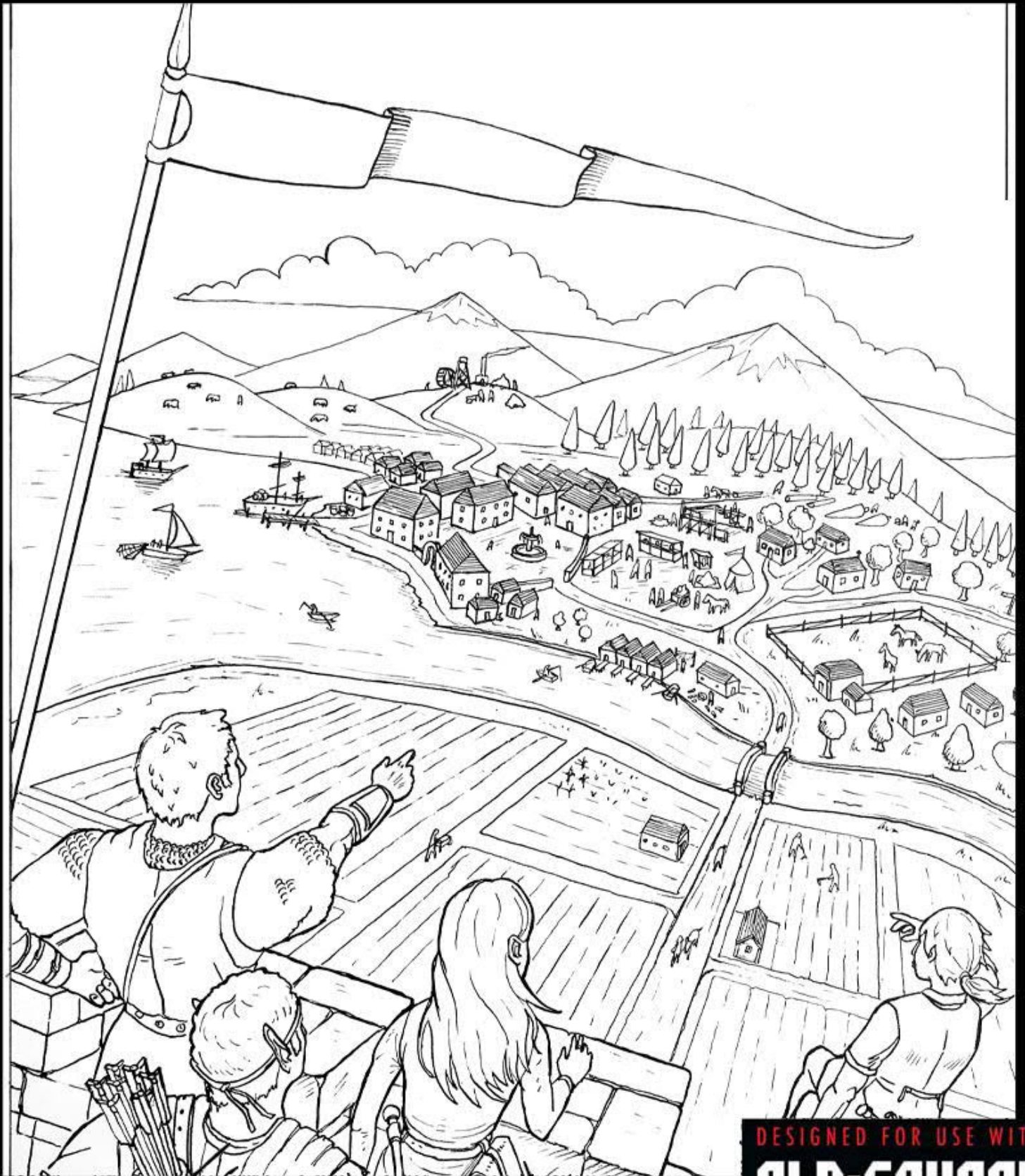


Filling in the Blanks — A Guide to Populating Hexcrawls



Todd Leback

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

Filling in the Blanks — A Guide to Populating Hexcrawls



Filling in the Blanks — A Guide to Populating Hexcrawls

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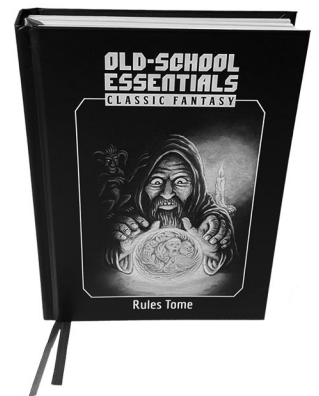
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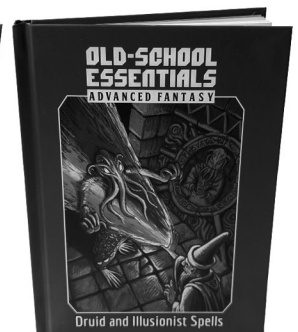
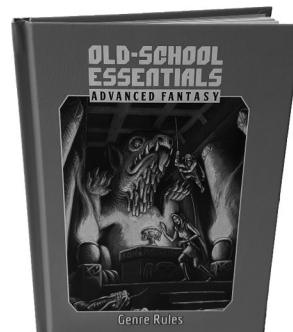


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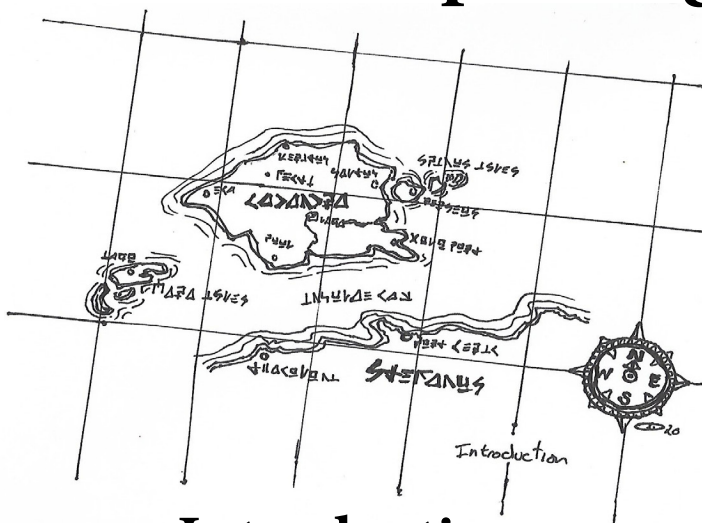
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Introduction

1. Hex Generation

The rules in this document present guidelines for generating random hex content for use in fantasy role-playing games. It uses the **Old School Essentials** system by Necrotic Gnome as well as the Third Kingdom Games **Populated Hexcrawl** series and other supplements. However, it can be easily adapted for use by any fantasy system, OSR or not.

This document references other publications by Third Kingdom Games:

- *Domain Building*. A free supplement geared towards higher-level domain play.
- *Hexcrawl Basics*. A free supplement that offers a mechanical process for running hexcrawl-style games.
- *Random Weather Generation*. A supplement that provides a method of randomly generating weather and unusual events.

The system used here assumes that each hex is 6 miles from face to face and is divided into a number of subhexes, each one 1.2 miles face to face. Each 6-mile hex has 1d6 features and 1d6 lairs. As an alternate rule, the Referee can roll 1d4 for both features and lairs when populating desert or grassland hexes, and 1d8 for both when populating jungle and mountainous hexes.

Ex. Rolling 1d6 twice yields a 3 and a 5. There are 3 lairs and 5 features in the sample hex.

It is trivially easy to adjust the hex spacing: 5- and 8-mile

hexes are two other popular hex sizes. If using sizes smaller or larger than this range, however, it is recommended that you adjust the number of lairs and features accordingly. Smaller hexes should have 1d4 lairs and features, while larger hexes should have 1d8 lairs and features. It is also possible to use this supplement to populate maps that are much less dense, or to generate features on the fly as needed.

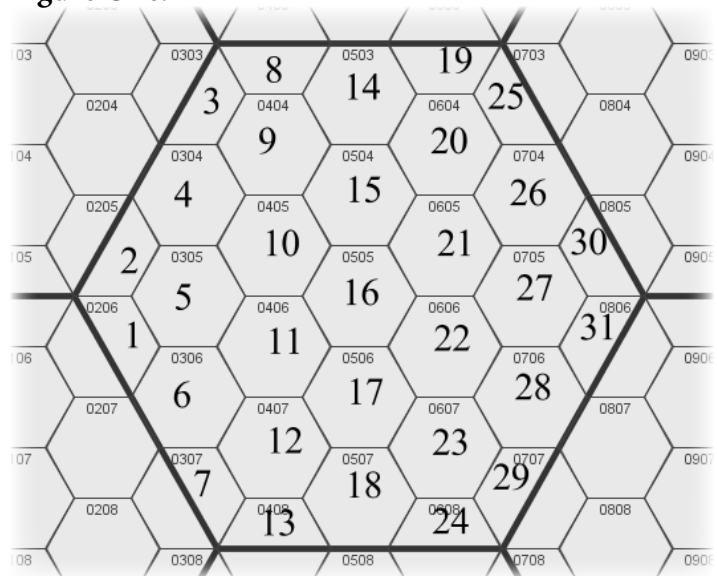
Likewise, it is possible that the Referee does not want this level of granularity in their game, and chooses to use this supplement to place one feature or lair per hex, rather than placing multiple features and lairs within a hex. If this is the case, it is recommended that the Referee use Table 1.2, below, instead of 1.1. Additionally, don't roll 1d6 to determine the number of lairs and features per hex; instead, roll 1d20 once, or potentially twice, per hex, depending on how many points of interest are desired.

This supplement assumes that a hex map is generated and filled in with the appropriate terrain before hexes are populated. It does not provide guidance for the creation of an initial hex map.

Placing Lairs and Features

Once it has been determined how many lairs and features are present in a hex you can determine where they are placed. This initial placement is not set in stone and can be adjusted during the process as the overall content of the hex becomes apparent. For each point of interest use a random number generator to generate a number between 1 and 31, and refer to Figure One.

Figure One.



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An online random number generator or dice roller is recommended for several of the mechanics described in this book, whether to generate a range of numbers for which there are not corresponding dice or to generate large numbers (such as rolling 10d100). Reroll any duplicates in the same category, but not those in separate categories.

This book presents lair generation prior to feature generation. However, it is recommended that features be generated first, as it is possible the terrain in a hex will change upon feature generation, and a generated lair may not fit in the new terrain. Conversely, you may find creative explanations for a lair that exists in a non-traditional terrain.

The same applies to generating features. If a feature is not appropriate for the given terrain either roll again or find a creative solution for its placement. Why, for instance, would a large body of water be in the middle of a sun-baked desert? If the Referee does not want to deal with this it is simple enough to reroll, otherwise a creative explanation can be incorporated, utilizing a strange feature to bedevil the players.

For the sample hex rolled for above, the results are as follows:

Lairs

- 4. 0304
- 27. 0703
- 8. 0403

Features

- 16. 0505
- 11. 0406
- 3. 0303
- 17. 0506
- 18. 0507

Features

Features are typically rolled for and placed first, since they may have an impact on the location of lairs or the encounter table that is used (if the terrain changes as a result of the feature, for instance).

Roll 1d20 for each feature present, ignoring or rerolling results that don't make any sense, and compare to the table to the right.

Note that some feature types can appear across multiple categories. For instance, it is possible to find changed terrain in the Geologic, Terrain, and Magic sections.

Table 1.1 — Feature Types

d20	Result
1-4	Geologic
5-8	Structure
9-12	Resource
13	Hazard
14	Sign
15	Dungeon
16-17	Terrain
18	Settlement
19	Water
20	Magic

Table 1.2 — Alternate Feature Types

d20	Result
1-3	Geologic
4-6	Structure
7-9	Resource
10-12	Lair
13	Hazard (1-3), Sign (4-6)
14	Dungeon
15	Terrain
16	Settlement
17	Water
18	Magic
19-20	No Feature

Ex. There are five features in the hex. Rolling 1d20 five times (and using Table 1.1), the following results are generated: 7, 17, 20, 1, 19. That yields the following results:

- Structure in subhex 0505.
- Terrain Change in subhex 0406.
- Magic in subhex 0303.
- Geologic in subhex 0506.
- Water in subhex 0507.

These sample features will be rolled for in the appropriate section, and the sample hex will be discussed at the end of this book.

Filling in the Blanks — A Guide to Populating Hexcrawls

As a general rule of thumb the tables provided herein are to be used as a guide. Occasionally a random roll will produce a result that is seemingly out of place; these results present the Referee with two options: Option One is to ignore the result and reroll, which is a perfectly valid option. Option Two, however, is to ask oneself “why” the result is as it is. Oftentimes an unexpected or incongruous result can lead to interesting encounters.

In some cases a feature is hidden and not immediately obvious to a casual inspection. This is the case for a cave system that has no entrances above ground, or a deposit of iron ore buried deep beneath the surface. In such instances, rather than deprive the adventurers of a potentially interesting/dangerous/lucrative feature, it is recommended that such features become apparent after a thorough survey of the hex by an expert prospector (see below).

The rest of this book makes heavy use of the 1d6 to determine outcomes. There are two main ways this roll is used:

1. Something has a 1-x in 6 chance of occurring. If the chance is presented as 1-4 in 6, it will occur on a roll of 1-4 on 1d6.
2. A number of options are given, with each option indexing to a result, or a range of results. The sky may be blue (1-2), green (3-4), red (5), or black (6). This means that on a roll of 1-2 in 6 the sky is blue, on a roll of 3-4 it is green, red with a 5, and black with a 6.

Value of Features

PCs are going to PC, as the saying goes, and you can assume that any potentially usable features that are discovered will potentially be used by the adventurers. This should be allowed — nay, encouraged — with the caveat that the process of utilizing a structure will become an adventure in and of itself. Crumbling keeps left abandoned should certainly be claimed by the PCs, and fixed up, and used as a base for future operations.

However, such tasks should not be accomplished without significant effort on the part of the PCs. The surrounding territory will need to be cleared of all threats in order to attract workers (see p. 11 of *Domain Building*) to repair the keep, materials will need to be obtained and transported, etc.

At some point the Referee will likely want to determine both the potential value of the structure and the cost to repair it. The **OSE** core rulebook provides some guidelines for pricing strongholds starting on p. 136. These can be used to extrapolate general base values: a civilian building made of stone has a base cost of 25 gp

per linear foot of wall, for instance, so an abandoned manor house with a total perimeter of 600 linear feet would have a value of 15,000 gp. The work that needs to be done in order to make a structure habitable or usable can be estimated from its age and condition.

Sometimes structures can be used even in poor condition. A ruined keep that is half collapsed can still provide temporary shelter for troops, but would use its current gp value to determine the amount of land it can garrison. A castle with a base value of 100,000 gp could, in theory, garrison six hexes, but if it has been damaged to the point of needing 50,000 gp of work it could only garrison three hexes until repaired.

Structures made of exotic or magical components have an increased value, although this only counts towards the cost of repairs or potentially sale. A keep made of magically-shaped diamond might be worth five times what a stone keep of the same size is worth, but it can only be used to garrison the same area of land; the value of the diamond does not count towards the garrison size.

In their exploration the adventurers will also likely discover resources that can be claimed and used. There are several ways to handle this: as discussed in the book *Domain Building*, these resources can potentially be used to increase the productive value of the hex, or the resources can be utilized immediately to create wealth for the adventurers.

It is up to the Referee to determine the in-game effects of various resources; a vein of rare granite could be used, perhaps, to build a stronghold more resistant to damage, or it could be of sufficiently high quality to be used as base material for the creation of magical items. If the Referee uses some system of alchemy, mineral or herbal resources can be used to aid in the creation of alchemical or herbal concoctions.

Once a hex has been cleared of all threats and safely patrolled, the party can bring in hirelings to conduct a more thorough survey in order to uncover any hidden, as yet undiscovered features. Surveying requires a trained hireling and uses the following guidelines:

- Surveyors cost 250 gp per month.
- It takes 1d8 days plus additional days dependent upon the type of terrain to conduct an entire survey of a 6-mile hex:
 - Plains, farmland, savannah, etc. 18 days.
 - Woods (light), hills (barren, grass). 24 days.
 - Wooded hills, mountains. 30 days.
 - Jungle, swamp, wooded mountain, desert, arctic, etc. 40 days.

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- The survey detects all subterranean features that are within 50' of the surface as well as hidden or undiscovered features/lairs.
- It increases the land revenue of the hex by 10% due to increased efficiency.

Age of Features

In many fantasy settings civilizations have risen and fallen multiple times, leaving behind ruined cities, forbidden dungeons, and once-marvelous magic or technology. Many of the features that can be discovered while exploring may be relics from bygone eras.

It may be helpful to establish a rough timeline of previous civilizations before beginning to populate your setting, as well as establishing certain key aspects of these bygone features. Perhaps the previous civilization specialized in building using carefully fitted and shaped stones, laid so tightly and precisely that no mortar was needed. Roads and buildings dating back to this era might all be built in a similar fashion.

Some cultures may have built structures using forgotten techniques, whether magical or mundane, that have withstood the grind of the centuries and function just as well now as they did then, while other more decadent or corrupt civilizations may have built with lesser materials, or more hastily, and their leavings are crumbling mere decades after societal collapse.

Perhaps current settlements are built utilizing the structures of previous civilizations; a bridge, built by the ancients, still functions, and so is used as a primary means of passage, or two cities have arisen at opposite ends of an ancient road, flat and smooth and wide enough for six wagons to pass side by side, yet built thousands of years ago by unknown hands.

Some features, chiefly those that are not natural, have entries that refer to “their original use”. This means that the feature is used for the original purpose intended by the builder or the builder’s descendants. Therefore, a wizard’s tower that currently houses a gang of goblins would not be used for its original purposes, nor would a keep that is now inhabited by brigands.

Frequency of Features

This document seeks to provide a means of randomly populating hexmaps in a relatively efficient manner. In doing so, assumptions are made that those features generated are simply the most interesting ones discovered in a hex. It does not seek to plot all of the

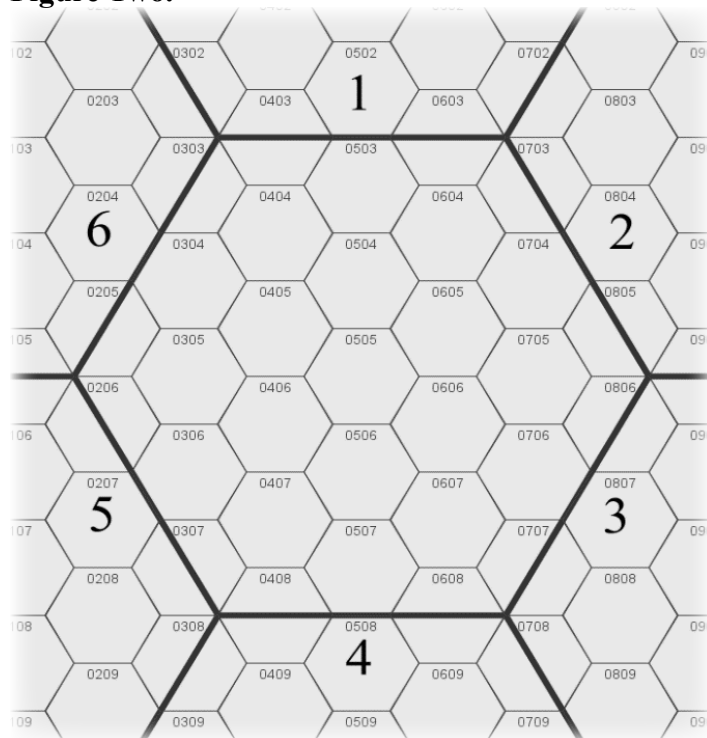
streams, creeks, and brooks that can be found in 32 square miles, nor every tree, nor every road. Use your judgment when placing features and describing the map to your players.

Determine Directions

Sometimes the Referee will need to determine which direction a feature faces or is oriented. The simplest way to do this is to roll 1d6 and compare it to **Figure Two**.

Another option would be to roll 1d8 and assign 1 to north, 2 to northeast, 3 to east, etc. Directional generation can be used once to determine the general direction in which a feature is running, or, for large features spanning more than one subhex, multiple times (every subhex, every other one, etc.) to create a more random and chaotic feature.

Figure Two.



Lairs

For each lair that is present within the hex roll 1d8 and compare the result to the Wilderness Encounter table on p. 206 of the **OSE** rules. This determines which encounter sub-table to use.

Ex. The results of 1d8 are 4, 5, and 3, which correspond to subtables 1 - Flyer, F - Human, and 1 - Dragon.

Depending on your campaign and the hex being populated you may wish to reroll one or more results.

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For instance, I typically reroll an initial result of “Dragon”, as such creatures are rare in the Absalom setting. I also reroll an initial result of Human when populating hexes in wilderness terrain, as human habitations are few and far between. Rerolling the initial result means that you reroll the first time it comes up, but not if it comes up again.

Once the subtables are determined you can generate the type of lair encountered. Each subtable has results between 1-12, with each being a monster from the rulebook. Instead of rolling 1d12, however, I use a random number generator to produce a result from 1-16. A result of 1-12 is referenced from the entry in the book; a result of 13-15 means I draw a monster from another source, and a result of 16 indicates a unique monster created for the lair.

The results are 3 (for Flyer), 9 (for Human), and 14 (for Dragon). Referring to the tables we get the following results:

- *Flyer is Griffon*
- *Human is High-level cleric*
- *Dragon is drawn from another source.*

Referring to the initial placement rolls above, the griffon lair is in subhex 0304, the cleric lair in subhex 0703, and the dragon in 0403.

Placing Lairs

As mentioned at the beginning of this book, monster lairs are placed using the Wilderness Encounter tables (starting on p. 206 of OSE core). As with features, lair locations can be chosen, rather than placed randomly; if

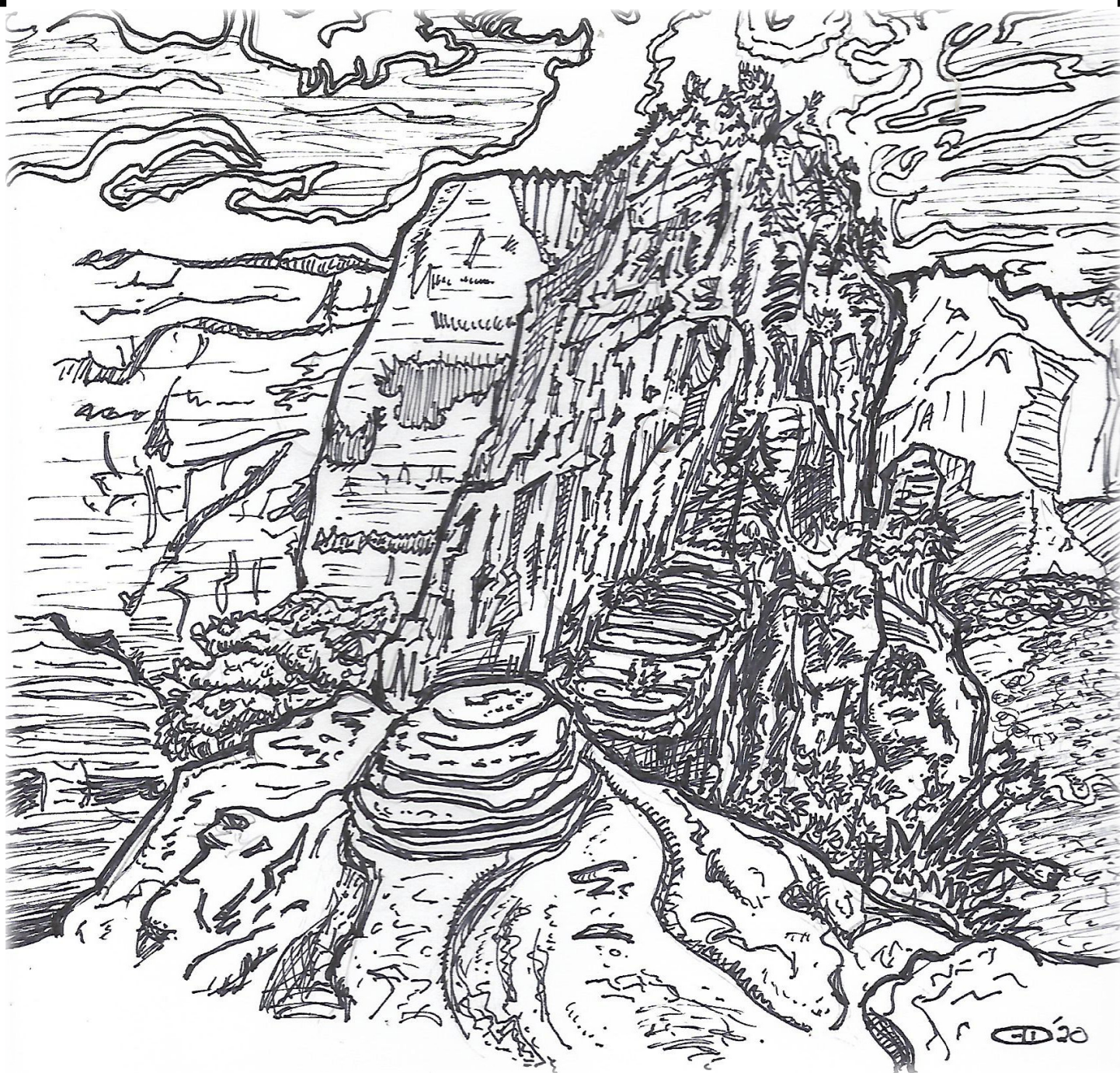
a subhex has a ruined structure, it will likely make sense for a monster to lair in it, if possible.

Once the type of creatures are determined refer to the appropriate monster listing and roll to determine the number of monsters encountered using the die roll in the parenthesis. There is a 1-2 in 6 chance that the number of monsters in the lair are actually that number multiplied by (1-4) 2, (5-7) 4, (8-10) 5, (11-12) 6.

Ex. The entry for goblin states that 6d10 goblins are encountered in the wilderness. There's a 1-2 in 6 chance that a goblin lair actually numbers 12d10, 24d10, 30d10, or 36d10.

Otherwise, placement of lairs is similar to populating a dungeon, except in a much larger, open area.





Feature Types

2. Geologic

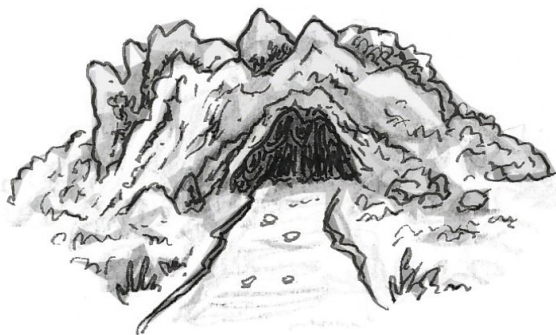
This category includes all sorts of terrain features that distinguish themselves from the surrounding land. Roll 1d6 to determine the base type of Geologic feature.

Geologic Features

d6	Result
1	Caves
2	Change in Elevation
3	Rock
4	Soil
5	Water
6	Terrain

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2.1 Caves



Caves, obviously, are located below the ground and so are not always visible. Use the following rules to determine what the cave looks like. Note that any hex that has caves present gains the “Hazard (Sinkhole)” feature on a roll of 1 in 6 in the subhex containing the cave and the six subhexes around it. In addition, the vast majority of the time a cave system will be inhabited by a monster of some kind, even if it is not normally open to the surface world. There is a 1 in 20 chance per cave that it is totally uninhabited, with a further 1-3 in 6 chance that the cave is uninhabited for a specific reason (the air within is poisonous, the rock emits strong radiation, difficult to reach, etc.).

Caves will have...

d100	Result
1-10	no surface entrances
11-50	1 entrance
51-75	2 entrances
76-90	3 entrances
91-99	1d4+2 entrances
100	2d4+2 entrances

Caves entrances will be...

d100	Result
1-35	"Classic" cave entrances
36-70	Existing sinkholes
71-85	Concealed in some fashion (behind waterfall, heavy foliage, etc.)
86-100	Obviously worked (door fitted across entrance, carvings surrounding the entrance, etc.)

Caves will have the following number of chambers. Add

5 to the roll for every entrance the cavern possesses beyond the first.

Number of Chambers

d100	Result
1-40	1 chamber
41-60	1d4+1 chambers
61-80	3d6 chambers
81-95	4d12 chambers
96-100	5d20 chambers
100+	6d100 chambers

For every ten chambers in a cave there is a 1 in 6 chance the remaining chambers are treated as one level “deeper” (in terms of threats found in a dungeon of the same level). For every actual level a cave system possesses there is a cumulative 1% chance the system is connected to the mysterious subterranean world known as the “Underdark”.

Chambers in a cave are connected by tunnels. On a roll of 1-4 in 6 the chambers are separated by normal dungeon distances; the remainder of the time they are:

d100	Result
1-65	1d4x100 yards apart
66-90	4d6x100 yards apart
91-100	1d4 miles apart

Caves will be dry (1-2), wet (3-4), a combination of the two (5), or formed through different means (6). Dry caves are essentially dead and devoid of moisture; the moisture that created them has long vanished. Wet caves are living; not only will they often have water sources, but the walls and ceiling are often coated with moisture and dissolved minerals.

Caves that are a combination of dry and wet should have these two microclimates separated based upon some kind of logical demarcation. Perhaps the underground river that formed the cavern system has cut its way down from the upper levels and can only be found further beneath the earth.

It is also possible that a cave system has been created by other means: burrowing monsters such as purple worms, or extinct lava tubes, or the intrusion of elemental planes into the material are all possible sources for the creation of unique cave systems.

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Use the Dungeon Stocking Table on p. 225 of OSE core to determine what is present in a cave system. As a rule of thumb, caves of 1-4 chambers will generally be inhabited by only a single type of monster (whether goblins, mountain lions, etc.). Larger caves will be populated as dungeons, with multiple and diverse populations.

2.2. Change in Elevation

The terrain in a given area is at a different elevation than the surrounding land. This can be hill, butte, plateau, valley, holler, sinkhole, or other descriptive term.

Nature of Elevation Change

d100	Result
1-75	The change is natural, the result of time and the elements.
76-90	The change is natural but out of place or the result of natural violence; a rock formation that does not belong in the area, a gorge formed not by the slow erosion from a river but an active fault line, etc.
91-96	The change is unnatural but clearly the work of years of physical labor.
97-100	The change is unnatural and clearly the work of magic.

The elevation will be higher (1-3) or lower (4-6) than the surrounding land.

Rate of Elevation Change

d100	Result
1-50	The land is 5d20 yards lower or higher than the surrounding area.
51-75	The land is 10d20 yards lower or higher than the surrounding area.
76-100	The land is 1d10×100 yards lower or higher than the surrounding area.

Change in Elevation Comprises...

d100	Result
1-35	a single subhex
36-70	1d4+1 subhexes
71-85	3d4 subhexes
86-98	4d8 subhexes
99-100	1d4+1 total hexes

There is a 1-4 in 6 chance that the change in elevation represents a differing terrain type than the surrounding environs. This change in terrain will most often (1-4 in 6) be within one degree of the surrounding terrain or (5-6) within two degrees (see Terrain, p. 55 below).

2.3. Rocks

The terrain is unusually rocky. This manifests itself in three different ways:

d100	Result
1-35	A number of smaller rocks (roll 1d6-1 to indicate the average diameter, in feet), with a density of 3d10 per 1d20×100 sq. ft. A result of 0 indicates the rocks are, on average, smaller than a foot in diameter.
36-70	a smaller number of larger rocks, with an average diameter of 3d6 feet and a density of 1d4 per 1d20×100 feet.
71-100	an outcropping of rock. If the outcropping occupies a single subhex there is only one; if multiple subhexes there is a chance each subhex will have (1-3) a single outcropping, (4-5) 1d4 outcroppings (depending on overall size), or (6) the outcroppings join together to form one massive outcropping that covers the entire area. To determine the size of the outcropping roll below:

Size of Outcropping

d100	Result
1-25	1d10×1000 sq. ft. (approx. 75 feet to a side)
26-50	1d10×10000 sq. ft (approx. 230 feet to a side)
51-75	1d10×100000 sq. ft. (approx. 715 feet to a side)
76-100	1d10×1000000 sq. ft (2,400 feet to a side)

The outcropping covers an area the size of . . .

Outcropping Area

d100	Result
1-60	1 subhex
61-89	1d4+1 subhexes
90-96	3d8 subhexes
97-99	1 hex
100	1d4+1 hexes

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If the rocks are not an outcropping they will cover an area of . . .

Non-Outcropping Area

d100	Result
1-30	1d4x100 square feet
31-50	2d6x500 square feet
51-65	3d8x1,000 square feet
66-80	4d10x10,000 square feet
81-90	1d4 subhexes
91-95	3d6 subhexes
96-99	4d8 subhexes
100	1d4 hexes

The rocks will be . . .

d100	Result
1-60	Naturally occurring, the result of erosion, weathering, etc.
61-95	Naturally occurring, but not usually found in the area (such as the rocks deposited by glacier)
96-100	Not naturally occurring. They will be deliberately placed, trolls turned to stone by the sun's rays, petrified tree stumps from an ancient forest, etc.

The Referee can refer to the Resources section on p. 37 to determine the type of rock.

There's an additional **1 in 6** chance of something unusual about the rocks . . .

