MERCHANT GUIDE

GUIDE TO RUN A TRADING CAMPAIGN

BY ANGRY GOLEM GAMES

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INTRODUCTION

This guide introduces merchants and trade in your campaigns. You can use this guide as an additional tool for hose players who are interested in art of commerce, or you can run a whole trade based campaign.
Inside this guide, you find the basic tools to build a trade node, to buy and sell trade goods, to simulate the price fluctuation of trade goods, and a list of trade divided in three table with dozens of goods available.
You can also find plenty of animals, land vehicles and water vehicles, for shipping goods across trade routes. You can run a trading campaign using the standard character classes, or you can use the merchant class presented in this guide.

THE QUEST FOR PROFIT

Many times teams of adventurers have worked as hired mercenaries to escort caravans in far away and dangerous lands. Now it is time to wear the shoes of the merchants.
Trading is not something very different from adventuring, it is indeed an even more dangerous activity.
Merchants have always had to deal with pirates, unforgiving weather, strange creatures and diseases. Establishing a trade route, claiming the profits, and defending it, is a dangerous job, but a rewarding one. Both by land and sea, merchants have been the protagonists of exploration, and witnessed the wonders of the world.
Merchants have been sailing the seas, and traveled the lands since the beginning of civilization and thanks to them and their bold spirits, new path and routes open.
Even if motivated by profit, profit only cannot explain the thirst for the unknown that motivated these individuals.
It does not matter if a merchant have to deal with a tribe of orcs who want to sell their stuff, or a baron who requires food stock to feed his army; trade is trade, and a deal is a deal.
You will find merchants of any race, coming from any place, ready to take the risk to move goods to unthinkable places.
In this introductory chapter we are going to see the main concepts that define this guide. In the following chapters we are going to see how effectively make the whole thing run properly.

TRADE NODES

Trade nodes are centers where merchants and trade goods converge, and contracts are sealed. The most common trade nodes are settlements inhabited by humanoids, but the Game Master may declare a fortress, a pirate island, a dungeon, a mine as a trade node,

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accordingly to his or her personal goals and preferences. An iron mine may become a trade node if the miners need to sell their ore. A free port of pirates may become a trade node, for those who need to monetize their loot. A dungeon may become a trade node, where a denizen of slavers conduct their auctions. It does not matter if you are a miner, a pirate, a slaver, a farmer, or an artisan, whatever you produce requires a buyer, and there comes the merchant, ready to pay in cash and ship your goods in the search of a good price, and...profit!

SETTLEMENT SIZE

For the sake of this guide, we consider a trade node an inhabited settlement. Eight categories of trade nodes exist, ordered accordingly to their population. The amount of population is arbitrary, and the Game Master can decide to modify these numbers to fit its own goals.

Thorpe. Trade nodes with a population of no more than 21 units. Thorpe have a -4 to price modifier and 2d4-6 available contracts/week.

Hamlet. Trade nodes with a population of no more than 60 units. Hamlets have a -2 price modifier and 2d4-5 available contracts/week.

Village. Trade nodes with a population of no more than 200 units. Villages have a -1 price modifier and 2d4-4 available contracts/week.

Small Town. Trade nodes with a population of no more than 2,000 units. Small Towns have no price modifier and 2d4-2 available contracts/week.

Large Town. Trade nodes with a population of no more than 5,000 units. Large Towns have a +1 price modifier and 2d4-1 available contracts/week.

Small City. Trade nodes with a population of no more than 10,000 units. Small Cities have a +2 price modifier and 1d8 available contracts/week.

Large City. Trade nodes with a population of no more than 25,000 units. Large Cities have a +3 price modifier and 1d8+1 available contracts/week.

Metropolis. Trade nodes with a population of more than 25,000 units. Metropolis have a +4 price modifier and 1d8+2 available contracts/week.

The larger and populated a settlement is, the higher the price of the trade goods will be. A settlement size influences the amount of contracts that can be sealed in given time (usually 1 week), and the price modifier of trade goods. As a general rule, a merchant is entitled to roll for a new amount of contracts after having spent 1 week at a trade node.

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TRADE GOODS

Trade goods are all that stuff that can bought and sold at different markets, at different moments, with the difference between the sell price and the buy price representing the profit.
Many trade goods exist, and some are still unknown to markets. However, trade goods exist in three categories:

1) **Drinks, Edibles & other stuff (Table 1.5).**

2) **Luxury, Materials & other stuff (Table 1.6).**

3) **Creatures, Livestock, Mounts & Slaves (Table 1.7).**

Each category contains various trade goods. We will see in detail what each category contains. Each trade good has three traits to take into account when buying and selling.
Base Price. This value represents the standard price of the trade good before any modifier is applied. Base Price is the base from which sell prices and buy prices are determined.
Imagine the base price as the standard price that appears in every equipment list, their prices are, for the sake of simplicity, fixed and unless stated otherwise by the Game Master they do not change from market to market.
Load. Represents the basic unit of measure for a specific trade good that the merchant can buy at a trade node. In general, it is not possible to buy less than the expressed load. A load refers to the trade good packaging, and, at the same time, it refers to the weight in lbs of each packaging.
Commonly used packaging, for the categories of *Drinks, Edibles & other stuff* and *Luxury, Materials & other Stuff*, are bales, barrels, baskets, belts, boxes, cases, chests, crates, flasks, haystacks, jars, pieces, rolls, sacks, sets, etcetera. However, when talking about the category of *Creatures, Livestock, Mounts & Slaves*, the load is expressed in units, meaning that a unit represents a single specific creature, monster or animal.
# of Loads. Any contract may contain more than one load. The # of Loads represent the minimum amount of loads that the merchant has to buy to seal the contract. The # of Loads is variable, and is determined by rolling one or more dice, according to the nature of the trade good. The # of Loads apply to the Drinks, Edibles & other Stuff and Luxury objects, Raw Materials & other Stuff categories only.
Food/Day. This entry applies to the Creatures, Livestock, Mounts & Slaves category only. It represents the cost of feeding each unit of trade good. It is expressed in copper pieces (cp) or in copper pieces for each hit die of the creature (cp/HD).

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CONTRACTS

Contracts represent a sealed deal, where both sides – the seller and the buyer – agree to buy or sell a trade good after the price has been determined.
Once a merchant arrives at a trade node, he can seal contracts and act as a buyer or as a seller, accordingly to the opportunity he finds.
A contract has the following traits:
# of Loads. A contract includes a specific amount of loads of a specific trade good.
Buy Price. The buy price is determined by applying the proper modifiers to the base price of a trade good, and occurs whenever the merchant decide to buy a trade good at a trade node. The merchant has to provide the money in advance in order to seal this type of contract, unless the rules or the Game Master states otherwise.
Sell Price. The sell price is determined by applying the proper modifiers to the base price of the trade good, and occurs whenever the merchant decide to sell a trade good at a trade node. The merchant has to provide the trade good in order to seal this type of contract, unless the rules or the Game Master states otherwise.

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DRINK, EDIBLES & OTHER STUFF

This category of trade goods represents the most common type of goods traded at any trade node. They usually yield less than any other good but their price are more stable and their demand is relatively constant in every market.

Beginner merchants usually start their trading career by trading goods from this category. They are usually bought at small trade nodes – hamlets, villages or towns – and then sold at higher prices in bigger cities or main trade nodes.

Ale. This common drink is consumed at the taverns of every inhabited settlement or outpost. It is stocked in barrels which capacity is usually 200 liters each. A single contract of ale includes 2d4 barrels.

Cheese. This food is stocked in cases, with each case weighing 12 lbs. A contract of cheese includes 2d6 cases.

Coffee. Coffee in general, or other grains that are prepared in a similar way, are stocked in barrels, with each barrel weighing 20 lbs. A single contract of coffee includes 2d4 barrels.

Dried Fruits. This good is usually employed to prepare rations. Dried fruits include a mixture of fruits from different seasons. They are stocked in jars, with each jar weighing 1 lb. A single contract of dried fruits includes 2d4 jars.

Fruits (apple, banana, cherry, chestnut, olive, pear, strawberry). Fruits are stocked in baskets, with each basket weighing 10 lbs. A single contract of fruits includes 1d4 baskets of the same type of fruit.

Flour. This good, beside being the base element of any diet, is stocked in sacks, with each sack weighing 50 lbs. A single contract of flour includes 2d6 sacks.

Furs (tiny, small and medium creature). Furs can be obtained from many animals or other exotic creatures. Its price usually depends on the size of the creature. Fur is stocked in belts of 20 furs (tiny creatures); 10 furs (small creatures) and 5 furs (medium creatures), the weight of a single fur is 5% of the creature weight. A single contract of fur includes 1d3 belts.

Furs (large and huge creatures). Large and huge furs are stocked in crates containing a single fur, with each fur weighing 5% of the creatures weight. A single contract of fur includes 1d4+1 crates.

Grain. This basic product is available in small rural communities that cannot afford a mill to convert it into flour. Grain is stocked in sacks, with each sack weighing 50 lbs. A single contract of grain includes 2d6 sacks.

Herbs. Herbs can be plants for infusions, ingredients or medicinal herbs. Herbs are stocked in boxes, with each box weighing 1 lb. A single contract of herbs includes 1d3 boxes.

Honey. This expensive sweetener replaces sugar, where sugar cannot grow, and is widely consumed in cities. Honey is stocked in jars, with each jar weighing 2 lbs. A single

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contract of honey includes 2d4 jars.

Rice. This grain is the poor substitute of other more nutritive grains. It requires specific conditions to grow. Rice is stocked in sacks, with each sack weighing 50 lbs. A single contract of rice includes 2d6 sacks.

Salt. Salt is harvested in coastal communities, and employed to preserve meat and fish. Salt is stocked in sacks, with each sack weighing 50 lbs. A single contract of salt includes 2d6 sacks.

Salted Fish. Salted fish is used to make rations. Salted fish is stocked in crates, with each crate weighing 20 lbs. A single contract of salted fish includes 1d4+1 crates.

Salted Meat. Salted meat, like salted fish, is used to mak rations. Salted meat is stocked in crates, with each crate weighing 20 lbs. A single contract of salted meat includes 1d4+1 crates.

Spirits. Spirit is a strong alcoholic substance that can be distilled from a wide variety of plants and fruits. Spirit is bottled and stocked in crates, with each crate containing 10 liters (1 liter = 2 lbs). A single contract of spirit includes 1d4+1 crates.

Sugar. This plant does not grow everywhere. Sugar is stocked in sacks, with each sack weighing 50 lbs. A single contract of sugar includes 2d6 sacks.

Tea. This plant exist in many version and is used to make infusions. Tea is stocked in barrels, with each barrel weighing 20 lbs. A single contract of tea includes 2d4 barrels.

Vegetables. One of the most common source of food, vegetables grow everywhere and are stocked in baskets, with each basket weighing 50 lbs. A single contract of vegetables includes 1d4 baskets.

Wheat. This grain is the most consumed. Wheat is stocked in sacks, with each sack weighing 50 lbs. A single contract of wheat includes 2d6 sacks.

Wine. This is among the finest drinks and exist in different varieties and flavors. Wine is bottled and stocked in crates, with each crate containing 10 liters (1 liter = 2 lbs). A single contract of wine includes 1d4+1 crates.

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LUXURY, MATERIALS & STUFF

This category of trade goods includes goods that have an intrinsic value that is higher than the previous category. Transformed raw materials or luxury objects fall into this category.

Art Objects. Made by master artisans or stolen by bold adventurers from creepy dungeons, this kind of products arrives at markets from time to time. Art objects are stocked as single pieces, weighing an average of 1 lb. per piece. A single contract of art objects includes 1d10 pieces.

Bricks. Expanding settlement, strong city walls and every infrastructure, all require bricks, and in huge amounts. Bricks are stocked as loads, with each load weighing around 2,000 lbs. A single contract of bricks includes 1d4 loads.

Canvas. Canvas are stocked in rolls, with each roll weighing 20 lbs (1 lb = 1 meter of canvas). A single contract of canvas includes 1d3 rolls.

Clockwork. These constructs are crafted by master artisans, and are usually unique pieces made on demand for wealthy persons. Clockworks are stocked as single pieces, weighing an average of 10 lbs. per piece. A contract of clockwork includes 1 piece.

Cloths. Cloths are stocked in rolls, with each roll weighing 10 lbs (1 lb = 1 meter of cloths). A single contract of cloths includes 1d3 rolls.

Corals. Corals, rare on markets and quite expensive, are appreciated by jewelers and collectors. Corals is stocked as a single collection, weighing 1 lb. A single contract of corals includes 1d3 collections.

Cotton. Cotton is essential to make basic clothing and fabrics. Cotton is stocked in bales, with each bale weighing 500 lbs. A single contract of cotton includes 1d4 bales.

Essence. Essence is employed to make perfumes and fragrances. Essence is stocked in flasks, with each flask weighing 1 lb. A single contract of essence includes 2d4 flasks.

Furniture. Furniture are stocked as sets, with a single set weighing around 100 lbs. A single contract of furniture includes 1d3 sets.

Glassware. Glassware are stocked as sets, with a single set weighing around 10 lbs. A single contract of glassware includes 1d2 sets.

Hay. This good is used as food for livestock. Hay is stocked as haystacks, with each haystack weighing 1,000 lbs. A single contract of hay includes 1d4 haystacks.

Hemp. This fiber is used to make cheap clothing, fishnets and in rope-making. Hemp is stocked in bales, with each bale weighing 500 lbs. A single contract of hay includes 1d6 bales.

Jewellery. Jewellery is stocked in chests, with each chest weighing 1 lb. A single contract of jewellery includes 1d3 chests.

Leather. This material is used to make numerous goods, including light armors, harnesses and barding. Leather is stocked in rolls, with each roll weighing 10 lbs. A single contract of leather includes 2d6 rolls.

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Marble Slabs. This construction material is used to decorate rich houses. Marble slabs is stocked as loads, with each load weighing 2,000 lbs. A single contract of marble slabs includes 1d4 loads.

Metals (copper, gold, silver). Copper, Silver and Gold are stocked as ingots, with each ingots weighing 20 lbs. A single contract includes 2d6 ingots (copper), 1d6 ingots (silver), 1d2 ingots (gold).

Metal (iron). Iron is stocked as ingots, with each ingot weighing 20 lbs. A single contract of iron includes 10d6 ingots.

Pearls. Pearl are used in jewelry-making and by goldsmiths to enrich their creation. Pearls are stocked in collections, with each collection weighing 1 lb. A single contract of pearls includes 3d6 collections.

Pigments. Pigments are made of the most exotic and expensive substances. Pigments are stocked in flasks, with each flask weighing 1 lb. A single contract of pigments includes 2d6 flasks.

Pitch. Pitch is stocked in barrels, with each barrel weighing 50 lbs. A single contract of pitch includes 2d4 barrels.

Porcelain. Porcelain is stocked in sets, with each set weighing 1 lb. A single contract of porcelain includes 1d4+1 sets.

Silk. This expensive fabric is used to make fabrics of superior quality, or it is employed to make resistant ropes. Silk is stocked as bales, with each bales weighing 500 lbs. A single contract of silk includes 1d3 bales.

Spices. Spices are an expensive and tasty alternative to salt when you have to preserve food for a long period of time. Spices are in stocked in jars, with each jar weighing 1 lb. A single contract of spices include 1d4 jars.

Stone Slabs. Stone slabs are a cheaper alternative to marble, and as marble they are employed in construction. Stone slabs are stocked as loads, with each load weighing 500 lbs. A single contract of stone slabs includes 2d6 loads.

Tobacco. Tobacco may includes other smokable plants also. Tobacco is stocked in boxes, with each box weighing 1 lb. A single contract of tobacco includes 2d4 boxes.

Wood Planks. Wood planks are a common construction material, probably the most used when stone is not affordable or hard to obtain. Wood planks are stocked as loads, with each load weighing 200 lbs. A single contract of wood planks includes 3d6 loads.

Wool. Wool is stocked as bales, with each bale weighing 500 lbs. A single contract of wool includes 1d4 bales.

Armors (light, medium, heavy). A load of armors is composed of the same type of armor, whether they are light, medium or heavy. Armors are stocked in crates, with each crate weighing from 100 to 500 lbs. A single contract of armors includes 1d4 loads. Roll randomly to determine what armor a load contains according to the armor category.

Light armor (1d6). 1-2 Padded Leather; 3-4 Leather; 5-6 Studded Leather.

Medium armor (1d10). 1-2 Hide Armor; 3-4 Chain Shirt; 5-6 Scale Mail; 7-8 Breastplate; 9-10 Half Plate.

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Heavy armor (1d4). 1 Ring Mail; 2 Chain Mail; 3 Splint Mail; 4 Plate Mail.
Weapons. A contract of weapons is usually composed of the same type of weapon. The standard price shown on table 1.6 refers to a standard long sword. The Game Master can change the specific weapon and thus the base price of the load. Weapons are stocked in crates, with each crate weighing 100 lbs. A single contract of weapons includes 1d4 loads.

CREATURES, LIVESTOCK, MOUNTS & SLAVES

This list of trade goods is composed by living beings. They have the advantage that most of the time they do not need a vehicle to be shipped, but they must be fed every day.
Among the creature listed on **Table 1.7 - - Creatures, Livestock, Mounts & Slaves**, you can find Trained Animals also. Trained animals are creatures that are employed to pull vehicles. Animals are detailed on **Table 1.9**. Trained animals are all those exotic animals that are not usually available on the market, and they can only be found when rolling for trade goods.
Dogs (guard, war). Trained dogs are useful companions. They must be fed properly and the cost cannot be avoided. A single contract includes 1d4 specimens.
Elephant (labor, war). This kind of animals are pretty rare to find on the market, they are expensive to feed, but they can yield a lot of money once sold. A single contract includes 1d3 specimens.
Exotic Creatures (aberration, fey, monstrosity, ooze, undead). This kind of creature are very valuable, but very dangerous to ship. It is up to the merchant providing a proper way to control and contain these creatures. These beings are often used in exotic pit fighting, or are wanted by wizards to conduct experiments. The price of these creatures depends on their hit dice. A single contract included 1d3 specimen, unless the Game Master states otherwise.

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Falcon (trained). These birds are rare to find on the market, but they may yield a good profit. They must be fed properly and, of course, they cannot be let free to gather their food. A single contract includes 1d3 specimens.

Livestock (boar, bull, calf, chicken, cow, goat, goose, pig, pigeon, rabbit, sheep). These are usually animals used to produce meat, and derivate products.. Tiny and small specimens - chickens, gooses, pigeons and rabbits - must be shipped inside cages and the cost to feed them cannot be avoided. The remaining specimens can be handled so that they gather their own food during the shipping.

Mount (camel, donkey/mule, draft horse, riding horse, war horse, pony). These are animal specifically trained to act as mounts. They are usually more expensive and must be fed properly.

Ox. When not used as meat, ox represents a a good alternative to draft horses, mules or donkeys. A single contract includes 2d4 specimens.

Pigeon (homing). These valuable animals, are useful, but expensive. They must be shipped in cages and fed properly. A single contract includes 1 specimen.

Slaves (humanoid). As the name implies, these humanoids that are exploited as cheap labor force. The price depends on the hit dice of the creature. A single contract includes 2d4 slaves. Slavery may be illegal in certain markets, at Game Master's discretion.

Trained Animals I. Trained animals are those animals that can be used as carrying beasts. The following animals falls into this category, roll a d10 to determine the animal: *1-3* Boar, giant; *4-6* Goat, giant; *7* Mammoth; *8-9* Polar Bear; *10* Rhinoceros.

Trained Animals II. Trained animals are those animals that can be used as carrying beasts. The following animals falls into this category, roll a d6 to determine the animal: *1* Carrion Crawler; *2* Centipede, tunnel; *3* Rust Monster; *4* Scorpion, giant; *5* Spider, giant; *6* Toad, giant.

Trained Animals III. Trained animals are those animals that can be used as carrying beasts. The following animals falls into this category, roll a d4 to determine randomly the animals: *1-3* Lizard, giant; *4* Slug, giant.

Trained Animals IV. Trained animals are those animals that can be used as carrying beasts. The following animals falls into this category, roll a d6 to determine randomly the animals: *1-2* Ankylosaurus; *3-4* Brontosaurus; *5-6* Triceratops.

Trained Animals V. Trained animals are those animals that can be used as carrying beasts. The following animals falls into this category, roll a d6 to determine randomly the animals: *1-2* Griffon; *3-4* Hippogriff; *5-6* Pegasus.

Trained Animals VI. Trained animals are those animals that can be used as carrying beasts. The following animals falls into this category, roll a d4 to determine randomly the animals: *1-3* Wyvern; *4* Roc.

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BASE PRICES

Base prices, as we mentioned before, represent the standard price of a trade good, and is usually expressed in terms of gold pieces per lbs. In some cases it may be expressed in terms of gold pieces per standard stock, like jars, boxes, and so on. Base price is the standard value that is modified by price modifiers to obtain a price fluctuation.
All base prices are detailed on **Table 1.5 – Drinks, Edibles & other stuff, Table 1.6 – Luxury, Materials & other stuff, Table 1.7 – Creatures, Livestock, Mounts & Slaves.**

PRICE FLUCTUATIONS

Price fluctuation is what make profit possible in the process of buying and selling trade goods from and at different trade nodes, and directly modify the base price of a trade good. Price fluctuation represents the natural fluctuation of trade goods prices due to market mechanism, and is determined by a random roll of dice.
Price fluctuation is detailed on **Table 1.8 – Price Fluctuation.**

PRICE MODIFIER

Price modifier is an adjustment to price fluctuation caused by specific circumstances. Price modifiers are usually a fix number, while price fluctuation is a variable number. A price modifier may mitigate or accentuate the variability caused by price fluctuations.
Price modifier is generated by the following circumstances:
i) The size of the trade node, defined as settlement size. A small settlement lowers the base price, while a large settlement increases the base price, see **Table 1.3 – Settlement Size & Price Modifier.**
ii) The trade node favored goods. Every trade node may have at least 1 trade good with a bonus that increases the base price, and 1 good with penalty that decreases decreasing the base price.
iii) External factors and events. The Game Master periodically rolls for random events (local, regional or continental events), this occurs every month, season or year. These random events affect prices at local, regional or continental level, and last a variable amount of time.

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GENERATE A TRADE NODE

In order to generate a trade node, we need an already built campaign setting with settlement, geagraphic features, and maps in general. It can be an official campaign setting, or, if the Game Master is a world builder, a custom made setting. This chapter does not pretend to explain how to create and place settlements on a map, it assumes that a map is already available. The main information you need to generate a trade node is the settlement population and an idea of the settlement background.
The population of the settlement determines the settlement size and the subsequent Price Modifier. The settlement background may help you defining what the Favored Trade Goods are, without rolling them randomly.

So, in order to generate a trade node, we must define the following parameters:
i) The Settlement Favored Trade Goods.
ii) The Settlement Size.

FAVORED TRADE GOODS

Step 1) Identify what category of settlement you are considering:
Thorpe, Hamlet, Village, Small Town, Large Town, Small City, Large City, Metropolis.

Step 2) On **Table 1.1 – Settlement Favored Trade Goods (A)**, in the column Favored Goods roll how many trade goods have a negative price modifier and a positive price modifier. Thorpe and Hamlets have only one favored good with a negative price modifier and only one favorite good with a positive price modifier. A negative price modifier implies abundance of a trade good or lack of demand which translates in a -2 price modifier, a positive price modifier implies scarcity of a trade good or lack of offer which translates in a +2 price modifier.

TABLE 1.1 - SETTLEMENT FAVORED GOODS (A)

Population	Settlement Size	Favored Goods	Drink, Edibles & other stuff	Luxury objects, Materials & other stuff	Creatures, Livestock, Mounts & Slaves
< 21	Thorpe	1 / 1	85%	10%	5%
21 - 60	Hamlet	1 / 1	80%	15%	5%
61 - 200	Village	1d2 / 1d2	75%	15%	10%
201 - 2,000	Small Town	1d2 / 1d2	70%	20%	10%
2,001 - 5,000	Large Town	1d3 / 1d3	65%	25%	10%
5,001 - 10,000	Small City	1d3 / 1d3	60%	25%	15%
10,001 - 25,000	Large City	1d3+1 / 1d3+1	55%	25%	20%
> 25,001	Metropolis	1d3+2 / 1d3+2	50%	25%	25%

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Example: Cuma, a small town with a population of 1,500 units, have 1d2 trade goods with negative price modifier, and 1d2 trade goods with positive price modifier.

Step 3) Roll what category of trade goods are those favored by the settlement. Smaller settlement, beside having less favored goods, tend to have more basic supplies that fall into the category of **Table 1.5 - Drinks, Edibles & other stuff**, while larger settlement have a higher chance of having goods that fall into the categories of **Table 1.6 - Luxury, Materials & other stuff** or **Table 1.7 - Creatures, Livestock, Mounts & Slaves**. Roll a d100 for each favored good.

Example: Cuma, a small town with a population of 1,500 units have 2 favored trade goods with a negative price modifier, and 1 favored trade good with a positive price modifier. This means that the Game Master must roll three times a d100 to determine each favored good.
*The rolls are 51 (***Table 1.5 - Drinks, Edibles & other stuff***); 92 (***Table 1.7 - Creatures, Livestock, Mounts & Slaves***); 40 (***Table 1.5 - Drinks, Edibles & other stuff***).*
The small town has 2 favored trade goods, with negative price modifier, that belong respectively to the category of Drink, Edibles & Other stuff and Creatures, Livestock, Mounts & Slaves and 1 favored good with positive price modifier that belong to the category of Drink, Edibles & Other stuff.

Step 4) On **Table 1.2 – Settlement Favored Trade Goods (B)**, roll a d100 for each favored trade good under the proper category. When determining the favored trade goods you modify some rolls to fit your preferences.
Favored goods may also help you while worldbuilding, by adding details about the economic background of your settlement.

Example: Cuma, has 1 favored trade goods the with negative price modifier and 1 favored trade good with positive price modifier. The Game Master rolls 62, 52 and 68 respectively. Cuma has Herbs and Fur (medium creature) as favored trade goods with negative price modifier, and Rice as favored trade good with positive price modifier. If you are worldbuilding, you can try to connect the rolls to give them more sense.
A high demand of rice may imply that the settlement requires basic food to supply its needs, may be due to lack of arable and fertile lands.
A high offer of herbs may imply the presence of a wood or wild areas, or the presence of renowned healers.
A high offer of fur from medium creatures may imply that the above mentioned wood is populated by black bears and the town may offers indentured hunters and guides who know the area very well.

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TABLE 1.2 - SETTLEMENT FAVORED GOODS (B)

D100	Drink, Edibles & other stuff	D100	Luxury, Materials & other stuff	D100	Creatures, Livestock Mounts & Slaves
1-4	Ale	1-4	Art Object	1-4	Dog, guard
5-7	Cheese	5-7	Bricks	5-7	Dog, war
8-11	Coffee	8-11	Canvas	8-11	Elephant, labor
12-15	Dried Fruits	12-15	Clockworks	12-15	Elephant, war
16-19	Fruit (apple)	16-19	Cloth	16-19	Exotic creature (1)
20-23	Fruit (banana)	20-23	Corals	20-23	Exotic creature (2)
24-27	Fruit (cherry)	24-27	Cotton	24-27	Exotic creature (3)
27-30	Fruit (chestnut)	27-30	Essence	27-30	Exotic creature (4)
31-34	Fruit (olive)	31-34	Furniture	31-34	Exotic creature (5)
35-37	Fruit (pear)	35-37	Glassware	35-37	Falcon, trained
38-40	Fruit (strawberry)	38-40	Hay	38-40	Livestock (boar)
41-43	Flour	41-43	Hemp	41-43	Livestock (bull)
44-46	Fur (tiny creature)	44-46	Jewellery	44-46	Livestock (calf)
47-49	Fur (small creature)	47-49	Leather	47-49	Livestock (chicken)
50-52	Fur (medium creature)	50-52	Marble slabs	50-52	Livestock (cow)
53-55	Fur (large creature)	53-55	Metal (copper)	53-55	Livestock (goat)
56-58	Fur (huge creature)	56-58	Metal (gold)	56-58	Livestock (goose)
59-61	Grain	59-61	Metal (iron)	59-61	Livestock (pig)
62-64	Herbs	62-64	Metal (silver)	62-64	Livestock (pigeon)
65-67	Honey	65-67	Pearls	65-67	Livestock (rabbit)
68-70	Rice	68-70	Pigments	68-70	Livestock (sheep)
71-73	Salt	71-74	Pitch	71-73	Mount (Camel)
74-77	Salted Fish	75-79	Porcelain	74-77	Mount (donkey, mule)
78-81	Salted Meat	80-83	Silk	78-81	Mount (draft horse)
82-84	Spirits	84-86	Spices	82-84	Mount (riding horse)
85-87	Sugar	87-89	Stone slabs	85-87	Mount (war horse)
88-90	Tea	90-93	Tobacco	88-90	Mount (pony)
91-93	Vegetables	94-96	Wood planks	91-93	Ox
94-97	Wheat	97-98	Wool	94-97	Pigeon (homing)
98-00	Wine	99	Armors	98-00	Slaves (humanoid)
		00	Weapons		

(1) Aberration (2) Fey (3) Monstrosity (4) Ooze (5) Undead

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SETTLEMENT SIZE

The settlement size is another parameter that determines the trade node and imposes a price modifier. Price modifiers imposed by settlement size apply to every trade good bought and sold at a trade node, not only the favored goods.
On **Table 1.3 – Settlement Size & Price Modifiers** you can see the price modifier imposed by the settlement size.

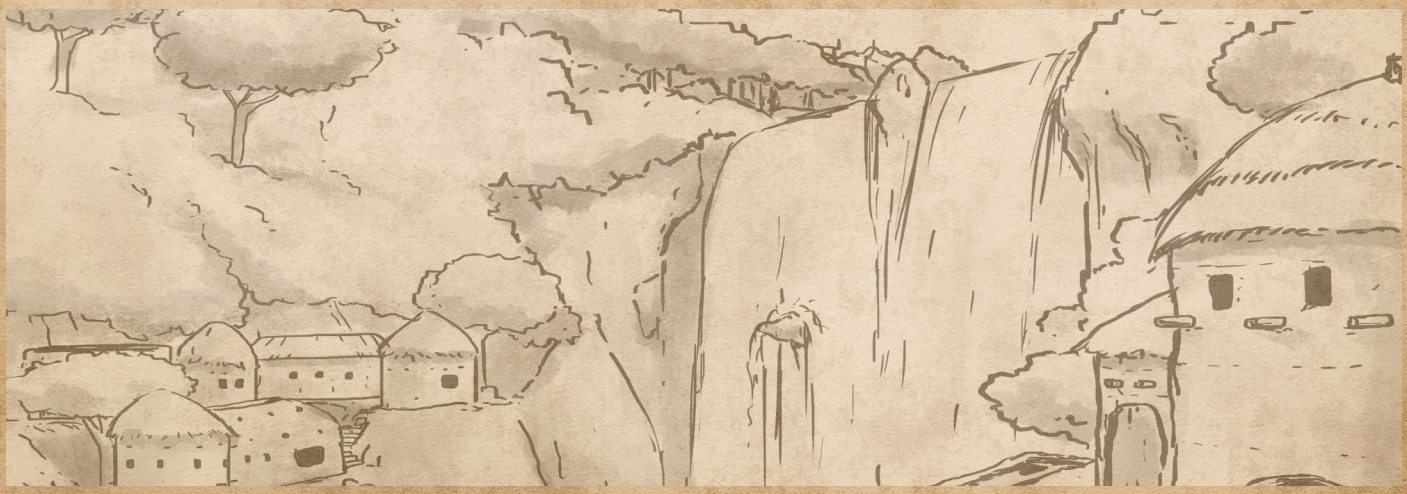
TABLE 1 .3 - SETTLEMENT SIZE & PRICE MODIFIERS

Population	Settlement Size	Price Mod.
< 21	Thorp	-4
21 - 60	Hamlet	-2
61 - 200	Village	-1
201 - 2,000	Small Town	0
2,001 - 5,000	Large Town	+1
5,001 - 10,000	Small City	+2
10,001 - 25,000	Large City	+3
> 25,001	Metropolis	+4

Example: Cuma is a small town, and as such, its overall price modifier is zero. When rolling for which trade good is available for trading and at what price – we will see this part later – you will add 0 to the price modifier, and if it happens that the available trade good is a favored trade good also, then you can apply the favored trade good price modifier.

GAME MASTER DISCRETION

The Game Master can, instead of rolling randomly what are the favored goods, decide to assign the settlement specific trade goods coherently with its own worldbuilding goals. The Game Master may have already prepared a structured background for the settlement, and thus, assigning randomly the favored trade goods is not necessary.
If your settlement is located on a coast, you may simply decide that salted fish or corals are favored goods, and that being both abundant they both have a -2 price modifier.



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BUYING & SELLING TRADE GOODS

In this chapter, we will see how to buy and sell goods. Whenever a merchant arrives at a trade node he may decide to buy and sell trade goods. To buy or sell trade goods follow the following basic steps:
i) Roll the number of contracts. The number of contracts depends on the settlement size.
ii) Roll the available trade goods (only when buying).
iii) Roll the price fluctuation.
iv) Apply the settlement size price modifier.
v) Apply the settlement favored trade good price modifier if any of the available trade goods are favored goods (-2 or +2).

BUYING TRADE GOODS

These are the basic steps to buy trade goods at a trade node.

Step 1) Roll the number of contracts
The number of contracts depends on the settlement size, the larger the settlement, the higher the number of contracts a merchant can seal.
On **Table 1.4 – Settlement # of Contracts** you can see the number of contracts associated with each settlement size. The number of contracts are rerolled every week, representing the number of potential merchants willing to sell something. In smaller settlement, it is possible that no one appears, or is willing to sell trade goods, for weeks. High-level merchants may influence the number of contracts present in a settlement thanks to special modifiers that represent the merchant's reputation and ability to find opportunities where apparently none is present.

TABLE 1.4 - TRADE NODE: Price Modifiers and available Contracts

Population	Settlement Size	Price Mod.	Contracts
< 21	Thorp	-4	2d4-6
21 - 60	Hamlet	-2	2d4-5
61 - 200	Village	-1	2d4-4
201 - 2,000	Small Town	0	2d4-2
2,001 - 5,000	Large Town	+1	2d4-1
5,001 - 10,000	Small City	+2	1d8
10,001 - 25,000	Large City	+3	1d8+1
> 25,001	Metropolis	+4	1d8+2

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Example: Cuma is a small town, thus the number of contracts available every week is 2d4-2. When the merchant arrives to Cuma, he immediately starts looking for good opportunities to buy some trade goods. The Game Master rolls 2d4-2 and obtains two. Two merchants are present in town, and they have two trade goods on sale. We do not know yet what trade goods are on sale, so we have to proceed to step two.

