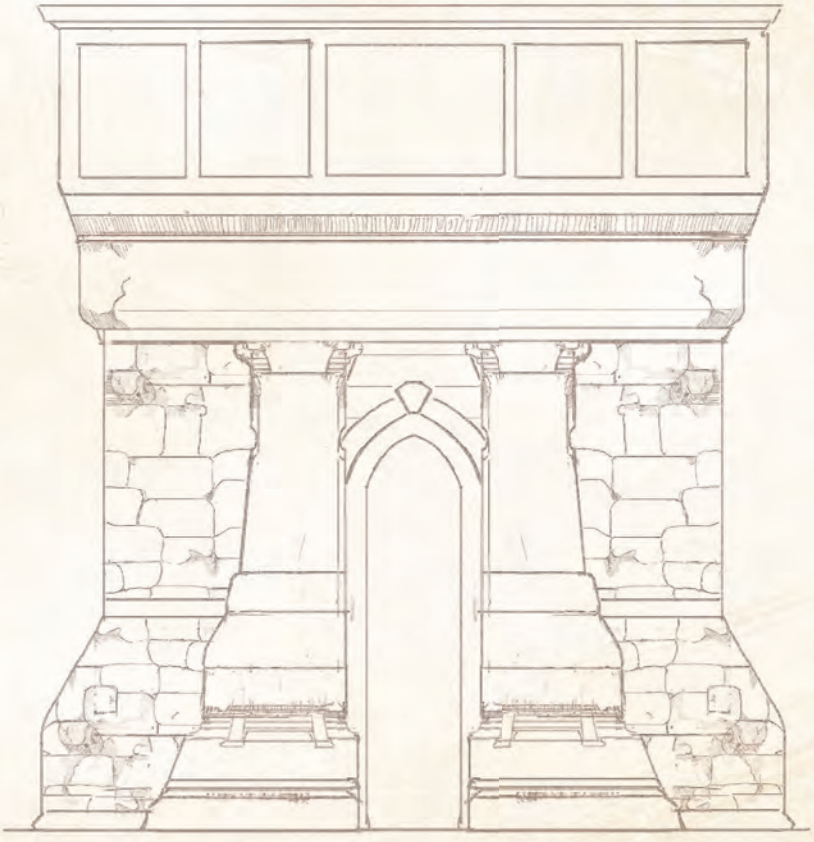


SPECTACULAR SETTLEMENTS

The definitive guide to creating rich and varied settlements
for storytelling and fantasy roleplaying games.

SPECTACULAR SETTLEMENTS





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Credits

Author: Andrew Geertsen

Lead Designers: Andrew Geertsen, Chris Haskins

Proofing and Editing: Lou Fryer, Ralph Stickley

Interesting NPCs Authors: Dan Masucci, Arthur Wright

Interesting NPCs Editors: Spike Murphy-Rose, James Vacca

Art Director: Ralph Stickley

Layout and Typesetting: Chris van der Linden, Ralph Stickley

Illustrators: Tugsbayar Jamts, Dan Martin, Karen Petrasko, Sam White

Cartographers: Robert Altbauer, George Mason, Karl Schmahl

Project Management: Andrew Geertsen

Brand and Marketing: Chris Haskins, Megan Roy

Pre-Generated Settlement Builder Backers: Tim Beese, Michael Ciraulo, Zain Day, Jeremy Kear, Jason Kiser, Kevin LaCroix, Earl Shearin, Greg Spanier, Blake Snortland, Silje Starheim & Jon Gulliksen, Dave Stifter, Cooper Sulma, Zach Zimmerman

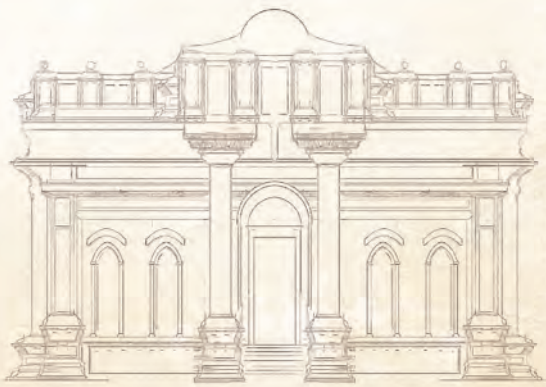
Other Pre-Generated Settlements: Devon Chulick, Lou Fryer, Andrew Geertsen, Chris Haskins, Thomas Koch, Matthew Lastimosa, Spike Murphy-Rose, Greg Peterson, Steve Peterson, Amy Puzia, Rachel Rose-Murphy, Jennifer Roy, Megan Roy, Ralph Stickley, Paul Thomlinson, Beau Christian Williams, Jack Wilmes

Playtesters: Aaron, Scott Avick, Byron, Axel Cholewa, Daniel, Lucas Darnell, Steve Davies, Nate Dumont, Bob Huss, Ingjald, Nick J, Andrew James, Jiri, Josh, Justin, Kevin, Kyra, John Marquardt, Kenneth McClain, Micah, Scott Pinnow, Michael Ramirez, Chris Read, Ryan Schultz, Sean Shannon, Eric Smiley, Boyd Stephenson, Brian Strauch, Tony, Adam Toulmin, Chris Waldrip



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Dearest Reader...

When we launched the Kickstarter campaign for Spectacular Settlements in the summer of 2018, we had no idea what would happen. We were fairly confident it would fund but, beyond that, it was anybody's guess. We certainly had no idea it would reach the heights that it did, and it was only the first in a string of successes that have allowed Nord Games to make the leaps it was able to make in 2018 and 2019.

For all this and more, our deepest gratitude goes out to everyone in our community who contributed to making this a reality. We have all learned so much throughout this process and, through it all, you remained steadfast, patient, kind and encouraging. That you care enough about our work to contribute in such meaningful ways is at once a blessing and incredibly humbling. The simple fact is that, without you, there would be no Nord Games. With any success we enjoy, we hope that you feel at least some small measure of pride as well.

Spectacular Settlements has been, at its very core, a labor of love. Like most of the settlements that will come from these pages, this book was not built in a day. The words, pictures, and ideas you're about to see are the results of hundreds of hours of combined talent, effort and hard work. This effort was not about making a product. It was to make something we all need, something we can always use a little more of: inspiration.

Lastly, and most importantly, we need to say thank you to our loving families. Our spouses, partners, and children who dealt with parents who were busier than was sometimes convenient, and extended families who were always there when we needed them. We couldn't do what we do without your love, patience, and encouragement. There is no end to the love and gratitude we hold in our hearts for you.

With the words written above and what I am about to write, I speak for every member of the Nord Games team:

You are all why this book exists. This book is dedicated to each and every one of you and we hope most deeply that it sets your imaginations alight and inspires you to no end.

With Utmost Sincerity,

Andrew Geertsen

Director of Game Design

Introduction

This book is filled with resources to help you generate ideas for, dare we say, *spectacular* settlements. All of the content you will find is meant to be malleable and may be tweaked to fit your needs. Ultimately, this book should be an engine of inspiration.

Ideas for every aspect of settlement creation are generated on random tables. Most of these tables are found in the **builder chapters** but there are also tables of **NPCs** to populate your world and, in the **Appendices** at the back of the book, a glossary of location information, encounter tables, rumors that could be permeating through your settlement, as well as a whole host of other useful tables. Short on time or creativity? Each chapter also includes eight **pre-generated settlements** that you can slot right into your game world.

Builders

Each **builder chapter** is full of all the necessary elements needed for GMs to build their own particular kind of settlement. The settlement builder chapters are:

- **Trading Posts** (p. 9). Small settlements focused on trade and accommodating the needs of those who are travelling or, perhaps, living wild.
- **Villages** (p. 45). Small, rural settlements focused on community and the production of some form of resource.
- **Towns** (p. 91). Medium-sized settlements where the commercialism of trading posts meets the community living aspect of villages.
- **Cities** (p. 137). Large, urban settlements, split into districts, with potential for social stratification.
- **Capitals** (p. 205). Huge, urban settlements with the societal and governmental infrastructure to oversee and rule over a region.
- **Fortresses** (p. 293). Fortified bastions, found in both rural and urban settings, including keeps, castles and strongholds.

Builders are worked through table-by-table, in order, rolling on each or choosing the options you like (but we think using the tables is just more fun!). Each result will give you one more detail about your settlement, and some will provide you with one or more modifiers which will affect later tables.

Once you have finished the builder, look back at all of your results and start to think about how your results mesh together, including any inconsistencies or oddities that may have been rolled, and start to weave a story for your settlement.

Resources for Settlement Building

Sheets similar to RPG character sheets called 'Settlement Sheets' can be photocopied for personal use from the pages at the back of this book and printable sheets, as well as form-fillable digital versions and other assets, can be downloaded from www.nordgamesllc.com. These have been designed to aid you in staying organized during your build, with spaces to record modifiers, copy and paste results and add your own notes, description and flavor.

Everything Else

This book comes equipped with several other useful parts which can be used to augment different elements of your settlements.

- **Pre-generated Settlements** Each builder chapter also contains 8 premade settlements, generated using the builder chapters, which include a map, description, and the results that were rolled to create that settlement.
- **Interesting NPCs: Tables and Details** (p. 391). Contains tables to generate a whole host of characters to populate your new settlement, from shopkeepers and market traders, to nobility, leadership, beggars, and everything in between, sorted by type. There are over 100 NPCs to select from, each containing stat and background information, ready for usen your game world.
- **Appendix A: Location Information** (p. 438). Contains a glossary covering the different location terms found throughout the book. There are also lists of locations (such as shops and services) sorted by theme.
- **Appendix B: Encounters** (p.p. 442). Contains tables designed for use in-game. The first table, **personnel issues**, allows you to randomly determine an issue a given person may be struggling with, which could be potential plot hooks in your campaign. The second tables determine the likelihood of the PCs experiencing an **urban encounter**. Rolls for these are often augmented by modifiers found within the builders.
- **Appendix C: Rumors** (p. 444). Contains a massive 50-item table of possible **rumors** that you can apply to your settlement. These are designed to be as general as possible for ease-of-use (though a small number can only be used in certain settlement types). Do remember that these are *rumors,* so how much truth there is to them is completely up to you, and can completely change the situation within your settlement, depending on the choice you make.
- **Appendix D: Useful Tables** (p. 446). Contains a multitude of different tables that can be rolled on to randomly determine a number of aspects relating to, or happening within, a settlement. Examples include: character classes, character races, types of crops, food, drinks, animals, smells, emotions, problems, and a whole host more. Within this appendix is a group of tables that can act as a **hook/situation builder**. These are designed to be more generic than those in Appendix B, but may help give your encounters variety.

Contradictions

When rolling up your settlements, you will almost certainly run into contradictions, or results from tables that conflict. You may find yourself thinking that things "wouldn't make sense". Of course, you could simply choose an alternative option that you feel makes more sense, but we have found that often the most unique and interesting settlements are created when these inconsistencies are embraced, not rejected. Try accepting that your roll *is how it is*, and take on the creative challenge of explaining *why* it might be that way.

Imagine that the builder process is not actually creating a 'new' place, but instead *revealing* a place that *already exists,* but is yet to be discovered. With each table, you see a little bit more than you did moments before, and your thoughts and opinions shift ever-so-slightly to accommodate this new information. By questioning your rolls, you make sense of them.

You *always* have the answer. The builder will tell you what's there but it is up to *you* to determine why things are the way they are. When you do, life will be breathed into the places you create.

Using the Tables

The explanation below will help you navigate the chapters in this book.

Table. A table is a group of columns and rows that looks something like this:

d10	Table Title
1-2	Result 1
3-9	Result 2
10	Result 3

Left Column. The top left column of a table will show you what to roll (in the example above, a 10-sided die or 'd10'). Below it will be a row for each number that can be rolled on that die (or, sometimes, a number range). Then, look to the right for the result of your roll (this is what you'd record on your settlement sheet, note paper, etc.).

Dice. Dice are represented with a lowercase 'd' followed by its number of sides. The dice you will find referenced in the book are **d4, d6, d8, d10, d12, d20** and **d100**. They look like this:



To get a **d100**, simply roll two **d10s**, using one as the 1s digit, the other as the 10s digit. If you roll double 10s (some dice use 0s), you roll 100.

Modifiers. Sometimes the result of a roll may influence a table later in the builder. Often it will be by adding or subtracting from a future roll (such as '-2 to **population wealth** roll'). A modifier can also tell you to add a certain kind of location or district, or even to use a different die on a later table than what that table normally uses (such as telling you to roll a d6 on a table that normally uses a d10). Some roll results even provide more than one modifier. These are always written after the result itself, like this:

5-10	**Mildly Successful.** The town has attained a mild degree of success and visibility. (-1 to **visitor traffic** roll) (-3 to **population wealth** roll)

Important: With the exception of building a Stronghold using the Fortresses chapter (the specifics of which are explained at the start of the builder), modifiers will *never* modify previous tables or their results, only tables and results that come later. The table or result to be modified may be one that comes much later in the builder, so if you don't see it right away, don't worry.

Key Settlement Info

Below is some basic information that can help to inform how you think about the different settlement types.

Trading Posts

Trading posts are small settlements, built in specific locations, to create an opportunity for trade coming from multiple locations, but with few individuals residing permanently. These can be havens for travelers as they often have, at least, a simple place to rest, eat and resupply. Trading posts are often located in well-trafficked areas that may be unsuitable for larger types of settlements.

Important ideas:

- Small location focused heavily on hospitality and trade
- Potentially remote

Villages

Villages are typically small, rural communities with populations in the low hundreds at most. They provide food and land-stability to the domains they're a part of. Often an established kingdom will have a great many villages scattered throughout a region. Here, generations of families form communities based on farming and other resource harvesting, and so villages tend to be established in rural locations where these are plentiful. These are places that have little-to-no commercial element and do not often expect visitors.

Important ideas:

- Rural community
- Non-commercial
- Focused on resource harvesting and production

Towns

Towns are larger and more developed than villages and trading posts. Usually, populations will be in the low thousands. Towns are more structured places, and it is very unlikely that an individual would be personally familiar with every other resident. Towns bring together the commercial aspects of trading posts and the community aspects of villages and will likely have their own form of local government.

Important Ideas:

- Market place is central
- Hub-location for travel
- Basic industry or processes

Cities

Cities, by virtue of size and scope, tend to be much more spread out than towns or villages. They will often have specialised locations, such as academies, great temples or government buildings. Cities are more likely to be centres of culture and may have a packed calendar of local events. Adventurers could also reasonably expect most kinds of item for sale by someone, if they know where to look or whom to ask. This does not guarantee the presence of rare items, but they are certainly be more likely to be present.

Important Ideas:

- Greater stratification within the community
- Industrialization
- Nobility
- Districts
- Cultural pursuits

Capitals

Capitals are cities that have the infrastructure and bureaucracy necessary to be a ruling power, and will be the seat of a nation's head of state (perhaps, the monarch). It's importance and centrality often means more people, more large structures, and more things to find and places to explore. Populations would likely range in the mid-to-high tens-of-thousands, based on historical European examples. In rare cases, large cities might reach over 200 thousand (though, depending on your setting, and considering wider history, populations could reach well over a million).

Important Ideas:

- Central seats of power
- Presence of royalty or national leadership as well as nobility
- Powerful non-noble figures such as self-made merchant lords
- Highly structured civilization
- Many districts
- The possibility of a range of cultures

Fortresses

Fortresses are robust, secure locations generally built to be defensible. In this book, a fortress may be a keep (a single fortified building), a castle (multiple fortified buildings within a wall, or walls, with towers), or a stronghold (a much larger, extremely-fortified castle). Fortresses have the potential to be the most varied settlement type, as some are remote, some are urban and central, some are family homes, some are organisation headquarters and some are just plain bizarre. Living in the shadow of a castle can provide a sense of security and can also be indicative of living in an area with resources to protect.

Important Ideas:

- Places of strength
- Possible residence of powerful figures
- Great set-pieces for campaigns
- Builders feature precise measurements to aid with creating on a battle map

Freedom

This book contains what amount to thousands and thousands of *suggestions*. If you notice a detail you don't like, or something that just doesn't fit within the campaign setting you're using, or the area you need your settlement in, *change it!* This applies to anything you find in a table, within an NPC description, or anything else. We have gone to great lengths to ensure that the information provided remains as general and widely applicable as possible, but we also know that every campaign is unique, and sometimes there are details that couldn't have been predicted.

The most important thing to remember is that you have *complete* freedom when making your settlement. If you opt to select things from a table instead of roll, that is up to you. If you roll something up and don't like it and want to make changes, do it. If you find an NPC that mentions something in their background that doesn't quite fit where you need them, you're free to adjust as needed. The ultimate purpose of this entire book is to *inspire*.

Note: Already have an idea?

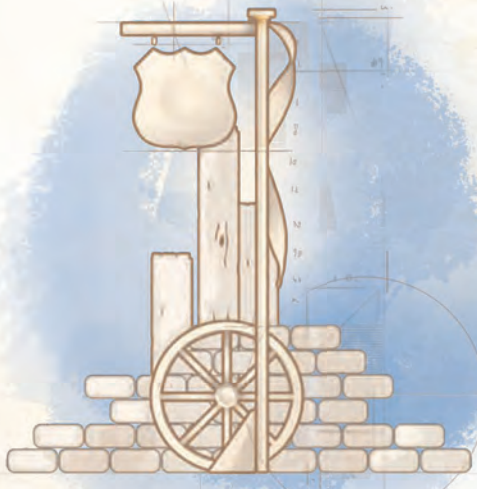
You may already have an idea for a settlement, which is great! If that is the case, you may decide that you don't want to roll on the tables and instead pick-and-choose.

We *strongly* advise that you still go through the appropriate builder chapter, step-by-step. If you have not read the chapter before, ensure that you read *everything*. There are important notes and clarifications that may help to alleviate any confusion. We have worked very hard to make things as clear as possible, so in electing to skip around, or just give certain things a quick glance, you do risk missing something important.

The 'Settlements Sheets' mentioned earlier in this section will also help organize the process and keep things clear and easy to reference. This will go a long way to eradicating the possibility of getting confused or lost.

One last thing...

None of the content in this book works without *you*. Whether you end up building a trading post or capital, keep or stronghold, they will always be unique and *yours*. They will always be something you find intriguing or interesting because, while it might not be something you would normally have thought of, it did still come from *your* mind. No one else would interpret your results quite the way you will. So, with that in mind, use this book knowing that whatever comes out of it for you is genuinely and completely *yours*. We just helped (a bit).



Trading Posts



Trading Posts

You step out from the shade of the trees, weary and aching. Your rations have been stretched thin, and your bedroll somehow doesn't feel quite as comfortable as it used to. With your thoughts dominated by the need to collapse, you almost do just that but then, in your periphery, you catch a glimpse of something off to the west. A building of some kind. A house, maybe? Your feet start moving mechanically, once again.

Walking steadily forward, the view begins to sharpen. The shape does, indeed, appear to be a building, and looks increasingly like it might be an inn. A lazy plume of smoke drifts into the evening sky and, with it (you note, with your mouth watering), the savory smell of roasting chicken.

As the evening gloom descends on the countryside, the windows of the building emit a welcoming glow, illuminating a small trading post in the not-too-far distance. As you pass along the road leading toward it, you note campsites and wagon rings set back from the path, and cookfires crackling merrily. Peals of roaring laughter can be heard from disparate pockets of fellow travelers and, from others, the twanging of strings and whistle of reeds produces the tinkle of faint music on the air.

Your blistered feet finally bring you within reading distance of a sign hanging high on the building, decorated with kindly images promising rest and good food. Below is a propped-open door, spilling a flickering, yellow light out into the twilight.

A long bar inside is manned by a kindly innkeep pouring drinks and chatting away with patrons who, in turn, gossip and exchange coin. You are jostled by a red-faced young woman hurriedly ferrying an impossible number of laden plates and frothing pitchers to one well-populated table. They enthusiastically receive the fare and send the lady off with a profusion of gratitude. You approach the innkeep, who pauses their conversation to happily accept a few coppers for a hot bath and a room upstairs.

The following morning, a rooster crows loudly. Opening the shutters reveals carts lining up along the road, canvas pulled back, revealing all manner of items. Colorful stands and signs are erected, and merchandise is placed on display. Trappers, traders, hunters, caravan guards, performers, adventurers - folk from all walks of life, some with their families, start emerging from doors and alleyways, perusing what's available, buying, talking, and sharing. You rub the sleep from your eyes and take in the scene, wondering what the day will bring.

Trading posts are the most rudimentary, and most prevalent, of all the settlement types, with some of the smallest comprised of only a handful of structures and few permanent individuals. They have been established all over the world, and can theoretically be found just about anywhere, so long as there is enough foot traffic through the area to make them viable. They're often created with little forethought, sometimes popping up along well-used routes at regular intervals, usually at intersections of busy roads, or even rivers. Prime locations for trading posts are places where there are few, or no, other options for resupply or rest, but there are people around who need both. These are the places where weary travelers, intrepid adventurers and other individuals of all stripes could chance to meet. What better opportunity for adventure?

Overview

In this chapter you will go through sections called **steps**. Each step will include tables. You will roll a die (unless they have you reference previous information about your settlement, such as its size). Find your roll (or appropriate information) in the left-hand column. In the right-hand column will be your result. We encourage you to make a note of these results; the Trading Posts Settlement Sheet is available for you to record your rolls, and can be found in the back of this book and at www.nordgamesllc.com.

Certain results will give you **modifiers**. Most modifiers will add or subtract from a future roll (though some may have you roll a different die, or tell you to add a feature or location to your settlement).

No matter how high or low a modifier makes a roll, your result can **never** be higher or lower than the highest and lowest results on a table.

Important

Modifiers will **never** have you modify previous tables or results. Anything being modified will **always** come after.

Progress through this chapter by going through these steps:

- **Step 1: Basic Information**. The tables in this section will provide broad or fundamental details about your settlement.
- **Step 2: Community**. The tables in this section will provide details about the people that live here and certain aspects of society.
- **Step 3: Points of Interest**. The tables in this step determine what locations are in your settlement, including shops, services and places of worship.
- **Extra Intrigue**. This is an optional step, filled with tables that can add additional flavor to the settlement.

Modifiers to Watch For

Free Locations. Some of the table results in this step give you a free location. These are *in addition to* whatever locations you roll in **Step 3: Points of Interest**.

Default Locations. All trading posts automatically feature a general store and an inn, as detailed in **Step 3: Points of Interest**. If you see a result referring to a 'default' location, these are the locations it applies to.

Step 1: Basic Information

Below you will find a variety of attributes such as **age**, **condition** and **size**. Using these attributes and their tables, you will be able to build out the basic information for your trading post. Some attributes might have an effect on others via modifiers which are written into the tables. For example, the **condition** of the trading post modifies its **population wealth**.

Keep in mind that any modifiers are completely optional and are not required if you have an existing vision for your trading post. When rolling for outcomes with modifiers, results of 0 or a negative number should be considered an outcome of 1. Equally so, outcomes over the highest number on a given table should be considered equal to the highest possible number (i.e. on a d20 table, a 24 would be a 20).

Origin

How did this trading post come to be? Some trading posts could have started as a collection of wagons, parked at a crossroads, while others may have been a farm house where weary travelers could take refuge from the weather, and purchase a few much-needed provisions.

d8	Origin
1	**Accidental.** The trading post came about due to an accident, such as a caravan breaking down or mistaken directions. What was set up to deal with the accident eventually became the trading post.
2	**Business Venture.** The trading post was established by a wealthy entrepreneur specifically to be a trading post from the start.
3	**Crossroads.** The trading post is at the intersection of more than one major trade route.
4	**Military Outpost.** The trading post was built on the remnants of an old fortress or watchtower, the structures of which have long since fallen down or been repurposed by the locals.
5	**No Man's Land.** The trading post was established as a neutral place where opposing forces could purchase wares, without encroaching on enemy territory.
6	**Native.** The trading post was started by someone native to the area, who saw potential in trade with passersby.
7	**Overnight Stop.** The trading post was originally a single, large house for overnight stays for weary travelers, which soon grew, along with the demand for accommodations.
8	**Wilderness Expert.** The trading post was started when a trapper, hunter or guide set up a camp, in order to aid those passing through the area.

