

LANDMARKS: The bewildering thing about a new country is the absence of landmarks

RAP

Specific places or things which can be used to pin point locations, serve as a meeting site, identify a starting or ending spot, or be used as navigational aids. Use the list for the current environment, then roll as indicated or choose as desired.

- d20 City**
- 01 Main Market
 - 02 Specialty Market **d8 *A**
 - 01 Meat
 - 02 Fish (At or near the docks?)
 - 03 Vegetables/Fruit
 - 04 Poultry/eggs
 - 05 Iron goods (Blacksmith alley)
 - 06 Furniture
 - 07 Jewelry/gems/precious metals
 - 08 Slaves
 - 03 Main gate
 - 04 Gate to the Keep area
 - 05 Government hall
 - 06 Theatre (district?)
 - 07 Monument(s) **d6**
 - 01 City founder(s)
 - 02 Current ruler(s)
 - 03 Goddess of victory
 - 04 A battle
 - 05 War hero/dead
 - 06 Religious figure ***B**
 - 08 Grave yard ***C**
 - 09 Army Barracks/Stables ***D**
 - 10 Fountain
 - 11 Royal/Public gardens/Town square
 - 12 University
 - 13 Mage Academy
 - 14 Temple(s)
 - 15 Fort/Fortress ***D**
 - 16 Merchant/Warehouse district
 - 17 Financial district
 - 18 Well
 - 19 Public stocks ***E**
 - 20 Gaol
- *A** - Different corners of the main market may be designated for specific trades/sellers
- *B** - Patron divinity? A famous saint or mystic? A local cleric or monk?
- *C** - Most likely several; one for the rich/important people (Royals will have their own burial ground/chapel), some for commoners, at least one for the poor and strangers, and one for criminals (unconsecrated, outside the city walls, etc.)
- *D** - One or several, depending on city size, location, access, enemies, history of conflict, etc.
- *E** - For public punishment/shaming of criminals
- d20 Town**
- 01 Town hall
 - 02 Town square/market
 - 03 Main gate/entrance
 - 04 Monastery
 - 05 Public stocks ***A**
 - 06 Merchants/warehouses
 - 07 Temple ***B**
 - 08 Chapel(s) ***C**
 - 09 Small keep ***D**
 - 10 A shrine
 - 11 Docks/commercial stables
 - 12 Inn
 - 13 Tavern(s)/Pub(s)
 - 14 Barracks/stables
 - 15 Manor house ***D**
 - 16 Monument **d4**
 - 01 A local war hero ***E**
 - 02 The ruler of this area/realm
 - 03 An obelisk with a holy snake at the top
 - 04 An ancient standing stone
 - 17 Public well
 - 18 Toll booth ***F**
 - 19 Cemetery ***G**
 - 20 Pond
- *A** - For punishing/shaming criminals
- *B** - A small-ish one
- *C** - Possibly a few; one will be acknowledged as primary/official
- *D** - Possibly just outside of town
- *E** - Did s/he survive the battle/war?
- *F** - Are there many of these in town?
- *G** - Likely two: one for citizens, one for paupers and strangers; both will be seen as religious sites
- d12 Village**
- 01 Head man's residence
 - 02 Open square/market ***A**
 - 03 Graveyard ***B**
 - 04 Chapel
 - 05 A shrine
 - 06 A small merchant area
 - 07 Tavern/pub/stable
 - 08 Well