Step 2) Roll the available trade goods

In order to determine what trade goods are available you first roll a d100 on **Table 1.5 – Drinks, Edibles & other stuff.** If the roll is high enough, you are then allowed to roll on **Table 1.6 – Luxury, Materials & other stuff**, and again, if the roll is high enough, you may find opportunities on **Table 1.7 – Creatures, Livestock, Mounts & Slaves.**

Important to note that, once you have determined the trade goods available, you also have to roll for the number of loads in order to define what the contract contains.

Example: As we said, in Cuma there are two merchants with something to sell, at least for this week, and the Game Master rolls 19 and 84. The first merchant is willing to sell Fruit (apple). The second merchant, having rolled 84, is willing to sell goods from the Luxury, Materials & other stuff, so the Game Master rolls on Table 1.6 and obtains 58. The second merchant has some Metal (gold) ingots on sale, which can represent a good opportunity for the merchant characters. The Game Master now rolls again to determine the amount of loads that compose each contract. For the Metal (gold) ingots, he rolls 1d2 to determine the number of loads and obtains a two, while for the Fruit (apple) he rolls 1d4 to determine the number of loads and obtains a 3.

At Cuma there two merchants who are willing to sell 2 ingots of gold and 3 baskets of apple, weighing respectively 40 lbs (20 lbs per 2 ingots) and 30 lbs (10 lbs per 3 baskets). Now that we have determined what is on sale, we can proceed to step three, to determine the price.

Step 3) Roll the Price Fluctuation

You roll the price fluctuation determine the final price of the trade good. Price fluctuation is not the same for each trade good category.

On **Table 1.8 - Price Fluctuation** find the appropriate category of trade goods.

A high roll means that the base price increases, a low roll means that the base price decrease. After rolling the price fluctuation, you apply the proper price modifier as dictated by the settlement size, the favored goods (eventually), and/or other modifier dictated by circumstances as detailed in Step 4 and Step 5.

Example: We said that the merchant is about to seal two contracts to buy two gold ingots and three baskets of apple. In Table 1.5 and Table 1.6 respectively, we found that the base price for a basket of apple is 3sp/lb., with a basket weighing 10 lbs, while the base price for a gold ingot is 50gp/lb., with an ingot weighing 20 lbs. The Player (or the Game Master) rolls 4d4 on Table 1.8 to determine the price fluctuation of apples because they belong to the Drinks, Edibles &

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TABLE 1.5 - DRINKS, EDIBLES & OTHER STUFF

D100	GOODS	PRICE	LOAD	# of loads
1-3	Ale**	5 sp/liter	Barrel (200 liters)	2d4
4-5	Cheese	1 sp/lb	Case (12 lbs)	2d6
6-8	Coffee	3 sp/lb	Barell (20 lbs)	2d4
9-11	Dried Fruits	5 sp/lb	Jar (1 lb)	2d4
12-14	Fruit (apple)	3 sp/lb	Basket (10 lbs)	1d4
15-19	Fruit (banana)	5 sp/lb	Basket (10 lbs)	1d4
18-20	Fruit (cherry)	6 sp/lb	Basket (10 lbs)	1d4
21-23	Fruit (chestnut)	8 sp/lb	Basket (10 lbs)	1d4
24-26	Fruit (olive)	1 gp/lb	Basket (10 lbs)	1d4
27-29	Fruit (pear)	4 sp/lb	Basket (10 lbs)	1d4
30-31	Fruit (strawberry)	5 sp/lb	Basket (10 lbs)	1d4
32-33	Flour	2 cp/lb	Sack (50 lbs)	2d6
34-35	Fur* (tiny creature)	1 gp/HD	Belt (20 furs)	1d3
36-37	Fur* (small creature)	2 gp/HD	Belt (10 furs)	1d3
38-39	Fur* (medium creature)	3 gp/HD	Belt (5 furs)	1d3
40-41	Fur* (large creature)	4 gp/HD	Crate (1 fur)	1d4+1
42-43	Fur* (huge creature)	5 gp/HD	Crate (1 fur)	1d4+1
44-45	Grain	1 cp/lb	Sack (50 lbs)	2d6
46-47	Herbs	1 sp/lb	Box (1 lb)	1d3
48-49	Honey	1 gp/lb	Jar (2 lbs)	2d4
50-51	Rice	3 cp/lb	Sack (50 lbs)	2d6
52-53	Salt	1 sp/lb	Sack (50 lbs)	2d6
54-55	Salted Fish	2 sp/lb	Crate (20 lbs)	1d4+1
56-57	Salted Meat	3 sp/lb	Crate (20 lbs)	1d4+1
58-59	Spirits**	1 gp/liter	Crate (10 liters)	1d4+1
60-61	Sugar	5 sp/liter	Sack (50 lbs)	2d6
62-63	Tea	2 sp/lb	Barrel (20 lbs)	2d4
64-65	Vegetables	5 cp/lb	Basket (50 lbs)	1d4
66-67	Wheat	2 cp/lb	Sack (50 lbs)	2d6
68-69	Wine**	5 sp/liter	Crate (10 liters)	1d4+1
70-00	Roll on Table 1.6 - Luxury, Materials and Other Stuff			

*Fur weight 5% of the creature weight

**Consider 1 liter = 2 lbs

other stuff trade good category, and obtains 13. Rolling a 13 means that the merchant can seal the contract at 130% of the apples base price, which is 39sp/lb. instead of 30sp/lb. Again, the Player (or the Game Master) rolls 3d6 on Table 1.8 to determine the price fluctuation of gold because it belongs to the Luxury, Materials & other stuff trade good category, and obtains 10.

Rolling a 10 means that the merchant can seal the contract at 100% of gold base price, which is 50gp/lb.

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TABLE 1.6 - LUXURY, MATERIALS & STUFF

D100	GOODS	PRICE	LOAD	# of loads
1-2	Art Object	50 gp/piece	Piece (1 lb)	1d10
3-4	Bricks	1 gp/100 lbs	Load (2,000 lbs)	1d4
5-6	Canvas	1 sp/lb	Roll (20 lbs)	1d3
7-8	Clockworks	500 gp	Piece (10 lbs)	1
9-10	Cloth	25 cp/lb	Roll (10 lbs)	1d3
11-12	Corals	50 gp	Collection (1 lb)	1d3
13-14	Cotton	5 sp/lb	Bale (500 lbs)	1d4
15-16	Essence	100 gp/flask	Flask (1 lb)	2d4
17-18	Furniture	20 gp/set	Set (100 lbs)	1d3
19-20	Glassware	100 gp/set	Set (10 lbs)	1d2
21-22	Hay	5 sp/100 lbs	Haystack (1,000 lbs)	1d4
23-24	Hemp	2 cp/lb	Bale (500 lbs)	1d6
25-26	Jewellery	1,000 gp/lb	Chest (1 lb)	1d3
27-28	Leather	5 sp/lb	Roll (10 lbs)	2d6
29-30	Marble slabs	30 gp/500 lbs	Load (2,000 lbs)	1d4
31-32	Metal (copper)	5 cp/lb	Ingot (20 lbs)	2d6
33-34	Metal (gold)	50 gp/lb	Ingot (20 lbs)	1d2
35-36	Metal (iron)	1 cp/lb	Ingot (20 lbs)	10d6
37-38	Metal (silver)	5 gp/lb	Ingot (20 lbs)	1d6
39-40	Pearls	75 gp/lb	Collection (1 lbs)	3d6
41-42	Pigments	60 gp/flask	Flask (1 lbs)	2d6
43-44	Pitch	2 sp/lb	Barrel (50 lbs)	2d4
45-46	Porcelain	300 gp/set	Set (1 lbs)	1d4+1
47-48	Silk	2 gp/lb	Bale (500 lbs)	1d3
49-50	Spices	8 gp/jar	Jar (1 lb)	1d4
51-53	Stone slabs	3 gp/500 lbs	Load (2,000 lbs)	2d6
54-55	Tobacco	5 gp/box	Box (1 lb)	2d4
56-58	Wood planks	3 gp/200 lbs	Load (1,000 lbs)	3d6
59-61	Wool	1 gp/lb	Bale (500 lbs)	1d4
62-64	Armors (light)	Special	Crate (500 lbs)	1d4
65-67	Armors (medium)	Special	Crate (200 lbs)	1d4
68	Armors (heavy)	Special	Crate (100 lbs)	1d4
69	Weapons	5gp/lb	Crate (100 lbs)	1d4
70-00	Roll on Table 1.7 - Animals, Livestock, Mounts & Slaves			

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TABLE 1.7 - CREATURES, LIVESTOCK, MOUNTS & SLAVES

D100	GOODS*	PRICE	LOAD**	Food/Day
1-4	Dog, guard	25 gp	1d4	1 cp
5-7	Dog, war	30 gp	1d4	5 cp
8-11	Elephant	200 gp	1d3	32 cp
12-15	Elephant, war	500 gp	1d2	64 cp
16-19	Exotic creature (aberration)	50 gp/HD	1d3	50 cp/HD
20-23	Exotic creature (fey)	20 gp/HD	1d3	20 cp/HD
24-27	Exotic creature (monstrosity)	15 gp/HD	1d3	15 cp/HD
27-30	Exotic creature (ooze)	10 gp/HD	1d3	10 cp/HD
31-34	Exotic creature (undead)	30 gp/HD	1d3	none/special
35-37	Falcon, trained	1,000 gp	1d3	1 cp
38-41	Livestock (boar)	4 gp	1d6	2 cp
42-44	Livestock (bull)	5 gp	1d4	4 cp
45-47	Livestock (calf)	2 gp	2d6	1 cp
48-50	Livestock (chicken)	2 cp	10d6	1 cp/10 chickens
51-53	Livestock (cow)	10 gp	4d6	4 cp
54-56	Livestock (goat)	1 gp	4d6	1 cp
57-59	Livestock (goose)	5 cp	2d6	1 cp/10 gooses
60-62	Livestock (pig)	3 gp	6d6	2 cp
63-65	Livestock (pigeon)	1 cp	10d6	1 cp/20 pigeons
66-68	Livestock (rabbit)	1 sp	10d6	1 cp/10 rabbits
69-71	Livestock (sheep)	2 gp	4d6	1 cp
72-74	Mount (Camel)	50 gp	1d4	4 cp
75-77	Mount (donkey, mule)	8 gp	2d4	2 cp
78-80	Mount (draft horse)	200 gp	1d6	4 cp
81-83	Mount (riding horse)	75 gp	1d4	4 cp
84-86	Mount (war horse)	400 gp	1d3	6 cp
87-89	Mount (pony)	30 gp	1d4	2 cp
90-92	Ox	15 gp	2d4	4 cp
93-94	Pigeon (homing)	100 gp	1	1 cp
95	Trained Animals I	see description and table 1.9 - Animals for more details		
96	Trained Animals II	see description and table 1.9 - Animals for more details		
97	Trained Animals III	see description and table 1.9 - Animals for more details		
98	Trained Animals IV	see description and table 1.9 - Animals for more details		
99	Trained Animals V	see description and table 1.9 - Animals for more details		
00	Trained Animals VI	see description and table 1.9- Animals for more details		

*Tiny and Small creatures are transported in cages

**LOAD represents the number of creatures presents

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TABLE 1.8 - PRICE FLUCTUATION

4d4	Drink, Edibles & other stuff	3d6	Luxury, Materials & other stuff	2d10	Creatures, Livestock, Mounts & Slaves
4 or less	40% of Base Price	3 or less	30% of Base Price	2 or less	10% of Base Price
5	50% of Base Price	4	40% of Base Price	3	20% of Base Price
6	60% of Base Price	5	50% of Base Price	4	30% of Base Price
7	70% of Base Price	6	60% of Base Price	5	40% of Base Price
8	80% of Base Price	7	70% of Base Price	6	50% of Base Price
9	90% of Base Price	8	80% of Base Price	7	60% of Base Price
10	100% of Base Price	9	90% of Base Price	8	70% of Base Price
11	110% of Base Price	10	100% of Base Price	9	80% of Base Price
12	120% of Base Price	11	100% of Base Price	10	90% of Base Price
13	130% of Base Price	12	110% of Base Price	11	100% of Base Price
14	140% of Base Price	13	120% of Base Price	12	110% of Base Price
15	150% of Base Price	14	130% of Base Price	13	120% of Base Price
16	160% of Base Price	15	150% of Base Price	14	140% of Base Price
17	170% of Base Price	16	170% of Base Price	15	160% of Base Price
18	180% of Base Price	17	190% of Base Price	16	190% of Base Price
19	190% of Base Price	18 or more	220% of Base Price	17	220% of Base Price
20 or more	200% of Base Price			18	250% of Base Price
				19	280% of Base Price
				20 or more	300% of Base Price

Step 4) Apply the settlement size price modifier

Modify the dice rolled to determine the price fluctuation by adding the settlement size modifier. As you can see, a small settlement reduces the result of the price fluctuation thus reducing the final price of the trade goods, while a large settlement increases the result of the price fluctuation thus increasing the final price.

TABLE 1 .3 - SETTLEMENT SIZE & PRICE MODIFIERS

Population	Settlement Size	Price Mod.
< 21	Thorp	-4
21 - 60	Hamlet	-2
61 - 200	Village	-1
201 - 2,000	Small Town	0
2,001 - 5,000	Large Town	+1
5,001 - 10,000	Small City	+2
10,001 - 25,000	Large City	+3
> 25,001	Metropolis	+4

Example: Cuma, being a small town, does not impose any price modifier due to its size, indeed the column that indicate the price modifier state a zero. In this example, the roll for the price fluctuation is not modified. If Cuma were a Metropolis, with a +4 price modifier, the price of

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apples would have been 170% of the base price, while the price of gold would have been 130% of the base price.

Step 5) Apply the favored goods price modifier
If any of the trade goods is a favored good, you then apply this price modifier also. Keep in mind that favored trade good with a negative price modifier imposes a -2 modifier on the roll for price fluctuation, because that specific trade good is abundant in the trade node and thus the final price decreases.
A favored trade good with a positive price modifier imposes a +2 on the roll for price fluctuation, because that specific trade good is scarce in the trade node and thus the final price increases.

Example: The small town of Cuma has Herbs and Fur (medium creature) as favored trade goods with a negative price modifier, and Rice as favored trade good with a positive price modifier. Again, the final price of apples and gold remain unchanged, because both trade goods are not in the list of Cuma favored goods.
If the merchant wants to buy the apples, he has to buy 30 lbs. of apple at 39sp/lb., for a total of 1,170sp. If the merchant wants to buy the gold ingots, he has to buy 40 lbs. of gold for 2,000 gp.

These five steps has described how to proceed when you want to buy trade goods from a trade node. In the following chapter - **Selling Trade Goods** - we are going to explain how to sell trade goods at a trade node. The procedure is nearly the same, but you do not have to roll for the available trade goods as described in step 2, because in this case you already have the trade goods available and you are just looking for some contracts to seal.

SELLING TRADE GOODS

These are the basic steps to buy trade goods at a trade node. They are exactly the same steps used for buying trade goods, but you do not need to roll for available trade goods.

Step 1) Roll the number of contracts
The number of contracts depends on the settlement size, the larger the settlement, the higher the number of contracts a merchant can seal.
On **Table 1.4 – Settlement # of Contracts** you can see the number of contracts associated with each settlement size. The number of contracts are rerolled every week, representing the number of potential merchants willing to buy something.

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Step 2) Roll the Price Fluctuation
Roll price fluctuation on **Table 1.8 – Price Fluctuation** for any trade goods you want to sell, provided enough buyers are present at the trade node, and calculate the final price. In the next steps, you will apply the settlement size price modifier and the favored goods price modifier. Again, on **Table 1.5**, **Table 1.6** and **Table 1.7** you can find the list of trade goods and their base price.

Step 3) Apply the settlement size price modifier
Modify the dice rolled to determine the price fluctuation with the settlement size modifier. As you can see, a small settlement reduces the result of the price fluctuation thus reducing the final price of trade goods, while a large settlement increases the result of the price fluctuation thus increasing the final price.

Step 4) Apply the favored goods price modifier
If any of the trade goods is a favored good, you then apply this price modifier also. Keep in mind that favored trade good with a negative price modifier imposes a -2 modifier on the roll for price fluctuation, because that specific trade good is abundant in the trade node and thus the final price decreases.
A favored trade good with a positive price modifier imposes a +2 on the roll for price fluctuation, because that specific trade good is scarce in the trade node and thus the final price increases.

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TRADE DEALS

Trade deals are formal agreements that a merchant, or a merchant house, signs with a counterpart to establish a stable trade route by means of a long-term contract.
A long-term contract implies buying a specific trade good from a trade node, selling a specific trade good to a trade node or helping a trade node in generating a new favored good. The duration of a trade deal is variable, and depends on many factors.
This chapter defines three main categories of trade deals. Future update of this guide may include more categories, but the Game Master is encouraged to craft custom ideas that fit to his or her campaign setting.

EXCLUSIVITY DEAL

An exclusivity deal is an agreement between the merchant and a counterpart, where the merchant will buy a specific trade good. When sealing an exclusivity deal the merchant and the counterpart (alias the Game Master), must define the following parameters:
Trade good. What trade good the merchant will buy.
Price. What price the merchant is going to pay.
Number of Loads. How many loads a single shipment contains. The merchant has the obligation of buying the established number of loads, while the counterpart has the obligation of providing the established amount of loads.
Frequency. How often the merchant has to buy the trade good that is object of the trade deal.
Duration. How long the exclusivity deal is going to last. The duration should be expressed in weeks, months or years.

Example: The small town of Cuma has a high offer of Herbs, and the local guild of herbalists decide it is time to find new trade routes to monetize their surplus. They may propose to a merchant to buy their herbs (trade good), at 80% of the base price (Price), providing 10 boxes of herbs (number of loads) every 3 weeks (frequency) for six months (duration).
The trade good object of the exclusivity deal must not be necessarily a favored good, it can be any trade good that may seem appropriate in the development of the trading campaign.

SUPPLY DEAL

A supply deal is an agreement between the merchant and a counterpart, where the merchant will sell a specific trade good. When sealing a supply deal the merchant and the counterpart (alias the Game Master), must define the following parameters.
Trade good. What trade good the merchant will sell, or more precisely will supply.
Price. At what price the merchant is going to sell the trade good.

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Number of Loads. How many loads a single shipment contains. The merchant has the obligation of selling the established number of loads and the counterpart has the obligation of buying the established amount of loads.
Frequency. How often the merchant has to supply the trade good that is object of the trade deal.
Duration. How long the supply deal is going to last. The duration should be expressed in weeks, months or years.

Example: The small town of Cuma has a high demand of Rice, and the local emporiums wants to create a stable supply of rice for the settlement. They may propose to a merchant to supply them with sacks of rice (trade good), at 120% of the base price (Price), paying for 20 sacks of rice (number of loads), every week (frequency), for three months (duration).
The trade good object of the supply deal must not be necessarily a favored good, it can be any trade good that may seem appropriate in the development of the trading campaign.

DEVELOPMENT DEAL

A development deal is an agreement between the merchant and a counterpart, where the merchant will provide a series of trade good that can help the trade node to add a favored good. A development deal is indeed a complex deal, where the Game Master should plan what kind of trade goods the trade node requires to improve.
Development deals are usually sealed between local important figures and merchant house, but nothing prevents a new bold merchant to help a small settlement – a Thorpe or a Hamlet for example – to develop new infrastructures and thus accelerate its growth. Development deals are usually composed of different exclusivity and supply deals in a single agreement.

Example: The small town of Cuma is constantly receiving its supply of rice. Now the citizens have access to a stable supply of rice, but the price remains a bit expensive, due to lack of infrastructures to stock the rice properly. The merchant who sealed the supply deal has earned the trust of the town council and the mayor.
The mayor, supported by the whole council, decides it is time to build a granary to stock the rice, and stabilize the price of the rice. The granary requires a constant supply of wood planks, bricks, pitch and some livestock. As for the exclusivity deal and the supply deal, the Game Master and the players define all the parameters required to seal the deal. Once the development deal is over, the small town of Cuma will have stabilized the price of rice, thus erasing the rice as favored good with a positive price modifier.

These are the most common trade deals that a reputable merchant, or a merchant house, can seal with a trade node.

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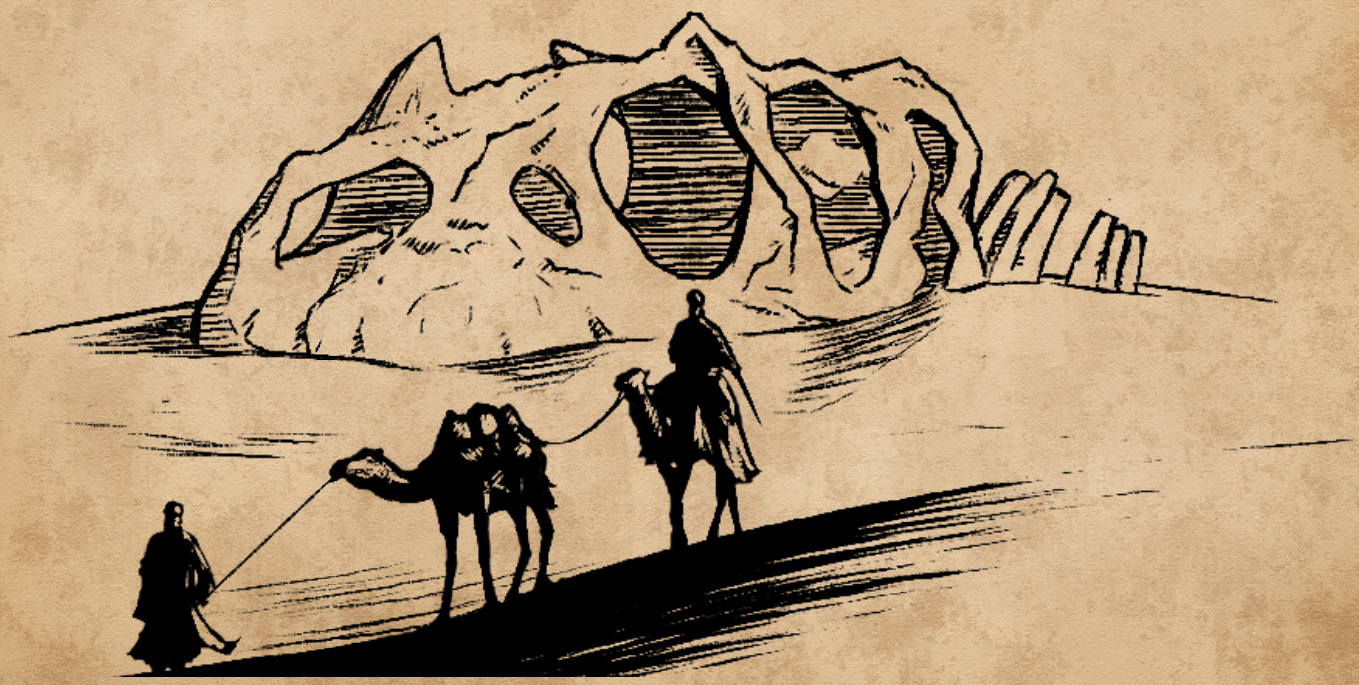
Keep in mind that every agreement, as every law, can be broken. A guild master, a mayor, or a town council can be bribed or forced to cancel a trade deal with a merchant or a merchant house. Trade war are not uncommon, and usually burst when trade powers wants to seize control of a very profitable agreement or trade route.

MOVEMENT & TERRAINS

Terrain affects movement and thus the speed of an expedition. Terrain is divided into three categories: ***normal***, ***rough*** and ***difficult***.
When a road, a path or a trail is present, the speed of an expedition increases by one and a half and can ignore any penalty caused by difficult or rough terrains.
Normal terrain (standard speed). Ice Plateau, Tundra, Grassland, Plain, Badland, Savannah.
Rough terrain (half speed). Hill, Forest, Desert, Subterranean.
Difficult terrain (quarte speed). Mountain, Marsh, Swamp, Jungle.
This guide considers a base speed of 30 feet per round, as a base speed of 24 miles per day.
The following list is not exhaustive, but represent a general categorization of the terrains usually employed in many fantasy campaign setting. The Game Master can add new terrains and modify the standard speed to fit its own campaign setting.



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CLIMATE & WEATHER

Climate and weather both affect significantly a journey, especially when the travel is going to last for days, weeks or sometimes months. Beside monsters and other dangerous encounters, sudden changes in weather conditions may severely slow down the course of an expedition, if not jeopardize it.
For the sake of this guide, we classify climate into five main categories:
Arctic, Temperate, Subtropical, Tropical, and Equatorial.
Keep in mind that this is an arbitrary categorization and not a statement that is always true. Your campaign setting may have only some of these climatic areas or why not one, especially if climatic anomalies represent a main trait of your custom world.

ARCTIC

Arctic regions are usually located at the poles of a planet. They are characterized by extreme cold, permanent ice formations and freezing winds. Lands located in arctic climate are usually covered with ice, with constant precipitations like snow, hail and the extreme phenomenon known as blizzard. Water masses are, most of the times, buried under a layer of thick ice.
Salt water does not freeze completely, especially at the extreme border of an arctic region, nevertheless sailing through an arctic region is very dangerous, due to the presence of icebergs. Travelling through arctic regions requires special clothing and equipment, and the same can be said for animals.
Few creatures can survive in arctic regions, and those who do, do not prosper. Thankfully, arctic regions are so extreme that they do not represent the majority of a world surface, and merchants decide to cross these regions only if it is extremely necessary and profitable.

TEMPERATE

Temperate regions are located at middle latitudes, between arctic regions and sub-tropical regions. They are characterized by cold winters, and hot summers, but seasons rarely reach extreme temperatures. Seas do not freeze, because temperature is not cold enough, but sweet water does; lakes and river, especially at latitudes close to arctic regions, are covered with ice, while on southern latitudes, they remain liquid.

SUBTROPICAL

Subtropical regions stands between tropical and temperate regions. Here summer are hot and springs very warm. Winds become stronger, as well as strong precipitations.

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They represent the best mixture for a civilization to thrive, and at these latitudes sailing becomes far easier than at other latitudes. Winters in subtropical regions are not very cold, and very rarely they become so extreme to the point of freezing water.

TROPICAL

Tropical regions represent the most unpredictable climatic areas. While they are characterized by very comfortable temperatures, they hide hazards in terms of sudden and dangerous changes in winds that may easily degenerate in extreme atmospheric phenomenon like tornadoes, thunderstorms and cyclones.
Heavy rains touch the land unpredictably and may occur at any time during the day. Floar and fauna, of the widest varieties, thrive in tropical regions more than any other climatic region.

EQUATORIAL

Equatorial regions main trait is that of being hot and dry. Desert, rocky badlands, scarcity of water and abundance of dust and sand are what characterize these areas. Like arctic regions, equatorial regions are an extreme climate, and only few dare to cross these landscapes.
Few plants and animals can survive the soaring hot, and those who do, have adapted fairly well to the environment. Hot winds and sandstorms that flog the skin, are one of the most underestimated hazards for the uncaring and unexperienced trespassers.

WEATHER GENERATOR

Weather is affected by the climatic area, the season and in some cases by the terrain. To determine the weather conditions, read the following steps and refer to ***Climate & Weather*** table:
1) Identify the climatic regions. **Arctic**, **Temperate**, **Subtropical**, **Tropical** or **Equatorial**.
2) Roll 2d12 to determine the initial weather condition on **Climate & Weather.**
3) Apply the proper modifiers. Winter +2, Spring -2, Summer -1, Autumn +1. Other modifiers may apply due to specific terrains or other circumstances.
4) Roll 2d12 to determine the weather duration of the weather conditions. This roll expresses how many days the weather condition is going to last.
5) Refer to the specific entry of each weather condition to know how it affects the environment and thus the expedition.
Each entry that describes a weather condition, also specifies any possible effects that the weather condition produces.

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The effect called ***circumstance modifiers*** may impose to add or subtract a specific die to the next roll for ***weather duration*** and/or ***weather condition***.

BLIZZARD

Blizzard are severe snowstorms, characterized by Strong Winds and Snow. Blizzards may cover an area of hundreds of miles and can freeze water in a matter of hours.
When you roll a blizzard on the Climate & Weather table, it lasts 2d4 hours and then calm down, only to begin again the following day, for 2d4 hours, for all the weather duration. Even when the blizzard calms down, Strong Winds and Snow persist.
The blizzard produces the following effects:
Hypothermia. Every living creature must roll a DC 10 Constitution saving throw every day. If the roll fails, the target loses 1 point of constitution. Lost constitution is recovered once the expedition arrives at a settlement, leaves the arctic region or reach a safe shelter that offers protection against the unforgiving temperatures. every creature recover 1 point of constitution per day or complete rest.
Natural Healing. Natural healing is compromised. Anytime you roll for natural healing, you obtain the minimum possible.
Speed. If you are traveling by land, your speed is reduce by half. If you are traveling on water, increase the speed by 1d8 miles per day.
Visibility. Visibility drops to 4d12 feet.
Circumstances modifiers. Add 1d12 to the next roll for weather duration and subtract 1d4 to the next roll for the weather condition.

CALM

Sky is clear, wind is a light breeze, and everything is fine. It does not matter if you are traveling on sea or by land, you are going to enjoy the journey.
Calm weather produces the following effects:
Speed on land. Speed on land increases by 1d4 miles.
Speed on water. Speed on water decreases by 1d6 miles for all water vehicles that employ sail and wind. Every day of calm weather condition there is a 10% chance that the weather turns into dead calm. If such an event occurs, it lasts for 2d4 days. Water vehicles can move only if they have rowers.

CYCLONE

Cyclones are massive spiral of extremely **Strong Winds** and **Heavy Rain**. In their rush they attract almost everything to their center, including animals, people and sometimes vehicles. Cyclones do not last for the whole weather duration, but they occupy only half of the days, usually the first half, while the remaining half of the weather duration is characterized by constant **Heavy Rain** and **Strong Winds**.

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CLIMATE & WEATHER

ARCTIC 2d12		TEMPERATE 2d12		SUBTROPICAL 2d12		TROPICAL 2d12		EQUATORIAL 2d12	
2-3	Calm	2-3	Rain	2-4	Calm	2-4	Calm	2	Strong Winds
4-6	Light Winds	4-5	Heavy Rain	5-6	Light Winds	5-6	Light Winds	3-4	Moderate Winds
7-9	Moderate Winds	6-7	Fog	7-9	Heavy Rain	7-9	Moderate Winds	5-6	Light Winds
10-15	Strong Winds	8-9	Calm	10-14	Rain	10-14	Strong Winds	7-9	Calm
16-18	Snow	10-14	Light Winds	15-17	Moderate Winds	15-16	Rain	10-14	Light Winds
19-21	Hail	15-17	Moderate Winds	18-20	Strong Winds	17-18	Heavy Rain	15-17	Moderate Winds
22-23	Blizzard	20-21	Snow	21	Tornado	19-21	Tornado	18-20	Hot Winds
24	Polar Vortex	22	Hail	22	Thunderstorm	22-23	Thunderstorm	21-22	Tornado
		23	Thunderstorm	23	Cyclone	24	Cyclone	23	Sandstorm
		24	Blizzard	24	Typhoon			24	Rain
	Ocean +1		Forest -1		Forest -1		Jungle -1		Desert +1
	Forest -1		Hill +1		Jungle -1		Ocean +1		
			Mountain +2		Ocean +2				
			Ocean -1						

Season modifiers: Winter +2, Spring -2, Summer -1, Autumn +1

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Cyclones are a very destructive phenomenon, especially for ships that are sailing across the oceans.
The cyclone produces the following effects:
Land Vehicle Damage. Land vehicles suffer 1d4 point of damage every day.
Water Vehicles Damage. Water vehicles suffer 10d6 damage every day. The captain must make a DC 10 Navigation skill check, or the mast of the ship will break.
Creatures. Medium sized creatures must roll a DC 10 Strength saving throw, while large sized creatures must roll a DC 10 Strength saving throw with advantage. The saving throw must be repeated every day, for the duration of the cyclone. If the saving throw fails, they are caught by the spiraling winds and released 1d4 miles away from the expedition, while falling they suffer 10d6 bludgeoning damage.
The only way to be protected by the fury of a cyclone is to find a cover, like the inside of a wagon or a ship.
Speed. Speed on land is reduced by a 2d4 miles. Speed on oceans increases by 2d8 miles.
Visibility. Visibility drops to 3d12 feet.
Circumstance modifiers. Add 1d12 to the next roll for weather duration and subtract 1d4 to the next roll for the weather condition.

FOG

Fog banks are common in temperate regions, and occurs in almost any kind of terrain. Even if fog is not dangerous itself, it causes strong limitations to visibility, thus reducing the overall speed of an expedition.
Fog produces the following effects:
Speed. Speed on land is reduced by 3d4 miles.
Speed (hills and mountains). Speed on land while traveling through hill and mountain terrains is reduced by 3d8 miles.
Visibility. Visibility drops to 2d12 feet.

HAIL

Hail is a rare weather condition that occurs in arctic and temperate regions, and is usually part of a more severe weather condition like blizzards, thunderstorms and the dreaded typhoons.
When you roll a hail on the table, it lasts 1d4 hours and then calm down, only to begin again the following day for the weather duration, for another 1d4 hours. When the hail calms, the weather condition continues with a mix of **Rain** and **Snow**.
Hail produces the following effects:
Damage on vehicles. Vehicles suffer 1 point of damage every day.
Speed on land. Speed on land is reduced by 1d4 miles.
Circumstance modifiers. Subtract 1d4 to the next roll for weather duration and subtract 1d4 to the next roll for the weather condition.

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HEAVY RAIN

Heavy rain is characterized by strong precipitations, which can last for days or weeks. They are quite common in tropical and subtropical regions, and may cause serious damage in terms of flooding if a river is nearby, or avalanche if occurring in hill and mountain regions.

The heavy rain produces the following effects:

Speed. Speed on land is reduce by 2d4 miles.

Hills and Mountains. If the expedition is crossing a hill or mountain region, there is a 5% chance every day that an avalanche occurs. If such an event occurs, every vehicle and expedition member suffers 5d6 damage. Living creature can avoid damage by rolling a successful DC 10 Dexterity saving throw.

HOT WINDS

Hot winds occur quite frequently in equatorial regions, but are not uncommon in tropical and subtropical regions, especially peninsulas surrounded by warm seas.

However, when hot winds occur in equatorial regions they may become an issue due to the extreme hot they produce. Even if they annoy animals and expedition members, they are a good sign, because they are considered a failed tornado or sandstorm.

Hot winds produce the following effects:

Speed on land. Speed on land is reduced by 1d6 miles.

Fatigue. Animals and expedition members suffer the fatigued condition.

Circumstance modifiers. Add 2d6 to the next roll for weather duration and subtract 2d4 to the next roll for the weather condition.

