High above the craggy hills sits a dilapidated tower fallen into ruin. The dry and dusty landscape is dotted with stone remnants of a bygone age. The tower foundation still stands upon the windy precipice. Legend tells of a great ruler that was overthrown by an evil sorcerer. These ruins are all that remain of the ruler's great legacy.

Adventure Hooks: the bones of the sorcerer has summoned his remaining followers to return to the ruins for reasons not yet known, a book tells of a magical way to release the eternally imprisoned ruler, a monstrous beast bars the reconstruction of the tower

Weak Monsters: (CS d6-3) Cultist; Cult Leader; Goblin; Zombie

Average Monsters: (CS d6-2) Bandit; Ghoul; Harpy; Scorpion, Giant; Skeleton; Wight; Wolf

Tough Monsters: (CS d6-1) Bugbear; Gnoll; Hellhound

Bosses: (CS d6) Chimera; Cult Leader "Voldramar" (hp 16, bones, dark magic, fast, strong, undead) Dragon; Griffon; Manticore, Ogre

A tribal temple in a frozen land lies at the edge of a dark forest. The temple protects its worshippers from the bitter cold and the beasts of the woods. Dark forces gather. Howls in the night awaken those that seek shelter in the holy building. Prayers to the gods go unanswered and time is dwindling.

Adventure Hooks: an evil spirit has consumed a wolf pack leader and its hunger grows; a huge monster attacks and kills at night for revenge; the temple worshippers are cultist of a terrible being that demands sacrifices

Weak Monsters: (CS d6-3) Cultist; Cult Leader

Average Monsters: (CS d6-2) Bat, Giant; Wolf

Tough Monsters: (CS d6-1) Hellhound

Bosses: (CS d6) Giant; Ogre; Vampire; Wolf "Dark Fang" (hp 16, fast, strong, large, regenerate); Troll "Brendel" (hp 24, fast, hulking, regenerate)

A dangerous mountain pass hides the long lost entrance to a great underground complex. Treacherous to climb and crawling with monsters, the mountain pass stops the most heroic travelers to its summit. None that still live know what dwells within, only a stench on the wind and a chill up the spine reveals its dreadful truths.

Adventure Hooks: great flying beasts have been spotted at the summit; an eerie glow shines from the entrance; all beasts on the mountain have somehow become undead (bones, undead); soldiers march from the summit led by a terrible new master of the dark arts

Weak Monsters: (CS d6-3) Cultist; Cult Leader; Rat, Giant; Spider, Giant; Zombie

Average Monsters: (CS d6-2) Bandit; Bat, Giant; Ghoul; Skeleton

Tough Monsters: (CS d6-1) Bear; Gelatinous Cube; Hellhound

Bosses: (CS d6) Chimera; Cultist, Leader "The Master" (hp 18, armored, dark magic, fast, mundane immunity, strong); Griffon; Manticore; Medusa

This village has been besieged for many months from hordes of monsters. Thankfully the surrounding citadel walls have been a stalwart defense against the waves of attacks. The villagers numbers are dwindling and hope is fading throughout this once peaceful land.

Adventure Hooks: a great Orc war chief is settling an ancient grudge between the people and his tribe. A boy from the village has taken a sacred artifact belonging to a zealous group of monsters. A great beast has claimed a tribe of monsters' land and they now seek to evict the townsfolk from their village

Weak Monsters: (CS d6-3) Goblin; Kobold; Orc, Shaman

Average Monsters: (CS d6-2) Lizard Man; Orc; Wolf

Tough Monsters: (CS d6-1) Bugbear; Gnoll; Lizard, Giant

Bosses: (CS d6) Chimera; Dragon; Giant; Griffon; Manticore; Ogre; Orc "Zhugzakk Death Axe" (hp 12, armored, fast, strong); Troll

There sits an ancient castle which is shunned by people of the land. Its history is the stories of nightmares throughout time. The owner is thought to be an ancient evil of stark terror that preys on the populace. Those that enter the castle do not return and the surrounding land is the hunting grounds for all things that live off the flesh, blood and souls of the innocence.

