

SELL SWORD ADVENTURE GAME

Dice Terms

Major roll: Roll two six-sided dice, use the greater.

Minor roll: Roll two six-sided dice, use the lesser.

Double roll: Roll two six-sided dice and add them.

Random Tables

To use a random table, roll 2 dice: one for the group, one for the item. I.e., rolling a 2 and a 3 on the gear table would point to group 2, item 3: "Fire Oil."

Character Creation

1. Roll your abilities

Write the six abilities below on your character card, then roll two dice and consult the chart. Each die adds +1 to the ability corresponding to the number it rolled. Then roll two dice again, this time subtracting 1 from the two corresponding abilities. Final ability scores will range from -2 to +2.

1: Strength (STR)	4: Intelligence (INT)
2: Dexterity (DEX)	5: Wisdom (WIS)
3: Constitution (CON)	6: Charisma (CHA)

2. Choose a class

FIGHTER: Before you attack, you may declare a combat maneuver. It succeeds if the attack exceeds the target's AC. have a +1 attack bonus.

THIEF: When you hit a surprised, vulnerable enemy, you slay them. Add +1 to an ability of your choice.

MAGICIAN: You can read magical writing, detect magical auras, and begin the game knowing two random spells. You have a +1 spellcasting bonus.

3. Roll your maximum hit points

Fighters: Two major rolls.

Thieves: One double roll.

Magicians: Two minor rolls.

4. Roll your weapons

Choose a column and roll a die to select a weapon.

Fighters roll twice, everyone else rolls once.

Light Weapon		Heavy Weapons
Dagger	1	Battleaxe
Hand axe	2	Bow
Mace	3	Halberd
Morningstar	4	Longsword
Short sword	5	Spear
Sling	6	Warhammer

5. Roll your gear

1. Thieves roll three times, everyone else rolls once.

2. You have a torch, 3 days of rations, 50ft of rope, light armor and a shield.

Antitoxin	Crowbar	Grappling hook
Bag of Marbles	Ether	Grease
Bear Trap	Fire Oil	Hand Drill
Bottle of Rum	Fishing Net	Pulleys
Chalk	Flashpowder	Lens
Climbing Boots	Glue	Lantern

Large Sack	Shovel	Ten Foot Chain
Lockpick	Smokebomb	Ten Foot Pole
Mule	Iron Spikes	Three Candles
One-man tent	Spyglass	Tongs
Pickaxe	Steel Mirror	Vial of Acid
Saw	Steel Wire	Vial of Poison

6. Magicians roll two spells

Animal Form	Counterspell	Entangle
Banish	Hear Thoughts	Fireball
Charm	Dimension Door	Fog Cloud
Clairvoyance	Dreadful Aura	Heal Wounds
Comprehend	Enlarge	Icy Hand
Control Animals	Enlarge	Invisibility

Iron Skin	Raise Undead	Spider Climb
Lightning Arc	Shatter	Unseen Servant
Ooze Form	Shrink	Wall of Fire
Phantasm	Corrosion Sign	Windstorm
Quicken	Slumber	Wither
Radiance	Smoke Form	Wizard Key

7. Roll or create your appearance

Barrel-chested	Face Piercings	Hawk Nose
Booming Voice	Filthy	Hoarse Voice
Braided Hair	Flaming Hair	Ice-Blue Eyes
Broken Nose	Foul-smelling	Knife Scars
Burn Scars	Gap-toothed	Lazy Eye
Craggy Face	Haunted Eyes	Long-Limbed

Luxurious Hair	Rake-thin	Tattooed
Missing Ear	Shaved Head	Topknot
Nervous Twitch	Square Jaw	Towering
Nine-fingered	Squint	War Paint
One-eyed	Stout	Whispery Voice
Perfumed	Stunted	White Hair

8. Roll or create your personality

Ambitious	Hardened	Jaded
Bitter	Heartless	Jolly
Brave	Honorable	Know-it-all
Cunning	Hot-headed	Laconic
Entitled	Inquisitive	Lazy
Gruff	Irascible	Melancholy

Menacing	Proud	Serene
Merciful	Reckless	Skeptical
Meticulous	Righteous	Stoic
Nervous	Savage	Stubborn
Pragmatic	Scheming	Suspicious
Protective	Secretive	Wisecracking

9. Roll or create your background

Acolyte	Conscript	Gladiator
Alchemist	Cutpurse	Gravedigger
Beggar	Fence	Herbalist
Burglar	Fortuneteller	Hermit
Charlatan	Galley Slave	Jailer
Chimneysweep	Gambler	Lamplighter

Mercenary	Poacher	Smuggler
Minstrel	Poisoner	Spy
Outlaw	Privateer	Stablehand
Peddler	Rat-catcher	Urchin
Pigkeeper	Sailor	Veteran
Pilgrim	Scrivener	Woodsman

10. Name your character

Keep it short and memorable. "Johnny Coffin" or "Hardtack" is better than "Immelion Arseverix." Introduce your character to the rest of the table.

Marketplace

Light Weapons (10-20): Deals minor damage. One handed. Includes daggers, morningstars, maces, hand axes, slings, short swords, etc.

Heavy Weapons (30-50): Deals major damage. Two handed. Includes longswords, warhammers, bows, battleaxes, spears, polearms, etc.

Shield (10): AC +1. One handed.

Light Armor (50): AC 8. Magicians lose their spellcasting bonus while wearing light armor.

Heavy Armor (200): AC 9. Thieves cannot sneak attack, Magicians lose their spellcasting bonus, and Fighters lose their combat maneuvers while wearing heavy armor.

Common Items (1-5): 50ft Rope, Chalk, Tinderbox, Torch, Bag of Marbles, Lockpick, Iron Spikes, Rations, Steel Mirror, Candles, 10ft Chain, 10ft Pole, Steel Wire, Grease, Glue, Net, Sack, Crowbar, Tent, Hatchet, Pickaxe, Saw, Grappling Hook, Shovel, Fire Oil, Bear Trap, Pliers, etc.

Luxury Items (20-100): Book, Glass Mirror, Lantern, Spyglass, Musical Instrument, Poison, Acid, Antitoxin, Ether, Flashpowder, Smokebomb, etc.

Land Transport: Mule (20), Horse (100), Cart (30), Wagon (100), Coach (250).

Water Transport: Rowboat (50), Fishing boat (500), Caravel (5,000), Warship (10,000).

Property: Small House (1,000), Tavern/Inn (2,000), Guildhall (5,000), Manor House (10,000), Fortified Outpost (25,000), Country Estate (50,000), Walled Castle (100,000), Palace (500,000).

