

ACROSS THE *SHADOWY* WASTELAND...

d12 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 pair of graves.
6. A peculiar tent.
7. Some nomads' camp.
8. An abandoned stone house.
9. An abandoned campsite.
10. An entrance to a rocky cave.
11. An ancient tomb.
12. Ancient ruins.

d12 Distinguishing Landmark: You see...

1. An oasis with a tree bearing rotten fruit.
2. An oasis with foul-smelling water.
3. An unusually large, prickly desert plant.
4. A pair of prickly plants from the same root.
5. A patch of coarse grass next to a boulder, shrouded in a strange mist.
6. A rocky bluff.
7. A boulder shaped like a skull.
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 foul water.
11. A deep, rocky canyon with a trickle of foul water.
12. A dry river bed.

d20 Feature: You notice...

1. A buzzard circles overhead.
2. A vulture screams.
3. A flock of crows scatter.
4. A large beetle scuttles away.
5. A raven croaks.
6. A crow caws.
7. A rat scurries away.
8. A swarm of beetles crawl past.
9. A ghostly presence flees.
10. A ghostly presence watches curiously.
11. A beast howls mournfully in the distance.
12. An eerie silence.
13. The wind kicks up dust.
14. The breeze stops.
15. The wind moans eerily.
16. Small loose stones tumble down a slope.
17. A dead palm tree.
18. A distant scream.
19. The smell of rotting flesh.
20. The smell of decay.

d12 Encounters: You come upon...

1. A giant spider.
2. A pack of wolves.
3. An animated skeleton.
4. A malevolent ghost.
5. A restless ghost.
6. A pair of ghouls.
7. A pair of bandits.
8. A strange hermit.
9. A lost traveler.
10. A destitute nomad.
11. A dust storm.
12. A thick, cold fog.

d10 What's in the cave/cavern?

1. A swarm of beetles.
2. Lots of bats.
3. Many spider webs.
4. A wight's stash.
5. A ghoul's lair.
6. Several skeletons.
7. Bare rock.
8. Mummified remains.
9. Some bandits' hideout.
10. A creepy hermit.

d6 What's in the hole/burrow?

1. A snake.
2. A spider.
3. Beetles.
4. Scorpions.
5. A severed limb.
6. Dry bones.

d6 Who lives in the peculiar tent?

1. A merchant of exotic goods.
2. A misanthropic shapeshifter.
3. An eccentric shadow 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. Someone who left no trace.
6. A member of an ancient clan.

d6 Who resides in the stone house now?

1. A death hound.
2. A handful of zombies.
3. A paranoid shapeshifter.
4. A mad necromancer.
5. A malevolent ghost.
6. Restless ghosts.

d10 Who built the ancient ruins?

1. A clan of shadowfolk.
2. A dark elf queen.
3. A fiendish cult.
4. A dragon cult.
5. A death cult.
6. Shadow monks.
7. A long-dead emperor.
8. A forgotten king.
9. An ambitious lich.
10. A dark sorcerer.

d10 Who lives in the ancient ruins now?

1. A brilliant necromancer.
2. Starved ghouls.
3. Undead guardians.
4. Cursed mummies.
5. Restless ghosts.
6. A shadowfolk war band.
7. An aberrant presence.
8. A pack of death hounds.
9. A pair of manticores.
10. A dracolich.

d10 Who is in the ancient tomb?

1. The remains of an ancient king.
2. The remains of an ancient queen.
3. The remains of an ancient sorcerer.
4. A powerful mummy.
5. An ancient demilich.
6. The remains of ancient monks.
7. Twisted humanoid bones.
8. Malevolent ghosts.
9. Zombie warriors.
10. Huge, disorganized piles of bones.

d10 Who is in the grave?

1. The corpse of a young maiden.
2. The bones of a child.
3. The bones of an old man.
4. The bones of an old woman.
5. A fallen adventurer, hastily buried.
6. A dismembered corpse.
7. Twisted humanoid bones.
8. A pile of bones.
9. A hateful mummy.
10. An empty coffin.