

The Perilous Wilds

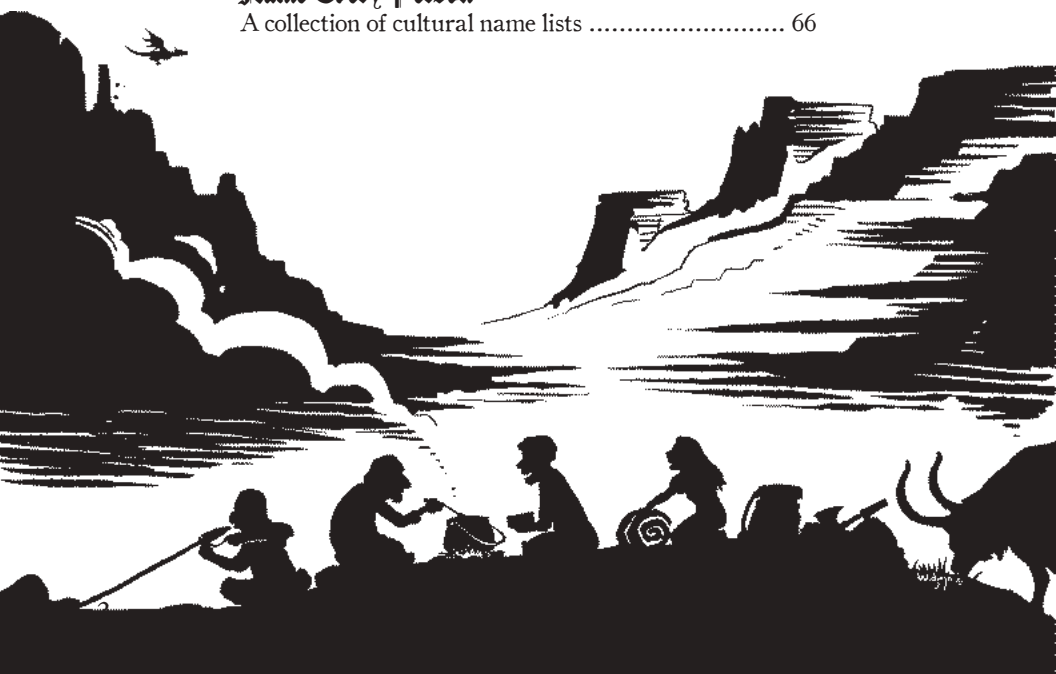
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Overland adventure
for *Dungeon World*



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Introduction

This supplement details a system for creating and exploring a campaign setting using the *Dungeon World* rules. As such, it presumes familiarity with those rules.

Herein you will find guidelines for building a world from scratch, fleshing out the geography of a preexisting setting, and/or exploring *terra incognita* on the fly; new rules for wilderness travel, exploration, and hiring followers; a system for generating random encounters; and a variety of other resources.

Many of these different rules are co-dependent, but not inextricably so. You should find it easy to choose which ones you want to incorporate into your own play, and which ones to ignore.

Ask, say, or roll

Underlying nearly every aspect of this rules supplement is a basic philosophy of collaborative world-building that can be summarized as “ask, say, or roll.”

A particular strength of *Dungeon World* is the way in which the Principle “ask questions and use the answers” shifts creative responsibility partly off the GM and helps players become invested in the world of the game. With that in mind, the first step of world-building in *The Perilous Wilds* is **ask**.

The GM should ask the players questions about their characters and their surroundings whenever she feels like it, knowing that every answer deepens the involvement of everyone at the table. Some believe that, in the interest of player immersion, the GM should only ask a player a question to which their *character* might conceivably know the answer; others treat any question as fair game, making the players and GM co-authors at close to the same level.



Wherever your group falls on this spectrum of play, if a question that demands an answer arises, someone (usually the GM) should probably ask it.

If there is no desire or call for a question, but the fiction demands advancement, it becomes someone’s job (again, usually the GM’s) to **say**: to use her knowledge of the fiction-to-date and improvisational instincts to flesh out the world, define the circumstances, narrate the next step. The GM need not be the ultimate authority, but does hold the office of narrative failsafe: the one who takes up the threads spun by everyone at the table and weaves them into the greater whole.

But when asking won’t work, the GM is at a loss for words, or the simple urge to mix things up is felt, you are exhorted to **roll**.

Rolling dice for moves is already integral to seeing what happens in a game of *Dungeon World*, and *The Perilous Wilds* adds more opportunities for rolling by introducing a host of randomized prompts to push the fiction in unexpected directions.

Because when *no one knows the answer* before the dice are rolled, the sense of discovery is heightened. And given its focus, this would be a poor supplement indeed if that feeling were not exploited to its fullest.

Learn the Language

A glossary of terms and tags

With new rules comes new terminology. This section explains the usage of many of the words used throughout this book.

The foundation of overland adventure is the **map**, a drawing or diagram showing the spatial relationships of different physical features in the game world. A map is divided up into named **regions**, which may, in turn, contain a number of **areas**, **steadings**, and/or **sites**. Regions, areas, steadings, and sites are referred to collectively as **places**.

A **region** is a large swath of landscape with a set boundary, or outline. The overall character of a particular region is determined by its dominant natural or political aspect. For instance, one region might be contain mostly a single terrain type—such as forest or desert—while another might be defined by its political border—such as a kingdom or barony.

The decision of what exactly constitutes a region in a given campaign is left to the GM and players; the main thing to understand is that regions break the map into distinct, manageable units, like spaces on the board in a boardgame.

Each region has an associated **almanac**, or written record of that region's contents, including tags, places, general impressions, obstacles, hazards, and anything else of interest. An alma-

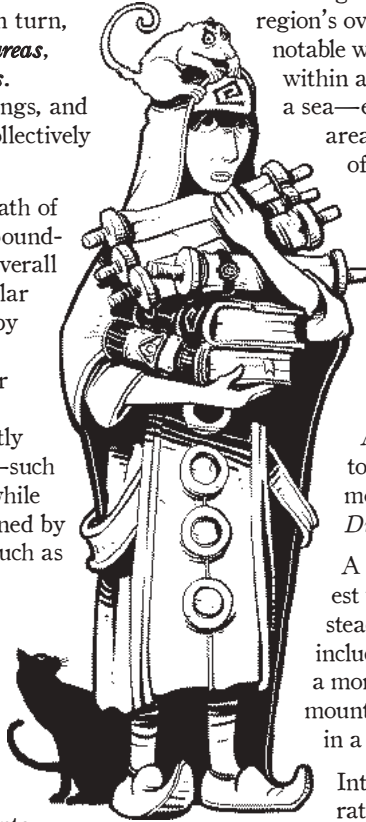
nac may be pre-written (by the GM or a third party), outlined during collaborative world-building (see page 10), or filled in by the GM on the fly. An almanac is a living document which can grow and change over the course of play.

An **area** is a smaller piece of geography within a region that stands out from the region's overall character in some notable way. A hunting ground within a great forest, an island in a sea—either of these might be an area. Areas are subdivisions of regions that can vary in size and shape to suit their contents. Like the region that contains it, an area may be described in that region's almanac, sketched loosely by the players, or discovered by everyone together.

A **steading** is a village, town, city, or other settlement, as described in the *Dungeon World* rules.

A **site** is a point of interest within a region, area, or steading. Examples might include a waterfall in a jungle, a monastery within a region of mountains, or a chieftain's hut in a village.

Integral to travel and exploration in a world of fantasy adventure are the things that make that world both fantastical and full of adventure. For purposes of these rules, these **encounters** are broken into two categories: **Discoveries** and **Dangers**. They come into play as a result of certain moves (see pages 25-27), or when introduced at the GM's discretion.



A **Discovery** is anything the party finds that is interesting, but not an immediate threat. It might be beneficial, like a freshwater spring; something worth investigating, like an overgrown ruin; or an obstacle, like a bog or chasm.

A **Danger** is anything which, if left unchecked, may be harmful. Traps and hostile creatures are the most common types of Dangers. A Danger encountered in the course of a journey may be incidental, or it may become a Danger in a larger Front, at the GM's discretion.

Place tags

Regions, areas, and sites may be assigned tags to help guide the fiction, just like equipment, monsters, and steadings. The list here is intended as a starting point, and should by no means be considered exhaustive. These tags are organized into general categories, arranged from most significant to least, to give you some sense of the kinds of ways in which a region, area, or site can be tagged.

On page 7 you will find an example of how a region can be defined entirely by a nested listed of places and tags.

CLIMATE

The first tag of a region is always its climate, three basic examples of which are given here:

Frigid: the coldest part of the world, often covered in ice and snow.

Temperate: mild, with temperatures generally ranging from warm to cool, and usually subject to the four seasons of spring, summer, fall, and winter.

Torrid: the hottest part of the world, including arid deserts and humid jungles.

TERRAIN TYPE

A region, area, or site is usually tagged with a descriptor that sums up its prevailing landscape or political organization. Since making a comprehensive list of such tags is impossible, offered here are just a few examples:

A region defined by a natural boundary might be *Oak Forest*, *Farmland*, or *Snowy Mountains*, while one defined by a political border might be a *Kingdom*, *Barony*, or *Tribal Lands*.

An area within a *Forest* region might possess the terrain type *Blighted Woods*, *Elf Hunting Grounds*, or *Rocky Hills*.

A site within a region or area might have the tag *Ruins*, *Cave*, or *Landmark*.

DANGER LEVEL

A given place usually possesses a tag which indicates how dangerous it is, and the travel moves defined starting on page 25 refer to “safe” and “dangerous” lands. Ultimately, the GM decides whether a given move qualifies as dangerous, but the *Unsafe* and *Perilous* tags are helpful cues.

Safe: A civilized land, refuge in the wild, or sanctuary, where daily life is relatively safe.

Unsafe: If you watch your back and travel in numbers, you'll probably get through unharmed.

Perilous: Here be monsters. Be vigilant, or meet your end.

ALIGNMENT

As characters in *Dungeon World* possess specific alignments, so may places on the map. While most parts of the natural world are considered *Neutral* by default, a civilized kingdom might be *Lawful*, orc lands might be *Chaotic*, and the twisted wood surrounding a necromancer's tower might be *Evil*.

OTHER TAGS

A place can have as many or few tags as its writer cares to add. Place tags can be thought of as a kind of shorthand for what might otherwise be paragraphs of descriptive text. Following are some examples; you are encouraged to invent more as needed.

Barren: lacks abundant water and fertile soil. Foraging (see page 25) on *Barren* terrain is difficult.

Blighted: cursed, poisoned, or diseased by some malicious force.

Civilized: possesses cultural, social, and/or economic infrastructure that has withstood the test of time.

Contested (___ / ___): claimed as property by two or more parties, i.e., “*Contested* (Hawk Tribe/Bull Tribe).”

Defensible: fortified or possessing natural defenses (cliffs, high ground, etc.)

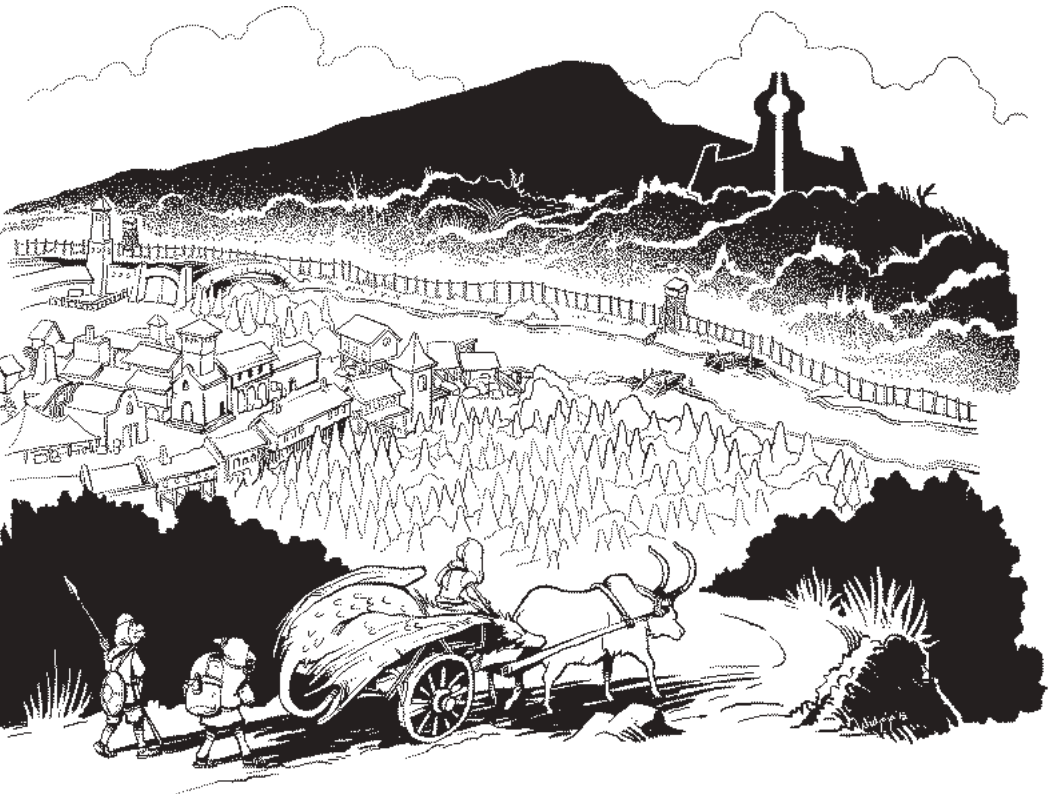
Difficult: hard to traverse (swampland, dense jungle, steep hills, etc.).

Enchanted: imbued with arcane energy that causes some particular effect.

Holy or Unholy: blessed by some divine power or stained by blasphemy.

Property (___): owned by an entity, i.e., “*Property* (King John).”

Resource (___): contains a substantial amount of something valuable and extractable (gold, timber, crops, etc.), i.e., “*Resource* (iron).”





~ EXAMPLE ~
ABBREVIATED ALMANAC

This abbreviated almanac is provided as an example of how places can be tagged and nested within one another. In this case, the region is defined by a political boundary—it's a kingdom—as opposed to a prevalent terrain. See the following page spread for an example of a more detailed almanac.

REGION - OTTHON (“Home of the People”)

Human Kingdom, Unsafe, Lawful, Civilized

AREA - COUNTY LAZLO

Farmland, Safe, Lawful, Civilized, Resource (marble)

STEADING - WHITESTONE

Human Town, Safe, Lawful, Civilized, Moderate, Growing, Guard, Religion (Tuzhela), Personage (Count Lazlo, High Priestess Antonia, Szabol the Smith), Enmity (Fenkin Village)

SITE - WHITESTONE KEEP

Keep, Safe, Lawful, Civilized, Defensible

SITE - CHURCH OF TUZHELA (Goddess of Home and Hearth)

Temple, Safe, Lawful, Civilized, Holy

AREA - HEARTWOOD

Forest, Unsafe, Neutral, Resource (game), Property (Count Lazlo)

AREA - THE FELL-FEN

Wetland, Perilous, Neutral, Difficult, Contested (Count Lazlo/Chief Yellow Eye)

STEADING - FENKIN VILLAGE

Fenkin Village, Perilous, Neutral, Poor, Steady, Watch, Religion (Vaank), Personage (Chief Yellow Eye, Swamp-Doctor Rillik), Enmity (Whitestone)

SITE - SHRINE OF VAANK (Salamander god of Wetlands)

Shrine, Neutral, Holy

SITE - BOGBEAST BURROW

Lair, Perilous, Neutral, Difficult

~ EXAMPLE ~
DETAILED ALMANAC

Chalkwood Downs

Temperate, Wooded Highland, Perilous, Neutral

Details

- * Severe, rocky hills
- * Jutting slabs of pale stone
- * Sparse, slender, white-leaved trees
- * Roots like snakes, reaching into rock
- * Knee-high yellow grass
- * SPRING: carpet of pale yellow flowers
- * SUMMER: Pale stone, blindingly bright
- * FALL: Leaves, black and drifting
- * WINTER: Ceaseless wind, like a knife of ice

Discoveries

AREA • SKYSPLITTER

Perilous, Neutral

A needle-like spire of rock, rising aberrantly from the surrounding downs, visible at a great distance, always further away than it appears.

- * What does local legend say about Skysplitter's needle-like appearance?
- * What are the roots of the mountain said to embrace?
- * What calls Skysplitter's peak home?

ENCOUNTER • MISSIONARIES

Good

A pair of priests escorted by four members of a holy fighting order, seeking to establish a shrine on the slopes of SKYSPLITTER.

SITE • THE RIBS

Unsafe, Neutral

A colonnade of curved white pillars resembling the ribcage of some great beast, half-submerged in the earth.

AREA • DELVER'S DEFILE

Perilous, Evil

A narrow ravine slicing fifty feet down through rock to a clear trickle of water. A desiccated corpse is wedged in a narrow spot halfway down. Upstream, the water emerges from a break in the rock that opens into a natural cave system. Something glitters in the streambed.

When you *venture into the caves of Delver's Defile*, roll +WIS: **on a 10+**, You find your way to the vein of precious metal deep within, but getting out is another matter; **on a 7-9**, you encounter a foul denizen or deadly hazard (ask the GM what).

SITE • THE TOOTHY STAIR

Perilous, Neutral

A natural stair ascending a cliff face, each step a sharp edge of rock that allows an easy to climb for the well-shod, but poses a potentially crippling hazard to anyone who loses their footing.

SITE • WHITE WALKER DEN

Perilous, Evil

Two large openings side-by-side in a rocky hillside overlooking a wooded vale lead into a set of caves which are home to a mated pair of WHITE WALKERS. During the day the creatures stay deep within; at night one or the other goes hunting. Amongst the detritus in their "trophy room" is the SEAL OF SARDOZA.

TREASURE • SEAL OF SARDOZA

1 weight, 200 coins

A stone disc one hand wide, carved with an ancient seal: a stag's skull wreathed in thorny vines. Of great value to collectors, historians, or scions of Sardoza.

Dangers

SITE • GHOST HOLLOW

Perilous

On warm mornings in winter and spring, thick mist fills the hollows and vales of the Downs. In one such depression, the mist grows so thick that it obscures the presence of a deep crevice narrow enough to leap across, but deadly to any who step into it unawares.

When you *cross Ghost Hollow on a misty morning*, roll +WIS: **on a 10+**, You notice the drop, and not a moment too soon; **on a 7-9**, you step into it, but you have a split-second to save yourself from falling to a fate of the GM's choosing. What do you do?

MONSTER • MARROWSUP

Horde

Damage Beak 1d4 (*hand*, 1 piercing)

HP 2 **Armor** 0

Special Qualities Winged

Gray-feathered carrion birds known to attack the wounded as well as the dead.

Instinct To feed upon death and injury

- * Swarm them
- * Savage a preexisting injury
- * Pierce to the bone, and hang on

MONSTER • WHITE WALKER

Solitary, Large

Damage Sickle-like claws 1d10+2 (*reach, messy, forceful*)

HP 16 **Armor** 2

Special Qualities Vulnerable to fire and sunlight

Bone-colored bipeds that stalk the Downs at night like the ghosts of giants. Their bellowing can be heard echoing from ridge to ravine at dusk and dawn.

Instinct To gorge on living things

- * Regenerate by consuming flesh
- * Seize them
- * Hurl them away



Draw the Map

Making the world together



A map of some kind is essential for overland adventure, and can be drawn on anything that works for your group: a blank piece of paper, a sheet of hex-grid paper, or even a bunch of index cards, with each card representing a different region.

Since all judgements of travel time and distance will be made by the GM on a case-by-case basis, an accurate scale of measurement is unnecessary. However, if the GM is a stickler for realism and consistency, you may find it helpful to use a hex grid for your map, and use a scale that fits your vision of the playable world (3 or 6 miles per hex is common).

You may wish to create your map at the start of your first session, so everyone knows the lay of the land before play begins, or you may want to “zoom out”

at some point after play begins, taking a break from the action to define the wider world. In any case, you’ll want everyone to have a character already, so their personal histories and goals can play into the making of the map.

The main thing a map needs to convey is the geographic relationship between different places (regions, areas, steadings, and sites). Specifically, it needs to show which regions are adjacent to which other regions, and roughly where known areas, steadings, and sites are located within each region. The relationship of these places to one another is important because the map provides physical context: it shows where the characters are in the world and helps them plan their movements from place to place.

If your map is preexisting (i.e., if you are adapting an existing campaign map, or a map from some other source, for use with *The Perilous Wilds*), you should divide it up into distinct regions, with places of interest—areas, steadings, sites, and connectors like rivers and roads—identified within each region. The GM may wish to write up an almanac for one or more regions, or leave their contents to be discovered during play. If you’re adapting a map, you won’t need to follow the steps below, but you may want to read them over.

If your map does not yet exist, take the time to make one, either at the start of the first session of a campaign, or at some point in the midst of play when your group wants to know how their immediate surroundings fit into the larger world.

To get started, place a blank map in the middle of the table, and make sure everyone has something with which to write. Ask one player to take notes, so you’ll have a written record of everything added during mapmaking.

Some groups prefer visual aids on hand to spur the creative process. If you think your group would benefit from this kind of prompt, find 5-7 images of landscapes to have on hand before starting the mapmaking process.