 - 09 Monument ***C**
 - 10 The blacksmith
 - 11 Largest storage shed in village
 - 12 Tollbooth ***D**
 - 13 The "meeting tree" ***E**
 - 14 Arch/passage connecting two buildings
 - 15 An exterior stairway
 - 16 Burned out building
 - 17 Tallest building in town
 - 18 Building which overhangs the street
 - 19 Sheep pen/pig sty on the main road
 - 20 Bridge across a river
- *A** - Quite small, but busy with locals on market days
- *B** - Maybe associated with the primary chapel
- *C** - Most likely religious in nature
- *D** - New? No longer used? Used but run down?
- *E** - Just outside of town (in some cultures, might be "The Hanging Tree")
- d20 Fortress**
- 01 Main gate
 - 02 A particular guard station inside the fortress
 - 03 A designated flag pole
 - 04 An heraldic symbol on a wall ***A**
 - 05 A chapel for war dead
 - 06 A hospital
 - 07 Near the ballistas/catapults
 - 08 A courtyard on a specified level
 - 09 A well ***B**
 - 10 The royal stables
 - 11 A well-known inn ***C**
 - 12 A shrine to a dead commander
 - 13 Various monuments to various war dead ***D**
 - 14 Main religious structure ***E**
 - 15 The base of a tower
 - 16 A stairway/ramp to the wall
 - 17 The (draw?) bridge over the (dry? wet?) moat
 - 18 The gate of the inner wall
 - 19 A postern in the wall
 - 20 A famous/infamous pub
- *A** - Interior or exterior wall?
- *B** - Probably inside a protected space
- *C** - Inside or outside the fortress?
- *D** - Scattered through out the fortress
- *E** - Temple? Monument? Monastery?
- d20 Port Area *A**
- 01 Large, government dock***B**
 - 02 Careening beach
 - 03 Wood breakwater
 - 04 Lighthouse
 - 05 Warehouses
 - 06 Beach with a steep drop-off ***C**
 - 07 Town gate ***D**
 - 08 Town square
 - 09 Well ***D**
 - 10 Market square
 - 11 Fishmonger's Guild building
 - 12 Mouth of a canal
 - 13 Boat building shop ***E**
 - 14 Gaol
 - 15 Dockside pub
 - 16 Sandy/rocky beach
 - 17 Monument **d4**
 - 01 Religious
 - 02 Royal/Political leader
 - 03 Lost at sea
 - 04 Historical event (e.g. battle)
 - 18 The end of a sea wall
 - 19 Ruin/foundation of a former defensive tower
 - 20 Public stocks by the waterfront ***F**
- *A** - On a river, lake or ocean
- *B** - Identified by a large arch at the shore end
- *C** - Fishing will frequently be taking place
- *D** - Depending on size of town, specify which one
- *E** - Dory, dinghy, etc.
- *F** - For public punishment/shaming of criminals
- d20 Farming area**
- 01 Large new barn
 - 02 Ruins of an old barn
 - 03 Farm with multiple houses
 - 04 Blacksmith shop
 - 05 A well
 - 06 A rock outcropping
 - 07 A fallow field
 - 08 A bridge over a stream
 - 09 A ford through a stream
 - 10 A pig sty
 - 11 A noticeable gate in a fence/wall ***A**
 - 12 The manor house
 - 13 A stream beside a road/path
 - 14 A mill (waterwheel driven)
 - 15 A windmill

