

WORLDWIZARD



COLLABORATIVE SETTING CREATION
FOR FANTASTICAL WORLDS

DESIGNER

Jason Lutes



INSPIRATION

Dawn of Worlds, by N. Bob Pesall

History of the World, a board game designed by
Gary Dicken, Steve Kendall, and Phil Kendall



PLAYTESTING THANKS

Patrick Buechner, Peyton Burt, Len C, Elisa Camiscioli,
Hannah Cummins, Jack Edward, Dibson T Hoffweiler,
Kenneth J., Rob Smith, Bob Swander, Gautham Thomas,
Sophie Yanow, J. Tucker White



PROOFREADING THANKS

Zephram Koepke



COVER IMAGE

Astronomer, Albrecht Dürer (1504)



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Lampblack & Brimstone
Vermont, U.S.A.

WHAT THIS IS

Worldwizzard is a collaborative game in which 2-10 players create a fantasy world together. Although that can be an entertaining activity in and of itself, it's designed specifically to create a setting for a fantasy role-playing game, using a rule system of your choosing. When you're done playing *this* game, you will have set the stage for *that* game; and by creating the world together, there's a good chance everyone will feel more invested in it.

HOW IT WORKS

The step-by-step procedure in this book will take you through the four Ages of your world: **Primordial**, **Prehistoric**, **Ancient**, and the **Present**.

In each Age, players take turns adding things to a map—mountain ranges, swathes of forest, new forms of sentient life, dramatic events, agents of divine or demonic power—by spending Action Points (AP). Each type of thing costs a certain number of AP, which varies from Age to Age. For instance, it's easier to change the terrain earlier in the world's history than later.

When you create a particular element, you become its **Steward**, which makes it a little more expensive for other players to mess with it. When one Age transitions to the next, Stewards must pay AP for their creations to survive; those that don't become lost to the past, with only legend or scattered ruins offering sign of their existence.

While a given player is taking their turn, a different player acts as **Historian**, taking notes and recording any important changes to your world. The role of Historian rotates over the course of play, in tandem with the players taking their turns.

At the end of the fourth Age, you should have a map covered in drawings and a bunch of notes, which together will paint a picture of your shared setting. If you're playing *Worldwizzard* to set the stage for an RPG campaign, hand this stuff over to the GM—or, if your game is GM-less, make copies or make sure everyone has access so it can act as a shared reference.

WHAT YOU'LL NEED

Before you sit down to play, make sure you have the following:

- ⊗ 2-8 players
- ⊗ This rulebook
- ⊗ A copy of the Player Reference handout (included in the game files) for each player
- ⊗ A blank hex map of a fictional world, with continents outlined but no terrain features (examples included in the game files)
- ⊗ Paper (or a notebook or an online document) for recording the history of your world
- ⊗ Writing and drawing tools for taking notes and marking up the map
- ⊗ Two ten-sided dice, rolled together to generate a number from 1 to 100 ("1d100"), and two six-sided dice ("2d6").
- ⊗ Optional: About a dozen tokens of some kind (glass beads, poker chips, etc.) per player, to represent each player's Action points (AP). If you don't use tokens, you'll just keep track of AP using your note-taking tools.

THE MAP

Use a hex map with continents outlined, but no terrain features. The standard *Worldwiz-ard* map is 50 hex columns by 30 hex rows, but you should feel free to try other sizes. Just keep in mind that the more hex-dense your map, the longer it will take to play the game. Several blank maps are included with the game files, in two different sizes: 50×30 hexes and 75×40 hexes.

Choose one of the following scales for your map:

SCALE (for a map 50×30 hexes in size)

I HEX	MAP SIZE	REAL-WORLD APPROXIMATION	TIME TO CROSS I HEX ON FOOT*
36 miles	1800 × 1080 mi.	Greenland	12 hours/1 day
72 miles	3600 × 2160 mi.	United States & Canada	24 hours/2 days
150 miles	7500 × 4500 mi.	Asia	50 hours/4 days

* Given level terrain and good weather. 1 day of travel assumes 12 hours of actual travel time.

At the start of play, there is only **land** and **sea**, with all land considered flat, rocky wasteland. The middle band of the map is considered **arid**, the northernmost and southernmost bands are considered **frigid**, and the bands between these zones are considered **temperate**.

On a standard 50×30 hex map, this means the arid zone takes up 9 hexrows (about 30% of the map area), each frigid zone takes up 3 hexrows (about 10% each, or 20% of the total map area), and each temperate zone takes up 7-8 hexrows (about 25% each, or 50% of the total map area).

On a 75×40 hex map, the arid zone takes up the 12 middle hexrows, each frigid zone takes up 4 hexrows, and each temperate zone takes up 10 hexrows.

TERMS

Action: A choice made by a player that changes the state of the world in a significant way. Each Action costs a number of Action Points (AP), which varies according to the type of Action and the Age in which it is taken.

Action Pool: A given player's total current number of Action Points.

Action Tally: A running total of the number of Actions taken by all players in a given Age. After the Tally reaches a certain point (which varies by Age), the Age may come to a close.