During the mapmaking process, you will need to name lots of things. The most direct approach is to give a thing a name in plain English that describes some aspect of its appearance, location, or history: those mountains are called the Jagged Peaks, that town at the edge of the desert is called Oasis, that ancient battleground is called Blood Field. More colorful and poetic names are great if you are so inclined. And if you want a consistent naming convention, see the “Naming Things” example on page 12.

When you’re ready to make your world, conduct the following steps.

Step 1

Put yourself on the map

Discuss where you are in terms of the fiction. Have you gathered in a village on the frontier? Have you just emerged from a ruined temple in the wild? If no one has an idea, or the GM has a great idea and wants to set the stage, it’s the GM’s job to say where you are.

Once you know where you are, mark that spot on the map by drawing an “X” or other mark to indicate your location. If you’d like your adventures to involve exploring unknown lands, mark a spot well off center so you have a lot of room to explore when the time comes.

Ask everyone what your starting point is called and write down the best name. If it’s a village, you might write “Grub Hollow;” if it’s a ruined temple, you might call it “The Fane of Atrean,” or simply “The Ruined Temple.”

Step 2

Add regions

Starting with the player with the youngest character, everyone at the table (including the GM) adds a region to the map. A region is a large swath of land or sea, defined by either its prevailing terrain type (dark forest, desert, frozen highland, etc.) or a political boundary (kingdom, barony, tribal lands, etc.) The first region must contain your current position (that “X” from step 1).

When you add a region, say whether it’s defined by its terrain or a political border, and then write its name on the map (“The Broken Waste,” “The Barony of Blutarch,” etc.). If you find yourself at a loss, don’t drag it out—just roll up

~ WORLD-BUILDING TIP ~

NAMING THINGS

How you choose to name things in your setting can have a big impact on how the world feels, and deserves some consideration before play begins. Consistent and sensible use of language can tie a setting together in subtle ways that contribute greatly to the overall atmosphere (as demonstrated by a certain Oxford professor), whereas generic fantasy names with no linguistic basis tend to have the opposite effect. You can forego this consideration and just name things however you see fit, or take the time to create a naming strategy, like the one outlined here.

- 1) As needed during play or prep, assign a real-world language to each major cultural group in your world. For instance, I might say the language of the main human kingdom in our world will be based on Hungarian, and the language of the elven folk will be based on Welsh.
- 2) Give every place (kingdom, steading, region, etc.) a common English name that describes some physical, historical, or other quality of the place. Continuing our example, I decide that the main human kingdom is called “Home of the People” in its own tongue, and the elves call their island “First Tree.”
- 3) Run your place names through online translation tools, but— and this part is important—*alter the translated result as you see fit, with no regard for the source language.* “Home of the People” translates into Hungarian as *otthon az emberek*, but that’s too long, so I go with “Otthon.” “First Tree” translates into Welsh as *goeden gyntaf*, and that second word sounds the most elfy, so I keep that, and “Gyntaf” becomes the name of the elven homeland.
- 4) Use online name generators to create names for characters and NPCs in their assigned language. After generating and browsing some Hungarian male names, I settle on “Vilmos” as a cool name for a monarch, so King Vilmos is the ruler of Otthon. Using the same approach with Welsh, I assign a female elf NPC the name “Huelwen.” But that doesn’t look elfy enough to me, so I change it to “Hélwyn.”

For bonus points, name characters using common English traits possessed by them or their ancestors, run them through a translator, and tweak to suit. Using this method, “Strong Arm” the Otthonian smith translates to *fegyveres eroszak*, which I shorten to “Fegyv” (Feg to his pals); and “High Mother,” the goddess of the elves, becomes *mam uchel*, which I reduce and tweak to “Uciel” (elfy!).
- 5) Apologize to any real-life speakers of the languages you have just butchered.

For some sample name lists using four different real-world languages as starting points, see pages 66-69.

the region's name using the RANDOM REGION table on page 16. However you come up with a region's name, indicate its terrain type on the map, with a little note or drawn icons (trees, hills, etc.). Offer suggestions when it's not your turn, and keep the conversation going.

To add a region, draw a closed outline of any shape. Usually, when you add a new region, you'll want to place it adjacent to one or more regions already drawn on the map, but it's also okay to add one far away from your starting place—perhaps a distant foreign nation, or far-flung land of legend.

Varying region size and shape will make the map more interesting; if the previous person added a huge, continent-spanning mountain range, you might add a something small, like a marsh or secluded valley.

When the map comes back around to the first player, decide as a group whether it needs more regions. Five is a good minimum, but if you feel like your characters would know more about the world, send the map around the table again before moving on to the next step.

Step 3

Add places

Starting with the player with the most well-traveled character, each person adds an area, *steading*, or *site* to the map. The GM gets to add stuff too.

An *area* is a sort of sub-region, defined by its terrain or political significance, but contained within an existing region. In this way a region of wooded hills can contain an area of barren, treeless hills; a sea can contain islands; and a barony can contain the fiefdom of a lesser lord, a bog, or a forest. When you add an area, place it within an existing region and draw an outline to contain it.

A *steading* is a settlement of some kind (vilage, town, keep, or city). When you add a *steading*, name it and place it within an existing region or area. If you want some random inspiration for a *steading*, roll one up using the STEADING tables on pages 46-47.

A *site* is a point of interest or landmark, like a lonely tower, freshwater spring, or distinctive hill the locals refer to by name. When you add a *site*, name it and place it within an existing region or area.

You'll probably want to let the map go around the table twice or more during this step, depending on the size of your group. Once 7-10 places have been added to the map, move on to the next step.

Step 4

Add personal places

Starting with the player who has the oldest character, each player (not the GM) names two things: one place they call home, and one place that is significant to them.

When you choose your home, you can make it some place already on the map, or add a new *steading* or *site* and add it to the map.

When you name a significant place, you can choose an existing place or add a new one (rolling it up on the RANDOM PLACE table on page 17 if you feel inclined). Mark it on the map and say what happened there. It should be one of if not *the* most important thing that has happened to you: the place where your heart was broken; where you watched helplessly as your brother was carried off by beast-men; where you were granted your knighthood.

Once every player has said these two things, move on to the next step.

Step 5

Add connectors

Starting again with the player with the most well-traveled character, add connectors to the map.

A **connector** is anything that flows or allows movement between places: a road, river, path, stream, ley line, or anything else that connects things in the world. A connector can cross from region to region, lead into undefined areas of the map, or run off the map edge.

When you add a connector, draw it on the map and name it, either now or later. When you draw a river or other watercourse, remember that water flows from higher terrain to lower terrain, and usually toward some larger body of water such as a wetland, lake, or sea. Keep in mind also that settlements require fresh water to survive, so consider drawing rivers and streams that pass through steadings already on the map.

Once 5-10 connectors have been added, move on to the next step.

Step 6

Share rumors and legends

Starting with the player who has the most knowledgeable character, each player (not the GM) says something they have heard about any place on the map—something no one in the party knows for sure to be true or false. This rumor or legend must be noteworthy and provocative, and whoever is taking notes should write it down.

“The Cup of Carnithus is said to rest in the Tomb of the Red King.”

“I hear tell that only one ship has ever returned from the Eastern Deepes.”

“Legend has it that a red giant roams the Highlands.”

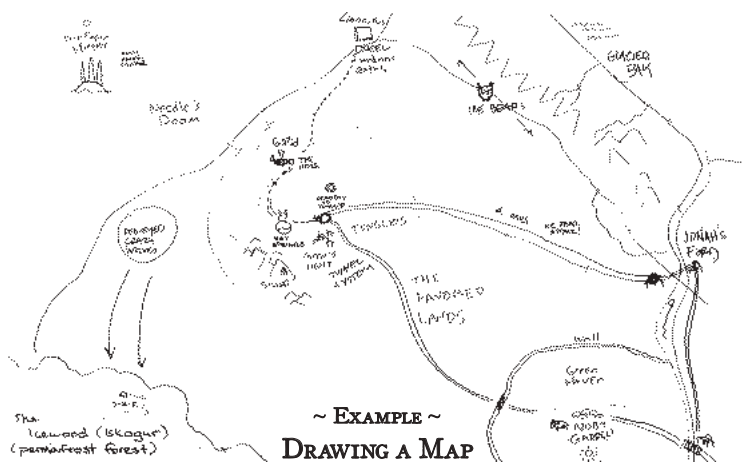
Ideally, this conversation should be in character. Ask clarifying questions; chide the speaker for giving any credence whatever to such malarkey; whistle in awe at the very idea.

What if it really is true?

Step 7

Set forth into a world of adventure!





I sit down with four of my friends to start a new *Dungeon World* campaign using the *Perilous Wilds* rules. The characters are Octavia the Paladin, Throndir the elf Ranger, Rook the halfling Thief, and Swallows-His-Fear the Shaman.

Step 1: they decide they want to start in a town, so someone draws a circle near the middle of the map, and names the town “Tunglios.” I ask them a few questions about the town in lieu of rolling on the steading tables, and we learn that there are a silver mine and hot springs nearby, and that the town was built on top of a preexisting system of tunnels. We note these things right on the map.

Step 2: Rook is the youngest, so he draws a large outline that encloses the town and names it “The Favored Lands.” Following suit, Swallows-His-Fear adds “The Icewood,” Throndir adds “Glacier Bay,” and Octavia adds “Needle’s Doom,” to the north. As each region is added, we talk about what kind of terrain defines it.

Step 3: being a Ranger, Throndir is the most well-traveled, so he is the first to add a place: “Citadel,” a ruined elven stronghold. A great pit called “The Hole,” rock spires called “Three Fingers,” and the halfling fief of “Green Haven” are added in turn.

Step 4: Swallows-His-Fear, the oldest, adds his home, a hut in the Icewood, and an area of “red-eyed crazy wolves” which forced him to leave. Octavia says her home is Tunglios, and that the “Academy of Tunglid” there is significant to her because that’s where she’s finishing her training to become a Paladin. Rook adds “Nob’s Garden,” a halfling village that was his former home, significant because he was exiled from it. Finally, Throndir says he has no home, but the scars he carries on his body are the result of an “ice bear attack!”, and draws in the known range of the ice bears.

Step 5: each player adds a connector, and we end up with a trail to the elven ruins, a road to Nob’s Garden, a river draining into Glacier Bay, and a road to “Jonah’s Ford,” a town on that river that Throndir’s player adds out of sequence (totally legal).

Step 6: rumors and legends are shared. Throndir tells us that the last expedition to the Citadel never returned; Swallows-His-Fear claims that an artifact belonging to his people resides at the bottom of the Pit; Octavia relates that the Three Fingers are a pilgrimage site, representing the virtues of faith, honor, and courage. Rook says that Nob, the beloved ruler of Nob’s Garden, is actually an evil tyrant. The stage is set.

RANDOM REGION

When you need to create a new region and need inspiration, roll one up. First, roll 1d12 for the region name template. Then, roll for each component of that template until you have a complete name. Rewrite or re-roll any result you don't like.

1d12	REGION NAME TEMPLATE	1d12	REGION NAME TEMPLATE
1-4	[ADJECTIVE] [TERRAIN]	9-10	[NOUN] [TERRAIN]
5-6	[TERRAIN] of (the) [NOUN]	11	[NOUN]'s [ADJECTIVE] [TERRAIN]
7-8	The [TERRAIN] [ADJECTIVE]	12	[ADJECTIVE] [TERRAIN] of (the) [NOUN]

1d100	TERRAIN	ADJECTIVE	NOUN	1d100	TERRAIN	ADJECTIVE	NOUN
01-02	Bay	Ageless	[Name]*	51-52	Morass	Forgotten	Life
03-04	Bluffs	Ashen	Ash	53-54	Mounds	Forsaken	Light
05-06	Bog	Black	Bone	55-56	Mountains	Frozen	Lord
07-08	Cliffs	Blessed	Darkness	57-58	Peaks	Glittering	Mist
09-10	Desert	Blighted	Dead	59-60	Plains	Golden	Peril
11-12	Downs	Blue	Death	61-62	Prairie	Green	Queen
13-14	Dunes	Broken	Desolation	63-64	Quagmire	Grim	Rain
15-16	Expanse	Burning	Despair	65-66	Range	Holy	Refuge
17-18	Fells	Cold	Devil	67-68	Reach	Impassable	Regret
19-20	Fen	Cursed	Doom	69-70	Sands	Jagged	Savior
21-22	Flats	Dark	Dragon	71-72	Savanna	Light	Shadow
23-24	Foothills	Dead	Fate	73-74	Scarps	Long	Silver
25-26	Forest	Deadly	Fear	75-76	Sea	Misty	Skull
27-28	Groves	Deep	Fire	77-78	Slough	Perilous	Sky
29-30	Heath	Desolate	Fury	79-80	Sound	Purple	Smoke
31-32	Heights	Diamond	Ghost	81-82	Steppe	Red	Snake
33-34	Hills	Dim	Giant	83-84	Swamp	Savage	Sorrow
35-36	Hollows	Dismal	God	85-86	Sweep	Shadowy	Storm
37-38	Jungle	Dun	Gold	87-88	Teeth	Shattered	Sun
39-40	Lake	Eerie	Heaven	89-90	Thicket	Shifting	Thorn
41-42	Lowland	Endless	Hell	91-92	Upland	Shining	Thunder
43-44	March	Fallen	Honor	93-94	Wall	Silver	Traitor
45-46	Marsh	Far	Hope	95-96	Waste	White	Troll
47-48	Meadows	Fell	Horror	97-98	Wasteland	Wicked	Victory
49-50	Moor	Flaming	King	99-100	Woods	Yellow	Witch

* Choose a name appropriate to your setting; or, if you have a name list, roll one up.



RANDOM PLACE

When you need to create a new place and are at a loss, roll one up. First, roll 1d12 for the place name template. Then, roll for each component of that template until you have a complete name. Rewrite or re-roll any result you don't like.

1d12 PLACE NAME TEMPLATE

1-2	The [PLACE]
3-4	The [ADJECTIVE] [PLACE]
5-6	The [PLACE] of (the) [NOUN]

1d12 PLACE NAME TEMPLATE

7-8	(The) [NOUN]'s [PLACE]
9-10	[PLACE] of the [ADJECTIVE] [NOUN]
11-12	The [ADJECTIVE] [NOUN]

1d100 PLACE

ADJECTIVE NOUN

01-02	Barrier	Ancient	[Name]*
03-04	Beach	Ashen	Arm
04-06	Bowl	Black	Ash
07-08	Camp	Bloody	Blood
09-10	Cave	Blue	Child
11-12	Circle	Bright	Cinder
13-14	City	Broken	Corpse
15-16	Cliff	Burning	Crystal
17-18	Crater	Clouded	Dagger
19-20	Crossing	Copper	Death
21-22	Crypt	Cracked	Demon
23-24	Den	Dark	Devil
25-26	Ditch	Dead	Doom
27-28	Falls	Doomed	Eye
29-30	Fence	Endless	Fear
31-32	Field	Fallen	Finger
33-34	Fort	Far	Fire
35-36	Gate	Fearsome	Foot
37-38	Grove	Floating	Ghost
39-40	Hill	Forbidden	Giant
41-42	Hole	Frozen	Goblin
43-44	Hut	Ghostly	God
45-46	Keep	Gloomy	Gold
47-48	Lake	Golden	Hand
49-50	Marsh	Grim	Head

1d100 PLACE

ADJECTIVE NOUN

51-52	Meadow	Hidden	Heart
53-54	Mountain	High	Hero
55-56	Pit	Iron	Hope
57-58	Post	Jagged	King
59-60	Ridge	Lonely	Knave
61-62	Ring	Lost	Knight
63-64	Rise	Low	Muck
65-66	Road	Near	Mud
67-68	Rock	Petrified	Priest
69-70	Ruin	Red	Queen
71-72	Shrine	Screaming	Sailor
73-74	Spire	Sharp	Silver
75-76	Spring	Shattered	Skull
77-78	Stone	Shifting	Smoke
79-80	Tangle	Shining	Souls
81-82	Temple	Shivering	Spear
83-84	Throne	Shrouded	Spirit
85-86	Tomb	Silver	Stone
87-88	Tower	Stalwart	Sword
89-90	Town	Stoney	Thief
91-92	Tree	Sunken	Troll
93-94	Vale	Thorny	Warrior
95-96	Valley	Thundering	Water
97-98	Village	White	Witch
99-100	Wall	Withered	Wizard

* Choose a name appropriate to your setting; or, if you have a name list, roll one up.



Lead the Way

Alternative rules for followers

by Jeremy Strandberg



The rules in this section cover the creation, recruitment, and usage of followers, replacing the original *Dungeon World* rules for hirelings.

Only the penniless and foolhardy undertake an expedition without proper support in the form of porters, hunters, guides, and guards, not to mention specialists who can bring their skills to bear in any number of ways. Followers are those individuals (people, beasts, or monsters) who offer such assistance, accompanying the party on their exploits about the world.

In general, the players can tell the GM what they want their followers to do and expect that they will do it.

Like monsters, followers have HP, armor, damage, and instincts. They usually have moves and/or tags that indicate what they're good at and how they act. Unlike monsters, they have three additional statistics: Quality, Loyalty, and Cost.

Quality represents how effective the follower is, particularly in the areas defined by their tags and moves. A follower's Quality can range from -1 (rubbish) to +3 (masterful). A follower of average competence has a Quality of 0.

Loyalty tracks how committed the follower is to you and your cause. It usually starts at +1 but changes often, ranging from -2 to +3. When a follower's Loyalty drops to -3, they betray or abandon you. Note that Loyalty is a resource to be used up by the GM like any other.

Cost describes what motivates the follower to follow. Although a strong leader or worthy cause can be motivating factors, all but the most selfless followers do the dirty work in exchange for coin or other material reward. A follower's Loyalty is increased when you pay their Cost. Costs aren't always tangible things.

Note that followers can deal and take damage. They do so like a monster does. When they would deal damage, you roll their damage die. When they take damage, they lose HP. When they are reduced to 0 HP, they are out of the action and probably dead or dying—their fate is in the GM's hands.

Follower moves

Followers can make the Encumbrance, Make Camp, and Recover moves, and can make the Last Breath move at the GM's discretion. Unless otherwise noted, they don't make any of the basic moves. Instead, use the moves on the next page.

RECRUIT

When you *go looking to hire help*, tell the GM what you're offering and whom you're looking for, phrased in one of the following ways:

- A group of _____ (porters, guards, minstrels, angry farmers, etc.)
- A skilled _____ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the *Group* tag.

If the GM says you can't find that kind of help in a place like this, start over or move on. Otherwise, roll +nothing and take +1 if you have a good reputation in these parts:

- 10+ They're yours for the hiring.
- 7-9 GM chooses 1 from the list below.
- 6- No one shows, but mark XP.

- They demand greater compensation, in coin or some other form
- No one here fits the bill, but you hear of someone elsewhere who does
- They have a need that must be met first (permission from someone else, a favor, etc.)
- You can tell at a glance they are less than ideal (ask the GM how)

The GM will choose or roll their specifics (Quality, Loyalty, Instinct, Cost, tags, etc.) as needed, to be discovered through play. Which might involve you grilling them, right now.



ORDER FOLLOWER

When you *order or expect a follower to do something dangerous, degrading, or contrary to their Instinct*, roll +Loyalty:

- 10+ They do it, now.
- 7-9 They do it, but GM picks one from the list below.
- 6- Mark XP, and GM makes a move.
 - ☐ Decrease the follower's Loyalty by 1
 - ☐ They complain loudly, now or later, and demand something in return
 - ☐ Caution, laziness, or fear makes them take a long time to get it done

~ EXAMPLE ~

DO YOUR THING, FANG!

The party gets jumped by a gang of forest goblins. The Ranger tells her cougar, Fang (*Stealthy*, Quality +1, d8 damage), to Do Her Thing by sending the animal into the brush to bring down the forest goblin shaman.

She rolls a 9, +1 for Fang's Quality, for a 10+ result: the cougar does it, "as well as one could reasonably hope." But the GM knows the spellcaster has 12 HP and is a slippery bugger, so Fang won't be killing him. Instead, the GM asks the Ranger to roll Fang's d8 damage and narrates the spells relenting as the shaman flees into the woods.

**DO THEIR THING**

When a follower *does something chancy within the scope of their tags or moves*, roll +Quality:

- 10+ They do it, as well as one could reasonably hope.
- 7-9 They do it, but there's an unforeseen cost, consequence, or limitation (ask the GM what).
- 6- Mark XP, and GM makes a move.

When a follower *does something chancy that falls beyond the scope of their tags or moves*, or does anything on their own, the GM will tell you what happens.

CALL FOR ASSISTANCE

When a follower *helps you make a move that calls for a roll*, take +1 to that roll but know that they will be exposed to any potential consequences.

When a follower *helps you Hack and Slash or Völley*, roll their damage die alongside your own, use the highest one, and add any damage bonuses you get on top of that.

When a follower *helps you Defend*, you can spend 1 hold to redirect an attack to them instead of yourself.

PAY UP

When you *pay a follower's cost*, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until both you and your follower have Made Camp.

WATCH THEM GO

When a follower *has -3 Loyalty*, they betray or abandon you at the next opportunity.