Specialty

The trading post's **specialty** is the main thing that it is known for. Trading posts tend to favor things relating to the flow of goods and information. There may be a particular crop available, or the craft of a certain item. They may also be known for a kind of service they specialize in.

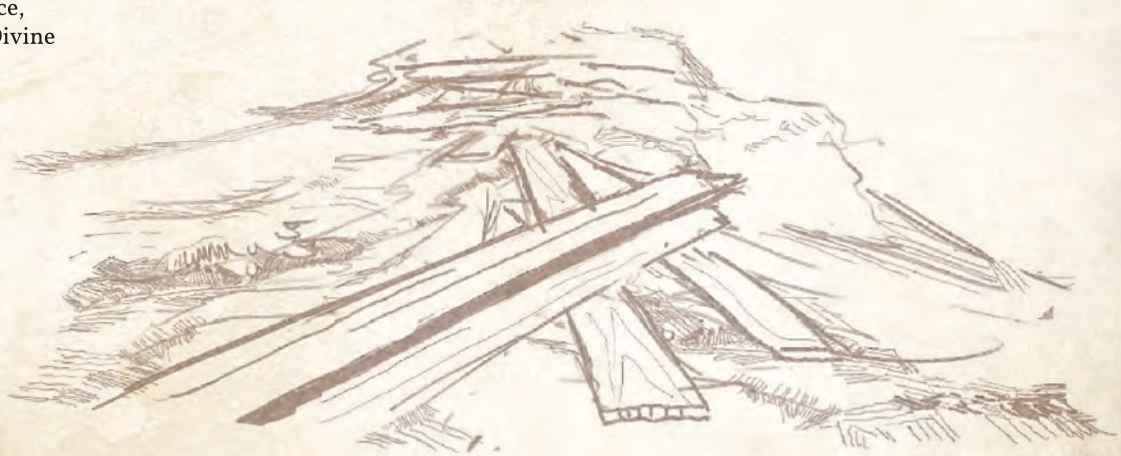
Roll on the following table, and note the trading post's **specialty**.

d6	Specialty
1	**Atypical Shipping Methods.** This trading post is known for having unique and effective ways to move goods.
2	**Food & Drink.** This trading post is known for [d6]: 1-3: excellent and unique food. 4-6: plentiful and varied high-quality beverages.
3	**Hospitality.** The main inn here is particularly good, offering excellent service, comfortable rooms, and good food. (If you roll for the inn's **quality** using the quality table found in step 3, ignore results that would make it '*poor*')
4	**Information.** This trading post is known as a source for reliable information. They may not know everything, but your chances of finding solid gossip, lore, news, or an intriguing tidbit here is good.
5	**Purchasing Connections.** This trading post is known for having folks who can find things. If they don't have (or know about) what you're looking for, they can direct you to someone who does.
6	**Unscrupulous Contractors.** This trading post is known for having people who can get just about anything done, if the coin is right. (Free Location: Service - Hired Help [Roll 1d10]): 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine

Age

Trading posts can vary greatly in **age**, depending on where in the world they're located and how good business is. After all, the main purpose of a trading post is to provide a place to facilitate trade. Some may be brand new, or so old their founding date has been long-forgotten. Over time, a trading post could have grown and expanded. It could also have dwindled away, depending on the circumstances surrounding the location.

d20	Age
1-3	**Recent.** The trading post was established within the past year. (-1 to **visitor traffic** roll)
4-8	**Established.** The trading post has been around for at least a couple of years. (+0 to **visitor traffic** roll)
9-13	**Mature.** The trading post was originally built decades ago. (+1 to **visitor traffic** roll)
14-17	**Old.** The trading post was built around a hundred years ago. (+2 to **visitor traffic** roll)
18-19	**Ancient.** The trading post was built hundreds of years ago. (+3 to **visitor traffic** roll)
20	**Unknown.** No one really knows when the trading post was established. (+4 to **visitor traffic** roll)



Condition

The **condition** of a trading post sends a message to travelers; one of welcome, or one of warning. The trading post may be beautiful, with fresh paint and clean walkways, or dirty and falling apart. The table below refers to the state of the buildings, roads, and other elements of the trading post.

d20	Condition
1-2	**Ramshackle.** A few of the buildings look to be falling down. There are no formal roads, only trodden paths. (-6 to **population wealth** roll)
3-6	**Poor.** The buildings and surroundings are rough and dirty. Roads are uneven dirt and dust. (-3 to **population wealth** roll)
7-14	**Fair.** The buildings are clean and sparsely decorated. Roads are flattened earth, possibly with gravel. (+0 to **population wealth** roll)
15-18	**Good.** Most of the structures are exceptionally well kept and moderately decorated. Roads are cobblestone or, perhaps, cheap brick. (+3 to **population wealth** roll)
19-20	**Immaculate.** The shops and houses are spotless, and well-adorned with tasteful decorations. Roads are made of fine, smooth, well-placed flagstones. (+6 to **population wealth** roll)



Visitor Traffic

A trading post's success is largely dependent on the amount of **visitor traffic** it has received. It encompasses the typical amount of non-residents seen in the trading post. How many folk are passing through? How crowded are the streets?

Modified by: age

How Does Age Modify Visitor Traffic?

Trading posts thrive off of reputation, which is something that grows over time. These are places that are often remote, and two trading posts are not terribly likely to be near to one another. This means that the longer it's around, the more word will spread, and the more it will be used by people in that region who need rest and supplies.

d20	Visitor Traffic
1-2	**Vacant.** No one seems to be visiting this place. (+0 to **size** roll) (+2 to **crime** roll)
3-6	**Groups.** Visitors are a rarity, though a few might be around. (+1 to **size** roll) (+1 to **crime** roll)
7-14	**Crowds.** It is typical to see some new visitors most days. (+2 to **size** roll) (+0 to **crime** roll)
15-18	**Droves.** There are lots of new faces on a regular basis. (+3 to **size** roll) (-1 to **crime** roll)
19-20	**Masses.** New people are everywhere, coming and going at all times. (+4 to **size** roll) (-2 to **crime** roll)

Size

A trading post's **size** is largely dependent on the amount of traffic it has received. Rare is the trading post that is remote, but also great in size. As you roll on this table and find the size of your trading post, think about what that says about how well it is doing, and why it might be the size it is.

d20	Size
1-2	**Very Small**. Up to 20 standing structures.
3-6	**Small**. Up to 40 standing structures.
7-14	**Medium**. Up to 60 standing structures.
15-18	**Large**. Up to 80 standing structures.
19-20	**Very Large**. Up to 100 standing structures.

Environment

Trading posts can be found in all manner of **environments**. From a warm, coastal paradise, to a cold, harsh mountain passage, trading posts are scattered all over the world.

The tables and options available in this book are designed to allow settlements to be placed anywhere, regardless of environment. If you have an environment in mind for your settlement already, feel free to skip, or manually select from, this table.

d10	Environment
1	**Coastal.** The trading post is near a large body of water, such as a lake or ocean.
2	**Forest.** The trading post is nestled among the trees.
3	**Mountains.** The trading post is found on stony passes or soaring peaks.
4	**Plains.** The trading post is in the wide, open fields.
5	**River.** The trading post is near a steadily flowing stream, or other watercourse.
6	**Swamp.** The trading post is in, or near, a vast area of stagnant water.
7	**Underground.** The trading post is within a large network of caves.
8	**Valley.** The trading post is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.
9	**Tundra.** The trading post is in a very cold environment.
10	**Desert.** The trading post is in a dry and arid environment, likely covered with vast sand dunes.



Step 2: Community

A trading post is nothing without its people. The **population** is made up of both permanent residents, and visitors who are passing through. Places with lots of traffic tend to have something to offer, or be placed at key locations. You can use your trading post's population as a guide or indicator of where it might be, and what it might mean for the surrounding area.

Resident Population

How large is the **population** that lives there? This usually has a relationship with the **size** of the trading post, but in some cases they may be disproportionate. Perhaps the trading post was once thriving but, after some time (or for some reason), its population started leaving. Perhaps there are few permanent structures but many people are trying to stay, perhaps making camp outside the settlement. Why might this be? Seasonal traffic? A large refugee population? Aspects that initially appear to be at odds can lead to interesting opportunities for storytelling.

d20	Resident Population
1-2	**Nearly Deserted.** There are many empty houses and businesses. (+2 to **crime** roll)
3-6	**Sparse.** There are some empty houses and businesses. (+1 to **crime** roll)
7-14	**Appropriate.** Homes and businesses are comfortably populated. (+0 to **crime** roll)
15-18	**Congested.** Movement is difficult. Homes and common buildings are often at capacity. (-1 to **crime** roll)
19-20	**Overwhelmed.** The trading post cannot support this many people. Movement is extremely difficult. Tent and shanty towns have cropped up along the outskirts of the settlement. (-2 to **crime** roll)

Demographics

Who lives in the trading post? Depending on where it is, the residents may be a single race, such as a mountain trading post populated only by dwarves, or many, such as in a bustling port. These distributions are meant to be adapted to wherever you decide the settlement will be. Base what races you choose to use on the surrounding **environment** and/or **politics**.

d20	Demographics
1-5	**Only One.** 100% primary race.
6-10	**Only Two.** 60% primary race, 40% secondary race.
10-14	**Normal Distribution.** 50% primary race, 25% secondary race, 15% tertiary race, 10% other.
15-17	**Wide Distribution.** 20% primary race. All others reasonably well represented.
18-19	**High and Low.** 80% primary race, 20% secondary race.
20	**Ever-Changing.** No discernible distribution. Racial representation lacks any sense of numerical dominance.

Disposition

The residents of a trading post will typically have a prevailing opinion of visitors, which will affect their **disposition** towards them. The table below will suggest an overall attitude that visitors might experience when arriving. This does not mean all residents hold this perspective, but it will simply be the most common.

Trading posts live and die based on **visitor traffic**, so you may feel a particular **disposition** does not make sense. A trading post hostile toward visitors should have a very good reason, as their prosperity requires the business of visitors.

d20	Disposition
1-2	**Hostile.** Locals seem very unfriendly toward visitors, and would likely make out-of-towners feel unwelcome. This could manifest as coldness, passive-aggressiveness, or even violence.
3-6	**Unfriendly.** Locals don't care much for visitors, looking upon them with contempt, fear, or suspicion.
7-14	**Neutral.** Locals are standoffish, or perhaps hard on the outside, but can be friendly, if you get to know them.
15-18	**Friendly.** Locals are generally friendly, welcoming, and slow to take offense.
19-20	**Open.** The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome.

Law Enforcement

Does the trading post have a **law enforcement** presence? Who oversees it? Is it enough to affect the chances of being assaulted on the streets, in a tavern, or in a back alley? How close should a traveler hold onto their coin purse? How might this affect the behavior of party members who are prone to pick a pocket from time to time?

d20	Law Enforcement
1-2	**None.** This could be good or bad, depending on one's point of view. Good, if the folk here are just that. Bad when mob justice is carried out on a petty thief. (-8 to **crime** roll)
3-6	**Sheriff.** A single sheriff and a deputy keep things civil. (-4 to **crime** roll)
7-14	**Small Local Watch.** A sheriff, a deputy, and a handful of volunteer residents make up a token watch presence. (+0 to **crime** roll)
15-18	**Well-Equipped.** Law enforcement is very common. (+4 to **crime** roll)
19-20	**Overwhelming Presence.** Law enforcement is always around in public, no matter what. (+8 to **crime** roll)

Leadership

Separate from law enforcement, who guides the trading post? Sometimes this could be one person, or a group. Most successful settlements will naturally require a hand of **leadership** to make important decisions relating to the overall direction it will take.

d20	Leadership
1	**No Leader.** The trading post operates with no leadership, which could lead to unresolved disputes.
2-4	**Hereditary.** A non-elected leader is in power, by virtue of their bloodline.
5-7	**Merchant Monarch.** The wealthiest shop owner in the trading post leads by default.
8-10	**Underworld or Criminal Enterprise.** A criminal, or group of criminals, either publicly, or privately, controls the trading post.
11-13	**Oligarchy.** A few individuals hold sway, collectively, over the trading post. **[Roll1d4]**: **1**: merchants (plutocracy); **2**: mages (magocracy); **3**: priests (theocracy); **4**: other small group.
14-16	**Local Council.** Prominent members of the community were chosen to lead the trading post collectively.
17-19	**Single, elected leader.** The locals democratically voted for their current leader.
20	**Anarcho-Syndicalist Commune.** The members of the trading post take turns as a sort of executive officer for the week.



Population Wealth

How wealthy is the **population** in general? How does this affect the happiness of the general population and the prices for goods and services?

The **wealth** of the population could have an effect on **crime**. The motivations for crime have a lot to do with two ends of a spectrum: desperation and greed. Imagine a trading post which is destitute. The thieves there are, most likely, stealing out of desperation, rather than greed. On the other hand, in an affluent trading post, it is more likely to be the other way round.

A trading post that is destitute or impoverished could mean that the majority of crimes are perpetrated by residents, trying to survive. One that is wealthy or affluent could lead to more crime carried out by visitors, drawn in by talk of the riches of residents.

Modified by: condition

d20	Population Wealth
1-2	**Destitute.** Most of the population consistently lacks the barest essentials of what they need to survive. (-4 to **crime** roll) (-2 to **quality** rolls)
3-6	**Impoverished.** Around half of the population struggles to carve out even a meager existence. (-2 to **crime** roll) (-1 to **quality** rolls)
7-14	**Average.** Most of the population have enough to live a modest life. (+0 to **crime** roll) (+0 to **quality** rolls)
15-17	**Prosperous.** Most of the population has enough to live a good life and, of them, a fair amount can even live comfortably. (-1 to **crime** roll) (+0 to **quality** rolls)
18-19	**Wealthy.** Nearly everyone has what they need to live comfortably, many are able to live well, and some are very prosperous. (-2 to **crime** roll) (+2 to **quality** rolls)
20	**Affluent.** Nearly everyone is able to live comfortably, with a significant portion living in luxury. (-4 to **crime** roll) (+3 to **quality** rolls)

All Minuses?

The minuses to crime on this table represent reasons why there might be more crime, based on **population wealth**. If wealth is low, crime is likely due to desperation. If wealth is high, it's likely due to greed.

Crime

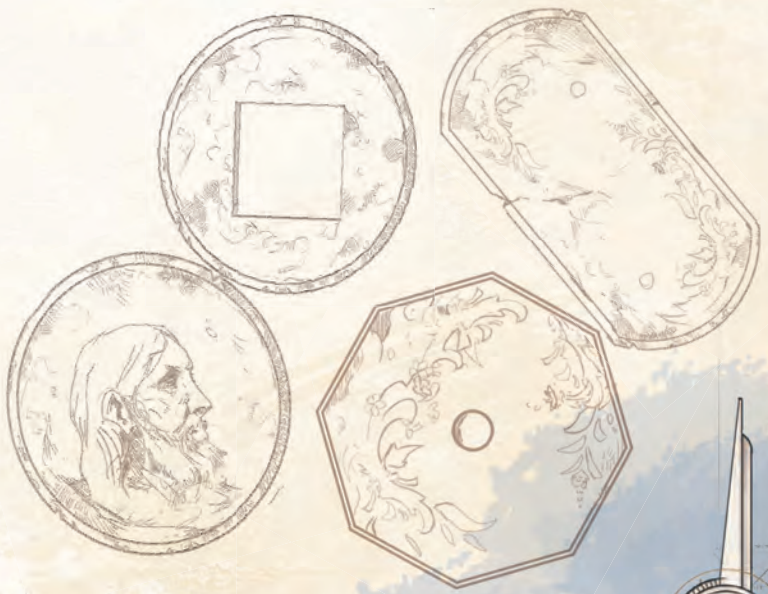
Crime encompasses activities such as robbery, confidence games, and muggings, sometimes even murder. How likely are these kinds of things to happen in the trading post? Do coin purses and trinkets go missing often? Are there grifters running cons on the street? How frequently are people being assaulted while walking home at night?

Modified by: resident population, visitor traffic, law enforcement, population wealth

d20	Crime
1-2	**Regular.** The streets are crawling with criminals, and a purse unstowed is almost sure to be snatched. (+4 to **urban encounter** rolls)
3-6	**Common.** Most are used to hearing about trouble every day or two. Everyone knows someone who's been a victim of crime. (+3 to **urban encounter** rolls)
7-14	**Average.** Theft or mild violence can happen from time to time. Best to keep an eye out. (+2 to **urban encounter** rolls)
15-18	**Uncommon.** Some in the trading post have run into a pickpocket or heard about a robbery but, when they do, it's a noteworthy occurrence. (+1 to **urban encounter** rolls)
19-20	**Rare.** Most in the trading post have had no personal experience of crime, and know few people that have. (+0 to **urban encounter** rolls)

Urban Encounters

Urban encounters are intended to happen in-game while players are in your settlement and, as such, are not intended to be planned as part of game preparation or world building. The table for these can be found in **Appendix B: Encounters** (p. 442).



Step 3: Points of Interest

Points of interest are places of significance in a settlement. These fall into three categories, each with a certain priority:

- **Shops**. Prioritizes selling items before offering a service (eg. Smithy)
- **Services**. Prioritizes offering a service before selling items (eg. Stables)
- **Places of Worship**. Trading posts may have places where travelers can tend to their faith.

There is a distinction made between **shops** and **services** based on their *primary* function. A smithy may be able to repair something, but primarily they sell tools and equipment. A stable may sell horses, but primarily provides the service of boarding mounts owned by someone else. A church may offer healing, but serves primarily as a place of worship.

Working your way through this section will flesh out which of these points of interest your settlement has.

Free Stuff!

Each trading post comes with the following 'default' locations for free. They do not count among the commercial locations to be rolled on the following tables. If you are using the Trading Posts Settlement Sheet, you will see them already noted. If you are using a notebook, or other blank paper, write these down.

Shops: General Store

Services: Inn

Shops

Shops are establishments where you can purchase something. In this section, you will determine how many your trading post has, and what each one is.

Doubles

If you roll more than one of a location, treat it as another location.

Number of Shops

As might be expected, a trading post will always have at least a few shops.

Find your trading post's size on the table below. Your trading post will have the respective number of shop locations. Roll on the table below to determine the available locations your trading post has for shops.

Trading Post Size	Number of Shop Locations
Very Small	1d8 +2 shop locations
Small	1d8 +4 shop locations
Medium	1d8 +6 shop locations
Large	1d8 + 8 shop locations
Very Large	1d8 +10 shop locations

Shop Types

What sort of shops are in the trading post? Below are the categories the shops can fall into:

Basic: Simple shops which serve the basic functions needed in a settlement.
Specialty: Shops that deal in a particular category of item(s).
Exotic: Shops that deal in rare, or exceedingly special item(s).

Shops Table

The table below allows you to randomly generate your shops. Roll for each **shop location** your trading post has.

d100	Shops
1-4	**Baker** (B). Bakes and sells fresh bread and, possibly, pastries.
5-8	**Butcher** (B). Processes and sells fresh and/or dried meat.
9-12	**Cooper** (B). Crafts wooden vessels held together with metal hoops, including barrels, buckets, etc.
13-16	**Carpenter** (B). Builds with or carves wood, as well as carrying out repairs.
17-24	**General Store** (B). Sells basic supplies, groceries, and various odds and ends.
25-28	**Herbalist** (B). Sells common herbs and natural, non-magical remedies.
29-36	**Smithy** (B). Sells and crafts metal tools and equipment, including very basic weapons and armor.
37-40	**Tailor** (B). Makes and sells of clothing, including hats and cloaks. Also sells general items made from cloth, such as blankets, and carries out repairs and alterations of cloth goods.
41-44	**Tanner/Taxidermist** (B). Processes animal hides for practical or ornamental purposes.
45-48	**Thatcher** (B). Builds roofs using layers of dried straw, reeds, rushes, etc.
49-52	**Wainwright** (B). Builds carts and wagons.
53-56	**Weaver** (B). Weaves raw fabric and baskets.
57-59	**Alchemist** (S). Brews and sells potions, as well as mundane herbs and alchemical ingredients.
60-62	**Artist** (S). Encompasses painter, sculptor or other visual art as appropriate.
63-65	**Bank & Exchange** (S). Encompasses auctions, banking, and the specific selling of gems or exchange of currency.

d100	Shops
66-68	**Cobbler** (S). Makes and mends boots and shoes.
69-71	**Foundry/Smelting** (S). Ore processing and metal fabrication.
72-74	**Mill** (S). Facilities for milling grain.
75-77	**Textile Production** (S). Larger scale than a single weaver, offering a wider array of materials in larger quantities.
78-80	**Shipwright** (S). Builds and launches boats and/or ships. [Reroll if settlement is not bordering a significant source of water]
81-82	**Rare Botanicals** (E). Cultivates and sells herbs rare to the region.
83-84	**Luxury Furnishings** (E). Procures and sells all manner of home items for fine living, including furniture, art, and other high-quality goods.
85-86	**Rare Libations & Fare** (E). Sells (and, perhaps, makes or brews) drinks and/or food of surpassing quality or rarity to the region.
87-88	**Rare Trade Goods** (E). Procures and sells items and materials, such as ores or textiles, that are rare to the region.
89-90	**Magic Shop - Armor** (E). Sells magical items with a focus on armor and protective equipment.
91-92	**Magic Shop - Books** (E). Sells magical items with a focus on literature, arcane tomes and lore. They may also carry books and documents (such as maps and records) of a rare and significant nature, though non-magical.
93-94	**Magic Shop - Clothing** (E). Sells magical items with a focus on clothing of all types which bear magical properties.
95-96	**Magic Shop - Jewelry** (E). Sells magical items with a focus on enchanted, or otherwise magically imbued, jewelry.
97-98	**Magic Shop - Weapons** (E). Sells magical items with a focus on weapons with mystic properties and, perhaps, shields.
99-100	**Magic Shop - Miscellaneous & Curiosities** (E). Procures and sells magical items with a focus on strange and rare artifacts of a wondrous or intriguing nature.

Location Glossary

For clarification about the meanings and functions of different locations, please refer to Appendix A: Location Information (p. 438).

Rarer Magic Shops

Typically, magic shops are *very* rare. The shops table gives a roughly 10% chance of there being one but, if desired, you can change that. See Appendix D: Useful Tables (p. 446) and use the Alternate Magic Shop Rarities tables. They can be reduced to 6%, 1% or 0%.

Magic Shop Specialization. All magic shops offer base-level magical items, such as basic potions and masterwork items but, otherwise, all magic shops specialize. To find exceptionally rare or unique magical items, one would need to seek out one specialized in that category. If you would like to roll your own alternative magic shop specialization, you can do so on the table below.

d6	Magic Shop Specialization
1	Armor
2	Books
3	Clothing
4	Jewelry
5	Weapons
6	Miscellaneous & Curiosities



Services

Services are establishments where something can be done for you - for a price. In this section, you will determine how many your trading post has, and what each one is.

Number of Service Locations

Default Services

Inn

In addition, if your trading post has the *Food & Drink* specialty, add , a **tavern** as a default service (does not count against your number of service locations).

If you have the *Unscrupulous Contractors* **specialty,** make sure to note the kind of hired help your unscrupulous contractors are. Following the services table is a **hired help size** table. You can roll on this to see whether your unscrupulous contractors are an individual, team or guild.

Depending on its **size**, your trading post will have the respective number of service locations below.