Age: The game is played over 4 Ages that cover progressively shorter spans of time in the game world. Each Age is comprised of a certain number of rounds.

Alignment: A quality possessed by each Avatar, People, Faction, and City which defines their position on a spectrum of behavior: *good, lawful, neutral, chaotic, or evil*.

Avatar: A single entity—hero, monarch, monster, demon, demigod, etc.—which embodies and exerts the will of some greater force or power upon the world.

Ancient Age: Covers thousands of years, during which cultures and civilizations advance, expand, and make their marks on the world.

City: A population center of significant size, founded by a particular People, and imbued with a particular character and political power.

Climate: The prevailing weather conditions in a particular region of the world, falling into one of 3 categories: *frigid, arid, and temperate*.

Disaster: A natural, divine, or arcane event that disrupts the world with widespread and overall negative repercussions (a great flood, a volcanic eruption, a terrible curse, etc.).

Event: An occurrence which significantly impacts some aspect of the world (a slave revolt, the discovery of magical ore, a wedding between two ruling families, etc.).

Faction: A subgroup of a People with a shared goal, organized around a particular belief or philosophy (religion, rebel group, loyalist contingent, thieves' guild, etc.).

Feature: A dramatic and singular physical element of the world, natural or fabricate (a mighty river, a volcano, a region-spanning wall, a wizard's tower, etc.).

Historian: A player who adds to the history of the world by writing down or otherwise recording the results of the current player's actions.

People: a significant population of sentient intelligent beings with a shared culture, which may or may not progress to a more advanced civilization. A given People occupies one of four possible levels of development: *nascent, developing, advanced, or transcendent*.

Prehistoric Age: Covers tens of thousands of years, during which life of all kinds flourishes, the first sentient beings start to emerge, and higher powers begin to meddle.

Present Age: Covers hundreds of years of the recent past, leading up to the moment when your campaign will begin.

Primordial Age: Covers millions of years, the period during which the world first comes into existence and is shaped by elemental, divine, or supernatural forces.

Steward: A player who creates a particular Avatar, People, Faction, or City; it's easier for a Steward to manipulate an element they created than it is for other players, and they are the primary authority on all questions related to their creation.

Terrain: The particular landscape of an area of the world, described by a combination of physical features, climate and flora (rocky hills, alpine forest, saltwater marsh, etc.).

SET UP

1. Place the map out where everyone can see it.
2. Place the dice and Action tokens (if you're using them) within reach.
3. Make sure every player has a copy of the Player Reference handout (included in files).
4. The first player is whoever most recently used a physical map to navigate. If no one can remember doing that, everyone rolls 1d100, and the first player is the person who rolls highest.
5. The first Historian is the person to the left of the first player. As the role of current player rotates, the role of Historian follows them, so the Historian is always the person to the current player's left.
6. Give the first Historian the note-taking tools. As the role of Historian rotates, the tools go with it.
7. Set the tone by having a conversation about some thematic touchstones for your world. We already know that it's a fantasy setting, but is it high fantasy (*The Lord of the Rings*), low fantasy (*A Game of Thrones*), dark fantasy (*Dark Souls*), sword & sorcery fantasy (*Conan the Barbarian*) or something else? Establishing two or three touchstones at the outset will get everyone in the same mindset and lend coherence to your collaborative creation.
8. Review the **Principles of Play** (below) and **Playing the Game** (opposite).
9. Turn to the **Primordial Age** instructions (page 8) and start play.

PRINCIPLES OF PLAY

Before you start playing, to set expectations properly, make sure everyone is familiar with these basic principles (included in the Player Reference handout).

- ✱ **Ask questions.** If you're unsure about anything at all, just ask. If you can't find an answer in these rules, discuss the question and draw your own conclusions.
- ✱ **Respect boundaries.** The game has some built-in guardrails, but it never hurts to make sure you're not messing with another player's hopes or plans.
- ✱ **Maintain the tone.** As you add to and change your world, be conscious of your agreed-upon thematic touchstones.
- ✱ **Follow your instincts.** Do what you feel would be most interesting or fun without too much second-guessing.
- ✱ **Be decisive.** Strong, clear choices will give your contributions more character.
- ✱ **Make connections.** Establishing relationships between the contributions of various players will help to make your setting more engaging and memorable.
- ✱ **Lean into drama.** Seek opportunities to create tension and conflict between the various peoples, factions, and avatars.
- ✱ **Share the spotlight.** When it's your turn, don't always look out for your own stuff; consider actions that would add drama or attention to someone else's creations.
- ✱ **Embrace disaster.** A "bad" roll or turn of events that puts one of your creations in jeopardy is an opportunity to deepen and enrich the story of your world.
- ✱ **Stay flexible.** Be willing to adapt if your plans don't go as hoped.
- ✱ **Play to find out what happens!**

PLAYING THE GAME

Although the play procedure is fully outlined for each Age (pages 8-11), your experience may be improved by keeping the following guidelines in mind:

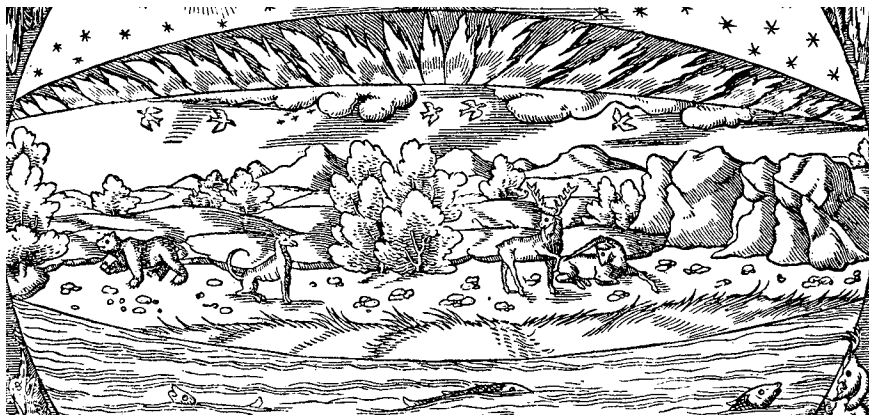
- ✱ **Make it a conversation.** In its basic mechanical form, world creation in *Worldwizzard* consists of players making decisions and rolling the dice. You can play the game doing just that—each person staying in their own lane, in a sort of “parallel play” with limited interaction—and end up with a perfectly serviceable setting. However, if you lean in to the collaborative aspect, asking each other questions and building on each others’ contributions, the world will feel more dynamic and alive.
- ✱ **It’s not a competition.** Try to think of *Worldwizzard* less as a competitive board game and more as a platform for collaborative, constructive, creative exchange. In this sense it’s more of a toy (or a tool) than a game.

You can certainly mess with each others’ creations, and root for factions and nations to survive and defeat their enemies, but the goal is not to see your individual, personal creations achieve superiority; it’s to watch the story of an entire world unfold. There are no winners or losers; everyone is both artist and audience.

- ✱ **Choose or roll (and re-roll).** Whenever you refer to a table to create a new aspect of your world, you’ll see that the instructions ask you to “choose or roll.” This means what it says: you can either browse the table entries and pick something that appeals to you, or roll the dice to generate a random prompt.

That being said, some people (myself included) often feel an obligation to “obey the dice” and strictly abide by the results, whatever they may be. That’s fine! But if you recognize that you possess this particular mindset, and you roll an entry that bores or disappoints you, just remember that you have the power to avoid boredom and disappointment. If choosing a result feels unexciting, or like a cop-out, you have permission to **re-roll the dice** until you get a result that sparks your interest.





I. PRIMORDIAL AGE

In this Age, spanning millions of years, the world is born and its terrestrial foundation is established. Players take turns transforming the landscape—raising mountain ranges, carving valleys, and changing the terrain across vast regions.

Start of the Primordial Age

Before the first round of play, the Action Tally is set to zero. Then, each player rolls 1d6, adds 1 to the result (1d6+1), and adds that total to their Action Pool.

PRIMORDIAL AGE ACTIONS

ACTION	AP COST
Create Mountains	0
Create River	0
Create Terrain	1
Create Natural Feature	0

The Primordial Round

A. Each player takes a turn.

The Player Turn

- The active player takes an **Action**.
 - ▶ If the active player has not yet taken a Create Mountains action, they must choose Create Mountains as their Action.
 - ▶ If the active player has not yet taken a Create River action, they must choose Create River as their Action.
 - ▶ If the active player has not yet taken a Create Natural Feature action, they must choose Create Natural Feature as their Action.
 - ▶ **Action:** Choose 1 Action from the PRIMORDIAL AGE ACTIONS table, pay its cost, and follow the directions for that Action (page 12).
- Increase the Action Tally by 1.
- Play passes to the next player.

B. After all players have taken a turn, if the Action Tally is **less than 16**, start a new round in the Primordial Age with step A, above. If the total is **equal to or greater than 16**, ask everyone if they are ready to move on to the next Age. **If consensus says no**, play another Primordial round starting at step A, above. **If consensus says yes**, proceed to the **Prehistoric Age** (next page).

II. PREHISTORIC AGE

In this Age, spanning hundreds of thousands of years, all manner of life is in full bloom; great monsters are born, the seeds of future civilizations are planted, and higher powers start to meddle with terrestrial affairs.

Start of the Prehistoric Age

Before the first round, reset the Action Tally to zero. Then, each player rolls 2d6 and adds the total to their Action Pool.

The Prehistoric Round

A. Each player takes a turn.

The Player Turn

1. The active player chooses to take an **Action** or **Pass**.
 - ▶ **Action:** Choose 1 Action from the PREHISTORIC AGE ACTIONS table, pay its cost, increase the Action Tally by 1, and follow the directions for that Action (page 12).
 - ▶ **Pass:** Roll 1d6 and add the result to your Action Pool. Then, choose or roll an EVENT OR DISASTER (page 15) and describe how it affects the world.
2. Play passes to the next player.

B. If the Action Tally is **less than 14**, start a new round in the Prehistoric Age with step A, above. If the Action Tally is **equal to or greater than 14**, ask everyone if they are ready to move on to the next Age. **If consensus says no**, play another Prehistoric round starting at step A, above. **If consensus says yes**, proceed to step C, below.

