

## COMBAT GENERATOR

<u>1d6</u>	<u>BOSS</u>	<u>1d6</u>	<u>MINIONS</u>
1	Mage	1	Goblinoids
2	Assassin	2	Dragonkin
3	Priest	3	Undead
4	Dragon Knight	4	Demons
5	Necromancer	5	Dark Fae
6	None	6	Humans

  

<u>1d6</u>	<u>SITUATION</u>	<u>1d6</u>	<u>MONSTERS</u>
1	Ambush	1	Flying
2	Assault	2	Aquatic
3	Infighting	3	Burrowing
4	Attacking a village	4	Slithering
5	Camping	5	Trampling
6	Traveling on the road	6	Pouncing

## TERRAIN GENERATOR

<u>1d6</u>	<u>FOLIAGE</u>	<u>1d6</u>	<u>ROCKS</u>
1	None	1	None
2	Light	2	Rubble
3	Medium	3	A Few Boulders
4	Heavy	4	Several Huge Rocks
5	Impenetrable	5	A Mountainous Area
6	Lush /w roads	6	Steep Elevation

  

<u>1d6</u>	<u>WATER</u>	<u>1d6</u>	<u>TRAPS</u>
1	None	1	None
2	A Small Stream	2	A Pool of Acid
3	A Waterfall	3	A Trapped Trapdoor
4	A River, No Bridge	4	An Empty Pit
5	A River w/ a Bridge	5	A Snake Pit
6	A Coast by the Sea	6	Sharp Sticks