(1-3) The rocks have been written on. The writing is **1-2** carved into the stone, **3-4** written on the surface with some substance, **5** patterned in lichen or moss, or **6** appears organically in the surface of the rock itself. Further, the writing will either be on a single stone (**1-3**), 1d20+1 stones (**4-5**) or all of the stones (**6**) The writing . . .

1. Is meaningless, obscene or pornographic graffiti.
2. Contains the formula to a spell (**1-4**) or magical item (**5-6**). It takes 1d8 weeks plus one day per additional stone containing the writing to decipher and understand what is scribed upon it.
3. A prophecy, concerning events that are yet to come (**1-4**) or have already passed (**5-6**). There's a **1-2 in 6** chance the prophecy is wrong.
4. A map. On a **1-2** it's a treasure map (roll on the Scrolls treasure table, treating all non treasure map

results as a reroll), **3-4** it's a map of the surrounding area, **5** it's a map to an undiscovered/unknown area (**1-2 in 6** chance of being in another plane or dimension), or **6** a map of a random location.

5. There's a small crevice in the rock, and if the adventurers write a question on a slip of paper (**1-2 in 6** chance that the question must be asked in a specific language, (**3-4**) written in the asker's blood, or (**5-6**) accompanied by a gift), slip it into the crevice, and return the next day the writing will reform itself as an answer to the question posed (treat as **1-3** *augury*, **4-5** *divination*, or **6** *commune*, all as if cast by a cleric of level 6+1d8).
6. The writing is **1** a record of historical events (see Monuments, p. 17), **2** a warning about dangers (**1-4** current, **5-6** past and no longer relevant) in the area, **3** a personal missive directed to one of the adventurers (**1-3** chance of being accurate, from a dead relative or friend. There's a **1-2** chance it will contain advice about upcoming events, otherwise it will just be the friend or relative saying hello), **4** a single letter per stone (see above to determine the number of stones with writing on them), arranged in a random fashion (the letters, when sorted, spell out **1-2** a dirty word, **3-4** the name of an ancient king or magician, **5** the name of an ally of the party who means to betray them, or **6** the true name of a demon or fairy that can be used to bind said creature), **5** assembly directions (if the stones are arranged according to the directions written upon them they will create **1-2** a sculpture, **3-4** a crude dwelling, **5** a portal that functions as a gate to another world, or **6** a circle 1d20+10 feet in diameter, inside which the adventurers may camp without fear of wandering monsters. In the last two instances the effects last for **1** 1d4 uses (camping 8 hours counts as a "use"), **2** 1d4 hours, **3** 3d4 hours, **4** 1d4 days, **5** 1d4 weeks, **6** permanently) or **6** something else of the Referee's choosing.

(4-5) The rocks are arranged in a specific pattern. The pattern can **1-4** only be discerned from above or **5-6** is obvious from ground level. The pattern will be one of the following . . .

1. The pattern is of a random shape or arrangement, determined by the whim of of a mad artist, whimsical deity or capricious spirit.
2. The pattern is mundane in nature, forming a shape or image with little to no significance except to its executor.

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3. There is power within the pattern, but it is not clear what it is. It takes 1d8 days of study to determine what the pattern does. The pattern is **1** a ward against something (roll on the Scrolls table to determine what it wards against), **2** functions as a gate (**1-3** to another place in this world, **4-5** to a place in another world or dimension, or **6** to another time), **3** functions to alter the surrounding weather (**1-2** by moderating, **3-4** by intensifying, or **5-6** by attracting a certain phenomenon), **4** it acts as a prison, containing a powerful creature or creatures (with a combined HD total of 10d10), **5** acts as a focus for ley line energy (see the section on Magic, p. 66, as well as Hex 13.22 for more information on ley lines. There's a **1-3 in 6** chance the ley line it once focused has since shifted position), or **6** is an artifact designed to cast a permanent spell over a larger area.

(6) The Rocks are Magical. Refer to the section on Magical Features.



2.4. Soil

The soil here differs from the surrounding soil. Roll below to determine the exact nature of the change.

Appearance (1d6) . . .

On a roll of 1-2 the soil superficially resembles the surrounding soil, 3-6 it has a different appearance (color, texture, etc.). There's a further 1 in 6 chance that if the soil has a different appearance it will be unusual or unnatural in color or texture.

Fecundity (1d6) . . .

The soil is **1-2** as productive as the surrounding soil, **3-4** more productive, **5-6** less productive. More productive soil is characterized by riotous plant life; the grass is greener and more lush, the trees quiver with energy and fruits and vegetables grown here will produce their maximum yield. If a third or more of the subhexes in this hex are more productive, increase the land value of the overall hex by 1 (refer to p. 23 of *Domain Building* for a discussion of land value). Less productive soil is barren or almost bare, with whatever plants do survive being unusually hardy, stunted and sick-looking. Seeds do not take, regardless of how much the farmer tends

the soil. If a third or more of the subhexes in the hex are less productive reduce the land value of the hex by 1.

Roll below to determine the exact cause of the soil fecundity or lack thereof . . .

Cause of Soil Fecundity

d6	Result
1-3	The soil has the special quality due to a mineral, nutrient or other naturally occurring feature.
4-5	The soil is different because of artificial means (perhaps it is terraced or fertilized or has been poisoned by an enemy). If this is the case, further labor can altered it from its current state at a cost of 1,000 gp per subhex affected.
6	The soil is as it is as the result of a curse or beneficial spell. It is possible to remove the curse or spell.

2.5. Water

There is a water source present in the hex. Refer to p. 60 to determine the exact source of water.

2.6. Terrain

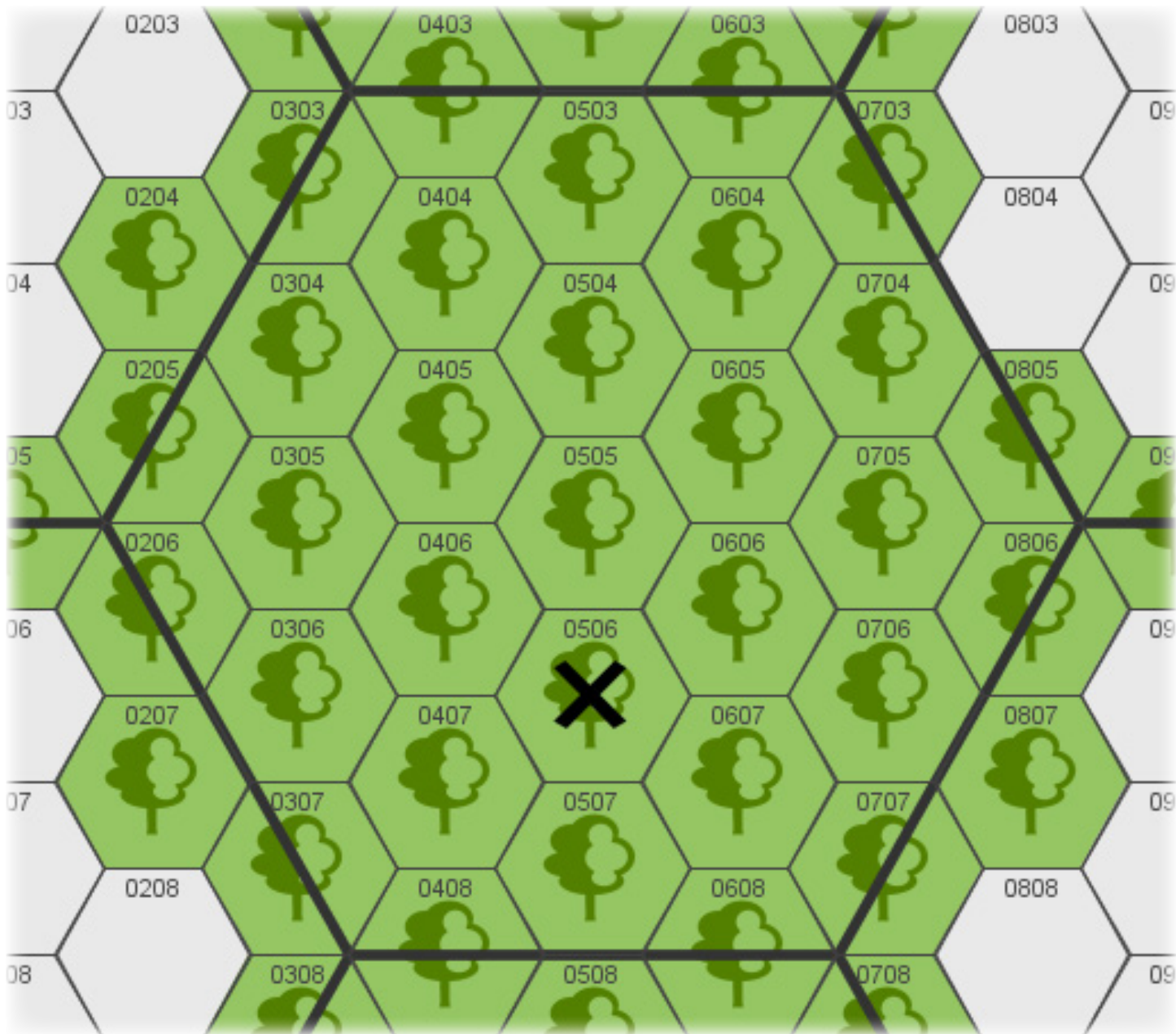
The terrain here differs from the surrounding land. Refer to p. 55 to determine the exact nature of the change.

Geologic Feature Example. *In our sample hex there is a geologic feature in subhex 0506. The 1d6 result is a 3, meaning it is a rocky feature. Referring to that section, we roll and get the following results:*

- 69. a smaller number of larger rocks. Rolling, we determine they're about 11 feet in diameter, with a density of 2 per 600 square feet.
- 35. The rocks occupy 12,000 square feet, so we can determine there are forty of these large boulders.
- 55. Naturally occurring.
- 79. Referring to the Resources section it is determined that the rocks are sandstone.
- The result of the 1d6 roll is 4. There is nothing unusual about the rocks.

Subhex 0506 contains a field of sandstone boulders. Each is approximately 11 feet in diameter, misshapen by wind and water, and spread over about 12,000 sq. ft.

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3. Structures

This section covers all sorts of structures that can be found in the wilderness, from simple lean-to shelters to elaborate mansions and free-holds, from abandoned shepherd huts to ruined castles and keeps.

Unless otherwise stated, structures in Civilized areas have a 1-5 in 6 chance of being used for their intended purposes, those in Borderlands have a 1-3 in 6 chance, and those in Wilderness areas have a 1-2 in 6 chance. For a discussion of the differences between Civilized, Borderlands, and Wilderness hexes refer to p. 15 of the supplement *Domain Building*.

Structures used for their intended purpose will not be abandoned, or lairs for monsters, or otherwise unusable.

If structures are abandoned or no longer in use they can potentially be used either to house lairs of monsters that have already been rolled for (see Lairs, above) *or* they can be used to introduce a new lair. It is up to the Referee to decide how they want to populate structures within a hex.

Possible Structures

d100	Result
1	Burial Grounds
2	Monuments
3-5	Dwellings
6	Fortificaton
7-8	Infrastructure
9	Barriers
10	Dungeons

3.1. Burial Grounds

Structures in this category range from simple wooden or stone grave markers to large mausoleums and sprawling necropolises. Roll below to determine what is found.

d100	Result
1-30	Single Grace
31-60	1d4+1 dead
61-75	3d4 dead
76-85	4d6 dead
86-96	5d10 dead
96-97	6d20 dead
98	7d100 dead
99	10d100
100	100d100 dead



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How are the dead buried?

d100	Result
1-25	They're not. The dead are left exposed to the elements as they fell.
36-30	Buried in a mass grave
31-60	Wooden markers
61-75	Stone tombstones
76-80	Mausoleums or crypts
81-86	Barrows or burial mounds
87-90	Ritually exposed to the elements
91-95	As punishment (gibbets, crucifixion, gallows, etc.)
96-99	In unmarked graves.
100	Unique or magically (turned to stone or trees, frozen in blocks of ice, embedded in amber, etc.)

There's a 1-3 in 6 chance that graves with permanent markers have some sort of writing describing (1-2) who is buried, (3-4) when they were born and died, (5) how they died, (6) some other fact about them, (7) two of the previous, (8) three of the previous, or (9-10) the writing is illegible.

There's a 1-3 in 6 chance the dead have been buried as part of a religious ceremony (see Unhallowed Ground, below). This chance is increased by 1 in Civilized hexes, and again by 1 if the grave is marked or they were ritually exposed. The chance is decreased by 1 in Wilderness hexes, and again if the dead weren't buried, were buried in unmarked graves, or were killed as a punishment.

How long have they been dead?

d100	Result
1-5	1d4 days
6-10	1d4 weeks
11-20	1d12 months
21-30	1d10 years
31-40	2d20 years
41-50	5d20 years
51-75	10d20 years
76-99	10d100 years
100	1d4 millennia

There's a 1-3 in 6 chance the dead in the graveyard span a considerable length of time. If this is the case roll twice, above, to determine the time span.

The dead will be . . .

d100	Result
1-50	Human (or whatever the dominant race is.)
51-75	Demi-human (elf, dwarf, gnome, etc.)
76-90	Humanoid
91-95	Monster
96-100	Mix of races

If the corpses are exposed to the elements without a burial there is a 1-3 in 6 chance they died of violence from a creature that appears on the wandering monster table for the hex. A careful examination of the bodies may give a clue as to what threat waits to be discovered.

In Civilized hexes there's a 1-3 in 6 chance the burial ground is part of a temple or sacred ground, and a further 1-3 in 6 chance that one or more priests or guardians stand vigil over the dead. In Borderlands these chances are reduced to 1-2 in 6 and 1-2 in 8, respectively, and in Wilderness hexes they are reduced further to 1 in 8 and 1 in 12, respectively.

As a general rule of thumb each body occupies between 1d20+15 sq. ft. for purposes of determining the size of the burial grounds. Add modifiers as needed, and only roll once to determine the average size, then apply that to all the bodies within. For instance, bodies interred in a mausoleum take up less space than, say, bodies left to rot after a battle.

Unhallowed Ground

If the burial ground is part of a temple or similar site there's only a 1 in 6 chance of the ground becoming unhallowed; bodies buried or left for dead without religious trappings or ceremony have a base 1-2 in 6 chance of this occurring. This chance increases by 1 for every 50 bodies interred in the area, up to a maximum of 1-5 in 6.

The forces of Chaos and undeath rule supreme in unhallowed ground. An unhallowed burial site will have 1 (1-3), 2 (4-5), or 3 (6) qualities from the below table. If duplicates are rolled the effects stack unless otherwise noted.

1. The dead walk. Those that die within unhallowed ground have a 1 in 6 chance of rising as an undead creature for every night their body remains within the borders. If not specifically stated (slain by a shadow, for instance) they will rise as a skeleton (1-3), a zombie (4-5), or a ghoul (6).

2. The dead resist. Undead within unhallowed ground are treated as having (1-3) +1, (4-5) +2, or (6) +3 HD for purposes of turning (both the base chance of success and the number turned).



3. The dead persist. Undead that are created within the unhallowed ground (whether “naturally” or due to spells such as *animate dead*) do so with 1d10 hit points per HD rather than 1d8. There’s a further 1-2 in 6 chance that one of the following occurs (roll 1d4):

1. Undead regenerate 1 hp per round while within the unhallowed area.
2. The first time an undead creature is reduced to 0 hp they instead remain at 1 hp.
3. An undead creature destroyed within an unhallowed area will reform over a period of 1d6 rounds (1), 1d6 minutes (2-3), 1d6 hours (4-5), or 1d6 days (6) unless their remains are burned, blessed by a cleric, or removed from the area.
4. Undead created within the area have an AC that is 1 (1-3), 2 (4-5), or 3 (6) better than normal.

4. The dead protest. Both clerical and natural healing is stifled within the unhallowed ground. Natural healing does not occur, and magical healing is minimized (roll twice, taking the lower result).

5. The evil permeates. The entire unhallowed area radiates evil. Spells that detect evil or alignment do not function due to the aura of Chaos that suffuses the space, and spells or items that ward or rely on the identification of alignment also do not function.

Lawful-aligned creatures are uneasy in this place, taking a -1 penalty to surprise rolls, and having difficulty sleeping. Each night they try to sleep in the area they make a Save v. Spells; failure indicates they do not sleep soundly enough to regain hp or spells.

6. The dead hunger. If an undead creature rolls a 19 or 20, their blows automatically inflict maximum damage. There’s an additional 1-2 in 6 chance that saving throws made by non-Chaotic creatures within the unhallowed ground are done with disadvantage (rolling twice and taking the worse result).

7. The dead corrupt. Magical items that remain within the unhallowed ground for more than 1 week have a 1-2 in 6 chance of being corrupted by the Chaotic energies. Corrupted items will be cursed in a manner left up to the Referee.

8. The dead speak. A soft susurrus of damned voices fills the unhallowed ground. Non-Chaotic creatures suffer a -1 penalty to initiative and surprise and must Save v. Spells each time they enter the ground or be affected as per (1-4) the *blight* spell (reverse of *bless*) or (5-6) *confusion*.

3.2. Monuments

The civilizations of the past leave behind great works whose function is to memorialize great heroes and rulers, portentous events and defining battles, while current rulers do the same to make their glory known to their subjects. Monuments can also be alien or inscrutable in nature, of uncertain purpose or provenance, or even simple structures erected by the common folk to commemorate certain events.

Monuments fall into several different categories. . .

d100	Result
1-25	Built to honor the dead (usually fallen in battle or disaster)
26-50	Built to honor an event (such as a battle, the signing of a treaty, the birth of a ruler, etc.).
51-75	Built to honor an individual (such as a ruler, powerful mage, etc.)
76-85	Built to honor a concept (such as Law or Chaos)
86-95	Built to honor a religion or deity. Refer to the section on shrines on p. 34
96-100	Built to house an object or person (such as an artifact or relic, or an emperor's burial chambers)

Monuments built to honor the dead typically do not have any dead interred within them, but occasionally will contain relics or *memento mori* in some capacity.

The monument will take the shape of . . .

d100	Result
1-25	A statue (1-4) or multiple statues (5-6)
26-50	An obelisk (1-3) or column (4-6)
51-75	Megalith
76-85	Arch (1-3), building (4-5) or freeform structure (6)
86-90	Pyramid (1-2), terraced pyramid (3-4) or earthen mounds (5-6)
91-95	Fountain or Water feature (refer to p. 28)
96-100	Magical or Unique material/form

Statues will depict . . .

d100	Result
1-40	Humans
41-75	Demi-humans
76-90	Humanoids
91-98	Other Races (dragon, giant, etc.)
99-100	Abstract concepts

There's a 1 in 6 chance the statue's features will have been erased by time (1-3) or vandalism (4-6). This chance increases by 1 in Borderlands hexes or 2 in Wilderness hexes.

There's a 1 in 100 chance that statues discovered in an area are in fact the petrified remains of once-living beings, turned to stone either by monsters such as basilisks, curses, or stray magical effects. If this is the case there's a 1-2 in 6 chance that level appropriate treasure can be found on the statue if it were un-petrified.

Obelisks are rectangular columns with a pyramidal cap, while columns are typically round. There's a 1-2 in 6 chance that regular columns are found in clusters of 1d8+1.

Megaliths are large stones erected as monuments or ritual foci. They are either single stones, called menhirs, potentially arranged in a pattern with other menhirs, or arranged to form a structure (such as Stonehenge) or even rudimentary shelter.

Arches, buildings, and other abstract structures are designed as larger memorial complexes. Think of l'Arc de Triomphe in Paris, or the Vietnam Memorial Wall in Washington DC.



Pyramids, stepped pyramids, and earthen mounds are all similar in appearance but built using different techniques and levels of technology. Earthen mounds will be (1-2) roughly pyramidal in shape, (3-4) another geometric shape, or (5-6) an abstract or symbolic form.

Fountains or similar water features are occasionally built as memorials, especially by cultures for which

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water plays an important role. Refer to p. 28 for more information on fountains.



The last category is all-encompassing. Perhaps the memorial is a permanent illusion that constantly replays the final moments of a decisive battle, or a field of magical energy that causes those within it to experience a specific emotion. Memorials could also be abstract works of art like the chalk figures of England, or the Nazca lines of Peru.

The monument will be . . .

d100	Result
1	Small. probably erected by a race of Micronians or perhaps awakened animals.
2-60	Medium. sized or scaled for Men (statues will be approximately human height, buildings and other structures scaled for human habitation).
61-90	Large. sized for ogres and such. Statues will be approximately 8-10' tall, obelisks around 20-35 feet. There is a 1-2 in 6 chance that the monuments are actually designed by a large race; the other 66% of the time they're built by human-sized creatures with big ideas.
91-99	Giant-sized. Statues will be approximately 11-20' tall, obelisks and columns around 36-50 feet. There is a 1 in 6 chance that the monuments are actually designed by a large race; the rest of the time they're built by human-sized folks with big ideas.
100	Enormous. These monuments are so large they boggle the mind and are either built by creatures larger than the largest giants (1 in 6 chance) or by large kingdoms and empires (such as the Pyramids at Giza).

There's a 1 in 6 chance the monuments have internal

space (if appropriate); if they do, the entrance is visible on a roll of 1-2, visible but locked on a roll of 3-4, concealed but unlocked on a roll of 5-6, or concealed and locked on a roll of 7-8. Monuments with internal spaces will contain 1d4 chambers, with size obviously being a limiting factor.

If a monument contains internal space use the Dungeon Stocking Table on p. 225 of OSE core to determine what can be found within. Roll 1d12 to determine the "level" of the dungeon for purposes of stocking with monsters and treasure (p. 225 of OSE core gives the amount of treasure to be found):

d12	Result
1-2	Level 1
3-4	Level 2
5-6	Level 3*
7	Level 4
8	Level 5*
9	Level 5
10	Level 7*
11	Level 8
12	Level 9*

* Roll for each treasure category twice, taking the lower of the two results. *Ex. A treasure is to be found within, equivalent to that found on a level three dungeon. The Referee rolls 1d100 twice for each category listed (sp, gp, gems, jewelry, magic item), taking the lower result of each pair.*

Monuments will be of the following age . . .

d100	Result
1-10	1d10 years
11-50	10d10 years
51-95	10d100 years
96-100	10d1000 years

They will be constructed of . . .

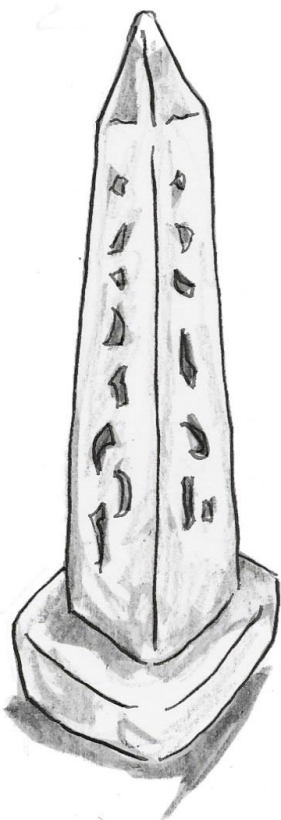
d100	Result
1-20	Wood/Bone/Brick
21-45	Metal
46-95	Stone
96-100	Exotic Materials

There is a 1-3 in 6 chance that the monument is engraved

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with writing. If so, there's a 1-2 in 6 chance that time and the elements have obscured most, if not all, of the writing, and a further 1-2 in 6 chance the language is dead and no longer known to Man.

There's a further 1 in 20 chance that the monument possesses a special quality:



1. The monument provides a clue to a mystery or points the way to something relevant: a buried treasure, a dungeon, an imprisoned efreet, etc.

2. The monument radiates magical energy and is the focal point of a randomly determined spell. The only way to end the spell's effect is to destroy the monument.

3. The monument is actually a device designed to capture ley line energy. There's a 1-2 in 6 chance that the ley line has since shifted and energy is no longer being stored.

4. The monument serves as a prison for some powerful being.

5. If touched or manipulated in a specific way the monument will provide a boon (1-3) or a bane (4-6). In the case of a boon there's a 1-2 in 6 chance that a sacrifice (of blood, coin, magic, etc.) is required for it to function.

6. The monument is a portal to another plane. There's a 1-2 in 6 chance it functions without effort, otherwise some ritual or spell is required for it to function.

3.3. Dwellings

The wilderness is filled with hovels, huts and houses erected by various peoples, either inhabited by the original builder, a recent arrival or completely abandoned.

The dwellings are . . .

d100	Result
1-25	Inhabited by monsters. Roll on the wandering encounter table appropriate for the area to determine exactly what lives within.
26-60	Uninhabited. If it is uninhabited there is a 1-2 in 6 chance of there being valuables within the house, with the following treasure type (1-A, 2-B, 3-C, 4-D, 5-E, 6-F). There is an additional 1-3 in 6 chance the treasure is trapped.
61-100	Inhabited by the original builders (or the descendants/same race as the original builders).

There's a further 1 in 6 chance there is something unusual about the dwelling. It may contain a portal to another plane, be cursed for the sins of its inhabitants, be haunted by the ghosts of innocent travelers lured in by promises of safety and then slain, etc.

How old is it?

d100	Result
1-10	1d10 years
11-60	10d10 years
61-99	10d100 years
100	10d1000 years

The dwelling is in what condition? Subtract 1 from the roll for every 100 years of age, with a maximum modifier of -15:

d100	Result
1-15	Crumbling and falling apart.
16-50	In need of some repair.
51-85	In relatively decent shape.
86-100	Immaculately maintained.

The dwelling is made of . . .

d100	Result
1-25	Materials found locally and appropriate for the surroundings.
26-60	Materials imported from afar.
61-100	Unique materials or those created by magic: a palace of glass, or amber, for instance.

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The materials used in the construction of a dwelling will be largely dependent upon the size and resident. For instance, most buildings in a forested hex might be log cabins with thatched roofs, inhabited by independent freeholders, while a retired adventurer might live in a wood-framed house with a cedar shake roof, and a noble's manor may be stone with a slate roof. Most dwellings on a prairie may be sod, with larger/wealthier houses being wood, or perhaps brick or adobe.



The dwelling is . . .

d100	Result
1-10	Tiny. A single-room hut, hovel or house. There's a 1-2 in 6 chance the dwelling was designed to be temporary (such as a lean-to, hide tent, yurt, etc.). It's been built to provide shelter, with no extraneous rooms.
11-30	Small. The dwelling has 1d3 rooms, potentially with a sleeping space separate from the living space. There's a 1 in 6 chance the dwelling is surrounded by a wall or similar fortification.
31-75	Medium. The dwelling has 1d4+1 rooms and is generally what we would consider to be a "house" with dedicated rooms for different purposes. There's a 1-2 in 6 chance the dwelling is surrounded by a wall or similar fortification. There's a 1 in 8 chance the dwelling is actually a fortified keep.
76-95	Large. The dwelling has 1d6+4 rooms and would be consistent with a large freehold supporting several families. If there are more than 6 rooms there's a 1-2 in 6 chance the rooms are actually divided between 1d2+1 buildings, forming a compound. If all the rooms are in one building, there's a 1-2 in 6 chance the dwelling is surrounded by a wall, or if in multiple buildings there's a 1-3 in 6 chance of the same. There's a 1 in 8 chance the building is actually a keep, with a primarily defensive function.

d100	Result
96-98	Very Large. The dwelling has 1d12+5 rooms and is roughly the size of a manor house. There's a 1-3 in 6 chance that there are 1d2+1 outbuildings surrounding the main house, with 2d4 rooms divided amongst them. There's a 1-3 in 6 chance the buildings are surrounded by walls or other defensive fortifications, and an additional 1-2 in 8 chance the building is actually a keep, with a primarily defensive function.
99-100	Palatial. The dwelling has 2d20+5 rooms and is roughly the size of a castle. There's a 1-4 in 8 chance that it actually is a castle. There's an additional 1-3 in 6 chance that there are 2d4 outbuildings, with 4d4 rooms between them. If the structure is not a castle or keep there's a 1-3 in 6 chance the buildings are surrounded by walls or similar fortifications.

3.4. Fortifications

Just as there are dwellings scattered throughout the wilds there are also countless structures erected primarily for strategic purposes. These structures differ from dwellings in that their primary purpose is to provide a fortified position for the builders, as opposed to living quarters. When possible such structures will be located in areas that provide a wide field of vision of the surroundings.

The age of the fortification will be . . .

d100	Result
1-10	1d10 years
11-60	10d10 years
61-99	10d100 years
100	10d1000 years

It will be in the following condition. Subtract 1 from the roll for every 100 years in age, with a maximum modifier of -15:

d100	Result
1-15	Crumbling and falling apart.
16-50	In need of some repair.
51-85	In relatively decent shape.
86-100	Immaculately maintained.

The fortifications will be built out of the following . . .

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d100	Result
1-40	Earth. Typically these will be the simplest kinds of fortifications: earthen berms behind which troops can hide, trenches dug into the earth lined with spikes, etc.
41-70	Wood. The fortifications will be primarily constructed of wood and will be either a palisade, a hastily erected wall, a fort framed from massive logs, etc.
71-90	Stone. These could be a stone wall snaking across the terrain, a granite redoubt carved into living rock or a keep perched atop a lonely tor.
91-98	Exotic Material. The defensive structure will be built out of some sort of exotic material, that may or may not have been created or crafted through mundane means.
99-100	Magical Material. The defensive structure is clearly magical in nature: a wall of flame, or corpses, or a castle made from ice.

The fortification is a . . .

d100	Result
1-20	Wall.
21-40	Hillfort.
41-55	Berm.
56-75	Trench.
76-85	Tower.
86-95	Keep.
96-100	Castle.

3.4.1. Walls

This section covers boundary walls as opposed to walls that would encircle a keep or settlement. A boundary wall demarcates the border between two territories, perhaps that no longer even exist, or was erected to serve as a defensive bulwark during a battle or conflict, then left to remain standing.

Assume that a wall begins in the subhex in which it is rolled for, running north (1), northeast (2), east (3), southeast (4), south (5), southwest (6), west (7), or northwest (8). It will be relatively straight (1-3), curved (4-5), or sharply angled (6).

How long is the wall?

d100	Result
1-10	2d20 feet.
11-25	8d20 feet. Walls of this length have a 1-2 in 6 chance of having a gate or opening along the length.
26-65	8d100 feet. Walls of this length have a 1-3 in 6 chance of having a gate or opening every 1d4×100 feet. If the wall is taller than 10' there is a 1-2 in 6 chance there is a tower or other defensive structure located every 1d6×100 feet.
66-75	8d100×10 feet. See above.
76-85	1d6 miles. See above.
86-96	3d4 miles. See above.
97-99	5d20 miles. See above.
100	100+ miles long. See above

The wall will be 1d4 feet tall (1-2), 2d4 feet tall (3-4), 3d4 feet tall (5), or 4d6 feet tall (6). On a result of 6 there's a further 1-2 in 6 chance the wall is either 5d20 feet tall (1-4) or 5d100 feet tall (5-6).

Walls are built of (1-4) wood, (5-7) stone, (8-10) brick, (11) an exotic material, or (12) magic. A wall has a 1 in 12 chance of having a magical property (refer to the section on Magic).

3.4.2. Hillforts

Using the very contours of the land as a defensive feature hillforts tend to be somewhat primitive in nature. Typically, a hill is contoured, with dirt removed to level sections being used to create earthen walls behind which defenders may shelter. Wood and stone can be incorporated into the fort as well, but most times the primary material used is packed dirt.

Most of the time hillforts will be used purely as defensive structures, but over time these will often begin to attract houses and settlements to the relative safety of the fortifications. If they remain, these hillforts will occasionally be built into larger communities, defended by more sophisticated walls and keeps.



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The size of the hillfort is determined as follows . . .

d100	Result
1-20	Encompasses 1d10×1,000 sq. ft. Has one “terrace” with ramparts 1d6+4 feet tall and one entrance.
21-60	Encompasses 1d100×1,000 sq. ft. Has one terrace with ramparts 1d6+6 feet tall and one entrance.
61-90	Encompasses 1d10×10,000 sq. ft. Has one terrace if under 90,000 sq. ft., two terraces if over that. The ramparts will be 1d6+6 feet tall, with 1d2 entrances per terrace.
91-99	Encompasses 1d100×10,000 sq. ft. Has 1d2+1 terraces, with ramparts 1d8+7 feet tall, and 1d3 entrances per terrace.
100	Encompasses 3d100×10,000 sq. ft. Has 1d3+1 terraces, with ramparts 1d8+7 feet tall, and 1d4 entrances per terrace. Hillforts encompassing more than 2,000,000 sq. ft. are largely useless as defensive structures and are instead used for more pedestrian purposes, such as the containment of livestock.

3.4.3. Berms

Dirt has been dug and piled into a raised fortification, typically as a short-term protective measure. The trench created by the excavation is typically on the outside of the berm, facing the threat, and can be filled with water, or sharpened stakes, or magically summoned oozes, etc.

It will be . . .

d100	Result
1-10	1d10 months old
11-60	1d10 years old
61-99	10d10 years
100	10d100 years

For a berm that is fewer than ten years old there’s a 1-3 in 6 chance that it is currently being used; those older have only a 1 in 6 chance of being in use. As a general rule, older berms have a tendency to be converted over time to actual walls and more defensive permanent structures.

Berms that are older than two years, and either not in use or not being well-maintained, will likely be discovered in the process of being taken back over by nature; plants will have begun to reclaim the earthen slopes, trenches get filled in by leaves and decaying

vegetable matter, water, and so forth. For trenches that are currently being used for defensive purposes refer to the next section, below.

