

## INTO THE *HAUNTED* WOODS...

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

1. Ancient burial mounds.
2. A hole under a large tree.
3. A large burrow.
4. A peculiar cottage.
5. A forgotten cemetery.
6. A pair of graves.
7. An abandoned cabin.
8. An abandoned campsite.
9. An entrance to a rocky cave.
10. Ancient ruins.

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

1. A tree with rotten fruit all around its base.
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 bare ground.
6. A clearing with an old grave marker.
7. A boulder marked with several notches.
8. A thicket of dry brambles.
9. A slow, silent stream.
10. A stream flowing quietly through a ravine.
11. A stream with barren banks.
12. A dry creekbed.
13. A foul smelling pond.
14. A patch of mushrooms.
15. The decaying carcass of a large animal.
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 crows scatter.
2. A vulture screams.
3. A raven croaks.
4. An owl hoots.
5. A crow caws.
6. A rat scurrying.
7. A ghostly presence flees.
8. A ghostly presence watches curiously.
9. A bats take to wing from a tree.
10. A wolf howls.
11. A large moth flutters about.
12. Rats squeaking.
13. An eerie silence.
14. The breeze stops.
15. The wind blows harder.
16. A twig snaps.
17. The wind moans eerily.
18. A distant scream.
19. The scent of rotting flesh.
20. The smell of decay.

### d10 What's in the cave/cavern?

1. Several skeletons.
2. Lots of bats.
3. Many spider webs.
4. A wight's stash.
5. A ghoul's lair.
6. A ghostly presence.
7. The hideout of a killer on the run.
8. Bare rock.
9. Unidentifiable remains.
10. An abandoned cookfire.
11. Some outlaws' hideout.
12. A creepy hermit.

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

1. An animated skeleton.
2. A pair of skeletal warriors.
3. A giant spider.
4. A swarm of spiders.
5. A pack of wolves.
6. A savage werewolf.
7. A giant bat.
8. A swarm of bats.
9. A shadow panther.
10. A malevolent ghost.
11. A restless ghost.
12. A hungry ghoul.
13. An animated hatchet.
14. A pair of zombies.
15. A slobbering zombie.
16. A pair of graverobbers.
17. An anxious necromancer.
18. An old witch.
19. A lost child.
20. A gravedigger.

### d12 Who is in the ancient burial mound?

1. The remains of an ancient war chief.
2. The remains of a tribal shaman.
3. The remains of an ancient war chief.
4. A barrow-wight.
5. An ancient demilich.
6. The remains of ancient monks.
7. Twisted humanoid bones.
8. Malevolent ghosts.
9. Zombie warriors.
10. A skeletal hound.
11. An ancient vampire.
12. Huge, disorganized piles of bones.

### d12 Who is in the grave?

1. The corpse of a young maiden.
2. The corpse of a child.
3. The corpse of an old man.
4. The corpse 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 newly-made vampire.
10. An empty coffin.

### d10 Who built the ancient ruins?

1. Dwarfish miners.
2. A wood elf king.
3. An ancient elf.
4. A demonic 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.

### d12 Who resides in the ancient ruins now?

1. A brilliant necromancer.
2. Starved ghouls.
3. Undead guardians.
4. Giant spiders.
5. So many zombies.
6. Restless ghosts.
7. A vengeful wight.
8. A mad wraith.
9. A cursed mummy.
10. An aberrant presence.
11. A pair of manticores.
12. A dracolich.

### d8 What's in the hole/burrow?

1. A snake.
2. A spider.
3. Slimy mold.
4. Maggots.
5. A severed limb.
6. Unusual fungus.
7. A decomposing body.
8. Cold, dry bones.

### 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. A cranky old priest.

### 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.

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

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

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## GRAVEROBBER

### d4 The graverobber is...

1. A veteran treasure hunter.
2. A desperate thief.
3. A reckless fortune seeker.
4. A student of anatomy.

### d4 The graverobber is looking for...

1. A fresh grave.
2. The entrance to an ancient crypt.
3. A pair of strong arms to help dig.
4. A drink and a break from digging.

### d4 The graverobber carries...

1. A sturdy shovel and a dirty handkerchief.
2. Several over-sized sacks.
3. An ornately crafted lantern.
4. A pocketbook of notes on gravesites.

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## NECROMANCER

### d4 The necromancer is...

1. A brilliant academy graduate.
2. A well-known villain.
3. A violent maniac.
4. An ambitious mage.

### d4 The necromancer is looking for...

1. Test subjects.
2. A body—fresh if possible, decomposed just as good.
3. Gullible souls.
4. A drink of absinthe and a ghost story.

### d4 The necromancer carries...

1. A twisted blackwood staff.
2. A tome of necromantic lore.
3. A rare alchemical substance.
4. A razor-sharp ceremonial dagger.