

CHAPTER X: THE CAMPAIGN WORLD

Kuranes had awakened the very moment he beheld the city, yet he knew from his brief glance that it was none other than Celephais, in the Valley of Ooth-Nargai beyond the Tanarian Hills where his spirit had dwelt all the eternity of an hour one summer afternoon very long ago, when he had slipt away from his

nurse and let the warm sea-breeze lull him to sleep as he watched the clouds from the cliff near the village. He had protested then, when they had found him, waked him, and carried him home, for just as he was aroused he had been about to sail in a golden galley for those alluring regions where the sea meets the sky. And now he was equally resentful of awaking, for he had found his fabulous city after forty weary years. But three nights afterward Kuranes came again to Celephais. As before, he dreamed first of the village that was asleep or dead, and of the abyss down which one must float silently; then the rift appeared again, and he beheld the glittering minarets of the city, and saw the graceful galleys riding at anchor in the blue harbour, and watched the gingko trees of Mount Aran swaying in the sea-breeze. But this time he was not snatched away, and like a winged being settled gradually over a grassy hillside til finally his feet rested gently on the turf. He had indeed come back to the Valley of Ooth-Nargai and the splendid city of Celephais.

- H.P. Lovecraft

Celephais

Worldbuilding Design Triad for OSRIC: An essay on worldbuilding philosophy for the OSRIC rpg

Regional Groups: These tables can be used to detail nations or other regional groups.

Fortresses, Castles, Keeps & Towers: These tables can be used by the DM to detail strongholds, keeps and castles along with their inhabitants and rulers.

Settlements: These tables are for the DM use in detailing all sizes of settlements, from small camps up to capital cities. The Settlement Record Sheet in Appendix XX is ideal for recording the information generated here and elsewhere.

Inns & Taverns: These charts detail the different types of establishments the PCs may be likely to frequent.

Markets & Bazaars: These tables will generate the vendors and wares for common markets.

Schools & Training Halls: The DM can use the tables here to detail learning and training institutions.

Shops & Structures: These tables aid in detailing the most common mercantile, public sites, guilds and other settlement sites.

Crime & Punishment: These tables aid in determining crimes, bounties and sentences in a given locale and in detailing gaols & prisons.

Adventure Design: These tables offer a variety of adventure situations which can be expanded upon

by the DM to create an entire adventure.

Exotic Times & Places: The DM can use these tables for inspiration when planning a new adventure or campaign. They might also be consulted when applying the effects of certain spells, like a *Wish*.

Esoteric Magic: These are inspirational tables sharing the common theme of magic. The DM may consult them for ideas when planning a scenario or campaign.

WORLDBUILDING DESIGN TRIAD FOR OSRIC™

Those readers familiar with real-world military engineering may be familiar with the design triad for tanks: Armor, Firepower and Mobility. For instance, one cannot hope to build a very mobile tank with a lot of armor and a large gun. Likewise, a tank with a lot of armor is not going to be very mobile in the field. With that in mind, the OSRIC GM who is constructing a setting for his or her game would do well to consider the following Worldbuilding Design Triad: Functionality, Realism, and Adaptability in order to craft a top notch setting from scratch.

Functionality in setting design encompasses design considerations like how fun the setting will be for the players and GM, how durable the setting is for long-term campaign play and how suitable the setting is for the rules being used (in this case, OSRIC). Ideally, the GM's goal is to present a challenging setting for the players. In order to fully meet player expectations a good setting must include opportunities for player character development in several directions while also offering up appropriate rewards. While some might enjoy reading about a "dark and gritty" setting with very low levels of magic and treasure - players in a roleplaying game like OSRIC rarely enjoy grinding their way through adventures only to find they cannot make meaningful progress or that their actions had only a very limited impact on the setting at large. With this in mind, it is important for the GM to provide a setting that matches the players' expectations by including game-specific opportunities for training and advancement and treasure and magic items commensurate with the risks taken to acquire them. At first, the GM may find that a single well designed village or small area may be enough to satisfy player needs. As the campaign progresses however, it will become necessary to construct larger areas - a city or an entire nation in which the characters can expand into high level activities like stronghold construction, domain management and extra-planar adventuring.

The second consideration for the world-building GM is Realism. While by its very nature a fantasy role-playing game like OSRIC is not realistic - the very best settings like Gygax's *Greyhawk*, Stafford's *Prax* and Bledsaw's *Wilderlands* always include setting information that heightens the verisimilitude of the setting. Such considerations can encompass things like geography, weather, history and cultures that are consistently 'realistic' in that setting. GMs interested in heightening the realism of their own setting would be wise to borrow from real world history, natural science, culture and folklore as much as possible. while keeping in mind that the players do not simply expect to be tourists in the setting but active participants in their own right.

Finally, a good setting must be adaptable. This tenet mainly encompasses the GMs expectations for the setting and what kinds of adventures he or she plans on using. If the GM intends to present pre-published scenarios or modules there must be extensive room for dropping these into the setting as the need arises. Likewise, the GM should consider the purpose of the setting itself. If the intention is to play a single, regional campaign it may not be necessary to exhaustively detail the world at large. This could involve simply leaving extensive areas of the setting undefined until, or if required - and detailing only those areas where certain events and locations will be most likely be encountered during play or at least become known to the players - such as the venerable Keep on the Borderlands

or the Tomb of Horrors. On the other hand, if the intention is to play a wideranging swashbuckling campaign on the high seas, the GM will want to spend some time preparing several islands and coastal nations, and consider deeper campaign-specific questions such as ocean currents, famous pirate or slaver bands and the like. Whatever the purpose, the GM should leave room for further expansion and remember that Gygax's World of Greyhawk was built in a series of steps beginning with only a single, small area (Avalon Hill's Wilderness Survival map).

In conclusion, the GM should remember these three tenets when using the random tables and optional design tools in this book. Simply designing an entire set-piece setting as one might for a novel is not the GM's primary purpose - that purpose is to present an interesting, dynamic and challenging environment for playing OSRIC. So, with that in mind - let's get cracking!

METHODOLOGY FOR CAMPAIGN WORLD DESIGN

1. Choose a Scale: This can be as large or as small as required. For general home play as opposed to publication, it is suggested that the GM limit the area to be developed to an area no bigger than the British Isles. Some real-world comparisons of popular commercial settings:

The British Isles: 315,159 square miles

Greyhawk (the Flanaess): @28 million square miles or a little bit bigger than Asia (17, 212,000 sq.mi.)

The Wilderlands: @795,000 square miles = a little bit bigger than the Mediterranean (970,000 sq. mi.)

The Forgotten Realms: @9,500,000 square miles = @ three times bigger than Europe (3,930,000 sq. mi.)

2. Make a map: It is recommended that the GM either create a hexmap or adapt one that is suitable for their purposes. The major advantage of a hexmap is that the GM can then set the scale of each individual hex for convenience (1 day's travel works well). Hexmaps also break up an area into easy to handle chunks when generating setting information like political boundaries, prominent terrain features, encounter locations and so on.

3. Determine the predominant regional groups: These groups can be as specific (individual nation-states, empires, tribes, etc.) or as vague (cultural spheres of influence) as the GM wishes. Depending on the focus of the campaign, the GM will probably want to decide now which portions of the map are predominately human, which are demi-human and if desired, which are under the sway of humanoids or social monster groups.

4. Determine a cultural motif for individual regional groups. These motifs are largely based on real-world historical cultures. Following this the GM should During play it will aid in player immersion if they have some preconceived notions about how such a culture behaves or is structured. Conversely, the GM could introduce completely fictional cultures into his or her campaign setting but in general, this will require a lot more background work on their part and later, during play will also require a lot of top-down explanation of setting details for the players - who presumably will not have access to the bulk of the setting background details.

If necessary, the GM can also make some notes on regional history, languages, religions etc. which might help guide their decisions later on.

REGIONAL GROUPS

(EMPIRES, NATIONS, LARGE TRIBES, EMPIRES, CITY-STATES, etc.)

DIRECTIONS: To determine a regional human group the GM should first generate the number of settlements or lairs in the group. Next, generate the general tech level, making note of the PC classes and spell levels available. If desired, a cultural motif and belief(s) can be generated as well.

Cultural Motifs (Roll 1d10: (1-8) Common (9-10) Rare)					
1d20	COMMON CULTURE	1d20	RARE CULTURE		
1	Pictish	1	Australian Aboriginal		
2	Egyptian	2	Assyrian		
3	Indian	3	Mayan		
4	Finnish	4	Canaanite		
5	Russian	5	Scythian / Hun		
6	Byzantine	6	Central African		
7	Germanic	7	Korean		
8	Slavic	8	Phoenician		
9	Celtic	9	Japanese		
10	Anglo-Saxon	10	Amerindian		
11	Roman	11	Aztec		
12	Frankish	12	Carthaginian		
13	Spanish	13	Polynesian		
14	Norse / Viking	14	Hebrew		
15	Persian	15	Mongolian		
16	Arabic	16	Khmer		
17	Babylonian	17	Peruvian		
18	Chinese	18	Inuit		
19	Hittite	19	Lost Culture (i.e. Atlantean)		
20	North African	20	Degenerate (i.e. Lemurian)		

1d20	DEFINING CULTURAL BELIEF	CULTURE INDeXL DM	1d10	RECENT CULTURAL TREND	TECH LEVEL DM
1	Superiority	Tolerance-1	1	Brutal Repression	-5
2	Strength	War+1	2	Stagnation and Decline	-4
3	Struggle	War+2	3	Degeneration into Savagery	-3
4	Education	Religion+1, Trade+1	4	Pessimism	-2
5	Rulership	Law+2	5	Decline into Decadence	-1
6	Wealth	Trade+2	6	Sleepy	±0
7	Magic	Magic+2	7	Renewed Idealism	+1
8	Exploration	Tolerance+2	8	Influx of New Ideas	+2
9	Isolation	Tolerance-2	9	Golden Age of Civilization	+3
10	Harmony	War+2	10	Renaissance	+4
11	Honesty	Law+2			
12	Expansion	War-2			
13	Trade	Trade+2			

14	Labor	All+1				
15	Survival	All-1				
16	Family / Clan	All-1				
17	Secrecy	All-2				
18	Pacifism	War+5				
19	Weakness	War				
20	Inferiority	Tolerance+3 War+3				
CULTURAL INDICES						
1d10	TOLERANCE	WAR	TRADE	RELIGION	MAGIC	LAW
0	Xenophobia	Belicose and Warlike	Anti-Trade taboos	Zealots	Anti-magic taboos	Corrupt/Hypocritical
1	↓	↓	↓	↓	↓	↓
10	Complete Equality	Pacifistic	Mercantilist	Agnostic	Avid Spellcasters	Thoroughly Law-Abiding

Note: These indices are only intended to describe the overall cultural trend and not every individual with the given society.

Tolerance: This describes the culture's opinion of other races and cultures, and their standing in society. This figure can also be used to determine the frequency and standing of demi-human and humanoids in the area.