Creating followers

Give each follower a name, roll on one or more of the NPC tables (pages 52-53) if you like, and play to find out what they're like. When it comes time to determine specifics, follow the instructions under the relevant entry below. If you are prepping followers ahead of time, follow the steps in order.

1) QUALITY

Choose one or roll 1d12:

- 1-3 A liability: Quality -1, +0 tags
- 4-9 Reasonably competent: Quality +0, +1 tags
- 10-11 Fully capable: Quality +1, +2 tags
- 12 An exceptional individual: Quality +2, +4 tags

2) BACKGROUND

Choose one or more, or roll 1d12:

- 1-2 Has lived a life of servitude and oppression: +*Meek*
- 3 Past their prime: -1 to Quality, +1 *Wise* (see TAGS & MOVES)
- 4-5 Has lived a life of danger: +2 tags
- 6-9 Unremarkable
- 10 Has lived a life of privilege: +1 tag
- 11 Specialist: +1 to Quality, -2 tags
- 12 Roll twice on this table

3) TAGS

The first tag every follower has is a *Wise*, expressed as ____-*wise*, where the blank is filled by whatever subject or thing the follower knows best. Write down the follower's *Wise*.

If the follower has more than 1 tag, choose additional tags from the Follower Tags list (page 23), either now or as needed. Optionally, you can replace a tag with an extra move (see next step).

4) MOVES

Write 1-3 moves for the follower that further describe their behavior and abilities. These are for you, the GM. Use them like other GM moves, when the players look to you to see what the follower does, or when they give you a golden opportunity.

The players might order or expect a follower to use one of these moves on their behalf. That's fine, but you might require them to Order Followers and/or that the follower Do Their Thing.

A follower move reflects a skill, ability, or trait that can't be better summarized by a tag. Examples include:

- Point out a flaw in the plan
- Notice something hidden
- Follow quarry by tracks and spoor
- Tend to the sick and injured
- Divine the future
- Poison someone

5) LOYALTY

By default, a new follower starts with Loyalty +1, but the GM may add or subtract 1 Loyalty to reflect their initial disposition and their respect (or lack thereof) for the characters they follow.

6) INSTINCT

What does the follower do naturally that might cause trouble? Choose one, make one up, or roll 1d12:

- 1 Loot, pillage, and burn
- 2 Hold a grudge and seek payback
- 3 Question leadership or authority
- 4-5 Lord over others
- 6-7 Act impulsively
- 8-9 Give in to temptation
- 10-11 Slack off
- 12 Avoid danger or punishment

7) COST

What motivates the follower to accompany and assist the characters? Choose one, make one up, or roll 1d12:

- 1 **Debauchery:** food, drink, gambling, sex, and mischief. The higher their Loyalty, the more extreme the cost.
- 2 **Vengeance:** payback against those that have wronged them or their loved ones. The higher their Quality, the more direct and tangible the payback they require.
- 3-5 **Lucre:** coin appropriate to their steading's Prosperity; highly skilled followers might demand more coin.
- 6-7 **Renown:** public recognition for their deeds and skills. The higher their Quality, the larger the audience required.
- 8-9 **Glory:** defeating a worthy foe in battle. The higher their Quality, the more worthy the foe must be. Possibly limited to certain enemy types (demons, barbarians, etc.).
- 10 **Affection:** kind words and deeds, quality time and attention. The more extreme their Loyalty, the more affection they require.
- 11 **Knowledge:** secrets, mysteries, and wonders only found by exploring the wider world.
- 12 **Good:** suffering alleviated, innocents defended, wrongs righted. The higher their Quality, the greater the good required.

8) HIT POINTS

How resilient are they? Pick one or roll:

- 1-3 Weak/frail/soft: 3 HP
 4-9 Able-bodied: 6 HP
 10-12 Tough/strong/hard: 9 HP

9) ARMOR & SHIELD

Choose one armor and/or give them a shield, according to who they are and where they come from:

- None: 0 armor
 Hides or leather: 1 armor
 Scale or chain: 2 armor
 Plate: 3 armor
 Shield: +1 armor

10) DAMAGE

How dangerous are they in a fight? Pick one according to who they are, or roll:

- 1-4 Not very: d4 damage
 5-10 Can defend themselves: d6 damage
 11-12 Veteran fighter: d8 damage

Assign range & tags based on the weapons they wield.

11) LOAD & GEAR

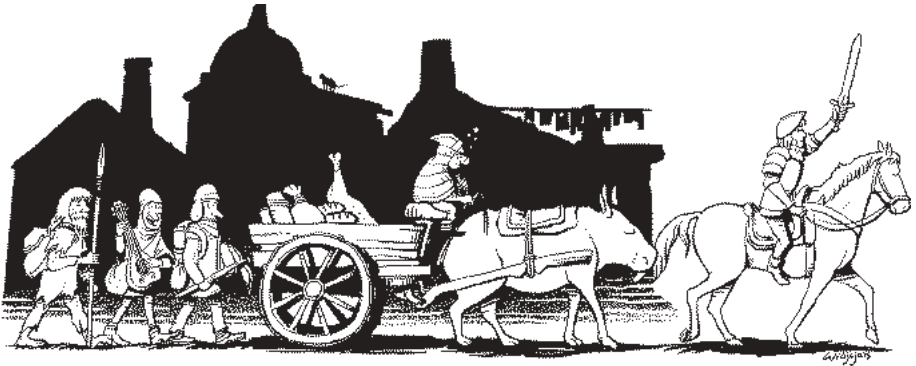
In addition to arms, armor, and any other tools of their trade, human-sized followers have a Load of 2. Equip them based on their circumstances and the Prosperity of their home steading.

~ GM ADVICE ~

MONSTERS & FOLLOWERS

When you *turn a monster into a follower*, give it a Quality score from -1 to +2 (or even +3 if it's truly magnificent). Set its Loyalty as with any new follower. Choose (or make up) a Cost. Add any tags you deem appropriate, but otherwise use as-is.

When you *turn a follower into a monster*, use their stats as-is.



Follower tags

_____wise: they know all about _____, and can roll +Quality to Spout Lore about it on your behalf. Examples: *Woods-wise, Sea-wise, Herb-wise.*

Archer: they use ranged attacks (not necessarily bows) effectively and can roll +Quality to Volley on your behalf.

Athletic: good at running, jumping, climbing and the like.

Beautiful: they make an impression, drawing admiration and attention.

Cautious: they are careful and methodical; they avoid acting rashly.

Connected (_____): they have friends or contacts in _____, a steading or group.

Cunning: clever and observant. They can roll +Quality to Discern Realities on your behalf.

Devious: deceitful, treacherous, tricky. Just the sort you want working for you.

Group: a team, gang, or mob, with all the strengths and disadvantages that come with greater numbers.

Guide (_____): knows a particular steading or region and can roll +Quality to Spout Lore, Scout Ahead (page 26), or Navigate (page 27) for the party therein.

Hardy: tough, hard-working, and willing to put up with discomfort. They get +2 Load.

Healer: they have the knowledge and ability to provide aid to the injured and the sick. When they tend wounds with bandages or herbs & poultice, add their Quality to damage healed.

Meek: they accept their lowly lot, and will do degrading or unreasonable things without needing to Follow Orders.

Magical: they are magical by nature or training, and sensitive to the workings of magic. Use at least one of their moves to elaborate on their powers.

Organized: they make and follow plans well, and work well in a group. Once they agree to a plan, you do not need to Order Followers as long as the plan doesn't go south.

Self-sufficient: can live off the land and roll +Quality to Forage (page 25).

Stealthy: can avoid detection and often get the drop on foes.

Warrior: they take +1 to their damage die roll, and you don't need to Order Follower to get them to fight (as long as the opposition is not terrifying or overwhelming).

See the World

Traveling from place to place

This section provides guidelines for traversing the world, as well as new moves related to travel and exploration.

Travel time

The estimation of travel time and distance for purposes of these moves is never based on any codified geographic scale; the GM simply decides how long a journey will take based on her judgment of the terrain and distance to be traveled, or asks the players how long it will take based on their characters' experience in the game world.

Players may wish to keep a written record of travel times from place to place, to use as a reference when discussing travel times with the GM.

Mounts and other transport

Horses, mules, boats, and the like can reduce travel times and increase the carrying capacity of the party. Too much logistical detail can bog down play, but some basic assumptions about mounted travel should be taken into account.

Travel time: for the sake of simplicity, a mounted or similarly equipped party can be assumed to travel one and a half times as fast as a party on foot, or twice as fast if pushing it. The specific circumstances should always be open to discussion, and the GM should adjust rate of travel accordingly. Note that a party can only move as fast as its slowest member, which means wagons and the like will slow everyone down.

Carrying capacity: as per the *Dungeon World* rules, each animal or other form of transport has its own Load. For a

party bent on treasure hunting or long distance travel, this factor can play an important role.

Care and feeding: when mounts play a role in the party, “name every animal” and treat them as members of the team—perhaps turning the most notable into followers (see page 18).

Don't forget that animals need to be fed and watered as well; treat their feed as part of the party's ration supply, but adjust the number of rations needed to feed them according to their size (i.e., a warhorse might eat 2 rations per day).

See the name lists starting on page 66 for ideas for naming your mounts.

Discoveries & Dangers

As noted in the glossary, central to travel and exploration in a world of fantasy adventure are the things that make that world both fantastical and full of adventure. These encounters are broken into two categories: *Discoveries* and *Dangers*, and may come into play as a result of various moves, or when introduced at the GM's discretion.

A *Discovery* is anything the party finds that is interesting, but not actively dangerous. It might be something beneficial, like a steading or freshwater spring; something that begs investigation, like an overgrown ruin; or an impediment, like a bog or chasm.

A *Danger* is anything which, if left unchecked, may be harmful. Traps and monsters are two common types of Dangers. A Danger encountered in the course of a journey may be incidental, or it may be a hint of something larger.

Travel & exploration moves

These moves replace all travel-related moves in the original rules. The Scout, Trailbazer, and Quartermaster roles from the original “Undertake a Perilous Journey” move have been changed, renamed, and broken out into their own moves on the following two pages. “Make Camp” has been significantly altered, and “Take Watch” is replaced here with “Stay Sharp,” which has application beyond the campsite.

JOURNEY

When you *travel by a safe route*, through safe or dangerous lands, indicate your destination on the map. The GM will tell you how long the trip takes, and what—if anything—happens along the way. When you reach your destination, choose someone to Manage Provisions (page 27) to determine how many rations were consumed over the course of the trip.

UNDERTAKE A PERILOUS JOURNEY

When you *travel through dangerous lands*, and not on a safe route, indicate the course you want to take on the map and ask the GM how far you should be able to get before needing to Make Camp. If you’re exploring with no set destination, indicate which way you go.

Then, choose one party member to Scout Ahead (page 26), and one to Navigate (page 27), resolving those moves in that order.

FORAGE

When you *spend a day seeking food in the wild*, and your surroundings are not *Barren*, roll +WIS:

- 10+ You gain 1d4 rations, +1d4 rations if you have the knowledge and gear needed to trap or hunt.
- 7-9 As above, but first face a Discovery or Danger of the GM’s choice.
- 6- Mark XP, and GM makes a move.

MAKE CAMP

When you *settle in to rest*, choose one member of the party to Manage Provisions (page 27). Then, if you eat and drink, and have enough XP, you may level up.

If you’re bedding down in dangerous lands, decide on a watch order. Then, the GM chooses one person on watch during the night to roll +nothing:

- 10+ The night passes without incident.
- 7-9 GM chooses 1 from the list below.
- 6- Everyone marks XP, and a Danger manifests. You’d better Stay Sharp!

- The person on watch notices a nearby Discovery
- One party member of the GM’s choice suffers a restless night
- One or more followers causes trouble
- A Danger approaches—it’s not immediately hostile, but whoever’s on watch had better Stay Sharp anyway

When you wake from at least a few hours of uninterrupted sleep, and you ate and drank the night before, heal damage equal to half of your max HP.

STAY SHARP

When you *are on watch and something approaches*, roll +WIS:

- 10+ You notice in time to alert everyone and prepare a response; all party members take +1 forward.
- 7-9 You manage to sound the alarm, but no one has time to prepare.
- 6- Mark XP, and whatever approaches has the drop on you.

SCOUT AHEAD

When you *take point and look for anything out of the ordinary*, roll +WIS:

10+ Choose 2 from the list below.

7-9 Choose 1 from the list below.

6- Mark XP, and GM makes a move.

- You get the drop on whatever lies ahead
- You discern a beneficial aspect of the terrain—shortcut, shelter, or tactical advantage (describe it)
- You make a Discovery (ask the GM)
- You notice sign of a nearby Danger—ask the GM what it is, and what it might signify

~ SUGGESTED GM MOVES ~

SCOUT AHEAD**Soft Moves**

- The weather worsens
- Scout attracts unwanted attention
- Scout becomes lost

Hard Moves

- Scout encounters a Danger
- Scout is ambushed
- The rest of the party is ambushed
- Scout is captured or trapped
- Scout suffers an injury



NAVIGATE

When you *plot the best course through dangerous or unfamiliar lands*, roll +INT:

- 10+ You avoid dangers and distractions and make good time, reaching a point of the GM's choosing before you need to Make Camp.
- 7-9 GM chooses 1 from the list below.
- 6- Mark XP, and GM makes a move.
 - You happen upon a Discovery missed by the scout
 - The going is slow, or you wander off course. The GM says which, and where you end up on the map
 - You encounter a Danger; whether or not you're surprised depends on whether the scout has the drop on it

~ SUGGESTED GM MOVES ~
NAVIGATE

Soft Moves

- The weather worsens
- They're being followed
- They must backtrack, losing valuable time

Hard Moves

- Someone slips and is injured
- They stumble into a Danger
- They get lost

MANAGE PROVISIONS

When you *prepare and distribute food for the party*, roll +WIS:

- 10+ Choose 1 from the list below.
- 7-9 The party consumes the expected amount of rations (1 per person if Making Camp, 1 per person per day if making a Journey).
- 6- Mark XP, and GM makes a move.
 - Careful management reduces the amount of rations consumed (ask the GM by how much)
 - The party consumes the expected amount and the food you prepare is excellent—describe it, and everyone who licks their lips takes +1 forward

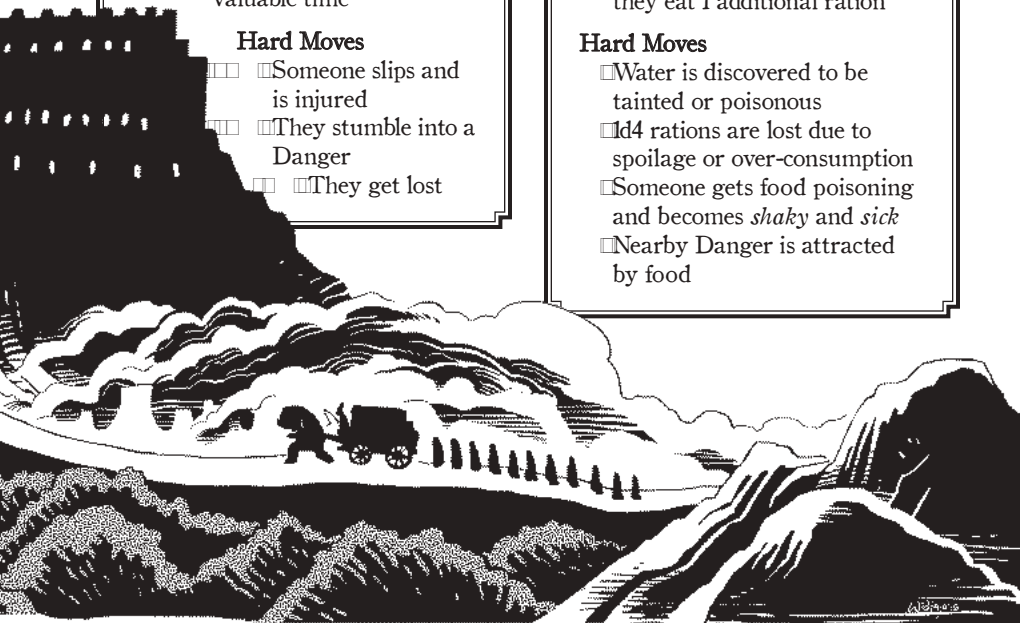
~ SUGGESTED GM MOVES ~
MANAGE PROVISIONS

Soft Moves

- They bicker over ration shares
- Local animal life is attracted by food
- Someone becomes *weak* until they eat 1 additional ration

Hard Moves

- Water is discovered to be tainted or poisonous
- 1d4 rations are lost due to spoilage or over-consumption
- Someone gets food poisoning and becomes *shaky* and *sick*
- Nearby Danger is attracted by food



The remainder of this chapter covers different aspects of running wilderness adventures, and as such is addressed to the GM.

Points of interest and color

Overland adventure in a role-playing game runs the risk of feeling tedious, due to the temptation to describe everything that happens to the characters on every step of their travels. You are

~ EXAMPLE ~ ADDING COLOR

After plundering an ancient ruined temple in the wilderness, an adventuring party of four returns to the village of Feket, on the outskirts of the Kingdom of Otthon. Unable to trade their newfound treasures with the impoverished locals, they decide to travel to the capital, Koronaz, and look for buyers there.

I, the GM, tell them that the trip will take 3 days, so they make the Journey move, and will consume the expected number of rations at the end of the trip. Because I see the big city as the next point of interest in the fiction, I want to get them there as quickly as possible without losing touch with their surroundings, so I say:

“The journey takes you three days, mostly through cultivated land. It’s harvest season, and from sunup to sundown the fields are teeming with workers. By the time you reach the gates of the shining city, the darkness of the Wildwood seems like a dream. Mark off 12 rations.”

therefore urged to move the fiction from one “point of interest”—physical or dramatic—to the next with speed and economy. If the party sets up a base camp and spends the day exploring the vicinity, keep your descriptions brief. If their Scout Ahead move results in a Discovery or Danger, describe it and follow through, but if they encounter nothing, just tell them that and ask them to Make Camp for the next night.

That being said, the subtle, beautiful, and fearsome aspects of the landscape should not go unmentioned, since they are what makes the world wild and wondrous. Demonstrate these things by adding a bit of “color” each time a narrative leap in time or distance is made, in the form of one or two succinct details about what the party experiences along the way (see sidebar example).

If the party is moving through territory known to one or more of them, you may want to ask them to add color to the proceedings, either by direct invitation or in the form of a leading question:

“Cleric, on your hike to the shrine, what is it about these hills that reminds you of your deity?”

“Thief, what is the flower that you remember picking here when you were a child, and why did you pick it?”

But in unknown lands, it’s your job to inject color. When doing so, or inventing any part of the game world, remember *Dungeon World’s* exhortation to **embrace the fantastic**. Perhaps the locals use bipedal lizards to haul their wagons, build their fences out of monster bones, or start their hearth-fires with brands that fall from an ever-burning tree. But don’t choose all three and make everything crazy-weird, because the fantastic emerges out of contrast with the mundane. Insert unusual details here and there, and, when you have a



moment, consider the implications for the local culture and ecosystem.

Recall that truth is stranger than fiction, and that the real world offers wonders to rival anything imagined. Early explorers of North America recorded flocks of birds so vast that they blotted out the sun and took days to pass overhead. Manta rays can grow to a diameter of 25 feet, and leap up to nine feet into the air. There is a cave in Viet Nam three miles long, and in it stalagmites up to 200 feet tall.

These examples point to a useful technique for describing your world: *think big*. Take that mundane detail that pops into your head and dial it up to a larger size, a richer aspect, greater numbers.

“To the west you can make out the Pillars of the World, a forest of trees so tall their upper branches are lost in the clouds.”

“The cliff face is blood red in the sunlight, as if some part of the mountain was shorn from it by a terrible blade.”

“The animals—they’re horned like antelope, but have zebra stripes of black and gray—bound across the savannah on all sides, as far as you can see, like a great flood, leaving you untouched as they flow around and past.”

But *think small* too, just as often, to ground things in the commonplace: birdsong in the morning, a lone set of tracks in the snow, the smell of the distant sea.

Beasts in the wild

There is tendency in fantasy RPGs to make every natural predator a potential threat. We commonly assume that wolves, panthers, and the like prowl the periphery of civilized lands, ready to attack people at the first opportunity. In reality, most such animals avoid contact with humans unless they outnumber them, resorting to violence only when cornered, desperate, or suffering from some behavior-altering affliction.

The GM should consider this fact before throwing lions and tigers and bears at the party, reserving aggressive actions for the worst enemies: intelligent humanoids and bona fide monsters. At the least, the Instinct of an animal should be applied in full consideration of the circumstances. A pack of wolves with the Instinct "hunt, scavenge, defend," finding itself up against a party of four, might follow them over long distances, looking for an opportunity to prey upon anyone who gets separated, but would not likely attempt direct confrontation.



Food and water

The need of the party to stay fed and hydrated may be glossed over in settled lands, where monitoring daily consumption might feel more tedious than interesting, but in the wilderness tracking food and water consumption can become vital to the party's survival.

