| **Ruins and dungeons** | |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** |  |
| **6** |  |

A picture containing honeycomb, indoor, light, tiled

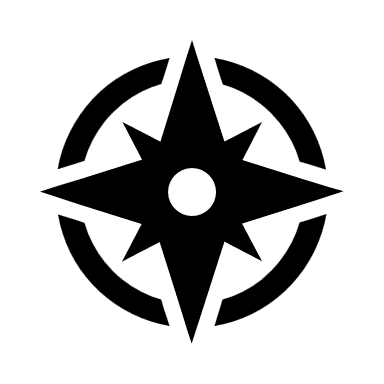
Description automatically generated



| **Dominant environment** |  |
| --- | --- |
| **Main Population and density** |  |
| **Depth** |  |

| **Settlements (City to dwelling)** | |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** |  |
| **6** |  |
| **7** |  |
| **8** |  |
| **9** |  |
| **10** |  |

| **Monster Lairs** | |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** |  |
| **6** |  |
| **Other features** | |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** |  |
| **6** |  |
| **7** |  |
| **8** |  |



| **Encounter tables** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Area:** | | **Area:** | | **Area:** | |
| **1** |  | **1** |  | **1** |  |
| **2** |  | **2** |  | **2** |  |
| **4** |  | **4** |  | **4** |  |
| **5** |  | **5** |  | **5** |  |
| **6** |  | **6** |  | **6** |  |
| **7** |  | **7** |  | **7** |  |
| **8** |  | **8** |  | **8** |  |
| **9** |  | **9** |  | **9** |  |
| **10** |  | **10** |  | **10** |  |

| **Important NPCs** | | | |
| --- | --- | --- | --- |
| **1** |  | **4** |  |
| **2** |  | **5** |  |
| **3** |  | **6** |  |
| **Local flavour:** | | | |
| **1** |  | **4** |  |
| **2** |  | **5** |  |
| **3** |  | **6** |  |
| **Adventure seeds** | |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** |  |
| **6** |  |

