

Grinning Skull Design Studios

Grim's Amazing D100 Tables

# 1000

# Wilderness Encounters

for all fantasy RPGs

By Allen Farr

Grim's Amazing D100 Tables

Suitable for  
ANY FANTASY  
ROLE-PLAYING  
GAME SYSTEM

100 exciting and dynamic random wilderness encounters to throw at your players in the wild, for use with pretty much any Fantasy RPG.



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Grinning Skull Design Studios presents:  
Grim's Amazing D100 Tables

# 100

## Wilderness Encounters

For all fantasy RPGs

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# Foreword



Here we present to you yet another "Grim's Amazing D100 Tables" with 100 Wilderness Encounters.

These encounters have been carefully designed and written to easily slip into your existing game campaign when your players are on the road or travelling between settlements or anywhere else encounters may happen in the wilderness.

You, as the controlling GM, may either choose one or more to suit your game narrative, or just roll the dice to determine at random. If more random encounters is what you've been looking for, then also don't forget to check out 100 Out of Town Encounters, 100 City Encounters & adventure hooks, 100 Strange Townsfolk and other 100 encounter titles from our various storefronts at RPGnow and DriveThruRPG where you purchased this title.

**Grim**

## **Choose or Roll D100**

- 1. A rumbling sound alerts the player characters to a landslide. After the dust settles, it's clear much of the rock is part of some structure. On investigation, the player characters discover an opening in the hillside, a large statue balancing precariously on the edge of a precipice, beyond which lies a chamber sheared in half by the collapsing hillside. The chamber is supported by columns and a set of tiled steps leads to a large, buckled door**
- 2. It's dark, and storm clouds are gathering. Setting up camp for the night becomes a priority. Waking up in the morning, the player characters realise they have set up camp in an ancient graveyard. They are surrounded by headstones, but what is really worrying is that they can see their own names freshly carved on some them.**
- 3. The player characters have passed this way several times before, but now there is a raging river in their path, the road slowly crumbling into the turbulent brown water.**
- 4. Far in the distance, a volcano is erupting, and the pall of smoke and ash can be seen for miles. At night the horizon glows red, intermittent flashes of lightning illuminating the sky. At some point, the wind shifts and the player characters awake to find the entire landscape covered in a thick layer of ash, the terrain unrecognisable.**
- 5. In the middle of nowhere, the distinctive sound of metal on stone can be heard. On investigation the player characters discover a tower under construction, the scaffolding rising high into the air. At the base of the tower is a wizard, overseeing his minions as they lash any slave not pulling their weight.**
- 6. A lynch mob from a nearby village has gathered at the hanging tree; a number of youths are struggling with their captors.**
- 7. There is a standoff outside a small village. The villagers are armed with whatever they can use as a weapon. Outnumbering them three to one is a group of robed figures. They are on a thousand year pilgrimage and the village has been built on their pilgrimage trail, and they are demanding the villagers move it, or they will use their magic to move it for them (See Encounter 12).**

## **Choose or Roll D100**

- 8. A dying courier lies at the side of the road with important documents in his saddle bags. He asks the player characters to complete his mission for him.**
- 9. The player characters haven't see a town or village in day, but along the roadside is a merchant's stall brimming with food and basic supplies, an honesty box nailed to the stall.**
- 10. A creature of the Game's Master's choice is trapped in a cage close to where the player characters are passing by, its cries of rage attracting other creatures from the surrounding area.**
- 11. A burnt forest lies before the player characters. Smouldering skeletal stumps of once mighty trees stretch as far as the eye can see, and charred corpses lie where they fell, everything coated in fine film of ash. Just at the limit of their vision the player characters can see one tree, its foliage seemingly unharmed.**
- 12. An abandoned village sits at the intersection of a road. The village is unusually odd. The houses are odd, misshapen and built of all manner of materials and in different styles. The roads are maze like, some coming to a dead end against a wall, others going in circles, entering the front door of a building, or just ending in a field. (See Encounter 7).**
- 13. A giant, begging from anyone that passes, sits slumped against a massive tree, his crippled leg stretched across the road.**
- 14. After passing a village, the player characters see a sign that announces a 'Toll Bridge Ahead'. Unfortunately the villagers can't read and write very well and it should read 'Troll Bridge Ahead'. Anyone on the bridge, is on the menu.**
- 15. A fur clad trapper comes screaming out of the woods, clawing and beating at himself as if on fire. The trapper has set up his camp in the grounds of an ancient temple, and unfortunately the temple is dedicated to some evil deity. All his furs have become undead and are clawing, biting, and strangling him. In his camp are several rows of stretched furs, each trying to fight its way free. Several other freshly trapped animals are feasting on the corpse of another trapper.**