LIGHT WINDS

Light winds are a normal weather condition, both on land and water. They are very common in temperate and equatorial climatic regions.

Light winds produce the following effects:

Speed on water. Speed on water increases by 1d6 miles.

Circumstance modifiers. Add 1d6 to the next roll for weather duration and add 1d4 to the next roll for the weather condition.

MODERATE WINDS

Moderate winds, like light winds, are common in all climatic regions.

Moderate wind produces the following effects:

Speed on water. Speed on water increases by 1d8 miles.

Circumstance modifiers. Add 1d8 to the next roll for weather duration and add 1d4 to the next roll for the weather condition.

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POLAR VORTEX

A polar vortex is a persistent weather condition that occurs in arctic regions at high altitudes. Polar vortexes become deadly when this persistent and extremely cold mass descend to lower altitudes due to sudden changes in atmospheric pressure.

When this occurs, an expedition hardly survive the event, due to the extreme damage that this weather condition produces. A polar vortex always includes **Snow** and **Strong Winds**.

The Polar Vortex produces the following effects:

Frostbite. Every living creature suffers 1d6 cold damage for every day.

Hypothermia. Every living creature must roll a DC 13 Constitution saving throw every day. If the roll fails, the target loses 1 point of constitution. Lost constitution can be recovered once the expedition arrives at a settlement or leave the arctic region.

Speed on land. Speed on land is reduced by 1d8 miles.

Circumstance modifiers. Add 1d12 to the next roll for weather duration and subtract 1d12 to the next roll for the weather condition.

RAIN

Rain is a common weather condition that occurs in every climatic regions, with different frequency. Rain does not cause serious problems, but it can sometimes turns into heavy rain. Every day for the weather duration, there is a 20% chance that the rain becomes **Heavy Rain** for one day, to becomes rain again the following day.

Rain produces the following effects:

Speed. Speed on land is reduce by 1d4 miles.

SANDSTORM

Sandstorms are the equatorial equivalent of thunderstorms, and occur in dry and desert regions. A sandstorm always has **Strong Winds**, and lasts for the weather duration. This weather condition also produce lightning bolts. Every day there is a 10% chance that a lightning bolt strikes a random vehicle in the expedition, causing 10d6 lightning damage in a 30 feet area.

If you roll a sandstorm in an ocean region, it produces **Strong Winds** only. If you roll a sandstorm in a desert region, it produces **Hot Winds** also.

The sandstorm produce the following effects:

Speed on land. Speed on land is reduced by 2d8 miles.

Scorching sand. Every animal and expedition member suffer 1d4 piercing damage every day unless they find a cover.

Circumstance modifiers. Add 1d6 to the next roll for weather duration and subtract 1d6 to the next roll for the weather condition.

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SNOW

Snow is a very common condition in arctic regions, and occur at certain latitudes in temperate regions. The main issue with snow, other than the cold, is that it slows expeditions.

Snow produces the following effects:

Speed on land. Speed on land is reduced by 3d8 miles.

Circumstance modifiers. Add 1d4 to the next roll for weather duration and add 1d4 to the next roll for the weather condition.

STRONG WINDS

Strong winds are not dangerous, but they may be the prelude to something worse coming. In many cases strong winds just go away and weather return to normality, but in other cases, especially subtropical and tropical regions, they may turn into a more severe weather condition.

Strong wind produces the following effects:

Speed on water. Speed on water increases by 2d6 miles.

Circumstance modifiers. Add 1d6 to the next roll for weather duration and add 1d6 to the next roll for the weather condition.

THUNDERSTORM

Thunderstorms, also called electric storms, are characterized by **Strong Winds**, **Hail** and **Heavy Rain**. However, the most dangerous effect of a thunderstorm are the sudden lightning bolts. Thunderstorm in temperate regions may also produce **Snow**. Thunderstorms behaves quite like blizzards, they last 2d6 hours and then calm down, only to begin again the following day for the weather duration, for another 2d6 hours. Even when the blizzard calms, **Strong Winds**, **Hail** and **Heavy Rain** persist.

The thunderstorm produces the following effects:

Lightning. Every hour there is a 10% chance that a lightning strike the expedition. In the case of a land expedition choose randomly one of the vehicles. The vehicle, and all those in 30 feet area, suffer 5d6 lightning damage.

Speed. Speed on land is reduced by 1d4 miles. Speed on water increases by 1d6 miles.

Circumstance modifiers: Add 1d6 to the next roll for weather duration and subtract 1d4 to the next roll for the weather condition.

TORNADO

Tornadoes are rapidly rotating column of air that affects limited surfaces, but are usually the prelude of something worse coming. While tornadoes produces **Strong Winds** in the surrounding area, they rarely strike an expedition unless in the most unfortunate cases.

Tornadoes last 1d4 hours and then calm down, only to begin again the following

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day for the weather duration, for another 1d4 hours. Even when the tornadoes calm, **Strong Winds** persist.
Tornado produces the following effects:
Land Vehicle Damage. There a 5% chance every hour that a tornado strikes a land vehicle. If such event occurs, the vehicle suffer 1d4 point of damage.
Water Vehicles Damage. There a 5% chance every hour that a tornado strikes a water vehicle. If such event occurs, the vehicle suffer 1d4 point of damage and the sails are torn apart and must be repaired.
Creatures. If the tornado strikes the expedition, medium sized creatures must roll a DC 10 Strength saving throw, while large sized creatures must roll a DC 10 Strength saving throw with advantage. If the saving throw fails, they are caught by the spiraling winds and released 1 mile away from the expedition, while falling they suffer 10d6 bludgeoning damage. The only way to be protected by the fury of a tornado is to find a cover, like the inside of a wagon, a ship or a building.

TYPHOON

Typhoons are mature cyclones that, after forming in tropical regions, move toward subtropical regions to conclude their cycle. Like cyclones, they are massive spiral of extremely **Strong Winds** and **Heavy Rain**, but they are even more dangerous and destructive than cyclones.
Typhoons lasts more than cyclones, occupying three quarters of the weather duration, while the remaining quarter of the weather duration is characterized by constant **Heavy Rain**, **Strong Winds** and **Hail**. Typhoons are a highly destructive phenomenon, especially for ships that are sailing across the oceans.
The typhoon produces the following effects:
Land Vehicle Damage. Land vehicles suffer 2d4 point of damage every day. Typhoons, in their fury, catch rocks and trees, and releases them with violence on everything is in their path.
Water Vehicles Damage. Water vehicles suffer 20d6 damage every day. The captain must make a DC 15 Navigation skill check, or the mast of the ship will break.
Creatures. Medium sized creatures must roll a DC 15 Strength saving throw, while large sized creatures must roll a DC 15 Strength saving throw with advantage. The saving throw must be repeated every day, for the duration of the cyclone. If the saving throw fails, they are caught by the spiraling winds and released 2d4 miles away from the expedition, while falling they suffer 10d6 bludgeoning damage. The only protection against the fury of a cyclone is to find a cover, like the inside of a wagon or a ship.
Speed. Speed on land is reduced by a 2d6 miles. Speed on oceans increases by 4d8 miles.
Visibility. Visibility drops to 2d12 feet.
Circumstance modifiers: Add 1d12 to the next roll for weather duration and subtract 1d4 to the next roll for the weather condition.

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ANIMALS & VEHICLES

Crossing the lands and the seas, beside being a dangerous matter, is also a time taking activity. However, if you have to move trade goods, you need something that can ship the stuff for you, unless you want to rely on your shoulders and feet.
In this chapter, we present a list of animals, land vehicles and water vehicles that a merchant can employ to ship trade goods from and to any place of the known and unknown world. The chapter is divided into three sections: Animals, Land Vehicles and Water Vehicles.

ANIMALS

The majority of the animals listed below are available in almost any market, other animals are harder to find due to their rarity and/or training requirements. In addition, animals have favored and disfavored terrain, according to their nature, and only few of them perform well in every terrain.
When an animal is in its favored terrain it gains some advantages, provided the stated conditions are met. In the same way, when an animal is in its disfavored terrain, it suffers some disadvantages. Some animals require a specialist called ***Beastmaster*** to control them, this to reflect the fact that some animals are so exotic that they cannot be tamed so easily.
In each animal entry, you find if the animal requires a beastmaster and if it has a favored and disfavored terrain. If an animal entry does not show any specialist requirement, it means that the ordinary animal handling skill is enough to handle the animal.
An animal in its favored terrain does not suffer any penalty to its standard speed caused by terrain, unless it is attached to a vehicle, in such a case the penalty caused by the terrain applies normally because it is the vehicle to be hindered by the terrain and not the animal itself. See the chapter Movement & Terrains for more details about penalty on speed.

The entries presented below explain what each characteristic means on Table 1.9 – Animals.

Price. The price of a single vehicle, expressed in gp (gold piece).
When buying an animal you can use the price of the animal as a stable base price, or, at Game Master discretion, rolls for the price fluctuation as you do for any trade good. Some animals cannot be just bought, but you have to roll for them as a trade good when you reach a trade node, **Table 1.7** lists these special animals as Trained Animals.
Capacity. How many lbs. an animal can move, including the pulling capacity. Pulling

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capacity has the format 450/900/1,350, with 450 being the first limit that does not reduce speed, 900 is the second limit that reduces the speed by a quarter and 1,350 is the third limit that reduces the speed by half. Beyond the third limit, the animal cannot move the vehicle.

AC. Armor class of the animal. This parameter does not include harnesses and custom made armors.

HD. Hit Dice. When you buy an animal, you should roll for hit points.

Speed. The speed is expressed in miles per day. Some animals may have special speed like climbing (cl), flying (fl), swimming (sw).

Size. Size is shown as the standard size you find on any bestiary or monster manual, ranging from medium to gargantuan.

Upkeep. This is the standard cost to sustain in order to maintain an animal alive. The upkeep must be sustained every day and is expressed in cp (copper piece). The upkeep must be paid before starting a journey and must be paid in advance. It is up to the merchant to calculate how many days of upkeep are required to feed the animal properly.

ANKYLOSAURUS

Ankylosaurus are very hard to find on the market, and they may exist in your campaign setting only if the Game Master allows so. It can be captured in warm climates like jungles or tropical climates. An ankylosaurus egg is worth up to 100 gp on the market. A merchant can buy an ankylosaurus only as a Trained Animal on Table 1.7.

Specialist required (Beastmaster, dinosaur). A specialized beastmaster is required to handle an Ankylosaurus and to command the animal in a combat situation. A beastmaster can care for a one ankylosaurus at a time.

Favored Terrain (Jungle). An ankylosaurus can gather food if under the watch of a specialized beastmaster. The upkeep is reduced to zero.

Disfavored Terrain (Arctic). An ankylosaurus consumes more food, thus doubling the upkeep. For every day spent in an arctic terrain, it loses 1d6 hit points that do not heal by natural means.

AUROCH

Aurochs are valuable animals due to their resistance and strength. They can be purchased in almost any market, except in those areas that are very hot and dry, like deserts and oasis for example.

Specialist required (Beastmaster, mammal). A specialized beastmaster is required to command the animal in combat situation only. A beastmaster can care for up to four aurochs.

Disfavored Terrain (desert). An auroch consumes more water, thus doubling the upkeep. Its speed is halved.

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TABLE 1.9 - ANIMALS

ANIMALS	Price	Speed	Car. Cap.	Pullying Capacity	Size	Upkeep	AC	HD
Ankylosaurus (4)	1,000 gp	24	1,260	2,520/5,040/7,560	H	160 cp	16	10d12+30
Auroch	200 gp	32	1,200	2,400/4,800/7,200	L	8 cp	15	4d10+6
Axe Beak	150 gp	40	420	840/1,680/2,520	L	6 cp	11	3d10+3
Black Bear (2)	150 gp	32 (cl 24)	225	450/900/1,350	M	3 cp	11	3d8+6
Boar, giant (4)	250 gp	32	510	1,020/2,040/3,060	L	10 cp	12	5d10+15
Brontosaurus (4)	1,800 gp	24	2,520	5,040/10,080/15,120	G	720 cp	15	9d20+27
Brown Bear (2)	200 gp	32 (cl 24)	570	1,140/2,280/3,420	L	8 cp	11	4d10+12
Carrion Crawler (2) (4)	600 gp	24 (cl 24)	420	840/1,680/2,520	L	12 cp	13	6d10+18
Camel	50 gp	40	480	960/1,920/2,880	L	4 cp	9	2d10+4
Centipede (4)	3600 gp	16 (br 16)	3,360	6,720/13,440/20,160	G	72 cp	14	9d20+36
Dog, mastiff	25 gp	32	195	39/780/1,170	M	1 cp	12	1d8+1
Donkey	8 gp	24	150	300/600/900	M	2 cp	13	2d8+2
Elephant (4)	800 gp	32	1,320	2,640/5,280/7,920	H	32 cp	12	8d12+24
Goat, giant (4)	150 gp	32	510	1,020/2,040/3,060	L	6 cp	11	3d10+3
Griffon (1) (4)	2,800 gp	24 (fl 64)	540	1,140/2,160/3,240	L	14 cp	12	7d10+21
Hippogriff (1) (4)	1,200 gp	32 (fl 48)	510	1,020/2,040/3,060	L	6 cp	11	3d10+3
Horse, draft	200 gp	32	540	1,080/2,160/3,240	L	6 cp	10	3d10+3
Horse, heavy	400 gp	40	540	1,080/2,160/3,240	L	6 cp	11	3d10+3
Horse, light	150 gp	40	480	960/1,920/2,880	L	4 cp	10	2d10+2
Horse, medium	225 gp	40	510	1,020/2,040/3,060	L	6 cp	11	3d10+3
Lizard, giant (4)	400 gp	40	1,200	2,400/4,800/7,200	H	16 cp	13	4d12+12
Mammoth (4)	1,100 gp	32	1,440	2,880/5,760/8,640	H	44 cp	13	11d12+55
Mule	8 gp	32	420	840/1,680/2,520	M	2 cp	10	2d8+2
Ox	15 gp	24	600	1,200/2,400/3,600	L	10 cp	10	5d10+10
Pegasus (1) (4)	2,800 gp	48 (fl 72)	540	1,080/2,160/3,240	L	14 cp	12	7d10+21
Polar Bear (3) (4)	1,000 gp	32 (sw 24)	600	1,200/2,400/3,600	L	10 cp	12	5d10+15
Pony	30 gp	32	225	450/900/1,350	M	2 cp	10	2d8+2
Rhinoceros (4)	300 gp	32	630	1,260/2,520/3,780	L	12 cp	11	6d10+12
Roc (1) (4)	25,600 gp	16 (fl 96)	3,360	6,720/13,400/20,160	G	128 cp	15	16d20+80
Rust Monster (4)	125 gp	32	195	390/780/1,170	M	5 cp	14	5d8+5
Scorpion, giant (4)	350 gp	32	450	900/1,800/2,700	L	14 cp	15	7d10+14
Slug, giant (2) (4)	2,400 gp	16 (cl 16)	1,440	2,880/5,760/8,640	H	48 cp	13	12d12+36
Spider, giant (2) (4)	400 gp	24 (cl 24)	420	840/1,680/2,520	L	8 cp	14	4d10+4
Toad, giant (3) (4)	1,200 gp	16 (sw 32)	450	900/1,800/2,700	L	12 cp	11	6d10+6
Triceratops (4)	1,000 gp	40	1,320	2,640/5,240/7,920	H	40 cp	13	10d12+30
Wyvern (1) (4)	5,200 gp	16 (fl 64)	570	1,140/2,160/3,240	L	26 cp	13	13d10+39

(1) flying speed works with carrying capacity only, unless the animal is attached to a flying vehicle

(2) climbing speed works with carrying capacity only

(3) swimming speed works with carrying capacity only, unless the animal is attached to a ship

(4) these animals can be purchased only if you find them on table 1.7 - Animals, Livestock, Mounts & Slaves while rolling for trade goods

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AXE BEAK

Axe Beaks are a good choice when you need to move quickly without caring too much for the weight you are shipping. They can be found in almost any market; they are relatively cheap and can be easily trained to fight.

BLACK BEAR

Black bears are employed when crossing difficult terrain like mountains and heavy forests. They requires a lot of training, but once they are trained they prove to be very valuable companions. A black bear cub is worth up to 20 gp on the market.

Specialist required (Beastmaster, bear). A specialized beastmaster is required to handle a Black Bear and to command the animal in a combat situation. A beastmaster can care for a one Black Bear at a time.

BOAR, GIANT

Giant boars are hard to train and are usually employed by humanoid tribes that dwells in wild regions. They are very strong and resistant, and can fiercely defend themselves. A merchant can buy a giant boar only as a Trained Animal on Table 1.7.

Specialist required (Beastmaster, mammal). A specialized beastmaster is required to handle a Giant Boar and to command the animal in a combat situation. A beastmaster can care for a one Giant Boar at a time.

Favored Terrain (Forest). A giant boar can gather food if under the watch of a specialized beastmaster. The upkeep is reduced to zero.

BRONTOSAURUS

Brontosaurus are very hard to find on the market, and they may exist in your campaign setting only if the Game Master allows so. It can be captured in warm climates like jungles or tropical climates.

A brontosaurus egg is worth up to 100 gp on the market. These gigantic creatures are large enough to allow a merchant to mount a small sleeping quarter on the animal's shoulders. A merchant can buy a brontosaurus only as a Trained Animal on Table 1.7.

Specialist required (Beastmaster, dinosaur). A specialized beastmaster is required to handle a Brontosaurus and to command the animal in a combat situation. A beastmaster can care for a one brontosaurus at a time.

Favored Terrain (Jungle). A brontosaurus can gather food if under the watch of a specialized beastmaster. The upkeep is reduced to zero.

Disfavored Terrain (Arctic). A brontosaurus consumes more food, thus doubling the upkeep. For every day spent in an arctic terrain, it loses 2d6 hit points that do not heal by natural means.

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BROWN BEAR

Brown bears are employed when crossing difficult terrain like mountains and heavy forests. They requires a lot of training, but once they are trained they prove to be very valuable companions. A brown bear cub is worth up to 30 gp on the market.

Specialist required (Beastmaster, bear). A specialized beastmaster is required to handle a Brown Bear and to command the animal in a combat situation. A beastmaster can care for a one Brown Bear at a time.

CARRION CRAWLER

Carrion crawlers represent a good balance of speed and versatility, together with good defensive abilities. Their ability to climb difficult terrains at top speed makes this animal excellent when moving in mountain regions or crossing subterranean caves. Carrion crawler are commonly employed as animals by humanoids who dwell in subterranean environment. A carrion crawler egg is worth up to 10 gp on the market. A merchant can buy a carrion crawler only as a Trained Animal on Table 1.7.

Specialist required (Beastmaster, carrion crawler). A specialized beastmaster is required to handle a Carrion Crawler and to command the animal in a combat situation. A beastmaster can care for up to six carrion crawlers at a time.

Favored Terrain (subterranean). Carrion crawler thrive in subterranean environment. Their speed increases by 8 miles per day.

CAMEL

Camels are an excellent substitute to horse when crossing very hot regions like deserts. They are not very expensive and their speed compare to that of horses.

Favored Terrain (Desert). When traveling through a desert or desert-like terrain the upkeep is reduced to 1 cp per day.

CENTIPEDE, TUNNEL

This gigantic insect is one of the most wanted animal by merchants. Its ability to burrow tunnels allows opening trade routes where normally none is present. Even if slows, they can load a very huge amount of trade goods. Merchants usually prefer to fit small quarters on the animal's shoulders for them and their henchmen, and then rely on vehicles attached to the animal to ship trade goods.

Centipedes are very hard to find on the market and very expensive. A centipede egg is worth up to 300 gp on the market. A merchant can buy a tunnel centipede only as a Trained Animal on Table 1.7.

Specialist required (Beastmaster, centipede). A specialized beastmaster is required to handle a Centipede and to command the animal in a combat situation. A beastmaster can care for one centipede at a time.

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DOG (MASTIFF)

Dogs are common in every market, even if expensive they combine and decent pulling capacity and a good defensive ability. Dogs are usually employed to escort bigger expeditions or as a temporary substitute for other animals.

DONKEY

Cheap and strong, they are widely used by all merchants on all trade routes. They are not expensive and they are strong and tough. If well treated, they can become loyal companions even more than dogs.

ELEPHANT

These pachyderms are not very common, but widely used in some regions. Their size makes predators think twice before attacking an expedition, and their strength provides an excellent pulling capacity.

Specialist required (beastmaster, mammal). A specialized beastmaster is required to handle an Elephant and to command the animal in a combat situation. A beastmaster can care for one elephant at a time.

Disfavored Terrain (Arctic). An elephant consumes more food, thus doubling the upkeep.

GOAT, GIANT

Giant goats are an uncommon alternative to more common pulling animals. Halfling merchants seems to favor this animal to pull their wagons. Giant goats are easy to train and very versatile in every environment, even if a bit more expensive. A merchant can buy a giant goat only as a Trained Animal on Table 1.7.

GRIFFON

Griffons are one of the few flying species that are employed to ship trade goods. Only a wealth merchant can afford one, and it is very useful when expensive trade goods have to be delivered quickly. A griffon egg is worth 300 gp on the market. A merchant can buy agriffon only as a Trained Animal on Table 1.7.

Specialist required (Beastmaster, griffon). A specialized beastmaster is required to handle a Griffon and to command the animal in a combat situation. A beastmaster can care for one griffon at a time.

HIPPOGRIFF

Hippogriffs are a cheaper alternative to griffons. They have a good flying speed and good carrying capacity, and are often used to deliver luxury goods in a short time. A hippogriff is worth 150 gp on the market. A merchant can buy a hippogriff only as a Trained Animal on Table 1.7.

Specialist required (Beastmaster, hippogriff). A specialized beastmaster is required to

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handle a Hippogriff and to command the animal in a combat situation. A beastmaster can care for one Hippogriff at a time.

HORSES (draft; heavy; light; medium)

Horses is the most common animal used by expeditions to travel across the world. They come in different variety and prices, and are found in almost any market. They are easy to train, with a low upkeep.

LIZARD, GIANT

These huge reptiles are not common, but they are heavily employed by tribe of humanoid, especially nomadic ones. They are relatively cheap compared to their carrying and pulling capacity, and easy to feed. Sometimes dwarves mining company employ these animals to move ores from the mines to their fortresses. They are easy to train and not very aggressive. A giant lizard egg is worth 200 gp on the market. A merchant can buy a giant lizard only as a Trained Animal on Table 1.7.

Specialist required (Beastmaster, reptile). A specialized beastmaster is required to handle a Giant Lizard and to command the animal in a combat situation. A beastmaster can care for one giant lizard f at a time.

Disfavored Terrain (Arctic). A giant lizard consumes more food, thus doubling the upkeep. For every day spent in an arctic terrain, it loses 1d6 hit points that do not heal by natural means.

MAMMOTH

Ancestors of modern elephants, mammoths are their stronger and tougher cousins. They are not easy to find and are employed by nomadic tribes in cold climates. Mammoths are a great deterrent against predators and marauders. They are relatively easy to train, but quite expensive. A merchant can buy a mammoth only as a Trained Animal on Table 1.7.

Specialist required (beastmaster, mammal). A specialized beastmaster is required to handle a Mammoth and to command the animal in a combat situation. A beastmaster can care for one mammoth at a time.

Favored Terrain (Arctic). Increase the speed by 8 miles per day.

MULE

Stronger and faster than donkeys, they are the favored animal by most merchants. You will not find a more reliable companion.

OX

Strong and sturdy, but slow. The ox is used to ship heavy stuff across short distances. It can be purchased in every market, and is very common in rural settlements.

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PEGASUS

Owning a Pegasus is more a symbol of prestige and wealth. They are among the fastest animals used to deliver goods, but they are very expensive. Pegasus are always preferred to griffons, because they are better in almost any aspect, except their combat abilities. A merchant can buy a pegasus only as a Trained Animal on Table 1.7.

Specialist required (beastmaster, Pegasus). A specialized beastmaster is required to handle a Pegasus and to command the animal in a combat situation. A beastmaster can care for one Pegasus at a time.

POLAR BEAR

Polar bears are the strongest and most dangerous of their species. Rare to find, and hard to train, once tamed they become loyal companion and fierce fighters. Their ability to swim makes them a valuable and versatile animal to travel across dangerous regions. Their drawback is they need cold climates. A merchant can buy a polar bear only as a Trained Animal on Table 1.7.

Specialist required (beastmaster, mammal). A specialized beastmaster is required to handle a polar bear and to command the animal in a combat situation. A beastmaster can care for one polar bear at a time.

Disfavored Terrain (any, except artic). Decrease the speed by 8 miles per day.

PONY

Ponies provide a good mix of strength, speed and price, but they are a bit expensive. These animals are largely employed in halfling farming communities

RHINOCEROS

Rhinoceros are the smaller alternative to elephants, even if harder to train. The have good strength and speed, and are employed by local tribes in less civilized regions. They are fierce fighters but sometime they are hard to control. A merchant can buy a rhinoceros only as a Trained Animal on Table 1.7.

Specialist required (beastmaster, mammal). A specialized beastmaster is required to handle a rhinoceros and to command the animal in a combat situation. A beastmaster can care for one rhinoceros at a time.

ROC

This gigantic flying beasts represents the ultimate achievement. Extremely expensive and rare, they are employed by the richest merchant houses to deliver trade goods acroos continents. Their strength and size allows shipping a considerable amount of trade goods. A roc egg is worth 1,500 gp on the market. A merchant can buy a rhinoceros only as a Trained Animal on Table 1.7.

Specialist required (Beastmaster, roc). A specialized beastmaster is required to handle

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a Roc and to command the animal in a combat situation. A beastmaster can care for one roc at a time.

RUST MONSTER

This weird creature is often employed by kobolds and other subterranean races to move stuff. They are not very strong but they represent a good deterrent against armed marauders, due to their ability to turn iron into rust. They are easy to train, but hard to find and quite expensive when bought on the matker. A rust monster egg is worth 20 gp on the market. A merchant can buy a rust monster only as a Trained Animal on Table 1.7.

Favored Terrain (subterranean). Increase the speed by 8 miles per day.

SCORPION, GIANT

Giant scorpions are very rare to find, and very hard to train. They are employed by insect-like humanoid due to their combat abilities and resistance to hot climates. A giant scorpion egg is worth 50 gp on the market. A merchant can buy a rust monster only as a Trained Animal on Table 1.7.

Specialist required (beastmaster, scorpion). A specialized beastmaster is required to handle a Giant Scorpion and to command the animal in a combat situation. A beastmaster can care one giant scorpion at a time.

SLUG, GIANT

Giant slugs, even if slow, provide an excellent carrying and pulling capacity. They are also very dangerous to bandits who attempt to assault an expedition amd their ability to spit acid discourage even the fiercest predators. They are often used by fey both as home and to ship goods. A giant slug egg is worth 200 gp on the market. A merchant can buy a giant slug only as a Trained Animal on Table 1.7.

Specialist required (beastmaster, giant slug). A specialized beastmaster is required to handle a Giant Slug and to command the animal in a combat situation. A beastmaster can care one giant slug at a time.

SPIDER, GIANT

Giant spiders are used by subterranean races, especially goblinoids and dark elves. They are excellent climbers and strong fighters, even if not so fast. They exist in different varieties and colors.

A merchant can buy a giant slug only as a Trained Animal on Table 1.7.

Specialist required (beastmaster, spider). A specialized beastmaster is required to handle a Giant Spider and to command the animal in a combat situation. A beastmaster can care for up to four giant spider at a time.

Favored Terrain (subterranean). Increase speed by 8 miles per day.

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TOAD, GIANT

Giant toads are used as animals by amphibious humanoids, and they are excellent to ship stuff across rivers and lakes due to their high swimming speed. They work well on land also. Their weak point are deserts and hot regions. Giant toads pulling capacity works only if they are attached to a water vehicle. A merchant can buy a giant toad only as a Trained Animal on Table 1.7.

Specialist required (beastmaster, giant toad). A specialized beastmaster is required to handle a Giant Toad and to command the animal in a combat situation. A beastmaster can care for up to one giant toad at a time.

Favored Terrain (swamp). Increase speed by 8 miles per day. Upkeep drops to zero.

Disfavored Terrain (desert). Decrease speed to 8 miles per day. For every day spent in an desert terrain, it loses 3d6 hit points that do not heal by natural means.

TRICERATOPS

Triceratops are very hard to find on the market, and they may exist in your campaign setting only if the Game Master allows so. It can be captured in warm climates like jungles or tropical climates. A triceratops egg is worth up to 100 gp on the market. A merchant can buy a triceratops only as a Trained Animal on Table 1.7.

Specialist required (Beastmaster, dinosaur). A specialized beastmaster is required to handle a triceratops and to command the animal in a combat situation. A beastmaster can care for a one triceratops at a time.

Favored Terrain (plain). A triceratops can gather food if under the watch of a specialized beastmaster. The upkeep is reduced to zero.

Disfavored Terrain (arctic). A triceratops consumes more food, thus doubling the upkeep. For every day spent in an arctic terrain, it loses 2d6 hit points that do not heal by natural means.

WYVERN

The wyvern is the only animal with a relatively high intelligence. They are hard to train and very expensive. Wyvern carrying capacity is not great, but it is compensated by its speed and combat abilities. A wyvern egg is worth up to 1,000 gp on the market. A merchant can buy a wyvern only as a Trained Animal on Table 1.7.

Specialist required (beastmaster, wyvern). A specialized beastmaster is required to handle a wyvern and to command the animal in a combat situation. A beastmaster can care for a one wyvern at a time.

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LAND VEHICLES

Land vehicles requires paths, roads or trails in order to travel at full speed, where the speed is dictated by the actual animal pulling the vehicle.
If a vehicle is travelling in a flat (or partially flat) terrain like ice plateau, tundra, grassland, plain, badland, savannah or desert, then its speed is halved.
Other terrains are not accessible to vehicles unless the Game Master or the vehicle description states otherwise. A merchant, in order to travel through these terrains, must rely on the pure carrying capacity of the animals.
The entries presented below explain what each characteristic means on Table 1.10 – Land Vehicles.
Price. The price of a single vehicle, expressed in gp (gold piece). You can apply the price modifier derived from the size of the settlement to increase or decreases the base price of vehicle.
Weight. The weight of the vehicle expressed in lbs. The weight of the vehicle affects the pulling capacity of the animal attached to it.
Capacity. The maximum amount of trade goods a vehicle can ship, expressed in lbs.
AC. Armor class of the vehicle.
Hardness. When a vehicle suffers damage from an attack, you subtract the hardness from the damage inflicted.
HP. The vehicle hit points. When a vehicle loses more than half of its point, its speed drops to 8 miles per day. A vehicle with 0 hit points is wrecked and cannot move.
Squares. This represent the size and the general shape of the vehicle.
Crew. The minimum number of drivers required to move the vehicle. Crew does not affect the capacity of a vehicle.
Passengers. The maximum number of person a vehicle can transport without affecting the capacity and thus the speed. This value refers to a small or medium sized passenger that occupies 1 square. A large passenger counts as four passengers, because it occupies four squares.

TABLE 1.10 - LAND VEHICLES

LAND VEHICLES	Price	Weight	Capacity	AC	Hardness	HP	Crew	Passengers	Squares	
Cart	15 gp	300	400	11	5	40	1	1		2x2
Carriage	100 gp	500	200	11	5	60	1	4		2x3
Sleigh	25 gp	50	100	12	5	16	1	0		1x2
Wagon, light	50 gp	400	800	11	10	80	1	1		2x2
Wagon, medium	75 gp	500	1,200	10	10	120	1	2		2x3
Wagon, heavy	100 gp	1,100	3,200	9	10	192	2	4		2x4
Wagon, palace	1,000 gp	4,000	21,600	8	20	1,080	4	8		3x6

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CART

Carts are small vehicles equipped with two wheels. They can be pulled by a person or by an animal. Their low cost and their low capacity makes them perfect vehicles to ship goods at short distances or within the boundaries of a trade node. Carts, unlike other vehicles, has access to difficult terrains.

CARRIAGE

Carriages are meant to ship passengers more than trade goods. Their capacity for trade goods is very limited. Merchant uses these vehicles as their personal transportation while travelling with their expeditions. A standard carriage has four wheels.

SLEIGH

Sleigh are small vehicles without wheels that can be pulled by animals or not. They are employed to cross flat, difficult and rough terrains when roads, paths or trails are not available. Sleighs, unlike other vehicles, has access to difficult and rough terrains, but their capacity is very low.

WAGON, LIGHT

Light wagons are the basic vehicles employed by merchants to ship trade goods, and they can be found on every road and every market. They represent a good combination of price, capacity and resistance. Standard light wagons have four wheels.

WAGON, MEDIUM

Medium wagons are an improvement of their lighter version. Their capacity increases compared to their weight, while the price remains under control. Standard medium wagons have four wheels.

WAGON, HEAVY

Heavy wagons represent a big leap in merchant career. Their capacity increases dramatically and their price is still low. Many professional merchants employs these wagons to ship a considerable amount of trade goods across the land, and they even have room for a small bed. Standard heavy wagons have six wheels.

WAGON, PALACE

Palace wagons, as they are called, are gigantic vehicles that surpass in capacity any other land vehicle known. Their price, compared to their toughness and capacity, is low.Palace wagons requires strong animals in order to be moved. A palace wagon has room for sleeping quarters and any kind of trade good. In order to command the animals to make a turn, a system of ropes and pulley connects the drivers to each animal's head. A standard palace wagon has eight wheels. Palace wagons are the only wagons that requires specialized drivers.

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WATER VEHICLES

Water vehicles are all those vehicles capable of floating and travel on water terrains, like rivers, lakes and seas. Water vehicles moves thanks to the strength of winds, the force of muscles, or both. Some water vehicles can use animals with swimming speed to move.

Water vehicles exist in many varieties, size, price and their availability, depends on the region and the technological level of a specific trade node.

Their capacity is unmatched by any other vehicle or animal, but their cost is very high and requires a considerable crew in order to operate properly. Water vehicles are usually specialized in crossing a specific mass of water, like rivers, lakes, coastal waters and oceans. The entry of each water vehicle clarify what are the allowed waters. Some water vehicles can be purchased at any dock. However, some water vehicles must be commissioned due to their size and price. The entry of each water vehicle specifies the building time.

The entries presented below explain what each characteristic means on Table 1.11 – Water Vehicles.

Price. The price of a single water vehicle, expressed in gp (gold piece). You can apply the price modifier derived from the size of the settlement to increase or decreases the base price of the water vehicle.

Capacity. The maximum amount of trade goods a water vehicle can ship, expressed in lbs.

Speed. The speed a water vehicle can reach, expressed in miles per day.

AC. Armor class of the water vehicle.

Hardness. When a water vehicle suffers damage from an attack, you subtract the hardness from the damage inflicted.