War: This describes the importance of war and conquest in the culture and the importance of Fighters. This figure also be applied as a modifier to determine the frequency and scale of castles and fortresses in the area as well as the overall level of preparedness of area troops.

Trade: This describes how welcoming of trade and commerce the society is and the importance of Merchants. This figure can also be applied as a modifier to determine the frequency and level of marketplaces and trading posts throughout the area.

Religion: This is the overall level of piety and religious institutions and the importance of Clerics. The figure can also be applied as a modifier to determine the frequency of temples, shrines and the like.

Magic: This represents the social acceptance of spellcasting, magic in general and the importance of Magic-Users and Illusionists. This figure can also be applied as a modifier to determine the frequency and scale of magical institutions and groups.

Laws: This describes the general attitude toward law/authority in the society and also the importance of Thief classes. This figure can also be applied as a modifier to determine the frequency and size of local criminal groups like Thieves' or Assassins' guilds.

The final step is to determine the **Tech Level** of the particular culture or nation by rolling on the following table and applying the modifiers to Tech Level according to the Recent Cultural Trend. The DM should add both the Cultural Level totals (all 6 categories) to the Tech Level as rolled to determine the **Overall Cultural Strength** factor which is useful for comparing with neighboring cultures or nations to determine which side is probably dominant. Cultural Levels will also play a part in designing individual settlements later.

CULTURAL TECH LEVELS & AVAILABLE FEATURES

1d20*	TECH LEVEL	AVAILABLE TECHNOLOGY (Results are cumulative)	AVAILABLE PC CLASSES	AVAILABLE SPELL LEVELS
1-2	0 - PRIMAL "THE AGE OF SAVAGERY"	Settlements: camp, thorpe Trade/Transport: barter / sled, raft, canoe Information: oral Materials: hide, stone, wood Hand Weapons: club, spear Missile Weapons: thrown only Armour: hide shields	Druid Witch Fighter Barbarian	Druid: 1d3 lvl Magic-User: Nil Illusionist: Nil Witch: 1d3 lvl
3-5	I - PRIMITIVE "THE STONE AGE"	Settlements: hill forts, village, tribes Trade/Transport: market, barges, draft animal Information: pictograms Materials: ceramic, flint, obsidian Hand Weapons: axe, dagger, hammer, mace Missile Weapons: atlatl, blowgun, javelin, sling Armour: leather, padded gambeson, wood shields	Cleric	Druid: 1d3+1 lvl Cleric: 1d3+1 lvl Magic-User: Nil Illusionist: Nil Witch: 1d3+1 lvl
6-8	II - ARCHAIC "THE BRONZE AGE"	Settlements: towns, cities, fortresses, kingdoms, Trade/Transport: coinage, caravans, galleys, horses Information: alphabet, Common, scrolls Materials: copper, bronze, glass, electrum, silver Hand Weapons: short sword, polearm, battleaxe Missile Weapons: short bow, light crossbow Armour: leather, ring, scale, metal shields	Magic-User Ranger Thief Assassin Kung Fu Monk\\	Druid: 1d4+2 lvl Cleric 1d4+2 lvl Magic-User: 1d3 lvl Illusionist: Nil Witch: 1d3 lvl

9-11	III - HISTORIC "THE IRON AGE"	Settlements: empires, metropolis Trade/Transport: banking, merchant/war ships Information: books, tomes, sages Materials: gold, iron, mithril, cut gems Hand Weapons: long sword, broad sword, flail Missile Weapons: longbows, compound bows Armour: chain, splint, studded leather	Illusionist Troubadour Cavalier	Druid: All Cleric: All Magic-User: 1d4+1 Illusionist: 1d3 lvl Witch: 1d4+1 lvl
12-17	IV - MODERN "THE AGE OF STEEL" DEFAULT OSRIC TL	Settlements: nation-states Trade/Transport: Merchant Guilds Information: libraries, schools Materials: adamantium, steel, Hand Weapons: two-handed/bastard sword Missile Weapons: heavy crossbow Armour: plate		Druid: All Cleric: All Magic-User: All Illusionist: 1d4+1 Witch: All
18-19	V - Anachronistic "The Renaissance"	Settlements: colonial nation-states Trade/Transport: corporations / cartels Information: universities Materials: steel, complex alloys Hand Weapons: polearms Missile Weapons: precise siege engines Armour: field-plate		Druid: All Cleric: All Magic-User: All Illusionist: All Witch: All
20	VI - Science Fantasy "GM's Choice"	Society: Inter-planar, Interstellar, etc. Trade/Transport: cross-planar, space-travel Information: digital networks, computers Materials: alloys, lasers, radioactives, etc. Hand Weapons: light sabres, vibro-blades, etc. Missile Weapons: handguns, rifles, etc. Armour: powered battle armor, energy shields, etc.		As above + Psionics
* Apply the die modifier from Cultural Trends - add this number to Cultural Level to get the Overall Cultural Strength factor.				

Descriptions and Examples of Tech Levels

TL0 - Primal: These societies are utterly savage. They are mostly made up of small bands of nomadic or semi-nomadic hunter/gatherers. **Examples:** Paleolithic Men (tribesmen). Most cavemen, trolls, ogres, lizardmen

TLI - Primitive. Examples: Neolithic Men (tribesmen). Bugbears, Kobolds. Stone/Hill Giants.

TLII - Archaic. Examples: Bronze Age Men (Berserkers, Amazons, some Pirates, Buccaneers, Bandits, Brigands). Fire Giants.

TLIII - Historic. Example: Iron Age Men (Berserkers, Amazons, Bandits, Brigands, Girovaghi). Dwarves. Halflings, Orcs, Goblins, Hobgoblins.

TLIV - Modern. Examples: Steel Age Men

TLV - Anachronistic.

FORTRESSES, CASTLES, KEEPS & TOWERS

[picture_1](#)

Castle Size, Construction & Defences					
d%	SIZE/TYPE	CONSTRUCTION	BALLISTAE/ SCORPIONS	LIGHT CATAPULTS	OIL CAULDRONS
01-10	A - Small (TL I)	Small Keep	2	-	1
	11-25	Tower	1	-	1
	26-35	Moat House/Fortified Manor	-	1	2
36-45	B - Medium (TL II)	Large Keep	1	1	2
	46-65	Small Walled Castle	2	1	4
	66-80	Medium Walled Castle	2	2	5
81-88	C - Large (TL III)	Concentric Castle	4	2	6
	89-95	Large Walled Castle	4	4	8
	96-00	Fortress / Citadel	6	6	12
Castle Occupants					
d%	SIZE	OCCUPANTS/OWNERS			
01-45	Small (Type A)	Totally Deserted			
46-60		Monster Lair *			
61-70		Men *			
71-00		Adventurer Class *			
01-30	Medium (Type B)	Totally Deserted			
31-50		Monster Lair *			
51-65		Men *			
66-00		Adventurer Class *			
01-15	Large (Type C)	Totally Deserted			
16-40		Monster Lair *			
41-60		Men *			
61-00		Adventurer Class *			
* Roll on the appropriate sub-table to determine exact type					

Lord of the Castle: Adventurer Class (roll once each for class and level)	Lord of the Castle: Men				
d%	CLASS	d%	LEVEL	d%	TYPE
01-10	Cleric / Sage	01-10	7 th - 8 th level	01-25	Bandits
11-15	Magic User / Illusionist	11-20	9 th - 10 th level	26-85	Brigands
16-30	Fighter / Barbarian	21-25	11 th - 12 th level	86-97	Berserkers
31-40	Paladin / Cavalier	26-35	5 th - 6 th level	98-00	Dervishes
41-45	Ranger / Troubadour	36-48	3 rd - 4 th level		
46-55	Thief / Assassin	49-50	2 nd - level		
56-60	Witch / Sorcerer	51-55	1 st - 4 th level (1d4)		
61	Kung Fu Monk	56-60	5 th - 8 th level (1d4+4)		
62-65	Anti-Paladin	61-70	9 th - 12 th level (1d4+8		
66-70	Necromancer	71-80	13 th - 14 th level		
71-75	Warlock / Elementalist	81-90	15 th level		
76-85	Berserker / Amazon	91-95	1 st - level		
86-95	Druid / Shaman	96-97	16 th - level or above		
96-00	GM's Choice	98-00	GM's Choice		

Note: GM should either generate an NPC of the appropriate class & level or choose one from the Pre-generated NPC Assortments.

Castle: Monster Lairs	Lord Type: Men & Adventurers		
d%	TYPE	d%	POLITICAL SITUATION
01-30	Humanoid*	01-25	Owned by a more powerful local ruler / group
31-40	Undead*	26-60	Allied to a local ruler / group
41-50	Demi-humans*	61-85	Loosely allied to a local ruler / group
51-60	Giant*	86-00	Independent
61-70	Non-human*	Monstrous	
71-80	Dragon*	01-20	Owned by a more powerful local ruler / group
81-90	Extra-planar*	21-40	Allied to a local ruler / group
91-00	Other	41-70	Loosely allied to a local ruler / group
71-00	Independent		

Note: GM should roll on the appropriate sub-table in Chapter V: Random Monsters by Type

Castle Rooms & Facilities

1d20	ENTERTAINMENT	FACILITIES	PENAL	POLITICAL
1	Amphitheatre	Agora	Asylum	Great Hall
2	Archery Range	Bath	Brainwashing Center	Meeting Room
3	Arena/Fighting Pit	Calendar Room	Cell Block	Throne Room
4	Art Gallery / Exhibition Hall	Canteen	Crucifixion Gallery	Audience Room
5	Aviary	Dining Room	Executioner's Room	Courtroom
6	Ball Court	Emergency Shelter	Gaol Cell	Reception Room
7	Bar	Escape Tunnel	Gaoler's Post	Waiting Room
8	Casino	Garden	Gibbets	Office