## Choose or Roll D100



16. A tree top village is in ruins, many of the buildings smashed or on fire, bodies strewn all around. The only sign of life is a man dangling from a tree, his foot caught in a smouldering rope ladder. He is not a survivor from the village, but one of the raiders. Of course, the player characters don't know that.
17. Tripping over a thick tuft of grass reveals a skull, a rusty helm, or perhaps the rim of a rotting shield. The uneven ground becomes much more interesting when the player characters realise they are in the middle of an ancient battlefield.
18. From a distance, the player characters see something fall from the sky. On closer investigation they discover a birdman lying behind a large bolder at the bottom of a cliff, his wing broken, an arrow buried in his shoulder.
19. As the player characters take a break during the hot afternoon, a cute little lizard leaps on top of a rock and appears to be staring at one of them. The creature appears to be curious and quite tame, even allowing the player characters to pick it up. That night, any character that interacted with the lizard breaks out in an itchy rash with flaky skin. By morning the rash has vanished. The little critter is a baby basilisk.
20. In the dawn sky, the player characters can see a speck on the horizon. As the day wears on, they realise it is a flock of circling vultures slowly moving their direction. Late in the afternoon, vultures are overhead. Some undead creature, or what's left of it, drags itself out of the long grass.

## **Choose or Roll D100**

- 21. A dust cloud in the distance alerts the player characters to a large number of horsemen heading in their direction. Behind them is an army of unimaginable size. Where is it from, and more importantly, where is it going? The riders are looking for a lost courier.**
- 22. The player characters come across an orc with a crutch talking to a wood cutter. If the player characters try to talk to them, they are told to piss off and mind their own business, can't they see their interrupting a private conversation?**
- 23. During a raging storm, a series of monoliths erupt from the ground around the player characters. As lightning strikes one of the massive stones, the howling wind abates and the player characters hear voices in the storm.**
- 24. High above them, the player characters witness two duelling dragons. As they watch the spectacle, the beasts, locked in mortal combat, plummet to the ground, vanishing into a large grove of trees, which shakes violently. If the player characters investigate, they witness the dragons transform as they continue their duel. Elf, human, dwarf, it matters not what they transform into, only that the player characters recognises one of them.**
- 25. A noise like distant thunder can clearly be heard, but at first nothing can be seen. As the noise grows louder, small deer and hare come bounding out of the trees and grass. As the noise continues to grow, larger animal appear. Unless the player characters do something, they are about to be caught in a massive stampede.**
- 26. The nearby river is swollen from a night of heavy rain. Every so often something recognisable floats past. A chair, a table, a child's toy.**
- 27. After following an animal trail for few miles, the trail enters a steep sided gorge. As the path continues, it winds its way through the skeletal remains of some gargantuan creature. Exactly what that creature is, is unclear, but when it died it was large enough to block the entire gorge.**
- 28. In the middle of nowhere the player characters stumble across an open air prison. Hundreds of cages sit in orderly rows, many filled with inmates, a few empty, or with skeletal remains. Gaolers wander, bored among the cages. While the player characters watch, several giant birds alight on the cages. After checking some documentation stored in the birds' leg canisters, the gaolers signal to the birds who take off, carrying both the cage and inmate with them.**

