Wilderness Stocking – Expanded

Landmark: Consider adding a Hidden Feature that takes Time to Uncover or Investigate.		**Lair :** Consider how these Monsters might Ambush Intruders or Escape to potentially retrieve Reinforcements.	
Landmark : Consider rolling on Encounter Tables and add a "Trace/Track/Spoor" for one of the local Denizens.		**Lair :** Consider ways to make for a more Dangerous or Tactically Complicated Lair that requires Planning to Clear.	
Landmark : Consider adding a change in Elevation that might create a vantage point to obtain the Lay of the Land		**Lair :** Consider opportunities to telegraph or illustrate existing Faction Relationships, or give them a Reputation.	
Landmark : Consider adding a Vignette to assist with Portraying a sense of Place.		**Lair/Resource :** Consider ways of Concealing, Hiding, or Camouflaging the Resource in some way.	
Landmark : Consider adding something placed by Current/Former Denizens that speaks of other Inhabitants		**Lair/Resource :** Consider adding a Resource that speaks to later Tiers: Lumber, Stone, Assets for the Domain Tier	
Landmark/Resource : Include an ephemeral Resource, or one that the Party can utilize to Replenish Supplies		**Lair/Resource :** Consider placing a Resource that is actively being exploited by the Monsters in some way	
Landmark : Consider adding some Wilderness Fauna to breathe life into the place.		**Special:** Perhaps an Unusual Statue or Sculptural Element or Fountain, Spring or Pool.?	
Landmark : Consider adding some Distinctive Trees or other native Plants		**Special:** Potentially include signs of Predation, Exploitation, or traces of a completely Exhausted Resource	
Landmark : Consider adding a few Discarded Items that may speak to the Denizens or fellow Travelers		**Special:** Consider an area where Magic might function in a fashion different from Expectations.	
Landmark : Consider adding something that speaks to the Season or recent Changes in the Weather.		**Special:** Consider a Strange Altar or Shrine of some sort, potentially capable of providing a Boon, Bane, or Both.	
Landmark: Consider adding other Sensory Inputs: Smells, Sounds, or even Intuitive Impressions		**Special:** Consider an obstacle that is not traversable by Current Means: Lakes, Rivers, Cliffs, Canyons, Peaks, Mires	
Landmark/Resource: Consider a Resource that may not be immediately useful now, but might be important Later		**Special:** Consider a Site-Based Element or Feature that may influence/alter the immediate area/surrounding Hexes	
Lair: Consider giving them a Desire or Need that is in direct conflict with another Faction.		**Hazard:** Consider Placing a Hazard that creates the Risk of Supply/Equipment Depletion instead of outright Injury	
Lair : Consider adding something that speaks to the Creature's basic Needs for Food/Water/Shelter or Companionship.		**Hazard :** Consider Placing a Hazard that doesn't Harm, but instead Alerts, Separates, Captures, or forces a Tough Choice	
Lair : Consider applying a Mien to assist with Portrayal of the Encounter.		**Hazard :** Consider a Hazard that is designed to intentionally Harm or Alter if unsuccessfully avoided by the Adventurers.	
Lair/Resource: Consider Placing Resource with a Past, enough to garner Rumors and Gossip in the outside world.		**Hazard :** Consider a Hazard that Rumors would speak to: Perhaps one that doesn't impact the Party immediately	
Lair/Resource: Consider a Resource that is not immediately useable (will require Labor, Study, or Refinement to fully utilize)		**Hazard/Resource:** Consider associating the Hazard with Flora such as Fruit/Berries or Mushrooms/Fungi.	
Lair/Resource: Consider how the Resource may be tied to a Relationship with another Faction, either directly or indirectly.		**Hazard/Resource:** Consider a Hazard that renders the Resource invaluable or inaccessible in some way.	

- **Landmark Results**: Landmarks are important for any Mapping performed by the Players and usually feature prominently in any **Directions** they may have received concerning Destinations. They also often create Choices. Features such as these may consume Time as the Players investigate or simply provide some decoration and a brief pause to decorate Travel. It is often nice to frame Camping/Meals/Rests around these Features. If in need of inspiration for function or contents, my 100 Wilderness Landmarks and 100 Overland Discoveries might help.
- **Lair Results:** These are typically smaller, Site-based Locations, potentially even Dungeons or entrances to a larger Complex. Occupants are generally drawn from Regional Encounter Tables. When Placing a Lair my Encounter Activities might prove helpful in order to present the Players with more dynamic or interesting situations.
- **Special Results:** Special Results are an opportunity to place more Unusual Features, things that drive a sense of Discovery, Wonder, or perhaps create a little Mystery. Tricks and Puzzles are also commonly placed with these Results.
- **Hazard Results:** Carefully consider adding some Clues or Tells to telegraph any Traps or Hazards Placed. My Wilderness Woes & Hinterlands Hazard table can also be inspirational for different kinds of Hazards.
- **Resource Results:** Resources are natural Opportunities. They may be exhaustible, ephemeral, permanent features, or replenish over time. Think of the Animal/Vegetable/Mineral/Magic of a Biome, Climate or Terrain and how those might be used by the Players.