The berm will be (1-3) a straight line, (4-5) a curve that is unclosed, (6-7) a fully enclosed circle, or (8) another enclosed shape.

It will be this long . . .

d100	Result
1-10	2d20 feet
11-45	8d20 feet. Berms this long have a 1-3 in 6 chance of having a single break somewhere along the line to allow passage.
46-65	8d100 feet long. Berms this long have a 1-3 in 6 chance of having a gate or opening every 1d4×100 feet. If the berm is taller than 10’ there is a 1 in 6 chance there is a tower or other defensive structure located every 1d6×100 feet.
66-75	8d100×10 feet. See above.
76-85	1d6 miles. See above.
86-96	3d4 miles. See above.
97-99	5d20 miles. See above.
100	100+ miles long. See above.

The berm will be . . .

d100	Result
1-25	1d4+4 feet tall
26-86	1d6+8 feet tall
87-99	1d12+12 feet tall
100	1d20+20 feet tall

Berms are typically as wide at the base as they are tall, sloped more severely on the outside, with a gentler slope on the inside to allow defenders easier access to the top. Berms that are currently being used have a 1 in 6 chance per 8 feet in height of having internal structures that allow defenders to reach the top. These structures will be (1-3) fashioned from earth, (4-5) wood, or (6) stone.

3.4.4. Trenches

The opposite of berms, trenches are dug into the ground to provide protection to forces or an obstacle to advancing enemies. Use the tables above to determine length and depth. Use the chances given above for gates or openings to determine whether a trench has some means of crossing, such as a bridge.

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Trenches by themselves have a 1-2 in 6 chance of containing a hazard of some sort: (1) spikes of sharpened wood or iron, (2) covered and disguised to look like the ground, (3) oil or other flammable materials, (4) creatures such as giant centipedes, oozes, jellies, etc., (5) undead or animated creatures tasked with attacking those entering, or (6) cached boulders or logs primed to roll down the slope.

If the trenches are more than a year old or abandoned there's a 1-3 in 6 chance any hazards have been rendered useless by age and the elements. Abandoned trenches also have a 1-2 in 6 chance of being filled with water.

3.4.5. Tower/Keep/Castle

The age of one of these defensive structures will be . . .

d100	Result
1-10	1d10 years
11-60	10d10 years
61-99	10d100 years
100	10d1000 years

It will be in the following condition. Subtract 1 from the roll for every 100 years in age, with a maximum modifier of -10:

d100	Result
1-15	Crumbling and falling apart.
16-50	In need of some repair.
51-85	In relatively decent shape.
86-100	Immaculately maintained.

The structures will be built out of the following:

d100	Result
1-30	Wood. The structures are made of worked wood, limiting their size to no more than four stories tall (approximately 50 feet high).
31-80	Stone. Built primarily of stone, these structures have a size limited to eight stories (approximately 100 feet high).
81-100	Exotic. Built from exotic materials or with the aid of magic, towers may be carved from living trees, or glass.

Towers are typically used as fortified residences or smaller garrisons to secure small areas. However, towers are quick and easy to build and are often implemented as a first “wave” of civilization designed to provide a quick and dirty fortified garrison. Towers have a base value of 1d12×5000 gp.

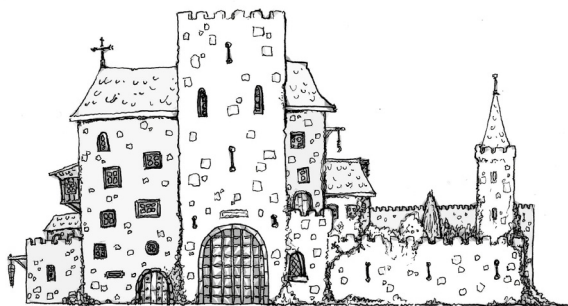
Keeps are larger, designed to control larger territories,

and provide housing and shelter for the settlers. Keeps have a base value of 3d6×10,000 gp.

Castles are larger still, the last stage in the evolution of defensive structures. Towers are built to quickly pacify the wilderness, and as civilization spreads they get expanded into keeps, which in turn are added onto and become sprawling castles. Castles have a base value of 2d6×100,000 gp, and often house hundreds of residents.

The chance that a structure is uninhabited decreases based upon its size; towers are the most likely to be found uninhabited and castles the least likely. The beginning of this section gives chances that a structure is used for its intended purpose; add 1 to the roll for castles and subtract 1 for towers.

Ex. Structures in Borderlands hexes have a 1-3 in 6 chance of being used for their intended purpose. Towers, therefore, have a 1-2 in 6 chance, keeps a 1-3, and castles a 1-4 chance.



3.5. Infrastructure

d20	Result
1-8	Roads
9-15	Water
16-20	Commercial

3.5.1. Roads

The road is . . .

d100	Result
1-30	Dirt. Dirt roads do not grant the bonus to movement (see p. 111, OSE core) during rain, or for 1d3-1 days after.
31-60	Paved with dry laid stones (1-3) or bricks (4-6).
61-90	Wood (logs laid side by side), a “plank road”.
91-98	Artificial (such as Roman concrete roads).
99-100	Magical or unusual (see below).

If the result is magical or unusual roll below. Also, roll an additional 1d6. On a result of 1-2 the unusual aspect of the road can be found the entire length of the road, on a 3-4 it is found for 1d8×10% of the length, and on a 5-6 it occurs only in a single randomly determined location.

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d10	Result
1-3	Unique material. The road is built of an unusual material. The road is made from (1) one of the materials above, but unique or rare to the region, (2) iron, (3) bone, (4) graves, (5) glass, (6) high-tech material like plastic or concrete, (7) ceramics, (8) living material, (9-10) other.
4-6	Unique construction. The road is built in an unusual manner. It is (1) elevated, (2) sunken, (3) covered, (4) hidden, (5) goes underground for a portion, (6) other.
7	Magical (benign). The road is enchanted in a manner that is beneficial to those traveling on it. It (1) is safer than normal. Wandering monster chances are reduced by 1d2 while on the road, (2) those on the road are under the effects of a permanent <i>protection from evil</i> spell, (3) food does not spoil or go bad while on the road, (4) travelers on the road move faster than normal: if granted, the normal 50% bonus to movement is increased to 75%, or if not granted travelers have a 25% bonus, (5) travelers on the road do not incur exhaustion for forced marching, (6) healing is increased: roll twice for all healing spells and effects and take the better of two results, (7) all travelers on the road are able to understand any spoken language, or (8) other.
8	Magical (malign). The road is enchanted in a manner that is dangerous to those traveling on it. (1) It is more dangerous than normal: those traveling on the road have their chances of wandering monsters increased by 1d2, (2) normal rations spoil after a day on the road and iron rations after 1d4 days, (3) movement is slowed: if a speed bonus would normally be granted for maintained roads it is lost, and if not movement is 50% slower, (4) turning undead is less potent: if attempting to turn undead within 50' of the road roll twice, taking the lower result, (5) sleep within 50' of the road is fitful, and does not count as rest for purposes of memorizing spells or avoiding exhaustion, (6) healing magics are minimized: roll twice when determining damage healed, taking the lower of the two results, (7) creatures slain on the road are either (1-2 incapable of being raised or brought back to life, short of a <i>wish</i> spell, or 3-6 raised as undead within 1d8 days of their death; they will be 1-2 skeletons, 3-4 zombies, 5 wights, or 6 wraiths), or (8) other.

d10	Result
9-10	Magical (neutral). The road possesses an enchantment that is neither directly beneficial nor malignant. It is (1) a pathway to another place (1-4) or plane of existence (5-6), (2) can only be traveled on by those who know the proper words (1-3) or carry the correct charms (4-6), (3) the road is lit by floating magical lights: there's a 1-2 in 6 chance the lights only illuminate when living creatures are within 30', otherwise they stay lit, (4) the road is intelligent, inhabited by an animating spirit; it is 1-2 Lawful, 3-6 Neutral, or 7-8 Chaotic; the road has an Intelligence of 3d6, and there's a 1-2 in 6 chance it has properties similar to an intelligent sword (see p. 272 OSE core), (5) the road only appears under certain conditions or at certain times of the year (refer to the Magic Chapter on p. 66), or (6) other.

Magical enchantments can (1) be dispelled by conducting a ritual that needs to be researched, (2) be dispelled by a casting of *dispel magic* by a caster of level 1d6+8 or higher, (3) be dispelled by a casting of *remove curse* by a caster of at least level 1d6+8, (4) be dispelled, but only for 1d12 months by one of the above methods, or (5-6) not be dispelled by anything short of divine intervention.

Magical effects that stretch for more than one mile will require multiple attempts to dispel on a roll of 1-3 in 6.

There's a 1-4 in 6 chance the road follows a nearby terrain feature. If not, roll 1d6 and use the diagram on p.

The road starts or stops in this hex on a roll of 1-2 in 6. Otherwise, it is assumed the road passes through the hex.

The road leads to (roll twice, once for each end. If the road terminates in the current hex assume it leads to the most appropriate feature) . . .

d100	Result
1-10	Geologic
11-20	Structure
21-30	Resource
31-35	Dungeon
36-55	Another road
56-60	Water
61-100	Settlement

In Borderland hexes the road has a 1-4 in 6 chance of being used regularly for commerce and travel. This

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chance is increased by one in Civilized hexes and decreased by 1 in Wilderness hexes, or domains with an alignment of Chaotic. Roads that are not used regularly have fallen into disrepair and do not grant the 50% bonus to overland movement (see p. 111, *OSE* core).

If a road connects two settlements, add the highest Market Class to the following roll for the size of the road. Refer to p. 16 of *Domain Building* for information on Market Classes.

The road is . . .

d100	Result
1-30	Little more than a game trail. Carts and wagons cannot use it in difficult terrain, regardless of the condition of the road (see p. 49, <i>OSE</i> core). Individuals must travel in single file whether mounted or on foot. Subtract 10 from the roll for length of road.
31-50	Wider trail. Carts and wagons cannot use it in difficult terrain regardless of the condition of the road. Individuals can travel in two ranks when on foot. Subtract 5 from the roll for length of road.
51-65	Lane. Carts can use it in difficult terrain, wagons cannot. Individuals can travel in three ranks on foot or two mounted.
66-81	Wider lane. Carts and wagons can use it in difficult terrain, individuals can travel in four ranks on foot or two mounted.
82-92	Road. Wide enough for two wagons to pass. +5 to the roll for length of road.
93-97	Wide Road. Wide enough for four wagons to pass. +10 to the roll for length of road.
98-00	Grand Road. Six or more wagons can pass each other. +15 to the roll for length of road.

Add +5 to the above roll in Civilized domains, and an additional +5 if the domain is Lawful or advanced (either magically or technologically).

There's a base 1-2 in 6 chance the road has (1-3) markers that indicate communities that lie along the road, (4-5) distance markers that divide the road into equal increments, or (6) both.

When rolling to determine the length of the road you will roll either once (if the road terminates in the chosen hex) or twice (if the road passes through the hex). If rolling once take the result and double it. If rolling twice add the two numbers together to get the total length of the road. When rolling twice designate which roll is for which length of road exiting the hex.

d100	Result
1-10	Road ends in the chosen hex
11-20	Road is 1d6 miles long
21-30	Road is 1d12 miles long
31-45	Road is 1d20 miles long
46-65	Road is 3d20 miles long
66-85	Road is 5d20 miles long
86-97	Road is 2d100 miles long
98-99	Road is 5d100 miles long
100	Road is 10d100 miles long

Roads that cross a river have a base 1-2 in 6 chance of crossing at a bridge. Subtract 1 from the chance in Wilderness hexes, add 1 in Civilized hexes, and add 1 if the road is a lane or 2 if it is a road (see above). Refer to p. 26 to determine the type of bridge.

3.5.2. Water

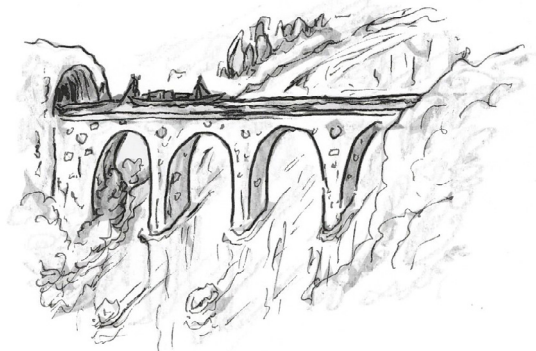
Features in this category include man-made means of controlling or accessing water. This includes aqueducts and wells, canals, irrigation ditches, man-made lakes and ponds, etc.

The water feature's age is . . .

d100	Result
1-10	1d10 years
11-60	10d10 years
61-99	10d100 years
100	10d1000 years

There's a 1-3 in 6 chance that a water feature is currently in use. This chance decreases by 1 in Wilderness hexes and/or if the feature is over 500 years old and increases by 1 if in Civilized hexes and/or it is less than one hundred years old (for a total range of modifiers of -2 to +2).

A feature that is not currently in use will typically have fallen into disrepair or could potentially serve as a lair for dangerous creatures that prevent its use.



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The feature is . . .

d100	Result
01-05	Aqueduct
06-40	Bridge
41-45	Canal
46-55	Fountain
56-65	Pond
66-00	Well

Aqueduct

Specifically, raised, artificial channels, pipes, or troughs that carry water from one location to another, often over great distances.

An aqueduct will average . . .

d100	Result
1-10	3d6 feet tall
11-50	4d8 feet tall
51-90	5d10 feet tall
91-100	6d20 feet tall

It will be . . .

d100	Result
1	5d20 feet long (perhaps this is all that remains of a once elaborate system)
2-5	10d100 feet long
6-50	1d4 miles long
51-75	3d6 miles long
76-99	5d20 miles long
100	10d100 miles long

It will be 1d12 feet wide.

The aqueduct will be built using . . .

d100	Result
1-5	Channel created by hollow logs.
6-30	Brick. Laid and mortared bricks.
31-65	Clay.
66-90	Stone.
91-99	Metal. Lead, most likely.
100	Exotic Materials. Hollow bones, blown glass, magically shaped stone, etc.

There's a 1-4 in 6 chance the aqueduct supports will be of the same material as the channel itself. If not, roll again to determine what the supports are made of.

It will be (1-4) open to the sky or (5-6) enclosed, and it will either be supported by columns or pillars (1-5) or a solid wall (6). If it is solid wall there's a chance that (1-3) gates, (4) defensive features, (5) secret rooms, or (6) nothing, it is just solid, will be incorporated into the design. If there are rooms within the wall refer to the section on Monuments on p. 17 to determine if there is anything inside.

Bridge

Bridges typically cross rivers or waterways. There's a 1 in 20 chance that the waterway has dried up or moved location, and an additional 1 in 20 chance that the road that once ran over the bridge no longer exists, or perhaps never did.

Bridges have an overall length of . . .

d100	Result
1-10	3d6 feet
11-40	4d10 feet
41-75	5d20 feet
76-99	10d100 feet
100	1d4 miles

The bridge is . . .

d100	Result
1-30	3d4 feet wide.
31-90	5d6 feet wide.
91-100	6d8 feet wide.

The bridge will be made out of . . .

d100	Result
1-10	Vines or ropes.
11-30	Wood. There's a 1 in 20 chance that the bridge is movable or a drawbridge.
31-60	Brick. Laid and mortared bricks, potentially plastered.
61-90	Stone.
91-94	Naturally occurring, carved from the landscape by the elements.
95-97	Metal. Iron or steel.
98-99	Exotic Materials. Hollow bones, blown glass, magically shaped stone, etc.
100	Magical.

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If the result is Magical roll again to determine the material the bridge is made from (if not a magical substance) after rolling below to determine the nature of the enchantment. Bridges are inherently transitive in nature, taking one from one side to another. The magical nature is (1-2) in the bridge's structure, (3-4) affects those who use the bridge, or (5-6) can only be accessed by those who know the proper words or rituals.

If the magical nature is in the bridge it is (1) invisible, (2) made of bound wind, flame, water, or other element, (3) physics-defying, (4) made of living material, (5) not fastened to anything, or moving, (6) other.

Crossing the bridge (1) ages (1-3) or de-ages (4-6) those who cross it by 1d12 years, (2) heals (1-3) or harms (4-6) those who cross it for 1d12 points of damage, (3) transports the traveler to another plane of existence, (4) transports the traveler to another place in the same plane, (5) reverses the traveler's alignment if they fail a Save v. Spells (Neutral characters are unaffected), (6) other.

If a specific trigger is needed it will be (1) a specific word or ritual to be spoken before crossing, (2) a specific physical ritual such as closing one's eyes, walking backwards, etc., (3) crossing at a specific time, (4) a specific object carried with the traveler, (5) the traveler must be accompanied by a specific individual, (6) a specific payment (1-2 monetary, 3-4 object, 5 service, or 6 quality), (7) a specific guardian must be defeated, or (8) other.

Avoiding or undoing magical effects imparted by crossing a bridge can be achieved by (1) nothing short of a *wish* spell or deific intervention, (2) a *remove curse* cast by a spellcaster of level 1d6+8 or greater, (3) a *dispel magic* cast by a spellcaster of at least level 1d6+8, (4) a quest or specific action one undertakes, (5) walking backwards across the bridge in the opposite direction it was originally crossed, or (6) other.

There's a 1-4 in 6 chance the bridge is in use and safe to cross. This is increased by 1 in Civilized hexes, and reduced by 1 in Wilderness hexes. Bridges that are not safe to cross are either structurally unsound (1-4) or inhabited by monsters (5-6).

Canal

Artificial waterways that channel water for irrigation, drainage, or transportation, canals will be (1-3) constantly filled with water or (4-6) only filled when in use (or only usable when filled). Canals that are not always filled will either be (1-2) manually filled (by 1-4 mechanical or 5-6 magical means) or (3-6) filled

naturally. Canals that are naturally filled either (1-3) rely on rain, filling for 1d4 inches per day of rainfall or (4-6) rely on seasonal weather (such as glacial melt, or the rainy season, etc.).

Canals (1-3) provide water to dry areas, (4-5) remove water from wet areas, or (6) are used for the transportation of goods or people.

Canals that are always filled will be (1-4) connected to a nearby source of water such as a lake or river or (5-6) filled through magical or other means.

A canal will be . . .

d100	Result
1-5	10d20 feet long
6-30	10d100 feet long
31-50	1d4 miles long
51-75	1d12 miles long
76-97	5d20 feet wide/deep
98-100	10d100 miles long

It is (roll separately for width/depth) . . .

d100	Result
1-10	1d4 feet wide/deep
11-35	2d6 feet wide/deep
36-65	3d8 feet wide/deep
66-90	4d10 feet wide/deep
91-100	5d12 feet wide/deep



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There is a 1-4 in 6 chance that a canal is being used for its intended purpose. This chance is increased by 1 in Civilized hexes and reduced by 1 in Wilderness hexes. Canals that are not being used have a 1 in 6 chance of being permanently empty.

Fountain

A fountain serves both decorative and functional purposes. In both cases, they are most often created using naturally occurring underground springs where there is enough water pressure to bring the water above ground level.

Fountains are artificially created by using impermeable substances to fashion bowl-shaped depressions, which are often surrounded by a low border and can also include statuary mounted inside from which the water emerges.

The fountain will be made from . . .

d100	Result
1-5	Wood.
6-40	Brick. Often coated in plaster or adobe.
41-95	Stone. (1-4) fitted and mortared stone or (5-6) carved from stone.
96-99	Exotic Material. Bone, petrified wood, living trees, etc.
100	Magical. The fountain is fashioned from magical materials such as never-melting ice, an enormous flower, etc.

Fountains have a 1-4 in 6 chance of incorporating statuary into the design. There's a 1 in 12 chance that the statuary is magical. It (1) is a guardian that attacks those who attempt to drink without a proper offering (use stats of a crystal living statue), (2) will offer cryptic advice to those who drink from it, (3) will stare wordlessly at those who approach but do no harm, (4) moves, but only when no one is looking, (5) assumes the form of the first person who drinks from it and seeks to replace them (treat as doppelganger), or (6) other.

There's a 1 in 20 chance that the water within a fountain possesses a magical dweomer. This magic rarely (1 in 12 chance) lasts for long once removed from the source. Those drinking from the water (1) are healed for 1d6+1 hp (1-3) or harmed for 1d6+1 hp (4-6), (2) are cured of all damage (1-3) or must Save v. Poison or die (4-6), (3) increase (1-3) or decrease (4-6) a random ability score by 1d4 points, (4) gain a +1d4 bonus to their next roll (1-3) or subtract the same (4-6), (5) are brought back to life if submerged in the pool, provided they have not

been dead for more than 1d12 hours, or (6) other.

The effect of magical water is (1-4) permanent or (5-6) lasts for 1d8 day. Effects can only be removed by (1) a *wish* or divine intervention, (2) a *remove curse* cast by a spellcaster of level 1d6+8 or greater, (3) a *dispel magic* cast by a spellcaster of at least level 1d6+8, (4) accepting a geas from the spirit that resides within the fountain, (5) making the appropriate offering to the fountain, or (6) other.

The fountain is (1-3) round, (4-5) rectangular, or (6) another shape. It is 1d20 feet in diameter, and there's a 1 in 6 chance it is flush with the ground. There's a 1-2 in 6 chance a fountain is no longer working, and if that's the case there's a further 1 in 6 chance it is empty.

There's a 1 in 6 chance a fountain has the potential to contain a monster, treasure, or trap. If this is the case roll on the Dungeon Stocking Table found on p. 225 of the OSE core rules. If something is present assume the fountain has a "dungeon level" equivalent to 1d6.

Pond

This category assumes the pond is an artificial feature created by an intelligent race damming a river, stream, or other source of water to create a still body of water that can be used for some purpose. Refer to p. 63 for more information on ponds.

Well

Wells are drilled or dug into the earth to provide access to water or potentially other liquids. There's a 1% chance that a well has been dug to extract something other than water. This could be (1-2) oil or similar, (3-4) an appropriate fantasy liquid (perhaps magma, or rockmilk (from Mieville's *The Scar*), or (5-6) magical energy.

Wells are usually (1-19 in 20) dug by hand, and lined with (1) wood, (2-3) brick, (4-5) stone, or (6) another substance. Wells that are dug by hand tend to be fairly wide and not too deep. Wells that are dug by other means (magic, or controlled burrowing animals, or technology) can be any width and depth.

A well will be . . .

d100	Result
1-15	1d4 feet wide
16-50	2d4 feet wide
51-85	3d4 feet wide
86-100	4d4 feet wide

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It will be . . .

d100	Result
1-15	2d10 feet deep
16-50	5d12 feet deep
51-85	10d20 feet deep
86-99	20d100 feet deep
100	1d4 miles deep

Above-ground wells are typically surrounded by a structure that rises above the surface for three or four feet, often with a roof or overhead covering to prevent contamination by the elements. This structure will be built of . . .

d100	Result
1-20	Wood
21-60	Brick
61-90	Stone
91-98	Metal
99-100	Exotic material

Water is brought to the surface by means of a . . .

d100	Result
1-10	Dipper that is reached into the well.
11-60	Bucket on a rope.
61-70	Mechanical screw.
71-85	Mechanical pump and bladder.
86-99	Wind turbine.
100	Magical means.

If the well is deeper than 5 feet add 10 to the above roll.

Mechanical screws could be like an Archimedean screw or a means of raising and lowering buckets via pulley. Such devices are (1-3) powered by an outside force (such as a wheel turned by oxen, undead, or slaves), (4-5) powered by the user, or (6) powered by magical means.

A pump and bladder is similar to an old-fashioned farm-style pump, while wind turbines resemble those in Western movies.

Water can also be forced to the surface by magical means, (1-2) by a specific spell, (3-4) by a creature bound to perform the task, or (5-6) by a permanent magical item.



There's a 1 in 20 chance that a given well is (1-5) dry and no longer a source of water or (6) fouled and no longer potable. Those drinking from a fouled well must (1-3) Save v. Poison or suffer the effects of giant centipede poison that lasts for 1d4 days (p. 147, OSE core), (4-5) Save v. Poison or suffer 1d12 points of damage, or (6) Save v. Poison or die in 1d6 hours.

Each well has a 1 in 20 chance of possessing an unusual quality. Roll on the fountain magical dweomer table.

3.5.3. Commercial Infrastructure

This section includes those enterprises and businesses typically found outside of an urban settlement. It does not include businesses that are typically found inside cities, although the Referee is certainly welcome to include such infrastructure in the wilderness should it make sense.

d100	Result
1-5	Camp
6-15	Farm
16-17	Ferry
18-20	Ford
21-25	Hunting Lodge
26-30	Inn
31	Lighthouse
32-35	Logging Camp
36-38	Military Garrison/Supply House
39-48	Mill
49-55	Mine
56	Monastery
57-65	Orchard
66-70	Other
71-75	Quarry
76-85	Ranch
86-95	Shrine
96-100	Temple

There's a 1 in 6 chance in Wilderness hexes that the infrastructure is (1-4) abandoned and potentially used as a lair for monsters or (5-6) under attack or threat.

Features in this category will be inhabited by (1-4) Men, (5-6) demi-humans, (7) humanoids, (8) other races, who may *appear* differently than they truly are (doppelgangers, polymorphed dragons, etc.).

The commercial infrastructure's age will be . . .

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d100	Result
1-10	1d10 years
11-60	10d10 years
61-99	10d100 years
100	10d1000 years

Camps. Camps are either (1-3) occupied by (1-5) travelers or (6) squatters, or are (4-6) currently empty. Camps are maintained by either the local domain ruler, merchant guild, or military to provide designated areas for military or mercantile caravans to rest while traveling. They usually are found on flat, raised ground, marked in some fashion. Camps have a 1-4 in 6 chance of having low defensive walls surrounding the perimeter (1d4+2 feet tall). There is also a 1-2 chance someone has been nice enough to keep a stock of dry firewood. 1 in 6 camps have semi-permanent, crude shelters for animals or Man, and 1-4 in 6 of them will have a nearby source of water in the form of a (1-2) stream, (3-4) spring, (5) fountain, or (6) well.

Farm. A farm will be the following size . . .

d100	Result
1-10	Smaller than 1 acre
11-20	1d4 acres
21-50	2d6 acres
51-75	3d8 acres
76-90	4d10 acres
91-95	5d12 acres
96-100	6d20 acres

If the farm is found in a forested, swamp, jungle, or mountain hex subtract 10 from the roll.

All farms, in addition to growing crops, will keep a variety of animals. Chickens for eggs, pigs to forage and eat scraps, horses, mules, or oxen to work the fields, etc. The primary focus of the farmer is on growing crops, though. Most farms grow a variety of plants, instead of one single crop, and they will typically be working from early spring through late fall planting, harvesting, and preparing food for storage. Surplus crops are (1-4) taken to the nearest market to sell or (5-6) tithed to the domain ruler (if in an existing domain).

The smallest farms consist of a single family living in one or two buildings. The larger a farm gets the more hands are needed to run it, and the more infrastructure is needed to support the operation. Large farms will typically consist

of 1d2 buildings for every ten acres under cultivation. These buildings include: houses for the farmers (typically a main house for the owners, plus smaller outbuildings that the workers live in), smithies/workshops to repair equipment, barns to house livestock, smokehouses to cure meat, root cellars to preserve harvested food, granaries or silos to store grain, etc.

Large farms, especially those encountered in Wilderness hexes, function as small settlements, are often protected by walls, and often serve as waystations or inns for travelers to rest in, whether they sleep in a barn or there is a dedicated building for use by travelers.

Farms that are larger than 50 acres may be large enough to have supplies available for sale. Such farms have a 1-4 in 6 chance of being a market with a Class of 1. Farms that are over 100 acres will be a market of Class (1-4) 1 or (5-6) 2.

Refer to the section on Resources for more information on crop type.

Ferry. Reroll if this result comes up when it is not appropriate. Ferries are used to cross rivers when bridges are not available. The ferry will be (1-3) operated by the user, (4-5) operated by a dedicated ferryman, or (6) operated by some other means.

Those operated by the user usually consist of a raft or flat-bottomed boat that runs on a rope strung across the river. The boat is pulled or poled across and can be pulled back by travelers as needed. These self-service ferries have a 1 in 6 chance of either (1-4) being out of service due to neglect or vandalism, or (5-6) operated by bandits or brigands looking to prey upon travelers. Increase this chance by 1 in Wilderness hexes.

If the ferry is operated by a ferryman they, and potentially their family, live nearby, and they live off the income generated by transporting travelers. Fees for transport will be . . .

d100	Result
1-25	1d8 cp
26-75	1d8 sp
76-99	1d8 gp
100	Something other than money

In Wilderness hexes add 10 to the roll. Ferry boats will be capable of transporting (1-3) 2d4, (4-5) 3d6, or (6) 3d8 individuals at a time, or half that number of mounts, so it may take multiple trips. Ferrymen have a 1 in 20 chance of proving unscrupulous, either (1-3) working with brigands, (4-5) stranding half the party on either

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side and insisting on more payment, or (6) being some sort of monster in disguise.

Ferries operated by other means could be poled by constructs, powered by spells, or other exotic devices.

Depending on the weather or season a ferry may not be operable. Heavy rains or melting snow cover may render the river too dangerous to cross, and obviously a frozen river does not need a ferry, provided the ice is thick enough to walk across.

Ford. Simply a shallow part of a river or large stream, fords allow for travelers to cross in relative safety, albeit while getting wet. There's a 1-2 in 6 chance that the crossing is dangerous during certain times of the year, or after heavy rain. In these cases those crossing must succeed on a Save v. Death to avoid being swept off their feet. If the travelers are mounted while crossing their mounts make the save, but with a +2 bonus to the roll.

If a ford is frequently used there's a 1 in 20 chance it is watched by brigands or monsters who use the distraction of crossing to attack. This chance is reduced to 1 in 100 in Civilized hexes.

Fords are (1-4) naturally occurring shallow spots in a river or (5-6) man-made. Because they are shallower they are also wider, which may be important to know if travelers are trying to cross swiftly. Assume that a ford is roughly twice as wide as other parts of the river.

A ford will be . . .

d100	Result
1-50	1d4 feet deep
51-90	2d4 feet deep
91-100	3d4 feet deep.

Fords that are deeper than five feet are typically only crossed by mounted travelers, and are used simply because the wider, shallower part of the river is slower moving than other areas.

Hunting Lodge. Hunting lodges are maintained for three distinct reasons: (1-3) by trappers and hunters to use as a base of operations, (4-5) by nobles that maintain the house for use during sport hunting, or (6) by name-level ranger-type characters that use it as a base of operations in Wilderness hexes.

Hunting lodges consist of 1d4 buildings, typically, either of (1-3) wood, (4-5) stone, or (6) other material.

Because they are often forced to rely on their own supplies for long periods of time there's a 1-2 in 6 chance that a hunting lodge has a Market Class of 1.

Inn. Found mostly along heavily trafficked trade routes where there is not enough population to support a community, but enough travel to support a business, roadside inns in Borderland or Wilderness hexes are most often fortified complexes with walls that enclose the main inn and outbuildings. Roadside inns have 1d8 features in Borderland hexes and 2d6 in Wilderness hexes (roll 1d00 to determine the features), listed below. Unless otherwise indicated results are cumulative.

d100	Result
1-31	Guards. 1d6+1 guards are in the employ of the inn. Treat as (1-3) footmen, light, (4-5) footmen, heavy, (6-7) crossbowmen, or (8) 1st-level fighters. Every 4 guards will be overseen by a sergeant one level higher. <i>Ex. Five crossbowmen will be overseen by a 1st-level fighter, while four 1st-level fighters will be overseen by a 2nd-level fighter.</i>
32-33	Guild Hideout. The inn is in fact a cover for the local thieves' guild. Most of the employees will knowingly work for or be in the employ of the guild. Refer to the <i>Guide to Thieves' Guilds</i> for more information.
34-36	Hirelings. Potential employees can be found at the inn. There will be either (1-4) 1d4 mercenaries or (5-6) 1d2 potential retainers available for hire at any given time. If this result comes up more than once increase the number of potential hirelings by 1.
37-38	Magic-user. The inn has a magic-user on staff. While primarily employed by the innkeeper the magic-user can be hired to cast spells for the PCs. The magic-user will be (1-3) 1st level, (4-5) 2nd level, or (6) 3rd level. If this result comes up twice increase the NPC's level by 1.
39	Magical item. There is one magical item available for sale or trade (in exchange for a service). This will be (1-4) a potion or scroll, or (5-6) a permanent item.
40-49	Market. The inn serves as the urban center for nearby residents and has a Market Class of 1. Each time this result comes up add 1 to the Market Class.
50-57	Smithy. The smithy will be run by a (1-5) blacksmith or (6) armorer. If this result comes up more than once assume the additional workers are assistants.

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d100	Result
58-59	Spy. One of the workers at the inn is a spy, sponsored by (1-2) the nearby domain ruler, (3-4) a foreign domain ruler, (5) a band of brigands, or (6) other.
60-72	Stables. The inn maintains enclosed stables and stablehands that care for the mounts of travelers. There's a 1-3 in 6 chance there will be 1d4 randomly determined mounts for sale, and a 1 in 6 chance there is a (1-4) cart or (5-6) wagon for sale.
73-77	Temple. The inn maintains a small temple that is overseen by a (1-3) 1st-level cleric, (4-5) 2nd-level cleric, or (6) 3rd-level cleric. If this result occurs more than once increase the level of the cleric by 1.
78-79	Threat. A hidden threat lurks in the inn. One or more of the staff may be disguised monsters, or the food may have spoiled and will poison the guests, or a fire may break out at night. If this result comes up more than once increase the threat level appropriately.
80-100	Wall. The inn is surrounded by a (1-3) wood, (4-5) brick, or (6) stone wall that is approximately eight feet tall. For each additional result add another defensive feature (arrow slits, moat, tower, etc.).