## **Choose or Roll D100**

- 29. A large sign proclaims 'Beyond Here Be Dragons.' Just one step past the sign and the player characters find themselves face to face with a rather large dragon with a wry grin on its maw.**
- 30. What at first looked like a row of jagged rocks, turns out to be part of an exceptionally large metal object. A rusted metal rail runs for hundreds of yards in each direction, a large triangle of steel attached to it every twenty yards. In the distance lies another strange circular object. What the player characters have stumbled across is bear trap of gargantuan proportions.**
- 31. As the player characters approach a village, they come across a monolith in the centre of the small path they are following. The monolith has chains and manacles attached. It's blackened by fire, and a sign nearby states 'A local town, for local people, we will have no trouble here'.**
- 32. Singing accompanies the drum like rhythm of hammers and picks. Up ahead the player characters can see a large group of goblin kin constructing a bridge across a chasm.**
- 33. Stopping at large pond in the woods to refill their canteens, the player characters can see clothes scattered all around the water's edge. Some of the clothes look as if they have been there for some time, a few look more recent.**
- 34. Bounty hunters approach the player characters. They are looking for an escaped prisoner and are offering a reward for any information that might lead them to their quarry.**
- 35. An escaped prisoner approached the player characters asking for help. He claims to be the true heir to the throne.**
- 36. The smell of wood smoke attracts the player characters to a small clearing in the woods. A ramshackle hut sits amid an array of copper fermentation vessels and a maze of coiled pipes. The hut is home to Miaph Bulgark, a slightly crazed alchemist known for testing his creations out on the local wildlife. All manner of potion addicted wildlife inhabits the surrounding woods, some have a taste for flesh, others more likely to lick you to death.**
- 37. The further into the wilderness the player characters travel, the more the clouds appear to take recognisable form. In the beginning they seem only reminiscent of someone or something, but the further from civilisation the player characters get the more detailed they become. Is it some sort of portent or has some hallucinogenic mould infected the food supplies.**



## Choose or Roll D100

38. The weather is beautiful and the player characters set up camp at the bend of a deep, slow meandering river. As they relax a river boat rounds the corner. It appears to be slowly turning in the current, with no one at the helm, or on deck. As it turns the player characters can see there is a gaping hole in one side of it. The boat appears to be fully laden with cargo.
39. An unusual sound attracts the player characters to a small glade in the woods. The bough of an unusually large tree stretches out across the glade, under which is a baby goblin with a rock trying to smash a walnut.



40. Torrential downpours leave the rivers swollen and treacherous. Several small villages are cut off, one river having already burst its banks. The river is rising because of the overflow from a small irrigation dam. The dam is about to catastrophically fail, but from down the valley the villagers cannot see the danger, but it clear to the player characters from their vantage point.
41. While clearing a small piece of ground to set up camp, the player characters uncover a large stash of weapons, enough to start a small war. Judging by their condition, they haven't been here very long.
42. A loud squawking nearby alerts the player characters to a large bird caught in a trap. Should the player characters leave without rescuing the bird, it begins to talk. It's a mimic bird that spent some time in the royal palace. Who knows what conversations it might have overheard?

## **Choose or Roll D100**

- 43. A group of patrolling knights approach the player characters. They are looking for rebels and weapons stolen from the king's armoury.**
- 44. At the bottom of a cliff is a massive stinking midden. The foul odour it produces is noticeable for miles. A vile fluid seeps down the cliff face, leaving a dark stain. Near the cliff top the player characters can just make out a cave opening surrounded by a thick cloud of buzzing flies.**
- 45. Unaware, the player characters have strayed into sacred ground belonging to an ancient tribe of people. During the first hour of sunrise and the hour before sunset, while the player characters remain on the sacred ground without permission, any shadow they cast comes to life, becoming tangible and causing all kinds of mayhem. After the first hour of sunrise or when it becomes dark, the shadows reattach themselves to the player characters. If they leave the sacred ground during the first hour of sunrise or hour before sunset, their shadows remain permanently, until they return.**
- 46. A flock of angry gulls announces an intrusion on the otherwise uninhabited shore line. Bodies lie strewn all across the beach, some washed up on high tide mark, others still rolling among broken drift wood in the pounding surf. Many of the bodies have fancy uniforms and purses of freshly minted coins.**
- 47. A giant tentacled beast thrashes at the surface in the middle of a lake as the player characters are looking for somewhere to set up camp for the night.**
- 48. Just through the trees, the player characters can see a number of figures digging a hole. It looks like they are burying something. Weapons perhaps?**
- 49. Angry bellows alert the player characters to some fearsome beast caught in quicksand on the path ahead.**
- 50. Whatever quest the player characters are on, they are not the only ones. At some point they meet another group of adventurers returning bloodied and battered, warning them not to continue.**
- 51. As far from civilisation as it's possible to get, the player characters discover they are not the only ones exploring the wilderness. They encounter an encampment of scribes and wizards carrying out an archaeological dig around an outcropping of strangely marked rocks.**