C. **End of the Age.** Each player in turn resolves the following steps:

1. Choose an Avatar or People of which you are Steward, and whose fate has not yet been determined.
2. Determine the fate of your chosen element by rolling 2d6:

ROLL	OUTCOME
2-6	If it's an Avatar, they die or disappear, but may first take a Do a Deed action for free. If it's a People, their society dies out or collapses, but may first take an Endeavor action for free.
7-9	The 2-6 result applies unless you spend AP to raise your roll result to 10 or higher. For each 1 AP spent, increase the roll result by 2.
10-12	They survive into the Ancient Age and remain under your Stewardship.

If an Avatar survives, they become *immortal*. If a People survives, they advance to the next stage of development (*nascent* > *developing* > *advanced* > *transcendent*), and their Steward may immediately take the Endeavor > Found City action for free.

D. After every player has determined the fate of each Avatar and People under their Stewardship, play shifts to the **Ancient Age** (next page).

PREHISTORIC AGE ACTIONS	
ACTION	AP COST
Create Terrain	2
Create Natural Feature	1
Create Avatar	1
Do a Deed	1*
Create People	2
Expand Territory	1*
Endeavor	1*
* +1 AP if affecting an element of which you are not Steward.	

III. ANCIENT AGE

Across the millennia of this Age, civilizations expand, develop, and interact, while great heroes and monsters make their marks.

Start of the Ancient Age

Before the first round, reset the Action Tally to zero. Then, each player rolls 2d6 and adds the total to their Action Pool.

The Ancient Round

A. Each player takes a turn.

The Player Turn

1. The active player chooses to take an **Action** or **Pass**.

► **Action:** Choose 1 Action from the ANCIENT AGE ACTIONS table, pay its cost, increase the Action Tally by 1, and follow the directions for that Action (see page 12).

► **Pass:** Roll 1d6 and add the result to your Action Pool. Then, choose or roll an EVENT OR DISASTER (page 15) and describe how it affects the world.

2. Play passes to the next player.

B. If the Action Tally is **less than 12**, start a new round in the Ancient Age with step A, above. If the Action Tally is **equal to or greater than 12**, ask everyone if they are ready to move on to the next Age. **If consensus says no**, play another Ancient round starting at step A, above. **If consensus says yes**, proceed to step C, below.

C. **End of the Age.** Each player in turn resolves the following steps:

1. Choose an Avatar or People of which you are Steward, and whose fate has not yet been determined.
2. Determine the fate of your chosen element by rolling 2d6:

ROLL	OUTCOME
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2-6	If it's an Avatar, they die or disappear, but may first take a Do a Deed action for free. If it's a People, their society dies out or collapses, but may first take an Endeavor action for free.
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7-9	The 2-6 result applies unless you spend AP to raise your roll result to 10 or higher. Each AP spent increases the result by 2.
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10-12	They survive into the Present Age and remain under your Stewardship.
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If an Avatar survives, they become *long-lived*. If a People survives, they advance to the next stage of development (*nascent* > *developing* > *advanced* > *transcendent*), and their Steward may immediately take the Endeavor > Found City action for free.

D. After every player has determined the fate of each Avatar and People under their Stewardship, play shifts to the **Present Age** (next page).

ANCIENT AGE ACTIONS

ACTION	AP COST
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Create Terrain	3
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Create Natural Feature	2
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Create Avatar	1
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Do a Deed	1*
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Create People	3
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Shift Alignment	0*
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Expand Territory	1*
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Endeavor	1*
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* +1 AP if affecting an element of which you are not Steward.

IV. PRESENT AGE

This is the Age in which your campaign will be set, but the starting date is preceded by several centuries of recent history. During this time the various Peoples continue to interact, possibly breaking into factions with varying goals; leaders, heroes, and monsters may clash or ally with one another.

Start of the Present Age

Before the first round, reset the Action Tally to zero. Then, each player rolls 2d6 and adds the total to their Action Pool.

The Present Round

A. Each player takes a turn.

The Player Turn:

1. The active player chooses to take an Action or Pass.
 - ▶ **Action:** Choose 1 Action from the PRESENT AGE ACTIONS table, pay its cost, increase the Action Tally by 1, and follow the directions for that Action (see page 12).
 - ▶ **Pass:** Roll 1d6 and add the result to your Action Pool. Then, choose or roll an EVENT OR DISASTER (page 15) and describe how it affects the world.
2. Play passes to the next player.

B. If the Action Tally is **less than 10**, start a new round in the Present Age with step 1, above. If the Action Tally is **equal to or greater than 10**, ask everyone if they are ready to move on to the next Age. **If consensus says no**, play another Present Age round starting at step 1, above. **If consensus says yes**, proceed to step C, below.

C. The recent history of the Present Age has been established. Looking at the map and the various elements now in play, discuss as a group which area of the world would make the most interesting stage upon which to set your campaign. Once you've settled on an area, ask any questions that come to mind and discuss the answers together. Remember that a given element's Steward is the authority on any questions related to that element.