Lighthouse/signal towers. Tall buildings with a light atop to (1-4) guide travelers or (5-6) send messages. The towers will be 3d6×10 feet high and manned by 1d4 staff with a 1-4 in 6 chance of having 2d4 mercenary guards.

Signal towers are typically maintained by (1-5) domain rulers or (6) other organizations. They will be spaced out at increments of three miles plus 1.5 for every ten feet in height of the tower. The fire is (1-4) only lit in times of danger or (5-6) lit to send coded messages.

Lighthouses are kept continually lit at night or cloudy days to warn nearby ships of dangers in the vicinity.

Logging Camp. When found in wooded areas such a camp is dedicated to cutting timber; when found in non-wooded areas the workers harvest sod, peat, or similar material. An ocean-side camp may harvest kelp or something similar.

The camp will (1-3) ship harvested material via river, (4-5) sell it for use nearby, or (6) ship it via land. Refer to the Resource section on p. 37 to determine the value/size of nearby resources. There will be 1d6 individuals dedicated to harvesting the material for every subhex of resource.

Camps will be (1-5) semi-permanent dwellings or (6) permanent structures. There will be 1d2 structures for ever ten workers. There's a 1-4 in 6 chance of having a blacksmith employed for every twenty workers, a 1-5 in 6 chance of having 2d4 mercenary guards for ever ten workers, and a 1 in 6 chance of having a 1st-level cleric present for every twenty workers.

Camps with more than 100 workers have an equivalent Market Class of (1-4) 1 or (5-6) 2. There's a 1-2 in 6 chance that a logging camp has a lumber mill (see below) as part of the camp. This chance is increased by 1 in Wilderness hexes.

Military Garrison/Supply House. Large domains often maintain barracks or garrisons on their borders to project their power into Borderlands or Wilderness areas outside of the domain proper. These are to be treated as keeps, housing a military garrison of the appropriate size based upon the size of the keep.

Garrisons will also contain a surplus of supplies for the forces to use should they be under attack or need to march to war. Each garrison will have a supply of dried rations, weapons, and ammunition that can be drawn from to supply troops.

There's a 1 in 8 chance that a garrison is treated as being a Market Class of (1-4) 1 or (5-6) 2. There's an additional 1-2 in 6 chance per twenty troops of having a cleric of level (1-3) 1, (4-5) 2, or (6) 3. There's a 1 in 6 chance per twenty-five troops of there being a magic-user of similar level.

Additionally, there's a 1 in 10 chance that there will be 1 spy per twenty-five troops. These spies will be from (1-3)

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the domain ruler, keeping an eye on corruption, (4) an outside domain, (5) a local thieves'/brigands' guild, or (6) an evil cult, enemy, or polymorphed/disguised monster.

Mill. Mills will be (1-3) powered by moving water, (4-5) powered by manual labor (animals, slaves, etc.), or (6) powered by another source, likely magical.

Mills will process (1-3) grain, (4-5) timber, or (6) other material. Grain mills will only be found in Wilderness hexes on a roll of 1-2 in 6 as they overwhelmingly tend to be in more densely populated areas where they can serve the needs of a larger community of farmers.

Grain mills tend to be small operations, attached to dwellings where the miller and their family live.

Lumber mills, on the other hand, are often found in Borderlands or Wilderness hexes as it is easier to mill nearby timber and then ship it for use in new construction, rather than import the raw material. These are larger operations, requiring intensive labor to process felled trees.

Water-powered lumber mills use blades driven by running water, while manually powered mills utilize teams of workers using pitsaws, or even splitting logs down into lumber.

A typical lumber mill has 2d20 employees, plus draft horses to help move materials around. The workers will typically live adjacent to the mill, and there will be 1d2 support staff on hand for every five workers. This support staff includes laborers (1-5 in 6 chance per 5 workers), blacksmiths (1-3 in 6 chance per 5 workers), animal handlers (1-2 in 6 chance per 5 workers), etc.

Mine. Mines are (1-3) dug, (4-5) sluice, or (6) strip mines. A mine will be (1-3) a solo operation, run by a single individual or family, (4-5) a larger operation owned as a mercantile venture, or (6) owned by a nearby ruler, noble, or landowner.

Dug mines are created by digging shafts into the ground that follow veins of minerals. They can descend deep into the earth, and require physical bracing and reinforcement. The deeper a dug mine goes the more labor is needed to efficiently extract materials, and the more dangerous it becomes.

Sluice mines rely on exposing surface minerals with running water, either by blasting surface dirt with pressurized water or by panning to separate heavier minerals.

Strip mines also require digging, but instead of digging narrow tunnels that follow the path of mineral veins they rely on removing large amounts of earth to exposed seams of valuable minerals.

Sluice mines have 1d8 workers, dug mines 1d100, and strip mines 5d100. Temporary settlements spring up around the mine, with workers living in tents or semi-permanent shelters. Mining camps attract support staff. Mines that are run by consortia or domains will have 1d6-1 guards for every ten miners. There will also be blacksmiths (1-3 in 6 chance per ten miners), animal handlers (1-2 in 6 chance per 25 miners), cooks (1-3 in 6 chance per ten miners), a rudimentary tavern (1-4 in 6 chance per fifty miners), etc.

Mines will be visited every 1d4 weeks by supply caravans that bring supplies to the miners then return to settlements with ore. There's a 1-2 in 6 chance per fifty workers that a mining camp has a smelter to process ore before shipping it away.

Refer to the section on Resources on p. 37 for more information.

Monastery. Many monastic orders are headquartered in remote areas. They (1-3) are primarily religious, (4-5) primarily martial, or (6) primarily esoteric (specializing in magical research).

They will be (1-2) Lawful, (3-4) Neutral, or (5-6) Chaotic. Monasteries should be treated as the domains of name-level characters: strongholds founded by clerics (from the core rules) or assassins (p. 8, *Advanced Fantasy*). Use the rules in those books to determine the number of leveled characters present, and assume they have support staff equal to mining camps.

Monasteries are also constructed as keeps and strongholds, usually (1-4) of stone or brick, but occasionally (5-6) of wood or other materials.

Otherwise, monasteries are built along the lines of dungeons.

Orchard. Similar to farms, but instead of planting seasonal crops the farmers tend orchards of (1-3) fruit trees, (4-5) nut trees, or (6) grape vines. Because of the higher density and perennial nature of their crop subtract 10 from the roll when determining the size of the orchard.

Orchards have a 1-4 in 6 chance of being surrounded by a low wall, and a 1-2 in 6 chance of being patrolled by 1d4 guards for every ten acres. These guards are the equivalent of (1-4) light foot or (5-6) heavy foot.

Other. Use this category for features that are not included in any of the others.

Quarry. Quarries are similar to mines, except they are usually (1-5) of the strip mine variety, and only very rarely (6) dug mines.

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Refer to the section on Resources, below.

Ranch. In all other respects similar to farms, but ranches primarily raise livestock. Ranches have a 1-2 in 6 chance of being surrounded by wooden fences with a primary purpose of keeping animals in rather than protecting the property from external threats.

Add 10 to the roll when determining the ranch size. If the result is 101 or above the ranch is 1d4 subhexes.



Shrine. Unlike temples, that are staffed by priests of a deity, shrines are smaller structures dedicated to a deity. There are typically no full-time attendants of a shrine, although there may be a part-time caretaker that occasionally visits the shrine to look after the place.

The shrine will be dedicated to a (1-2) Lawful, (3-4) Neutral, or (5-6) Chaotic deity. There's a 1-3 in 6 chance there's a semi-permanent caretaker that visits every (1-3) 1d4 weeks, (4-5) 1d8 days, or (6) 1d4 months.

The shrine will be (1-3) a statue, object, or natural feature, (4-5) a single room or rudimentary shelter, (6) a building with 1d4+1 rooms.

There's a 1 in 6 chance the shrine possesses divine properties that will take effect (1) whenever someone of a certain alignment enters, (2) whenever something is left or taken, (3) upon everyone who enters, (4) if a specific action is taken within the shrine, or (5-6) other. These effects usually take the form of a bane or a boon; banes occur when, for instance, a Chaotic creature enters the grounds of a Lawful shrine.

Banes will impose the following: (1) the offending creature suffers a penalty of 1d4 to a specific roll, (2) the offending creature automatically rolls the lowest possible result on their next roll, (3) the offending creature must Save v. Spells or have their alignment change to its opposite, (4) the offending creature must Save v. Polymorph or be turned into another form (stone, or ooze, or animal, etc.), (5) the offending creature is targeted by the *geas* spell, or (6) other. Banes last for (1-3) 1d8 days, (4-5) 1d4 weeks, or (6) permanently. They

can be removed by (1) a *remove curse* cast by a cleric of level (1d6+8) or higher, (2) a *dispel magic* cast by a spellcaster of at least level (1d6+8), (3) a *wish* or similar magic, (4) divine intervention, (5) undoing whatever action triggered the bane, or (6) other.

Boons impose the following: (1) the subject gains a bonus of 1d4 to a specific roll, (2) the subject automatically succeeds on their next roll, (3) the subject gains a bonus 1d6 hit points, (4) the subject has one random ability score improved by 1, (5) the subject gains a bonus ability congruent with the god's portfolio, or (6) other.

Note that boons and banes that specifically call out "the next roll" do not permanently grant the modifier, but will expire once that next roll is made, regardless of how long it takes to make that roll.

Temple. Temples are larger than shrines, with a permanent contingent of worshipers. Temples have the same proportions of alignments as shrines. Like monasteries, temples should be treated as name-level strongholds run by clerics or paladins. Use the rules in the OSE rulebooks to determine the number of followers.

There will be support staff in the temple equal to 3d4×10% of the followers. The support staff may be generally followers of the deity, but are considered to be 0-level NPCs.

Temples can be (1-3) a single large structure divided in 3d6 rooms, (4-5) an enclosed campus containing 2d6 outbuildings, or (6) a military-style keep.

Every temple contains a shrine that has a 1-2 in 6 chance of having divine properties similar to other shrines, above.

3.6. Barriers

Barriers are structures and features, both natural and man-made, that somehow block or impede progress. Barriers are either natural (1-3), man-made (4-5), or magical (6). The purpose of this section is to provide obstacles that slow the adventurers' progress.

When a barrier is rolled determine what the nature of the barrier is (man-made, natural, etc.), pick a barrier that works best with the hex, and refer to the appropriate section in this book. Barriers, if the adventurers insist on continuing on their path, will slow progress by . . .

d100	Result
1-50	25%
51-75	50%
76-95	75%
96-100	100%

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Barriers that slow progress by 100% create zones (see below) that cannot be explored until the barrier is overcome. Otherwise, assume the zone can be explored, but at the slower rate.

Each barrier affects a “zone”, or a certain area. The smallest area a zone can affect is a single subhex. Roll below to determine the size of the zone . . .

d100	Result
1-40	1 subhex
41-70	1d4 subhexes
71-85	3d4 subhexes
86-95	4d6 subhexes
96-100	1d4 hexes

Natural barriers include . . .

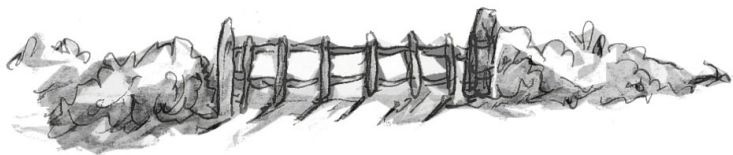
d100	Result
1-15	Boggy/marshy terrain
16-30	Canyons
31-45	Cliffs
46-60	Impenetrable foliage
61-75	Rivers
76-100	Other

Natural barriers can be treated either as a terrain type that slows movement (and potentially renders certain types of transportation, such as wagons or boats, unusable) or as a hazard (see p. 45)

Man-made barriers include . . .

d100	Result
1-40	Traps. Refer to p.
41-60	Trenches. Refer to p. 22
61-80	Walls. Refer to p. 21
81-100	Other.

Man-made barriers can be overcome in the normal fashion.



Magical barriers include . . .

d100	Result
1-20	Force fields
21-40	Illusory images/terrain
41-60	Magical walls (of fire, stone, etc.)
61-80	Zones of repulsion
81-100	Other

1-20. A force field is an (1-2) invisible or (3-6) visible, thin magical barrier that is the result of a (1-2) spell, (3-5) magical artifact, or (6) other phenomenon. It cannot be breached by physical means, and there's a 1-4 in 6 chance it is impervious to magical effects, including those that do not create physical results (such as *charm person*). There's a further 1 in 6 chance that touching the force field inflicts injury upon the one touching it, as follows:

d8	Result
1-3	1d6 points of damage (no save)
4-5	2d6 points of damage (no save)
6-7	3d6 points of damage (no save)
8	Save vs. spells or be disintegrated.

Damage will be (1-3) electrical, (4-5) force, or (6) some other type of energy. When rolling to determine the size of a force field, subtract 20 from the roll. On a result of less than 1, the force field occupies 1d10×1000 sq. ft.

Force fields will (1-3) have a means of temporarily disabling them accessible to the adventurers, (4-5) have a means of bypassing them (such as via specifically made magical items or unique spells), or (6) have no means of bypassing short of brute magical force. If targeted by a spell such as *dispel magic* treat the force field as being of a spell level equal to 1d6+4.

There's an additional 1 in 6 chance that a force field completely surrounds (above and below ground) an area; otherwise it simply rises to a height of 1d100 feet.

21-40. Illusory images or terrain should be treated as spells such as *hallucinatory terrain*, *massmorph*, or other illusion spells. Allow those passing through the illusion to roll 4d6 and compare the result to their Intelligence score. If the result is equal to or less than their score they are able to determine that there is an illusion.

Illusions are the result of (1-2) a spell, (3-4) a device or item, (5) the influence of a powerful individual/planar connection, or (6) something else. Treat the illusion as if it were a spell of level 1d8+1.

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41-60. Magical walls are just that: barriers created by such spells as *wall of stone*, *wall of fire*, etc., or potentially other spells such as *acid fog*, *cloudkill*, etc.

61-80. Zones of repulsion are invisible barriers that are otherwise treated as force fields, except they can be crossed. Once inside, an affected individual must make a saving throw against spells for every turn spent inside or be compelled to leave by the fastest means possible. Zones of repulsion have only a 1 in 6 chance of affecting **all** creatures that enter. Otherwise, roll below to determine what manner of creatures are affected:

d100	Result
1-20	Living creatures
21-40	Unliving creatures
41-46	Undead
47-52	Constructs
53-58	Dragons
59-64	Animals
65-70	Elementals
71-76	Fey
77-82	Demons (1-3)/Angels (4-6)
83-88	Humans
89-94	Humanoids
95-00	Other (lycanthropes, a specific alignment, etc.)

There's a further 1 in 6 chance that a specific creature type is affected by the barrier (goblins, rather than all humanoids).

Barriers can be overcome or avoided through spells, clever thinking, or simple brute force or ignorance. Labor can be used to clear a forest of hampering underbrush or to build a bridge across a ravine, as a permanent solution. Powerful magics may be needed to permanently eliminate other barriers, both magical and mundane.

3.7. Dungeons

Refer to **Section 7, Dungeons**.

Structural Feature Example. *There is a structure in subhex 0505. Rolling 1d8 the result is a 1: a burial ground.*

The rolls for the burial grounds are:

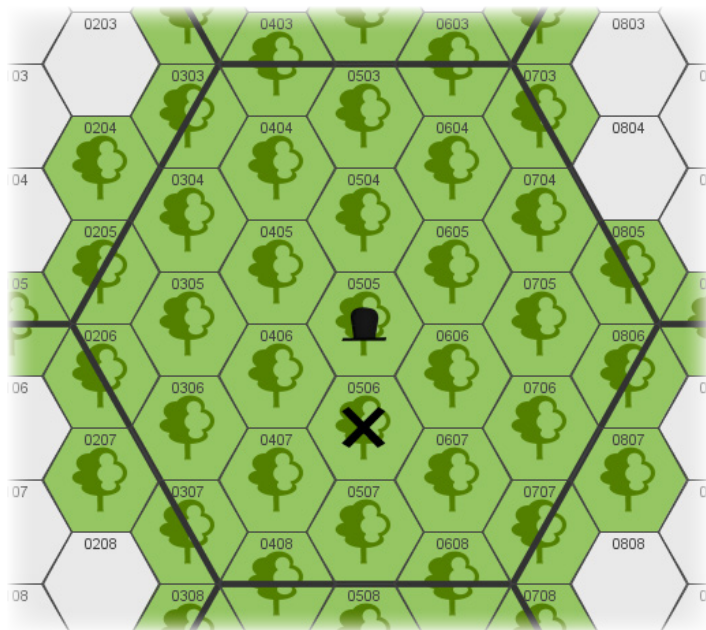
61: 3d4 dead (9 total)

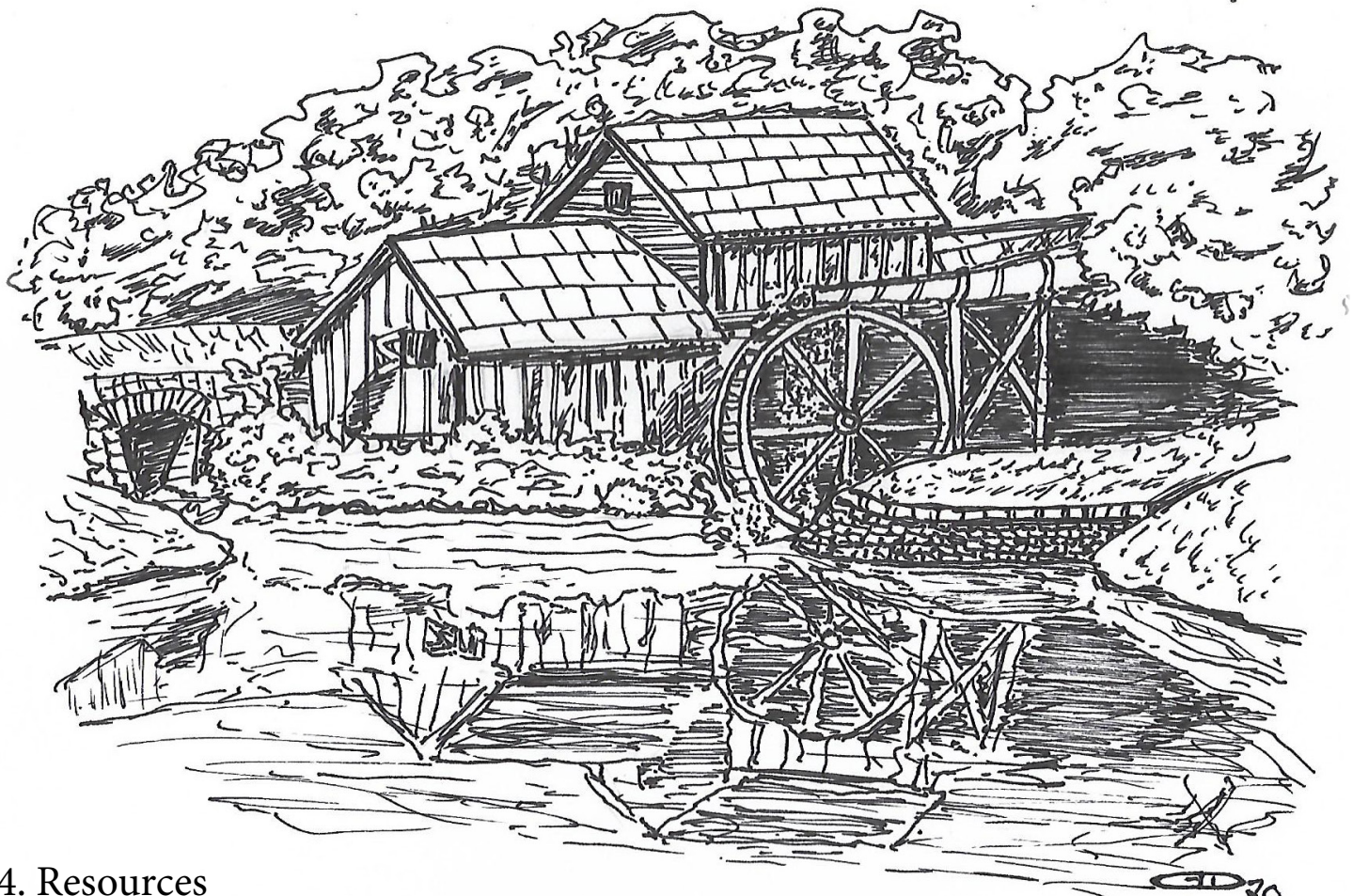
42: Buried with wooden markers

65: Dead for 6d10 years (dead for 35 years)

39: The dead are human

The feature is a small graveyard, the graves marked with wooden markers. There are a total of 9 markers, none of them too old, all of them buried 35 years ago. Writing on the markers, still legible, indicates the dead all belonged to a single family massacred during an orcish raid.





4. Resources

Whether abandoned mines, stands of valuable timber, patches of herbs or vast herds of animals, resources are anything that can be sold or used by the adventurers in their travels, usually in mercantile pursuits. Note that this section includes only resources that are immediately obvious – veins of precious metals unexposed to the air, mushrooms buried deep in forbidden dungeons and so forth are not included in this section.

This section makes use of the rules for generating additional resources found in the *Domain Building* book (starting on p. 26), as well as the Trade Goods tables on p. 38 of that supplement. When a resource result comes up use those rules to determine what general category the resource falls into and how valuable it is.

This section provides some additional rules for determining the exact type of resource that is present. The rules from *Domain Building* presume that resources have the same relative value based upon category. This is obviously not true if the size of the resource is the same: gold is far more valuable (typically) than copper, if found in the same quantity. The obvious remedy is to assume

that the volume of the resource is different, even though it may take the same amount of time to extract it. This is something that will have to be abstracted by the Referee.

With each resource found there's a 1 in 20 chance that it is exceptional, worth (1-3) 25% more, (4-5) 50% more, (6-7) 75% more, or (8) 100% more than the base value. This added value will be due to either exceptional purity, appearance, or other intrinsic property. It is up to the Referee to determine what the reason for the increased value is. Perhaps a vein of granite is more durable than normal, and structures built using it have more structural hit points. Or a vein of marble may have an unusual coloration, sought after by master sculptors.

d20	Result
1-3	Animal, game
4-6	Animal, livestock
7-8	Mineral, quarried
9-10	Mineral, mined
11-15	Vegetable, agricultural
16-20	Vegetable, industrial

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Game Animals by Terrain

	Forest	Jungle	Fresh Water	Salt Water	Hills	Plains	Desert Badlands	Mountain	Swamp
1	Deer	Monkey	Beaver	Crab	Deer	Deer	Goat	Goat	Deer
2	Elk	Water buffalo	Otter	Eel	Hare	Zebra	Hare	Hare	Beaver
3	Squirrel	Capybara	Crocodile	Mussel	Boar	Rhino	Sheep	Bear	Otter
4	Rabbit	Pig	Clams	Dolphin	Bear	Giraffe	Bison	Bobcat	Alligator
5	Boar	Cougar	Trout	Whale	Fox	Hare	Auroch	Fox	Snake
6	Bear	Elephant	Bass	Sea lion	Wolf	Bison	Camel	Wolf	Turtle
7	Fox	Snake	Gar	Sharks	Groundhog	Fox	Fox	Squirrel	Frog
8	Wolf	Hippo	Eel	Octopus	Sheep	Groundhog	Wolf	Elk	Crayfish
9	Quail	Parrot	Goose	Tuna	Quail	Grouse	Pheasant	Turkey	Duck
10	Turkey	Toucan	Duck	Gull	Pheasant	Quail	Grouse	Quail	Clams
11	Other, by terrain								
12	Magical creature, add +1d10x10% to base price								

4.1 Animal, game

These are naturally occurring, wild animal resources that can be used for meat, fur, hides, or other similar products. They could also represent wild animals such as horses that are captured to be trained as mounts.

This section is divided into broad terrain and climate types. It seeks to provide a basic selection of typical animals to use, and not provide a thorough list of all the potential animals that can be found.



4.2. Animal, livestock

Livestock are domestic animals that are raised for meat, furs, or work. These can be represented as actual existing animal stock (which implies there is something *in* the hex raising and caring for them), or the potential for such resources to exist; grasslands that are ideal for cattle or sheep, for instance.

Livestock animals include . . .

d100	Result
1-7	Camel
8-14	Chicken
15-21	Cow
22-28	Dog
29-35	Goat
36-42	Horse
43-49	Llama
50-56	Mink
57-64	Other
65-72	Oxen
73-79	Pig
80-86	Reindeer
87-93	Sheep
94	Silkworm (worth 3d6x10% more than base value)
95-99	Turkey
100	Magical creature (worth 10d10x10% more than base value)

4.3 Mineral, quarried

There's a base 1-3 in 6 chance that a resource of this type has previously been discovered and has been partially quarried or mined when it is encountered. This chance is decreased by 1 in Wilderness hexes and increased by 1 in Civilized hexes.

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This does not affect the value of the resource, but obviously makes it more apparent and immediately accessible.

If the resource has previously been discovered there's a base 1-3 in 6 chance it is currently being worked. This chance is increased by 1 for Civilized hexes and decreased by 1 for Wilderness hexes.

If the resource has not been discovered the vein will be found . . .

d100	Result
1-20	Above ground and visible
21-40	1d4×5 feet underground
41-60	1d4×10 feet underground
61-80	2d8×20 feet underground
81-100	3d10×50 feet underground

The further a resource is underground the more difficult it is to find, and the more labor it takes to expose it. Strip mining or quarrying costs 400 gp per 20,000 cubic feet of earth removed. However, the surface opening needs to be the same diameter as the depth. A 10' depth requires a perimeter of 10'×10' (1,000 cubic feet of excavated material). A 30' depth requires a perimeter of 30'×30' (27,000 cubic feet).

Mining tunnels cost 500 gp per ten feet of depth. This assumes tunnels 10'×10', reinforced as needed to prevent collapses. Mining tunnels deeper than 100 feet cost 750 gp per 10' of depth.

Following are some types of stone that can be quarried.

d100	Result
1-7	Chalk
8-14	Clay
15-21	Coal
22-28	Coquina
29-35	Diabas/Gabbro
36-42	Granite
43-49	Gypsum
50-56	Limestone
57-63	Marble
64-78	Other
79-84	Sandstone
85-91	Sand
92-98	Slate
99-00	Special (magical)

Quarried minerals, once extracted, do not have to be smelted or processed to use, although some of them certainly can be (sand, for instance, can be heated and turned into glass). They do not need to be chemically refined or altered in order to be useful, however.

Minerals are not part of the Trade Good table (p. 38 of *Domain Building*), so they have been added here:

Added Trade Goods

	Load	Enc/load	Base Price
Quarried Minerals	1 box	10,000 cn	150 gp
Stone	1 pallet	5,000 cn	1,000 gp



Quarried Minerals (common). These include common materials that are quarried for alchemical usage (such as gypsum) or for base building materials: Chalk, Clay, Gabbro, Gypsum, Sand, Slate.

Stone (rare). Coal, Coquina, Granite, Limestone, Marble*, Sandstone.

*marble has a base price of 1,500 gp per load.

4.4. Ore, mined

Valuable minerals are less likely to be visible than quarried rocks. Use the same table, above, to determine the depth at which the resource is found, adding 5 to the roll for metal and 10 for gemstones.

Mined minerals have the same chances as quarried stone to be exceptional. Mined ore will contain either (1-4) minerals or (5-6) gemstones (putting aside the fact that gemstones are, in fact, minerals).



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Following are some examples of mined minerals.

d100	Result
1-4	Antimony
5-8	Arsenic
9-14	Copper
15-18	Gold
19-25	Iron
26-30	Lead
31-34	Mercury
35-40	Mica
41-46	Natron
47-50	Nickel
51-54	Oil
55-60	Other
61-64	Platinum
65-70	Pyrite
71-75	Silver
76-82	Sulfur
83-89	Tin
90-95	Zinc
96-98	Special (alchemical). Minerals sought after for use by alchemists.
99-100	Special (magical). Mithril, adamantium, other magical minerals.

Mined minerals must be smelted. Depending on the mineral and how far it must travel to its destination it can either be smelted at the mine or shipped back to civilization and then smelted.

Smelters cost 5,000 gp to build. Once complete, a smelter can process a total of 50 gp worth of ore per day. A smelter requires a minimum crew of four workers (one trained worker making 50 gp per month and three laborers making three gp a month) and costs 2 gp per day in raw materials per day of operation. Optionally, smelters designed to purify rare or magical metals may be more expensive to build and/or run than normal smelters.

The starting weight of mined ore is extrapolated from the finished weight of refined ore found on p. 38 of the *Domain Building* supplement. There are two types of refined ore: common and precious. Refer to the following tables to determine the weight multipliers

for each material (note that these are abstracted figures meant to provide general guidelines, and do not hew directly to real-world examples).

Common Ore. Base value of 1 gp/50 cn

Substance	Multiplier
Copper	x2
Iron	x2.5
Lead	x1.1
Mica	x1.5
Natron	x1.5
Pyrite	x1.2
Silver	x1.5
Sulfur	x2
Tin	x2.25
Zinc	x2.25

Ex. Copper, with a multiplier of 2, requires 100 cn of raw ore to yield 50 cn of refined material. Lead, with a multiplier of 1.1, requires 55 cn to yield the same amount.

Precious Ore. Base value of 1.5 gp/1 cn

Substance	Multiplier
Antimony	x2
Arsenic	x1.5
Gold	x1.25
Mercury	x4
Nickel	x3
Oil	x1.1*
Platinum	x1.1

* (cannot be refined using a smelter)

Alchemical metals. These have a base value of 1d6 gp per cn and a multiplier of $\times 1d6$

Special/magical metals. These have a base value of 2d6 gp per cn and a multiplier of $\times 1d8$

Ex. Gold, with a multiplier of 1.25, requires 1.25 cn of raw material to yield 1 cn of pure gold.

Gems require no smelting and are most often mined in the same fashion as metal. They are found in the rough, however, and require work to cut and polish.

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d100	Result
1-8	Agate
9-14	Amber
15-20	Amethyst
21-24	Aquamarine
25-27	Carbuncle
29-32	Coral (roll again if not appropriate for location)
33	Diamond
34-35	Emerald
36-41	Garnet
42-45	Jacinth
46-51	Jade
52-58	Jasper
59-65	Onyx
66-68	Opal
69-70	Other
71-74	Pearl (roll again if not appropriate)
75-82	Quartz
83-84	Ruby
85-86	Sapphire
87-91	Topaz
92-99	Turquoise
100	Magical (includes stones that can be used to craft magical items)

Wholesale gemstone prices can be found on p. 38 of *Domain Building*, as follows:

- Semi-precious stones cost a base of 2 gp per cn of weight.
- Precious stones cost a base of 60 gp per cn of weight.

These are abstracted numbers. They can be modified based upon the stone, if desired, with the following modifiers:

Semi-precious stones

- Agate, quartz, turquoise ×.5
- Jacinth, jasper, onyx ×1
- Amber, amethyst, coral, garnet, jade ×1.5

Ex. An agate mine yields uncut stones that are worth 1 gp per cn of weight. A jade mine yields uncut jade worth 3 gp per cn

Precious stones

- Aquamarine, pearl, topaz ×.5
- Carbuncle, opal ×.1
- Emerald, ruby, sapphire ×1.5
- Diamond ×2
- Magical, unique ×5

Ex. An aquamarine mine yields uncut stones worth 30 gp per cn. A diamond mine yields uncut stones worth 120 gp per cn.

4.5. Vegetable, agricultural

Plant resources used for food. This can be food that exists naturally in the area or crops that are currently being grown by sentient creatures. This, of course, suggests that there is someone currently growing the plants, although it is certainly possible to find abandoned agricultural operations: orchards abandoned and growing wild, or gardens left untended to go to seed, etc.

Agricultural resources are divided into two categories: cultivated and wild. Cultivated plants are tended and harvested on a regular basis; wild plants grow wild, as the name implies, without caretaking, but may certainly be harvested on a regular basis by those living nearby (both humanoids and animals).

There's a 1-3 in 6 chance that the resource will be wild; otherwise it will be cultivated. This chance increases by 1 in Wilderness hexes and decreases by 1 in Civilized hexes. There's a further 1 in 6 chance that cultivated resources have been abandoned in the past 1d12 years. This chance increases by 1 in Wilderness hexes.

Cultivated

The following plants are those commonly cultivated by Man. Roll 1d10 to determine what kind of cultivated plant is being grown.



1-4. Grain. Staple crops for many societies, grains are typically cultivated in large amounts, requiring large fields, open spaces, and plenty of labor to harvest. Some grains grow better in different climates; rye is typically a cold weather crop, rice prefers wet climates, etc.

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d100	Result
1-11	Barley
12-22	Maize
23-33	Millet
33-44	Oats
45-55	Other
56-66	Rice
67-77	Rye
78-88	Sorghum
89-99	Wheat
100	Magical/Special. Add 1d8×10% to base price.