Food supply: each expedition into the wilderness necessitates some degree of planning. When loading up on rations, the players should take into account the number of days they plan to be afield, the number of party members who need to eat (including followers, mounts, and pack animals), and the possibility that some rations may be lost due to unforeseen circumstances. Foraging (page 25) is an option, but it takes time, and should probably not be depended upon.

Water supply: in general, the players do not need to monitor water consumption; streams and other minor watercourses are assumed to be common enough that they are able to drink their fill on a regular basis without difficulty.

However, should they venture into arid lands (desert, wasteland, etc.), or into a dungeon, tracking water supply and consumption can add an interesting resource management element to play.

It's easy enough to do: everyone can be assumed to have a waterskin, which starts full whenever the party enters dry territory. Each person in the party consumes 1 waterskin's worth of water per day, just like a ration; the amount consumed by a given mount or pack animals is up to the GM.

Starvation and thirst: the question of what happens when the party runs out of food and/or water is an important one, to be answered according to the fiction. A human being can live up to

thirty days without food (the fatter the person, the longer they last), but growing progressively weaker. Without water a person can survive for only a week, with serious consequences manifesting after three days: confusion, followed by coma and death. Dying by dehydration is excruciatingly painful.

But there are more immediate, mechanical consequences: any character who Makes Camp without consuming one ration and one skin's worth of water is unable to level up, and does not heal HP upon waking.

Getting lost

Exploring the wilderness would not be as exciting without the threat of getting lost, and you should take this possibility into account when making moves. Getting lost might happen through a failed Scout Ahead or Navigate move, when the characters charge off into the wild, or even when everyone is disoriented in the wake of a chaotic battle.

Knowing that the sun moves east-to-west is not a recipe for success when trying to find the right path, because the sun only rises due east and sets due west on the equinox; sunrise and sunset may orient the party in the right general direction, but the further the distance traveled, the greater the room for error.

The stars also provide only broad help in terms of orientation, and then only to those versed in their positions throughout the year. But even characters like the Ranger or Druid, who might know the stars by heart, can be thwarted by heavy cloud cover, precipitation, darkness, or a dense forest canopy.

Regardless of how a character or party becomes lost, once the players become aware of their geographic disorientation, there are a few different ways to

handle things in play. Use whichever method appeals to you, but in either case you might want to start a new map on a new sheet of paper, in order to keep track of what they encounter while they are lost. When and if they do manage to find their way back to familiar territory, this separate map can be integrated into the main map.

Fiction-first: using this approach, the nitty-gritty details of being lost are hand-waved away in favor of moving play along to the next interesting point in the story. The GM's job is to describe the situation in general terms, without worrying about exactly where the party is on the map.

An attempt to remedy being lost might trigger Discern Realities (if they look for clues in their surroundings), Defy Danger with INT or WIS (if they try to backtrack to the last known landmark), or Undertake a Perilous Journey (if they just set off into the unknown, hoping for the best). Regardless of the move triggered, a good hard GM move on a 6- is to make them even more lost!

Simulation-first: using this approach, the GM tracks the party's location in secret—mentally, on a piece of scratch paper, or maybe on a copy of the main map—and adjusts their position depending on the results of their actions.

Any of the same moves mentioned above might be triggered, but incremental progress takes precedence over broad fictional strokes. A roll of 6-might cause the party to veer from their intended path, but only you will know by how much. Describe what they see when they reach the next logical decision point, ask them what they do next, and play to find out what happens.

This method requires more effort, but can be much more satisfying if exploration is important to your campaign.

Weather the Storm

Seasons and meteorological events

This section is addressed to the GM.

What time of year is it right now in the game? What's the weather like? These questions are among the many that should be shuffling through your head as you describe the world, to be answered as called for by the fiction.

Seasons will vary depending on the climate, but should always be taken into account when setting the stage, especially in places subject to extremities of temperature. Venturing into the Desert of a Thousand Graves is sure suicide in high summer, and folks at Frostfell Keep in the frozen north hardly set foot outside the walls once winter sets in.

Seasonal effects and weather can be folded into the fiction in a variety of ways, but here are three to consider:

As color: evoking the season or weather in small ways when adding a bit of color (i.e., “The dry leaves crunch underfoot as you climb the hillside,” or “You glance back at Arne and see that his crystallized breath has turned his beard white.”) helps tie the characters to the world, and reminds them that details like dry leaves and freezing temperatures matter.

As drama: if you enjoy high drama in your game, bending the weather to the narrative circumstances can be used to great effect, either to underline the action (“He turns to face you just as the storm breaks, and a lightning strike illuminates the scar on his face”) or contrast with the emotional content (“You stagger out of the ruins, your friends lost to the darkness forever, and into the blinding sunlight of a beautiful, cloudless day”).

As moves: the weather is always there, ready to complicate things. You might make a single soft move to create a sudden downpour, but making a series of soft moves to build atmosphere and tension over time can be used to great effect as well: clear skies turn cloudy; the land grows dark; rain begins to fall.

Following on that notion, consider rain as an example of complicating weather. How does it affect the characters' environment? It makes stone slick and soft ground muddy, begging you to make moves in tense situations that compromise their footing, but what about a rainstorm that hangs over an entire journey? Rolling a 6 or less to Scout Ahead might mean the rain is falling so heavily that the scout is unable to see more than a dozen yards; on Navigate it might bring the party to the banks of an overflowing and impassable river; on Manage Provisions it might mean that 1d6 rations have turned to mush.

Blizzards, sandstorms, sweltering heat—each has a characteristic and potentially dramatic impact on the landscape and those attempting to traverse it. Any of these conditions might trigger the Hunker Down and Forge Ahead moves presented here, but the outcomes should vary to suit the circumstances. Compromised gear in a blizzard might mean a frozen spear haft snaps in two; in tropical humidity, it might mean that fungus starts growing in someone's leather boot.

Regardless of how you handle weather, don't think of it as mere backdrop. Tie it physically to the landscape and to the characters, make it affect them even if in superficial ways, and you will bring the world that much more to life.



Severe weather moves

These two moves are intended to reflect the impact of extreme weather on an adventuring party's need to cover ground. Write your own where you feel the need.

HUNKER DOWN

When you *take shelter to wait out the elements*, choose 1 party member to roll +nothing:

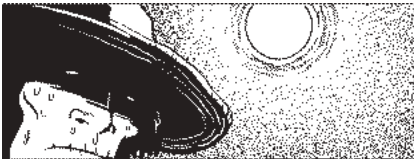
- 10+ It doesn't take long for things to clear up.
- 7-9 Things aren't going to change any time soon. You can Forge Ahead, or Make Camp here for the night and hope things have changed by morning.
- 6- Mark XP, and GM makes a move.

FORGE AHEAD

When you *push on despite powerful opposition from the elements*, roll +CON:

- 10+ You go as far as you are able before needing to pause for a rest.
- 7-9 Choose 1 from the list below.
- 6- Mark XP, and GM makes a move.
 - You go as far as you are able, but overtax yourself and become *weak*, *shaky*, or *sick* (choose one).
 - You go as far as you are able, but the weather takes its deepest toll on your gear (ask the GM how).
 - On second thought, maybe you're better off staying put.

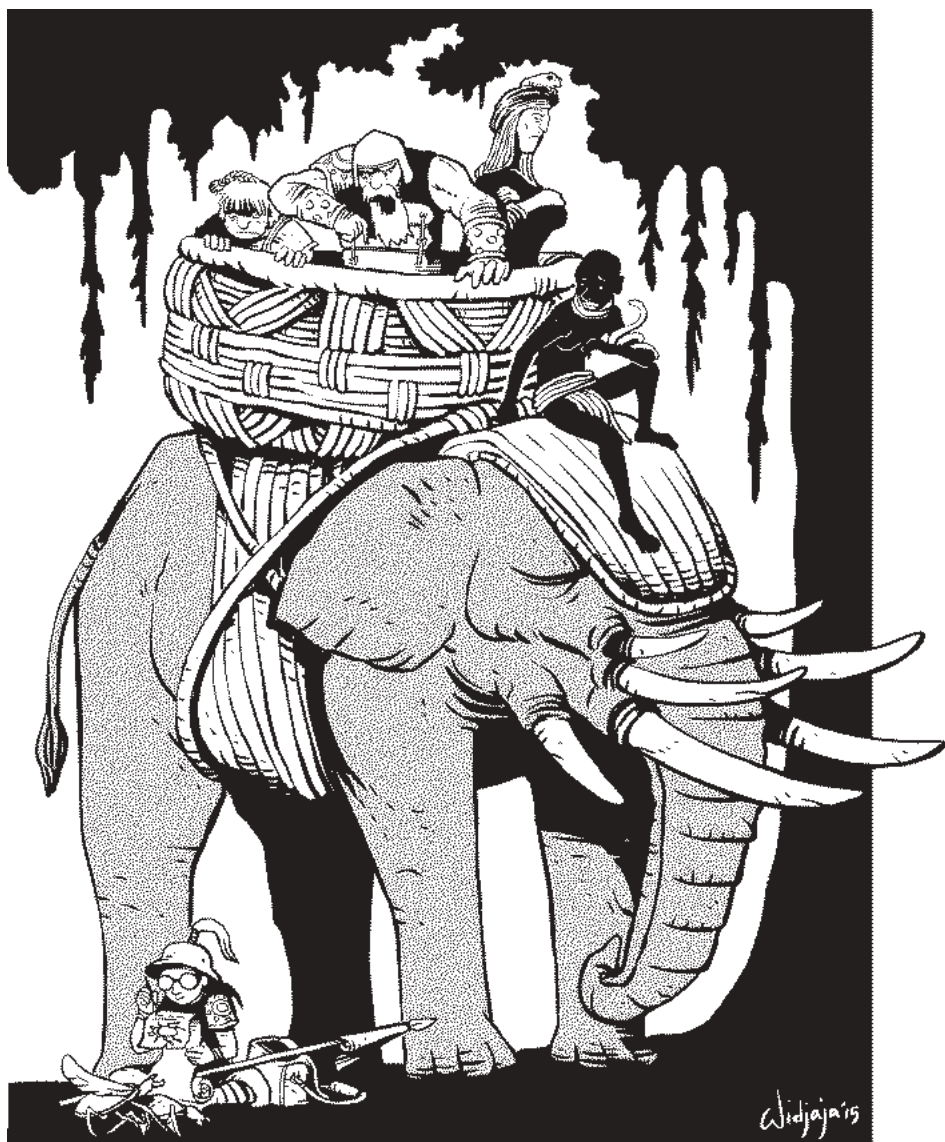
If you make progress, ask the GM where you end up on the map, and if the weather shows any sign of relenting.



Live to Tell the Tale

Compendium classes

On the next five pages you will find five new compendium classes, designed to take advantage of some of the new rules that *The Perilous Wilds* brings to the table. They will be of most interest to players in campaigns wherein exploration and wilderness adventure play a large part.





Delver

When you *reach the lowest level of at least two different dungeons*, this compendium class becomes available.

Starting move

SMELL THE AIR

When you *use your senses to assess a subterranean area*, ask the GM 2 questions from the list below.

- Which way lies the nearest danger?
- Which way lies the nearest treasure?
- Which way leads to the nearest exit?
- Which way will take me deeper?
- What lies hidden here?

Advanced moves

PACK SMART

When you *use the last of your adventuring gear*, you get 2 uses instead of 1, but you have to say what they both are, right now.

EMBRACE THE BLACK

When you *find yourself in utter darkness underground*, roll +WIS:

- 10+ Hold 3.
- 7-9 Hold 2.
- 6- Hold 1, mark XP, and the GM makes a move.

As long as this darkness persists, you may spend your hold, 1-for-1, to do the following:

- Know exactly where any one thing is in the near vicinity
- Make any one move, without suffering consequences due to the darkness
- Remain still and undetectable by mundane means until you move or make noise

FUNGIVORE

When you *seek edible fungus and lichens underground*, you may Forage. Whether or not anyone else wants to eat what you find is another matter.

EAT THE ENEMY

When you *clean and dress a fresh monster carcass for consumption*, roll its damage and gain that many *specious rations*.

When you or anyone else eats a specious ration, the eater rolls +CON:

- 10+ Not good... but not awful. Counts as 1 normal ration consumed.
- 7-9 It counts as a ration, but choose 1 from the list below.
- 6- Mark XP, and the GM makes a move.

- You become *sick* and acquire a monstrous characteristic until you recover (the GM will tell you what)
- 1D6 of your remaining specious rations have spoiled.
- Nobody wants to be near you until the next time you Make Camp, and your followers suffer -1 Loyalty





Explorer

When you *enlist the support of a powerful patron to reward your forays into the unknown*, this compendium class becomes available.

Starting move

PATRON

You have the support of a powerful individual or group, who will reward you for the delivery of certain things gathered from foreign climes. Choose 1 *patron*, and the thing they want:

Church: evidence of church's history, divine presence or opposing deity

Guild: location and proof of materials useful to the guild

Historian: evidence of historic events

Jeweler: gemstones

Magnate: evidence of natural resources and their location

Wizard: magical items, or evidence and locations of magical places

Your patron will provide you with supplies for any expedition you undertake on their behalf, within reason.

When you *deliver the desired news or goods to your patron*, you are compensated. Negotiate your compensation with the GM, based on the nature of your patron.

Advanced moves

PLANT YOUR FLAG

When you *claim a place in your own name or that of your patron*, plant a flag or standard, and mark the place on your map. Whenever you lead an expedition to that place, you find it unerringly, and you take +1 ongoing to Hack and Slash or Defend as long as you are in sight of your flag. These effects apply only to the last place you planted your flag.

THRILL OF DISCOVERY

When you *come upon a previously undocumented and notable Discovery*, choose 1:

- The excitement of the moment grants you +1 forward
- Mark XP at the end of the session (max. once per session)

LOG YOUR FINDINGS

You have a logbook or other external and portable repository of information that is always with you. Say what it is.

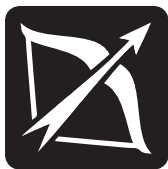
When you *encounter a new and notable Danger or Discovery*, write it down (a brief note will do). This counts as an *entry* in your log.

When you *share your findings with the inhabitants of a steading*, choose an entry you want to share, and roll +CHA:

- 10+ Choose 2 from the list below.
- 7-9 Choose 1 from the list below.
- 6- Mark XP, and GM makes a move.

- Someone here can tell you more about it—ask the GM who, and what they know
- Someone here is interested in this information—ask the GM who, and what they'll offer for it in trade
- Someone here will respond strongly to this finding—ask the GM who, and whether they'll be impressed, frightened, or otherwise affected
- Mark XP

In any case, once you share a given entry, cross off that entry. You can only share an entry once.



Hunter

When you *live for a week off only rations you have hunted yourself*, this compendium class becomes available.

Starting move

TRACK

When you *encounter tracks or spoor and take time to examine the scene*, the GM will describe the sign, and tell you how long ago it was made. Then, you may ask the GM 2 questions about it, as long as the GM agrees the questions are reasonable.

Advanced moves

STALK

When you *follow a trail left by a creature in order to locate it*, that creature becomes your *quarry*. Take +1 to any move made while pursuing, hiding from, subduing, or attacking your quarry. You may only have one quarry at a time.

SHOOT TO KILL

When you *Volley at a target that is neither alert nor aware of your presence*, and roll a 10+, deal your damage +1d6.

CLEAN AND DRESS

When you *take the time to reduce a freshly slain creature to its constituent parts as efficiently as possible*, roll +INT:

- 10+ All 3 from the list below apply.
- 7-9 Choose 2 from the list below.
- 6- Mark XP, and choose 1 from the list below.

- You extract the maximum number of edible rations from the carcass.
- You preserve everything of potential value (hide, musk glands, etc.)
- You gain some insight into the creature's history or behavior (ask the GM what)



HUNTER'S REST

When you *take the time to establish a shelter in the wild*, say what it looks like, how it takes advantage of the local landscape, and roll +WIS:

- 10+ All 3 tags below apply.
- 7-9 Choose 2 tags from the list below.
- 6- Mark XP, and choose 1 tag from the list below.

- Ambuscade*: your shelter cannot be found by anyone who doesn't know to look for it
- Vantage Point*: when anyone Stays Sharp in your shelter, they always succeed as if they rolled a 10+
- Sanctuary*: when anyone Makes Camp in your shelter, they take +1

You may have only one active shelter per region; as soon as you establish a new shelter in a given region, any previous shelter of yours in that region is abandoned.



Leader

When you *return to civilization from any journey on which you had at least two followers, none of them abandoned you, and all of them survived*, this compendium class becomes available.

Starting move

GIVE ORDERS

When you *command a friend or follower to take a particular course of action in the face of danger*, roll +CHA:

- 10+ They take +1 ongoing as long as they're acting on your orders.
- 7-9 They take +1 forward to execute your orders.
- 6- Mark XP, and GM makes a move.

Advanced moves

INSPIRE

When you *give an encouraging speech to your allies before facing a known threat*, stand up, say your piece, and roll +CHA:

- 10+ Hold 3.
- 7-9 Hold 2.
- 6- Mark XP, and hold 1.

While your allies face the threat, you may spend your hold, 1-for-1, to grant a friend or follower one of these tags:

- ☐ *Fearless*: they stand fast and remain stable when they would otherwise hesitate, falter, or flee
- ☐ *Invincible*: they ignore all damage from a single damage roll that would otherwise reduce them to 0 HP
- ☐ *Vengeful*: they take +1 ongoing against the threat, as soon as you are incapacitated by it (maximum of +1 ongoing per character)

You may spend hold for this move even after you're incapacitated or have passed through Death's Black Gates.

IMPRESS THE LOCALS

When you Recruit, roll +CHA instead of +nothing.

BRING 'EM BACK ALIVE

When you *return to civilization after a dangerous expedition*, and everyone who left with you survives intact, each of your followers gains 1 Loyalty (maximum of +3), your reputation in the area improves, and you gain 1 XP.

MOURN THE DEAD

When you *ensure the last rites of a fallen comrade are conducted in a manner befitting their station and accomplishments*, say some kind words about them and roll +CHA:

- 10+ Each follower present gains 1 Loyalty (maximum of +3)
- 7-9 One follower of the GM's choice gains 1 Loyalty (maximum of +3)
- 6- Mark XP, and the GM makes a move.





Scout

When you *have Scouted Ahead on at least three forays into the wild and back*, this compendium class becomes available.

Starting move

KNOW THE LAND

This move may be taken multiple times. Each time you take this move, choose 1 region in which you have spent at least a week traveling. This region is considered *familiar* to you.

When you *Spout Lore about a familiar region*, roll +WIS instead of +INT.

Advanced moves

READ THE LAND

When you *survey the territory ahead from a good vantage point*, roll +WIS:

- 10+ The GM must answer all 3 questions from the list below.
- 7-9 Ask the GM 2 questions from the list below.
- 6- Mark XP, and ask 1 question.
 - What danger lies ahead?
 - What is the safest route across this territory?
 - Where ahead will I find refuge?

In any case, take +1 forward to the next time you act on any answer.

BE THE LAND

When you *conceal yourself in a familiar region*, say how you do it and roll +DEX:

- 10+ You become nigh invisible, and difficult to locate even with senses other than sight, as long as you do not attract attention to yourself.
- 7-9 As above, but you must remain still to go unnoticed.
- 6- Mark XP, and GM makes a move.



SENSE DANGER

When you *are subject to an imminent but unseen threat*, the GM must tell you; then, roll +WIS:

- 10+ The GM tells you which way it's coming from, and you can do two things before the threat manifests.
- 7-9 As above, but you only get to do one thing.
- 6- Mark XP, and the GM makes a move.

Ask the Fates

Rolling dice to reveal the unknown

This section is addressed to the GM.

Herein you will find tables for generating Discoveries, Dangers, and various other fictional elements. These tables are entirely optional, and intended to provide only seeds for ideas, not to do all of the work. It's up to you to weave the results into your world.

The dodecahedra of destiny

When you ask the Fates, turn to the relevant section (DISCOVERY, DANGER, or any other table that fits the bill), and follow the directions there. When you need to roll dice, do it yourself or ask the players to do so.

All rolls on these tables are made using d12, read one at a time. For each Discovery and Danger, a minimum of 3 rolls is required, with more made at your discretion or as suggested by the additional tables noted at the end of each sub-table.

Other tables

Some results on the DISCOVERY and DANGER tables will point to other tables included in this section, such as STEADING, CREATURE, and DETAILS. You should familiarize yourself with these resources and make use of them whenever it strikes your fancy, in order to flesh out a given aspect of the fiction or take it in an unexpected direction.

Interpreting the results

Rolls on any of these tables will produce a few words intended as suggestions, or "prompts," subject to your personal interpretation. A given result should not be considered a hard fact or strict rule to which you must adhere, but a springboard for your imagination, allowing you to jump in any direction that seems right to you.

