

Fluffn'Co's

Ordinary Environments Compendium

English version

PREVIEW



DAGGERHEART COMPATIBLE

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About this product

I immediately fell in love with the concept of Daggerheart's Environment stat blocks. However, like many, I found that there wasn't enough of it in the core book. I then started looking for a complete collection capable of covering the primary needs of a generic sandbox campaign. I didn't find one. Don't get me wrong, there are some great supplements out there, but they're usually too focused on a specific theme (making them unusable outside of that specific storyline), some contain too few options, or just don't add much to the narrative gameplay, treating the environments as a second thought. So, like GMs do, I set out to create my own.

These Environment stat blocks are detailed enough to deliver the mechanical/narrative crunch you're looking for, while still being flexible enough to be adapted to any similar situation or location you might need. I've also included a handful from the SRD adjusted and heavily modified to fit perfectly with the rest of this collection. A key detail that differentiates this product is my desire for pure efficiency: no inspirational images, just an easy-to-print black and white format, the page numbers have been purposely paired in a way that lets you always see both pages of the same environment at the same time and finally it is designed to be stapled and used directly at the table (easily usable in pdf form but that wasn't my priority). The Glossary is also designed so you can quickly find **what you need**. One of the best aspects of Daggerheart is its respect for the GM's cognitive load, and I wanted to make sure this compendium was as quick and easy to use as possible. It is meant to alleviate, not distract!

Since I originally created all of this for my own table, I've included a few custom terms that have made my life easier. You can use them as is, or ignore/replace them with the classic "Vulnerable" condition of the base Daggerheart. I designed these environments to be simple to manage, so ignoring the bonus optional stuff won't impact your game if you prefer the basic rules — but they're ready to go should you change your mind. I've also added a version of my "simple" travel rules, which combine perfectly with Traversal-like environments.

Finally, what you get are over 90 environments covering the classic/basic locations that most fantasy RPG groups visit.

You won't find "The Lost Gumball Mines of Shnoz the Goblin King", just "The Old Mines".

Not "Whitestriv IV the fourth's Summer Mansion", just "Luxurious Mansion".

Not "Dar'kon Empire's Fortress of Blurb-Guldur", just "Fortress (Active)".

Although it may seem rudimentary at first, almost all of these places span two detailed pages. They simply omit the hyper-specific narrative that would make them unusable in your home campaign settings. Think of them as Environment archetypes, ready to play the role you need at a moment's notice. Remember, an environment is like a buffet of possible effects, you never have to use everything in it.

I hope you enjoy them and that they save you precious time whenever your players decide to take an unexpected detour. Have fun!

~ Fluffn'Co

OPTIONAL / BONUS

4 Emotional **conditions** represent the exhaustion, frustration or excess usually suffered as a result of an obstacle or a difficult choice.

[Example of simple use:

Success w/ Fear: It drains them or it shakes them; they mark a condition (of their choosing) according to what they were doing. They then describe why their character is feeling the chosen condition. It's all about promoting roleplay.]

- ◆ **Fatigued (X).** *Disadvantage on **everything** as well as a stackable -X penalty, will get worse without rest. Describe in particular what detail of this effort pushed you past your limits? How does it manifest itself?*
- ◆ **Angry.** *Disadvantage on your Intelligence **but** Advantage on your Strength. Who or what are you **really** angry with? Does it simmer or explode ?*
- ◆ **Distracted.**
- ◆ **Scared.**
- ◆ **Insecure.**
- ◆ **Injured.**

Other **conditions**, these are not emotional in nature and are usually caused by circumstances or physiological problems to be overcome:

- **Vulnerable:** Everyone currently has **Advantage** against you.
 - **Restrained:** Rooted, -2 Evasion
 - **Sick (X):** -X penalty on **physical rolls and maximum HP**. This condition gets worse (piles up) **with each hour** (of real time) that passes and needs to be treated by a professional and remedies.
 - **Confused :** You are **Vulnerable** and don't treat anyone as an ally. Roll a d20 whenever you would take Action.
 - 1-6 Does nothing and babbles incoherently.
 - 7-11 Deals Weapon Damage to self.
 - 12-18 Attacks the nearest creature.
 - 19-20 Manages to regain lucidity just long enough to do something.
 - **Bleed :** Every **30 minutes** (real time)
 - **Poisoned:** Every **30 minutes** (true time)
 - **Hypothermia:** The hero suffers from **Disadvantage** on :
- Drowning:** When you are submerged,