5-7. Vegetables. Vegetables are typically grown in smaller quantities than grains and used mostly as supplemental crops rather than primary meal sources. This list is not inclusive of all vegetables.



d100	Result
1-4	Artichokes
5-8	Asparagus
9-12	Bamboo
13-16	Beans
17-20	Beets
21-24	Broccoli
25-28	Cabbage
29-32	Carrots
33-36	Cassava
37-40	Cucumber
41-44	Edamame
45-48	Eggplant
49-52	Garlic
53-56	Gourd
57-60	Lettuce
61-64	Onions
65-71	Other

d100	Result
72-75	Pepper
76-79	Peas
80-83	Potato
84-87	Spinach
88-91	Squash
92-95	Turnip
96-99	Yam
100	Magical/Special

8-9. Fruit. The below are a list of some more common fruits, as well as the general category of fruit they belong to.

d100	Result
1-4	Apples
5-8	Apricots (stone fruit)
9-12	Avocados
13-16	Bananas (exotic)
17-20	Blueberries (berry)
21-24	Cherry (stone fruit)
25-28	Grape
29-32	Grapefruit (citrus)
33-36	Kiwi (berry)
37-40	Lime (citrus)
41-44	Mandarin (citrus)
45-48	Mango (exotic)
49-52	Nectarine (stone fruit)
53-56	Orange (citrus)
57-71	Other
72-75	Passionfruit (berry)
76-79	Peach (stone fruit)
80-83	Pear
84-87	Plum (stone fruit)
88-91	Strawberries (berry)
92-95	Tomato
96-99	Watermelon (melon)
100	Magical/Special. Add 1d8×10% to overall base price.

10. Nuts/Spices/Other. The most rare, and most valuable, category of agricultural vegetables. Spices use the spice category on the Rare Trade Goods table, nuts and other vegetables have their base value increased by 2d6×10%.

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d100	Result
1-4	Almond
5	Cardamom
6-9	Cashew
10-13	Chestnut
14	Cacao bean
15	Clove
16	Coconut
17	Coffee
18-20	Dill
21-24	Hazelnut
25	Paprika
26-29	Pecan
30-31	Peppercorns
32-33	Marijuana
34-36	Mint
37-39	Mushroom, oyster
40-41	Mushroom, shitake
42	Mushroom, psilocybin
43-44	Nutmeg
45-61	Other
62-65	Peanut
66-69	Pecan
70-72	Pine-nut
73-75	Pistachio
76-77	Poppy
78-81	Oregano
82-84	Rosemary
85	Saffron
86-89	Thyme
90-92	Tobacco
93-94	Turmeric
95	Vanilla
96-99	Walnut
100	Magical/Special. Add 2d6×10% to base price.



d100	Result
1-4	Aloe vera
5-8	Angelica
9-12	Arnica
13-16	Belladonna
17-20	Burdock
21-24	Cohosh
25-28	Comfrey
29-32	Coneflower
33-36	Dandelion
37-40	Foxglove
41-44	Ginseng
45-48	Hawthorn
49-52	Horsetail
53-56	Marshmallow
57-60	Mushrooms
61-64	Neem
65-68	Nettles
69-78	Other
79-82	Rosehips
83-86	Seaweed
87-91	Snakeroot
92-95	Thistle
96-99	Wolfsbane
100	Magic/Special. Add 1d8×10% to base price.

4.6. Vegetable, Industrial

Plant resources that are used for building, construction, etc., as well as other uses such as fibers for ropes and clothing. These are divided into three basic categories: (1-3) Basic, (4-5) Structural, (6) Luxury.

Basic. This category includes all vegetable goods for textiles, paper, and basic construction work; firewood, scaffolding, lath, etc.

d100	Result
1-5	Bamboo
6-10	Birch-bark
11-15	Cotton
16-20	Flax

Wild

The following plants can be found growing wild and have agricultural, alchemical, or medicinal uses. Use the Spice row on the Rare Trade Goods table.

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d100	Result
21-25	Grasses (for basketry or similar)
26-30	Hemp
31-35	Jute
36-40	Other
41-45	Palm
46-50	Papyrus
51-55	Seaweed (reroll if not appropriate)
56-60	Sisal
61-65	Straw
66-99	Wood (roll on the (1-4) Structural or (5-6) Luxury table below, but use the Wood, Common row on the Common Trade Goods table)
100	Magical/Special. Add 5d10×10% to base price.

Structural. Includes trees and plants used for construction, from buildings to other structures, carts, wagons, boats, etc. Use the Wood, Common row on the Common Trade Goods table but with a base cost of 250 gp.

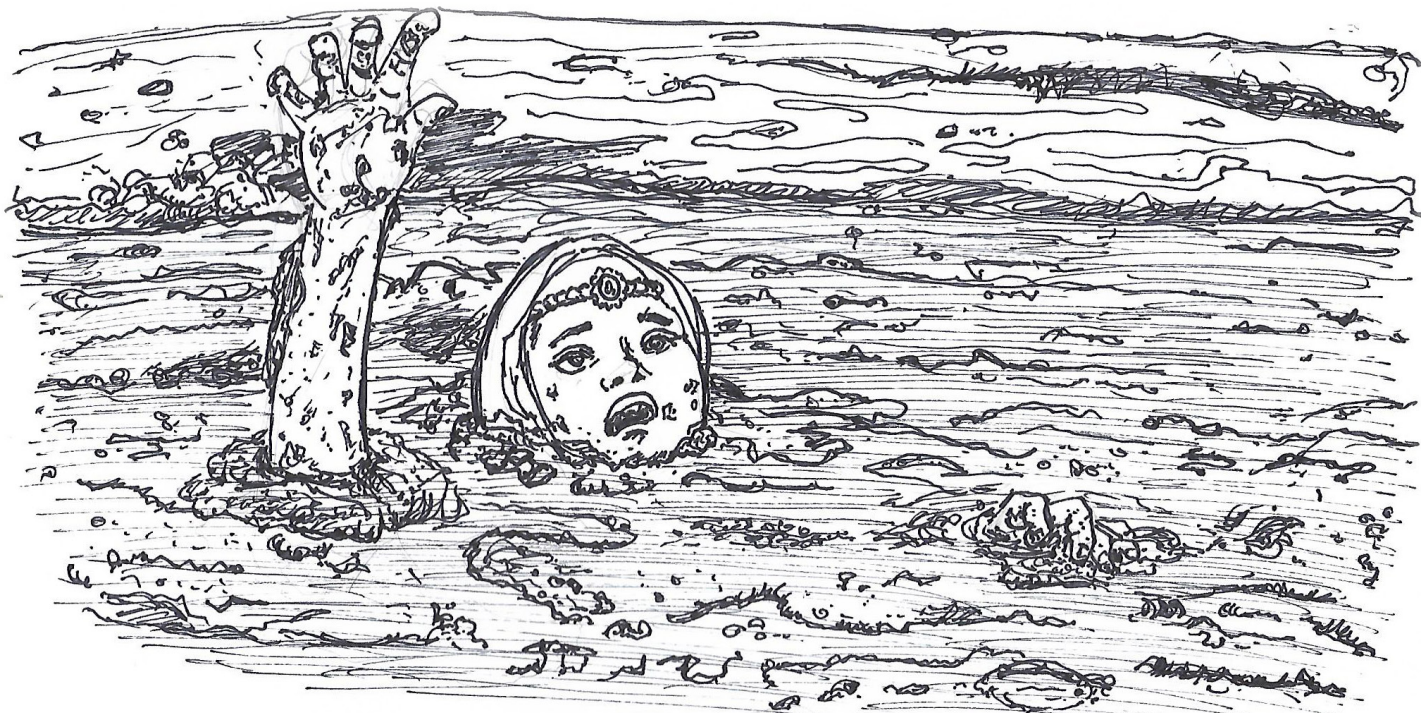
d100	Result
1-4	Ash
5-8	Alder
9-12	Birch
13-16	Cedar
17-20	Cherry
21-24	Chestnut
25-28	Cottonwood
29-32	Eucalyptus
33-36	Fir
37-40	Ginkgo
41-44	Hickory
45-48	Larch
49-52	Maple
53-56	Oak
57-67	Other
68-71	Pine, yellow
72-75	Poplar
76-79	Purpleheart
80-83	Redwood



d100	Result
84-87	Spruce
88-91	Sycamore
92-95	Yellow-wood
96-99	Yew
100	Magical/Special. Add 1d8×10% to the base cost.

100. Luxury. Rare or exotic trees used for furniture, high-end woodworking, lavish details in royal dwellings, etc.

d100	Result
1-4	Bubinga
5-8	Camphor
9-12	Claro Walnut
13-16	Cocobolo
17-20	Ebony
21-24	Elm
25-28	Holly
29-32	Hornbeam
33-36	Koa
37-40	Laurel
41-44	Madrone
45-48	Mahogany
49-52	Mango
53-56	Olive
57-68	Other
69-79	Other Wood Species. Roll on the structural table for a wood. This represents an exemplary specimen of that species.
80-83	Rosewood
84-87	Sandalwood
88-91	Tamo Ash
92-95	Teak
96-99	Walnut
100	Magical/Special. Add 1d8×10% to the overall base cost.



5. Hazards

Hazards range from quicksand and slippery slopes to carnivorous plants and unstable magical zones. They are either constant threats, such as a patch of quicksand, or events that are triggered once the party enters a specific subhex, such as a sinkhole that opens up under them, or a wildfire that starts burning. If it could be either constant or triggered roll 1d6. On a result of 1-2 the hazard is constant, 3-6 it is triggered when the adventurers enter the area.

Roll 1d10 to determine what the hazard is . . .

1-3. Geological

4-6. Plant-based

7-9. Weather/climate

10. Magical or Unusual

The hazard can be found in . . .

1-50. 1 subhex

51-75. 1d4+1 subhexes

76-85. 3d6 subhexes

86-95. 3d10 subhexes

96-100. 1d4 hexes

If the hazard is Weather/Climate add 10 to the roll.

5.1. Geologic

Geologic hazards are terrain-based. They can be spotted

as per secret doors. Dwarves, druids, and other nature-based classes have the same chances of spotting these hazards as elves.

1-20. Concealed holes. These are smaller holes that largely pose a danger to mounts; oftentimes animal holes concealed in undergrowth. When passing through a hex with this hazard all travelers (or their mounts) must Save v. Wands. Those failing suffer twisted ankles, reducing movement by ½ for 1d4 days. There's a 1-2 in 6 chance that horses or similar are lamed permanently unless magically healed.

If the party is accompanied by an experienced scout, ranger, or native to the region there's a 1-2 in 6 chance of avoiding this hazard altogether, and even if they don't travelers gain a +2 bonus to saves during this time.

21-40. Falling objects. Travelers in these hexes run the risk of injury from falling objects, likely branches from overhead trees or rocks. All passing through the hex must Save v. Wands or suffer (1-3) 1d6-1 points of damage, (4-5) 2d4 points of damage, or (6) 2d8 points of damage.

If the party is accompanied by an experienced scout, ranger, or native to the region they gain a +2 bonus to this save.

41-60. Quicksand. The ground is saturated here, creating areas of quicksand. There are (1-3) a single pool of quicksand, (4-5) a few pools of quicksand, (6) many pools of quicksand. A single pool of quicksand

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is a single hazard that must be dealt with once and reduces the party's movement by 25%. A few pools are two hazards that are dealt with separately, reducing the party's movement by 50%. Many pools of quicksand are three hazards, each dealt with individually, and the party's movement rate is cut by 75% while in this area.

When traveling through an area with quicksand all party members must make Saves v. Death to avoid falling into the quicksand. This hazard is typically not dangerous unless all of the members fall in or people or animals begin to panic. Make a morale check for each NPC and animal that falls into the quicksand. Those that fail the morale check begin to thrash around, dying in 3d6 rounds unless help is available. Assume it takes one person per stuck individual or three people per stuck mount 2d6 rounds to rescue a sinking individual, or double the time and people needed if they are panicking.

Predators can often be found stalking the perimeter of quicksand pits. When a party enters a hex with quicksand make an additional wandering monster check as follows to determine if there is a monster lurking to take advantage of trapped adventurers: 1 in 6 chance if a single pool, 2 in 6 if several, or 4 in 6 if multiple pools.

61-80. Landslide. Loose soil or snow moves quickly downhill, traveling for (1-3) 5d100 feet, (4-5) 10d100 feet, or (6) 10d100 yards. For every 250 feet that a landslide passes over someone they must make a Save v. Death. Failure indicates they take 2d6 points of damage, or half that on a successful save.

Landslides have a width of (1-2) 5d20, (3-4) 10d20, (5) 5d100, or (6) 15d100 feet.

Individuals caught in a landslide have 1d8 rounds to react before it hits them. If there is solid shelter available (a wall, perhaps) that can be used they gain a +2 bonus to their saving throws.

Landslides last for 3d6 rounds. At the end of the landslide each member caught in it must make a final Save v. Death. Failure indicates they are buried a number of feet below the surface equal to the amount by which they failed the saving throw. Treat buried individuals as if they were drowning. A success indicates they manage to remain on the surface.

Ex. A character is caught in a landslide and they fail their final Save by 6, meaning they are buried 6 feet under the surface.

81-98. Sinkhole. A large hole opens up underneath the adventurers, threatening to swallow them. It has a diameter of (1-3) 3d10 feet, (4-5) 4d12 feet, or (6)

5d20 feet and will be (1-3) 3d6, (4-5) 4d8, or (6) 5d10 feet deep. There's a 1-4 in 6 chance it leads to a cave or dungeon complex.

For every five feet in diameter, 1d2 individuals run the risk of falling into the sinkhole. Each character caught in the sinkhole must Save v. Death to avoid tumbling in. Failure indicates they take falling damage equal to the depth of the fall, with a 1-4 in 6 chance they take an additional 1d8 points of damage from falling earth and debris.

99-100. Unusual. These hazards are rare or unusual. If they occur in a location without the necessary terrain features (a volcano appearing in a location without mountains, for instance), the Referee has the option of either rerolling the result for a more appropriate one, or placing the hazard as generated and assuming it is simply an unusual location.

1-50. Geyser. There will be (1-3) one geyser, (4-5) 2d4, or (6) 3d8 spread throughout the subhex, with an additional 1 in 6 chance this feature occurs over 1d20 subhexes.

Geysers are pools of extremely hot (1-4) water or (5-6) mud. There's only a 1 in 6 chance the pool will be cool enough (relatively) that individuals can enter it without suffering damage; otherwise someone not resistant to fire will suffer 1d6 points of damage for every round they're within the pool.

Geysers erupt every (1) 1d6 hours, (2-3) 1d8 days, (4-5) 1d4 weeks, (6) 1d4 months. If this is generated as a hazard, assume they erupt upon the adventurers first entering the subhex, with subsequent eruptions occurring on a regular basis thereafter.

Boiling water (or mud) is spread over a radius of (1-3) 1d20 yards, (4-5) 5d20 yards, or (6) 10d100 yards (reduce ranges for mud eruptions by half), inflicting (1-3) 1d6, (4-5) 2d6, or (6) 3d6 points of damage. If it is a mud eruption, increase the damage by 1d6. A Save v. Breath reduces the damage by half.

A geyser will erupt for (1-3) 1d6 rounds, (4-5) 1d10 minutes, or (6) 1d8 hours.

51-90. Other. Up to the Referee to determine.

91-100. Volcano. A volcano erupts, sending ash and poisonous gas high into the air. The effects of a volcano depend on how close the adventurers are to it. A volcanic eruption will affect a radius of (1) 1d20 subhexes, (2-3) 1d4 hexes, (4-6) 5d20 hexes, (7-11) 10d100 hexes, or (12) an entire continent.

The effects of a volcano include lava, gas, and ash, and are as follows:

Lava affects a relatively small area surrounding the volcano, equal to a few hundred feet for small eruptions and no more than a subhex for the largest of eruptions. Creatures within the range of lava suffer 3d6 points of damage per round, taking half damage if they save against breath weapons. Lava remains a threat for (1-3) 1d4 rounds, (4-5) 1d10 minutes, or (6) 1d12 hours. Moving out of range is enough to avoid the risk of damage from lava.

Gas affects an area equal to roughly 1/20th of the overall radius of the volcano's effects, to a maximum range of four hexes from the point of eruption. Creatures within the area of effect take 1 point of suffocation damage for every minute they remain within the effect. Creatures that do not need to breathe are immune to this effect.

Ash is the most widespread hazard, falling within the entire range of the eruption, and divided into zones. Close range is within 1/4 of the overall radius, Medium with 1/4-3/4 of the overall radius, and Long from 3/4 to the outer limit.

Ex. A volcano has a range of 4 subhexes. Those within 1 subhex of the volcano are within close range, those within 2-3 subhexes within medium range, and those in the 4th hex are at long range.

At long range everyone (and everything) is coated in a thin layer of ash that falls for (1-3) 1d10 minutes, (4-5) 1d12 hours, or (6) 1d6 days.

At medium range it falls for the same amount of time, but for (1-3) 1d10 rounds, (4-5) 1d10 minutes, or (6) 1d6 hours all breathing creatures suffer a -2 penalty to all 1d20 rolls. After this initial period ash continues to fall for the length of time determined above.

At short range the above applies, but additionally all creatures within range suffer 1d6 points of damage from hot ash.

5.2. Flora and fauna

These hazards are from living creatures. Animals and magical plants are spotted as per the surprise rules; inanimate plants are spotted as per secret doors. Druids and other nature-based classes have the same chances of spotting these hazards as elves.

1-30. Animals. There are normal animals that present a hazard in this hex. These include:

- Rabid animals.
- Poisonous snakes, spiders, etc.
- Disturbed bees, hornets, wasps, etc.

- Territorial animals defending their territory.
- Stampede/panicked animals.

For rabid or poisonous animals roll a single attack against a randomly determined target in the party. If the attack hits, and the target fails a Save against Poison, the target is diseased or poisoned, dying in 1d4 days (diseased) or 1d100 rounds (poisoned) unless cared for.

Disturbed bees and territorial animals take 1d4 hours to resolve, during which time no travel is possible. There's a 1 in 20 chance that a randomly determined individual takes enough damage to potentially pose a health danger. If this occurs, randomly determine the target. They take 1d6-1 points of damage.



There's a 1-3 in 6 chance the insects are of the smaller, more annoying mosquito/gnat/midge variety. In this case there's a 1-2 in 6 chance the insects carry a disease (see below). Even if they don't, the insects prove annoying. Increase the chance of being surprised while moving through the area by 1. Additionally, if the adventurers are sleeping outside without some form of insect-proof shelter or magical aid there's a 1-3 in 6 chance per night that the insects are simply too annoying for those sleeping to get the needed rest. This chance is reduced to 1-2 in 6 if the adventurers build a fire.

If the result is for stampede, either (1-3) the adventurers' mounts and/or pack animals will stampede, or (4-6) the adventurers will be caught in a stampede of a herd of animals native to the region.

If the adventurers' mounts run the risk of being stampeded make a single morale check for each type of animal (if the mounts consist of war horses, riding horses, and pack mules three morale checks would be made). Those groups that fail the morale check begin to stampede. Those mounts with riders take 1d6 minutes to bring under control (or 1d4 rounds if the rider is an

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experienced horseman). Treat those mounts without riders as wilderness chases (p. 116, **OSE** core) lasting a day at minimum (more if the adventurers insist on tracking down lost animals).

Those on foot are treated as being in the middle of an animal stampede (see below).

If the party is caught in a stampeding herd each mount or individual must make a Save v. Death or suffer 1d6 points of damage. Mounts and NPCs must also make morale checks to avoid being spooked (treat as if targeted by the *cause fear* spell).

31-60. Poisonous plants (edible). If non-woodwise adventurers attempt to forage for food in these hexes they inadvertently pick poisonous plants instead of harmless varieties. Those that partake of the food must Save v. Poison. Those failing (1-3) become sick as per giant centipede venom, but lasting 4d6 hours, (4-5) take 1d6 points of damage, or (6) die in 1d20 rounds.

61-90. Dangerous plants (contact). While passing through this hex the adventurers come into contact with poisonous or dangerous non-magical plants. Roll below to determine which . . .

1. Contact rash. Annoying but not deadly, each adventurer must Save v. Poison to avoid breaking out in rashes. For 1d6 days those afflicted suffer a -2 penalty to attack rolls and skill checks (if applicable) due to annoyance.

2. Contact Poison. Those touching the plant must Save v. Poison. Those failing suffer (1-2) 1d6 points of damage (3-4) 2d6 points of damage, (5) 3d6 points of damage, (5) death. There's a 1 in 6 chance the save is made with a (1-3) +1d4 bonus or (4-6) -1d4 penalty.

3. Airborne. As contact rash or contact poison, but airborne with a range of (1-2) 20', (3-4) 45', (5) 90', (6) 120' or greater.

4. Thorns. Those not wearing metal armor passing through this hex must Save v. Wands or suffer 1d2 points of damage. Passage through this area takes 25% longer.

91-100. Magical plants. A dangerous type of magical plant (including oozes) can be found in this subhex. Some of the threats included below won't be found in the **OSE** core book, and the source is noted when appropriate. Some of the below creatures may need to be revamped for the wilderness. Otherwise, these are just treated like a normal encounter.

d100	Result
1-4	Amber Creeping Vine (<i>OSRIC</i> , p. 269)
5-8	Assassin Vine (<i>S&W Monster Book</i> , p. 6)
9-12	Black Pudding
13-16	Brown Mold (<i>OSRIC</i> , p. 297)
17-20	Falshantog-Yoth "The Hungering Vines" (<i>S&W Monster Book</i> , p. 32)
21-24	Fungal Creeper (<i>S&W Monster Book</i> , p. 34)
25-28	Gas Spore (<i>LL AEC</i> , p.126)
29-32	Gelatinous Cube
33-36	Grey Ooze
37-40	Green Slime
41-44	Ochre Jelly
45-64	Other
65-68	Shambling Mound (<i>LL AEC</i> , p. 136)
69-72	Spiderweed (<i>S&W Monster Book</i> , p. 92)
73-76	Strangleweed (<i>LL AEC</i> , p. 138)
77-80	Stunjelly (<i>OSRIC</i> , p. 316)
81-84	Trapper (<i>OSRIC</i> , p. 317)
85-88	Vampire Tree (<i>S&W Monster Book</i> , p. 103)
89-92	Violet Fungi (<i>LL AEC</i> , p. 126)
93-96	Yellow Mold
97-100	Ygg "Gallows Tree" (<i>S&W Monster Book</i> , p. 109)

5.3. Weather/climate

These hazards are weather-based, quick hazards that typically affect larger areas than geologic or flora/fauna-based ones. Hurricanes don't count, for instance, since they are typically slow-moving, gradual hazards. This section will refer to the rules presented in the *Random Weather Generation* supplement.

1-12. Wildfire. The adventurers will have roughly 1d100 minutes of advance notice of a wildfire (double this if one or more of their party is flying). Wildfires move at a rate of (1) 10' per round, (2) 20' per round, (3-4) 30' per round, (5) 40' per round, or (6) 50' per round.

Wildfires present two distinct dangers: fire/heat and smoke inhalation. Individuals that are actually within the flames of a wildfire must Save v. Death for every round they are exposed, taking 1d6 points of damage on a failed save and half that on a successful save. Immunity

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to normal fires is enough to reduce the damage to 0, but it doesn't prevent smoke inhalation.

The smoke from a wildfire obscures vision by (1-3) 50%, (4-5) 75%, or (6) 100% within a range of half the size of the fire (thus, the smoke from a wildfire that is two subhexes large will obscure vision to a range or one subhex around the fire). All travelers within the smoke cloud must Save v. Poison for every turn they are within the cloud. Failure indicates they take 1d4 points of damage from smoke inhalation. Taking precautions, such as soaking a rag in water and putting it over one's mouth and nose, grants a +2 bonus to the save but does not mitigate obscured vision. Those that fail a save are unable to cast spells for one turn after the failed save.

13-24. Lightning strike. A thunderstorm brings lightning to the area. The storm lasts for 1d12 turns, and for each turn there's a 1 in 100 chance that a random member of the party is struck by lightning. Targets hit by lightning must Save v. Wands, taking 6d6 points of damage on a failed save and half on a successful save. Targets wearing metal armor save with a -2 penalty.

Thunderstorms come on quickly, giving the adventurers only 2d20 minutes to find shelter.

25-36. Tornado. A tornado rips through the area, knocking over small trees, sending debris flying, and damaging buildings. Tornadoes travel at (1) 10' per round, (2) 20' per round, (3) 30' per round, (4) 40' per round, (5) 50' per round, or (6) 60' per round. All of those within (1-3) 30', (4-5) 45', or (6) 60' must Save v. Death for every round they're within the radius, taking 1d6 points of damage from flying debris on a failed save and half on a successful save. Creatures smaller than a Man (excluding dwarves) must roll less than or equal to their Strength on (1-2) 3d6, (3-5) 4d6, or (6) 5d6 or be flung a number of feet equal to the radius of the effect plus 2d20 feet, taking 1d6 points of damage for every ten feet they are thrown.

The adventurers have 1d20 minutes warning of a tornado. If they take shelter in a low-lying area (such as a ditch) they gain a +2 bonus to saves and roll twice for any Strength checks, taking the better of two results. If this result occurs in an inappropriate area (such as a mountainous region) reroll if desired.

37-48. Flash flooding. Mostly dangerous if the adventurers are in a low-lying area, flash floods come on suddenly, up to 1d10 hours after a heavy rain. Those caught in flash floods only have 2d20 rounds to get to safety, due to how quickly they arrive. If not able to get to safety all within the flood must Save v. Wands twice; the first is to maintain footing, the second to avoid taking

damage. If the first save is failed the second is made with a -2 penalty. Those caught in a flash flood take 2d8 points of damage if the second save is failed and half that on a successful save. Additionally, all those who lose their footing must roll less than or equal to their Strength on 4d6 or be swept 5d100 feet downstream, taking 1d6 points of damage for every 50 feet.

Characters wearing metal armor make their saves with a -2 penalty (cumulative with the penalty from a failed first save).

49-55. Earthquake. An earthquake rocks the area. It is (1-3) mild, (4-5) moderate, or (6) severe. Everyone in the area affected must roll equal to or less than their Dexterity on 2d6 (for mild), 3d6 (for moderate), or 4d6 (for severe). Those that fail are knocked prone, taking 1d4-1 points of damage from the fall. Objects also have a chance of falling; there's a 1-2 (for mild), 1-3 (for moderate), or 1-4 (for severe) in 6 chance that loose objects - including lanterns or torches - are knocked over, potentially starting fires.

Earthquakes occur without warning.

56-72. High Winds. High winds blow through the area, lasting for (1-3) 1d6 turns, (4-5) 1d6 hours, or (6) 2d20 hours. High winds impose a penalty of (1-3) -1, (4-5) -3, or (6) -5 to missile attack rolls, and increase the chance of surprise by 1.



Torches, candles, and regular lanterns have a 1-3 in 6 chance of being extinguished by the high winds. There's an additional 1-2 in 6 chance the high winds bring a change in weather (see below).

In desert or arid climates there's a 1-4 in 6 chance dust or sand is whipped up in the wind. For every (1-3) hour, (4-5) turn, or (6) minute the adventurers are exposed to

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the storm they must Save v. Death or take 1d2 points of damage from the scouring winds/asphyxiation.

73-88. Weather change. The weather changes quickly. Roll again for a new weather result. Weather changes are accompanied by (1-2) high winds, (3-4) thunderstorms, (5-6) both, or (7-10) neither.

89-100. Unusual weather (roll automatically for unusual weather, using the table in *Random Weather Generation*).

5.4. Magical or Unusual

1-20. Ambush. A threat that lairs nearby (use the methods for determining Signs, below) has set an ambush to take the adventurers by surprise. The adventurers are surprised on a roll of (1-3) 1-3 in 6, (4-5) 1-4 in 6, or (6) 1-5 in 6, unless otherwise noted in the monster's description.

21. Chaos Storm. An artifact of the magical energy that permeates the world of Absalom, Chaos storms are rare events that have the potential to change the very landscape of the world itself. In Nadirs (when the forces of Chaos are ascendant) Chaos storms are more prevalent, occurring on a roll of 21 and 55-60.

When a Chaos storm occurs, roll to determine what it alters:

d12	Result
1-2	Geologic
3-4	Resource
5-6	Terrain
7-8	Water
9-12	Magic

If the result is Geologic, Terrain, or Water roll to determine what the feature is. This feature is instantly introduced into the area affected. If the result is Resource a randomly determined resource (see p. 37) is either (1-3) introduced or (4-6) removed from the area.

If the result is Magic roll in the Magic section and apply the result to the area.

The onset of a Chaos storm causes headaches and goosebumps in all those within the affected area roughly 1d6 turns before the storm strikes. The only way to avoid being affected by the storm, while remaining in this area, is to take shelter in some form of magic-negating spell, such as an anti-magic shell or similar.

22-50. Disease. A disease is present in the area, usually carried by insects or in the water. All travelers passing through this hex have to make a Save against Poison

to avoid the disease. Failure indicates the individual contracts the disease.

The disease can be selected from another source (*OSRIC* describes some options on p. 131), drawn from the examples in monster entries (such as the disease that giant rats carry), or they can be designed as follows.

Diseases are either (1-5) normal or (6) magical. Normal diseases can be cured through non-magical means, while magical diseases can only be healed by magic.

Diseases cause . . .

d100	Result
1-20	Hit point loss. The disease causes (1-3) 1 hp loss per interval, (4-5) 1d4 hp per interval, (6) 1d8 hp per interval.
21-40	Ability score loss. The disease causes a loss of (1-3) 1 point per interval, (4-5) 1d2 points per interval, or (6) 1d4 points per interval. Determine the score affected at random, although the same disease affects all victims the same way.
41-45	Ability loss. (such as the ability to cast spells) Use discretion here. There's a 1-5 in 6 chance a disease with this effect is magical.
46-65	Movement reduction. The disease causes a reduction in the victim's movement rate of 10' per interval.
66-80	Penalties to Rolls. Those affected suffer a (1-3) -1 penalty, (4-5) -2 penalty, or (6) -1 per interval penalty to all rolls made.
81-94	Death. The target dies at the end of the time interval.
95-98	Two of the above.
99-100	Three of the above.

The disease has an onset of 1d6 days and lasts for (1-3) 1d12 days, (4-5) 1d4 weeks, or (6) is permanent. The effect is either (1-4) cumulative per time period (day or week) or (5-6) occurs only once but lasts for the duration. An example of a cumulative effect would be a disease that causes a decrease of the sufferer's Dexterity by 1 for every day they are afflicted.

51-54. Gas Pockets. Gasses vent or gather in the location, posing a danger to travelers. There's a 1-3 in 6 chance that the presence of the gas has a tangible manifestation that can potentially be noticed, such as dead animals or plants, discoloration, strange smell, etc. There's a 1-3 in 6 chance the gas is not permanent but

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is instead released every (1-3) 1d20 rounds, (4-5) 1d20 turns, (6) 1d20 hours. Roll again to determine how long the cloud remains before dispersing.

Gas pockets cause . . .

d10	Result
1-2	Asphyxiation. There is no oxygen present in the cloud. Those within will die of asphyxiation within a number of rounds equal to their Constitution score.
3-4	Fire. The gas is extremely flammable. There's a 1-2 in 6 chance per round that an open flame is present that it bursts like a fireball, doing (1-3) 3d6 points of damage, (4-5) 6d6 points of damage, or (6) 9d6 points of damage to everyone within range unless they succeed on a Save v. Breath (in which case half damage is taken).
5-6	Nausea. All within the gas cloud must Save v. Poison or be affected with a nausea like that caused by centipede poison, but lasting only 1d4 turns after leaving the cloud.
7-8	Has an effect other than those listed.
9-10	Sleep. All within the cloud must Save v. Poison or fall asleep for (1-3) 1d10 turns, (4-5) 1d12 hours, or (6) until removed from the cloud of gas.

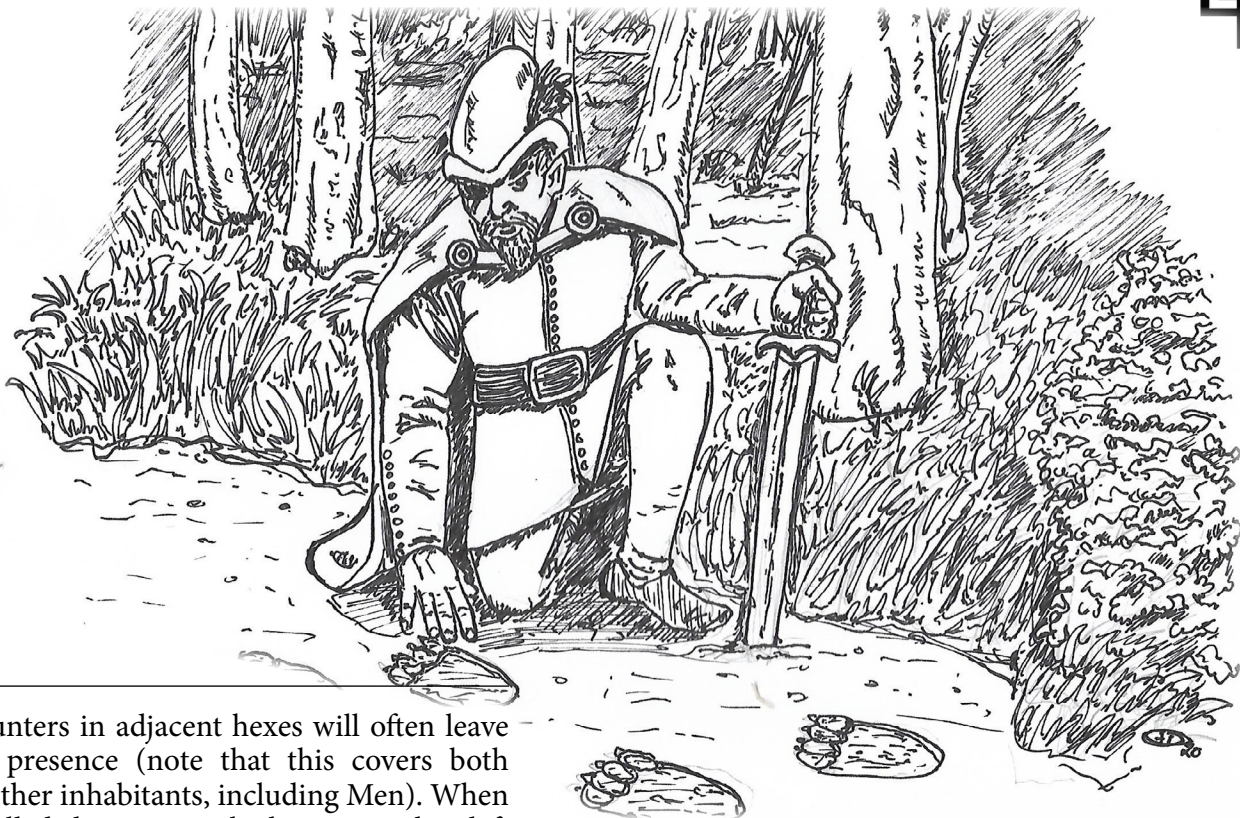
The cloud of gas has a radius of (1-3) 3d20 feet, (4-5) 10d10 feet, or (6) 10d100 feet.

