition and drop me an email if you need anything. Happy gaming!



Justin Sirois



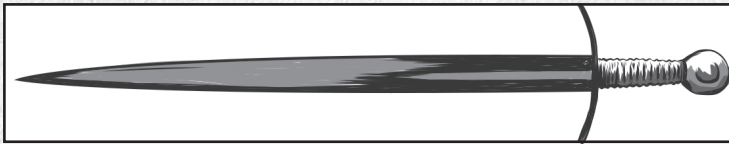




# Party Backstory Generator

This book is a Party Backstory Generator (PBG) and campaign prequel/map creator. It allows your party to quickly and randomly establish who they are, what tensions and motivations exist, and how that can enrich your campaign. The map your players will collaboratively create will become a living game board as well. It can also serve as a drop table that will spawn epic clashes and crush emotional alliances.

This book can also act as a nonlinear storytelling device. As your main campaign develops, you can take a break from it and go back in time and play a one-shot that can both fill in backstory and create meaning within your campaign or adventure. I created this book with this nonlinear fiction device in mind.



The PBG is not for individual character development—there are plenty of great resources that already do that. This book quickly builds relationships between characters to create meaningful alliances and tensions. You will often be prompted to “Choose two characters...” (always meaning Playable Characters or PCs) and this will bond two players together in ways you and they can manipulate. Remember, whenever “character(s)” is mentioned in the book, it is meant as player’s character. Non-playable characters are typically marked as NPCs.

The only pages your players can see and fill out are the Relation/Character pages in the end of the book. The rest of the book including the dice lists and Location/Event and other pages are for the game master (GM) only.

You should not begin this process with any sort of agenda other than letting your players get invented in your world. Your players will create this part of their world collaboratively with your guidance. In order for them to have the most fun, let them take ownership of the expe-



rience without compromising your overall narrative or campaign. You might want to set up restrictions up front instead of saying “no” over and over as game-breaking ideas are introduced. For instance, you can say, “So listen, this is a low fantasy setting so magic is scarce and there are no strange classes.” Or “Keep in mind there’s very little edible vegetation here and the water is somewhat toxic.” This way your players won’t be silently creating their world and waiting to speak only to have you shoot their idea down. Be clear about what can and cannot exist in this backstory.

This book is not meant to be filled in all at once in one session. Take your time. Go back to it between game nights as a group and fill in more as your campaign develops. This book can function as a fun “off night” where the group comes together and creates meaningful backstory. I suggest never adding to or editing this book without the entire group present. It’s meant to be an experience for the party—a living document that everyone shares. Treat this book like a living document that will help your players bond as characters.

This book is also not meant to replace anything in your campaign that should not be replaced. If you already have a town or environment in mind, maybe the town/city created by this book existed before the current setting. This book is meant to be as flexible as possible—throw out what you don’t need and adapt as you see fit. Some randomly generated content might not fit your narrative at all. Feel free to scrap it and roll again if necessary.

When appropriate, it can be useful to weave the randomly generated relations and locations together, making some NPCs related or reliant on one another or having properties owned by the same person.





## Randomly Generated Backstory

This section will allow you to create backstory quickly with a few dice rolls. Don't repeat occurrences. If a character rolls the same outcome as another character, they will roll again until a different outcome is generated.

The 12 boxes on the right side of the pages are your character markers. Assign a color or symbol to each playable character or important non-playable character. Whenever an important conflict or alliance occurs, color/mark that box so you can cross reference who it effects. Use the system that makes the most sense for your story. Before committing to a system, you might want to give it a try on scrap paper.

## Map

The front inside cover and end paper are meant for your players/characters to draw their town/city map or area where they are from. If you want to use a separate piece of paper (as large as you want), you definitely can. I prefer a larger separate map because its easier for players to draw on. When using the drop tables, a larger map is also more fun to roll on. If you decide to use a separate larger map for the overall area, this frees your players up to use the front of the book to draw additional locations and more detailed versions of their property. And it allows more than one person to draw/write at the same time.

The map you draw together in the front of the book (or separate poster/paper) is a large over-world map so structures should be very small. Imagine that the map space can take up the size of a large town or city with surrounding terrain: woods, mountains, or whatever your world allows. For example, if you're using a large piece of paper or pasteboard that's 24 inches by 36 inches, that should probably represent 2 x 3 miles.

This isn't the overall world; you probably have a separate map for that.



This is meant for the party to draw where they came from. If they are from the same town or city, they will draw that. If they are from the same area/country, they will draw that with indicators showing where each character is from. Roll for initiative and let the highest rolling character draw for one minute, explaining where their character is from and as much of their backstory as they wish to reveal. It's important to give them enough time to bring their imagination to the collaborative narrative. The next player/character in initiative order draws on the map and does the same. Allow each player/character to feel invested in what they shared and/or drew.



This setup phase is important. If your players are having fun and riffing off one another, let them continue and build/write/draw together. Of course, you're the game master so you can direct them when needed or reign in elements that don't belong in the narrative/campaign. Once the map is complete enough, use the randomly generated content and also the drop table lists toward the end of the book that turns the map into a playable game board.

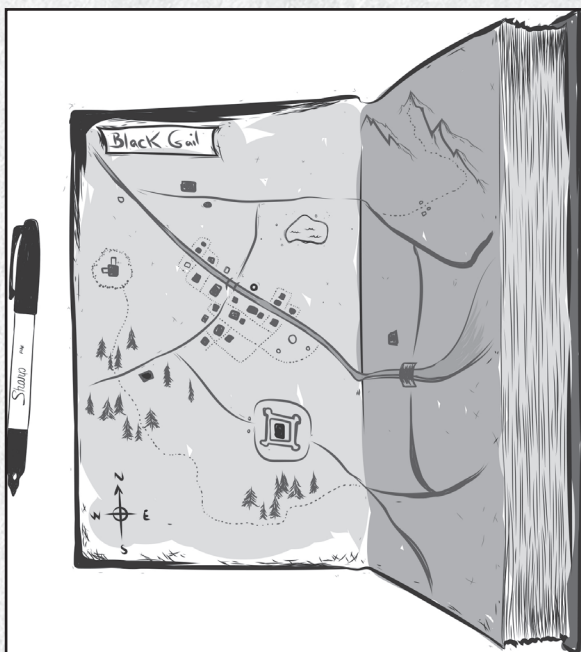
Use the back inside cover and blank end papers for neighboring towns, cities, or locations. Players can use those pages as well, draw-



ing their properties in more detail. Basically, the guts of this book are reserved for the GM.

If it makes sense for you, use the same color or symbol system to mark the map(s) where events occurred in relation to those players/characters. Likewise, use those same colors or symbols to match other pages to unify occurrences visually—this will make it easier to understand and remember the relationships you’re building.

If your characters get stuck, have them roll the random backstory generators to create their map. This creates their backstory and bonds your characters as they add more and more to the map. Use as many of the randomly generated locations/events as you want, but you’re definitely not meant to use them all.



As the GM, it might be a good tension driver to choose some scarcities. Maybe the area doesn’t have good hunting and protein is scarce. Is it possible that drinking water is hard to find? Let your characters know what is scarce and what is plentiful in the area. If your characters roll a randomly generated description that conflicts with this scarcity, you will have to tweak the description. Again, change and adapt this book to fit your campaign and never feel pigeonholed into compromise unless it adds to your story.

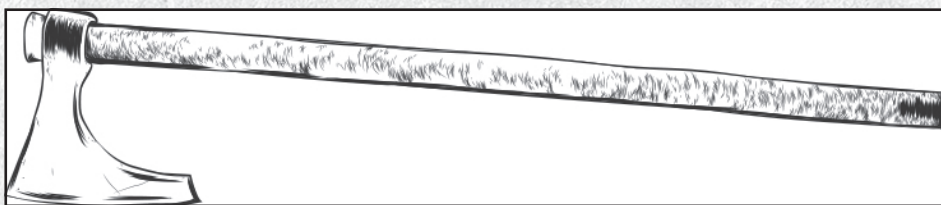
Optional non-linear subplots are just that, mere suggestions. As the GM, you can create whatever makes sense for your party. These suggestions can be used literally or built upon or ignored outright.



## D20 Alliances and Conflict

**1. Alliance** - Choose two characters who are now in-laws. They must decide how and when this happened. Their families get along well—better than most family alliances in the area. Resources are shared between families and family members can learn trades and hobbies from one another. Characters now draw on the map a small and secret dwelling that both families own and use as a common meeting place. Someone is usually there guarding it and tending to the property.

For the Campaign (optional non-linear subplot) - A family member can appear in a scene, maybe kidnapped, maybe turned evil / the two characters hear that the families were attacked while they were away.



**2. Conflict** - All characters roll initiative. Highest and lowest got into a drunken fist fight one night at the local tavern. No one won the fight, but there's been bad blood for a while over this scuffle. The lowest rolling character lost a tooth. The highest rolling character found a small amount of money on the ground after the fight. Characters draw this tavern on the map where the fight occurred and name it. They're banned from there for one week.

For the Campaign (optional non-linear subplot) - An NPC can bring up the fight and stoke tensions / witnesses of the fight spread rumors and now people are afraid of the two characters / an NPC wants to fight both characters at once to prove they're superior / an NPC is reluctant to help the party because they witnessed the fight.



**3. Alliance** - Choose two characters that share the same hobby and learn from each other regularly. It also increases a stat related to this hobby when they both share their experiences. Characters must determine what this hobby is, what stat it relates to, and where—on the map—this hobby occurs. Characters now draw the location and/or dwelling on the map.

For the Campaign (optional non-linear subplot) - The party meets an NPC that shares this same hobby / the hobby is outlawed where the characters have traveled / party stumbles on a seller or equivalent who specializes in this hobby / a villain finds this hobby appealing / an NPC that a character likes thinks their hobby is ridiculous.

**4. Conflict** - All characters roll initiative. Lowest character caught fire in a weird accident. Highest came to their rescue, but somehow made it worse. Characters decide how this happened and where. Characters now draw the location on the map where this happened. Lowest character now has a burn scar. Roll 1D6. GM decides the severity of the scar depending on the roll: 1 being the least scarring, 6 being the worst. Lowest character probably blames the highest character though the fire was originally not the highest player's fault.

For the Campaign (optional non-linear subplot) - Fire can become a source of post-traumatic stress for the character / if the character's scar is noticeable, an NPC can comment on it and even assume it is a weakness.

**5. Alliance** - All characters roll initiative. Highest two characters found a strange talisman while walking together. They have no idea what it does, but they now share its mysterious power. GM decides what this item does in relation to the campaign. On the map, characters now draw where the talisman was found.

For the Campaign (optional non-linear subplot) - Talisman is magic or cursed and belongs to an NPC that the PCs meet later / talisman belongs to another NPC that was generated by this book and is priceless to that NPC.



**6. Conflict** - All characters roll initiative. Lowest two characters are in debt to an herbalist who lives on the edge of the town or city. Both characters accidentally damaged the herbalist's wagon badly enough that they want an ample amount of a scarce resource as payment. GM decides what resource this is. Characters draw on the map where the herbalist lives. If the characters pay this herbalist, they will gain this person's trust and receive discounts on items they sell.

For the Campaign (optional non-linear subplot) - Characters discover a source of this scarce resource on their journey / the source of this scarce resource is a creature who must die to give it up / a party member is allergic to this resource / a creature that the party discovers eats this resource and seeks it out.

**7. Alliance** - Choose two characters who inherited a small tavern in the center of town. Characters now draw this place on the map and name it. GM decides what kind of revenue this establishment can generate each month if it is maintained properly. Characters can also draw a larger version of this tavern in the back of the book on the back cover / end paper. GM can decide if items can be stored there.

For the Campaign (optional non-linear subplot) - Party hears that the property has been raided and taken over while they are away / a distant relative of the person who passed the property to the characters now claims they own it / the property burns to the ground and the GM can decide why or who did it.

**8. Conflict** - Choose two characters who witnessed a murder. The murderer got away, but now the characters must decide if they wish to hunt this person down. This must be a secret as the murderer is the son or daughter of a very wealthy person in town. On the map, mark where this murderer lives, name them, and give them stats/traits appropriate to your system.

For the Campaign (optional non-linear subplot) - The wealthy parent hears that there were witnesses to this murder and they have sent an assassin to kill the two characters.



**9. Alliance** - All characters roll initiative. Highest two characters share a lover who is happy with this threesome arrangement. This common lover tells the characters what is happening in town. GM can decide if this NPC has valuable information. GM names this person and characters now draw where they live on the map.

For the Campaign (optional non-linear subplot) - While the party is away, this person is murdered or kidnapped / while the party is away, this person leaves town mysteriously / this person turns out to be somewhat evil.

**10. Conflict** - All characters roll initiative. Lowest two characters were attacked by some strange and somewhat large creature at night. It tried to drag the lowest initiative character into the woods (or equivalent), but the higher character saved them. Draw where this creature was last seen. GM decides what this creature is, giving it stats and a motive. If the party decides to hunt this creature, the two characters who first discovered it will find treasure from the eaten corpses in the creature's lair.

For the Campaign (optional non-linear subplot) - There are more of these creatures later in the campaign and they know if the party hunted the first creature / the creature was a lost pet of an NPC that the party meets later / creature is intelligent, but mistook the PCs for someone else who harmed it / creature can become a familiar if charmed.

**11. Alliance** - Choose two characters who befriend an older person who is somewhat of an outcast in the community. Characters now draw where this person's small dwelling is on the map. Characters swear to protect this person even though locals do not trust them. This person calls the characters sons/daughters and also teaches them something very useful about the native environment—this is up to the GM.

For the Campaign (optional non-linear subplot) - This person is murdered while the party is away / this person is corrupt and plays a role in the campaign / this person dies of natural causes.



**12. Conflict** - Choose two characters who were gambling one night and they both lost to a person that they suspected was cheating. The lowest character in the initiative followed this cheater out of the tavern and either beat them up or killed them, depending on their alignment or character type. The other character disagreed with this violence, unconvinced the cheater actually cheated. Characters decide if they split the money that the lowest initiative character took from this “cheater”. Characters now draw the tavern on the map. The cheater’s friends now wish both player’s harm. They hang out at this tavern frequently.

For the Campaign (optional non-linear subplot) - Friends of the “cheating” NPC show up later in the campaign / friends of the “cheating” NPC burn the tavern to the ground / friends of the “cheating” NPC throw a memorial service at the tavern.

**13. Alliance** - All characters roll initiative. Highest two characters either share a weapon type or a spell type. When





they work together, they can have bonuses. GM decides what this means according to the systems you are using.

For the Campaign (optional non-linear subplot) - Whatever this weapon type or spell type is, it is taboo or illegal to use / another player distrusts or is weak to this weapon or magic / a villain specializes in this weapon or magic as well.

**14. Conflict** - All characters roll initiative. Lowest two characters sometimes share the same dream. They interpret this as a vision, but the GM must decide what it means. Is it a God? Is it just paranoia? Is it a ghost? GM draws a place on the map where both characters are drawn to—a place where they've both dreamt about. This dream will reoccur throughout the campaign.

For the Campaign (optional non-linear subplot) - These dreams have a lasting affect on the players, making them paranoid or stressed / players can warp back to that place in the town/city where the dream occurs / an NPC is trying to communicate with them through this dream.

**15. Alliance** - All characters roll initiative. Highest two characters are very skilled at hunting a medium-sized native beast that stalks the surrounding area. Locals revere the characters for their bravery. An armorer makes light armor out of the skins and gave the characters a complimentary pair of armor sets. GM assigns stats to armor. Players now draw where this armorer's shop is on the map.

For the Campaign (optional non-linear subplot) - A larger creature loves the taste of the medium-sized beast and will sniff out anyone who is wearing this armor / this armor gives players a bonus to certain attacks, but is weak to other elemental attacks / an NPC is horrified that anyone would wear the hide of this beast / the armor attracts gnats and mites or other parasites that are found outside the town/city.

**16. Conflict** - Choose two characters who both need the same scarce resource for different reasons. Characters decide what this is and how



it pertains to their character's needs. It must be something they care deeply about. On the map, GM draws where this resource can be obtained. Lowest initiative character has half as much as the other player.

For the Campaign (optional non-linear subplot) - Party finds a cache of this resource on their journey / an NPC also needs this resource

/ this resource is poisonous to some locals or creatures.



**17. Alliance** - All characters roll initiative. Highest two characters are favored by the local authorities for their skills. They are offered occasional side work although the nature of these jobs might be questionable. GM decides what this means. GM now draws two locations where the local authorities meet, one public and one secret location (only known by the party).

For the Campaign (optional non-linear subplot) - These side jobs are all secretly aimed

at harming a powerful NPC / side jobs reward players with increasing (compounding) experience / there is a rival party also working these side jobs and they are willing to kill.

**18. Conflict** - All characters roll initiative. Lowest two characters find out that a migration of destitute people have entered the area. The local authorities have captured them, separated the children from the parents, and housed them in makeshift "shelters" which



are more like jails. Players now draw these shelters on the map: one for the adults and one for the children. Both characters who rolled have been asked to join a party to break out the migrants and release them, agreeing the migrants will leave the area right away. GM decides the outcome and repercussions of this attempted breakout.

For the Campaign (optional non-linear subplot) - Freed people later come to the party's aid, authorities find out that the party helped free the people and send mercenaries after the party / freed people are later found dead.

**19. Alliance** - Choose two characters who saved a family as their house burned to the ground. Two of their children were trapped on the second floor. Characters describe how this happened and draw the location of the fire and also the location of the family's new home. GM must create names and traits for this family of NPCs. These two characters will always have a place to stay as the family is forever grateful.

For the Campaign (optional non-linear subplot) - An NPC confesses to burning the family's house / one of the children runs away and finds the party.

**20. Conflict** - All characters roll initiative. Lowest two characters were drunk one night and lost a valuable object down a well. Players now draw this well on the map. GM decides what the object was and if the PCs can retrieve it. The well could lead to something even more valuable.

For the Campaign (optional non-linear subplot) - The well leads to a secret cave / the item is never found in the well, but somewhere during the campaign, it is mysteriously found.





## **D20 A River Runs, Joins, and Divides**

1. A large river runs through town, providing vital resources and recreation when times are good. Characters draw this river on the map including a small bridge. Choose two characters who stash things behind a loose stone in the bridge. GM decides what is hidden there. No other characters know what is there unless these two characters tell them.

For the Campaign (optional non-linear subplot) - The items are stolen and can only be found if the players wait by the bridge after stashing more items there to see who took the first items / for some mysterious reason, other items are found in this location when the players return / this location has an emotional connection for these two players.

2. A river lies at the edge of town where it forks south into two smaller rivers. Characters draw this river on the map. Choose two characters who witnessed a young boy drown there and mark where it happened with a symbol. Now the characters must draw a nearby house—small and modest—where the family of the dead young boy lives. GM decides what the family is like, but there must be a mother, father, brother, and sister.

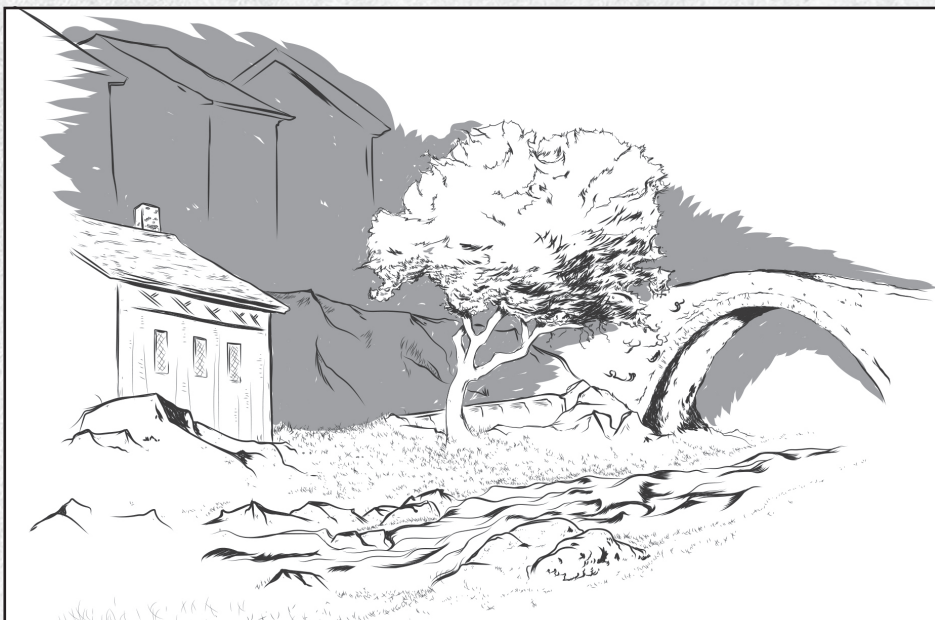
For the Campaign (optional non-linear subplot) - One of the children blames one of the players for the drowning although it makes no sense / a strange creature caused the drowning who the party encounter later in the campaign / another child drowns from the same family in the same river, causing alarm in the community / the parents blame the characters for not saving the young boy from drowning.

3. There is a river that runs along the east side of town. Characters draw this river on the map. One two-lane bridge is the only crossing for miles. It's a very sturdy stone bridge that has stood for longer than most can remember. At night, something odd happens. The water under the center of the bridge slows while the water around it flows normally. It's as if there is an invisible oval blocking the current. In the morning, the water returns to normal. Choose two characters



who have witnessed this. GM will decide what this phenomenon is.

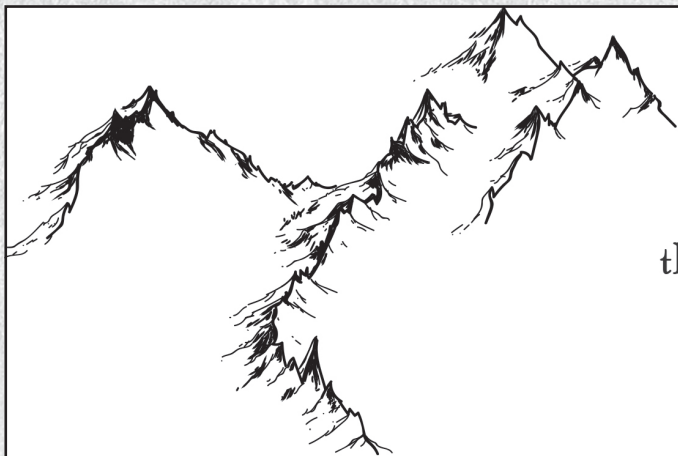
For the Campaign (optional non-linear subplot) - An NPC's magic is affecting the flow of the water in the area, but this NPC doesn't realize it / jumping into the river while this is happening teleports players / looking into this weird occurrence shows visions of the future (campaign).



4. A large river runs along the edge of town where a watermill sits, churning day and night. Characters draw this river and watermill which has a small house attached to it. Choose one character who has befriended the owner of the mill. The owner can provide scarcities and goods. GM decides what the scarcities are and who this owner is. Another player, of the GM's choice, does not trust this mill owner for a reason that the GM will create.

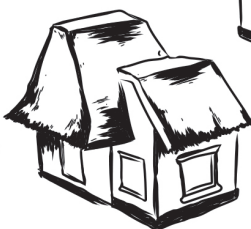
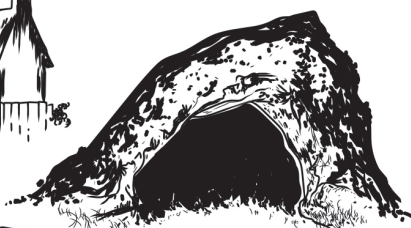
For the Campaign (optional non-linear subplot) - Something has stopped the flow of the water to the mill which is jeopardizing this friend's livelihood / the friend is a relation of someone who shows up later in the campaign / the friend has a monopoly on certain resources and it negatively affects NPCs that the party cares about.





# Map Assets

copy, cut, and paste  
then add to and color if you wish





5. There is a modest size river that flows along the edge of town. Characters draw this river on the map. It overflows every few years when there is a heavy downpour. Choose one character who was caught in a recent flood, but saved by a local woman who lives downstream. The character nearly died. Draw this woman's small shack. The character is in debt to this woman. The woman is also related to another player—the GM decides how they are related.

For the Campaign (optional non-linear subplot) - Party finds out this woman was murdered or kidnapped while they are off adventuring / to repay the debt, this woman wants the player to do something somewhat difficult / this woman can predict the future.

6. There is a strange river that cuts through the area a little ways from town. Characters draw this river and the dense forest around it. Two characters of the GM's choice hike through this area to fish in this remote river, sometimes catching large fish that are valuable at the local market. Sometimes the characters camp half way between the river and town. On those nights, they hear odd bark/croaking from the direction of the shore. GM decides what this bark/croaking is and if it means anything.

For the Campaign (optional non-linear subplot) - Cursed Wolf/Frog Men, either hostile or friendly populate the area / a pack of children enjoy pranking locals and dress in weird Frog Men costumes made from local materials / witches populate the area and collect large bullfrogs at night.

7. There is a wide river close to town where boats often pass by. Characters draw this river on the map. Two characters recently witnessed a flaming boat crash into shore, its passengers all overboard and missing. In the boat were items of the GM's choosing. A day later, a man entered town, his arms badly burnt. He is penniless and now sleeps under a large tree in a nearby forest. Characters draw the tree on the map. If characters befriend this man, GM chooses who he is and what it means to possibly get some of the found possessions back.



For the Campaign (optional non-linear subplot) - This man is related to other people in the campaign / this man will become a friend and ally in battle if needed although he is suffering from post-traumatic stress from the accident / this man caused the fire on the boat and only tells the party later once they have earned his trust.

**8.** There is a thin river that flows through town. An herbalist lives in a modest house along the shore. Characters draw both the river and the house on the map. The herbalist is attracted to one of the characters and offers them discounts on items. GM decides what character this is and what the herbalist is like. Another character does not trust this herbalist and will have nothing to do with any item or elixir or whatever they gave the party. The herbalist also allows the party to rest at this house when they wish.

For the Campaign (optional non-linear subplot) - The herbalist is related to another NPC who was generated by this book / the herbalist understands the area well and can answer mysteries generated by this book / the character that distrusts this herbalist has keen intuition because the herbalist is a shapeshifter and appears later in the campaign.

**9.** A river separates two very different sections of town. A large bridge connects the two areas. Characters draw this river and the bridge. GM decides what distinguishes the two sides. One character of the GM's choosing is either from one area or prefers it for some reason. Another character of the GM's choosing owns property in the other area. That character now draws the property, which is modest. Name these two areas of town.

For the Campaign (optional non-linear subplot) - One of the characters is friendly with a gang from one side of town / a trade war is happening between the two sides of town / a secret tunnel underneath the river connects buildings that are on either side / an NPC from the campaign is from one side of town and is heavily invested in it.



**10.** A large river provides essential resources for the town. It flows straight through town though a dam to the north keeps it from overflowing. Characters draw this river and dam on the map. One night, a player's relative led a party of raiders to the dam and damaged it, flooding houses along the shore that the raiders pillaged. People were murdered and many valuable items were taken. Another character of the GM's choice had a relative murdered by these raiders.

For the Campaign (optional non-linear subplot) - These raiders were hired by an NPC that shows up later in the campaign / the raider's stash is discovered and a player recognizes items that once belonged to their murdered relatives / players have to oversee the reconstruction of the dam as more raiders attack.

**11.** At a tavern one night, a stranger spoke about a sunken boat at the bottom of the town's river. A character of the GM's choice overheard this and what might have been on board when the boat sank. Characters draw the river, but only one character knows the location of the boat (which they can draw or keep secret). GM decides what was on this boat when it sank. GM also decides if one character is a poor swimmer.

For the Campaign (optional non-linear subplot) - Party meets the original owner of the boat / party finds out who sunk the boat and why.

**12.** Something died upstream in the large river that cuts through town. Characters draw this river on the map and also the location of the carcass. Not knowing the river was polluted, townspeople have been consuming the water and getting violently ill. GM decides what died in the water. GM chooses a character who has taken ill and is close to death. GM chooses a character who nursed this sick character back to health. Sick character is now in the healer character's debt.

For the Campaign (optional non-linear subplot) - Someone poisoned and killed this creature and intentionally poisoned the river / these creatures are relatively harmless and live where the party is traveling, but someone or something removed it from its native habitat.



**13.** A fishing community lives along the shore of a large river. Characters draw this river anywhere on the map. Recently, the community was attacked and two characters of the GM's choice came to their rescue. Thankful, the community built a somewhat life-like driftwood sculpture in honor of the two characters and regularly give them fish in thanks. The people or creatures who attacked the community should be named and described by the GM.

For the Campaign (optional non-linear subplot) - These people or creatures were made to attack the fishing community by an NPC the party encounters later / fishing community creates an effective fighting force against these attackers and GM names the group.

**14.** Recently, a noble has started building a dam north of the river that flows through town. Characters draw this river and the partly-constructed dam. The townspeople are panicked as they rely on the water for drinking and trading. GM chooses a character who is loyal to the noble for a personal reason. GM also chooses a character who has family that relies heavily on the river for trading. Characters can choose what to do about this conflict.

For the Campaign (optional non-linear subplot) - Nobleman will offer party wealth to align with him / nobleman appears later in the campaign either captured or empowered / nobleman closes dam while party is away adventuring, causing havoc among the community.

**15.** Choose a character who fell in the river that cuts through town. Characters draw this river on the map and the location in which the character fell in. GM chooses what item they lost in the water. Characters roll initiative. Highest character that is not the character that fell in the river went back to this location and searched for hours until they recovered the lost item. This character can give the item back if they wish.

For the Campaign (optional non-linear subplot) - This item is now cursed by something that lives in the river and the curse



can be lifted by someone the party meets later in the campaign / the item is now marked by a being and the item acts as a beacon.

**16.** There is a river along the edge of town that is a thoroughfare for boats. Characters draw this river on the map. Recently, raiders sailed downriver and plundered a caravan of trading boats before they reached town. Many of the robbed merchants docked here and now meander through town in a state of depression. Many of them are staying for free in a shack on the other side of town. Characters draw the shack. Choose a character that knows the secret location of the raiders. That character draws the location. It is rumored that these raiders have a stash of a scarcity (chosen by the GM).

For the Campaign (optional non-linear subplot) - Raiders are part of a larger group that the party will eventually encounter / raiders have amassed a treasure, but the party will need help defeating them.

**17.** A friend of two characters (chosen by the GM) drowned in the river. Characters draw this river on the map and the location where the friend drowned. This friend was very popular in town. About a dozen townspeople built a makeshift memorial to the friend close to the town tavern. Characters draw a tavern if there isn't a prominent one already. GM names this dead friend. The dead friend will visit these two player's dreams every now and then.

