

ACROSS THE *FLAME-SCORCHED* 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 in a volcanic rock formation.
5. A peculiar tent.
6. Some nomads' camp.
7. A large pit that periodically belches fire and smoke.
8. An abandoned campsite.
9. An entrance to a rocky cave.
10. Ancient ruins.

d12 Distinguishing Landmark: You see...

1. An oasis with only a puddle of water.
2. Several holes, emitting fire and smoke.
3. An unusually large, prickly desert plant.
4. A pair of prickly plants from the same root
5. A patch of coarse grass 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, dry, rocky canyon.
11. A deep, dry, rocky canyon.
12. A solid bed of rock, formed from a lava flow.

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 lizard crawls under a rock.
6. A jackal barks.
7. A snake slithers away.
8. A swarm of locusts buzz past.
9. A rattlesnake sounds.
10. An unusual bird chirps.
11. A gentle breeze blows.
12. The wind blows harder.
13. The wind kicks up dust.
14. Small loose stones tumble down a slope.
15. A prickly plant with scorch marks.
16. A strange desert flower.
17. A dead palm tree.
18. Several small prickly plants.
19. The smell of sulfur in the air.
20. The smell of ash and smoke.

d12 Encounters: You come upon...

1. A flame snake.
2. A swarm of scorpions.
3. A pack of jackals.
4. A giant centipede.
5. A ghost.
6. A pair of azers.
7. A pair of salamanders.
8. A pair of bandits.
9. A strange hermit.
10. A lost traveler.
11. A dust storm.
12. A sudden eruption of flame from the ground.

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. Dry bones.
3. Beetles.
4. Scorpions.
5. A centipede.
6. A flameskull.

d6 Who lives in the peculiar tent?

1. A merchant of exotic goods.
2. A misanthropic shapeshifter.
3. A reclusive monk.
4. A refugee far from home.
5. A dragonborn warrior.
6. A nomadic sorcerer.

d6 What is in the large pit?

1. Several flame snakes.
2. A salamander raider.
3. An azer scout.
4. A fire giant.
5. A phoenix.
6. Scorched bones.

d10 Who built the ancient ruins?

1. A clan of fire giants.
2. A high elf prince.
3. A fiendish cult.
4. A dragon cult.
5. An elemental cult.
6. Elementalist monks.
7. A long-dead emperor.
8. An ambitious djinn prince.
9. A wicked efreet lord.
10. A dark sorcerer.

d10 Who lives in the ancient ruins now?

1. A clan of fire giants.
2. A master martial artist.
3. An exiled efreet.
4. Cursed mummies.
5. Restless ghosts.
6. A salamander war band.
7. A clan of dragonborn refugees.
8. A territorial griffon.
9. A pair of manticores.
10. A dragon.