Domestic Servants (1-100/month): HP 3 to 7, AC 7, one ability up to +3.

Torchbearer (5/day): HP 3, AC 7, Knife, Torch.

Guide (10/day): HP 5, AC 7, Maps, Staff, Mule.

Mercenary (20/day): HP 7, AC 8 or 9, Short Sword or Bow, Attack +1.

Specialist (50/day): HP 5, AC 7, Tools, Knife, +2 in one ability.

Hedge Wizard (100/day): HP 3, AC 7, Staff, one random spell, spellcasting +1.

PLAYER'S GUIDE

Saving Throws

Whenever possible, players overcome challenges by simply describing what their player characters (PCs) do. The Referee rules whether the action is possible based on the PC's class and background. However, when a PC tries to resist or avoid imminent danger, they must make a saving throw.

To make a saving throw, the player rolls two dice and adds the appropriate ability to the sum. If the total is 8 or higher, the PC succeeds. If the save is directly opposed by another character, the Referee may compare saves made by both characters to determine who succeeds. Aggressors win ties.

- **Add STR** when using physical might.
- **Add DEX** when using agility or finesse.
- **Add CON** when using stamina or resiliency.
- **Add INT** when using knowledge or willpower.
- **Add WIS** when using instinct or perception.
- **Add CHA** when using force of personality.

The Encounter Die

Every 10 in-game minutes in a dungeon or 12 hours in the wilderness, the Referee rolls a die. On a 1-3, a threat, complication, or encounter from a list the Referee has prepared appears.

Reactions

When the party encounters a non-player character (NPC), the Referee may roll two dice and add the party leader's CHA to see how the NPC reacts to the party. In the wilderness, subtract 1 from the roll; in dungeons, subtract 2. Only use the reaction table when it is unclear how the NPC would behave.

Roll	NPC Reaction
2-4	Hostile, refuses offers
5-9	Wary, considers offers
10-12	Friendly, makes offers

Hirelings

Hirelings are an essential resource when setting out on dangerous missions. When a PC recruits an NPC, the Referee creates a character card for it, including a morale rating, and sets a daily wage by making a reaction roll. Hirelings are typically less capable than PCs. A PC may have up to 1+CHA hirelings in their employ at any one time.

Surprise

If the party encounters hostile NPCs, the Referee may check for surprise. Each side that could be surprised rolls a die; on a 1 or 2, they are surprised and cannot act in the first round of combat. It is possible to guarantee surprise by successfully sneaking up on enemies. If both sides are surprised, the effect is cancelled out.

If a PC thief strikes a vulnerable, surprised enemy in combat, they are instantly slain, as long as the Referee rules that this is plausible. Thieves cannot sneak attack while wearing heavy armor.

Initiative

After the surprise round, both sides roll a die. The side with the higher result will always go first in each round, followed by the other side. Reroll ties.

On a side's turn, each of its characters, in any order, may move somewhere nearby (about 30 feet) and take one action. Actions include attacking, casting a spell, drinking a potion, making another move, etc.

Combat

To attack a target, roll two dice and add your PC's attack bonus, if any (Fighters have an attack bonus from +1 to +4). If the total equals or exceeds the target's Armor Class (AC), your PC hits and deals weapon damage. Unarmored characters have AC 7, light armor provides AC 8, and heavy armor provides AC 9. Using a shield gives you +1AC.

Light weapons require one hand and use minor rolls for damage, while heavy weapons require two hands, and use major rolls for damage. If you roll double sixes on an attack roll, add the two damage dice to deal critical damage. Damage is subtracted from the target's hit points (HP). At zero hit points, a character is dead. If your character dies, make a new one or take over a hireling; the Referee will have you rejoin the party as soon as possible.

Fighters can make combat maneuvers such as disarming, throwing, pushing, tripping, grappling, and shattering while still attacking. Maneuvers may not directly inflict additional HP damage, but may inflict damage indirectly, for example, pushing an enemy off of a ledge. The Fighter must declare what maneuver they are attempting before making the attack. If the attack roll exceeds (not equals) the target's AC and Referee approved the maneuver, it succeeds along with the attack.

Healing

Once per day, if a PC eats a ration and rests for an hour, they heal half of their lost hit points, rounded up; i.e. a PC down 5 HP would heal 3 points back.

Morale

NPCs (both friendly and unfriendly) make morale checks to see if they flee in the face of danger. When the situation calls for it, the Referee rolls two dice and compares the sum to the NPC's morale rating. If the roll equals or exceeds the rating, the NPC loses all will to fight and will route or beg for mercy. Non-routed NPCs may still make tactical retreats or negotiate a surrender if it is in their interest. Morale rating ranges from 2 to 12 (usually from 5 to 9) and may be generated by rolling two dice.

A hireling's morale rating is improved by its employer's CHA. Hirelings check morale when:

- They do not get paid.
- Their employer dies.
- They face more danger than they were expecting.

Enemy NPCs check morale each time:

- They have lost half of their HP (if alone).
- Half of them are defeated (if in a group).
- Their leader has been defeated (if in a group).

Spellcasting

To cast a spell you know, tell the Referee what effect you want the spell to create, within the limits of its name. If the Referee decides that the effect is reasonable, roll two dice and add your spellcasting bonus, trying to hit a target number set by the Referee. Magicians lose their spellcasting bonus while wearing any armor. The target number ranges from 7 to 10, with 7 being a minor effect, and 10 being an extremely powerful effect. If an effect is used just to add drama or flavor to a scene, it may be permitted without a roll, at the Referee's discretion.

If your spellcasting roll does not meet the Referee's target number, choose between two options. Either the spell is forgotten for the remainder of the day, or the spell misfires but may be cast again later. The referee will tell the player the effect of the misfire before they choose. The more powerful the effect, the more dangerous the misfire. Example of misfires may include damage, ability penalties, spellcasting penalties, curses, mutations, altered spell target, altered or reversed spell effects, etc.

If a character wants to resist or avoid a successful spell, the Referee may have them make an opposed saving throw against the spell roll.

In order to learn new spells, Magicians must seek them out in-game. Spells are rare, and are often jealously guarded.

Character Advancement

All PCs begin at first level. In order to gain a level, PCs must gain experience points, or XP. At the end of an adventure, the Referee gives each PC 1 to 4 XP based on the difficulty of the adventure (usually 2), plus an extra point if the players were unusually clever or resourceful. When a PC has accumulated enough XP, they immediately gain a level and the benefits that go along with it.