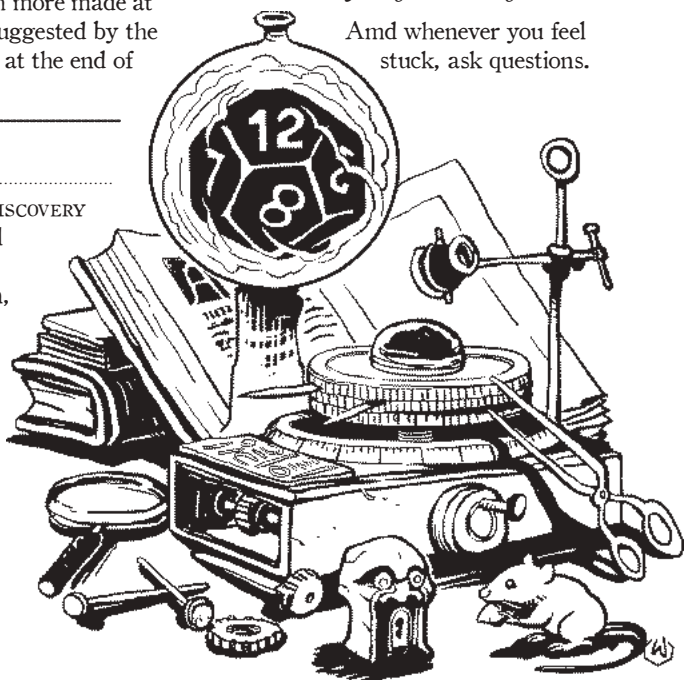
When interpreting a roll, consider...

- ▣ the result of the roll
- ▣ the context (terrain, weather, etc.)
- ▣ the state of the fiction

...and describe what the characters see.

In any case, go with your instinct and see where it takes you. Above all, *make everything interesting.*

And whenever you feel stuck, ask questions.



Using the tables

To generate ideas on the fly: *Dungeon World* is often at its best when wholly improvised, but any great improviser will tell you that there are few greater catalysts for creativity than random prompts. They can get you out of narrative ruts and point in directions you never would have considered if left to your own devices. Just try not to get bogged down in rolling!

In order to keep things moving, familiarize yourself with the tables, roll (or ask your players to roll) quickly, and train yourself to stop rolling as soon as you get an image in your head. Use the tables to answer questions, but not to work out every little detail. Depend on the Fates as much or as little as your taste permits, just place a higher priority on the momentum of the fiction.

To populate regions ahead of time: if your GM style includes some degree of prep, these tables can help you find inspiration. Whether you want a bunch of pre-written Discoveries and Dangers on hand to pull out as needed, or you'd like some inspiration for populating a region and writing up its almanac, the Fates are here to help.

To create creatures: *Dungeon World* makes it extremely easy to make monsters on the fly, either using the guidelines on pages 225-227 of the core rulebook (summarized here on page 42), or just winging it. The CREATURE tables on page 49 can be used as a starting point, supplemented by any of the DETAILS tables on pages 50-51, especially ABILITY, NO. APPEARING, FEATURE, SIZE, and TAG. Take note of each result as you go, crossing off or changing anything that doesn't make sense to you. Avoid re-rolling if you don't like a result—follow your instinct instead.

~ EXAMPLE ~

IMPROVISED EXPLORATION

The party is Undertaking a Perilous Journey through a dark forest. Maeve the Ranger rolls a 10+ to Scout Ahead, and chooses to both make a Discovery and get the drop on whatever lies ahead.

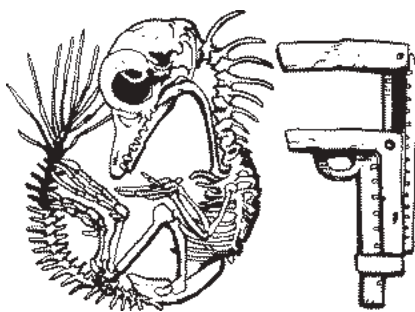
I ask the players to roll a bunch of d12 and report the results: a roll of 5 on the Discovery table is EVIDENCE; a roll of 4 under EVIDENCE means TRACKS/SPOOR; and a 1 is “faint/unclear.” Under the TRACKS/SPOOR table are some suggested DETAILS: AGE and CREATURE. I have no gut feeling about either, so I ask for more rolls: a 4 on AGE gives me “young/recent,” and a 10 on CREATURE gives me MONSTER.

Turning to the CREATURE page and soliciting further rolls, a 6 gives me MONSTROUS, and a 6 on that table gives me BEAST•BEAST, which means the monster is made from a combination of two rolls on the BEAST tables. Those rolls are 6—EARTHBOUND—then 11, for “bear/ape/gorilla,” plus 10—AIRBORNE—then 2 for “locust/dragonfly/moth.”

The image that pops into my head is of a black fuzzy dragonfly-bear with six legs. It moves in packs. No need for stats until the PCs are actually facing them, but referring to the Monster Maker I jot down “Group, 6 HP, Armor 1, claws 1d8.”

I could roll a bunch of DETAILS, but the only one of immediate interest is ACTIVITY—what were these bear-flies doing here? A roll of 2 on the ACTIVITY table gives me “fighting/at war.” I go with my instinct instead and decide that they were seeking prey.

I tell Maeve that she finds the hoofprints of a single deer at the water's edge, ending abruptly as if something had plucked it from the ground.



Making monsters

Should you find yourself improvising monsters by way of the CREATURE tables on page 49, follow these steps:

- 1) Jot everything down.** Take notes as the monster take shape.
- 2) Develop a mental image.** The CREATURE table gives a basic starting point, but you will need to embellish, either by saying what comes to mind, or by using results gleaned from the DETAILS tables (pages 50-51): ADJECTIVE, NO. APPEARING, and SIZE are the most immediately relevant. If you decide the creature is rare or outlandish, give it an ABILITY, FEATURE, and/or ODDITY.
- 3) Describe what they see.** Is the monster close at hand or in the distance? What's it doing? Roll on the ACTIVITY table (page 50) to find out, and roll DISPOSITION (page 50) if its reaction to the party is not obvious.
- 4) Leave your options open.** The monster may have an ABILITY (page 50) or other, less-obvious trait that will only be revealed through interaction. Play to find out what happens.

When you have a spare moment, refer to the "Monster Maker" at right to adapt your new creature to the *Dungeon World* rules, and write down the results. Between sessions, look over your monster notes and refine them as you see fit.

Monster Maker

MOVES & INSTINCT

What does it do; what does it want?

NO. APPEARING

Solitary: d10 dmg, 12 HP

Group: d8 dmg, 6 HP

Horde: d6 dmg, 3 HP

SIZE

Tiny: hand, -2 damage

Small: close

Human-size: close

Large: close, reach, +4 HP, +1 dmg

Huge: reach, +8 HP, +3 dmg

ATTACK

Vicious/obvious: +2 dmg

Keeps enemies at bay: +reach

Small/weak: -1 die size (d10/d8/d6/d4)

Slicing/piercing: +messy, +1/+3 piercing

Armor is useless: ignores Armor

Attacks at range: +near and/or +far

DEFENSE

Cloth/flesh: 0 armor

Leathers/hide: 1 armor

Mail/scales/chitin: 2 armor

Plate/bone: 3 armor

Magical defense: 4 armor, +Magical

FEATURE (choose all that apply)

Great strength: +2 dmg, +forceful

Offense: use better of 2 damage rolls

Defense: +1 armor

Deftness: +1 piercing

Durability: +4 HP

Trickery: +Stealthy, +1 tricky move

Adaptation: +1 special quality

Divine favor: +Divine, +2 dmg/+2 HP

Magic: magical, +1 magic/spell move

EXTRA (choose all that apply)

+Devious: -1 die size, +1 devious move

+Organized: +1 organized move

+Intelligent

+Cautious: +1 armor

+Hoarder

+Planar: +1 planar move

+Construct: +1 or +2 special qualities

+Terrifying, +1 special quality

+Amorphous, +1 armor, +3 HP

More than mere biology: +4 HP

Ancient: +1 die size

Abhors violence: worse of 2 damage rolls

Treasure finder

If they come across unguarded treasure, decide if it belongs to a nearby monster and roll as below. If it does not, roll 2d6 and use the lower result, but on double 6s, roll 3d6 and use the total of that roll.

If they find a monster's treasure, start with the monster's damage die, modified if the monster is:

- Hoarder:* use best of 2 damage dice
 - Magical:* some strange item (magical?)
 - Divine:* some sign of a deity (or deities)
 - Planar:* something not of this earth
 - Far from home: +1d6 rations (monster's)
 - Lord over others: +1d4 to the roll
 - Ancient and noteworthy: +1d4 to the roll
- Roll the monster's damage die, plus any added dice, and consult the table below.

ROLL TREASURE

- | | |
|----|--|
| 1 | A few coins, 2d8 or so |
| 2 | A useful item |
| 3 | Several coins, about 4d10 |
| 4 | A small valuable (gem, art), worth 2d10x10 coins, 0 weight |
| 5 | Some minor magical trinket |
| 6 | Useful clue (map, note, etc.) |
| 7 | Bag of coins, 1d4x100, 1 weight per 100 |
| 8 | A small item (gem, art) of great value (2d6x100 coins, 0 weight) |
| 9 | A chest of coins and other small valuables. 1 weight, worth 3d6x100 coins. |
| 10 | A magical item or magical effect |
| 11 | Many bags of coins, 2d4x100 or so |
| 12 | A sign of office (crown, banner) worth at least 3d4x100 coins |
| 13 | A large art item (4d4x100 coins, 1 weight) |
| 14 | Unique item worth at least 5d4x100 coins |
| 15 | Everything needed to learn a new spell, and roll again |
| 16 | A portal or secret path (or directions to one), and roll again |
| 17 | Something relating to one of the characters, and roll again |
| 18 | A hoard: 1d10x1000 coins and 1d10x10 gems worth 2d6x100 each |



Finding treasure

Most monsters don't carry their valuables around with them, and may not even consider their treasure valuable. To reap the material rewards of monster-slaying (and -avoiding), the characters may need to ransack a creature's lair, and/or the bodies of its victims. Whenever treasure is found, use the "Treasure Finder" at left to roll it up.

For a greater variety of loot, roll more than once and reduce the coin value of each result in proportion to the number of times you roll (i.e. if you choose to roll 4 times, each result should be worth 1/4, or 25%, of it's listed value; for item results, you'll need to approximate).

If further item detail is needed, roll 1d12 on the table below, once for general category and once for specific type. If a magic item is called for, roll below and then roll ABILITY and/or MAGIC TYPE (page 50) for a clue as to its properties.

ROLL 1-8 UTILITY ITEM 9-12 ART ITEM

- | | | |
|----|---------------------|------------------|
| 1 | key/lockpick | trinket/charm |
| 2 | potion/food | painting/pottery |
| 3 | clothing/cloak | ring/gloves |
| 4 | decanter/vessel/cup | carpet/tapestry |
| 5 | cage/box/coffer | statuette/idol |
| 6 | instrument/tool | flag/banner |
| 7 | book/scroll | bracelet/armband |
| 8 | weapon/staff/wand | necklace/amulet |
| 9 | armor/shield/helm | belt/harness |
| 10 | mirror/hourglass | hat/mask |
| 11 | pet/mount | orb/sigil/rod |
| 12 | device/construct | crown/scepter |

DISCOVERY

A Discovery should always be interesting, and it's on the GM to make it so. The result of a Discovery roll is a prompt to imagination—not a blunt fact—and should be interpreted in terms of the local terrain and current state of the fiction. Roll 1d12 three times, for category, subcategory and specific prompt. You may need to make further rolls on tables appearing elsewhere, indicated by SMALLCAPS. Tables listed in SMALLCAPS at the end of a given sub-table are suggestions.

1 UNNATURAL FEATURE • How does it affect its surroundings?

1-9	ARCANE	10-11	PLANAR	12	DIVINE
1-2	residue	1-4	distortion/warp	1-3	mark/sign
3-5	blight	5-8	portal/gate	4-6	cursed place
6-7	alteration/mutation	9-10	rift/tear	7-9	hallowed place
8-10	enchantment	11-12	outpost	10-11	watched place
11-12	source/repository			12	presence
ALIGNMENT, MAGIC TYPE			ALIGNMENT, ELEMENT		
ALIGNMENT, MAGIC TYPE			ALIGNMENT, ASPECT		

2-4 NATURAL FEATURE • Describe how they notice it and what sets it apart.

1-2	LAIR	3-4	OBSTACLE	5-7	TERRAIN CHANGE
1-3	burrow	1-5	difficult ground (specific to terrain)	1-4	limited area of an another TERRAIN type
4-7	cave/tunnels	6-8	cliff/crevasse/chasm	5-6	crevice/hole/pit/cave
8-9	nest/aerie	9-10	ravine/gorge	7-8	altitude change
10	hive	11-12	ODDITY	9-10	canyon/valley
11-12	ruins (see STRUCTURE)			11-12	rise/peak in distance
CREATURE responsible, VISIBILITY			SIZE, VISIBILITY		
8-9	WATER FEATURE	10-11	LANDMARK	12	RESOURCE
1	spring/hotspring	1-3	water-based (water- fall, geyser, etc.)	1-4	game/fruit/vegetable
2	waterfall/geyser	4-6	plant-based (ancient tree, giant flowers, etc.)	5-6	herb/spice/dye source
3-6	creek/stream/brook	7-10	earth-based (peak, formation, crater, etc.)	7-9	timber/stone
7-8	pond/lake	11-12	ODDITY	10-11	ore (copper, iron, etc.)
9-10	river			12	precious metal/gems
11-12	sea/ocean				

5-6 EVIDENCE • Consider the implications and be ready for them to take the bait.

1-6	TRACKS/SPOOR	7-10	REMAINS/DEBRIS	11-12	STASH/CACHE
1-3	faint/unclear	1-4	bones	1-3	trinkets/coins
4-6	definite/clear	5-7	corpse/carcass	4-5	tools/weapons/armor
7-8	multiple	8-9	site of violence	6-7	map
9-10	signs of violence	10	junk/refuse	8-9	food/supplies
11-12	trail of blood/other	11	lost supplies/cargo	10-12	treasure (p43)
AGE, CREATURE responsible			AGE, VISIBILITY		
AGE, CREATURE responsible			AGE, VISIBILITY		



7-8 CREATURE • Not an immediate threat, but might become one. Roll on page 49.

9-12 STRUCTURE • Who built it? Is it connected to anything else they made nearby?

1 ENIGMATIC

- 1-4 earthworks
- 5-8 megalith
- 9-11 statue/idol/totem
- 12 **ODDITY**

AGE (1d8+4), SIZE (1d8+4),
VISIBILITY

5-6 BURIAL/RELIGIOUS

- 1-2 grave marker/barrow
- 3-4 graveyard/necropolis
- 5-6 tomb/crypt
- 7-9 shrine
- 10-11 temple/retreat
- 12 great temple

CREATURE responsible (1d4+4),
ALIGNMENT, ASPECT

2-3 INFRASTRUCTURE

- 1-4 track/path
- 5-8 road
- 9-10 bridge/ford
- 11 mine/quarry
- 12 aqueduct/canal/portal

CREATURE responsible (1d4+4)

7-8 STEADING

Roll on **STEADING** table

4 DWELLING

- 1-3 campsite
- 4-6 hovel/hut
- 7-8 farm
- 9-10 inn/roadhouse
- 11-12 tower/keep/estate

CREATURE responsible (1d4+4)

9-12 RUIN

- 1-2 **INFRASTRUCTURE** (1d6+6)
- 3-4 **DWELLING** (1d8+4)
- 5-6 **BURIAL/RELIGIOUS** (1d8+4)
- 7-8 **STEADING** (1d10+2)
- 9-12 **DUNGEON** (pp60-61)

CREATURE responsible (1d4+4),
AGE (1d8+4), RUINATION,
VISIBILITY

STEADING • Choose or roll 1d4+4 on the first CREATURE table (page 49) to see who built it.

1-5 VILLAGE

Poor, Steady, Militia, Resource (GM choice) and has an *Oath* (steading of GM's choice).
If the village is part of a kingdom or empire, choose 1 or roll 1d12:

- 1-3 Natural defenses: *Safe, -Defenses*
- 4-6 Abundant resources: *+Prosperity, Resource* (GM choice), *Enmity* (GM choice)
- 7-8 Protected by another steading: *Oath* (that steading), *+Defenses*
- 9-10 On a major road: *Trade* (GM choice), *+Prosperity*
- 11 Built around a wizard's tower: *Personage* (the wizard), *Blight* (arcane creatures)
- 12 Built on a site of religious significance: *Divine, History* (GM choice)

Then, choose 1 problem or roll 1d12:

- 1-2 Surrounded by arid or uncultivable land: *Need* (food)
- 3-4 Dedicated to a deity: *Religious* (that deity), *Enmity* (steading of opposing deity)
- 5-6 Recently at war: *-Population, -Prosperity* if they fought to the end, *-Defenses* if they lost
- 7-8 Monster problem: *Blight* (that monster), *Need* (adventurers)
- 9-10 Absorbed another village: *+Population, Lawless*
- 11-12 Remote or unwelcoming: *-Prosperity, Dwarven* or *Elven* or other non-human

6-8 TOWN

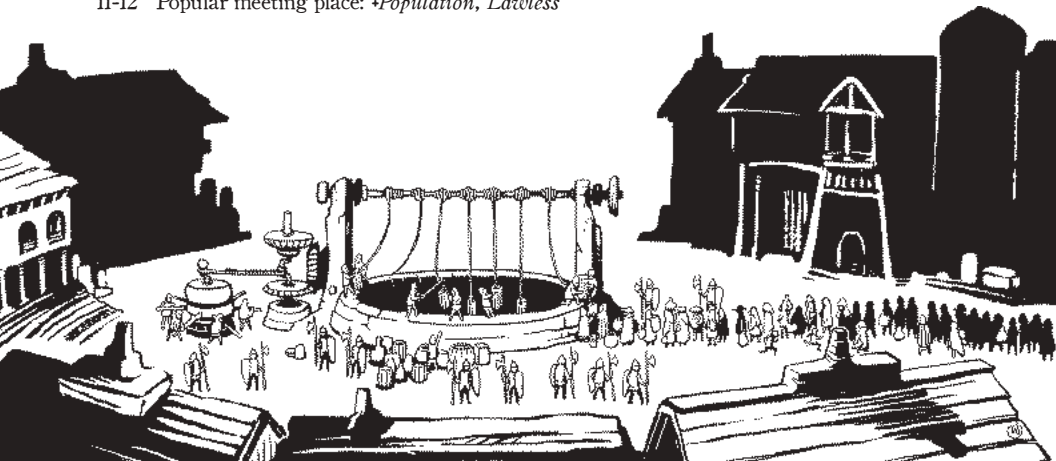
Moderate, Steady, Watch, and *Trade* (with 2 places of GM's choice).

If the town is listed as Trade by another steading, choose 1 or roll 1d12:

- 1 Booming: *Booming, Lawless*
- 2-3 At a crossroads: *Market, +Prosperity*
- 4-5 Defended by another steading: *Oath* (that steading), *+Defenses*
- 6-7 Built around a church: *Power* (divine)
- 8-10 Built around a craft: *Craft* (your choice), *Resource* (something required for that craft)
- 11-12 Built around a military post: *+Defenses*

Then, choose 1 problem or roll 1d12:

- 1-2 Outgrowing a vital resource: *Need* (that resource), *Trade* (a steading with that resource)
- 3-4 Offers defense to others: *Oath* (GM choice), *-Defenses*
- 5-6 Outlaw rumored to live there: *Personage* (the outlaw), *Enmity* (steading preyed upon)
- 7-8 Controls a good/service: *Exotic* (that good/service), *Enmity* (steading with ambition)
- 9-10 Suffers from disease: *-Population*
- 11-12 Popular meeting place: *+Population, Lawless*





9-11 KEEP

Poor, Shrinking, Guard, Need (supplies), *Trade* (someplace with supplies), *Oath* (GM's choice).
If the keep is owed fealty by at least one other stading, choose 1 or roll 1d12:

- 1-2 Belongs to a noble family: *+Prosperity, Power* (political)
- 3-4 Run by a skilled commander: *Personage* (the commander), *+Defenses*
- 5-6 Stands watch over a trade road: *+Prosperity, Guild* (trade)
- 7-8 Used to train special troops: *Arcane, -Population*
- 9-10 Surrounded by fertile land: remove *Need* (Supplies)
- 11-12 Stands on a border: *+Defenses, Enmity* (stading on the other side of the border)

Then, choose 1 problem or roll 1d12:

- 1-3 Built on a naturally defensible position: *Safe, -Population*
- 4 Formerly occupied by another power: *Enmity* (steadings of that power)
- 5 Safe haven for brigands: *Lawless*
- 6 Built to defend from a specific threat: *Blight* (that threat)
- 7 Has seen horrible bloody war: *History* (battle), *Blight* (restless spirits)
- 8 Is given the worst of the worst: *Need* (skilled recruits)
- 9-10 Suffers from disease: *-Population*
- 11-12 Popular meeting place: *+Population, -Law*

12 CITY

Moderate, Steady, Guard, Market, Guild (GM's choice), 2+ *Oaths* (steadings of GM's choice)
If the city has trade with and fealty from at least 1 stading, choose 1 or roll 1d12:

- 1-3 Permanent defenses, such as walls: *+Defenses, Oath* (GM's choice)
- 4-6 Ruled by a single individual: *Personage* (the ruler), *Power* (political)
- 7 Diverse: *Dwarven* or *Elven* or both
- 8-10 Trade hub: *Trade* (every nearby stading), *+Prosperity*
- 11 Ancient, built on top of its own ruins: *History* (your choice), *Divine*
- 12 Center of learning: *Arcane, Craft* (your choice), *Power* (arcane)

Then, choose 1 problem or roll 1d12:

- 1-3 Outgrown its resources: *+Population, Need* (food)
- 4-6 Designs on nearby territory: *Enmity* (nearby steadings), *+Defenses*
- 7-8 Ruled by a theocracy: *-Defenses, Power* (divine)
- 9-10 Ruled by the people: *-Defenses, +Population*
- 11 Supernatural defenses: *+Defenses, Blight* (related supernatural creatures)
- 12 Occupies a place of power: *Arcane, Personage* (whoever watches the place of power), *Blight* (arcane creatures)

DANGER

These tables may produce weird results; the GM's job is to edit and shape to suit the fiction. Roll 1d12 for category, subcategory and specific prompt. Additional DETAILS (pages 50-51) may be rolled according to the suggestions below each sub-table.

