

WORLDWIDE ADVENTURE



GENERATOR

A Tiny d10 Toolset

Contents

Tiny d10: Worldwide Adventure Generator	1
Travel Baseline	1
The Play Loop	2
Embarking	2
Terrain & Ecology	3
Table A: Weather Conditions	3
Table B: Hex Feature	4
Table C: Signs & Omens	4
Table D: Encounter Check	5
Table E: Encounter Type	5
Table F: Discovery	6
Tip: Tinting Terrains	7
Settlements & Sites	8
Table G: Settlement Size	8
Table H: Conflicts & Hooks	8
Table I: Site Type	9
Table J: Site Condition	9
Table K: Occupants & Opposition	9
Table L: Rewards & Treasures	10
Appendix I: Quick Adventure Subroutine	10
Appendix II: Terrain Encounter Packs	11
Appendix III: Terrain Generator	13
Appendix IV: Catalogue of Traps	14
Appendix V: Dungeon Micro-engine	15
Appendix VI: Factions & Clocks	17
Appendix VII: Optional Tiny Tools	19
Appendix VIII: Inspirational Reading	22

Tiny d10: Worldwide Adventure Generator

The *Worldwide Adventure Generator* is a collection of procedures, rules, and tables designed to quickly create exciting overland adventures on the fly. When combined with *Fantasy Core*, and using the 6-Mile Hex Atlas of Earth, the Worldwide Adventure Generator converts Tiny d10 into a “perpetual adventure device” and makes **The World** playable out of the box.

It is compatible with any hex size, system, or genre and for use with any game needing dynamic weather, interesting features, deadly dangers, terrific treasures, and more!

A Note About Setting

The adventures across this atlas are based on real world geography and the beasts and peoples who populate it, abstracted only slightly and informed largely by turn of the 20th century perceptions of these regions. This approach spares game masters much of the worldbuilding effort required of novel fantasy settings, allowing them to instead fill in the blanks with their imaginations, good literature (see Appendix VII) and whatever approximate knowledge of geography they already possess.

Travel Baseline

Each hex is six (6) miles north to south and seven (7) miles east to west; there are approximately 31 square miles in each hex. For reference, this is roughly the size of Fort Pierce, Florida, USA.

Crossing one (1) hex on foot takes approximately 2 hours at a steady pace (i.e. 3 mph on normal terrain).

Exploring within a hex costs time in one (1), two (2), and four (4) hour blocks, depending on what the party does.

The party may travel up to four hexes per day under normal conditions; however, they may move at a faster pace, or up to six hexes per day, with certain penalties applied:

- **Double-time** – the party doubles their speed and halves their travel time for one hex; if used for a second consecutive hex, it induces a fatigue penalty (-1 Reflex) until rested; additionally, the likelihood of a random monster encounter is increased by one step. Double-time is not possible over difficult terrain (dense jungle, swamps, mountains, etc.).
- **Forced march** – moving more than four hexes per day is considered a forced march, and the party suffers a fatigue penalty (-1 Reflex) upon entering the fifth hex and another upon entering the sixth hex (-1 Power) until rested.

The Play Loop

Any time the party enters a new hex, do the following:

1. Read **terrain** from the atlas color and *tint* the hex appropriately.
2. Determine **weather conditions** (Table A).
3. Identify **features** (Table B) and/or **signs** (Table C).
4. Check for **encounters** (Table D).
Note: If there is an encounter, resolve with Table E (**encounter type**) and a terrain-appropriate *tint* (as desired).
5. If the party investigates, camps, hunts, searches ruins, follows tracks, or otherwise explores the hex, roll for **discovery** (Table F).
6. If the party makes a discovery and the discovery is a **settlement** or **site**, generate it using Tables G–L.
7. Turn the **faction clock(s)** as necessary.
8. Enter the next hex when ready.

Embarking

When a party first embarks upon their adventure across **The World**, use the following procedure (combined with the Hex Atlas) to determine where they begin.

1. Roll 1d10 to determine on which continent they begin:

Roll	Continent
------	-----------

- | | |
|-----|----------------------|
| 1-2 | Re-roll |
| 3 | Africa |
| 4 | Asia |
| 5 | South America |
| 6 | Australia |
| 7 | Europe |
| 8 | North America |
| 9 | Party's choice |
| 10 | Game master's choice |



2. Then roll 1d10 (for each column) to determine in which region (map) and hex:

Roll	Region	Roll	Hex
1-7	Random region	1-8	Random hex
8-9	Random coastal region	9	Random borderland hex
10	Random region with major geographical feature (river, mountain, etc.)	10	Hex near a notable feature (coast, mountain, river, etc.)

Terrain & Ecology

The following tables are used to determine weather conditions, generate geographic features, and produce otherwise important elements of a hex that bring it to life and set it into motion.