Level	XP	Fighter	Thief	Magician
2	2	+Hit Points	+1 Ability +Hit Points	+Hit Points
3	6	+1 Ability	+1 Ability	+1 Ability
4	12	+1 Attack B.	+1 Ability	+1 Spellcasting
5	20	+Hit Points	+1 Ability +Hit Points	+Hit Points
6	30	+1 Ability	+1 Ability	+1 Ability
7	42	+1 Attack B.	+1 Ability	+1 Spellcasting
8	56	+Hit Points	+1 Ability +Hit Points	+Hit Points
9	72	+1 Ability	+1 Ability	+1 Ability
10	90	+1 Attack B.	+1 Ability	+1 Spellcasting

When a PC gains +1 Ability, they may increase one ability of their choice by +1 (maximum +3). At level 10, Thieves have an ability maximum of +4.

When a PC gains +Hit Points, they make a roll and add it to their hit point maximum:

- **Fighters:** Major roll.
- **Thieves:** Roll one die.
- **Magicians:** Minor roll.

REFEREE'S GUIDE

What is Sellsword?

Sellsword is a tabletop game of imagination, problem solving, and discovery for two to six people. One player is the Referee, who arbitrates the rules and controls the fictional game world. Everyone else at the table are Players, who control player characters (PCs) living within that world. The game is played with six-sided dice, paper, and pencil.

When the players want to do something, they tell the Referee what their characters are doing, and the Referee tells them what happens as a result. Sometimes the Referee will call for a dice roll to avoid danger, make an attack, or determine a random event. The Referee has the final word over what is possible and what is not. Over time, the world will evolve as it responds to the players' choices.

Sellsword is a game that values cleverness and ingenuity above rules mastery or storytelling, and relies more on sensible refereeing than exhaustive rules. It is also very lethal for PCs, and is less concerned with the fates of individual characters than with how the players themselves interact with the world.

Building the World

The Dungeon

Dungeons are the classic adventuring environment: claustrophobic, tightly-focused encounters (often underground) revolving around risk-taking, problem solving, exploration, and lurking dangers.

To make a dungeon, you'll need to draw a map (Graph paper can be very useful for this). Try to write the contents of each room on the map itself, to save you time running it, and remember to keep the map secret. If the players want a map, they'll have to draw their own as they explore.

Before designing the dungeon, ask yourself why the dungeon exists. Who built it? For what purpose? What happened to it? Who would want to live here now, and why? These types of questions will help the dungeon make sense to your players and help you flesh out its dangers and themes.

Dungeons commonly contain some or all of the following: monsters to fight, traps to avoid, puzzles to solve, valuable or magical items to loot, weird effects to deal with, NPCs to talk to, and empty rooms. Make sure to put secret areas and hidden treasures in the dungeon to reward players who are especially thorough or clever. Also, create a table of random encounters. PCs have a 3 in 6 chance to have an encounter every 10 in-game minutes.

A good way to make a dungeon is the one-more-thing method. First put one simple thing in each room, keeping it pretty vague (a monster, a trap, a prisoner, a library). Next, look for connections between the things. How are they connected? How do they explain one another? What is their relationship? Then, go back and add one additional detail to each room based on what you now know. Repeat this process as many times as you like until you think the dungeon is finished.

Players should have lots of choices while exploring. Good dungeons are filled with loops, branching paths, secret passages, spyholes, shortcuts, crawlspaces, etc. This gives players the chance to use their surroundings strategically; they can plan ambushes, avoid threats, and generally choose what kind of fun they want to have.

The Wilderness

When designing the wilderness of your world, start out by mapping just the local area, with at least one safe haven (like a city or town) and a number of possible adventure locations: dungeons, ruins, mines, towers, camps, etc. Drawing your map on hex-grid paper can be useful in keeping track of distances. As the players venture further afield, expand the map in that direction.

If you decide to use a hex-grid for overland travel, consider making each hex 6 miles across from side to side. A PC can generally travel 18 miles per day along a road, 12 miles per day across open wilderness, and 6 miles per day through difficult terrain like forests or mountains. However, if you want

something simpler, you can instead set a constant travelling speed of 1-3 hexes per day, ignoring the terrain type.

Fill in the wilderness of your map with different types of terrain (forests, deserts, rivers, mountains, swamps, plains, wastes etc.), and for each type create a random encounter table, whether friendly, dangerous, or just intriguing. PCs have a 3 in 6 chance to have an encounter during each day and each night. If they find something of a permanent nature, mark it on the map and replace that table entry with something new. Night encounters are often more dangerous. Make sure to describe the weather as they travel. Weather is a great source of interesting compilations, especially things like heavy rain, snow, or storms.

Place unique, hidden locations around your map that players won't find if are just passing quickly through. In order to find them, the PCs must either spend a whole day searching the area carefully or else know exactly where to look.

The City

A good city is built around some distinct themes. Is it decadent and bureaucratic? A major pilgrimage site? Famous for wizards? The themes you choose help to cement the feel of the city in the players' minds and let them know what to expect.

Decide what's going on in the city at present. Are there any notable events, such as disasters, festivals, assassinations, or conflicts? Polarizing events like this add make cities easier to run, since most characters in the city are affected by them.

Break the city up into districts or neighborhoods and mark the connections between them. Each district should have a theme of its own that sets it apart from the rest of the city. This allows players some control over the kind of encounters they have. Mark down any well-known locations in each district that players will automatically notice, along with any major characters and factions present.

Finally, make a list of random encounters for each district, based on the district's themes. Each time players move through a district, there's a 1 in 6 chance that they'll run into one of its encounters. They also automatically find an encounter if they spend time looking for trouble there.

Planning a Session

Create Situations, Not Plots

Never prepare a plot for the players to follow. Instead, create a number of interesting, unstable situations near the PC's location that they can interact with as they please.

One way to do this is to draw a grid that maps the relationships between the elements of a situation.

	Witch	Dagger	Giant Spider
Monkey	Monkey imprisoned by witch	Monkey knows dagger location	Monkey fears spider
Witch	—	Dagger kills the Witch	Spider is witch's pet
Dagger	—	—	Dagger is inside spider

During the game, observe how the players deal with a situation, and extrapolate the effects of their actions based on what you know. Don't plan the results ahead of time; players never do what you expect them to do. After each session, ask the players what they plan on doing next, and flesh out the world in that direction with new situations.

Offer Interesting Challenges

An interesting challenge has: 1) No simple solution. 2) Many difficult solutions. 3) Requires no unusual tools. 4) Can be solved with common sense.

