

CHAPTER X: THE CAMPAIGN WORLD

Kuranès 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 Kuranès 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 Gygas'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 INDEX
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 | ↓ | ↓ | ↓ | ↓ | ↓ | ↓ | | 2 | ||||| | 3 | ||||| | 4 | ||||| | 5 | ||||| | 6 | ||||| | 7 | ||||| | 8 | ||||| | 9 | ||||| | 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 preparadness 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 - Anarchronistic.**

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 | 7th - 8th level | 01-25 | Bandits | |

11-15 | Magic User / Illusionist | | 11-20 | 9th - 10th level | 26-85 | Brigands | | 16-30 |

Fighter / Barbarian | | 21-25 | 11th - 12th level | 86-97 | Berserkers | | 31-40 | Paladin /

Cavalier | | 26-35 | 5th - 6th level | 98-00 | Dervishes | | 41-45 | Ranger / Troubadour | |

36-48 | 3rd - 4th level | | | 46-55 | Thief / Assassin | | 49-50 | 2nd - level | | | 56-60 |

Witch / Sorcerer | | 51-55 | 1st - 4th level (1d4) | | | 61 | Kung Fu Monk | | 56-60 | 5th -

8th level (1d4+4) | | | 62-65 | Anti-Paladin | | 61-70 | 9th - 12th level (1d4+8 | | | 66-70

| Necromancer | | 71-80 | 13th - 14th level | | | 71-75 | Warlock / Elementalist | | 81-90 |

15th level | | | 76-85 | Berserker / Amazon | | 91-95 | 1st - level | | | 86-95 | Druid /

Shaman | | 96-97 | 16th - 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 | 2nd-level | | 4 | Ogre | | 06-15 | 4th-level | 2 | 17th-level | | 5 | Troll | | 16-25 | 5th-level | 3 | 19th-level | | 6 | Dragon * | | 26-35 | 6th-level | 4 | 18th-level | | 7 | Giant * | | 36-45 | 7th-level | 5 | 20th-level | | 8 | Other (GM's Choice) | | 46-60 | 8th-level | 6 | 1st-level | | | | 61-75 | 9th-level | 7 | 1st-level | | | | 76-80 | 10th-level | 8 | 0-level | | | | 81-83 | 11th-level | | | | 84-86 | 12th-level | | | | | 87-89 | 13th-level | | | | | 90-91 | 14th-level | | | | | 92-93 | 15th-level | | | | | 94-95 | 16th-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 | Cemetery⁷ | | 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 / Prison⁸ | | 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 structure¹ | 81-82 | Dangerous / Unsafe | | 33-34 | Shops & Stores² | 83-84 | Safe / Secure / Well-patrolled | | 35-36 | Temple(s)³ | 85-86 | Straight | | 37-38 | Inns & Taverns⁴ | 87-88 | Twisting / Undulating / Zig-zagging | | 39-40 | Market or Bazaar⁵ | 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 | Tenant 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 the 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 1st-4th 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 1st-4th 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 1st-4th 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 1st-3rd 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 1st 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), ANDVENTURERS (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 *fireball* 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) |||| | 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 (1st-3rd lvl Fighters) | | 76-95 | Frequent (every 1d6 days) | Hired mourners | 1d10 guards (1st-3rd lvl Fighters and 4th 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 Gaolers 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 |

[illegible]

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 Troubadours** | || **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 / caravanserai** | | 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 flagellent 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 wrym 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 101st (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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