- 16 A sheep pen
- 17 A particular vegetable patch
- 18 A particularly old fruit tree
- 19 A fish pond inlet/outlet
- 20 Servant/slave quarters

***A** - *Because it's broken down? Newly repaired? Brand new? Oddly decorated?*

d20 Forest

- 01 A bridge crossing a stream/river
- 02 A huge, ancient tree
- 03 A significant clearing
- 04 A rock outcropping
- 05 A significant hill
- 06 A cave
- 07 A crossroads
- 08 A spring
- 09 Two streams joining
- 10 A marsh/pond
- 11 An ancient stone monument
- 12 An ancient henge
- 13 Stone paving on a portion of the path
- 14 An abandoned ferry which used to cross the river ***A**
- 15 A tree which has recently fallen across the road/path
- 16 A rare vine which blooms year round ***B**
- 17 Remains of large steps climbing a hill
- 18 A transition area between two different kinds of trees ***C**
- 19 Ruins of an ancient guard tower
- 20 A clearly marked ford across a stream/river

***A** - *Might it still be capable of making the trip?*

***B** - *On what is it growing?*

***C** - *Deciduous to evergreen, birch to spruce, etc.*

d20 Jungle

- 01 A deep, narrow pool with vines hanging over it
- 02 A huge tree trunk with animal shapes carved into it ***A**
- 03 A loop in a large river
- 04 A rope bridge across a deep stone crevice
- 05 Remains of an ancient stone temple
- 06 A tree-house village next to a river
- 07 A path leads to a large clearing
- 08 A massive grove of banyan trees
- 09 A swamp/wide river filled with cypress trees
- 10 A multi-layered waterfall
- 11 Remains of a huge stone city ***B**

- 12 Skeletal remains of several large carnivores, picked clean by scavengers
- 13 A deep pool fed by a tall, thin waterfall
- 14 A large cliff face, half covered with thick vines
- 15 A grove of ferns with incredibly wide leaves
- 16 A settlement on a side of a cliff
- 17 Remains of a campfire ***C**
- 18 A massive tree has fallen, creating a new clearing
- 19 An elevated path through a swamp/pond area
- 20 A native village site, recently abandoned ***D**

***A** - *Think totem pole*

***B** - *Think Angkor Watt*

***C** - *Still smouldering?*

***D** - *Nomads? Seasonal migration? Attacked? Plague?*

d20 Desert ***A**

- 01 A vertical rock outcropping
- 02 A depression with a pond
- 03 The end of a wadi
- 04 A massive boulder
- 05 A cluster of large boulders
- 06 A dry riverbed ***B**
- 07 A cave in the side of a hill
- 08 A stone arch
- 09 A hill which has different coloured strata than any other hills in the area
- 10 A huge saguaro cactus
- 11 A field of flowers that blooms immediately after rain
- 12 The end of a line of dunes
- 13 The remains of a castle devoured by shifting sand
- 14 The remains of a dried up oasis
- 15 A living oasis
- 16 Remains of an ancient paved road ***C**
- 17 A newly exposed dinosaur/dragon skeleton
- 18 A valley of massive stone monuments ***D**
- 19 The edge of an area of badlands
- 20 An area of hot spring/mud pot/geyser activity

***A** - *Desert is an area of extremely low precipitation, not necessarily just sand dunes*

***B** - *Watch for flash floods in rainstorms*

***C** - *Depending on the drifting sands, it may or may not be visible at any given time*

***D** - *Think Petra in Jordan*

d20 Mountains

- 01 A large rock outcropping filled with crystallized veins
- 02 A lake filled with glacial melt water
- 03 A free-standing basalt column
- 04 The base of the tallest mountain in the range
- 05 A rock-pile trail marker
- 06 A road ending at the base of an impossibly steep mountain
- 07 A path along a ridge of foothills
- 08 A small, very clear, very deep lake ***A**
- 09 A shrine in a cave
- 10 The base of a waterfall
- 11 A small island in a mountain lake
- 12 A cliff face which resembles **d6**
 - 01 A giant's face
 - 02 An ogre
 - 03 A dwarven boot
 - 04 A missing loved one
 - 05 A rough crown
 - 06 A bird of prey
- 13 A monastery on a low mountain top
- 14 Remains of a mine shaft
- 15 An ancient stairway climbing steeply into the clouds
- 16 A bare side of a mountain, recently scraped clean by a landslide
- 17 A rock overhang resembling an eagle's beak
- 18 A deep shaft containing winter snow ***B**
- 19 A lake which exists in spring and summer, but drains out by fall and is dry for winter
- 20 A large ancient idol carved in the side of a cliff

***A** - *May not contain any life at all*

***B** - *Lasts all year?*

d20 Hills

- 01 An ancient henge at the top of a hill ***A**
- 02 A (ruined?) bridge over a river which flows between hills
- 03 A large spring which flows from the side of a hill
- 04 A stand of obviously ancient trees
- 05 A cave in a hillside
- 06 A newly constructed shrine to a hill god/dess
- 07 A large rock outcropping at the top of a hill ***A**
- 08 A waterfall divides an upper and lower river
- 09 A brown rocky hill with no plant life ***B**
- 10 A signal station ***C**
- 11 A frontier fort/custom station