For the Campaign (optional non-linear subplot) - Someone drowned the friend on purpose and the party finds out who later in the campaign / friend's brother or sister or both are encountered in the campaign and they are looking for the person who drowned their sibling / friend's ghost appears sometimes—voiceless and water-filled.

**18.** Choose two characters who own a small boat that they dock along a river that runs through town. Characters draw both the river and the small boat on the map. It's been stolen by someone who the GM creates. GM can decide where the boat is now and if the characters will ever recover it. GM also decides if the characters lost any loot that happened to be inside the boat.



For the Campaign (optional non-linear subplot) - Characters encounter the NPC(s) who took their boat later in the campaign as well as recover any lost items / a non-threatening NPC needed the boat for a noble cause.

**19.** A large river runs through town. Characters draw this river on the map. GM chooses two characters who saw a small boat sink along the water's edge one night. The person on the boat was murdered—their body floating along the shore. GM decides what treasure and cursed items were on the boat, assuming that the characters searched the wreckage. Both characters roll initiative. Lowest character almost drowned trying to scavenge loot from the wreckage. The other character saved them from drowning.

For the Campaign (optional non-linear subplot) - Characters encounter the murder later in the campaign / any items taken from the wreckage are later recognized by someone and mistakes the PCs as murderers.

**20.** There is a modest size river that flows along the outskirts of town. Characters draw this river on the map. GM chooses two characters who are great swimmers. These two characters used to race each other, swimming back and forth from shore to shore. GM can make characters roll to see how many races each won and crown one character the winner. There is also a towns person (NPC) who both characters wanted to win the affection of. This person admires strength. GM decides which swimming rivalry plays into this admiration. GM creates this towns person and draws where they live on the map.

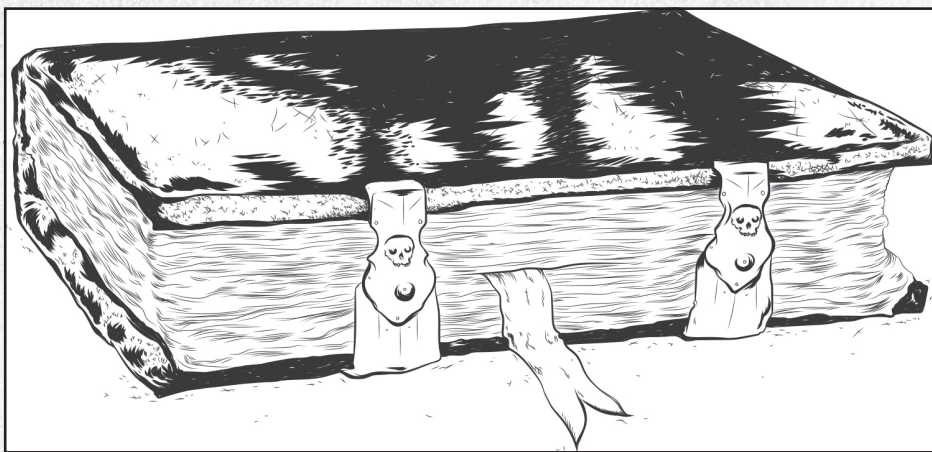
For the Campaign (optional non-linear subplot) - NPC that admires the strongest swimmer falls in love with them and is abducted one night / NPC begins to fall in love with a different PC after admiring the strongest swimmer.



## D12 Education

1. Choose two characters who were educated together in a local trade. GM decides what makes sense for these two. It cannot be something that would dramatically alter the player's character, but it should be something that is meaningful to both players. If it makes sense, draw the location on the map where the two characters were educated and name the mentor who works/lives there. Roll a 50/50 chance die to see if this mentor is still alive. Characters are allowed to have one artifact from this training and they share it.

For the Campaign (optional non-linear subplot) - This trade can come in handy during the campaign / if mentor is alive, they are abducted or are turned evil and appear later in the campaign.





2. Choose two characters who were educated together in a regionally specific and somewhat trivial magic. Have the characters roll initiative and make the highest character better at this magic than the other player. If it makes sense, draw the location on the map where the two characters were educated and name the mentor who works/lives there. Roll a 50/50 chance die to see if this mentor is still alive. Characters are allowed to have one artifact from this training and they share it.

For the Campaign (optional non-linear subplot) - This magic might be stronger where the party is traveling / if mentor is alive, they were abducted / the magic has odd side effects.

3. Choose three characters who were educated together in a specialized combat. Have the characters roll initiative and make the highest character better at this combat than the other players. The lowest rolled character dropped out of training and isn't good at all. This training might make sense if it's grappling or some sort of unarmed fighting style. Characters now draw the location on the map where the two characters were educated and the GM names the mentor who works/lives there. Roll a 50/50 chance die to see if this mentor is still alive. Characters are allowed to have one artifact from this training and they share it.

For the Campaign (optional non-linear subplot) - Certain enemies are weak to this combat / if the mentor is alive, they were abducted and are now forced to train evil NPCs / most locals very much admire anyone who is well trained in this combat style.

4. Choose two characters who shared the same lover who is well-known and admired. Have both characters roll initiative. The highest rolled player's relationship with this person is a secret while the lowest rolled player's relationship with them is not a secret—the whole town knows. Name this NPC and have the lowest rolled character draw where they live on the map. Both characters must give up 1/10th of their money as they've already spent it on gifts for this NPC.



For the Campaign (optional non-linear subplot) - NPC is abducted / NPC is corrupted and encountered later in the campaign / NPC moves away without explanation / a villain is in love with the NPC.

5. Choose two characters who were educated together in something nautical related: sailing, ship building, or even diving. Have the characters roll initiative and make the highest character better at this craft than the other character. If it makes sense, draw the location on the map where the two characters were educated and name the mentor who works/lives there. Roll a 50/50 chance die to see if this mentor is still alive. Characters are allowed to have one artifact from this training and they share it.

For the Campaign (optional non-linear subplot) - This craft comes in handy during the campaign / mentor is abducted if they are still alive / if mentor is dead, a younger relative arrives and they demand to be trained in the craft so they can pass it on to their children.

6. Choose two characters who were educated together in drawing and painting. Have the characters roll initiative and make the highest character better at this craft than the other player. If it makes sense, draw the location on the map where the two characters were educated and name the mentor who works/lives there. Roll a 50/50 chance die to see if this mentor is still alive. Name two NPCs who were students of the mentor. One of the characters had a relationship with one of the students. GM decides what this means. Characters decide if they kept any artwork from their lessons and where it is stored.

For the Campaign (optional non-linear subplot) - Paintings and drawings may be valuable and used as currency / most talented PC has a patron who collects their work / most talented PC has an admirer who will sit for portraits any time the PC wants / a villain is an art collector.

7. Choose two characters who were educated in dance. They can now assist each other in modest acrobatic maneuvers. Have both characters roll initiative making the lowest character victim to a fall: they



broke their ankle during training. This was a while ago so there is no lasting pain, but arthritis might be an issue at some point. If it makes sense, draw the location on the map where the two characters were educated and name the mentor who works/lives there. Roll a 50/50 chance die to see if this instructor is still alive. Characters are allowed to have one artifact from this training and they share it. GM decides if there is a romantic relationship between the dance instructor and one of the players.

For the Campaign (optional non-linear subplot)  
- If the mentor is alive, they have been abducted / certain enemies are weak to acrobatic attacks / some NPCs can be charmed with dance / there's a location in town where performances are hosted and dance is admired by many.

**8.** Choose two characters who were educated in carpentry. They built a small dwelling together and they both own it, but rent it to a friend for very little money. Have them draw the dwelling on the map and name the friend. Now have them draw a half-finished fence. Now have them draw a smashed cart in the back of the dwelling. Now have them draw a slaughtered dog that's hung in a nearby tree. Now have them draw a hole in the roof of the dwelling. The friend has been killed by raiders and no one knows where they went.

For the Campaign (optional non-linear subplot) - Raiders are encountered later in the campaign and one of them has possessions of the dead friend / carpentry comes in handy during the campaign / side jobs are available for carpenters in town.





**9.** Choose two characters who were educated in masonry. Have the characters draw a modest stone wall they built for a friend as well as the house it surrounds on the map. Characters might now have an acute sense of geology and their natural environment. If it makes sense, draw the location on the map where the two characters were educated and name the mentor who works/lives there. Roll a 50/50 chance die to see if this mentor is still alive. Characters are allowed to have one artifact from this training and they share it.

For the Campaign (optional non-linear subplot) - Masonry might be the lowliest trade of the land / there's jobs to be had for masons, maybe one that pays well and leads to more plot: the person who commissioned the work is up to something nefarious or building what they are asked is in opposition to an NPC who was already created by this book or has a key role in the campaign.

**10.** Choose two characters who were educated in sleight of hand as well as "magic." This is very elementary trickery, but it can come in handy when communicating with lesser or unintelligent beings. Children in the town/city the characters live in love to see this weird stuff and even call the characters nicknames (GM decides what they are). If it makes sense, draw the location on the map where the two characters were educated and name the mentor who works/lives there. Roll a 50/50 chance die to see if this mentor is still alive. Characters are allowed to have one artifact from this training and they share it.

For the Campaign (optional non-linear subplot) - Mentor is mistaken for a witch or evil wizard and is arrested / some NPCs can be tricked with this magic / this magic is outlawed in certain lands.

**11.** Choose two characters who were trained in hunting a local animal of which the GM creates. Have both characters roll initiative making the higher character better at hunting. This can factor into their character skills, especially when engaging NPCs that have similar features as the local animal. If it makes sense, draw the location on the map where the two characters were ed-



ucated and name the mentor who works/lives there. Roll a 50/50 chance die to see if this mentor is still alive. Characters are allowed to have one artifact from this training and they share it.

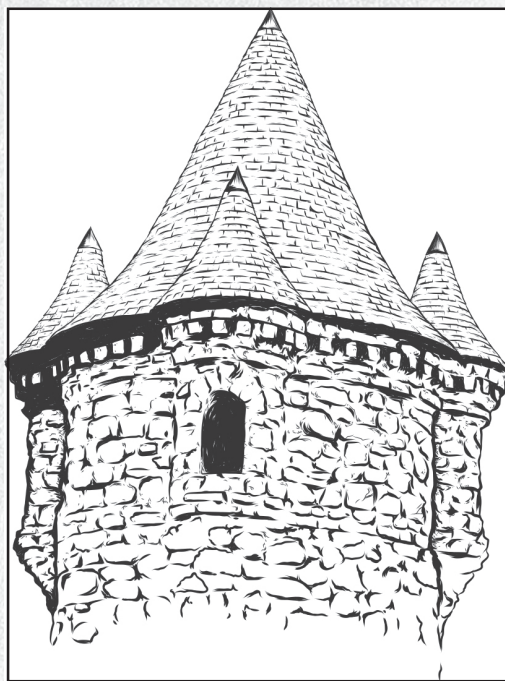
For the Campaign (optional non-linear subplot) - Hides of this animal are valuable / there is a hunting expedition about to begin or is encountered later in the campaign / there is an annual hunting festival for tracking down these creatures / a local weapon smith specializes in creating items specifically to hunt these creatures / a villain adores these creatures and has many as familiars.

**12.** Choose two characters who apprenticed as blacksmiths, but never finished their training. Have both characters roll initiative making the higher character a better smith. This can factor into their character skills. Characters now draw the location on the map where the two characters were educated and name the mentor who lived there but is now dead. They were murdered in the streets by unknown assailants. Characters are allowed to have one artifact from this training and they share it.

For the Campaign (optional non-linear subplot) - Unknown assailants can be tracked down with a little investigative work / blacksmithing comes in handy during the campaign.

### **D6 Walls Both Big and Small**

**1.** There's a fortified wall that surrounds all of the town/city, a portion of which is damaged from age. Characters draw this wall on the map. GM chooses two characters that helped rebuild the damaged portion of the wall. Townspeople





in nearby houses appreciate the hard work because bandits and/or creatures have been known to enter through that weak point. GM draws the nearby houses and names any important characters that live there, deciding what modest gifts the townspeople gave the two characters as a thank you. Characters also befriended one NPC more than the rest. GM decides who this is after both characters roll initiative. Highest rolling character becomes good friends with this appreciative NPC who may have helpful resources and/or advice.

For the Campaign (optional non-linear subplot) - After all that work, raiders damage the wall again and harm the people nearby / something lives underneath the wall and is caving it in / one of the locals damaged the wall in the first place and will do it again for nefarious reasons.

2. There's an old stone wall that zigzags outside town, much of which is broken or buried in overgrown trees. Characters draw this partial wall on the map. GM chooses two characters that fought a roving band of raiders at the furthest point along the wall away from town. The two characters made quick work of these raiders and the GM should let them decide how they dealt with them. Both characters roll initiative. The highest rolled character kept a trophy or trophies from one of the raiders. GM decides what it is. This trophy might be too heavy for two people to transport.

For the Campaign (optional non-linear subplot) - The NPCs that the characters dispatched are part of a larger gang / the roving band was looking for something along the zigzagging wall / the same style of zigzagging wall reappears later in the campaign.

3. A squat stone wall circles a small graveyard. Characters draw this walled graveyard on the map. GM chooses two characters that buried a good friend there recently. They put their money together to create a proper headstone as this friend had no family to construct a proper grave. Nearby, the dead friend's tiny home sits. Characters draw this home as well. They now own this little piece of property. If they search, there is a secret cellar where the friend practiced black magic. GM can decide what is down there: loot or more secrets.



For the Campaign (optional non-linear subplot) - The friend was secretly part of a cult that practices powerful magic / the friend had enemies that the party encounters later in the campaign / someone or something desecrated the grave and took the dead friend's body / dead friend is reanimated and encountered later in the campaign.

4. Someone or something has built a thick waist-high wall made of thickets and vines in the forest. There is no gate. It winds around a pond. Characters draw this strange wall and pond on the map. GM chooses two characters who use this pond as a swimming area, but they sense something strange about the place. Locals think the pond has restorative powers and some people even travel from far away to wade in the waters. GM decides what it is. GM can make characters roll for initiative to see which is positively or negatively affected by the place.

For the Campaign (optional non-linear subplot) - Something lives deep inside the pond / someone in the area is responsible for the pond's somewhat restorative powers / the pond begins to attract unsavory people and beings / a person wants to bottle the water and sell it.

5. There's a large wall that runs through town that divides the well-off and poorer classes. Choose two players, one being from one side and one being from the other. GM can make them roll for this if they wish. These two characters are in the same party despite their different upbringings because the poorer character caught a kid as they fell from the top of the wall—the kid being from the wealthy side, the character catching from the poorer side. The kid would have been crippled or killed otherwise so the poorer character is now a local hero. Characters draw this wall on the map and also the spot where the poorer character caught the kid. GM can decide what this means to their families, if they have families. Have the characters explain more about how this dynamic feeds into their relationship. GM names the kid who can also have a larger role in the campaign.

Note: this text continues after the Drop Slide tables which need to be closer to the middle of the book to work best.

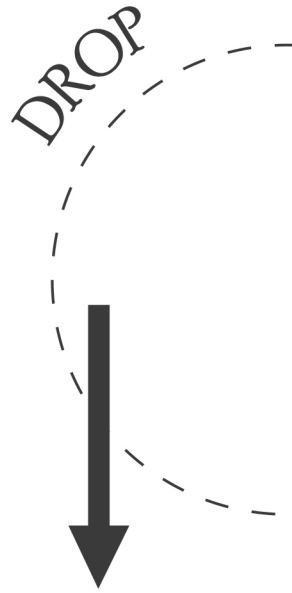
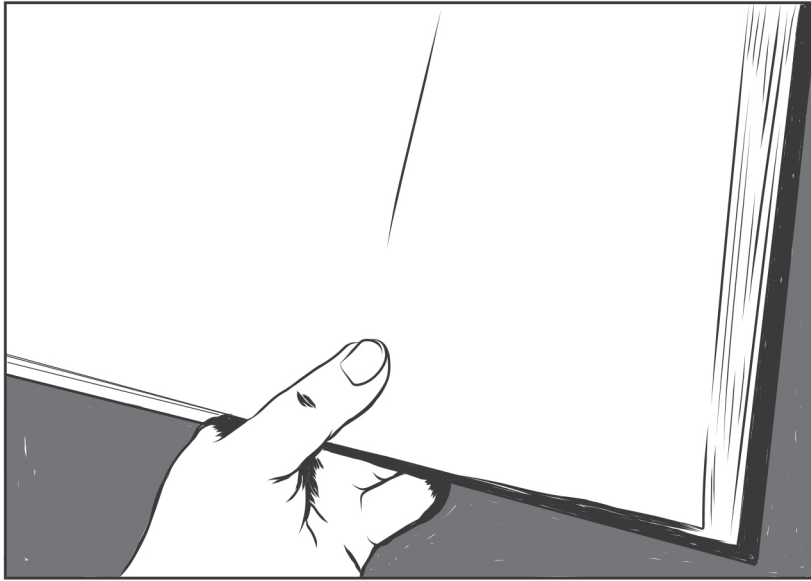


# Drop Slide Tables





# Drop Slide Table Instructions

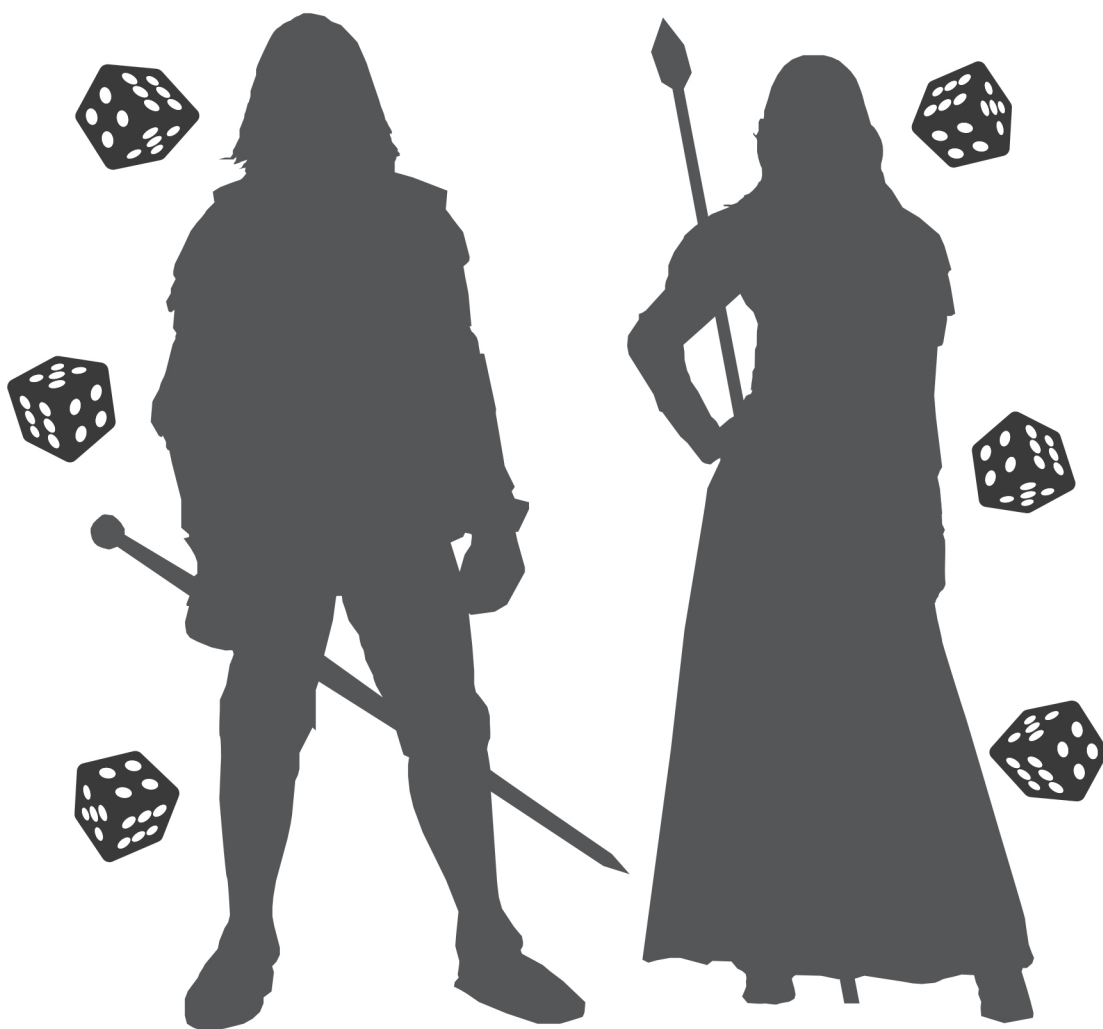
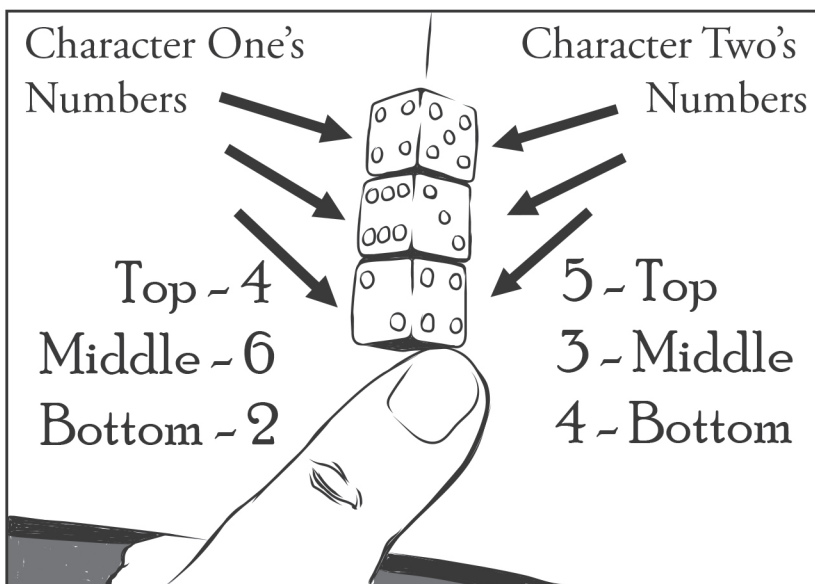
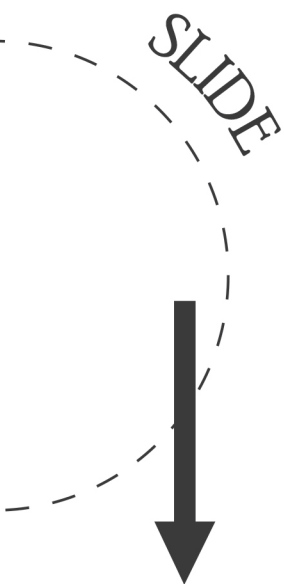


Choose two characters, one will be one on the left side (this side) and one will be on the right side (the other page).

Hold the book in the V shape in one hand so you can shake and drop 3D6 on the circle and have them slide down the spine and stack on the tip of your thumb.

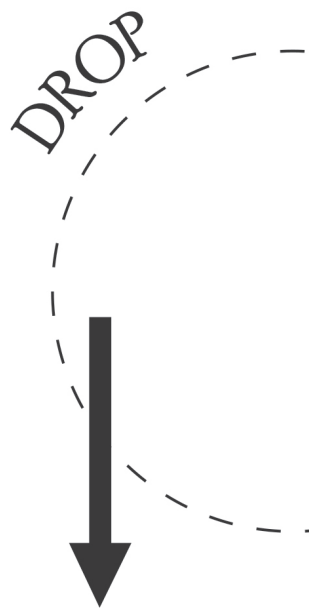
The Drop Slide Table makes two characters compete for the better number on the same die. This way there are two “tops” to each die roll. Use these tables when two characters are affected by the same occurrence and you want to create tension.







# TEMPORARY MAGIC BUFF OR BLESSING FOR 2 CHARACTERS



GM decides duration of effect

## Top D6



1. All food tastes absolutely delicious.
2. Acute hearing.
3. See in dark.
4. Advantage on most cerebral tasks.
5. Head-butting enemies causes near critical damage.
6. Substantially increased intelligence and charisma.

## Middle D6



1. Remarkably lovely, soft hands.
2. One thumbnail is dagger-sharp and caused poison.
3. One punch equals the attack of a spiked mace.
4. Advantage on all strength abilities.
5. Able to wield 2 two-handed weapons.
6. Substantially increased defense.

## Bottom D6



1. Adorable feet, enviably so.
2. Increased speed and libido.
3. Kicking can easily disarm enemies.
4. Skilled at climbing and descending on enemies.
5. Able to walk over dangerous surfaces.
6. Substantially increased agility and speed.



# MULTIPLE DAMAGE POINTS FOR 2 CHARACTERS

SLIDE



Top D6



1. Slight scar on face.
2. Noticeable scar on face.
3. Missing tooth.
4. Broken and now somewhat crooked nose.
5. Ear torn off.
6. Missing eye.

Middle D6

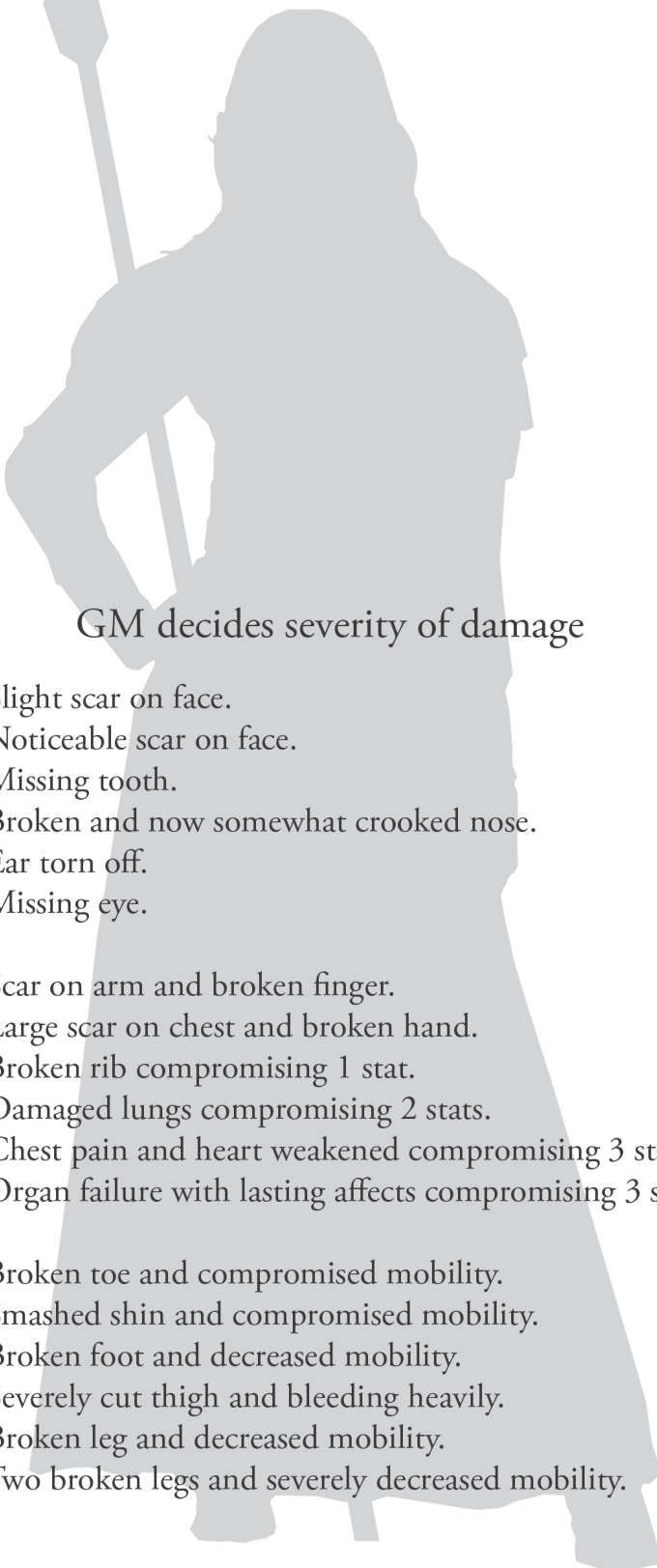


1. Scar on arm and broken finger.
2. Large scar on chest and broken hand.
3. Broken rib compromising 1 stat.
4. Damaged lungs compromising 2 stats.
5. Chest pain and heart weakened compromising 3 stats.
6. Organ failure with lasting affects compromising 3 stats.

Bottom D6

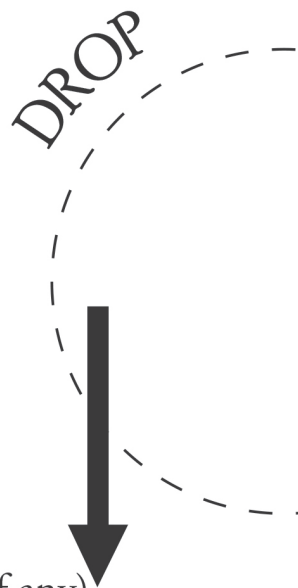


1. Broken toe and compromised mobility.
2. Smashed shin and compromised mobility.
3. Broken foot and decreased mobility.
4. Severely cut thigh and bleeding heavily.
5. Broken leg and decreased mobility.
6. Two broken legs and severely decreased mobility.





# LOOT DROP FROM LARGE OR MID-LEVEL NPC FOR 2 CHARACTERS



GM decides magic bonuses and restrictions (if any)

## Top D6



1. Eye patch that smells horrible.
2. Gold earrings that belong to an NPC, very valuable.
3. Low-level helmet that turns your head invisible.
4. High-pitched whistle that causes area damage.
5. Fire-resistant cloak, could be magic. Also 1D20 gold.
6. Mid to high level helmet, could be magic.

## Middle D6



1. Shirt with several human fingers in pocket.
2. Low level mace, cracked, yet darkly magical.
3. Crossbow with eight bolts. Also 1D20 gold.
4. Mid level magic staff once owned by an NPC.
5. Plate armor, maybe magic, wearable by anyone.
6. Mid to high level arming sword, magic. Leaf blade.

## Bottom D6



1. Rotting leather shoes that attract animals.
2. Mid level chainmail kilt.
3. Plate armor for waist, legs, and feet. Also 1D20 gold.
4. Boots that do heavy kicking/stomping damage.
5. Magical pants that turn you invisible for a limited time.
6. Magical leather boots that increase all physical stats. One boot has a spur that can also cause damage.