Examples: Cross a moat full of crocodiles. There's a tiny octopus in your stomach that's biting you. A glass sphere full of gems and lethally venomous snakes. A door in the bottom of a dungeon will only open if sunlight shines on it. Retrieve a key from the bottom of a lake of acid.

Give the Players Tools

It's easier for players to think outside the box if they have the tools to do it. Good tools don't just do extra damage or add an ability bonus; they do odd, very specific things that could be useful if used properly.

Examples: A rope that becomes as rigid as steel on command. A coin that lands on any result you wish when flipped. A bell that produces silence in a 1 foot sphere around it. A ring that instantly grows you a different beard for each finger you put it on. A fancy robe that makes you immune to arrows. A cloak that makes you invisible, but also makes you smell horrible.

Running the Game

Be Fair and Impartial

- Roll your dice out in the open, so players can see that you aren't fudging the results. Require the same thing from them.
- As Referee, you may add, remove, or alter game rules, as long as you notify the players ahead of time and apply the rules consistently.
- If the dice say that someone is dead, they're dead. Protecting the PC's from death results in games that lack tension and players who only solve problems with violence. When death happens, let the PC have some last words, and then have the player roll up a new PC.

Reveal the World

- Don't hide important information from the players, and only require an INT save when failure would be dangerous. If the PC could reasonably know something, tell the player and move on. The game is about making decisions, and players can't make good decisions without information.
- The more dangerous something is, the more obvious it should be. No one likes to have their PC die without warning, so if something dangerous is ahead, give the players clues so they can plan a way to defeat it or avoid it altogether.

Offer Tough Choices

- Make the players weigh risk versus reward. The deeper players go into the wilderness or dungeon, the more perilous things should become. Whether because their resources are running low (food, HP, equipment, light, etc.), or because danger builds the longer they linger, keep the players asking if it is worth pushing just a little bit farther. The greatest treasures are always the hardest to reach.
- Risk and reward is at the center of combat too. There's a reason why PCs have low HP. Push combat quickly towards the point where players ask themselves, "Should I retreat to fight another day, or do I risk it all to finish them now?" The thrill of that choice is the essence of combat.
- Look for situations where all obvious choices come with a heavy cost. These situations encourage unorthodox solutions and out-of-the-box thinking.

Reward Clever Solutions

- Clever solutions to a problem should usually work, as long as they are within the realm of possibility. Be generous with that qualification. If the action is very unlikely or dangerous, call for a saving throw, but you should rarely forbid a creative solution outright.
- If players tend not to think this way, present them with situations that are nearly impossible to tackle head on (see Interesting Challenges on the previous page), and strongly reward even slightly creative solutions. One of your goals as a Referee is to encourage this mentality. Feel free to tell your players as well that cleverness will get them further than brute force.

Bring the World to Life

- Make the world push back. Whenever the players act, the world reacts. During the game and in between sessions, think about how the other characters and factions would respond to what the PCs are doing.
- Prevent the game from stalling by developing two new problems for each of your players' solutions. Be careful that the game does not become overrun with new situations, but this can be an effective way to keep players engaged. Another way to do this is to present overarching dangers, or fronts, that gain ground and strength when not confronted.
- Treat NPCs like real people. Think about what NPCs want, especially in combat. NPCs want to stay alive, and will always try gain an unfair advantage whenever possible. Few NPCs are foolish enough to charge straight into combat, and even fewer will fight to the death. Usually, they are smart enough to retreat or surrender if they are losing, or try another tactic, like negotiating. Also, remember that enemies can be converted into allies with the right motivations, and allies can turn their backs if they aren't treated well.
- Give the players a stake in the world. As the game goes on, players will probably accumulate a lot of money from completing jobs and looting treasures. Encourage them to use this money to buy property, retainers, and land, or create factions, guilds, and temples. Playing at the so-called "domain" level can open up new ways for the players to interact with the world and affect its history.

Optional Game Rules

Non-human Races

If you want to start a campaign with non-human races, give each race a minor special ability that reflects their heritage. Avoid giving bonuses or penalties to abilities, attack bonuses, or spellcasting.

Examples: Dwarves can see in the dark. Elves don't have to sleep. Humans get better prices. Halflings can fit into small spaces. Orcs are impervious to weather. Ratmen can detect faint scents. Satyrs can understand animals.

Weapon Quality

There are three levels of weapon quality: poor, normal, and good. Poor quality weapons deal -1 damage (minimum 1) and cost half as much as normal weapons, good quality weapons deal +1 damage and cost four times as much as normal weapons.

Weapon and Armor Degradation

Degradation rules add another level of risk to combat. Whenever a weapon rolls doubles on its damage dice, it loses one level of quality: from good to normal, and from normal to poor. If this happens to a poor quality weapon, it breaks.

When a weapon rolls critical damage against an armored target, the armor loses one AC point. At 7 AC, the armor is broken and useless.

Chaotic Initiative

To add an element of unpredictability to combat, reroll initiative after each round. This will result one side occasionally going twice in a row, which makes combat more exciting and dangerous.

Shields Shall Be Splintered

When a defender bearing a shield is hit by an attack, they may splinter their shield (rendering it useless) to ignore all damage from that one attack.

Trade and Commerce

If players wish to make money as merchants, they may buy goods at normal price from places that produce them, and then sell them for double that price at places that don't. Rare or illegal goods can be sold at four times the price to the right buyer. Major cities have a 25% tax on the sale price of all imported goods, so smuggling is often the best way to make maximum profit.

XP for Gold

If you want the game to focus more on treasure-hunting, make the XP requirements for each level 1,000 times greater and rule that players gain 1 XP per coin they spend. A PC may only gain one level per session; any XP that would raise a PC to an additional level is lost.

Party Like It's 999

You may allow players to gain 2 XP per coin spent (when using the XP for Gold rules above) if they waste it frivolously on parties and feasts. Roll 1 die in a village, 2 dice in a town, and 3 dice in a city. Multiply the dice total by 100 to find the maximum coin you can spend on feasting there. After a feast, each PC makes a WIS or CON save, whichever is worse. On a fail, the PC rolls for a random mishap.

Lost Reputation	Poisoned	Insulted Faction
Thrown in Jail	Awarded Medal	Shanghaied
Got Married	New Tattoo	Joined a Cult
Robbed	Elected to Office	Inconvenient Pet
In a Coffin	Cursed	Lost
Swindled	Gained a Stalker	Insulted a Noble

In Love	Wrong Clothes	Lost at Gambling
Given a Quest	Started a Cult	Letter of Thanks
Roof on Fire	Signed Contract	Adopted a Child
Unruly Mob	Duel Scheduled	Absurd Boasts
In the Stocks	Someone Died	Bought the Inn
Spill Secrets	Recruited	New Identity

Death and Dismemberment

When a PC drops to zero HP, the player may roll on this table instead of dying instantly. This table could also be used when PCs roll critical hits.

