



Jim Pacek has been playing RPG's since 1980 when a friend taught him how to play Holmes D&D. Since 1983, he has been developing and running adventures in his Queston campaign world. He hopes that this book provides useful inspiration to GMs everywhere.

Filled with pages of random tables and campaign anecdotes, this book tackles 26 different outdoor environments, events or structures. One for each letter of the English alphabet.

Are you willing to pass through a mystic Archway or enter that desolate Ruin?

Are you brave enough to explore the Tower of a dreaded undead lich?

Are you willing to summit that distant Mountain? What are the properties of that strange Plant? What lies atop that overgrown Hill?

What secrets lie hidden in the depths of a dark Lake or misty Chasm?

Who built that obsidian Obelisk? Who lies buried at the heart of the stepped Ziggurat?

Open this book to find the answers and the inspiration to add these elements to your campaign world!

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# The Wilderness Alphabet

by James Pacek