# MULTIPLE MAGIC CHARMS/FAMILIARS FOR 2 CHARACTERS

SLIDE



Top D6



GM clarifies details and scales stats appropriately

1. Handkerchief, "alive" like a familiar though easily burned.
2. Silver necklace that heals 1D4 HP per day.
3. Charming skullcap that is as strong as a mid level helmet.
4. Cute vampire bat, sleeps on your shoulder, mid level stats, farts.
5. Makeup case, makeup transforms your face into any other face.
6. Black mask with horns. Lightning-like spell blast from mouth.

Middle D6



1. Thin, blood stained shirt that repels some common beasts.
2. Leather bracer with a poisonous, friendly worm living inside it.
3. Belt with many compartments, filled with healing potions.
4. Large, four-eyed snake with mid level stats. Speaks.
5. Ring that imbues weapons with fire damage for limited time.
6. Light chainmail with the strength of plate mail, fire resistant.

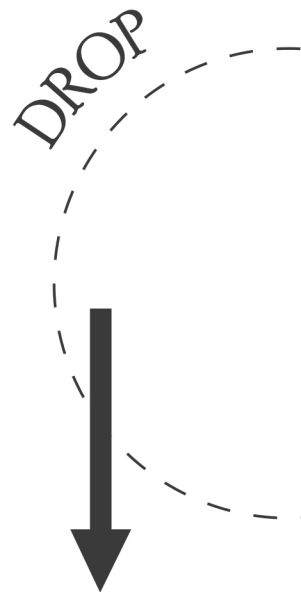
Bottom D6



1. Toe ring. Ugly. Very valuable. Alive. Whispers at night.
2. Comfortable shoes that increase 1 stat for a while.
3. Anklet that magically grows into a whip with mid level damage.
4. A bear that loves to be rode... actually requires it unless sleeping.
5. Male or female sprite, very small, mid level stats, very attractive.
6. Reptile or dragon, small, mid level stats, immune to most magical attacks. Wears valuable silver collar.



# MUTATIONS AND EFFECTS FOR 2 CHARACTERS



GM decides details and duration of effect

## Top D6



1. Hair grows 1 foot per hour.
2. Boil on cheek that slowly seeps a useful toxin.
3. Nose leaks a neon green, low level healing elixir.
4. Fangs, poisonous, and blacked out pupils.
5. Horns that scare religious and some intelligent NPCs.
6. Third eye, yellow pupil, blasts a stream of energy equal to mid level damage.

## Middle D6



1. Wiggly skin tag under armpit that speaks/sings.
2. Veins burst from palms like thin tentacles. Range, low damage.
3. Talon-like fingernails with low to mid level damage + bleed.
4. Small bird-like wings that allow you to hover 2 feet.
5. Scales grow over chest, arms, legs equal to mid level armor.
6. Dagger-like onyx blades grow from knuckles. Painful. Mid level damage.

## Bottom D6



1. Toenails fall off, but, if eaten, they have mid level healing affect.
2. Very large feet. Loud. Mid level stomping damage.
3. A long, whip-like tail and satyr legs.
4. Reptile legs that are heavily armored, can deal mid level damage.
5. Strong amphibian legs allow you to swim, jump, and more.
6. Centaur. You are now a centaur.



# MADNESS, TRAUMA, AND BLIGHT FOR 2 CHARACTERS

SLIDE



Top D6



GM decides severity of armor class and damage

1. Annoyed, all the time, about small things.
2. Kleptomaniac. You steal party items while PCs sleep.
3. You have a powerful crush on a party member or enemy.
4. The next familiar to join the party disgusts you.
5. You sympathize with a fascist or authoritarian regime.
6. Madness and toxic paranoia against the party.

Middle D6



1. Heartbroken enough to distract you during important events.
2. A spirit / ghost of a death NPC visits you at night.
3. Arthritis. Your hands fail you at the worst times.
4. Asthma that is severe enough to compromise dexterity.
5. Your liver is weak and you cannot consume much alcohol.
6. Your heart is weakened by some magic curse. It compromises all of your physical stats.

Bottom D6



1. Inflammation. Sore feet and ankles slow you down.
2. Restless legs. They keep you awake and reduce your healing.
3. Clumsy all of a sudden. You tend to trip or fumble.
4. You feel the need to dance out of nowhere once a day.
5. For some unknown reason, you stomp loudly quite often.
6. Overwhelmed. You run from tough battles.



For the Campaign (optional non-linear subplot) - The kid comes from a very wealthy family who takes care of the character who caught him / the kid grows to be influential despite their young age / the kid becomes evil / the kid is something of a loose cannon and gets into trouble.

**6.** Choose a character whose family is building a large wall around their large home. Player now draws this wall and home on the map. Choose another character whose relatives are being paid a very low salary to construct this wall. One of the family members was also hurt badly while working and cannot walk well enough to work.

For the Campaign (optional non-linear subplot) - The family fires all the workers and hires other people because the wall is taking too long / the family has a secret to hide and is walling in their home to keep their secret / the family is simply paranoid and scared of outsiders.

### **D10 Nearby Locations**

**1.** Choose two characters who travel a short distance to a neighboring settlement to let loose. GM describes what this settlement is like while the two characters draw the location in the back of the book on no more than half a page and later on the larger map to locate it. This settlement is ideally makeshift and populated by unsavory people, bandits, and road agents. There can be some neutral NPCs there—people or beings that trade with the less friendly population.

For the Campaign (optional non-linear subplot) - This settlement is destroyed by an NPC from the campaign / some of the population of the party's current town/city dislike this settlement / raiders have completely taken over this settlement and are recruiting others from neighboring towns / the road to the settlement is blocked by road agents who the PCs have to encounter / an NPC generated by this book moves to the settlement against their family's or friend's wishes.





2. Choose two characters who know of an old, destroyed castle in a densely wooded area not far from the town/city. Characters now draw this castle on the larger map and also in the back of the book, taking up no more than half a page. Camping there one night, the characters were attacked and one of them was badly injured. Winning the fight was worth

it though—the attackers carried valuable items. This destroyed castle can become the party's fort, but it will take some repairs (and probably money/labor) to return it to a livable dwelling.

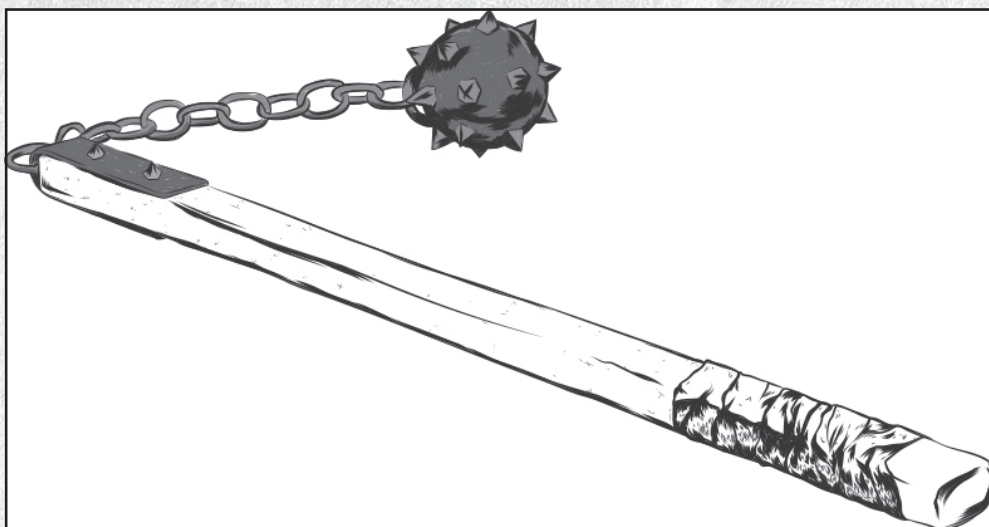
For the Campaign (optional non-linear subplot) - The castle was destroyed during a war that left a lasting impression on the locals / something is slumbering underneath this location / a prominent battle occurs here later in the campaign / a large creature finds this castle a perfect place to call home.

3. Choose two characters who explored the surrounding area and found a hill where a colony of magic users live. These two characters now draw this location on the map and then a larger version of the colony in the back of the book taking up no more than half a page. During this exploration of the area, these two characters saved a magic user from a band of thieves. The magic user is in the characters' debt and invites them to the colony—giving the PCs a safe place to stay anytime they need it. The colony is suspicious of outsiders, but welcomes the PCs (for the most part).



For the Campaign (optional non-linear subplot) - The magic user can train the PCs in basic magic / this colony is attacked later in the campaign / the magic user knows something negative about a location that was already created by this book.

4. Choose two characters who know the surrounding forest well. They have laid traps and stashed provisions and extra weapons in secret places. Have the characters draw this forest on the map and then also a larger version of the forest in the back of the



book taking up no more than a half a page. They will have to decide where traps are laid and where provisions and shelter is.

For the Campaign (optional non-linear subplot) - Enemies can be lured to the forest where the party will have an advantage / PCs don't know that children have been playing in the forest and one of them stumbled into a trap, killing the kid / raiders will use this forest as a regrouping point.

5. Choose two characters who own a herd of animals nearby. This area is fenced and has a small dwelling on it. Characters now draw this on the map and also a larger version in the back of the book taking up no more than half a page. These animals and the land can be sold as well.



For the Campaign (optional non-linear subplot) - Bandits attempt to steal the herd / a magic NPC turns the herd into violent creatures / disease kills 1D10% of the herd and the disease spreads to a child in the area.

**6.** Choose two characters who attend the same church outside of town/city. There are many NPCs that are part of this community and they respect these two characters greatly, but urge them to choose non-violence whenever they can. Characters now draw the church on the map, but also a larger version in the back of the book on no more than half a page. GM names the church and can create the NPCs that worship there. PCs can volunteer to escort NPCs from town to the church as there are sometimes bandits along the route.

For the Campaign (optional non-linear subplot) - A villain burns the church to the ground during a service, killing many / priest of the congregation is secretly a villain / the congregation is suspicious of something that was generated earlier (a location or a NPC).

**7.** Choose two characters who are friendly with an encampment of unsavory mercenaries not far from town/city. Have the characters draw this encampment on the map as well as a larger version in the back of the book, but not larger than half a page. GM can name this gang or encampment, but also align their allegiance with an existing NPC or a new one. GM can dictate the size of the group, what their interests and motivations are, and if they are interested in another location that has already been created on the map. It might take some effort for the PC to become a trusted ally of these mercenaries.

For the Campaign (optional non-linear subplot) - Unsavory gang's allegiance is bought by a villain that is encountered later in the campaign / an existing NPC in town/city starts an initiative to drive the gang away / gang turns out to be responsible for something negative that already happened during the creation of the map.

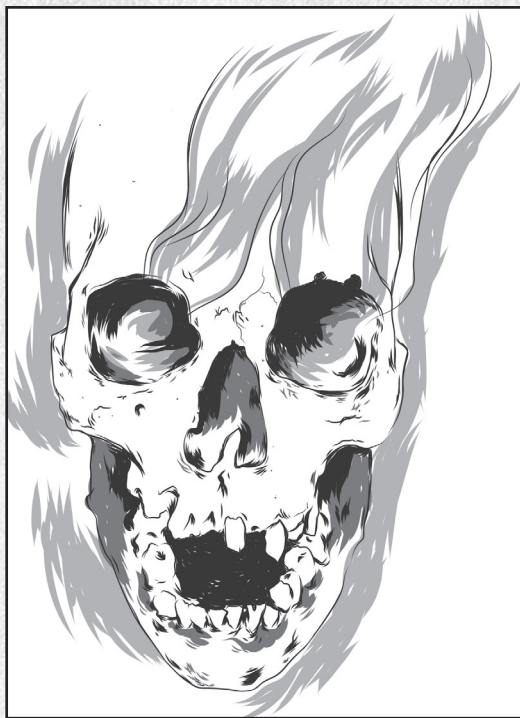
**8.** Choose two characters who killed a giant beast together not long ago. The corpse was so large that they had to leave it. Unfortunately, the rotting stench attracted smaller creatures to the location.



Characters now draw this rotted corpse on the map as well as a larger version in the back of the book on no more than half a page. There's a very small village close by that is now threatened by the smaller creatures, many of which have burrowed or nested around the corpse. Taking down this creature might have yielded experience for the characters as well as resources. It way have opened up another portion of the map that the creature was guarding.

For the Campaign (optional non-linear subplot) - The smaller creatures are flourishing and are threatening more locations—the two characters are blamed by locals for this terrible scourge / hunters have moved in and are now creating a small local economy around killing these small creatures, but the hunters are also savage and territorial.

9. Choose two characters who were walking together one day and found an abandoned infant. Characters now draw where they found this infant on the map. This infant will be related to an NPC that was created using this book, decided by the GM. If the infant is safely returned, the NPC will give the PCs a small dwelling outside of the town/city. It can be a place to rest. Characters can draw this location on the map once they are gifted it.



For the Campaign (optional non-linear subplot) - Infant turns out to belong to someone else in the campaign and they blame the PCs for handing it over to the wrong person / infant wasn't really the infant—it is a shapeshifter that murders the NPC and disappears into the night / infant is carrying an infectious disease.



**10.** Choose two characters who know of a magic user who lives outside of town. They are talented at taming feral creatures and turning them into familiars. Characters now draw this magic user's small dwelling on the map. These two PCs can pay the magic user to train creatures for them, but the cost is somewhat high or there are favors to be done.

For the Campaign (optional non-linear subplot) - Magic user tries to take something they cannot control and it eats them (or most of them—legs and an arm) / magic user is captured and made to tame creatures for a villain.

### **D10 Fortune or Misfortune**

**1.** Choose two characters who found a weird pile of foreign coins one night. GM points to the map and characters draw where they found the pile. There are 6D6 coins. GM decides where they are from and who might have owned them. Characters decide who carries this odd money or if they split it.

For the Campaign (optional non-linear subplot) - Coins are cursed / coins belong to a magic user who can track PCs using the coins / when coins are used, the person who received them falls sick / coins are more valuable to an NPC the party meets later in the campaign.

**2.** Choose three characters who were out one night at an inn or tavern. Have the characters draw this place on the map. They were gambling that night. Have them all roll initiative. The highest character won a modest pot of money as well as an attack dog that does not want to leave town. It's loyal to the players, but always sleeps under a large tree. Characters now draw this tree on the map.

For the Campaign (optional non-linear subplot) - Attack dog can lead



party to unexplored areas and track down enemies / attack dog grows increasingly hostile until its loyalty is gone and attacks the party / attack dog often attacks NPCs that it thinks are threats to the party.

3. Choose two characters who found a small book of magic when they were a little younger. Neither of them can read it and no local person understands the language inside. Have the characters draw the location on the map where they found the book—it must be outside of the town/city. GM decides if this book's secrets are ever revealed. Characters roll initiative and the highest character has the book in their possession.

For the Campaign (optional non-linear subplot) - Book belonged to an NPC of the GM's choice / book is cursed / book gives a glimpse into the future (campaign) or an alternate world.

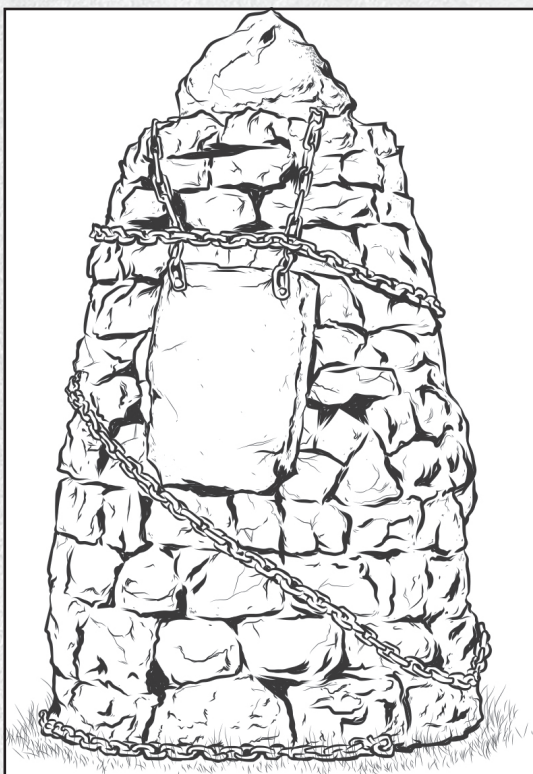
4. Choose two characters that encountered a plagued NPC who was wandering around. Have both characters roll initiative. The slowest rolled character is sick and will need help from an NPC that the GM creates.

For the Campaign (optional non-linear subplot) - The cause of the plague is a magic user / plague causes lasting effects (maybe not harmful to stats, but are aesthetically unpleasing).

5. Choose two characters who both went to the same party one night. Have one of the characters draw where the party was on the map. One of these two characters of your choice insulted an NPC and this person/creature hasn't forgiven them. It's up to the GM as to how important this NPC is to the campaign. The party was also pretty epic. Characters might have met new friends or love interests there.

For the Campaign (optional non-linear subplot) - NPC has important information that can unlock an area of the map / NPC is a family member of another NPC that was already created in this book.





6. Choose two characters who were ambushed one night. They were badly hurt and lost a few important items, but a local NPC helped them once the bandits were gone. Characters now draw the location where they were attacked on the map as well as the location of the friendly NPC's house.

For the Campaign (optional non-linear subplot) - Bandits can be tracked down because the friendly NPC knows who they are / friendly NPC is affiliated with the bandits and is only trying to make the party more vulnerable to future attacks.

7. Choose two characters who befriend a low level magic user who comes to their aide once in a while—teleporting—and then disappearing without explanation. Have the two characters draw where this magic user lives on the map.

For the Campaign (optional non-linear subplot) - Magic user is influenced by a villain or NPC with conflicting motivations / magic user is kind of a jerk / magic user is in love with a PC of the GM's choosing.

8. Choose two characters that were ambushed and abducted one night by a roving gang of bandits. All their belongings were taken. A nearby NPC witnessed the ambush, but had no means of helping. They know where the bandits are located. These two characters must be rescued.

For the Campaign (optional non-linear subplot) - An NPC that has



already been created by this book is part of the bandit gang / if located, the gang has all the stolen items plus more as well as a clue to a side-quest.

**9.** Choose two characters who found a large egg. It hatches.

For the Campaign (optional non-linear subplot) - Egg has a familiar inside: 1D6: 1 reptile, 2 bird of prey, 3 amphibian, 4 mammal, 5 fish, 6 magic being / egg has a deadly creature inside / egg belongs to an NPC that was already created by this book / egg belongs to a villain and they will hunt it down once it hatches.

**10.** Choose two characters that find a magic wand.

For the Campaign (optional non-linear subplot) - Wand can be used by non-magic users and its not very powerful, but kind of useful / wand belongs to an NPC already created by this book / wand is very powerful, but cursed / wand attracts weird beings or creatures.

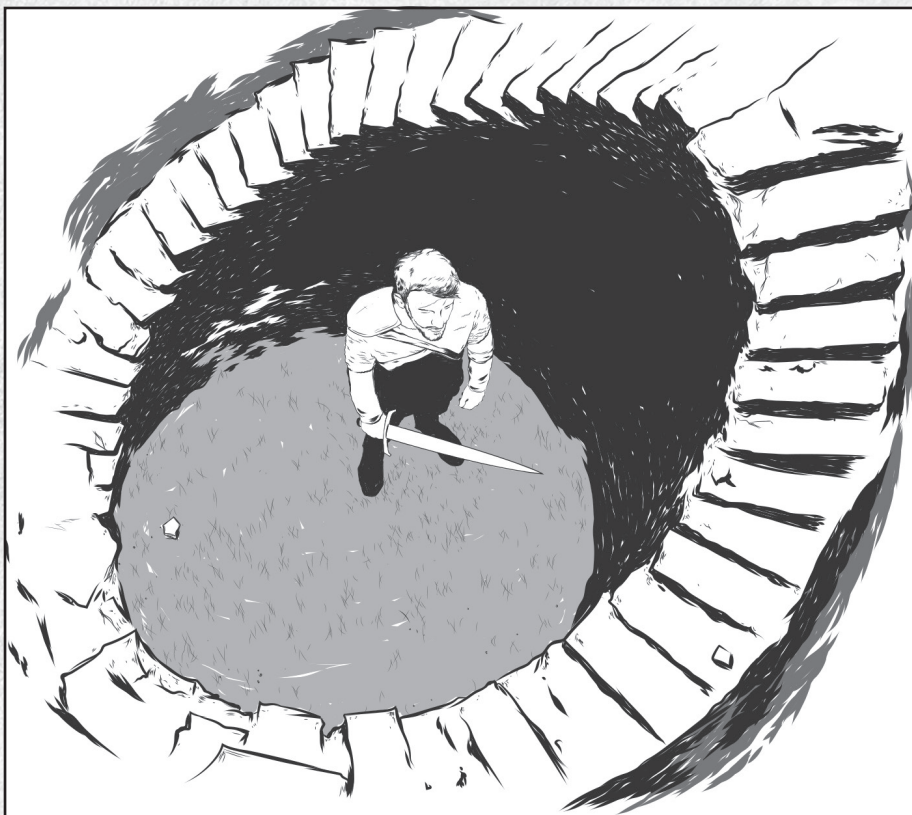
**D10 Roads (use this once five or more locations have been drawn on the map)**

**1.** Choose two locations that are now joined by a road. Choose a character that hasn't had a turn drawing in a while and have them draw the road on the map. There are a few trading posts along the road that the character must draw as well and they can dictate, along with the GM, what these trading posts sell. One of these locations might be owned by an NPC that was already created by this book.

**2.** Choose two locations that are now joined by a road. Choose a character that hasn't had a turn drawing in a while and have them draw the road on the map. This road is treacherous—bandits have been known to ambush travelers. The character that drew this road has a history with one of the bandit leaders. The GM decides what that history is.

**3.** Choose two locations that are now joined by a road. Choose a char-





acter that hasn't had a turn drawing in a while and have them draw the road on the map. This character lost an item of the GM's choosing while traveling along this route and an NPC that has already been created found the item. The character can choose to get it back.

4. Choose two locations that are now joined by a road. Choose a character that hasn't had a turn drawing in a while and have them draw the road on the map. An NPC that has already been created used to own a toll along this road and they collected money for a local baron. Now that the baron is recently dead, the toll is inactive, but locals resent the NPC for taking money from them for years. GM can decide if this NPC will be attacked because of their affiliation with the baron.

5. Choose two locations that are now joined by a road. Choose a character that hasn't had a turn drawing in a while and have them draw the road on the map. There are two promi-



nent buildings along this road which the GM must create. One of them is hostile to the party and one of them is friendly.

**6.** Choose two locations that are now joined by a road that also forks in the middle and leads to a wooded area. Choose a character that hasn't had a turn drawing in a while and have them draw the road on the map. Inside this wooded area is a hideout that the character has used in the past. They now draw this on the map and, if the character wants, a more detailed half-page drawing of the hideout in the back of the book.

**7.** Choose two locations that are now joined by a road. Choose a character that hasn't had a turn drawing in a while and have them draw the road on the map. Some kind of massacre or disaster occurred recently leaving half a dozen dead along with three dead horses and one injured horse. Their weapons and loot have been stolen. Character can keep the injured horse though it is now somewhat untrusting of humans. No one knows what happened except for an NPC that has already been generated by this book.

**8.** Choose two locations that are now joined by a road. Choose a character that hasn't had a turn drawing in a while and have them draw the road on the map. There's a broken cart blocking the road and it's loaded with goods of the GM's choosing. Anyone that helps the owner of the cart get back on their route might be rewarded. GM can also dictate where the owner of the cart is going and choose a character to draw this location on the map if it does not exist yet.

**9.** Choose two locations that are now joined by a road. Choose a character that hasn't had a turn drawing in a while and have them draw the road on the map. Part of this road was swallowed by a sinkhole that might or might not be a den for creatures. Character draws this modest size sinkhole.

**10.** Choose two locations that are now joined by a road. Choose a character that hasn't had a turn drawing in a while and have them



draw the road on the map. An NPC who was delivering good to a local noble person was robbed by bandits along this road. If his belongings are recovered, the noble will reward the party.

**D10 Landmarks (use this once five or more locations have been drawn on the map)**

First roll 1D4 for north = 1 / east = 2 / south = 3 / west = 4. If you do not want the characters to know what these landmarks are, just mark the map with a symbol and write that symbol and a description of the location in the book.

1. There's an abandoned tower in the (1D4) region of the map. An NPC that has already been generated by the book knows about it and why it's there.
2. There's a mass grave in the (1D4) region of the map. An NPC that has already been generated by the book knows about it and why it's there.
3. There's a burning house in the (1D4) region of the map. An NPC that has already been generated by the book has family that owns the house.
4. There's a buried crypt in the (1D4) region of the map. An NPC of the GM's choosing knows what the mystery is.
5. There's a gaming den in the (1D4) region of the map. An NPC of the GM's choosing goes there a lot, but their family does not know. This person is in a lot of debt and will be in peril next time they gamble and lose.
6. There's a mysterious cult's church in the (1D4) region of the map. An NPC of the GM's choosing worships there, in secret.
7. There's a field in the (1D4) region of the map. People who go there at night sometimes never come back. An NPC of the GM's choosing knows what the mystery is.



8. There's a farm in the (1D4) region of the map. Cannibals live there. They keep a cellar filled with dismembered people they are slowly eating. An NPC of the GM's choice has a family member who is missing—they're in the cellar.
9. There's an old well in the (1D4) region of the map. Locals say there's something inside—either a winding crypt or dungeon.
10. There's an armorer or weapon smith who lives in the (1D4) region of the map. An NPC that has already been generated by this book can introduce the party to this person.

### **D10 Wildlife**

1. Flocks of winged animals inhabit an area of the map. They're terribly annoying to an NPC.
2. Wild dogs or wolves are attacking children in an area of the map.
3. Some of the most delicious fish in the land can be found in a remote section of a river.
4. Biting insects make a section of the map unfriendly to the party at night, but an NPC knows how to inoculate PCs against them.
5. Wild horses roam an area of the map and an NPC is an expert at breaking them.
6. A few groundhogs have burrowed underneath an NPC's house and are compromising the dwelling's foundation as well as eating all the surrounding crops.
7. A creature roams the area and their fur can be used by a local herbalist to create powerful potions.



8. An endangered species exists in a remote area of the map and an NPC is highly invested in preserving them.

9. An NPC is crossbreeding two animals and the results are strange and/or dangerous. They might be tamed as familiars as well.

10. Lice live on livestock in the area. They carry diseases that affect PC's stats or abilities.

### **D12 Neighboring Towns and Cities**

1. A close by town is plentiful with something that the party lacks, but hostile NPCs control this item/good.

2. A neighboring village was attacked last night, leaving only a handful of people alive. They fled to the closest place on the map and are seeking shelter. GM can create the threat who attacked them or leave it a mystery. The village is mostly burned, but can be reclaimed at the party's own risk.

3. Choose an NPC that has already been created by this book that needs to be escorted to a neighboring town. They are carrying something valuable and are willing to pay for help.

4. The population of a neighboring town or city hates the residents of the town or city that the party is from. These people visit once in a while to fight, but it's usually non-deadly. GM can name them and give them a motivation if that contributes to the story in a meaningful way.

5. A nearby town or city is well-known in the area for a colony of armorers, but they create their armor from a creature that only roams the area around the party's map. The armorers hunt these creatures, but the locals are unhappy about this activity.

6. A neighboring town or city sits upriver from the party's area. Res-



idents of this location are polluting the river and it's creating strife among the locals, especially people situated closest to the pollution.

7. A mountain sits somewhat nearby where a colony of hermetic people somehow survive. They are expert hunters and create inventive weapons from local resources. An NPC that has already been created by this book knows of their location and has befriended a family there.

8. A series of hills is nestled not far from the area. The folks that live there do not speak, but have an uncanny connection to their environment and the wildlife. They are friendly if traded with.

9. Volcanic activity occurs somewhere in the area. Locals use hot springs and this location has become a secret destination for travelers. The rocks of this area can be used to create both exotic weapons and potions, but dangerous creatures stalk the land.

10. A neighboring village was accidentally settled on a network of underground tunnels which have recently collapsed, leaving many dead. Many people in the party's town/city have connections to the dead people from this village. A malicious NPC is responsible for the tragedy.

11. A nearby town or city has kept slaves for generations, but not anymore—the slaves revolted and murdered their masters. Anyone left alive fled to the party's town/city and are seeking help. The party will have to decide whose side they are on.

12. A neighboring village or town is ravaged by a drug addiction that is killing its population. An NPC that was already created by this book is also addicted to this drug and is spreading it around in the party's town/city. It is highly addictive and temporarily increases stats, but at a high cost.



## **D6 Betrayal of Friends**

Warning. Only use this section if you want potentially severe conflict between your party.

1. Choose two characters, one of which divulged a weakness or secret of the other character to a stranger while drunk. This was a simple mistake that could lead to dire consequences. Maybe a villain has spies in the area and they now have knowledge of this character's weakness or secret.
2. Choose two characters, one of which "borrowed" an item from the other character and they have not returned it yet.
3. Choose two characters, one of which is now romantically involved with a lover or ex-lover of the other character. This is a secret. GM can whisper this into the romantically involved character's ear or write it down on a slip of paper so the other character does not know. Rumors might spread about this relationship.
4. Choose two characters, one of which promised the other character they would do something extremely important for them, but didn't follow through. This could be delivering a letter, taking care of a sick loved one, feeding a pet (familiar), watching over a property, or anything personal that would greatly affect the other character.
5. Choose two characters, one of which accidentally insulted the other character's appearance or something deeper like their motivation for being part of the group. The character who insulted the other might have been just joking around, but the words were taken seriously and will have a lasting effect.
6. Choose two characters, one of which borrowed a valuable item from the other and lost it. It's gone forever.



## **D6 Besties for Life**

Members of your party can easily be best friends. Tight bonds are made when adventuring together.

1. Choose two characters who co-own a large and trusty steed. This horse can be very handy in battle or travel. This horse is on the older side and near the end of its life, though it is still extraordinarily strong.
2. Choose two characters who share a secret—any secret about the area that provides them with an advantage, but potentially harms other characters or just NPCs. This can be a recourse that only the two characters know about or an NPC that is taking advantage of the population while giving favor to the characters.
3. Choose two characters who are good friends with a baron or lord from a neighboring area. This NPC can send packages and even armed guards if needed. Some NPCs the party will encounter will hate this NPC and they will not trust any character who is associated with them.
4. Choose two characters that share an addiction to something somewhat harmful, but downright fun: a substance, an activity, or maybe an NPC that they both like a lot.
5. Choose two characters who created their own weird holiday that they celebrate each year. Coincidentally, this holiday is coming up!
6. Choose two characters who witnessed a tragedy together and it has not only shaped who they've become, but they occasionally bond over the shared memory.