Table A: Weather Conditions

Roll	Condition	Effects
1	Clear	Good visibility
2	Overcast	Flat light may reduce details at longer ranges
3	Fog or mist	Visibility reduced to as little as $\leq \frac{1}{4}$ mile
4	Windy	May affect ranged attacks or skills
5	Light rain/snow	May reduce visibility to as little as ≤ 1 mile
6	Heavy rain/snow	Travel speed reduced by half; visibility reduced to $\leq \frac{1}{4}$ mile
7	Thunderstorm/blizzard	Survival check required if unsheltered; possible environmental hazards; visibility reduced to 100 ft.
8	Heatwave/cold snap	Inflicts a fatigue penalty (-1 Power or -1 Reflex)
9	Unnatural weather	Strange clouds, ash, colored rain, whispers on the wind, etc.
10	Weather shift	Often occurs at the worst possible time

Weather Persistence

Weather conditions tend to last for more than one day; as a result, there is a 1-in-3 chance that a given day's weather will be the same as the previous day; however, in the event of severe weather, the chance is 1-in-5.

A Note on Climate

Climate varies significantly from one region to the next. This table represents most common weather conditions, but you are encouraged to use weather consistent with the climate of whatever region your party is in. This can easily be accomplished by identifying a real-world location similar to your area of play and using whatever weather conditions are currently active in that location.

Additionally, the weather in Table A may not accurately reflect the likelihood of a given weather condition in all regions; for instance, the occurrence of a thunderstorm in the Sahara Desert is significantly less likely than 1-in-10. You are encouraged to adapt results appropriately—in this example, a thunderstorm might take the form of a *haboob* (sandstorm).

Table B: Hex Feature

Roll	Feature	Examples
1	Water	Spring, creek, lakelet, tidepool, cenote, seasonal pond
2	Elevation	Ridge, escarpment, sinkhole field, mesa, terraced hills
3	Vegetation zone	Ancient tree, dead grove, flower plain, reed marsh, thorn scrub
4	Stone formation	Hoodoos, basalt columns, granite tors, limestone karst, erratic boulders
5	Trackway	Natural trail, old road, game path, dried riverbed
6	Natural boundary	River divide, treeline edge, floodplain margin, dune line
7	Resource	Ore seam, salt lick, resin grove, peat, clay bank
8	Landform anomaly	Perfectly round hill, split ridge, sunken valley, leaning strata
9	Ancient imprint	Fossil bed, petrified forest, glacial striations, dried seabed
10	Climate feature	Wind corridor, frost hollow, heat sink, fog basin, lightning-prone rise

A Note on Geographic Features

Similar to the frequency of various weather conditions, certain terrain are more likely than others to host certain geographic features; for instance, lakelets are more common in forests than in deserts. Game masters are encouraged to weight this table appropriately, removing geographic features as necessary to increase the likelihood of ones more common to that specific terrain.

Table C: Signs & Omens

Roll	Sign or Omen
1	Distant smoke columns
2	Echoing horns or chanting originating from no clear source
3	Fresh tracks crossing the party's path
4	A sudden silence
5	A corpse (animal or person) with a clue
6	A messenger (wounded, terrified, lost, etc.)
7	A dropped item (map piece, charm, letter, tool, token, etc.)
8	A warning sign (runes, skulls, flag, taboo marker, etc.)
9	A suspicious guide mark (breadcrumbs into trouble)
10	A clear invitation to investigate (lit fire, fresh camp, open door, etc.)

Table D: Encounter Check

To determine how frequently you should perform an encounter check, first choose your campaign intensity and stick with it (at least from one region to the next, according to the "latent dangers" present in the area).

Intensity	Check Frequency	Probability
Low (20%)	Once per hex (or every four hours)	1-in-5
Standard (30%)	Once per hex (or every two hours)	1-in-3
High (50%)	Twice per hex (or every one hour)	1-in-2

If an encounter occurs, roll Table E to determine the nature of the encounter.

Table E: Encounter Type

Roll	Encounter	Examples
1-2	Predator or territorial beast	Use <i>Fantasy Monsters</i> , Appendix A
3	Prey animal herd or migration	Use <i>Fantasy Monsters</i> , Appendix A
4	Hazard	Terrain, weather, collapse, fire, thin ice, rip current, etc.
5	Travelers	May want info, rumors, trade, directions, conflict, etc.
6	Desperate folk	Fleeing, hungry, injured, lost, etc.
7	Faction patrol	Questions, demands, tolls, recruiting, conscripting, etc.
8	Monster or unnatural entity	Use <i>Fantasy Monsters</i> , Appendix A
9	Discovery encounter	Roll on Table F to determine discovery
10	Roll twice and combine results	E.g. desperate folk fleeing faction patrol's conscription

Note: These encounters can be replaced or supplemented by **Appendix II: Terrain Encounter Packs** as necessary.

Additionally, where terrain-appropriate beasts and monsters are lacking, game masters are encouraged to adapt them to Tiny d10 using the guidance provided in *Fantasy Monsters*, Appendix B: Mastering Monsters.

