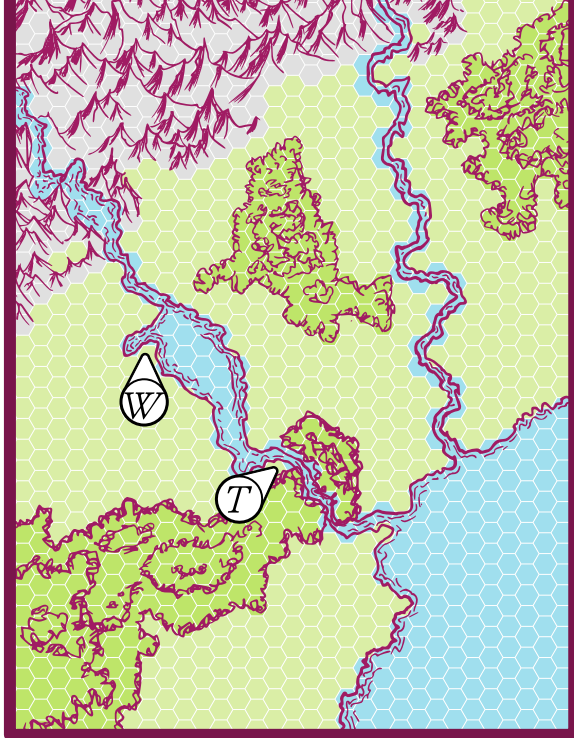# instant blorb.

A **blorb** is a hard landscape. Things are true even before they are discovered. Run it fairly, even when things happen "off-screen". Good luck my friends♥

6-mile hexes *(⅕ chance haps 3×day)*

Thaydon village *(roll for fuss each day)*

	Searha	Eril	Rose	Aefrid	Gyliam	
Searha	*(sells gear)*	married	resents	loves	steals from	**Searha**
Eril	married	*(builder)*	sister to	betrays	best friend	**Eril**
Rose	lent 400gp	sister to	*(fighter 3)*	disdains	bet all on	**Rose**
Aefrid	supports	supports	supports	*(mayor)*	son of	**Aefrid**
Gyliam	trusts	lost faith in	let down	father of	*(thief 1)*	**Gyliam**
Muwa	obeys	seared by	seared by	rival to	steals from	**Muwa**
Avan	sister to	suspects	hates	curious of	steals from	**Avan**
Kiboyo	employs	mark of	lost to	suspects	owes	**Kiboyo**
Beda	suspects	trusts	suspects	son of	grandson of	**Beda**
Meëna	trusts	helps	loves	landlord of	loves	**Meëna**

	Muwa	Avan	Kiboyo	Beda	Meëna	
Searha	enchants	sibling to	errands for	clueless of	kind to	**Searha**
Eril	curses	respects	cons	manipulates	ignores	**Eril**
Rose	curses	pities	card sharp	might kill	patronizes	**Rose**
Aefrid	can usurp	supports	disrespects	mother of	tenant of	**Aefrid**
Gyliam	overlooks	might catch	card sharp	grandma of	fools	**Gyliam**
Muwa	*(wants ring)*	worships	apprentice	cautious of	owes	**Muwa**
Avan	unaware of	*(cultist 1)*	unaware of	might kill	kinda into	**Avan**
Kiboyo	teacher of	peeps on	*(wants book)*	might kill	clueless of	**Kiboyo**
Beda	fooled by	knows all	trusts	*(fighter 3)*	trusts	**Beda**
Meëna	manipulates	bored by	loves	might kill	*(florist)*	**Meëna**

Add the two locations to your existing campaign map or add other locations here. Change names and monsters to fit your campaign but lock in any changes before play.

Fuss *(2d6)*

8: Theft
9–11: Murder
12: Election

Haps *(1d8, count down unused)*

1. A **bugbear** riding a **brown bear**

2. Two "quadripedal cocoons" (use **gnoll** stats, but as the cocoons die, two **giant rat**s burst out of each)

3. Two undead **worg**s, each with a **zombie** rider

4. Two **giant lizard**s, and a "quadripedal cocoon" (**gnoll** with a **swarm of insects**)

5. Eight **kobold**s and their swinging log trap setback

6. A **worg** and a "quadripedal cocoon" (**gnoll** with a **giant wolf spider** inside)

7. Two **worg**s and an empty "cocoon" (with **gnoll** stats)

8. Four **kobold**s and their captives: two human **thug** girls (chaotic evil)

9. Four **kobold**s and a "cocoon"... with another "cocoon" inside. (**gnoll** stats)

10. A husband and wife adventurer duo (**thug**s with one-time wand that summons flies—a **swarm of insects**)

11. A merchant (a **commoner**) with four rations of food, and 80 arrows

12. A pit down to a small cave system with two **giant bat**s, three **giant lizard**s, and a **giant spider**.

13. A **bugbear** and a "cocoon" (**gnoll** stats). If the bugbear dies, the "cocoon" swallows the body and now contains a bugbear-looking **ghoul**. (The "cocoon" comes alive, if needed, to do this.)

Well Dungeon

Entrance

Inside an old well there are 2 doors.

Three **orcs**. ⅓ chance sleeping (separate rolls).

Four **skeletons**. Also, invisible Jenny starts here, hidden, as party enters.

30" pit with three exits stacked on top of each other. Dangerous spikes on bottom. Impaled **skeleton** can't leave.

Mud covers checkered floor. White tiles trigger dangerous spears from the ceiling.

Western wall easily breakable. Dead horse, strong smell. 19 copper pieces inside, turned green from age.

Checkered, untrapped floor visible through partial mud. 6 clay pots: half have human hearts, half malachites (10gp).

Jenny's sleeping nest + rations&water for 4 days (she leaves well to replenish).

Two rows of nine marble statues here, weeping. Checkered floor.

Eight marble statues look shocked, petrified. Southernmost is hollow. Tip over (500 lb) to find Glardor inside: a magical battleaxe that whispers lies to wielder in dreams.

Low-ceiling, have to crawl, t-intersection.

18 **zombies** are here. Matching likeness of marble statues west. They can leave this room. Roll up a low-tier treasure hoard that lies on top of *book*.

Jenny

Wields *ring*, **commoner** stats. Ring: invisible at will, charm or fear 6/daily each, summon sparrow 1/daily. Her goal is to kill all intruders.