## Choose or Roll D100



52. An unusual animal is caught in a poacher's trap. As the player characters investigate, the king's rangers step out of hiding, believing they have caught the poachers.
53. A sign at the entrance to a mountain pass proclaims 'No Trespassing.' If the player characters pass beyond it, each step they take causes a rumble of thunder and the ground to shake. There are two ways to avoid this. Don't trespass or walk backward.
54. Giant egg shaped stones, break the drudgery of the endless plain. There are hundreds of them, their surface textured with ornate markings all but hidden beneath centuries of accumulated moss and lichen. The local nomads believe this area was once a dragon nursery, the unhatched eggs petrified over the years. They couldn't be further from the truth. They are sarcophagi, inside which awaits some undead horror.
55. The clear sky causes the temperature to drop quickly, giving rise to a thick fog that rises from the land. This is no ordinary fog, however, but a ghost fog, its ethereal tendrils enough to turn the living into a withered husk.
56. Carrion crows circle in the distance and the reek of death is carried on the heavy smoke that lingers in the air. Bodies cover the landscape, looters keeping the crows at bay. Many of the looters have small wagons, each one brimming with armour, weapons and other treasures.

## **Choose or Roll D100**

- 57. A tree in front of the player characters explodes as something large hurtles out of the sky. Above them a giant bird is dropping rocks.**
- 58. A number of oddly shaped, moss covered stones sit among a small stand of trees. On top of one of the stone sits a squirrel. Each time the squirrel hops from stone to stone a musical note can be heard.**
- 59. Something falls hard out of a tree behind the player characters, perhaps an elf or some other woodland creature.**
- 60. At the top of the hill is a large circle of corpses, weapons strewn all around. In the centre, the royal standard lies broken, a man that looks like the king dead, a crown broken and trampled into the mud.**
- 61. All around the grass bends, and the trees sway. There is no wind, but a faint whisper of a voice warning the player characters to turn back.**
- 62. A wagon trundles down a steep mountain road. As the player characters wonder where it could be headed, it passes out of sight, a large rocky outcropping blocking the view. The wagon fails to re-appear. If the player characters investigate they discover an underground passage that has the potential to cut days from their journey.**
- 63. Standing at the water's edge, the player characters watch as their reflections turn, look back at them with a wink, before jumping into the water with a splash and vanishing into the depths. When the ripples fade their reflections return to normal.**
- 64. While staying in a small village, the player characters are warned to stay clear of the river. It's a dangerous place and a number of people have drowned crossing it over the years. Should the player characters decide to cross the river they come across a small path that leads to a series of stepping stones. As the last player character crosses the stepping stones lurch violently before vanishing into the water.**
- 65. Up ahead the grass appears to grow taller, however, it soon becomes clear it's not grass, but arrows, thousands of them. In the very centre is a single corpse, riddled with the deadly shafts.**

## **Choose or Roll D100**

66. The villagers called it the Impenetrable Forest. Most people scoffed at the idea, for to travel around it would take weeks. When the player characters get there, they realise the truth in the name. The trees grow so close together that it is difficult to see where one tree ends and another begins, some have even become grafted together.
67. Miles from any sign of habitation, the player characters come across an old man hammering stakes into the ground. He says he is the rightful owner of the territory and is marking out his claim.
68. In a serene woodland setting is a small hermitage. Skilfully pruned fruit trees line the narrow path leading to the small building, which is surrounded by a perfectly manicured lawn. Around the lawn is a fence constructed from beautifully painted wagon wheels. Inside is Marylynn Wynter, a widow who gave up her riches to live a hermit's life in the wilds of the world. She welcomes the player characters, even feeding them and putting them up for the night. Sometime later when the player characters have returned to the city they learn of a reward for any information relating to the disappearance of the royal wagon train. It's hard to miss with its beautifully painted lacquered wheels. Perhaps it coincidence, as is the fact that Marylynn Wynter's husband was executed by the royal family a year before.
69. A small ridge of rock the player characters take shelter behind during a sandstorm turns out to be a buried statue on its side. The sandstorm has uncovers hundreds of the large statues which litter the area in all directions.
70. A dragon's skull lies on the path, thick brush on either side of it. The skull is massive. It could shelter the entire party, if anyone is brave enough to climb in through its open jaws. How it got here is a mystery, perhaps the rest of the remains are close by. It's been rigged as a trap by some enterprising bandits. Climbing in through the eye sockets gets you around the trap and out the other side. Still, there are bandits to deal with.
71. While taking shelter in an old burnt out ruin, the player characters uncover a stash of lead bars. The building was once a smelting shop. The bars are coloured with age but otherwise unremarkable. While they are heavy, they are worth a reasonable sum of money if the player characters can find a way to shift them. Hidden in one of the bars is a key to some important building. There is also an old lead mine nearby should the player characters think to look.

