

TABELLE

PLACE

1. A forgotten temple
2. A cursed mausoleum
3. A hidden fortress
4. A decaying cathedral
5. A dark hiding place
6. An ancient prison

1. An unnatural cave
2. An alienating labyrinth
3. An arcane tower
4. A city in ruins
5. A place of shadow
6. A secret necropolis

AREA

1. Ancient ruins
2. A hidden valley
3. A dense forest
4. A sacred mountain
5. A complex of tunnels
6. A submerged city

1. A fetid swamp
2. A hidden island
3. An infamous city
4. An isolated village
5. A steaming desert
6. An icy land

ADVENTURE

1. Explore / Defend
2. Claim / Recover
3. Save / Transport
4. Protect / Negotiate
5. Run away / Destroy
6. Capture / Steal

ALLIES

1. Companion / Mercenary
2. Boy / Squire / Incidental encounter
3. Prisoner / Escort
4. Patron / Animal
5. Animated object / Familiar / Lover
6. Master / Ethereal / Magical

DRIVE

1. Pride / Sacrifice
2. Fear / Boldness
3. Wrath / Balance
4. Greed / Generosity
5. Desire / Purity
6. Envy / Admiration

RIDDLES

1. Open / Close
2. Choose / Delete
3. Move / Unbalance
4. Change / Create
5. Remove / Put on
6. Find / Use

TRAPS .F

- 3-. Magical / Dark
- 4-6. Wide / Impalpable
- 7-9. Pointed / Sharpened
- 10+, Heavy / Deep

1. Suffocate / Drown
2. Bleed / Impale
3. Crush / Break
4. Consume / Burn
5. Dismember / Block
6. Change / Insane

DARKNESS .F

- 3-. Impervious passage
- 4-6. Aisle
- 7-9. Room

- 10+. Bridge / Stair

If double there is at least one door, describe it.

OPENINGS .F

- 3-. Trapdoor / Hole
- 4-6. Grate / Gate
- 7-9. Door / Palisade

- 10+ Particular / Special
- If odd it is closed.

ROOMS .F

- 3-. Empty (opt. Secrets)
 - 4-6. Unexpected
 - 7-9. Meeting / Creature
 - 10+. Treasure (opt.Secrets)
- If double 1 or 6 rolls Secrets.

CORRIDORS .F

- 3-. Intersection 4 (+)
 - 4-6. Intersection 3 (T)
 - 7-9. Curve, even = left
 - 10+. Straight ahead
- If double 1 or 6 rolls Secrets.

SECRETS .F

- 3-. Trap
- 4-6. Unexpected / Creature
- 7-9. Hidden opening
- 10+. Treasure

TREASURES .F

- 3-. Potion / Tome
- 4-6. Jewelry / Gems
- 7-9. Crowns / Objects common
- 10+. Weapon / Armor

UNEXPECTED.F

- 3-. Loss / Trap
- 4-6. Environment
- 7-9. Adversity / Creature
- 10+. Gain / Arcane

OBSTACLES

1. Jump / Climb
2. Crawl / Swim
3. Fight / Run
4. Resist / Decipher
5. Break through / Fold
6. Orientation / None or Choose

CREATURE

1. Beast / Insect
2. Abomination / Demon
3. Elemental
4. Spectrum
5. Undead
6. Human / Humanoid

PECULIARITIES

1. Dark / Pestilential
2. Fast / Fly / Strip
3. Escape / Scale / Hide
4. Grab / Trample / Throw
5. Poison / Regenerate / Tearing apart
6. Horrible / Amorphous

REACTIONS

1. Disinterest / Study
2. Move / Move back
3. Call allies / flee
4. Hostile / Calls allies
5. Attack / Activate Danger
6. Diverse / Frenzy

ROOMS DETAILS

1. Altar / Fountain
 2. Tomb / Bas-relief
 3. Old paintings / Tomes
 4. Statue / Mechanism
 5. Holes / Projections
 6. Mushrooms and mold / Liquids
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1. Minerals / Powders
 2. Ancient runes / gems
 3. Furniture / Debris
 4. Barrels and cases / Clothes
 5. Chains / Ropes / Irons
 6. Brazier / Grill

1. Predator
2. Symbiont
3. Collector
4. Street sweeper
5. Stranger
1. Parasite

LIGHT&FOOD .F

- Roll if you think it's gone too smoothly...
- 3-. It catches attention.
 - 4-6. Turns off / spoiled.
 - 7-9. It works properly.
 - 10+. It lasts longer.