- 12 A monastery on the top of a hill ***A**
- 13 A small, hot spring ***D**
- 14 A flat tableland surrounded by cliffs
- 15 A roadway through a tunnel ***E**
- 16 The joining of two rivers, forming a Y-shaped valley ***F**
- 17 An ancient lava field
- 18 The opening of an abandoned mine
- 19 A large dome of granite
- 20 A grass-covered hill where all other hills in area are forested

***A** - *Potentially visible for miles*

***B** - *A extrusion of the planet's mantle*

***C** - *Think the fire signals from Gondor to Rohan*

***D** - *May have structures nearby or not*

***E** - *A natural cave complex expanded to accommodate travel*

***F** - *Possibly including at least one waterfall*

d20 Plains/Tundra/Steppes

- 01 A large, solitary tree
- 02 A series of 1d6+1 ancient burial mounds ***A**
- 03 A ford over a wide, meandering river
- 04 An old sod house on the edge of a village
- 05 A panemone (horizontal) windmill
- 06 A large isolated shrine
- 07 A long escarpment ***B**
- 08 A grove of old trees inside an ancient cemetery
- 09 A small, deep clear lake surrounded by tall trees ***C**
- 10 A single large butte
- 11 A line of 1d4+1 buttes
- 12 A valley of stratified coloured rock layers ***D**
- 13 An old defensive tower ***E**
- 14 A low, wide waterfall
- 15 A large shallow lake
- 16 A wide area of hot springs
- 17 A straight line of 1d6+6 trees
- 18 Ruins of a settlement **d6**
 - 01 A few stones from foundations
 - 02 Broken foundations showing the outline of the buildings
 - 03 Intact foundations, a few wood beams
 - 04 Intact foundations, some walls standing
 - 05 Mostly intact, abandoned just a few years ago
 - 06 Mostly intact but damaged; obviously attacked
- 19 A chain of 1d6+12 small lakes

