

## Theatre



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Bag of Soulstone
- 3 - 4 : Drink Up!
- 5 - 7 : Dim Lighting
- 8 - 9 : Growing Fire
- 10 - 11 : Pool of Aether
- 12 - 13 : Hazardous Terrain

**Suggested Terrain :** Stage (Ht 2), severe terrain, pipe organ (impassible terrain), 1/2" walls to mark off a 6" x 6" back room, crates and barrels (severe covering).

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**Location**  
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## Sewers



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Caustic Gas
- 3 - 4 : Flash Flood
- 5 - 7 : Dim Lighting
- 8 - 9 : Rubble
- 10 - 11 : Hazardous Terrain
- 12 - 13 : Disturbing Whispers

**Suggested Terrain :** 2"-4" wide water terrain, 1"-3" unbreakable wall, severe terrain, blocking terrain, climbable terrain, varying elevations, bridges, impassible terrain.

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**Location**  
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## Arcanist's Lab



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Bag of Soulstone
- 3 - 4 : Recalibration Device
- 5 - 7 : Pool of Aether
- 8 - 9 : Ancient Text
- 10 - 11 : Arcane Apparatus
- 12 - 13 : Growing Fire

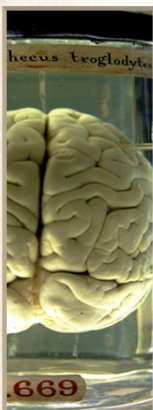
**Suggested Terrain :** Tables (sever, covering, breakable (3)), covering terrain, hazardous terrain, 1/4" breakable walls, areas of the table divided into rooms.

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**Location**  
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## Resurrection's Lab



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Graveyard
- 3 - 4 : Ancient Text
- 5 - 7 : Dim Lighting
- 8 - 9 : Alone in the Dark
- 10 - 11 : Torture Chamber
- 12 - 13 : Mysterious Effigies

**Suggested Terrain :** Tables (sever, covering, breakable (3)), covering terrain, hazardous terrain, 1/4" breakable walls, areas of the table divided into rooms.

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## Guild Library



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Pool of Aether
- 3 - 4 : Dim Lighting
- 5 - 7 : Cache of Tomes
- 8 - 9 : Arcane Apparatus
- 10 - 11 : Disturbing Whispers
- 12 - 13 : Ancient Texts

**Suggested Terrain :** Bookshelves (Ht 2 walls, 1" wide, 3-4" long, covering, breakable (3)), tables (severe, covering, breakable (3)), severe terrain, covering terrain, blocking terrain, areas of the table divided into rooms.

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## Necropolis



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Disturbing Whispers
- 3 - 4 : Graveyard
- 5 - 7 : Ancient Monument
- 8 - 9 : Magic Nexus
- 10 - 11 : Alone in the Dark
- 12 - 13 : Rubble

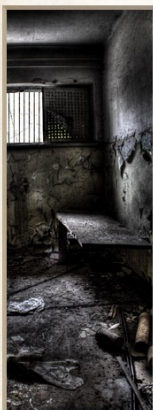
**Suggested Terrain :** Covering terrain, blocking terrain, climbable terrain, water terrain, the occasional climbable area, areas of the table divided into rooms, impassible terrain.

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## Guild Holding Facility



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Dead Zone
- 3 - 4 : Torture Chamber
- 5 - 7 : Rubble
- 8 - 9 : Howling Voices
- 10 - 11 : Dim Lighting
- 12 - 13 : Alone in the Dark

**Suggested Terrain :** Walls to mark 5" x 5" and larger rooms (unbreakable or Hardness 8-10), tables (severe, covering, breakable (3)), blocking terrain.

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## Warehouse



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Dim Lighting
- 3 - 4 : Bag of Soulstone
- 5 - 7 : Scrap Pile
- 8 - 9 : Growing Fire
- 10 - 11 : Ancient Text
- 12 - 13 : Arcane Apparatus

**Suggested Terrain :** tables (severe, covering, breakable (3)), severe terrain, blocking terrain, climbable terrain, 1/4" breakable walls to create 4" x 4" or larger rooms.