Table F: Discovery

Roll for discovery whenever the party spends time scouting, foraging, mapping, tracking, exploring, etc. to determine what they discover. Characters may dedicate the following intervals of time to the discovery process:

One hour – a quick glance at the surroundings while traveling; does not reduce travel speed. This method produces a 1-in-10 chance of making a discovery.

Two hours – a more thorough inspection of the area, reducing travel speed by half. This method produces a 1-in-5 chance of making a discovery.

Four hours – an exhaustive search of the area and its surroundings, during which no meaningful travel is performed. This method produces a 1-in-2 chance of making a discovery.

Roll	Discovery	Examples
1	Useful resource	Food, water, herbs, material, ores
2	Vantage point	Reveals 1-3 adjacent hex features under normal conditions
3	Site	Generate according to the procedure found in Settlements & Sites
4	Dungeon or underground entrance	Use Appendix III to generate a dungeon or underground structure
5	Lair	Generate according to the procedure found in Settlements & Sites
6	Settlement	Generate according to the procedure found in Settlements & Sites
7	Local knowledge	Warning from a local, a scrawled note, whisper on the wind
8	Weird phenomenon	Rocks roll uphill, sounds are delayed, <i>fata morgana</i>
9	Treasure (with strings attached)	Cursed, marked, bait, stolen
10	A solid lead	Roll Table H + Table I

Note: These rules supplement the foraging rules found in *Fantasy Rules*, as well as those found in *The Little Book of Primal Magics*, which can be used in conjunction with the process described here.

Tip: Tinting Terrains

When you roll a generic result, you can tint it appropriately using the following themes, each of which touch on the peoples, monsters, structures, and features common the terrain.

Desert

Fierce clans of warriors populate a harsh land full of deadly beasts, mirages, and sand-swallowed ruins, while mired in water politics, tribal warfare, and ancestral feuds.

Forest or Jungle

Native tribes and apex predators stalk the lost trails, old growth, and hidden cities of these places, where great riches and greater dangers await the bold.

Hills or Mountains

Hardy people and hardier beasts weather the rockfalls, narrow passes, and thin air of the high altitudes that grant access to deep caves, powerful crystals, and silent watchtowers.

Ocean or Coast

Pirates and sailors are often found here, both under sail on the open sea and haunting the salty shores, among reefs, squalls, shipwrecks, and hungry tides.

Plains

Horse lords tend their herds under big skies, following the rains and grasses, and contending with powerful storms, fires, and skirmishes for territory and prestige.

Swamp or Wetlands

Haunted by creatures and magics that shun the light, these fetid lands are a brutal terrain to cross, dotted with death traps, snapping jaws, and disease-bearing insects.

Tundra

Nomads, hunters, and scattered outposts cling to survival beneath vast skies, enduring lethal cold, whiteouts, and nights that can last for days, in which ancient omens glitter overhead and desperate settlements guard the last warm fires.

Urban

Crowded cities roil with competing factions, bustling markets, and no shortage of intrigue; rumors abound here, where dangers lurk, desires are fulfilled, and everything is for sale—for a price.

Settlements & Sites

The following tables are used to produce the structures and populations that reside in each hex. To generate a **settlement**, use Tables G & H; to generate a **site**, use Tables I and J as well as Tables K & L to populate its opposition and stock its plunder.

Table G: Settlement Size

Roll	Type	Population Size
1	Lone homestead	One family
2	Camp	1-3 families or 5-15 man crew
3	Hamlet	20-80
4	Village	80-300
5	Small town	300-1,000
6	Town	1,000-5,000
7	Fortified town or stronghold	200-1,000
8	Pilgrimage site, monastery, or guildhouse	5-50
9	Company town, mine, port, or outpost	100-500
10	Hidden community (secret, nomadic, underground, etc.)	20-200

Note: Settlements are generally friendly to travelers, though not always; conversely, sites are generally hostile to travelers, though sometimes not.

Table H: Conflicts & Hooks

Roll	Conflict or Hook
1	Someone is missing
2	Monster problem (sometimes not as it seems)
3	Faction pressure (conscription, “protection” racket, taxes, etc.)
4	Resource crisis (water, food, fuel, medicine, etc.)
5	Curse, haunting, or strange dreams visit someone
6	Crime with consequences (theft, murder, sabotage, etc.)
7	Bad map, false guide, or a lie about the safe route
8	Natural disaster (sinkhole, rockslide, earthquake, etc.)
9	A bad deal was made (and now payment is due)
10	Someone is about to do something unwise (and should be stopped)

Table I: Site Type

Roll	Type
1	Ruin (on the surface)
2	Tomb, barrow, or crypt
3	Cave system
4	Temple or shrine complex
5	Fortress or watchtower
6	Mine or quarry
7	Laboratory, “wizard’s study,” or odd workshop
8	Shipwreck, or otherwise abandoned vessel
9	Battlefield or mass grave
10	“Gateway,” anomalous area, or “thin place”