55-75. Other. Up to the Referee's discretion.

76-99. Trap. Someone, or something, has set a trap. This could be a trap meant to catch an animal, intruders, or specifically tailored to harm the adventurers. Use the general guidelines for designing and placing traps in a dungeon.

100. Magical. Refer to Section 11 and tailor a magical effect as a hazard.

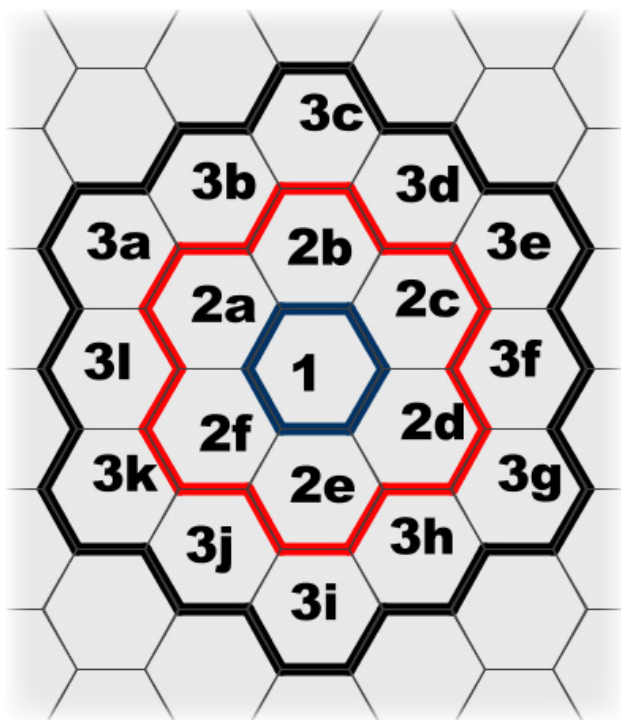




6. Sign

Potential encounters in adjacent hexes will often leave signs of their presence (note that this covers both monsters and other inhabitants, including Men). When this result is rolled determine which monster has left the sign using Figure 3, below. On a roll of (1-4) the sign has been left by a resident of the present, or primary hex, on a (5-7) by a resident of a secondary hex, and on an (8) by a resident of a tertiary hex (if there is no resident in the tertiary hexes that ranges that far it will be from the secondary ring instead).

Figure 3.



If the sign is from the secondary ring roll 1d6, with 1 equaling “a”, 2 equaling “b”, etc. If in the tertiary ring roll 1d12, with 1 equaling “a”, 2 equaling “b”, etc. Refer to p. 8 of *Hexcrawl Basics* to determine the range of various monsters.

It is up to the Referee to determine the nature of the sign, but it should be a non-dangerous (i.e. it won't hurt the PCs) clue to what type of threat may lurk nearby. The clue may be relatively obvious, or subtle, but the PCs should be able to easily discover it.

There's a 1 in 20 chance that a sign will have been left by a transient creature – i.e. one that has passed through and moved on.

Careful examination will reveal that signs are . . .

d10	Result
1-2	1d4 turns old
3-4	1d4 hours old
5-6	3d8 hours old
7-8	1d4 days old
9-10	1d8 days old

The easiest way to determine which monster left the sign, besides just picking one, is to roll on the wandering monster table. See p. for more information about setting up wandering monster tables.



7. Dungeons

Dungeons are, in this context, structures containing two or more rooms with more than one type of monster lairing within, that must be explored in order to eliminate threats/gain treasure.

Dungeons can either be open or closed. The inhabitants of open dungeons are free to leave, to hunt, trade, explore, etc. They are living communities that can potentially change over time, especially if the adventurers only partially clear them out. Closed dungeons are sealed off somehow, whether by seals, traps, magic, etc. They typically are closed ecosystems, with inhabitants either living off what can be produced within the dungeon (or brought from deeper within the earth), or not needing sustenance (undead or constructs).

For purposes of populating hexes this book assumes a difference between monster *lair*s and *dungeons*. The number and population of monster lairs are determined separately from the inhabitants of dungeons.

There are multiple other resources, including the **OSE** core, that can be used to design and populate a dungeon. However, the following are general guidelines that can be used to generate a dungeon's basic framework.

The rules below use the following assumptions:

- Most dungeons will be populated with lower-level threats.
- Most dungeons will be small, with only 2-10 rooms.

The entry level of the dungeon will contain monsters and challenges appropriate to a . . .

d10	Result
1-40	1st-level dungeon
41-69	2nd-level dungeon
70-83	3rd-level dungeon
84-93	4th-5th-level dungeon
94-97	6th-7th-level dungeon
98-99	8th-9th-level dungeon
100	10th-level or higher dungeon

In Wilderness hexes the Referee may choose to add +10 to the above roll. When appropriate the “level” of a dungeon will be referred to as the *Challenge Rating*. Therefore, a dungeon with a CR of 3 is appropriate for a party with an average level of 3.

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The dungeon is going to contain the following number of chambers . . .

d10	Result
1-15	1d4+1
16-30	2d4
31-45	3d6
46-60	4d8
61-75	5d10
75-85	6d12
86-95	7d20
96-100	8d100

In Wilderness hexes the Referee may choose to add 5 to the above roll.

These chambers are the total number of rooms within

a dungeon, divided amongst the different levels in some fashion.

For every ten rooms in a dungeon there's a 5% chance there is another level, with the remaining rooms in the dungeon occupying the lower levels. This chance should be rolled consecutively for each set of ten rooms.

Ex. While creating a dungeon the roll to determine the number of chambers is 78, which means there are 6d10 rooms in the dungeon. The result of that roll is a 31. The first level contains a minimum of 10 rooms, after which we roll 1d100 for every 10 additional rooms. We get a 4 on the second roll, which means that the first level contains 10 rooms before entering the second level. The second floor will contain at least 10 rooms (out of the remaining 21), and at this point we keep adding rooms ten at a time and rolling 1d100. We don't hit our 1-5% chance, so the dungeon consists of two levels; the first has 10 rooms and the second has 21.

Every level in a dungeon has a 1 in 6 chance of being linked to a sub-level. Sub-levels are sort of "bonus" floors. One of the defining features of sub-levels is that they have limited access; usually only from one floor and, in many cases, the entrance to the sub-level is hidden, trapped or otherwise inaccessible. When determining the number of rooms a sub-level contains roll 3d20 and compare the result to the table above. These rooms are considered additional to the number of rooms in the dungeon, and are not counted when determining when to roll for additional levels.

The dungeon will have one entrance, with a 1-2 in 6 chance of an additional entrance for every fifteen rooms it possesses. Therefore, a dungeon with thirty rooms has a minimum of one entrance and a maximum of three entrances.





8. Terrain

This result indicates the terrain for a given area (single sub-hex, random number of subhexes, or the entire hex) will be different from the pre-determined terrain.

Some common terrain types are listed below, grouped into like categories.

Terrain Variances

01-50 Within one degree. The basic terrain type remains the same with a slight change. For instance, farmland, grazing land, grasslands, shrublands and savannas are all flat, relatively treeless terrains that are within one degree of one another. Likewise, a hill could be barren, grassy, or forested and still be within one degree of the basic “hill” type.

51-85 Within two degrees. An area of a grasslands hex could be hilly, or an area of a hilly hex could be mountainous, but a mountain still wouldn’t be found in the middle of a flat plain.

86-95 Unusual. This is an unusual feature that is non-magical in nature but rarely seen. Roll on the table on the following page to determine the actual feature. If the existing terrain doesn’t fit with the feature, roll again.

The area the terrain change encompasses is determined as follows . . .

d100	Result
1-25	1 subhex
26-50	1d4+1 subhexes
51-75	3d4 subhexes
76-85	4d8-1 subhexes
86-95	1 hex
96-98	1d6 hexes
99-100	2d6 hexes

The specific area affected by the changed terrain can be chosen by the Referee or determined randomly, as follows. Roll as normal to determine which hex or subhex is the **starting hex** for the changed terrain, then roll below to determine which adjacent hexes, if any, are also changed, assuming that more than one hex or subhex is included in the altered area. Refer to the sample map on p. 57 for assigning numbers to the hex faces.

1-50. Roll 1d6 and determine which face is the adjacent hex. Continue to do this until there are no more hexes left to place.

51-90. Fill in the starting hex. Roll 1d6 to determine the

Unusual Terrain Variances

d100	Result
1-10	<i>Glacier.</i> A mass of densely packed, slowly moving snow. Those on the glacier have their movement reduced by 1/2, suffer the same risk of sun-blindness as on a salt flat, and have a 1 in 6 chance of encountering a hazard for each subhex they enter on the glacier (most likely a crevasse or a sinkhole).
10-20	<i>Hot Springs.</i> See p. in the section on water features.
21-30	<i>Landlocked sand dunes.</i> All that remains of an ancient, land-locked sea or ocean. Treat as desert.
31-40	<i>Mudflats.</i> A stretch of barren clay that cracks when it dries. When wet, it becomes slick and difficult to traverse. Reduce movement by 1/2 when traveling through a wet mudflat.
41-50	Other.
51-60	<i>Petrified Forest.</i> The remains of an ancient forest can be found here, the trees turned to stone. There's only a 1 in 6 chance the trees are actually standing, otherwise they are lying on the ground.
61-70	<i>Rock Formations.</i> Unusual rock formations dot the landscape: towers of stone such as the Devil's Tower in Wyoming or the Stone Forest in China, or unusual boulder deposits (see Geological features for more information).
71-80	<i>Salt flat.</i> Risk of sun blindness. For every day spent on the flats without eye protection make a save versus wands. Failure indicates the creature is partially blinded, suffering a -2 penalty to all rolls. The blindness disappears in 1d4 days after leaving.
81-90	<i>Temperate Rain Forest.</i> Due to unique weather patterns the forest receives a large amount of rain. Often features larger-than-normal trees, moss, mushrooms, etc.
91-95	<i>Volcano.</i> The volcano will be (1-7) not currently active but will erupt in 1d100 months, (8-14) not currently active but will erupt in 1d100 years, (15-19) extinct, (20) currently erupting (treat as hazard).
96-99	Out of place. The feature is out of place but still mundane (although it may have been created by magical means!): a mountain in the middle of a prairie, or a land-locked sea in hill country.
100	Magical/magically created terrain. This category includes things like fungal forests, fields of flowers that magically put those walking through them to sleep, areas where gravity is increased or decreased, etc. The terrain itself could have a magical effect – for instance, it could be a null-magic zone, where no magic functions – or it could be obviously magically created, such as an entire hex where the ground has been turned into bright green glass. Regardless, the terrain type here is both clearly out of place and clearly artificial/magical in nature.

Random Terrain Generator

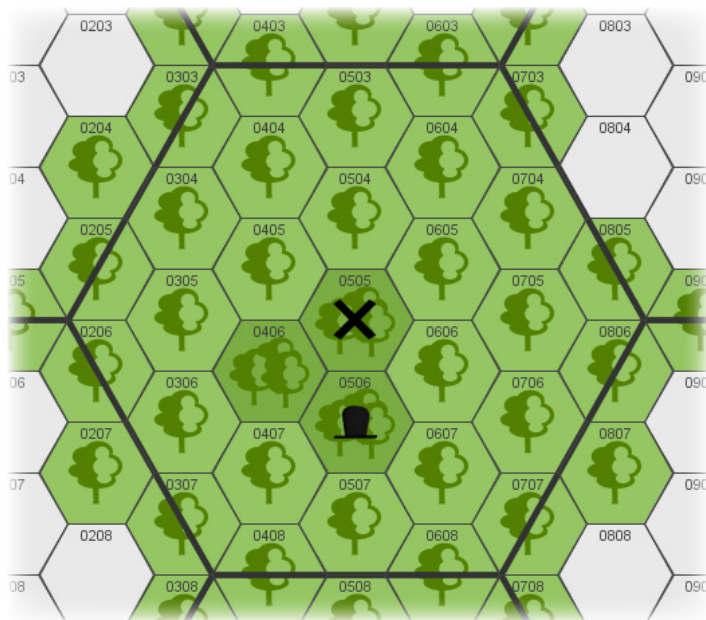
1d6	1	2	3	4	5	6
1d8	Forest	Flat	Arid	Wetlands	Mountains	Hills
1	Light, Coniferous	Prairie	Desert, Cold	Bog	Muntains, Small-Barren	Hills, Grasslands
2	Heavy, Coniferous	Grazing	Desert, Hot	Marsh	Mountains, Small-Forested	Hills, Barren
3	Light, Deciduous	Farmland	Desert, Coastal	Swamp	Mountains, Tall-Barren	Hills, Forested
4	Heavy, Deciduous	Shrublands	Desert, Rocky	Jungle	Mountains, Tall-Forested	Hills, Shrub
5	Light, Mixed	Savanna	Badlands	River	Mountains, Tall-Snow Capped	Hills, Jungle
6	Heavy Mixed	Flats	Steppes	Moor	Volcano	Hills, Transitional
7	Rainforest	Tundra	Flats	Fungal	Plateau	Hills, Lone
8	Other	Other	Other	Other	Other	Other

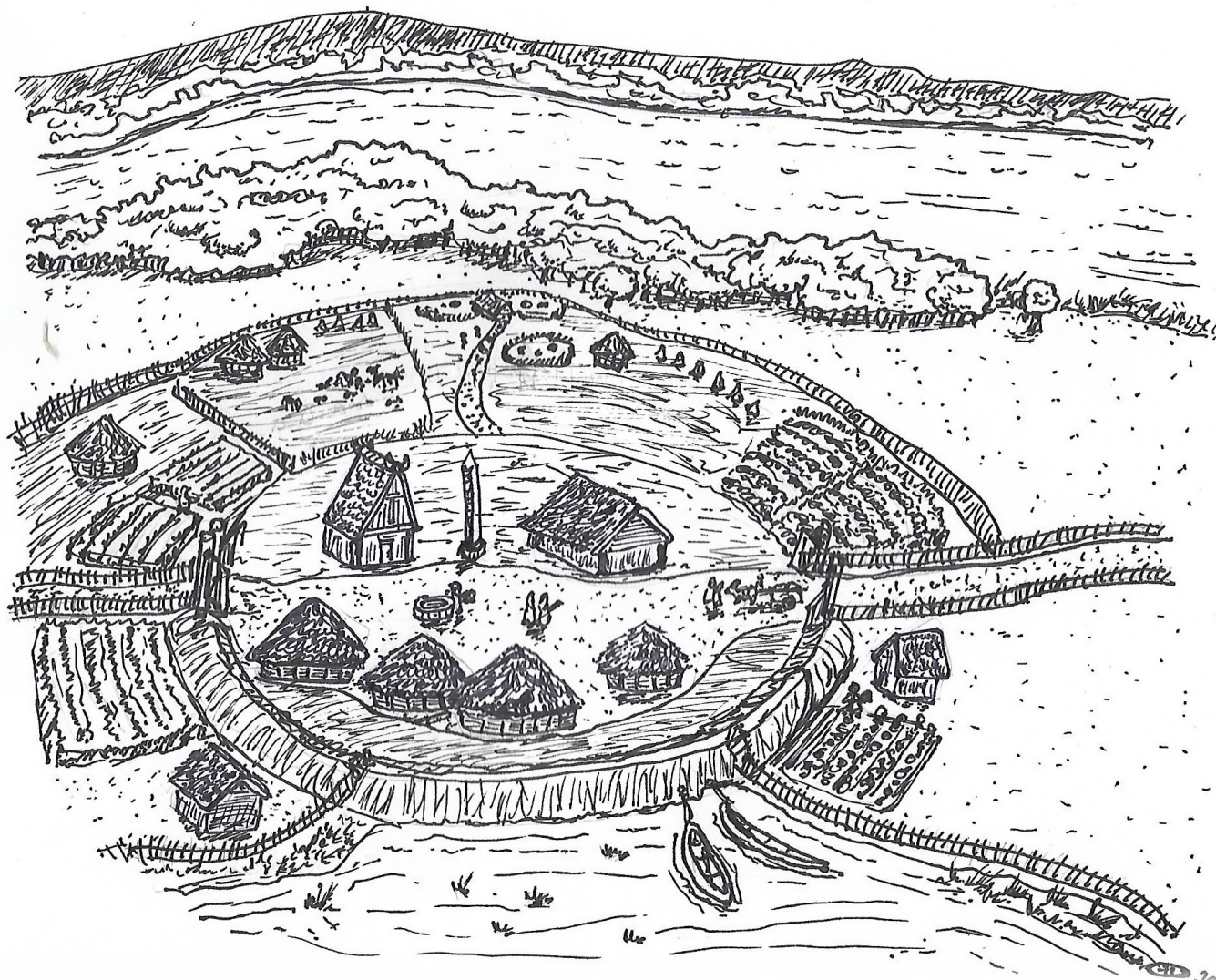
adjacent hex, then continue to fill in the hexes in a (1-2) counterclockwise, (3-4) clockwise, (5) northerly, or (6) southerly direction.

91-100. Fill in the starting hex. Roll 1d6 to determine the adjacent hex. Continue in a straight line, rolling a 1d6 each time. When the result comes up a 1, stop and refer back to the original hex, rolling 1d6 again to choose an adjacent hex and repeating the process.

Terrain Feature Example. Subhex 0406 has a terrain change. The first 1d100 result is a 10, which means the change is within one degree of difference. If we assume the majority of the hex is light forest, let's call this terrain change heavy forest. Rolling again, the result is a 31; so 1d4+1 subhexes are affected. Rolling 1d4, we determine that 3 subhexes are affected.

Rolling 1d100, the result indicates we will use the first method for allocating the changed terrain among subhexes. Beginning at subhex 0406 the first 1d6 roll is a 2, indicating that subhex 0505 is the next affected subhex, and the result after that is a 4, meaning that subhex 0506 is the third to be affected.





9. Settlements

This category is used to outline the settlements that exist in a hex. It is up to the Referee how to place these urban centers. This section may be used only to place settlements in Borderlands and/or Wilderness hexes, or it could be used to place all of the settlements in the campaign world. Note that this section uses the rules for urban centers described in the free book *Domain Building*.

Regardless, some care must be taken when placing settlements. They should be placed in appropriate locations: if there is a river or body of water in a hex, the settlement should be near the body of water, for instance. If random rolls indicate that more than one settlement exists in a single 6-mile hex the decision must be made to explain why that is, or whether the multiple settlements would be better served combined into a single center.

Likewise, when a settlement is placed on the map some

thought should go into the infrastructure needed to support the settlement. The larger the settlement, the more infrastructure – farms and ranches, roads, keeps, etc. – is needed to support it. Is the settlement part of another domain, or is it an independent domain itself?

An assumption is made that in Civilized domains there is a settlement in each hex. These common settlements typically range in size from Market Classes 1 to 3; they're small, relatively inconsequential villages and hamlets that exist mostly as background noise unless they are needed to serve a particular purpose – as the setting for an adventure, or perhaps an important NPC lives there.

As the percentages are determined now, each hex has a 1 in 20 chance per feature of having a settlement in it. Depending on how densely populated the campaign world is the Referee may want to reduce the chances of a settlement in Borderlands or Wilderness hexes. It is suggested that when the Settlement result is rolled in these hexes that an additional 1d6 is rolled. In Borderland

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hexes if the result is a 1-5 there is a settlement present. If the result is a 6 there is no settlement, and the feature result is re-rolled. In Wilderness hexes, if the result is a 1-3 there is a settlement, and if the result is 4-6 there is no settlement, the result rolled again.

The presence of a settlement has the potential to change a hex designation. The larger the settlement, the less likely it is to be found in Wilderness or Borderland hexes. One solution would be to modify the map to add a new domain. Another would be to assume the settlement is unable to project the power needed to pacify the surrounding territory. Perhaps it is an ancient city in decline, fallen into decadence and infighting, or perhaps it simply doesn't have the resources needed to tame the surrounding lands.

Additionally, settlements in Wilderness hexes have a 1 in 6 chance of being abandoned by their original residents. Those in Borderland hexes have a 1 in 10 chance of being abandoned.

When first determining the size of a settlement roll 1d6. On a result of 1-3 roll on Table 1. On a result of 4-5 roll on Table 2. On a result of 6 roll on Table 3.

d100	Result
1-50	Class 1 Market
51-90	Class 2 Market
91-99	Class 3 Market
100	Class 4 Market

d100	Result
1-25	Class 1 Market
26-45	Class 2 Market
46-60	Class 3 Market
61-75	Class 4 Market
76-90	Class 5 Market
91-99	Class 6 Market
100	Class 7 Market

d100	Result
1-15	Class 5 Market
16-45	Class 6 Market
46-65	Class 7 Market
66-86	Class 8 Market
86-98	Class 9 Market.
99-100	Class 10 Market

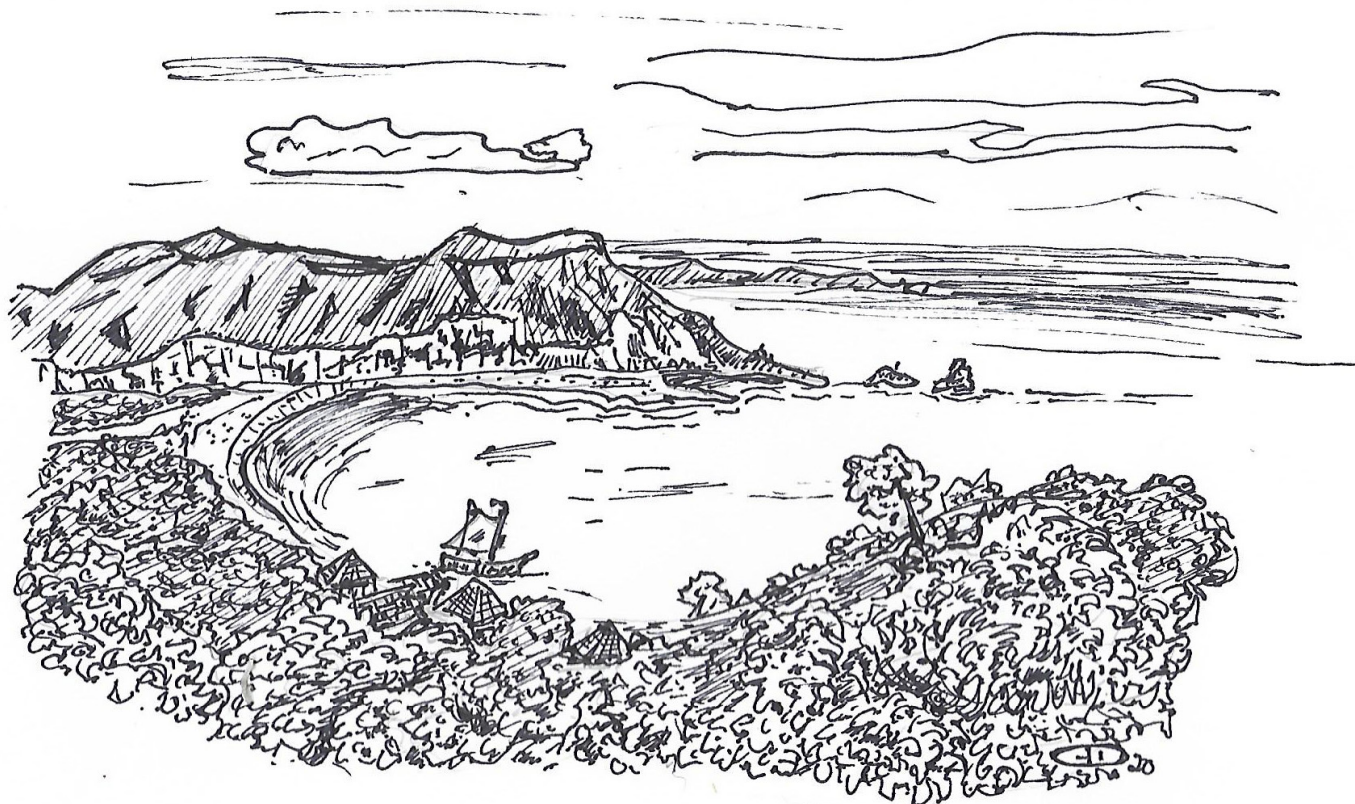
The settlement will primarily be composed of . . .

d100	Result
1-50	Humans
51-75	Demi-Humans
76-90	Humanoids
91-100	Other

The above proportions can be changed based upon the abundance or scarcity of different races in the Referee's campaign.

The exact composition of the settlement is left up to the Referee's discretion.





10. Water

Water will be one of the most common features in most hexes, except for dry or arid regions. If this category is rolled in the following terrain types: Desert, Badlands, Broken Lands, Arid Plains or Arid Hills, roll 1d6. On a result of 1-2 (1-4 in Desert) there is no water, but rather evidence of previous water; dusty lakebeds, dry canyons where rivers used to run, etc. In addition, results should be adjusted downwards to reflect the terrain type: creeks, ponds and lakes are much less common in certain arid climates and will almost always be either springs/oases or bodies of water than are only present during certain parts of the year (the rainy season, summer when higher elevation snows melt, or during the occasional rainstorm).

There are two broad types of water features that will be found within a hex: (1-3) Flowing and (4-6) Still bodies. Flowing water includes things like creeks, rivers and streams, while still bodies are springs, ponds, lakes, etc. In **most** cases still bodies will be fed by one or more flowing bodies of water, but not in all. An underground spring might feed a small pond with no outlet, the rate of water evaporation keeping up with the speed at which water is added.

Most land that is relatively habitable (outside of those listed above) will have multiple sources of water within a single hex. It is outside the scope of this supplement to

place all of the small creeks, springs, brooks, and ponds that will be found in 32 square miles (or however large your hexes are). Most sources of water, therefore, are handwaved; streams and brooks easily forded, springs marked on the map but otherwise ignored, etc. It can easily be assumed that in most areas there will be plenty of water sources that can be used to fill waterskins and slake the thirst of mounts and adventurers.

The thrust of this section, therefore, is to identify water sources of note within a hex.

10.1. Flowing Water

As a general rule of thumb you can step across a brook, jump across a creek, wade across a stream and swim across a river. Some other basic rules apply: water will typically flow towards a larger body of water, and downhill, with smaller courses of water generally joining up to form larger bodies of water.

The water feature will be a . . .

d100	Result
1-35	Brook
36-60	Creek
61-85	Stream
86-100	River

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A moving body of water will typically be no deeper than one quarter its width. A brook that is a foot wide will be, on average, three inches deep, while a river that is 100 feet wide will be no more than 25 feet deep in the middle. The wider a river is the shallower it will be proportionally, unlike the smaller bodies of water, and narrow rivers have a tendency to be deeper than wider rivers.

Brooks are 1d3 feet wide, creeks 1d4+1, and streams 3d4 feet in width. Rivers can be . . .

d100	Result
1-50	4d10 feet wide
51-75	10d20 feet wide
76-90	10d100 feet wide
91-100	10d100 yards wide

Streams that are wider than 9 feet are typically only navigable via canoe or extremely small watercraft. Rivers that range from 10-30 feet wide are only navigable by canoes or other small, shallow draft craft. Most rivers can be plied by flat bottom craft or rafts; those deeper than fifteen feet or so can be sailed by boats with keels. As a general rule, boats can sail on waters with a minimum depth of four times the boat's draft without worrying about grounding.

Brooks are: (1-2) 10d100 feet, (3-4) 1d4 miles, or (5-6) 1d8 miles long before: (1-2) disappearing (water dries up or goes underground) or (3-6) merging with: (1-3) another moving source of water or (4-6) a still body.

Creeks are (1-2) 1d4 miles, (3-4) 2d4 miles, or (5-6) 3d4 miles long before: (1) disappearing (water dries up or goes underground) or (2-6) merging with: (1-3) another moving source of water or (4-6) still body.

Streams are (1-2) 1d8 miles, (3-4) 2d8 miles, or (5-6) 3d8 miles long before merging with: (1-3) another moving source of water or (4-6) still body.

Rivers are (1) 1d8 miles long, (2) 2d10 miles long, (3) 3d20 miles long, (4) 5d20 miles long, (5) 5d100 miles long, or (6) 10d100 miles long. They will merge with (1-3) another moving body of water or (4-6) a still body of water.

As a general rule moving bodies of water will be freshwater, although there's a 1 in 6 chance there's something unusual about the waterway: It is (1-3) extremely alkaline or acidic, causing nausea as described on p., above, (4-5) brackish (a mixture of salt and freshwater), or (6) has a unique property (refer to the magic section).

While to some degree the direction of flow of a watercourse will be determined by the geography, the Referee can also randomly determine the direction of flow using the rules presented in the Roads section on p.23

1-5 in 6 bodies of moving water have a special feature, drawn from the list below. Note that these features are usually (1-5 in 6) only found in specific sections of the waterway (i.e. where they are generated), but there is a chance that these traits are exhibited over the entire length.

Note that the term "river" is used below to describe any moving body of water, regardless of size. Roll once per river to determine a defining feature.

1-10. Deltas. The river widens and gets shallower as it meets a larger body of water, whether (1-4) another stream or (5-6) a still body. It gets 2d4 times wider and the same proportion shallower.

There's a 1 in 6 chance the delta becomes a bayou, a much wider (10d20 times), marshy piece of land that filters the water from the river into the larger body. Bayous are swamps, difficult to navigate on foot, but teeming with wildlife, thick foliage, and plentiful insects.

11-20. Dry bed. The source of water has either (1-3) dried up or (4-6) moved elsewhere, leaving a dried riverbed behind as evidence it once existed. If it has dried up there's a 1 in 6 chance that the source of the water is actually being blocked by something – perhaps a beaver dam, or something more nefarious.

If the source is not being blocked there's a 1-2 in 6 chance – increased to 1-3 in 6 for arid climates – that the source of the water is seasonal or weather dependent; it either flows only (1-3) after winter when snow melts, for 1d8 months afterwards, (4-5) during a local rainy season, or (6) after heavy rains.

Depending on how long ago the river vanished the bed will be in varying states of overgrowth; the longer ago it occurred the more likely the bed will be difficult to spot, and is in the process of being filled in through erosion.

The river will have disappeared . . .

d100	Result
1-10	1d4 weeks prior
11-20	1d12 months prior
21-80	1d10 years prior
81-90	2d100 years prior
91-100	10d100 years prior

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21-35. Fishing. This section of the river is exceptional for fishing. (1-4) Double or (5-6) treble the chance for “hunting” as described on p. 110 of *OSE* core. If successful, enough fish (or other appropriate food, like clams, crawfish, etc.) can be caught in a day to feed (1-3) 2d6, (4-5) 3d8, or (6) 4d10 individuals. If using the resource rules from *Domain Building* increase the “Animal, game” resource of this hex by 1d6×.1

36-45. Islands. The stream or river is wide enough to have an island. It will be (1-4) singular or (5-6) 1d4 islands within the given area. An island is typically no wider than one half the width of the river itself, and (1-3) as long as it is wide or (4-6) 2d4 times as long as it is wide.

The island may certainly be inhabited, either by intelligent creatures or animals. There’s a 1 in 6 chance the terrain type on the island differs from that around the river.

46. Magic. There’s some magical quality about the river. Refer to the Chapter on Magic to determine what it is.

47-57. Pool. The river widens and slows down here, creating a relatively large, slow-moving pool of water that is 2d4 times wider than the average width of the river. The depth will (1-2) get shallower, (3-4) get deeper, or (5-6) not change.

58-60. Rapids. The river picks up speed as it runs downhill, creating turbulence in the water. The rapids are . . .

d100	Result
1-25	1d100 feet long
26-50	10d100 feet long
51-75	1d4 miles long
76-100	1d8 miles long

They are dangerous to navigate. When entering rapids by boat, an attack roll is made as follows:

Roll to attack when the boat first enters the rapids, every mile thereafter, and when it leaves the rapids.

The attack roll is made as a (1-3) 3 HD monster, (4-5) 5 HD monster, or (6) 8 HD monster.