HP. The water vehicle hit points. When a water vehicle loses more than half of its point, its speed drops to 8 miles per day. A vehicle with 0 hit points is wrecked and will sink in a matter of hours or minutes.

Squares. This represent the size and the general shape of the water vehicle.

Crew. The minimum number of people required to move the water vehicle. Crew does not affect the capacity of a vehicle. If a water vehicle loses more than a fifth of the crew (rounded up), its speed drop to 8 miles per day. The crew includes the captain, the officers, the sailor and/or the rowers. The proportion between sailors and rowers is detailed in the each water vehicle entry.

Passengers. The maximum number of person a water vehicle can transport without affecting the capacity. This value refers to a small or medium sized passenger that occupies 1 square. A large sized passenger, for example, counts as four passengers, because it occupies four squares. Slaves are considered as passengers for the sake of a water vehicle capacity.

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TABLE 1.11 - WATER VEHICLES

WATER VEHICLES	Price	Capacity	Speed	AC	Hardness	HP	Squares	Crew	Passengers
Barge	1,500 gp	17,000	24	10	10	630	3x7	4	2
Canoe	30 gp	150	12	12	5	24	1x3	1	0
Caravel	30,000 gp	360,000	144	11	20	8,960	4x14	40	20
Cargo Ship	12,000 gp	336,000	48	12	10	8,400	5x14	30	10
Cog	20,000 gp	230,000	48	12	15	5,760	4x18	20	5
Drakkar	25,000 gp	96,000	48	13	10	2,400	3x20	80	160
Dromond	20,000 gp	168,000	36	14	15	4,200	3x35	200	20
Fishing Boat	3,000 gp	21,000	36	11	5	810	3x9	4	4
Galley	25,000 gp	165,000	96	13	20	4,160	4x26	150	15
Keelboat	250 gp	600	24	11	10	60	1x6	1	6
Longship	15,000 gp	36,000	72	13	15	1,350	3x15	50	150
Outrigger	150 gp	1,200	24	11	5	216	3x6	6	0
Raft	50 gp	400	16	11	5	40	2x2	1	0
Skiff	100 gp	400	16	11	5	40	1x4	2	0
Trireme	20,000 gp	130,000	36	12	15	3,240	3x27	170	17

BARGE

Barges are mainly used on rivers and lakes, where waters are quieter, or in harbors to move trade goods from anchored ships. A barge requires a captain and three sailors, and can carry up to two passengers. The standard barge is 3 squares wide and 7 squares long. A barge does not require a ship captain or a ship officer.

Allowed waters. Coastal waters, Lake, River.

Building time. 1 week.

CANOE

The canoe is a versatile craft used in coastal waters, rivers and lakes. Canoe is a good way for beginner merchants who wants to start a trade on water. Even if slow, it does not need crew and can ship a decent amount of trade goods. The standard canoe is 1 square wide and 3 squares long. Animals with swimming speed can be attached to a canoe to improve its speed. A canoe does not require a ship captain or a ship officer.

Allowed waters. Coastal waters, Lake, River.

Building time. 3 days.

CARAVEL

Caravel is capable of crossing oceans and stay in water for months. They represent the edge of technology and versatility in terms of cost, capacity and speed.

Caravels can cross any mass of water, but are usually employed on oceans, coastal waters and sometimes rivers. It mounts two, sometimes three, masts.

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The standard caravel is 4 squares wide and 14 squares long.
Allowed waters. Coastal waters, Lake, Ocean, River.
Building time. 5 months.

CARGO SHIP

If you cannot afford a caravel, cargo ship is probably your best substitute. It cannot cross oceans, but can easily navigate in coastal waters and reach any trade node. The capacity is still very good, and only inferior to that of a caravel, but the price drops considerably. The cargo ship mounts a single mast. The standard cargo ship is 5 squares wide and 14 squares long.
Allowed waters. Coastal waters, Lake, River.
Building time. 3 months.

COG

Cog is the evolution of the cargo ship, and the precursor of caravel. It can cross oceans, but with a limited capacity compared to caravels. It mounts a single mast and its speed is not that great. The standard cog is 5 squares wide and 18 squares long.
Allowed waters. Coastal waters, Lake, Ocean, River.
Building time. 4 months.

DRAKKAR

Drakkars are ships mainly made for ware and coastal plunder. They have a limited capacity compared to the amount of passengers it can ship. Drakkars are the main choice of those merchants who deal with slaves. The drakkar has one mast, and 28 crewmembers of the 80 required must be rowers. The standard drakkar is 3 squares wide and 20 squares long.
Allowed waters. Coastal waters, Lake, River.
Building time. 2 months.

DROMOND

Dromonds are coastal ships built to face hostile situations and ship precious cargo. Most merchant houses employs dromonds to ship metals, weapons and armors. They have a good capacity and resistance, but they require a considerable amount of sailors. The dromond has one mast, and 100 crewmembers of the 200 required must be rowers. The standard dromond is 3 squares wide and 35 squares long.
Allowed waters. Coastal waters, Lake, River.
Building time. 4 months.

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FISHING BOAT

Fishing boat are the most common water vehicle you can find at docks. Merchants use to refit these ships for trade purposes. It is not uncommon to find one of these ships on sale at a good price. They have not a great cargo capacity, but they can cross oceans for short periods of time. They mount a single mast and requires limited crew to operate. The standard fishing boat is 3 squares wide and 9 squares long.
Allowed waters. Coastal waters, Lake, Ocean, River.
Building time. 3 weeks.

GALLEY

Galleys represent a good combination of strength, speed, capacity and offensive power. They are slightly faster than dromonds, and require less crew.
They mount three masts , and 100 crewmembers of the 150 required must be rowers. The standard galley is 4 squares wide and 26 squares long.
Allowed waters. Coastal waters, Lake, River.
Building time. 4 months.

KEELBOAT

Keelboats are small boats designed to ship passengers more than trade goods. Its capacity is very limited, but its price very affordable. The standard keelboat is 1 square wide and 6 squares long. Animals with swimming speed can be attached to a keelboat to improve its speed. A keelboat does not require a ship captain or a ship officer.
Allowed waters. Lake, River.
Building time. 2 weeks.

LONGSHIP

Longships are a smaller version of Drakkars, but with the great advantage of being able to cross oceans. They combine a good capacity, price and speed, together with the possibility of shipping as much as 150 passengers. Merchants who deal with slaves taken from distant lands usually employ these ships for their business.
The longship mounts a single mast, and 40 of the 50 crewmembers required must be rowers. The standard longship is 3 squares wide and 15 squares long.
Allowed waters. Coastal waters, Lake, Ocean, River.
Building time. 1 month.

OUTRIGGER

Outriggers are evolved versions of canoe, with the great advantage of being able to cross oceans. They are an excellent combination of capacity and resistance, but requires 6 crewmembers to operate, with no room for passengers. The outrigger mounts one small mast. The standard outrigger is 3 squares wide and 6 squares long. Animals with

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swimming speed can be attached to an outrigger to improve its speed. An outrigger does not require a ship captain or a ship officer.
Allowed waters. Coastal waters, Lake, Ocean, River.
Building time. 1 week.

RAFT

Rafts are the cheaper solution in terms of cost and capacity. They can cross rivers, lakes and coastal waters without problems, but oceans are off-limits. They require only one crew to operate and are the best option for those merchants who want to start their business in water.
The standard raft is 2 squares wide and 2 squares long. Animals with swimming speed can be attached to a raft to improve its speed. A raft does not require a ship captain or a ship officer.
Allowed waters. Lake, River, Coastal waters.
Building time. 1 week.

SKIFF

These small boats can enters oceans for a very limited period of time, but are good picks for shipping goods on lakes, rivers and coastal waters. The standard skiff is 1 square wide and 4 squares long. Animals with swimming speed can be attached to a skiff to improve its speed. A skiff does not require a ship captain or a ship officer.
Allowed waters. Coastal waters, Lake, Ocean, River.
Building time. 1 week.

TRIREME

Triremes are an ancient concept of water vehicle that still do the job of shipping goods and people. A trireme mounts a single mast, and 100 crewmembers of the 170 required must be rowers. The standard trireme is 3 squares wide and 27 squares long.
Allowed waters. Coastal waters, Lake, River.
Building time. 4 months.

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HENCHMEN & SPECIALISTS

This chapter present a list of henchmen and specialists that a merchant can hire to assist him during his journeys. Once the trade expedition grows, more vehicles are required and thus, more specialized professional enters the ranks to serve the merchant's goals. Henchmen and specialists do not necessarily need a specific record sheet; unless they become an important component of the expedition, in such a case you may want to promote them and define their personality and background. Henchmen and specialists may belong to any race that seems plausible and coherent with your campaign setting and, Game Master discretion, they may gain levels.
Henchmen and specialist have two main traits that distinguish them:
Wage. Must be paid every week. Wage may be a standard value or may be negotiated between the NPC and the merchant.
Skill. This is the key skill the henchmen and specialists have, which defines their profession or field of knowledge. The maximum skill bonus cannot surpass +7, given by the base +2 proficiency bonus and +5 from the ability score modifier. However, if the Game Master allows the NPCs to gain new levels, you can ignore the cap and adjust it accordingly.

ACCOUNTANT

An accountants becomes essential when the business grows and the merchant needs someone wjo helps with all the math related in buying, selling and stocking trade goods. When moving coins, calculations must be flawless, and the accountant makes sure that trade goods are bought and sold at the correct price and especially the correct weight. For every 1,000 gp that are paid or cashed when buying or selling trade goods, roll 1d6 + the accountant's skill bonus to determine the amount of gp you recover from any specific transaction. A merchant can hire only one accountant.
Wage. 1 sp/week per every skill point.
Skill. Intelligence (Accounting), max +7.

BEASTMASTER

Beastmasters are essential to handle a trained animal. A beastmaster specializes in a single type of animal only, and does not require to roll a skill check unless he has to control the animal in a combat situation or under extraordinary and critical circumstances.
Wage. 5 sp/week per skill point.
Skill. Wisdom (Animal Handling), max +7.

BROKER

Brokers are those individual who knows how to move inside markets, how to deal

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with people, and how to retrieve more goods. They have made connections with many merchants across numerous trade nodes, and know how the black market works.
Brokers can increases the number of contracts available in a trade node, and the number of loads contained in each contract.
When you are rolling for the amount of contracts, have the broker roll an investigation skill check, if the result is 15 or more add 1 contract to the contracts available at the trade node.
In the same way, when you are rolling for the number of loads contained in a contract, have the broker roll an investigation skill check, if the result is 15 or more add 1 base dice to the number of load.
A merchant may hire a number of brokers equal to its charisma modifier.
Wage. 5 gp/week per skill point.
Skill. Intelligence (Investigation), max +7.

CARPENTER

Carpenters are useful specialists capables of making basic repairs to land and water vehicles. A single carpenter can restore a number of hit points per day equal to the carpenter's skill bonus.
Wage. 1 sp/week per skill point.
Skill. Intelligence (Carpentry), max +7.

CARTOGRAPHER

Cartographers make new maps and update existing ones. They are very useful when exploring new territories, but their knowledge can help expeditions in not getting lost and/or finding shortcuts across the land and the sea. When traveling, you can add the cartographer's skill bonus to the amount of miles traveled during a week.
Wage. 10 gp/week per skill point.
Skill. Intelligence (geography), max +7.

DRIVER

When an expedition contains more than one wagon, no matter the size, the merchant alone is not able to drive each on of them at the same time. Drivers do the job for you.
Wage. 5 sp/week per skill point.
Skill. Wisdom (Animal Handling), max +7.

DRIVER (PALACE WAGON)

These specialized drivers are required to drive a Palace Wagon.
Wage. 5 gp/week per skill point.
Skill. Wisdom (Animal Handling), max +7.

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HEALER

Healers are essential during long journeys across dangerous territories. Wounds and diseases often plague expeditions, and things become worst during long journeys on the sea. A healer can keep the whole expedition healthy, even if he cannot do miracles. When a healer is present in an expedition, you can heal an amount of hit points equal to the healer's skill bonus, distributed among expedition members and animals.

Wage. 1 gp/week per skill point.

Skill. Wisdom (Medicine), max +7.

HENCHMAN

Henchmen are the basic defense a merchant can hire. They are average warriors, but less skilled than a well trained fighter, and are usually hired at guilds specialized in providing personnel with a basic training in weapons.

Merchant houses usually provides their own trained henchmen to their affiliated.

Wage. 1 gp/week or more per hit die/level.

Skill. Strength (Athletics).

MERCENARY

Mercenaries are professionals with a career in a specific character class. Their wage rises exponentially and according to their level and class. Many wealthy merchants usually hire mercenaries to escort their expedition during special journeys, and across dangerous lands. A mercenary should cost at least 10 gp/week per level, doubling the wage for each level beyond the first. The Game Master has the final word.

Wage. Special (must be negotiated with the Game Master).

Skill. Special (skill set depends on the mercenary class).

SHIP CAPTAIN

Captains are essential to sail the largest water vehicles, however not all water vehicles require one. When traveling on water, you can add the captain's skill bonus to the amount of miles traveled during a week. A ship without a captain moves at half its speed.

Wage. 25 gp/week per skill point.

Skill. Wisdom (Navigation), max +7.

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SHIP OFFICER

Ship officers are required to maintain discipline on water vehicles that also require a ship captain. A ship officer can control a number of sailors equal to double the ship officer's skill bonus.

Wage. 5 gp/week per skill point.

Skill. Charisma (Persuasion), max +7.

SAILOR

Sailors are the basic unit of any crew. They make a ship moving, and they do it quickly and efficiently. They may be promoted to ship officer or ship captain with time and experience.

Wage. 5 sp/week.

Skill. Dexterity (Acrobatics).

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MERCHANT CHARACTER CLASS

TABLE 1.12 - THE MERCHANT

LEVEL	Proficiency Bonus	Features
1st	+2	Extra Feat
2nd	+2	Loads +1
3rd	+2	Contracts +1
4th	+2	Negotiator +1
5th	+3	Ability Score Improvement
6th	+3	Extra Feat
7th	+3	Loads +2
8th	+3	Contracts +2
9th	+4	Negotiator +2
10th	+4	Ability Score Improvement
11th	+4	Extra Feat
12th	+4	Loads +3
13th	+5	Contracts +3
14th	+5	Negotiator +3
15th	+5	Ability Score Improvement
16th	+5	Extra Feat
17th	+6	Loads +4
18th	+6	Contracts +4
19th	+6	Negotiator +4
20th	+6	Ability Score Improvement

CLASS FEATURES

HIT POINTS

Hit Dice. 1d4 per merchant level
Hit points at 1st level. 4 + you Constitution modifier.
Hit Points at Higher Levels. 1d4 + your Constitution modifier per merchant level after 1st

PROFICIENCIES

Armor. None
Weapons. Simple weapons
Tools. None
Saving Throws. Intelligence, Charisma, Wisdom
Skills. Choose three from Accounting, Animal Handling, Carpentry, Geography, Insight, Navigation, Perception, Persuasion.

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EXTRA FEAT

You pick an extra feat, choosing among those available in this guide and in the player's handbook (or any other expansion the Game Master has approved). You must comply with any prerequisite the feat imposes.

LOADS

You increase the number of loads in a contract you are about to seal. You may roll an additional base dice to determine the number of loads. You roll an additional base dice at 2nd level, two additional base dice at 7th level, three additional dice at 12th level and four additional base dice at 17th level.

CONTRACTS

You increase the number of contracts available at a trade node in a given week. You may add one to the roll at 3rd level, two at 8th level, three at 13th level and four at 18th level.

NEGOTIATOR

You can modify prices when rolling for price fluctuation. Add/subtract 1 to the price fluctuation roll at 4th level, add/subtract 2 at 9th level, add/subtract 3 at 14th level, add/subtract 4 at 19th level.

ABILITY SCORE IMPROVEMENT

You can increase three ability score of your choice by 1 point, but you cannot increase an ability score above 20 using this feature.

GAINING EXPERIENCE

A merchant can gain experience as any other character class does, that includes defeating monsters, accomplishing goals and so on. However, the true vocation of a merchant is making money by trading and traveling across the land. Any experience points gained for defeating enemies must be shared equally with any member that is part of the expedition.

Merchants also gains personal experience anytime one of the events stated below are true:

1 XP for every 100 gp of trade goods sold.
1 XP for every 100 gp of trade goods bought.
1 XP for every 24 miles traveled by land.
2 XP for every 24 miles traveled on the ocean.
5 XP for every 100 gp spent to buy an animal.
10 XP for every 100 gp spent to buy a vehicle.
100 XP the first time the merchant accumulate a wallet of 5,000 gp.

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200 XP the first time the merchant accumulate a wallet of 10,000 gp.
500 XP the first time the merchant accumulate a wallet of 25,000 gp.
1,000 XP the first time the merchant accumulate a wallet of 50,000 gp.
2,000 XP the first time the merchant accumulate a wallet of 100,000 gp.

SKILLS

ACCOUNTING (INT)

You become a skilled accountant. For every 1,000 gp that are paid or cashed when buying or selling trade goods, roll 1d6 + your accounting skill bonus to determine the amount of gp you recover from any specific contract.

CARPENTRY (INT)

You possess the basic notions to repair vehicles. You can restore a number of hit points equal to your carpentry skill bonus every day.

GEOGRAPHY (WIS)

You become a skilled cartographer. When traveling, you can add your geography skill bonus to the amount of miles traveled during a week.

NAVIGATION (WIS)

You possess the basic knowledge to sail a water vehicle and to command ship officers and sailors. You can add your navigation skill bonus to the amount of miles traveled during a week.

FEATS

ANIMAL LORE

Prerequisites: Merchant Class

The merchant has learned how to handle animals and maintain them healthy and strong. This talent provides the following benefits:

Gain +5 on Animal Handling skill checks.

Each animal in your expedition gains +1 hit point per hit die while under your cares.

BEASTMASTER

Prerequisites: Merchant Class; Animal Handling proficiency.

The merchant learns how to handle trained animals. Choose one animal among those available in this list: Ankylosaurus; Auroch; Black Bear; Boar, giant; Brontosaurus; Brown Bear; Carrion Crawler; Centipede, tunnel; Elephant; Griffon; Hippogriff; Lizard, giant; Mammoth; Pegasus; Polar Bear; Rhinoceros; Roc; Scorpion, giant; Slug, giant; Spider,

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giant; Toad, giant; Triceratops; Wyvern.
The merchant does not learn how to handle a specific animal, but he will have to spend one months studying with a beastmaster of the appropriate type. The cost of training equal 100 gp per animal hit die.

EXPERT DRIVER

Prerequisites: Merchant Class
The merchant learns how to drive a Palace Wagon. When driving any other land vehicle you gain advantage on Animal Handling skill checks made to control vehicles.

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RANDOM EVENTS

Random events are occurrences that affect trade in different ways, and come in three main categories: Local Events, Regional Events and Continental Events.
The entry of each random event describes what the event does, how long it lasts, and in some cases, whether it triggers other events.
The Game Master can expand each list and make proper adjustments to fit its own campaign goal.
The main difference between local, regional and continental events is their geographic amplitude and frequency. Unless stated otherwise, roll a local event once a month, a regional event once every three months (or every season) and a continental event once a year.

LOCAL EVENTS

Local events cover a small geographic area, and usually touch few trade nodes. A small cluster of settlement, not too distant one from each other, who share the same geographic area or are strongly interconnected, represent a good example of what local means. Local may also refers to a portion of a kingdom, like a barony or a county.
Some local events may affect a single trade node, in such a case local refers to a single settlement. Each entry provides a description of the local event and its effects on trade.

AQUEDUCT

A trade node is planning to build an aqueduct in order to provide fresh water to the citizens. The city council is stockpiling trade goods to complete the project.
The following trade goods receive a price modifier for 5d4 months plus the settlement size modifier:
Bricks. +6 price modifier.
Hemp. +2 price modifier.
Ox. +2 price modifier.
Slaves. +2 price modifier (only if slavery is legal).
Wood Planks. +3 price modifier.
Events. This event has a 25% chance of triggering the local event Taxes and 50% of triggering the local event Immigration.

ANKHEG INFESTATION

Ankhegs are plaguing the farmlands of a trade node, jeopardizing harvests and food availability.
The following trade goods receive a price modifier for 2d4 months.
Grain. +3 price modifier, -1d6 loads.

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LOCAL, REGIONAL & CONTINENTAL EVENTS

D20	LOCAL EVENTS	D20	REGIONAL EVENTS	D10	CONTINENTAL EVENTS
1-2	Nothing	1-6	Nothing	1-3	Nothing
3	Acqueduct	7	Avalanche	4	Cold Season
4	Ankhegs Infestation	8	Coronation	5	Hot Season
5	City Walls	9	Earthquake	6	Immigration
6	Dock	10	Famine	7	Plague, continental
7	Emigration	12	Great Project	8	Population growth
8	Fair	11	Immigration	9	War, continental
9	Fire	12	Locusts	10	Warlord, continental
10	Flooding	13	Market bubble		
11	Fortress	14	Plague, regional		
12	Immigration	15	Prosperity		
13	Marauders	16	Rebellion		
14	Market changes	17	Road		
15	Plague, local	18	Trade agreement		
16	Riot	19	War, regional		
17	Siege	20	Warlord, regional		
18	Taxes				
19	War, local				
20	Warlord, local				

Rice. +2 price modifier, -1d6 loads.
Wheat. +1 price modifier, -1d6 loads.
Encounters. This event has a 10% chance of triggering the encounter **Ankheg** but only if the climatic region and terrain potentially allows so. Roll once a day.

CITY WALLS

A trade node is planning to build city walls in order to protect the citizens.
The city council is stockpiling trade goods to complete the project. The following trade goods receive a price modifier for 5d6 months plus the settlement size modifier:
Bricks. +6 price modifier.
Hemp. +4 price modifier.
Ox. +2 price modifier.
Slaves. +3 price modifier (only if slavery is legal).
Wood Planks. +6 price modifier.
Events. This event has a 30% chance of triggering the local event Taxes and a 50% chance of triggering the local event Immigration.

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DOCK

A trade node is planning to build a dock in order to obtain a strategic importance and attract new trade routes. The local merchant houses are stockpiling trade goods to complete the project. Ignore this event if the settlement, or the settlement in the local area, has not access to a lake, a river or coastal waters.

The following trade goods receive a price modifier for 1d4 months plus the settlement size modifier (minimum 1 month):

Hemp. +2 price modifier.

Pitch. +2 price modifier

Slaves. +2 price modifier (only if slavery is legal).

Wood Planks. +6 price modifier.

Events. This event has a 20% of triggering the local event Market Changes.

EMIGRATION

Some of the citizens decide leaving the settlement looking for better opportunities, or they are running away from a local disaster. The number of citizens leaving the settlement depends on the settlement size.

Thorp. The settlement is abandoned, becoming a ghost settlement.

Hamlet. -3d20 citizens.

Village. -1d6 x 100 citizens.

Small Town. -2d6 x 100 citizens.

Large Town. -3d6 x 100 citizens.

Small City. -4d6 x 100 citizens.

Large City. -5d6 x100 citizens.

Metropolis. -6d6 x 100 citizens.

Encounters. This event has a 10% chance of triggering the encounter **Migrants**, but only if the climatic region and terrain potentially allows so. Roll once a day.

FAIR

The settlement is crowded by visitors and tourist, all coming from nearby communities. A local fair is attracting people and merchants.

Roll 1d4 plus the settlement size modifier trade goods on Table 1.2 – Settlement Favored Goods (B) to determine what trade goods are present at the fair (minimum 1). The trade goods receive a -4 price modifier for 1d4 weeks plus the settlement size modifier.

Events. This event has a 10% chance of triggering the local event Market Changes.

FIRE

A huge fire strikes the settlement and destroys some key buildings. All trade goods receive a -2 price modifier and they double the number of loads.

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The following trade goods receive a price modifier for 1d4 months:
Bricks. +2 price modifier.
Stone Slabs. +2 price modifier
Wood Planks. +4 price modifier.
Events. This event has a 25% chance of triggering the local events Riot and/or Emigration (roll separately for both events).

FLOODING

A huge flooding strikes the settlement and destroys most of the buildings and infrastructures. All trade goods receive a -4 price modifier and the number of loads is reduce to minimum. Ignore this event if the settlement, or the settlement in the local area, has not access to a lake, a river or coastal waters.
Events. This event has a 40% chance of triggering the local events Riot and/or Emigration (roll separately for both events).

FORTRESS

A trade node is planning to build a fortress to increase its defensive abilities or to face an incoming external threat. The local city council and the merchant houses are stockpiling trade goods to complete the project.
The following trade goods receive a price modifier for 3d6 months (minimum 1 month):
Bricks. +4 price modifier.
Pitch. +2 price modifier.
Ox. +2 price modifier.
Slaves. Slaves. +2 price modifier (only if slavery is legal).
Wood Planks. +3 price modifier.
Events. This even has a 50% chance of triggering the local event Immigration.

IMMIGRATION, LOCAL

Some of the citizens decide to settle at the settlement, looking for better opportunities, or they are running away from a local disaster to a safer harbor.
The number of citizens settling at the settlement depends on the settlement size.
Thorp. +1d20 citizens.
Hamlet. +3d20 citizens.
Village. +1d6 x 100 citizens.
Small Town. +2d6 x 100 citizens.
Large Town. +3d6 x 100 citizens.
Small City. +4d6 x 100 citizens.
Large City. +5d6 x100 citizens.
Metropolis. +6d6 x 100 citizens.
Encounters. This event has a 10% chance of triggering the encounter Migrants, but

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only if the climatic region and terrain potentially allows so. Roll once a day.

MARAUDERS

Clans of humanoids are attacking the trade routes and other minor communities in the local area. The threat has not been dismantled yet. All trade goods in the local area receive a -2 price modifier for 1d6 months, and the number of loads available on the market is halved.

Events. This event has a 15% chance of triggering the local event **Warlord, local**.

Encounters. This event has a 10% chance of triggering the encounter **Marauders**, but only if the climatic region and terrain potentially allows so. Roll once a day.

MARKET CHANGES

A trade node in the local area undergoes significant changes in its market position. Roll 1d4 to see what kind of change occurs to the trade node:

1) The trade node gains a Favored Trade Good with a positive price modifier. Roll one trade good on **Table 1.2 – Settlement Favored Trade Goods (B)**.

2) The trade node loses a Favored Trade Good with a positive price modifier. Pick one randomly.

3) The trade node gains a Favored Trade Good with a negative price modifier. Roll one trade good on **Table 1.2 – Settlement Favored Trade Goods (B)**.

4) The trade node loses a Favored Trade Good with a positive price modifier. Pick one randomly.

PLAGUE, LOCAL

A devastating plague is decimating the population in all the settlements located in the local area. The number of deaths depends on the settlement size, killing 10% of the population every week.

All trade goods receive a -6 price modifier but Herbs, which receives a +4 price modifier.

Thorp. 10% of population.
Hamlet. 15% of population.
Village. 20% of population.
Small Town. 10-30% (1d3) of population.
Large Town. 10-40% (1d4) of population.
Small City. 20-50% (1d4+1) of population.
Large City. 10-60% (1d6) of population.
Metropolis. 20-70% (1d6+1) of population.

Events. This event has a 50% chance of triggering the local event **Riot** and a 10% chance of triggering the regional event **Plague, regional**.

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RIOT

The citizens of a settlement in the local area are tired of the situation and start a huge riot. The riot extends to the countryside around the settlement. Any expedition has a 50% chance of being attacked by rioters and looted.
Consider the rioters as a standard encounter. During a riot the number of contracts and loads is reduced to minimum possible and all trade goods suffer a -3 price modifier. The riot lasts 4d4 weeks plus the settlement size modifier.
Events. This event has a 10% chance of triggering the local event **Warlord, local** and a 10% chance of triggering the regional event **Rebellion**.

SIEGE

The local trade node is under siege by a hostile army. Normal trade is impossible except by smuggling.
All trade goods receive a +4 price modifier. The siege lasts 1d6 months.
Events. This event has 10% of triggering the local event **Warlord, local** and a 10% of triggering the regional event **War, regional**.
Encounters. This event has a 10% chance of triggering the encounter **Army**, but only if the climatic region and terrain potentially allows so. Roll once a day.

TAXES

A settlement in the local area has decided to impose new taxes and/or raising existing ones.
Roll 1d8 to determine what kind of taxation the settlement is imposing to any expedition entering the trade node:
1) An expedition must pay 1cp*size modifier on any **Trained Animal** (*Creatures*, *Livestock*, *Mounts* and *Slaves* excluded).
2) An expedition must pay 1cp*square on any **Land Vehicle** or **Water Vehicle**.
3) The local trade guild impose a 10gp flat tax, to be paid once, to grant permission to exchange trade goods at the trade node.
4) The local city council impose a 1% tax on all trade goods that are sold.
5) The local city council impose a 1% tax on all trade goods that are bought.
6) The local city council impose a 1d4% tax on all trade goods that belong to the **Drink, Edible & other stuff** category. The tax must be paid anytime a trade good is bought or sold.
7) The local city council impose a 1d4% tax on all trade goods that belong to the **Luxury, Materials & other stuff** category. The tax must be paid anytime a trade good is bought or sold.
8) The local city council impose a 1d4% tax on all trade goods that belong to the **Creatures, Livestock, Mounts & Slaves** category. The tax must be paid anytime a trade good is bought or sold.

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Events. This event has a 5% chance of triggering the local event Riot and a 10% chance of triggering the local event Warlord, local.

WAR, LOCAL

A local war between factions invests the local area. Every settlement is affected and the countryside becomes less safe.
Trade goods receive the following price modifiers:
All Trade Goods (except weapons and armors). -4 price modifier.
Weapons. +4 price modifier.
Armors. +4 price modifier.
All trade goods, except weapons and armors, have the minimum number of loads possible instead of rolling. The war lasts for 1d4 months.
Events. This event has a 10% of triggering the regional event War, regional and every trade node in the local area has a 25% chance of triggering the local event Siege.
Encounters. This event has a 10% chance of triggering the encounter **Army**, **Militia**, **Soldiers** or **Bandits**. Roll separately once a day for each type of encounter.

WARLORD, LOCAL

A local warlord arises to threaten the balance of the local area and seize control of all the settlements.
Trade goods in every settlement located in the local area receive a -2 price modifier.
The warlord encampment is treated as wandering trade node with a +2 price modifier on **Armors and Weapons**, also, all trade goods of the Drink, Edible & other stuff category receive a +1 price modifier.
An expedition employing a trail, a road or a path has a 25% of encountering the warlord's militia and is subjected to a random tariff as detailed in the *Taxes* local event. This event lasts for 2d6 months.
Events. This event has a 10% chance of triggering the local event War, local.
Encounters. This event has a 10% chance of triggering the encounter **Army**. Roll once a day.

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REGIONAL EVENTS

Regional events cover a larger geographic area compared to local events. Settlements who share the same culture and traditions, represent a good example of what regional means. Regional may also refers to a kingdom or a federation of city states.
Regional events usually affect more trade nodes in a region, with a region containing two or more local areas. Each entry provides a description of the regional event and its effects on trade.

AVALANCHE

An avalanche blocks a main road, trail or path. Trade routes cannot pass through until the avalanche is removed. The closest trade nodes directly connected to the trade route receive a -2 price modifier. The avalanche lasts 1d6 months. Ignore this event if no trade routes passing through mountain or hill terrain exist in the region.
Events. This event has a 10% of triggering the regional event Road.

CORONATION

A new king, or the heir of an existing one, successfully claims the throne. The coronation is celebrated in all the region. The most populated trade node in the region receive a +2 price modifier, while the remaining trade nodes receive a +1 price modifier.
Events. This event has a 10% chance of triggering the local event Warlord, local.

EARTHQUAKE

A terrible earthquake shocks the whole region, causing disasters and death. Every settlement in the region loses 5% of its population. The reconstruction begins shortly after.
The following trade goods receive a price modifier for 1d4 months:
Bricks. +6 price modifier.
Furniture. +4 price modifier.
Livestock (any). +4 price modifier.
Marble Slabs. +4 price modifier.
Pitch. +2 price modifier.
Stone Slabs. +6 price modifier.
Wood Planks. +6 price modifier.
Wool. +2 price modifier.
Events. This event has a 10% of triggering the local event Riot and 10% chance of triggering the local event Warlord, local. Roll separately for each trade node in the region.

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FAMINE

Bad harvests, bad weather and other concomitant circumstances causes a severe lack of primary food. Food is not enough to feed the population, and 10% of population in every trade node die of starvation and diseases.

The following trade goods receive a price modifier for 1d6 months:

Fruit (any). +6 price modifier.

Flour. +6 price modifier.

Grain. +4 price modifier.

Rice. +4 price modifier.

Salt. +6 price modifier.

Vegetable. +6 price modifier.

Wheat. +4 price modifier.

Events. This event has a 40% chance of triggering the local event Riot, roll separately for each trade node. Every trade node in the regional area triggers the local event Emigration.

Encounters. This event has a 10% chance of triggering the encounter **Ghoul**, but only if the climatic region and terrain potentially allows so. Roll once a day.

GREAT PROJECT

The regional powers has started the construction of a colossal infrastructure that is attracting numerous merchants and workers. The site of construction turns into a temporary trade node requiring daily supplies and construction materials. The great project lasts 4d12 months and is related to the regional background of the campaign setting.

All Trade Goods. +2 price modifier.

Events. This event has a 20% chance of triggering the regional event Prosperity.

Encounters. This event has a 10% chance of triggering the encounter **Caravan**, but only if the climatic region and terrain potentially allows so. Roll once a day.

IMMIGRATION, REGIONAL

Tribes from distant lands enter the region and decide to settle at the main regional settlements. They are looking for better opportunities, or they are running away from a local disaster to a safer harbor. The number of citizens settling at every settlement depends on the settlement size.

Thorp. +1d20 citizens.

Hamlet. +3d20 citizens.

Village. +1d6 x 100 citizens.

Small Town. +2d6 x 100 citizens.

Large Town. +3d6 x 100 citizens.

Small City. +4d6 x 100 citizens.

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Large City. +5d6 x100 citizens.
Metropolis. +6d6 x 100 citizens.
Events. This event has a 20% chance of triggering the local event Riot in every Large City or Metropolis; roll separately for each settlement.
Encounters. This event has a 10% chance of triggering the encounter **Migrants**, but only if the climatic region and terrain potentially allows so. Roll once a day.

LOCUSTS

A swarm of locusts scourges the region, devouring an destroying crops. The event itself last 1d4 weeks, but its harmful effects on the markets last 1d4 months.
The following trade goods receive a price modifier:
Grain. +4 price modifier, 1 load available per contract.
Rice. +2 price modifier, 1 load available per contract.
Wheat. +4 price modifier, 1 load available per contract.
Events. This event has a 10% chance of triggering the regional event Famine.