Table J: Site Condition

Roll	Condition
1	Pristine and in-use
2	Maintained but tense (low resources, limited manpower, political turmoil, etc.)
3-4	Decaying but inhabited
5-6	Ruined and picked over (collapsed, flooded, overgrown, etc.)
7	Recently disturbed or uncovered (fresh digging, recent tracks, etc.)
8	Actively contested (by two or more groups)
9	Trapped or warded (the signs of which are most likely obvious)
10	Appears to be empty

Table K: Occupants & Opposition

Roll	Occupant or Opposition
1	No occupants—just hazards (see Appendix IV: Catalogue of Traps)
2	Vermin or animal infested
3	Bandits or scavengers
4	Cult, sect, or ritualists
5	Soldiers, guards, or mercenaries
6	Locals, defending it fiercely
7	Monster lair
8	Undead or ghosts
9	Rival adventurers
10	Powerful monster presence (or a lieutenant with reinforcements)

Table L: Rewards & Treasures

Roll	Reward or Treasure
1	Supplies (food, tools, medicine, etc.)
2	Coin, gems, or other valuables
3	Trade goods (fine fabrics, preserved meats, salt, spices, etc.)
4	Relic (minor magical or otherwise strange object)
5	Armor, weapons, or otherwise combat-oriented items
6	Map to another site
7	Favor, title, safehouse, or protection from a local faction
8	Secret knowledge (enemy weakness, good travel route, ritual, etc.)
9	Key item (importance should be apparent, and it may be needed later)
10	Treasure that causes trouble (wanted, cursed, marked, stolen, etc.)

Conclusion

This completes the basic process for populating a hex in minutes. A finished hex should look something like this:

The Abandoned Ridge Road

Location: Southern Appalachian Mountains, eastern U.S.

Terrain: Mountains (forested hills, ridgelines, creek-cut hollows)

Weather: Overcast (flat light, reduced long-range visibility)

Feature: Trackway (old wagon road following a ridgeline)

Encounter: Desperate folk (displaced homesteaders fleeing uphill)

Discovery: Local knowledge (warnings about looted traps and fearful dogs)

Site: Cave system (recently disturbed lair in a holler near a mountain creek)

Rewards & Treasures: Supplies (meat and pelts laid up in an old cache)

The above location is 31 square miles of opportunity: exploration, combat encounters, loot, high adventure, and more—just see the appendices!

Appendix I: Quick Adventure Subroutine

Using the following method, you can build a complete session in just 60 seconds:

1. **Hook** = Table H
2. **Site** = Table I
3. **Twist** = Table J (or Table E: roll twice and combine)
4. **Opposition** = Table K
5. **Reward** = Table L
6. Add a **Timer**: “If not resolved by tomorrow/nightfall/3 days from now...”

Appendix II: Terrain Encounter Packs

These optional tables can be used to replace or augment Table E with terrain-specific encounters, as it suits the adventure.

Plains, Steppe, and Savanna

Roll	Terrain-specific Encounter
1-2	Territorial predator
3-4	Monster or other aberration
5	Grass fire, slow (1-6) or fast (7-10) moving
6	Survivor(s) with a warning
7	Broken wagon or supply cache
8	Nomad camp; evil (1-2), neutral (3-8), or good (9-10)
9	Migrating herd (valuable, dangerous to spook)
10	Riders approaching at speed (1-4) or mounted scouts watching from afar (5-10)

Forests & Jungles

Roll	Terrain-specific Encounter
1-2	Predator stalking silently
3-5	Monster or other aberration
6	Snare line or other primitive trap (see Appendix IV)
7	Old game path swallowed by roots
8	Hunting party (1-in-5 chance they are bandits in disguise)
9	Sudden terrain hazard (falling tree, hidden ravine, mudslide, etc.)
10	Territorial spirits or beast-gods

Hills & Mountains

Roll	Terrain-specific Encounter
1-2	Predators encircling the party
3-5	Monster or other aberration
6	Mine entrance (1-in-3 chance of fresh prints at the entrance)
7	Avalanche or rockslide risk
8	Sudden change in the weather
9	Hermit, exile, or oracle (1-in-2 chance they will impart a prophecy)
10	Something is spotted in the distance

Deserts & Wastelands

Roll	Terrain-specific Encounter
------	----------------------------

- | | |
|-----|--|
| 1 | Predator stalking from a distance |
| 2-3 | Monster or other aberration |
| 4 | Mirage (mountains, oasis, marching army, etc.) |
| 5-6 | Scouts testing defenses |
| 7 | The sands shift unnaturally |
| 8-9 | Sinkhole into a subterranean structure |
| 10 | The remains of a caravan, picked over (1-in-2 chance something valuable was left behind) |

Swamps & Wetlands

Roll	Terrain-specific Encounter
------	----------------------------

- | | |
|-----|--|
| 1-3 | Predator lurking beneath the water or within the dense trees |
| 4-7 | Monster or other aberration |
| 8 | Swarm (leeches, insects, birds, etc.) |
| 9 | The still water stirs |
| 10 | Spirit lights |

Encounter Tension

The following table can be used to generate tension or complications that apply pressure on any terrain: before or during an encounter to increase the challenge, when a hex feels too quiet, once per day, or at any other time as desired.

