Map Key and Terrain Roll Tables for Overland Adventures

Roll for Terrain (2d6)

Roll Name	lcon	■ Color
2 Swamp	*	■ Grey
3 Desert	+	□ Grey □ Orange
4 Hills	*	■ Brown
5 Forest	!	Dark Green
6 Plains	-	□Yellow
7 Rural/Farmland	=	🗆 Light Green
	^	■ Brown
9 Plains	-	□Yelow
10 Forest	!	■Dark Green
11 Mountain	Δ	■ Red
12 Water	~	Blue
XX Wasteland	#	■Black

(Wasteland only appears via Special Events)

Table #1.5 Roll for Shifting Terrain (d6)

1-4: The terrain type remains the same.

5-6: Reroll new terrain type for the Map Grid being explored.

Whenever you enter an unexplored Map Grid roll d6 to see if the Terrain changes.

Table #2 Roll For Road Directions (d66)

- (11) through (16) Road continues straight.
- (21) through (26) Road continues straight.
- (31) through (33) Four way intersection. (Meets in center square)
- (34) through (36) Road splits (T's) to left and right.
- (41) through (43) Road continues with intersection to left.
- (44) through (46) Road continues with intersection to right.
- (51) through (53) Road turns left.
- (54) through (56) Road turns right.
- (61) through (66) Road dead ends in center square.

#3a Entering Road Map Grid: Special Features (2d6)

Roll Name	lcon
2 Monastery	м
3 Fortress	F
4 Town	T
5 lm	I
6 Nothing	
7 Dungeon	D#
8 Dungeon	D#
9 Trade Post	P
10 Town	T
11 Shrine	S
12 Two Dungeons	D#
IIaa lattam aftam faatuma	to place on map as

Use letter after feature to place on map as an ID code. Except for Dungeons, place code in the center square. Dungeons can be placed in any non-road space.

#3h Entering Roadless Map Grid: Special Features (2d6)

1000000		
Roll Name	lcon	
2 Fortress	F	
3 Trade Post	P	
4 Village	v	
5 Nothing		
6 Road		
7 Dungeon	D#	
8 Dungeon 9 Nothing	D#	
9 Nothing		
10 Tuo Dungeons	D#	
11 Shrine	S	
19 & . IF .		

12 Special Feature

Roll on Table #3s for special feature

#3s Special Roadless Map Terrain Features (d6)

Roll Name	lcon
1 Dragon Lair	DL
2 Ahandoned Hut	H
3 Looted Trading Post	LP
4 Prospector's Cahin	С
5 Destroyed Village	DV
6 Lonely Grave	G

Location and Adventure Log for Overland Adventures Page:_____

Name of the Realm:Con		zalm:	Company Name:
# ID	Coords	Location Name	$\operatorname{Not}_{oldsymbol{\epsilon}}$
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