9	Conservatory	Hospital / Clinic	Hanging Cells (cages hang from the ceiling)		Study
10	Dance Studio	Kitchen	Holding Cell		Vestibule
11	Game Room	Laboratory	Impaling Pit		Oratory
12	Lounge	Lavatory	Interrogation Room (50% have adjoining Observation Rooms)		Treasury
13	Museum	Library	Oubliette		Toll Booth
14	Play Room	Lounge	Sensory Deprivation Chamber		Hall of Records
15	Puppet Theatre	Market	Solitary Confinement		Senate Chamber
16	Reading Room	Office	Special Cell (Anti-Magic, Multi-Planar, Non-Detection, Giant-sized, etc.)		Advisory Chamber
17	Smoking Room	School	Stockade		Guard Room
18	Swimming Pool	Scriptorium	Torture Chamber		Intelligence Office
19	Trophy Room	Scullery	Visitation Room		Viewing/Spying Room
20	Zoo/Menagerie	Toilet / Privy	Walkway		Secret Escape Passage
1d20	MILITARY	RELIGIOUS	RESIDENTIAL	STORAGE	WORKSHOP
1	[Facilities]	Ablution Room	Bedroom	Armory	Agricultural
2	[Storage]	Belfry	Boudoir	Casemate	Bakery
3	Arena	Chantry	Bower	Cistern/Well	Brewery / Bottlery
4	Armorsmith	Chapel	Dormitory	Closet	Butcher
5	Barbican	Choir Loft	Drawing Room	Depository	Buttery
6	Barracks	Divination Chamber	Dressing Room	Genizah	Carpenter
7	Checkpoint	Meditation Cell	Harem	Granary	Cobbler
8	Escape Tunnel	Monastery/Nunnery	Hostel	Larder	Farrier
9	Excavation-works	Oracle	Kennel	Pantry	Herbalist
10	Fortification	Oratory	Living Room	Storeroom	Jeweller
11	Guard Room	Parsonage	Parsonage	Strongroom/Safe	Painter
12	Map Room	Refectory	Salon	Tank	Potter
13	Mechanical/Architectural Trap	Reliquary	Seraglio	Toolroom	Sculptor
14	Observation Post	Ritual Bath	Servant's Quarters	Trash Heap	Seamstress
15	Portcullis	Ritual Pathway	Sitting Room	Treasure Vault	Silver/Goldsmith
16	Siege Engines	Robing-Room	Slave Pen	Undercroft	Smithy
17	Staging Ground	Scriptorium	Solar	Vault	Tannery
18	Training Room	Shrine	Stable	Wardrobe	Taxidermy
19	War Room	Statuary Hall	Study	Warehouse	Wainwright/Wheelwright
20	Weaponsmith	Summoning Room	Suite	Wine Cellar	Weaver

Wizard's Towers (Roll once per column)

1d6	HEIGHT	SHAPE	MATERIAL	COLORATION	SURROUNDINGS
1	1d3 stories	Round	Stone	Black	Gardens
2	1d3+3 stories	Square	Marble	White	Moat / Pool
3	1d6+3 stories	Hexagonal	Crystal	Green	Thornbushes

4	1d8+3 stories	Oval	Mud-brick	Blue	Barren
5	1d10+3 stories	Triangular	Wood	Golden	Traps
6	1d10+6 stories	Pyramidal	Metal	Silver	Illusions

SETTLEMENTS

DIRECTIONS: To generate a settlement of a given type, first generate the population and note the base availability of goods for sale. Next generate the resources available, modifying according to size, population or other factors and modify the base availability as noted in the sub-table. Third, generate the tech level and note the primary feature of the settlement, and generate a settlement theme if desired. Finally, generate the settlement ruler.

Settlement Population		
TYPE	POPULATION	BASE GOOD(S) AVAILABILITY
Camp	2d6 x 5 (10-60 people)	0%
Thorpe	1d4+5 x 10 (60-100 people)	5%
Hamlet	1d00 + 100 (100-200 people)	15%
Village	1d10 x 100 (100-1,000 people)	25%
Town	1d4 x 1000 + 1000 (1,000-5,000 people)	50%
City	1d20 x 1000 + 5,000 (5,000-25,000 people)	75%
Metropolis	5d10 x 5,000 (25,000 - 250,000)	100%

Settlement Wealth		
1d20	RESOURCES	AVAILABILITY MODIFIER
1	Very Poor (Subsistence)	-15%
2-5	Poor	-10%
6-10	Fair	+/- 0%
10-14	Average	+5%
15-17	Comfortable	+15%
18-19	Wealthy	+25%
20	Rich	+40%

WEALTH MODIFIERS		
	City or Metropolis	+5
	Town	+3
	Port	+3
	On Major Inland Trade Route	+2
	Purely Agricultural Economy	-2
	Population less than 500	-1
	Cultural Trade Index 5	+2
	Cultural Trade Index 6	+4
	Cultural Trade Index <2	-4

RESOURCES: This table determines the general resource around which the settlement was built. As always the GM should exercise common sense to place settlements in or near terrain appropriate for the resource. (i.e. a fishing village must be near the sea or a river while a mining settlement should

be near hills, mountains or another source of ore, etc.)

Settlement Resource(s)	
d%	RESOURCE
01-40	Farming
41-50	Fishing
51-60	Trade
61-70	Market
71-80	Mining
81-85	Logging
86-95	Crafts
96-98	Religious
99-00	Magical

THEMES: A settlement's theme roughly provides the GM with some “hook” around which to design the rest of the locale, and may even inspire adventuring ideas.

DEFENSES:

Settlement Themes		Settlement Defences	
1d20	FEATURE	d%	Wall
1	Temporary Shanty Town	1-25	None
2	Amazing Innovation(s)	26-40	Picket (5')
3	Barbarian Meeting Ground	41-70	Palisade (10')
4	Abandoned / Ghost Town	71-85	Stone Wall (10')
5	Plague-ridden	86-00	Stone Wall + Towers (20')
6	Under Siege		
7	Still Under Construction	d%	Ditch
8	Boom Town	0-50	None
9	Ruined / Falling Apart	51-80	Ditch
10	Predominately Good / Evil	81-00	Moat
11	Very Liberal - all races coexist peacefully		
12	Religious with Big Temple / Many Temples		
13	Large Wizard's Tower		
14	Large Theatre / Fighting Arena / Coliseum		
15	Thieves' / Assassins' Guild Town		
16	Cursed		
17	Haunted - Undead / Lycanthropes		
18	Free Market Town		
19	Large Necropolis		
20	Heavily Fortified		

GOVERNMENT & RULER(S):

Settlement Government/Ruler(s)							
1d10	TYPE	d%	CLASS	1d20	RACE	1d8	SPECIAL CLASS
1	Clan/Dominant Family	01-30	Fighter	1-10	Human	1	Assassin
2	Marshal	31-40	Magic-User	11-12	Dwarf	2	Witch

3	Elder(s)	41-66	Cleric	13	Gnome	3	Druid
4	Guild Council	67-84	Ranger	14-15	Elf	4	Illusionist
5	Mayor	85-92	Paladin	16-17	Half-Elf	5	Barbarian
6	Burghermeister	93-97	Thief	18-19	Halfling	6	Cavalier
7	Seneschal	98-00	Special Class	20	Monster Type	7	Troubadour
8	Charismatic Leader					8	NPC Class *
9	Resident Noble					1d8	MONSTER TYPE
10	Absent Noble					1	Humanoid *
						2	Undead *
d%	RULER LVL	1d8	SPECIAL LVL			3	Nonhuman *
01-05	3rd-level	1	2 nd -level			4	Ogre
06-15	4 th -level	2	17 th -level			5	Troll
16-25	5 th -level	3	19 th -level			6	Dragon *
26-35	6 th -level	4	18 th -level			7	Giant *
36-45	7 th -level	5	20 th -level			8	Other (GM's Choice)
46-60	8 th -level	6	1 st -level				
61-75	9 th -level	7	1 st -level				
76-80	10 th -level	8	0-level				
81-83	11 th -level						
84-86	12 th -level						
87-89	13 th -level						
90-91	14 th -level						
92-93	15 th -level						
94-95	16 th -level						
96-00	Special			* c.f. Random Monsters by Type tables in Chapter V			

SETTLEMENT DETAILS

Deities Worshipped		Piety & Devotion	
d%	DEITIES	d%	PIETY
01-20	0	01-10	Very pious; Religious participation may even be enforced as law
21-25	1 (1d2 petty)	11-25	One deity is held as supreme while others may be relegated to minor roles.
26-40	2 (1d4 petty)	26-75	Populace is largely secular
41-50	3 (1d6 petty)	76-80	Populace is overwhelmingly secular
51-75	Most major deities, 1d20 petty	81-90	Religion is downplayed in local society and may even be looked down on
76-00	All major deities, 1d00 petty	91-00	Religion is heavily controlled and may even be banned in some cases
Note: Towns (25%) and cities (50%) may be centers for a secret or illegal cult			
Magic Users		Local Institutions	
d%	DEITIES	d%	Type
01-10	Very rare/Illegal		Trade Guild

11-30	Uncommon but Accepted	School/Training Hall/University
31-65	Common, Respected	Marketplace
66-80	Common, Welcomed	Pilgrimage Site (Cult Center, Cathedral, Holy Site, etc.)
81-00	Common, Dominant	Underworld Guild(d3: 1-4: Thieves', 5-6: Assassins')

Settlement Districts

DISTRICTS:

SETTLEMENT TYPE	RESIDENTIAL DISTRICTS	OCCUPATIONAL DISTRICTS
Camp	1	0
Thorpe	1	0
Hamlet	1	1
Village	1	1
Town	2	1
City	3	2
Metropolis	4	3

d%	OCCUPATIONAL DISTRICT TYPE
	Crafts
	Trade
	Maritime
	Religious
	Military
	Political
	Educational
	Entertainment

DISTRICT DESCRIPTIONS

- Crafts:** Workshops, cottage industries, trade guildhouses, small shops
- Trade:** Shops, marketplaces and caravanserais, trade guildhouses, many inns and taverns
- Maritime:** Docks, quays, drydocks, some inns and taverns
- Religious:** Temples, shrines, hospitals, few inns and taverns
- Military:** Defenseworks, prisons, gaols, parade grounds, barracks, few inns and taverns
- Political:** Palaces, courts, few inns and taverns
- Educational:** Universities, schools, libraries, few inns and taverns

d%	DISTRICT QUALITY
	Abandoned
	Slum
	Lower Class

	Middle Class
	Upper Class
DM	DISTRICT WEALTH
	Very Poor (Subsistence)
	Poor
	Fair
	Average
	Comfortable
	Wealthy
	Rich

DEMI-HUMAN SETTLEMENTS

Directions: To generate a demi-human settlement, roll on the appropriate racial column to determine the particular settlement type. Then roll to determine the settlement's age and again to determine the local culture, and finally the settlement condition. Further details should be generated using the Settlement tables presented earlier.

Demi-human Settlement Types				
1d6	DWARF	ELF	GNOME	HALFLING
1	Mine	Tree Settlement	Mine	Burrows ~ Country Shire
2	Hill-fort	Underhill	Cliffside Caves	Village / Town
3	Holdfast	Village / Town	Trading Post	Inn / Tavern
4	Trading Post	House / Camp	Workshop	Hamlet / Farmstead
5	Cave / Cavern	Lake Island	Village / Town	
6	Workshop	Sacred Grove	Caravan	
Demi-human Settlement Age & Culture				
1d6	AGE	CULTURE		
1	Primeval	Archaic		
2	Very Ancient	Conservative / Orthodox		
3	Ancient	Normal		
4	Old	Welcoming		
5	Modern	Liberal		
6	Recent	Decadent / Humanized		
Demi-human Settlement Condition				
d%	CONDITION			
01-20	Vibrant / Growing			
21-45	Stable			
45-70	Shrinking / Threatened			
71-90	Nearly Deserted			
91-00	Extinct / Abandoned			

ON THE STREETS

Directions: The GM may use this table for rapidly generating something particularly noticeable about a certain area, block, district etc. Roll d% as normal. If desired, the DM may roll a d10 on each category of the table to more substantially define the area. The DM may also simply choose the appropriate or obvious feature(s) and roll only for the other categories.

