

THE UMBER WOODS

There is a dark smear on the map – a vast forest of mystery and of danger and of discoveries of untold riches...! Assuming you have an overland or regional map that includes a swath of densely forested lands, you can use this chart to populate that region with zero to five rolls per 6-mile hex (or other suitable segment). Or you can abstract the woods, rolling on this chart for every hour of exploration. To make a wholly self-contained adventure of it, the chart is followed with 1d7 reasons to enter the woods.

Roll 1d6d6 – that's essentially using 2d6 as if they were percentile dice.

1•1 – A **Forgotten Soldier***, unaware that the war/his tour of duty are over. He is likely to treat everyone as an enemy threat.

1•2 – An **Abandoned Backpack**, heavily weathered – but the items within aren't in too bad a condition. It also contains a bejeweled ring (magical on a 7-in-12).

1•3 – A **Goblin Tribe**, 30-300 members (possibly Soor-ek*).

1•4 – A single **Walkie-Talkie**-like device, never out of range of it's matching unit – the person on the other end is in perpetual cold and darkness and can't find his friends.

1•5 – A **Gigantic Glass Dome**. There is a small, low opening in one side, and underneath is an entirely unlikely array of flora (and fauna on a 5-in-12).

1•6 – Aged remains of a **Gold Panning Operation**, interrupted mid-day, mid-operation something like 3d30 years ago. There are easily found gold nuggets and flakes, worth a total of 1d10x1d100 gold.

2•1 – **Intelligent Mold***. Blasts spores at anyone within 5 ft with one of these effects: 1) driven to spread the mold, 2) become "anti-self" for 1d8 Hours, 3) slowly turn into a mold creature, 4) berserk rage for 1d8 Turns.

2•2 – A **Carpet Bag** full of identical gems (each worth the result of 1d50x1d100), with a mimicing parrot perched atop it. It's a rare bag of duplication! Once removed, duplicates vanish in 1d12 days.

2•3 – A mighty **Dragon**, ready to confuse anyone about directions and locations of things in the Woods – to make chasing them more interesting.

2•4 – The heavily overgrown carts of a **Trade Caravan**, most of their goods and wares still intact, if of vintage/antique manufacture.

2•5 – A **Trail of Bodies**, all with their right arms and feet cleanly removed.

2•6 – A small **Diseased Fly**. When it lands on flesh, the disease acts quickly, a slowly expanding foam of infection.

3•1 – 1d4 **Ghosts** of (travelers/soldiers/treasure hunters) – their remains are nearby (and may be discovered first). They don't realize they are dead, wishing to be lead out of this hellish forest. Messing with their remains will rile them up. Roll 1d6 in this section to see what killed them.

3•2 – A "**False Dryad**": an illusion-creating, man-eating tree.*

3•3 – A 20-ft tall **Ogre-Troll**.*

3•4 – An ethereal **Bone-Leeching Vampiric** creature.*

3•5 – Sinkholes into the tunnels of some hungry **Ghouls**.

3•6 – A '**Tribe**' of **Outcasts** (12-120), living off the land, doing everything they can to keep their existence a secret.



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4•1 – A small, **Personal Force Field Unit**, a self-contained environment with 1d30+2d6 hours of battery life remaining. Vulnerable to 1d3 of (water/electricity/mind powers/wood). Generates a +1d6 bonus to AC & most Saves.

4•2 – A barnacle encrusted **Chest**, filled with 4d20 pearls, 3d10 rubies and 5x 5d100 silver.

4•3 – An intact **Campsite**, completely abandoned.

4•4 – Dessicated bodies atop **Standing Stones**.

4•5 – A tiny **Cabin**, maybe 8' square, with a small fire burning in a small pot-belly stove.

4•6 – **Feral Dog Pack**, perhaps magical/weird.

5•1 – A **Dead Zone**, a vast irregular area where nothing is growing and those entering get sick...

5•2 – A **Sopwith Camel**, nose down.

5•3 – The **Hideout** of a Criminal Gang (3d20).

5•4 – A **Child** (age 1d8+8), with archaic speech, who awoke in Woods and is lost.

5•5 – **Shrunken Wizards** "suspended" in tree sap.

5•6 – Isis, a perfectly healthy **Domestic Cat**.

6•1 – A **Hologram** of a Princess.

6•2 – A very large area, blanketed in **Snow**. If the location of the Woods is already suited to snow, it is instead an area of dry, white sand.

6•3 – A huge stash of **Sealed Bottles**, one with a terrified or envious or old-fashioned **Genie** inside.

6•4 – A **Bugbear Gang** seeking/chasing: [ROLL]

6•5 – **Dinosaurs**. Always Dinosaurs.

6•6 – 2d4 **Time Travelers** searching for lost items.

* For possible versions of these particular entries, check out the Appendix M Blog!

appendixm.blogspot.com

search term: **1pdc**



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1d7 REASONS TO ENTER THE UMBER WOODS:

- 1 – A Foolish Dare
- 2 – A Missing Friend
- 3 – A Tale of Lost Treasure
- 4 – Strange Lights Seen Within
- 5 – Increasingly Disturbing Dreams
- 6 – Faint Cries for Help Heard from Within
- 7 – Retrieval Mission for Lord, Master, Patron, etc.

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