## **Choose or Roll D100**

- 72. A crazed old man runs through the street of a small frontier town screaming “We need Heroes. Bullywugs in the shearing shed, bullywugs in the shearing shed.” Should the player characters investigate they discover he is looking for Heroes, the local alchemist. The shearing shed has been infested by woolly bugs, small larva that eat wool, not Bullywugs.**
- 73. Wherever the player characters go, they see a lone rider on the horizon.**
- 74. Having travelled into the wilderness to explore a cave system, the player characters discover that a colony of amphibian like creatures have built a series of lodges, which have flooded part of the cave system, the entrance of which is now completely submerged.**
- 75. A group of lost adventurers is attracted to the player characters camp by the smell of cooking food and wood smoke. They have been lost for weeks and will give up half their haul of treasure if the player characters will lead them out of the wilderness.**
- 76. In the distance the player characters can see a web like structure covering one of the nearby mountains. When they get a little closer they can see its rope, sculptors hanging from dangling wooden seats, carving the mountain into a likeness of some hero or god.**
- 77. A distressed villager begs the player characters for help. A giant snake has just taken a child and there may just time to find the snake and kill it before the child dies. The snake is in fact a yuan-ti and has actually rescued the child after witnessing it being savagely beaten by its parents.**
- 78. The map shows a river, but the player characters only find an old dried out river bed. Along the length of the river bed are ancient structures which once clearly had their entrances underwater. Now laid bare without the protective fast flowing river currents, they are ripe for exploration.**
- 79. It’s cold and getting dark. Just as the player characters think about setting up camp for the night they come across an old adventurer. He has no food with him and is burning books and other treasure from a nearby dungeon to keep warm. Who knows what priceless treasures he has already destroyed?**

## **Choose or Roll D100**

- 80. After witnessing an incident in a small village, the player characters are asked to attend a court hearing. Circuit judges and lawmen have arrived from the city and everyone in the village is keen to be seen at the hearing. During the hearing, the player characters notice subtle things that make them realise the circuit judges are imposters. The real lawmen probably dead or being held hostage somewhere.**
- 81. Lying half buried in the sand or dry soil is a desiccated corpse. The skin is dark, and shrivelled to the bone. Around the corpse lie the remnants of their possessions in life, a torn back pack, some unidentifiable rusted items sticking out from behind a tuft of dry grass.**
- 82. Deep in the heart of the forest, the player characters come across dozens of elves, each one encased in amber, each one surrounded by a ring of giant trees. The elves appear to be perfectly preserved right down to their clothing and equipment. Is this some manner of burial rite or have the elves become entombed for another reason?**
- 83. A serene valley turns out to be a death trap when a huge bolder smashes into the path in front of the player characters. Above them, at the top of the valley, on both sides, are a number of figures levering huge boulders from the hillside.**
- 84. A horse comes galloping toward the player characters. There is a dead body strapped to the saddle. Unless the player characters intercept the horse it continues on to wherever it calls home.**
- 85. A slavers' caravan, perhaps a mile long, winds its way through the wilderness. The slavers have just raided a nearby village. They aren't interested in the player characters, but their blood is up and they have enough numbers to deal with the player characters if required.**
- 86. The area is seeded with huge dung piles, droppings from some unusually large creature. Occasionally the player characters notice something recognisable such as body parts or pieces of chewed armour.**
- 87. The thick forest unexpectedly opens up into a scene of devastation. Trees, hundreds of years old, lie scattered like match wood for hundreds of yards in each direction. In the centre of the devastation is a huge crater. Scattered about are chunks of an unusually coloured metallic rock.**