## **D12 Weird Fun**

1. Choose two characters who have a secret handshake that an NPC sees and thinks they have the same secret handshake.
2. Choose two characters who have the same birthday which will happen very soon.
3. Choose two characters who both got food poisoning from the same inn.
4. Choose two characters who slept with the same NPC who is famous for something very strange, yet useful to the party.
5. Choose two characters who are addicted to something non-harmful.
6. Choose two characters who share three rare wooden dice and regularly play a simple gambling game to pass the time.
7. Choose two characters who borrowed an NPC's boat and accidentally sank it—now they are avoiding this person or disagree about what to do. NPC is mad as hell.
8. Choose two characters who are allergic to a substance who both had close calls as kids—they almost died from this substance.
9. Choose two characters who both saw some strange, unexplainable phenomenon in the night's sky and one other NPC saw it too.
10. Choose two characters who have been asked to pet sit for an NPC who will be away for a month. The pet is kind of mean.



**11.** Choose two characters who got their fortune read by the same NPC. One character's future was bright. The other..not so much. This could foretell something that will happen in the campaign.

**12.** Choose two characters who are being pursued by a magical being who is infatuated with them.

### **D100 Location Attributes**

Have your characters draw some of these on the map. Re-roll if you roll the same number twice.

1. Recently swarmed by insects that caused a lasting poison effect.
2. Livestock use a close by path, sometimes attracting predators.
3. A person who sells simple games and wooden sculptures is often seen around here.
4. Delicious berry bushes growing nearby.
5. Cats are attracted to this place.
6. This is a spot where gamblers set up a makeshift camp once in a while.
7. Food spoils quickly here for some unknown reason.
8. An attractive person walks by here once a day.
9. An unmarked headstone stands in a north facing part of the property or nearby.
10. Lightning has struck a nearby tree three times in the past year.
11. Mites infest all bedding here and/or nearby.
12. A magic user's apprentice forages for ingredients in this area.
13. A family died nearby and is said to haunt this location at night.
14. Witches have been seen recently in this area.
15. There is an abundance of a food source nearby.
16. Dogs are spooked by this place.
17. Some say there is an underground labyrinth close by.
18. A roaming creature has been spotted twice at dusk.
19. Set along a secret route of traveling sex workers.
20. Small/medium size familiars will not go near this place as there have been sightings of large, roaming creatures.
21. Some magic tends to have a reverse affect when cast in this place.



22. Someone has set a trap nearby.
23. A modest amount of money is found on the ground.
24. Useful herbs grow nearby.
25. Something metal is half-buried in the ground.
26. Someone who people call Pig Dog walks by here often wearing a thick brown hooded cloak.
27. An elaborate rainwater collection system is here or nearby.
28. Cannibals occupied this place once. People still talk about it.
29. Drought. It hasn't rained in some time and any water stored here is gone.
30. There's a small cave nearby with someone living in it.
31. Always damp. Wood rots quickly here if not cared for.
32. There is a well nearby that many people use.
33. An assassin has been seen training their teenager in a close by field.
34. A wrecked wagon is now a play space for children.
35. There is a view of the sunset from here that will take your breath away.
36. An armorer lives close by and walks to the tavern every night.
37. A recent earthquake opened a large pit not far from here and rumors are circulating about what is inside.
38. A neighbor pretty much hates everyone, but he is very talented at something the party could use.
39. There's a plentiful garden close to this location that a few people tend.
40. A community meeting space isn't far from here.
41. Nearby, there is a large tree where noisy birds sleep at night.
42. A curse was cast on a nearby and subtle landmark.
43. Loud, bickering neighbors come and go throughout the night.
44. A brewer of beer or mead or the like lives close by.
45. There's a stash of weapons not far from here.
46. A horse recently died here and is rotting. Something is in its saddle.
47. All that's left is a stone foundation of a neighboring property—and three skeletons.
48. A popular realistic painter lives nearby.
49. A well known battle occurred nearby and not long ago—items to be found.
50. A terrible musician lives next door or close by.
51. There's a wedding schedule nearby of two popular people in the community.
52. Some types of magic are weakened here by a strange and unknown source.
53. A giant or very large person ran drunkenly into a tree and suffered fatal wounds.



54. An inventor lives close by and will ramble about their latest creation.
55. A trap expert lives not far from here and is willing to trade for their knowledge.
56. Someone recently committed suicide nearby.
57. Peasants always seems to wander around here looking for food.
58. An expert crossbow maker lives not to far from here.
59. A costume maker lives nearby and loves to barter.
60. Unusually large nocturnal flying mammals fly around here.
61. An expert of languages lives close by.
62. An expert tailor lives not far from here and is willing to barter.
63. Toxic groundwater seeps up and floods this area from time to time.
64. Someone says there's a talking animal that appears at night nearby.
65. People gather close to this location to play simple tabletop games.
66. A poisonous plant grows wild in this area.
67. A local cartographer lives close by and is willing to trade.
68. Someone claims to be a healer and they live not far from here.
69. A person or being has a special talent that can be learned at a high cost.
70. Someone set a trap nearby—a pit or snare.
71. A person with exotic goos will be driving their wagon through this area soon.
72. Musicians live nearby and they practice loudly some nights.
73. A bandit was caught and now they hang—dead—from a tree.
74. Someone piled several human skulls close by.
75. A large crack in the land zigzags north. People are afraid of what might lurk inside.
76. People are cutting down trees nearby, but bandits keep robbing them.
77. Mushrooms grow here and they have strange effects when eaten.
78. A wagon broke down nearby and the owner needs help.
79. A local blade sharpener can be of help and lives close by.
80. Close by, someone who is a trained singer is willing to teach their craft.
81. Something is rotting down a path and drawing large animals.
82. A sinkhole appears close to here, revealing an underground cave system.
83. The sap from a nearby tree is very sticky and can be useful.
84. Neighbors love to party, but dislike a certain race.
85. A fortuneteller lives down the road and is somewhat well known.
86. Acrobats practice their skills in a nearby field or open space.
87. Putrid stench wafts from a nearby bog.
88. A local magic user lives close by and can teach new spells.



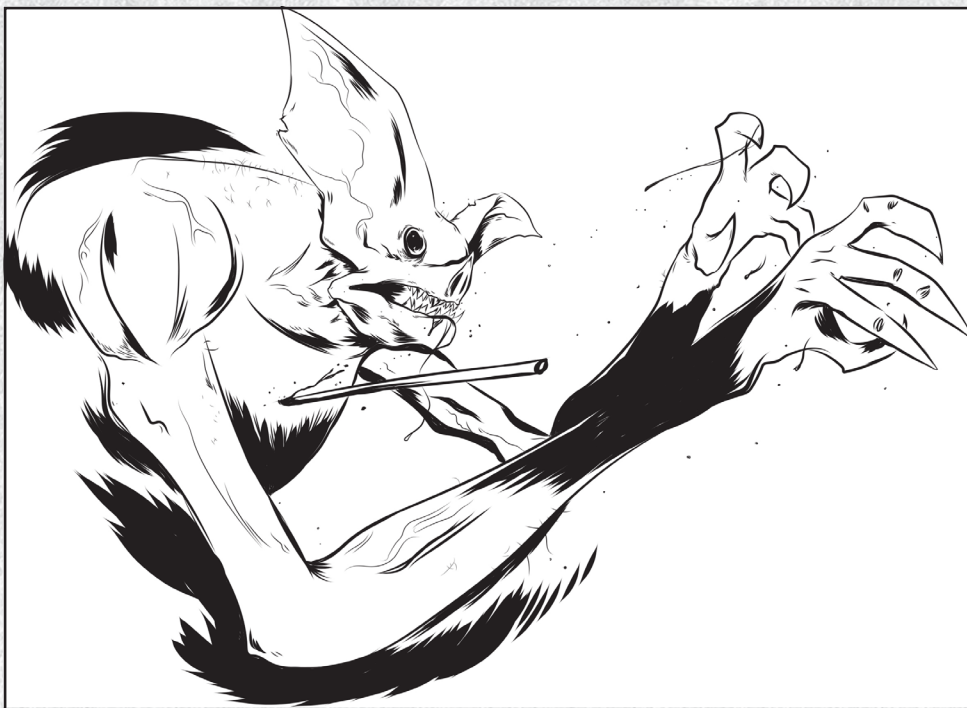
89. Hostile creatures nest somewhat close to here.
90. There's a speakeasy of sorts close to here.
91. A demon is said to roam this area at night.
92. Children often play nearby and they usually have news to tell about the locals.
93. Evidence of a summoning circle in the dirt: crystals, a skull, drawn symbols.
94. Someone keeps horses fenced in close by, but two were stolen recently.
95. A neighbor and farmer makes the best goat cheese.
96. Someone close by will trade for giving wild haircuts and piercings.
97. A furniture maker has a workshop nearby.
98. A spell book is hidden nearby.
99. Gold is buried nearby.
100. A powerful weapon is hidden nearby.



## **D10 Deadly Location Attributes**

1. Large, poisonous plants are overtaking the area, causing locals to get sick and ruining crops. A magical source is creating this wicked flora to grow.
2. Something is causing earthquakes that are decimating dwellings—the source might live deep below.
3. An underground spring is leeching poisonous water and flooding the area. Something ominous lives beneath.
4. High winds make living in this area especially hazardous though something magical might be causing them.
5. The trees in this part of the map are oddly “aggressive”—they reach out and snag people and sometimes they whip limbs and severely hurt people that are passing by. Some kind of magical influence is occurring.





**6.** People have reported spontaneous fires flaring up in this part of the map and no one can explain why.

**7.** Stones come alive, rolling and damaging property, even sometimes forming into elemental rock-like beings. There must be some sort of magic controlling them.

**8.** An acid-like rain seems to roll through this area once in a while and locals blame a nearby NPC who might be using magic. It severely damages all exposed metal.

**9.** A novice necromancer is reanimating the undead in this area and even though this NPC might not be evil, they are inadvertently summoning hordes.

**10.** A dragon is attracted to this area because it is targeting a playable character's property. Its level will be +5 to the average level of the party. An NPC will know of a weakness that can disable the dragon.



**Drop Tables (use this once five or more locations have been drawn on the map)**

This is a great way for your party to meet for the first time if they haven't had a unified motivation to team up. One player rolls 2D6 on the map. If a die or both dice roll off the map, re-roll both dice. When rolling these dice, a "drop roll" is best so that—ideally—the dice bounce off each other and create a truly random outcome. Roll 1D10 to determine what event occurred after drop-rolling the 2D6 on the map:

1. The die that landed closest to a location marks the location that is affected. That die also indicates how much of a disadvantage people had when they were attacked (a roll of a four means they have a -4 on all rolls). The other die indicates how many people attacked that location and where they came from.
2. Both dice represent two opposing groups (the number indicating how many people/beings or single person/being if a die is 1) that charged each other and fought. GM names both groups and gives them characteristics and stats if needed. Slide both dice together to determine where the fight occurred. GM determines who won the fight, who witnessed the fight, and how the area was effected. Property that was in the vicinity of the battle might have been damaged or destroyed. If both numbers are the same, roll again.
3. Highest die is a large creature that is roaming the area. The number on that die is its level. GM assigns stats and traits to the creature. The lowest die is the creature's target or what it is hunting. The number on that die is the number of people it is after. GM determines who those lower number people are and if they have any relation to an NPC that was already generated by this book. If both numbers are the same, roll again.
4. Both dice represent buildings that are being constructed where they landed. They are owned by the same person: an overbear-



ing lord who seeks to spread their influence. GM can name this lord and give them motivations. They might also be hiring local workers at a very low rate and some of them are getting injured. The numbers on the dice represent how many X 1,000 gold (or system equivalent) the property will be worth—if you rolled a 6 then the property is worth 6,000. If there are any nearby locations, they could be negatively affected by these new properties.

5. Both dice represent opposing legions that are rushing to battle. The numbers on the dice represent the level at which all fighters are. There is a somewhat equal number of fighters on each side and the GM dictates that number. GM can give each legion alliances with existing NPCs and the party can decide if they wish to aide a side in battle. GM slides both dice together in a centered location where the battle occurs. If the dice slid over any properties, they could have been affected by the roving legion.

6. Have all players roll initiative and keep in mind who rolled the lowest number. Now drop-roll the 2D6 on the map. Add +2 to each die number to represent how many beings have spawned where the dice landed. Both dice represent the same threat: feral creatures or roving bandits or whatever NPCs would make sense within the narrative you've already established. Both groups are walking to a central point where the two dice meet when slid together. They are meeting there to plan an attack against the character who rolled the lowest in initiative. GM decides what this NPC group's motivation is.

7. In the center of both dice is where something crawled out of the ground. It peeled in two—slug-like and hulking, and crawled in the directions of the two dice. Where the dice landed is where the slug-like creatures stopped and devoured people. The number of people is the number on the dice. These creatures then burrowed back into the earth. They can rise again if the GM chooses, this time eating X 2 the number of people ditched by the dice.

8. Where the dice landed, GM draws as symbols marking: highest



die is where loot/treasure is hidden or buried and the lowest die is where bodies are hidden/buried. These people were killed by an unknown NPC and they stashed the raided loot. GM should keep this a secret until the players search these two new locations.

**9.** Where the dice landed mark where people have been mysteriously killed. The numbers on the dice are how many people were murdered. The character who owns property or is closest to the highest number die will be blamed by some people in the community. The GM can create NPCs who are blaming the character and also the real NPC/creature that murdered the 2D6 people.

**10.** An NPC that the party knows can tell them about neighboring places. Using the center of the map as a starting point, each die represents a direction a new location exists. The number on the die represents the miles or kilometers one must travel to get there. GM decides what lies at these locations, but they must add backstory to at least two characters.

### **Area Attacked**

This is another great way for your party to meet for the first time if they haven't had a unified motivation to team up. One player rolls 2D8 on the map. If a die or both dice roll off the map, re-roll both dice. When rolling these dice, a "drop roll" is best so that—ideally—the dice bounce off each other and create a truly random outcome. The highest die represents the level (+1) of the creature that is attacking. The lowest die represents an NPC that is being attacked and the number on the die represents their level. Party can come to their rescue. The closest property to the lowest die is in jeopardy and will be damaged or destroyed in the attack. If the level of the creature is very high, the NPC who is being attacked can also have high stats to compensate for the imbalance. NPC may reward party with loot if they are aided. Roll 1D6 to determine the outcome of the NPC:



1. NPC will die in battle, leaving nothing because the creature destroyed the NPC's body and belongings.

2. NPC will die in battle, leaving only what they have on them as loot.

3. NPC will die in battle, leaving what was on their body as well as a map to their home.

4. NPC will barely survive in battle and ask to be carried to their home where they die within a few days without high-level magic healing.

5. NPC will barely survive in battle and ask to be carried to their home where they will survive, but not recover fully or have the





same fighting capacity as before. Party is rewarded modestly.

6. NPC will survive the battle and fully recover. They invite the party back to their home and the party is rewarded handsomely.

### **Random Drops**

Drop-roll 6D4 on the map. These are where a rogue set traps overnight. GM should keep the nature of these a secret to the characters.

Drop 2D20 on the map. The highest die is the level of a weapon that is hidden where the die landed. The lowest die is the level and location of the NPC who knows how to uncover the mysterious weapon. GM keeps all of this a secret until party investigates.

Drop 2D6 on the Map until only one of them lands on a dwelling. The die that landed on the dwelling is the number of thieves stealing as much as they can from the place. The other D6 are the NPCs related to that dwelling and where they are (with friends if the number on the die is high). Someone will alert the party that this dwelling is being broken into.

Drop 2D20 on the map. The highest number is the level and location of a magic user who is attempting to conjure a familiar. The lowest number die is the familiar's location and level. If both numbers are the same, re-roll.

Drop 2D20 on the map. The highest number is the location of a bard who is about to set up for the night to sing. The number on that die is the number of songs they will perform. The number on the other D20 is the location and amount of NPCs who are on their way to see this bard perform. The higher number of NPCs, the better mood this bard will be in. He is a happy bard, they might be useful to the party. If they are unhappy, they might be a pest.



## **D10 Abominations Abound**

Use this section when your party has established much if not all of their map and backstory.

1. Drop-roll 1D20 and 2D6 in the center of the map and make sure they ricochet off each other. The D20 is a dragon and the level of that dragon. Where the dice landed is where the dragon now sits, recovering from its sudden arrival. The 2D6s are the number of dead warriors/wizards/elves etc (other party members) it deposited in the town/city. Their smoldering bodies are hot enough to stick to wherever they landed. Characters can decide to engage the dragon if they wish. GM decides if this dragon has a lair close by with loot or gold.

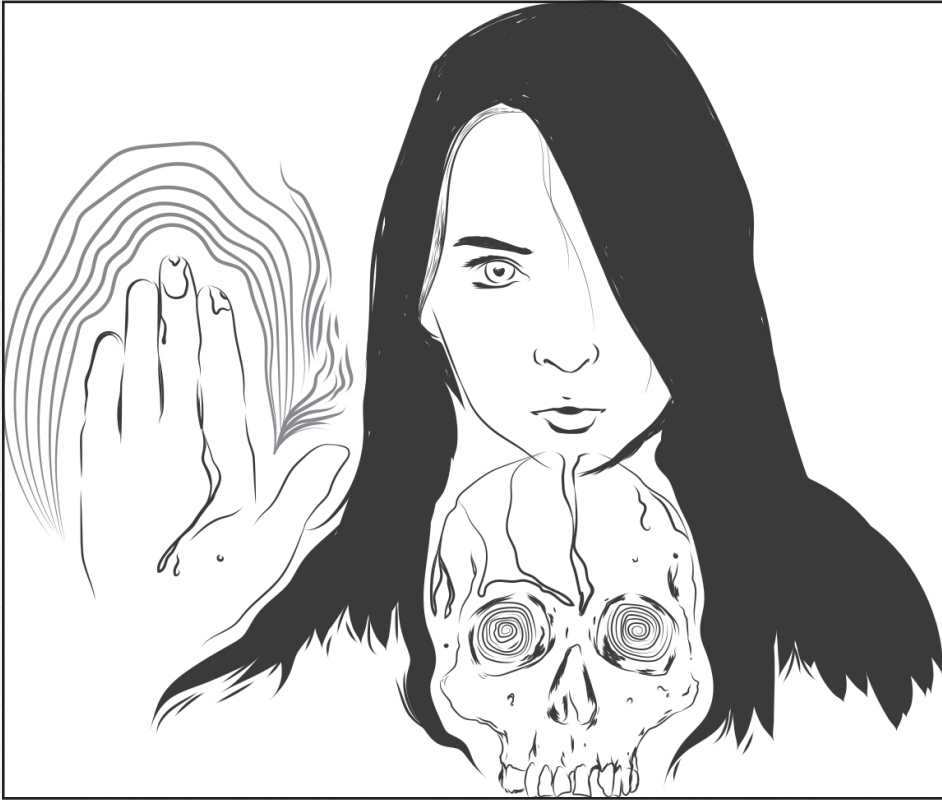
2. Drop-roll 1D20 and 3D6 in the center of the map and make sure they ricochet off each other. The D20 is a Serpent Queen and the level that she is. Where the D20 landed is where her underground lair is. The 3D6s are openings in the tunnel network where the Queen can send out minions. The numbers on the D6s represent the number of minions that guard each tunnel opening. GM is free to create a secret underground tunnel map that matches these openings as well as where the Queen's lair is and if it contains loot or gold. The map can be as simple or complex as the GM wishes. Locations close to the tunnel openings may be affected.

3. Drop-roll 1D20 and 2D10 in the center of the map and make sure they ricochet off each other. The D20 is a giant griffin that has landed in the area and the number on the D20 is its level. The 2D10 are NPCs who were battling the griffin and were clinging to its feathers. They got some damaging strikes in before it took to the air and dumped them. Now the NPCs are badly hurt and, as the griffin regroups, it will hunt them down.

4. Drop-roll 2D10 and 2D6 in the center of the map and make sure they ricochet off each other. The 2D10 are giant ogres who are slowly trampling through the area. The numbers on



the D10s are their levels. The 2D6 are groups of local warriors (all equal to the party's average level) who are arming themselves to fight the ogres. The numbers on the 2D6 are the numbers of NPCs in those groups. Both ogres will charge the closest group and slaughter them all. The second group will come to their rescue. Each ogre carries a considerable amount of loot.



5. Drop-roll 2D20 in the center of the map and make sure they ricochet off each other. The lowest number D20 is a massive great sword that fell from the sky and is stuck in the ground. It is over 50 feet high. The highest number D20 is a group of people (D20 x 2 people) who have come to worship it as a sign from their god. Once they are at the base of the sword, a giant knight will come to retrieve it. The knight is the level of the party's average +2. The knight will slay all the worshipers as they bow and scream. Once the knight is done slaying the worshipers, it will chuck its sword in the air as high as it can throw, making it land miles away.



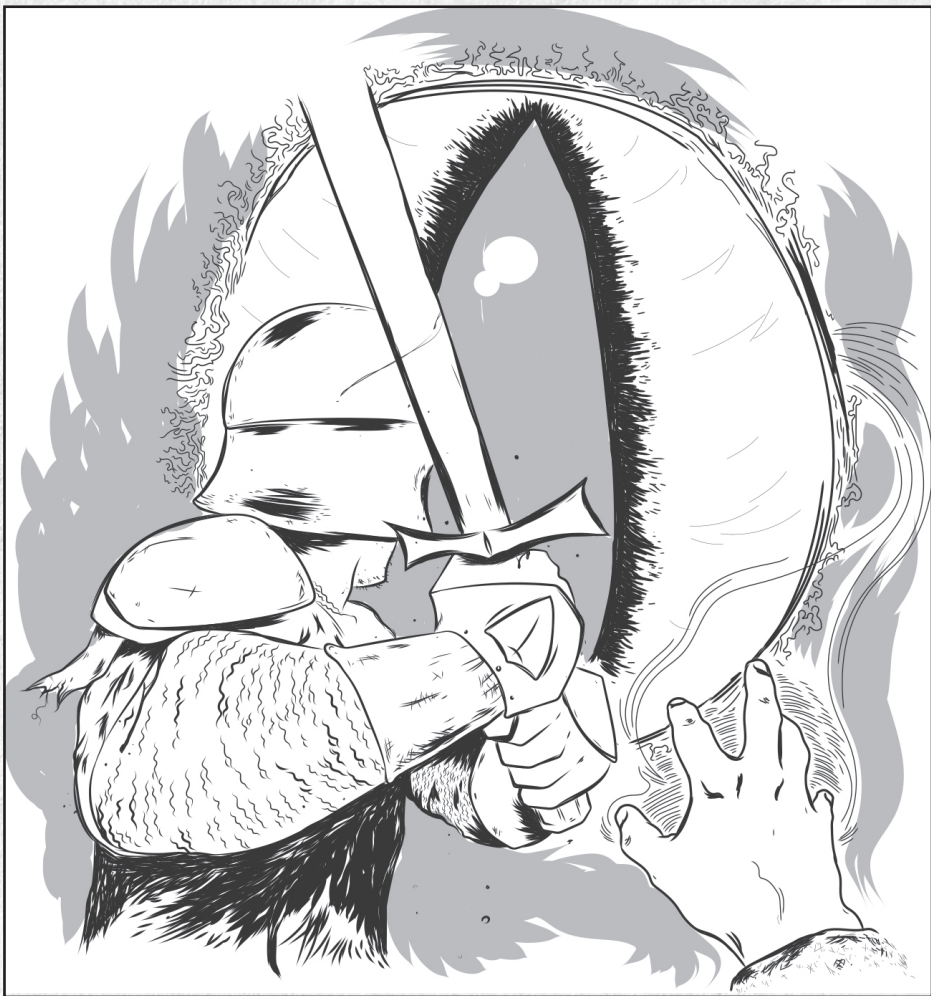
**6.** Drop-roll 6D6 in the center of the map and make sure they ricochet off each other. Each die represents the number of undead soldiers that a necromancer is reanimating from unmarked graves. They will convene to the highest number die (if there are two or more highest number dice, GM decides where they will convene). They are -2 level of the average level of the party. Lowest number die can reveal a crypt where loot was buried/stashed.

**7.** Drop-roll 4D6 in the center of the map and make sure they ricochet off each other. The dice represent four magic users who appeared one night and are casting a field spell. Each die represents their level, where they stand, and the corners of the field. Anything inside the field is paralyzed unless they are a magic user who can fight this spell. Anything outside the field suffers from an abysmal ringing in their ears, but they are otherwise fine. Inside the field, a massive rock-like elemental beast rises. It is a high level NPC, but it relies on the magic users for its animation and powers. In the center of this beast is a mass of precious metal.

**8.** Drop-roll 4D6 in the center of the map and make sure they ricochet off each other. The highest number die is the base of a tower that has risen out of the ground. MG stacks the rest of the dice on the base in order of numbers (lowest on the bottom, highest number die on the top). This stack represents a four-story tower and the numbers on the dice represent how many chambers are in each story. The tower is accessible from the base and within the tower are minions inside each story who are -2 levels of the average level of the party. At the top of the tower is a magic user who is +2 of the average level of the party. The magic user will be after an NPC who was already created by this book. If the party does not explore the tower, the magic user will send out minions to abduct this NPC and bring them to the tower. Once they do, the tower will descend into the ground and disappear.

**9.** Drop-roll 4D6 and 1D4 in the center of the map and make





sure they ricochet off each other. The center-most D6 is the base of a stone chapel that appeared overnight. The D4 is the top of the chapel. The number on the D4 is the level of the magic user who lives in this weird house. The remaining D6s are smaller stone houses and the numbers on the dice represent the number of low-level magic users (disciples) that live there. They all worship a sorcerer who occupies the central chapel. The disciples will venture out and try to recruit townspeople into their cult. If the sorcerer is not stopped, the town/city will fall to their influence.

**10.** Drop-roll 2D10 in the center of the map and make sure they ricochet off each other. The highest D10 is a giant demon that has



been summoned. The number on the D10 is its level. The lowest D10 is the magic user who summoned it and they are using the demon to attack a high-valued NPC and/or property.

### **D8 Magic Torches**

If you want to add some excitement to your game, these magic torches offer some unusual benefits. If your system doesn't have equivalents for effects like frost, feel free to create an effect or simply don't use the torch.

1. Torch's fire burns green. When you hold it, anything in your other hand also glows green and has a 25% chance at causing poison damage.
2. Torch's fire burns blue. When you hold it, anything in your other hand also glows green and has a 25% chance at causing frost damage.
3. Torch's fire burns yellow. When you hold it, you have a 25% chance at boosting your next magic spell effects by 25%.
4. Torch's fire burns purple. When undead see this flame, it is so bright they shriek and cover their eyes while rushing to extinguish it. Undead are at Disadvantage when this torch is lit.
5. Torch fire burns very tall (five feet high) and can be controlled like a whip. It causes fire damage at a distance of five feet.
6. This torch hovers independently next to you, leaving your hands free. You can adjust the height and distance from you as it floats, but it must be within arm's reach or it falls to the ground. It isn't "smart" though and has a tendency to get in the way of other party members.
7. If you are carrying this torch while you attack, with each critical blow the torch regenerates to its full, unlit potential and "resets", making it last longer.
8. Torch never goes out as long as you hold it with both hands, but it does equivalent damage as a two-handed great cub and has a 25% chance of setting whatever it hits on fire. The torch instantly goes out if you let go with both hands and cannot be relit.



## **Off Nights**

### **Adding Non-Linear Subplots to Your Campaign**

This section is a primer for adding content into your campaign to make it non-linear. For example, on an off-night, have your characters go back in time with this book and develop more of their backstory. This can happen mid-way through your main campaign to give you details and subplot to weave into the main story. The occasional off night can compound into even more meaningful content as your characters begin to care about things that not only happened in the past, but how they are actively affecting the “now.”

If your characters have not all met yet to establish their group, an off night is a perfect way to create that unifying moment where they all came together. This could be a tragedy or event that means a lot to the town/city or it could be a battle that ended in the unification of your characters. Weaving in details of this event into the campaign can also add value to your overall story.

Even if they did establish how they all met during the first session of the book, you can still create a major event to unify them further or even to create new tensions within the group.

If your characters are about to meet an important NPC in the campaign, use an off night to go back in time to before the campaign and add in foreshadowing about this NPC. Maybe this NPC has influence over the town/city your characters created with this book.

It's common for new players to want to play in your campaign, but it's difficult to just drop new playable characters into a plot. On an off night, going back in time to a prequel setting allows you to create playable characters that can add meaningful content to your story. This will also let you reintroduce the same new playable character(s) into the campaign, making it possible for new players to jump in. And of course, you can kill them off when needed.