1 UNNATURAL ENTITY • Describe it—creepy, twisted, awe-inspiring.

1-8 UNDEAD

- 1-4 haunt/wisp
- 5-8 ghost/spectre
- 9 banshee
- 10-11 wraith/wight
- 12 spirit lord/master

ABILITY, ACTIVITY,
ALIGNMENT, DISPOSITION

9-11 PLANAR

- 1-3 imp (*Small*)
- 4-6 lesser elemental
- 7-9 lesser demon/horror
- 10 greater elemental
- 11 greater demon/horror
- 12 devil/elemental lord

ABILITY, ACTIVITY,
ALIGNMENT, DISPOSITION,
ELEMENT, FEATURE, TAG

12 DIVINE

- 1-5 agent
- 6-9 champion
- 10-11 army (*Horde*)
- 12 avatar

ABILITY, ACTIVITY,
ALIGNMENT, ASPECT,
DISPOSITION, ELEMENT,
FEATURE, TAG

2-6 HAZARD • Threaten them (or their stuff).

1-2 UNNATURAL

- 1-3 taint/blight/curse
- 4-8 arcane trap/effect
- 9-11 planar trap/effect
- 12 divine

ASPECT, VISIBILITY

3-10 NATURAL

- 1-2 blinding mist/fog
- 3-4 bog/mire/quicksand
- 5-7 pitfall/sinkhole/chasm
- 8-9 poison/disease
- 10-11 flood/fire/tornado
- 12 ODDITY

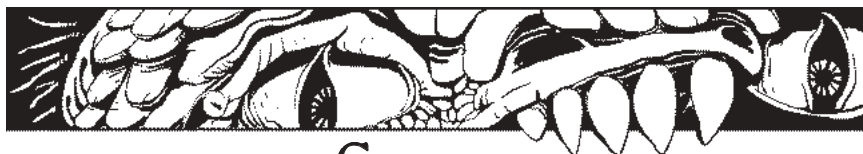
11-12 TRAP

- 1-2 alarm
- 3-5 ensnaring/paralyzing
- 6-8 injurious (pit, etc.)
- 9 gas/fire/poison
- 10-12 ambush

CREATURE responsible,
ASPECT, VISIBILITY

7-12 CREATURE • Roll on next page.





CREATURE

Roll 1d12 for creature type if it hasn't already been established, then 1d12 on indicated subtable for specific prompt. Roll additional details as indicated, and/or at whim.

1d12 CREATURE ADDITIONAL DETAILS (see pages 50-53)

1-4	BEAST	ACTIVITY, DISPOSITION, No. APPEARING, SIZE
5-6	HUMAN	ACTIVITY, ALIGNMENT, DISPOSITION, No. APPEARING, NPC tables
7-8	HUMANOID	ACTIVITY, ALIGNMENT, DISPOSITION, No. APPEARING, NPC tables
9-12	MONSTER	ACTIVITY, ALIGNMENT, DISPOSITION, No. APPEARING, SIZE Optional: ABILITY, ADJECTIVE, AGE, ASPECT, CONDITION, FEATURE, TAGS

BEAST • Start with a real-world creature, then put a spin in it.

1-7	EARTHBOUND	8-10	AIRBORNE	11-12	WATER-GOING
1	termite/tick/louse	1	mosquito/firefly	1	insect
2	snail/slug/worm	2	locust/dragonfly/moth	2	jelly/anemone
3	ant/centipede/scorpion	3	bee/wasp	3	clam/oyster/snail
4	snake/lizard	4	chicken/duck/goose	4	eel/snake
5	vole/rat/weasel	5	songbird/parrot	5	frog/toad
6	boar/pig	6	gull/waterbird	6	fish
7	dog/fox/wolf	7	heron/crane/stork	7	crab/lobster
8	cat/lion/panther	8	crow/raven	8	turtle
9	deer/horse/camel	9	hawk/falcon	9	alligator/crocodile
10	ox/rhino	10	eagle/owl	10	dolphin/shark
11	bear/ape/gorilla	11	condor	11	squid/octopus
12	mammoth/dinosaur	12	pteranodon	12	whale

HUMANOID • If you roll a classic fantasy species, adapt it to your setting.

1-7	COMMON	8-10	UNCOMMON	11-12	HYBRID
1-3	halfling (<i>Small</i>)	1	fey (<i>Tiny</i>)	1-2	centaur
4-5	goblin/kobold (<i>Small</i>)	2-3	catfolk/dogfolk	3-5	werewolf/werebear
6-7	dwarf/gnome (<i>Small</i>)	4-6	lizardfolk/merfolk	6	werecreature (human + BEAST)
8-9	orc/hobgoblin/gnoll	7	birdfolk	7-10	human + BEAST
10-11	half-elf/half-orc, etc.	8-10	ogre/troll (<i>Large</i>)	11-12	human + 2 BEASTS
12	elf	11-12	cyclops/giant (<i>Large</i>)		

MONSTER • Give every monster life!

1-7	UNUSUAL	8-10	RARE	11-12	LEGENDARY
1-3	plant/fungus	1-3	slime/ooze (<i>Amorphous</i>)	1-3	dragon/colossus (<i>Huge</i>)
4-5	Undead Human	4-6	creation (<i>Construct</i>)	4-6	UNUSUAL + <i>Huge</i>
6	Undead HUMANOID	7-9	BEAST + ODDITY	7-9	RARE + <i>Huge</i>
7-8	BEAST + BEAST	10-12	UNNATURAL ENTITY	10	BEAST + dragon
9-10	BEAST + ABILITY			11	UNUSUAL + dragon
11-12	BEAST + FEATURE			12	RARE + dragon

DETAILS

Use these tables when desired, or as suggested by DISCOVERY and DANGER results.

ABILITY

- 1 bless/curse
- 2 entangle/trap/snare
- 3 poison/disease
- 4 paralyze/petrify
- 5 mimic/camouflage
- 6 seduce/hypnotize
- 7 dissolve/disintegrate
- 8 MAGIC TYPE
- 9 drain life/magic
- 10 immunity: ELEMENT
- 11 read/control minds
- 12 roll twice on this table

ACTIVITY

- 1 laying trap/ambush
- 2 fighting/at war
- 3 prowling/on patrol
- 4 hunting/foraging
- 5 eating/resting
- 6 crafting/praying
- 7 traveling/relocating
- 8 exploring/lost
- 9 returning home
- 10 building/excavating
- 11 sleeping
- 12 dying

ADJECTIVE

- 1 slick/slimy
- 2 rough/hard/sharp
- 3 smooth/soft/dull
- 4 corroded/rusty
- 5 rotten/decaying
- 6 broken/brittle
- 7 stinking/smelly
- 8 weak/thin/drained
- 9 strong/fat/full
- 10 pale/poor/shallow
- 11 dark/rich/deep
- 12 colorful

AGE

- 1 being born/built
- 2-4 young/recent
- 5-7 middle-aged
- 8-9 old
- 10-11 ancient
- 12 pre-historic

ALIGNMENT

- 1-2 Chaotic
- 3-4 Evil
- 5-8 Neutral
- 9-10 Good
- 11-12 Lawful

ASPECT

- 1 power/strength
- 2 trickery/dexterity
- 3 time/constitution
- 4 knowledge/intelligence
- 5 nature/wisdom
- 6 culture/charisma
- 7 war/lies/discord
- 8 peace/truth/balance
- 9 hate/envy
- 10 love/admiration
- 11 ELEMENT
- 12 roll twice on this table

CONDITION

- 1 being built/born
- 2-4 intact/healthy/stable
- 5-7 occupied/active/alert
- 8-9 worn/tired/weak
- 10 vacant/lost
- 11 ruined/defiled/dying
- 12 disappeared/dead

DISPOSITION

- 1 attacking
- 2-4 hostile/aggressive
- 5-6 cautious/doubtful
- 7 fearful/fleeing
- 8-10 neutral
- 11 curious/hopeful
- 12 friendly

ELEMENT

- 1-2 air
- 3-4 earth
- 5-6 fire
- 7-8 water
- 9-10 life
- 11-12 death

FEATURE

- 1 heavily armored
- 2-3 winged/flying
- 4 multiple heads/headless
- 5 many eyes/one eye
- 6 many limbs/tails
- 7 tentacles/tendrils
- 8 ASPECT
- 9 ELEMENT
- 10 MAGIC TYPE
- 11 ODDITY
- 12 roll twice on this table

MAGIC TYPE

- 1-2 divination
- 3-4 enchantment
- 5-6 evocation
- 7-8 illusion
- 9-10 necromancy
- 11-12 summoning

NO. APPEARING

- 1-4 *Solitary* (1)
- 5-9 *Group* (1d6+2)
- 10-12 *Horde* (4d6 per wave)

ODDITY

- 1 weird color/smell/sound
- 2 geometric
- 3 web/network/system
- 4 crystalline/glass-like
- 5 fungal
- 6 gaseous/smokey
- 7 mirage/illusion
- 8 volcanic/explosive
- 9 magnetic/repellant
- 10 devoid of life
- 11 unexpectedly alive
- 12 roll twice on this table

ORIENTATION

- 1-2 down/earthward
- 3 north
- 4 northeast
- 5 east
- 6 southeast
- 7 south
- 8 southwest
- 9 west
- 10 northwest
- 11-12 up/skyward

RUINATION

- 1 arcane disaster
- 2 damnation/curse
- 3-4 earthquake/fire/flood
- 5-6 plague/famine/drought
- 7-8 overrun by monsters
- 9-10 war/invasion
- 11 depleted resources
- 12 better prospects elsewhere

SIZE

- 1 *Tiny*
- 2-3 *Small*
- 4-9 *medium-sized*
- 10-11 *Large*
- 12 *Huge*

TAG

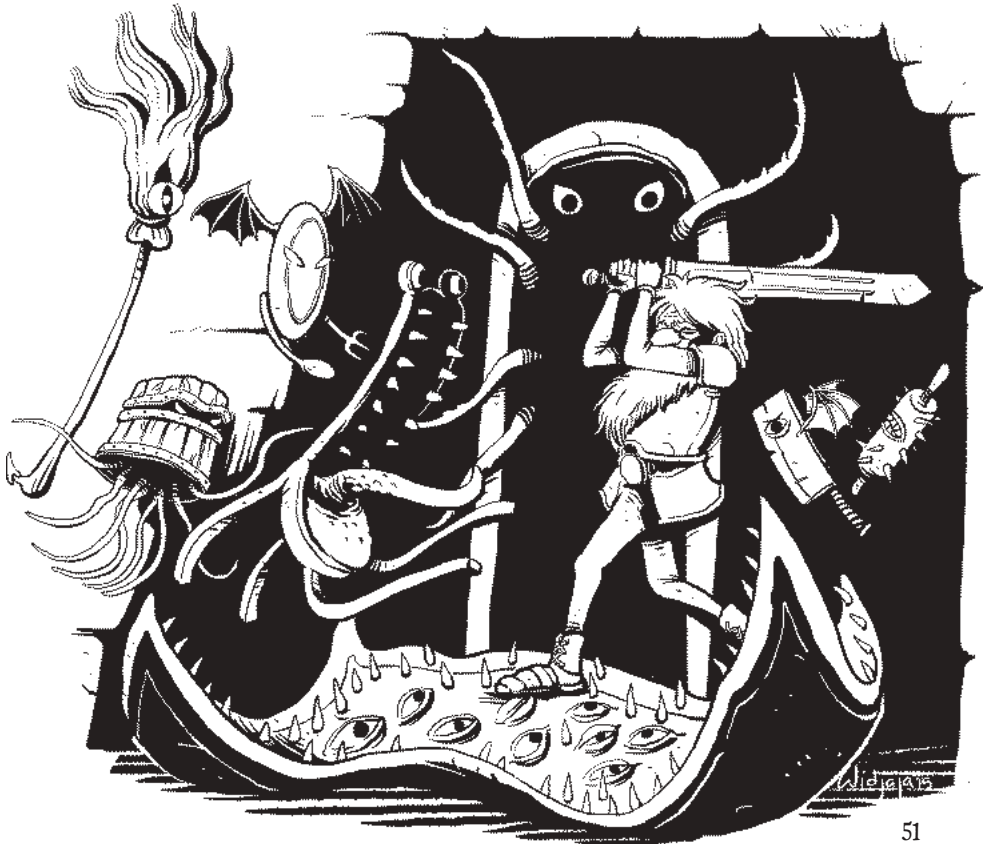
- 1 *Amorphous*
- 2 *Cautious*
- 3 *Construct*
- 4 *Devious*
- 5 *Intelligent*
- 6 *Magical*
- 7-8 *Organized*
- 9 *Planar*
- 10 *Stealthy*
- 11 *Terrifying*
- 12 roll twice on this table

TERRAIN

- 1 wasteland/desert
- 2-3 flatland/plain
- 4 wetland/marsh/swamp
- 5-7 woodland/forest/jungle
- 8-9 highland/hills
- 10-11 mountains
- 12 **ODDITY**

VISIBILITY

- 1-2 buried/camouflaged/
nigh invisible
- 3-6 partly covered/over-
grown/hidden
- 7-9 obvious/in plain sight
- 10-11 visible at near distance
- 12 visible at great distance/
focal point



NPC

Roll to determine CONTEXT if it hasn't already been established, then 1d12 for OCCUPATION if needed. Use the tables on the next page for traits and followers.

CONTEXT • Where they are encountered, or where they come from.

1-3 WILDERNESS

1	CRIMINAL -4
2	CRIMINAL -4
3	adventurer/explorer
4	adventurer/explorer
5	hunter/gatherer
6	hunter/gatherer
7	COMMONER
8	COMMONER
9	ranger/scout
10	ranger/scout
11	soldier/mercenary
12	OFFICIAL

ACTIVITY, ALIGNMENT,
NPC TRAIT

4-9 RURAL

1	beggar/urchin
2	CRIMINAL -1
3	adventurer/explorer
4	hunter/gatherer
5	COMMONER
6	COMMONER
7	COMMONER
8	COMMONER
9	TRADESPERSON
10	MERCHANT -1
11	militia/soldier/guard
12	OFFICIAL

ACTIVITY, ALIGNMENT,
NPC TRAIT

10-12 URBAN

1	beggar/urchin
2	beggar/urchin
3	CRIMINAL
4	COMMONER
5	COMMONER
6	COMMONER
7	COMMONER
8	TRADESPERSON
9	MERCHANT
10	SPECIALIST
11	militia/soldier/guard
12	OFFICIAL

ACTIVITY, ALIGNMENT,
NPC TRAIT

OCCUPATION • If not already determined by initial roll.

1 CRIMINAL

1	bandit/brigand/thug
2	bandit/brigand/thug
3	thief
4	thief
5	bodyguard/tough
6	bodyguard/tough
7	burglar
8	burglar
9	dealer/fence
10	racketeer
11	lieutenant
12	boss

9-10 MERCHANT

1	general goods/outfitter
2	general goods/outfitter
3	general goods/outfitter
4	raw materials
5	grain/livestock
6	ale/wine/spirits
7	clothing/jewelry
8	weapons/armor
9	spices/tobacco
10	labor/slaves
11	books/scrolls
12	magic supplies/items

2-6 COMMONER

1	housewife/husband
2	hunter/gatherer
3	hunter/gatherer
4	farmer/herder
5	farmer/herder
6	farmer/herder
7	laborer/servant
8	laborer/servant
9	driver/porter/guide
10	sailor/soldier/guard
11	clergy/monk
12	apprentice/adventurer

11 SPECIALIST

1	undertaker
2	sage/scholar/wizard
3	writer/illuminator
4	perfumer
5	architect/engineer
6	locksmith/clockmaker
7	physician/apothecary
8	navigator/guide
9	alchemist/astrologer
10	spy/diplomat
11	cartographer
12	inventor

7-8 TRADESPERSON

1	cobbler/furrier/tailor
2	weaver/basketmaker
3	potter/carpenter
4	mason/baker/chandler
5	cooper/wheelwright
6	tanner/ropemaker
7	smith/tinker
8	stablekeeper/herbalist
9	vintner/jeweler
10	inkeeper/tavernkeeper
11	artist/actor/minstrel
12	armorer/weaponsmith

12 OFFICIAL

1	town crier
2	tax collector
3	armiger/gentry
4	armiger/gentry
5	reeve/sheriff/constable
6	mayor/magistrate
7	priest/bishop/abbot
8	guildmaster
9	knight/templar
10	elder/high priest
11	noble (baron, etc.)
12	lord/lady/king/queen

NPC TRAIT

Roll 1d12 for category and 1d12 for prompt if you want something quick to say. If you want someone more memorable, roll once in each category.

1-6 PHYSICAL APPEARANCE

- 1 disfigured (missing teeth, eye, etc.)
- 2 lasting injury (bad leg, arm, etc.)
- 3 tattooed/pockmarked/scarred
- 4 unkempt/shabby/grubby
- 5 big/thick/brawny
- 6 small/scrawny/emaciated
- 7 notable hair (wild, long, none, etc.)
- 8 notable nose (big, hooked, etc.)
- 9 notable eyes (blue, bloodshot, etc.)
- 10 clean/well-dressed/well-groomed
- 11 attractive/handsome/stunning
- 12 they are [roll again] despite [a contradictory detail of your choice]

7-9 PERSONALITY

- 1 loner/alienated/antisocial
- 2 cruel/belligerent/bully
- 3 anxious/fearful/cowardly
- 4 envious/covetous/greedy
- 5 aloof/haughty/arrogant
- 6 awkward/shy/self-loathing
- 7 orderly/compulsive/controlling
- 8 confident/impulsive/reckless
- 9 kind/generous/compassionate
- 10 easygoing/relaxed/peaceful
- 11 cheerful/happy/optimistic
- 12 they are [roll again] despite [a contradictory detail of your choice]

10-12 QUIRK

- 1 insecure/racist/xenophobic
- 2 addict (sweets, drugs, sex, etc.)
- 3 phobia (spiders, fire, darkness, etc.)
- 4 allergic/asthmatic/chronically ill
- 5 skeptic/paranoid
- 6 superstitious/devout/fanatical
- 7 miser/pack-rat
- 8 spendthrift/wastrel
- 9 smart aleck/know-it-all
- 10 artistic/dreamer/delusional
- 11 naive/idealistic
- 12 they are [roll again] despite [a contradictory detail of your choice]

NPC FOLLOWER

Roll 1d12 for each category; reconcile to the fiction, tag, and equip as you see fit.

COMPETENCE

- 1-3 A liability: Quality -1, +0 tags
- 4-9 Competent: Quality +0, +1 tags
- 10-11 Fully capable: Quality +1, +2 tags
- 12 Exceptional: Quality +2, +4 tags

BACKGROUND

- 1-2 Life of servitude/oppression: +Meek
- 3 Past their prime: -1 to Quality, +1 Wise
- 4-5 Has lived a life of danger: +2 tags
- 6-9 Unremarkable
- 10 Has lived a life of privilege: +1 tag
- 11 Specialist: +1 to Quality, -2 tags
- 12 Roll twice on this table

LOYALTY

- 1-2 0 (little faith in leader's cause)
- 3-10 +1
- 11-12 +2 (great faith in leader's cause)

INSTINCT

- 1 Loot, pillage, and burn
- 2 Hold a grudge and seek payback
- 3 Question leadership or authority
- 4-5 Lord over others
- 6-7 Act impulsively
- 8-9 Give in to temptation
- 10-11 Slack off
- 12 Avoid danger or punishment

COST

- 1 Debauchery
- 2 Vengeance
- 3-5 Lucre
- 6-7 Renown
- 8-9 Glory
- 10 Affection
- 11 Knowledge
- 12 Good

HIT POINTS DAMAGE DIE

- 1-3 3 HP d4
- 4-9 6 HP d6
- 10-12 9 HP d8

Plumb the Depths

Creating dungeons on the fly

This section is addressed to the GM.

Eventually, and maybe always, the party leaves the outdoors behind for darker places, stumbled across in the depths of a jungle or found where the “X” marks the spot on maps of dubious origin. This section details a method for generating dungeons before or during play. Terms and organizational information are presented first, followed by the actual procedure. Tables for rolling up various aspects of a dungeon come at the end.