Decapitated	Severed Ear	Broken Hand
Severed Leg	Severed Nose	Broken Foot
Severed Arm	Missing Eye	Broken Back
Severed Hand	Broken Jaw	Broken Neck
Severed Finger	Broken Arm	Broken Ribs
Severed Foot	Broken Leg	Cracked Skull

Concussion	Gut Wound	Punctured Lung
Stunned	Hamstrung	Stomach Wound
Unconscious	Blinded	Face Wound
Heart Wound	Deafened	Brain Wound
Throat Cut	Bleeding Out	Knocked Prone
Impaled	Winded	Missing Teeth

SPELL COMPONENTS

Spell Effects

Absorbing	Conjoining	Diminishing
Animating	Controlling	Enlarging
Charming	Corrupting	Enraging
Communicating	Deceiving	Hastening
Comprehending	Deflecting	Imprisoning
Concealing	Destroying	Levitating
Nullifying	Reversing	Summoning
Paralyzing	Sealing	Terrifying
Perceiving	Separating	Transforming
Protecting	Silencing	Transmuting
Restoring	Soothing	Transporting
Revealing	Strengthening	Withering

Spell Elements

Acid	Fire	Lightning
Blood	Flowers	Magma
Bone	Fungus	Mind
Brimstone	Ghost	Mist
Crystal	Gold	Oil
Dream	Ice	Plague
Quicksilver	Smoke	Venom
Radiance	Snow	Vermin
Sand	Stone	Void
Shadow	Tar	Water
Silver	Thorns	Wind
Slime	Thunder	Wine

Spell Forms

Beast	Cone	Gaze
Blade	Cube	Globe
Blast	Eye	Golem
Call	Fist	Lock
Circle	Form	Mask
Cloud	Gate	Maze
Monolith	Shroud	Tongue
Pulse	Spray	Touch
Ray	Steed	Vortex
Road	Storm	Wall
Servant	Swarm	Word
Shield	Tentacle	Zone

MAGIC

Common Spells

Animal Form	Corrosion Sign	Entangle
Banish	Counterspell	Fireball
Charm	Dimension Door	Fog Cloud
Clairvoyance	Dreadful Aura	Heal Wounds
Comprehend	Enlarge	Hear Thoughts
Control Animals	Enrage	Icy Hand
Invisibility	Radiance Raise	Spider Climb
Iron Skin	Undead	Unseen Servant
Lightning Arc	Shatter	Wall of Fire
Ooze Form	Shrink	Windstorm
Phantasm	Slumber	Wither
Quicken	Smoke Form	Wizard Key

Magical Curses/Poisons

Abhors Violence	Birds Follow	Fish Smell
Ages	Can't count	Forked Tongue
Always Lies	Caveman Talk	Gender Swap
Always Polite	Crab Claws	Goat Legs
Animal Head	Dyslexia	Gold Allergy
Antlers/Horns	Faceblind	Hallucinations
High Gravity	Narcolepsy	Sheds Skin
Magic Allergy	New Personality	Shrinks
Must Sing	No Gravity	Skin Boils
Must Skip	Perfect Honesty	Slime Trail
Must Whisper	Says Thoughts	Tentacle Limbs
Mute	Second Face	Total Numbness

Magical Boons/Potions

Animal -Form	Cure Affliction	Element -speech
Animal -Speech	Detect Evil	Expert Skill
Body Swap	Detect Gold	Extra Arm
Camouflage	Detect Hidden	Flight
Control Animals	Direction Sense	Ghost-speech
Control Element	Element -form	Heal
Heat Vision	Random Spell	Super-strength
Impersonate	Regeneration	Telekinesis
Invulnerable	Sharp Claws	Tongues
Item -form	Spirit Sight	Water-breathing
Mirror Image	Stretchy	Water-walking
Night Vision	Super-jumps	Web-slinging

CREATURES & BEHAVIOR

Common Creatures

Ant	Boar	Deer
Badger	Cat	Donkey
Bat	Caterpillar	Dragonfly
Bear	Cockroach	Eagle
Bee	Crane	Falcon
Beetle	Crow	Fox
Frog	Moth	Sheep
Goat	Owl	Sparrow
Hog	Ox	Spider
Horse	Rabbit	Squirrel
Hound	Raccoon	Viper
Mole	Rat	Wolf

Uncommon Creatures

Alligator	Crab	Leech
Ape	Eel	Lobster
Armadillo	Elephant	Mantis
Centipede	Ferret	Mockingbird
Chameleon	Firefly	Octopus
Constrictor	Jellyfish	Porcupine
Reindeer	Shark	Triceratops
Rooster	Slug	Turtle
Salamander	Snail	Velociraptor
Scorpion	Squid	Vulture
Sea Urchin	Stegosaurus	Whale
Seal	Tiger	Wolverine

Creature Behavior

Ambushing	Disorienting	Following
Berserking	Dueling	Harrying
Capturing	Encircling	Helping
Charging	Enslaving	Herding
Collecting	Ensnaring	Immobilizing
Deceiving	Evading	Infesting
Intimidating	Negotiating	Riddling
Investigating	Observing	Stalking
Judging	Patrolling	Swarming
Manipulating	Playing	Theiving
Mission	Protecting	Toying
Mocking	Raiding	Trading

CR. TRAITS & FEATURES

Common Creature Traits

Amphibious	Cowardly	Flying
Bloated	Entangling	Hairless
Blood-Sucking	Eyeless	Hardened
Camouflaging	Far-Seeing	Intelligent
Cannibal	Fearless	Iridescent
Colossal	Fluffy	Luminous
Mimicking	Rotten	Strangling
Paralyzing	Sharp	Stupid
Patterned	Slippery	Tiny
Poisonous	Stealthy	Tireless
Reflective	Sticky	Translucent
Regenerating	Stinking	Wall-Crawling

Uncommon Creatures Traits

Abyssal	Cursing	Geometric
Acid Blood	Disintegrating	Hypnotizing
Anti-magic	Duplicating	Immortal
Breath Weapon	Floating	Impervious
Brittle	Gaze Weapon	Invisible
Clay-like	Gelatinous	Life-Draining
Many-Headed	Radioactive	Spell Element
Mechanical	Reflective	Spell Form
Mindreading	Rubbery	Spellcasting
NPC Quirk	Shapeshifting	Super-strength
NPC Trait	Skeletal	Telekinetic
Phasing	Spell Effect	Teleporting