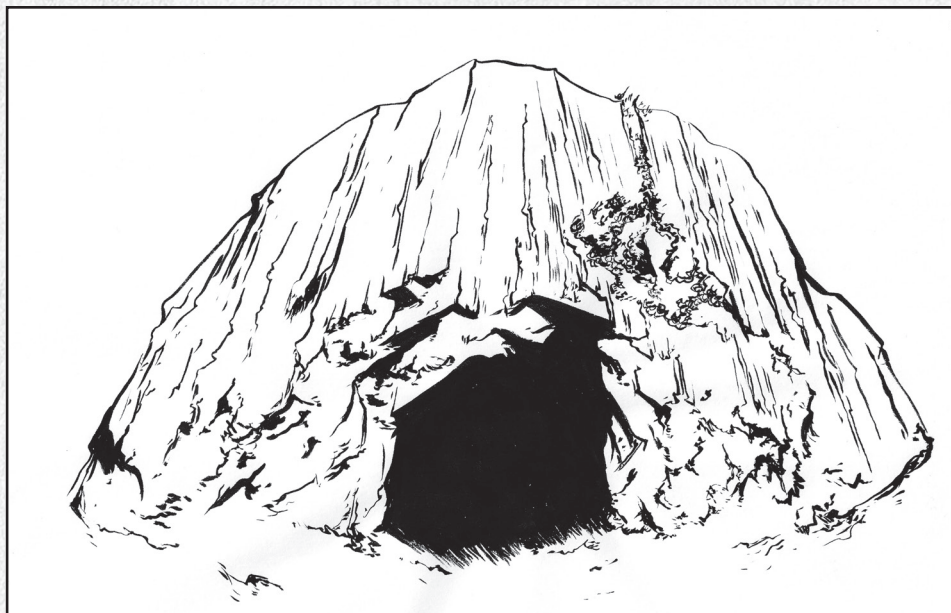


# CAVER

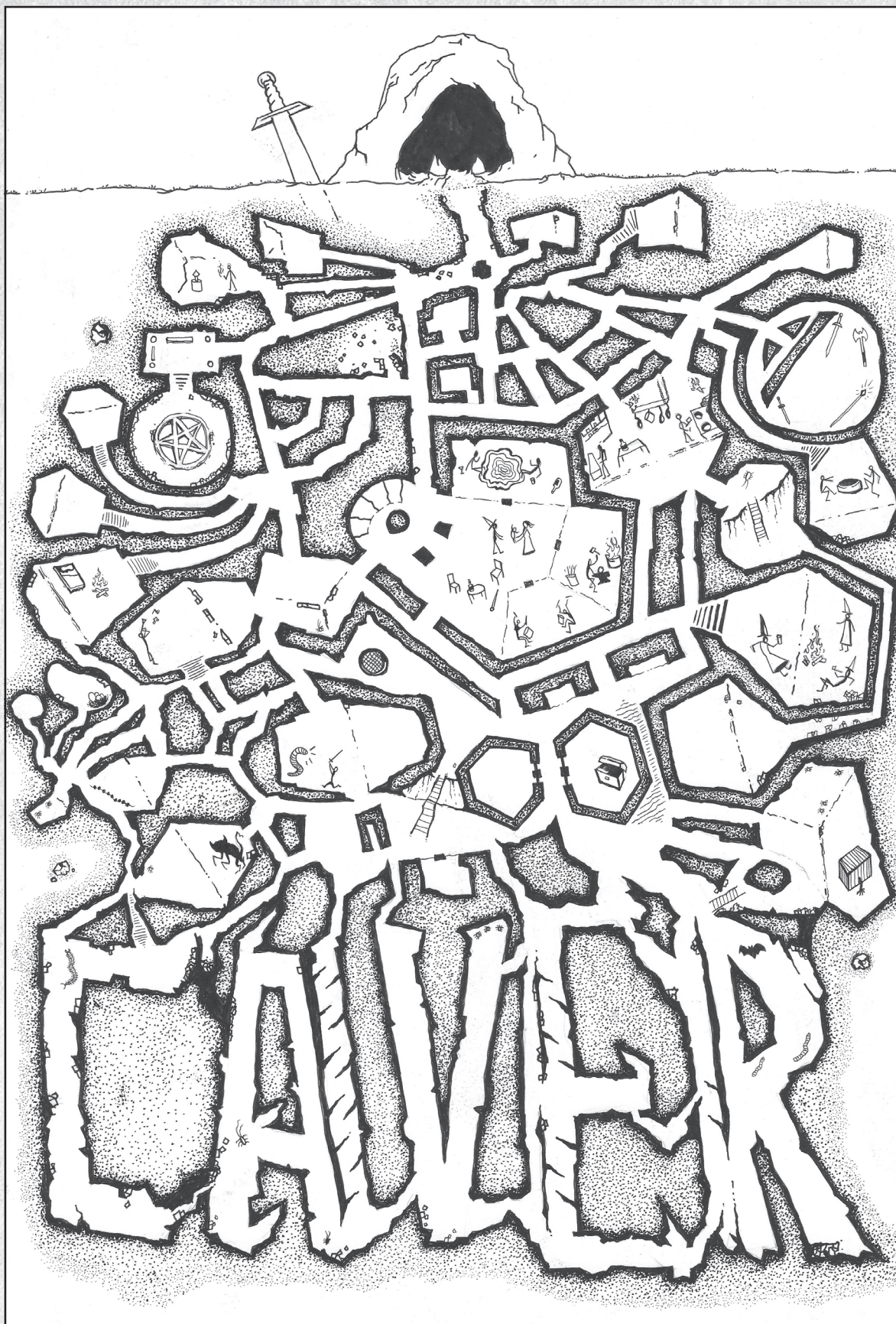


& Cube

This section of the book allows you to create a living cave familiar into your game. They are named Cavers. And, often times, things live inside them. In a previously published books named Caver and Cube, a sentient gelatinous cube is squatting inside a Caver and won't leave—kinda like a bad roommate. Once your group has drawn their map, feel free to drop a cave somewhere on it. Maybe its one they can wake up and befriend.









## Come On In

This part of the book is for both Game Masters (GMs) and players. If your GM intends to use this material in your campaign, you may want to save reading this for later to avoid spoilers. That said, a lot of the content is randomly generated so even if a player is familiar with the material, the Caver that their GM may create should be somewhat different each time.

Even if your GM never uses this part of the book, it's fun to imagine you have a Caver of your own somewhere. Maybe it's a secret—a familiar only you know about. Or maybe you have fallen out of favor with your Caver and wish to repair that relationship. Either way, players can still use this guide if they want to have some solo fun.

If you have a question, you can usually answer it by relying on the tabletop game system you are using. An example would be “this Caver chamber is full of cursed weapons.” Use your system to find those weapons and apply system-appropriate curses to them. If you need stats for a non-playable character (NPC) or beast, use the party's combined level average for most familiars and encounters. If you think an NPC or beast should be stronger, add 1 or 2 levels to it.

In short, this section is a framework for your Caver. I want you to use your imagination and make her / him / it as wild as you want. And creating too many specifics here would limit the game systems you could apply to this material.

## Lore

As you may expect, Cavers are massive familiars that a player and/or party can befriend and use as a walking wrecking ball / mobile home. They have expansive innards with histories to unearth. Although they can stand up and walk like a human, their guts (caverns/chambers) still accessible using a portal that appears just inside the mouth when the Caver stands. Simply put, if you're inside a Caver when it stands up, you're still in the Cave, but you're going along for the ride. The Caver will prefer to settle back in the earth where its actual guts reside, but it can also plop down anywhere and anyone can access those guts via the portal just inside its mouth.

Cavers enjoy being occupied by industrious beings. If someone or something has already made a Caver their home, the Caver will be loyal to that first occupant. If



the occupant is missing or leaves, the Caver will long for a new occupant. Even Caves get lonely.

## **Finding a Caver**

The least common way of finding a Caver is through the large entrance or mouth. People have stumbled upon them when falling into seemingly small pits that open into winding chasms. Parties have explored small dungeons and accessed craggy openings that turn out to be an access point for a Caver's secret innards. More often than not, whoever finds a Caver isn't immediately aware they are inside a Cave system at all—and exploring the guts of a living rock becomes apparent when it suddenly awakes.

## **Random Caver Finder:**

1. Falling into a pit in a field.
2. Finding a hidden entrance inside a castle's dungeon.
3. Teleported into a lower Cave chamber.
4. Connected by another cavern system (back door).

## **Caver Community**

Cavers are sometimes linked with other Cavers. This means a party could explore one Caver and find an exit leading to the mouth of a totally

separate Caver. These two to three or more Cavers may have no idea they are linked together depending on where their original resting space is—where the Caver originated.

## **Unusual Physical Properties**

When sitting and sinking back into the earth,

Cavers can choose to keep with mouths exposed or not, meaning they can fully seal themselves inside the earth, hidden from view. This doesn't prevent someone from digging through the earth to access the Cave, it just conceals the Cave's main access point.

For some unexplained reason, Caves wear massive sabatons which are plate armor shoes. Some believe the first Caver was a cursed knight who died, rotted, and eventually became a Cave. The plate shoes are all that remain. Cavers never remove these plate armor shoes.

## **Stamina**

Cavers, although juggernauts, over-tire easily. After 3 +1D4 devastating attacks, they typically become exhausted and sink into the earth where they must rest for 1D4 days. Cavers can walk 10 +1D10 miles per day before becoming exhausted. Higher lev-



el Cavers exhaust less easily and its is up to you or your GM to decide what level is appropriate for your Caver.

## Levels

Think of Caver levels very loosely: medium or high level. And use your system's general levels for monsters to assign the appropriate stats. Getting too specific here would limit the systems you may want to use.

## Oversize Items

There is a source for oversize weapons and armor, though Cavers will never reveal where it is. If someone comes upon a Caver who owns a sword the size of a tree, don't ask where it go it from. Cavers are clever as well. They craft weapons and even armor from whatever they can find.

## Stats

Cavers have similar stats to a Stone or Rock Golem and/or a medium to high level creature. It is nearly impossible to damage their exterior.

Armor Class - equivalent to stone  
Hit Points - equivalent to stone or 220 +6D6. Speed - fast or 50 feet

## Basic Abilities

Although somewhat slow when striking, all Cavers deliver pummeling unarmed blows with their jagged knuckles and oversized elbows. Damage is equivalent to a massive thrown boulder.

Nearly all Cavers are armed with appropriated weapons like halves of boats as shields, tree-size clubs, and sometimes even specially crafted massive weapons like "short" swords and axes. They swing these with impressive accuracy and effect. Any shield is used not to protect the Caver, but the much smaller beings riding on top or inside the mouth.

## Weakness

Every Caver has a "heart chamber." Deep within the Caver is a large oval cavity with a very large pulsing emerald levitating in the center of the space. This is the Heart Stone. It can be smashed. It has the armor equivalent of plate armor. Once the Heart Stone is shattered, the Caver's consciousness is gone, leaving it to sulk into the earth and become a normal, lifeless cavern. Some people say that all caves were once Cavers and Cave Hunters killed nearly all of them.



Cavers are also somewhat top-heavy. They can be knocked over by other creatures equal to their size. Their oversized arms allow them to get back up quickly.

High level characters — mainly necromancers, conjurers, and naturalists — can cast Heart Worm, a spell that takes an immense level of preparation and concentration. The spell summons a large worm that burrows through the Cave's inner dirt to reach the heart chamber where it wraps around the Heart Stone to crush it. Heart Worm should only be assigned to NPCs who are powerful and it is up to the GM to decide what preparation and concentration it takes to cast such a powerful spell. The worms can be chased and destroyed. They will have stats of mid-level creatures.

## Cave Classes

Each Cave is unique. You can also choose two of these to create a multi-class Cave. The Cave will know its history if you choose any previous occupants. Any current occupants you choose might oppose one another though there could be enough room for each type of occupant to live in harmony. You can also use any creatures or beings from your system / existing story if none of these options suit your desires.

## Molten

This Caver's deepest chambers bubble with lava. Some of its bowels snake like rivers of molten rock, impassible and meandering. Other chambers are warm, providing heat that can comfort or act as a forge for blacksmiths, alchemists, and other arts.

### Previous Occupants (roll 1D4):

**1. Alchemist** - This crafty alchemist used the varying temperatures of this Cave's many chambers to melt and boil elements and other materials. Their lab is very much intact though 1D4 chambers seem to have exploded/caved in and evidence of a chemical accident remain. The Cave had a somewhat tumultuous relationship with the alchemist, requiring the alchemist to sneak in and out when they were in disagreement. One day, the alchemist left and never returned. The Cave assumes he was killed.





**2. Dragon** - A mature dragon once used this Cave as a home, but it is no longer living there. It may have run away or it may have died. Either way, there are 1D4 dragon eggs sitting on a nest in one of its deepest chambers. GM can decide the fate of these eggs, what kind of dragons may be inside them, and if they are friendly or not to the party. The Cave's relationship with the missing mature dragon as somewhat friendly, but the Cave has no idea where it may have gone. The Cave is distraught over this.

**3. Blacksmith** - He or she used this Cave as the perfect forge, employing multiple chambers for different styles of weaponry and armor making. GM can plant level-appropriate items within the many chambers. The Cave had a friendly relationship with the blacksmith and will know how he or she died—most likely by the hands of an existing NPC that is in or will be in your campaign.

**4. Demon** - Summoned from another dimension, this demon lived inside this Cave for nearly a century. It built an elaborate throne room, a banquet hall, multiple bedrooms, lounging chambers, and even cells for its multiple pets. The demon was slayed by a powerful barbarian and wizard team years ago and the Cave will reveal this if asked. The Demon collected rare weapons, but all of them are cursed.

There are 5 +1D6 of these retched weapons.

### **Special Abilities:**

**Fire Breathing** - A focused column of fire. Damage equivalent to a mid-level mini boss. Fire can spread easily. To acquire this ability, draw a long channel deep within your Cave and attach 5 +1D6 rooms to that long channel. At the end of the channel is the fire chamber where the source of this fire comes from. Anything occupying those rooms connected to this channel will burn when the Caver uses this ability.

**Lava Spitting** - Large phlegm-like globs of lava that smolder. Great for barricades, traps, and melting very solid objects.

## **Den**

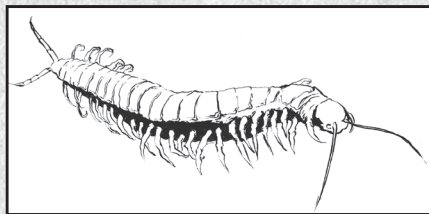
Conditions in the Cave made it an attractive place for non-humans. Tiny nooks provide safety. Large chambers are ideal for breeding. The winding corridors are natural pinch points for defending the precious rooms beyond them. Temperatures inside this Cave can vary wildly and this has also attracted non-humans as it is perfect for all-season living. Bones of dead animals litter some chambers as well as armor-like exoskeletons.



### Previous Occupants (roll 1D4):

**1. King Centipede** - A rare breed of massive centipedes lived inside this Cave for over a century. Though they are gone now, three of their larva are encased in a strange crystal deep within the Cave. They can be woken and, if someone were brave enough, they could nurture and raise these large insects as familiars. The Cave itself will have tips on how to care for a growing King — and, although a creature like this can be elusive, often preferring the solitude of the deeper caverns of the Cave — it can be a powerful ally. The King will favor the player with the highest dexterity and avoid players with high charisma.

**2. Dire Wolves** - For just over three decades, a family of dire wolves lived in this Cave. The Cave grew extremely fond of them until, one night as the Cave slept, a band of hunters killed the family — all except for a young pup who escaped. Now the hunters use this Cave as an occasional hideout. The Cave would kill these hunters itself, but the Cave is longing for the dire wolf pup to return so the Cave can show it what real justice looks like. If the pup does return, and it will be full grown now, the Cave will have to help the party to show the pup they are trustworthy. The pup can become a powerful familiar and ally,



but it will only really listen to the player with the highest charisma.

**3. Mutant Unicorns** - You choose or roll 1D4: 1. aggressive feral unicorns that breathe fire / 2. gentle, passive unicorns that can teleport / 3. unicorns with vipers instead of horns / 4. unicorns with spider legs that make intricate nests. These unicorns have lived in this Cave for a very long time, but they have recently migrated for some unknown reason. One outcast remains—a trouble maker of the herd. It is young, but fully grown and will befriend the new occupants of the Cave. It will favor the player with the highest intelligence and be fearful of the player with the highest strength.

**4. Duke of Snakes** - A massive python once slithered through the corridors of this Cave. Ancient, brilliant, and worshiped by local peasants, it died of old age leaving thousands of tomes inside the Cave—a treasured library of rare books including ones describing odd spells. This Cave's lowest corridors are tight-winding tunnels where the Duke of Snakes coiled to keep warm during winter months. Its large skeleton can be found inside the depth of one of these tunnels.



### Special Abilities:

**Bat Gale** - A thick swarm of bats funnels from the Cave's mouth, creating a swirling storm that bites and rips. They can pick an unarmored being clean of all flesh and also bring items back to the Cave. The bats live in a deep chamber within the Cave.

**Beckon Allies** - The Cave can "sing" a moaning call that draws friendly animals near. If a player or party wishes to befriend these animals, they will want to stay in the Cave and appropriate accommodations will have to be created.

**Worm** - This Caver can summon a tidal wave of earthworms to consume, stagger, and slip up enemies. Worms can also churn soil and help soil grow more fertile.





## Acoustic Sanctuary

The hollows of this Cave provide unparalleled acoustic channels for echoes, percussion, vibration, and more. Small holes in the cavern walls are natural wind instruments, each one bellowing a different tone when blown into. There is a chamber dedicated to percussion where pits of varying size have been strung with tanned animal skins as drum heads. And the Cave itself seems to “sing” in a soothing tone—a low humming or moan that is more comforting than eerie.

### Previous Occupants (roll 1D4):

**1. Bard** - Mercurial and multi-talented, a bard used this Cave as a practice space / music studio / workshop for years. There is a collection chamber for each type of instrument: wind, string, and percussion, though many of them are in varying states of repair. The Cave believes the bard is dead. Nothing would keep the bard away from the Cave for long and it's been over a year now. The Cave thought itself a musical collaborator with the bard, though neither of them explicitly admitted to it. The bard and the Cave would travel together—the bard riding on top of the Cave as it walked—looking for beautiful vistas to rest upon while they played their music together. Certain songs were known to attract animals, some of which the bard and Cave befriended.

**2. Operatic Vocalist** - Using the natural acoustic properties of the Cave, this young prodigy practiced their craft for years. They built a sizable amphitheater, much of which must have been aided by some sort of magic. Rock chairs and columns line that chamber with a stage that could fit more than a dozen performers. The vocalist also employed magic to carve deep into the Cave, creating guest bedrooms and large, naturally warmed pools for bathing. Evidence of large parties can be found in many of the rooms. The vocalist is gone now, but the Cave doesn't know where.

**3. Sound-Collecting Sorcerer** - A recording artist before their time, this sorcerer would invite bards, vocalists, and even animals to come to this Cave to preform. Using magic, the sorcerer recorded them and placed these recordings inside the many chambers of the Cave—each of them inside a clear pool of water. They can be replayed by simply swiping across the pool. If you look closely, you can barely see an image of the performance. This Cave is priceless. Word of its existence is local legend. There are thousands of hours of content recorded inside its depths.

**4. Cult** - A strange cult occupied this Cave for over a decade, con-



vinced its acoustic properties could summon powerful beings. This is not true. The cult leader, a charismatic and somewhat lovable romanticist, lured mostly younger people from nearby towns and settlements to help them with elaborate ceremonies. The cult dug deeper and deeper into the Cave, opening long-collapsed passages and new chambers. All the while, the mysterious sounds encouraged their foolish beliefs. One day, the Cave spoke to the cult leader and, as the Cave stood, demanded that the cult leave forever. Seeing this as proof of their summoning abilities, the cult leader commanded the Cave to obey them. The Cave did not. It picked up the leader and threw him as far as it could. Then the cult dispersed. The Cave settled back down to where it always was—soundly at peace with itself. This Cave is somewhat reluctant to trust anyone now.

### **Special Abilities:**

**Sonic Shock Wave** - A concussive blast of sound that travels in a cone shape from the Cave's mouth. It dissipates quickly and has a range of 100 +1D20 feet. Can cause permanent hearing loss, bleeding from ears, aneurysms, and even death. It is impossible to cast most spells for up to 1 hour after being shocked by this blast.

**Low Decibel Drone** - Nearly inaudible, this rolling wave of sound causes nausea, headaches, and fainting. It can temporarily disable large crowds for 1D6 minutes. If used covertly, victims can be tricked into thinking the source of these physical ailments are something other than the Cave.

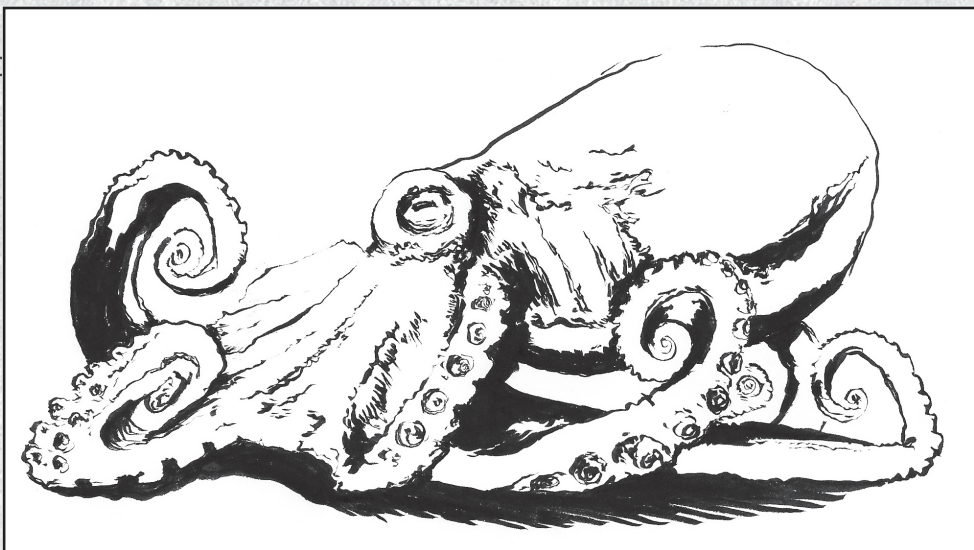
**Animal Call** - Summons only low-level animals from a mile-wide radius. Caver can ask them to perform non-violent tasks. Some animals will want to occupy the Cave.

**Earthquake** - Aiming its mouth at the ground, Caver can cause intense quakes that shake and crack the earth. Great chasms can open and swallow enemies if the Cave is uninterrupted. This action does leave the Cave's mouth open to attacks and the quake will immediately stop if a large item is chucked into the Cave opening.

### **Dank**

Swirling pits of fresh water tunnel through this Cave. Opportunities for aquatic life are abundant—amphibians, fish, and more. If this Cave is found close to a lake or ocean, it may connect to that body of water. Although wet, this place is welcoming. Bioluminescent sconces light the corridors. Warm chambers offer comfortable thermal vented dipping pools. Deep inside the depth of this





Cave are icy chambers where special ever-frozen ice weapons can be forged. The dankness of this Cave can allow thick vegetation to grow around and inside it, sometimes creating a vine-beard along the lower Cave mouth.

#### **Previous Occupants (roll 1D4):**

**1. Amphibian People** - An ancient race of amphibian people once lived in the deep pools inside this Cave. Lanky and muscular, they slink about the corridors knowing they are the next dominant race of this planet. They lived for centuries before a mysterious fungus grew over their gills and they were forced to retreat to the sea. There, they evolved back to fish. Much of their civilization remains: an altar to their god decorated with intricate shells and fish bones, magic aqua pools of water that revive health and stave off disease, and tranquil chambers for mediation.

**2. Psionic Squid** - Evidence of an epic battle can be found in a large chamber

in the center of this Cave. There, a powerful Psionic Squid was cornered in its cavernous home and killed by a legion lead by a local baron. Discarded swords, spears, and shields litter the chamber. The Cave is heartbroken that this squid is dead and will want to take revenge on the baron once new occupants are comfortable inside its dank guts. A mid to high level psionic user will be able to decipher some of the spells carved on the ceiling of the squid's chamber—large scrawling letters that can reveal new magic appropriate to your system.

**3. Eels** - Although they could never leave the deep pools, large eels thrived inside this Cave. They had powerful electric abilities. One of those eels is still inside the Cave, frozen inside a deep chamber where its power still snaps with energy. It cannot be found or awoken. The Cave has learned how to use this



electric ability with varying results—from bolts of blasting lightning shooting from its mouth to electrocuting entire chambers. Roll 1D6 each time the Cave wants to try its electric ability: 1. The largest chamber inside the Cave is electrocuted and anything inside it takes 1D8 damage / 2. Everything inside the closest chamber to the mouth flies outside the Cave, smoking and on fire / 3. All metal objects within 50 feet of the Cave hum and become scorching hot / 4. A bolt of lightning shoots straight up into the sky from the top of the Cave's "head" and kills the closest low level flying creature / 5. A powerful bolt of lightning cracks straight out from the Cave's mouth, delivering 1D12 +5 damage to any target within 60 feet / 6. Branching bolts of lightning thunder out of the Cave's mouth, delivering damage of 3D6 +5 to 1D6 6 targets though any party members within 100 feet must roll a saving throw against physical damage. If that throw is lost, the PC takes 1D6 damage.

**4. Pirate Rogues** - Seafaring rogues used this Cave as a home base for years, stashing loot inside its many chambers. In one of the largest chambers is a makeshift wooden throne made from a broken lifeboat, but it's carved with intricate skulls and swords. There is 5D6 gold in a pouch underneath the seat. The party will find arming swords and quality wooden shields in another chamber along with sleeping quarters

for many people. In another chamber and leading into a tunnel, the party will find evidence of a battle. Skeletons lay in twisted positions inside rotting clothes and old blood puddles splatter the floor—the pirate rogues are no more. If asked, the Cave will know the location of the pirate rogue's old ship. It will be in good condition and ready to sail.

for 1D4 minutes. Cave will have to rest for 1D6 minutes after wave is finished, leaving the Cave prone to invasion.

**Summon Crustaceans** - Cave can summon 1D4 crabs the size of large horses. Armor equivalent to plate armor. Attack with claws equivalent to heavy bludgeoning / crushing damage. They only attack for one round of battle before they retreat back into the Cave.

**Vile Tendrils** - The ancient vines that inhabit this Cave will protect it, lashing out like a thousand long whips. Once per round of combat, the Cave can deploy them to snap at up to 3D6 targets at a range of 60 feet. They are weak to fire and electricity—if burned, they can jeopardize the interior of the Cave.



## Divine Sanctuary

This Cave is temple—a place of healing and reflection. The soothing qualities of this place attract wildlife as a pleasing tranquility blankets the surrounding area. Regeneration magic and spells are stronger here. People of faith find it easier to focus and worship. Even the Cave will hum along to hymns and chanting if invited to join.

### Previous Occupants (roll 1D4):

**1. Worshipers of the Leaf** - A large congregation of naturalists lived in this Cave for decades, using its blessed chambers for worshipping. Their magic allows living trees to grow inside this dark place—an entire forest of thriving plants and small animals inhabit its depths. Because there is no sun, all plants and animals are albino. This is a soothing place where a party can rest and revive, forage and even hunt. A large chamber close to the center of the Cave embodies a pond where a small house was built. Swimming in the pond cures most afflictions. Resting in the house brings pleasurable and vivid dreams—so much so that some people become addicted to staying there.

**2. Disciples of the Horse** - This group of people worshiped horses. They are not to be rode upon. They are not to be used as tools. They are the highest form of living creature. Although these peo-

ple have moved on from their temple, evidence of their horse worship remain. Horse masks line the walls of a large chamber where an altar sits. Upon the altar is the statue of a large horse with a horse riding that horse like a human. In an adjacent chamber are well-stocked stables where 1D6 healthy horses are kept. They drink from an underground stream. They eat from troughs of hay that never seem to empty. The party can ride them if they wish, leaving the Cave if they need to. These are normal, yet strong, resilient horses who love to be rode if cared for correctly.

**3. Space within Space** - Time seems to have no meaning inside this Cave. Sometimes hours feel like minutes and vice versa. The walls are made of black onyx and purple crystal. Previous residence, whoever they were, made 1D4 staffs out of the black and purple crystals which magic users can equip—they allow the user to mirror one spell of their opponent during battle, but the opponent can only be +1 level higher than the PC wielding the staff. A large chamber deep inside the Cave houses a portal that can teleport people to where any crystal staff is located. 1D4 kite shields can also be found within this Cave. They do not have the same properties of the staffs, but they do reflect incoming magic projectiles up to mid-level spells.



**4. Party Hard** - Monks used this Cave for nearly a century to distill a highly alcoholic and somewhat hallucinogenic green liquor. It's valuable. It's famous. And it only comes from this Cave. Unfortunately, the monks ventured out on sabbatical one spring and were all murdered. Lucky for the party who found this Cave, there is an overwhelming stash of this liquor. It is named Green Vermilion because, after you drink it, your tongue turns purple. No one knows why. Distillery equipment is set up all over the Cave. The monk's quarters are still intact with beds, desks, eating areas, a kitchen, a small chapel, living rooms, and more. There is a vast library of all sorts of books.

### Special Abilities:

**Healing Hum** - Cave can create a dome of healing inside its mouth. +3 hit points per minute for anyone inside the mouth. Cave can do this once per battle. This does vibrate the closest chamber to the mouth of the Cave, causing everything inside it to shake and fall over. Animals will scatter during this process if they are not inside the healing dome.

**Guided** - Spell casters can use the Cave's mouth as a protective shield while casting spells. Cave will cover its mouth with its hands, leaving a small opening for the magic user to focus. This can be used once per battle. Cave becomes exhausted if at-

tacked during this process and will sink into the ground for 30 +1D20 minutes until it can resurface.

**Divine Uplift** - Cave can recite—in baritone—an inspiring tune that boosts the party's stats by 1D4 for 4D6 minutes. Stats can include morale or system equivalent. If a member of the party has strong faith in their god and has used the Cave as a place of worship, this action can also increase a party's durability with a thin, armor-like barrier over their bodies. Barrier has the armor equivalent of plate armor. Tune also demoralizes enemies within a 100 foot radius.

## Darkness

Evil inhabited this Cave. And it lingers still. Black magic has seeped into the very stone, echoing a cynical, yet deeply affecting power. Human skulls are carved into the walls—thousands upon thousands. Some of their sockets hold glowing orbs that dimly light the tunnels and chambers. Undead beings may be drawn to this place. And Undead beings may crawl out from these twisted depths. Devout worshipers of fair and just gods will have a difficult time in this place.



### Previous Occupants (roll 1D4):

**1. Parched Lich** - A powerful lich used this Cave as a lair for over a century. Inside a large chamber sits its throne made from a gnarled collection of human and animal bones. Evidence of battles can be found in 3 separate chambers. Damaged armor and weapons are scattered everywhere along with blood-splattered bones. Although this Lich is gone—and the Cave has no idea where it is—it can be friendly to the party. The Lich can be summoned as a very temporary familiar who can cast one mid-level necromancer spell once per battle. Just call for it to appear and hold up any drinkable liquid. It will appear and drink and be hospitable. Any black magic user in the party will find that sitting on the Lich's throne and concentrating allows them to see through the eyes of the dead who were killed there. The throne is, in a sense, a medium. This may allow the magic user to learn things about the area, its people, and other locations. As a parched Lich, it is always thirsty, seeking to drain all moisture from living things. If summoned and attacked while it is materialized, it may attack the closest party member and attempt to suck all moisture from that target unless a constitution saving throw prevents the attack.