Trading Post Size	Number of Service Locations
Very Small	1d6
Small	1d6 +1
Medium	1d6 +3
Large	1d6 +5
Very Large	1d6 +7

Services Table

The table below allows you to randomly generate your services. Roll for each **service location** your trading post has.

d100	Services
1-8	**Barber**. Provides grooming services, such as haircuts or shaves.
9-16	**Bathhouse**. Provides spaces for bathing.
17-24	**Doctor/Apothecary**. Provides medical care.
25-32	**House of Leisure**. Provides entertainment and/or relaxation (GM may decide what kind).
33-44	**Inn**. Provides accommodation, as well as a place to have a bath and a decent meal.
45-52	**Club**. Provides entertainment via comedic, dramatic or musical performance.
53-60	**Soothsayer**. Provides magical prediction and prophecy - sayers of sooth!
61-68	**Stable**. Provides boarding accommodation for mounts, as well as selling carts, animals, and their tack.
69-80	**Tavern**. Provides food and drink.
81-82	**Hired Help - Brutes and Brawlers**. Thugs, ruffians and muscle.
83-84	**Hired Help - Cloak and Dagger**. Assassins, thieves and spies.
85-86	**Hired Help - Bows and Slings**. Archers and ranged attack specialists.
87-88	**Hired Help - Scribes and Clerks**. Masters of history, literature, mathematics and/or business.
89-90	**Hired Help - Guides and Trackers**. Scouts, rangers and wilderness experts.
91-92	**Hired Help - Caravan and Mount**. Specialists in transportation and journeys to various locations as well as expedition organization and management.
93-94	**Hired Help - Arcane Academics**. Experts in matters of magic and lore (may also be natural magic or something else; it need not be exclusively arcane).
95-96	**Hired Help - Magic Mercenaries**. Specialists trained the use of arcane or non-divine magic in combat and practical mission scenarios.
97-98	**Hired Help - Priestly Guidance**. Sages offering counsel in all matters of religion and the divine.
99-100	**Hired Help - Hands of the Divine**. Specialists trained in the use of divine magic in combat and practical mission scenarios.

Hired Help Size

Hired help can be an individual, a team, or an organized guild.

Roll on the table below for each **hired help** service your settlement has.

d12	Hired Help Size
1-6	**Individual Person**. The hired help is a single person hiring out their services.
7-10	**Team**. The hired help is a team of individuals who work together.
11-12	**Guild**. An organized guild is hiring out their services. When hired, a portion of the guild's members handle the job, not the entire guild (unless the job is very large).

Optional: Quality

You can roll on this table for *any* location's **quality**. To do so, simply use the table below.

Quality Can Apply to Anything!

Quality is simply a general descriptor of the state that a place is in. It can be any kind of establishment (rolled shops and services, default locations, or even non-commercial places like places of worship). The table never changes, so you can even roll on elements that you add later, if you'd like.

Modified by: population wealth

d12	Quality
1-4	**Poor**. The location is a substandard version of what is typically expected. Its offerings are likely limited, or of bad quality. The location itself may be in disrepair, dirty, or have any number of other issues present.
5-10	**Good**. The location is a standard version of what is typically expected. Its offerings are likely not terrible, but often not particularly remarkable either (though sometimes there may be exceptions). The location itself is likely in a serviceable state, though probably not flawless.
11-12	**Fine**. The location is an exceptional version of what is typically expected. Its offerings are likely extensive, or of surpassing quality. The location itself is likely remarkable in some way (or, possibly, many ways) such as being very clean or well-built.



Place of Worship

Trading posts, as predominantly mercantile settlements, don't typically have many non-commercial locations, apart from a **place of worship**. Roll below to see if your trading post has one.

d6	Place of Worship
1-3	No (proceed to **extra intrigue** section)
4-6	Yes (continue on to the following tables)

If you rolled 'Yes' on the table above, your trading post has a place of worship. The following tables will help you establish what kind it is.

Place of Worship Size

Roll on the table below to determine the **size** of the **place of worship**.

d20	Place of Worship Size
1	**Secret**. The place of worship's size is unclear, as the location is not publicly known.
2-8	**Altar**. A small shrine or, perhaps, a tiny shack, usually evincing some various items or images relating to that which the faith venerates.
9-14	**Oratory**. A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.
15-17	**Sanctuary**. A large, well-appointed structure, able to comfortably accommodate up to a few hundred people.
18-19	**Temple**. A grand building, replete with elements like high ceilings, plush furnishings, and other impressive ornamental and/or architectural features. It can hold nearly a thousand attendees.
20	**Great Temple**. An awe-inspiring structure, devoted to that which it venerates. No expense was spared in its construction. It might display such elements as stunning frescos, elaborate stained-glass scenes, and towering, gilded statues. Walking into a great temple is a rare and striking experience for those who do not live near one.

Fervency of Local Following

Roll on the following table to determine the degree of veneration that is visible to any outsider who visits the trading post.

d20	Fervency of Local Following
1-3	**Unseen**. To those outside the following, it is not clear that the group exists.
4-7	**Quiet**. Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing, or phrases).
8-12	**Subtle**. Followers of the faith may be identifiable, but remain very reserved.
13-16	**Moderate**. The pious are confident and unafraid to display their faith openly, but do not encroach upon the wider populus uncalled for.
17-19	**Fervent**. Followers are outspoken, with little or no fear of reproach. They may sing or speak to the masses.
20	**Zealous**. Adherents are utterly and unthinkingly devout, forcing their doctrine upon their surroundings and peers, or taking actions that further their cause regardless of personal cost. Though typically seen as negative, this could also be a positive, such as a church of light rising up in an evil kingdom, helping those in need, even if it puts themselves in peril.

Visibility

What is shown above represents what can be seen by an outsider visiting the trading post. Each and every person who holds a faith will express it in their own way, but what is represented here is generally how bold that show of faith is. The overall degree of veneration may be quiet, but there may be a few adherents that, while very passionate, may keep it quiet when in public. Why would they do this? That's part of your trading post's story.

Alignment of the Faith

Roll on the table below for *each* **place of worship** in the settlement to find out its **alignment**.

d10	Alignment of the Faith
1	Evil
2-5	Neutral
6-10	Good

Extra Intrigue

Recent History

What events have happened in the trading post within recent memory? These events may be having an impact on the here and how. For example, if the trading post was once under the control of a tyrannical mayor who was ousted by the residents and exiled from the region, there may be long-lasting effects which could help with storytelling and roleplaying the NPCs.

d6	Recent History
1	**Benevolence of Yesteryear.** The trading post was run by a benevolent leader, or council, but a corrupt individual, or group, has taken over.
2	**Construction.** Certain parts of the trading post have been (or currently are) under construction. Tools, scaffolding, and other such elements can still be seen, as well as individuals working throughout the day.
3	**Crime Central.** Some of the older population remember when the trading post was run by a criminal organization, but they were ousted some time ago.
4	**Neutrality.** The trading post has always professed neutrality, setting itself apart as a safe haven, even if pressured by nearby settlements.
5	**Popular Producer.** The trading post was known for the production of a unique and/or popular item or service, which is now unavailable or no longer in demand.
6	**Wartorn.** The trading post was occupied by military forces, and suffered damages, during wartime in the recent past.



Politics

What is the current political climate of the trading post? Are any trade deals politically motivated? How does this affect what is going on within the trading post itself?

d6	Politics
1	**On the Brink of War.** Tension is in the air, and rumors of impending conflict can be heard in hushed tones within the trading post.
2	**Lawless Region.** With the trading post outside the regularly frequented borders of any established kingdom, the generally accepted standards of justice don't seem to apply here.
3	**Embattled.** Opposing enemy forces surround the trading post on all sides, and it finds itself located in the midst of (though not necessarily participating in) an ongoing conflict.
4	**Revolution.** A nearby kingdom is in the throws of an uprising. Members of either side may be present in the trading post.
5	**Peace.** All is quiet, almost suspiciously so…
6	**New Governance.** A new and unknown power has moved in to control the surrounding area. Locals may be in favor of, against, or neutral about it. Depending on the kind of governance, speaking out against the leadership may not be permitted.

Events

Trading posts always seem to have *something* going on, no matter the time. What is currently happening at this very moment? Roll on the table below for a few suggestions.

d6	Events
1	**High-Class Visitor.** A wealthy aristocrat is passing through and throwing their money around. It seems like anything can be bought, and no price is too high.
2	**Troublemakers.** A pack of ruffians is making themselves a nuisance to the locals. Hostile encounters are escalating and might become violent.
3	**Fool's Festival.** It's the day of the fool. Many folk are dressed as jesters and tumblers. The drink is flowing and the mood is merry.
4	**Caught Red-Handed.** A shop owner has caught a thief, and is threatening them with a weapon in the street as they beg for mercy.
5	**Strangers.** A large trade caravan just arrived, full of people locals have never seen, and some don't know what to make of them.
6	**Public Emergency.** There is an emergency situation in town, such as a fire. There is lots of commotion as people rush to help, or get a look at what's going on.

Opportunities

Trading posts are known to have capable adventurers passing through every so often. When an issue needs handling, word gets around quickly. Below is a table of different types of situations that could crop up in a trading post.

d6	Opportunities
1	**Political Intrigue.** A locally-known noble has gone missing recently. Perhaps they were traveling through and never made it to their destination? Perhaps no one even saw them leave at all…
2	**Missing Person.** A local has gone missing, possibly a child, and rumors abound. Some talk of monsters, but their whispers are quickly dismissed as fairy tales. Others have theories, but none have yielded fruit.
3	**Monster.** A monster has been causing trouble for the locals. Someone in the trading post is asking for help to deal with it.
4	**Guard Duty.** The local constabulary are in need of more hands for an upcoming event, and capable adventurers are prime candidates.
5	**Transportation.** A visitor feels they've outstayed their welcome, or urgently needs to leave, for some reason. They need help leaving and getting to their destination.
6	**Acquisition.** Rumours abound that an item of value is hidden nearby, perhaps one tied to the trading post's history. Several locals are interested in acquiring it, but not all for the same reason.

Weather

How is the **weather** when the players arrive? It might be wonderful, or it could be a nightmare. Depending on the setting and the environment, consider what the options below might mean for you. Roll to see what the weather is like when the adventurers arrive at the trading post.

Note: If you want the weather to change, simply roll on this table again, whenever necessary.

d20	Weather
1-2	**Good.** Unseasonably excellent. A warm day in winter, a cool day in summer, etc.
3-6	**Mild.** The best kind of day that could be expected for the season. Rain or snow is light, if at all. Winds are soft.
7-14	**Fair.** A normal day for the season. Rain, snow or wind are average and manageable.
15-18	**Harsh.** A rough day for the season. Rain, snow and wind are strong and could make things difficult.
19-20	**Bad.** Most folk are staying indoors. Travel is dangerous in these conditions. Rain is torrential, snow is blinding. Winds potentially reach hurricane force.

Danger Level

The places trading posts exist in are typically uncivilized or wild. Is the surrounding area dangerous? Understand that this is a relative term, and the possibilities presented in the table below will need to be adapted to your campaign and/or current adventure path, based on character level. **Danger** could refer to crime, environmental hazards, or other things present that could make life difficult.

d20	Danger Level
1-2	**Ever-Present.** The trading post is constantly in peril. Encountering some form of hardship or adversity, when in the area, is almost guaranteed. It is never safe to go anywhere alone. Preparation and caution (even in and around the trading post) are critical.
3-6	**Frequent.** Traveling near the trading post and *not* encountering danger or hazards is a rarity. Preparation and caution are strongly advised.
7-14	**Common.** Danger or hazards are commonplace. Preparation and caution are advised.
15-18	**Uncommon.** Danger or hazards are not encountered often, though preparation is encouraged.
19-20	**Rare.** This trading post is built in a place known to be extremely safe; danger or hazards are a rarity.

Danger Type

When **danger** *does* occur here, what does it tend to be? Below are possible occurrences that could threaten adventurers in the area.

d10	Danger Type
1-2	**Suspicious Locals.** Outsiders are often considered untrustworthy, and may be prime suspects in the event of **crime**.
3-4	**Raids.** The trading post is often raided by nearby groups of bandits, or packs of marauding creatures.
5-6	**Monster.** The trading post is terrorized by a monster that roams the local area.
7-8	**Environmental.** The environment in which the trading post exists is hazardous. It could be subject to frequent earthquakes, volcanoes, floods, mudslides, avalanches, frequent storms, or the like.
9-10	**Cult.** There is a cult within the trading post. The cult may be known, and present a direct form of threat, or they may be unknown, and the dangers they present may seem to stem from another source, or be unrelated.

The Great Rumor Table

On page p. 444 you will find **Appendix C: Rumors**, which contains a 50-item table of rumors that may be floating around your settlement. This table is made up of political rumors from the Villages chapter, as well as rumors from both Cities and Capitals. Most of the rumors in the Appendix have been altered to make them fit any settlement, with the exception of a small few. Try it out and see what kind of flavor you discover!

What's next?

You've reached the end of the builder, but the process is not yet complete. Though you have undoubtedly started doing so already, your final task awaits. Look back at all of your rolls and the information that gives you and think about *why* things are the way they are, and what that means for your trading post. Think of every detail that you rolled as another clue to revealing the true identity of this place. Be creative, let your imagination wander and don't tell yourself, "no". As we said in Chapter 1, embrace the contradictions and oddities, and you will see your trading post come to life.

Interesting NPCs

If you need to populate your trading post with some pre-generated characters, head on over to **Chapter 8: Interesting NPCs**. You can find tables for different types of NPCs and, following the tables, details on the NPCs themselves, arranged by profession.



Baruk's Crossing

By Chris Haskins



Baruk's Crossing is a trading post nestled at the bottom of a wide valley that runs east-to-west. A beautiful meadow slopes gradually down for several hundred feet, then back up to the adjacent side. A river winds its way gently through the valley, providing fresh water to the residents of the area. The trading post is nestled comfortably in one of the many bends of the river. Though there are around a dozen ranch houses peppered along the slopes of the valley, the majority of the settlement lies within the river bend.

The trading post was named for the first prospector to occupy the area and establish a small panning operation. His cousin, Dannel, soon joined him and word spread of the beauty of the valley and abundance of gold in its river. The most notable location within Baruk's Crossing is the Green Gables Inn, whose proprietor boasts the most hospitable lodgings for one hundred miles in any direction. It's a three-story manor house, well kept, and with over two dozen rooms. Most of the house is painted elaborately in shades of white and gold, all but the gables, whose deep, emerald hue gives the inn its name.

There was once a lucrative gold panning operation further up the valley, but rumor and legends enticed prospectors to seek greater fortunes elsewhere. Most of the gold reserves are kept at Dannel's Bank & Exchange, which simultaneously acts as a currency exchange, and a high-security storage vault for precious metals and gems, under guard day and night.

The residents who call this place home are mostly simple folk with simple lives. They own and operate the various shops and service establishments, attend to travelers who are passing through, or tend to the livestock. An outspoken sheriff enforces the rules in an honorable and just manner, acting as both the peacekeeper and judge. His deputy and the local volunteers keep the peace, which is usually only disrupted by rowdy passers-through who've had too much strong drink at one of the local inns or the corner tavern. Recently, however, harsh weather and atypical levels of danger have given the sheriff, as well as the general population, more than a little to worry about. It seems these simple folk may soon have a problem or two on their hands.

Basic Information

Origin: *No Man's Land.* The trading post was established as a neutral place where opposing forces could purchase wares, without encroaching on enemy territory.

Specialty: *Hospitality.* The main inn here is a particularly good, offering excellent service, comfortable rooms, and good food.

Age: *Mature.* The trading post was originally built decades ago.

Condition: *Fair.* The buildings are clean and sparsely decorated. Roads are flattened earth, possibly with gravel.

Size: *Medium.* Up to 60 standing structures.

Environment: *Valley.* The trading post is found within, or on the edge of an area of recessed elevation in relation to the landscape around it.

Community

Resident Population: *Appropriate.* Homes and businesses are comfortably populated.

Visitor Traffic: *Crowds.* It is typical to see some new visitors most days.

Demographics: *Wide Distribution.* 20% primary race. All others reasonably well represented.

Disposition: *Neutral.* Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.

Law Enforcement: *Small Local Watch.* A sheriff, a deputy, and a handful of volunteer residents make up a token watch presence.

Leadership: *Oligarchy (Priests).* A few individuals hold sway, collectively, over the trading post.

Population Wealth: *Average.* Most of the population have enough to live a modest life.

Crime: *Average.* Theft or mild violence can happen from time to time. Best to keep an eye out.

Points of Interest

Number of Shop Locations: 10

Shops: Artist, Bank & Exchange, Butcher, Cobbler, Cooper, (2) General Store, Magic Shop - Books, Magic Shop - Misc. & Curiosities, Smithy

Number of Service Locations: 7

Services: Bathhouse, Doctor/Apothecary, Hired Help - Brutes & Brawlers, (2) Inn, Soothsayer, Tavern.

Place of Worship:

- **Size: *Oratory.*** A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.
- **Fervency of Local Following: *Moderate.*** The pious are confident and unafraid to display their faith openly, but do not encroach upon the wider populus uncalled for.
- **Alignment: *Good.***

Extra Intrigue

History. *Popular Producer.* The trading post was known for the production of a unique and/or popular item or service, which is now unavailable or no longer in demand.

Politics. *Lawless Region.* With the trading post outside the regularly frequented borders of any established kingdom, the generally accepted standards of justice don't seem to apply here.

Events. *Caught Red-Handed.* A shop owner has caught a thief and is threatening them with a weapon in the street, as they beg for mercy.

Opportunities. *Monster.* A monster has been causing trouble for the locals. Someone in the trading post is asking for help to deal with it.

Weather. *Harsh.* A rough day for the season. Rain, snow and wind are strong and could make things difficult.

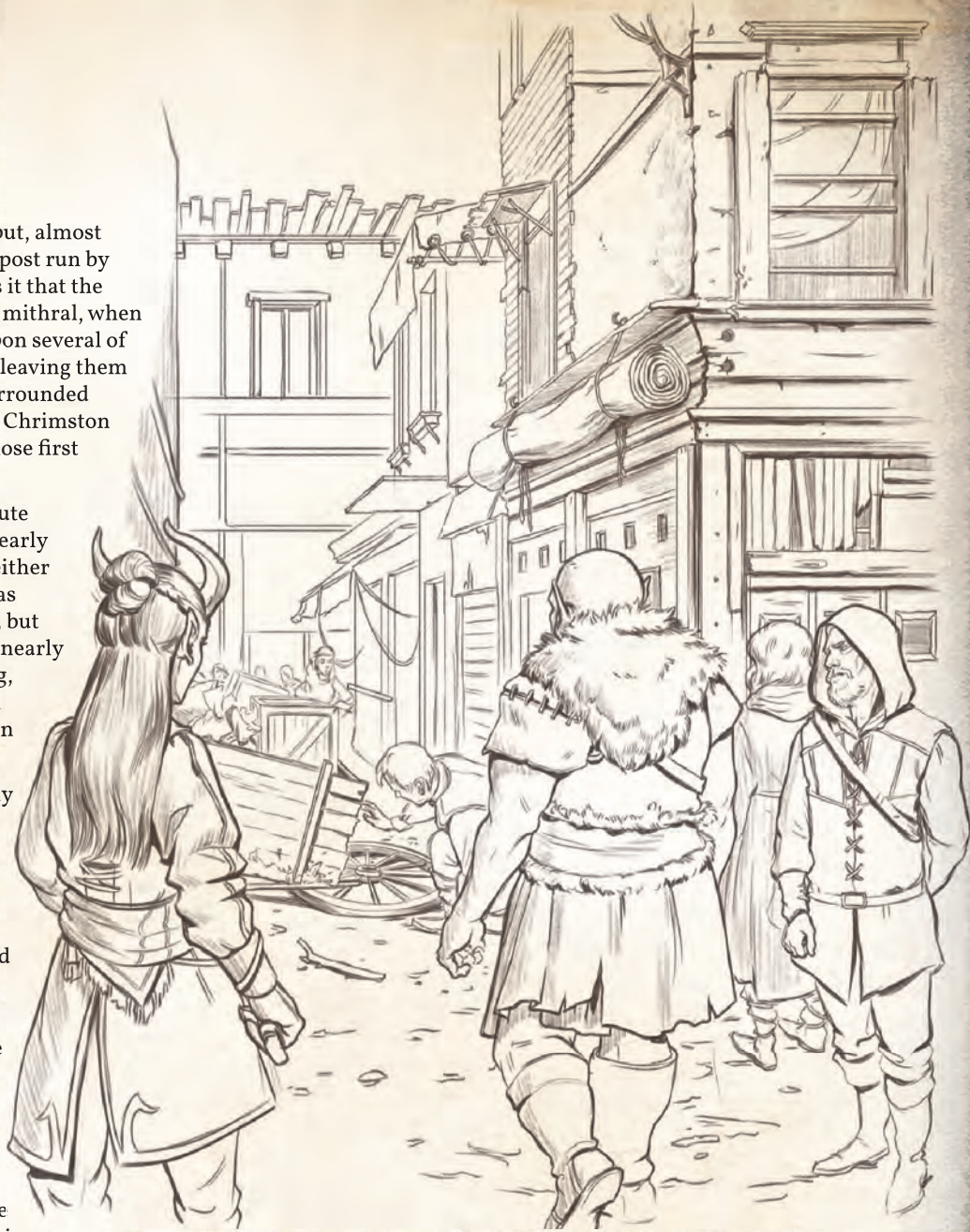
Danger Level. *Common.* Danger or hazards are commonplace. Preparation and caution are advised.

Danger Type. *Cult.* There is a cult within the trading post. The cult may be known, and present a direct form of threat, or they may be unknown, and the dangers they present may seem to stem from another source, or be unrelated.



Chrimston

By Thomas A. Koch



Three years ago, Chrimston didn't even exist but, almost out of nowhere, it has become a large trading post run by the infamous Tanner crime family. Rumor has it that the Tanners were smuggling a shipment of stolen mithral, when a freak storm brought the fury of lightning upon several of their wagons, splitting wheels from axles and leaving them stranded. They set up a small encampment surrounded by the wrecks of their remaining wagons, and Chrimston quickly grew into a busy trading post out of those first few shacks.

Chrimston is located along a major trading route through the plains and, nowadays, contains nearly eighty ramshackle buildings sprawling from either side of the wide road. At one point the road was wide enough to handle the traffic of the route, but now the congestion caused by those on foot is nearly unbearable. So intolerable is the overcrowding, in fact, the traders are openly hostile to casual visitors, though will begrudgingly take the coin of serious buyers.

Though visitor numbers soar, few permanently live in the settlement; the majority of the shacks are not housing but storehouses, or meeting places for deals and trades approved of by the Tanners. Those that do reside here are primarily human, with half-orcs and tieflings mixed in, all bound together in shared destitution. A shack is no one's ideal living situation.

There are a number of basic goods and service vendors to be found in Crimston, such as a smithy, cobbler, butcher and carpenter, as well as a few other industries. Notably (and slightly oddly) an area of thriving textile production has been established, along with a magical weapons store. While the textiles are lovingly made by dedicated craftspeople (only in this ramshackle tenement to take advantage of the foot traffic), the weapons are, no doubt, stolen, most likely from the bodies of adventurers who had dungeon-delved to obtain them the old-fashioned way. In fact, you can be almost certain that most goods going through Chrimston are second-hand, at best - and it's probably safer to avoid thinking about 'at worst'.

Origin: *Accidental.* The trading post came about due to an accident, such as a caravan breaking down or mistaken directions. What was set up to deal with the accident eventually became the trading post.

Specialty: *Unscrupulous Contractors (Brutes and Brawlers).* This trading post is known for having people who can get just about anything done, if the coin is right.

Age: *Established.* The trading post has been around for at least a couple of years.

Condition: *Ramshackle.* A few of the buildings look to be falling down. There are no formal roads, only trodden paths.

Visitor Traffic: *Droves.* There are lots of new faces on a regular basis.

Size: *Large.* Up to 80 standing structures.

Environment: *Plains.* The trading post is in the wide, open fields.

Community

Resident Population: *Nearly Deserted.* There are many empty houses and businesses.

Demographics: *Normal Distribution.* 50% primary race. 25% secondary race. 15% tertiary race. 10% other.

Disposition: *Hostile.* Locals seem very unfriendly toward visitors, and would likely make out-of-towners feel unwelcome. This could manifest as coldness, passive-aggressiveness, or even violence.

Law Enforcement: *Small Local Watch.* A sheriff, a deputy, and a handful of volunteer residents make up a token watch presence.

