


v2

## Large 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 is **Ht 2** severe terrain, pipe organ (impassible terrain), ½" walls to mark off a 6" x 6" back room, crates and barrels (severe covering).

9-13 Location INDOORS 1

v2

## 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.

9-13 Location INDOORS 2

v2

## 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 (severe, covering, breakable (3)), covering terrain, hazardous terrain, ¼" breakable walls, areas of the table divided into rooms.

9-13 Location INDOORS 3

v2

## 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 (severe, covering, breakable (3)), covering terrain, hazardous terrain, ¼" breakable walls, areas of the table divided into rooms.

9-13 Location INDOORS 4

v2

## 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.

9-13 Location INDOORS 5

v2

## 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.

9-13 Location INDOORS 6

v2

## 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.

9-13 Location INDOORS 7

v2

## 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, ¼" breakable walls to create 4" x 4" or larger rooms.

9-13 Location INDOORS 8

v2

## 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

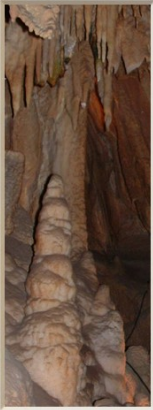
Suggested Terrain : Tables (severe, covering, breakable (3)), ¼" breakable walls to create 4" x 4" or larger rooms, hazardous terrain, covering terrain, blocking terrain.

9-13 Location INDOORS 9



v2

## 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.

9-13 Location INDOORS 10

v2

## 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.

9-13 Location INDOORS 11

v2

## 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)).

9-13 Location INDOORS 12

v2

## 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.

9-13 Location INDOORS 13

v2

## 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.

1-8 Location OUTDOORS 13

v2

## 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.

1-8 Location OUTDOORS 10

v2

## 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.

1-8 Location OUTDOORS 11

v2

## Radiands



**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.

1-8 Location OUTDOORS 12



v2

## 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, elevated area.

**Location OUTDOORS**

1

v2

## 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

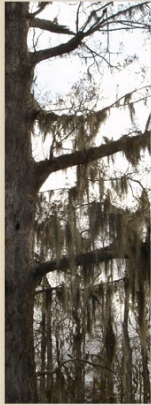
Suggested Terrain : Animal pens (soft cover), rubble (severe), huts or other structures (blocking and breakable), soggy patches of ground (severe), forests, water effects.

**Location OUTDOORS**

2

v2

## 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.

**Location OUTDOORS**

3

v2

## 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).

**Location OUTDOORS**

4

v2

## 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

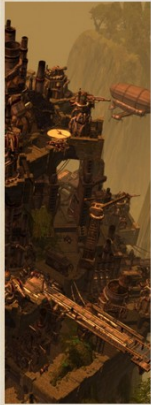
Suggested Terrain : Walls and fences (blocking and/or covering), buildings, fountains (blocking and/or severe), bridges over dry or water terrain. Terrain can be climbable or breakable as players see fit.

**Location OUTDOORS**

5

v2

## 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.

**Location OUTDOORS**

6

v2

## 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), 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.

**Location OUTDOORS**

7

v2

## 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.

**Location OUTDOORS**

8

v2

## 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.

**Location OUTDOORS**

9