**2. The Handless Witch** - A handless old crone lived in this Cave for seven decades, using it to lure adventurers



and seduce them. She would take the form of a young woman lost in the woods, always concealing her severed hands, and escort gullible men inside the yawning mouth. There, she would sedate and enslave them. She is gone now—killed by a hunting party who learned of her evil ways. Her quarters are still intact. A comfortable bedroom, a chamber for conjuring and mixing, a bird sanctuary (no birds now), and a room for all her prosthetic wooden hands. Magic users will be able to study this expert spell caster's library and learn new magic. Some of the wooden hands are still imbued with power. Holding one of them in your hand while casting black magic can increase the power and/or decrease the casting time of the spell you are using. Unfortunately, if you critically fail using one



of the wooden hands, it explodes into fiery embers causing 1D4 +2 damage to you and all things adjacent. The ghost of this witch can be seen sometimes at night, wandering the tunnels on all fours, her fore-nubs bruised against the Cave floor.

**3. Cannibal Tobacconists** - This Cave still smells like smoke. Savage cannibals inhabited these craggy chambers. They were also avid tobacco growers, using whatever leaves and herbs they could grow and scavenge to create cigars and cigarettes. Premium cigars were wrapped in different types of marinated and automatic skin. Well-armed and somewhat wealthy, these industrious cannibals set up their Cave like a comfortable parlor. Lounges can be found throughout. Some of the lushest and largest beds sit like boats inside large chambers. Each tobacconist had a collection of knives and skinning tools, leather aprons and fine boots. Cigar boxes are stacked around cigar wrapping stations. Loose leaf and skin sheets flutter about in the Cave's natural breathy breeze. Deeper in the Cave, you will find the skeleton of a massive dog. Around it, the skeletons of men and women, some wearing aprons—you will assume they are the cannibals. If you ask the Cave, it will tell you that it summoned the giant dog to kill the cannibals, but the battle mortally wounded the dog as well.

**4. Rat Lords** - Human-sized rats colonized this Cave for years. They built intricate systems for water management, sewage, and food gathering. They were also cutthroat thieves and rogues, using the Cave to infiltrate castles and other fortified settlements. By moving the Cave close by, they would tunnel underneath their target, digging through cellars to sneak attack and decimate unsuspecting enemies. Pick axes, shovels, and other digging tools can be found in the many winding tunnels. It is rumored that they accidentally tunneled into a different Caver and were overcome by the occupants of that Cave. Those occupants didn't want to disturb the Rat Lord's Cave so they called to it, saying it was free of the Rat Lords, and they sealed the tunnel shut. The Cave stood and went "home." Also, regular rats still inhabit this place. They can be annoying, but won't hurt anyone.

### **Special Abilities:**

**Gelatinous Black Vomit** - Cave can puke a waterfall-like deluge of acidic black vomit that eats flesh and scorches the earth. It covers an area of 200 +1D100 square feet in a six-inch-high pool. Very little can survive a full submersion in this tar-like sludge. The vomit lasts for 1D10 hours. Cave can only perform this action once a month. It leaves



the Cave exhausted and it must rest—sinking into the ground (Cave mouth still visible)—for 1D6 hours.

**Giant Poltergeist** - Reaching from deep inside the Cave, a massive limb of a poltergeist reaches and swipes at enemies. This attack can break spell casting concentration, cause fear, redirect fired projectiles, etc. It does not cause direct physical damage of any kind. Cave can perform this once per battle. Once the giant ghost-arm is gone, the Cave will howl for 1D4 minutes.

**Pestilence Clot** - Cave coughs up a 10 foot tall ball of flies, loose horse hair, maggots, fish flesh, and tree sap. It is highly flammable. Cave can pick it up to throw it or roll it at enemies. Action can be performed once an hour.

## Turbulent

Wind blasts from the Cave quite often. Even with extensive exploration, the source is a mystery. It can be a nuisance as great gales can toss things out of the mouth at any moment. Previous occupants have nailed chains to the walls to make rails and bolted rings to the floor to grab onto. Storms also seem more frequent around this Cave, though the Cave itself is a more than adequate shelter.

## Previous Occupants (roll 1D4):

**1. Miners** - Rugged people mined and lived inside this Cave for decades. They pulled enough silver from it to enrich an entire village. All the valuable metals are now gone from this place. This has left the Cave feeling somewhat vacant. The miners created elaborate and comfortable living quarters with a dining hall, shared bedrooms, a chamber for recreation, and bathing areas. In a large chamber are two small windmills: one grinds grain and one pumps water. Tunneling 50 +1D100 feet straight down from the deepest chamber will reveal a pocket of gold weighting 1D4 pounds.

**2. Escaped Prisoner** - A person convicted of stealing from a noble escaped and used this Cave as a sanctuary for a few months before the Cave revealed it was alive. They became good friends. The prisoner told the Cave that he was framed by the noble because the noble's daughter was in love with him and the noble thought he was unworthy. The daughter ended up running away, never to return. The prisoner never saw her again. This infuriated the Cave. One morning, as the sun was barely over the horizon, the Cave stood and walked to the noble's house and kicked it into a thousand pieces of wood and stone. Only two servants in the manor survived. The prisoner didn't necessari-



ly want this to happen, but he accepted it, taking from the manor whatever he could scavenge with the help of the Cave: 240 +1D100 gold (half of which he gave to the servants), wardrobes of elegant clothes, several well-crafted long swords, and a bracelet owned by the runaway daughter. Both servants ended up living with the prisoner in the Cave and he married one of them. They all lived there until they died of old age.

**3. Katie the Witch** - A powerful sorcerous lived in this Cave for years. She sometimes worked for hire, joining parties to offer her clever and decimating maelstrom magic: arcs of lightning that can collapse walls, columns of concentrated rain, and winds that can lift castle parapets. She loved games and made them in her spare time. An entire room is dedicated to card games, handmade board games, and hand carved dexterity games. She died happily in her sleep years ago, inside the Cave, leaving an entire mansion's worth of loot: books, furniture, an oversize bed, 1D100 silver, a bathing chamber, and even a strange concave lane bowling alley.

**4. Sylph** - A wind spirit once occupied this Cave, but it left for another Cave to partner up with another Sylph. Without an occupant, this Cave is depressed. The Sylph created thick wooden doors inside the Cave to channel the wind blowing up from its

depths. Wind chimes dangle from the Cave's many tunnels, echoing like bells in the darkness. There is nothing else in this Cave.

### **Special Abilities:**

**Welcome to the Suck** - This Cave can also suck in, dragging heavy objects toward it. Cave can do this for or 1D6 minutes per battle.

**All Hail the Cave** - Cave projects 1D100 human eyeball-size balls of hale at a distance of 100 +1D100 feet. They can dent armor, cause concussions, and kill if they strike a vital area. Cave can perform this action once per battle.

**Storm Bringer** - If a storm system is brewing close by, Cave can attract it to the area and amplify wind, rain, and lightning. This can be at the peril of everyone around.





## Special Weapons

Cavers may carry oversized weapons whose origin can be somewhat mysterious. Chose up to two. Cavers can store large weapons and items inside themselves, “throwing them up” to get them out of their guts.

**The Landlord** - Petrified Short Sword - Carved from one solid piece of black locust and fast-petrified in secret compression chambers within the earth. It is rumored that there are rare, massive (normal) caverns that Caves can walk into and access petrification forges. This sword is heavy, yet sharp, delivering both slashing and bludgeoning attacks of a high-level weapon. Due to its weight, it does function more like a long cleaver though Cavers can swing it with ease. This sword can also be temporarily imbued with Caver class properties like fire, ice, etc.

**Arming Sword of the Trees** - Quick and agile, this steel arming sword’s origin is as mysterious as its hulking size. A trusty cut-and-thruster with attacks of a high-level weapon. At night, a Caver will sometimes slide the blade into its mouth and grind the steel sharp. Natural enemies stand little chance against this weapon.

**The Truth** - Two-Handed Pole Axe - Perfect for clearcutting forests and

hordes of enemies, this long axe can knock flying creatures out of the sky and act as a throwable lance. Delivers attacks of a high-level weapon.

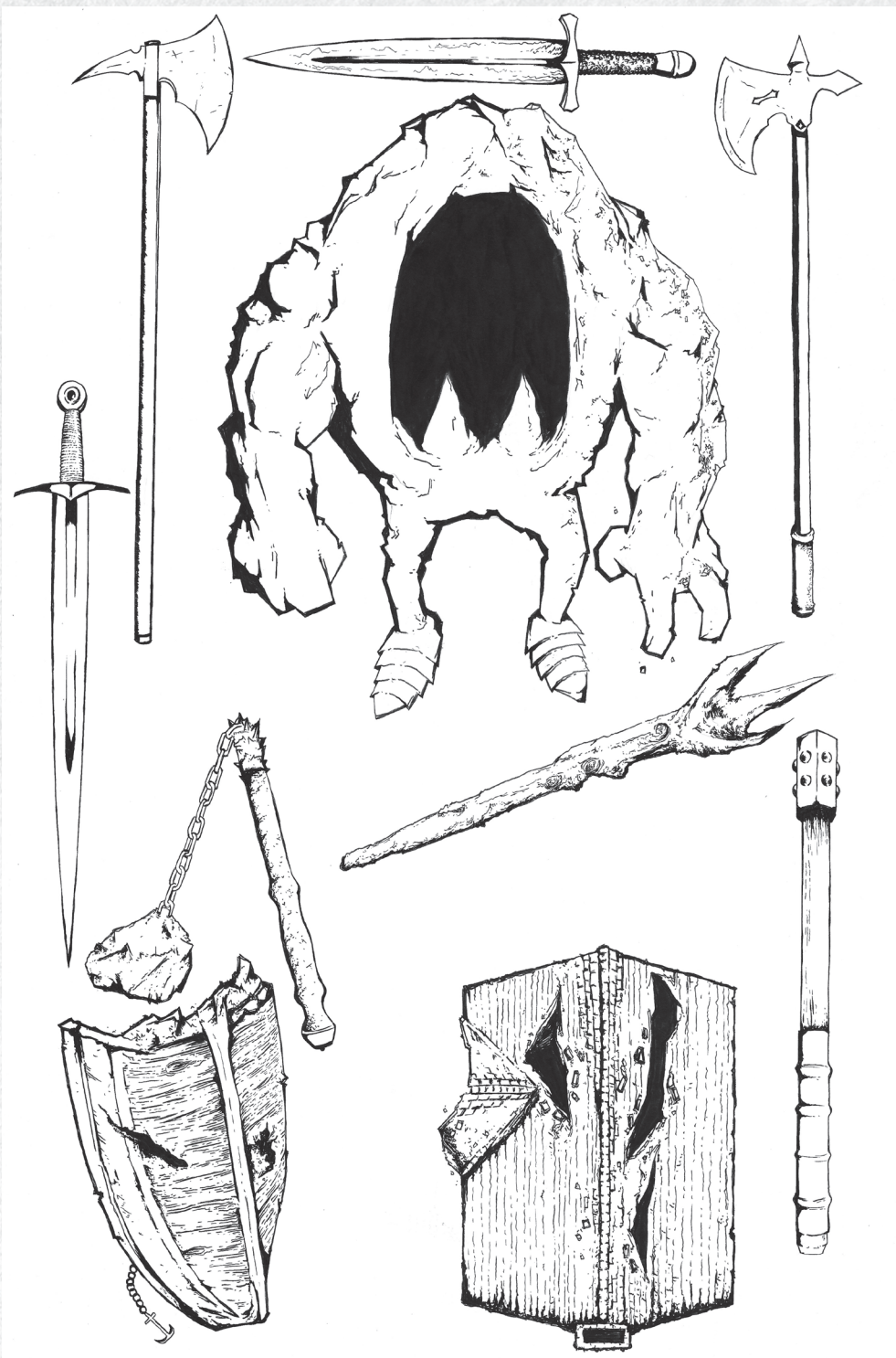
**Sky Scraper the Cursed Great Axe** - A high-level weapon that is also charged with lightning. It is highly effective against most living and undead targets. With each critical fail, a chamber in the Cave collapses. The chamber can be dug out, but it will take great effort and many items inside the chamber will be destroyed.

**Never Fail Boulder Flail** - A single swing from this heavy bolder can turn a house to tinder. Multiple low to mid-level targets can be swept with a single swipe. Because of its weight, readying an attack with this weapon briefly leaves the Cave open to attack. High-level with bludgeoning damage.

**Half Boat Shield** - Half a sailboat acts as a shield not for the Cave, but for anyone who may be riding atop. It can be used as a ram, but it isn’t indestructible.

**Fortified House Roof Shield** - Ripped from a house and used as a shield, this can protect Cave riders from projectiles and some magic.







## Cube

**Lu (short for Lucien)** is an optional current occupant of your Cave. It is an acidic cube—a benign parasite and squatter—a hillbilly who loves to read and consume anything—loot, information, spells, lore, etc. Ancient, wise, and talkative, this Cube is a neat-freak who cleans the Cave with diligence. To create a “face” with expression, it arranges the items within himself to form eyes, nostrils, and a mouth.

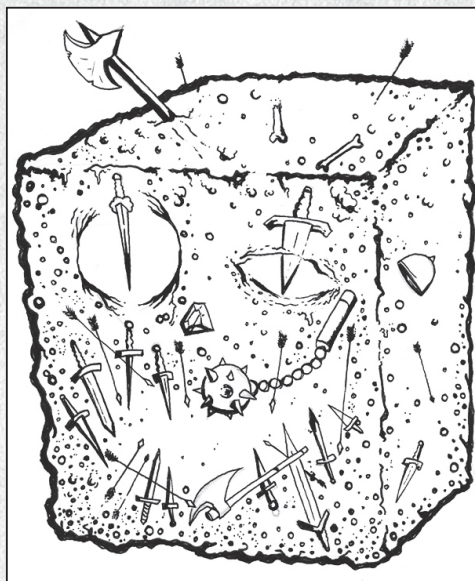
Lu is a longterm resident of this Cave, though the Cave isn't entirely pleased. They get along enough, but the Cave would prefer a more noble or useful steward of its caverns. Someone who could venture outside maybe. Or bring back interesting friends. Instead, Lu is a shut-in who physically cannot leave the cool depths of the Cave and talks to itself often.

## Stats

Armor Class equivalent to leather  
Hit Points equivalent to mid-level monster or 120  
Size: 10x10 feet  
Speed: 10 feet  
Immunities: Any that would affect a natural creature like blindness, prone, stunned, poisoned, etc.  
Weaknesses: Susceptible to trickery when presented with books, arcane

knowledge, or any secrets pertaining to power. Will also sit motionless for a story for as long as the story is one it has never read.

**Specialized Knowledge:** In-depth understanding of system-appropriate necromancy and/or black magic though it cannot use these spells. It will be affectionate to necromancers and black magic users while sharing his deep knowledge of their shared love. Optionally, you can choose another campaign appropriate topic for Lu to be an expert in.





## Attacks

**Mini Cube Projectiles** - Roll 4D6. The number on the dice is both the distance in feet x 5 and the damage the projectile inflicts. Rolls of 1 also cause 1D4 damage to all adjacent targets.

**Sneeze Gas** - A bubble of gas erupts from the side of Lu, sending a plumb of acid gas in a semicircle. Radius: 1D4 x 5 feet. Direct targets take damage equivalent to acid which can eat objects as hard as plate armor.

**Stream of Slime** - A 10 foot wide acidic ribbon of jellied slime left behind Lu's path. It will linger for up to a day and cannot be crossed without taking acid-like damage to whatever touches it. Lu can turn its slime trail off and on at will.

## Character Sheet

Use this simple character sheet on the next page for your Caver. The blank map next to it is optional. I want you to have the flexibility to create whatever you want.

You can also use the blank map if you need one for the interior of your Caver.







Abilities

Previous  
Occupants

HP

Name

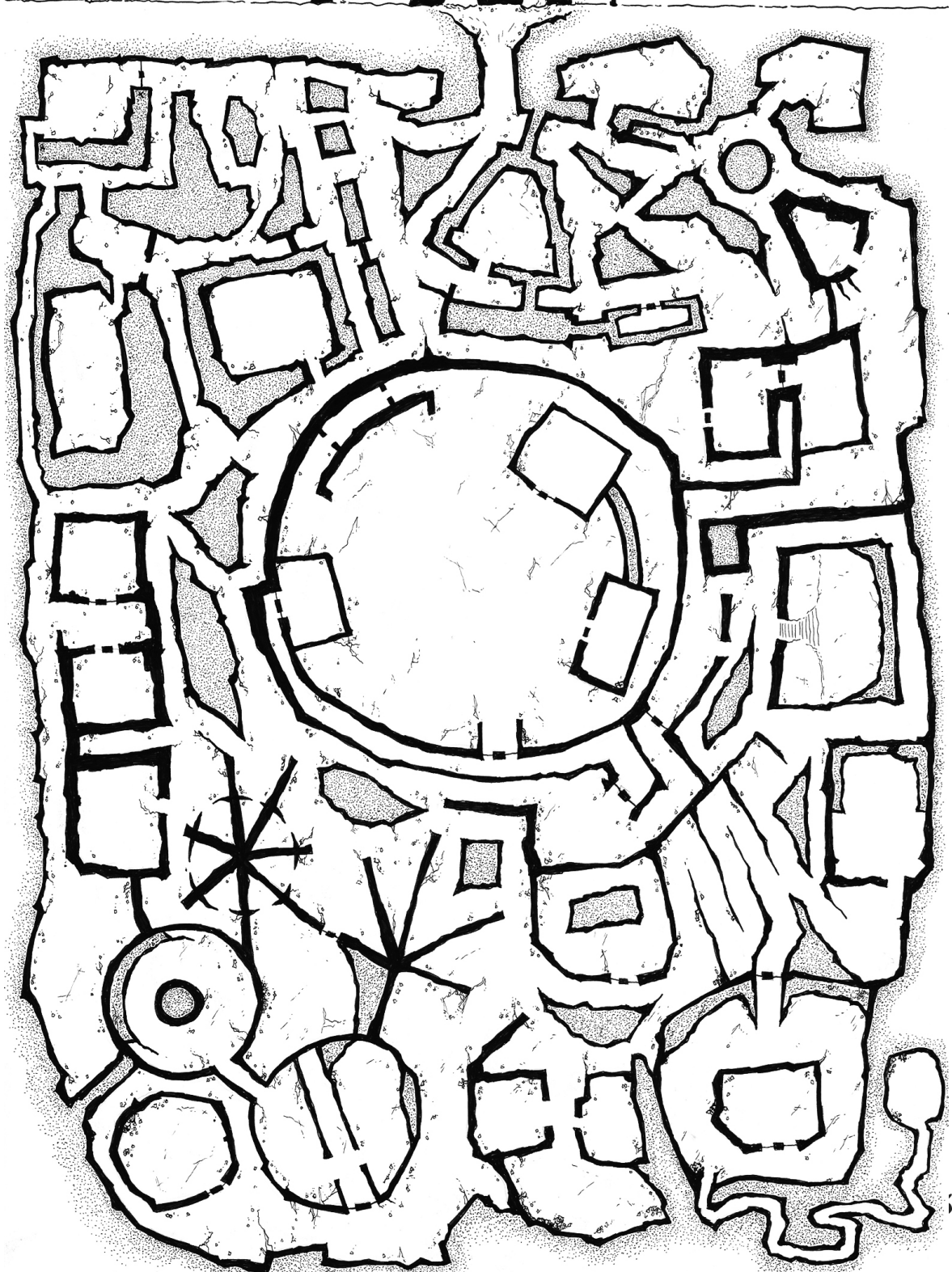
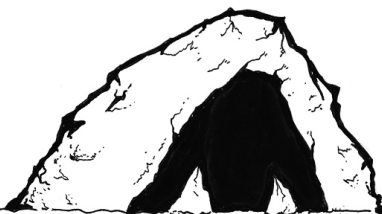
Class

Weapons

GUTS









## Personality

Optional personality traits for your Caver.

1. Very grumpy and seldom rises out of the ground unless there is a very compelling reason to. It will question the party's motivations, quake when asked too many questions, and yawn—sending great blasts of wind throughout its tunnels.
2. Melancholy about the world. Nothing really matters, according to this Caver—treasure, fame, glory—it's all worthless in the end. But you can come live inside it and see if you can motivate it to rise and walk.
3. Bored and wants an exciting person or persons to live inside it. Tell it a story about your adventures and it will be very happy. Once befriended, it will be a reliable companion and shelter.
4. Angry for some mysterious reason. It will eventually reveal that it battled a large dragon (or creature of your choice) once and took considerable damage. It has not risen from the ground after that epic battle.

5. Confused, really. This Caver hasn't seen in sentient habitants for nearly a hundred years. It will be helpful if befriended and cleaned up—there are low level spiders nesting inside and it doesn't want them there.

6. Friendly and is happy to help in whatever endeavor you might have in mind. Optionally, drop some cool loot deep in this Caver for the party to discover.

## Caver Locations

Use this optional D6 list to place the Caver.

1. Underneath the youngest player's house. It can be accessed by a sinkhole just outside the dwelling.
2. Between the oldest and youngest player's houses. The Caver connects the two properties with a network of tunnels. The tunnels can be accessed from a small hole inside the dwellings. If the two players share a house, the Caver is underneath the house.
3. Underneath the nearest castle or manor. Accessible via the lowest level (basement or equivalent) through a hidden door.



4. Close to a source of water. The water is seeping into the Caver to create a network of underground rivers.

5. A nearby lake or pond is a secret portal that teleports people into the Caver. All they have to do is submerge themselves in the water for 15 seconds. They appear in a similar body of water inside the Caver and can teleport back to the original location by submerging again for 15 seconds.

6. The Caver can be accessed through a very large tree. There is a small discrete door carved into the side of the tree that leads to a spiral stone staircase. When the Caver rises from the ground, the tree sits on top of its head.





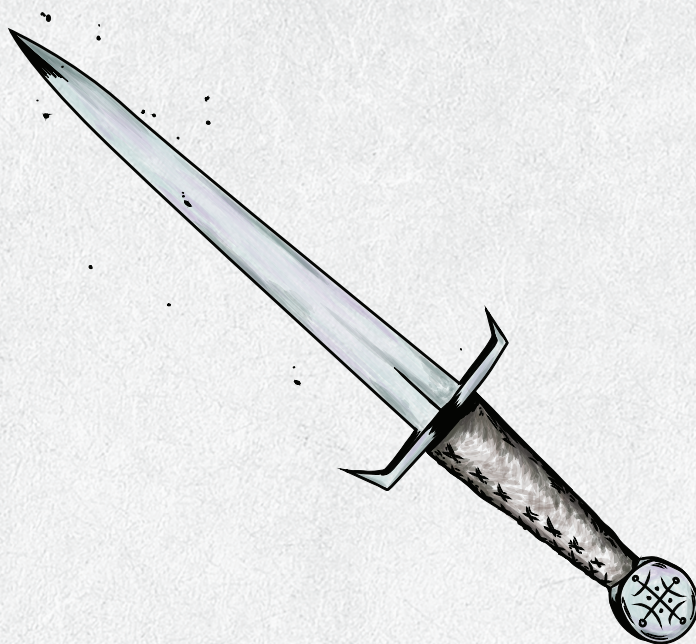




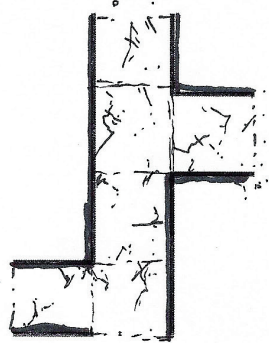




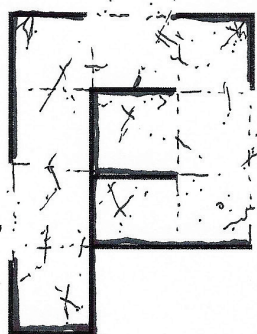
Use the following map sections when you need to create a dungeon, crypt, maze, pit/trap, or village on the fly. If you own the PDF, you can print these and use them as you see fit.



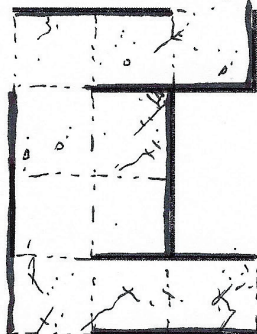




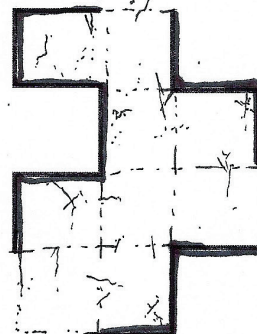
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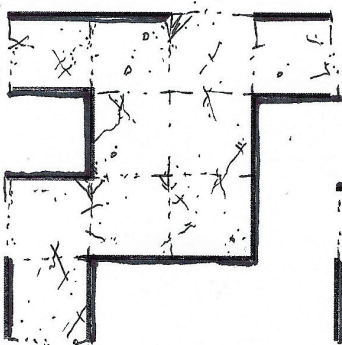
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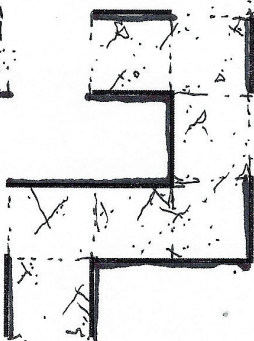
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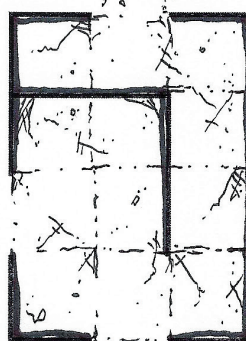
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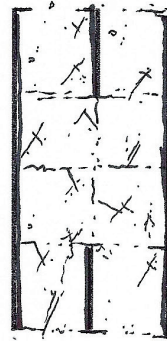
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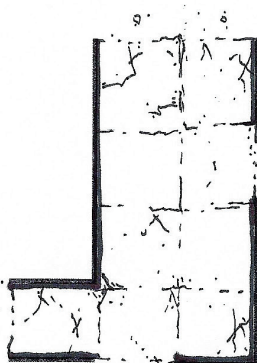
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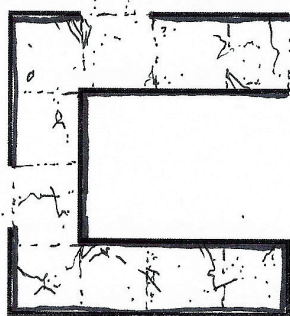
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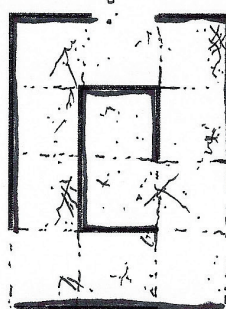
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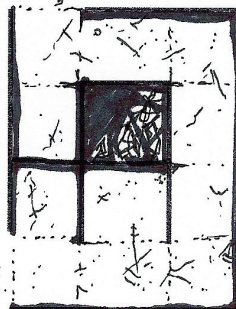
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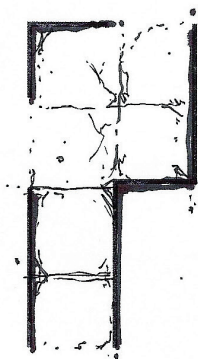


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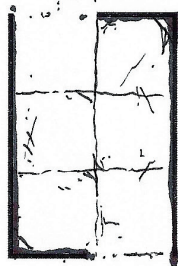


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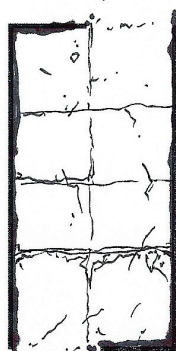




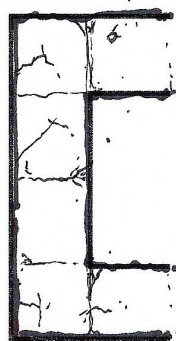
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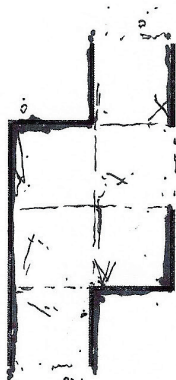
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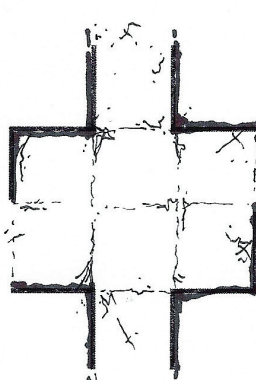
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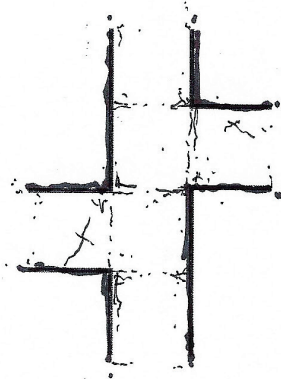
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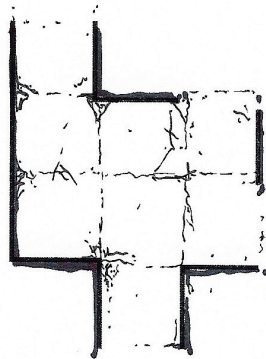
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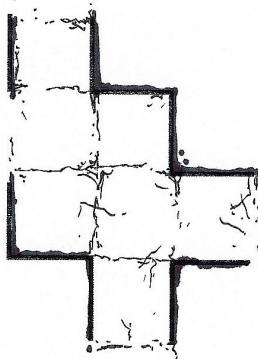
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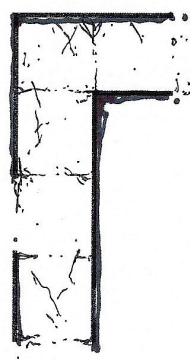
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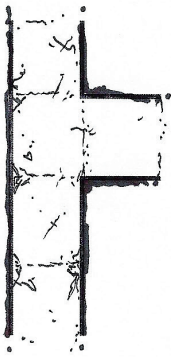


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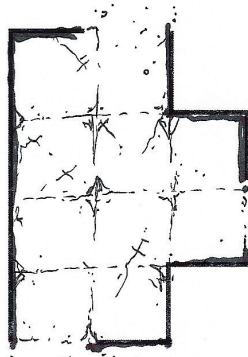