Each successful “attack” does 2d6 points of damage to the boat. Failed attacks still do 1 point of damage, unless a natural 1 is rolled, in which case the boat suffers no damage.

Ex. The adventurers’ canoe enters a stretch of rapids that is ¼ mile long. An attack roll is made twice; once when they enter and once when they leave. If the rapids were two miles long, four attack rolls would be made.

Skilled outdoorspeople steering the craft can raise the boat’s AC by 1d6 (depending on the Referee’s judgment.

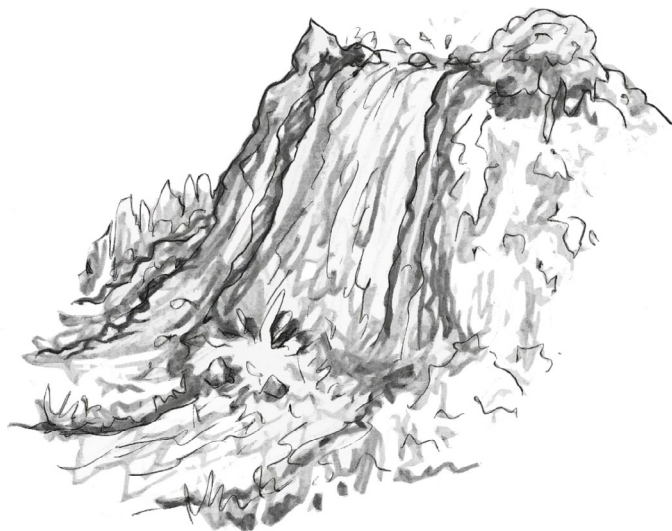
Each time an attack is made those within must Save v. Petrification with a +2 bonus. Failure indicates the individual falls overboard. Adventurers that fall overboard suffer 1d4 points of damage from the buffeting water and have their chance of drowning increased by 25%.

If the river is used by civilized races there is a 1-4 in 6 chance that some means of passage around the rapids has been established, whether it be a portage, canal, or something else.

61-65. Rocks. There are a number of large rocks in this section of river, reducing its effective depth by (1-3) 25%, (4-5) 50%, or (6) 75%.

66-70. Swamp/marsh/bog. The land surrounding the watercourse is saturated, creating a marsh or swamp. It covers (1-3) 1 subhex, (4-5) 1d4 subhexes, (6-7) 2d6 subhexes, (8) 3d8 subhexes, (9) 1 full hex, or (10) 1d4 hexes. Roll 1d4 if the body of water is a brook or smaller, 1d6 if a creek, 1d8 if a stream, and 1d10 if a river.

71-90. Tributaries. The river either (1-3) joins with another source of water of equal or greater size or (4-6) is joined by another source of water of equal or lesser size. Add the width of the two together to get the new width.



91-95. Waterfalls. Due to an abrupt change in elevation the river plunges steeply downhill. The waterfall is . . .

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d100	Result
1-40	1d10 feet high
41-75	2d20 feet high
76-90	3d100 feet high
91-99	10d100 feet high
100	20d100 feet high

Waterfalls often (1-4 in 6) form a pool of water at their base.

96. Whirlpools. The water swirls around, dragging objects on the surface underwater. Those that have the potential to be caught in a whirlpool must Save v. Petrification. Failure indicates they are caught and suffer a double normal chance of drowning.

97-100. Roll twice, rerolling if a result is not appropriate.

10.2. Still Water

Even though large bodies of water such as seas and oceans are anything but still, they are still classified in this category, which is largely defined as bodies of water bordered by land.

Roll below to determine the size of the body of water. If the Referee has already placed large bodies of water and coastlines, the range in parenthesis can be used to ignore the larger bodies of water.

Springs, ponds, and lakes will be freshwater unless fed by sources that are otherwise. Bays, sounds, and fjords are (1-3) brackish, (4-5) freshwater, or (6) saltwater. Gulfs, seas, and oceans have a 1 in 20 chance of being freshwater.

1-30 (1-45). Spring. Water wells up from the ground here. The spring will often (1-4 in 6 chance) feed a brook; otherwise it will seep back into the ground or evaporate.

The spring is 3d6 feet in diameter and 1d4 feet deep.

31-50 (46-80). Pond. Larger than a spring, ponds will be (1-2) 5d20 feet in diameter, (3-4) 10d20 feet in diameter, (5) 5d100 feet in diameter, or (6) 10d100 feet in diameter.

They average 1d8 feet in depth.

Ponds have a 1 in 6 chance of being spring-fed, and a further 1 in 6 chance of having no outlet; the amount of water in the pond stays stable due to evaporation and/or ground seepage. Otherwise, there will typically be 1d2 brooks (1-3) or creeks (4-6) feeding into and leaving the pond.

51-75 (81-100). Lake. Larger than ponds, lakes are usually fed by multiple sources of water. They will be . . .

d100	Result
1-15	10d100 yards in diameter and 3d4 feet deep.
15-55	1d4 miles in diameter and 3d6 feet deep.
56-75	2d6 miles in diameter and 4d6 feet deep.
76-90	3d12 miles in diameter and 5d6 feet deep.
91-98	5d20 miles in diameter and 5d10 feet deep.
99-100	10d100 miles in diameter and 5d20 feet deep.

The lake will be (1-2) deeper than normal by a factor of 1d4+1, (3-4) shallower than normal by a factor of 1d4+1, or (5-8) the indicated depth.

For every size category above the lake will be fed by a combination of moving water sources. As a general rule, each size category will have a single river or large stream feeding it, and multiple streams, creeks, and brooks.

76-80. Bay. Bays are concave stretches of coastline, primarily bordering oceans and seas, but potentially large lakes as well. They tend to be calmer and more protected from wind and waves than the more exposed coast, so typically will be used as prime settlement sites.

Typically, each hex that lines a bay has a 1-3 in 6 chance of a settlement. This chance is increased by 1d2 in Civilized areas and decreased by 1d2 in Wilderness hexes.

A bay will typically have at least one river feeding into it. If settlements are present they will be found by a river on a roll of 1-5 in 6, as rivers offer a source of freshwater and the potential for easy trade with the interior.

A bay will have a mouth that is . . .

d100	Result
1-20	Less than a mile wide. Smaller bays are referred to as coves or inlets.
21-40	1d4 miles wide
40-55	2d6 miles wide
56-70	3d8 miles wide
71-85	4d10 miles wide
86-100	5d20 miles wide

Bays tend to be around 10d20 feet deep.

There's a 1 in 8 chance that a bay has a restricted entrance or dangerous waters at the mouth. These are due to (1-2) rocks near the surface, (3-4) sandbars, or (5-6) coral reefs. If so, the bay will be (1-3) navigable only by trained pilots, (4-5) navigable only by craft with minimal draft, (6-7) both of the above, or (8) non-navigable. Bays

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that cannot be entered still have the same chances of supporting settlements, the inhabitants of which will still be able to ply the interior waters.

81-85. Sound. A sound is a wide ocean or sea inlet or a narrow section of ocean/sea between two pieces of land. They tend to be wider and longer than bays and are either (1-3) open on both ends or (4-6) closed on one end.

They are deeper than bays, averaging 20d20 feet deep. Numerous rivers, inlets, and bays feed into a sound.

86-90. Fjord. Narrow inlets into the coastline, typically bordered by steep terrain. They will be longer than they are wide, and often relatively deep.

Fjords are (roll separately for width/length/depth) . . .

d100	Result
1-10	10d100 feet wide/1d4 miles long/5d20 feet deep
11-50	10d100 yards wide/2d6 miles long/10d20 feet deep
51-90	1d4 miles wide/3d8 miles long/5d100 feet deep
91-100	1d6+1 miles wide/4d10 miles long/10d100 feet deep

91-95. Gulf. Gulfs are similar to bays, but typically larger and deeper, although they often have a more enclosed mouth. Gulfs are typically fed by multiple rivers.

The mouth of a gulf will be . . .

d100	Result
1-10	1d4 miles wide
11-30	2d6 miles wide
31-50	3d8 miles wide
51-75	4d10 miles wide
76-95	5d20 miles wide
96-100	6d100 miles wide

They have an internal diameter and depth of (roll for each) . . .

d100	Result
1-10	5d20 miles/10d20 feet
11-50	10d20 miles/5d100 feet
51-90	5d100 miles/10d100 feet
91-100	10d100 miles/20d100 feet

96-99. Sea. Seas are shallower and smaller than oceans. 1 in 10 are inland seas. Seas are too large to cover in any depth in this supplement and should be placed thoughtfully.

100. Ocean. The largest bodies of water. Oceans are huge,

and deep, averaging 12,000 feet deep. Oceans are too large to cover in this supplement and should be placed thoughtfully.

There is a 1-5 in 6 chance any body of water has an unusual feature, drawn from the list below. The size of these features is, unless otherwise stated, determined by the size of the body of water. As a general rule, if the body of water is one hex or smaller the feature will occupy 1d20 subhexes. If it is between one and four hexes it will occupy (1-3) 2d10 subhexes, (4-5) 3d20 subhexes, or (6) 1d4 hexes. Any larger than that and the feature will occupy (1-2) 1d6 hexes, (3) 2d8 hexes, (4) 3d10 hexes (5) 4d20 hexes, or (6) the entire body of water. Alternatively, the Referee can roll for each subhex or hex, with each having a 1 in 6 chance of possessing one of the following features.

1. Dry. The body of water is dry. The source of water has either (1-3) dried up or (4-6) moved elsewhere, leaving a dried water-bed behind as evidence it once existed. If it has dried up there's a 1 in 6 chance that the source of the water is actually being blocked by something – perhaps a beaver dam, or something more nefarious. If the body of water was brackish or salt-water it is likely there will be a significant amount of salt left behind.

If the source is not being blocked there's a 1-2 in 6 chance – increased to 1-3 in 6 for arid climates – that the source of the water is seasonal or weather dependent; it either flows only (1-3) after winter when snow melts, for 1d8 months afterwards, (4-5) during a local rainy season, or (6) after heavy rains.

Depending on how long ago the body of water vanished the bed will be in varying states of overgrowth; the longer ago it occurred the more likely the bed will be difficult to spot, and is in the process of being filled in through erosion.

The water-bed will have disappeared . . .

d100	Result
1-10	1d4 weeks prior.
11-20	1d12 months prior.
21-80	1d10 years prior.
81-90	2d100 years prior.
91-100	10d100 years prior.

2-20. Fishing. The body of water is exceptional for fishing. (1-4) Double or (5-6) treble the chance for “hunting” as described on p. 110 of **OSE** core. If successful, enough fish (or other appropriate food, like clams, crawfish, etc.) can be caught in a day to feed (1-3) 2d6, (4-5) 3d8, or (6) 4d10 individuals. If using the resource rules from *Domain Building* increase the “Animal, game” resource of this hex by 1d6×.1.

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If the body of water occupies more than one hex this feature will occupy (1) one hex, (2) 1d4 hexes, (3-5) 1d8 hexes, (6) 1d20 hexes. If the result is for a number of hexes larger than the body of water occupies add .1 to the resource value to each viable hex.

21-25. Hot Springs. The water is heated by geothermal means and is often (1-4 in 6) accompanied by a strong smell of sulfur. It will rarely (1 in 6) be unbearable hot, inflicting (1-3) 1, (4-5) 1d4, or (6) 1d6 points of damage for every round someone not immune to fire damage is within. If it is hot enough to inflict damage there's a 1-2 in 6 chance it is actually a geyser (see Hazards, p 45.).

26-55. Island. The body of water has (1-2) a single island, (3-5) 1d20 islands, or (6) 1d100 islands. Obviously, an ocean can have thousands of islands of varying sizes, so common sense is suggested when rolling this result.

These islands will vary in size, with the overall size dependent upon the size of the body of water.

56-57. Magic. Refer to the section on Magic to determine an appropriate magical effect.

58-65. Reef/Shoal. Refer to the section on bays, above, for more information. If the proper sailing conditions are not met roll an attack every time a ship enters a hex with a reef. The reef attacks as a (1-3) 3 HD monster, (4-5) 5 HD monster, or (6) 10 HD monster. An attack is made each time the boat enters and leaves the hex, and on a successful attack the boat suffers (1-3) 2d6, (4-5) 3d6, or (6) 4d8 points of hull damage.

66-70. Sandbar. As above, but instead of inflicting damage the boat is grounded. There's a 1-3 in 6 chance that when the tide rises the boat will float free.

71-80. Swamp/Marsh/Bog. The land surrounding the body of water is saturated, created a marsh or swamp. It covers (1-3) 1 subhex, (4-5) 1d4 subhexes, (6-7) 2d6 subhexes, (8) 3d8 subhexes, (9) 1 full hex, or (10) 1d4 hexes. Roll 1d4 if the water is a pond or smaller, 1d6 if a lake, 1d8 if a bay or similar, and 1d10 if a sea or ocean.

81-87. Trench. A portion of the body of water is (1-3) $\times 2$, (4-5) $\times 3$, or (6) $\times 1d4 + 3$ times deeper than normal. It is a (1-3) trench longer than it is wide or (4-6) a hole, and occupies an area proportional to the size of the body of water. A trench in a pond may only be ten feet in diameter, while one in an ocean may stretch for multiple hexes.

At great depths water behaves strangely, and there's a 1-3 in 6 chance that there's something magical about the trench. Refer to the section on Magic to expand upon this.

88-93. Treacherous Currents. The currents in this section of the body of water run counter to prevailing currents. They reduce ship movement by (1-3) 25%, (4-5) 50%, or

(6) 75% while a ship remains in the area. There's a 1 in 6 chance the currents are strong enough that the ship, barring exceptional piloting or magical assistance, cannot escape the currents and must travel in the indicated direction. If the currents pull towards land, or a shoal, there's a chance the ship will run aground (see above).

94-96. Unusual Pocket. Something is odd in this area of the body of water. Perhaps it is a pocket of freshwater in an otherwise salt-water sea, or perhaps the water is warmer or colder than the rest. It may be a dead zone, where there is no oxygen and no living things (although there may be undead!).

97. Whirlpool. The water swirls around, dragging objects on the surface underwater. Those that have the potential to be caught in a whirlpool must Save v. Petrification. Failure indicates they are caught and suffer a double normal chance of drowning.

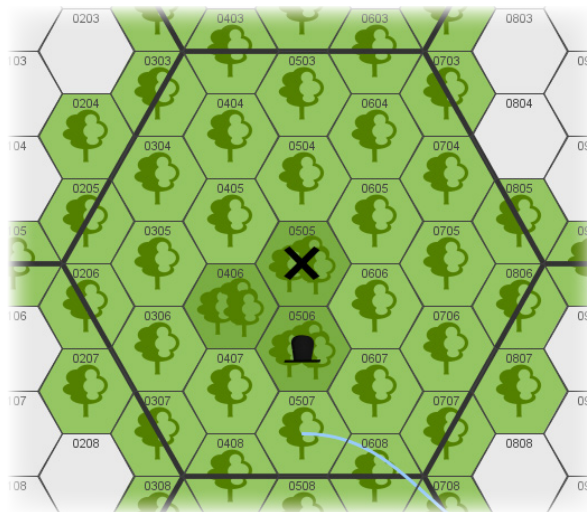
Unlike whirlpools in rivers, these have the possibility of sinking ships. A whirlpool can affect ships with a length up to (1) 25', (2) 45', (3) 60', (4) 75', (5) 90', or (6) 120' or longer.

98-99. Roll twice.

100. Roll three times.

Water Feature Example. There's a water feature in subhex 0507. The result of the first d6 roll is a 3, meaning it is a flowing body of water. Rolling further, the results are:

- Brook, 2 ft. wide
- 5 miles long
- Eventually flows into a still body of water
- Excellent fishing, providing twice the fish for foraging purposes. Since it is a small brook, unlikely to have large fish, it seems appropriate to say that there are large numbers of crayfish that live in the brook.
- Again, rolling 1d6 to determine the direction, the brook runs to the southeast.



11. Magic

Magical features are broken into several categories, but they all share several broad traits:

Unless otherwise stated magical features cannot be dispelled by anything short of a *wish* or divine intervention.

Unless otherwise stated, the effects of a magical feature always occur. A zone where spells have their range increased by 25% *always* increases their range by 25%.

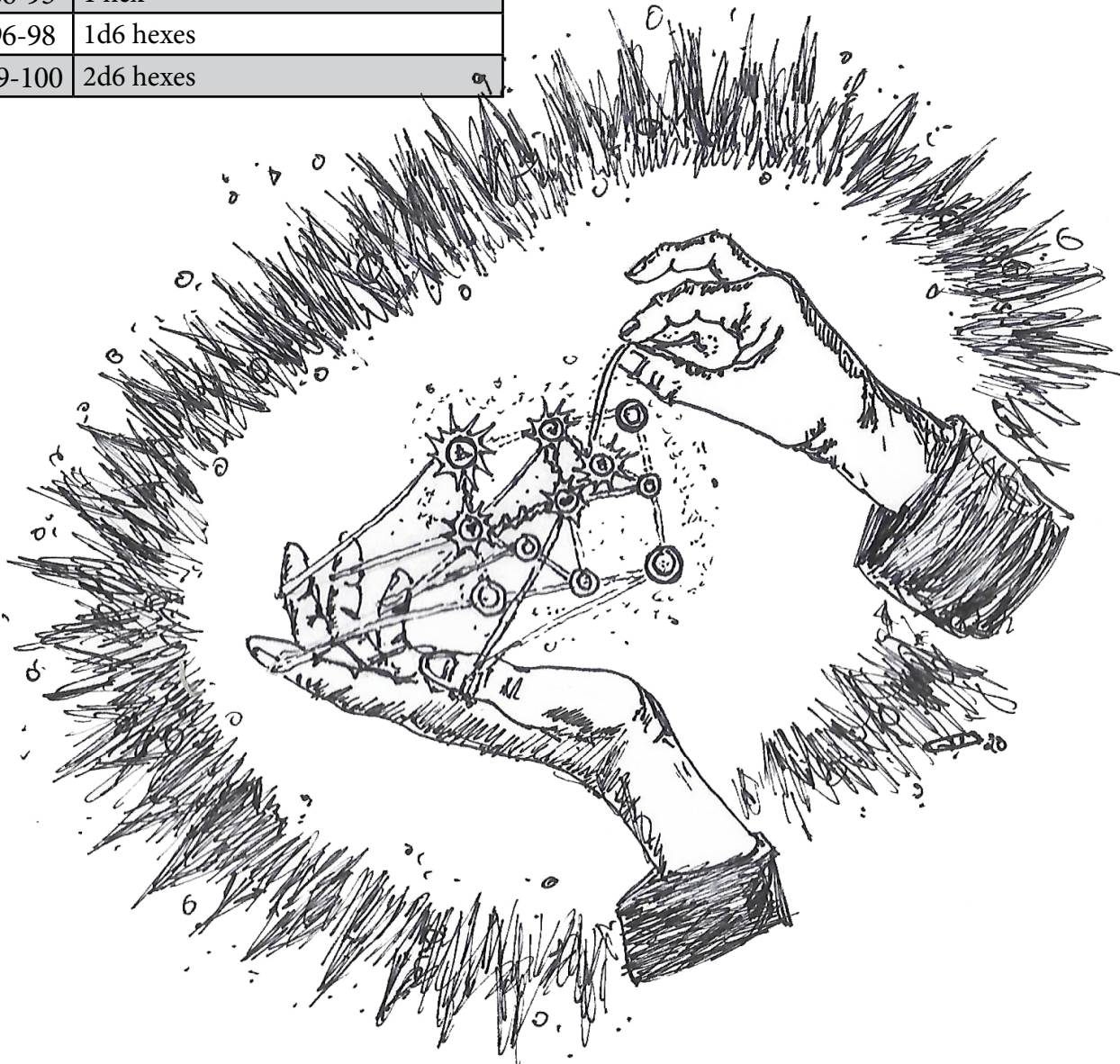
The magic affects . . .

d100	Result
1-25	1 subhex
26-50	1d4+1 subhexes
51-75	3d4 subhexes
76-85	4d8-1 subhexes
86-95	1 hex
96-98	1d6 hexes
99-100	2d6 hexes

There's a 1-2 in 6 chance that, when subjects of a magical effect leave the affected area, the effect ends. This applies to effects such as curses, but also more permanent effects, like the sentience of animals, which may find themselves reverting to their normal intelligence should they leave the magical area.

Table 11.2 – Magical Effects

d100	Result
1-15	Climate
16-30	Flora and Fauna
31-55	Other
56-70	Ley Lines
71-85	Resonance or Dissonance
86-100	Space and Time



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11.1. Climate

The local climate has been magically influenced. It is . . .

1-40. Colder/Hotter than normal. The air temperature is (1-4) noticeably different than the surrounding region or (5-6) extremely different from the region. Assume that if it is noticeably different the range is no more than 10 degrees Fahrenheit. If it is extremely different the range will be 1d8×10 degrees Fahrenheit. This may be a valley continually shrouded in snow, for instance.

41-80. Drier/Wetter than normal. The area is much drier or wetter than normal. There's a 1 in 6 chance that it either rains continuously or never rains.

81-100. Other. Something else is going on. Perhaps the region is shrouded in a perpetual fog, or continuously buffeted by high winds.

Climate effects have a 1 in 6 chance of being created by some sort of physical artifact that can potentially be destroyed, moved, or otherwise altered.

11.2. Flora and Fauna

The life in this affected area is magically altered in some way. It affects the . . .

d100	Result
1-30	Plants
31-60	Animals
61-90	Other Creatures
91-98	Two of the above
99-100	All three of the above

11.2.1. Flora

This feature affects . . .

d100	Result
1-10	All of the plant-life in the area
11-40	A specific species of plant-life
41-70	A small number of particular plants within the area: (1-3) 1d20, (4-5) 5d20, (6) 10d100.
71-100	A single plant

The plants are . . .

d100	Result
1-20	Moss/Lichen
21-40	Fungi

d100	Result
41-60	Grasses/Flowers
61-80	Shrubs
81-100	Trees

The plants possess the following qualities.

d100	Result
1-16	(1-3) Beneficial or (4-6) Baneful
17-32	Mobile
33-48	Sentient
49-64	Unusual Size
65-82	Unusual Form
81-92	Unusual Features
97-99	Roll Twice
100	Roll Thrice

Beneficial/Baneful. While not possessing an actual intelligence, the plant-life within the area subtly works to help or hinder those passing through.

When beneficial, travelers find that their path always seems straight and clear of hazards, food grows abundantly, and they can shelter from the elements under spreading boughs. Travel time decreases by 25% in these areas, and enough food for 1d12 individuals can be found per day without even stopping to scavenge.

When baneful, it seems as if there are always roots to trip on, low-hanging branches threatening to knock riders off their mounts, paths are difficult to follow and easy to lose, etc. Travel time is increased by 25% in these areas, and at the end of each day each traveler must make a Save against Wands or suffer 1d4 points of damage from scratches, sprained ankles, etc.

If this result comes up twice for the same area either double the modifiers (movement modified by 50%, etc.) or, in the case of one roll indicating beneficial and the other baneful, assume there is a hidden dichotomy between the plants, with some seeking to hinder and some to help. Why is this, and how do the players react when it becomes apparent? Perhaps the characters are being shepherded to a specific location, or shielded by the beneficial plants from the wilder, more chaotic plants that lurk off the trail.

Mobile. The plant-life in the area is mobile but not necessarily sentient. There's a 1-4 in 6 chance the plants move as one expects them to, by pulling themselves from the ground and using their roots like legs, but on a 5-6 they don't. Perhaps they float, or burrow, or teleport. If the plants aren't sentient they move (1-2) to hunt prey,

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(3-4) to find better sources of light, or (5-6) to satisfy some inscrutable design. There's a 1-3 in 6 chance the plants are subtle with their movement and do so when travelers aren't looking, or at night. Double chances of getting lost in these instances as landmarks shift, trails are obscured, and tracks erased.

Sentient. The plants are aware and intelligent. They have an alignment of (1) Lawful, (2-5) Neutral, or (6) Chaotic. There's a 1-3 in 6 chance the plant-life can communicate via (1-3) speech, (4-5) signs or movements of their bodies, (6-7) empathic projections, or (8) telepathy.

Roll 3d6 to determine the average equivalent Intelligence of the plant-life. The plants have a chance to possess spell-casting abilities dependent upon the number of affected individuals, as follows:

- All plants. 1 in 100, equivalent caster level 1d4.
- Single species of plants. 1-3 in 100, equivalent caster level 1d6.
- Small number of plants. 1-5 in 100, equivalent caster level 1d8.
- A single plant. 1 in 10, equivalent caster level 1d10.

If this is the case, the plants can cast spells as a (1-3) druid, (4-5) cleric, (6-7) illusionist, or (8) magic-user.

Unusual Size. The plants are either (1-4) larger or (5-6) smaller than normal. The size difference is . . .

d100	Result
1-10	25%
11-30	50%
31-50	75%
51-90	100%
91-100	3d6 times

Ex. There's a single tree in a given area that is larger than normal. Rolling above, the result is a 95. Rolling 3d6, the result is 10. The tree is 10 times larger than normal. Assuming it is a white oak, which average 50-80 feet tall, this tree is somewhere around 500-800 feet tall.

Unusual Form. The plants are a different form or shape than normal. They are . . .

d100	Result
1-25	Different color (1-3) bark, (4-6) leaves, (7-8) both.
26-50	Different shape. Perhaps the trunk and branches are geometric.
51-75	Different texture/surface.
76-100	Non-native plants. Instead of trees, maybe they are giant mushrooms, or waving kelp.

Unusual Features. Something about the plants is different from normal . . .

d100	Result
1-40	Plants survive on something other than sunlight: (1-2) meat, (3) heat or cold, (4) esoterica (thoughts, emotions, etc.), (5) ore (gold, copper, etc.), or (6) magic.
41-80	Plants produce unusual fruit: (1) made of a valuable material (gold, spun glass), (2) with healing (1-3) or harmful (4-6) properties, (3) containing a magical spell that is triggered by eating, or breaking, or throwing, (4) which transports the eater to another plane or dimension, (5) which acts as a randomly determined potion, or (6) that when thrown will turn into a randomly determined monster. The plant produces (1-3) only a single special fruit, (4-5) 1d10 fruit, (6) 1d100 fruit.
81-100	Roll on Table 11.2 for an additional effect.

11.2.2. Fauna

This category covers only the non-magical, normal-sized animals that dwell within the given area. Neither monsters, Men, nor giant versions of normal animals are covered in this category. If a specific type of animal lairs in the area then this feature will automatically affect them (and potentially other animals as well), but if not, assume that the animals affected are those that would normally live in the area: small birds, rodents, etc. Arachnids are specifically excluded from this category and are covered under the next, catch-all category. This feature affects . . .

d100	Result
1-10	All of the animals in the area
11-40	A specific species of animal
41-70	A small number of animals within the area: (1-3) 1d20, (4-5) 5d20, (6) 10d100
71-100	A single animal

The animals are . . .

d100	Result
1-20	Insects
21-40	Amphibians
41-60	Reptiles
61-80	Bird
81-100	Mammals

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The animals have the following qualities . . .

d100	Result
1-16	(1-3) Beneficial or (4-6) Baneful
17-32	Awakened
33-48	Sentient
49-64	Unusual Size
65-82	Unusual Form
81-92	Unusual Features
97-99	Roll Twice
100	Roll Thrice

Beneficial or Baneful. Even if not sentient, the animals act in ways that either help or hinder travelers through the area. Initially, this means that all reaction rolls with the designated animals are made with a modifier of (1-3) 1, (4-5) 2, or (6) 3. There's a 1-4 in 6 chance that this modifier will not change, regardless of the actions of the adventurers. Killing one of the animals will not impose a penalty, nor will feeding them.

Additionally, there's a 1-3 in 6 chance that the animals act in an unnatural manner that can be construed as helpful or harmful. If the animals are not sentient or capable of communication their attempts may likely be rudimentary; if helpful, perhaps they seek to warn the adventurers away from a particular hazard, or the lair of a monster. If harmful, perhaps they try to lead the adventurers on a chase ending at the edge of a cliff, or into the lair of said monster.

Magical communication can certainly be helpful, but if baneful the animals may choose to not answer, or even to deceive.

Awakened. Distinct from those that are sapient, Awakened animals are not only possessed of intelligence potentially equal to, or even surpassing, that of Man, but of mannerisms and characteristics of the humanoid races.

Awakened creatures can walk on two legs, if their anatomy allows it, and their extremities are altered slightly to allow the use of tools. Awakened animals can be found wearing the garb and accoutrements of Man, and acting as Men do.

They will, however, typically have no change in size; Awakened mice are still the size of mice. They will have an Intelligence score of (1) 2d4, (2-3) 2d6, (4) 3d4, (5) 4d4, or (6) 3d6. There's a further 1-2 in 6 chance the Awakened creatures will be able to communicate

via speech. This chance increases by 1 should their Intelligence be 13 or higher.

Overall, Awakened creatures are (1) Lawful, (2-5) Neutral, or (6) Chaotic, although exceptions may exist among multiple creatures of the same kind, just as it does within a population of Men.

Awakened animals can possess racial class levels.

Sentient. As Awakened creatures, above, but without the likeness of Men, sentient animals possess an intelligence. They have the same chance of speech as Awakened animals; otherwise, there's a 1-3 in 6 chance the animals can communicate via (1-3) speech, (4-5) signs or movements of their bodies, (6-7) empathic projections, or (8) telepathy.

The animals have a chance to possess spell-casting abilities dependent upon the number of affected individuals, as follows:

- All animals. 1 in 100, equivalent caster level 1d4.
- Single species of animals. 1-3 in 100, equivalent caster level 1d6.
- Small number of animals. 1-5 in 100, equivalent caster level 1d8.
- A single animal. 1 in 10, equivalent caster level 1d10.

If this is the case, the animals can cast spells as a (1-3) druid, (4-5) cleric, (6-7) illusionist, or (8) magic-user.

Unusual Size. The animals are either (1-4) larger or (5-6) smaller than normal. The size difference is . . .

d100	Result
1-10	25%
11-30	50%
31-50	75%
51-90	100%
91-100	3d6 times

Animals that are smaller than normal have reduced HD, typically proportionate to the decrease in size. A black bear, typically with 4 HD, that is 50% smaller than normal would have 2 HD.

Likewise, the larger a creature is the more HD it has, by the same proportions: a black bear that normally has 4 HD that is 50% larger will have 6 HD.

Unusual Form. The animals are a different form or shape than normal. They are . . .

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d100	Result
1-25	Different (1-3) skin/fur, (4-6) color, (7-8) both.
26-50	Different shape. The animal may have six legs instead of four, or wings (and potentially a fly speed) where it had none before.
51-75	The animal is a mixture of (1-3) two, (4-5) three, or (6) four animals, sharing characteristics of all of them. There's a 1 in 6 chance per animal type that the main characteristic is a hindrance, or non-beneficial.
76-100	Non-native animals. In this part of the world perhaps fish swim through the air as if it were water, or penguins hunt the plains for insects.

There's a 1-2 in 6 chance the difference is directly beneficial. The animal gains . . .

d100	Result
1-15	Additional hit points. They have (1-3) +1, (4-5) +2, or (6) +4 hit points.
16-20	Additional Hit Dice. The creatures' Hit Dice (1-4) increases by (1-3) 1, (4-5) 2, or (6) 3, or (5-6) increases from 1d8 to (1-4) 1d10 or (5-6) 1d12.
21-35	Armor Class. The creatures' AC improves by (1-3) 1, (4-5) 2, or (6) 3.
36-50	Damage. The creature's existing damage (1-4) increases by one die type (from d6 to d8, for instance) or (5-6) they gain an additional attack at a die type one lower than their current lowest attack (if the animal can attack twice doing 1d6 points of damage they gain a third attack doing 1d4 points of damage).
51-55	Saving Throws. The animal uses the Fighter Saving Throw chart at the normal progression (Animal HD equals fighter level, as opposed to half progression).
56-70	Special Attack. The animal gains a special attack. This is (1) poison, (2) disease, (3) elemental, (4) paralyzing, (5) a special combat maneuver (grapple, trample, etc.), or (6) something else.

d100	Result
71-85	Special Defense. The animal gains a special defense. This is (1) resistance to a form of damage (bludgeoning, fire, etc.), (2) immunity to a form of damage, (3) regeneration (1-3: 1 hp per round, 4-5: 2 hp per round, or 6: 3 hp per round), (4) successful attacks upon them damage or negate weapons (such as a living iron statue's ability to absorb weapons), (5) some of the damage suffered from attacks is borne by the attacker, or (6) the creature can change form to escape (such as a vampire's ability to turn into a bat or mist).
86-90	Magical Manifestation. The animal can cast a randomly determined spell of level (1-3) 1, (4-5) 2, or (6) 3. This spell is used as a special ability and can be used (1-4) once per day, (5-7) twice per day, (8-9) three times per day, or (10) is always active/available.
91-97	Movement. The creature's Move score (1-4) increases by (1-3) 10', (4-5) 20', or (6) 30', or (5-6) they gain a new form of movement in addition to their old form. This new form is (1-2) 1 category slower than their current form, (3-4) the same speed, or (5-6) 1 category faster.
98-99	Roll Twice.
100	Roll Thrice.