20 Foothills leading to mountains (the edge of the plains)

***A** - Probably visible for miles

***B** - At the top or the bottom?

***C** - May or may not contain life

***D** - Think Badlands

***E** - Not ruined but abandoned

d20 River

01 Rock outcropping mid-river

02 A waterfall ***A**

03 A confluence of two rivers ***B**

04 An area of rapids

05 A fortification/tower at a narrowing or bend in the river

06 A ford across the river ***C**

07 A temple site

08 A massive tree which has fallen across most of the river

09 A mid-river island ***D**

10 A bridge across the river ***E**

11 River enters/exits a wide flat marsh

12 River enters/exists a lake

13 River enters/exist is rock-walled canyon

14 A dolmen monument site

15 A mill

16 A retaining wall

17 A deep, dark pool

18 A large boulder in mid-stream

19 Large ruins at the side of the river ***F**

20 A large double/triple waterfall

***A** - As part of the river? Falling into the river?

***B** - Both clear? Both muddy/with tannic acid? One clear and one muddy/tannic?

***C** - A shallow (and probably wider) spot on the river

***D** - Natural? Developed? Notable for what reason?

***E** - A town/city nearby?

***F** - Some masonry/stonework has fallen into the river

d20 Lake shoreline

01 A large area of sand dunes

02 An area in which 1 tree in 3 is dead ***A**

03 An area cleared by logging

04 An area burned by a forest fire

05 A large area of dead trees ***A**

06 A stream inlet

07 A stream outlet

08 An outlet into a pond

09 Ruins of a stone building ***B**

10 A sandy peninsula extending into a sandbar

11 A high stony cliff

12 An ancient abandoned farm field **d4**

01 Apple orchard

02 Pear orchard

03 Plum orchard

04 Grapevines

13 Dead trees fallen into the water

14 Retaining wall made of boulders

15 Plants and trees near the water are fine; those on nearby hills are dead ***C**

16 A point of land

17 A cave in a rocky cliff

18 A waterfall

19 One tree near the shore is 3x taller than other surrounding trees

20 A wide shallow bay

***A** - An insect infestation? A orc band causing wanton destruction?

***B** - Castle? Manor? Tower? Ordinary house?

***C** - A recent drought

d20 Ocean shoreline

01 A pile of huge boulders from a landslide

02 Large granite outcroppings

03 The delta of a large river

04 A small cove surrounded by a fishing village

05 A large/long pier

06 A long, narrow peninsula with steep cliffs on both sides

07 Remains of an old shipwreck

08 A cliff face of unusual colour(s)

09 An island/chain of small islands close to shore ***A**

10 A long beach with bright white/dark black sand

11 An active volcano ***B**

12 A cove formed by black bedrock ***C**

13 A huge tree has fallen into the water

14 A stone retaining wall

15 A point of land with 1d4 "flowerpots"

16 A large breakwater

17 A large cave in a rocky cliff

18 A recent shipwreck

19 A muddy river changes the colour of the water nearby

20 A deep narrow bay

***A** - See [Islands](#)

***B** - Not violent; constant low grade lava seepage

***C** - In an area which is generally sandy, or a different coloured rock

d20 Magic (Not tied to a specific environment) *A

01 An ancient fountain which sprays continual water ***B**

02 A building foundation on which an ethereal building periodically appears ***C**

03 A massive boulder which glows at night **d4**

01 Every night

02 At the new moon

03 At the anniversary of someone's birth/death

04 Randomly (roll 1 on a d6)

04 A signpost which points toward whatever goal a person is seeking ***D**

05 An isolated shrine which blesses believers (or those of a particular alignment) for one day ***E**

06 A statue which occasionally changes its pose ***F**

07 A well dispenses water which heals 1d4 pts of dam. per day per user

08 A tree which acts as if the weather from tomorrow was already present ***G**

09 A ruined tower which suffers a flame strike every night ***H**

10 A cliff perpetually covered in fog, in which will be seen demonic faces ***I**

11 A hill which half a day out of sync with its surroundings ***J**

12 A lake with water that changes colour randomly ***K d10**

1 Red

2 Orange

3 Yellow/Gold

4 Green

5 Blue

6 Purple

7 Black

8 White

9 Brown or Grey

10 Clear

13 An archway which acts as a gate once per year

14 A stone carving of a face (**d6**) which engages passers by in conversation, while saying almost nothing which is actually helpful

01 Human face

02 Orc face

03 Buzzard head

04 A lion face

05 A dog head

06 A dragon head

15 A carved gargoyle which cries real tears ***L**

16 A stele with writing engraved which anyone can read, even if illiterate ***M**

17 A stairway which renders one walker per day invisible for 1 hour

18 A grove which is two seasons out of sync with its surroundings ***N**

19 A bridge which, when crossed, acts as a full night's sleep for all who cross

20 A cave with a pool; one bather per week is healed of all damage and disease

***A** - None of these landmarks can be moved, or disassembled and reassembled - they will immediately be destroyed (or disappear) in the attempt

***B** - The fountain is magic, the water is normal

***C** - House? Tower? Castle? Barn? Outhouse? Tollbooth? Dance hall?

***D** - Must be a person, place or thing (e.g. it won't point toward "happiness"); must also be on the Prime Material Plane (e.g. it won't point toward Elysium)

***E** - +1 to all rolls for 24hours

***F** - Roll 1 on a d12, rolled once per day (nobody ever sees it move)

***G** - Blowing if it will be windy, wet if it will be rainy, etc.

***H** - As per the Cleric spell; tower is not damaged further, but nothing inside escapes

***I** - DM option if these are actual demons or just mirages in the fog

***J** - Dark as midnight at noon, dawn at dusk, etc.

***K** - Roll 1 on a d12, rolled once per day

***L** - 1 in 6 will act as healing potion/poison

***M** - DM choice what is written on it (history, genealogy, prayers, etc.)

***N** - Winter in summer, fall in spring, etc.