

ACROSS THE WASTELAND...

d10 Interesting Location: You find...

1. A cavern in a canyon wall.
2. A hole under a large boulder.
3. A large burrow.
4. A small cave next to a dry river bed.
5. A peculiar tent.
6. Some nomads' camp.
7. An abandoned stone house.
8. An abandoned campsite.
9. An entrance to a rocky cave.
10. Ancient ruins.

d12 Distinguishing Landmark: You see...

1. An oasis with a fruit tree.
2. An oasis with a palm tree and some desert flowers.
3. An unusually large, prickly desert plant.
4. A pair of prickly plants from the same root.
5. A patch of desert flowers in the shade of a boulder.
6. A rocky bluff.
7. A boulder shaped like a face.
8. A pair of identical boulders, side by side.
9. A boulder sitting atop a larger boulder.
10. A small, rocky canyon with a trickle of water.
11. A deep, rocky canyon with a trickle of water.
12. A dry river bed.

d20 Feature: You notice...

1. A buzzard circles overhead.
2. A vulture screams.
3. A scorpion scuttles away.
4. A large beetle scuttles away.
5. A toad hops behind a rock.
6. A lizard crawls under a rock.
7. A jackal barks.
8. A snake slithers away.
9. A butterfly flutters by.
10. A rattlesnake sounds.
11. An unusual bird chirps.
12. A gentle breeze blows.
13. The wind blows harder.
14. The wind kicks up dust.
15. Small loose stones tumble down a slope.
16. A hint of moisture on the ground.
17. A prickly plant with brightly colored fruit.
18. A strange desert flower.
19. A small palm tree.
20. Several small prickly plants.

d12 Encounters: You come upon...

1. A poisonous snake.
2. A giant spider.
3. A pack of jackals.
4. A giant lizard.
5. A ghost.
6. A pair of gnolls.
7. A pair of bandits.
8. A strange hermit.
9. A lost traveler.
10. A poor nomad.
11. A sandstorm.
12. A mirage of an oasis.

d10 What's in the cave/cavern?

1. A swarm of beetles.
2. Lots of bats.
3. Many spider webs.
4. A troll's stash.
5. An ogre's lair.
6. Some gnolls' hideout.
7. Bare rock.
8. Mummified remains.
9. Some bandits' hideout.
10. A reclusive sorcerer.

d6 What's in the hole/burrow?

1. A snake.
2. A spider.
3. Beetles.
4. Scorpions.
5. A toad.
6. A lizard.

d6 Who lives in the peculiar tent?

1. A merchant of exotic goods.
2. A misanthropic shapeshifter.
3. An eccentric monk.
4. A nomadic herder.
5. A nomadic warrior.
6. An outcast elf.

d6 Who lived in the stone house?

1. A strange hermit.
2. A reclusive scholar.
3. An eccentric healer.
4. A poor goatherder.
5. A horse trader.
6. A mining prospector.

d6 Who resides in the stone house now?

1. Poisonous snakes.
2. An ogre.
3. A pair of orcs.
4. A mad sorcerer.
5. A paranoid shapeshifter.
6. Restless ghosts.

d10 Who built the ancient ruins?

1. A tribe of lizardfolk.
2. A high elf prince.
3. A fiendish cult.
4. A dragon cult.
5. A death cult.
6. Elementalist monks.
7. A long-dead emperor.
8. A forgotten king.
9. An evil queen.
10. A dark sorcerer.

d10 Who lives in the ancient ruins now?

1. A treasure hunter.
2. A wasteland druid.
3. Poisonous snakes.
4. Cursed mummies.
5. Restless ghosts.
6. An orkish war band.
7. A tribe of kobolds.
8. A territorial griffon.
9. A pair of manticores.
10. A dragon.