APPEARANCE

1. Left / Comfortable
 2. Smoky / Hot
 3. Dilapidated / Decorated
 4. Fetid / Scented
 5. Illuminated / Dark
 6. Wet / Frosty
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1. Poor / Rich
 2. Weak / Mighty
 3. Benevolent / Aggressive
 4. / Regardless
 5. Disturbing / Reassuring
 6. / Unfathomable
 7. Athletic / Gracile
 8. Educated / Ignorant
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1. Exotic / Craft
2. Scruffy / Curated
3. Practical / Opulent
4. Showy / Modest

5. Vulgar / Chaste
6. Old / Unusual

ANATOMY

1. Carapace / Armor
 2. Scales / flakes
 3. Slimy / Wet skin
 4. Dry / Leathery skin
 5. Dark / sparse hair
 6. Fur / Spines
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1. Papillae / Spines
 2. Suction cups / pustules
 3. Caustic / Gas / Burr
 4. Hot / Cold
 5. Tentacles / Membranes
 6. Secretions / Gas
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1. Slippery / Steep
2. Dusty and ancient
3. Partially collapsed
4. Invaded by ...
5. Wide and practicable
6. Gigantic / Lowercase

NAMES

1. Bali / Tanso / Rudi
 2. Korra / Talvo / Bor
 3. Magoia / Mot / Gu
 4. Ranta / Salmanto
 5. Igis / Gaiut / Gusat
 6. Polta / Mika / Vile
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1. Knife / Pulce / Splinter
 2. Thumb / Nail / Pin
 3. Dog / Bruma / Cut
 4. Aria / Blackarm
 5. Oak / Wolf
 6. Bigmouth / Toady

DETAILS

1. Eyes / Hair
 2. Teeth / Voice
 3. Arms / Legs
 4. Ears / Fingers
 5. Smell / Breath
 6. Genitals / Skull
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1. Scar
2. Mutation
3. Shriveled limb
4. Scaly skin

5. Pigmentation
 6. Bumps
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1. Tattoos / Earrings
2. Scarifications
3. Mutilations
4. Posture
5. Hair
6. Colored skin

TRAPS

1. Dart / Blade / Tip
2. Explosion / Asphyxiation
3. Electricity / Acid / Gas
4. Guillotine / Ax
5. Fall / Collapse
6. Magic / Curse

HIDINGS

1. In sight / Movement
 2. Compartment / Niche
 3. Worn / Incorporated
 4. Camouflaged / Fake
 5. Magic / Creature
 6. Lost / Dismembered
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1. In the air
2. In the water
3. Underground
4. Fire
5. World of Shadows
6. Elsewhere

REGIONS

1. Volvosta / Grey Mountain
2. Screaming Forests / The Wall
3. Old House / Liberata
4. The Dream Market
5. Valley of Rats / Fortress Mist / Banso Fords
6. Vanair Lowlands / Empty Rooms

PLACES

1. Draati, the city of merchants / Bolosh
2. Munn's belly / The consecrated staircase

3. Guardian island / Storm Fortress
4. Glinn pass / Vest
5. Green pasture / The way
6. Sibaacu / The arid lakes

AREAS

1. Lower Districts / Old Door
2. House of Ashes / Dog alley
3. Red Cat / Varados port
4. Flowers Square / Long Road
5. The Old Mole / Whores road
6. One-eye lane / Library of Los

NAMES

- Ilde, Rudra, Gunle, Otte, Vald, Bikko, Tari, Galamund, Feir, Maenna, Nise, Olde, Paud, Tenn, Zanti, Quint, Aska, Tommen, Jianik, Radas, Usta, Mika.

PERSONALITIES

- Foer Mancos, The Patron, Dama Nair, The Order, Jeol White Fingers, Zanta, Mollif the Beautiful, Duke Ostir, Fangs, Short Fred, Hole

LEGENDS

1. The Iron Tears
2. The stone men
3. Ud eaters
4. Buth the fool
5. Agramantos
6. Hearts of the strong

ODDITIES

1. The Embalmers / Dimmo Falaghir / Purple / Seven fingers
2. The Rats / the scroll / Ash Eyes
3. Val oil / the white doors / Tentacle
4. Mother Nilla / Qarta / born in the circle
5. The Silent Guard / Nadeq / the dark rooms
6. Ganal palace / Shadow Pass / Blue Union

CLIMATE

1. A dark and dense rain / A screaming and sharp wind
2. A snow that takes away all hope / A warmth that burns and ignites
3. The mist murmurs of antiquity / Dense smoke swallows everything
4. Spring that smells like home / Ice is a mirror for oneself
5. Fighting Clouds / Waves like skeletal fingers
6. Moisture like sadness tears / Dense fog who forgets

FAILURES

1. Take damage
2. An ally takes damage
3. It turns against you
4. It acts in reverse
5. Consume more resources
6. You provoked the anger of something

THE ENTITY...

- 1....turns against you
2. ...takes you something
3. ...asks you something
4. ...asks your ally
5. ...doesn't act as you wish
6. ...attracts attention

THE SPELL...

1. Transforms / Consumes
2. Burns / Erodes
3. Blocks / Breaks
4. Exposes / Binds
5. Deflects / Drags
6. Fortifies / Calls Back

1. Dissolves
2. Expands
3. Transports
4. Merges
5. Replies
6. Aligns