## Choose or Roll D100



88. The Players come across a hunter who has trapped a large male lion in a cage. He says that he will sell it to the highest bidder in the nearby town, but will give the players first refusal if the price is right.
89. The forest becomes dense and swampy the further the player characters travel. Deep, Irregular shaped ponds, require constant navigation, and the vegetation needs hacked back to clear a path. Should the player characters climb a tree to get their bearings, from a height they can see the ponds have a shape not unlike giant lizard feet. Clearing the brush around the edges make them even more defined.
90. Thugrat III is dead. The goblin king is no more, and so the goblin tribes meet in the sacred valley to choose a new king. Perhaps unfortunately, the player characters find themselves mixed up in the whole affair, witnessing one of the most unusual of goblin traditions, 'Fly or Die'. Each tribe picks its candidates for king. Each candidate takes its turn on the instrument of choosing, the road roller, a huge round rock with an axle through its centre and a triangular frame called the plough with a lever and seat dragging behind it. The rock is loosed down the hill, the goblin desperately trying to steer it from behind to the goal, an H shaped frame. As the goblin nears the frame, and the rock at full speed, the goblin pulls the lever, locking the axle and turning the plough into a trebuchet, launching himself into the air and hopefully over the bar. Timing is critical, and often the goblin simply follows the plough around in a violent arc and is pile driven into the ground. Survivors are short lived and normally flattened by the rock moments later.



## **Choose or Roll D100**

- 91. In the forest the player characters watch as a line of scavenger ants, several hundred yards long, carrying debris across the forest floor and over obstacles. It's not just bits of chewed leaf and twigs these thumb sized ants are carrying, but little pieces of parchment, a gold earring, even the lid of a jade snuff box. Somewhere close by the little critters have stumbled on to a treasure trove.**
- 92. While looking for somewhere to camp, the player characters find a series of clearings under several massive trees, each one laden with nuts the size of an orc's head. In each of the clearings there are a number of skeletal remains lying around charred rings of stone, campfires by the looks of them. Adventuring gear, lies in piles rotting and rusting, half buried in the detritus of the forest. The trees are Firespear, an unusual species that requires fire to fertilise its seeds. Once the tree senses smoke rising through its boughs, it releases its the nuts, which explode a few meters from the ground with tremendous force, sending out a deadly shower of needle like shards of hardened resin, each one containing a single seed. The bombardment is relentless until the fire is extinguished.**
- 93. Trespassing on spider monkey territory is a noisy affair and alerts the entire forest to the presence of the player characters. The territorial invasion is met with chattering screams and a hail of annoying, but mostly harmless missiles. Out of nuts and fruit, the monkeys throw whatever else they have to hand, stones from the rocky outcroppings, a fork dropped by an explorer, an ancient gold coin from the forgotten city they call home.**
- 94. Out in the open is a single scorched tree. Something about it catches the player characters attention, and when they get close it lets out a painful groan. The tree is an Ent and is slowly dying after a lightning strike. The Ent begs the player characters to help it heal by traveling to the forbidden swamp and returning with a barrel of water from the great pool. The player characters find the swamp and the water from the pool smells vile. It's so bad nothing seems to grow around it. The Ent intends to kill itself, and the poisoned swamp water is the most efficient painless way to do it.**
- 95. Black smoke rises in the distance. Several hours later the first refugees appear and by the end of the day there are thousands of them choking the road. Each carries their own tale of woe, many begging the player characters for help.**