Leadership: *Underworld or Criminal Enterprise*. A criminal, or group of criminals, either publicly, or privately, controls the trading post.

Population Wealth: *Destitute.* Most of the population consistently lacks the barest essentials of what they need to survive.

Crime: *Common.* Most are used to hearing about trouble every day or two. Everyone knows someone who's been a victim of crime.

- (+1 to **urban encounter** rolls)

Points of Interest

Number of Shop Locations: 12

Shops: Smithy, General Store, Cobbler, Thatcher, Carpenter, Herbalist, Butcher, Tanner/Taxidermist, Miller, Textile Production, Magic Shop - Weapons, Alchemist

Number of Service Locations: 6

Services: Inn, Stables, Barber, Hired Help - Hands of the Divine, Hired Help - Caravan, House of Leisure.

Extra Intrigue

History: *Construction.* Certain parts of the trading post have been (or currently are) under construction. Tools, scaffolding, and other such elements can still be seen, as well as individuals working throughout the day.

Politics: *New Governance.* A new and unknown power has moved in to control the surrounding area. Locals may be in favor of, against, or neutral about it. Depending on the kind of governance, speaking out against the leadership may not be permitted.

Events: *Strangers.* A large trade caravan just arrived, full of people locals have never seen and some don't know what to make of them.

Opportunities: *Political Intrigue.* A locally-known noble has gone missing recently. Perhaps they were traveling through and never made it to their destination? Perhaps no one even saw them leave at all…

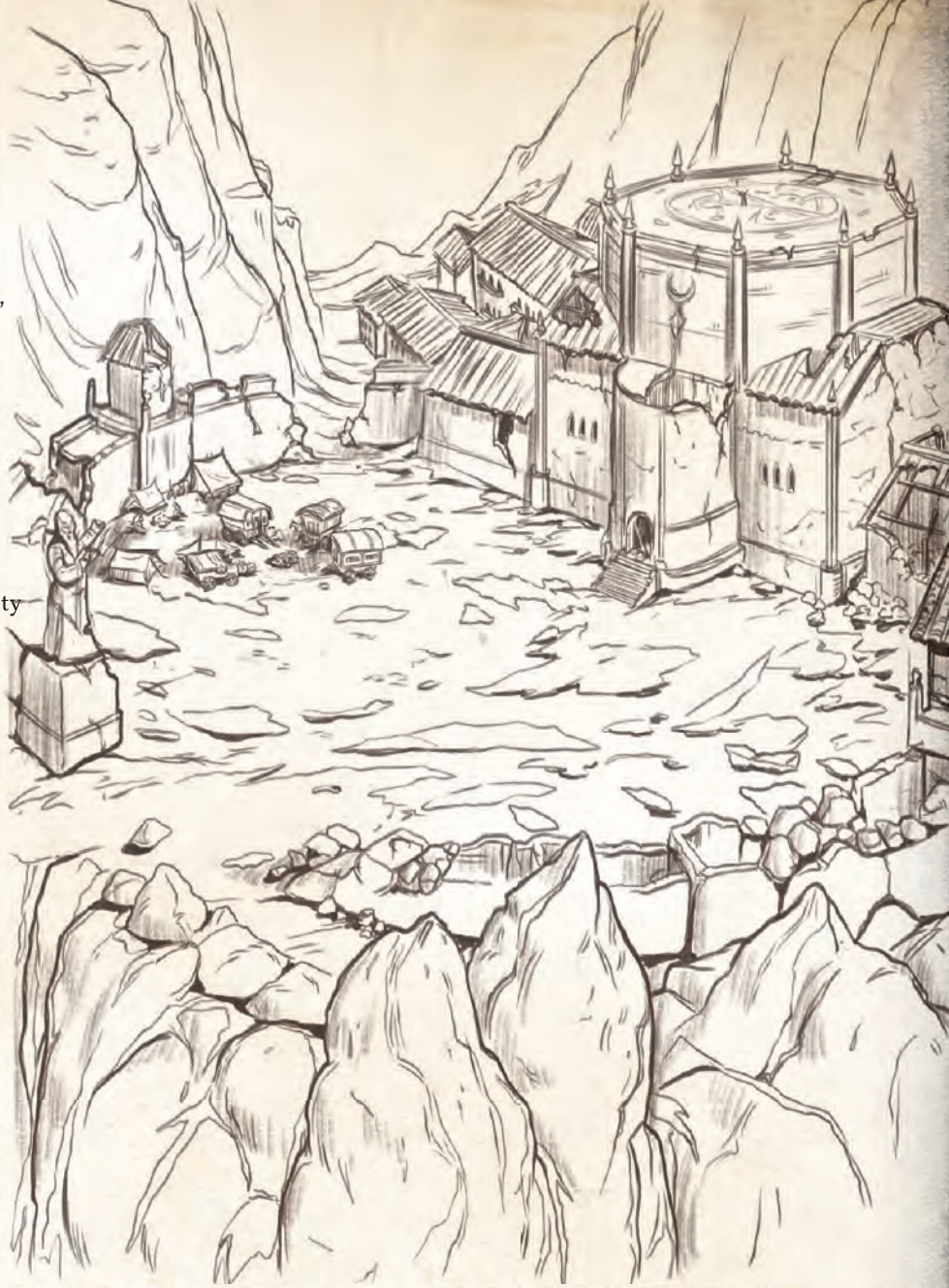
Danger Level: *Ever-Present.* The trading post is constantly in peril. Encountering some form of hardship or adversity when in the area is almost guaranteed. It is never safe to go anywhere alone. Preparation and caution (even in and around the trading post) are critical.

Danger Type: *Suspicious Locals.* Outsiders are often considered untrustworthy, and may be prime suspects in the event of crime.



Godspire

By Lou Fryer



In the beginning, The Temple of the Exalted Spire of Offering was a place of prayer and tribute. The temple lent its name to the surrounding settlement, though locals mostly called it 'Godspire'. The site of a large and mysterious teleportation circle, sequestered on a remote mountaintop, multi-faith worshippers from all over would visit to send tribute directly to the Astral Plane to honor their gods. The Cult of the Exalted Spire of Offering had maintained the temple and the ancient spells that preserve the circle as long as any of them could remember, and meticulously catalogued and organised the tributes – a full-time responsibility that all members of the hundreds-strong community were utterly devoted to. Cultists rarely left their insular society; contact with the outside world was only to trade with pilgrims bringing gold and supplies in exchange for the transport of their offerings.

The turning point for Godspire, however, was when a merchant couple of no particular import arrived to make tribute, bringing their sick baby son. The cultists held and cooed at the infant, while his parents laid offerings in the circle. They, in their isolation, were taken totally by surprise by the contagion the child brought, which quickly swept through the sect, decimating their numbers down to a mere dozen. Wracked with guilt, the couple decided to stay and assist the cultists with the teleportation of tributes, slipping in the odd goods parcel and sending it across the mortal plane, to keep their eye in the trading game.

After multiple reliable and instant (not to mention, cheap) deliveries, several of their mercantile contacts began to see the value of having goods teleported, and word spread. Soon, there was a steady trickle of merchants to the trading post. While the sect were initially delighted by a seeming boom of new pilgrims, joy soon turned to annoyance when the visitors' true purposes became clear. Caravans arrived in ever-increasing sizes, with the savings made on long-distance transport enabling them to pay for huge retinues of guards to protect their precious merchandise. By that point, however, it was too late to deny them, and the sect were too impoverished (and too few in number) to say no to the influx of goods and coin regardless. Crime trickled in as thieves flocked to a rich new vein of goods, and commerce, not piety, became Godspire's main focus. Nevertheless, the cultists remained in their meagre numbers, refusing to abandon the circle entrusted to their care, and determined to serve the few remaining supplicants that visit.

Now there is an uneasy truce between the merchants and the sect and, while the latter do their very best to discourage the former, the word is out now, and there will always be traders looking to save coin on transport.

Basic Information

Origin: *Accidental.* The trading post came about due to an accident, such as a caravan breaking down or mistaken directions. What was set up to deal with the accident eventually became the trading post.

Specialty: *Atypical Shipping Methods.* This trading post is known for having unique and effective ways to move goods.

Age: *Established.* The trading post has been around for at least a couple of years.

Condition: *Poor.* The buildings and surroundings are rough and dirty. Roads are uneven dirt and dust.

Visitor Traffic: *Crowds.* It is typical to see some new visitors most days.

Size: *Very Large*. Up to 100 standing structures.

Environment: *Mountains.* The trading post is found on stony passes or soaring peaks.

Community

Resident Population: ***Nearly Deserted.*** There are many empty houses and businesses.

Demographics: ***Wide Distribution.*** 20% primary race. All others reasonably well represented.

Disposition: ***Unfriendly.*** Locals don't care much for visitors, looking upon them with contempt, fear or suspicion.

Law Enforcement: ***Well-Equipped.*** Law enforcement is very common.

Leadership: ***No Leader.*** The trading post operates with no leadership, which could lead to unresolved disputes.

Population Wealth: ***Destitute.*** Most of the population consistently lacks the barest essentials of what they need to survive.

Crime: ***Common.*** Most are used to hearing about trouble every day or two. Everyone knows someone who's been a victim of crime.

- (+3 to **urban encounter** rolls)

Points of Interest

Number of Shop Locations: 12

Shops: Baker, Bank and Exchange, Butcher, Cooper, General Store, Herbalist, Rare Trade Goods, Smithy, Tailor, (3) Wainwright

Number of Service Locations: 2

Services: Inn, Tavern

Extra Intrigue

Recent History: ***Neutrality.*** The trading post has always professed neutrality, setting itself apart as a safe haven, even if pressured by nearby settlements.

Politics: ***Embattled.*** Opposing enemy forces surround the trading post on all sides, and it finds itself located in the midst of (though not necessarily participating in) an ongoing conflict.

Events: ***Caught Red-Handed.*** A shop owner has caught a thief and is threatening them with a weapon in the street, as they beg for mercy.

Opportunities: ***Missing Person.*** A local has gone missing, possibly a child, and rumors abound. Some talk of monsters, but their whispers are quickly dismissed as fairy tales. Others have theories, but none have yielded fruit.

Weather: ***Mild.*** The best kind of day that could be expected for the season. Rain or snow is light, if at all. Winds are soft.

Danger Level: ***Rare.*** This trading post is built in a place known to be extremely safe; danger or hazards are a rarity.

Danger Type: ***Cult.*** There is a cult within the trading post. The cult may be known, and present a direct form of threat, or they may be unknown, and the dangers they present may seem to stem from another source, or be unrelated.



Keel Crossing

By Ralph Stickley



A few generations back, the trading vessel *Guillemot*, holds packed with cargo, was swept upriver by a freak storm and wedged in the narrows. Without hope of shifting the ship, the crew set out to alert nearby settlements of the goods they had to offer. As luck would have it, the *Guillemot* had come to ground at the perfect place to act as a makeshift bridge across the river and, after selling off their original stock, the crew remained, extorting a toll from those who would cross, and setting up the modest trading post of Keel Crossing.

Further fortune followed, for the dam created by the ship (makeshift as it may be) created the perfect environment for a rare waterweed, invaluable for certain potions. After this discovery, the population boomed, spreading from the repurposed cabins and hold onto pontoons floating in the dammed lake and the surrounding banks (though bank-side establishments are held in lesser esteem than those on the true crossing). The settlement's only tavern, The Wrack and Ruin, is located in the captain's quarters and, while a little damp and listing at an alarming angle (much like everything in the settlement), it is decently maintained.

The residents of Keel Crossing have developed a reputation for knowing a little about everything when it comes to the state of the world, a benefit born of their contacts in the shipping industry, and their own steady stream of visitors. The settlement is small enough that there are few spots where a visitor's words cannot be overheard by some snooper eager for some tidbits they can pass on later.

Leadership is held by the descendants of the ship's captain, with the progeny of the other officers passing for nobility within Keel Crossing. Pure-bred Keelers are funny folk, coming from superstitious sailor stock and (if the rumors are true) suffering from one or two generations of inbreeding among the small crew. While suspicious of outsiders, their mercantile spirit will generally outweigh any misgivings.

Basic Information

Origin: *Accidental.* The trading post came about due to an accident, such as a caravan breaking down or mistaken directions. What was set up to deal with the accident eventually became the trading post.

Specialty: *Information.* This trading post is known as a source for reliable information. They may not know everything, but your chances of finding solid gossip, lore, news, or an intriguing tidbit here is good.

Age: *Established.* The trading post has been around for at least a couple of years.

Condition: *Fair.* The buildings are clean and sparsely decorated. Roads are flattened earth, possibly with gravel.

Visitor Traffic: *Groups.* Visitors are a rarity, though a few might be around.

Size: *Medium.* Up to 60 standing structures.

Environment: *River.* The trading post is near a steadily flowing stream, or other watercourse.

Community

Resident Population: *Congested.* Movement is difficult. Homes and common buildings are often at capacity.

Demographics: *Wide Distribution.* 20% primary race. All others reasonably well represented.

Disposition: *Neutral.* Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.

Law Enforcement: *Sheriff.* A single sheriff and a deputy keep things civil.

Leadership: *Hereditary.* A non-elected leader is in power, by virtue of their bloodline.

Population Wealth: *Prosperous.* Most of the population has enough to live a good life and, of them, a fair amount can even live comfortably.

Crime: *Uncommon.* Some in the trading post have run into a pickpocket or heard about a robbery but, when they do, it's a noteworthy occurrence.

- (+1 to **urban encounter** rolls)

Points of Interest

Number of Shop Locations: 10

Shops: Alchemist, Artist, Butcher, Carpenter, General Store, Herbalist, Magic Shop - Clothing, Rare Botanicals, Tailor, Wainwright

Number of Service Locations: 5

Services: Apothecary, Bathhouse, Hired Help - Brutes and Brawlers, Inn, Soothsayer

Extra Intrigue

Recent History: *Popular Producer.* The trading post was known for the production of a unique and/or popular item or service, which is now unavailable or no longer in demand.

Politics: *Revolution.* A nearby kingdom is in the throws of an uprising. Members of either side may be present in the trading post.

Events: *Caught Red-Handed.* A shop owner has caught a thief and is threatening them with a weapon in the street, as they beg for mercy.

Opportunities: *Political Intrigue.* A locally-known noble has gone missing recently. Perhaps they were traveling through and never made it to their destination? Perhaps no one even saw them leave at all…

Weather: *Fair.* A normal day for the season. Rain, snow or wind are average and manageable.

Danger Level: *Common.* Danger or hazards are commonplace. Preparation and caution are advised.

Danger Type: *Suspicious Locals.* Outsiders are often considered untrustworthy, and may be prime suspects in the event of crime.



Narb's

By Greg Spanier

Narb's Trading Post has been around for… well, no one *really* knows. If he was being honest, even Narb himself would likely tell you he doesn't really remember and, for one of his great age, wisdom and intellect, that's saying something.

For Narb is, in fact, a green dragon. Unlike many of his kin, he has taken a great liking to people (in the 'enjoying their company', sort of way, not the 'eating them, their families and their sheep', sort of way). He enjoys being around them, hearing their stories and learning about their lives. As the average green dragon doesn't tend to fit in conventional buildings, Narb has taken to altering his shape to a more convenient size. He assumes the appearance of a tall humanoid with a portly belly, but retains many of his draconic features, including his tail. His three-clawed hands can often be seen cleaning mugs, serving food or gesturing merrily to customers old and new while they talk. His face (identical to his typical draconic head, only down-sized appropriately to match his body) seems to always be smiling.

Narb owns both the local inn and tavern; both are, like the settlement, simply and collectively called 'Narb's'. The two establishments are built side by side and are a haven of welcome for all, be they hungry, thirsty, weary, or even lonely. Guests can expect to be greeted with cheer as well as good food, better drinks, and comfortable lodgings.

Over the years, Narb has also brought in other merchants and traders who have now set up permanent businesses in the trading post. These vendors have become like family to Narb and they do their best to extend that welcome to all visitors. Everyone living in the trading post abides by the same rule:

Whoever you are, wherever you roam;

As long as you're here, you'll feel like you're home.

At Narb's, the rule is as good as law. Trading posts, by virtue of their out-of-the-way nature, can sometimes attract some rough or unsavory folk. If anyone at all, however, causes disruption, a local will likely swoop in to inform them that such behavior isn't acceptable or tolerated. Troublemakers quickly fall in line or are sent packing. Though the settlement has no official law enforcement to speak of, it's fared well enough. It does, after all, have an ancient green dragon watching over it.

So come on down to Narb's. You'll feel like you're home.



Basic Information

Origin: *Crossroads*. The trading post is at the intersection of more than one major trade route.

Specialty: *Unscrupulous Contractors*. This trading post is known for having people who can get just about anything done, if the coin is right.

Age: *Unknown*. No one really knows when the trading post was established.

Condition: *Fair*. The buildings are clean and sparsely decorated. Roads are flattened earth, possibly with gravel.

Visitor Traffic: *Crowds*. It is typical to see some new visitors most days.

Size: *Small*. Up to 40 standing structures.

Environment: *Valley*. The trading post is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.

Community

Resident Population: *Congested.* Movement is difficult. Homes and common buildings are often at capacity.

Demographics: *Ever-Changing.* No discernible distribution. Racial representation lacks any sense of numerical dominance.

Disposition: *Friendly.* Locals are generally friendly, welcoming, and slow to take offense.

Law Enforcement: *Well-Equipped.* Law enforcement is very common.

Leadership: *Heredity.* A non-elected leader is in power, by virtue of their bloodline.

Population Wealth: *Affluent.* Nearly everyone is able to live comfortably, with a significant portion living in luxury.

Crime: *Uncommon.* Some in the trading post have run into a pickpocket or heard about a robbery but, when they do, it's a noteworthy occurrence.

- (+1 to **urban encounter** rolls)

Points of Interest

Number of Shop Locations: 10

Shops: Baker, Butcher, General Store, Tanner/Taxidermist, Herbalist, Magic Shop - Jewelry, Bank & Exchange, Magic Shop - Weapons, Tailor, Rare Libations & Fare

Number of Service Locations: 5

Services: Inn, Tavern, Stable, Hired Help - Hands of the Divine, Hired Help - Guides and Trackers

Extra Intrigue

Recent History: *Neutrality.* The trading post has always professed neutrality, setting itself apart as a safe haven, even if pressured by nearby settlements.

Politics: *Peace.* All is quiet, almost suspiciously so…

Events: *Troublemakers.* A pack of ruffians is making themselves a nuisance to the locals. Hostile encounters are escalating and might become violent.

Opportunities: *Missing Person.* A local has gone missing, possibly a child, and rumors abound. Some talk of monsters, but their whispers are quickly dismissed as fairy tales. Others have theories, but none have yielded fruit.

Weather: *Mild.* The best kind of day that could be expected for the season. Rain or snow is light, if at all. Winds are soft.

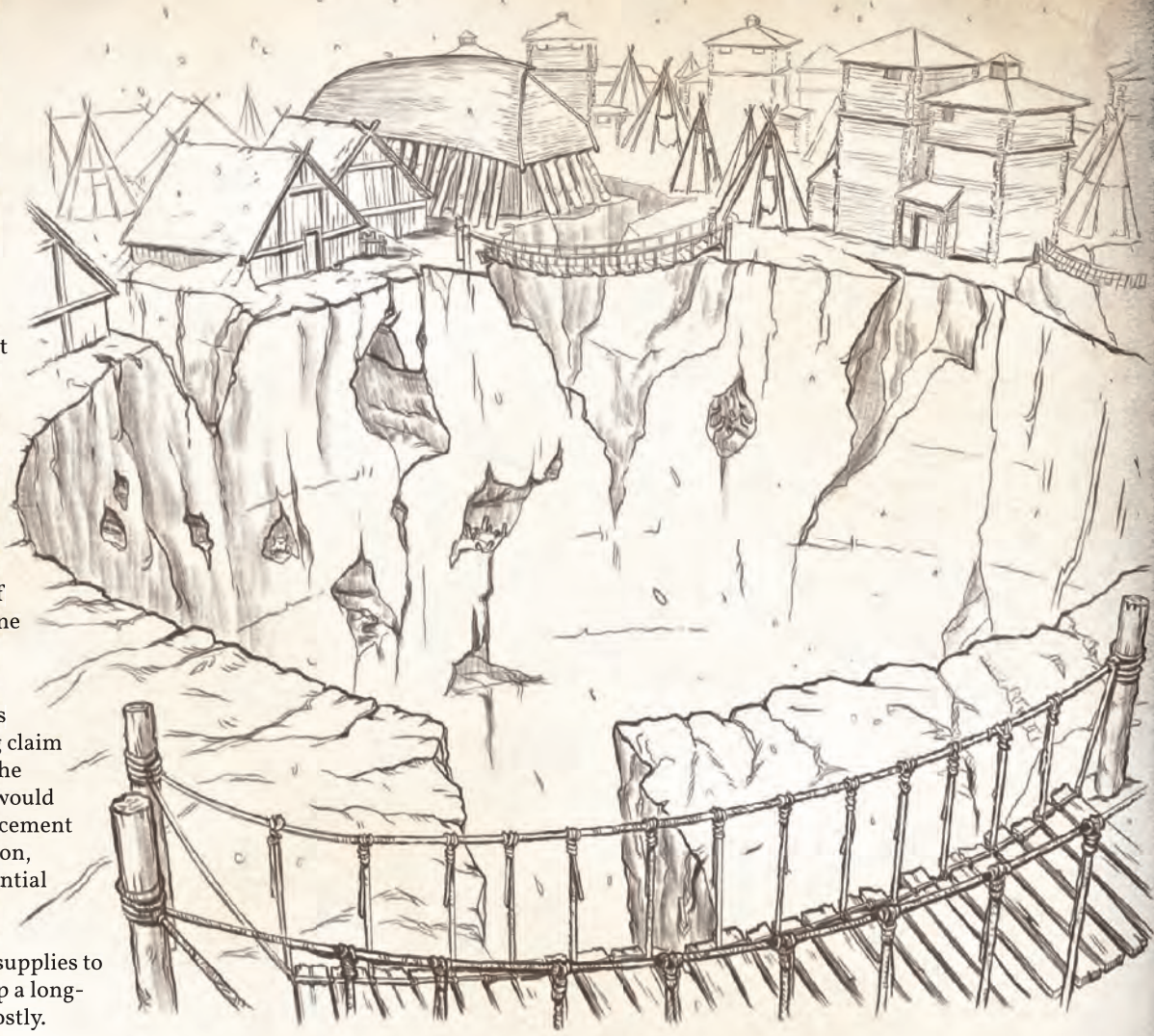
Danger Level: *Uncommon.* Danger or hazards are not encountered often, though preparation is encouraged.

Danger Type: *Raids.* The trading post is often raided by nearby groups of bandits, or packs of marauding creatures.



Noved

By Devon Chulick



Travel through the tundra, where the trading post is now located, used to be rare but, one day, a small merchant caravan set out to traverse the icy region. They hoped to cut some meaningful time off what would otherwise be a very long journey. While the merchants trundled across the ice, a great sinkhole gave way, exposing an intricate labyrinth of caves. It turned out that these caves were littered with rare minerals and exotic plant life. It was also harboring dozens of hostile creatures, who were none too happy at the disturbance.

Because of Noved's remote location, no other local powers seem to be interested in laying claim to either the settlement or to the frozen region itself. Doing so would involve establishing law enforcement miles from any other civilisation, which would demand a substantial commitment. Occupation of the area would also require various, necessary goods and supplies to be transported in, so setting up a long-term residency would prove costly.

However, despite these difficulties, the founding of Noved *has* allowed for more reliable trade between the regions on either side of the icy expanse surrounding it. Unfortunately, due to the monstrosities that wander the land, the journey is still quite unsafe. Many are aware of the threats present in the tundra and most opt to avoid it, but the allure of a more direct route for their goods and services can make the dangerous passage tempting.