MARKET BUBBLE

A specific trade good experiments illogical price fluctuation. Its price rise without any explanation, only to suddenly fall far below its normal price.
Roll a random trade good on Table 1.2 to determine which trade good is object of the market bubble. Every week roll 1d8 to determine the price modifier generated by the market bubble; if you roll a 8 then roll again, if you roll 1 then the price of the trade good fall to 10% of its base price for 1 week.

PLAGUE, REGIONAL

A devastating plague is decimating the population in all the settlements located in the regional area.
The following trade goods receive a price modifier:
All Trade Goods (except Herbs). -6 price modifier
Herbs. a +4 price modifier.
The number of deaths depends on the settlement size, killing 10% of the population every week.
Thorp. 10% of population.
Hamlet. 15% of population.
Village. 20% of population.
Small Town. 10-30% (1d3) of population.
Large Town. 10-40% (1d4) of population.
Small City. 20-50% (1d4+1) of population.
Large City. 10-60% (1d6) of population.
Metropolis. 20-70% (1d6+1) of population.

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Events. This event has a 50% chance of triggering the local event Riot in every trade node, and a 20% chance of triggering the continental event Plague, continental.
Encounters. This event has a 10% chance of triggering the encounter **Ghoul**, but only if the climatic region and terrain potentially allows so. Roll once a day.

PROSPERITY

The region is experimenting a period of high productivity and market vivacity. Double the number of contracts available in each trade node and double the number loads for each contract. Population increases by 20% in every settlement. This event lasts for 3d6 months.
Events. This event has a 20% chance of triggering the regional event Great Project, and a 10% chance of triggering the local event Immigration.

REBELLION

People in the whole region are trying to overthrow the local government to establish a new order. The rebellion touches all the trade node and the countryside as well. During a rebellion the number of contracts and loads is reduced to the minimum possible, and all trade goods suffer a -3 price modifier. The riot lasts 6d6 weeks.
Encounters. This event has a 25% chance of triggering the encounters **Militia**. Roll once per day.
Events. This event has a 20% chance of triggering the local event Warlord, regional and a 10% chance of triggering the regional event War, regional.

ROAD

A new road will be be built in order to connect two trade nodes and facilitate trade. The event lasts 2d4 months. The site of construction becomes a temporary trade node. The following trade goods receive a price modifier:
Livestock (any). +2 price modifier.
Mounts (any). +4 price modifier.
Pitch. +4 price modifier.
Stone Slabs. +6 price modifier.
Events. This event has a 20% chance of triggering the regional event Prosperity in the trade nodes that will be affected by the new road.

TRADE AGREEMENT

Two trade nodes located in the same region sign an important trade agreement. Roll on Table 1.2 which trade good is object of the trade agreement. One trade node acts as the supplier, the other as the purchaser.
The selected trade good is always available at the trade node that act as supplier, and there will always be at least one contract of the specified trade good with a -1 price

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modifier.
The trade node acting as the purchaser always buys the selected trade good with a +1 price modifier.

WAR, REGIONAL

A war between kingdoms or strong regional powers invests the regional area. Every settlement is affected and the countryside become less safe.
Trade goods receive the following price modifiers:
All Trade Goods (except weapons and armors). -4 price modifier.
Weapons. +4 price modifier.
Armors. +4 price modifier.
All trade goods, except weapons and armors, have the minimum number of loads possible. The war lasts for 1d4 months.
Encounters. This event has a 10% chance of triggering the encounter **Army**, **Militia**, **Soldiers** or **Bandits**. Roll separately once a day for each type of encounter.
Events. This event has a 10% of triggering the regional event **War, continental** and every trade node in the local area has a 25% chance of triggering the local event **Siege**.

WARLORD, REGIONAL

A regional warlord arises to threaten the balance of the regional area and seize control of all the settlements. The warlord has already gathered plenty of forces around him and has invaded some settlement.
All trade goods in every settlement receive a -2 price modifier. The settlement occupied by the warlord receive a +2 price modifier on **Armors and Weapons** and trade goods of the **Drink, Edible & other stuff** category receive a +1 price modifier.
An expedition employing a trail, a road or a path has a 25% of encountering the warlord's patrols and is subjected to a random tariff as detailed in the **Taxes** local event. The event lasts for 2d6 months.
Events. This event has a 20% chance of triggering the local event **War, continental**.
Encounters. This event has a 10% chance of triggering the encounter **Army**, but only if the climatic region and terrain potentially allows so. Roll once a day.

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CONTINENTAL EVENTS

Continental events cover a huge geographic area, which hosts numerous kingdoms or whole empires. What defines a continent as such, mostly depend on the specific campaign setting. A continental area is usually characterized by different cultures, languages, races and laws.
Each entry provides a description of the continental event and its effects on trade.

COLD SEASON

Cold winds and low temperatures strike the continent, creating an anomalous weather. This event lasts a season (usually three months unless the campaign setting states otherwise). During the cold season, anytime you roll for **weather conditions** and you obtain **Moderate Winds**, **Strong winds**, **Rain** or **Heavy rain**, you also add **Snow** as an additional weather condition.

HOT SEASON

Hot winds and high temperatures strike the continent, creating an anomalous weather. This event lasts a season (usually three months unless the campaign setting states otherwise). During the hot season, anytime you roll for **weather conditions** and you obtain **Light Winds**, **Moderate Winds** or **Strong winds**, you also add **Hot Winds** as an additional weather condition.

IMMIGRATION, CONTINENTAL

A huge movement of people from far lands arrives at the continent and slowly settle in the existing settlements. The number of citizens settling at each settlement depends on the settlement size.
Thorp. +1d20 citizens.
Hamlet. +3d20 citizens.
Village. +1d6 x 100 citizens.
Small Town. +2d6 x 100 citizens.
Large Town. +3d6 x 100 citizens.
Small City. +4d6 x 100 citizens.
Large City. +5d6 x100 citizens.
Metropolis. +6d6 x 100 citizens.
Events. This event has a 20% chance of triggering the local event **Riot** in every ***Large City*** or ***Metropolis***; roll separately for each settlement.
Encounters. This event has a 10% chance of triggering the encounter **Migrants**, but only if the climatic region and terrain potentially allows so. Roll once a day.

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PLAGUE, CONTINENTAL

A devastating plague is decimating the population on all the continent. The following trade goods receive a price modifier:

All Trade Goods (except Herbs). -6 price modifier.

Herbs. a +4 price modifier.

The number of deaths depends on the settlement size, killing 10% of the population every week.

Thorp. 10% of population.

Hamlet. 15% of population.

Village. 20% of population.

Small Town. 10-30% (1d3) of population.

Large Town. 10-40% (1d4) of population.

Small City. 20-50% (1d4+1) of population.

Large City. 10-60% (1d6) of population.

Metropolis. 20-70% (1d6+1) of population.

Events. This event has a 50% chance of triggering the local event Riot in every trade node.

Encounters. This event has a 10% chance of triggering the encounter **Ghoul**, but only if the climatic region and terrain potentially allows so. Roll once a day.

POPULATION GROWTH

Overall population on the continent grows. The population of each settlement grows as follows:

Thorp. +30% citizens.

Hamlet. +25% citizens.

Village. +20% citizens.

Small Town. +15% citizens.

Large Town. +15% citizens.

Small City. +10% citizens.

Large City. +10% citizens.

Metropolis. +5% citizens.

WAR, CONTINENTAL

A war between empires or other continental powers invests the continent. Every settlement is affected and the countryside become less safe.

All Trade Goods (except weapons and armors). -4 price modifier.

Weapons. +4 price modifier.

Armors. +4 price modifier.

All trade goods, except weapons and armors, have the minimum number of loads possible. The war lasts for 1d4 months.

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Events. This event has a 10% of triggering the local event Siege in every settlement.
Encounters. This event has a 10% chance of triggering the encounter **Army**, **Militia**, **Soldiers** or **Bandits**. Roll separately once a day for each type of encounter.

WARLORD, CONTINENTAL

A continental warlord arises to threaten the balance of the whole continent. The warlord has already gathered plenty of forces around him and has declared one region as its new kingdom.
All trade goods in every settlement receive a -2 price modifier. The settlements in the region occupied by the warlord receive a +2 price modifier on **Armors and Weapons**, also, all trade goods of the **Drink, Edible & other stuff** category receive a +1 price modifier.
Any expedition employing a trail, a road or a path has a 25% of encountering the warlord's patrols and is subjected to a random tariff as detailed in the Taxes local event. The event lasts for 2d6 months.
Events. This event has a 10% chance every month of triggering the regional event Coronation, which ends immediately the event by declaring the warlord as the new ruler with an official act.
Encounters. This event has a 10% chance of triggering the encounter **Army**, but only if the climatic region and terrain potentially allows so. Roll once a day.

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NATURAL WONDERS

Natural wonders are places of unique and amazing beauty. Some of them are known places, others are just waiting to be discovered. Being a unique place with peculiar features and characteristics, a natural wonder offers the merchant the opportunity to make special discoveries.

A natural wonder may possess unique goods that can be traded, or grant benefits due to its very nature. However, some natural wonders may also hide deadly dangers for the uncaring. It is up to the Game Master deciding how and when a merchant discover a natural wonder. The list presented below in inspired in real world natural wonders, but with some changes so that they can adapt to a fantasy campaign setting.

BOTTOMLESS WATERFALLS

(inspired on the Niagara Falls, Ontario, USA)

The Bottomless Waterfalls is an immense mass of falling water that constantly fill a huge river. The Waterfalls are more than 5 miles wide and hundreds of feet high.

Constant ***Rain*** characterizes the area surrounding the Waterfalls, extending for a dozen of miles, and the air is filled by a light fog made of water droplets.

The noise caused by the waters is deafening, and the more you approach the site, the worst it becomes. Nothing that fall in those water ever emerges again, and crossing the wall of water is almost impossible. It is said that the waterfalls are bottomless, and behind them hide a complex system of caves. Sages speculate that the Bottomless Waterfalls are the convergence of the Elemental Plane of Water and the Elemental Plane of Earth.

Climatic Region. Temperate.

CRATER LAKE

(inspired on the Crater Lake, Oregon, USA)

The Crater Lake formed from a huge meteorite impact that occurred millennia ago. The meteorite composition was ice and star metal (known also as adamantine).

Even if most of the ice melted while crossing the atmosphere, legends tells that some of the ice subsequently rained inside the crater and transformed the crater into a lake. The star metal known, which is resistant to normal temperatures, is still lying on the bottom of the lake. The Crater Lake is at least 2,000 feet deep, and it is said that the whole bottom is made of adamantine ore.

The waters, due to a weird interaction with the star metal that has been going on for centuries, possess unique properties, so that any weapon tempered with the Crater Lake's waters acquires unique and special properties.

Climatic Region. Temperate.

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DEAD SEA

(inspired on the Dead Sea, Jordan and Israel)

The Dead Sea, is so called because of the extremely salty waters that fill this water body. However, behind the name there is much more than it appears. It is said that the whole sea is literally an "undead" thing, and a sup of its liquid can animate a dead body which then raises again as an undead.

It is said that the lake emanates a strong necromantic energy that attract any type of undead creature, and once an undead bath into the waters, it awakens as a new, malicious and intelligent undead being.

Climatic Region. Subtropical or Equatorial.

EXPANSE OF MARSHLANDS

(inspired on the Pantanal, Amazon, Brazil)

The Expanse of the Marshlands is an immense area composed of marshes, swamps and flooded grasslands.

The extension of the Expanse measures hundreds of miles, probably more than 1,000 miles from an extreme to another. The Expanse is hidden inside a wild and deep jungle, somewhere in the tropical climatic region.

Strange plants and animal grows and thrive in the Expanse, and many of these possess special properties that only the sages can speculate about. Some legends tell of a strange and ancient civilization living in the Expanse, an exotic race that has existed even before modern humanoids claimed the land.

Other stories tell of bold explorers who, after attempting to find the Expanse, returned with empty hands, but something changed them in a profound way.

Some scholars speculate that at the center of the Expanse lies the ***Fountain of Eternal Youth***, but no one has ever confirmed this claim.

Climatic Region. Tropical.

GREAT REEF

(inspired on the Great Barrier Rift, Queensland, Australia)

The Great Reef is a coral reef stretching for over 2,000 miles, and surrounded by hundreds of micro and small islands. Sailing through the reef is very dangerous, and many ships shipwrecked because their captain badly calculated the depth of the reef. To the present day dozens, if not hundreds, of wrecks lie on the bottom of the reef, clearly visible thanks to the crystal clear waters that characterize this coast.

Many fortune seeker, with the goal of looting the abandoned wrecks, have perished in the attempt, thus adding their ships and their corpses to the count.

It is said that the Great Reef is not just a wonderful coast rich of corals and pearls, something else is going on.

Climatic Region. Tropical.

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GREAT RIFT

(inspired on the Grand Canyon, Arizona, USA)

The Great Rift is long and narrow valley stretching for hundreds of miles. An ancient river flows at its bottom, which is responsible for the Great Rift formation.

It is said that the rift hosts plenty of gold veins hidden across its steep and rugged walls. Plenty of caves and subterranean passages sprout from the rocks, many of them leading to unknown and unexplored depths.

No one knows exactly what creatures dwells in the rift and its passages, but many gold seekers would not hesitate a moment to explore the rift and mine its tremendous amount of gold.

Climatic Region. Equatorial.

HIDDEN ARCHIPELAGO

(inspired on the Galapagos Islands, Pacific Ocean, Ecuador)

Hidden somewhere in the middle of a vast ocean, lies the so called Hidden Archipelago. It has indeed many names, someone call it Lost Archipelago, others Dread Islands.

It is said that once someone discover its location, it disappears only to reappear later somewhere else. Sages speculate that a strong and exotic magic is in action, probably due to some strange supernatural phenomena.

The Hidden Archipelago is composed of three main large island, and countless minor islands. A thick bank of fog surround the Archipelago for miles, and it is considred a good sign that you may have found it, provided you and your crew manage to go through the fog safe and alive.

The Hidden Archipelago is populated by strange and exotic creatures, that no one has ever seen before that has managed to survive extinction.

Climatic Region. Subtropical or Tropical.

HIGHEST MOUNTAIN

(inspired on the Mount Everest, Himalayas, China-Tibet)

The highest peak that only a fool would dare climbing, stands as the king of kings. Its altitude is unknown, but its freezing temperatures and unnamed dangers are.

A layer of eternal glaciers cover the peak for miles, freezing winds constantly flog its rugged sides. Sometimes the scream of the winds clashing against the rock can be heard from miles, especially during the winter, and they look all but natural.

It is said that veins of gems and other riches are hidden inside the Mountain, but no one has ever confirmed if it is true, or just a legend. Sages speculate that the whole mountain is not even a natural formation, but it is instead the convergence of the Elemental Plane of Earth and the Elemental Plane of Air.

Climatic Region. Arctic.

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ICE VOLCANO

(inspired on the Eyjafjallajokull, Suourland, Iceland)

Some volcanoes spit magma, fire and sulfur, but this volcano behave differently. Chunk of ice and freezing winds erupt from its main mouth and the many minor holes that cover its sides. The ice is so cold that in some case the very rocks crack and shatter. It is said that the ice produced by the eruptions never melt, and it possesses unique properties.

Skilled armorers think that employing this ice to temper armors and weapons can grant amazing magical properties.

The true challenge, more than finding this volcano, is surviving its unforgiving cold. I It is said that normal means of protection against cold are useless, and even some magical means are not enough.

Sages speculate that the whole volcano formed when a convergence of the Para-elemental Plane of Ice and the Elemental Plane of Earth occurred millennia ago.

Climatic Region. Arctic.

IRON FJORDS

(inspired on the Lysefjord, Ryfylke, Norway)

The Iron Fjords are so called due to their peculiar formation, which seems to composed of extremely pure iron ore.

The fjords are, according to scholars and cartographers, more than 50 miles long and they crack into the mainland creating a perfect harbor.

Temperature in this region make the fjords extremely unhospitable, and the land around the formation is rocky and rugged. Many explorers have attempted to reach the end of the Fjords, but none of them has ever returned to tell the tale.

Climatic Region. Arctic.

LONELY MOUNTAIN

(inspired on the Mount Kilimanjaro, East Africa, Tanzania)

The Lonely Mountain is so called because it is the only peak standing on a vast plain. It is located in the inner lands of a huge continent, and the vast expanses that surround the Mountain, is covered by a thick jungle. Reaching the Lonely Mountain is a challenge on its own, let aside climbing and exploring it. The Lonely Mountain was once a volcano, but now all its mouths are silent since millennia.

Each mouth is large enough that they could host a small town, and the subterranean caves that fill the Mountain are said to be endless. Sage speculate that an extremely ancient dragon guards the Mountain and its unknown depths, preventing anyone from entering, and probably looting, the riches hidden in the Mountain's guts.

Climatic Region. Equatorial.

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UNDERCUT PLATEAUS

(inspired on the Tsingy de Bemaraha, East Africa, Madagascar)

This plateau was shaped by ancient rivers, and is characterized by hundreds of rocky and jagged peaks. Peaks are high no more than few hundreds feet and extremely steeps. The space between the peaks is variable, but they form numerous paths and trails so that the whole area resemble an endless maze.

It is said that venturing into this trails is like venturing into a labyrinth, and the few explorers that ever found the Undercut Plateaus lost their path and never returned. Sages speculate that these peaks are home to a now declined avian civilization.

Climatic Region. Subtropical.

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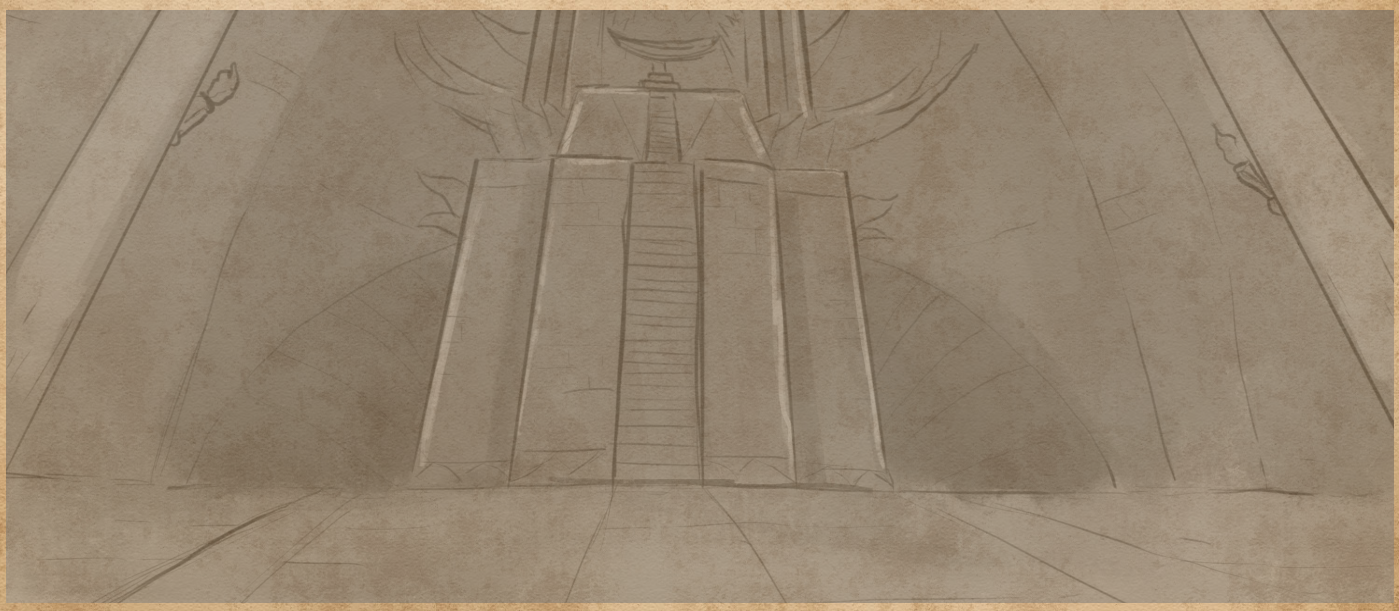
ENCOUNTERS

This chapter proposes a series of encounters organized according to the climatic region – arctic, temperate, subtropical, tropical and equatorial – and, for each climatic region, the encounters are organized into specific terrains that can plausibly be found in that specific climatic region.
Encounters may occur against hostile creatures, with potentially friendly creatures or they may be places of interests.
An encounter generator organized by climatic region and terrains, will never be exhaustive enough to encompass every possible situation, but it can surely help the Game Master to worldbuild or, to a certain degree, while hexcrawling. It is always a key factor considering the specificity of the campaign setting you are employing.

The frequency of encounters is not set on a daily basis, it is instead calibrated to fit each climatic region.
Arctic. Roll for an encounter once every 4d6 days.
Temperate. Roll for an encounter once every 2d8 days.
Subtropical. Roll for an encounter once every 2d6 days.
Tropical. Roll for an encounter once every 2d4 days.
Equatorial. Roll for an encounter once every 2d10 days.

This choice is to reflect the fact that climatic regions are not all the same, with some climatic region being more hospitable to life than others, thus increasing the chance of encountering someone or something.
Each encounter have an entry that describes, in general terms, what the encounter is about. Some encounters are simple, other encounters may offer opportunities of exploration, trade or discovery, and almost any encounter has a chance of triggering a further encounter.



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ARCTIC ENCOUNTERS

ABANDONED MINE

Mining activities ended many years ago and the mine is now an empty complex of tunnels. An abandoned mine offers complete protection against harmful **weather conditions**.

Encounters. This encounter has a 10% chance of triggering the encounter **Yeti**, a 10% chance of triggering the encounter **Abandoned Outpost** and a 10% chance of triggering the encounter **Ice Troll**. Roll separately for each possible encounter.

ABANDONED OUTPOST

Whoever lived here has now left or died due to the harsh conditions. Roll 2d4 trade goods randomly on Table 1.5, the trade goods are in good condition.

The abandoned outpost offers a good protection against harmful **weather conditions**, unless the buildings are not a pile of rubbles (Game Master discretion).

Encounters. This encounter has a 15% chance of triggering the encounter **Zombie**.

ARCHEOLOGICAL SITE

Archeological sites are rare findings, and especially valuable ones. The expedition can study and loot the archeological site, which yields 3d10 *Art Objects*.

Many times, archeological sites contain much more than simple, even if valuable, artifacts. An archeological site may be the door to ancient dungeons, or just the point of the iceberg of larger ruins. The Game Master should be prepared to run a mini quest in order to handle the exploration of an archeological site. The expedition earns 2d8 x 100 experience points.

Encounters. This encounter has a 25% of triggering the encounter **Zombie**, the 20% of triggering the encounter **Abandoned Outpost**, the 20% of triggering the encounter **Caves**.

ATOLL

An atoll offers a temporary harbor for any water vehicle and its crew. The expedition earns 1d8 x 100 experience points.

Encounters. This encounter has a 5% chance of triggering the event **Shipwreck**.

AURORA

The aurora is beautiful and rare spectacle to behold. This encounter neutralize the effects of any **weather condition** for one day, thus turning the weather condition into **Calm**. The expedition earns 1d4 x 100 experience points due to the beatiful sight they have the chance to observe.

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ARCTIC ENCOUNTERS Roll once every 4d6 days

COASTAL WATERS 3d12		HILL/MOUNTAIN 3d12		ICE PLATEAU 3d12		OCEAN 3d12		TUNDRA 3d12	
3	Sunken Ruins	3-4	Archeological site	3-5	Aurora	3-6	Atoll	3-4	Aurora
4-5	Shipwreck	5-6	Thorp	6-7	Frozen Lake	7-10	Aurora	5-6	Frozen Lake
6	Hamlet	7-8	Frozen Volcano	8-9	Frozen Caravan	11-13	Iceberg	7-8	Hamlet
7	Thorp	9-10	Abandoned Outpost	10-12	Caravan	14-22	Nothing	9-10	Frozen Caravan
8-9	Abandoned Outpost	11-12	Abandoned Mine	13-14	Ice Crack	23-24	Pirates	11	Hidden trail
10-12	Aurora	13-14	Aurora	15-22	Nothing	25-26	Sperm Whale	12-13	Wood
13-15	Iceberg	15-16	Chasm	23-24	Zombie	27	Whale	14-21	Nothing
16-20	Nothing	17-18	Caves	25-27	Frost Drake	28	Killer Whale	22-23	Caravan
21	Polar Bear	19-22	Nothing	28-30	Polar Bear	29	Frost Drake	24-26	Marauders
22	Seal colony	23-24	Winter Wolf	30-32	Winter Wolf	30	Water Elemental	25-27	Nomads
23	Walrus colony	25-26	Frost Drake	33-35	Remorhaz	31	Ice Elemental	28-31	Winter Wolf
24	Penguin colony	27-28	Ice Troll	36	White Dragon	32-33	Ghost Ship	32-33	Mammoth
25	Lacedon	29-30	Saber tooth Tiger			34-35	Sea Serpent	34-35	Frost Drake
26-27	Pirates	31-32	Yeti			36	White Dragon	36	White Dragon
28-29	Killer Whale	33-34	Frost Giant						
30-31	Frost Drake	35-36	White Dragon						
32-33	Water Elemental								
34-35	Ice Elemental								
36	White Dragon								

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CARAVAN

You encounter an expedition of traders coming from the opposite direction of yours. The caravan master is willing to trade some trade goods with you. The number of contracts depends on the caravan size, which can be small, medium or large.

A caravan crossing an arctic region may be composed of wagons or sleighs, at Game Master discretion.

Small Caravan. The caravan contains 1d4 light wagons and offers 1 contract.

Medium Caravan. The caravan contains 1d4+1 medium wagons and offers 2 contracts.

Large Caravan. The caravan contains 1d4+2 large wagons and offers 3 contracts.

CAVES

These natural formations are very common deep underground, but they rarely reach the surface, so finding an entrance is more a matter of luck. Caves may extends for miles on the subsurface and lead to unknown depths.

Tectonic movements, erosions caused by under water streams, volcanic eruptions and other unknown geological events create mazes that defies any prediction or logical explanation. The Game Master should be prepared to use an appropriate dungeon generator or some of its pre-made resources to deal with this encounter. The expedition earns 1d6 x 100 experience points.

Encounters. This encounter has a 15% chance of triggering the encounter Yeti.

CHASM

Chasms are crack in the ground hidden by snow and rocks. The may form due to minor earthquakes or by the erosion caused by ancient glaciers. A chasm is 1d20 x 10 feet deep, 2d4 feet wide and very hard to spot, requiring a DC 20 perception check.

A chasm usually strike the first members or animal of an expedition, who falls into the chasm and suffer appropriate falling damage.

Encounters. This encounter has a 5% chance of triggering the encounter Remorhaz. The Remorhaz is dwelling at the bottom of the chasm.

FROST DRAKE

Frost Drakes are not very common, but are part of the arctic ecosystem. They form small clutch and hunt in competition with more common animals like the polar bears. They are usually fond of animals and not interested in humanoids or trade goods.

appearing. 1D4+1 (2-5).

FROST GIANT

Frost giants build their fortresses and outposts in arctic regions, from where they can control vast territories. Frost giants are not traders or diplomats, so when an expedition encounter one, it is a fight for life or death.

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If encountered while traveling, the encounter always contain a single frost giant who is scouting the area or patrolling the border of the its territory. The presence of a patrol usually indicates that an outpost is nearby.
The Game Master may state that the presence of a frost giant indicates that a fortress is few days of travel away, and that the expedition has probably entered a frost giant kingdom.
appearing. 2d6 (2-12, outpost only).
Encounters. This encounter has a 5% chance of triggering the encounter **White Dragon**. If a White Dragon appears, it attacks the Frost Giant on sight.

FROZEN CARAVAN

Someone makes it, others do not. This caravan has not been very lucky and has succumbed to the unforgiving cold of the arctic. Roll 1d4 trade goods on **Table 1.5** to determine what the frozen caravan contains.
Encounters. This encounter has a 10% chance of triggering the encounter **Zombie**.

FROZEN LAKE

You discover a small frozen lake. The size of the lake is 1d12 x 100 meters on each side. A frozen lake easily contains fishes, provided its icy surface is perforated. The expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 5% chance of triggering the encounter **Ice Drake**.

FROZEN VOLCANO

This ancient volcano is now inactive, but the sighting is beautiful to behold. A frozen volcano has small caves that can offer protection against harmful **weather conditions**.
The caves offer protection to animals and expedition members, but not land vehicles. The expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 15% chance of triggering the encounter **Ice Drake**.

GHOST SHIP

Ghost ships are so called because they are still capable of floating and sailing, but for unknown reasons their crew has disappeared. It is hard to determine what killed the crew, may be a deadly disease, a mutiny that went wrong, or other supernatural forces. Ghost ships even if capable of floating, are usually damaged, and can sail at a maximum speed of 8 miles per day until properly repaired.
Roll 3d12 trade goods on **Table 1.5** to determine what the ghost ship contains.

HAMLET

This small settlement has managed to survive against any odd in this harsh environment. Treat the hamlet as a trade node. The expedition earns 2d6 x 100 experience points.

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Encounters. This encounter has a 10% chance of triggering the encounter Abandoned Mine, and a 10% chance of triggering the encounter Frozen Lake.

HIDDEN TRAIL

You find a forgotten trail that was once used by caravans. The trail continues for 2d4 days and leads to an unexplored area. The Game Master can of course prepare a custom made encounter for the expedition, once it reaches the end of the hidden trail, coherent with his own campaign setting. The expedition earns 2d4 x 100 experience points.

Encounters. This encounter has a 50% chance of triggering the encounter Thorp.

ICEBERG

Icebergs can be easily spotted and avoided, unless the occuring weather conditions is **Blizzard** or Snow. If not spotted in time, an iceberg sinks a boat immediately and a ship in 1d4 hours. The expedition earns 1d6 x 100 experience points for spotting and avoiding one.

Encounters. This encounter has a 10% chance of triggering the encounter Penguin colony.

ICE CRACK

Ice cracks are large opening in the ice that prevents anyone from crossing them. An ice crack is 1d6 x 10 feet wide and 2d20 miles long. The only way to cross one is by building a temporary bridge, otherwise the expedition has to travel to one of the edges and cross through a safer point.

ICE ELEMENTAL

Ice elementals, even if not inherently hostile creatures, have an unpredictable behavior. There is a 25% chance that an Ice Elemental attacks the expedition. Ice Elemental always fight to the death.

ICE TROLL

Ice troll are the cousins of the most common troll. These nasty predators devour everything that is edible, or barely edible; expeditions are usually their favored meal when they are lucky enough to encounter one.

appearing. 1D12 (1-12).

KILLER WHALE

Killer whales are usually encountered in coastal waters, and sometime in open ocean. They cannot damage a water vehicles except for barges, canoes, keelboats, outrigger, raft and the like. Killer whales are not hostile unless attacked or extremely hungry. Killer whales can be hunted and their fat turned into a discrete oil. In order to hunt

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a killer whale you require boats to chase the pack. A killer whale yields 50 gp of oil per hit die of the creature and it takes 1 day to treat each specimen. For each hit die treated you need a standard barrel of 50 lbs.
appearing. 5d8 (5-40).
Encounters. This encounter has a 20% chance of triggering the encounter Penguin Colony, Seal Colony or Walrus colony.

LACEDON

Lacedons are water ghouls that usually hunt close to coastal waters. Even if they prefer to feed on corpses, they sometime board ships and boats during nighttime. Lacedons have a swimming speed equal to their basic speed.
appearing. 2D12 (2-24).

MAMMOTH

These huge arctic elephants roam the tundra in herds. They are not hostile unless threatened. Mammoth are intelligent enough to recognize a hunting pack of humanoids and react accordingly. Wild mammoths cannot be trained.
Mammoths are considered huge animals with 11 hit dice, so, according to Table 1.5, the value of the fur is 55 gp (5 gp per hit die) per specimen. The tusks of a mammoth are worth 150 gp each, and are employed by artisans to craft special art objects or purchased as trophies.
appearing. 1D12 (1-12).

MARAUDERS

Marauders are small groups of extremely hostile humanoids that attack everything can be looted. When they spot an expedition they try to loot every trade good it is shipping and, if they can take prisoners, enslave them and sell them at the closest market.
appearing. 5D12 (5-60).

NOMADS

Nomads are not necessarily hostiles, and most of the time they are willing to trade. What kind of humanoid constitute the nomad tribe is up to the Game Master.
Pick a humanoid that is coherent with your campaign setting. A tribe of nomads must not be necessarily composed of members of the same race.
Treat the nomads as a Thorp or Hamlet for the purpose of determining how many contracts are available. The nomads remain in the area for 2d6 days, and then move away.
appearing. 5d6 x 10 (50-300).

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PENGUIN COLONY

Penguins and their eggs can be used as cheap food, but most of the times the presence of a penguin colony marks the presence of more valuable predators like killer whales and walrus.

appearing. 20d20 (20-400).

Encounters. This encounter has a 10% chance of triggering the encounter Killer Whale, and a 10% of triggering the encounter Walrus Colony.

PIRATES

If you are unlucky, you will meet pirates in one of your journeys, and you will have to deal with them. Pirates may employ any ship or boat to carry out their activities. They loot everything they can and try to recruit new crew after any incursion. Those who refuse to join the pirates are killed.

Roll 1d100 to determine what kind of water vehicles the pirates are employing:

01-30) Keelboat. Pirates on keelboats form fleets of 2d4 water vehicles.

31-50) Barge. Pirates on barges form fleets of 1d4 water vehicles.

51-60) Fishing Boat. Pirates on fishing boats form fleets of 1d6 water vehicles.

61-80) Cog. Pirates on cogs form fleet of 1d3 water vehicles.

81-00) Drakkar. Pirates on drakkar form fleets of 1d2 water vehicles.

Pirates always have a **Captain**, officers and full crew. Once they spot a target they will pursue it for 1d4 days, and they always catch it if their vehicles are faster than the target. The only exception are the keelboats, which pirates employ to assault targets during the night.

POLAR BEAR

Polar bears are solitary hunters that fiercely defend their hunting ground. They are not inherently hostiles, neither they tend to attack expeditions. However, if they spot a single individual they are likely to become aggressive and potentially deadly.

Polar bear provides fur, (see Table 1.5 for more details), but they can be captured and sold as exotic animals. Adult polar bears cannot be trained.

REMORHAZ

This fearsome predator is the scourge of cold regions. Remorhaz does not negotiate or take prisoners, and an encounter with this creature is always a life and death combat.

SABER TOOTHED TIGER

Also known as smilodons, these wild and fierce predators attack at night and sometimes they work in couple. Smilodons are considered large animals with 7 hit dice, so, according to Table 1.5, the value of the fur is 28 gp (4 gp per hit die) per specimen.

The tooth of a smilodon are worth 10 gp each, and are employed by artisans to craft

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special at objects.
appearing. 1D2 (1-2).