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## Research Facility



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Cache of Tomes
- 3 - 4 : Arcane Apparatus
- 5 - 7 : Choking Smoke or Gas
- 8 - 9 : Growing Fire
- 10 - 11 : Hazardous Terrain
- 12 - 13 : Recalibration Device

**Suggested Terrain :** tables (severe, covering, breakable (3)), 1/4" breakable walls to create 4" x 4" or larger rooms, hazardous terrain, covering terrain, blocking terrain.

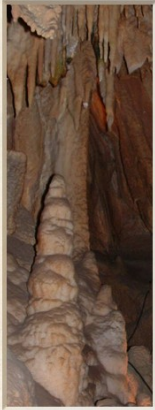
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## Cave/Mine System



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Rubble
- 3 - 4 : Bag of Soulstones
- 5 - 7 : Dim Lighting
- 8 - 9 : Hazardous Terrain
- 10 - 11 : Soulstone Vein
- 12 - 13 : Rockfall

**Suggested Terrain :** Thick walls (2"-3" thick), covering terrain, hazardous terrain, impassible terrain, climbable terrain, blocking terrain, water terrain.



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## Ancient Ruins



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Rockfall
- 3 - 4 : Cache of Tomes
- 5 - 7 : Ancient Monument
- 8 - 9 : Howling Voices
- 10 - 11 : Arcane Apparatus
- 12 - 13 : Ancient Text

**Suggested Terrain :** Walls, areas divided into rooms, blocking terrain, impassible terrain, covering terrain, hazardous terrain, climbable terrain.



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## Large Tavern



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Bag of Soulstones
- 3 - 4 : Howling Voices
- 5 - 7 : Drink Up!
- 8 - 9 : Dim Lighting
- 10 - 11 : Wetbar
- 12 - 13 : Growing Fire

**Suggested Terrain :** Thin walls (Hardness 2) separate 5" x 5" rooms filled with severe, covering or blocking terrain and tables (severe, covering, breakable (3)).



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## Collapsed City Block



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Ancient Text
- 3 - 4 : Arcane Apparatus
- 5 - 7 : Rubble
- 8 - 9 : Hazardous Terrain
- 10 - 11 : Rockfall
- 12 - 13 : Dark Omens

**Suggested Terrain :** Severe terrain, blocking terrain, impassible terrain, walls, hazardous terrain, climbable terrain.



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## Mountains



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Hazardous Terrain
- 3 - 4 : Ancient Monument
- 5 - 7 : Rockfall
- 8 - 9 : Heavy Snows
- 10 - 11 : Magic Nexus
- 12 - 13 : Earthquake

**Suggested Terrain :** Elevations, severe terrain, forest, climbable terrain, hazardous terrain, water effects.



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## Mine



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Alone in the Dark
- 3 - 4 : Magic Nexus
- 5 - 7 : Soulstone Vein
- 8 - 9 : Rockfall
- 10 - 11 : Dead Zone
- 12 - 13 : Hazardous Terrain

**Suggested Terrain :** mining equipment (severe, blocking and/or soft hard cover), hazardous terrain, elevations, ruins (severe and/or hard cover), climbable terrain.



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## Pioneer/Ghost Town



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Hanging Tree
- 3 - 4 : Heat Wave
- 5 - 7 : Mysterious Effigies
- 8 - 9 : Dark Omens
- 10 - 11 : Graveyard
- 12 - 13 : Heavy Snows

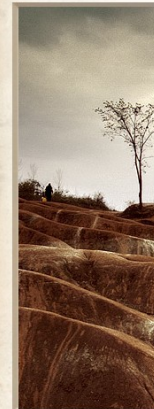
**Suggested Terrain :** Structures (climbable and/or breakable), walls and fences (soft and/or hard cover), ruins (severe and/or hard cover), rubble (severe), blocking terrain, water effects.



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## Badlands



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Stampedel!
- 3 - 4 : Soulstone Vein
- 5 - 7 : Heat Wave
- 8 - 9 : Forested
- 10 - 11 : Hazardous Terrain
- 12 - 13 : Heavy Snows

**Suggested Terrain :** Large areas of open terrain, cacti (single element and area terrain), hazardous terrain, boulders (hard cover), ruins (severe and/or hard cover), rubble (severe), elevations.