Creature Features

Antlers	Fangs	Legless
Beak	Fins	Long Tongue
Carapace	Fur	Many-Eyed
Claws	Gills	Many-limbed
Compound Eyes	Hooves	Mucus
Eye Stalks	Horns	Pincers
Plates	Shell	Talons
Plumage	Spikes	Tentacles
Proboscis	Spines	Thumbs
Scales	Stinger	Trunk
Segments	Suction Cups	Tusks
Shaggy Hair	Tail	Wings

NPC PROFESSIONS

Civilized NPCs

Acolyte	Brewer	Courtier
Actor	Bureaucrat	Diplomat
Apothecary	Butcher	Fishmonger
Baker	Candlemaker	Guard
Barber	Candymaker	Innkeeper
Blacksmith	Carpenter	Item -seller
Jeweler	Noble	Sculptor
Knight	Painter	Shipwright
Locksmith	Potter	Soldier
Mason	Priest	Tailor
Miller	Scholar	Wigmaker
Musician	Scribe	Wizard

Underworld NPCs

Acrobat	Burglar	Deserter
Alchemist	Chimneysweep	Fence
Animal -breeder	Con Man	Forger
Assassin	Ditchdigger	Fortuneteller
Assassin	Cultist	Galley Slave
Beggar	Cutpurse	Gambler
Gladiator	Mercenary	Slave
Gravedigger	Poet	Smuggler
Headsmen	Poisoner	Spy
Informant	Privateer	Urchin
Jailer	Rat-catcher	Usurer
Lamplighter	Sailor	Vagabond

Wilderness NPCs

Apiarist	Explorer	Hermit
Bandit	Farmer	Hunter
Caravan Guard	Fisherman	Messenger
Caravaneer	Forager	Minstrel
Druid	Fugitive	Monk
Exile	Hedge Wizard	Monster Hunter
Outlander	Sage	Tinker
Peddler	Scavenger	Tomb Raider
Pilgrim	Scout	Trader
Poacher	Shepherd	Trapper
Raider	Warlock	Witch
Ranger	Surveyor	Woodcutter

NPC DETAILS

NPC Appearances

Athletic	Disheveled	Hairy
Bodybuilder	Elegant	Hoarse Voice
Boxer's Face	Fashionable	Immense
Chiseled	Filthy	Lumpy
Delicate	Gorgeous	Missing Limb
Disfigured	Hairless	Nine Fingers
Perfumed	Slender	Sweaty
Piercings	Slouched	Tattooed
Plump	Squint	Towering
Rake-Thin	Stout	Weathered
Scarred	Strange Hair	Wiry
Sickly	Stumpy	Wrinkled

NPC Traits

Ambitious	Clever	Honest
Arrogant	Cold	Hotheaded
Boastful	Cowardly	Humble
Brave	Elitist	Jerk
Bubbly	Eloquent	Lazy
Charming	Gracious	Leader
Level-headed	Paranoid	Slacker
Liar	Persistent	Sophisticated
Loyal	Prickly	Space Cadet
Melancholy	Resolute	Trusting
Methodical	Righteous	Vain
Obsessive	Ruthless	Whiny

NPC Quirks

Art Collector	Drunkard	Fancy Dresser
Blackmailed	Duelist	Fugitive
Connected	Egalitarian	Gambler
Corrupt	Envied	Gossip
Despised	Esteemed	Gourmand
Don Juan	Faction -member	Heretic
Imposter	Partier	Snitch
Indebted	Perfectionist	Superstitious
Insurrectionist	Pet Collector	Undercover
Local Celebrity	Philanthropist	Visionary
Musical Knack	Powerful Spouse	Well-Educated
Opera Goer	Scandalous	Well-Traveled

NPC NAMES & MISSIONS

Female Names

Adelaide	Clover	Esme
Alma	Constance	Fern
Barsaba	Damaris	Hester
Beatrice	Daphne	Hippolyta
Bianca	Demona	Jessamine
Cleopha	Elsbeth	Jilly
Marga	Pepper	Trillby
Minerva	Phoebe	Tuesday
Nerissa	Piety	Ursula
Odette	Poppy	Vivian
Olga	Silence	Wendy
Orchid	Sybil	Zora

Male Names

Balthazar	Destrian	Florian
Basil	Ellis	Fox
Bertram	Erasmus	Godwin
Blaxton	Faustus	Hannibal
Chadwick	Finn	Jasper
Clovis	Fitzhugh	Jiles
Jules	Oswald	Silas
Leopold	Percival	Stilton
Merrick	Peregrine	Stratford
Mortimer	Quentin	Tenpiece
Ogden	Redmaine	Waverly
Orion	Reinhold	Webster

Missions

Acquire	Convince	Escort
Apprehend	Deface	Exfiltrate
Assassinate	Defraud	Extort
Blackmail	Deliver	Follow
Burgle	Destroy	Frame
Chart	Discredit	Impersonate
Impress	Plant	Sabotage
Infiltrate	Protect	Smuggle
Investigate	Raid	Surveil
Kidnap	Replace	Take Over
Lift	Rob	Terrorize
Locate	Ruin	Threaten

NPC SURNAMES & FACTIONS

Upper Class Surnames

Belvedere	Dunlow	Gastrell
Bithesea	Edevane	Girdwood
Calaver	Erelong	Gorgon
Carvolo	Febland	Grimeson
De Rippe	Fernsby	Gruger
Droll	Fisk	Hitheryon
La Marque	Portendorfer	Stavish
Malmora	Romatet	Vandermeer
Miter	Rothery	Wellbelove
Oblington	Skorbeck	Westergren
Onymous	Slora	Wexley
Phillifent	Southwark	Wilberforce

Lower Class Surnames

Barrow	Coffin	Gimble
Beetleman	Crumpling	Graveworm
Berrycloth	Culpepper	Greelish
Birdwhistle	Dankworth	Hardwick
Bobich	Digworthy	Hatman
Chips	Dreggs	Hovel
Knibbs	Rumbold	Slee
Midnighter	Rummage	Slitherly
Needle	Sallow	Stoker
Nethercoat	Saltmarsh	Tarwater
Pestle	Silverless	Tumbler
Relish	Skitter	Villin