Dungeon organization

For purposes of this approach to improvised dungeon creation, dungeons are defined by a number of different terms, explained here.

DUNGEON NAME

A dungeon may start out with a name, known through rumor or legend, or the party may give it a name it themselves.

DUNGEON FOUNDATION

Each dungeon has a *foundation*, which describes who built it and for what purpose. A dungeon’s foundation is the basis for the GM’s descriptions of the physical environment, and what sorts of things the characters might expect to find there.

“Dwarven Prison,” “Natural Lair,” and “Cult Library” are examples of foundations taken from combined results on the BUILDER and FUNCTION tables on page 60.

DUNGEON SIZE

A dungeon’s size determines how many themes and areas it can have (see below), as well as the size of each theme’s countdown. The THEMES column on this table refers to both the number of themes and the size of each countdown. The number listed under AREA LIMIT is both the number of common areas and the number of unique areas to be found in a dungeon of that size.

DUNGEON SIZE

1d12	SIZE	THEMES	AREA LIMIT
1-3	small	2 or 1d4	6 or 1d6+2
4-9	medium	3 or 1d6	12 or 2d6+4
10-11	large	4 or 1d6+1	16 or 3d6+6
12	huge	5 or 1d6+2	24 or 4d6+10

DUNGEON THEMES

Every dungeon has one or more *themes*, each of which is a simple phrase that describes an organizing principle of the dungeon’s contents. A dungeon’s theme is a reference point for you to describe the environment and create Discoveries and Dangers as the party explores. A given theme might obviously relate to the dungeon’s foundation, or it might not; you get to make sense of the juxtaposition through play. Generally speaking, the more themes a dungeon has, the greater its variety of contents.

You can make up whatever themes sound interesting to you, or roll some up on the DUNGEON THEME table on page 60. For example, choosing to expand on the idea of a Dwarven Prison, I roll up the themes “rot/decay” and “holy war.”

DUNGEON AREAS

Just like regions, dungeons contain different areas. Each area can be thought of as a one or more locations or rooms categorized by function or proximity within the dungeon. Each area is identified by a name, and is classified as either *common*—meaning it may recur multiple times in the same dungeon—or *unique*: occurring only once. The number of common and unique areas in a given dungeon is determined by its SIZE and AREA LIMIT (see above).

For my Dwarven Prison, I decide that its common areas are “Guardroom,” “Gated passage,” “3-way intersection,” and “Cellblock;” and its unique areas are “Storeroom,” “Oubliette,” “Torture Chamber,” and “Warden’s Quarters.”

COUNTDOWNS

Each theme in a dungeon has a *countdown*, used to track the degree to which that theme has been explored. A countdown is made by drawing a number of circles next to a theme, the number of which is dictated by the dungeon’s SIZE (see above). As the theme is revealed in play, the circles are marked off, and when its countdown is completely marked off, that theme is exhausted. When all of a dungeon’s theme countdowns are marked off, the dungeon has been fully explored.

DUNGEON RECORD

When you make a new dungeon, you’ll want to write down all of the preceding elements, either before the party sets foot inside, or as they explore. *The Perilous Wilds Survival Kit* includes blank dungeon record sheets for this purpose, but you can just as easily take notes on whatever you have lying around.

Optionally, you may want to assign die roll results to your themes and common areas, allowing you to randomize their occurrence within the dungeon.

My notes for my Dwarven Prison, with die results assigned, might look like this:

KORVENHALD

DWARVEN PRISON

SIZE: Small

THEMES (1d12)

1-8 Rot/Decay

9-12 Holy War

COMMON AREAS (1d12)

1-2 Guardroom

3-6 Gated passage

7-9 3-way intersection

10-12 Cellblock

UNIQUE AREAS

☐ Storeroom

☐ Oubliette

☐ Torture Chamber

☐ Warden’s Quarters

Rumors and legends

When the characters first hear about or come across a dungeon (ruin, tower, sewer system, monster lair, etc.), and it makes sense that at least one of them would have heard about the place, ask some or all of the following questions. If they have no clue about the place at all, answer the questions yourself (“I don’t know yet” is a fine answer), or roll on the tables suggested in parentheses, which are all on page 50. In any case, write down the answers.

- Who or what is believed to have built this place?
(DUNGEON BUILDER)
- For what purpose was it built?
(DUNGEON FUNCTION)
- How did it come to ruin?
(DUNGEON RUINATION)
- What Dangers is it said to conceal?
(monsters, forces, traps, etc.)
- What Discoveries may lie within?
(clues, puzzles, treasure, etc.)

Note that, regardless of what you write down, the answers may or may not be true, and only those who brave the depths may discover the truth.

Plumbing procedure

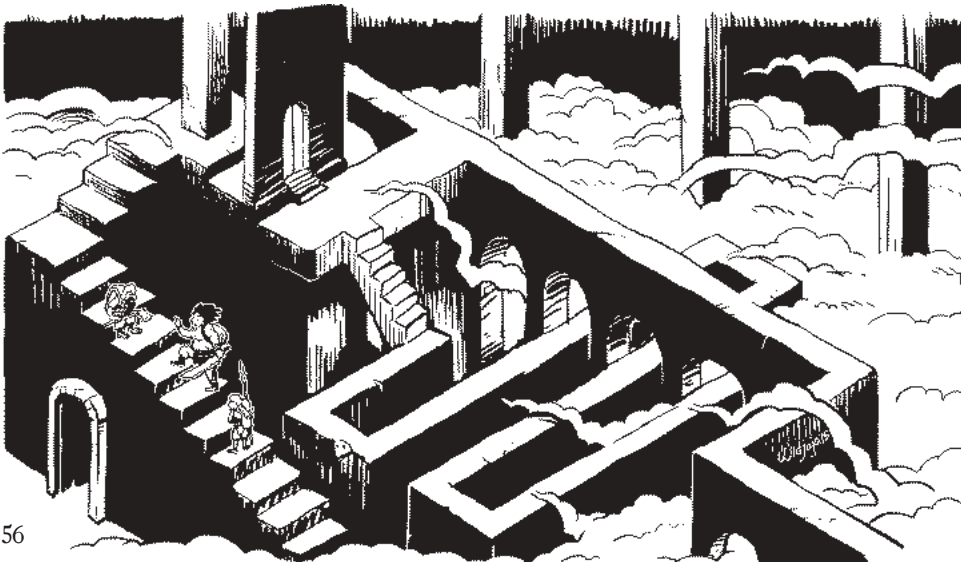
When the party begins to explore a new dungeon, and you have nothing prepared, follow these guidelines. You can also use the method described here to generate ideas for a dungeon ahead of time.

1) WRITE FOUNDATION & SIZE

Before the dungeon is explored, figure out who made it, why, and how big it is. This may be dictated by rumors and legends the party has heard, chosen by you, or rolled on the **BUILDER and FUNCTION** tables (page 60). Remember that a dungeon’s foundation helps you describe what the place looks like, and what sorts of things the characters may find inside. Once you settle on a foundation and size, write them down.

2) WRITE THEMES

Determine how many themes the dungeon has, based on its size (see page 55). Choose themes based on rumor, make them up, or roll them on the **DUNGEON THEME** table (page 60). Write them down and give each one a countdown based on the size of the dungeon.



3) WRITE AREAS

You can write down the names of some areas that suit the dungeon's foundation and themes right now, or do it as the party explores. Either way, the number of common and the number of unique areas should each not exceed the number listed in the AREA LIMIT column of the DUNGEON SIZE table (page 55).

4) DESCRIBE THE EXTERIOR/ENTRANCE

The first time the characters come across a dungeon, think about its foundation and themes, and describe what it looks like from the outside. Is it a half-buried ruin in the desert sands? A black tower silhouetted against the sunset?

Consider how they might gain access to the interior and describe it if it's obvious, or let them find it by searching. Perhaps the dungeon is entirely concealed by the landscape, and the only external clue is the way in: a crevasse in the ice, a hole amongst the roots of a giant tree, a doorway set into a cliff face thirty feet off the ground. Perhaps the entrance is guarded, or poses some other hazard. Keep in mind also that there may be more than one way in.

**5) SEE WHAT THEY FIND**

When the party ventures into a new area of the dungeon, make the See What They Find move (page 58).

Describe the environment according to the results of that move, taking the dungeon's foundation—and any theme that applies—into account. You can just describe things in general terms (“A cold stone passage runs east to west, lined with corroded iron doors”), or draw a map showing how things are laid out as they explore. The advantage to speaking generally is that play moves faster; you can drill down and describe things in more detail as demanded by their actions and the circumstances.

A Danger or Discovery introduced via the See What They Find move should be integrated sensibly into the fiction. A beast-man ambush can happen suddenly and out of nowhere, but if the beast-men are unaware of the party, perhaps their grunts and growls will be heard in advance of the confrontation.

6) LEAVE OPENINGS

As long as there are unmarked boxes on any theme's countdown, the dungeon has not yet been fully explored.

Knowing this, as you describe and/or map out an area, keep the need for more rooms within that area and connections to other areas in mind. If they find themselves at an apparent dead-end because you forgot to leave enough ways forward, and you have unfinished countdowns, don't fret. They'll either decide they've explored the place fully and head back out (let them go), or stay and search for something they may have missed. Perhaps there's a trapdoor in the floor under that heap of bones, or they passed under an airshaft without looking up. That old chestnut, the secret door, is always a good fallback.

Dungeon moves

These moves are GM-facing.

MARCHING ORDER

When they *enter or move through a confined space*, ask how the party is organized: who goes first, second, etc., and who brings up the rear. Ask them to track this important information in whatever way is most convenient.

SEE WHAT THEY FIND

When they *press on into the unknown*, ask them to roll 1d12, consult the table at right, and describe what they find. Interpret the results based on the dungeon's foundation and themes (if appropriate). The actions of the party—potentially triggering the Stay Sharp move (page 25)—should dictate whether or not they are surprised by what they encounter.

1d12 AREA TYPE & CONTENTS

UNTHEMED AREA

- 1 Common, empty
- 2 Common, Danger
- 3-4 Common, Discovery + Danger
- 5-6 Common, Discovery

THEMED AREA

- 7 Common, Danger
- 8 Common, Discovery + Danger
- 9 Common, Discovery
- 10 Unique, Danger
- 11 Unique, Discovery + Danger
- 12 Unique, Discovery

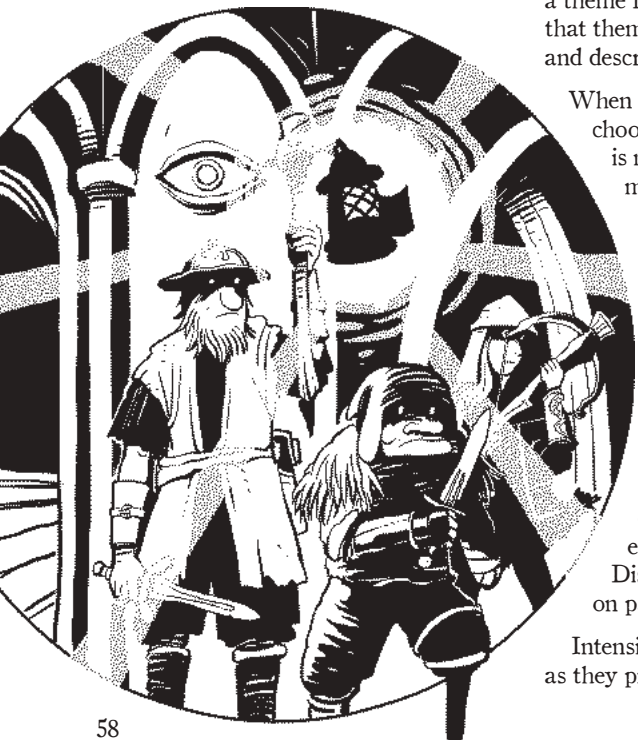
When they find a new area, choose or roll it from your area list. If it's a unique area, cross it off your list.

If the new area is themed, choose or roll a theme from your theme list, and take that theme into account as you conceive and describe the place and its contents.

When you assign a theme to an area, choose one with a countdown that is not completely marked off, and mark 1 box off that countdown. If every theme's countdown has been completely marked off, the dungeon is fully explored.

This table allows for just one Discovery and one Danger per area, but you may want more (especially Discoveries). If so, add them as they explore, or roll 1d4 to determine how many are present. If you need an idea for a Discovery or Danger, roll one up on page 61.

Intensify your themes and encounters as they press on into the unknown!



~ EXAMPLE ~
IMPROVISED DUNGEON CREATION

The characters are traveling through a part of the Wildwood they've never seen before. They are Undertaking a Perilous Journey, and Maeve the Ranger rolls a 10+ to Scout Ahead. She chooses to make a Discovery, and although I have some Discoveries listed in my almanac of the Wildwood, I choose to ask the Fates and roll on the DISCOVERY tables. She finds a dungeon.

Referring to the DUNGEON FOUNDATION and SIZE tables, I ask for some d12 rolls, and the results are “demigod/demon,” “lair/den/hideout,” and “huge.” Yikes! I decide the dungeon is a demon's lair and write that down. A huge dungeon has 1d6+2 themes, and the roll is 1, +2 equals 3 themes. More d12 rolls give me the themes, which I write down: “scheming evil,” “impending disaster,” and “tricks and traps.” I put a countdown of 5 boxes next to each.

A huge dungeon has an area limit of 24, which means 24 common and 24 unique areas, way too many to write down in the middle of play, so I skip that step and get back to describing what Maeve finds: “You enter an area of the forest where the trees are blackened and twisted, the ground cracked and sloping down toward what looks like a sinkhole.”

She returns to her companions and leads them to the spot. Sir Lachlann the Paladin makes a Discern Realities roll and asks “What here is not what it appears to be?” I tell him he has a profound sense that this is not just a sinkhole—it's a pit of evil. Against objections of the others, who just want out of the woods, he insists on investigating.

Sir Lachlann lights a torch and drops it into the hole, prompting the See What They Find move. A roll of 6 gives me a common area with a Discovery, and a roll on the DUNGEON DISCOVERY table gives me “signs of battle.” As they peer into the darkness I tell them the torch appears to have landed on something that glitters like silver, about forty feet down. Calum the Thief takes the bait and descends on a rope with his own torch in hand, secured by the others.

On his way down I tell him it looks like the ceiling of this underground space gave way, creating the sinkhole, and that he is being lowered into what looks like a natural cavern. About twenty feet from the bottom, I tell him the silvery stuff is a scattering of metal, broken weapons and scraps of armor, rusted by still shiny in places. There are bones as well. He calls for his friends to stop lowering him and scans the area for anything dangerous, triggering Trap Expert. A roll of 10+ tells him there are no traps (which fits—while “tricks and traps” is one of the dungeon's themes, this area has no theme), but I tell him he can see tunnels leading off in three directions.

I draw a quick map of the place, write down “cavern” as the first of my common areas for this dungeon, and wonder what they're going to do next.

DUNGEONS

Roll to determine different details as needed.

DUNGEON SIZE

SIZE	THEMES	AREAS*
1-3	sm. 2/1d4	6/1d6+2
4-9	md. 3/1d6	12/2d6+4
10-11	lg. 4/1d6+1	16/3d6+6
12	huge 5/1d6+2	24/4d6+10

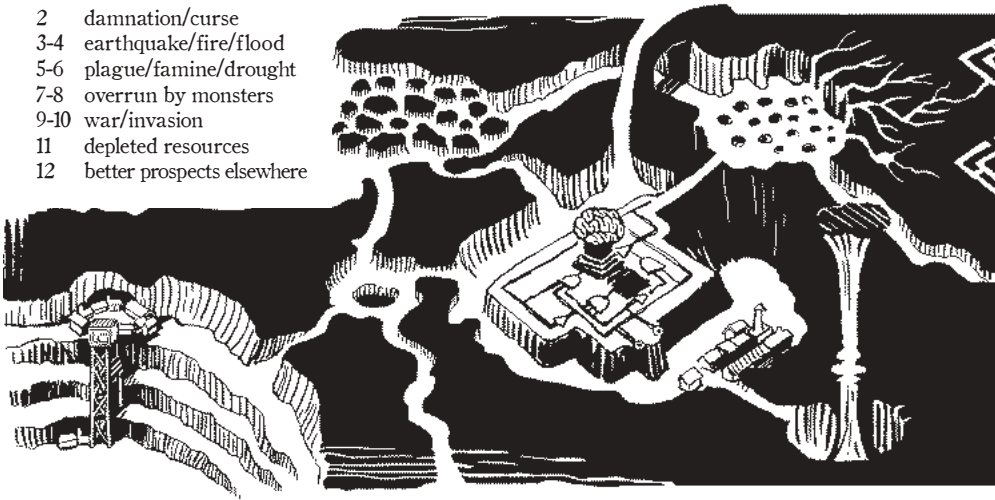
*total common and unique

DUNGEON RUINATION

- 1 arcane disaster
- 2 damnation/curse
- 3-4 earthquake/fire/flood
- 5-6 plague/famine/drought
- 7-8 overrun by monsters
- 9-10 war/invasion
- 11 depleted resources
- 12 better prospects elsewhere

DUNGEON FOUNDATION • Who built it, to what end?

BUILDER	FUNCTION
1 aliens/precursors	1 source/portal
2 demigod/demon	2 mine
3-4 natural (caves, etc.)	3-4 tomb/crypt
5 religious order/cult	5 prison
6-7 HUMANOID (p49)	6-7 lair/den/hideout
8-9 dwarves/gnomes	8-9 stronghold/sanctuary
10 elves	10 shrine/temple/oracle
11 wizard/madman	11 archive/library
12 monarch/warlord	12 unknown/mystery



DUNGEON THEME • What's it all about? Choose or roll according to DUNGEON SIZE.

1-5 MUNDANE

- 1 rot/decay
- 2 torture/agonny
- 3 madness
- 4 all is lost
- 5 noble sacrifice
- 6 savage fury
- 7 survival
- 8 criminal activity
- 9 secrets/treachery
- 10 tricks and traps
- 11 invasion/infestation
- 12 factions at war

6-9 UNUSUAL

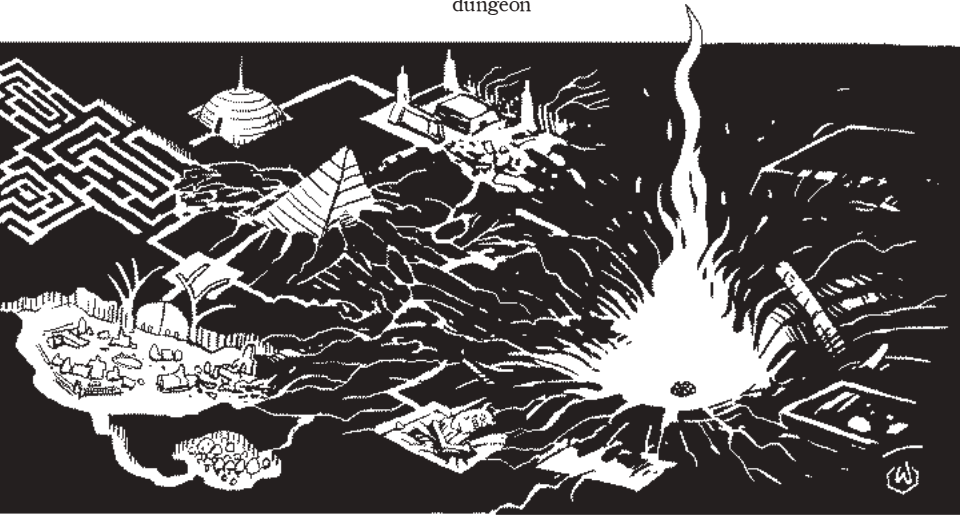
- 1 creation/invention
- 2 ELEMENT (p50)
- 3 knowledge/learning
- 4 growth/expansion
- 5 deepening mystery
- 6 transformation/change
- 7 chaos and destruction
- 8 shadowy forces
- 9 forbidden knowledge
- 10 poison/disease
- 11 corruption/blight
- 12 impending disaster

10-12 EXTRAORDINARY

- 1 scheming evil
- 2 divination/scrying
- 3 blasphemy
- 4 arcane research
- 5 occult forces
- 6 an ancient curse
- 7 mutation
- 8 the unquiet dead
- 9 bottomless hunger
- 10 incredible power
- 11 unspeakable horrors
- 12 holy war

DUNGEON DISCOVERY • A starting point: extrapolate, embellish, integrate.

1-3 DRESSING	4-9 FEATURE	10-12 FIND
1 junk/debris	1 cave-in/collapse	1 trinkets
2 tracks/marks	2 pit/shaft/chasm	2 tools
3 signs of battle	3 pillars/columns	3 weapons/armor
4 writing/carving	4 locked door/gate	4 supplies/trade goods
5 warning	5 alcoves/niches	5 coins/gems/jewelry
6 dead CREATURE (p49)	6 bridge/stairs/ramp	6 poisons/potions
7 bones/remains	7 fountain/well/pool	7 adventurer/captive
8 book/scroll/map	8 puzzle	8 magic item
9 broken door/wall	9 altar/dais/platform	9 scroll/book
10 breeze/wind/smell	10 statue/idol	10 magic weapon/armor
11 lichen/moss/fungus	11 magic pool/statue/idol	11 artifact
12 ODDITY (p50)	12 connection to another dungeon	12 roll twice



DUNGEON DANGER • If they would notice, show signs of an approaching threat.