Noved itself is also not immune to struggle, even from within. It lacks real leadership due to rampant crime, and the hostile creatures living within the caves. Because of these constant dangers, no single power has, so far, risen and stayed in a position of authority for long before meeting an untimely demise. Locals general respond to the question, "What happened to X?" with a stoic, and sometimes weary, "bigger fish". Even the bigger fish don't sit idly, though, because the wise know that in Noved, even the biggest fish isn't the biggest for long.

One recent occurrence of interest is the fact that some foreign mages have unexpectedly emigrated to Noved. When locals asked their new neighbours the reason for their move, they were told the mages wished to study, as the font of magic in the area is strong. Most folk, however, having little to no idea how to prove this either way, just nod, pretending to have any idea what the arcane scholars are talking about. Those mages who *are* native to the area, however, lend these outsiders some credibility. They too have noticed their abilities are heightened and bolstered in and around the trading post - but by what? Perhaps these newcomers are on to something that could change Noved forever...

Basic Information

Origin: *Accidental.* The trading post came about due to an accident, such as a caravan breaking down or mistaken directions. What was set up to deal with the accident eventually became the trading post.

Specialty: *Unscrupulous Contractors (Arcane Academics).* This trading post is known for having people who can get just about anything done, if the coin is right.

Age: *Established.* The trading post has been around for at least a couple of years.

Condition: *Ramshackle.* A few of the buildings look to be falling down. There are no formal roads, only trodden paths.

Visitor Traffic: *Crowds.* It is typical to see some new visitors most days.

Size: *Medium.* Up to 60 standing structures.

Environment: *Tundra.* The trading post is in a very cold environment.

Community

Resident Population: *Congested.* Movement is difficult. Homes and common buildings are often at capacity.

Demographics: *High and Low.* 80% primary race, 20% secondary race.

Disposition: *Unfriendly*. Locals don't care much for visitors, looking upon them with contempt, fear, or suspicion.

Law Enforcement: *Sheriff*. A single sheriff and a deputy keep things civil.

Leadership: *Local Council*. Prominent members of the community were chosen to lead the trading post collectively.

Population Wealth: *Average*. Most of the population have enough to live a modest life.

Crime: *Common*. Most are used to hearing about trouble every day or two. Everyone knows someone who's been a victim of crime.

- (+**3** to **urban encounter** rolls)

Points of Interest

Number of Shop Locations: 11

Shops: (3) General Store, Thatcher, Magic Shop - Jewelry, Rare Botanicals, Smithy, Herbalist, Tailor, Magic Shop - Weapons, Textile Production, Weaver

Number of Service Locations: 10
Services: (2) Inn, Doctor/Apothecary, Hired Help - Hands of the Divine, Hired Help - Brutes and Brawlers, Hired Help - Bows and Slings, House of Leisure, Hired Help - Assassins, Thieves and Spies, Bathhouse.

Extra Intrigue

Recent History: *Construction*. Certain parts of the trading post have been (or currently are) under construction. Tools, scaffolding, and other such elements can still be seen, as well as individuals working throughout the day.

Politics: *Lawless Region*. With the trading post outside the regularly frequented borders of any established kingdom, the generally accepted standards of justice don't seem to apply here.

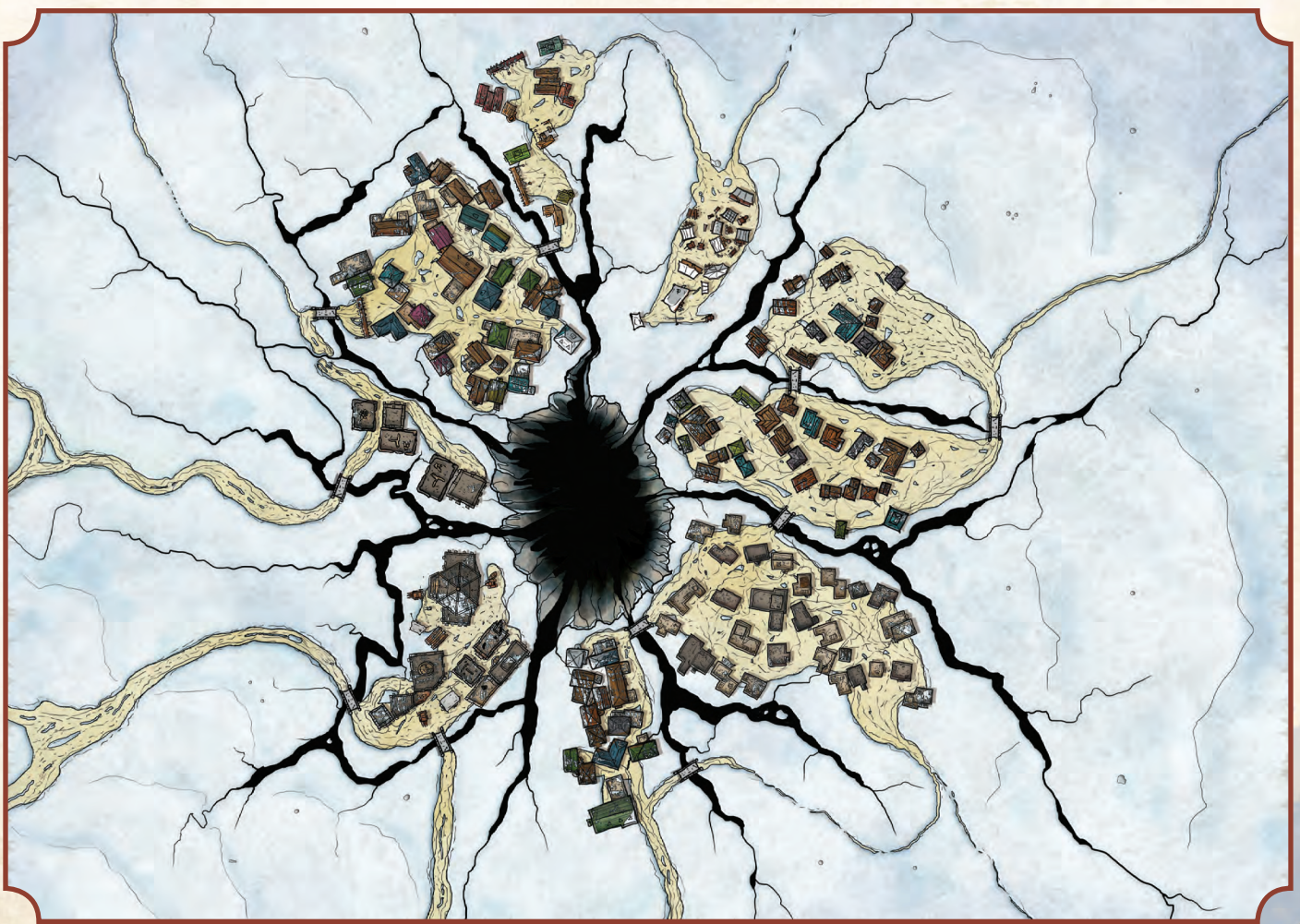
Events: *Strangers*. A large trade caravan just arrived, full of people locals have never seen, and some don't know what to make of them.

Opportunities: *Missing Person*. A local has gone missing, possibly a child, and rumors abound. Some talk of monsters, but their whispers are quickly dismissed as fairy tales. Others have theories, but none have yielded fruit.

Weather: *Mild*. The best kind of day that could be expected for the season. Rain or snow is light, if at all. Winds are soft.

Danger Level: *Common*. Danger or hazards are commonplace. Preparation and caution are advised.

Danger Type: *Cult*. There is a cult within the trading post. The cult may be known, and present a direct form of threat, or they may be unknown, and the dangers they present may seem to stem from another source, or be unrelated.



Villitharnia

By Thomas A. Koch



Hidden deep within a forest full of dangerous monsters, Villitharnia is a trading post only accessible to the most experienced adventurers (as well as anyone with enough coin to hire an escort there). The entire settlement is magically built into several huge redwood trees, some with trunks as wide as forty feet in diameter, scattered around a large clearing. At the very center is the largest of them - the heart of Villithrnia, a house of leisure called Villy's Sanctuary.

Villy's is an all-encompassing establishment of entertainment that features high-stakes gaming, musical entertainment, and treatments for relaxation. Up from the main hall is a massive chamber thick with gaming tables, and guests who carry on upstairs will find a bar and a performance stage with seating for some sixty guests or so. The uppermost floors feature various rooms for weary travelers.

Ten trees, smaller than Villy's but still massive, border the edge of the trading post's clearing. Here, high-quality goods and services can be found, particularly ones centred around magic. These include The Symbiotic Scroll, providing arcane texts that offer access to the highest levels of magic, The Black Wand, dealing in magic focused on the spheres of life and death, and The Open Hand, offering divine assistance and spells in the service of good. The Guild of Mages offers enchantment of arms and armor, adventuring assistance, and access to their library. The largest company in Villitharnia, however, is the Blue Sapphire Mercenary Company, which supports caravans in and out of Villithania, escorting anyone incapable of making the trip themselves. Given the trading post's dangerous location, business is booming.

Villitharnia was originally founded by a group of elves hundreds of years ago, and they remain the majority of its resident population. The other, smaller portion are halflings (no pun intended). Their presence here has grown, as they find it to be a place where the adventurous, or perhaps the foolhardy, thrive.

Indeed, halflings have become an integral part of the trading post; Villitharnia's motto, '*If we don't have it, we can find it*', generally refers to sending halflings out on a scavenger hunt. Each shop employs 'Halfling Recovery Agents'; scouts, clerics, wizards, fighters and rogues capable of delving into any dungeon and confronting any enemy. HRAs can accompany clients on missions, or can be hired to retrieve an item (or items) themselves. Prices are set by difficulty, with the optional addition of halfling life insurance.

Insurance policies guarantee that all measures are taken to complete a mission, no matter the obstacle. Without it, if an HRA dies while on a mission, so too does your contract. But, with insurance, ever more seasoned halflings will be sent out to finish the task until the object of the job is successfully retrieved and delivered. If a client knows the job is likely to be life-threatening, it is recommended that clients purchase this optional extra, despite the premium price tag.

Villitharnia's administration does not record halfling mortality rates, nor the halfling's opinion on it, yet the petite creatures continue applying for positions with great enthusiasm, so the industry is likely to remain a staple, at least for the foreseeable future.

Basic Information

Origin: *Military Outpost.* The trading post was built on the remnants of an old fortress or watchtower, the structures of which have long since fallen down or been repurposed by the locals.

Speciality: *Purchasing Connections.* This trading post is known for having folks who can find things. If they don't have (or know about) what you're looking for, they can direct you to someone who does.

Age: *Old.* The trading post was built around a hundred years ago.

Condition: *Fair.* The buildings are clean and sparsely decorated. Roads are flattened earth, possibly with gravel.

Visitor Traffic: *Crowds.* It is typical to see some new visitors most days.

Size: *Small.* Up to 40 standing structures.

Environment: *Forest.* The trading post is nestled among the trees.

Community

Resident Population: *Congested.* Movement is difficult. Homes and common buildings are often at capacity.

Demographics: *High and Low.* 80% primary race, 20% secondary race.

Disposition: *Hostile.* Locals seem very unfriendly toward visitors, and would likely make out-of-towners feel unwelcome. This could manifest as coldness, passive-aggressiveness, or even violence.

Law Enforcement: *Small Local Watch.* A sheriff, a deputy, and a handful of volunteer residents make up a token watch presence.

Leadership: *Oligarchy (Merchants)*. A few individuals hold sway, collectively, over the trading post.

Population Wealth: *Prosperous.* Most of the population has enough to live a good life and, of them, a fair amount can even live comfortably.

Crime: *Average.* Theft or mild violence can happen from time to time. Best to keep an eye out.

- (+2 to **urban encounter** rolls)

Points of Interest

Number of Shop Locations: 6

Shops: Blacksmith, General Store, Magic Shop - Books, Rare Libations and Fare, Rare Trade Goods, Bank & Exchange

Number of Service Locations: 8

Services: Inn, Tavern, Hired Help - Hands of the Divine, Hired Help - Magic Mercenaries, Hired Help - Hands of the Divine, Hired Help - Caravan and Mount, House of Leisure, Soothsayer.

Extra Intrigue

History: *Construction.* Certain parts of the trading post have been (or currently are) under construction. Tools, scaffolding, and other such elements can still be seen, as well as individuals working throughout the day.

Politics: *New Governance.* A new and unknown power has moved in to control the surrounding area. Locals may be in favor of, against, or neutral about it. Depending on the kind of governance, speaking out against the leadership may not be permitted.

Events: *Strangers.* A large trade caravan just arrived, full of people locals have never seen, and some don't know what to make of them.

Opportunities: *Political Intrigue.* A locally-known noble has gone missing recently. Perhaps they were traveling through and never made it to their destination? Perhaps no one even saw them leave at all…

Danger Level: *Ever-Present.* The trading post is constantly in peril. Encountering some form of hardship or adversity, when in the area, is almost guaranteed. It is never safe to go anywhere alone. Preparation and caution (even in and around the trading post) are critical.

Danger Type: *Monster.* The trading post is terrorized by a monster that roams the local area.



Wichapti

By Megan Roy



Let's be honest: adventurers have a tendency to get cocky. They spend so much time shining their swords and waxing lyrical about their tragic backstories that, more often than not, they forget to simply… look down. If those errant travelers *happen* to find themselves stuck in a maze of dry river beds, whose fault is it *really?* If those haughty do-gooders *happen* to fall into a little pit trap, or find themselves relieved of their resources and shelter, who's to blame? The good folks of Wichapti are happy to help adventurers on their merry way, should they pay a decent price for their services. Though, as a Wichapti local was overheard saying, "It doesn't hurt to slap 'em with reality in the process; two birds, one stone, you know?"

Wichapti is not your average trading post filled with whiny villagers pawning off rancid sheep's milk. It is filled with powerful people that know what they're good at and what they want. They spend most of their days in perpetual celebration, drinking away at the Wichap and dropping coin they've been 'graciously' gifted by travelers less wise than themselves. They make games of thieving to pass the time, playing hot potato with whatever magical goodies they can swipe from Takoda's Counter. Wichapti enforces no law and answers to no official power, and that suits them just fine.

Some of them do, however, answer to someone… a presence or, possibly, even a deity. They don't speak of it much, but the temple that was discovered deep below Wichapti was too magnificent to ignore. A lone path through the back wall of their cave slopes down to a hundred-foot-deep open-air chasm, at the bottom of which sits the temple. The entire roof of the temple is carved into the likeness of a screaming man, shouting into the empty space above him. Somehow, even in total darkness, the roof can be seen as clear as day. Inside the temple there are no pews, no decorations - nothing, aside from a single, stone table. All they've learned in decades is that whatever gets placed on this table disappears the following morning.

Wichapti's moral code may be questionable to some, but they're not heartless, and certainly not stupid. There's more to this temple than they know, that much is clear. But, just to be safe, the more superstitious types will take a trip down from time to time and leave an offering of sorts. Fruit, candy, a spoon, some leaves - whatever. They always disappear, and nothing good or bad has happened yet - or, at least, it hadn't - until Bemidii and Honani Pluck's daughter disappeared down there last week. Old Ayana at the general store watched her sneak down in the night, and she's yet to be seen since…

Basic Information

Origin: *Wilderness Expert.* The trading post was started when a trapper, hunter or guide set up a camp, in order to aid those passing through the area.

Specialty: *Unscrupulous Contractors.* This trading post is known for having people who can get just about anything done, if the coin is right.

Age: *Mature.* The trading post was originally built decades ago.

Condition: *Immaculate.* The shops and houses are spotless, and well-adorned with tasteful decorations. Roads are made of fine, smooth, well-placed flagstones.

Visitor Traffic: *Vacant.* No one seems to be visiting this place.

Size: *Small.* Up to 40 standing structures.

Environment: *Underground.* The trading post is within a large network of caves.

Community

Resident Population: *Appropriate.* Homes and businesses are comfortably populated.

Demographics: *Only two.* 60% primary race, 40% secondary race.

Disposition: *Hostile.* Locals seem very unfriendly toward visitors, and would likely make out-of-towners feel unwelcome. This could manifest as coldness, passive-aggressiveness, or even violence.

Law Enforcement: *None.* This could be good or bad, depending on one's point of view. Good, if the folk here are just that. Bad when mob justice is carried out on a petty thief.

Leadership: *No Leader.* The trading post operates with no leadership, which could lead to unresolved disputes.

Population Wealth: *Average.* Most of the population have enough to live a modest life.

Crime: *Common.* Most are used to hearing about trouble every day or two. Everyone knows someone who's been a victim of crime.

- (+**3** to **urban encounter** rolls)

Points of Interest

Number of Shop Locations: 6

Shops: General Store, Herbalist, General Store, Alchemist

- ***Thatcher.*** Pluck's Thatchery, run by Bemidii and Honani Pluck. Locals credit them for creating the poorly-patched sinkholes in the dry river bed outside of Wichapti, warranting many injured travelers to pay for guidance and assistance at the trading post. The Plucks get a 10% share of all hired help earnings because of this.
- **Magic Shop - Miscellaneous & Curiosities.** There is little rhyme or reason to the magic-touched odds and ends that find their way to Takoda's Counter. Just pay no mind to whatever signs of wear or personalization the goods might possess — they're humanely sourced, they promise.

Number of Service Locations: 8

Services: (2) Inn, Hired Help - Guides and Trackers, (2) Apothecary, Hired Help - Caravan and Mount, Hired Help - Bows and Slings

- **Tavern.** Unlike a traditional tavern building, Wichap (the tavern after which the trading post was founded & named) is a large open-air unwalled bar at the center of the settlement. Most everyone in the settlement spends more time here than in their own homes (if they have one there at all).
- **Hired Help (all).** Wichapti does not hide the fact that it thrives off of capitalizing on the misfortunes of others. The dry river bed that many are forced to traverse outside of the post is kept unprotected (or intentionally trapped) to force travelers to hire guides, protectors, or mounts for a *very* high price.

Places of Worship:

Size: *Temple.* A grand building, replete with elements like high ceilings, plush furnishings and other impressive ornamental and/or architectural features. It can contain nearly a thousand attendees.

Fervency of Local Following: *Fervent.* Followers are outspoken with little or no fear of reproach. They may sing or speak to the masses.

Alignment: *Neutral.*

Extra Intrigue

History: *Wartorn.* The trading post was occupied by military forces, and suffered damages, during wartime in the recent past.

Politics: *Lawless Region.* With the trading post outside the regularly frequented borders of any established kingdom, the generally accepted standards of justice don't seem to apply here.

Events: *High-Class Visitor.* A wealthy aristocrat is passing through and throwing their money around. It seems like anything can be bought, and no price is too high.

Opportunities: *Missing Person.* A local has gone missing, possibly a child, and rumors abound. Some talk of monsters, but their whispers are quickly dismissed as fairy tales. Others have theories, but none have yielded fruit.

Weather: *Fair.* A normal day for the season. Rain, snow or wind are average and manageable.

Danger Level: *Ever-present.* The trading post is constantly in peril. Encountering some form of hardship or adversity, when in the area, is almost guaranteed. It is never safe to go anywhere alone. Preparation and caution (even in and around the trading post) is critical.

Danger Type: *Environmental*. The environment in which the trading post exists is hazardous. It could be subject to frequent earthquakes, volcanoes, floods, mudslides, avalanches, frequent storms, or the like.





Villages



Villages

The door of a tiny cottage opens onto a misty morning. A villager goes to draw water to start the day. A pair of chickens kick up the dust around his feet, in a flurry of feathers, and he shoos them away, goodnaturedly. As he arrives back to the cottage, he finds his daughter outside, starting a cookfire. He pours his water into a pot and hangs it up over the crackling wood.

All around, other individuals and families are partaking in this familiar morning routine. Mothers barely throw a jacket over their little one's shoulders before they scamper off to play around the feet of their older siblings, who have already begun their chores, and the adults are beginning their day's work.

You wander into the village as the sun begins dissolving the mists, greeted by the occupants on their way to the fields, one of whom asks about the journey that brought you here. Observations about the weather are shared, as well as some news from where you were.

You explain that you've seen some difficulty in the past few days and ask for lodging. As the village is unused to, and ill-equipped for, visitors, there is nothing akin to an inn here, but the fieldworker kindly invites you to stay in their little cottage in exchange for an extra pair of hands to bring in the harvest.

Over the next few days, you get a taste of rural life, meeting the members of the community, hearing stories, and enjoying the simplicity that such a life can provide. You learn of the village's own hardships, and those of their neighbors; none are spared life's difficulties in these parts. Just last year, a storm ravaged the area for four days without ceasing. The floods destroyed crops, drowned animals and, even more tragically, a child. Recovery has been difficult, but their determination and resourcefulness has always seen them through.

After what feels like an all-too-brief stay, you decide it is time to depart, and it is not without some sorrow. The villagers have begun to feel like family, and you readily vow to return soon.

Found in the backcountry, scattered hither and yon within the realms, villages are commonplace settlements most adventurers will come across frequently, during their travels. They can exist almost anywhere, so long as there are basic resources available to sustain them. Villagers often, by virtue of a rural existence, live an arduous life and experience hardships many other settlers are spared from. Their life is a simple one and, while it demands immense effort, the satisfaction and fulfillment they enjoy is that of fresh air, community, and self-sufficiency.

Villages are communities vital to the lifeblood of a kingdom. The dominant feature of a village is what it produces, which defines its value to those outside of it. These are communities that are small, and not heavily developed. A village is not where one goes to get resupplied, or to take up a great quest, rather it is a place that may be in need of able bodies, whether it be to fulfill a task that no one else is qualified for, such as driving away a local threat, or something more mundane like some extra hands to help to fetch in the harvest. Some folks may even end up there by accident. A village's people might show their gratitude with lodging in their homes, or by providing a home-cooked meal.

Certain members of the village will make regular trips to the nearest town to sell their goods on market day, usually to those who will refine it. They will then take their earnings and buy what their family, or perhaps the whole village, needs and bring it back home. These earnings may also be used to hire help, in the form of farmhands, or even guards for the return journey, depending on how dangerous it is.



Overview

In this chapter you will go through sections called steps. Each step will include tables. You will roll a die (unless they have you reference previous information about your settlement, such as its size). Find your roll (or appropriate information) in the left-hand column. In the right-hand column will be your result. We encourage you to make a note of these results; the Villages Settlement Sheet is available for you to record your rolls, and can be found in the back of this book and at www.nordgamesllc.com.

Certain results will give you modifiers. Most modifiers will add or subtract from a future roll (though some may have you roll a different die, or tell you to add a feature or location to your settlement).

No matter how high or low a modifier makes a roll, your result can never be higher or lower than the highest and lowest results on a table.

Important

Modifiers will never have you modify previous tables or results. Anything being modified will always come after.

Progress through this chapter by going through these steps:

- **Step 1: Basic Information**. The tables in this section will provide broad or fundamental details about your settlement.
- **Step 2: Community**. The tables in this section will provide details about the people that live here and certain aspects of society.
- **Step 3: Points of Interest**. The tables in this step determine what locations are in your settlement, including shops, services and places of worship.
- **Extra Intrigue**. This is an optional step, filled with tables that can add additional flavor to the settlement.

Step 1: Basic Information

Below you will find a variety of attributes such as **age**, **condition** and **size**. Using these attributes and their tables, you will be able to build out the basic information for your village. Some attributes might have an effect on others via modifiers which are written into the tables. For example, the **condition** of the village modifies its **population wealth**.

Keep in mind that any modifiers are completely optional and are not required if you have an existing vision for your village. When rolling for outcomes with modifiers, results of 0 or a negative number should be considered an outcome of 1. Equally so, outcomes over the highest number on a given table should be considered equal to the highest possible number (i.e. on a d20 table, a 24 would be a 20).