Faction Types

Art Circle	Coalition	Cult
Brotherhood	Council	Dynasty
Cabal	Coven	Family
Cartel	Craft Guild	Free Company
Church	Crew	Horde
Clan	Criminal Ring	Lodge
Magic College	Political Party	Street Gang
Military Order	Private Club	Syndicate
Network	Regime	Temple
Noble House	Religious Sect	Tribe
Outlaw Band	School	Troupe
Pack	Secret Society	Workers' Union

USEFUL ITEMS

Adventuring Items

Antitoxin	Climbing Boots	Flashpowder
Bag of Marbles	Crowbar	Glue
Bear Trap	Ether	Grappling hook
Bottle of Rum	Fifty Foot Rope	Grease
Candle	Fire Oil	Iron Spikes
Chalk	Fishing Net	Lens

Lantern	Rations	Steel Wire
Large Sack	Saw	Ten Foot Chain
Lockpick	Shovel	Ten Foot Pole
One-man tent	Smokebomb	Torch
Pickaxe	Spyglass	Vial of Acid
Pulleys	Steel Mirror	Vial of Poison

Clothing Items

Amulet	Brigandine	Earing
Belt	Cincture	Gauntlets
Blouse	Cloak	Glove
Boots	Coat	Gown
Bracelet	Crown	Hat
Breastplate	Dress	Helmet

Hose	Padded Armor	Shoes
Leather Armor	Ring	Skirt
Locket	Robe	Slippers
Mail Shirt	Sandals	Socks
Mask	Scarf	Trousers
Necklace	Shirt	Veil

Martial Items

Arming Sword	Crossbow	Halberd
Backsword	Cutlass	Hammer
Battleaxe	Dagger	Hatchet
Blowpipe	Flail	Horsebow
Claymore	Flanged Mace	Hunting Knife
Club	Glaive	Lance

Longbow	Scimitar	Stake
Longsword	Shortbow	Stiletto
Mace	Sickle	Throwing Axe
Maul	Sling	Warhammer
Morningstar	Spear	Warpick
Pike	Staff	Whip

OTHER ITEMS & MATERIALS

Miscellaneous Items

Book	Egg	Handkerchief
Brass Bell	Foreign Coin	Hinged Box
Carved Figurine	Game Piece	Hourglass
Chalice	Glass Eye	Human Tooth
Compass	Glass Jar	Hunting Horn
Drawing	Hair Comb	Instrument

Loaded Dice	Playing Card	Sealed Letter
Numbered Key	Purse	Sewing Needle
Oil Lamp	Quill Pen	Shaving Razor
Old Doll	Salve	Tobacco Pipe
Ornate Bowl	Scissors	Whistle
Painting	Scroll	Wine Bottle

Valuable Materials

Alabaster	Bloodstone	Diamond
Amber	Bone China	Ebony
Aquamarine	Chalcedony	Emerald
Azurite	Cinnabar	Fire Agate
Beryl	Coral	Garnet
Black Pearl	Crystal	Gold

Jade	Onyx	Sapphire
Jasper	Opal	Serpentine
Jet	Pearl	Silver
Lapis Lazuli	Platinum	Star Iron
Malachite	Porcelain	Topaz
Moonstone	Ruby	Turquoise

Unusual Materials

Amber	Ceramic	Enamel
Bark	Chalk	Feldspar
Barnacles	Chitin	Flint
Bone	Copper	Glass
Brick	Driftwood	Horn
Candy	Ectoplasm	Ivory

Spell Element	Resin	Sponge
Mercury	Resin	Sugar
Mold	Salt	Tar
Obsidian	Scales	Turtle Shell
Paper	Sea Shell	Wax
Reptile Skin	Soapstone	Wicker

CITIES

City Themes

Aristocracy	City Event	Feuds
Art	Civilized NPC	Intellectualism
Benevolence	Crime Families	Intrigue
Bureaucracy	Cruelty	Low Cl. Building
Castes	Faction Type	Martial Law
Catacombs	Festivals	Meritocracy

Mob Rule	Rituals	Trade
Opulence	Science	Tyranny
Pilgrimages	Slavery	U. World NPC
Piracy	Spices	Up. Cl. Building
Plutocracy	Theocracy	Wizardry
Poverty	Thievery	Xenophobia

City Events

Assassination	Curfew	Flood
Carnival	Discovery	Heavy Fog
Conscription	Earthquake	Heavy Taxes
Coronation	Faction War	Holy Day
Coup	Fashion Trend	Hysteria
Cult Activity	Fire	Inquisition

Insurrection	Plague	Roundup
Invasion	Proclamation	Scandal
Jailbreak	Prohibition	Serial Killer
Mass Eviction	Public Games	Shortage
Mass Pardon	Refugees	Tournament
Negotiations	Rioting	Trial

City Encounters

Abduction	Checkpoint	Faction
Animal Fight	Collapse	Festival
Boxing Match	Dancing	Funeral
Brawl	Demonstration	Local Celebrity
Burglary	Duel	Loose Animals
Chase	Execution	Magical Disaster

Massacre	Party	Sinkhole
Mob	Patrol	Speech
Monster Loose	Performance	Wagon Crash
Mugging	Procession	Wedding
Murder	Public Music	Wild. Encounter
Palanquin	Sermon	Wizard Duel

BUILDINGS & STREETS

Upper Class Buildings

Academy	Bookseller	Gallery
Alchemist	Bookshop	Garden
Archive	Clockmaker	Observatory
Art Dealer	Clothier	Haberdashery
Barber	Courthouse	Jeweler
Bookbinder	Furrier	Law Office

Locksmith	Physician	Taxidermist
Lounge	Printer	Temple
Manor	Public Baths	Tobacconist
Museum	Restaurant	Townhouse
Opera House	Salon	Winery
Park	Stables	Zoo

Lower Class Buildings

Apothecary	Catacombs	Forge
Asylum	Cheesemaker	Fortuneteller
Baker	Criminal Den	Gambling Hall
Brewery	Curiosity Shop	Leatherworks
Butcher	Dock	Marketplace
Candlemaker	Fighting Pit	Mason

Mill	Shipyards	Theater
Moneylender	Shrine	Veterinarian
Orphanage	Stockyard	Warehouse
Outfitter	Stoncarver	Watchtower
Prison	Tattooist	Weaver
Sewers	Tavern	Workshop

Street Traits

Abandoned	Chimneys	Dilapidated
Artwork	Collapsing	Gang Markings
Balconies	Cozy	Gates
Brightly Lit	Cramped	Labyrinthine
Bustling	Creaky	Ladders
Carved Stone	Damp	Luxurious

Majestic	Repainted	Spartan
Mosaics	Roof Gardens	Stairways
Multi-story	Secret Passages	Tall Windows
Ornate	Secure	Urchins
Overgrown	Shabby	Utilitarian
Rambling	Shaded	Vermin-infested