1-4 TRAP	5-11 CREATURE (p49)	12 ENTITY
1 alarm	1 waiting in ambush	1 alien interloper
2 ensnaring/paralyzing	2 fighting/squabbling	2 vermin lord
3 pit	3 prowling/on patrol	3 criminal mastermind
4 crushing	4 looking for food	4 warlord
5 piercing/puncturing	5 eating/resting	5 high priest
6 chopping/slashing	6 guarding	6 oracle
7 confusing (maze, etc.)	7 on the move	7 wizard/witch/chemist
8 gas (poison, etc.)	8 searching/scavenging	8 MONSTER lord (p49)
9 ELEMENT (p50)	9 returning to den	9 evil spirit/ghost
10 ambush	10 making plans	10 undead lord (lich, etc.)
11 magical	11 sleeping	11 demon
12 roll twice	12 dying	12 dark god

Trust Your Gut

Advice for the GM

While using the material in this supplement to guide overland adventure, follow the Agenda already spelled out in the *Dungeon World* rules:

AGENDA

- ☐ Portray a fantastic world
- ☐ Fill their lives with adventure
- ☐ Play to find out what happens

And, when abiding by the established Principles, consider three additions to the list:

PRINCIPLES

- ☐ Draw maps, leave blanks
- ☐ Address the characters, not players
- ☐ Embrace the fantastic
- ☐ Make a move that follows
- ☐ Never speak the name of your move
- ☐ Give every monster life
- ☐ Name every person
- ☐ Ask questions and use the answers
- ☐ Be a fan of the characters
- ☐ Think dangerous
- ☐ Begin and end with the fiction
- ☐ Think offscreen, too
- ☐ **Make the world come alive**
- ☐ **Look for patterns**
- ☐ **Trust your gut**

In a sense, *make the world come alive* is already an “invisible” Principle in *Dungeon World*. If you abide by the established Principles, the world of the game will emerge naturally in the course of play.

However, by calling out this inferred Principle, I ask you to consider the landscape itself—the physical environment the characters traverse, explore, and inhabit. Weather, season, time of day; local flora, fauna, and natural features; these and other aspects of the surroundings in which they find

themselves should be folded into your descriptions of what they see, hear, smell, and otherwise experience. But not just as set dressing (although that is fine, too). Avoid making the world feel like a backdrop or foreground for the actions of the characters; look for ways to weave them directly into it. Think of each region itself as a character, watching and interacting with them as they explore it.

If you feel inclined toward lengthy descriptions of the world, resist the indulgence unless you’re sure your players relish that kind of thing. Don’t describe every step of a journey—give them only a few details about what they see on the way. Go further, into more detail, only when warranted by the current feeling around the table.

To this end, every detail is a potential opportunity for interaction, in the form of a world-building question (“Ranger, what do you call the trees that make up this grove, and what bird is known to nest in its highest branches?”), interesting clue (“You come across a boulder the size of a man, recently flipped over, its underside scraped clean by what can only be massive claws”), or useful observation (“The slope isn’t too steep, but the frozen ground is covered with about a foot of dead leaves, so running down it might not be easy.”)

If you *look for patterns*, what you find will help you weave a coherent, satisfying story with your players. If a detail arises in play that resonates with something previously established, fold it into your thought process and allow it to percolate back into the story when the opportunity arises. A pattern can be “plot”-oriented (those recurring

tracks are not happenstance, but left by creatures spying on the characters), character-building (the tree split by lightning reminds the Druid of her broken heart), or purely tonal and atmospheric (the white of the wildflowers matches the white of the sun-bleached skeleton that lies among them).

One of the great pleasures of both exploratory adventure and improvisational roleplaying is discovering the unexpected, but if things feel too random the fiction may lose coherence; looking for patterns and using them to narrative advantage will help ground things and give them shape.

Finally, *trust your gut* means that, while improvising any aspect of an adventure, you should try not to second-guess your first impulse. This is especially important if you integrate randomized elements—like results from the tables provided in this book—into play. Rolling too much can kill momentum, so it behooves you to roll (or ask the players to roll) quickly and respond to the randomized results with the first, maybe second, possibly third thing that pops into your head. As with all of the other Principles, the more you do this, the better you'll get at it.

Preparing between sessions

A little bit of prep can go a long way when running a campaign that includes a lot of exploration. It can be challenging and exhausting to improvise, and although the various tables provided in this book are intended to keep that job fresh and easier to manage, relying entirely on random rolls can sometimes lead to feeling of instability.

If you sense this possibility, or if you simply enjoy the creative process of fleshing out a game world, you may find it helpful to set aside some time between

sessions to prepare. This time can be spent writing up Fronts as detailed in the *Dungeon World* rules, as well as making notes about new regions, dungeons, NPCs, monsters, and treasure the characters have already encountered, or will likely encounter in the next session.

With practice, you shouldn't need more than an hour or so between sessions to make the necessary notes. The various blank record sheets provided in *The Perilous Wilds Survival Kit* may prove helpful when organizing your material, but however you choose to prepare, consider also the following suggestions.

PREPPING REGIONS

A region exists as soon as it is drawn on the map and given a name. The next thing to do is assign it some tags, so you can recall what the region is like at a glance. Details are easy enough to make up during play, but in between sessions,



~ GM OPTION ~

THE DIE OF FATE

Whenever anyone asks a question and the answer is not on the tip of your tongue (i.e., “Is there any fresh water nearby?” or “Is that dead orc’s armor salvageable?”), just ask them to roll 1d6.

The higher the roll, the more the answer favors the asker; the lower the roll, the less it favors them. Answer the question accordingly, taking into account the current state of the fiction.

if you know the characters are going to travel through a particular region, it's a good idea to create 2-3 Discoveries and Dangers they might encounter there. Write down ideas off the top of your head, or use the tables in this book for inspiration. And remember that the PCs can always discover new things beyond what you've written down, until you decide the region has been fully explored.

PREPPING DUNGEONS

If you're inspired, a dungeon can be fully documented between sessions—mapped to the last 10' square and described by a comprehensive list of Discoveries and Dangers—but that can take a lot of time. Conversely, writing up a dungeon's foundation, themes, and areas in the midst of play can stop things dead in their tracks if you aren't totally comfortable with the process.

Between these extremes is a fruitful middle ground, where you follow the first four steps described in the “plumbing procedure” on page 56 in between sessions: establish and write down the dungeon's foundation, size, themes, common areas, and unique areas. Take a few moments to imagine how those things might interrelate before the next session. If any interesting Discoveries and Dangers occur to you, write them down, but you can just as easily leave those elements to be revealed and elaborated upon during play.

PREPPING NPCs

Followers or other NPCs can be difficult to improvise in the midst of juggling the rest of a GM's duties, but things get much easier when the NPC in question has a few keywords that help you quickly get a handle on how to play them.

You will likely find that naming an NPC is the biggest stumbling block when you're improvising on the spot, so one of the most important preparatory

step you can take between sessions is to create a name list. Sample name lists are provided on pages 66-69, but if you want to invent your own cultures and give them some linguistic distinction, follow the naming strategy on page 12.

If you feel stuck improvising NPC details, use the tables provided on pages 52-53. Randomized traits can be especially helpful if you find yourself always playing certain NPCs to stereotype. Bob the jolly, portly innkeeper is a reliable type, easy to play but utterly forgettable; if I glance at my notes and see “Liam: innkeeper, handsome, optimistic, fatal illness,” I have just enough information to make him interesting.

By naming each NPC, assigning them 1-3 traits, and writing these details down for easy to reference at the table (index cards are great for this), you create cues that will help you to quickly get into character.

PREPPING MONSTERS

Rolling up a new creature from scratch can take a lot of rolls. If you find this process slows things down too much, you may want to prep some monsters ahead of time.

To that end, you can select monsters from the *Dungeon World* rulebook, from the vast array available online via the *Dungeon World Codex*, or you can simply roll them up using the CREATURE tables on page 49, and then work out the mechanical details with the “Monster Maker” on p42.

PREPPING TREASURE

For the most part, treasure can be quickly generated on the fly, using the treasure table included in the *Dungeon World* rules and reproduced here on page 43. The clear exception is any magic item, usually unique and thus a bit more challenging to improvise.

If you create a new magic item at the table, consider the dictum to ask, say, or roll: if the characters have heard of the item, ask them what they know about it; if they haven't, make something up; if you're stuck, roll an ABILITY and/or MAGIC TYPE on page 50 to get ideas. Describe what they see and allow the properties of the item to be revealed through experimentation and study.

Between sessions, you have a great opportunity to write up the properties of magic items, along with any other treasures that might benefit from greater detail. Whose maker's mark can be found on that silver goblet? To what place does that treasure map point?

Finding inspiration

As you run wilderness adventures, do your best to avoid stock descriptions and trite images of the natural world. That's an easy enough line of advice for me to write and for you to read, but how can you *really* do that?

Integrating points of interest and color with your playstyle (as suggested on pages 28-29) is one practical method, but to fully imagine and engage with your imaginary landscape, I urge you to seek inspiration beyond GM advice in an RPG supplement.

Fantasy fiction is the most obvious place to look, since it's the direct precedent for most fantasy RPGs. Read or browse the best of these books with a conscious consideration of how the landscape is described and how the characters move through it, considering how to incorporate the parts you like into your GMing style. *The Lord of the Rings* is a masterpiece of wilderness writing, in the way it conjures an imagined world and the experience of traversing it; *A Wizard of Earthsea* creates a similar effect, but at a fraction of the word count.

Go further, and look to real-world landscapes, as the best fantasy writers have done. Many of J.R.R. Tolkien's descriptions of Middle-Earth were directly inspired by the countryside of his native England, while Ursula K. Le Guin based the foggy archipelago of Earthsea on her personal experience of the Oregon coast.

The rivers and forests and deserts of the real world await your exploration, most readily via the writings of people who actually traversed them. Mine the journals of the Lewis and Clark expedition for details about geology, hydrology, flora, fauna and cultures indigenous to North America; read *Farthest North*, by Fridtjof Nansen, to learn how a frozen wasteland can be much more interesting than you ever imagined; browse the *Histories* of Herodotus to discover countless fascinating and colorful details, waiting to be folded into your own imaginary worlds.

But don't stop there. If you're able, get out into the real world yourself. Take a walk, a hike, a canoe trip—find the wild place nearest to you and venture in. Think about what you see and hear and smell, and find ways to bring that experience into play. The more you cultivate a personal relationship with the natural world, the more effectively you'll be able to bring a sense of wonder and discovery to your game table.

When it comes to wilderness adventure, it's easy to fall back on the ideas of others, absorbed from movies and books and games. Those things are great, and often get us excited to play in the first place, but dependence on them can lead to settings that feel generic or like mere backdrops. Trust me, you can make something way more exciting. It's all in you, waiting to be discovered.

—Jason

Name Every Person

(and steading, and mount)

Provided here are examples of four invented cultures and name lists, each based on a real-world language for internal cohesion. Entries in the Steading and Mount columns include English “translations.” If you happen to speak one of the base languages in real life, my apologies for any irksome corruption thereof.

THE KINGDOM OF ARPAD • Based loosely on Hungarian.

Id100	MALE	FEMALE	STEADING (ENGLISH)	MOUNT (ENGLISH)
01-04	Agoston	Abigel	Aldott (Blessed)	Barat (Friend)
05-08	Arpad	Aliz	Almahid (Applebridge)	Barsony (Velvet)
09-12	Attila	Amalia	Elesett (Fallen)	Edesem (Sweetheart)
13-16	Bognar	Andrea	Feketz (Black Rock)	Egatz (Skyfire)
17-20	Denes	Aranka	Godor (Pit)	Eso (Rain)
21-24	Edmond	Csilla	Kelegaz (Eastford)	Fakyla (Torch)
25-28	Erno	Edit	Kigyov (Snake Swamp)	Feketsor (Black Mane)
29-32	Etele	Erzebet	Kiralokas (Queen’s Castle)	Felho (Cloud)
33-36	Ferdinand	Gertrud	Kiralsir (King’s Grave)	Flotta (Fleet)
37-40	Florian	Greta	Magziklar (Highcliff)	Gazda (Master)
41-44	Geza	Iren	Mocsar (Fen)	Hold (Moon)
45-48	Gyula	Kamilla	Nagyvros (Hightown)	Igaslo (Dobbin)
49-52	Hugo	Lara	Okorm (Oxfield)	Ijeda (Skittish)
53-56	Karcsi	Lia	Orkfal (Orcwall)	Koszalo (Rambler)
57-60	Konrad	Lujza	Perov (Redwater)	Megmento (Savior)
61-64	Lazlo	Matild	Soterdo (Dark Wood)	Napfen (Sunshine)
65-68	Lukas	Olga	Tehenvar (Cow Town)	Rozsa (Rose)
69-72	Marko	Otilia	Toron (Tower)	Szamla (Bill)
73-76	Miiklos	Panna	Torott (Ironhold)	Szellem (Sprited)
77-80	Peti	Roza	Utolszer (Last Stand)	Szeplok (Freckles)
81-84	Robi	Terez	Valavolg (Greendale)	Szerence (Lucky)
85-88	Tamas	Tunda	Vastar (Dwarf Watch)	Tusko (Stumps)
89-92	Ronold	Valeria	Viz (Oxfield)	Vad (Wild One)
93-96	Viktor	Vilma	Volgyom (Valley)	Vihar (Storm)
97-100	Zoltan	Viola	Zoldom (Green Hill)	Villam (Lightning)



OLORU, SKY-GOD'S HOME • Based loosely on Yoruba.

Id100	MALE	FEMALE	STEADING (ENGLISH)	MOUNT (ENGLISH)
01-04	Adibemi	Abeni	Asala Ilu (Desert Town)	Adiitu (Mystery)
05-08	Aboye	Ade	Atijo Ina (Old Fire)	Alayo (Happy)
09-12	Adegoke	Alaba	Bajesia (Broken Banner)	Atale (Ginger)
13-16	Ayokunle	Bolanle	Dudu Olomi (Blackmarsh)	Bilu (Bill)
17-20	Babajide	Bosade	Ebutte Meta (Three Ports)	Dudupatak (Dark Hoof)
21-24	Babatunde	Daraja	Ejodo (Snake River)	Egun (Bramble)
25-28	Enitan	Fari	Esukale (Devil's Dinner)	Eniyan (Ember)
29-32	Femi	Gbemisola	Fadormi (Silver Spring)	Esirun (Longshanks)
33-36	Kayin	Ife	Funfumi (Whitewater)	Fenuko (Kiss)
37-40	Kayode	Ige	Gooluna (Gold Road)	Funfungo (White Hair)
41-44	Lanre	Lewa	Ijisofo (Storm Hollow)	Gunirun (Longhair)
45-48	Lekan	Mojisola	Ikukenu (Dearth's Door)	Imole (Bright)
49-52	Mongo	Monifa	Iwin Ago (Faery Watch)	Imole Uju (Bright Eye)
53-56	Nwachukwu	Olufemi	Jinibi (Far Place)	Ira (Rambler)
57-60	Oban	Omolara	Oba Ile (King's Home)	Itan (Story)
61-64	Ogun	Oni	Oduroke (Prayer Hill)	Iyebiye (Precious)
65-68	Olukayode	Orisa	Ogbinibi (Farming Place)	Lulu (Powder)
69-72	Oluwalanni	Osa	Ogunibi (Battle Place)	Nilera (Healthy)
73-76	Oluwatoke	Ronke	Okanigi (One Tree)	Ogbo (Spotted)
77-80	Onipede	Shanum	Okutasibo (Stone Marker)	Ogboju (Brave Heart)
81-84	Sijuade	Simisola	Olorusura (God's Treasure)	Ojiji (Shadow)
85-88	Toben	Titlayo	Olusajeki (Wizard's Keep)	Olooto (Faithful)
89-92	Utiba	Yejide	Oluwakaji (Lord's Tomb)	Orisa (Spring)
93-96	Zaki	Yewande	Opolokuta (Many Stones)	Orun (Heaven)
97-100	Zopotan	Zauna	Opoligi (Many Trees)	Sare (Flash)



VALKOINA, LAND OF WHITE IRON • Based loosely on Finnish.

Id100	MALE	FEMALE	STEADING (ENGLISH)	MOUNT (ENGLISH)
01-04	Aatami	Aija	Etuvartio (Outpost)	Aave (Ghost)
05-08	Armas	Aina	Hopea Kaivos (Silver Mine)	Enkeli (Angel)
09-12	Arsi	Ainikki	Kalapunki (Fish Town)	Haiva (Shadow)
13-16	Arvi	Heini	Kivimurri (Stone Wall)	Hopea (Silver)
17-20	Eetu	Iloa	Maaginen (Magic)	Ilmavirta (Current)
21-24	Hannu	Irja	Maki Linna (Hill Castle)	Kesi (Tame)
25-28	Heimo	Jaana	Merenranta (Seaside)	Kestaba (Durable)
29-32	Ilkka	Kirsi	Metsastysmaat (Hunting Ground)	Kiukuinen (Angry)
33-36	Jorma	Maija	Mustakota (Black Hut)	Lansiviima (West Wind)
37-40	Kaapo	Marita	Maenrinne (Hillside)	Luotettava (Trusty)
41-44	Kain	Miina	Paja (Forge)	Myrskyisa (Stormy)
45-48	Kauko	Mimmi	Pienni Paikka (Low Place)	Nokka (Bill)
49-52	Lari	Minja	Pyha Paikka (Holy Place)	Noyra (Humble)
53-56	Manu	Mira	Rantakallio (Cliff)	Pitkanena (Longnose)
57-60	Nuutti	Naemi	Rikki (Broken)	Saikki (Skittish)
61-64	Petri	Outi	Suo (Swamp)	Salama (Thunderbolt)
65-68	Raimo	Pirjo	Suosi (Favored)	Sankari (Hero)
69-72	Reima	Paiivikki	Torni (Tower)	Sisko (sister)
73-76	Risto	Riikka	Turvapaikka (Refuge)	Upea (Magnificent)
77-80	Sakari	Saimi	Uusipunki (New Town)	Vahva (Strong)
81-84	Sampsu	Suoma	Valkoinen Kivi (Whitestone)	Valkoinen (White)
85-88	Seppo	Suvi	Valtaistuin (Throne)	Varmaotteinen (Surefoot)
89-92	Taito	Tuula	Vapaanki (Free Town)	Vesuri (Billhook)
93-96	Terho	Vellamo	Vihrea Paikka (Green Place)	Vinha (Fast)
97-100	Vilppu	Virpi	Viimeinen Koti (Last Home)	Ystava (Friend)



THE TAMANARUGAN EMPIRE • Based loosely on Indonesian.

Id100	MALE	FEMALE	STEADING (ENGLISH)	MOUNT (ENGLISH)
01-04	Ade	Adah	Airdib (Blessed Waters)	Anginu (North Wind)
05-08	Adi	Bulan	Airjinh (Clearwater)	Api (Blaze)
09-12	Amaziah	Candrakusuma	Akhir Jalan (Road's End)	Bakat (Felicity)
13-16	Ayokunle	Devi	Berdarah (Bloody)	Bakti (Loyal)
17-20	Ary	Hanjoyo	Bidang Bera (Fallow Field)	Beruntung (Lucky)
21-24	Bambang	Iman	Candibula (Moon Temple)	Bilah (Blade)
25-28	Bima	Intan	Ditingga (Forsaken)	Biru (Blue)
29-32	Budi	Laksmi	Emasungai (Gold Creek)	Gemetar (Quiver)
33-36	Darma	Lestari	Gunung (Mountain)	Guntur (Thunder)
37-40	Dian	Limijanto	Kayu (Timber)	Hidungi (Black Nose)
41-44	Eli	Marah	Kuil (Temple)	Janda (Widow)
45-48	Gunardi	Megawati	Ladang Hijau (Greenfield)	Kacicerah (Bright Foot)
49-52	Hartono	Melati	Lembah (Valley)	Kakiring (Light Foot)
53-56	Irwan	Nadiyya	Menjau (Far Away)	Keriang (Sunshine)
57-60	Lauwita	Ophrah	Ngarai (Canyon)	Kunang (Firefly)
61-64	Manusama	Ramza	Persimpangan (Crossroads)	Lapar (Hungry)
65-68	Okan	Sapphiral	Puncakit (Hilltop)	Murni (Pure)
69-72	Onesimus	Selah	Sungairac (Poison River)	Paruh (Bill)
73-76	Sammin	Suminten	Teibing (Cliffside)	Penebus (Avenger)
77-80	Tameem	Tamar	Tempat Aman (Safe Place)	Penyelemat (Savior)
81-84	Tanaya	Tanjaya	Tempat Istir (Rest Place)	Prajurit (Warrior)
85-88	Tirto	Tjokro	Terkutuk (Cursed)	Rusak (Broken)
89-92	Wiryono	Tri	Tersentu (Touched by God)	Satucep (Fast One)
93-96	Yandi	Wangi	Wahah (Oasis)	Setia (True Heart)
97-100	Zebulun	Zenze	Yangtinggi (High Tower)	Tahanla (Durable)



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