

The Random Locations Generator (v. 1.0)

This random locations generator is made to be used in combination with the MYFAROG rules for **Travel & Survival** and **Random Encounters** (in **The Land of Fúlá**). A myth master can use this to generate random locations for the player characters, when they are traveling. For every D6 miles the player party travels (n/a if swimming in or traveling in a vessel on the sea or a lake) the myth master casts 3D6 to see if the party comes by a special location.

3D6 (path or road)	3D6 (bog, field, forest or mountain)	Location
3	3-4	Ettin-made
4-8	5-6	Human-made
9-12	7-12	Natural
≥ 13	≥ 13	Nothing

If the party comes by a location, they must test their Perception against a DD to see if they notice it, before they just pass by – or in the case of the Ambush site; walk straight into an ambush.

The myth master should take note of each location carefully, and add them to his maps, so that the players will be able to return to the same place later on. A myth master might also need to cast dice to determine the random locations before the play beings, so that local NPC can be asked for advice in relation to the area – assuming they know pretty well what lies ahead, at least a few miles.

Perception ¹	D6	Ettin-made (Location Encounter)
DD 6	1-5	Temple (3D6 Koparmenn madmen)
DD 9	6	Cave ('Ettins')

Perception ¹	3D6	Human-made (Location Encounter)
DD 6	3	Sorcerer's hut (1-4 on a D6) or tower (5-6) (Native Seiðmaðr with 1-3 apprentices)
DD 9	4	Cave (contact achieved with random type of creatures on 1-4 on a D6)
DD 6	5	Mine (3D6 working children, and D6 warrior guards)
DD 6	6	Hunter's cabin (D6 native hunters)
DD 6	7	Brigand's lair (1-3 on a D6) or outlaw's camp (4-6) (Same as result '4' in 'Humans' table on page 124)
DD 3	8-9	Nomads' camp (Large family group of native nomads. 2D6 warriors)
DD 6	10-11	Temple (cast a D6 four times as if to randomly determine the Alignment, to find the temple's deity. See Alignment [Character Generation & Development]). (3D6 Nymphs and D6 native priests)
DD 6	12-15	House (1-2 on a D6) or yard (3-6) (Native family. D6 warriors)
DD 12	16	Ambush site (Same as result '4' in 'Humans' table on page 124)
DD 6	17	Burial site (Contact achieved with random type of creatures on 1-2 on a D6)
DD 6	18	Rune stone (Contact achieved with random type of creatures on 1 on a D6)

Perception ¹	3D6	Natural (Location Encounter)
DD 9	3	Cave (1-3 [on a D6] Poisonous Creatures, [4] a Cave Bear or [5-6] Disease Spreaders)
DD 3	4-6	Lake ('Animals')
n/a	7-14	Obstacle (cliff [1-3 on a D6], fissure [4], bog [5], stream [6]) (Ambush [see Human-made locations] on 1-2. No special encounter on 3-6) Cliff: Random Climbing DD to pass Fissure: Random Acrobatics DD to pass Bog: Acrobatics DD to pass (Random Swimming DD upon Failure!) Stream: Random Swimming DD to pass.
DD 6	15-18	Grove ('Elves & Nymphs', but never Dark Elf)

¹+6 DD if flying.

If the location is human- or ettin-made, the myth master casts 3D6 to check the condition of the location. If the location is 'inhabited' the party will encounter a 'location encounter', listed next to each location in brackets. If not the condition of the location determines the type of encounter.

3D6	Condition for human- or ettin-made locations (Location Encounter)
3	Blessed (Contact achieved with 'Elves & Nymphs', but never Dark Elf)
4-6	Ruined (1-4 on a D6) or abandoned (5-6) (Contact achieved with random type of creatures on 1-4 on a D6)
7-16	Inhabited (As per location)
17	Haunted (Contact achieved with 'Trolls')
18	Cursed (Contact achieved with 'Ettins')

A party using Stealth to avoid contact with other creatures can, if they spot the locations, simply avoid the locations (walk around them), to avoid contact with any creatures there, or the party can approach the location and achieve contact normally, with the normal Stealth bonus for 'Contact Conditions' (see page 125).