Adventure Hooks: the lord of the castle seeks a bride and women of the villages have been strangely disappearing, the villagers seek out adventurers to destroy the evil in the castle once and for all, a deranged man screams the secrets of the castle while in an asylum

Weak Monsters: (CS d6-3) Rat, Giant; Spider, Giant; Zombie

Average Monsters: (CS d6-2) Bat, Giant; Ghoul; Skeleton; Wight; Wolf

Tough Monsters: (CS d6-1) Hellhound

Bosses: (CS d6) Mummy; Vampire "Count Orlox" (hp 24)

Many flags sit atop the gleaming towers of this bustling city. From its high walls to its teeming harbor, it's a shining example of a striving civilization. Its markets are packed with goods and its taverns are full of locals, travelers and cutthroats. Anything and everything could happen in this center of progress, power and opportunity.

Adventure Hooks: the king challenges those worthy for his daughter's hand in marriage with a series of heroic feats, a cult has taken over the church, the harbor has been quarantined until the source of a plague is discovered, the thieves guild has murdered the king but a just noble has been framed, a ghost ship comes into the harbor unleashing a crew of undead

Weak Monsters: (CS d6-3) Cultist; Cult Leader; Rat, Giant; Zombie

Average Monsters: (CS d6-2) Bandit; Crab, Giant; Eel, Giant; Fish Man; Ghoul; Skeleton; Wight

Bosses: (CS d6) Bandit "Black Side" (hp 9, fast, strong); Mummy; Vampire

Pleasant looking rolling hills are dotted with small towns, farmhouses and temples. The land has not seen hostile forces in many generations. The people smile at travelers and are overly hospitable.

Adventure Hooks: the people of this land harbor a terrible curse which makes them feed on blood, a demonic cult is hidden amongst the people, the people sacrifice one of their own each year to appease a great monster from destroying their land, the children of the farmers have become strange and behave like a hive mind with vacant eyes and sinister disposition

Weak Monsters: (CS d6-3) Cultist; Cultist "Child" (hp 2, fast) Cult Leader

Average Monsters: (CS d6-2) Wolf

Tough Monsters: (CS d6-1) Bear

Bosses: (CS d6) Cult Leader "Mordecai" (hp 10, armored, dark magic, fast, regenerate, strong); Dragon; Vampire "The Wretched"

Down a weathered path leads to a vast forest. These great woods are mostly unexplored but a few have tried. The forest appears normal in every way but hides many secrets not yet discovered. A died out race of people are said to have a few remnants of their kind still living among the many trees, streams and groves.

Adventure Hooks: the quickest way is through the forest, a member of the dead race of people has emerged, injured and begging for help from a terrible monster, a book has revealed a great treasure that still lies at the heart of the woods,

Weak Monsters: (CS d6-3) Centipede, Giant; Goblin; Kobold; Orc, Shaman; Rat, Giant; Spider, Giant

Average Monsters: (CS d6-2) Bat, Giant; Cockatrice; Harpy; Lizard Man; Orc; Snake, Giant; Wolf

Tough Monsters: (CS d6-1) Ant, Giant; Bear; Bugbear; Lizard, Giant

Bosses: (CS d6) Chimera; Dragon; Giant; Griffon; Ogre; Troll

Stories are told of a stone ruin that never seems to be in the same place twice. An old but simple design with a carved skull on a high standing stone. A portal is said to be hidden beneath the ruins which leads adventurers to a grand dungeon of strange beasts and vast riches. The place is truly not of this world, with all matter of alien design, physics and colors. Cosmic beings rule like tyrannical kings over fanatical monsters, as they wage war between themselves for reasons unfathomable.

Adventure Hooks: the PCs hide from a storm in the ruins and find the portal, a great sage has had a vision of an alien army being lead by a cosmic god that will lay siege to this world unless he is stopped by a great weapon found beyond the portal

Special/Monsters: use all monsters from the monster table but give them different monster abilities to make them strange and alien. Give them tentacles, feelers, multiple eyes, appendages, flippers, methods of locomotion and technology. Describe the landscape with strange architecture and made of different surfaces. Flora and fauna should be wild, colorful and truly bizarre. Nothing should be normal.