Street Features			
d%	FEATURE	d%	FEATURE
01-02	Open sewage	51-52	Narrow alleyways leading off in all directions
03-04	Flooding during and after rains	53-54	Wide road
05-06	Trees / Shrubbery	55-56	Dead end
07-08	Statue	57-58	Cul-de Sac
09-10	Dark	59-60	Circle / Roundabout
11-12	Garden	61-62	Cemetery ⁷
13-14	Courtyard Square	63-64	Overgrown, abandoned lot
15-16	Plaza	65-66	City Monument / Landmark
17-18	Fountain	67-68	Public bathhouse
19-20	Well	69-70	Asylum / Gaol / Prison ⁸
21-22	A bridge	71-72	Raised street-crossing stones
23-24	Stairs up/down to another elevation	73-74	Section of odd blackened pavement
25-26	Gateway/Archway	75-76	Unpaved section
27-28	Underground walkways / tunnels	77-78	Heavily rutted with deep potholes/pits
29-30	Gangways	79-80	Well-paved
31-32	A military structure ¹	81-82	Dangerous / Unsafe
33-34	Shops & Stores ²	83-84	Safe / Secure / Well-patrolled
35-36	Temple(s) ³	85-86	Straight
37-38	Inns & Taverns ⁴	87-88	Twisting / Undulating / Zig-zagging
39-40	Market or Bazaar ⁵	89-90	Inclined
41-42	Townhouses	91-92	Gibbets (1d6: 1-2 Vacant, 3-4 Living prisoner, 5-6 Dead prisoner)
43-44	Villas / Mansions	93-94	Slave market
45-46	Abandoned / Ruined Building(s) ⁶	95-96	Gladiator pit/arena
47-48	Tenement Building(s)	97-98	Beggar's square
49-50	Shacks & Shanties	99-00	Drug den

¹ At the GM's discretion, this can be a guardhouse, gate, barracks, tower, etc.
² See Shops & Structures (DD, p.XX)
³ See Temples (DD, p.XX)
⁴ See Inns & Taverns (DD, p.XX)
⁵ See Markets & Bazaars (DD, p.XX)
⁶ See Ruins (DD, p.XX)
⁷ See Graveyards & Necropoli (DD, p.XX)
⁸ See Gaols & Prisons (DD, p.XX)

INNS & TAVERNS

Directions: These tables are used for generating an inn or tavern. The GM should first determine the general type of inn or tavern and then consult the appropriate chart to determine the exact details. Further events, rumours and other details can be generated as needed using the tables presented at the end of this section.

STANDARD INN & TAVERN FACILITIES

Superior Tavern/Inn (example: Royal Chartered Inns, Social Clubs)	
TAVERN	Spacious common room with 3d6 small tables, 1d6 large tables, 1d8 semi-private booths. 50% chance of 1d8 private side rooms (snugs).
MEALS	Feast (25gp), Excellent (12gp), Good (5gp), Average (2gp)
DRINKS/SMOKES	Liquor (3-5gp), Wine (8sp-1gp), Ale/Beer (2-4sp), Pipeweed (2-12gp)
INN	65% chance of 3d8 private rooms (15gp), 1d4 shared rooms (5gp)
BATHS	75% chance of public baths (3gp) or private bath (10gp)
SECURITY	100% chance of 1d2 1 st -4 th level fighters working as bouncers
EVENTS	Fights (5%), Brawl (10%), Vicious Brawl (5%), Random Event (5%)
ENTERTAINMENT	65% chance of 2d4 dancing girls and 2d3 musicians. 35% chance of performing troubadour 25% of special event (see sub-table) 15% chance of performing troupe
STABLE	4d10 stalls with 1 groom per 4 stalls (3-5gp per horse, x5 for warhorses)
CARRIAGE HOUSE	Stores up to 3d4 vehicles
CLIENTELE	35% Nobles, 25% Couples, 15% Dandies, 10% Adventurers, 10% Gamblers, 5% Locals, 10% Travelers
RUMOURS	10% chance per hour
Popular Tavern/Inn (example: Wayside Coaching Inn, City Tavern)	
TAVERN	Common room with 1d8 small tables, 2d4 large tables, 2d3 semi-private booths. 35% chance of 1d4 private side rooms (snugs).
MEALS	Feast (10gp), Excellent (5gp), Good (2gp), Average (5sp), Fair (3sp), Cheap (2sp)
DRINKS/SMOKES	Liquor (2-3gp), Wine (4sp-1gp), Ale/Beer (4cp-1sp), Pipeweed (5sp-5gp)
INN	25% chance of 1d6 private rooms (7gp), 1d4 shared rooms (3gp), 1d2 dorms (6sp)
BATHS	35% chance of public baths (1gp) or private bath (5gp)
SECURITY	75% chance of a 1 st -4 th level fighter working as a bouncer
EVENTS	Fights (15%), Brawl (10%), Vicious Brawl (10%)
ENTERTAINMENT	50% chance of 2d4 dancing girls and 2d3 musicians. 35% chance of performing troubadour 20% chance of special event (see sub-table) 15% chance of performing troupe
STABLE	3d6 stalls with 1 groom per 6 stalls (12sp-2gp per horse, x4 for warhorses)
CARRIAGE HOUSE	15% chance, stores up to 2d4 vehicles
CLIENTELE	10% Dandies, 20% Adventurers, 10% Gamblers, 40% Locals, 20% Travelers
RUMOURS	15% chance per hour
Rustic Tavern/Inn (example: Wayside Traveler's Inn, Guild Hostel, Workingman's Club)	
TAVERN	Common room with 1d8 small tables, 2d4 large tables, 2d3 semi-private booths. 35% chance of 1d4 private side rooms (snugs).
MEALS	Feast (10gp), Excellent (5gp), Good (2gp), Average (5sp), Fair (3sp), Cheap (2sp)
DRINKS	Liquor (2-3gp), Wine (4sp-1gp), Ale/Beer (4cp-1sp), Pipeweed (5sp-5gp)
INN	100% chance of 1d6 private rooms (7gp), 1d6 shared rooms (3gp), 2d6 dorms (6sp)
BATHS	15% chance of public baths (1gp) or private bath (5gp)
SECURITY	75% chance of a 1 st -4 th level fighter working as a bouncer
EVENTS	Fights (15%), Brawl (10%), Vicious Brawl (10%)

ENTERTAINMENT	15% chance of 2d4 dancing girls and 2d3 musicians. 35% chance of performing troubadour 15% chance of special event (see sub-table) 15% chance of performing troupe
STABLE	3d6 stalls with 1 groom per 6 stalls (12sp-2gp per horse, x4 for warhorses)
CARRIAGE HOUSE	35% chance, stores up to 2d4 vehicles
CLIENTELE	20% Adventurers, 10% Gamblers, 40% Locals, 30% Travelers
Dive (example: Whorehouse, Gambling Den, Pit Fighting Club)	
TAVERN	Common room with 1d4 small tables, 2d3 large tables, 15% chance of 1d4 semi-private booths. 20% chance of 1 private side room (snug).
MEALS	Excellent (3gp), Good (1gp), Average (3sp), Fair (7cp), Cheap (4cp)
DRINKS	Liquor (15sp-1gp), Wine (2-3sp), Ale/Beer (2-3cp), Pipeweed (5cp-10sp)
INN	35% chance of 1 (65%) or 2 (35%) private rooms (4gp), 25% chance of 2d4 shared rooms (2gp), 1d2 dorms (1sp)
BATHS	15% chance of public baths (5sp) or private bath (2gp)
SECURITY	One 1 st -3 rd level fighter working as a bouncer
EVENTS	Fights (25%), Brawl (20%), Vicious Brawl (20%)
ENTERTAINMENT	35% chance of 1d6 dancing girls and 1d3 musicians. 10% chance of special event (see sub-table) 10% chance of performing troubadour 5% chance of performing troupe
STABLE	25% chance of 2d6 stalls with 1 groom (7sp-1gp per horse, x4 for warhorses)
CARRIAGE HOUSE	Nil
CLIENTELE	15% Adventurers, 20% Gamblers, 40% Locals, 5% Thieves, 5% Thugs, 15% Harlots
RUMOURS	50% chance per hour
Slum Tavern/Inn (example: Quayside Dive, Gambling Den, Beer & Ale Stall, Flophouse)	
TAVERN	Small common room with 3d6 large tables, 1 private side room (the gambling snug).
MEALS	Good (5sp), Average (1sp), Fair (3cp), Cheap (2cp), Poor (1cp)
DRINKS	Liquor (15sp-1gp), Wine (8cp-1sp), Ale/Beer (2-3cp), Pipeweed (1cp-5sp)
INN	10% chance of 1 private room (2gp), 20% chance of 1d6 shared rooms (1gp) and 1d2 dorms (1sp)
BATHS	Nil
SECURITY	One 1 st level fighter working as a bouncer
EVENTS	Fights (35%), Brawl (15%), Vicious Brawl (50%)
ENTERTAINMENT	1d6 harlots 35% chance of performing troubadour or musician 5% chance of special event (see sub-table)
STABLE	15% chance of 2d3 stalls
CARRIAGE HOUSE	Nil
CLIENTELE	15% Gamblers, 35% Locals, 5% Thieves, 5% Thugs, 40% Harlots
RUMOURS	85% chance per hour

NOTES:

- Inns or taverns may also offer sleeping space on the common room floor (1-3cp) or in the stables (1cp or free)
- Meals are grouped in 7 rough categories: FEASTS (7 courses), EXCELLENT (3 courses), GOOD

(steak dinner), AVERAGE (a good stew), FAIR (bread and cheese), CHEAP (a vegetable gruel) and POOR (beans or rice)

- Events should be checked for every hour during normal hours and every ½ hour during 'happy hours'
- Clientele are grouped in 10 categories: NOBLES (wealthy merchants or nobility), COUPLES (pairs or groups of revelers), DANDIES (young men on the prowl), ADVENTURERS (NPCs alone or in a party), GAMBLERS (con-men or sharks), LOCALS (tradesmen and guildsmen), TRAVELERS (overnight guests), THIEVES (alone or in groups of 2-3), THUGS (single or groups of 1d6 hired brawlers), and HARLOTS (usually accompanied by a pimp).