Roll	Tension or Complication
------	-------------------------

- | | |
|----|--|
| 1 | Terrain slows or complicates movement (mud, loose gravel, crumbling rock, collapsing ground, shifting sands, etc.) |
| 2 | Enemy reinforcements have nearly arrived |
| 3 | Weather or environmental conditions worsen |
| 4 | A third party is observing from concealment |
| 5 | The encounter site has a strategic advantage (high ground, choke point, cover, etc.) |
| 6 | A hidden hazard activates (trap, sinkhole, rockfall, swarm, etc.) |
| 7 | A natural resource is nearby, but is actively being contested by two or more groups |
| 8 | The party is in a territorial creature's domain |
| 9 | An omen occurs (potentially forcing a morale check) |
| 10 | Roll twice and combine results |

Appendix III: Terrain Generator

In the event that the party goes “off the map” of the known world, or if you wish to introduce additional realms or mysterious lands, the following tables can be used to generate *terra nova* whole cloth.

To generate terrain, identify a hex and “seed” it with your preferred terrain. Then, roll on the corresponding table to determine the terrain type of the adjacent hex(es). Do this as many times as is necessary.

PLAINS		FOREST		HILLS	
Roll	Terrain	Roll	Terrain	Roll	Terrain
1-5	Plains	1-5	Forest	1-4	Hills
6	Forest	6-7	Plains	5-6	Mountains
7	Hills	8	Hills	7	Plains
8	Dry Lands	9	Wetlands	8	Dry Lands
			Same as		
9	Wetlands	10	before, with	9	Forest
			notable		
			geography		
	Same as				Same as
10	before, with			10	before, with
	notable				notable
	geography				geography
DRY LANDS		WETLANDS		MOUNTAINS	
Roll	Terrain	Roll	Terrain	Roll	Terrain
1-5	Dry Lands	1-4	Wetlands	1-4	Mountains
6	Plains	5-6	Plains	5-6	Hills
7-8	Hills	7-8	Forest	7	Forest
9	Mountains	9	Hills	8	Dry Lands
	Same as		Same as		
10	before, with	10	before, with	9	Plains
	notable		notable		
	geography		geography		
					Same as
				10	before, with
					notable
					geography

Note: While there are many procedures for generating terrain, the author of this generator (x.com/RumpDM) recommends the use of “adjacency,” which consists of 1) selecting a hex and choosing its terrain, then 2) selecting an adjacent hex and rolling on the terrain table of the previous hex to determine this hex’s terrain, and finally 3) selecting a hex adjacent to that one and performing the process again; repeat until finished.

Appendix IV: Catalogue of Traps

As Described in *Fantasy Rules*, all traps possess three values: toughness to detect, to disarm, and to save against. These values are often identical, but not always—wherever they deviate, Toughness will be indicated in this order: detect, disarm, save.

Roll	Trap	Description
1	Deadfall	T3-8; A weighted log, rock slab, or timber frame falls when triggered; inflicts 2-3 damage; target knocked prone.
2	Hidden pit	T4-6; 10-30 ft. deep; may contain spikes; inflicts 1 damage per 10 ft. (or 1d5 + 5 damage if spiked).
3	Poison dart	T5-6; triggered by tripwire or pressure plate; inflicts 1-2 damage and -1 Power for 1d5 hours unless saved against.
4	Snare	T4-8; target hoisted and restrained.
5	Collapsing floor	T6; triggered by pressure in the middle of the trap; appx. 10 ft. radius; inflicts 1d5 damage.
6	Gas vent	T7; invisible vapor fills a 15 ft. radius; inflicts 1-2 damage per round for 1d3-1d5 rounds.
7	Alarm ward	T6; emits audible, magical, or visible signal; immediately triggers an Encounter, Encounter Tension, or advances the Faction Clock.
8	Rolling boulder	T5; triggered by pressure plate or intrusion threshold in passage; inflicts 1d5 damage; those who fail save are pinned and take 1 damage per round until freed.
9	Execution mechanism	T4-7; designed explicitly to kill (guillotine blade, crushing stone ceiling, impaling spikes, sudden drop into deep chasm, etc.); on failed save, the target is reduced to 0 HP immediately; on a successful save, the target suffers 1d5 + 5 damage.
10	Warding sigil	T4-8; triggered by proximity, tampering, or entry; inflicts 1d5 damage and one of the following effects: 1. Fear (forces a morale check); 2. Blindless (1d5 hours); 3. Muteness (1d5 hours); 4. Paralysis (1d5 hours); 5. Marked (enemies prioritize attacking you for 24 hours).

Note: Detecting a warding sigil requires the *Detect Magic* skill.