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## Hag's Territory



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Dark Omens
- 3 - 4 : Bog
- 5 - 7 : Ancient Structure
- 8 - 9 : Magic Nexus
- 10 - 11 : Mysterious Effigy
- 12 - 13 : Foggy

Suggested Terrain : Sandbars (open, severe), forests, water terrain, the occasional elevated area.



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## Gremijn Village



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Disturbing Whispers
- 3 - 4 : Bog
- 5 - 7 : Creepy Structure
- 8 - 9 : Torrential Rain
- 10 - 11 : Dead Zone
- 12 - 13 : Scrap Pile

Suggested Terrain : Animal pens (soft cover), rubble (severe), huts or other structures (blocking and breakable), soggy patches of ground (severe), forests, water effects.



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## Bayou's Edge



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Forested
- 3 - 4 : Creepy Structure
- 5 - 7 : Torrential Rain
- 8 - 9 : Graveyard
- 10 - 11 : Hanging Tree
- 12 - 13 : Campsite

Suggested Terrain : Open and severe ground, single trees and forests, tall reeds (soft cover), water effects, elevations.



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## Bogs



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Hanging Tree
- 3 - 4 : Soulstone Vein
- 5 - 7 : Bog
- 8 - 9 : Mysterious Effigies
- 10 - 11 : Hazardous Terrain
- 12 - 13 : Foggy

Suggested Terrain : Large areas of severe terrain, ruins (severe and/or hard cover), hazardous terrain, single element trees and forests, tall plant and reed stands (forest), the occasional dry patch of ground (open and/or elevated).



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## Downtown



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Graveyard
- 3 - 4 : Dead Zone
- 5 - 7 : Heat Wave
- 8 - 9 : Creepy Structure
- 10 - 11 : Torrential Rains
- 12 - 13 : Foggy

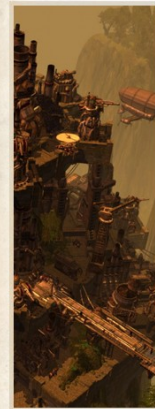
Suggested Terrain : Walls and fences (blocking and/or covering), buildings, fountains (blocking and/or severe), bridges over dry or water terrain. Terrain can be climbable or breakable as players see fit.



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## Industrial Zone



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Hazardous Terrain
- 3 - 4 : Heat Wave
- 5 - 7 : Scrap Pile
- 8 - 9 : Rubble
- 10 - 11 : Foggy
- 12 - 13 : Creepy Structure

Suggested Terrain : Walls (soft and/or hard cover), rubble (severe and/or hard cover), hazardous terrain (blocking), climbable terrain, breakable terrain, water effects.



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## Slums



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Scrap Pile
- 3 - 4 : Alone in the Dark
- 5 - 7 : Rubble
- 8 - 9 : Creepy Structure
- 10 - 11 : Hanging Tree
- 12 - 13 : Graveyard

Suggested Terrain : Walls and fences (blocking and/or covering), buildings, ruins (severe and/or covering), fountains (blocking and/or severe), bridges over dry or water terrain. Terrain can be climbable or breakable as players see fit.



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## Quarantine Zone



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Rubble
- 3 - 4 : Ancient Monument
- 5 - 7 : Alone in the Dark
- 8 - 9 : Magic Nexus
- 10 - 11 : Foggy
- 12 - 13 : Disturbing Whispers

Suggested Terrain : Rubble (severe), ruins (severe and/or hard cover), hazardous terrain, free-standing walls (blocking terrain), climbable terrain, breakable terrain.



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## Ruins



**Red Joker :** Player's Choice of Feature from this list.

**Black Joker :** Flip two cards and use both results (reflip if duplicate)

- 1 - 2 : Soulstone Vein
- 3 - 4 : Disturbing Whispers
- 5 - 7 : Rubble
- 8 - 9 : Cruel Winds
- 10 - 11 : Rockfall
- 12 - 13 : Campsite

Suggested Terrain : Rubble (severe), ruins (severe and/or hard cover), hazardous terrain, free-standing walls (blocking terrain), climbable terrain, breakable terrain, water effects.



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