[DISEASES]-

Here are some rare diseases your heroes can get if you feel the "Sick" condition is too generic :

I based these after real world diseases on purpose, mostly for educational reasons, because raising awareness is never a bad thing. They're not 100% the same of course, but just like in real life, they're manageable at first and then become seriously problematic over time. Luckily for our heroes, it's fantasy and embarking on a quest to find a cure is half the fun!

1. Gutter-Lung: A virulent

bacterium that grows in stagnant water slowly eats away at the respiratory tract. Each time the hero

2. Miasmatic Sclerosis: A lowland bacterium that corrupts the immune system and gradually necroses

nerves and tissues. The hero's flesh eventually blackens in places, flakes and becomes painfully numb. The hero is permanently **Vulnerable** to all damage and always takes damage as if it were a damage threshold higher. With each **Rest** (Long and Short) that the hero takes, the Miasmatic Sclerosis stage progresses and they see the value of their damage thresholds decrease by 1.

How does this dead flesh inexorably spread down your arm?

3. Dementia: A fungal infection that directly attacks the brain's synaptic system, causing episodes of violent

paranoia or momentarily forgetting (where they are or what they were doing, can become as bad as forgetting who people are and hallucinating). The infected hero suffers a **Disadvantage** on all of their **Instinct** and **Presence** rolls during any social interaction or negotiation. With each **Rest** (Long) that the hero takes, Dementia's stage progresses and the size of their Hope die decreases by a notch while the size of their Fear die increases by a notch.

What insidious hallucination suddenly makes you doubt the reality around you?

4. Grave-Tainted Hemophilia:

5. Fibromyalgia:

6. Necrotic-Encephalomyelitis :



BOREAL FOREST

Tier 2 Traversal

A huge forest of very tall moss-covered pines and spruces, which create a dense canopy that limits sunlight and creates a sense of claustrophobic anxiety. Here the pagan myths are very real. The trees seem to contort to watch the intruders, in places bone fetishes hang from the branches, and the wind whispers the names of those who have perished in the snow.

Impulses: Maintain an unsettling ambiance, make the blood run cold, awaken the old spirits, glimpses of uneasy beauty.

Difficulty: Tier 1=11, Tier 2=14, Tier 3=17, Tier 4=20

Potential Adversaries: Bear, Ghost, Wolf, Wraith.

PASSIVES

Biting Frost: The extreme cold of this region quickly overcomes the unwary. Without specialized winter camping equipment, **Downtime** offers none of its benefits. Without warm clothing designed for the northern cold, a Hero scores 1 HP for every Action undertaken and a Stress or Condition for each failure.

Does your character realize how deadly these weather conditions are ?

Eyes of the Leshy: The guardian spirit of the forest rejects outsiders who do not perform local rites. The topography is constantly changing under the falling snow. Any **Instinct** check to orient oneself, track, or avoid getting lost suffers a **Disadvantage**.

What visual cue has suddenly disappeared from your sight?

ACTIONS

Coven's Curse : Spend a **Fear** to put an abandoned hut or occult altar on the heroes' path, you can then activate an old curse. Each hero must succeed at a Presence reaction. On a failure, ancient magic inflicts Minor magic damage and he becomes **Vulnerable** to the horrors of the woods.

Do you hear the ancient witch's whisper cursing your presence ?

Whiteout : Spend a **Fear** to trigger a sudden snowstorm. Visibility drops to zero instantly. Heroes located **Far** away from each other are isolated and become **Vulnerable** to the cold and predators.

How do you react to being separated from your allies ?