PRESENT AGE ACTIONS

ACTION	AP COST
Create Avatar	1
Do a Deed	1*
Create People	4
Shift Alignment	0*
Expand Territory	1*
Endeavor	1*

*+1 AP if affecting an element of which you are not Steward.



ACTION GUIDE

CREATE MOUNTAINS (AP 0/2/3/-)

Add a mountain range to the map, covering an area of any size. Describe anything notable about your creations.

CREATE RIVER (AP 0/2/3/-)

Add a major watershed to the map, starting at its source and ending at a sea or other body of water. Remember that rivers always find the lowest path through the landscape. Describe anything notable about your creation.

CREATE TERRAIN (AP 1/2/3/-)

Choose or roll a type of **TERRAIN** (see table on page 14) you wish to add to the map. Then, roll 1d6 add your chosen terrain to that many different areas of the map. Each area you add may be of any size. Describe anything notable about the areas you add.

CREATE NATURAL/ARTIFICIAL FEATURE (AP 0/1/2/-)

Choose or roll a natural or artificial **FEATURE** (see table on page 14) and add it to the map. A given feature may occupy an area 1 to 10 hexes in size. Describe what makes your creation dramatically significant.

CREATE AVATAR (AP -/1/1/1)

When you create an Avatar, you become their Steward. An Avatar might be a hero, queen, great monster, elemental entity, demon, or even the earthly incarnation of a god. Choose a hex on the map as the place where your Avatar first becomes known. Describe them, or roll on the **AVATAR** table (page 16) for ideas. Choose and record their starting alignment (*good*, *lawful*, *neutral*, *chaotic*, or *evil*), and give them a name or basic descriptor (you can always name them later).

DO A DEED (AP -/1/1/1; +1 if you are not the Avatar's Steward)

Choose an Avatar in play and describe a significant deed that they accomplish. They might discover an artifact, lead an army to conquer a City, oversee the construction of a great wonder, forge an alliance with another Avatar, or anything else you can think of. The only requirement is that their deed be significant; the making of history, if not legend. If you need ideas, choose or roll on the **DEED** table (page 16).

The Avatar accomplishes the deed, unless doing so would impact an element of which another player is Steward, in which case you must roll 2d6: **on a 10+**, the deed is accomplished as described; **on a 7-9**, the deed is accomplished, but with a tradeoff of the other player's choosing; **on a 6-**, the deed can be accomplished, but only at great and irreversible cost—the other player says what that is, and you must choose to accept it or fail in accomplishing the deed.

CREATE PEOPLE (AP -2/3/4)

When you create a People, you become their Steward. Choose a hex on the map as their point of origin. Choose or roll their characteristics on the **PEOPLE** tables (page 17) and **ALIGNMENT** (page 17). A People starts as *nascent*, the first of 4 possible levels (*nascent* > *developing* > *advanced* > *transcendent*). Finally, choose a real-world language to act as a linguistic basis for their naming of things, and give the People a name.

SHIFT ALIGNMENT (AP -0/0/0; +1 if you are not the People's Steward)

Choose a People in play and shift their alignment one step (*good* <> *lawful* <> *neutral* <> *chaotic* <> *evil*). Explain why this change occurs.

EXPAND TERRITORY (AP -1/1/1; +1 if you are not the People's Steward)

Choose a People and expand their territory according to their level:

LEVEL	BASE HEXES	ADDITIONAL HEXES
<i>Nascent</i>	1d6	You may pay 2 AP to claim 1d6 additional hexes.
<i>Developing</i>	2d6-1	You may pay 1 AP to claim 1d6 additional hexes.
<i>Advanced</i>	2d6	You may pay 2 AP to claim 2d6 additional hexes.
<i>Transcendent</i>	3d6	You may pay 1 AP to claim 2d6 additional hexes.

If your People's territory expands into that of another People, war commences; roll to determine the end result:

ROLL WAR OUTCOME

2-6	Aggressor may claim territory according to their level, but only at great cost—the defending player says what that is, and you must choose to accept it or fall back without claiming defender's territory.
7-9	Aggressor claims territory according to their level, with a fictional trade-off of the defending player's choosing.
10-12	Aggressor is victorious and claims territory according to their level.

ENDEAVOR (AP -1/1/1; +1 if you are not the People's Steward)

Choose a People already on the map and choose or roll one of the following:

1d100	ENDEAVOR	EFFECT
01-30	Found Faction	A subgroup of the population organizes into a faction. Choose or roll on the FACTION table (page 18) and ALIGNMENT (page 17). Describe the faction's goals.
31-60	Found City	A center of culture and commerce comes into play. Place it on the map, give it a name, and describe its significance.
61-80	Advance	The People advance one level.
81-100	Other	The People undertake an endeavor of your choice (e.g., constructing an artificial FEATURE). If you need ideas, roll on the DEED table (page 16).