Tavern Special Events	Random Tavern Events		
1d12	TYPE	1d12	EVENT
1	Darts	1	Empty - no customers
2	Dagger / Axe Throwing	2	Slow day - 1d3 customers only
3	Erotic dancers (strippers, belly-dancers)	3	Drinks are on the house - 1d2 drinks free
4	Games of Chance (cards, dice)	4	Happy Hour - all drinks ½ price
5	Board Games (chess, draughts)	5	Special event - tournament, pub quiz or amateur hour
6	Novelty contests (dwarf tossing, drinking)	6	Surly crowd - double chances of a brawl
7	Acrobatics/ Freak Show	7	Busy - +1d10 customers
8	Magical Display / Pyrotechnics	8	Packed - +1d10 x 2 customers
9	Fortune-teller	9	Shambles - proprietor busy cleaning up after a brawl
10	Jester / Comedy Act	10	Yer Barred! - disagreement leads to PC getting barred
11	Hypnotist	11	Psst! (See subtable)
12	Pickpocket (lose 1d4 random items)	12	What a Night! (See subtable)
Psst!			
1d4	Approach	Risks	
1	Wanna buy some (mind-altering substance)?	d6: 1 = a setup/sting, 2-5 = substance as described, 6 = substance of low quality, overpriced, or actually toxic	
2	Wanna buy some forged currency? Character offered 1d4 x 100gp face value of forged currency, for 30%-60% (1d4+2) of its apparent value. \\\	d6: 1 = a setup/sting, 2-3 = good forgery (75% undetectable), 4 = bad forgery (50% undetectable), 5 = terrible forgery (25% undetectable), 6 = scam (a sackful of pebbles with a thin layer of real coins on top)	
3	Wanna buy some stolen goods? Character offered 1d4 x 100gp worth of stolen goods, for 30%-60% (1d4+2) of their apparent value.	d6: 1 = a setup/sting, 2-4 = goods as described, 5 = as 2-4 but authorities angry about this theft and everyone leaving town for the next 1d6 weeks will have all their bags searched, 6 = as 2-4 but real owner is powerful and dangerous character who will cause trouble	
4	Will you buy some (alcohol etc.) for me?	d6: 1 = a setup/sting, 2-6 = purchaser barred or underage: character can earn 1d10 sp easily	
What a Night!			
1d8	Outcome		
1	If unmarried, character is now married. If already married, 50% chance s/he is now divorced. Otherwise, s/he is a bigamist.		

2	Character has impregnated or become pregnant by an NPC.
3	Character wanted by the authorities for misdemeanour (drunk and disorderly, resisting arrest, etc.) (75%) or felony (affray, assault and battery, casting a <i>fireball</i> in city limits) (25%).
4	Character wakes up in gaol for misdemeanour (1d6 x 100gp for bail) or felony (no chance of bail).
5	Character now has a prominent tattoo (70% chance this is correctly spelled).
6	Character has insulted local noble (50%) or crime boss (50%). They MAY be willing to accept a public apology and reparations.
7	Character has sworn an oath, signed a contract or otherwise committed him- or herself to go on a heroic (50%) or nefarious (50%) quest or undertaking.
8	Character has joined a cult, temple, or religion. If character is already in a cult, temple or religion, 50% chance he or she has left the previous one.

Tavern & Inn Rumours

2d8	RUMOUR	EXAMPLE
2	Local Gossip (Partially TRUE)	Seamus 'Bugger' Smith is a little too fond of pipeweed & sheep
3	Local Gossip (FALSE)	The town council are vampires. That's why they meet at night.
4	Regional Gossip (Partially TRUE)	The orcs that attacked the Boney farm rode north after the raid.
5	Useful Info (Partially TRUE)	The pool is magic and will heal you if you throw in a gemstone
6	Regional Gossip (FALSE)	The orcs were led by a vampire riding a skeleton steed.
7	Useful Info (TRUE)	The orcs hole up in a cave 15 miles north of here in the Skint Hills
8	Local Gossip (TRUE)	Seamus keeps his pipeweed stash under a stump behind his farm
9	Useful Info (TRUE)	The orc leader wields a magic battleaxe
10	Local Gossip (TRUE)	Seamus has been missing since Farmer Rosten caught him stealing
11	Useful Info (FALSE)	The orc with a cowl is some kind of shaman. He's got a staff, too.
12	National Gossip (Partially TRUE)	The King is on campaign against the orcs, for raping the queen.
13	National Gossip (FALSE)	The Queen has been in seclusion after giving birth to a half-orc.
14	National Gossip (TRUE)	The Queen is deeply depressed over a miscarriage.
15	Useful Info (TRUE)	The Red Priest has been seen evangelizing the capital city recently.
16	National Gossip (FALSE)	The Dwarves of the Skint Hills sacrifice babies to a demon.

Specialty Tavern Drinks

d%	DRINK
01-05	Dwarf Ale / Beer (see p. XXX)
06-10	Elven Wine (see p. XXX)
11-12	Albionese Black Applejack (cider)
13-20	Local mead
21-30	Local schnapps (herbal root wine / liquor)
31-40	Local sherry / fruit / fortified wine
41-55	Local grain alcohol
56-80	Local ale / small beer
81-82	Gnomish berry rum
83-85	Frødheim snow mead
86-88	Gaxian brandywine

89-90	Ten-ton Goblin Firewater
91-92	Briarwood absinthe
93-94	Tolmecan snake liquor
95-96	Amazonian goatsmilk
97-98	Jhangali kuvé
99-00	Annunakim ale

Inn / Tavern Guests

1d20	GUEST
1	A solitary foreigner from parts unknown
2	A trio of rowdy dwarves celebrating a motherlode
3	A pair of secretive elves deep in conversation
4	A noblewoman, her lady-in-waiting, and a bodyguard
5	A merchant negotiating with a mercenary captain
6	A pair of halfling brothers on 'adventure'
7	A seedy-looking half-orc
8	A married couple on a pilgrimage
9	Newlyweds celebrating their honeymoon
10	An assassin disguised as (1)
11	A pair of thieves disguised as (9)
12	A robed and hooded figure
13	A ranger and an elf in a heated argument
14	A group of locals on a visit with a prostitute
15	A bard, idly strumming his lute and waiting for evening
16	A n itinerant cleric and 2 acolytes
17	An illusionist doing parlour tricks for tips
18	A group of local bullies looking to start a fight
19	A loud and abusive drunk shouting insults
20	A destitute paladin bumming drinks

MARKETS & BAZAARS

d%	MARKET SIZE	# of STALLS
01-15	Very small	1d6
16-30	Small	1d6+6
31-65	Medium	1d10+10
66-90	Large	2d10+20
91-00	Huge	1d00+20

d%	STALL SIZE	d%	MERCHANT
01-45	Small spot on the ground	01-45	Local trader (poor)
46-65	Pushcart/wagon	46-65	Traveling pedlar
66-85	Tent or lean-to	66-85	Local trader (rich)
86-95	Large tent or pavilion	86-95	Foreign trader
96-00	Shop building	96-00	Demi-human trader

Merchandise (roll once for type of merchandise and once for prices, noting the price modifier)

1d12	FOODS (1-4)	GOODS (5-8)	SERVICES (9-10)	PRICES	PRICE MODIFIER
1	Butcher	Linen/Clothes	Barber/Dentist	Rock Bottom	-50%
2	Baker	Weapons/Armour	Herbalist	Cheap	-25%
3	Patisserie	Hardware/Metalware	Fortuneteller	Low	-15%
4	Fishmonger	Animals / Livestock	Healer	Bargain	-10%
5	Fruitmonger	Slaves	Scribe	Average	+/- 0%
6	Green grocer	Pottery / Ceramics	Tinker	Average	+/- 0%
7	Ales & Wines	Gems / Jewelry	Tailor	Average	+/- 0%
8	Dry Goods	Trinkets	Moneylender/changer	Average	+/- 0%
9	Candies	Leather Goods	Blacksmith	Expensive	+15%
10	Herbs/Spices	Woven Goods	Cobbler	Pricy	+25%
11	Grains	Household Goods	Carpenter	Premium	+50%
12	Local Delicacies	Furniture	Handyman	Outrageous	+100% and up

SCHOOLS, ACADEMIES, & TRAINING HALLS

Directions: To generate an educational institution the GM should first roll on the School Class and Size table before consulting the indicated result on the chart listed below. Finally, the GM should determine the nature of the curriculum, age of the school, and tuition on the final set of tables.

School Class & Size (roll once for Class and once for Size)

d%	CLASS	d%	SIZE
01-10	A	01-15	Very Small
11-20	B	16-45	Small
21-45	C	46-60	Average
46-70	D	61-90	Large
71-85	E	91-98	Very Large
86-00	F	99-00	Huge

CLASS A - ELITE UNIVERSITY Headmaster: Level 1d5+7 Staff: 2d6 teachers (levels 2d4+2 each)	CLASS D - GUILD / TRADE SCHOOL Headmaster: Level 1d2 + 4 Staff: 1d6 teachers (levels 1d2+1 each)
CLASS B - PRESTIGIOUS COLLEGE Headmaster: Level 1d5+7 Staff: 2d6 teachers (levels 2d3 each)	CLASS E - PUBLIC SCHOOL Headmaster: Level 2d3 Staff: 1d3 teachers (levels 1d2 each)
CLASS C - TYPICAL INSTITUTE Headmaster: Level 1d5+7 Staff: 2d6 teachers (levels 1d3+1 each)	CLASS F - PRIVATE SCHOOL Headmaster: Level 2d3 Staff: 1d2 teachers (levels 1d2 each)

School Curriculum	School Age	School Tuition			
1d12	TYPE	1d20	AGE	1d20	COST
1	Gymnasium	1-2	Newly Established (1d10) years	1-2	Free for qualified students *
2	Martial Arts	3-7	New (1d100+10 years)	3-7	Cheap (50% normal)
3	Languages	8-15	Old (1d100+100 years)	8-12	Reasonable (100% normal)

4	Professional Trade	16-18	Very Old (3d100+500 years)	13-17	Expensive (150% normal)
5	Theology	19-20	Ancient (10d100+500 years)	18-20	Very Expensive (200% normal)
6	Magic			* GM's discretion	
7	Art / Music / Dance				
8	Primary / Elementary				
9	Alchemy				
10	Gladiatorial				
11	Finishing				
12	Riding				

EXAMPLE: Bogschwartz Academy is a typical institute of magic (Type C) housed in a stone tower near a crossroads in an average sized town. The Academy was established 80 years ago. The current headmaster, Flax Blentle, is an 11th-level Magic-User. He is aided by a diverse faculty made up of 4 Magic Users, an Illusionist, a Sage, and an Alchemist - for a total of seven. In keeping with the Bogschwartz Academy's motto - "*Exsisto Paratus Pro Pessimus*" (Prepared for the Worst) - the school offers a liberal curriculum in General Magic, Illusionism, Alchemy and Linguistics. The tuition is quite reasonable.

SHOPS & STRUCTURES

Directions: This table allows the GM to randomly generate shops and other structures present in a settlement. If the structure is a shop or other kind of business, the GM should determine the shop quality and modify the base wealth accordingly. Wealth is the average yearly income in gold pieces for a business, modified by the quality of the particular business. Typically, a shop will contain merchandise equal to 3d10gp x modified Base Wealth and coinage equal in gold piece value to 1d10% of modified Base Wealth.

