

## INTO THE WOODS...

### d10 Interesting Location: You find...

1. A cavern behind a waterfall.
2. A small cave in the bank of a creek.
3. An entrance to a rocky cave.
4. A hole under a large tree.
5. A large burrow.
6. A peculiar cottage.
7. A woodsman's cabin.
8. An abandoned cabin.
9. An abandoned campsite.
10. A sacred grove.
11. A grave with an illegible headstone.
12. Ancient ruins.

### d20 Distinguishing Landmark: You see...

1. A fruit tree.
2. A large, hollow tree.
3. A pair of trees from the same root.
4. A tree growing over a boulder.
5. A clearing with wildflowers.
6. A grassy clearing.
7. A moss-covered boulder.
8. A thicket of brambles.
9. A babbling brook.
10. A brook in a deep ravine.
11. A brook, with gentle rapids.
12. A dry creekbed.
13. A small pool at a creek's bend.
14. A patch of mushrooms.
15. An enormous mushroom.
16. A large, hollow log.
17. A large, rotting log.
18. A tree felled by lightning.
19. An old gnarled tree.
20. The stump of an enormous tree.

### d20 Feature: You notice...

1. A flock of birds scatter.
2. A hawk cries.
3. A woodpecker drumming.
4. An owl hoots.
5. Birds chirping.
6. A chipmunk scurrying.
7. A deer dashes away.
8. A deer watches curiously.
9. A squirrel leaps from one tree to another.
10. A wolf howls.
11. Butterflies fluttering about.
12. Squirrels chattering.
13. An eerie silence.
14. The breeze stops.
15. The wind blows harder.
16. A twig snaps.
17. Brightly, colored berries.
18. Leaves rustling.
19. The scent of flowers.
20. The smell of decay.

### d12 What's in the cave/cavern?

1. A bear's lair.
2. Lots of bats.
3. Many spider webs.
4. A troll's stash.
5. An ogre's lair.
6. Some goblins' hideout.
7. Some abandoned mining equipment.
8. Bare rock.
9. A potable spring.
10. Unidentifiable remains.
11. Some outlaws' hideout.
12. A strange hermit.

### d20 Encounters: You come upon...

1. A large bear.
2. A bear cub.
3. A giant spider.
4. Several giant spiders.
5. A pack of wolves.
6. A lone wolf.
7. A hunting cat.
8. A wailing ghost.
9. A malevolent ghost.
10. A pair of goblin scouts.
11. A goblin patrol.
12. An ogre.
13. A pair of outlaws.
14. A beggarly bandit.
15. An old witch.
16. A curious herbalist.
17. A lost child.
18. A woodcutter busy with the day's work.
19. An intrepid hunter.
20. An elvish ranger.

### d20 Dominant Species: Many of the trees are...

1. Apple or pear
2. Ash
3. Birch
4. Beech
5. Cedar or juniper
6. Cherry or plum
7. Chestnut or hazel
8. Cypress
9. Elm
10. Fir
11. Hawthorn or hemlock
12. Hickory or walnut
13. Linden or lime
14. Maple
15. Oak
16. Pine
17. Poplar
18. Spruce
19. Willow
20. Yew or holly

### d6 Who lives in the peculiar cottage?

1. A lonely old woman.
2. A reclusive shapeshifter.
3. An eccentric healer.
4. A beautiful witch.
5. A horrible witch.
6. An outcast dwarf.

### d6 Who lived in the abandoned cabin?

1. A lonely old woman.
2. A reclusive scholar.
3. an eccentric healer.
4. A poor woodcutter.
5. A fur trader.
6. A dwarf prospector.

### d10 Who built the ancient ruins?

1. Dwarvish miners.
2. A wood elf king.
3. A high elf prince.
4. A dragon cult.
5. A death cult.
6. Shadow monks.
7. A long-dead emperor.
8. A forgotten king.
9. An evil queen.
10. A dark sorcerer.

### d6 Who resides in the abandoned cabin now?

1. An owlbear.
2. An ogre.
3. A troll.
4. A mad witch.
5. A paranoid shapeshifter.
6. Restless ghosts.

### d10 Who lives in the ancient ruins now?

1. A dwarf prospector.
2. A wood elf druid.
3. Poisonous snakes.
4. Giant spiders.
5. Hungry zombies.
6. Restless ghosts.
7. A handful of ogres.
8. Some irritable trolls.
9. A pair of manticores.
10. A dragon.

### d6 What's in the hole/burrow?

1. A snake.
2. A spider.
3. A badger.
4. Earthworms.
5. A centipede.
6. Unusual fungus.

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## WOODSMAN

### d6 The woodsman is...

1. A fugitive from justice.
2. A strange herbalist.
3. A skilled hunter.
4. A desperate poacher.
5. A poor woodcutter.
6. A bearded lumberjack.

### d6 The woodsman is looking to...

1. Track an unusual beast.
2. Find the lair of a rare beast.
3. Find a spot where a rare flower grows.
4. Find a place where game is plentiful.
5. Sell some of his wares.
6. Swap tales and rumors.

### d6 The woodsman carries...

1. A sturdy hatchet.
2. A bundle of firewood.
3. A spear or walking staff.
4. A large knife and a hunting trap.
5. A finely made longbow.
6. A trophy or piece of a wild beast.

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## WOOD ELF

### d4 The wood elf is...

1. An adept healer.
2. A silent scout.
3. A watchful ranger.
4. A fierce warrior.

### d4 The wood elf is looking to...

1. Track an unnatural beast or invader.
2. Lead any travelers out of the forest.
3. Guard a sacred site from outsiders.
4. Eat, drink, and be merry.

### d4 The wood elf carries...

1. An ancient blade.
2. A unique gem or piece of jewelry.
3. A finely-crafted spear or longsword.
4. An ornate longbow.