Age

How old is this village? Of all the settlement types, a village is possibly the most fragile. If a village is new, that will also often indicate a smaller **population**, intent on working the land they've settled. If it is old, the population may be larger, due to growing families and increased generation of whatever they produce. It could, however, have dwindled. As a village's **age** increases, so too does the likelihood that it has encountered **hardships**.

d20	Age
1-5	**Recent.** The village was established within the past year. Those within the village are newly settled. (-5 to **population density** roll) (-4 to **hardship likelihood** roll)
6-10	**Established.** The village has been settled for a few years. They have been able to successfully sustain themselves, and the families have started to grow. (-2 to **population density** roll) (-2 to **hardship likelihood** roll)
10-14	**Mature.** The village has been around close to a decade or so. Production has been honed, and practices are optimized. Children born in the settlement may be old enough to start to lend a hand. (+0 to **population density** roll) (+0 to **hardship likelihood** roll)
15-18	**Old.** The village was founded decades ago. Production has reached peak performance, with the elder members of the community being old hands at the work. There are many adults in the village who were born there. (+0 to **population density** roll) (+2 to **hardship likelihood** roll)
19-20	**Ancient.** The village was established near to, or more than, a century ago. (+0 to **population density** roll) (+4 to **hardship likelihood** roll)



Hardships

Villages are, quite possibly, the most vulnerable of all settlement types. Unfortified, largely unarmed (unless you count farming and/or mining implements), and lacking sophisticated medical aid, a village can be ripe for disaster. The longer a village has been around, the more likely that it has seen its share of **hardships**.

One would hope that if hardship had struck a significant enough time ago, the village may have recovered from it or, at least, worked toward doing so. The hardship tables will modify later attributes which reflect the *current* state of the village. If you decide that a hardship happened a long time in the past, it is up to you to explain why the village may not have returned to the status quo.

Hardships, depending on whether they happened weeks, months, years, or even decades ago, will leave a lasting impression on the villagers. This could help shape the backstories and dialogue options for your NPCs.

Idyllic Villages

If your intended goal is to create a village that is happy, serene, or simply uncomplicated by difficulties, you may opt out of rolling for hardships. These are meant to add history and texture to the fabric of your village's story but, if you have other ideas, those are what's most important.

Below are three tables. Roll on these to see what has happened to the village up until the present.

Hardship Likelihood

How much hardship has the village seen? Has it been through a great deal of strife, or perhaps got lucky and had an easy time so far? Roll on the table below to find out. Your result will determine how many times you roll on the two tables that follow.

Modified by: age

d20	Hardship Likelihood
1-2	**No Hardship**. The village has been lucky, and nothing has troubled it so far.
3-6	**One Hardship**. The village has experienced one notable time of difficulty.
7-14	**Two Hardships**. The village has gone through a couple of hardships.
15-18	**Three Hardships**. The village has experienced three difficult situations.
19-20	**Four Hardships**. The village has been beset by four trying times.

Two tables follow: **hardship type** and **hardship outcome**. Roll once on *each* table for *each* hardship your village has experienced. The 'type' determines what the hardship was, while 'outcome' determines how harsh the losses were.

Important: Each entry in the hardship type table ends with one or more attributes that will be modified by hardship outcome. The following example will show how this works:

Example

A 17 is rolled on the **hardship likelihood** table, giving the village three hardships. This means we will roll on the **hardship type** and the **hardship outcome** tables 3 times. Here are our results:

(3) Raid / (6) Catastrophic losses.
(-5 to: settlement size, population wealth and population density)

(4) Famine / (7) Moderate losses.
(-2 to: population density)

(6) Inter-community conflict/violence / (5) Heavy losses.
(-3 to population density and disposition)

The attributes affected are shown in each 'type' box.

Identical modifiers are added together. For example, **population density** is affected by all, so the cumulative population density modifier will be -10 (-5 plus -2 plus -3).

When you roll your population density, note the roll prior to modification. Imagine that roll is the state of the village *before* the hardships happened, and then each hardship took it down to its current size.

Hardships are never easy and, for a village, it is nigh-impossible to emerge from one without some kind of loss. Even in the best circumstances, *something* will be lost. This is why even the most positive outcomes have some detriment. How you apply these losses tells a story.



Hardship Type

If your village did endure any hardships, what were they? Roll on the table below once *per hardship* to find out.

d8	Hardship Type
1	**Plague**. The community fell victim to disease. **Modified attributes**: population density
2	**Bandits on the Road**. On the way to or from market, the village's caravan was set upon by bandits. **Modified attributes**: population wealth
3	**Raid**. The village was raided by marauders. **Modified attributes**: size, population wealth, population density
4	**Famine / Food Shortage**. If the village normally produces some kind of food, it did not produce. If they typically get their food from the market, they had difficulties doing so for a time. **Modified attributes**: population density
5	**Harsh Weather**. The region was beset by nature's wrath. **Modified attributes**: condition, size
6	**Inter-Community Conflict/Violence**. A conflict between members of the community broke out and split the village, with dire consequences. **Modified attributes**: population density, disposition
7	**Loss of Community Leader**. A key member of the community died or went missing. **Modified attributes**: disposition
8	**Victim of War**. The village was struck by the ravages of war (passing or foraging armies, collateral battle damage, disease from war-related issues such as camp hygiene or illness from dead bodies). **Modified attributes**: condition, size, population density

Hardship Outcome

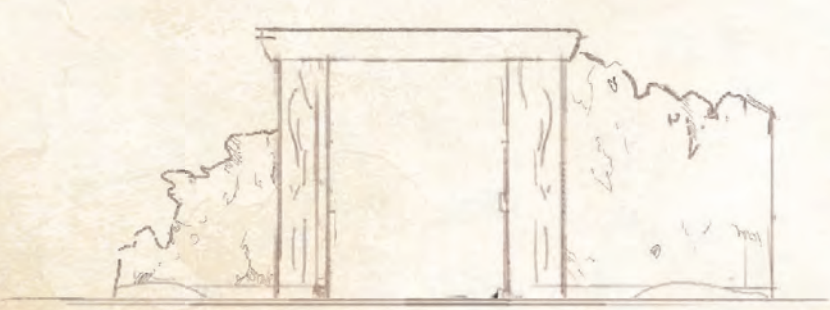
When hardship struck the village, how did it fair? Roll on the table below once *per hardship* to find out.

Reminder: The modifiers listed below apply to the attributes from **hardship type**.

d10	Hardship Outcome
1-2	**Catastrophic Losses**. The village's losses were brutal, and excruciatingly difficult, or even impossible, to recover from. **Modifier**: -5 to roll(s) to hardship type 'Modified attributes.'
3-4	**Terrible Losses**. The village's losses were crushing, and incredibly difficult to recover from. **Modifier**: -4 to roll(s) to hardship type 'Modified attributes.'
5-6	**Heavy Losses**. The village's losses were awful, and recovery is proving difficult. **Modifier**: -3 to roll(s) to hardship type 'Modified attributes.'
7-8	**Moderate Losses**. The village's losses were rough but recovery is likely, though may be tough. **Modifier**: -2 to roll(s) to hardship type 'Modified attributes.'
9-10	**Minimal Losses**. The village's losses were as little as could have been hoped for, and recovery should be very possible, or even inevitable. **Modifier**: -1 to roll(s) to hardship type 'Modified attributes.'

Option: Attribute Specific Outcomes

As written, a hardship outcome roll modifies all the attributes affected by one hardship type. If you'd like an additional layer of granularity, you could roll on the **hardship outcome** table *for each individual attribute* within a given hardship type. Exploring why some attributes were affected more or less than others could provide interesting story opportunities.



Size

The **size** of a village is the number of currently standing structures. This means that you *could* have a village that was previously very large, but experienced an event that destroyed half of its buildings, reducing its present-day size to 'medium'.

Think about your roll on this table as the village's original or natural size. Once you apply any modifiers from previous tables to that roll, imagine the village changed from its original size to the one the modifier(s) adjust it to. Wherever they came from is what *caused* the change.

Modified by: hardship type/outcome (if rolled)

d20	Size
1-2	**Very Small**. Up to a dozen standing structures.
3-6	**Small**. Up to 30 standing structures.
7-14	**Medium**. Up to 60 standing structures.
15-18	**Large**. Up to 90 standing structures.
19-20	**Very Large**. Up to 120 standing structures.

Hamlets

Hamlets are similar to villages, but on the smaller side. If your village is on the lower end of the size table, perhaps it's a hamlet; just one or two families and little else other than dwellings?

Condition

The **condition** is, perhaps, the key feature that gives your village a real visual identity. This paints a picture of what one would immediately notice when they walk in. Are things falling apart, or are they well-maintained and built to last? Is the current condition the normal state of the village, or has something happened to alter it?

Modified by: hardship type/outcome (if rolled)

d20	Condition
1-2	**Ruined**. The village is little but rubble and debris with, perhaps, a few exceptions. This could have been the result of a war, raid, earthquake, or storm. (-6 to **population wealth** roll)
3-6	**Dilapidated**. The village is in a state of disrepair. Some buildings may be coming down, or may have been built in a shoddy fashion. Cleanliness is not a priority. (-3 to **population wealth** roll)
7-14	**Simple**. Most buildings are organized and seem sturdy enough, though there is nothing remarkable. The streets are clear enough to move through, but may be uneven and rutted. (+0 to **population wealth** roll)
15-18	**Hearty**. Everything here appears to be well-built and robust. The village seems mindful of cleanliness and the settlement's upkeep. Roads and paths are well-groomed and flattened. (+3 to **population wealth** roll)
19-20	**Immaculate**. The village is very well organized, and there is clearly a concerted effort to keep the village in the best shape possible. Cleanliness is a priority, as is maintenance. Roads and paths are plainly surfaced and clean. (+6 to **population wealth** roll)

Environment

Villages tend to be rural by their very nature. As established settlements attract more and more traffic, they grow and become towns and cities, so it would make sense that small villages would be in places without that kind of traffic. When placing a village in its environment, start thinking about how that village would survive, or even thrive, there. This can help to color what your village will ultimately be.

The tables and options available in this book are designed to allow settlements to be placed anywhere, regardless of environment. If you have an environment in mind for your settlement already, feel free to skip, or manually select from, this table.

Suggested Resources. Later in this step you will determine **resources** for your village. While you are not restricted in any way, keep in mind that certain environments may lend themselves better to certain resources. For example, coastal environments are more likely to have fishing as a resource, while underground environments are more suited to mining.

d10	Environment
1	**Coastal.** The village is near a large body of water, such as a lake or ocean.
2	**Forest.** The village is nestled among the trees.
3	**Mountains.** The village is found on stony passes or soaring peaks.
4	**Plains.** The village is in the wide open fields.
5	**River.** The village is near a steadily flowing stream, or other watercourse.
6	**Swamp.** The village is in, or near, a vast area of stagnant water.
7	**Underground.** The village is within a large network of caves.
8	**Valley.** The village is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.
9	**Tundra.** The village is in a very cold environment.
10	**Desert.** The village is in a dry and arid environment, likely covered with vast sand dunes.

Specialty

A village's specialty is likely the reason it exists in the first place and is, potentially, the main thing, that the village is known for, such as a particular crop, or the craft of a certain item. It may even simply be an aspect of the place itself, such as being a place where one can do or see something.

Roll on the following table, and note the specialty. Once you add **points of interest** to the village, make sure to have an appropriate place for your facet (i.e. if you're known for good drinks, you need a place to get a decent pint).

d6	Specialty
1	**None**. The village is unremarkable, or not widely known for any particular thing.
2	**Food or Drink**. Someone in the village makes a particular food or drink (such as bread, stew, produce, ale, wine, etc.) that has gained some notoriety. They may own an establishment, but could easily just sell it out of their home.
3	**Location Proximity**. The village itself may not be very special, but it is near somewhere that is, such as a stunning vista, or a site of historical significance.
4	**Livestock**. The village is known for breeding strong and healthy (perhaps, even pedigree) animals, such as horses, cattle, sheep, etc.
5	**Crop**. The village is known for a particularly notable crop. This could mean rare, high-quality, plentiful, or a mix of the three.
6	**Crafted Goods**. The village is known for the craft of a certain item, or type of goods, widely liked and highly valued, such as hand-crafted furniture, a category of clothing item, etc.

Resources

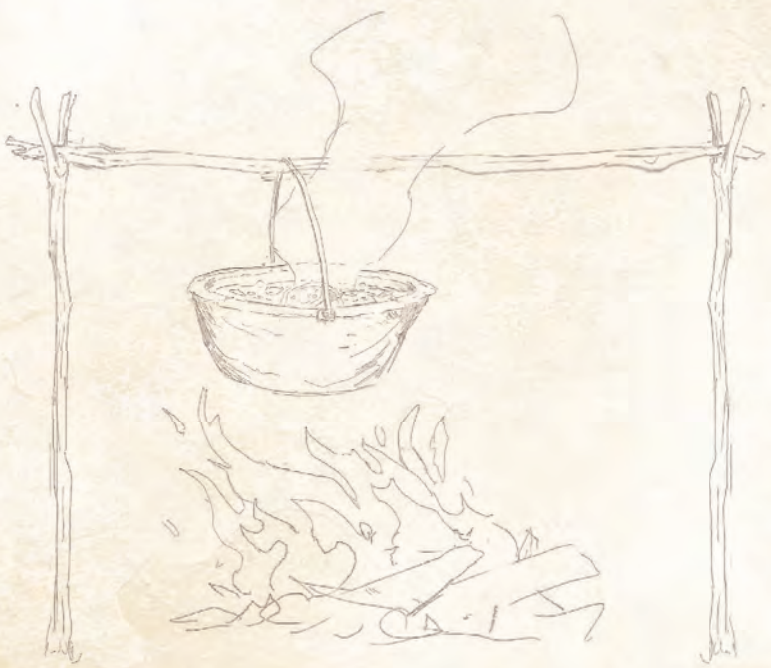
How do the villagers get by from day to day? What do they spend their time doing? How do they put food on the table and keep a roof over their heads? This can be related to the village's specialty, but does not have to be.

A hallmark of a village is that they are often self-sufficient, for the most part, but resources can also be considered what the village exports. These are typically sent in bulk to a recipient (such as a liege lord, or as part of a trade agreement with another village) or taken to market at the nearest town or city.

Providing for the Village

Villages have resources they revolve around. Often, whole portions of the community may be involved in some, or all, aspects of processing that resource. As a result, it can be expected that goods-producing villages will feature an establishment where one might acquire some of those particular items. This differs from a trading post, where a variety of shops are likely to be found regardless of where the trading post is, or who lives there.

Below, if you roll a **resource**, you'll also find **locations** directly related to that resource. Your village may have one or more of the locations noted, depending on the resource. These can take whatever form you wish (shop, storage, etc.) or simply just flavor for your village.



d10	Resource
1	**Crops**. The village is surrounded by fields or orchards that produce wheat, barley, grapes, vegetables, fruit, etc. These are harvested in their raw forms, and the excess is sold or traded. **Location(s)**: farm(s), mill(s) and/or storage locations (silos or barns).
2	**Dairy**. Pastures contain cows, goats, or sheep for milk, or chickens (or similar) for eggs. Additional animals may also be bred for sale. Due to milk's tendency to spoil quickly, it might only be sold at nearby towns or markets. If the produce needs to travel longer distances, perhaps the village makes butter, cream, or cheese instead. **Location(s)**: cellar, creamery, field/barn/coop
3	**Herbs**. Herbs grown in the village are used for alchemy, medicine or, simply, cooking, and are typically tended by an individual, due to their more specialized, and potentially dangerous, nature. The individual may have had some degree of medical, or arcane, training. Note: Unless the village is extremely small, it is unlikely that herbs are a village's sole focus. **Location**: herbalist's hut and gardens
4	**Fishing**. The villagers utilize the bounty of the nearest stream, river, lake, or ocean. The village's proximity to neighboring settlements dictates how the fish can be sold. If remote, the fish might be dried and salted; if nearby, they could be sold fresh. **Location(s)**: fisherman's stand, wharf/pier
5	**Livestock** (**Labor**). Animals are bred here to perform a particular job. These include plough and war horses, donkeys, cattle, and oxen. The breeding and raising of these animals can be a long process, so trade is likely seasonal, and the animals expensive. **Location(s)**: stable or barn
6	**Livestock** (**Meat and Hides**). Animals are raised to be slaughtered for meat, including cattle, pigs, and sheep. Some may be kept to feed the village, but excess animals (live or butchered) would be sold or traded. **Location(s)**: barn or pens, small butcher's shop
7	**Livestock** (**Shearing**): Llamas, sheep, goats, and/or yaks are shorn in the village, the wool bundled and taken to market. The village may also produce its own woolen goods for sale. **Location(s)**: shearing shed, storage, fields/barn, small stall/shop
8	**Logging and Lumber**. Trees are planted and harvested, sustainably. Harvested trees are hand-trimmed of branches, and logs are used, traded, and sold. Villagers may also process wood to craft wooden goods. **Location(s)**: logging camp, carpenters workshop
9	**Mining**. Raw metal ores are excavated from the ground, cleaned and sorted, and then used, traded, or sold. It is possible the mine is owned by a noble or kingdom, who sends transport to pick up excavated materials. Ores may be processed in the village and turned into metal goods. **Location(s)**: foreman's station, mine, smithy
10	**Quarrying and Masonry**. Stone is removed from the landscape in either raw, unrefined pieces, or cut into blocks for various purposes. It is possible the quarry is owned by a noble or kingdom, who sends transport to pick up excavated materials. A local mason may build using the excavated stone. **Location(s)**: mason or foreman's station

Barter

Some villages may be so remote that gold and silver is of little value to them. It may be that in order to 'purchase' something from a villager, an exchange of goods would be required, rather than money. This could pose a challenge to wealthy adventurers who have plentiful coinage on hand, but not much in the way of disposable resources.

Optional Resource

(You may choose this if it appeals to you and/or makes sense for your village.)

Ice. Keeping certain items cold is a necessity, and a village with access to ice would be in a great position to store meat, fish and dairy products. If your village is located in a very cold region, it may even be possible to collect and sell this valuable resource to those in warmer climes.

Ice would likely be cut in huge blocks in the mountains or frozen lakes. It would be transported insulated in a material such as straw or sawdust (or kept cool by the regular addition of fresh snow). At the destination, it would be placed in an insulated ice house, dug into the earth, and kept raised off the ground. From here, ice could be sold or used.

Location: ice house

Recent History

Village gossip is a major aspect of day-to-day life. What do the villagers talk about? What topics are discussed by the village elders, or folks gathered around the local well? These are events that may have occurred within the past few weeks or months, up to a year, at most.

d12	History
1	**Animal Issues**. Livestock, or pets, may have been ravaged by local wildlife, or monsters, or animals may have been struck by sickness or pestilence.
2	**Attacks**. Members of the community have been attacked, either by briggands or, perhaps, monsters.
3	**Bumper Production**. A staple resource of the village has yielded very well, recently.
4	**Out of Favor**. The village has been subject to the ire of a nearby ruler, or entity.
5	**Entertainment**. A certain form of entertainment is proving popular, whether a game or pastime, the arrival of a storyteller or musician, or something else.
6	**Fear**. Something unnerving, or frightening, has happened recently.
7	**Good Fortune**. The village has received favorable notice from a nearby ruler, or entity of note.
8	**Infestation**. Some form of vermin, or pest, has recently beset the village, and has become an ongoing issue.
9	**Poor Production**. A staple resource of the village has yielded poorly of late.
10	**Power Vacuum**. The death, or absence, of a local leadership figure, or figures, has led to internal strife within the community.
11	**Safe Haven**. The village has become a sanctuary for refugees, or those in need.
12	**Wartorn**. The village was occupied by military forces, and suffered damages, during wartime in the recent past.



Step 2: Community

A village, more than any other kind of settlement, is closest to a family. It is typically small enough that most folks know everyone else, or near enough. The bonds between most who live in the village are very tight and, often, many residents are related, either through blood, or marriage. These tight-knit bonds create a dependence within the community upon each and every person, and it can be difficult to find individuals who don't contribute in some way.

This also means that when something happens to a small portion of the community, it easily affects the whole.

Population Density

Village **populations** are among the smallest of all settlement types. They can be as small as just a few families up to, in rare cases, around a thousand people. The amount of people in a village is tied closely with its **age** and opportunities for work, as villages are founded by individuals intent on utilising the local **resources**, later populating the area with family and friends.

External forces and **hardship types,** such as war or disease, may impact a village's population.

Modified by: hardship type/outcome (if rolled)

d20	Population Density
1-2	**Skeleton**. There are only enough people here for the village to function at its most basic level. (+2 to **crime** roll)
3-6	**Sparse**. People are living here, but not many. They are able to handle all tasks that need doing but, perhaps, with some difficulty. (+1 to **crime** roll)
7-14	**Populous**. There are enough people here for the village to manage all tasks without difficulty. (+0 to **crime** roll)
15-18	**Dense**. The village seems to have a large amount of people for its size. There are many hands available to help with any work that needs doing. (-1 to **crime** roll)
19-20	**Congested**. The village has as many people in it as it can hold, and camps may be cropping up on the outskirts. There are plenty of hands available to help with work but, unless the work is very large-scale (such as quarrying), there may be at least some idle people. (-2 to **crime** roll)

Demographics

Depending on where the village is, and its proximity to other destinations, one might find different people within its borders.

The table below presents different distributions of fantasy races that could be residing in your village. These races can be whatever you like, however we suggest using the locations and regions near the village as a reference for what the race or races might be.

d20	Demographics
1-8	**Only One**. 100% primary race.
9-12	**Only Two**. 60% primary race, 40% secondary race.
13-15	**Normal Distribution**. 50% primary race, 25% secondary race, 15% tertiary race, 10% other.
16-17	**Wide Distribution**. 20% primary race. All others reasonably well represented.
18-19	**High and Low**. 80% primary race in high social standing, 20% secondary race, in lower social standing.
20	**In Flux**. No discernible distribution. Racial diversity seems random, with no sense of organization or numerical dominance.



Disposition

Villages, being relatively small groups of people, tend to have very unified overall **dispositions**. Their attitudes can be the result of recent events, past history, regional issues, or tensions common in the area.

Modified by: hardship type/outcome (if rolled)

d20	Disposition
1-2	**Hostile.** Locals seem very unfriendly toward visitors, and would likely make out-of-towners feel unwelcome. This could manifest as coldness, passive-aggressiveness, or even violence.
3-6	**Unfriendly.** Locals don't care much for visitors, looking upon them with contempt, fear, or suspicion.
7-14	**Neutral.** Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.
15-18	**Friendly.** Locals are generally friendly, welcoming, and slow to take offense.
19-20	**Open.** The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome.

Law Enforcement

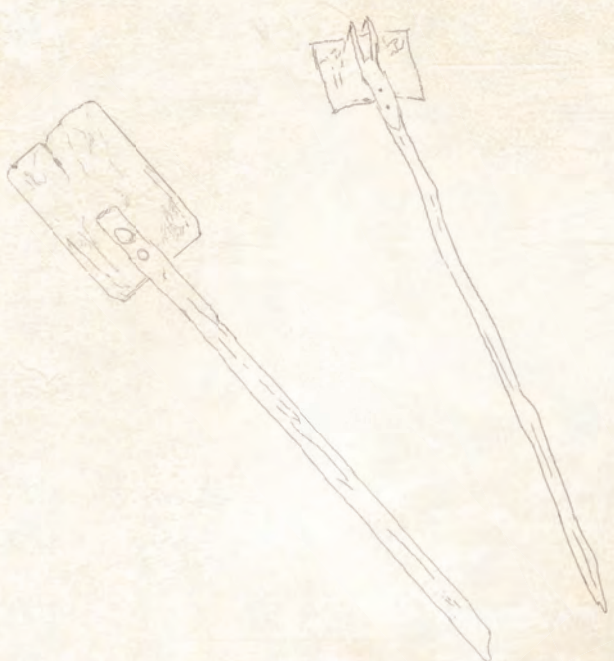
Since villages are rural communities, formally established officers or organizations are rare. You are most likely to see a group of the locals who have taken it upon themselves to enact order, but likely have little, or no, official sanction.

d20	Law Enforcement
1-3	**None.** This could be good or bad, depending on one's point of view. Good if the folk are honest enough that policing is unnecessary, but bad when you need to call for help. (-2 to **crime** roll)
4-10	**Disorganized Rabble.** The quintessential village mob, with little to no organization. This is usually formed on the spur-of-the-moment to address a particular issue. (-1 to **crime** roll)
11-14	**Organized Rabble.** Perhaps better than the alternative, this group has guidance and leadership in the form of an individual, or small group. They may or may not be competent. (+0 to **crime** roll)
15-18	**Sheriff.** A single, officially sanctioned sheriff looks to maintaining order within the village. If they require additional help, they request it from the villagers, who may assist in a temporary capacity. (+1 to **crime** roll)
19-20	**Sheriff and Deputies.** A sheriff and a handful of deputies, who are officially sanctioned authorities, maintain a firm hold on the village. They maintain civility in an official capacity. (+2 to **crime** roll)

Leadership

Village **leadership** can sometimes be formal, but can also be organic or unorganized.

d6	Leadership
1	**No Leader.** The village operates with no leadership, which could lead to unresolved disputes.
2	**Natural Village Elder.** The village recognizes a wise individual, and informally acknowledges them as an authority figure.
3	**External Ruler.** The village owes fealty to a ruler who is located outside the village itself.
4	**Local Council.** Prominent members of the community were chosen to lead the village collectively.
5	**Single, Elected Leader.** The locals democratically voted for their current leader.
6	**Anarcho-Syndicalist Commune.** The members of the village take turns as a sort of executive officer for the week.



