Supplement Discovery Tables

The tables in this document are here to add more depth to your random generation if you feel you need it. They are meant for out of session use in combination with the core tables more than in session but they can easily be used that way as well.

**Weather**

|  |  |  |  |
| --- | --- | --- | --- |
| **2d10+DM** | **Weather Type** | **Effect** | **Duration** |
| **2** | Storm | The Sky is dark the the sounds of thunder can be heard and lighting strikes | 2d6+DM hours |
| **3-4** | Strong wind | Wind picks up | 2d6+DM hours |
| **5-6** | Fog | A dense cloud of fog descends | 2d6+DM hours |
| **7-8** | Overcast | Cloud cover | Rest of the day |
| **9-10** | Light Rain | Sprinkling of rain | 2d6+DM hours |
| **11-12** | Fair | Clear Skies light Breeze | 2d6+DM hours |
| **13-14** | Sunny | Hot Sun shine | Rest of the day |
| **15-16** | Sudden change | Roll again part way through the day. | - |
| **17-18** | Heavy Rain | Rain is lashing down | Rest of the day |
| **19** | Hurricane | The Wind threatens to uproot trees and destroy building | 2d6+DM hours |
| **20** | Supernatural Weather | Solar flare,lightning storms Sickening fog | 2d6+DM hours |

**Strangeness**

|  |  |
| --- | --- |
| **2d6+DM** | **Result** |
| 1-6 | Normal: As normal as anything is. |
| 7-10 | Uncanny: Not quite as it should be. |
| 11-13 | Abnormal: Definitely strange I can tell you that. |
| 14+ | Unbelievable: No one is going to believe this back at Frelka’s. |

**Motive**

|  |  |  |  |
| --- | --- | --- | --- |
| **3d6** | **Result (d1)** | **Complication (d2)** | **Strength of Desire (d3)** |
| **1** | Food | Illness | Weak |
| **2** | Shelter | Wounded | Natural |
| **3** | Information | Controlled | Moderate |
| **4** | Treasure | Trapped | Strong |
| **5** | Location | Secret | Insatiable |
| **6** | Protecting Young | Insane | Unrelenting |

**Difficulty**

|  |  |  |
| --- | --- | --- |
| **1d6** | **Result** | **Guideline** |
| **1** | Easy | A simple fight |
| **2** | Moderate | A fight with an unusual threat |
| **3** | Challenging | A fight with lots of weird challenges |
| **4** | Hard | Overwhelming power or numbers |
| **5** | Epic | Ascendant being |
| **6** | Devastating | Nearly impossible to win without knowing its secret. |

**Initial hostility table**

|  |  |
| --- | --- |
| **1d6** | **Result** |
| **1** | Friendly |
| **2** | Guarded |
| **3** | Aggressive |
| **4** | Hostile |
| **5** | Indifferent |
| **6** | Clingy |