REACTIONS

Hunter's Bait : The spirits of these woods can be cruel to unbelievers. Whenever a stranger does not perform local rites first before hunting, navigating or tracking in this forest, success will yield a fresh and tantalizing trail that looks exactly like what this stranger is looking for at the time, leading the stranger away from their companions and eventually face to face with a hungry (*leveled*) **Bear** at **Very Close** range. Unless they are looking for a Bear, in which case it will be any other kind proverbial F you the spirits can come up with.

What do these irresistible tracks, that your expert hunter's eye discovers, look like?

Treacherous Ice : When a hero rolls with Fear on a move action (such as fleeing or climbing), you can **Spend a Fear**. A thin layer of ice concealed by the snow gives way under the hero's weight. The hero falls into a hollow and sinks into the snow up to their armpits, becoming **Restrained**.

What thought crosses your mind before it is interrupted by the fall?

Shattering Cold : The supernatural freeze makes steel and leather extremely brittle. When a hero performs a physical attack and gets a failure with **Fear**, their weapon or armor cracks on impact, imposing a **Disadvantage (8)** on them until repaired, and should they fail with Fear *again* before it is repaired, the item breaks and becomes unusable.

Describe the sound accompanying the breaking of your gear...

CITY (PORT) (LAWFUL-EVIL)

Tier 2 Social

A ruthless, militarized metropolis built like a massive star-shaped fortress. Here, the Empress's law crushes hope, chains clink on the docks, and the colossal naval fleet brings order to the straits.

Impulses: Impose order through terror, extort every copper coin, nip any rebellion in the bud, glorify the Iron Empire.

Difficulty: Tier 1 = 11, Tier 2 = 14, Tier 3 = 17, Tier 4 = 20

Potential Adversaries: Elite Soldier, Head Guard, Archer Guard, Aristocrat, Spy, Assassin, Thug, Merchant.

PASSIVES

Star Fort Bastion: Corentyn's intricate star-shaped military architecture leaves no blind spots. The eye of the Empire is everywhere. Heroes who want to use the *Stealth* skill in the main streets or near the ramparts are *disadvantaged*. If a hero still gets a *Critical Success* on this roll, he gains 1 *Hope*.

*Are the dark cannons on the ramparts pointing towards the port?
Does the giant shadow of the oblique bastions provide you with a meagre shelter?*

Mind-Reading Patrols: State Wizards roam the streets sporadically casting a spell to sense thoughts, always escorted by a ruthless Black Knight in search of dissidents from the empire. Any hero attempting to lie or conceal their intentions within range of one of these patrols is subject to a *Disadvantage* the throw. If you fail with *Hope*, the wizard notices you but doesn't pay any attention. If you fail with *Fear*, the Sorcerer signals the knight to come to you for questioning.

*Which of your thoughts could have made you notice so much?
What terrifying detail adorns the armor of the Black Knight who escorts him?*

Monuments to Ambition: The Empire doesn't just ask for obedience, it also rewards ambition. Once a day, a hero can choose to whet their thirst for power by paying their respects to one of the three elements below:

- The splendor of the impregnable bastion and the opulence of the districts reserved for the ruling elite. (Clear a **Stress**)
- The great infernal cathedral of the official religion of the Empire, the backbone of the city. (Clear a **HP**)
- The huge *ruined* Divine Ark *overlooking the strait*, proving that even a god can be replaced. (Gain to **Hope**)

*What luxurious detail about this nobleman stirs up your jealousy?
Who could you crush first to rise in this city?*

ACTIONS

Imperial Bureaucracy: Spend a **Fear** to put a checkpoint in the heroes' way. a haughty Inquisitor and their close guard block the heroes. It requires your membership papers and the "inspection fee". Heroes must present the document immediately (non-negotiable) and then call or succeed in a complex *Presence Roll* to bluff or haggle. After a failure with *Fear*, they are arrested for refusing to comply.

*What black wax seal adorns these legal documents explaining that you are not a slave "currently"?
Does this bureaucrat's smile reveal obvious sadism?*

City (Port) (Evil) (Continued)

ACTIONS

Public Punishment: In a courtroom, the heroes witness a brutal public punishment meted out to a slave or dissident by a *Head Guard* while an Inquisitor cites the charges against him/her. If the heroes intervene to stop the torture, immediately start a *Countdown (4)* "Guard Reinforcements".