Shop, Structure Types & Base Wealth					
d%	TYPE	BASE WEALTH	d%	TYPE	BASE WEALTH
01	Apothecary / Druggist	7,500gp	42	Solicitor / Lawyer	6,000gp
02	Armoursmith	470gp	43	Clay Pit	1,200gp
03	Fletcher / Bowyer	1,300gp	44	Books / Scrolls	8,000gp
04-05	Carpenter / Woodworker	900gp	45	Brothel / Whorehouse	1,300gp
06	Shipbuilder	2,900gp	46	Arena / Fighting Pit	1,000gp
07-08	MARKET *	N/A	47	Animal Handler	600gp
09	Brewery / Winery	350gp	48-49	Canteen / Restaurant	200gp
10	Brick Maker	260gp	50-51	Dentist / Barber	500gp
11	Dyer / Tanner	1,500gp	52	Chandler	870gp
12	Mortuary / Crematorium	1,000gp	53	Butcher	100gp
13-14	INN / HOSTEL §	Varies	54	Asylum	N/A
15-16	TAVERN / PUB §	Varies	55	Poorhouse / Almshouse	N/A

17	Goldsmith	9,000gp	56-57	Apartment	N/A
18	Jeweler / Gem Dealer	5,400gp	58	Townhouse / Villa	N/A
19	Herbalist	300gp	59-60	TEMPLE / SHRINE ●	N/A
20	Physician / Surgeon	7,000gp	61-63	Shanties	N/A
21	Scribe / Notary	1,400gp	64	Weaponsmith	1,300gp
22	Sage / Scholar / Wiseman	1,500gp	65	Mason	1,300gp
23	Diviner / Oracle / Fortuneteller	700gp	66	Copper / Silversmith	3,400gp
24	Clothier / Tailor	600gp	67-68	Weaver	800gp
25	Cobbler / Shoemaker	800gp	69	Souvenir Shop	350gp
26	Wheelwright / Cooper	600gp	70	Public Park	N/A
27	Potter	200gp	71	CEMETERY ♠	N/A
28-29	Miller	1,900gp	72-73	Tower / Guardpost	N/A
30-31	General Store / Supplier	800gp	73-74	Fishing Wharf	N/A
32	Leatherworker / Saddlemaker	600gp	75-76	Warehouse / Storage Vault	Varies
33	SCHOOL / ACADEMY □	N/A	77-79	Guild Hall	N/A
34	GAOL / PRISON ◇	N/A	80-81	Construction Site	N/A
35	Talismonger	150gp	82-83	Barracks	N/A
36	Glassblower	900gp	84	Theatre / Playhouse	Varies
37	Pipeweed Shop	900gp	85	RUINS ♦	N/A
38	Locksmith	1,800gp	86-88	Bridge	N/A
39	Blacksmith	1,200gp	89-90	CASTLE / KEEP ♥	N/A
40	Moneychanger / Bank	7,680gp	91	Magic Items / Components	15,000gp
41	Laundry / Bathhouse	550gp	92-00	GM's Choice	varies

* See Markets & Bazaars (pp. XXX-XXX)Base wealth is the average yearly income in gold pieces for a business, modified by the quality of the particular business. Typically, a shop will contain merchandise equal to 3d10gp x modified Base Wealth and coinage equal in gold piece value to 1d10% of modified Base Wealth. § See Inns & Taverns (pp. XXX-XXX) □ See Schools, Academies & Training Halls (pp. XXX) ◇ See Gaols & Prisons (pp. XXX-XXX)	● See Temples & Shrines (pp XXX-XXX) ♠ See Graves & Tombs (pp. XXX-XXX) ♦ See Ruins (p XXX) ♥ See Castles (pp. XXX-XXX)
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Shop Quality & Wealth			
1d10	QUALITY	PRICES	WEALTH
1	Out of Business	N/A	Bankrupt/No Income - Wealth=0gp
2-3	Poor	Cheap - Price 50% normal or less	Struggling - Wealth = 25% Base Wealth
4-5	Below Average	Inexpensive - Prices 75% normal	Surviving - Wealth = 50% Base Wealth
6-7	Average	Average - Prices as normal	Average - Wealth = 100% Base Wealth
8-9	High Quality	Expensive - Prices 150% normal	Prosperous - Wealth = 150% Base Wealth
10	Superior	Outrageous - Prices 200% normal	Booming - Wealth = 200% Base Wealth

TRADE GUILDS

DIRECTIONS: To generate a guild the GM should first determine the type of guild and its general alignment. For details of criminal or other underworld guilds, the GM is referred to that section later in this chapter.

Guild Types			
d%	TYPE	ALIGNMENT	DETAILS
01	Sorcerors' Guild	Any	
02	Gladiators' Guild	Any	
03	Explorers' Guild	Any	
04-05	Sporting Society	Any	
06-07	Charity / Benevolent Society	Any	
08-10	Mourner's Guild	Any	

11-13	Rangers' Guild	Any Good	
14-16	Sages' Guild	Any	
16-18	Illusionists' Guild	Any	
18-20	Adventurers' Guild	Any	
21-23	Alchemists' Guild	Any	
24-26	Order of Knighthood	Any Lawful	
27-29	Healers' & Physicians Guild	Any	
30-32	Beggars' Guild	Any non-Lawful	See Underworld Guilds (pp. XX-XX)
33-35	Criers' Guild	Any	
36-40	Caravaneers' Guild	Any	
41-44	Porters' Guild	Any	
45-50	Crafts Guild	Any	
51-55	Trade Guild	Any	
56-60	Religious Laymens' Society	Any	
61-65	Sailors' Guild	Any	
66-70	Thieves' Guild	Any non-Lawful	See Underworld Guilds (pp. XX-XX)
71-74	Mercenaries' Guild	Any	
75-80	Watchman & Gaolers Guild	Any	
81-83	Scribes' Guild	Any	
84-86	Boatmens' Guild	Any	
87-89	Entertainers' Guild	Any	
90-91	Assassins' Guild	Any Evil	See Underworld Guilds (pp. XX-XX)
92-93	Magic-Users Guild	Any	
94-95	Whores' Guild	Any non-Lawful	See Underworld Guilds (pp. XX-XX)
96-97	Solicitors' Guild	Any Lawful	
98	Smugglers' Guild	Any non-Lawful	See Underworld Guilds (pp. XX-XX)
99	Slavers' Guild	Any non-Good	See Underworld Guilds (pp. XX-XX)
00	Witches' Coven	Any	

GRAVEYARDS & NECROPOLI

Note: These tables only generate the graveyard itself. For individual tombs see Graves & Tombs (pp. XXX-XXX). Results on the Mortuary facilities and security tables should be considered cumulative with the results above.

Graveyard Composition I			
d%	# of TOMBS	Age Of Graveyard	Tomb Type(S)
01-25	Handful (1d10)	Recent (1d10 years)	Simple Tombstones
26-40	Few (2d20)	Relatively Recent (1d00 years)	Cremation Urns
41-75	Average (1d00)	Very Old (3d00 years)	Cairns or Mounds
76-95	Many (1d00 * 10)	Antiquated (10d00 years)	Elaborate Tombstones
96-00	Necropolis (1d00*100)	Ancient (1d6 * 1000 years)	Monumental Mausoleums
Graveyard Composition II			
D%	ACTIVITY	MORTUARY FACILITIES	SECURITY
01-25	None / Abandoned	None	None

26-40	Very Infrequent (every 1d10 years)	Gravediggers	1d2 guards (0-lvl Men-at-Arms)
41-75	Infrequent (every 1d12 months)	Mortuary/Crematorium	1d4 guards (1 st -3 rd lvl Fighters)
76-95	Frequent (every 1d6 days)	Hired mourners	1d10 guards (1 st -3 rd lvl Fighters and 4 th level Lieutenant)
96-00	Burials in progress	Groundskeepers	1d6 rotating squadrons of guards (as above)

GAOLS & PRISONS

Gaols & Prison Details			
D%	SECURITY*	SIZE	CONDITION
01-15	None	1 Holding Cell	Inhumane/Deadly
16-40	1 gaoler/torturer	1d3 cells	Horrible
41-75	1d6 gaolers + Warden	1d20 cells	Average
76-95	1d10 +10 gaolers + Warden	2d20+10 cells	Comfortable
96-00	2d10+10 gaolers + Warden	1d00 cells	Luxurious

Note: for Goalers and Wardens (see pp. XXX-XXX)

Gaol/Prison Features		Prison Sentences	
1D12	FEATURE	1D6	SENTENCE
1	Oubliette	1	Awaiting Execution
2	Execution Chamber/Field	2	Life
3	Torture Chamber	3	1d00 years
4	Morgue	4	1d20 years
5	'Bottomless' Pit	5	1d6 years
6	Arena	6	1d12 months
7	Holding Tank		
8	Guardpost		
9	Mess Hall		
10	Interrogation Room		
11	Solitary Confinement		
12	Toilet/Sewer		

Typical Prisoners

d%	CAPTIVE	DETAILS
01-04	Merchant	May reward the party if rescued
05-08	Troubadour	Strums a sad tune and bemoans his fate
09-12	Assassin	Will turn on the party if given the chance
13-16	Doppelganger	Posing as just another hapless prisoner
17-20	Fighter	Human warrior captured during a failed assault
21-24	Thief	Unlucky human thief (lvl 1d6) captured while trying to rob the place
25-28	Brute	Big and nasty member of the same race as the captors
29-32	Farmer	Human, captured during a raid, has nothing for ransom

33-36	Senile Hag	Human, she's been here waay too long
37-40	Kidnapped Noble	Human, awaiting a hefty ransom
41-44	Shaman	Humanoid, sent here to spy
45-48	Dwarf Prospector	Captured looking for gold
49-52	Elven Scout	Captured trying to spy on the place
53-56	Gnome Illusionist	Keeps in shape by entertaining his captors
57-60	Ranger	Human, strayed too far into enemy territory
61-64	Cleric	LG human, awaiting sacrifice
65-68	Birdy	Human, has absolutely no idea he's imprisoned at all
69-72	Political Prisoner	Member of the same race as the captors
73-76	Escape Artist	Plans may (25%) or may not (75%) be viable
77-80	Undead	Former prisoner returned as a skeleton, ghost, wraith, etc.
81-84	Man in the Iron Mask	Heir to the throne, imprisoned to keep him quiet
85-88	Dangerous Killer	Devious and very dangerous madman
89-92	Raving Lunatic	Mumbles constantly when not feeding on insects or vermin
93-96	Catatonic Madman	Spends his days huddled in a ball rocking back and forth
97-00	Innocent Man	Will bemoan his fate to anyone willing to listen