SEA SERPENT

These rare creatures are object of tales told in taverns by indentured sailors. Few claims to have spotted one, and even fewer encountered one and survived to tell the tale.
Sea serpents are solitary creatures that roam the depth of the oceans, and occasionally visit the surface to deliver swift death to ships and their sailors. Sea serpents can damage any kind of water vehicle.

SEAL COLONY

Seals can be hunted, and turned into tradable fur. Seals are considered small animals with 1 hit die, so, according to Table 1.5, the value of the fur is 2 gp (2 gp per hit die) per specimen.
appearing. 20d10 (20-200).
Encounters. This encounter has a 10% chance of triggering the encounter Killer Whale.

SHIPWRECK

Shipwrecks occurs in coastal waters and, many times, they contain useful trade goods. Roll 2d10 trade goods on Table 1.5 to determine what the shipwreck contains. It is possible that some trade goods have been completely spoiled by salt water.
A shipwreck may also contains valuable coins, usually guarded inside a chest; roll a treasure hoard: Challenge 0-4 or, if you employ your own treasure generator, find an appropriate equivalent. The expedition earns 2d6 x 100 experience points.
Encounters. This encounter has a 10% of triggering the encounter Thorp and 10% of triggering the encounter Lacedon.

SPERM WHALE

Sperm whales are usually encountered in oceans, but they spend also a lot of time in the depth of the seas. They can damage water vehicles and turn hostile if they feel their pack is threatened. Sperm whales can be hunted and their fat turned into an excellent oil. In order to hunt a sperm whale you require boats to chase the pack.
A sperm whale yields 100 gp of oil per hit die of the creature and it takes 1 day to treat each specimen. For each hit die treated you need a standard barrel of 50 lbs.
appearing. 5D4 (5-20).

SUNKEN RUINS

You spot the remnants of ancient buildings lying underwater, barely visible from the surface. Sunken ruins usually hide treasures, especially in the form of Art Objects, Jewels and sometime more valuable stuff like magical items.

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It is up to the characters finding a way to explore the ruins, but they can mark them on a map and return later. The expedition can study and loot the sunken ruins, which yields 3d10 art objects. The Game Master should be prepared to run a mini quest in order to handle the exploration of the ruins.
The expedition earns 1d10 x 100 experience points.
Encounters. This encounter has a 25% of triggering the encounter Caves.

THORP

This small settlement has managed to survive against any odd in this harsh environment. Treat the thorp as a trade node. The expedition earns 2d4 x 100 experience points.
Encounters. This encounter has a 5% chance of triggering the encounter Shipwreck if it occurs in Coastal Waters.

WALRUS COLONY

A walrus colony is living here. Walrus can be hunted and turned into tradable fur. Walrus are considered large animals with 5 hit dice, so, according to Table 1.5, the value of the fur is 20 gp (4 gp per hit die) per specimen.
appearing. 10D10 (10-100).

WATER ELEMENTAL

Water elementals, even if not inherently hostile creatures, have an unpredictable behavior. There is a 20% chance that a Water Elemental attacks the expedition.
Water Elemental always fight to the death.

WHALE

Whales are usually encountered in oceans, but they occasionally travel to specific coastal waters for reproduction. They can damage water vehicles like barges, canoes, keelboats, outrigger, raft and the like. Whales are not hostile unless attacked, and prefer fleeing instead of engaging. They attack only if cornered and left with no choice but fighting.
Whales can be hunted and their fat turned into a good oil. In order to hunt a whale you require boats to chase the pack. A whale yields 75 gp of oil per hit die of the creature and it takes 1 day to treat each specimen.
For each hit die treated you need a standard barrel of 50 lbs.
appearing. 1D8 (1-8).

WHITE DRAGON

The region is the hunting ground of an Adult White Dragon who is patrolling the area in search of prey. The white dragon does not attack immediately. It will appears in the sky for the next 1d4 days and then will strike.
A white dragon takes no prisoners and spares no life, turning this encounter into a life

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or death battle.
The presence of white dragon implies that the whole region is the personal hunting ground of the creature. White dragons do not get along well with frost giants.

WINTER WOLF

Winter wolf are among the most dreaded predators that you can encounter in arctic regions. Winter wolves do not immediately attack their prey. They first spend 1d4 days studying their target and then attack during the night. Winter wolf fur is worth 40 gp per hit die on the market.
appearing. 1D6+5 (6-11).

WOOD

An arctic wood offers natural protection against harmful weather conditions, except the Blizzard. A typical arctic wood is 1d4 miles wide and 1d4 miles long. The expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 10% of triggering the encounter Frozen Lake, and a 15% chance of triggering the encounter Thorp.

YETI

Yetis are one of the most dangerous predator an expedition can encounter in arctic regions. These monstrous furry apes are clever enough to follow their prey and ambush it at the proper moment.
appearing. 1D6 (1-6).

ZOMBIE

You encounter the survivors of an unlucky expedition. Once the pack of zombie spots your expedition, it relentlessly chase you, day and night. If you defeat the zombie horde you can try to track their path and discover where they came from. It takes 2d12 days to locate their point of origin.
appearing. 3d8 (3-24).
Encounters. This encounter has a 30% chance of triggering the encounter Abandoned Outpost, Frozen Caravan or Zombie. Roll this chance only if the expedition decides to track the path of the zombie horde.

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EQUATORIAL ENCOUNTERS

ABANDONED MINE

Mining activities ended many years ago. The mine is now an empty complex of tunnels. An abandoned mine offers complete protection against harmful **weather conditions**.
Encounters. This encounter has a 10% chance of triggering the encounter **Stone Giant**, a 10% chance of triggering the encounter **Thorp**.

ABANDONED THORP

Those who lived here are long gone. The building are still in a good state and can be used as a shelter against harmful **weather conditions**. The expedition earns 100 experience points.
Encounters. This encounter has a 10% chance of triggering the encounter **Abandoned Mine**, and a 10% chance of triggering the encounter **Orc**.

ADVENTURERS

You encounter a group of 1d4+2 adventurers. They are on their way for a dangerous mission or they are returning from one. The adventurers may be hired, or they may decide to travel with your caravan to the closest settlement, all at Game Master discretion.
Encounters. This encounter has a 30% of triggering another encounter.

ANCHORED SHIP

A ship is anchored close to the coast. You can trade with the captain and exchange information. The anchored ship has 1d4+1 contracts. The expedition earns 1d8 x 100 experience points.
Encounters. This encounter has a 15% chance of triggering the encounter **Bay**, and a 10% chance of triggering the encounter **Sahuagin**.

ANKHEG

A brood of Ankhegs is depleting the area of food. The Ankhegs attack the expedition as soon they spot it.
appearing. 1d4 (1-4).

ARCHEOLOGICAL SITE

Archeological site are rare findings, and especially valuable ones. The expedition can study and loot the archeological site, which yields 5d10 art objects. Many times, archeological sites contain much more than artifacts. An archeological site may be the door to ancient dungeons, or larger ruins. The Game Master should be prepared to run a mini quest in order to handle the exploration of an archeological site. The

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EQUATORIAL ENCOUNTERS Roll once every 2d10 days

COASTAL WATERS 3d12		BADLAND/PLAIN/SAVANNAH 3d12		HILL/MOUNTAIN 3d12		OCEAN 3d12		DESERT 3d12	
3	Sunken Ruins	3	Archeological Site	3	Necropolis	3-4	Atoll	3-5	Pyramid
4	Shipwreck	4	Pyramid	4-5	Monastery	5-6	Micro Archipelago	6-8	Oasis
5	Coral Reef	5	Thorp	6	Mine	7-8	Small Island	9-10	Pilgrims
6	Salt Basin	6-7	Nomads	7	Caves	9-10	Volcanic Island	11-12	Nomads
7	Thorp	8-9	Small Lake	8	Thorp	11-13	Ship	13-22	Nothing
8	Pyramid	10	Humanoid Tribe	9	Canyon	14-24	Nothing	23-24	Orc
9	Ship	11-12	Wood	10	Abandoned Thorp	25-26	Sharks	25-26	Salt Expanse
10	Boat	13-19	Nothing	11	Abandoned Mine	27-28	Triton	27-28	Pitch Lake
11	Reptiles	20	Salt Expanse	12	Petrified Wood	29-30	Merfolk	29-30	Lamia
12	Anchored Ship	21	Pitch Lake	13	Plateau	31-32	Sahuagin	31-32	Sphinx
13	Trade Post	22-23	Caravan	14	Chasm	33-34	Pirates	33-34	Purple Worm
14-15	Bay	24-25	Herd	15	Avalanche	35	Megalodon	35-36	Brass Dragon
16	Sea Cave	26-27	Cattle	16	Caravan	36	Dragon Turtle		
17-18	Humanoid Tribe	28	Lion	17-19	Adventurers				
19-20	Reef	29	Elephant	20-25	Nothing				
21-27	Nothing	30	Pilgrims	26-27	Orc				
28-29	Giant Lizard	31	Giant Scorpion	28	Bandits				
30-31	Sharks	32	Stirge	29	Stone Giant				
32	Pirates	33	Ankheg	30	Earth Elemental				
33	Merrow	34	Migrants	31	Marauders				
34	Harpy	35	Marauders	32	Ogre				
35	Sahuagin	36	Blue Dragon	33	Manticore				
36	Bronze Dragon			34	Troll				
				35	Chimera				
				36	Red Dragon				

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expedition earns 2d10 x 100 experience points.
Encounters. This encounter has a 10% chance of triggering the encounter Stirge, and a 10% chance of triggering the encounter Lamia.

ATOLL

An atoll offers a temporary harbor for any water vehicle and its crew. The expedition earns 1d12 x 100 experience points.
Encounters. This encounter has a 5% chance of triggering the event Shipwreck, and a 5% chance of triggering the encounter Sunken Ruins.

AVALANCHE

An avalanche is blocking the path. It must be removed or the expedition has to find another way to reach its destination. Removing the avalanche takes 3d8 days. If the expedition decide to remove the rubbles, it earns 3d4 x 100 experience points.
Encounters. This encounter has a 25% chance of triggering another encounter for every day spent in removing the avalanche.

BANDITS

A group of bandits ambush you, attempt to loot your trade goods and take as much prisoners as possible to sell them as slaves on the market. Bandits can be formed by any sort of humanoid.
appearing. 2d10 (2-20).

BAY

A beautiful bay appears in front of you, and it looks uncontaminated. You can use the bay as a safe harbor to rest and enjoy the landscape. The expedition earns 1d8 x 100 experience points.
Encounters. This encounter has a 5% chance of triggering the encounter Thorp, a 10% chance of triggering the encounter Crocodile and a 5% chance of triggering the encounter Sunken Ruins.

BLUE DRAGON

A blue dragon owns the surrounding territories. The blue dragon spots and approaches you after 1d4 days. A blue dragon always attack an expedition, but it may be willing to spare the lives of the members if the expedition has a good amount of livestock and animals to offer.

BRASS DRAGON

You spot a brass dragon and the dragon spots you in return. Brass Dragons are not hostile, preferring instead to approach strangers and investigate their intentions. The Brass Dragon approach your expedition and demands you to stop immediately. You

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have to spend 1d6 days talking with the dragon who is very curious about what is going on in the world. While spending time with the dragon, your expedition is under its protection. Your expedition earns 2d6 x 100 experience points.
Encounters. This encounter has a 5% chance of triggering the encounter Blue Dragon.

BOAT

You encounter a small fleet of boats traveling close to the coast. They are willing to exchange information and trade goods. The fleet is composed by 1d6+2 boats. The boats have 1d4+2 contracts available. The expedition earns 1d6 x 100 experience points.

BRONZE DRAGON

Encountering a bronze dragon is a unique event, but befriending one is a very lucky shot. Bronze dragons do not attack trade routes, but they may decide to make contact with an expedition. Sometime they may take the form of a lost sailor on a raft, a castaway, or any appropriate form that allows them to join a crew and explore the world while disguised.

CANYON

You discover a canyon on the route. The canyon can be used as a shortcut to reach your destination.
It takes 1d6 days to cross the canyon, in exchange you can increase the speed of the expedition by 2 miles per day. The expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 5% chance of triggering the encounter Orc. Roll every day.

CARAVAN

You encounter a caravan of fellow merchants. The caravan is willing to exchange information and trade goods. The number of contracts available depends on the caravan size. Roll 1d6 to determine the caravan size.
1-4) Small. One contract.
5) Medium. Two contracts.
6) Large. Three contracts.

CATTLE

You encounter what remains of a herd of domesticated animals. You can seize the animals and sell them on any market. Roll 1d6 to determine what animal form the herd.
1-2) Goat. 2d8 (2-16) animals.
3-4) Cow. 2d6 (2-12) animals.
5-6) Sheep. 2d10 (2-20) animals.
Encounters. This encounter has a 15% chance of triggering the encounter Ankheg.

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CAVES

These natural formations are very common deep underground, but they are rarely found on the surface. Tectonic movements, erosions caused by underwater streams, volcanic eruptions and other unknown geological events create mazes that defies any prediction or logical explanation. The Game Master should be prepared to use an appropriate dungeon generator or some of its pre-made resources to manage this encounter. The expedition earns 1d6 x 100 experience points.

Encounters. This encounter has a 20% chance of triggering the encounter Chimera.

CHASM

You discover a chasm. The chasm is 6d6 meters deep and 2d6 meters wide. If you are traveling with land vehicles, you cannot cross the chasm and you have to spend a day to avoid it.

Encounters. This event has a 50% chance of triggering another encounter unless you find a way to cross the chasm, and a 20% chance of triggering the encounter Canyon.

CHIMERA

You enter the hunting ground of a Chimera. The chimera attacks after 1d4 days, after spending this time studying you and your defenses.

Encounters. This encounter has a 25% chance of triggering the encounter Caves. The caves are the chimera's lair and are 1d4 days away.

CORAL REEF

You discover a beautiful coral reef. The coral reef is 2d6 miles long. You can spend one day harvesting 1 load of Corals, but you must roll an encounter every day while doing so; the Game Master is encouraged to employ other plausible encounters if required. If you spend one day anchored in the vicinity of the coral reef, your expedition earns 1d6 x 100 experience points.

Encounters. This encounter has a 15% chance of triggering the encounter Sharks. If your crew is harvesting corals, you roll this chance every day spent harvesting corals.

DRAGON TURTLE

You spot the shell of a dragon turtle emerging from the surface of the sea.

Dragon turtle are usually indifferent to expeditions and they do not attack unless provoked.

The very view of a dragon turtle instills fear and superstition in your expedition members. The next time you arrive at a trade node, every expedition member has a 10% chance of quitting the job.

You expedition earns 1d4 x 100 experience points.

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EARTH ELEMENTAL

Earth elementals, even if not inherently hostile creatures, have an unpredictable behavior. There is a 20% chance that a Earth Elemental turns hostile and attack. Earth Elementals always fight to the death.

ELEPHANT

You encounter a herd of elephants. They are grazing and they are not hostile unless approached or provoked.
Elephants can be captured and sold as stated on Table 1.7. Each tusk is worth 1d6 x 100 gp.
appearing. 1d12+2 (2-14).

GIANT LIZARD

Giant lizards do not attack ships or boats, but they become hostiles if they spot any living being on land.
appearing. 1d4 (1-4).

GIANT SCORPION

You encounter a giant scorpion who attacks immediately your expedition. This is a life or death battle.
appearing. 1d4 (1-4).

HARPY

A group of harpies spots the expedition, and immediately plans how to cook the next meal. Harpies attack in group by employing elaborate tactics, and wait when the target is weak or unaware.
appearing. 2D8 (2-16).
Encounters. This encounter has a 20% chance of triggering the encounter Sea Cave.

HERD

You encounter a herd of wild animals. You can capture them and sell them at the closest market. The animals try to defend themselves.
Roll 1d8 to determine what kind of herd you encounter.
1-3) Camel. 4d4 creatures.
4-5) Zebra. 3d6 creatures.
6-7) Bison. 8d6 creatures.
8) Aurochs. 2d6 creatures.
Encounters. This encounter has a 15% chance of triggering the encounter Lion.

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HUMANOID TRIBE

You encounter a humanoid tribe that is still living in a primitive way. Whether they are hostile or not, depends on the circumstances and on Game Master's discretion.
If the humanoid tribe is friendly, you can treat the encounter as a trade node for the purpose of determining the number of contracts.
It is also possible that some of the humanoid tribe members decide to join your expedition as NPC.
If you befriend the humanoid tribe and establish a trade node, the expedition earns 3d6 x 100 experience points.
Roll 1d6 to determine what kind of humanoid you encounter.
1) Aaracokra. 1d20+10 (11-30) creatures.
This encounter has a 90% chance of triggering the encounter Reef.
2) Lizardfolk. 15d12 (15-180) creatures.
This encounter has a 50% chance of triggering the encounter Oasis.
3) Human. 10d20 (10-200) creatures.
This encounter has a 50% chance of triggering the encounter **Refugees**.
4) Bullywug. 10d8 (10-80) creatures.
This encounter has a 100% chance of triggering the encounter **Waterfalls**.
5) Hobgoblin. 20d10 (20-200) creatures.
This encounter has a 80% chance of triggering the encounter Mine.
6) Grippli. 10d6 (10-60) creatures.
This encounter has a 100% chance of triggering the encounter **Lagoon** (coastal waters) or Small Lake.

LAMIA

A lamia is coming for you and your expedition. Thankfully, lamias are solitary hunters, but it is not uncommon for them to keep slaves and servants.
Lamias do not negotiate, but they may take prisoners after having eaten most of your expedition members.
Encounters. This encounter has a 100% chance of triggering the encounter Archeological Site. The site is 1d4 days far.

LION

You encounter a pride of lion on the hunt. Lions usually do not attack expedition, unless they are transporting animals or are employing animals to pull their vehicles.
appearing. 3d6 (3-18) creatures.
Encounters. This encounter has a 10% chance of triggering the encounter Cattle, and a 10% chance of triggering the encounter Herd.

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MANTICORE

You encounter a Manticore. The Manticore is hostile and attacks your expedition after 1d4 days spent studying you and your defenses.

Encounters. This encounter has a 50% chance of triggering the encounter Canyon. The Manticore uses the canyon as its lair.

MARAUDERS

Marauders are usually small groups of extremely hostile humanoids that attack everything can constitute a source of loot.

When they spot an expedition they try to loot every trade good in it and, if they can take prisoners, they take them as slave to sell at the closest market.

appearing. 5D10 (5-50).

MEGALODON

You encounter an ancient terror from past ages. A megalodon emerges from the surface and attacks your expedition. The megalodon continues attacking for 3d6 rounds or until it manages to capsize or damage your ships or boats.

Megalodons return once every 1d4 days and attacks until you remain in the same climatic region. Megalodons can damage every kind of water vehicle.

MERFOLK

Merfolks are not necessarily hostile, but they shy contact with surface dwellers. They may occasionally make contact with merchants, and with good diplomacy and a bit of patience they may become a useful asset.

Smart merchants know that befriending a tribe of merfolks may yield a safe passage and possibly protection in their territories. Once you trigger an encounter with merfolks, and establish a good relationship with the tribe, you may count with an underwater trade node, which may yield an exclusivity trade deal.

Encounters. This encounter has a 15% chance of triggering the encounter Merrow.

MERROW

Merrows attacks ships, boats and, sometimes, coastal settlements. They are always hostiles and they take no prisoners.

appearing. 3D12 (3-36).

Encounters. This encounter has a 10% chance of triggering the encounter Merfolk, and a 10% chance of triggering the encounter Sahuagin.

MICRO ARCHIPELAGO

You discover a micro archipelago that was not marked on the maps. The archipelago is composed of 2d10 tiny islands. The expedition earns 100 experience points for each tiny island.

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Encounters. This encounter has a 5% chance of triggering the encounter Humanoid Tribe, a 5% chance of triggering the encounter **Cyclops**, a 5% chance of triggering the encounter **Refugees** and a 30% chance of triggering the encounter Volcanic Island.

MIGRANTS

You encounter a caravan of migrants. The caravan is traveling to another region of the continent in search of better opportunities, but they are willing to exchange information and trade goods.

Treat the migrants as a thorp, for the purpose of determining the number of contracts. If you trade with the migrants the expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter Marauders.

MINE

You discover a small mining community. Outside the mine, a small settlement the size of a hamlet has been built. The miners are willing to exchange information and trade with you.

Treat the mining community as thorp for the purpose of determining the number of contracts, but the trade node will always have at least 1 contract of metal every week (copper, iron, silver, gold or any other metal the Game Master finds appropriate for his campaign setting).

Encounters. This encounter has a 5% chance of triggering the encounter Marauders, and a 10% chance of triggering the encounter Thorp.

MONASTERY

You discover a beautiful monastery. Monks, pilgrims and clerics are living there and they offer shelter and protection to your expedition. If someone is wounded or sick, the monks provide appropriate medical care. The expedition earns 1d8 x 100 experience points.

Encounters. This encounter has a 25% chance of triggering the encounter Pilgrims.

NECROPOLIS

You discover what seems to be the ancient entrance to a forgotten necropolis.

Necropolis are mega dungeons that extends deep into the mountains and have multiple subterranean levels. They are dangerous places and the Game Master should treat the Necropolis as a complex encounter. Your expedition earns 1d8 x 100 experience points.

OASIS

You discover an oasis that was not marked on maps. You expedition earns 1d8 x 100 experience points.

Encounter. This encounter has a 30 % chance of triggering the encounter **Nomads**, and a 25% chance of triggering the encounter Herd.

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OGRE

You encounter a band of Ogres. The ogres attack without thinking twice.
appearing. 2d10 (2-20).

ORC

You encounter a band of orcs patrolling the area and they spot your expedition. The band may either attacks you or return to their encampment for reinforcements; at Game Master discretion as usual. If the band of orcs returns to the encampment they will reappear in 1d4 days.
Orcs is a classic wandering monster to employ as an encounter, but the Game Master is encouraged to change it according to his campaign setting peculiarities.
appearing. 3d10 (3-30) band; 30d10 (30-300) encampment.

PETRIFIED WOOD

You discover the rest of an ancient petrified wood. The sight is amazing and your expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 25% chance of triggering the encounter **Stone Giant**, and a 25% chance of triggering the encounter **Humanoid Tribe**.

PILGRIMS

You encounter a column of 10d10 pilgrims traveling to a holy place or something alike. The pilgrims are peaceful and willing to exchange information and trade goods. The pilgrims are willing to buy a contract of trade goods provided it is something edible.
Encounters. This encounter has a 25% of triggering the encounter **Ziggurat**; the ziggurat is 4d12 days far.

PIRATES

Pirates may employ any ship or boat to carry out their activities. They loot everything they can and they try to recruit new crew after any assault. Those who refuse to join the pirates are killed.
Roll 1d100 to determine what kind of water vehicle the pirates are employing:
01-40) **Keelboat**. Pirates on keelboats form fleets of 2d6 water vehicles.
41-60) **Barge**. Pirates on barges form fleets of 1d6 water vehicles.
61-80) **Fishing Boat**. Pirates on fishing boats form fleets of 1d8 water vehicles.
81-95) **Cog**. Pirates on cogs form fleet of 1d4 water vehicles.
95-00) **Drakkar**. Pirates on drakkar form fleets of 1 water vehicle.
Pirates always have a Captain, officers and full crew.
Once they spot a target they will pursue it for 1d4 days, and they always catch it if their vehicles are faster than the target's. The only exception are the keelboats, which pirates employ to assault targets during the night.

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PITCH LAKE

You discover a surface source of pitch that has created a small lake. Every day spent harvesting, yields 1d4 loads of ***Pitch***.
Your expedition erans 1d4 x 100 experience points.
Encounters. Roll for a new encounter for every day spent harvesting pitch.

PLATEAU

You enter a flat plain that interrupt the rocky landscape. The plateau extends for 1d4 days and is considered as a plain for the purpose of determining the speed of the expedition. You expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 15% chance of triggering the encounter Orc, roll once for every day spent in the plateau.

PYRAMID

You discover one or more pyramids. Pyramids are ancient and massive tombs built by ancient and lost civilizations. Pyramids are complex encounters and the Game Master should consider handling them with a proper side quest. You expedition earns 1,000 experience points for each pyramid discovered.
Roll 1d6 to determine how many pyramids are present.
1-3) One pyramid.
4-5) Two pyramids.
6) Three pyramids.
Encounters. This encounter has a 15% chance of triggering the encounter Lamia.

PURPLE WORM

You feel the ground under your feet trembling. A purple worm is nearby, and has sensed your presence. The purple worm does not attack immediately.
Tremors continues for 1d4 days, and then the purple worm emerges from the sands to strike. The purple worm targets animals first, and then eventually goes for your expedition members.
Encounters. This encounter has a 20% chance of triggering the encounter Brass Dragon. The Brass Dragon may intervene in the fight and help the expedition, or maybe not.

RED DRAGON

An adult red dragon claims the area as its territory. The dragon does not tolerate the presence of any trespasser, does not negotiate and does not take prisoners. A fight against a red dragon is a battle for life or death.

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REEF

A reef is a remarkable sight. Reef are dangerous only if a water vehicle get too close. The expedition earns 1d6 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter Harpy, a 10% chance of triggering the encounter Shipwreck and a 10% chance of triggering the encounter Coral Reef.

REPTILES

You discover an area populated by exotic reptiles, who may become hostile if approached or if hungry. Many reptiles can swim and are able to catch and capsize a water vehicle, especially boats.

Roll 1d4 to determine what kind of reptiles dwell here.

1-2) Giant Constrictor Snake. 1d2 (1-2) creatures.

3) Giant Crocodile. One creature.

4) Pteranodon. 3d6 (3-18) creatures.

Encounters. This encounter has a 15% chance of triggering the encounter Oasis.

SAHUAGIN

You enters a portion of sea claimed by sahuagins. The sahuagins are not used to use diplomacy and they barely take prisoners. An encounter with sahuagins is a life or death battle.

appearing. 2d8 (2-16).

Encounters. This encounter has a 15% chance of triggering the encounter Merfolk.

SALT BASIN

You discover a salt basin that is exploitable. You can spend 1d8 days harvesting 1d4 loads of *Salt* every day. Your expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter Ankheg. If you are harvesting salt, roll this chance every day.

SALT EXPANSE

You enter an area that once was a lake or a dry ocean. Salt covers the ground for miles and the terrain is flat and white to the point it hurts your eyes.

It takes 1d4 days to cross the salt expanse. The weather condition Hot Winds has a 75% chance of occurring every day. You can spend one day without travelling to harvest 1 load of *Salt*.

SEA CAVE

A huge crack in a reef reveal a sea cave. The cave is wide enough to let a ship pass with a bit of careful maneuvering. The sea cave provide complete protection against harmful weather conditions. The expedition earns 1d8 x 100 experience points.

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Encounters. This encounter has a 5% chance of triggering the encounter Pirates and a 5% chance of triggering the encounter **Cyclops**.

SHARKS

You encounter a school of sharks. Sharks are not dangerous for water vehicles but boats. There is a 25% chance that instead of encountering a school of sharks you encounter a **Giant Shark**.
appearing. 3d4 (3-12).
Encounters. This encounter has a 15% chance of triggering the encounter Sahuagin. The sahuagins attack the expedition within 1d6 days, while sending the sharks to watch over their target.

SHIP

You come across a fellow merchant and his ship. The captain salutes you with a shake of hands and ask if you want to have a talk about your journey and exchange information and, why not, trading some stuff. The ship has 1d4+2 contracts available. The expedition earns 1d6 x 100 experience points.

SHIPWRECK

Shipwrecks occurs in coastal waters and, many times, they contain some useful trade goods. Roll 4d10 trade goods on Table 1.5 to determine what the shipwreck contains. It is possible that some trade goods have been completely spoiled by salt water. A shipwreck may also contains valuable coins, usually guarded inside a chest; roll a treasure hoard: Challenge 0-4 or, if you employ your own treasure generator, find an appropriate equivalent.
The expedition earns 2d8 x 100 experience points.
Encounters. This encounter has a 10% of triggering the encounter Thorp, and 15% chance of triggering the encounter Sharks.

SMALL ISLAND

You discover a small island that was not marked on maps. The island is 1d4 miles wide and 1d4 miles long, and there is a 50% chance of having an active volcano located at its center. The small island provide one random trade good that can be gathered once a week. Roll once on Table 1.5 to determine what trade good the island yields.
The expedition earns 2d10 x 100 experience points.
Encounters. This encounter has a 15% chance of triggering the encounter Triton, and a 10% chance of triggering the encounter Monastery.

SMALL LAKE

You discover a small lake. The lake is 1d4 miles wide and 1d4 miles long, but was not

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marked on the maps. If you spend a day resting at the lake, your expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 20% chance of triggering the encounter Humanoid Tribe, and a 30% chance of triggering the encounter Nomads.

SPHINX

You spot what seems to be a sphinx flying high above in the sky. The sphinx ignores you unless it has a good reason to approach you or you manage to call its attention.
Sphinx are not usually hostiles, but are not very interested in spending their time with strangers, however their presence may mark the presence of ancient ruins or archeological sites in the vicinity.
Your expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 50% chance of triggering the encounter Archeological Site. The site is 1d4 days far.

STIRGE

A flock of stirges flies upon the expedition from the trees above you. The stirges attack any animal or member indiscriminately.
appearing. 6d6 (6-36).

STONE GIANT

You make contact with a tribe of stone giant, a rare event indeed. The contact may occur with a single member, or with a patrol.
Stone Giants are not inherently hostile, neither friendly. They may be suspicious of your presence in their territory or just indifferent. However, it is possible to befriend the tribe and establish a trade node through a bit of diplomacy.
A tribe of stone giants counts as a Small Town for the purpose of determining the number of contracts, and they offer Stone Slabs and Marble Slabs as trade goods.
If you befriend the tribe your expedition earns 1d6 x 100 experience points.
appearing. 1d8 +2 (3-10).
Encounters. This encounter has a 15% chance of triggering the encounter Orc, and a 5% chance of triggering the encounter Brass Dragon.

SUNKEN RUINS

The remnants of ancient building lie underwater, and are barely visible from the surface. Sunken ruins usually contain treasures, especially in the form of Art Objects, Jewels and sometime more valuable stuff like magical items.
It is up to the characters finding a way to explore the ruins, but they can mark them on their maps to return later with an equipped expedition.
The expedition can study and loot the sunken ruins, which yields 4d10 art objects.

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Many times, sunken ruins contain much more than simple, even if valuable, artifacts. The Game Master should be prepared to run a mini quest in order to handle the exploration of the site. The expedition earns 1d12 x 100 experience points.
Encounters. This encounter has a 20% chance of triggering the encounter Sharks, a 20% chance of triggering the encounter Sahuagin and a 10% chance of triggering the encounter Sea Cave.

THORP

This small settlement has managed to survive and thrive, but maps did not mark its position. Treat the thorp as a trade node.
The expedition earns 1d8 x 100 experience points.
Encounters. This encounter has a 10% chance of triggering the encounter Shipwreck if it occurs in **Coastal Waters**.

TRADE POST

A small trade post has settled in this beautiful coast and set up business. The trade post offers 1d4 contracts. Roll 1D10+10 to determine how many merchants and their families live at the trade post.
Encounters. This encounter has a 10% chance of triggering the encounter Merrow.

TRITON

You encounter a patrol of tritons that seems to be friendly, or at least interested in your presence. Tritons are not hostiles unless provoked or attacked, so it is possible to establish good relationships with underwater settlement. Treat the triton settlement as a trade node for the purpose of determining the number of contracts. If you befriend the tritons, your expedition earns 1d6 x 100 experience points.
appearing. 2d6 (2-12) patrol; 6d10 (6-60) underwater settlement.
Encounters. This encounter has a 10% chance of triggering the encounter Merrow.

TROLL

Trolls are nasty predators that devour everything that is edible, or barely edible; expeditions and crews are usually their favored meal, when they are lucky enough to encounter one.
appearing. 1D12 (1-12).

VOLCANIC ISLAND

You discover a new island that was not marked on the maps. The island has an active volcano at its center. Your expedition earns 1d10 x 100 experience points.
Encounters. This encounter has a 35% chance of triggering the encounter Micro Archipelago, a 20% chance of triggering the encounter Small Island and a 5% chance of triggering the encounter Pirates.

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WOOD

A wood offers natural protection against harmful weather conditions, including the Sandstorm. A typical wood is 1d4 miles wide and 1d4 miles long.

The expedition earns 1d8 x 100 experience points.

Encounters. This encounter has a 25% of triggering the encounter Herd, and a 15% chance of triggering the encounter **Nomads**.

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SUBTROPICAL & TROPICAL ENCOUNTERS

ABANDONED DOCK

An old crappy dock is barely standing on the water surface. It seems that no one is using it anymore. However, it can be repaired in 2d4 days and transformed into an operational dock. The expedition earns 1d8 x 100 experience points if it repairs the dock.

Encounters. This encounter has a 10% chance of triggering the encounter Thorp.

ABANDONED HUT

An abandoned hut provides shelter from harmful weather conditions to all expedition members but animals.

Encounters. This encounter has a 5% of triggering the encounter Hag.

ABANDONED LIGHTHOUSE

An old lighthouse is standing on the coast alone. No one is using it anymore. The lighthouse can be repaired in 1d4 weeks. The expedition earns 1d4 x 1,000 experience points if they repair the lighthouse.

Encounters. This encounter has a 15% chance of triggering the encounter Lacedon.

ABANDONED MINE

Mining activities ended many years ago. The mine is now an empty complex of tunnels. An abandoned mine offers complete protection against harmful weather conditions.

Encounters. This encounter has a 10% chance of triggering the encounter Beasts, a 10% chance of triggering the encounter Thorp.

ABANDONED THORP

Those who lived here are long gone. The building are still in good state and can be used as a shelter against harmful weather conditions. The expedition earns 100 experience points.

Encounters. This encounter has a 20% chance of triggering the encounter Abandoned Mine, and a 15% chance of triggering the encounter Bandits.

ADVENTURERS

You encounter a group of 1d4+2 adventurers. They are on their way for a dangerous mission or they are returning from one.

The adventurers may be hired, or they may decide to travel with your caravan to the closest settlement, at Game Master discretion.

Encounters. This encounter has a 25% of triggering another encounter.