Population Wealth

The **wealth** of a village may present differently to that of other settlements. Being typically rural communities, obtaining large quantities of expensive and ornamental possessions may be more difficult, simply due to lack of availability, and may not be a priority, whether or not one has the coin. In well-trafficked areas, a wealthy villager, or village leader, could potentially have a collection of things, purchased from, or traded with, traveling merchants. In more remote villages, a wealthy individual might own more land, or have more animals. A village where business is booming might also attract traffic to the region from traveling merchants, or adventurers looking to make good coin for their wares.

Consider how the **resource** from **Step 1** may affect the **population wealth**. For example, if the resource is mining, and the population wealth is 'prosperous', then perhaps the mine produces precious metals instead of just iron ore. Another example might be if the resource is livestock, and the population wealth is 'impoverished', the livestock may have contracted an illness, or may have been stolen, and the community has yet to recover.

Modified by: hardship type/outcome (if rolled)

d20	Population Wealth
1-2	**Destitute.** Most of the population consistently lacks the barest essentials of what they need to survive. (-2 to **crime** roll)
3-6	**Impoverished.** Around half of the population struggles to carve out even a meager existence. (-1 to **crime** roll)
7-14	**Average.** Most of the population have enough to live a modest life. (+0 to **crime** roll)
15-17	**Prosperous.** Most of the population has enough to live a good life and, of them, a fair amount can even live comfortably. (-1 to **crime** roll)
18-19	**Wealthy**. The villagers are well off, perhaps even able to indulge once in a while. (-2 to **crime** roll)
20	**Affluent**. The villagers have plenty of disposable income and want for absolutely nothing. (-3 to **crime** roll)

Crime

Villages have the benefit of being relatively unattractive to criminals (at least, for the typical reasons). A thief is rarely going to waste their time stealing sacks of grain in a backwater village when towns and cities are nearby, ripe for the picking. Also, as previously mentioned, villagers likely all know each other, and one is less likely to steal from, or cheat, a friend or family member, without adequate cause. **Crime** is likely to be rare and, if and when it does occur, swiftly dealt with.

Depending on a community's **size** and the frequency of criminal activity, a certain group or groups may be linked to the crimes, such as a local trouble-making family, or gang. The community may well be familiar with them, which could mean that, while crimes take place, they are also resolved quickly.

Modified by: population density, law enforcement, population wealth

d20	Crime
1-2	**Average**. Theft or violence can happen from time to time. Best to keep an eye out. (+3 to **urban encounter** rolls)
3-5	**Uncommon**. Crime does not occur often but, when it does, it is a noteworthy occurrence. (+2 to **urban encounter** rolls)
6-10	**Rare**. Most villagers have had no personal experience with crime, and few know people that have. (+1 to **urban encounter** rolls)
11-20	**Little-to-None**. Most, or all, of the villagers believe the village is totally safe, and certainly haven't experienced any crime personally. (+0 to **urban encounter** rolls)

Urban Encounters

Urban encounters are intended to happen in-game while players are in your settlement and, as such, are not intended to be planned as part of game preparation or world building. The table for these can be found in **Appendix B: Encounters** (p. 442).



Step 3: Points of Interest

Points of interest in a village will be very different to what one would expect to find in a trading post, or even a small town. The folks that live in a village live simple, self-sufficient lives, generally keeping to themselves. Because of this, there are often few points of interest, save those that facilitate this sustainability.

Doubles

If you roll more than one of a location, treat it as another location.

Village Staple Buildings

Residents of a village do more than just work and sleep; other places are important, and in regular use. There are two in particular: places of worship, and places of gathering. You may simply elect to have one, or both, of these within your village, as they both usually make sense. When selecting, think about their importance in the community, and where they might be located. Traditionally, many villages are built around a central point, which could certainly be one of these. Below, you will find tables for how many of each might be found in villages of various sizes.

Places of Worship

The gods must have their due and, in communities like this, it is almost a sure thing that they do. One or more gods may be revered, with at least a shrine devoted to the deity, if not a chapel, or even full temple.

A d2?

Try using a coin as a 2-sided die. Count one side as 1, the other as 2.

Village Size	Places of Worship
Very Small	1
Small / Medium	1d2
Large / Very Large	1d2+1

Place of Worship Size

Roll on the table below for each **place of worship** in your settlement to determine their **size**.

d20	Place of Worship Size
1	**Secret**. The place of worship's size is unclear, as the location is not publicly known.
2-7	**Altar**. A small shrine or, perhaps, a tiny shack, usually evincing some various items or images relating to that which the faith venerates.
8-14	**Oratory**. A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.
15-17	**Sanctuary**. A large, well-appointed structure, able to comfortably accommodate up to a few hundred people.
18-19	**Temple**. A grand building, replete with elements like high ceilings, plush furnishings, and other impressive ornamental and/or architectural features. It can hold nearly a thousand attendees.
20	**Great Temple**. An awe-inspiring structure, devoted to that which it venerates. No expense was spared in its construction. It might display such elements as stunning frescos, elaborate stained-glass scenes, and towering, gilded statues. Walking into a great temple is a rare and striking experience for those who do not live near one.

Fervency of Local Following

Roll on the following table to determine the degree of veneration that is visible to any outsider visiting the village.

d20	Fervency of Local Following
1-3	**Unseen**. To those outside the following, it is not clear that the group exists.
4-7	**Quiet**. Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing, or phrases).
8-12	**Subtle**. Followers of the faith may be identifiable, but remain very reserved.
13-16	**Moderate**. The pious are confident and unafraid to display their faith openly, but do not encroach upon the wider populus uncalled for.
17-19	**Fervent**. Followers are outspoken, with little or no fear of reproach. They may sing or speak to the masses.
20	**Zealous**. Adherents are utterly and unthinkingly devout, forcing their doctrine upon their surroundings and peers, or taking actions that further their cause regardless of personal cost. Though typically seen as negative, this could also be a positive, such as a church of light rising up in an evil kingdom, helping those in need, even if it puts themselves in peril.

Visibility

What is shown above represents what can be seen by an outsider visiting the village. Each and every person who holds a faith will express it in their own way, but what is represented here is generally how bold that show of faith is. The overall degree of veneration may be quiet, but there may be a few adherents that, while very passionate, may keep it quiet when in public. Why would they do this? That's part of your village's story.

Alignment of the Faith

Roll on the table below for *each* **place of worship** in the settlement to find out its **alignment**.

d10	Alignment of the Faith
1	Evil
2-5	Neutral
6-10	Good

Places of Gathering

Social interaction is mightily important in a close-knit community, but it doesn't take long to realize that having gatherings in individual homes can make things difficult. That is where gathering places, such as long halls and other communal buildings, come in. These might be used for all manner of activities, from sharing meals together, to playing games, singing, teaching, celebrating or, sometimes most importantly, discussing serious matters regarding the village. These are places where a forum can be held, or news can be disseminated, more easily. A gathering place usually amounts to a large building, capable of containing all the village's residents, with some room to move about. They might contain fire pits or fireplaces, tables, benches, and chairs.

Number of Places of Gathering

On the following table, find the row that matches your village's **size** and take the presented value.

Size	Gathering Places
Very Small	1d2-1
Small	1
Medium	1d2
Large	1d2
Very Large	1d2+1

Places of Gathering

These are places that are primarily social in nature, where the resident community can get together for events, or other occasions.

d4	Places of Gathering
1	**Amphitheater.** Outdoor space with a stage and tiered seating.
2	**Dance Hall.** Location for dances and festive events.
3	**Gathering Hall.** General building used for community-organised activities.
4	**Outdoor Recreational Area.** A tended space where locals might eat, take leisure time, or duel to the death…

No Inns or Taverns?!

This book assumes that most villages are places that have a heavy focus on community, being remote and rural, and are not intended to have a commercial focus. The structures populating the village are homes or buildings purpose-built for the village's needs. A village would not typically attract enough traffic to warrant an inn or tavern. Instead, if a traveler did need a room, a local may offer them a place to stay in their home. If someone wanted a drink, they may go to a neighbor's fireside and drink a homemade brew, or a beverage purchased at market.



Other Locations

Unlike trading posts, whose existence revolves around trade and commerce, a village does not. Villages exist to produce and manage a small number of resources, and those who live there hope to live as comfortably and trouble-free as their circumstances will allow.

As a result, the likelihood of finding formal shops or services in a village is very slim (though not impossible). What you might find are people willing to barter goods, or do you a favor, in return for something you could offer.

Below are two tables to help you determine what, if any, other locations might be in your village.

Number of Other Locations

Roll on the table below to determine how many rolls to make on the **other locations** table.

Note: For Very Small, it is possible to have zero.

Size	Number of Other Locations
Very Small	1d2-1
Small	1d2
Medium	1d2+1
Large	2d2
Very Large	2d2+1



Other Locations

Roll on the table below once for *each* of your village's **other locations**, per the previous table. Remember that even if any of these might *usually* be a typical shop or service establishment, it may not be managed as such in the village; it may not accept typical payment, may do business in an atypical way, or may be run out of someone's home.

Shop Types

Villages are not focused on commerce, so there is no individual **shop** section in this chapter. However, from time to time, some do show up. The shops within this table are followed by (B), (S) or (E). These are explained below:

Shops fall into three general categories:

Basic (B). Basic shops serve the simple, everyday needs of a settlement. Basic shops are owned and run by professionals with widely-available training, and offer goods that are not wildly different to those in other, similar locations.

Specialty (S). Specialty shops deal specifically in a particular category of item(s). Specialty shops are run by specially trained individuals, supplying goods that are less common.

Exotic (E)*. Exotic shops deal in rare, or exceedingly special item(s). They offer goods that are not locally available, or reach a level of expense, uniqueness, or expertise that exceed even that of specialty shops.

*Magic Shops. Magic shops are always considered exotic. They are not catch-all shops for magic items but, instead, specialized dealers (and sometimes crafters) of particular things. To find exceptionally rare or unique magical items, one would need to seek out a magic shop specialized in the appropriate category.

d100	Other Locations
1-4	**Baker** (B). Bakes and sells fresh bread and, possibly, pastries.
5-7	**Butcher** (B). Processes and sells fresh and/or dried meat.
8-11	**Cooper** (B). Crafts wooden vessels held together with metal hoops, including barrels, buckets, etc.
12-15	**Carpenter** (B). Builds with or carves wood, as well as carrying out repairs.
16-19	**General Store** (B). Sells basic supplies, groceries, and various odds and ends.
20-23	**Herbalist** (B). Sells common herbs and natural, non-magical remedies.
24-27	**Smithy** (B). Sells and crafts metal tools and equipment, including very basic weapons and armor.
28-31	**Tailor** (B). Makes and sells of clothing, including hats and cloaks. Also sells general items made from cloth, such as blankets, and carries out repairs and alterations of cloth goods.
32-35	**Tanner/Taxidermist** (B). Processes animal hides for practical or ornamental purposes.
36-39	**Thatcher** (B). Builds roofs using layers of dried straw, reeds, rushes, etc.
40-43	**Wainwright** (B). Builds carts and wagons.
44-47	**Weaver** (B). Weaves raw fabric and baskets.
48-50	**Alchemist** (S). Brews and sells potions, as well as mundane herbs and alchemical ingredients.
51-52	**Artist** (S). Encompasses painter, sculptor or other visual art as appropriate.
53-55	**Cobbler** (S). Makes and mends boots and shoes.
56-58	**Mill** (S). Facilities for milling grain.
59-61	**Shipwright** (S). Builds and launches boats and/or ships. [Reroll if settlement is not bordering a significant source of water]
62	**Rare Botanicals** (E). Cultivates and sells herbs rare to the region.
63	**Luxury Furnishings** (E). Procures and sells all manner of home items for fine living, including furniture, art, and other high-quality goods.
64	**Rare Libations & Fare** (E). Sells (and, perhaps, makes or brews) drinks and/or food of surpassing quality or rarity to the region.
65	**Rare Trade Goods** (E). Procures and sells items and materials, such as ores or textiles, that are rare to the region.
66	**Magic Shop - Armor** (E). Sells magical items with a focus on armor and protective equipment.
67	**Magic Shop - Books** (E). Sells magical items with a focus on literature, arcane tomes and lore. They may also carry books and documents (such as maps and records) of a rare and significant nature, though non-magical.
68	**Magic Shop - Clothing** (E). Sells magical items with a focus on clothing of all types which bear magical properties.
69	**Magic Shop - Jewelry** (E). Sells magical items with a focus on enchanted, or otherwise magically imbued, jewelry.
70	**Magic Shop - Weapons** (E). Sells magical items with a focus on weapons with mystic properties and, perhaps, shields.
71	**Magic Shop - Miscellaneous & Curiosities** (E). Procures and sells magical items with a focus on strange and rare artifacts of a wondrous or intriguing nature.
72-73	**Barber**. Provides grooming services, such as haircuts or shaves.
74-75	**Bathhouse**. Provides spaces for bathing.
76-77	**Doctor/Apothecary**. Provides medical care.
78-79	**House of Leisure**. Provides entertainment and/or relaxation (GM may decide what kind).
80-84	**Inn**. Provides accommodation, as well as a place to have a bath and a decent meal.
85-89	**Soothsayer.** Provides magical prediction and prophecy - sayers of sooth!
90-94	**Stable.** Provides boarding accommodation for mounts, as well as selling carts, animals, and their tack.
95-99	**Tavern.** Provides food and drink.
100	**Burned down or abandoned business**. This used to be a place of business, but isn't anymore. Roll once more on this table to see what it was.

Extra Intrigue

A little extra intrigue never hurts. It can help turn a vaguely interesting village into a deeply captivating one. The following tables can add additional layers to your village.

Events

In a village, time is marked by celebrating rites of passage. The lives of those who live there are closely woven with those of their neighbors. It follows, then, that these would be gatherings where most, if not all, would participate in almost all aspects. Depending on the season, or the other particular happenings, there could be any sort of event going on. Are visitors welcomed warmly or are they seen as crashing the party?

Roll on the table below to see what **events** are currently taking place, imminent, or coming to a close.

d10	Events
1	**Birth or Birthday**. Blessings are sought for individuals on the day of their birth.
2	**Party**. These are fun events that bring the community together for fellowship and camaraderie, and could be happening for a number of reasons.
3	**Funeral**. A gathering to remember those from the community who passed away, either in mourning or in celebration of their life, with a party reflecting the things that meant most to the deceased.
4	**Harvest and Productivity**. Villagers seek blessings for upcoming work, such as a harvest, or thanks are given for bountiful yields.
5	**Love**. Festivities to encourage pairing, celebrating couples and family.
6	**Political**. A celebration honoring events of national significance, such as remembering a great victory, or gaining independence.
7	**Religious**. Events relating to and honoring a venerated deity are often regular and steeped in tradition.
8	**Wedding**. Celebrating the formal joining of two families.
9	**Local**. Celebration revolving around a major local event or the deeds of a local hero.
10	**Travel & Welcome**. Festivities welcome someone new to the community, or someone well on a journey.

Political Rumors

Depending on where a village is located, its involvement in (or even general awareness of) political happenings can vary greatly. When one hears political events being discussed in a village (such as those listed below), it may be a good idea to take the discussion with a grain of salt. The more remote the village is, the larger the grain of salt, as news may get skewed as it travels.

d6	Political Rumors
1	**Mighty Misfortune**. Misfortune has fallen upon a prominent figure residing near to, but outside the bounds of, the settlement (stripped of title, robbed, murdered, lost at cards, etc).
2	**Fealty**. A new power is claiming rights of fealty over the village, at the culmination of a long conflict.
3	**Drums of War**. Neighboring cities are preparing to go to war with one another.
4	**Noble Wedding**. A local noble has just married the son or daughter of a well-loved (or greatly-loathed) family.
5	**More Taxes**. An increase in taxes is about to implemented, to pay for an expensive and ambitious project.
6	**Missing Taxman**. Taxes have not been collected in quite some time, and no one has seen the collector for weeks.



Superstitions

Villagers believe a lot of things, some of which can get rather… odd. What folks believe and why is almost anyone's guess but, in a village, those superstitions tend to be centred around health, productivity, luck, and romance.

Random Superstitions

Roll on the table below to see if there are any **superstitions** held by the locals. Also, remember to consider the question: *is the superstition true?*

d20	Superstitions
1	Burying a dead cat under the doorstep is essential for a building's prosperity.
2	Half a chicken will cure any number of ailments (from plague, to pimples) when tied to the afflicted area.
3	Placing mirrors, or large reflective objects, opposite one another in a room can open an invisible doorway for devils.
4	Hanging mistletoe above the lintel is a sacred oath that the host will harm none who enter.
5	Never stick a knife point-down into wood, or a cutting block, as it invites acts of violence among those nearby.
6	Evil spirits can lurk within the leaves of cabbages and sprouts; you must carve a holy sign into the bottom before cooking them.
7	After visiting a grave or cemetery, one must take a winding path home, making stops along the way, in order to lose any tag-along spirits.
8	Giving a knife as a gift will sever a friendship, so they must always be symbolically paid for.
9	Never use dull scissors as, if you do, you risk accidentally cutting the thread tethering your soul to your body.
10	Knowing your full name allows those who wish you ill to put a curse on you, so keep your middle names secret.
11	A carrion bird landing in front of you means you, or someone close to you, will die soon.
12	A single magpie is bad luck, but saluting the lone magpie ('Good morning Mr. Magpie, how's your wife?') will turn bad luck into good.
13	In games, never grab the dice. The owner of the dice must give them to the first person who must roll, who must pass them on and so on. Doing otherwise will curse the dice for a fortnight.
14	A pregnant woman must not go out in the evenings, lest the overwhelming darkness taint the child. If she must go out, she must carry a second lamp directly in front of her stomach, to protect the baby.
15	When making a wish at a well, the value of coin you throw in should be commensurate with that of your wish.
16	When speaking with adult men or women, it is bad luck to not address them as 'sir' or 'madam', at least once, during the exchange.
17	When mining or cutting stone, the chips from the first strike of the day must be pocketed by the one who struck, lest earth spirits feel taken for granted.
18	Proclaiming new love at dawn or dusk is bad luck.
19	Kissing the door frame of your house upon entry or exit asks the gods' protection upon it.
20	Never leave an empty spirits glass or cup right-side-up, lest an actual spirit attempt to fill the void, inhabiting the body of the next drinker.



Goings On

What are some interesting occurrences that are happening at the moment?

d6	Goings On
1	**Worker's Compensation**. A worker has been injured on the job, and folks are rushing to help them.
2	**Road Merchant**. A travellng merchant just arrived in town, and has all kinds of unique things to show and sell.
3	**Children Missing**. Some of the younger villagers have gone missing. How long have they been gone? What were they last seen doing?
4	**Fallen Rider**. A severely injured man in armor has ridden into the village, late at night, and fallen, unconscious, from his horse. He is wearing a tabard displaying an unfamiliar coat of arms.
5	**They're Mine**. Two villagers are competing for the hand of a local heartthrob.
6	**Echoes in the Deep**. A villager swears they can hear sounds like voices coming from underground.

Opportunities

What potential problems are the villagers currently dealing with, that they may need help with?

d6	Opportunities
1	**Thief**. Someone has been absconding with large amounts of the village's major crop, or resource.
2	**Wildlife**. Local wildlife has been harassing the villagers, or animals.
3	**Monster(s)**. Something worse than simple wildlife is terrorizing the village.
4	**Haunting**. A spirit haunts some place within the village. Something was done to this person while they were alive that has tied the spirit to this place.
5	**Party Time**. A festival is coming up soon, and a shipment carrying something important for the event has not arrived.
6	**Shady Doings**. Strange symbols are discovered written on the walls of certain homes, or other buildings. Bits of bones, or piles of stones, placed *just-so* have been found. Something, or someone, is trying to send a message, or accomplish a less-than-savory task. What is it and why is it happening?



Harsh Weather

Whereas **weather** in towns or cities can potentially be negligible (and avoidable), weather in a village is almost *always* of major importance. Weather can affect every aspect of life in a village, from its ability to harvest its crops, to threatening the stability of the very buildings themselves.

The table below presents weather based scenarios.

d10	Harsh Weather
1	**Ideal**. Recent conditions have been as good as possible. Work has been able to progress better than usual, and any grown resource may be having a richer yield than normal.
2	**Heavy Precipitation**. Rain or snow have been significantly heavier than usual. There has either been sufficient flooding, or snow has been deep enough, to cause damage, perhaps even trapping folk inside their homes.
3	**Drought**. It has been warm, maybe even pleasantly so, but it also has not rained in some time. Things are getting dry and brittle. Unless water storage solutions are in place, and water distribution (such as irrigation) is available, this doesn't bode well.
4	**Thunderstorms or Blizzards** (non-arid region). The precipitation hasn't been the problem so much as the severity of the storms. It is impossible to work, or travel, in these conditions, so village residents are holed up inside, waiting out the storms, which have been occurring much more frequently.
5	**Wildfires**. There have been fires, either nearby or some ways off. Either way, they're too close for comfort. Ash can be seen on the ground, smoke can be smelled in the air, and forests nearby are in danger, if not ablaze already.
6	**Hail**. Storms dropping chunks of ice at great speeds have been devastating the village, possibly damaging crops, structures, or even people and animals caught outdoors.
7	**Dust Storms** (arid region). Dust storms have been passing through in a choking haze, making it difficult to travel, or do extended work outside. Air quality is awful, and some folk are getting sick.
8	**Hurricane** (coastal region). A hurricane is approaching, or has arrived. Forceful wind, pounding rain, flooding, and hail have all been seen. Some folks may be fleeing.
9	**Tornado**. A whirling cyclone is approaching, or has careened through or near, the village, uprooting crops, destroying buildings, or worse.
10	**Earthquake**. Shifting earth beneath the village is causing, or has caused, structural collapse and, possibly, even sinkholes and cave-ins.

In this environment?

In the event that you roll on the harsh weather table above and get a result that you feel conflicts too much with your village's environment (such as hail in the desert), simply re-roll.

Danger Level

What makes this place dangerous? Understand that this is a relative term, and the possibilities presented in the table below will need to be adapted to your campaign and/or current adventure path, based on character level. **Danger** could refer to crime, environmental hazards, or other things present that could make life difficult.

d20	Danger Level
1-2	**No Danger or Hazards**. The village is a perfectly safe place to be (skip **danger type** table).
3-6	**Low**. Danger or hazards are a rarity.
7-14	**Medium**. Danger or hazards are not unheard of, but not everyone has experienced them.
15-18	**High**. Danger or hazards are common.
19-20	**Extreme**. Danger or hazards abound. It is never safe to go anywhere alone.