TERRAIN

1d100 TERRAIN TYPE

01-02	Badlands/karst
03	Crystal fields
04-13	Desert/dunes
14-18	Flatland/savanna
19-20	Flats/floodplain
21	Fungal forest
22-23	Grassland/prairie
24-33	Highland/hills
34-43	Iceland/tundra
44-53	Jungle
54-63	Mountains
64-68	Plains
69-70	Scrubland
71-72	Steplands/terrace
73-74	Underland/caves
75-76	Wasteland
77-82	Wetland/swamp
83-100	Woodland/Forest

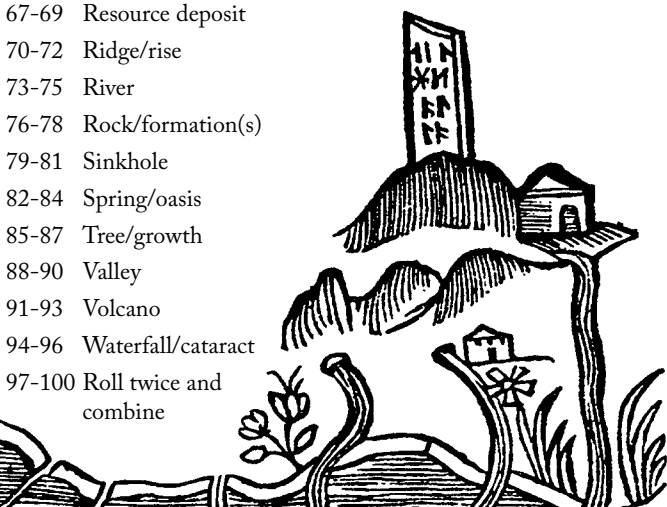
FEATURE

1d100 NATURAL

01-03	Aerie/nest
04-06	Canyon
07-09	Cavern(s)
10-12	Chasm/fissure
13-15	Cliffs/bluffs
16-18	Crater(s)
18-21	Fjord(s)
22-24	Geyser field(s)
25-27	Glacier(s)
28-30	Glade/grove
31-33	Glen/dell
34-36	Gorge/ravine
37-39	Lair/den
40-42	Lava field(s)
43-45	Mesa/butte
46-48	Nexus/juncture
49-51	Pass
52-54	Peak
55-57	Pit/hole
58-60	Plateau
61-63	Pool/lake
64-66	Reef(s)
67-69	Resource deposit
70-72	Ridge/rise
73-75	River
76-78	Rock/formation(s)
79-81	Sinkhole
82-84	Spring/oasis
85-87	Tree/growth
88-90	Valley
91-93	Volcano
94-96	Waterfall/cataract
97-100	Roll twice and combine

1d100 ARTIFICIAL

01-05	Aqueduct
06-10	Bridge/crossing
11-15	Circle/clearing
16-20	Citadel/fortress
21-25	Dam
26-30	Gate/portal
31-35	Gravesite/bonefield
36-40	Haven/sanctuary
41-45	Hut/home
46-50	Lair/den
51-55	Nexus/crossroads
56-60	Palace
61-65	Pattern/web
66-70	Prison
71-75	Road/highway
76-80	Statue/monument
81-85	Temple
86-90	Tomb/crypt
91-95	Tower/spire
96-100	Wall/barrier



EVENT

1d100 EVENT

01-03	Alliance
04-06	Betrayal
07-09	Celebration
10-12	Contact/exchange
13-15	Death
16-18	Diplomacy
18-21	Discovery
22-24	Exploration
25-27	Forbidden love
28-30	Growth/expansion
31-33	Heroism
34-36	Intrigue
37-39	Invention
40-42	Journey/odyssey
43-45	Oppression
46-48	Prophecy
49-51	Quest
52-54	Rebellion
55-57	Rebirth/renewal
58-60	Redemption
61-63	Restoration/revival
64-66	Revenge
67-69	Rivalry
70-72	Sacrifice
73-75	Salvation
76-78	Siege
79-81	Survival
82-84	Trade
85-87	Transformation
88-90	Treaty/agreement
91-93	Trickery/deceit
94-96	Truce/peace
97-100	War/aggression

DISASTER

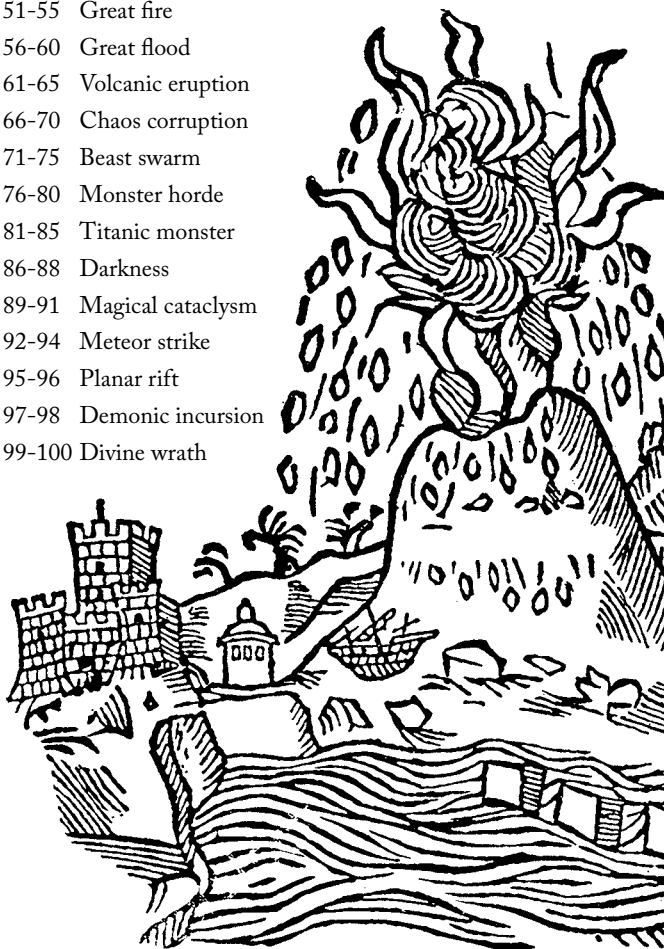
Choose or roll TYPE in then SCOPE to determine how much of the world it affects.

