

music. Although Dugal followed their teachings he dreamed of becoming a famous adventuring wizard.

After leaving his family to follow his dream, Dugal traveled to Yhuann and apprenticed himself to the mage, Caldan, for six years. His dedication, aided by his high intelligence and dexterity, enabled him to learn spells quickly.

During his apprenticeship, Dugal continued to craft instruments and play music. He played often for Caldan, who became fond of Dugal's music and realized that the half-elf's true talent was in crafting and playing instruments.

When his time with Caldan ended, the master wizard gave Dugal a set of wood crafting tools and wished him well. Dugal journeyed to the small city of Eylea, home of the Avante Guard adventuring company. He hoped to join the Guard, but was rebuffed due to lack of experience. Instead, he became a journeyman wizard in the garrison of Eylea Keep. For two years he endured long hours of boredom, whiling away spare time on his garrison shifts by constructing musical instruments and contemplating. One day, the concept of blending his three skills of wood carv-

ing, music, and magic occurred to him. He experimented, and found that he could scribe spells directly onto the instruments. He was working on replacing the verbal components of spells with notes when an attack on Eylea delayed his musings.

The assault by minions and hirelings of an obscure cult was in retribution for the Avante Guard's destruction of one of the cult's temples. Dugal found himself in the thick of the fight. The assault was routed after two days, but not before Dugal saw more drow, ogres, trolls, and demons than most adventurers see in a lifetime. That, and the carnage that remained after the battle, convinced Dugal that he had no taste for blood and gore. He became a pacifist, and "retired" his dream of becoming an adventuring mage.

Dugal had earned enough from his work at Eylea Keep to buy both a small shop and sufficient supplies to construct a small stock of musical instruments. He elected to start his business in Ravens Bluff, where he continues to perfect his talent of enchanting instruments.

Dugal believes his unique ability is a result of his years of intense training in the field of music, crafting musical

instruments, and studying magic. He also believes that he may be the only person so blessed.

Dugal does not realize that his multi-talented background alone would never enable him to enchant instruments. No mundane tools, no matter how skilled the artist, could ever inscribe magical runes into wood.

However, Dugal's tools are not mundane. Caldan, in appreciation for his student's musical talents and for his mage abilities, enchanted the tools he gave Dugal.

Dugal is not aware his tools are magical. He knows that they detect as magic, but he believes that is because they have absorbed some magic during their use inscribing the runes. These tools, in combination with his other skills, enable Dugal to create magical musical instruments.

Adventurers who visit Dugal's shop could be hired to find rare woods and metal that the half-elf uses in the construction of his instruments. Dugal also often hires adventurers to transport his best pieces to wealthy customers out of town. □

Going To Town

Settlement Generation For The BOOT HILL® Game

by Mark Easterday

Occasionally Game Masters for BOOT HILL® Campaigns need to create towns, settlements, or cities for an upcoming scenario. Game Masters can put a great deal of time and effort into the creation of a populated area — which player characters might only intend to pass through—or, they can use the following random generation system. After determining the size of the community, note how many businesses that community has. Businesses are rolled on the Business Table. Reroll all duplicate business rolls except in a "City."

The community generation system can be altered as desired by the Game Master. Game Masters may wish to make post offices, saloons, and jails automatic features of towns.

Population Size (Roll d% once)

01-25	— Settlement, 15-100 people, three businesses
26-60	— Town, 101-300 people, eight businesses
61-85	— Boom Town, 301-600 people, 12 businesses
86-100	— City, 600+ people, 15 or more businesses

Building/Business Table

01-15	Saloon
16-25	Hotel
26-40	General Store
41-50	Blacksmith
51-60	Barber
61-65	Corral
66-68	Boarding House
69-72	Brothel
73-78	Bank
79-82	Jail

83-86	Post Office
87	Market
88	Stage Office
89	Train Station
90	Restaurant
91	Bar
92	Photo Studio and/or Newspaper
93	Ranch*
94	Farm*
95	Mine*
96	Outlaw Hideout*
97	Trading Post*
98	Army Post*
99	Indian Reservation*
00	Indian Village*

* These entries on the building/business table should be located just outside a community in an area selected by the Game Master. They could have a significant impact on the population's livelihood and adventures player characters might have there. □