UNDERWORLD GUILDS

Guild Membership							
SETTLEMENT POPULATION	VERY POOR	POOR	FAIR	AVERAGE	COMFORTABLE	WEALTHY	RICH
<500	Nil	1d2	1d2+1	1d2+2	1d4+1	1d4+2	1d6+2
501-1,000	1d2-1	1d3+1	1d3+2	1d3+3	1d6+1	1d6+2	1d8+3
1,001- 2,000	1d3	1d4	1d4+2	1d4+3	1d8+2	1d10+3	1d10+5
2,001-5,000	1d4	1d4+1	1d6+1	1d6+2	1d10+2	1d12+3	1d12+5
5,001-10,000	1d6	1d6+1	1d8+2	1d8+3	1d12+3	2d10+3	2d10+5
Per 5,000 > 10,000	1d8	1d8+1	1d10+1	1d10+2	2d10+2	3d10+2	2d20+5
For Cultural Law Index of 1, modify the settlement population up 1 or 2 levels respectively. For a Law Index of 1 modify the settlement population down 1 level							
Guild Leadership							
LEADERSHIP	UNUSUAL LEADERSHIP		LEADERSHIP STYLE				
1d20	TYPE		1d20	TYPE	1d20	STYLE	
1-13	Guildmaster		1-2	Leaderless	1-4	Weak	
14	Dual Guildmasters		3-8	Another guild	5-8	Fairly Weak	
15	Democratic		9-10	A noble	9-12	Fairly Strong	
16-19	Council (d3+2)		11-12	A cult / sect	13-17	Strong	
20	Unusual Leadership		13-20	A powerful monster	18-20	Despotic	
Guild Relationships							
LAW / NOBILITY		MERCHANTS		OTHER U'WORLD GUILDS			
1d20		TYPE		1d20	TYPE	1d20	STYLE
1-3		Persecuted		1-2	Warfare	1-2	Hostile
4-7		Hassled		3-6	Opposed	3-5	Indifferent
8-11		Opposed		7-13	Standoff	6-10	Neutral

12-13	Mixed	14-15	Mixed	11-16	Favorable
14-17	Tolerated	16	Submissive	17-19	Co-operative
18-20	Corrupt	17-19	Infiltrated	20	Close
		20	Enslaved		
MODIFIERS		MODIFIERS		MODIFIERS	
Settlement is Lawful -2		Settlement is Lawful -2		Law is persecutory or hassling -1	
Settlement is Chaotic +2		Settlement is Chaotic +2		Settlement is Good -1	
Settlement is Good -2		Settlement is Poor +2		Settlement is Evil +2	
Settlement is Evil +2		Settlement is Wealthy -1		Law Index of 5-6 +2	
Law Index of 5-6 +2		Law Index of 5-6 +2		Law Index of 1 -2	
Law Index of 1 -2		Law Index of 1 -2			

Guild Attitude to Practicing Non-Members

1d20	ATTITUDE
1-5	Open Vendetta
6-10	Hostility & Persecution
11-15	Hostility
16-18	Neutrality
19-20	Tolerant

Guildhouse & Safehouse(s) (roll once per column)

1d12	GUILDHOUSE	SAFEHOUSES
1	Front business	Nil
2	Inn	Nil
3	Ruined building	Nil
4	Slums / Shanties	Nil
5	Fortified building	1
6	Disguised tomb/crypt	1d2
7	Underground dungeon	1d2+1
8	Sewers	1d3
9	Temple	1d3+1
10	Tavern / Pub	1d4
11	Open guildhouse	1d4+1
12	Private home	1d6+2

CRIME & PUNISHMENT

Criminal Offenses			
d%	CRIME	d%	CRIME
01-02	Unlicensed Prostitution	44-45	Poaching
03	Smuggling	46	Spreading Plague
04	Lewd Behaviour	47-48	Reckless Conduct
05-06	Murder	49	Forgery
07	Sorcery	50-51	Bribery
08	Rape	52	Necrophilia
09	Grave Robbery	53	Necromancy / Demonology
10	Blasphemy	54	Heresy

11	Racketeering	55	Bearing False Witness
12	Immorality	56-57	Breaking & Entering
13	Espionage	58-59	Property Damage
14	Treason	60	Plagiarism
15	Flight from Slavery	61	Slander
16	Desertion	62	Witchcraft
17	Poisoning	63	Rebellion
18	Tax Evasion	64	Libel
19	Pedophilia	65	Harboring a Criminal
20	Horse Theft	66-67	Obstruction of Justice
21	Unlicensed Gambling	68	Aiding & Abetting
22	Arson	69	Trafficking in Stolen Merchandise
23	Kidnapping	70-71	Membership in a Criminal Organization
24	Oath-breaking	72	Gross Sexual Imposition
25	Lèse Majesté	73	Perversion
26	Assassination	74-75	Resisting Arrest
27	Adultery	76	Corruption of a Minor
28	Unlicensed Sorcery	77	Breaking Curfew
29	Terrorism	78	Perjury
30	Unlicensed Trade	79	Political Agitation
31	Counterfeiting	80	Bearing Illegal Arms
32-33	Petty Theft	81	Impersonation
34-35	Robbery	82	Tampering with Weights & Measures
36	Grand Larceny	83	Bestiality
37	Unlicensed Slavery	84-86	Public Intoxication
38	Unlicensed Drug Peddling	87	Pornography
39-40	Assault & Battery	88	Incest
41	Unlicensed Arms-dealing	89-90	Unlicensed Begging
42-43	Vagrancy	91-00	GM's Choice

Bounties (roll once per column)

1d12	BOUNTY	CONDITIONS
1	1d4 x 10gp	Information Leading to Arrest
2		50gp
3	100gp	Return
4		200gp
5	300gp	Capture
6		500gp
7	600gp	Proof of Crime(s)
8		700gp
9	800gp	Dead or Alive
10		1,000gp
11	1,500gp	Bring the Head
12		2,000gp

URBAN ENCOUNTERS

[illegible]

URBAN ENCOUNTER SUB-TABLES

CRIMINAL ENCOUNTERS	
d%	TYPE
	MURDERERS: 1d3 1 st -3 rd -lvl Assassins
	BANDITS: 3d4 Bandits + Leader
	BRIGANDS: 3d4 Brigands + Leader
	PRESS GANG: 2d8 1st-lvl Fighters and a d4+1-lvl Leader all wielding clubs
	THUGS: 1d4+1 d6+4 th -lvl Fighters
	MUGGERS: d6+6 2 nd -lvl Fighters armed with clubs
	HARLOT: See Red Light Professions sub-table (OSRIC, p. 168) for details
MEN ENCOUNTERS	
d%	TYPE
	OFFICIAL: (1-9) Minor Official (10) Major Official and 1d4 d4-lvl guards . Noble Professions Sub-table (OSRIC p.169) for details.
	DRUNK: See Urban Professions Sub-table (OSRIC, p. 169) for details
	TOWNSPERSON: 0-lvl Normal Human
	GENTLEMAN: (1-4) Foppish Dandy and d4 Sycophants (5-6) Gentlewoman (7-10) d4+6-lvl Nobleman Fighter and d4 similar friends
	TRADESMAN: 2d4 Artisans, craftsmen or skilled workmen (0-lvl Normal Humans)
	LABOURER: 3d4 rough workmen (0-lvl Normal Humans)
	PEDDLER: 1d3 peddlers selling simple goods on the street (0-lvl Normal Humans)
	MERCHANT: 1d3 Merchants and 2d4 0-lvl Mercenary Guards and 1 d4-lvl Mercenary Leader
	NOBLE: (1-7) Nobleman and 1d4 d4-lvl Fighter Bodyguards (8-10) Noblewoman. See Noble Professions Sub-table (OSRIC p.169) for details.
	PILGRIM: 3d4 Pilgrims (0-lvl Normal Humans)
	BEGGAR: 1d2 (0-lvl Normal Humans)
MONSTROUS ENCOUNTERS	
d%	TYPE
	VERMIN: roll again on the Vermin sub-table below

HUMANOIDS : roll again on the Humanoids sub-table below
NON-HUMANS : roll again on the Non-Humans sub-table below
LYCANTHROPEs : roll again on the Lycanthropes sub-table below
DEVILS/DEMONS : roll again on the Devils/Demons sub-table below
FEY : roll again on the Fey sub-table below
UNDEAD : roll again on the Undead sub-table below
UNIQUE : roll again on the Unique sub-table below

VERMIN		HUMANOIDS		NON-HUMANS	
d%	TYPE	d%	TYPE	d%	TYPE
2d4	Giant Rats	2d10	Kobolds	d4+2	Dopplegangers
1d6	Huge Spiders	2d3	Goblins	d3	Rakshasas
1d3	Adders	1d4	Orcs	d3	Tengu
Green	Slime	2d8	Svartlings	1	Otyugh
Wild	Dogs				

LYCANTHROPEs		DEMONS/DEVILs		FEY	
d%	TYPE	d%	TYPE	d%	TYPE
	2d4 Wererats: (1-5) in human form (6-10) in giant rat form		1 Demon (GM's discretion)		Brownies
	1d2 Weretigers: (1-9) in human form (10) in tiger form		1 Devil (GM's discretion)		Sprites
	2d4 Werewolves: (1-5) in human form (6-10) in wolf form		1 Night Hag		Bookha
					Hob
					Sprite, Clurichaun
					Killmoulis
					Spoorn

UNDEAD		UNIQUE	
(These encounters occur only at night; ignore if during the day)			
d%	TYPE	Deity in Disguise	
	2d4 Ghosts		
	4d4 Ghouls		
	1 Ghost		
	2d4 Shadows		
	2d4 Zombies		
	1 Coffin Corpse		
	1d6 Skeletons		
	1d3 Spectres		
	1d4+1 Wights		
	1d2 Will-o-the-Wisps		
	1d4 Wraiths		
	1 Vampire: human (1-2), giant bat (3-6) or (7-10) gaseous form		
	1 Lich		

LAW ENCOUNTERS		
d%	TYPE	
	PATROLLING GUARDSMEN: 2d8 Men at Arms (0-lvl) and d4-lvl Leader	
	DRUNKEN GUARDSMEN: 2d8 Men at Arms (0-lvl) and d4-lvl Leader	
	CORRUPT GUARDSMEN: 2d8 Men at Arms (0-lvl) and d4-lvl Leader	
	PATROLLING WATCHMEN: 5 Men-at-Arms (0-lvl) and Sergeant (lvl 1d3) and a Cleric (lvl d4+1)	
	DRUNKEN WATCHMEN: 5 Men-at-Arms (0-lvl) and Sergeant (lvl 1d3)	
	CORRUPT WATCHMEN: 5 Men-at-Arms (0-lvl) and Sergeant (lvl 1d3)	
	ON-DUTY MERCENARIES: 3d4 d6-1-lvl Fighters	
	DRUNKEN MERCENARIES: 3d4 d6-1-lvl Fighters	
	BOUNTY HUNTERS: Posse of d4 d4-lvl Fighters and a d6+1 lvl Leader	
ADVENTURER ENCOUNTERS		
d%		TYPE
FIGHTER: 2d4+4-lvl Fighter with 1d4-1 d4-lvl Henchmen		
BARBARIAN:		
PALADIN: A d4+5-lvl Paladin		
RANGER: A d4+6-lvl Ranger		
CAVALIER:		
THIEF: A d4+7-lvl Thief and 1d3-1 d4-lvl Apprentice Thieves		
ASSASSIN:		
CLERIC: A d6+5-lvl Cleric with 1d6-1 d4-lvl Assistant Clerics		
DRUID: A d6+5-lvl Druid with (1-5) 1d4-1 d4-lvl Lesser Druids or (6-10) 1d4 d6-lvl Fighters		
WITCH:		
SAGE:		
TROUBADOUR: 1d4 d4-lvl travelling Troubdours		
KUNG-FU MONK:		
MAGIC-USER: A d6+6-lvl Magic User with (1-4) d4 d6-lvl Apprentice Magic users (5-7) d4 d4+3-lvl Fighter Bodyguards or (8-10) d2 Apprentices and d2 Bodyguards as above		
ILLUSIONIST: A d4+6-lvl Illusionist with (1-5) d4-1 lvl Apprentice Illusionists or (6-10) 1d3 d6-lvl Fighter Bodyguards		
MULTI-CLASS:		
		NPC CLASS:
EVENTS (DAYTIME)		
d%	EVENT	
	A local OFFICIAL has ordered the local law to round up 'undesirables.' Criminals and foreigners going into hiding.	
	A CLERIC of a (1-3) despised (4-7) popular (8-10) unknown deity is preaching in public	
	A PC overhears a RUMOUR in the street	
	Local merchants are raising prices 1d4 x 10%	
	Local merchants have lowered prices 1d3 x 10% percent	

ADVENTURE CREATION

ESSAY: RANDOM ADVENTURE CREATION.