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SUBTROPICAL & TROPICAL ENCOUNTERS

Roll once every 2d6 days (subtropical) and once every 2d4 days (tropical)

COASTAL WATERS 3d12		JUNGLE/FOREST 3d12		GRASSLAND/PLAIN 3d12		HILL/MOUNTAIN 3d12		OCEAN 3d12		MARSH/SWAMP 3d12	
3	Sunken Ruins	3	Ancient Ruins	3	Archeological site	3	Monastery	3-4	Atoll	3	Lost Temple
4	Shipwreck	4	Ziggurat	4	Ziggurat	4	Hidden Trail	5-6	Micro Archipelago	4-9	Herbs
5	Abandoned Dock	5-6	Lost Temple	5	Thorp	5	Waterfalls	7-8	Small Island	10-13	Wood
6	Abandoned Lighthouse	7-8	Insect Swarm	6	Hamlet	6	Mine	9	Volcanic Island	14-15	Humanoid Tribe
7	Thorp	9-10	Clearing	7	Farming Community	7	Caves	10-13	Ship	16	Clearing
8	Wood	11-12	Pond	8	Outpost	8	Thorp	14-24	Nothing	17-20	Nothing
9	Reef	13-14	Humanoid Tribe	9	Small Lake	9	Canyon	25	Megalodon	21-22	Stirge
10	Ship	15	Spiderweb	10	Marsh	10	Abandoned Thorp	26	Killer Whale	23-25	Crocodile
11	Boat	16	Thorp	11	Wood	11	Abandoned Mine	27	Whale	26-28	Reptiles
12	Insect Swarm	17	Refugees	12-17	Nothing	12	Abandoned Hut	28	Sperm Whale	29-32	Insect Swarm
13	Lagoon	18	Bridge	18-19	Caravan	13	Scout	29	Merfolk	33-35	Troll
14	Reptiles	19	Chasm	20	Herd	14	Chasm	30	Pirates	36	Black Dragon
15	Anchored Ship	20	Herbs	21	Cattle	15	Avalanche	31	Ghost Ship		
16	Trade Post	21-23	Nothing	22	Lion	16	Caravan	32	Sea Drake		
17-18	Bay	24	Adventurers	23	Elephant	17	Wood	33	Sahuagin		
19-20	Watchtower	25	Beasts	24	Pilgrims	18	Forest	34	Water Elemental		
21	Sea Cave	26	Plants	25	Flock	19-25	Nothing	35	Sea Serpent		
22-25	Nothing	27	Giant Spider	26	Stirge	26	Flock	36	Kraken		
26-27	Lacedon	28	Worg	27	Bandits	27	Bandits				
28	Sharks	29	Bandits	28	Ankheg	28	Grimocks				
29	Crocodile	30-31	Ettercap	29	Migrants	29	Marauders				
30	Pirates	32	Giant Scorpion	30	Marauders	30	Ogre				
31	Merrow	33	Troll	31	Soldiers	31	Manticore				
32	Harpy	34-35	Forest Drake	32	Army	32	Troll				
33	Sahuagin	36	Green Dragon	33	Supernatural Fog	33	Ettin				
34	Cyclops			34-35	Wererat	34	Supernatural Fog				
35	Water Elemental			36	Blue Dragon	35	Chimera				
36	Bronze Dragon					36	Red Dragon				

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ANCHORED SHIP

A ship is anchored close to the coast. You can trade with the captain and exchange information. The anchored ship has 1d4 contracts. The expedition earns 1d6 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter Bay, and a 10% chance of triggering the encounter Sahuagin.

ANCIENT RUINS

You discover the remnants of ancient buildings hidden by trees and bushes. Ancient ruins usually hide treasures, especially Art Objects, Jewels and sometime magical items. It is up to the characters finding a way to explore the ruins, but they can mark the position on their map to return later with an equipped expedition.

The expedition can study and loot the ancient ruins, which yields 3d10 art objects and 1d12 gemstones. The Game Master should be prepared to run a mini quest in order to manage the exploration of the ruins.

The expedition earns 1d10 x 100 experience points.

ANKHEG

A brood of Ankhegs is depleting the area of food. The Ankhegs attack the expedition as soon they spot it.

appearing. 1d6 (1-6).

ARCHEOLOGICAL SITE

The expedition can study and loot the archeological site, which yields 3d10 art objects. An archeological site may be the door to ancient dungeons, or just the point of the iceberg of larger ruins. The Game Master should be prepared to run a mini quest in order to handle the exploration of an archeological site. The expedition earns 2d8 x 100 experience points.

Encounters. This encounter has a 15% chance of triggering the encounter Stirge, and a 10% chance of triggering the encounter Supernatural Fog.

ARMY

An army is crossing a trail, a road or a path. They can be an invasion force, or just a garrison that is moving from one fortress to another. An army may be willing to trade with the expedition, and the number of contracts available depends on the size of the army.

Roll 1d6 to determine the size of the army.

1-3) Small Army. Personnel is 1d4 x 100 soldiers; 1 contract.

4-5) Medium Army. Personnel is 2d6 x 100 soldiers; 2 contracts.

6) Large Army. Personnel is 5d10 x 100 soldiers; 3 contracts.

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ATOLL

An atoll offers a temporary harbor for any water vehicle and its crew. The expedition earns 1d10 x 100 experience points.

Encounters. This encounter has a 5% chance of triggering the event Shipwreck.

AVALANCHE

An avalanche is blocking the path. It must be removed or the expedition has to find another way to reach its destination. Removing the avalanche takes 3d6 days. If the expedition decide to remove the rubbles, it earns 2d4 x 100 experience points.

Encounters. This encounter has a 20% chance of triggering another encounter for every day spent in removing the avalanche.

BANDITS

A group of bandits ambushes your expeditionand attempts to loot your trade goods and take as much prisoners as possible to sell them as slaves on the market. Bandits can be formed by any sort of humanoid.

appearing. 3d10 (3-30).

BAY

A beautiful bay appears in front of you, and it looks uncontaminated. You can use the bay as a safe harbor to rest and enjoy the landscape. The expedition earns 1d6 x 100 experience points.

Encounters. This encounter has a 5% chance of triggering the encounter Thorp, a 10% chance of triggering the encounter Crocodile, and a 5% chance of triggering the encounter Sunken Ruins.

BEASTS

You encounter a group of beasts. Beasts, if killed, may yield *Fur* as described on Table 1.5.

Roll 1d10 to determine what beast you encounter and how many of them.

1-2) Boar. 2d6 creatures.

3-4) Jackal. 2d8 creatures.

5-6) Tiger. 1d2 creatures.

7-8) Black Bear. 1d4 creatures.

9-10) Brown Bear. 1d4 creatures.

BLACK DRAGON

A black dragon dwells in this region and claims all the land as its personal hunting ground. When the black dragon spots the expedition, it does not attack immediately. The black dragon may waits 1d4 days or send some of its minions to investigate the expedition to have them captured.

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A black dragon usually kills every living being, but it may take some prisoners for its own personal fun. An direct confrontation with a black dragon is a death or life battle.

BLUE DRAGON

A blue dragon owns the territories you are crossing. The blue dragon spots and approaches you after 1d4 days. A blue dragon always attacks an expedition, but it may be willing to spare some lives if the caravan has a good amount of livestock and animals to offer.

BOAT

You encounter a small fleet of boats traveling close to the coast. They are willing to exchange information and trade goods. The fleet is composed by 1d6+1 boats. The boats have 1d4+1 contracts available. The expedition earns 1d4 x 100 experience points.

BRIDGE

Someone built a bridge to help travelers crossing a river or a chasm. The bridge is very solid and made of stone.
Encounters. This encounter has a 30% chance of triggering the encounter **Troll**.

BRONZE DRAGON

Encountering a bronze dragon is a unique event, but befriending one is a very lucky shot. Bronze dragons do not attack expeditions, but they may decide to speak with a merchant in their true form. Sometime they take the form of a lost sailor on raft, a castaway or any appropriate form that allows them to join a crew and explore the world while disguised.

CANYON

A canyon appears on the route, and it can be used as a shortcut to reach your destination. It takes 1d6 days to cross the canyon, in exchange you can increase the speed of the expedition by 2 miles per day. The expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 5% chance of triggering the encounter **Grimlock**. Roll for every day spent crossing the canyon.

CARAVAN

You encounter a caravan of fellow merchants. The caravan is willing to exchange information and seal some good deal. The number of contracts available depends on the caravan size.
Roll 1d6 to determine the caravan size.
1-2) Small. One contract.
3-4) Medium. Two contracts.
5-6) Large. Three contracts.

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CATTLE

You encounter what remains of a herd of domesticated animals. You can seize the animals and sell them on any market. Roll 1d6 to determine what animal form the herd.

1-2) Goat. 5d8 (5-40) animals.

3-4) Cow. 5d6 (5-30) animals.

5-6) Sheep. 5d10 (5-50) animals.

Encounters. This encounter has a 15% chance of triggering the encounter **Ankheg**.

CAVES

These natural formations are very common deep underground, so finding an entrance is more a matter of luck. Caves may extends for miles and in multiple levels.

Tectonic movements, erosions caused by underwater streams, volcanic eruptions and other unknown geological events create mazes that defies any prediction or logical explanation.

The Game Master should be prepared to use an appropriate dungeon generator or some of its pre-made resources to deal with this encounter. The expedition earns 1d6 x 100 experience points.

Encounters. This encounter has a 15% chance of triggering the encounter **Grimlock**.

CLEARING

A clearing interrupt the monotony of the forest, and makes the place a good site to rest for a while. If you spend a day resting here, your expedition earns 1d4 x 100 experience points. Your expedition members may also gather 1d4 loads of ***Herbs***.

Encounters. This encounter has a 5% chance of triggering the encounter **Bandits**.

CHASM

You encounter a chasm that is 6d6 meters deep. If you are traveling with land vehicles, you cannot cross the chasm and you have to spend a whole day to avoid it.

Encounters. This event has a 50% chance of triggering another encounter, unless you find a way to cross the chasm, and a 15% chance of triggering the encounter **Canyon**.

CHIMERA

You enter the hunting ground of a Chimera. The chimera attacks after 1d4 days spent studying you and your defenses.

Encounters. This encounter has a 25% chance of triggering the encounter **Caves**. The caves are the chimera's lair and are 1d4 days away.

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CROCODILE

You encounter a float of crocodiles. Crocodiles are not dangerous for ships, but they attack boats trying to capsize them. There is 15% chance that you encounter a Giant Crocodile instead of a float.

appearing. 3d8 (3-24).

Encounters. This encounter has a 25% chance of triggering the encounter **Lagoon**.

CYCLOPS

A Cyclops has made the area his home. As soon as the Cyclops spots your expedition he attacks you. Cyclops are usually encountered on coastal waters, but they can be encountered inland also. Cyclops are able to make ranged attacks by throwing huge boulders against vehicles, which is their first approach when engaging combat.

Encounters. This encounter has a 50% chance of triggering the encounter **Herd**, a 50% chance of triggering the encounter **Cattle**, and a 10% chance of triggering the encounter **Humanoid Tribe**.

ELEPHANT

You encounter a herd of elephants. They not hostile unless approached. Elephants can be captured and sold as stated on Table 1.7. Each tusk is worth 1d6 x 100 gp.

appearing. 1d12+1 (2-13).

ETTERCAP

An Ettercap is hunting in this forest. It chases the expedition for 1d4 days and then attacks during the night.

Encounters. This encounter has a 15% of triggering the encounter **Giant Spider**.

ETTIN

You encounter an Ettin. The Ettin attacks your expedition and plans to fill its stomach. This is a life or death battle.

FARMING COMMUNITY

You discover a small farming community composed of 1d10+10 people. They are not a thorp yet, but they will become one very soon if they survive. The farming community are usually composed of halflings, or any other race that fits your campaign setting. The farming community is willing to trade and provides 1 contract. The expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 15% chance of triggering the encounter **Marauders**.

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FLOCK

Flocks are dangerous flying (or avian in general) creatures that roam the area in search of food. Roll 1d4 to determine the kind of creature you encounter and their number. The Game Master can extend this list to fit his own campaign setting.

1) Axe Beak. 2d10 (2-20).
2) Cockatrice. 1D6 (1-6).
3) Griffon. 2D6 (2-12).
4) Hippogriff. 2D8 (2-16).

Encounters. This encounter has a 15% chance of triggering the encounter **Herd**.

FOREST

The forest takes 1d3 days to cross. Use the forest encounter table and roll at least one extra encounter. The expedition earns 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter **Manticore**.

FOREST DRAKE

You encounter a pack of Forest Drake. They follow the expedition for 1d6 days and then they attack.

appearing. 3d4 (3-12).

GHOST SHIP

Ghost ships are so called because for unknown reasons their crew has disappeared. It is hard to determine what killed the crew, may be a deadly disease, a mutiny that went wrong, or other supernatural forces.

Ghost ships are still capable of floating, but they are usually damaged and can sail at a speed of 8 miles per day until properly repaired.

Roll 3d12 trade goods on Table 1.5 to determine what the ghost ship contains.

GIANT SCORPION

You encounter a giant scorpion who attacks immediately your expedition. This is a life or death battle.

appearing. 1d2 (1-2).

GIANT SPIDER

Giant spiders are infesting the forest. They attack the expedition for the next 1d6 days, once per day, in swarm of 1d8 spiders.

Encounters. This encounter has a 25% chance of triggering the encounter **Spiderweb**. Roll every day for 1d4 days.

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GREEN DRAGON

An adult green dragon is roaming the region and has spotted the expedition. It immediately intercepts the trespassers to investigate the matter.
An encounter with a green dragon is not a good thing, but there is a slight chance that the dragon is willing to have a conversation; how long this conversation is going to last, is up to the Game Master.

GRIMLOCK

You encounter a tribe of Grimlock. Grimlocks always hunt during the night, where they have the advantage of darkness. Grimlocks do not negotiate and the expedition has to face a life or death battle.
appearing. 2d10 (2-20) creatures. This represents the average size of a hunting band of Grimlocks.
Encounters. This encounter has a 75% chance of triggering the encounter Caves. The caves are indeed the Grimlock lair which is located 1d4 hours away. The lair contains 20d10 (20-200) grimlocks.

HAMLET

This small settlement has managed to survive in the wild. Treat the hamlet as a trade node. The expedition earns 1d6 x 100 experience points.
Encounters. This encounter has a 10% chance of triggering the encounter Small Lake.

HARPY

A group of harpies spots the expedition, and immediately plans how to cook the next meal. Harpies attack in group by employing elaborate tactics and wait when the target is weak or unaware.
appearing. 2D8 (2-16).
Encounters. This encounter has a 20% chance of triggering the encounter Sea Cave.

HERBS

You come across a field of extremely valuable plants. If you stop a whole gathering the plants, you obtain 2d12 loads of ***Herbs***.
Encounters. This encounter has a 25% chance of triggering another random encounter.

HERD

You encounter a herd of wild animals. You can capture them and sell them at the closest market. The animals try to defend themselves and react with hostility if approached. Roll 1d6 to determine what kind of herd you encounter.
1-3) Horse. 4d6 creatures.
4-5) Bison. 7d6 creatures.
6) Aurochs. 5d6 creatures.

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Encounters. This encounter has a 10% chance of triggering the encounter Lion.

HIDDEN TRAIL

You find a forgotten trail that was once used by caravans. The trail continues for 2d4 days and leads to unexplored places. The Game Master can of course prepare a custom made encounter for the expedition, once it reaches the end of the trail.
The expedition earns 2d4 x 100 experience points.
Encounters. This encounter has a 30% chance of triggering the encounter Monastery; the encounter triggers after the expedition reaches the end of the hidden trail.

HUMANOID TRIBE

You encounter a humanoid tribe that is still living in a primitive way. Whether they are hostile or not, depends on the circumstances.
If the humanoid tribe is friendly, you can treat the encounter as a trade node for the purpose of determining the number of contracts, accordingly to population of the tribe.
It is also possible that some of the humanoid tribe members decide to join your expedition as NPC. If you befriend the humanoid tribe and establish a trade node, the expedition earns 3d6 x 100 experience points.
Roll 1d6 to determine what kind of humanoid you encounter.
1) Aaracokra. 1d20+10 (11-30) creatures.
This encounter has a 90% chance of triggering the encounter Reef.
2) Lizardfolk. 15d12 (15-180) creatures.
This encounter has a 50% chance of triggering the encounter Archeological Site.
3) Human. 10d20 (10-200) creatures.
This encounter has a 25% chance of triggering the encounter Refugees.
4) Bullywug. 10d8 (10-80) creatures.
This encounter has a 75% chance of triggering the encounter Waterfalls.
5) Hobgoblin. 20d10 (20-200) creatures.
This encounter has a 80% chance of triggering the encounter Mine.
6) Grippli. 10d6 (10-60) creatures.
This encounter has a 75% chance of triggering the encounter Lagoon.

INSECT SWARM

Insect swarms are a nuisance that afflicts expeditions crossing swamps and marshes. They can become very dangerous if not faced properly.
Fire is the best way to deal with insect swarms, but if you do not act quickly you risk to lose animals and personnel.

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KILLER WHALE

Killer whales are usually encountered in coastal waters, and sometime in open ocean. They cannot damage water vehicles that are classified as ships.
Barges, canoes, keelboats, outrigger, raft and the like, are an easy target for a killer whale.
Killer whales are not hostile unless attacked or extremely hungry. Killer whales can be hunted and their fat turned into a discrete oil. In order to hunt a killer whale you require boats to chase the pack.
A killer whale yields 50 gp of oil per hit die of the creature and it takes 1 day to treat each specimen. For each hit die treated you need a standard barrel of 50 lbs.
appearing. 5D8 (5-40).

KRAKEN

Encountering a Kraken is an experience you probably makes once in your life, and the chance that it will be the last is very high.
When the Kraken manifests there is a 75% chance that it will attack your expedition and take you to the bottom of the sea. If the Kraken leaves you in peace, your expedition earns 2d6 x 1,000 experience points.
The expedition may otherwise try to fight against the kraken and kill it, or force it to retreat.

LACEDON

Lacedons are water ghouls that usually hunt close to coastal waters in search of harbored ships and boats, or shipwrecks where corpse maybe in abundance.
Even if they prefer to feed on corpses, they sometime board ships and boats during nighttime. Lacedons have a swimming speed equal to their basic speed.
appearing. 2D20 (2-40).
Encounters. This encounter has a 5% chance of triggering the encounter Shipwreck and a 5% chance of triggering the encounter Sunken Ruins.

LAGOON

You discover a beautiful lagoon lying hidden among the vegetation. A lagoon usually contains a wide variety of flora and fauna. If you spend 1d4 days exploring the area and gathering plants, you find the equivalent of 2d4 loads of *Herbs* every day.
The lagoon is infested by 5d6 crocodiles however, and every day there is a 50% chance that 1d6 of them attack the scouts.
The expedition earns 1d6 x 100 experience points.
Encounters. This encounter has a 15% chance of triggering the encounter Lacedon.

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LION

You encounter a pride of lion. Lions usually do not attack expeditions, unless they are transporting animals or are employing animals to pull their vehicles.

appearing. 2d6 (2-12) creatures.

Encounters. This encounter has a 15% chance of triggering the encounter Cattle, and a 15% chance of triggering the encounter Herd.

LOST TEMPLE

You discover what is left of a temple that once belonged to a now forgotten god. If the religious cult was good or evil, is up to the Game Master. Lost temples usually contains art objects, hidden dungeons and other features. The expedition earns 1d10 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounters Insect Swarm.

MANTICORE

You encounter a Manticore. The Manticore is hostile and attacks your expedition after 1d4 days spent studying you and your defenses.

Encounters. This encounter has a 50% chance of triggering the encounter Canyon. The Manticore uses the canyon as its lair.

MARAUDERS

Marauders are usually small groups of hostile humanoids. They attack everything can constitute a source of loot. When they spot an expedition they try to loot every trade good it is shipping and, if they can take prisoners, they enslave them and sell them at the closest market.

appearing. 5D12 (5-60).

MARSH

You discover a small marsh that was not marked on the maps. It takes one day to cross the marsh unless you change your course. If you decide to cross the marsh roll an extra encounter on the marsh/swamp column.

Encounters. This encounter has a 10% chance of triggering the encounter Humanoid Tribe, and a 20% chance of triggering the encounter Small Lake.

MEGALODON

You encounter an ancient terror from past ages. A megalodon emerges from the surface and attacks your expedition. The megalodon continues attacking for 3d6 rounds or until it manages to capsize or damage your ships or boats.

Megalodons return once every 1d4 days and attacks until you remain in the same climatic region. Megalodons can damage every kind of water vehicle.

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MERFOLK

Merfolks are not necessarily hostile, but they shy contact with surface dwellers. They may occasionally make contact with merchants, and with good diplomacy and a bit of patience they may become a useful asset.

Smart merchants know that befriending a tribe of merfolks may yield a safe passage and possibly protection in their territories. Once you trigger an encounter with merfolks, and establish a good relationship with the tribe, you may count with an underwater trade node, which may yield an exclusivity trade deal.

Encounters. This encounter has a 15% chance of triggering the encounter Merrow.

MERROW

Merrows attacks ships, boats and, sometimes, coastal settlements. They are always hostiles and they take no prisoners.

appearing. 3D12 (3-36).

Encounters. This encounter has a 10% chance of triggering the encounter Merfolk, and a 10% chance of triggering the encounter Sahuagin.

MICRO ARCHIPELAGO

You discover a micro archipelago that was not marked on the maps. The archipelago is composed of 2d10 tiny islands. The expedition earns 100 experience points for each tiny island.

Encounters. This encounter has a 5% chance of triggering the encounter Humanoid Tribe, a 5% encounter of triggering the encounter Cyclops, a 5% chance of triggering the encounter Refugees and a 30% chance of triggering the encounter Volcanic Island.

MIGRANTS

You encounter a caravan of migrants. The caravan is traveling to another region of the continent in search of better opportunities, but they are willing to exchange information and trade goods.

Treat the migrants as a thorp, for the purpose of determining the number of contracts. If you trade with the migrants the expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter Marauders.

MINE

You discover a small mining community. Outside the mine, a small settlement the size of a hamlet has been built. The miners are willing to exchange information and trade with you.

Treat the mining community as thorp for the purpose of determining the number of contracts, but the trade node will always have at least 1 contract of metal every week

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(copper, iron, silver, gold or any other metal the Game Master finds appropriate for his campaign setting).
Encounters. This encounter has a 5% chance of triggering the encounter Marauders, and a 10% chance of triggering the encounter Thorp.

MONASTERY

You discover a beautiful monastery. Monks, pilgrims and clerics are living there and they offer shelter and protection to your expedition. If someone is wounded or sick, the monks provide appropriate medical care. The expedition earns 1d8 x 100 experience points.
Encounters. This encounter has a 25% chance of triggering the encounter Pilgrims.

OGRE

You encounter a band of Ogres. The ogres attack without thinking twice.
appearing. 2d10 (2-20).

OUTPOST

You encounter a military outpost placed at a strategic point. The outpost belongs to the closest trade node and contains a garrison of Soldiers. Consider the outpost as a hamlet for the purpose of determining the number of contracts.
Encounters. This encounter has a 10% chance of triggering the encounter Army.

PILGRIMS

You encounter a column of 10d10 pilgrims traveling to a holy place or something alike. The pilgrims are peaceful and willing to exchange information and trade goods. The pilgrims are willing to buy a contract of trade goods provided it is something edible.
Encounters. This encounter has a 20% of triggering the encounter Ziggurat; the ziggurat is 3d12 days far.

PIRATES

Pirates may employ any ship or boat to carry out their activities. They loot everything they can and they try to recruit new crew after any assault. Those who refuse to join the pirates are killed.
Roll 1d100 to determine what kind of water vehicle the pirates are employing:
01-40) Keelboat. Pirates on keelboats form fleets of 2d6 water vehicles.
41-60) Barge. Pirates on barges form fleets of 1d6 water vehicles.
61-80) Fishing Boat. Pirates on fishing boats form fleets of 1d8 water vehicles.
81-95) Cog. Pirates on cogs form fleet of 1d4 water vehicles.
95-00) Drakkar. Pirates on drakkar form fleets of 1 water vehicle.
Pirates always have a Captain, officers and full crew.
Once they spot a target they will pursue it for 1d4 days, and they always catch it if

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their vehicles are faster than the target's. The only exception are the keelboats, which pirates employ to assault targets during the night.

PLANTS

You encounter a dangerous and intelligent plant. Roll 1d6 to determine what plant the expedition encounters.

1-3) Corpse Flower. The creature is hostile and attacks the expedition.

4-5) Shambling Mound. The creature is hostile and attacks the expedition.

6) Treant. The creature is not hostile, but questions the presence of the expedition in the area.

POND

You discover a beautiful pond, with crystal water and plenty of flowers. A great spectacle to behold indeed. If you spend one day resting at the pond your expedition earns 1d6 x 100 experience points and your expedition members may also gather 1d4+1 loads of ***Herbs***.

Encounters. This encounter has a 10% chance of triggering the encounter **Beasts**.

RED DRAGON

An adult red dragon claims the area as its territory. The dragon does not tolerate the presence of any trespasser, does not negotiate and does not take prisoners. A fight against a red dragon is a battle for life or death.

REEF

A reef is a remarkable sight. Reef are dangerous only if a water vehicle get too close. The expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter **Harpy**, and a 10% chance of triggering the encounter **Shipwreck**.

REFUGEES

You encounter a group of 5d10 refugees. They may be running from a local war, or their settlement was looted by merciless marauders. They are now trying to reach the closest civilized area and make a new life there.

If you accompany them to a trade node that is the size of a small town at least, your expedition earns 100 experience points per refugees.

REPTILES

You discover an area populated by exotic reptiles, who may become hostile if approached or hungry. Many reptiles can swim and are able to catch and capsize a water vehicle, especially boats.

Roll 1d4 to determine what kind of reptiles dwell here.

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1-2) Giant Constrictor Snake. 1d2 (1-2) creatures.
3) Giant Crocodile. One creature.
4) Pteranodon. 3d6 (3-18) creatures.
Encounters. This encounter has a 15% chance of triggering the encounter Lagoon.

SAHUAGIN

You enters a portion of sea claimed by sahuagins. The sahuagins are not used to use diplomacy and they barely take prisoners. An encounter with sahuagins is a life or death battle.
appearing. 2d8 (2-16).
Encounters. This encounter has a 15% chance of triggering the encounter Merfolk.

SCOUT

You encounter a scout who is probably part of an army that is camping nearby. The scout is not hostile, but yes is suspicious and probably ask questions to the expedition.
Encounters. This encounter has a 75% chance of triggering the encounter Army, the army is 1d6 days far; if you roll more than 75%, it means the scout is a survivor or a deserter seeking shelter and a possibly an employment.

SEA CAVE

A huge crack in a reef reveal a sea cave. The cave is wide enough to let a ship pass with a bit of careful maneuvering. The sea cave provide complete protection against harmful weather conditions. The expedition earns 1d8 x 100 experience points.
Encounters. This encounter has a 10% chance of triggering the encounter Pirates and a 5% chance of triggering the encounter Cyclops.

SEA DRAKE

Sea drakes are generally hostile creatures who can elaborate tactics and adapt to circumstances. Sea drakes targets food above all else, and eventually recover valuable trade goods for their lair later.
Encounters. This encounter has a 50% of triggering the encounter Small Island. The small island is 1d3 days away.

SEA SERPENT

These rare creatures are object of tales told in taverns by indentured sailors. Few claims to have spotted one, and even fewer encountered one and survived to tell the tale.
Sea serpents are solitary creatures that roam the depth of the oceans, and occasionally visit the surface to deliver swift death to ships and their sailors.
Sea serpents can damage any kind of water vehicle.

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SHARKS

You encounter a school of sharks. Sharks are not dangerous for water vehicles but boats. There is a 25% chance that instead of encountering a school of sharks you encounter a **Giant Shark**.

appearing. 3d4 (3-12).

Encounters. This encounter has a 10% chance of triggering the encounter **Sahuagin**. The sahuagins attack the expedition within 1d6 days, while sending the sharks to watch over their target.

SHIP

You come across a fellow merchant and his ship. The captain salutes you with a shake of hands and ask if you want to have a talk about your journey and exchange information and, why not, trading some stuff. The ship has 1d4+1 contracts available. The expedition earns 1d4 x 100 experience points.

SHIPWRECK

Shipwrecks occurs in coastal waters and, many times, they contain some useful trade goods. Roll 3d10 trade goods on Table 1.5 to determine what the shipwreck contains. It is possible that some trade goods have been completely spoiled by salt water. A shipwreck may also contains valuable coins, usually guarded inside a chest; roll a treasure hoard: Challenge 0-4 or, if you employ your own treasure generator, find an appropriate equivalent. The expedition earns 2d6 x 100 experience points.

Encounters. This encounter has a 10% of triggering the encounter **Thorp**, and 15% chance of triggering the encounter **Sharks**.

SMALL ISLAND

You discover a small island that was not marked on maps. The island is 1d4 miles wide and 1d4 miles long, and there is a 50% chance of having an active volcano located at its center. The small island provide one random trade good that can be gathered once a week. Roll once on Table 1.5 to determine what trade good the island yields.

The expedition earns 2d10 x 100 experience points.

Encounters. This encounter has a 15% chance of triggering the encounter **Sahuagin**.

SMALL LAKE

You discover a small lake. The lake is 1d4 miles wide and 1d4 miles long, but was not marked on the maps. If you spend a day resting at the lake, your expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter **Humanoid Tribe**.

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SOLDIERS

You encounter a band of 10d10 soldiers who are traveling toward the closest trade node. They are probably part of an army that is camping in the vicinity.

Encounters. This encounter has a 20% chance of triggering the encounter Army. The army is 1d6 days away.

SPERM WHALE

Sperm whales are usually encountered in oceans, but they spend also a lot of time in the depth of the seas. They can damage water vehicles and turn hostile if they feel their pack is potentially threatened.

Sperm whales can be hunted and their fat turned into an excellent oil. In order to hunt a sperm whale you require boats to chase the pack.

A sperm whale yields 100 gp of oil per hit die of the creature and it takes 1 day to treat each specimen. For each hit die treated you need a standard barrel of 50 lbs.

appearing. 5D4 (5-20).

SPIDERWEB

The area is filled with a thick spiderweb that cover most of the vegetation. For one day speed is reduce by half.

Encounters. This encounter has a 30% of triggering the encounter Giant Spider.

STIRGE

A flock of stirges flies upon the expedition from the trees above you. The stirges attack any animal or member indiscriminately.

appearing. 6d10 (6-60).

SUNKEN RUINS

The remnants of ancient building lie underwater, and are barely visible from the surface.

Sunken ruins usually contain treasures, especially in the form of Art Objects, Jewels and sometime more valuable stuff like magical items.

It is up to the characters finding a way to explore the ruins, but they can mark them on their maps to return later with an equipped expedition.

The expedition can study and loot the sunken ruins, which yields 3d10 art objects. Many times, sunken ruins contain much more than simple, even if valuable, artifacts. The Game Master should be prepared to run a mini quest in order to handle the exploration of the site. The expedition earns 1d10 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter Sharks, a 15% chance of triggering the encounter Sahuagin and a 10% chance of triggering the encounter Sea Cave.

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SUPERNATURAL FOG

You come across a bank of fog that has really weird characteristics. You realize that there is something wrong going on in the fog. It is up to the Game Master how to manage the traits of the supernatural fog. The fog may delay or speed up time, or leads somewhere else in the same plane, or may contain incorporeal undead.

Encounters. This encounter has a 10% chance of triggering the encounter Lost Temple.

THORP

This small settlement has managed to survive and thrive, but maps did not mark its position. Treat the thorp as a trade node.

The expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter Shipwreck if it occurs in Coastal Waters.

TRADE POST

A small trade post has settled in this beautiful coast and set up business. The trade post contains 1d6+1 contracts.

Roll 1D10+10 to determine how many merchants and their families live at the trade post.

Encounters. This encounter has a 10% chance of triggering the encounter Sahuagin.

TROLL

Trolls are nasty predators that devour everything that is edible, or barely edible; expeditions and crews are usually their favored meal, when they are lucky enough to encounter one.

appearing. 1D12 (1-12).

WATCHTOWER

A wooden watchtower is standing not far from the beach, half hidden in the trees bushes. A small settlement is located at one day of travel by land.

Encounters. This encounter has a 50% chance of triggering the encounter Thorp, or a 50% chance of triggering the encounter Hamlet. If both encounters, thorp or hamlet, are not triggered, the expedition finds an Abandoned Thorp instead, and the Watchtower is abandoned.

WATERFALLS

Nature is always amazing. These waterfalls are a rare spectacle to behold. The expedition earns 1d6 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter Water Elemental, and a 30% chance of triggering the encounter Small Lake.

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WATER ELEMENTAL

Water elementals, even if not inherently hostile creatures, have an unpredictable behavior. There is a 20% chance that a Water Elemental turns hostile and attack. Water Elemental always fight to the death.

WERERAT

A pack of wererats controls the area. Wererats devour animals and kill every member of the expedition, but sometimes they take prisoners to infect them with lycanthropy. An encounter with wererats usually begins with a small patrol scouting the area and evaluating the target. Wererats employ sophisticated tactics and do not attack unless they are sure to win the battle.

appearing. 4d6 (4-24).

WHALE

Whales are usually encountered in oceans, but they occasionally travel to specific coastal waters for reproduction. They can damage water vehicles like barges, canoes, keelboats, outrigger, raft and the like. Whales are not hostile unless attacked, and prefer fleeing instead of engaging. They attack only if cornered and left with no choice but fighting.

Whales can be hunted and their fat turned into a good oil. In order to hunt a whale you require boats to chase the pack. A whale yields 75 gp of oil per hit die of the creature and it takes 1 day to treat each specimen. For each hit die treated you need a standard barrel of 50 lbs.

appearing. 1D8 (1-8).

WOOD

A wood offers natural protection against harmful **weather conditions**, including the ***Sandstorm***. A typical wood is 1d4 miles wide and 1d4 miles long.

The expedition earns 1d8 x 100 experience points.

Encounters. This encounter has a 25% of triggering the encounter **Herd**, and a 15% chance of triggering the encounter **Nomads**.

WORG

You encounter a pack of worgs. Worgs are clever creatures that can elaborate complex tactics. Worgs fur is very valuable on the market and yields the double of a normal creature of the same size.

appearing. 2d8 (2-16).

VOLCANIC ISLAND

You discover a new island that was not marked on the maps. The island has an active volcano at its center. Your expedition earns 1d6 x 100 experience points.

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Encounters. This encounter has a 30% chance of triggering the encounter Micro Archipelago, a 15% chance of triggering the encounter Small Island and a 10% chance of triggering the encounter Pirates.

ZIGGURAT

A Ziggurat is a ancient architectural concept that looks like a pyramid, but with a different purpose. It was employed as a temple to ancient gods, while pyramids were enormous tombstones. The Game Master should consider the ziggurat as a complex encounter that the expedition can explore.

The expedition earns 2d6 x 100 experience points.

Encounters. This encounter has a 50% chance of triggering the encounter Humanoid Tribe, and a 10% chance of triggering the encounter Pilgrims.

