

ONE-ROLL DISCOVERY · WOODLAND

Roll 1d6 and count down that number of entries on the list below, skipping any marked entries. Describe the result in terms of the party's current situation, and look for opportunities to tie it into the existing fiction. Then, mark it off.

WOODLAND DISCOVERY

- A dense, thorny thicket that covers acres of forest, impeding passage.
- A peat bog with an oily sheen, sure sign of pea-sized bog iron deposits lining its bottom.
- A hut built by an alchemist (*stubborn, disturbed, scarred*) who is researching local flora.
- A human hunter (*lawful*) who was spying on BOAR-MEN before fleeing for her life.
- An expanse of blackened, treeless land that drains warmth from any creature that crosses.
- A small town built around an old-growth tree which the locals revere as a god.
- A dramatic downslope of moss-covered rock, slippery and descending for half a mile.
- A city thriving on a booming timber trade, ruled by a high priest of the god of industry.
- A human hunter, lost for weeks, now dying of poison from ingesting the wrong berries.
- An area of bleached white ground, fringed with mushrooms and bearing traces of magic.
- A heap of bones picked clean and trees rubbed free of bark—signs of a BOAR-MAN wallow.
- The overgrown crypt of a noble warrior-lord, untouched by tomb robbers.
- The great temple of the GREEN MOTHER, carved out of a colossal old-growth tree.
- A HORN-DIGGER, excavating a hillside to make a den.
- A treetop monastery, built among the branches and accessible by hanging vines.
- The Broken Heart—a stone monolith split by lightning to reveal a glasslike interior.
- A well-maintained road, lined with felled trees and clearly in current use.
- A narrow fissure hidden under a rotten log, leading down into frigid darkness.
- A WHITE CAT on the prowl, upwind of the party and oblivious to their presence.
- The carcass of a deerlike mammal, recently slain by something with scythelike claws.
- A *lawful* village centered on a shrine to the god of hunters, beset by BLIGHT LIZARDS.
- Tracks leading from a stream to an unattended excavation site in a hillside.
- Signs of recent violence—broken branches, gouged earth, blood, and a dead goatherd.
- Huge, three-toed prints leading to a ravine where an IRONITE lies dying from disease.
- A clear spring on a rocky hillside, surrounded by trees heavy with reddish-orange fruit.
- A shift in the landscape to slab-like hills that rise up above the forest for several acres.
- A colossal IRONITE, its armor corroded and spirit broken, searching for its mate.
- A fugitive human hunter (*chaotic, patient, resentful, cowardly*), wanted for acts of rebellion.
- A grassy, wooded knoll which is actually the GREEN MOTHER, sleeping a long sleep.
- A great wooden bridge spanning a deep ravine, where OWLKIN sometimes exact tolls.
- What looks like a rockfield amongst the trees is actually a colony of STONE JELLIES.
- A pair of WATCHERS, posted at the entrance of a natural arcade of old-growth trees.
- A dormant planar portal comprised of two moss-covered megaliths leaning together.
- The barrow for a local leader, being dug in advance of their passing.
- A MOSS OGRE, waiting to ambush a group of BOAR-MEN at a popular wallow-hole.
- A clearing of ancient, rune-inscribed megaliths which rearrange themselves at night.
- A ruined, overgrown farmhouse, turned into a nest by a mated pair of OWLKIN.
- A tower on a barren promontory, from which an *evil* high priest rules the surroundings.
- A narrow defile, its exposed rock walls glittering with iron ore that repels all metal.
- The Giant's Fang, a sharp white peak that rises high above the surrounding trees.
- The Smokers, a cluster of human-sized puffballs that fill a shady, damp patch of woods.
- The remains of an ancient aqueduct, overtaken by the local flora.
- A ring of wizard-caps, conical mushrooms said to restore magical power when eaten.
- A town afflicted by the Wet Rot, its once-thriving timber trade now suffering badly.
- The entrance to a burrow at the place where two fallen trees meet.
- The corpse of an *evil* male human cleric in torn black cassock, stripped of valuables.