- jot down some must-haves before beginning, A location, etc.

-

Primary Adventure Location(s) (roll once on appropriate location column)								
1d20	WILDERNESS	1d20	BORDERLANDS	1d20	CIVILIZED			
1	A huge sandswept desert	1	A small keep	1	A capital city			
2	A distant jungle	2	A field of barrows	2	A well-traveled road			
3	On another plane	3	An abandoned mine	3	An arena			
4	An arctic tundra	4	A ruined / deserted town	4	A sewer system			
5	A mountain peak	5	On a riverbank	5	A trading house / caravanseraï			
6	The middle of the ocean	6	A workcamp	6	A pub / tavern / inn			
7	An infamous wasteland	7	An oasis	7	A prison			
8	A trackless plain	8	Mist-shrouded moors	8	A boom town			
9	An uncharted island	9	A dark wood	9	A large citadel			
10	In a deep forest	10	A box canyon	10	A temple / shrine			
11	A vast swamp	11	An old battlefield	11	A palace / castle			
12	Deep underground	12	An old hill fort	12	A guildhouse			
13-20	(1-5) Borderlands (6) Civilized	13-20	(1-3) Civilized (4-6) Wilderness	13-20	(1-5) Borderlands (6) Wilderness			
Temporal Locations								
3d6	ERA							
3	The Dawn of Creation							
4	The Pleistocene / Ice Age							
5	1d00 x 10 years in the past							
6	1d00 years in the past							
7	1d00 hours in the past							
8	Yesterday							
9	The present							
10	Tomorrow							
11	1d00 hours in the future							
12	3d00 days in the future							
13	1d20 years in the future							
14	1d00 years in the future							
15	1d00 x 10 years in the future							
16	1d00 x 100 years in the future							
17	1d00 x 1000 years in the future							
18	1d10 million years in the future							
Objectives								
1d20	OBJECT(s)					BEING(s)	PLACE	ACTION
1	Food	Deity	CAVE/CAVERN					
2	Water	Dragon	DUNGEON					
3	Coinage	EVIL ANTAGONIST	MINE					
4	Livestock	GOOD PROTAGONIST	SCHOOL					
5	Ship(s)	NEUTRAL ANTAGONIST	KINGDOM/DOMAIN					
6	Gem(s)	NEUTRAL PROTAGONIST	SETTLEMENT					
7	Jewelry	GUILD	CRYPT/TOMB					

8	Information			
9	Weapons/Armor			
10	Slave(s)	Normal Humans/Men		
11	Land(s)	Humanoids		
12		Non-humans		
13		Normal Humans/Men		
14	Magic Spell	Humanoids		
15	Magic Weapon	HORDE		
16	Misc. Magic Item			
17	Minor Relic			
18	Minor Artifact			
19	Major Relic			
20	Major Artifact		Another Plane	

NPC FRIENDS & FOES

Antagonists / Protagonists / Patrons By Alignment					
1d20	EVIL	1d20	GOOD	1d12	NEUTRAL
1	A Necromancer	1	Paladin(s)	1	Druids
2	Demonic Cultists	2	Ranger(s)	2	Thieves
3	Assassins / Thieves	3	Inquisitor(s)	3	Clerics
4	Diabolical Cultists	4	Healers	4	Fey Creature(s)
5	Slavers	5	Peasants / Farmers	5	City Guard / Watch / Gaolers
6	Brigands / Pirates	6	MARTIAL ORDER	6	BARBARIAN TRIBE
7	A Warlock	7	Secret Benefactor(s)	7	MERCENARIES
8	Maniac / Psychopath	8	Dwarfs	8	Sly Illusionist
9	Political Rival / Traitor	9	Elves	9	Wealthy Merchant
10	Undead	10	Pilgrims	10	Beggars
11	Ancient Dragon	11	Clerics	11	Sage
12	ARCH-ENEMY	12	Halflings	12	GUILD
13	Lycanthrope(s)	13	Kindly Wizard	13	Annunakim
14	Doppelganger(s)	14	Knightly Order	14	Elementalist
15	CABAL	15	Relatives / Family	15	Bandits / Buccaneers
16	Power-mad Wizard(s)	16	Prince/Princess	16	Lizard Men
17	Humanoid Tribe	17	A Deity in Disguise	17	Mongrel Men
18	Evil Demi-human(s)	18	Hapless Villagers	18	Witch
19	Anti-Paladin	19	Revolutionaries	19	Kung Fu Monk
20	Cephaloids	20	The Unjustly Accused	20	Restless Spirit

Entries in **BOLD** can be further detailed by consulting the appropriate sub-table.

Powerful Arch-Enemies	Guilds			
	1d12	TYPE	1d12	TYPE
	1	Memnhisir the Undying (Ancient Necromancer / Lich-king)	1	Thieves' Guild
	2	Serpedon (The prince of assassins)	2	Craftsmens' Guild
	3	The Ebon Web (Dark Elf demon-worshippers)	3	Adventurers' Guild

4	The Iron League (Lawful Evil slavers cartel)	4	Engineers' Guild
5	The Krll (Alien Cephaloids & their minions)	5	Entertainers' Guild
6	The Sons of Iniquity (Bloodthirsty Anti-Paladin reavers)	6	Merchants' Guild
7	Garl Ostar & Grevous Phleg (Serial murderers & lovers)	7	Jewelers' Guild
8	The Chain Gang (Aggressive and hostile flagellant mobs)	8	Alchemists' Guild
9	Yebora & Joffrei (Succubus / Incubus couple)	9	Miners' Guild
10	The Baphomet Society (Wealthy devil worshippers)	10	Beggars' Guild
11	Aurak-Nabal (Ancient wyrm emperor of evil dragons)	11	Fighters' Guild
12	Cthoone (Queen of the Cephaloids)	12	Assassins' Guild

Example:

Adventurers of Great Renown	
1d12	NAME
1	Elspeth, the Builder Queen (Elf Fighter / Magic-User)
2	Argom, the Defender (½ Elf Cavalier)
3	Mauxephilon the Blue (Human Barbarian)
4	The Green Sorceress, Luges (Human Magic-User)
5	Thraxes the Usurper (Human Anti-Paladin)
6	Dercian the Conqueror (Human Fighter)
7	The Nicean Solar (Human Paladin)
8	Rex Talmudi, the Benevolent Savant (Human Cleric / Sage)
9	Lysiso the Huntress (Amazon Champion)
10	Zommus the Bard (Human Troubadour)
11	Ganades the Sailor (Human Fighter / Thief)
12	Judge Suvel (Human Inquisitor)
Mercenaries	
1d20	NAME
1	Harngrim's Breach Brigade (Dwarf Fighters)
2	Sir Pelbric's Solar Lancers (½ Elf Fighter / Magic-Users)
3	Grubbag's Boys (½ Orc Fighters)
4	The Sophite Phalanx (Human Fighters)
5	The Gryn Aelfen Archers (Elf Fighter / Magic-Users)
6	Zerbix' Horde (Human Barbarians)
7	The Golden Cohort (Human Fighters)
8	The Red River Squadron (Human Rangers)
9	The Old Hairfoot Guard (Halfling Fighters)
10	The Rainbow Condittieri (Human Fighters)
11	Sissaline's Slingers (Human Fighters)
12	Everoth's Cavalry (½ Elf Cavaliers)
13	Kellri's Company (Dwarf Fighter / Thieves)
14	The Farahni River Patrol (Hippo-mounted Amazons)
15	Grim Krabbisson's Shield-brothers (Berserkers)
16	Martial Light & Magic (Gnomish Illusionists)
17	The Lost Cernathi 101 st (Mixed race adventurers)
18	The Red Turban Society (Human Thieves / Assassins)

19	Trumbert's Crew (Human Fighters / Clerics/ Magic Users)
20	The Narsican Fighting Guildsmen (Human Fighters)
Magical Cabals	
1d12	NAME
1	The Unknown Heirophants of Zufar
2	The Sons of Memn
3	The Brown Druids of Briarbarrow
4	The Reformed Octagon
5	The Conclave of the Fiery Ankh
6	The Theosophic Society
7	The Grand Illuminated Magi Prime
8	Constellation of Dweomercrafters
9	The Circle of Eleven
10	The Main Ten
11	The Orthodox Union of Clergy and Hedgewizards
12	Super-Planar & Ethereal League of Legerdemain
Martial Orders	
d12	NAME
1	Knights of the Hammer (Protectors of Pilgrims)
2	Sisterhood of Justice (Witch-Hunters & Inquisitors)
3	Knights of the Rose (Chivalric Romancers)
4	Order of the Golden Scabbard (Noble Poseurs)
5	Fraternity of the Arcane Philippic (Bards & Rangers)
6	Brothers of the Bear / Wolf (Berserker Lycanthropes)
7	The Black Knights (Anti-Paladin Spies)
8	Brotherhood of the Corsairs (Buccaneers & Pirates)
9	Order of the Thistle & Acorn (Elven Noblemen)
10	Immortal Chain of Champions (Paladins)
11	Maritime Brotherhood (Sailors & Seamen)
12	The Wild Hunt (Rangers & Troubadours)
Barbarian Tribes	
d12	TYPE & REAL WORLD COROLLARY
1	Arctic hunters (Inuit)
2	Sub-Arctic herdsmen (Laplanders)
3	Seaborne raiders (Vikings)
4	Woodland farmers & herders (Celts)
5	Horse mounted nomads (Scythians)
6	Horse mounted archers (Mongols)
7	Jungle hunters (Amazonians)
8	Ocean explorers (Polynesians)
9	Desert nomads (Bedouin)
10	Woodland hunters (Iroquois)
11	Headhunters + Roll again
12	Cannibals + Roll again

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