

SITE NAME:

OBJECTIVE:

THEME:

DOMAIN:

PROGRESS

TROUBLESOME

DANGEROUS

FORMIDABLE

EXTREME

EPIC

+1

+2

+3

+4

+5

+6

+7

+8

+9

+10

DENIZENS

VERY COMMON	01-27	COMMON	28-41	COMMON	42-55	COMMON	56-69
UNCOMMON	70-75	UNCOMMON	76-81	UNCOMMON	82-87	UNCOMMON	88-93
RARE	94-95	RARE	96-97	RARE	98-99	UNFORESEEN	00

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When the outcome of a move prompts an encounter with a denizen, you may:
- or

Choose or introduce a denizen based on the situation and what you know of this place.
- or

Roll on the matrix to generate a random encounter. If the field is blank, add a new denizen.
- or

Identify a denizen as 'likely' to appear, and Ask the Oracle. If the answer is "no," roll on the matrix.
- or

Pick two denizens, rate one as 'likely', and Ask the Oracle to determine which you encounter.

MAP / NOTES