Appendix V: Dungeon Micro-engine

This procedure generates a dungeon or structure based on a generated **Site & Site Type** in just minutes (or on the fly) and uses principles from the five-room dungeon method.

Step 1: Dungeon Size

Roll	Size	Description
1-3	Tiny	3-5 areas
4-6	Small	6-10 areas
7-8	Medium	12-18 areas
9	Large	20+ areas
10	Mega-site fragment	50+ areas (often only partly accessible)

Step 2: Area Generation

A. DOORS

Roll	Type
1-2	Standard door
3	Barred or blocked door
4	Hidden or secret door
5	Locked door (T4-8)
6	Trapped door
7-8	No door
9	Magical door
10	Sturdy locked door (T8-10; iron-bound, stone slab, etc.)

B. PASSAGES

Roll	Type
1	Straight passage (short)
2-3	Straight passage (long)
4	Narrow passage or crawlspace
5	T-junction (one branch)
6	Cross-junction (2+ branches)
7	Curving or winding passage
8	Small chamber (minor room)
9	Dead end (may conceal something)
10	Large chamber (major room)

C. ROOMS

Roll	Type
1	Entry or transition
2	Guard or watch
3-4	Living space
5	Storage or cache
6	Ritual chamber, often housing an artifact or strange object
7	Collapsed or blocked
8	Shrine or symbol chamber
9	Boss or lieutenant space
10	Secret or hidden area

D. OBSTACLES

Roll	Type
1-2	None
3	Locked or sealed
4	Trap (simple)
5	Trap (difficult)
6	Environmental hazard
7	Puzzle or mechanism
8	Time pressure
9	Cursed effect
10	Roll twice and combine results

E. OCCUPANTS

Roll	Type
1-2	Empty
3-4	Vermin or minor threat
5-6	Patrol or guards
7	Elite or specialist
8	Monster encounter
9	Rival explorers/adventurers
10	Leader or lieutenant enemy

F. LOOT

Roll	Type
1-3	Nothing of use
4-5	Supplies
6	Coin or trade goods
7	Weapon or armor
8	Artifact or relic
9	Map, key, or clue
10	Dangerous treasure

Note: Repeat this process for each area, keeping in mind that every die roll is only guidance—change or even handpick the results as necessary to produce a fun, challenging, and coherent dungeon.

Exits

For each room, roll 1d10: on a roll of 2-6, the room contains one exit; on a roll of 7-9, the room contains two exits; on a roll of 10, the room contains three exits; and on a roll of 1, the room contains no exit.

Time in the Dungeon

After every third area the party enters, roll 1d10. On a 1-3, something changes (reinforcements arrive, an area collapses, the alarm is raised, rooms flood, the ritual advances, etc.).

Sample Dungeon Using This Process

Room 1: Sturdy locked door (T8) leads to ritual chamber

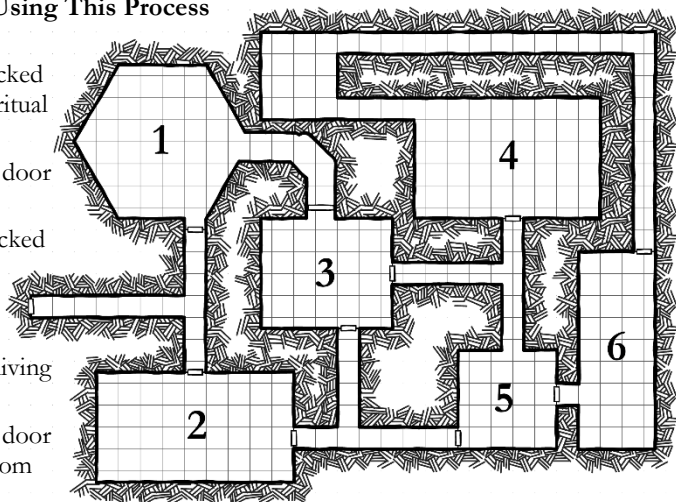
Room 2: Standard door leads to guard area

Room 3: Sturdy locked door (T8) leads to storeroom

Room 4: Locked door (T4) leads to living space

Room 5: Standard door leads to blocked room (rubble)

Room 6: Secret doors lead to a hidden area



It took just two minutes to roll up this small dungeon and will take only a few minutes more to populate it with traps, opponents, loot, and more!

Appendix VI: Factions & Clocks

Factions represent an organized group of individuals pursuing a shared goal. They may be noble houses, merchant guilds, tribes or clans, cults or sects, a secret society, among others. Factions play an important part in ongoing campaigns, as they exercise influence over a region, creating political intrigue, introducing recurring NPCs (and villains), forming alliances and committing betrayals, escalating dangers, and causing long-term consequences.

Creating a faction requires only three things:

1. A name or identity;
2. A shared goal;
3. A range of influence (local, regional, or continental).

Additional optional (but recommended) elements include leaders, *modus operandi*, moral alignment, and an opposing faction.