Unusual Features. Something about the animals is different from normal . . .

d100	Result
1-40	Animals feed on something other than their normal diet: (1-2) meat instead of vegetation, or vice versa, (3) heat or cold, (4) esoterica (thoughts, emotions, etc.), (5) ore (gold, copper, etc.), or (6) magic.
41-80	Parts of the animal are valuable for use by alchemists or magicians. There's a 1 in 6 chance that the body part can actually be used by the animal for offense or defense (a gland that allows them to breath fire, for instance), but otherwise it is non-functional.
81-100	Roll on Table 11.2 for an additional effect.

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11.2.3. Other Creatures

Other creatures that inhabit the area have been shaped by magic. It affects . . .

d100	Result
1-10	All of the creatures in the area
11-40	A specific species
41-70	A small number of creatures within the area: (1-3) 1d20, (4-5) 5d20, (6) 10d100.
71-100	A single creature

Roll to randomly determine the creature(s) affected. When determining what form the magical influence takes roll on the Animal table, above. However, if the result is Awakened or Sapient and the creature to be affected already is one of those two, the options are (1-3) roll again, disregarding those results, (4-5) increase the creatures' average Intelligence by one category (i.e. a range of 9-12 is increased to 13-15), or (6) roll on the Specials table, in the next column.

Specials

d100	Result
1-20	Alternate Mode of Communication. The creature communicates via (1-4) empathy (projecting their emotions) or (5-6) telepathy (projecting their thoughts). There's a 1 in 6 chance that a creature that can do this can also read emotions and thoughts in others, and a further 1 in 6 chance that this is their only means of communication.
21-40	Immortality. The creature is immortal and (1-3) cannot die of old age but can die of disease or injury, (4-5) can only die of injury, or (6) cannot be permanently slain.
41-60	Out of Time. The creature is from the (1-2) past, (3-4) future, or (5-6) an alternate version of reality. There's a 1 in 6 chance that whatever magic has brought them here can fling the unwary to (1-4) their native time or (5-6) a random time.

Specials

d100	Result
61-80	Plane-touched. The creature (1-4) possesses an ancestry that comes from another plane or dimension or (5-6) actually is from another dimension or plane. They may exhibit traits from that plane, such as a creature with an ancestry tracing back to the plane of Fire being immune to fire, or similar, or may actually exist out of sync with the normal world.
81-100	Spellcaster. The creature(s) possess a native ability to cast spells. They do so as a (1-2) magic-user, (3-4) cleric, (5) druid, (6) illusionist, or (7-8) other spellcasting class. They do so either (1-4) at a class level, if they belong to the given class, meaning that not all creatures in the area can cast spells, or (5-6) innately, with all members of the species in the area casting spells as a caster of level (1-3) 1d4, (4-5) 1d8, or (6) 1d12.

11.3. Other

This is a catch-all category for a range of magical effects.

1-15. Alignment. The area possesses an alignment: (1) Lawful, (2-4) Neutral, or (5-6) Chaotic. Creatures of the given alignment are naturally attracted to the region. When populating it, discard results that are more than one step away (Neutral and Chaotic creatures can populate a region with an alignment of Chaotic, but not Lawful creatures). The aura is subtle, having one or more of the following effects . . .

d100	Result
1-15	Beneficial/Baneful to those of different alignments. Refer to the examples above in Flora/Fauna.
16-30	Helpful to those of the same alignment. Creatures of the same alignment as the land enjoy (1) a +1 bonus to AC, (2) +1 to attack rolls, (3) +1 to damage rolls, (4) +1 to all Saves, (5) regenerate 1 hp per turn, or (6) two of the above.

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d100	Result
31-45	Dangerous to those of a different alignment. Creatures of a different alignment suffer a (1) penalty of 1 to AC, (2) -1 penalty to attack rolls, (3) -1 penalty to damage rolls, (4) -1 penalty to Saves, (5) will not heal naturally in the region, or (6) two of the above.
46-60	Dampens spells. Spells with an opposite alignment descriptor do not function within the area. Inside a Chaotically aligned area the spells <i>detect evil</i> and <i>protection from evil</i> would not function.
61-75	Inimical to those of an opposite alignment. There's a 1-2 in 6 chance that in order to enter the region those of differing alignments must make a Save v. Spells. The roll is penalized by 1d4 if the difference is greater than one step (Lawful characters entering a Chaotic land).
76-90	Unease. Those not of the alignment of the land are uneasy, suffering (1-3) a -1 penalty to surprise rolls, (4-5) the inability to rest, or (6) both.
91-96	Roll Twice. Redundant results are cumulative.
97-100	Roll Thrice. Redundant results are cumulative.

16-30. Life. The area is either (1-3) baneful or (4-6) beneficial to life. If it is baneful, living creatures within its influence lose 1 hp per (1-3) day, (4-5) hour, or (6) turn. If it is beneficial, living creatures gain 1 hp per (1-3) day, (4-5) hour, or (6) turn. The reverse is true of any undead within the zone (i.e. they suffer damage when in beneficial zones and heal in baneful zones).

There's a 1-2 in 6 chance that healing magic is minimized within baneful areas (healing spells or effects restore the minimum amount) or maximized in beneficial areas (healing spells or effects restore the maximum amounts). Further, in beneficial zones there's a 1-2 in 6 chance that the healing just does not stop; it can exceed the maximum, and when a creature's hp reaches its maximum plus 10 the creature dies.

There's a 1-3 in 6 chance that plant-life is not affected by this magic. Living creatures slain by this magic have a 1 in 6 chance of returning as a random sort of undead: (1-2) skeletons, (3-4) zombies, (5-6) ghouls, (7) wights, (8) wraiths, (9) specters, (10) other.

31-45. Other. Design a new magical effect not covered in this section.

46-60. Resource. The area is rich in a resource that has magical or alchemical applications. Refer to the section on resources.

61-75. Settlement. The area features a settlement that is magical in nature. This manifests as . . .

d100	Result
1-25	The residents are all magically inclined. Most are equivalent to 1st-level magic-users.
26-50	The settlement has some form of magical or unusual defense: (1) trained griffons or similar, (2) golems guarding the gates, (3) wards that prevent entry by invisible creatures, (4) fixed crossbows that shoot bolts of fire, (5) walls magically reinforced to have extra hit points, or (6) roll twice.
51-70	The settlement is airborne. It is built (1) on a cloud, (2) on a floating rock, (3) on the back of an enormous flying creature, (4) suspended between two mountains.
71-90	The settlement is mobile. It (1) is built on the back of an enormous creature, (2) has legs and walks around like a spider, (3) has wheels and a sail, (4) floats on water.
91-100	Other.

76-100. Spell. The inhabitants (1-3), or the zone itself (4-6), is under the effect of magical energy that functions as a spell. If this energy affects a creature, the spell will (1-3) be targeted upon the creature and is activated as below, or (4-6) will be usable by the creature as a spell-like ability.

This effect is (1-3) permanently functioning, (4-5) activates on a schedule of some sort, or (6) activates on a particular action.

If it occurs as a spell-like ability it can be used . . .

Level 1 spell. (1-3) 1d6 times per day, (4-5) 1d4 times per turn, or (6) at will.

Level 2 spell. (1-3) 1d4 times per day, (4-5) 1d3 times per turn, or (6) at will

Level 3 spell. (1-3) 1d2 times per day, (4-5) 1d2 times per turn, or (6) once per minute

Level 4 spell. (1-3) 1d4 times per week, (4-5) 1d4 times per day, or (6) once per turn.

Level 5 spell. (1-3) 1d3 times per week, (4-5) 1d3 times

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per day, or (6) once per hour.

Level 6 spell. (1-3) 1d2 times per week, (4-5) 1d2 per day, or (6) once per hour.

The spell that is mimicked is . . .

d100	Result
1	Acid Fog (6th-level illusionist)
2	Animate Dead (dead are animated within 1d4 rounds of death, 5th-level MU)
3	Auditory Illusion (1st-level illusionist)
4	Blacklight (3rd-level illusionist)
5	Bless/Blight (2nd-level cleric)
6	Blur (2nd-level illusionist)
7	Chaos (5th-level illusionist)
8	Cloudkill (5th-level MU)
9	Confusion (4th-level MU)
10	Dancing Lights (1st-level illusionist)
11	Demi-shadow Monsters (5th-level illusionist)
12	Detect Evil (1st-level cleric, 2nd-level MU)
13	Dispel Illusion (3rd-level illusionist)
14	Detect Invisible (2nd-level MU)
15	Dispel Magic (3rd-level MU)
16	Dream Quest (6th-level illusionist)
17	Emotion (4th-level illusionist)
18	Entangle (1st-level druid)
19	ESP (2nd-level MU, all who enter the area can sense the thoughts of others)
20	Faerie Fire (1st-level druid)
21	False Aura (2nd-level illusionist)
22	Fascinate (centered on a feature within the area, 2nd-level illusionist)
23	Fear (3rd-level illusionist)
24	Feeblemind (5th-level MU)
25	Illusion (5th-level illusionist)
26	Impersonation (6th-level illusionist)
27	Growth of Nature (3rd-level druid)
28	Hallucinatory Terrain (4th-level MU, 3rd-level illusionist)
29	Haste (3rd-level MU)
30	Heat Metal (2nd-level druid)

d100	Result
31	Hypnotic Pattern (2nd-level illusionist)
32	Hypnotism (1st-level illusionist)
33	Improved Phantasmal Force (2nd-level illusionist)
34	Insect Plague (5th-level cleric)
35	Invisibility (2nd-level MU)
36	Levitate (2nd-level MU)
37	Light/Darkness (1st-level cleric/MU)
38	Manifest Dream (6th-level illusionist)
39	Massmorph (4th-level MU)
40	Maze of Mirrors (5th-level illusionist)
41	Nondetection (3rd-level illusionist)
42	Permanent Illusion (6th-level illusionist)
43	Obscuring Mist (2nd-level druid)
44-74	Other
75-76	Roll two times
77	Roll three times
78	Pass Plant (5th-level druid, only affects certain plants, use Flora section to determine)
79	Phantasmal Force (1st-level illusionist, 2nd-level MU)
80	Phantasmal Killer (4th-level illusionist)
81	Protection from Evil/Good (1st-level cleric/MU)
82	Remove Fear/Cause Fear (1st-level cleric)
83	Seeming (5th-level illusionist)
84	Shades (6th-level illusionist)
85	Silence 15' radius (larger than normal radius, 2nd-level cleric)
86	Shadow Monsters (4th-level illusionist)
87	Shadowcast (5th-level illusionist)
88	Shadowy Transformation (5th-level illusionist)
89	Sleep (1st-level MU)
90	Slow Poison (2nd-level druid)
91	Solid Fog (4th-level illusionist)
92	Spectral Force (3rd-level illusionist)
93	Spook (1st-level illusionist)
94	Stone to Flesh (6th-level MU)
95	Time Flow (5th-level illusionist)

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d100	Result
96	Triggered Illusion (6th-level illusionist)
97	Veil of Abandonment (4th-level illusionist)
98	Wall of Fog (1st-level illusionist)
99	Warp Wood (2nd-level druid)
100	Water Breathing (3rd-level MU)

For spells that have a normal and reversed variety roll 1d6. On a roll of 1-3 it is the normal version, on a 4-6 it is the reversed version. For spells that have variables determined by the caster level it will be (1-3) 1d6, (4-5)1d10, or (6) 1d12.

11.5. Magical Resonance or Dissonance

Within a roughly spherical zone magic – of all types or only specific varieties – is either enhanced or stymied. The effects only last for as long as one remains within the area. Magical effects . . .

d100	Result
1-13	Have durations increased (1-3) or decreased (4-6).
14-26	Have ranges increased (1-3) or decreased (4-6).
27-39	Have their area of effect increased (1-3) or decreased (4-6)
40-53	Have variables increased (1-3) or decreased (4-6).
54-67	Have variables maximized (1-3) or minimized (4-6)
68-81	Are more potent (1-3) or less potent (4-6).
82-90	Are easier to cast (1-3) or more difficult to cast (4-6).
91-93	Are suppressed (1-3) or enhanced (4-6).
94-95	Null-magic.
96-97	Wild magic.
98-99	Roll twice, ignoring results of 98-100.
100	Roll three times, ignore results of 98-100.

Note that wild magic and null magic results are singular, canceling all other results.

The feature affects . . .

d100	Result
1-30	Arcane
31-60	Divine
61-70	School (healing, divination, alteration, etc.)
71-80	Specific spells (<i>ESP</i> does not work within the radius, etc.)
81-90	Spells with elemental affinity (fire, cold, etc.)
91-98	Spells interacting with Alignment (<i>detect evil/good, protection from evil/good, etc.</i>)
99-100	All magic.

Durations Increased/Decreased. The duration of a spell is either increased or decreased. There is a 1-4 in 6 chance that the feature only affects spells cast within the area, not those that already exist that are then brought into the area. The duration of spells is modified by . . .

d10	Result
1-2	25%
3-4	50%
5-6	75%
7-8	100%
9	125%
10	150%

Ranges Increased/Decreased. The range of a spell is increased or decreased by a given amount. If the spell has a range of 10' or less it is reduced to touch. If a spell has a range of touch it is reduced to personal only. Spells with a range of personal can be cast as normal.

Use the table above for durations to determine the range increase or decrease.

More Potent/Less Potent. Targets of spells suffer/gain a (1-3) -1/+1, (4-5) -2/+2, or (6) -4/+4 penalty/bonus to saving throws.

Area of Effect Increased/Decreased. Spells that have an area of effect called out in feet or yards have this amount modified according to the table for duration. *Ex. The web spell creates a 10' cube of sticky material. If this spell is cast in a location where the area of effect is increased by 50% it would fill a 15' cube.*

Variables Increased/Decreased. Increase or decrease all of the variables of a spell by one die category (1-3), two categories (4-5), or three categories (6), not to go below 1d4.

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Ex. A cleric casting cure light wounds in an area that increases by one die category would roll 1d8 instead of 1d6.

Ex. A magic-user casting mirror image summons 1d6 illusory duplicates instead of 1d4.

Variables Maximized/Minimized. Spells that have a variable effect have their results maximized or minimized. A *fireball*, therefore, does either 1 hp of damage per die or 6 hp per die.

Easier/Harder to Cast. Magic is partially unbound or suppressed in an area, making it easier or harder to cast spells. Whenever a character attempts to cast a spell they must roll less than or equal to their primary attribute (Int for magic-users, Wis for clerics, etc.) on 3d6 plus the level of spell being cast. *Ex. Casting a 3rd-level spell requires a roll of 3d6+3.*

In areas where casting is more difficult, failure indicates that the spell simply is not cast. On a roll of 1-4 the spell slot is expended, on a roll of 5-6 it is not.

In areas where casting is easier, a successful roll indicates the spell is cast but a spell slot is not expended.

Suppressed/Enhanced. Spells that are suppressed simply do not take effect if cast within the area. If the spell was cast previous to entering the area it is suppressed upon entering. If a spell is suppressed it (1-3) will resume upon leaving the area, as if no time had passed or (4-6) will potentially resume, assuming the duration (measured from the time of casting) has not expired.

Spells that are enhanced have their effects roughly doubled. This is up to the Referee to adjudicate. Note that it does not affect any of the above variables. Therefore, a *hold portal* spell would have the same duration and range, but a door held by such a spell could only be opened by a creature of 6 or more HD. A *shield* spell would grant the caster an AC of 2 (against missile attacks) or 4 (against other attacks).

Null Magic

Magic cannot be cast within the area. Spells that are cast within the zone either don't take effect (1-5) or are suppressed until leaving the zone (6). Spells or magical effects that are active before entering the area are canceled (1-4) or suppressed (5-6).

This affects spell-like abilities that certain creatures might possess (such as the petrifying gaze of a basilisk) as well as creatures that are animated by magic (undead, or golems). Spell-like abilities are never destroyed (a basilisk regains its ability to petrify upon leaving the

effect), while creatures animated by magic are destroyed upon entering a null magic zone.

Wild Magic

The effect upon magic is constantly shifting. Roll again on the table to determine the effect, and reroll every . . .

d100	Result
1-20	1d10 rounds
21-40	1d6 turns
41-60	1d20 hours
61-80	1d8 days
81-90	1d4 weeks
91-100	1d12 months

11.6. Ley Lines

A ley line either passes through the hex (1-5) or terminates in the hex (6). If a ley line terminates in the hex there's a 1-4 in 100 chance it is a nexus where multiple ley lines meet. If it passes through the hex there's a 1 in 100 chance that another ley line crosses it, forming a nexus.

Every campaign has its own rules for ley lines. Third Kingdom Games has rules for ley lines that can be found in *Hex 13.22 – The Plateau of Sighs*.

If a nexus does exist it will be formed from the intersection of . . .

d100	Result
1-70	Two ley lines
71-95	Three ley lines
96-99	Four ley lines
100	Five (1-3), six (4-5), or seven (6) ley lines

11.7. Space and Time

Space and time work differently in these areas. Those entering the area (1-4) get no saving throws to avoid the effect or (5-6) may Save v. Spells to avoid the effect. It is also possible to purposefully fail the saving throw should a character desire to be affected. The magic affects (1-7) space, (8-11) travel, or (12) time.

11.7.1. Space

Geometry is strange and twisted. There's a 1-3 in 6

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chance that those unfamiliar with the area must Save v. Death or become disoriented by the eldritch angles and non-euclidean geometry. Those that are native to the area, or succeed on the save, suffer no penalties. The effect manifests as . . .

d100	Result
1-25	Increased (1-3)/decreased (4-6) vision
26-50	Increased (1-3)/decreased (4-6) sound
51-75	See around corners/obstacles
76-95	Distance between points is distorted, taking more (1-3)/less (4-6) time to move between
96-100	Gravity is non-standard

Increased/decreased vision. Objects appear either closer or farther away than they are, with a multiplier of (1-3) 25%, (4-5) 50%, or (6) 100%. Those unused to the effect suffer a penalty equal to -1/-2/-5 to attack rolls.

Increased/decreased sounds. Sound travels strangely here. Those unfamiliar with the effect suffer a penalty to surprise rolls equal to (1-3) -1, (4-5) -2, or (6) -3, or an equivalent penalty to actions that depend on sound (such as Move Silently). Those familiar with the effect gain an equivalent positive modifier, if applicable.

See around corners/obstacles. Light bends weirdly here. Those familiar with the effect can ignore any cover that targets may have, or can use the twisting geometries to hide in plain sight: (1-3) +1, (4-5) +2, or (6) +4 bonus to missile attacks to hit targets behind cover, or an equivalent penalty to such attacks made against one under this effect.

Distance is Distorted. The spatial relationship between any two points is distorted and malleable. Those familiar with the terrain can move between points easily, while those unfamiliar with this effect find it takes longer to reach their destination. There are two effects of this:

Those familiar with the area have their base movement increased by (1-3) 10', (4-5) 20', or (6) 30'. Those unfamiliar have their movement rate reduced by the same amount (to a minimum of 0' per round).

However, there is a 1 in 6 chance that those familiar with the area can actually travel between the warp and weft of space and time, teleporting (1-3) 30', (4-5) 60', or (6) 90' in any direction in lieu of their normal movement. This movement is instantaneous and allows them to move in any direction they can see.

Gravity is Distorted

Gravity does not function as normal. It is either (1-3) stronger than normal, (4-6) weaker than normal, or (7-8) non-existent. The following conditions apply: (1-3) #1, (4-5) #1 and #2, or (6) #1, #2, and #3.

1. Movement rates are either increased (for weaker gravity) or decreased (for stronger gravity). Rates are modified by (1-3) 10', (4-5) 20', or (6) 30'.

2. Missile ranges are modified by (1-3) 25%, (4-5) 50%, or (6) 75%.

3. Movement is either more or less exhausting. Characters can travel (1-3) 25%, (4-5) 50%, or (6) 75% longer/less than normal before needing to rest.

If gravity is non-existent, characters, and all unattached objects, "fall" 1d6x10' into the air, and are only capable of movement through flight, pushing off nearby objects, etc.

11.7.2. Travel

There's a portal of some kind within the area, one that leads to (1-5) another place on the same plane, (6-9) another plane, (10-11) another time, or (12) another place and time. The portal is (1-4) two-way or (5-6) one-way.

The portal is a . . . (1-3) physical doorway or structure that one steps through, (4-5) a road or course that one has to traverse, or (6) a seamless transition.

The portal (1-2) functions continuously, (3-4) functions only at a given time or event, or (5-6) can only be opened by magic (spell, ritual, item, etc.).

There's a 1-2 in 6 chance that one can glean localized clues about where the portal leads. Additionally, there's a 1 in 6 chance that features from the connected location bleed through into the area: if the portal leads to the elemental plane of fire, for instance, the area surrounding the portal may be hotter than normal.

11.7.3. Time

Time is funny in these parts. In the area affected by the feature, time is (1-3) slower or (4-6) faster relative to the surrounding area. There's only a 1 in 6 chance the change is imperceptible and easy to enter. Otherwise, the change is noticeable and difficult to enter, requiring (1-2) an item, (3-4) a spell or ritual, (5-6) or a supreme force of will (roll equal to or under Charisma on 4d6) in order to enter the zone.

Inside, time passes either slower or faster at the following rate: (1-3) x5, (4-5) x10, or (6) x100.

There's a 1 in 6 chance that the magical effect will actually transport the adventurers through time, to the (1-2) past, (3-4) future, or (5-6) an alternate timeline of their present world.

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There's a 1-5 in 6 chance they will be able to get back to their real time by (1-3) retracing their steps, (4-5) performing a task, or (6) resorting to powerful magics or an item.

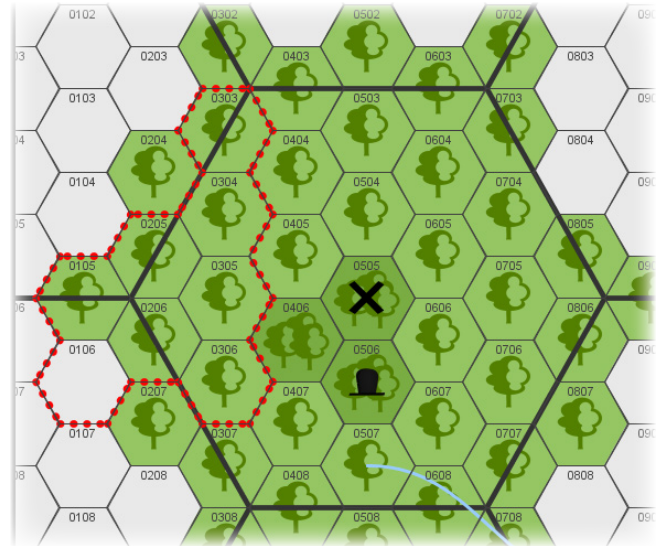
Magical Feature Example. Subhex 0303 has a magical feature. The 1d100 result is a 17, indicating a “Flora and Fauna” magical effect. Referring to that section, the initial result is a “6”, meaning that just plants are affected.

Some more rolls are made:

- The magical effect covers a total of 9 subhexes.
- It affects a small number of plants: 550, to be precise.
- They're mobile, moving by traveling on their root system, and do so to get more sunlight.
- Their movement is subtle, though, and unlikely to be noticed immediately.
- The plants are not sentient, moving in much the same way that a sunflower tracks the sun's passage through the sky.

The same technique is used to determine the area affected as is used to place terrain changes. Our first d6 roll is a

3, meaning the next hex to be affected is 0304, then 0205, and so forth, until the entire area affected is determined. On the map the area is drawn out in red.



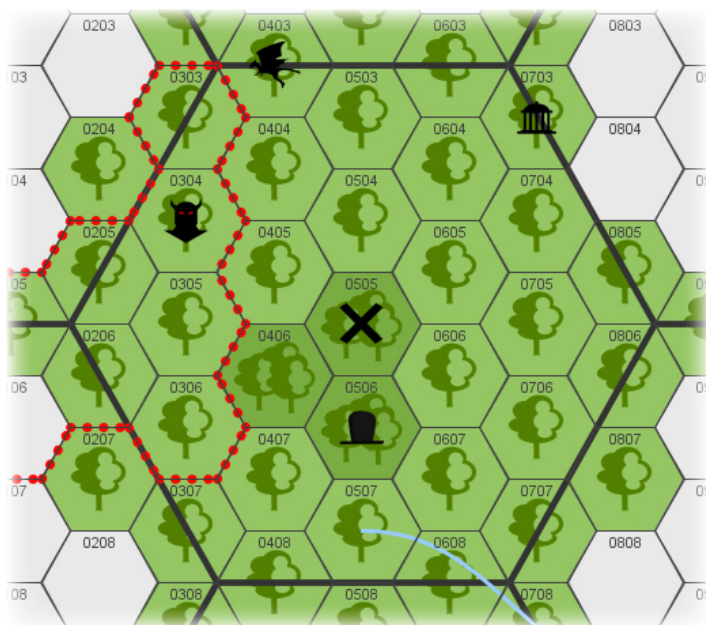


12. Finishing the Hex

The last thing needed is to place the lairs. As we discovered at the beginning of this book, there are three lairs in our sample hex:

1. Griffons in subhex 0304.
2. A high-level cleric in subhex 0703.
3. A dragon (not from OSE core) in subhex 0403.

Placed, they look like this.

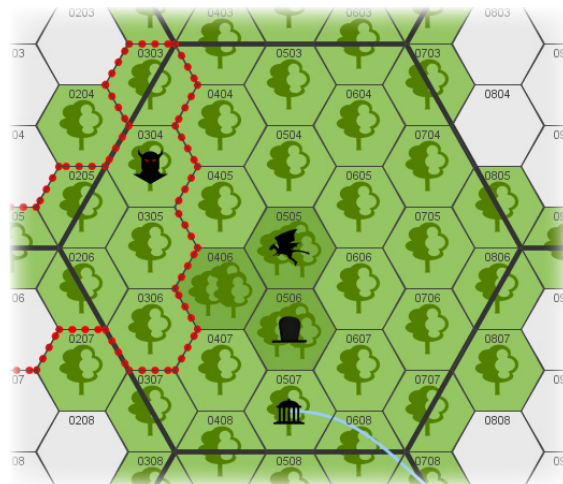


However, I'm not that excited about the layout. The three lairs are all clustered together at the top of the map, and

not in a way that makes sense. So, some reconfiguring is needed. First, let's figure out what the three lairs look like.

- There are 13 griffons in one lair.
- Using the rules found on p. 212 of the core rules we determine the cleric is 8th level and Lawful.
- There are a number of sources to draw dragons from. One of my favorites is *A Hamsterish Hoard of Monsters*, by Erin "taichara" Bisson. Looking through there, we find a Lawful dragon, the "thorn dragon", that lives in dense forests. That seems to fit well with the theme of this hex, so let's use that.

It seems like the griffons can stay where they are. The cleric we'll move down to subhex 0507, at the source of the brook, and the dragon will lair in subhex 0505, amidst the large boulders. The hex ends up looking like this:



0205/0206/0303/0304/0305/0306. The Flowers Move.

A magical species of flower can be found in these hexes. They are rare, numbering 550, and spread out evenly throughout the nine subhexes.

Known as “sun-drops”, these plants are perennial. Their stems are thick and woody, and dark-brown in color, with lighter veins that give them a variegated look. Sun-drops bloom in late spring and early summer, for a period of about two weeks, and the flowers are large and yellow, with seven petals.

The plants themselves are mobile, capable of slow (10' per hour) movement, achieved via their complex root system. During the time the flowers are blooming the plants will slowly migrate to areas of the most sun, meaning in wooded areas they are often found clustered where trees have recently fallen.

The flowers are components in several alchemical compounds and are said to contain stored sunlight. Undead vulnerable to light are also said to be afraid of sun-drops; clerics presenting a fresh garland of sun-drops can add 1 to their turning attempts. If a quarter pound of the flowers are used in the ceremony to create holy water the damage to undead is increased by one die, to 1d10.

A pound of sun-drop petals are worth a base of 200 gp. It takes around 100 plants to yield a pound of petals.

0304. Griffons

A pride of 13 griffons dwells in this subhex, lairing in a shelter created by a score of fallen trees that were knocked over by a recent tornado. The griffons are new arrivals to the area, and are either going to challenge the dragon Bronkayn for primacy of the hex or move on.

Griffons (Adult, 5). AC 5 [14], HD 7 (31 hp), Att 2 x claws (1d4), 1 x bite (2d8), THAC0 13 [+6], MV 120' (40')/ 360' (120') flying, SV D10 W11 P12 B13 S14 (F4), ML 8, AL Neutral, XP 450, NA 0 (2-8), TT E

Griffons (Fledglings, 8). AC 6 [13], HD 4 (14 hp), Att 2 x claws (1d2), 1 x bite (2d4), THAC0 16 [+3], MV 120' (40')/ 300' (110') flying, SV D11 W12 P13 B14 S15 (F2), ML 7, AL Neutral, XP 75, NA 0 (2-8), TT E

0505. The Lair of the Thorn Dragon

Bronkayn, the dragon of thorns, dwells in this subhex, lairing in a hollow under one of the forty large, sandstone boulders scattered throughout the hex. On cold days she can often be found sunning herself atop one of the boulders. Bronkayn is loosely allied with the cleric Tancus who maintains a shrine to the south. She finds the griffons to the east to be somewhat annoying, but is otherwise unconcerned about them, although their pride is beginning to grow in size, and it is likely the two factions will begin to clash over food.

Bronkayn, thorn dragon. AC 1 [18], HD 7** (36 hp), Att 2 x claws (1d4+1 x 2), 1 x bite (2d6), THAC0 13 [+6], MV 90' (30')/ 240' (80') flying, SV D8 W9 P10 B10 S12 (F7), ML 8, AL Lawful, XP 1250, NA 1-2 (1-4), TT H

Thorn dragons are slender, with long necks and long, whip-like tails. Their scales are mottled brown and rust red, lined green, the tips drawn out in wicked thorns. They view their woodland territories as personal gardens that are tended and pruned as works of art.

Thorn dragons can breath a line of flesh-eating, sticky fluid. Those targeted must Save v. Breath twice; on the first failed save a target takes full damage (equal to current hp); if the second is failed the target is held, as per the spell hold person. Thorn dragons have a 30% chance of being able to talk, a 40% chance of being asleep when encountered, and those that can talk can cast two 1st-level and one 2nd-level magic-user spell per day.

Bronkayn is capable of speech – she knows Draconic, the Common tongue, and Fae – and she also knows the following spells: Sleep, Charm Person, Light, Invisibility, and Web, and can cast them spontaneously. Bronkayn is several hundred years old – middle-aged for a dragon – and is serious in her ways. She has arranged the 40 boulders in the subhex into a complex pattern that is apparent only to her.

Bronkayn has amassed a modest hoard. Unlike more common dragons, that sleep on their treasure, she keeps hers under one of the large boulders, which is heavy enough that only dragons, giants, or other similarly powerful creatures would be able to shift it.

- 12,500 cp
- 15,400 sp
- 17,200 gp
- A basket of 23 gems, worth a total of 15,000 gp

0506. The Shrine of the Forgotten Ones

There are a total of 9 graves marked by simple wooden planks, the oldest 35 years, the most recent no more than 4 months. All the markers have but a few words carved into them: a gender, if known, and the approximate age of the deceased

Tancus, the cleric that tends this shrine and lives in a simple hut just to the south, was traveling through this hex 35 years ago when he came across the bodies of four dead humans: a woman, a man, and two younger boys. The four were slain by violence, orcs at a guess. Tancus felt an immediate calling and, after burying them and marking their graves the best he was able, founded the Shrine of the Forgotten Ones.

The graveyard is also the shrine, and there are now nine graves and nine markers. They are labeled, in order of age of burial: “Man, about 30”, “Woman, about 30”, “Boy, about 10”, “Boy, about 15”, “Woman, about 45”, “Woman, about 60”, “Man, about 40”, “Orcish Male, about 20”, “Man, about 25”.

The Shrine of the Forgotten Ones is not dedicated to preserving the memory of those who have died, but is instead a memorial to those whose passing goes un-noticed, and unremarked, in a world of violence. The markers are plain wood, un-treated against rot, the words carved in them done carefully but without much skill. The oldest markers are faded and brittle, the writing almost erased by the elements.

The shrine is now hallowed ground. Undead cannot enter the subhex, and Chaotic creatures must Save v. Spells in order to approach within 60’ of it. Those who pass are still uneasy, suffering a –2 penalty to all rolls while within eyesight of the graves.

0507. Tancus’s Hut

When not tending to the shrine, Tancus lives here, in a simple hut of wood and thatch, by the spring that births the brook running through this subhex. He subsists mostly on fruits and vegetables he grows in the garden behind his hut, and from crawfish he catches in the brook.

Tancus is in his late 50s, still in decent shape, with a long beard turning gray and a nearsighted squint. He is slow to act and has a patience that belies a quick mind.

Few visitors come to the shrine he tends, but word of the quiet wise man in the woods is spreading, and more folks come every year to ask for healing or answers.

Tancus, cleric. AC 9 [10], HD 8* (43 hp), Att *staff x 1* (1d6*), THAC0 17 [+2], MV 120’ (40’), SV D9 W10 P12 B14 S12 (C8), ML 9, AL *Lawful*, XP 1200, NA *unique*, TT H

Spells per day (3, 3, 2, 2, 1): detect evil, cure light wounds x2, bless, hold person, know alignment, cure disease, remove curse, cure serious wounds, protection from evil 10’ radius, dispel evil

Tancus has little treasure; he keeps a handful of silver and gold coins on hand to pay for goods that itinerant tinkers bring when they come every month or so, but the remainder of any wealth he gathers is given to Bronkayn in exchange for the dragon’s protection of the shrine. Tancus possesses a *staff of striking* with 19 charges remaining.

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