1d100 SCOPE

01-10	Plague/epidemic
11-20	Famine/pestilence
21-25	Drought
26-30	Civil war/rebellion
31-35	Earthquake
36-40	Great hurricane
41-45	Great sandstorm
46-50	Great blizzard
51-55	Great fire
56-60	Great flood
61-65	Volcanic eruption
66-70	Chaos corruption
71-75	Beast swarm
76-80	Monster horde
81-85	Titanic monster
86-88	Darkness
89-91	Magical cataclysm
92-94	Meteor strike
95-96	Planar rift
97-98	Demonic incursion
99-100	Divine wrath

1d100 SCOPE

01-40	Limited/local (~1d10+1 hexes)
41-90	Wide/regional (~2d10+10 hexes)
91-99	Great/continental (~3d10+10 hexes)
100	Vast/global



AVATAR

Choose or roll 1 **DESCRIPTOR** and 1 **ROLE** to combine.

1d100 DESCRIPTOR

01-03 Air/wind
04-06 Chosen
07-09 Dark
10-12 Death
13-15 Desert/sand
16-18 Earth
18-21 Elemental
22-24 Enchanted
25-27 Fertility
28-30 Fey
31-33 Fire/heat
34-36 Forest
37-39 Holy/blessed
40-42 Ice/cold
43-45 Immortal
46-48 Legendary
49-51 Life
52-54 Light
55-57 Love
58-60 Moon
61-63 Mountain
64-66 Nature
67-69 Noble
70-72 Shadow
73-75 Shape-shifting
76-78 Sun
79-81 Time
82-84 Underworld
85-87 Unholy/cursed
88-90 War
91-93 Water/sea
94-96 Weather/sky
97-100 Winged

1d100 ROLE

01-03 Angel/saint
04-06 Assassin
07-09 Beast/monster
10-12 Child
13-15 Chosen One
16-18 Creature
18-21 Demigod
22-24 Demon/devil
25-27 Father
28-30 Guardian
31-33 Heroine/hero
34-36 Inventor
37-39 Leader
40-42 Lover
43-45 Maker/smith
46-48 Messenger
49-51 Monster
52-54 Necromancer
55-57 Priest/priestess
58-60 Princess/prince
61-63 Prophet
64-66 Queen/king
67-69 Seer/oracle
70-72 Serpent/dragon
73-75 Sorcerer/magician
76-78 Spirit/ghost
79-81 Spy
82-84 Titan/behemoth
85-87 Trader
88-90 Traveler/wanderer
91-93 Trickster/thief
94-96 Twins
97-100 Warrior

DEED

1d100 DEED

01-03 Ascend
04-06 Awaken
07-09 Banish/exile
10-12 Bless/curse
13-15 Challenge
16-18 Cleanse
18-21 Conceal/hide
22-24 Conquer/vanquish
25-27 Create
28-30 Defend/protect
31-33 Deliver
34-36 Destroy
37-39 Discover
40-42 Endure
43-45 Enlighten
46-48 Explore/navigate
49-51 Forgive/condemn
52-54 Forsake/betray
55-57 Fortify
58-60 Guide
61-63 Heal/restore
64-66 Illuminate
67-69 Inspire/lead
70-72 Liberate
73-75 Negotiate
76-78 Overthrow
79-81 Rally
82-84 Redeem/reclaim
85-87 Reincarnate
88-90 Reveal
91-93 Sacrifice
94-96 Transform
97-100 Unite

PEOPLE

Choose or roll 1 entry from each column and combine.