When a faction exists in or near a hex, apply to it a **3-Stage Clock**. Each time the party spends a full day in the region, causes trouble, or leaves a problem unsolved, roll 1d10:

- On a roll of **1-3** – the clock advances
- On a roll of **4-10** – there is no change

Faction Clock Stages

Ambitious factions are always in motion, and their machinations don't stop just because the game does—however, clock stages typically only advance in response to the party's action (or inaction).

Stage 1: Pressure

The faction exercises its influence subtly: rumors swirl, scouts are afoot, and tensions rise.

Stage 2: Action

The faction makes open moves, executing raids, claiming territory, blocking trade, initiating rituals, and more.

Stage 3: Consequence

The faction engages in open confrontation, purging enemies, occupying territory, waging war, finalizing rituals, and more.

Once Stage 3 is resolved, the faction changes form: growing in influence if its goals were accomplished or being reduced—or even replaced—if not; sometimes just its leader or power structure, but also possibly the entire faction and all of its influence.

Faction Generator

To generate a faction, roll 1d10 on each column. You may either roll once and keep the result or roll multiple times and choose the best result.

Roll	Type	Goal	Method	Disposition
1	Merchant league or guild	Control trade	Economic pressure	Lawful
2	Warrior clan or warband	Expand territory	Open violence	Aggressive
3	Noble house or ruling family	Secure secession	Political maneuvering	Calculating
4	Cult or sect	Fulfill prophecy	Ritual & secrecy	Fanatical
5	Religious order	Purify corruption	Moral authority	Pragmatic
6	Criminal syndicate	Control illicit flow	Coercion & bribery	Ruthless
7	Explorer society	Discover hidden knowledge	Expedition & excavation	Curious
8	Druid circle or primal order	Protect natural balance	Subtle interference	Watchful
9	Military force	Maintain control	Patrol & enforcement	Suspicious
10	Secret society	Prepare for looming threat	Manipulation & misdirection	Secretive

Optionally, you may determine the faction's influence by rolling 1d5:

1. Single hex only
2. Small cluster (2-3 hexes)
3. Regional (5-10 hexes)
4. Major regional power
5. Hidden but widespread

Additionally, it is recommended that for every faction, there is an equal and opposite faction. Consider using the above procedure to generate an enemy faction, introducing immediate friction into a hex or region.

It is also advisable that not only should game masters operate factions, thereby increasing their enjoyment and ability to “play” the game, but also players! This style, known as “faction play,” is explained in detail in [Brozer: Island of War and Winter](#), and should be considered by game masters and players seeking a challenge and desiring direct (and powerful) influence over the game world itself.

Appendix VII: Optional Tiny Tools

This appendix provides a small set of optional "tiny tools" to support on the fly play and should be used as necessary by game masters.

Quick NPC Generator

Roll 1d10 for each column—or randomly select one trait from each column—to quickly generate an NPC with a role, motivation, and complication.

Roll	Role	Motivation	Complication
1	Scout	Safety	Deceitful
2	Priest	Wealth	Doomed
3	Criminal	Revenge	Watched
4	Merchant	Truth	Cursed
5	Exile	Escape	Indebted
6	Soldier	Power	Sick
7	Scholar	Reunion	Hunted
8	Fanatic	Redemption	Ambitious
9	Child	Survival	Fearful
10	Leader	Control	Disloyal

Quick Villain Generator

Villains are distinct from monsters or NPCs in that they have goals, tactics, and other interesting features. Wherever play calls for a leader, lieutenant, or otherwise challenging opponent, roll 1d10 for each column to generate a compelling villain.

Roll	Archetype	Ambition	Method	Flaw
1	Fallen noble	Restore lost status	Proxy agents	Pride
2	Cult leader	Conquer a rival	Ritual & secrecy	Fanaticism
3	Bandit chief	Control territory	Manipulation	Paranoia
4	Smuggler	Gain wealth	Political leverage	Cowardice
5	Exiled scholar	Prove forbidden truth	Military discipline	Obsession
6	Warlord	Control trade	Experimentation	Overconfidence
7	Corrupt official	Summon or awaken something	Bribery	Greed
8	Zealot	Purify the region	Purges	Rigidity
9	Reluctant heir	Escape destiny	Force & intimidation	Indecision
10	Masked figure	Rewrite the balance of power	Hidden influence	Secret dependency

Time Pressure Generator

When the clock is working against the party, use the following table to determine what is applying the pressure.

Roll	Pressure
1	Nightfall
2	Weather incoming
3	Ritual nearing completion
4	Reinforcements enroute
5	Resource depletion
6	Someone's condition is worsening
7	Rival party closing in
8	Structural collapse imminent
9	Faction ultimatum
10	Roll again and amplify result (regional consequence implied)

Rumor Generator

Use the following table (created by x.com/rpgcyrusrite) to quickly generate action-oriented rumors with a hint of mystery and promise of adventure.