What minor crime earned the prisoner this heavy punishment?

How does the crowd react?

The Smuggler's Docks: The quays of the City hide a very risky black market. A hero searching for illegal goods or poisons must complete a *Finesse Roll* or a *Presence Roll*. If successful, he finds their object at a good price. If this fails, a corrupt merchant or *Spy* reports him to the authorities, and he suffers 1 *Stress*.

What slave tattoo is this clandestine merchant trying to hide?

What desecrated relic is being sold under the cloak tonight?

Desperate Fugitive: A fugitive prisoner silently begs for help from the heroes in an alley. If they help him, a hero must land an *Agility Roll* or a *Presence Roll* to deceive the pursuers. On a failure, a patrol consisting of an *Elite Soldier* and two *Archer Guards* arrives within Close range, accusing the group of complicity.

What horrible scars mark the back of this poor fugitive?

Where do you hide this terrified escapee before the guards arrive?

REACTIONS

Guild's Invitation: When a hero succeeds in an action with *Hope* in public, a well-dressed, middle-aged man politely accosts him after the end of the triggering action to briefly introduce himself and explain that the reputable guild of which he is a member is "just like you!" The man gives directions to get there and gives the hero an invitation card before disappearing into the crowd.

What majestic golden seal adorns the guild's missive? What kind of guild could it be?

Whispers in the Walls: When a hero gets a *Success with Fear* on a public discussion, bribery, or planning roll, **Spend a Fear**. A merchant-spy or a fake beggar has heard it all and subtly notes the conversation in their report to the city's militia. Heroes will have a disadvantage when it comes to their next interaction with the authorities.

What macabre detail betrays the true allegiance of this spy?

In what suffocating alley does the informant try to flee quickly?

Martial Law: When a fight breaks out in the streets and a hero misses an attack with *Fear*, **Spend a Fear**. A heavily caparisoned Dark Knight (*Elite Soldier*) appears as reinforcement to crush these "troublemakers" and immediately tries to intimidate the nearest hero who must make an Instinctive reaction, in case of failure he/she marks a *Stress* or a *Condition*.

What infernal symbol decorates the knight's dark armor?

What intimidation technique does he use?

Diabolic Retribution: When a hero achieves a failure with *Fear* by attacking a nobleman or official, **Spend a Fear** to reveal their/her true nature or unholy pact, unleashing a wave of hellfire. The attacking hero takes magic damage equivalent to their/her *Minor Damage Thresholds* and must succeed in an agility roll or he/she becomes *Vulnerable*.

What unholy incantation does the nobleman spit out with a sadistic smile?

What color are the flames of this violent explosion?

LUXURIOUS GALA

Tier 2 Social

A luxurious social evening where nobility, wealthy merchants, magistrates, celebrities and other renowned personalities gather. Between two glasses of champagne and a waltz, alliances are made and unmade.

Impulses: Dazzling high society, negotiate lucrative contracts, hide dark secrets, unmask intruders.

Difficulty: Tier 1 = 11, Tier 2 = 14, Tier 3 = 17, Tier 4 = 20

Potential Adversaries: Noble, Spy, Assassin, Bladed Guard, Scoundrel, Merchant.

PASSIVES

High Society Mingle: The Grand Ballroom is teeming with potential contacts. A hero can take the opportunity to socialize here with the following local icons :