1d100	1ST PART	2ND PART	1d100	1ST PART	2ND PART
01-02	Amorphous	Architects	51-52	Humanoid	Miners
03-04	Amphibian	Artisans	53-54	Humanoid	Missionaries
05-06	Aquatic	Chameleons	55-56	Icy	Mystics
07-08	Arachnoid	Colonizers	57-58	Insectoid	Naturalists
09-10	Avian	Conquerors	59-60	Lithoid	Nomads
11-12	Canine	Conservators	61-62	Lupine	Outcasts
13-14	Chameleonic	Crusaders	63-64	Marsupiod	Peacekeepers
15-16	Chitinous	Defenders	65-66	Molluscoid	Philosophers
17-18	Diminutive	Diplomats	67-68	Multicephalous	Psychics
19-20	Dwarfish	Engineers	69-70	Multipedal	Raiders
21-22	Dwarfish	Entertainers	71-72	Necroid	Sages
23-24	Elfish	Explorers	73-74	Orcish	Schemers
25-26	Ethereal	Farmers	75-76	Parasitic	Scholars
27-28	Feline	Guardians	77-78	Plantoid	Seers
29-30	Fiery	Harbingers	79-80	Porcine	Seekers
31-32	Fungoid	Healers	81-82	Ratfolk	Sorcerers
33-34	Giant	Historians	83-84	Reptilian	Stewards
35-36	Goblinoid	Hunters	85-86	Saurian	Thieves
37-38	Halfling	Illusionists	87-88	Serpentine	Traders
39-40	Halfling	Industrialists	89-90	Shapeshifting	Wanderers
41-42	Halfling	Infiltrators	91-92	Slender	Wardens
43-44	Humanoid	Magicians	93-94	Stocky	Warriors
45-46	Humanoid	Manipulators	95-96	Tenebrous	Watchers
47-48	Humanoid	Mercenaries	97-98	Tentacled	Workers
49-50	Humanoid	Merchants	99-100	Ursine	Zealots

ALIGNMENT

1d100	ALIGNMENT
01-10	<i>Good</i>
11-35	<i>Lawful</i>
36-65	<i>Neutral</i>
66-90	<i>Chaotic</i>
91-100	<i>Evil</i>



FACTION

Choose or roll 1 entry from each column and combine.

1d100	1ST PART	2ND PART	1d100	1ST PART	2ND PART
01-02	Ancient	Agents	51-52	Light	Magicians
03-04	Arcane	Alchemists	53-54	Lunar	Manipulators
05-06	Astral	Alliance	55-56	Monstrous	Merchants
07-08	Black	Anarchists	57-58	Mystic	Network
09-10	Celestial	Assembly	59-60	Noble	Nobles
11-12	Chaotic	Avengers	61-62	Oathsworn	Order
13-14	Chosen	Blades	63-64	Phantom	Priests
15-16	Cursed	Brotherhood	65-66	Radiant	Protectors
17-18	Dark	Cabal	67-68	Radiant	Rebels
19-20	Demonic	Circle	69-70	Renegade	Refugees
21-22	Devoted	Clan	71-72	Ruthless	Ring
23-24	Divine	Coalition	73-74	Savage	Sect
25-26	Elemental	Company	75-76	Secret	Seers
27-28	Enigmatic	Conclave	77-78	Serene	Sorcerers
29-30	Ethereal	Confederacy	79-80	Shadowy	Spies
31-32	Evil	Court	81-82	Silent	Spirits
33-34	Extraplanar	Coven	83-84	Solar	Syndicate
35-36	Feral	Covenant	85-86	Sovereign	Thieves
37-38	Forgotten	Cult	87-88	Traditional	Traders
39-40	Forsaken	Defenders	89-90	Undead	Tribe
41-42	Fringe	Exiles	91-92	Unholy	Tribunal
43-44	Ghostly	Fellowship	93-94	Veiled	Vanguard
45-46	Golden	Guild	95-96	Wandering	Warriors
47-48	Holy	League	97-98	White	Wizards
49-50	Lawful	Legion	99-100	Wicked	Zealots



ADDITIONAL SPARK

Roll 1 or 2 of these whenever you feel stuck trying to come up with something

1d100	VERB	ADJECTIVE	1d100	VERB	ADJECTIVE
01-02	Adapt	Ancient	51-52	Inspire	Majestic
03-04	Attack	Arcane	53-54	Intimidate	Menacing
05-06	Awaken	Barren	55-56	Investigate	Monstrous
07-08	Build	Bewitched	57-58	Invoke	Mystical
09-10	Capture	Black	59-60	Isolate	Opulent
11-12	Challenge	Blazing	61-62	Lure	Overgrown
13-14	Conceal	Blue	63-64	Mark	Pristine
15-16	Confront	Corrupted	65-66	Negotiate	Radiant
17-18	Connect	Cursed	67-68	Preach	Ravaged
19-20	Coordinate	Desolate	69-70	Protect	Red
21-22	Defend	Enchanted	71-72	Provoke	Rugged
23-24	Defy	Ethereal	73-74	Punish	Sacred
25-26	Destroy	Feral	75-76	Pursue	Secluded
27-28	Devour	Forgotten	77-78	Rally	Serene
29-30	Discover	Fragmented	79-80	Remember	Shimmering
31-32	Dominate	Frozen	81-82	Rescue	Silver
33-34	Encircle	Glorious	83-84	Retreat	Stormy
35-36	Escape	Golden	85-86	Reveal	Towering
37-38	Execute	Green	87-88	Sabotage	Treacherous
39-40	Expand	Haunted	89-90	Sacrifice	Twisted
41-42	Explore	Impenetrable	91-92	Seek	Vast
43-44	Flee	Infernal	93-94	Steal	Verdant
45-46	Forgive	Jagged	95-96	Subvert	Vibrant
47-48	Fortify	Luminous	97-98	Summon	White
49-50	Guard	Lurking	99-100	Survive	Wretched