Roll	Descriptor	Subject	Situation	Site	Terrain
1	Suspicious	Guild	Working	Tunnel	Mountains
2	Strange	Creature	Hiding	Crypt	Hills
3	Secretive	Group	Building	Fortress	Forest
4	Mysterious	Cult	Gathering	Camp	Woods
5	Foreign	Explorers	Traveling	Caravan	Desert
6	Chosen	Envoy	Worshipping	Tent	Plains
7	Revered	Healer	Plotting	Dwelling	Tundra
8	Rightful	Heir	Banished	Castle	Bluff
9	Accused	Prisoner	Confined	Hut	Island
10	Virtuous	Monster	Assembling	Structure	Glade

Five sequential rolls produce the following example:

Strange | Cult | Hiding | Fortress | Mountains

Creating a rumor that *a strange cult is hiding in a fortress situated in the nearby mountains*. Combined with Appendix I, this rumor alone—should the party pursue it—could sustain an entire session's worth of adventure and intrigue.

Solo Play Engine

The Worldwide Adventure Generator possesses all the necessary mechanics to support solo play, and the Solo Play Engine enables it fully with two key features: the “Fate & Fortune” and “Hidden Motives” tables.

Fate & Fortune

This table should be used whenever there is a question that the player does not know the answer to, e.g. Is the door locked? Is the treasure trapped? Are the approaching riders hostile? Is the rumor true?

Roll	Outcome	Likelihood Modifier
1	No, and the answer is amplified	If something is:
2-4	No	Likely: +2
5	No, but...	Unlikely: -2
6	Yes, and...	Very likely: +3
7-9	Yes	Very unlikely: -3
10	Yes, and the answer is amplified	

On a roll of 1 or 10, consider using one of the existing tables to amplify the outcome. Based on whether the outcome is favorable or unfavorable to the party, any one of the following tables (and more) might be appropriate:

- Encounter Tension
- Time Pressure
- Faction Clock
- Terrain Encounter
- Discovery Table
- Hook Table

Hidden Motives

When encountering friendly factions, NPCs, settlements, and the like, it is probable they have a motive for their behavior that they are concealing from the party. Use the following table to determine what that is and run them accordingly.

Roll	Motive
1-2	They have no hidden motive.
3	They want leverage.
4	They fear something greater.
5	They are divided internally.
6	They are buying time.
7	They are protecting a secret.
8	They serve someone (or something) unseen.
9	They need help but are unwilling to admit it.
10	They are lying about something important.

Appendix VIII: Inspirational Reading

The Worldwide Adventure Generator takes place on our earth and beneath only the thinnest veneer of a genre of your choosing. Its beating heart is the Victorian spirit of Haggard and Verne, its vital essence the turn of the century world of Burroughs and Doyle—that is to say, a world in which much remains to be explored and that is animated by the spirit of adventure. To take the fullest advantage of the generator, therefore, it is essential that you are familiar with this place of the not too distant past. Below is a small collection of the foundational works of this text.

These works relay life—half-recounted and half-imagined—on nearly every continent on Earth during the late 1800s and early 1900s.

Tarzan of the Apes and the *Tarzan* series by Edgar Rice Burroughs (1912-1966)

King Solomon's Mines by H. Rider Haggard (1885)

Through the Dark Continent by Henry M. Stanley (1878)

The Lost Stradivarius by J. Meade Falkner (1895)

The House on the Borderland by William Hope Hodgson (1908)

The Adventures of Louis de Rougemont by Louis de Rougemont (1899)

Alaska Days by Samuel Hall Young (1915)

The Narrative of Arthur Gordon Pym by Edgar Allan Poe (1838)

Roughing It by Mark Twain (1872)

The Lost World by Arthur Conan Doyle (1912)

The Giant Raft by Jules Verne (1881)

The Face in the Abyss by Abraham Merritt (1931)

Green Mansions: A Romance of the Tropical Forest by W. H. Hudson (1904)

Across Unknown South America by Arnold Henry Savage-Landor (1913)

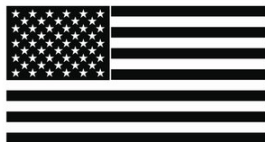
The *El Borak* series by Robert E. Howard (1934-1936)

Lost Horizon by James Hilton (1933)

The Man Who Would Be King by Rudyard Kipling (1888)

If you read even one of these books, your games, your character, and your life will be the better for it. Godspeed!

This completes the Tiny d10: Worldwide Adventure Generator.



MADE IN AMERICA
EAST RIVER, SOUTH DAKOTA
FEBRUARY 2026

“Farewell, my son the Baboon,” he said, “and farewell to thee too, oh Lion. I can do no more to help you. But if ever ye come to your country, be advised, and venture no more into lands that ye know not, lest ye come back no more, but leave your white bones to mark the limit of your journeyings. Farewell once more; often shall I think of you, nor wilt thou forget me, my Baboon, for though thy face is ugly thy heart is true.”

– H. Rider Haggard, *She* (1887)

May spectacular things befall you!