## **Choose or Roll D100**

- 96. Travelling for weeks across the snow plains and endless tundra in search of the fabled lost city of Enzabarr has proved fruitless and now supplies are low. Having watched an old man in the far north cutting holes in an ice covered lake to fish, the player characters walk out on to a frozen lake to clear the snow. The ice beneath the snow is crystal clear, and through it, frozen in time is the lost city of Enzabarr.**
- 97. Strange and unusual patterns have been created in the long grass of the plains. Tribesmen believe it is communication from the divine, while others believe it to be some kind map put there to be deciphered and followed. It is indeed a map, albeit unintentional. Far beneath, the dwarves are laying the foundations of a new kingdom. Their powerful magic is having an effect on the world above, the shapes mimicking the layout of the newly constructed dwarf halls below.**
- 98. Sticking out of the ground is a blacksmith's anvil. It looks like it has been dropped from a great height.**
- 99. Rounding the corner, the player characters startle a small group of goblins cooking a spit roasted hog amid the ruins of a collapsed tower. They flee into the trees and watch the player characters from a distance to see if they are going to eat the hog.**
- 100. Out in the wilderness the player characters discover the ruins of an old town. Inside the ruins they find a group of elves relaxing in the ruins of an old bath house. The elves flee half clothed, vanishing into the thick steam emanating from the hot bath waters. Under the baths is a fire elemental, which the elves have been using to heat the water. The elemental happily bargains with the player characters to earn its freedom. What the player characters don't know is the elemental has already struck a bargain with the elves and if the player characters release the elemental from its bond, they become bound to the elves instead, giving the elves great power over them until such time that the fulfil some deed to free them from it.**

# About the Author



Like many gamers, Allen's first introduction to Role Playing games was *Dungeons & Dragons*. This in no way helped calm his already overactive imagination, but did surprisingly give it an outlet for the many crazy adventure stories he would frequently invent.

Already an avid fan of Enid Blyton's "Famous Five" novels and having just read *Lord of the Rings*, Allen discovered *Dungeons & Dragons* and thus his RPG addiction began.

Eventually *Dungeons & Dragons* ran its course, but gaming shifted to FASA Corporation's *Shadowrun* cyberpunk RPG, and eventually its prequel setting, *Earthdawn*. Now approaching his mid-forties Allen still runs a regular *Earthdawn* game.

In that time Allen has published two short stories and had his work published in number of RPGs. Some of those works include:

## **Tales From The Frontier:**

### **A Game of Death -**

Official companion fiction to the epic  
Elite: Dangerous video game

**Arcane Synthesis: Spectre of war -**  
Fiction set in the Cosmoverse campaign setting

## **Like Moths to a Flame:**

An adventure framework for *Earthdawn*

## **Ugly Things:**

A monster compendium for End  
Transmission Games' *Splinter* RPG

## **Codex Infernus:**

The Savage Guide to Hell -  
A *Savage Worlds* compatible setting



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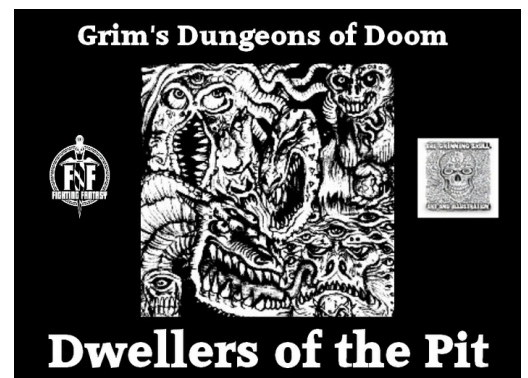
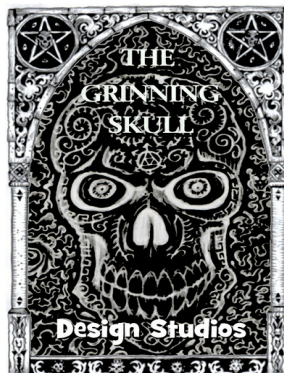
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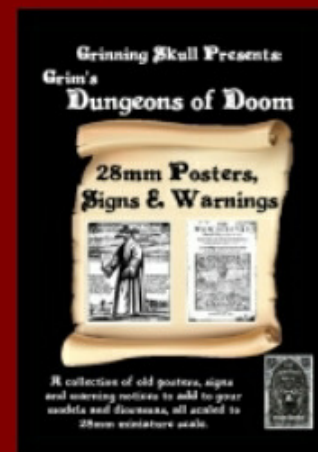
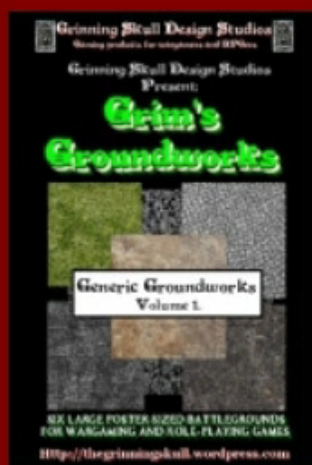
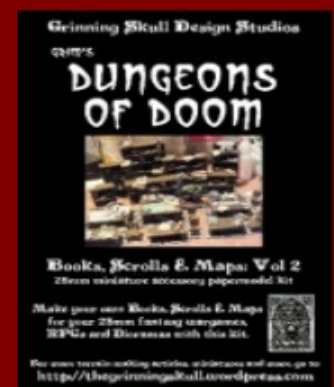
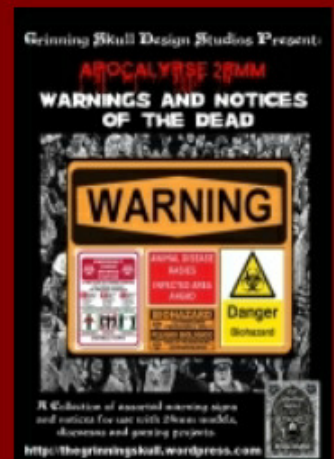
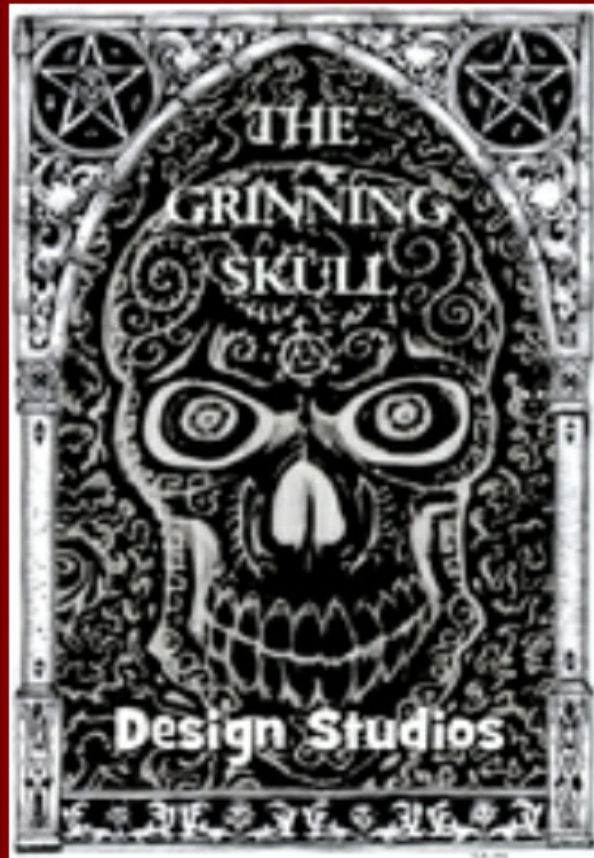
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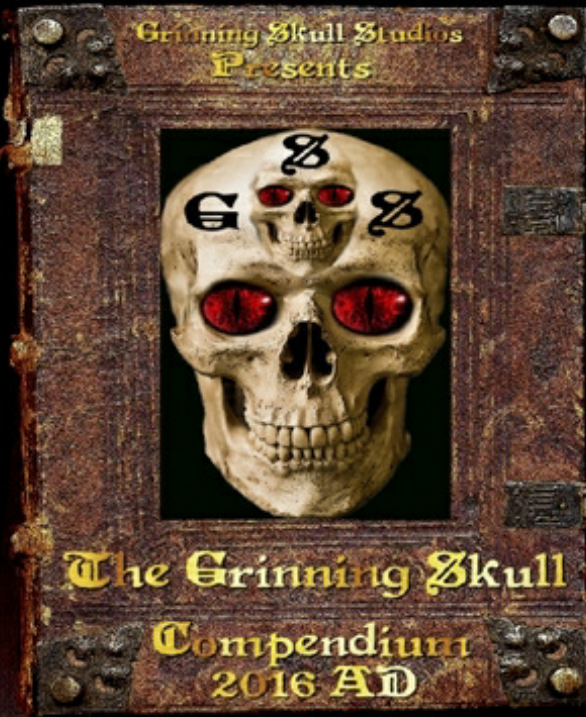


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