1. **Diva** A capricious but warm star whose mood dictates the trends and rumors of the entire court.
2. **Noble** Dangerous. A silky predator from a big city. He knows the worst secrets, the poisons and the game.
3. **Nemesis** A cumbersome ghost of your past, enjoying the slightest opportunity to stand up to or trample you.
4. **Celebrity** The idol of the moment. Whisper in their ear, and the whole city will repeat your words tomorrow.
5. **Rich Merchant** A titan of commerce whose gold can move mountains. Appearances are sometimes deceiving though.
6. **Ex-Military** An old and rigid man. Behind their pride lies the fear of change and an uncertain future.
7. **Contact** A furtive agent who knows everyone's secrets.
8. **High clergy** A divine figure who can influence the court.
9. **Butler** The real master of the house. He knows what is going on here.
10. **Professor** A man of letters who can provide valuable information.
11. **Foreign Diplomat** A man who can open doors to other countries.
12. **Guild Master** The head of the merchant guild. He can provide valuable information.
13. **Problematic** They are a source of trouble and chaos.
14. **Enigmatic Widow** A woman whose past is shrouded in mystery.
15. **Gambler** An aristocrat who loves a good bet.
16. **Bounty Hunter** This masked mercenary is always watching and listening. They are definitely not here for free...
17. **Virtuoso Musician** They control the mood and general attention. Which instrument is making the crowd vibrate tonight?
18. **The Old Flame** A hero's former love. Reviving this complicated romance guarantees a devoted ally, or a disaster...
19. **Ruthless magistrate** This judge is feared more than respected. They are said to have crooked contacts throughout the country...
20. **Master Sommelier** He controls direct access to the kitchens and the mysterious underground cellars.

Do you try to go unnoticed?

What insistent looks do you notice across the room?

Restricted Areas: Offices and private apartments upstairs and in the basement are strictly prohibited.

What does the place look like on this side of the evening? What are you looking for?

ACTIONS

The Center of Attention: Spend a **Fear**. The music abruptly changes and all eyes turn to one hero in particular, invited to the dance floor by none other than the **Diva**! The quality of their performance will affect the group's next 3 social Actions tonight. A **Critical** will leave the Diva wanting more!

Who is your mysterious and elegant dance partner?

How is the music and the rhythm of your steps?

LUXURIOUS GALA (Continued)

A Dangerous Proposition: *Spend a Fear.* A powerful guest lures a hero to a secluded corner to offer them a secret contract.

Which guest is it? Why approach you here tonight?

If you need inspiration, roll a d16 or 2d8 with the table below:

D16	Why Us?	Problem	Secret (hinted at but not disclosed)
1	Desperately needs heavily armed protectors .	Wants to flee the country to start anew.	Usurped his current identity and the real person tragically died on the road.
2	Needs unaffiliated strangers to act without arousing the suspicion of local guilds.	Seeks to monopolize a specific trade in the region.	Embezzled a huge fortune from the coffers of a local merchant guild.
3	Has heard about the group's recent exploits and sees them as a providential escort.	Desperately wants to see the ocean one last time despite declining health .	Maintains a secret marriage to a prominent member of a rival faction.
4	Must keep their own hands clean for	Wants to get a seat on the city council	Is a double agent, simultaneously
5		Accidentally awakened an entity or creature in the cellar of their estate and no longer dares to enter it.	Part of a secret society.
6	Refuses to risk any physical stress nor harm to themselves or their status.		Is secretly part of a cult that will
7			
8	Thinks the group would make excellent long-term henchmen and was coincidentally looking for quality mercenaries.		Has made a pact with an occult entity to obtain and maintain its political influence .
9		Attempts to prove the existence of a political conspiracy.	Is the author of a scandalous pamphlet that stirs up all of local high society.
10			
11	Wants to use the group's reputation to intimidate enemies.	Seeks to take control of the local mafia, but the syndicate already in place is extremely dangerous.	Murdered their own mentor to take over their rank in a faction.
12	Is under the influence of a magical oath categorically preventing them from striking or acting directly against the target.	Hopes to avenge the death of a former mentor, but risks breaking up their own family in the process.	Accidentally poisoned the heir to a large family and tries to cover their tracks.
13	Wants the credit for the mission to go to others in order to preserve their image.		Is completely unable to read or write and aggressively conceals this flaw.
14	Looking for expendable scapegoats in case of failure.		Steals artifacts to sell on the black market under the nose of the law.
15		Needs specialists who can survive the fearsome traps and monsters of a lost ruin.	Faked their own death ten years ago to escape formidable enemies.
16	Is under constant surveillance by the law and needs free agents.		Has made a pact with an occult entity to retain beauty and influence.