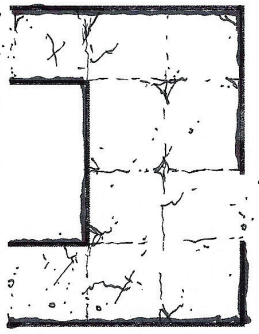
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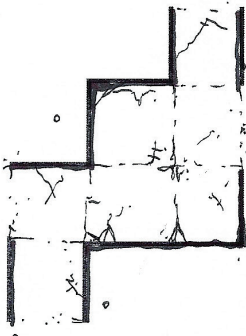
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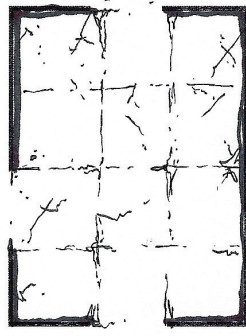
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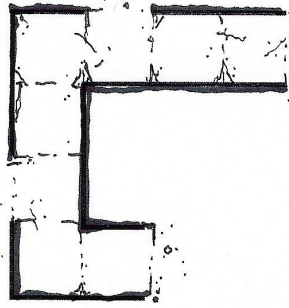
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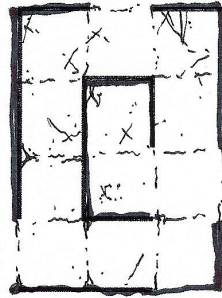
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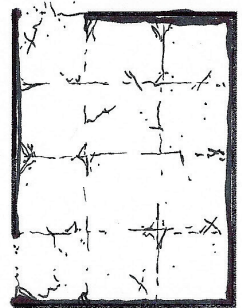
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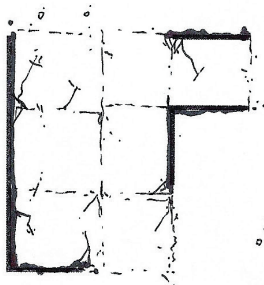


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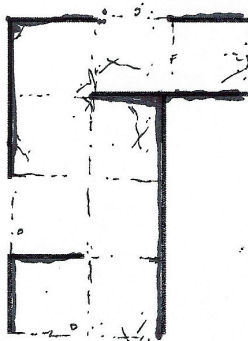




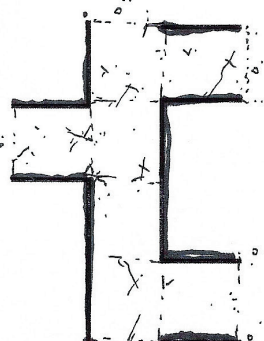
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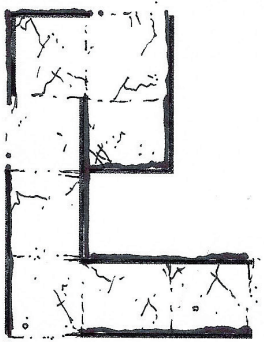
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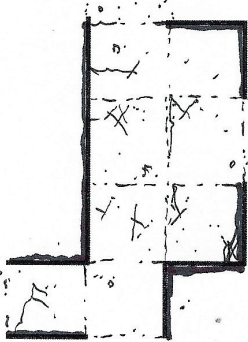
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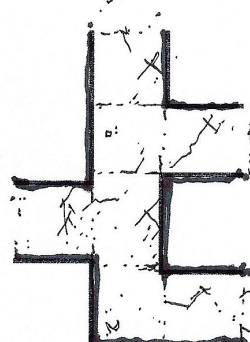
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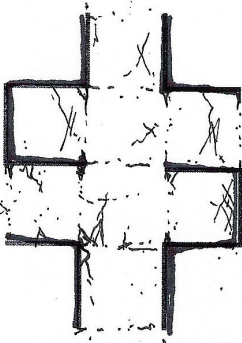
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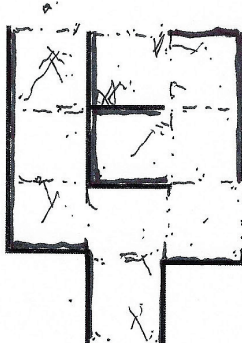
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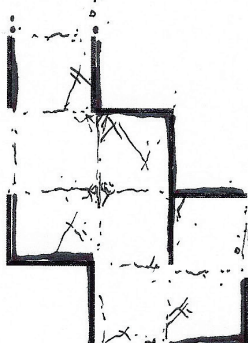
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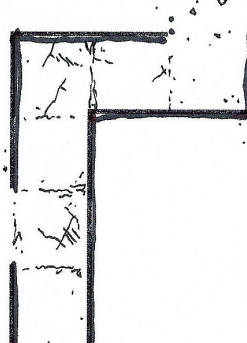
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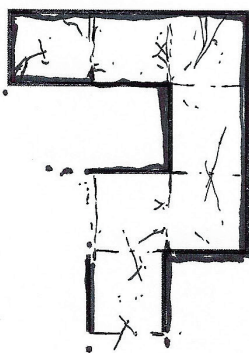


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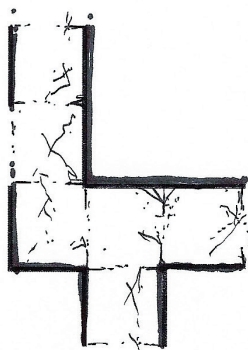


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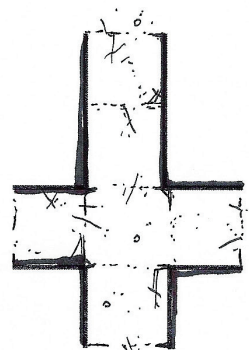
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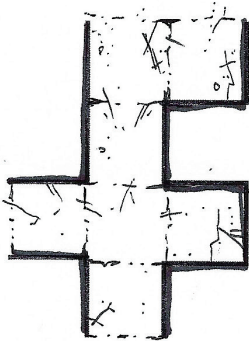
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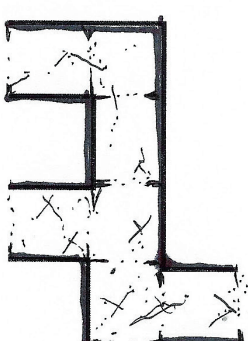
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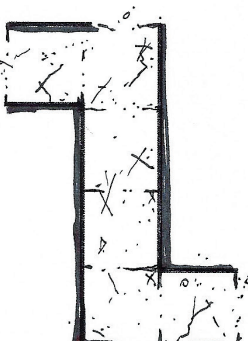
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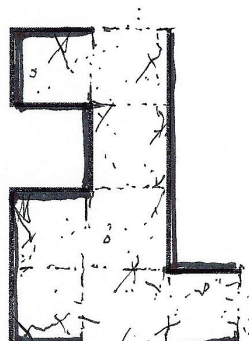
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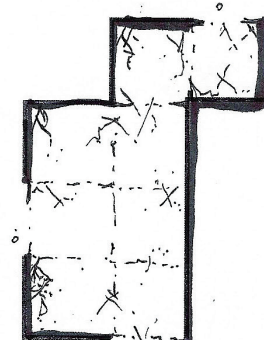
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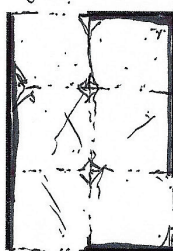
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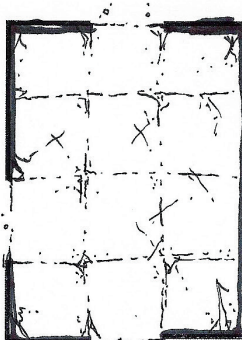
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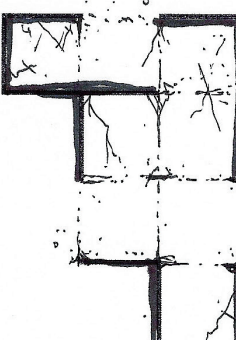
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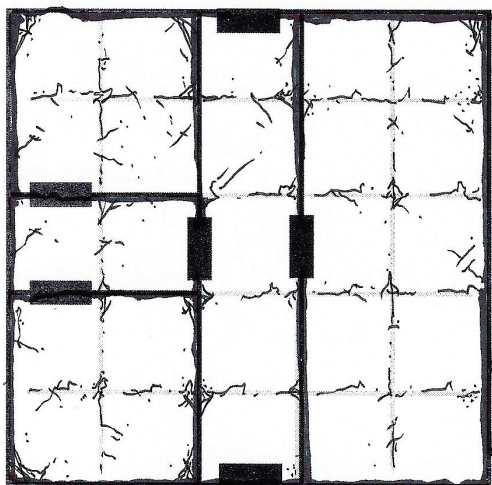


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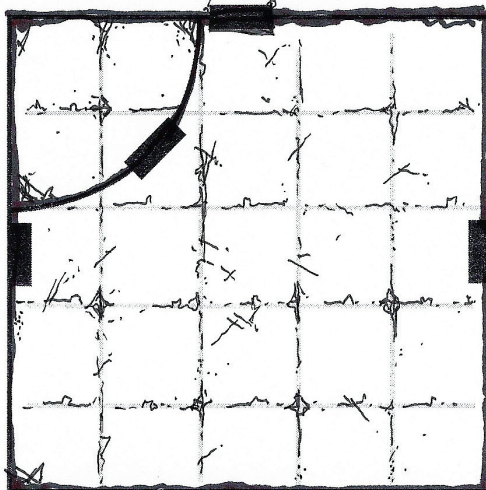


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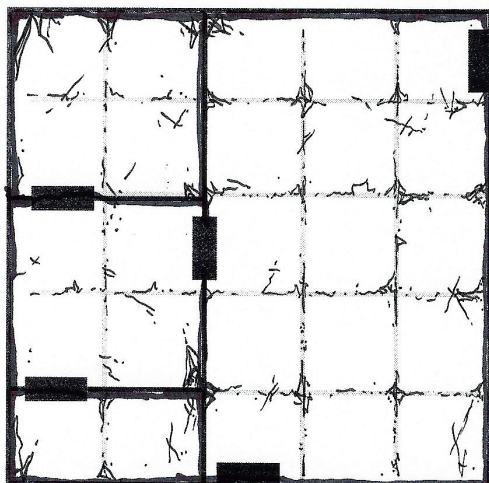




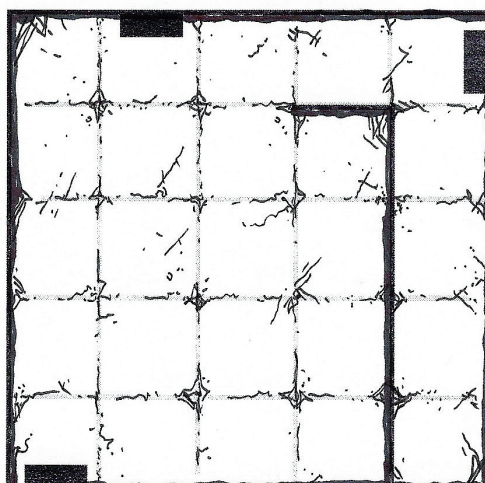
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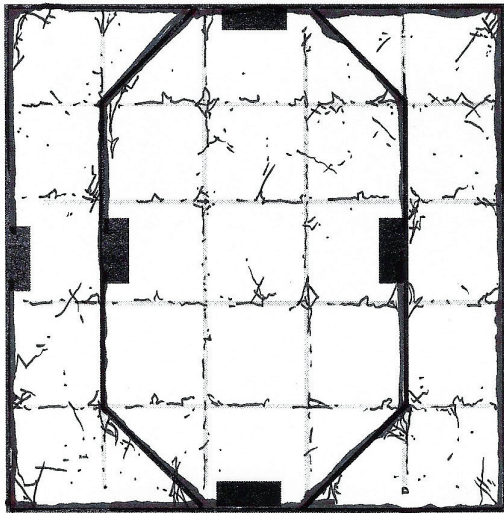


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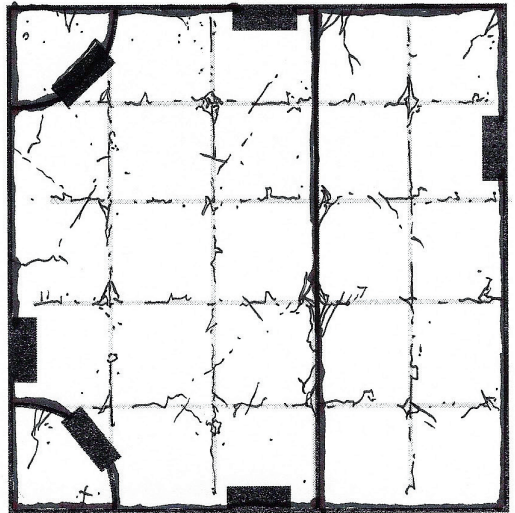


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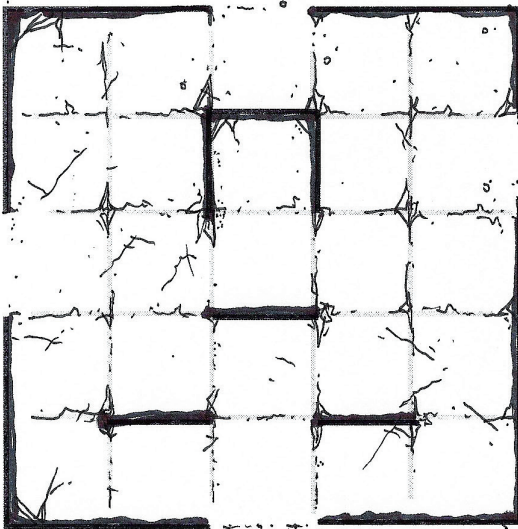




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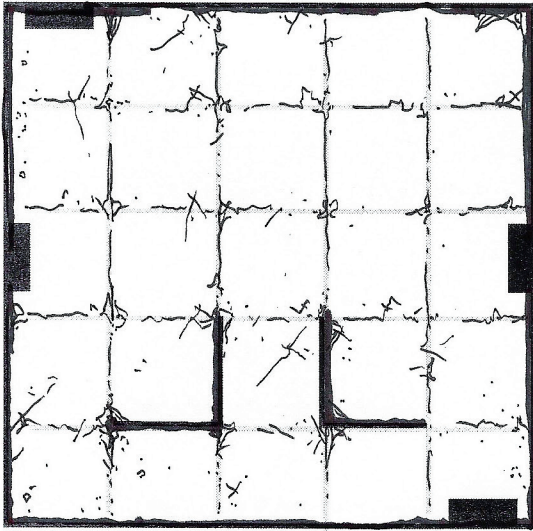


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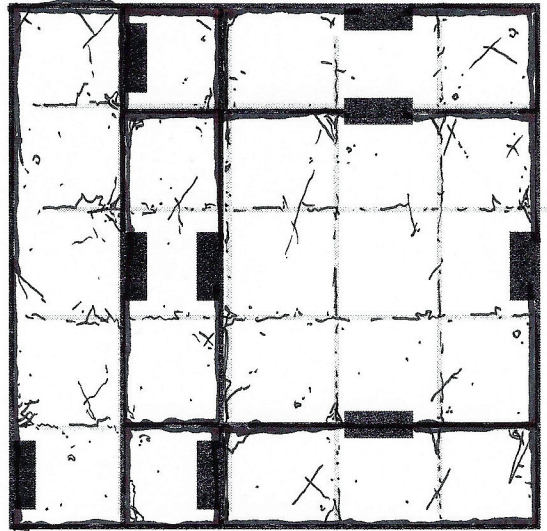


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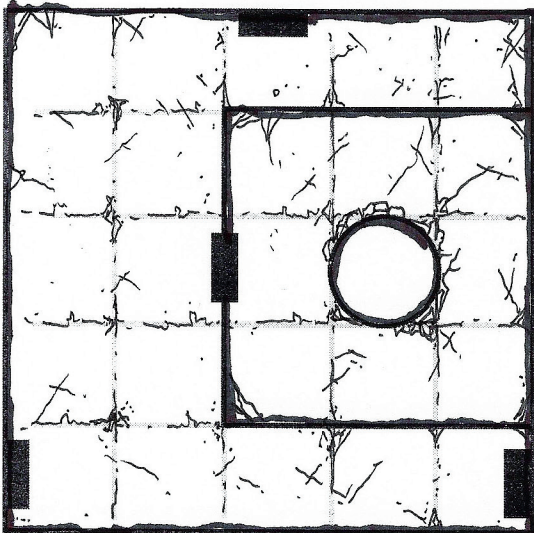




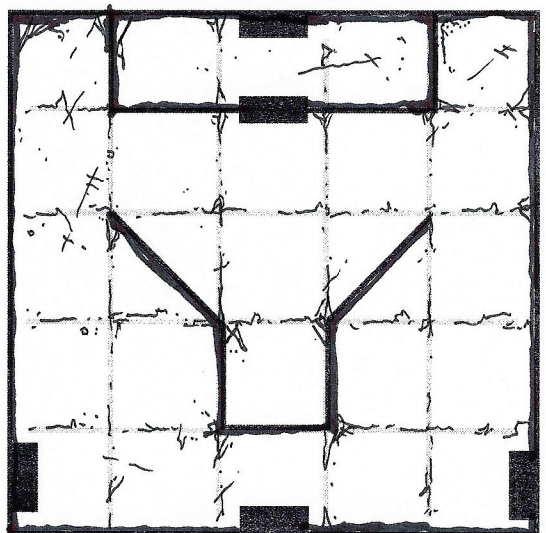
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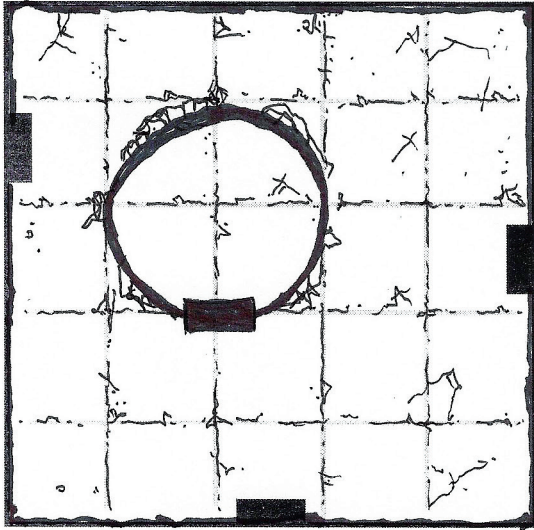


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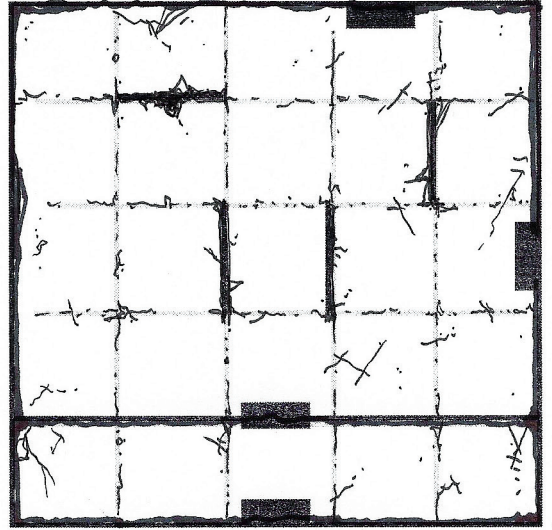


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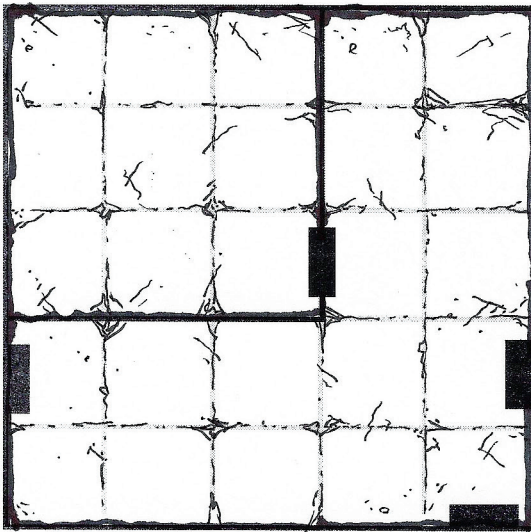




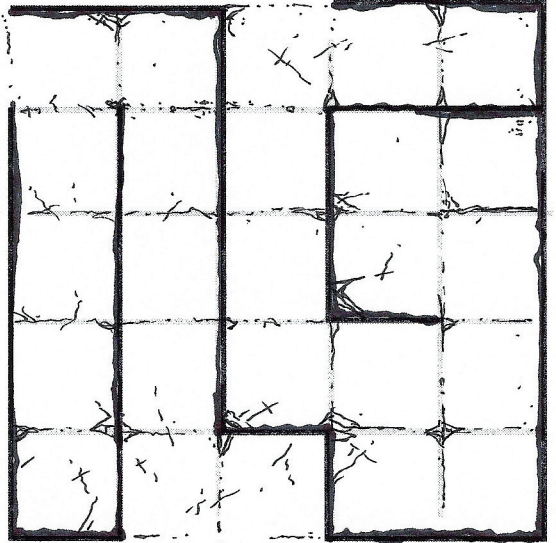
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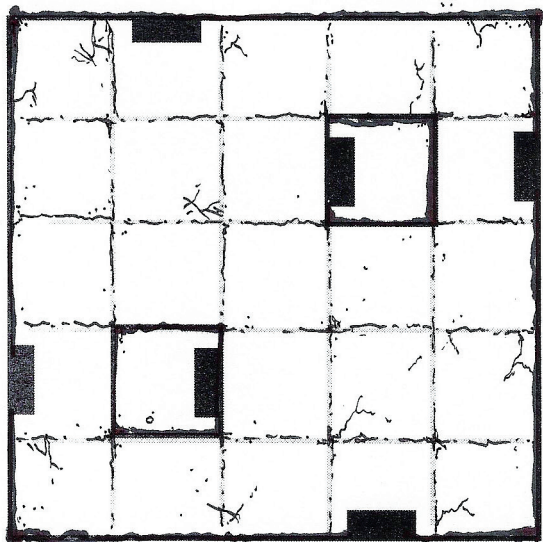


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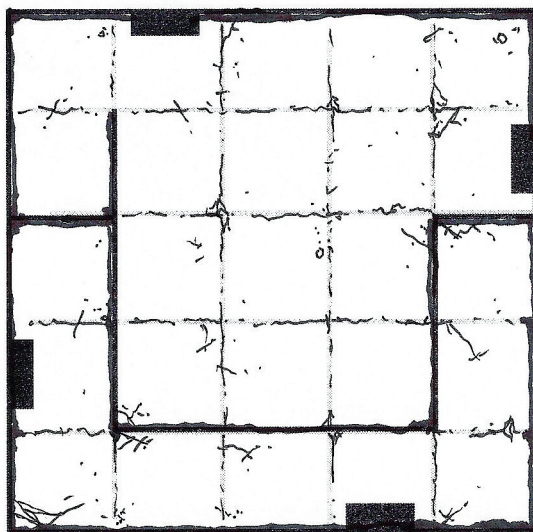


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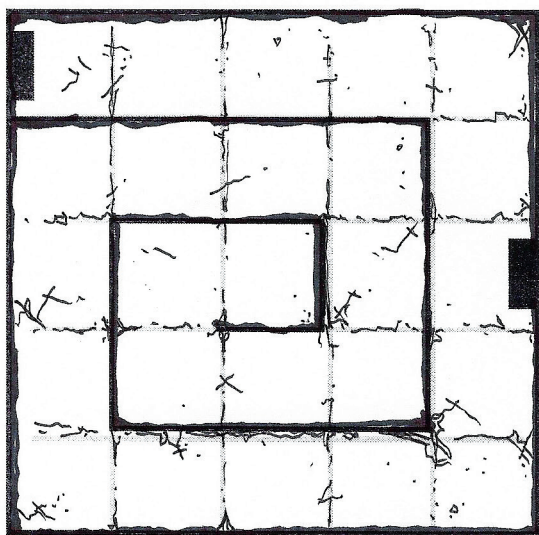




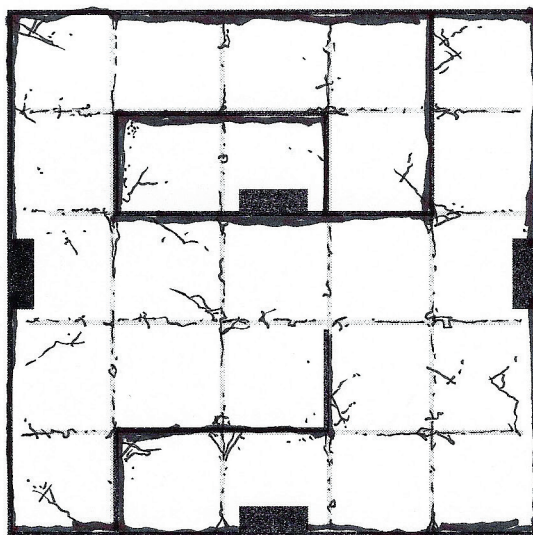
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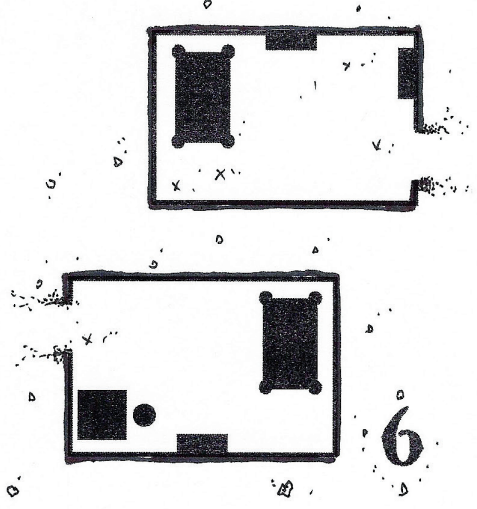
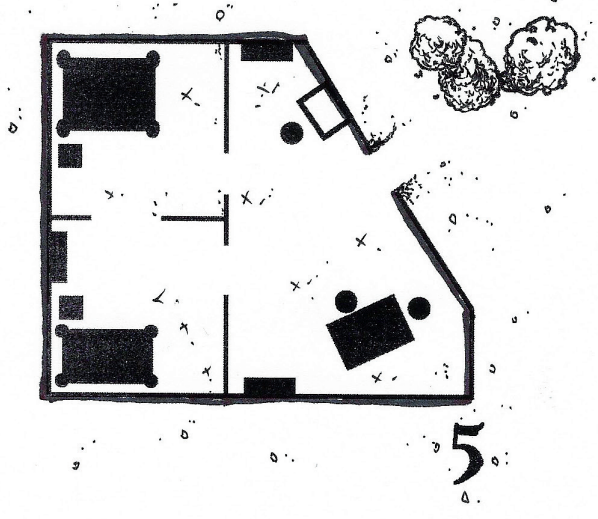
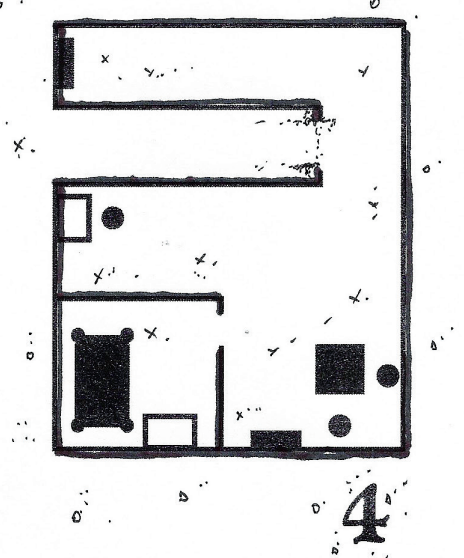
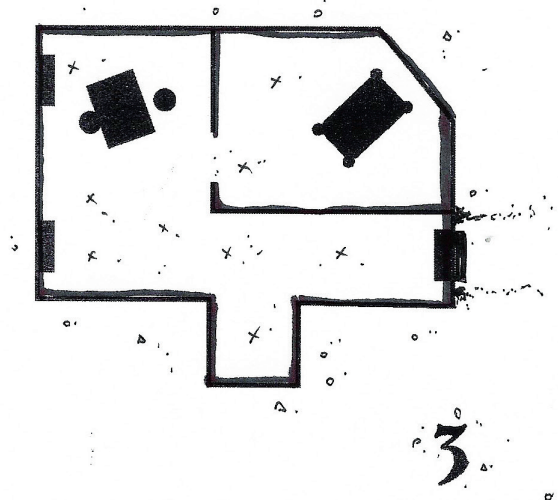
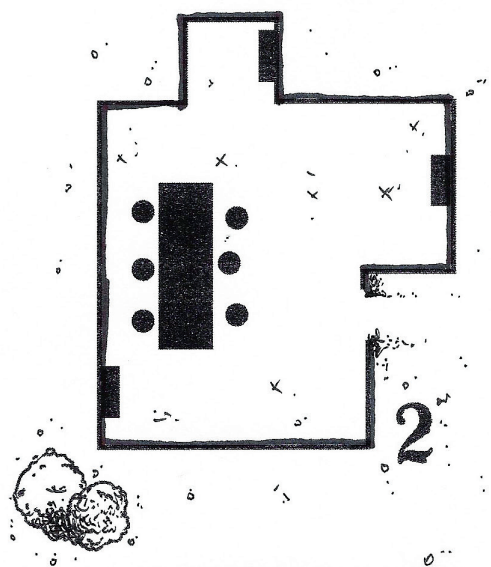
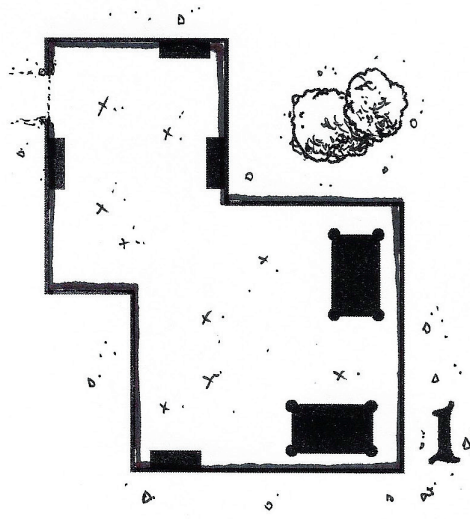


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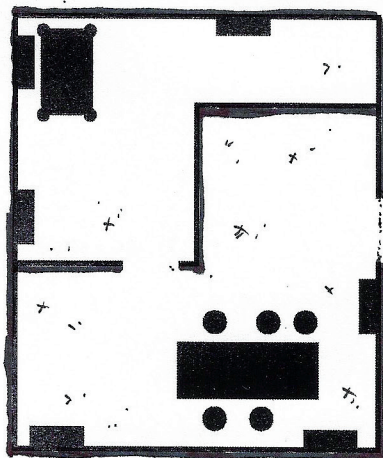