DUNGEONS

Dungeon Themes

Blessings	Divinities	Haunting
Collapse	Excavation	Imprisonment
Criminality	Experiments	Judgement
Cults	Feasting	Machines
Curses	Flooding	Mad Science
Divination	Fungus	Mazes
Memory	Refugees	Statues
Mirrors	Restless Dead	Summoning
Mutation	Rival Factions	Tests and Trials
Outsiders	Sacrifice	Traps
Portals	Secrets	Verticality
Purification	Spell Elements	Wild Growth

Dungeon Traits

Blessed	Echoing	Holy
Blind	Endless	Infested
Bloody	Flooded	Loathsome
Clouded	Forbidden	Murmuring
Collapsed	Ghostly	Non-Euclidean
Cracked	Glittering	Oozing
Overgrown	Silent	Tranquil
Puzzling	Silver	Twisting
Restless	Singing	Violet
Revolving	Sleeping	Watching
Screaming	Smoking	Wilderness Trait
Shattered	Street Trait	Writhing

Dungeon Encounters

Archaeologists	Ceremony	Excavation
Argument	City Encounter	Feeding
Artists	Collector	Guardians
Automatons	Council	Inquisitors
Besieged NPCs	Demolition Crew	Kids on a Dare
Cartographers	Emissary	MerSpell
Negotiations	Rescuers	Standoff
Overlord	Riddler	Swarm
Patrol	Scavengers	Tomb Raiders
Predators	Slave Labor	Wardens
Prisoner	Spell Effect	Wild. Encounter
Repair Crew	Rogue	Young Creatures

DUNGEON ROOMS

Dungeon Rooms

Armory	Catacombs	Forge
Aviary	Cavern	Fountain
Banquet Hall	Chasm	Garden
Barracks	Crypt	Arboretum
Baths	Dormitory	Guard Room
Bedroom	Fighting Pit	Kennel
Kitchen	Mine Shaft	Torture Room
Laboratory	Museum	Treasury
Lake	Nursery	Wardrobe
Library	Prison	Well
Vault	Shrine	Cellar
Menagerie	Throne Room	Workshop

Dungeon Room Features

Anachronism	Curse	Mirrors
Art Installation	Dais	Partial Map
Barred Window	Locked Door	Portal
Books & Scrolls	Low. C. Building	Portcullis
Caged Animals	Magical Item	Potions
Control Center	Message	Puzzle Door
Relic	Statue	Up. C. Building
Room Hazard	Strange Weapon	Ventilation Shaft
Secret Door	Supplies	Wardrobe
Spell Effect	Tombs	Weapons
Spyhole	Trap	Weird Gravity
Staircase	Treasure	Weird Machine

Dungeon Room Details

Bas-Relief	Corpses	Fading Murals
Blood Trail	Cracked Beams	Faint Breeze
Bones	Crumbling Walls	Faint Footsteps
Chains	Decaying Food	Fallen Pillars
Chalk Marks	Decaying Nest	Fungus
Claw Marks	Dripping Water	Furniture
Graffiti	Spider Webs	Un. Material
Mosaics	Stalactites	Unusual Smell
Rotting Books	Stench	Val. Material
Rubble	Thick Dust	Vibrations
Shed Skin	Torn Clothes	Vines
Slime Trails	Tree Roots	Whispers

TRAPS & WILDERNESS TRAITS

Dungeon Traps

Acid Pool	Collapsing Floor	Falling Ceiling
Adhesive	Crocodile Pit	Fills with Sand
Bear Trap	Crushing Walls	Flooding
Blinding Spray	Deafening Siren	Giant Magnet
Blunt Pendulum	Deep Pit	Lava Flow
Boiling Tar	Falling Cage	Lightning
Living Statues	Poison Needle	Room on Fire
Missile Fire	Quicksand	Searing Walls
Monster Freed	Rage Gas	Sleeping Gas
Net Trap	Rolling Boulder	Spiked Pit
Pendulum Blade	Room Freezes	Tombs Open
Poison Gas	Room Inverts	Wall Spikes

Dungeon Trap Mechanisms

Balance Scales	Chute	Gear
Ball Bearings	Control Panel	Grease
Cage	Crank	Hinge
Chain	Float	Hose
Channel	Fuse	Key
Chemicals	Gas Pipe	Latch
Lens	Pulley	Timer
Lever	Ramp	Valve
Mirror	Rope	Water
Pendulum	Socket	Weight
Pressure Plate	Spring	Wheel
Prism	Switch	Wire

Wilderness Traits

Ashen	Corrupted	Frozen
Bewildering	Creeping	Haunted
Blasted	Desolate	Howling
Blighted	Dungeon Trait	Jagged
Broken	Eternal	Lonely
Consuming	Forsaken	Misty
Perilous	Shifting	Thorny
Petrified	Shivering	Thundering
Phantasmal	Sinister	Torrential
Ravenous	Sinking	Vanishing
Savage	Smoldering	Wandering
Shadowy	Sweltering	Withered

THE WILDERNESS

Wilderness Landmarks

Badlands	Crater	Grove
Bog	Creek	Hill
Boulder Field	Desert	Hollow
Butte	Escarpment	Hot Springs
Cave	Field	Lair
Cliff	Forest	Lake
Lakebed	Pit	Rockslide
Marsh	Pond	Spring
Mesa	Rapids	Swamp
Moor	Ravine	Thickets
Mud Flats	Ridge	Valley
Pass	River	Waterfall

Wilderness Structures

Altar	Cairn	Ford
Aqueduct	Crossroads	Fortress
Bandit's Camp	Crypt	Gallows
Battlefield	Dam	Graveyard
Bonfire	Dungeon	Hedge
Bridge	Farm	Hunter's Camp
Inn	Outpost	Shrine
Lumber Camp	Paddock	Standing Stone
Mine	Pasture	Temple
Monastery	Ruin	Village
Monument	Seclusion	Watchtower
Orchard	Shack	Waystone

Wilderness Encounters

Ambush	Corpse	Execution
Battle	Deserters	Feast
Beating	Duel	Harvesting
Childbirth	Dun. Encounter	Hunt
Conclave	Dying NPC	Kidnapping
Construction	Escape	Lost NPC
Magical Disaster	Rendezvous	Showdown
March	Rescue	Skirmish
Migration	Retreat	Sleeping NPC
Murder	Ritual	Stampede
Procession	Robbery	Trapped NPC
Raid	Sacrifice	Wizard Fight