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TEMPERATE ENCOUNTERS

ABANDONED DOCK

An old crappy dock is barely standing on the water surface. It seems that no one is using it anymore. However, it can be repaired in 2d4 days and transformed into an operational dock.
The expedition earns 1d8 x 100 experience points if it repairs the dock.
Encounters. This encounter has a 15% chance of triggering the encounter Thorp.

ABANDONED HUT

An abandoned hut provides shelter from harmful weather conditions to all expedition members but animals.
Encounters. This encounter has a 5% of triggering the encounter Green Hag.

ABANDONED LIGHTHOUSE

An old lighthouse is standing alone on the coast. No one is using it anymore. The lighthouse can be repaired in 1d4 weeks.
The expedition earns 1d4 x 1,000 experience points if they repair the lighthouse.
Encounters. This encounter has a 10% chance of triggering the encounter Lacedon.

ABANDONED MINE

Mining activities ended many years ago. The mine is now an empty complex of tunnels. An abandoned mine offers complete protection against harmful weather conditions.
Encounters. This encounter has a 10% chance of triggering the encounter Beasts, and 10% chance of triggering the encounter Thorp.

ABANDONED THORP

Those who lived here are long gone. The building are still in a good state and can be used as a shelter against harmful weather conditions.
The expedition earns 100 experience points.
Encounters. This encounter has a 20% chance of triggering the encounter Abandoned Mine, and a 15% chance of triggering the encounter Marauders.

ADVENTURERS

You encounter a group of 1d6+1 adventurers. They are on their way for a dangerous mission or they are returning from one.
The adventurers may be hired, or they may decide to travel with your caravan to the closest settlement, at Game Master discretion.

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TEMPERATE ENCOUNTERS Roll once every 2d8 days

COASTAL WATERS 3d12		FOREST 3d12		GRASSLAND/PLAIN 3d12		HILL/MOUNTAIN 3d12		OCEAN 3d12		MARSH/SWAMP 3d12	
3	Sunken Ruins	3	Ancient Ruins	3	Archeological site	3	Monastery	3-5	Atoll	3-4	Ancient Ruins
4	Shipwreck	4	Forgotten Cemetery	4	Ancient Tower	4	Hidden trail	6-7	Small Island	5-6	Archeological Site
5	Abandoned Dock	5-6	Lost Temple	5	Thorp	5	Waterfalls	8-9	Boat	7-8	Abandoned Hut
6	Abandoned Lighthouse	7-8	Circle of Stones	6	Hamlet	6	Mine	10-13	Ship	9-10	Quicksand
7-8	Thorp	9-10	Ancient Trees	7	Farming Community	7	Caves	14-22	Nothing	11-12	Wood
9	Reef	11	Hut	8	Outpost	8	Thorp	23-24	Killer Whale	13-19	Nothing
10	Ship	12	Clearing	9	Hidden trail	9	Canyon	25-26	Whale	20	Stirge
11-12	Boat	13	Pond	10	Inn	10	Abandoned Thorp	27-28	Sperm Whale	21	Lizardfolk
13	Lagoon	14	Lumberjack	11-12	Stream	11	Abandoned Mine	29	Merfolk	22	Bullywug
14-15	Anchored Ship	15	Spiderweb	13-14	Wood	12	Abandoned Hut	30	Pirates	23-24	Insect Swarm
16	Trade Post	16	Thorp	15-16	Nothing	13	Scout	31	Ghost Ship	25-27	Carrion Crawler
17-18	Bay	17	Refugees	17-18	Caravan	14	Chasm	32	Sea Drake	28-29	Troll
19-20	Watchtower	18	Bridge	19-20	Herd	15	Avalanche	33	Sahuagin	30-31	Hydra
21	Sea Cave	19	Chasm	21	Cattle	16	Caravan	34	Water Elemental	32	Ghost
22-25	Nothing	20	Herbs	22	Pilgrims	17	Wood	35	Sea Serpent	33	Supernatural Fog
26-27	Lacedon	21-23	Nothing	23	Flock	18	Forest	36	Kraken	34	Green Hag
28-29	Pirates	24	Adventurers	24	Stirge	19-22	Nothing			35	Fomorian
30-31	Merrow	25	Beasts	25	Bandits	23	Flock			36	Black Dragon
32-33	Harpy	26	Plants	26	Ankheg	24-25	Bandits				
34-35	Water Elemental	27	Giant Spider	27	Migrants	26-27	Marauders				
36	Bronze Dragon	28	Worg	28	Marauders	28-29	Troll				
		29	Bandits	29	Soldiers	30-31	Earth Elemental				
		30	Ettercap	30	Wandering Cleric	32-33	Supernatural Fog				
		31	Troll	31	Wandering Warlock	34-35	Hill Giant				
		32-33	Forest Drake	32	Army	36	Red Dragon				
		34-35	Owlbear	33	Supernatural Fog						
		36	Green Dragon	34	Wererat						
				35	Bulette						
				36	Green Dragon						

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ANCIENT RUINS

You discover the remnants of ancient buildings hidden by trees and bushes. Ancient ruins usually hide treasures, especially Art Objects, Jewels and sometime magical items. It is up to the characters finding a way to explore the ruins, but they can mark the position on their map to return later with an equipped expedition.

The expedition can study and loot the ancient ruins, which yields 3d10 art objects and 1d12 gemstones. The Game Master should be prepared to run a mini quest in order to manage the exploration of the ruins.

The expedition earns 1d10 x 100 experience points.

ANCIENT TOWER

You encounter an abandoned watchtower. The tower, made of stone and wood, is still standing but abandoned. The expedition can find shelter and protection against harmful **weather conditions**. The tower may hide a subterranean passage or contains other features.

Encounters. This encounter has a 10% chance of triggering the encounter **Ghost**.

ANCIENT TREES

You discover a circle of ancient trees, probably hundreds of years old. It is not something you see every day. The expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering he encounter **Treant**.

ANCHORED SHIP

A ship is anchored close to the coast. You can trade with the captain and exchange information. The anchored ship has 1d3 contracts. The expedition earns 1d6 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter **Bay**.

ANKHEG

A brood of Ankhegs is depleting the area of food. The Ankhegs attack the expedition as soon they spot it.

appearing. 1d6 (1-6).

ARCHEOLOGICAL SITE

The expedition can study and loot the archeological site, which yields 3d10 art objects. An archeological site may be the door to ancient dungeons, or just the point of the iceberg of larger ruins.

The Game Master should be prepared to run a mini quest in order to handle the exploration of an archeological site.

The expedition earns 2d8 x 100 experience points.

Encounters. This encounter has a 15% chance of triggering the encounter **Ghost**, and

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a 10% chance of triggering the encounter **Vampiric Mist**.

ARMY

An army is crossing a trail, a road or a path. They can be an invasion force, or just a garrison that is moving from one fortress to another. An army may be willing to trade with the expedition, and the number of contracts available depends on the size of the army.

Roll 1d6 to determine the size of the army.

1-3) Small Army. Personnel is 1d4 x 100 soldiers; 1 contract.

4-5) Medium Army. Personnel is 2d6 x 100 soldiers; 2 contracts.

6) Large Army. Personnel is 5d10 x 100 soldiers; 3 contracts.

ATOLL

An atoll offers a temporary harbor for any water vehicle and its crew. The expedition earns 1d8 x 100 experience points.

Encounters. This encounter has a 5% chance of triggering the event **Shipwreck**.

AVALANCHE

An avalanche is blocking the path. It must be removed or the expedition has to find another way to reach its destination. Removing the avalanche takes 3d6 days.

If the expedition decide to remove the rubbles, it earns 2d4 x 100 experience points.

Encounters. This encounter has a 20% chance of triggering another encounter for every day spent in removing the avalanche.

BANDITS

A group of bandits ambushes your expeditionand attempts to loot your trade goods and take as much prisoners as possible to sell them as slaves on the market. Bandits can be formed by any sort of humanoid.

appearing. 3d10 (3-30).

BAY

A beautiful bay appears in front of you, and it looks uncontaminated. You can use the bay as a safe harbor to rest and enjoy the landscape.

The expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 5% chance of triggering the encounter **Thorp**.

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BEASTS

You encounter a group of beasts. Beasts, if killed, yield Fur as described on Table 1.5. Roll 1d10 to determine what beast you encounter and how many of them.

1-2) Black Bear. 1d3 creatures.
3-4) Brown Bear. 1d6 creatures.
5-6) Wolf. 2d12 creatures.
7-8) Boar. 1d12 creature.
9-10) Dire Wolf. 3d4 creatures.

BLACK DRAGON

A black dragon dwells in this region and claims all the land as its personal hunting ground. When the black dragon spots the expedition, it does not attack immediately. The black dragon may waits 1d4 days or send some of its minions to investigate the expedition to have them captured.

A black dragon usually kills every living being, but it may take some prisoners for its own personal fun. An direct confrontation with a black dragon is a death or life battle.

BOAT

You encounter a small fleet of boats traveling close to the coast with their trade goods. They are willing to exchange information and trade goods. The fleet is composed by 1d6+1 boats. The boats have 1d4 contracts available.

The expedition earns 1d4 x 100 experience points.

BRIDGE

Someone built a bridge to help travelers crossing a river or a chasm. The bridge is very solid and made of stone.

Encounters. This encounter has a 30% chance of triggering the encounter Troll.

BRONZE DRAGON

Encountering a bronze dragon is a unique event, but befriending one is a very lucky shot. Bronze dragons do not attack expeditions, but they may decide to speak with a merchant in their true form. Sometime they take the form of a lost sailor on raft, a castaway or any appropriate form that allows them to join a crew and explore the world while disguised.

BULETTE

This dreaded predator leave no option but to fight for your life. It targets the animals first and does not negotiate.

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BULLYWUG

Bullywugs control vast area of swamps and marshes and do not get along well with trespassers, especially if they can be used as food. Bullywugs are hostiles and respect only force. Trading with a tribe of bullywug is possible, but unlikely.

The first encounter is usually with a patrol of 2d4 creatures that avoid direct confrontation and prefers to spy and evaluate the target. They return later in force, with all the tribe, to settle the matter.

appearing. 10d8 (10-80). This represent the size of the whole tribe.

CANYON

A canyon appears on the route, and it can be used as a shortcut to reach your destination. It takes 1d4 days to cross the canyon, in exchange you can increase the speed of the expedition by 2 miles per day.

The expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 5% chance of triggering the encounter Bandits. Roll every day.

CARAVAN

You encounter a caravan of fellow merchants. The caravan is willing to exchange information and seal some good deal. The number of contracts available depends on the caravan size. Roll 1d6 to determine the caravan size.

1-3) Small. One contract.

4-5) Medium. Two contracts.

6) Large. Three contracts.

CARRION CRAWLER

Carrion Crawlers are scavengers that may occasionally attack an expedition, especially when they are in high number. They are not very dangerous until they get too close and start paralyzing your animals and personnel.

appearing. 1d6 (1-6).

CATTLE

You encounter what remains of a herd of domesticated animals. You can seize the animals and sell them on any market. Roll 1d6 to determine what animal form the herd.

1-2) Goat. 4d8 (4-32) animals.

3-4) Cow. 4d6 (4-24) animals.

5-6) Sheep. 4d10 (4-40) animals.

Encounters. This encounter has a 15% chance of triggering the encounter Beasts.

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CAVES

These natural formations are very common deep underground, so finding an entrance is more a matter of luck. Caves may extends for miles and in multiple levels.
Tectonic movements, erosions caused by underwater streams, volcanic eruptions and other unknown geological events create mazes that defies any prediction or logical explanation.
The Game Master should be prepared to use an appropriate dungeon generator or some of its pre-made resources to deal with this encounter. The expedition earns 1d6 x 100 experience points.
Encounters. This encounter has a 15% chance of triggering the encounter Troll.

CHASM

You encounter a chasm that is 6d6 meters deep. If you are traveling with land vehicles, you cannot cross the chasm and you have to spend a whole day to avoid it.
Encounters. This event has a 50% chance of triggering another encounter, unless you find a way to cross the chasm, and a 15% chance of triggering the encounter Canyon.

CIRCLE OF STONES

You discover an ancient circle of stones, which has been probably been built by a cult of druids. If you spend a day resting at the circle of stones, the expedition earns 1d6 x 100 experience points.

CLEARING

A clearing interrupt the monotony of the forest, and makes the place a good site to rest for a while. If you spend a day resting here, your expedition earns 1d4 x 100 experience points. Your expedition members may also gather 1d4 loads of ***Herbs***.
Encounters. This encounter has a 5% chance of triggering the encounter Bandits.

EARTH ELEMENTAL

Earth elementals, even if not inherently hostile creatures, they have an unpredictable behavior. There is a 20% chance that an Earth Elemental turns hostile and attack. Earth Elemental always fight to the death.

ETTERCAP

An Ettercap is hunting this area of the forest. It chases the expedition for 1d4 days and then attacks during the night.
Encounters. This encounter has a 10% of triggering the encounter Giant Spider.

FARMING COMMUNITY

You discover a small farming community composed of 1d10+10 people. They are not a

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thorp yet, but they will become one very soon if they survive. The farming community are usually composed of halflings, or any other race that fits your campaign setting. The farming community is willing to trade and provides 1 contract. The expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 10% chance of triggering the encounter Marauders.

FLOCK

Flocks are dangerous flying (or avian in general) creatures that roam the area in search of food. Roll 1d4 to determine the kind of creature you encounter and their number. The Game Master can extend this list to fit his own campaign setting.
1) Axe Beak. 2d10 (2-20).
2) Cockatrice. 1D6 (1-6).
3) Griffon. 2D6 (2-12).
4) Hippogriff. 2D8 (2-16).
Encounters. This encounter has a 15% chance of triggering the encounter Herd.

FOMORIAN

These giants are evil and cruel, thus making any attempt of diplomacy useless. They attack for the sake of destruction and they take pleasure in it. An encounter with a band of fomorians is a life or death battle.
#appearing. 1d4 (1-4).

FOREST

The forest takes 1d3 days to cross. Use the forest encounter table and roll at least one extra encounter. The expedition earns 100 experience points.
Encounters. This encounter has a 10% chance of triggering the encounter **Manticore**.

FOREST DRAKE

You encounter a pack of Forest Drake. They follow the expedition for 1d6 days and then they attack.
appearing. 3d4 (3-12).

FORGOTTEN CEMETERY

Who knows how old this cemetery is. Now it is covered by bushes and plants, and its tombstones are barely visible. The cemetery contains around 10d12 tombstones, each more or less intact.
The expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 10% chance of triggering an encounter against under creatures like ghouls, ghasts or incorporeal undeads.

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GHOST

A ghost is haunting the area and the expedition have to confront it to continue on its path. A ghost may attempt to possess a member of your expedition if this action can enforce the ghost's goals. Ghosts are not inherently evil, but they can cause serious problems to an expedition.

GHOST SHIP

Ghost ships are so called because for unknown reasons their crew has disappeared. It is hard to determine what killed the crew, may be a deadly disease, a mutiny that went wrong, or other supernatural forces.
Ghost ships are still capable of floating, but they are usually damaged and can sail at a speed of 8 miles per day until properly repaired.
Roll on 3d12 trade goods on Table 1.5 to determine what the ghost ship contains.

GIANT SPIDER

Giant spiders are infesting the forest. They attack the expedition for the next 1d6 days, once per day, in swarm of 1d6 spiders.
Encounters. This encounter has a 20% chance of triggering the encounter Spiderweb. Roll every day for 1d4 days.

GREEN DRAGON

An adult green dragon is roaming the region and has spotted the expedition. It immediately intercepts the trespassers to investigate the matter.
An encounter with a green dragon is not a good thing, but there is a slight chance that the dragon is willing to have a conversation; how long this conversation is going to last, is up to the Game Master.

GREEN HAG

Green hags do not turn hostile without a reason, and see the passage of an expedition more as an opportunity to pursue their goals. An encounter always contains one green hag, but a green hag may belong to a covenant located somewhere in the area.

HAMLET

This small settlement has managed to survive in the wild. Treat the hamlet as a trade node. The expedition earns 1d6 x 100 experience points.
Encounters. This encounter has a 10% chance of triggering the encounter Abandoned Mine.

HARPY

A group of harpies spots the expedition, and immediately plans how to cook the next meal. Harpies attack in group by employing elaborate tactics and wait when the target

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is weak or unaware.
appearing. 2D6 (2-12).

HERBS

You come across a field of extremely valuable herbs. If you stop a whole gathering the plants, you obtain 2d12 loads of ***Herbs***.
Encounters. This encounter has a 25% chance of triggering another random encounter.

HERD

You encounter a herd of wild animals. You can capture them and sell them at the closest market. The animals try to defend themselves of course, and they probably react with hostility. Roll 1d6 to determine what kind of herd you encounter.
1-3) Horse. 3d6 creatures.
4-5) Bison. 6d6 creatures.
6) Aurochs. 4d6 creatures.
Encounters. This encounter has a 10% chance of triggering the encounter **Worg**.

HIDDEN TRAIL

You find a forgotten trail that was once used by caravans. The trail continues for 2d4 days and leads to unexplored places. The Game Master can of course prepare a custom made encounter for the expedition, once it reaches the end of the trail.
The expedition earns 2d4 x 100 experience points.
Encounters. This encounter has a 50% chance of triggering the encounter **Thorp**; the encounter triggers after the expedition reaches the end of the hidden trail.

HILL GIANT

A hill giant is scouting the area for food. The giant is part of a clan that has home in the vicinity. The hill giant attacks immediately the expedition, if he cannot defeat his foes, he withdraws and warn the whole clan.
Hill giants try not to kill immediately their target, they prefer to capture them and take them to their lair instead. They usually eat the animal first, and then any expedition member, but they may decide to trade their prisoners in exchange for food and trinkets
appearing. 1d12 (1-12).

HYDRA

An encounter with a hydra is a life or death battle. The hydra targets the animals first or anyone trying to engage in combat.

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HUT

You find a lonely and inhabited hut. Smoke from the chimney indicates that someone is inside. The people living in the hut provide shelter for 1d4 days. A hut provides protection from harmful **weather conditions** to every expedition member but the animals. The expedition earns 100 experience points.

Encounters. This encounter has a 5% chance of triggering the encounter **Green Hag**.

INN

You encounter an inn you did not know about. The inn offers shelter for your personnel and animals, and can repair your vehicles.

Encounters. This encounter has a 30% chance of triggering the encounter **Caravan**.

INSECT SWARM

Insect swarms are a nuisance that afflicts expeditions crossing swamps and marshes. They can become very dangerous if not faced properly.

Fire is the best way to deal with insect swarms, but if you do not act quickly you risk to lose animals and personnel.

KILLER WHALE

Killer whales are usually encountered in coastal waters, and sometime in open ocean. They cannot damage water vehicles that are classified as ships.

Barges, canoes, keelboats, outrigger, raft and the like, are an easy target for a killer whale.

Killer whales are not hostile unless attacked or extremely hungry. Killer whales can be hunted and their fat turned into a discrete oil. In order to hunt a killer whale you require boats to chase the pack.

A killer whale yields 50 gp of oil per hit die of the creature and it takes 1 day to treat each specimen. For each hit die treated you need a standard barrel of 50 lbs.

appearing. 5D8 (5-40).

KRAKEN

Encountering a Kraken is an experience you probably makes once in your life, and the chance that it will be the last is very high.

When the Kraken manifests there is a 75% chance that it will attack your expedition and take you to the bottom of the sea.

If the Kraken leaves you in peace, your expedition earns 2d6 x 1,000 experience points. The expedition may otherwise try to fight against the kraken and kill it, or force it to retreat.

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LACEDON

Lacedons are water ghouls that usually hunt close to coastal waters in search of harbored ships and boats, or shipwrecks where corpse maybe in abundance.
Even if they prefer to feed on corpses, they sometime board ships and boats during nighttime. Lacedons have a swimming speed equal to their basic speed.
 # appearing. 2d12 (2-24).

LAGOON

Lacedons are water ghouls that usually hunt close to coastal waters in search of harbored ships and boats, or shipwrecks where corpse maybe in abundance.
Even if they prefer to feed on corpses, they sometime board ships and boats during nighttime. Lacedons have a swimming speed equal to their basic speed.
Encounters. This encounter has a 10% chance of triggering the encounter Lacedon.

LIZARDFOLK

Lizardfolks are not inherently evil, but they may easily become hostile. They see animals and humanoids as a source of food. If they spot an expedition that lacks proper defenses, they may decide to attack and fill their stomachs.
A patrol of lizardfolk contains 1d8+7 warriors. If you manage to befriend a tribe of lizardfolks, you may gain a more or less stable trade node in the area.
appearing. 10d20 (10-200) Tribe of lizardfolk.

LOST TEMPLE

You discover what is left of a temple that once belonged to a now forgotten god. If the religious cult was good or evil, is up to the Game Master.
Lost temples usually contains art objects, hidden dungeons and other features. The expedition earns 1d10 x 100 experience points.
Encounters. This encounter has a 10% chance of triggering the encounters Pilgrims and Wandering Cleric.

LUMBERJACK

A team of 4d12 lumberjacks is busy cutting trees. Their encampment is no more than 1d4 days away and they are from the closest trade node marked on the map.
The lumberjacks are usually friendly and inclined to trade with the expedition. They may offer protection if they like you, or they may ask for help.
Encounters. This encounter has a 50% chance of triggering another random encounter.

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MARAUDERS

Marauders are usually small groups of hostile humanoids. They attack everything can constitute a source of loot. When they spot an expedition they try to loot every trade good it is shipping and, if they can take prisoners, they enslave them and sell them at the closest market.

appearing. 5D12 (5-60).

MERFOLK

Merfolks are not necessarily hostile, but they shy contact with surface dwellers. They may occasionally make contact with merchants, and with good diplomacy and a bit of patience they may become a useful asset.

Smart merchants know that befriending a tribe of merfolks may yield a safe passage and possibly protection in their territories. Once you trigger an encounter with merfolks, and establish a good relationship with the tribe, you may count with an underwater trade node, which may yield an exclusivity trade deal.

Encounters. This encounter has a 10% chance of triggering the encounter Merrow.

MERROW

Merrows attacks ships, boats and, sometimes, coastal settlements. They are always hostiles and they take no prisoners.

appearing. 2D12 (2-24).

MIGRANTS

You encounter a caravan of migrants. The caravan is traveling to another region of the continent in search of better opportunities, but they are willing to exchange information and trade goods.

Treat the migrants as a thorp, for the purpose of determining the number of contracts. If you trade with the migrants the expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter Marauders.

MINE

YYou discover a small mining community. Outside the mine, a small settlement the size of a hamlet has been built. The miners are willing to exchange information and trade with you.

Treat the mining community as thorp for the purpose of determining the number of contracts, but the trade node will always have at least 1 contract of metal every week (copper, iron, silver, gold or any other metal the Game Master finds appropriate for his campaign setting).

Encounters. This encounter has a 10% chance of triggering the encounter Marauders.

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MONASTERY

You discover a beautiful monastery. Monks, pilgrims and clerics are living there and they offer shelter and protection to your expedition. If someone is wounded or sick, the monks provide appropriate medical care.
The expedition earns 1d6 x 100 experience points.

OUTPOST

You encounter a military outpost placed at a strategic point. The outpost belongs to the closest trade node and contains a garrison of Soldiers. Consider the outpost as a hamlet for the purpose of determining the number of contracts.
Encounters. This encounter has a 10% chance of triggering the encounter Army.

OWLBEAR

The expedition encounter a hungry Owlbear. The creature attacks on sight and targets the animals first.

PILGRIMS

You encounter a column of 10d10 pilgrims traveling to a holy place or something alike. The pilgrims are peaceful and willing to exchange information and trade goods. The pilgrims are willing to buy a contract of trade goods provided it is something edible.
Encounters. This encounter has a 30% of triggering the encounter Monastery; the monastery is 2d10 days far.

PLANTS

You encounter a dangerous and intelligent plant. Roll 1d6 to determine what plant the expedition encounters.
1-3) Corpse Flower. The creature is hostile and attacks the expedition.
4-5) Shambling Mound. The creature is hostile and attacks the expedition.
6) Treant. The creature is not hostile, but questions the presence of the expedition in the area.

PIRATES

Pirates may employ any ship or boat to carry out their activities. They loot everything they can and they try to recruit new crew after any assault. Those who refuse to join the pirates are killed.
Roll 1d100 to determine what kind of water vehicle the pirates are employing:
01-30) Keelboat. Pirates on keelboats form fleets of 2d4 water vehicles.
31-50) Barge. Pirates on barges form fleets of 1d4 water vehicles.
51-60) Fishing Boat. Pirates on fishing boats form fleets of 1d6 water vehicles.
61-80) Cog. Pirates on cogs form fleet of 1d3 water vehicles.
81-00) Drakkar. Pirates on drakkar form fleets of 1d2 water vehicles.

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Pirates always have a Captain, officers and full crew. Once they spot a target they will pursue it for 1d4 days, and they always catch it if their vehicles are faster than the target's. The only exception are the keelboats, which pirates employ to assault targets during the night.

POND

You discover a beautiful pond, with crystal water and plenty of flowers. A great spectacle to behold indeed. If you spend one day resting at the pond your expedition earns 1d6 x 100 experience points.

QUICKSAND

You encounter a bank of quicksand. Each member of your expedition and each animal has a good chance of falling into the quicksand. Roll 1d6 for each member and animal, if you roll a 1 they are caught by the quick sand. It does not mean they immediately die, but you have to handle with the problem quickly.

Encounters. This encounter has a 30% chance of triggering the encounter **Carrion Crawler**.

RED DRAGON

An adult red dragon claims the area as its territory. The dragon does not tolerate the presence of any trespasser, does not negotiate and does not take prisoners. A fight against a red dragon is a battle for life or death.

REEF

A reef is a remarkable sight. Reef are dangerous only if a water vehicle get too close. The expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter **Harpy**, and a 5% chance of triggering the encounter **Shipwreck**.

REFUGEES

You encounter a group of 5d10 refugees. They may be running from a local war, or their settlement was looted by merciless marauders. They are now trying to reach the closest civilized area and make a new life there.

If you accompany them to a trade node that is the size of a small town at least, your expedition earns 100 experience points per refugees.

SAHUAGIN

You enters a portion of sea claimed by sahuagins. The sahuagins are not used to use diplomacy and they barely take prisoners. An encounter with sahuagins is a life or death battle.

appearing. 2d8 (2-16).

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Encounters. This encounter has a 15% chance of triggering the encounter Merfolk.

SCOUT

You encounter a scout who is probably part of an army that is camping nearby. The scout is not hostile, but yes is suspicious and probably ask questions to the expedition.
Encounters. This encounter has a 75% chance of triggering the encounter Army, the army is 1d4 days far; if you roll more than 75%, it means the scout is a survivor or a deserter seeking shelter and a possibly an employment.

SEA CAVE

A huge crack in a reef reveal a sea cave. The cave is wide enough to let a ship pass with a bit of careful maneuvering. The sea cave provide complete protection against harmful weather conditions.
The expedition earns 1d6 x 100 experience points.
Encounters. This encounter has a 10% chance of triggering the encounter Pirates.

SEA DRAKE

Sea drakes are generally hostile creatures who can elaborate tactics and adapt to circumstances. Sea drakes targets food above all else, and eventually recover valuable trade goods for their lair later.
Encounters. This encounter has a 50% of triggering the encounter Small Island. The small island is 1d3 days away.

SEA SERPENT

These rare creatures are object of tales told in taverns by indentured sailors. Few claims to have spotted one, and even fewer encountered one and survived to tell the tale.
Sea serpents are solitary creatures that roam the depth of the oceans, and occasionally visit the surface to deliver swift death to ships and their sailors. Sea serpents can damage any kind of water vehicle.

SHIP

You come across a fellow merchant and his ship. The captain salutes you with a shake of hands and ask if you want to have a talk about your journey and exchange information and, why not, trading some stuff. The ship has 1d4 contracts available. The expedition earns 1d4 x 100 experience points.

SHIPWRECK

Shipwrecks occurs in coastal waters and, many times, they contain some useful trade goods. Roll 3d10 trade goods on Table 1.5 to determine what the shipwreck contains.
It is possible that some trade goods have been completely spoiled by salt water. A shipwreck may also contains valuable coins, usually guarded inside a chest; roll a

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treasure hoard: Challenge 0-4 or, if you employ your own treasure generator, find an appropriate equivalent.
The expedition earns 2d6 x 100 experience points.
Encounters. This encounter has a 10% of triggering the encounter Thorp and 10% of triggering the encounter Lacedon.

SMALL ISLAND

You discover a small island that was not marked on maps. The island is 1d4 miles wide and 1d4 miles long, and there is a 50% chance of having an active volcano located at its center. The small island provide one random trade good that can be gathered once a week. Roll once on Table 1.5 to determine what trade good the island yields.
The expedition earns 2d8 x 100 experience points.
Encounters. This encounter has a 15% chance of triggering the encounter Sahuagin.

SOLDIERS

You encounter a band of 10d10 soldiers who are traveling toward the closest trade node. They are probably part of an army that is camping in the vicinity.
Encounters. This encounter has a 25% chance of triggering the encounter Army. The army is 1d4 days away.

SPERM WHALE

Sperm whales are usually encountered in oceans, but they spend also a lot of time in the depth of the seas. They can damage water vehicles and turn hostile if they feel their pack is potentially threatened.
Sperm whales can be hunted and their fat turned into an excellent oil. In order to hunt a sperm whale you require boats to chase the pack.
A sperm whale yields 100 gp of oil per hit die of the creature and it takes 1 day to treat each specimen. For each hit die treated you need a standard barrel of 50 lbs.
appearing. 5D4 (5-20).

SPIDERWEB

The area is filled with a thick spiderweb that cover most of the vegetation. For one day speed is reduce by half.
Encounters. This encounter has a 25% of triggering the encounter Giant Spider.

STIRGE

A flock of stirges flies upon the expedition from the trees above you. The stirges attack any animal or member indiscriminately.
appearing. 5d10 (5-50).

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STREAM

You discover a beautiful stream. Its waters are crystal clear and fishes abundant. If you spend day resting here, your expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 50% chance of triggering another encounter.

SUNKEN RUINS

The remnants of ancient building lie underwater, and are barely visible from the surface.
Sunken ruins usually contain treasures, especially in the form of Art Objects, Jewels and sometime more valuable stuff like magical items.
It is up to the characters finding a way to explore the ruins, but they can mark them on their maps to return later with an equipped expedition.
The expedition can study and loot the sunken ruins, which yields 3d10 art objects. Many times, sunken ruins contain much more than simple, even if valuable, artifacts. The Game Master should be prepared to run a mini quest in order to handle the exploration of the site. The expedition earns 1d10 x 100 experience points.
Encounters. This encounter has a 15% chance of triggering the encounter **Merrow** and a 10% chance of triggering the encounter **Sea Cave**.

SUPERNATURAL FOG

You come across a bank of fog that has really weird characteristics. You realize that there is something wrong going on in the fog. It is up to the Game Master how to manage the traits of the supernatural fog. The fog may delay or speed up time, or leads somewhere else in the same plane, or may contain incorporeal undead.
Encounters. This encounter has a 10% chance of triggering the encounter **Ghost**.

THORP

This small settlement has managed to survive and thrive, but maps did not mark its position. Treat the thorp as a trade node. The expedition earns 1d4 x 100 experience points.
Encounters. This encounter has a 5% chance of triggering the encounter **Shipwreck** if it occurs in **Coastal Waters**.

TRADE POST

A small trade post has settled in this beautiful coast and set up business. The trade post contains 1d6 contracts. Roll 1D10+10 to determine how many merchants and their families live at the trade post.
Encounters. This encounter has a 5% chance of triggering the encounter **Merrow**.

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TROLL

Trolls are nasty predators that devour everything that is edible, or barely edible; expeditions and crews are usually their favored meal, when they are lucky enough to encounter one.

appearing. 1D12 (1-12).

WANDERING CLERIC

You encounter a cleric, possibly disguised as a normal traveler. The cleric acts as any NPC, but can be befriended and eventually recruited. Roll 1d10 to determine the cleric's level.

1-4) Level 1
5-7) Level 2
8-9) Level 3
10) Level 4

Encounters. This encounter has a 25% chance of triggering the encounter Pilgrims. The pilgrims are following the cleric to a holy location.

WANDERING WARLOCK

You encounter a warlock, possibly disguised as a normal traveler. The warlock acts as any NPC, but can be befriended and eventually recruited. Roll 1d10 to determine the warlock's level.

1-4) Level 1
5-7) Level 2
8-9) Level 3
10) Level 4

WATER ELEMENTAL

Water elementals, even if not inherently hostile creatures, have an unpredictable behavior. There is a 20% chance that a Water Elemental turns hostile and attack. Water Elemental always fight to the death.

WATCHTOWER

A wooden watchtower is standing not far from the beach, half hidden in the trees bushes. A small settlement is located at one day of travel by land.

Encounters. This encounter has a 50% chance of triggering the encounter Thorp, or a 50% chance of triggering the encounter Hamlet. If both encounters, thorp or hamlet, are not triggered, the expedition finds an Abandoned Thorp instead, and the watchtower is abandoned.

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WATERFALLS

Nature is always amazing. These waterfalls are a rare spectacle to behold. The expedition earns 1d6 x 100 experience points.

Encounters. This encounter has a 10% chance of triggering the encounter Water Elemental, and a 20% chance of triggering the encounter Caves.

WERERAT

A pack of wererats controls the area. Wererats devour animals and kill every member of the expedition, but sometimes they take prisoners to infect them with lycanthropy. An encounter with wererats usually begins with a small patrol scouting the area and evaluating the target. Wererats employ sophisticated tactics and do not attack unless they are sure to win the battle.

appearing. 4d6 (4-24).

WHALE

Whales are usually encountered in oceans, but they occasionally travel to specific coastal waters for reproduction. They can damage water vehicles like barges, canoes, keelboats, outrigger, raft and the like. Whales are not hostile unless attacked, and prefer fleeing instead of engaging. They attack only if cornered and left with no choice but fighting.

Whales can be hunted and their fat turned into a good oil. In order to hunt a whale you require boats to chase the pack. A whale yields 75 gp of oil per hit die of the creature and it takes 1 day to treat each specimen. For each hit die treated you need a standard barrel of 50 lbs.

appearing. 1D8 (1-8).

WOOD

A wood in temperate regions offers natural protection against harmful weather conditions, including the Blizzard. A typical temperate wood is 2d4 miles wide and 2d4 miles long. The expedition earns 1d4 x 100 experience points.

Encounters. This encounter has a 10% of triggering the encounter Stream, and a 15% chance of triggering the encounter Thorp.

WORG

You encounter a pack of worgs. Worgs are clever creatures that can elaborate complex tactics. Worgs fur is very valuable on the market and yields the double of a normal creature of the same size.

appearing. 3d4 (3-12)

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