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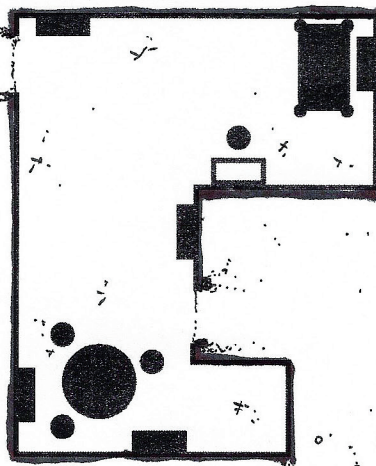




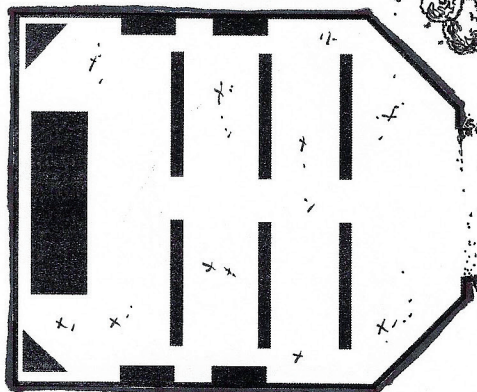




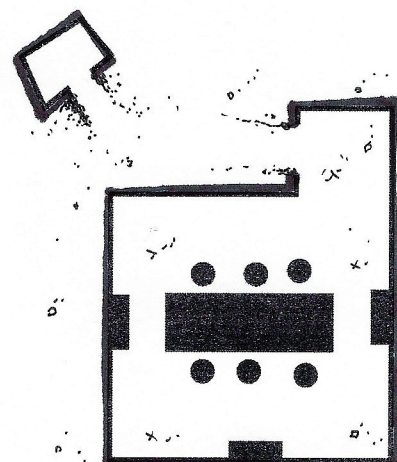
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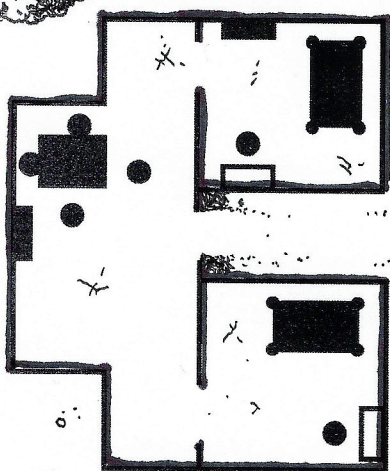
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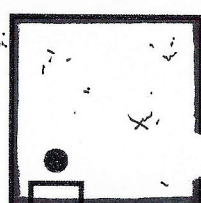
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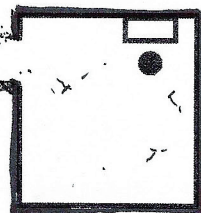
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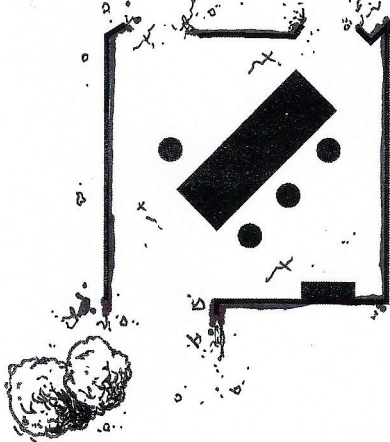
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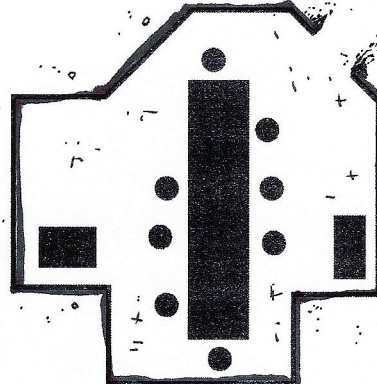
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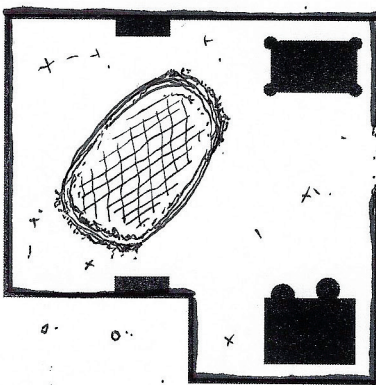




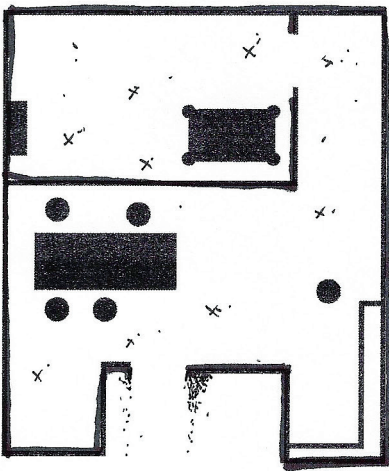
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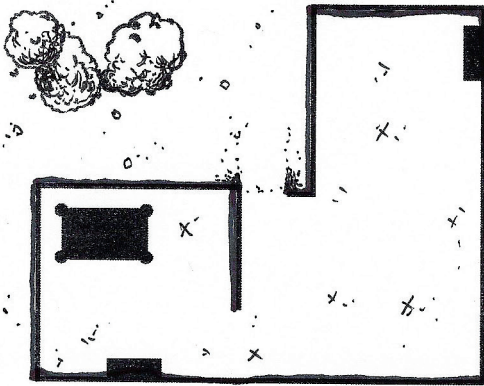
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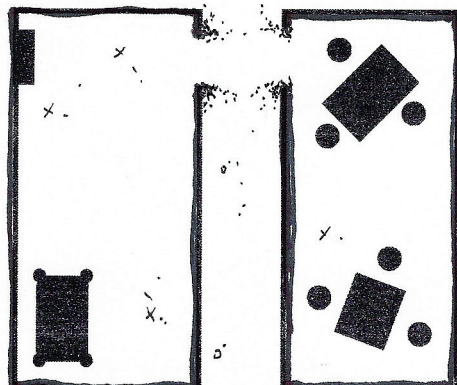
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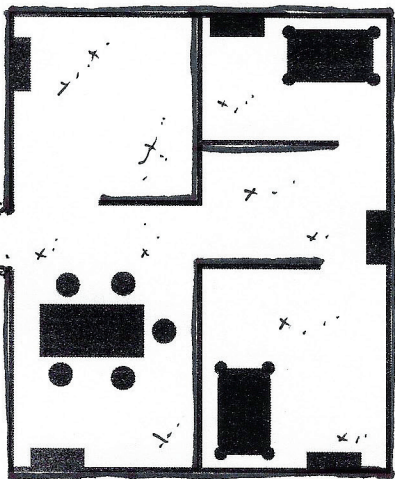


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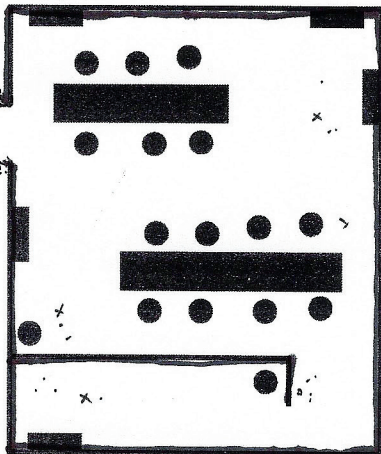




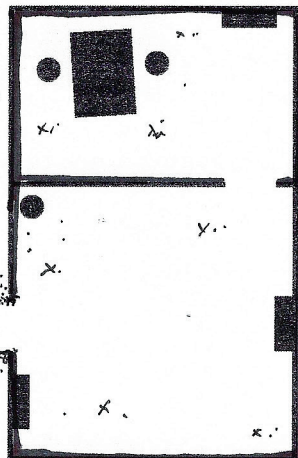
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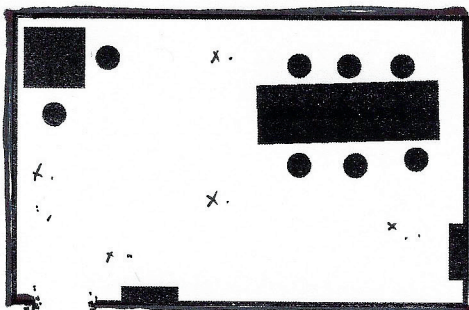
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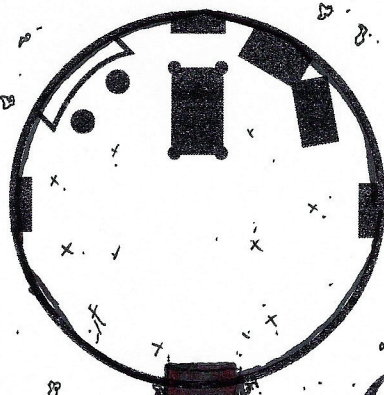
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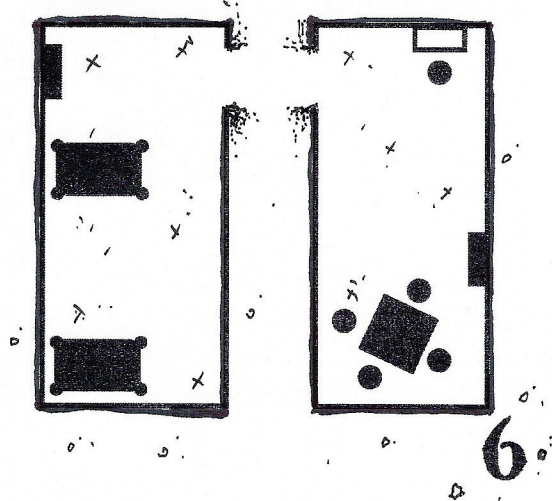
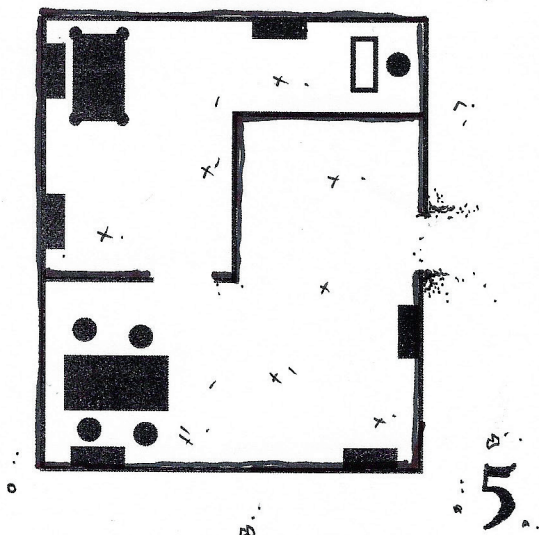
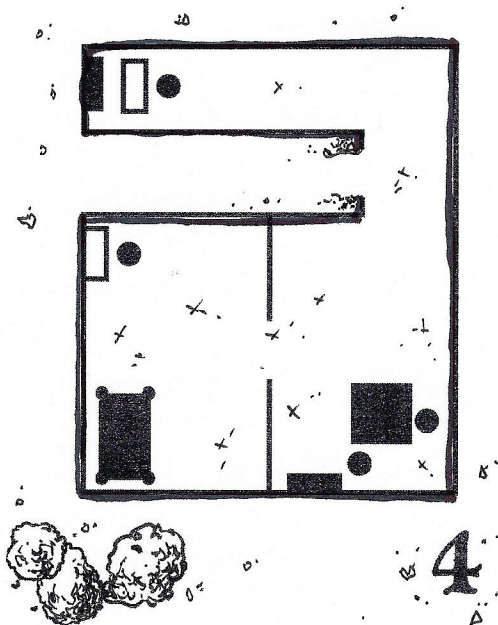
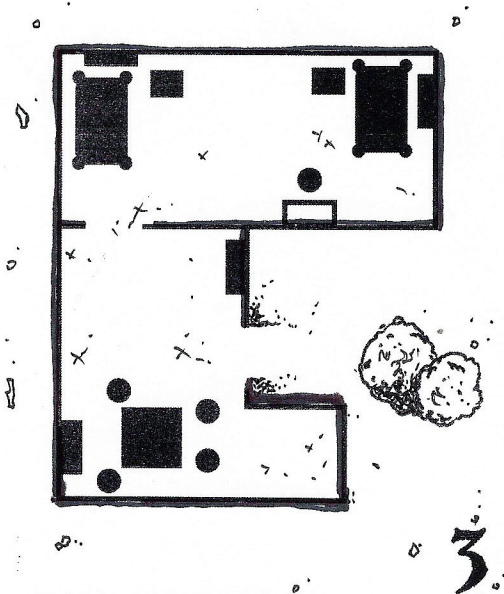
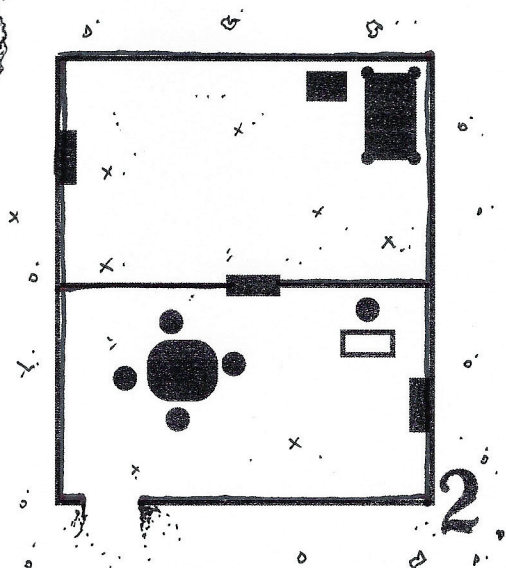
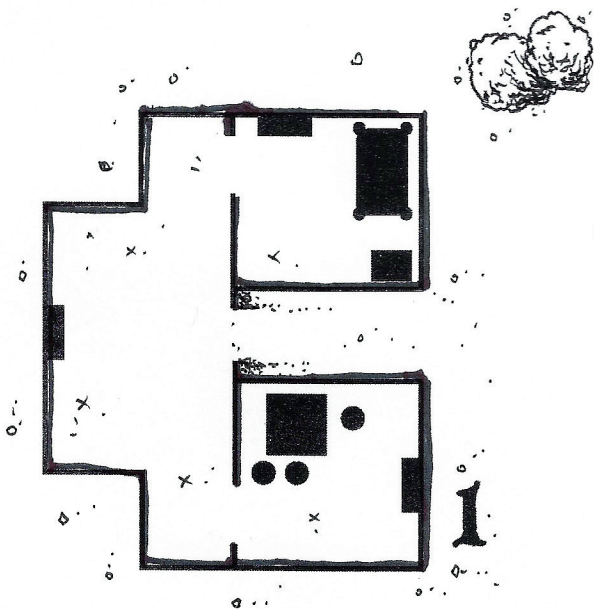


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6











# PC Illustrations

Use the following character illustrations for players who either want a visual for who they are and/or a mini for in-person play. Severed Books has a corresponding set of Boss Party wood minis for each of the drawings named Shadow Delves.

There are optional descriptions if your players need a little context for their new character. These aren't too detailed since they needed to be system-neutral.



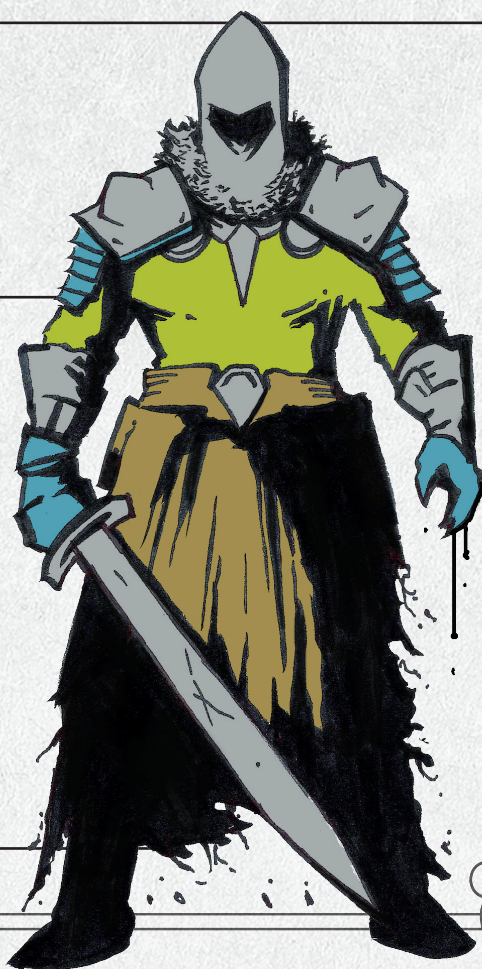


## Battle Mage

Skilled in both melee combat and magic, but not an expert in either. This well rounded class can provide a varied array of support. Give this player three low level spells from the system you are using.

## Fighter

An expert in hand-to-hand combat as well as blades, the Fighter can wield just about any weapon. Give this player an extra resource like torches or oil since they are always prepared for adventure.





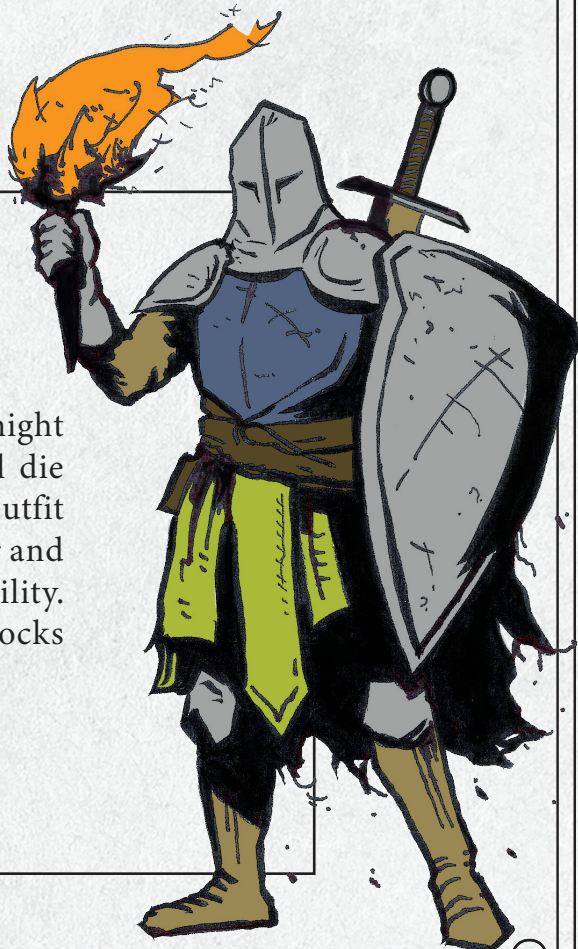


## Halfling

Stout and battle-hardened, this class is as durable as stone. Give this player a heavy, two-handed weapon that will be their signature implement of death. They also start with x2 the amount of gold or silver since they're good with saving money.

## Knight

Nobel and revered, the Knight is sworn to protect and will die fighting beside their party. Outfit this player with ample armor and give them a bonus for durability. They can take a few hard knocks and not flinch.





## Ranger

Talented with both melee and ranged weapons, the Ranger is a silent killer who prefers to scout alone. Give this player extra arrows or bolts along with a trusty ranged weapon (bow or cross-bow) of their choice.



## Thief

Always looking to lighten the pockets of the upper class, the Thief should have extra luck when pilfering. They also have x2 the starting money when the adventure begins as well as a few throwing daggers.







## Outlaw or Sellsword

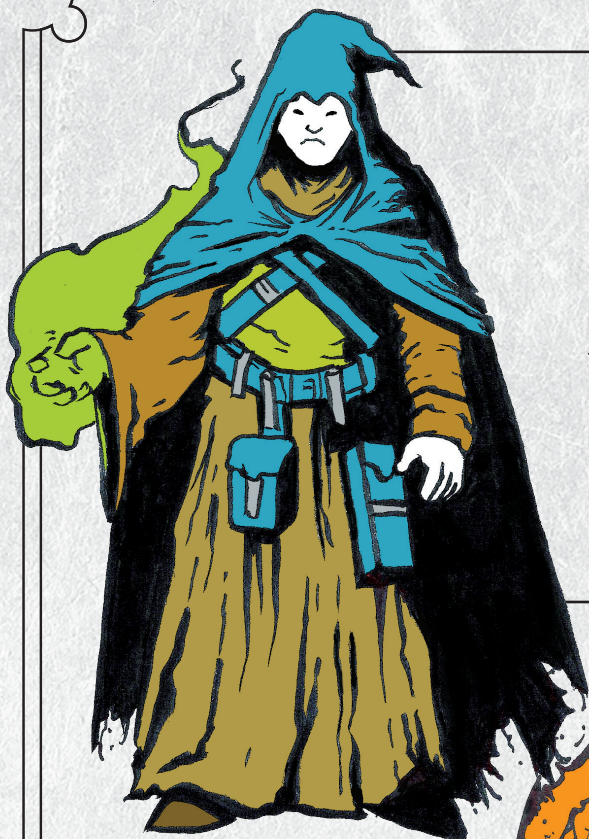
Wanted by the authorities and will never be taken alive, the Outlaw plays by their own rules. They know charisma can be just as important as a sharp blade. Give this play bonuses when charming or persuading, but also when teaming up with other characters who live in opposition to the system.

## Cleric or Priest

Devout to their god and willing to die for what is right, the Cleric or Priest is a natural healer as well as a tough fighter. Give them bonuses when they aide a party member.







## Conjurer

Light or dark magic, it doesn't matter too much to the Conjurer—they just want the job done right. If you want, give this player some leeway with what spells they can use.

## Wizard

Intelligent and wise, the Wizard is a studied combatant with a wide range of spells. For being the backbone of the party, give this player extra experience when they perform an unusually helpful feat for the party.





# NPC Illustrations

Use the following non-playable character illustrations if you need some random villains. Severed Books has a corresponding set of Small Party wood minis for each of the drawings named Borg-Like Beasts.

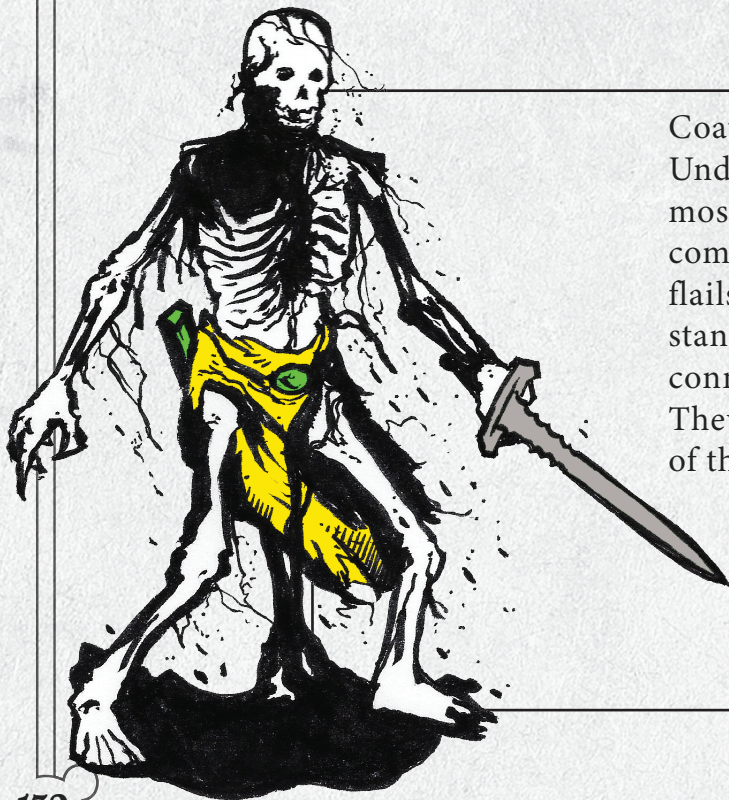
For ease and flexibility per your chosen system, each NPC has a simple description that you can apply Hit Points and other stats to.





## Wretch

This is a classic beast with the optional hook of: they explode once defeated, sending bone shards in every direction like a fragmentation grenade. This will do mild to medium damage up to 25 feet.



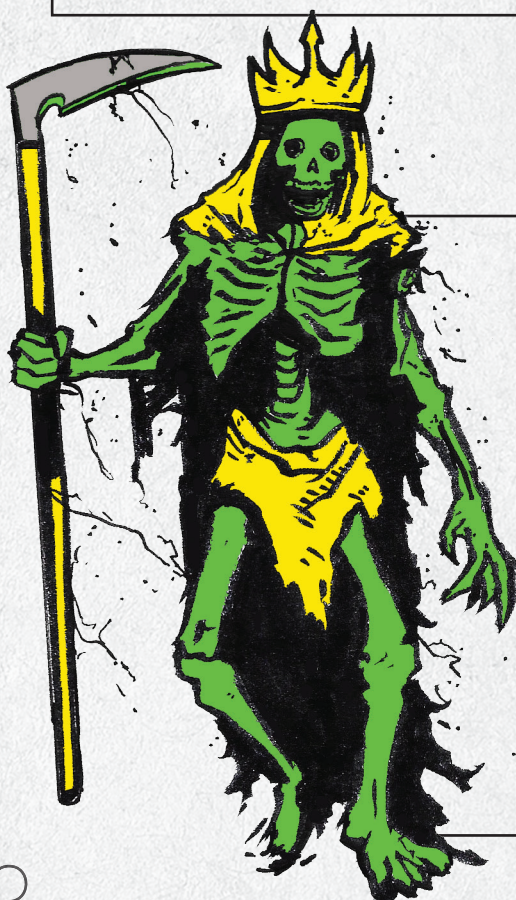
Coated in black sludge, these Undead can fight as well as most warriors. They carry common swords, maces, and flails, but ooze a slick substance that keeps their joints connected and lubricated. They will also vomit a blast of this foul sludge at targets.

## Undead



## Road Agent

These guys prefer to ambush victims or attack them while resting. They have no moral code. Carrying small bladed weapons, they are experts at close quarters combat and will throw daggers and other items to disorient before landing a killing blow.



## Lich King

Roll 1d10 on the map. Where the die landed is where the Lich King appears. The number on the die is the amount of Undead traveling with it. If you rolled a 3 or lower, roll again and add the numbers together for the amount of Undead.

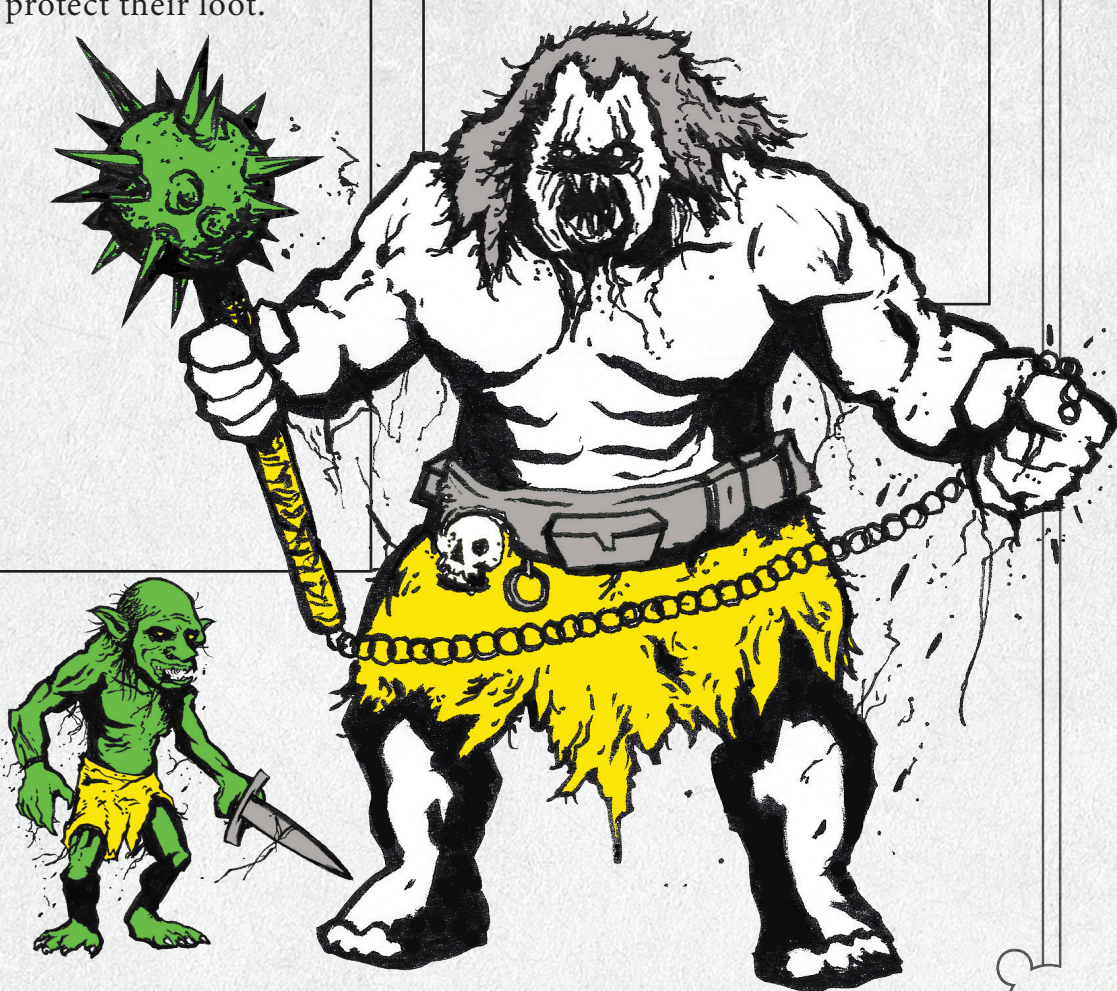


## Troll

These little creeps gather in the shadowy corners of the map. They are guarding a horde of treasure that they've been amassing for years. If the party discovers their location, the Trolls will fight to the death to protect their loot.

## Juggernaut

A massive beast causing havoc across the land. It may have destroyed a dwelling that means a lot to the party or it may be sleeping nearby—or inside a Caver. This is a mid-to-high level NPC that will be tricky to take down unless the party is well equipped. It usually carries valuable items with it.





# Party Member Names

Color code for each party member for easy cross referencing

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# Relations



# Character

Name

Class / Race

Description

Motivations

Vocation

Trade

Hobbies

Strengths

Faults/Weaknesses

Notes



# Relations

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