Danger Type

What are some of the situations that could happen here? Below are possible dangerous occurrences that adventurers could run into.

d6	Danger Type
1	**Wildlife Attack**. Wildlife lives in close proximity to the village, which may be open, or have little in the way of defenses. Wildlife may be free to roam the village, especially in low-traffic hours.
2	**Misunderstanding**. For new arrivals in the village, especially those not from the region, communication can be hard. Miscommunication can lead to dangerous situations.
3	**Workplace Accidents**. Depending on the kind of work being done, there may be some omnipresent danger, from mishaps with animals, to issues with equipment, especially if it is in poor condition.
4	**Disease**. Villages can lack rigorous standards of cleanliness or, due to their rural placement, can sometimes be prone to issues with disease-carrying vermin.
5	**Unwanted Attention**. Being a tight-knit community has the benefit of everyone being very familiar with everyone else. This makes visitors stick out like a sore thumb. This could draw attention from the villagers, or anyone who might be watching.
6	**Monster Prey**. Large monsters, who might view a town or city as too threatening a target, may view a village as a much easier source of food.

The Great Rumor Table

On page p. 444 you will find **Appendix C: Rumors**, which contains a 50-item table of rumors that may be floating around your settlement. This table is made up of political rumors from the Villages chapter, as well as rumors from both Cities and Capitals. Most of the rumors in the Appendix have been altered to make them fit any settlement, with the exception of a small few. Try it out and see what kind of flavor you discover!

What's next?

You've reached the end of the builder, but the process is not yet complete. Though you have undoubtedly started doing so already, your final task awaits. Look back at all of your rolls and the information that gives you and think about *why* things are the way they are, and what that means for your village. Think of every detail that you rolled as another clue to revealing the true identity of this place. Be creative, let your imagination wander and don't tell yourself, "no". As we said in Chapter 1, embrace the contradictions and oddities, and you will see your village come to life.

Interesting NPCs

If you need to populate your village with some pre-generated characters, head on over to **Chapter 8: Interesting NPCs**. You can find tables for different types of NPCs and, following the tables, details on the NPCs themselves, arranged by profession.



Ersatz Canopy

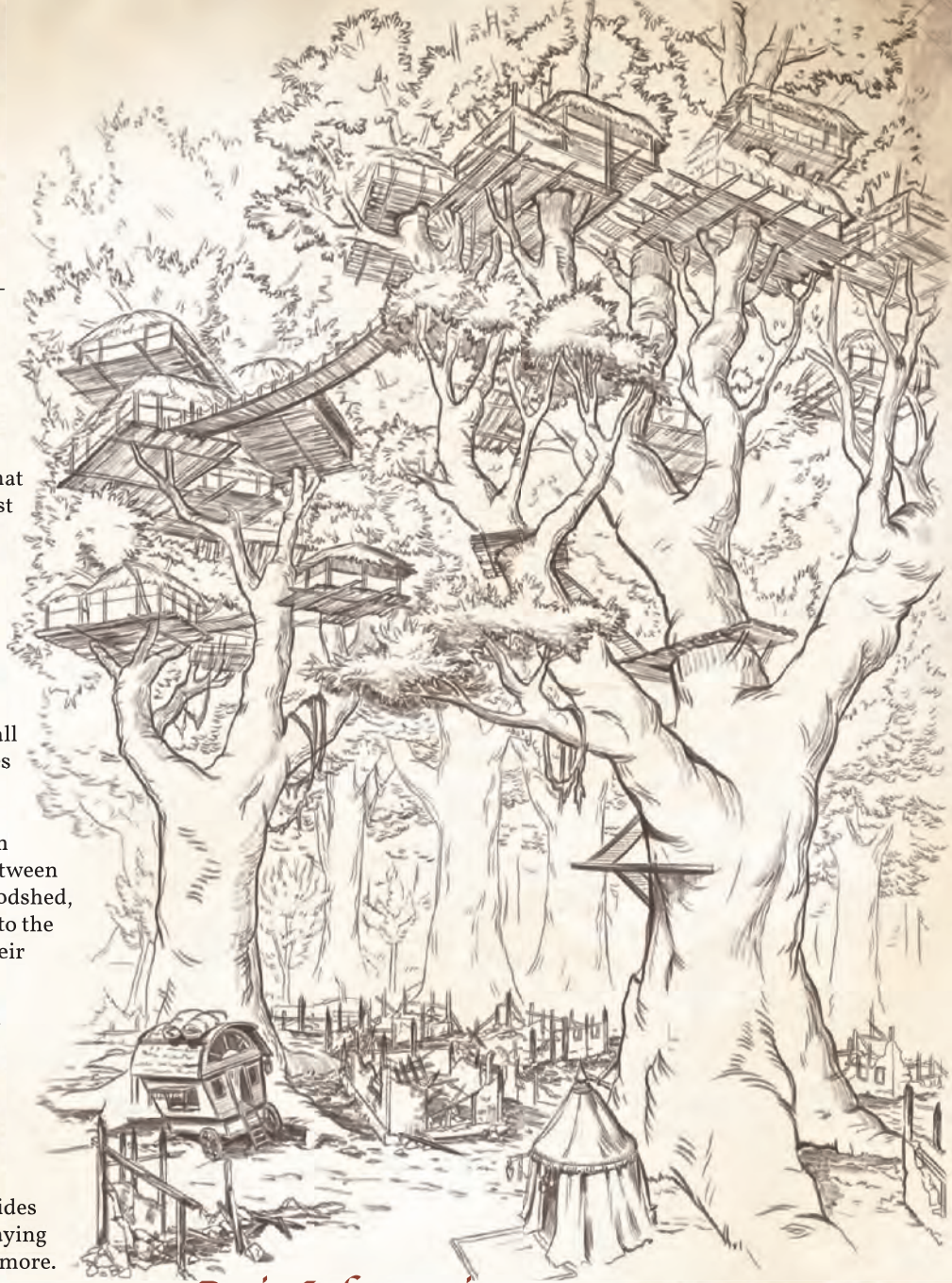
By Megan Roy

Ersatz Canopy was formerly the peaceful village of Ersatz, a quaint halfling settlement nestled amongst the towering redwood trees. Its people - comprised mainly of the Barktap family and the Knucklefuzz family - were tight-knit, trusting, and supportive. Most of them spent their days simply raising livestock, spinning wool yarn, traveling to and from market days in various towns, or raising the village's many children. Even when problems arose, there was nothing that simple conflict resolution or prayer to their forest god couldn't fix. Truly, Ersatz was a lovely place to live.

This tranquility was fragile, however, and shattered as soon as Ersatz was ransacked by a violent band of thieving marauders. The elders were killed, most women and children taken, the livestock slaughtered or stolen, and every building burned to the ground. After a small band of Ersatz villagers left to rescue the captives (and never returned), the peace was broken in the village. The few that remained were horribly shaken, hopeless, and divided. Disagreements on how to move forward soon turned to violence between the families. To try and prevent even further bloodshed, the last villagers of Ersatz took their settlement to the trees, rebuilding among the branches to leave their former lives behind on the ashen floor.

Now, Ersatz Canopy is comprised of a few dozen haphazard wooden treehouses, suspended 20+ feet above the forest floor. The Barktaps and Knucklefuzzes live on their respective sides of the lazy river, barely withstanding each others' presences when they cross paths to pray at the meadow shrine. Unbeknownst to the majority, a secret collection of family members from both sides meet regularly at a hidden shrine downriver, praying that the gods will help their people reunite once more.

To complicate matters further, the people of Ersatz Canopy are now also faced with a strange dilemma. Just a few weeks prior, two caravans of competing traveling circus troupes wandered through the forest and into the burned remains of old Ersatz. Feeling drawn to the beautiful meadow, Tarragon and his Traveling Tricksters made an offer to pay the people of Ersatz Canopy for their land to repurpose into a permanent circus site. The people of Bumble's Tumblemeisters, however, see this opportunity to thwart their competitors, and now seek to strike a better deal with the villagers. Who knows how the people of Ersatz Canopy will decide the fate of their village, if they manage to come to an agreement at all?



Basic Information

Age: *Established.* The village has been settled for a few years. They have been able to successfully sustain themselves and the families have started to grow.

Hardships Likelihood: *Two Hardships.* The village has gone through a couple of hardships.

Hardships:

- ***Raid.*** The village was raided by marauders.
    - **Hardship Outcome: *Terrible Losses.*** The village's losses were crushing, and incredibly difficult to recover from.
- ***Inter-Community Conflict/Violence.*** A conflict between members of the community broke out and split the village, with dire consequences.
    - **Hardship Outcome: *Heavy Losses.*** The village's losses were awful, and recovery is proving difficult.

Size: *Medium.* Up to 60 standing structures.

Condition: *Dilapidated.* The village is in a state of disrepair. Some buildings may be coming down, or may have been built in a shoddy fashion. Cleanliness is not a priority.

Environment: *Forest.* The village is nestled among the trees.

Specialty: *Location Proximity.* The village itself may not be very special, but it is near somewhere that is, such as a stunning vista, or a site of historical significance.

Resources: *Livestock (Shearing):* Llamas, sheep, goats, and/or yaks are shorn in the village, the wool bundled and taken to market. The village may also produce its own woolen goods for sale.

- **Resource-related locations:** Shearing Shed, Storage, Livestock Fields

Recent History. *Animal Issues.* Livestock, or pets, may have been ravaged by local wildlife, or monsters, or animals have been struck by sickness or pestilence.

Community

Population Density: *Skeleton.* There are only enough people here for the village to function at its most basic level.

Demographics: *Only One.* 100% primary race.

Disposition: *Neutral.* Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.

Law Enforcement: *Organized Rabble.* Perhaps better than the alternative, this group has guidance and leadership in the form of an individual or small group. They may or may not be competent.

Leadership: *No Leader.* The village operates with no leadership, which could lead to unresolved disputes.

Population Wealth: *Impoverished.* Around half of the population struggles to carve out even a meager existence.

Crime: *Rare.* Most villagers have had no personal experience with crime, and few know people that have.

Points of Interest

Places of Worship: 2

Place of Worship 1

- **Size: *Altar.*** A small altar or perhaps a tiny shack, usually evincing some various items or images relating to that which the shrine venerates.
- **Fervency of Local Following: *Zealous.*** Adherents are utterly and unthinkingly devout, forcing their doctrine upon their surroundings and peers or taking actions that further their cause regardless of personal cost. Though typically seen as negative, this could also be a positive, such as a church of light rising up in an evil kingdom, helping those in need even if it puts themselves in peril.
- **Alignment: *Good.***
- **Description:** After the raid and schism within the village, almost all villagers pray daily to this god of the forest, asking for divine intervention to heal their broken settlement (or at least prove that their side of the schism is in the right).

Place of Worship 2

- **Size: *Altar.*** A small altar or perhaps a tiny shack, usually evincing some various items or images relating to that which the shrine venerates.
- **Fervency of Local Following: *Quiet.*** Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing or phrases).
- **Alignment: *Good.***

Places of Gathering:

- ***Outdoor Recreational Area.*** This unnamed meadow bisected by a lazy river used to be the site of village celebrations. Now that the village has moved to the treetops, its people gone and its people divided, the meadow remains untouched.

Other Locations: Burned-down general store

- ***Magic Shop - Miscellaneous & Curiosities.*** Tarragon's Traveling Tricksters, a magic caravan/circus, happened upon the village months after the marauders ransacked the ground structures. Tarragon now hopes to purchase or repurpose the land as a permanent circus site.
- ***Magic Shop - Miscellaneous & Curiosities.*** Belinda's Tumblemeisters, another traveling circus troupe (and Tarragon's sworn enemy) followed Tarragon to the site of this burned village, and now swears to take control of the land first, by whatever means necessary.

Extra Intrigue

Events: *Religious.* Events relating to and honoring a venerated deity are often regular and steeped in tradition.

Political Rumors: *Fealty.* A new power may be claiming rights of fealty over the village after the end of a long conflict.

Superstitions: Giving a knife as a gift will sever a friendship, so they must always be symbolically paid for.

Goings On: *Road Merchant*. A traveling merchant just arrived in town, and has all kinds of unique things to show and sell.

Opportunities: *Thief.* Someone has been absconding with large amounts of the village's major crop, or resource.

Harsh Weather: *Wildfires.* There have been fires, either nearby or some ways off. Either way, they're too close for comfort. Ash can be seen on the ground, smoke can be smelled in the air, and forests nearby are in danger, if not ablaze already.

Danger Level: *Medium.* Danger or hazards are not unheard of, but not everyone has experienced them.

Danger Type: *Unwanted Attention.* Being a tight-knit community has the benefit of everyone being very familiar with everyone else. This makes visitors stick out like a sore thumb. This could draw attention from the villagers, or anyone who might be watching.



Fishinston Village

By Andrew Geertsen



Settling in a cave could potentially have many perks; at least, that was the logic the founders of Fishinston Village went with. The added security provided by the rock and earth gave a sense of seclusion where the locals could fish in peace. For Fishinston is exactly that: an underground fishing village.

Decades ago, the caves were discovered by natives of the area seeking shelter. Within the caves, they happened upon an underground lake. Needing to eat, they cast out into the lake and reeled in a surprisingly successful catch. For in this underground lake, it transpired, dwelt the unique Fishinston flipperfish.

The Fishinston flipperfish has a unique property: it is utterly bland, boring, and tasteless to all who consume it. But in addition, and yet more mystifying, is the fact that, when incorporating the fish into even the most intensely flavorful dishes, it appears to draw the flavor out of whatever it comes into contact with, rendering any meal as dull, insipid and unappetizing as the fish itself. No spice, seasoning, additive or ingredient seems to be able to overpower the savourless fish.

An alchemist learned later that this effect is no accident; the fish actually secretes an enzyme ostensibly to keep predators from coming back for more. Sadly (especially if you happen to be a Fishinston flipperfish) it turns out that this enzyme is very valuable to all manner of alchemists and potioneers who *want* their creations to be tasteless.

With hindsight, it's clear the Fishinston flipperfish is the cause of many of the tiny village's troubles. A regional lord saw the value of the fish and claimed rights of fealty. This seemed beneficial at first. He built them new homes and storehouses, and provided better fishing equipment - even small boats for the lake. He followed this up by extravagantly taxing the fishers' earnings. A local sheriff was installed to monitor the villagers and ensure there would be no problems. The lord vigilantly keeps the village in excellent working order (it's that or no more fish) but otherwise only permits Fishinston the tiniest percentage of their earnings, ensuring they are utterly dependent upon him.

Worse, as word of the infamous flipperfish got out, opportunistic visitors started showing up and locals quickly learned to treat newcomers with suspicion. The village was even raided by marauders, intent on pillaging the fish stores. During the attack, many villagers died and the sheriff was seen fleeing the cave. He was dragged back, but the mob justice escalated into a village-wide altercation where still more died. Fishinston's lord decided a change of sheriff was necessary, after this, and the village has since been slowly recovering.

Recently, as a side enterprise, some locals have used a portion of their meager profits to buy some breeding pigs to raise, figuring they could be easily fed with the readily available and prolific cave mushrooms growing in the village. This seemed to work out for a while, until some of the wildlife outside the caves (as well as some living deep *within*) supposed that fresh pork might make for better eating than bland fish. Altogether too many eyes are now pointed towards Fishinston - and there seems to be very little they can do about it.

Basic Information

Age: *Old.* The village was founded decades ago. Production has reached peak performance with the elder members of the community being old hands at the work. There are many adults in the village who were born there.

Hardships Likelihood: *Two Hardships.* The village has gone through a couple of hardships.

Hardships:

- ***Raid.*** The village was raided by marauders.
    - **Hardship Outcome: *Terrible Losses.*** The village's losses were crushing, and incredibly difficult to recover from.
- ***Inter-Community Conflict/Violence.*** A conflict between members of the community broke out and split the village, with dire consequences.
    - **Hardship Outcome: *Minimal Losses.*** The village's losses were as little as could have been hoped for, and recovery should be very possible, or even inevitable.

Size: *Very Small.* Up to a dozen standing structures.

Condition: *Immaculate.* The village is very well organized, and there is clearly a concerted effort to keep the village in the best shape possible. Cleanliness is a priority, as is maintenance. Roads and paths are plainly surfaced and clean.

Environment: *Underground.* The village is within a large network of caves.

Specialty: *Livestock.* The village is known for breeding strong and healthy (perhaps, even pedigree) animals, such as horses, cattle, sheep, etc.

Resources: *Fishing.* The villagers utilize the bounty of the nearest stream, river, lake, or ocean. The village's proximity to neighboring settlements dictates how the fish can be sold. If remote, the fish might be dried and salted; if nearby, they could be sold fresh.

- **Resource-related locations:** Fisherman's Stand, Wharf/Pier

Recent History. *Animal Issues.* Livestock, or pets, may have been ravaged by local wildlife, or monsters, or animals have been struck by sickness or pestilence.

Community

Population Density: *Dense.* The village seems to have a large amount of people for its size. There are many hands available to help with any work that needs doing.

Demographics: *Only One.* 100% primary race.

Disposition: *Neutral.* Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.

Law Enforcement: *Sheriff.* A single, officially sanctioned sheriff looks to maintaining order within the village. If they require additional help, they request it from the villagers, who may assist in a temporary capacity.

Leadership: *External Ruler.* The village owes fealty to a ruler who is located outside the village itself.

Population Wealth: *Impoverished.* Around half of the population struggles to carve out even a meager existence.

Crime: *Rare.* Most villagers have had no personal experience with crime, and few know people that have.

Points of Interest

Place of Worship: 1

Place of Worship

- **Size: *Oratory.*** A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.
- **Fervency of Local Following: *Unseen***. To those outside the following, it is not clear that the group exists.
- **Alignment: *Neutral.***

Places of Gathering: None.

Other Locations: None.

Extra Intrigue

Events: *Travel & Welcome.* Celebration to welcome someone new to the community, or to wish someone well on a journey.

Political Rumors: *Mighty Misfortune.* Misfortune has fallen upon a nearby prominent figure residing outside the bounds of the village (stripped of title, robbed, murdered, lost at cards, etc).

Superstitions: In games, never grab the dice. The owner of the dice must give them to the first person who must roll, who must pass them on and so on. Doing otherwise will curse the dice for a fortnight.

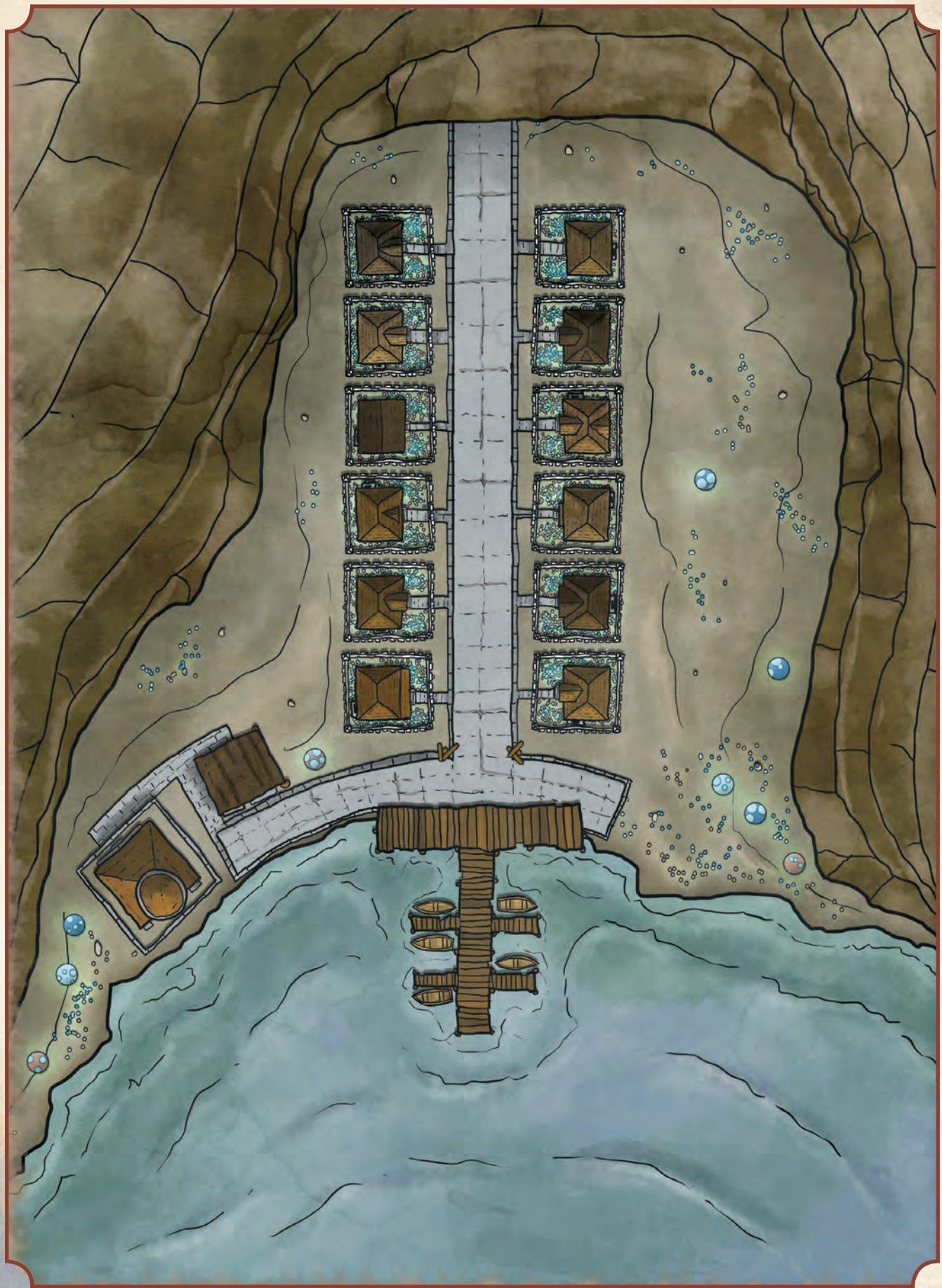
Goings On: *Road Merchant.* A traveling merchant just arrived in town, and has all kinds of unique things to show and sell.

Opportunities: *Wildlife.* Local wildlife has been harassing the villagers, or animals.

Harsh Weather: *Drought.* It has been warm, maybe even pleasantly so, but it also has not rained in some time. Things are getting dry and brittle. Unless water storage solutions are in place, and water distribution (such as irrigation) is available, this doesn't bode well.

Danger Level: *Medium.* Danger or hazards are not unheard of, but not everyone has experienced them.

Danger Type: *Unwanted Attention.* Being a tight-knit community has the benefit of everyone being very familiar with everyone else. This makes visitors stick out like a sore thumb. This could draw attention from the villagers, or anyone who might be watching.



Kelpore

By Paul Thomlinson



Kelpore is a charming, half-century-old coastal village known for harvesting kelp and running a nearby mine. The locals are friendly and diverse, evidenced by the fact that only a fifth of the population seem like they're originally from the local area. An elder, who has lived there since birth, governs the village and the local sheriff takes his work quite seriously. Their commitment to village life renders crime nearly non-existent. Generally speaking, the village is livelier than most, with boats and the odd ship frequently stopping to stock up on supplies, particularly the nutrient-rich kelp, used to help keep scurvy at bay.

Locals, when not working, like to spend time at the local amphitheater, which can hold a good few hundred people, or in the village sanctuary worshipping. The most popular local spot, however, is The Miner's Nook. This local tavern was established after locals realized that having a bunch of filthy miners gather at one of their *homes* for post-shift drinks invariably led to an uncomfortable clean-up effort.

'The Nook', as some tend to shorten it, is actually communally funded and owned. The miners were authorized by the elder to use village funds to establish and run the place. This means that any miner may be found tending the bar, and that miners typically aren't asked to pay for drinks (though outside visitors make up for the deficit). The Miner's Nook is now a thriving village hub.

Kelpore is currently in a state of recovery. A year or so ago, after months of frenzied mining activity, a disturbingly large amount of rodents fled the mine, right into the settlement. They carried with them a plague that struck the village hard. To make matters worse, the villagers long-held superstition a dead cat under the doorstep brought good luck did nothing to halt the spread of contagion. It turns out that a dead cat is a useless cat at best, and a hive of bacteria at worst. Thankfully, since the plague passed, recovery progresses, albeit slowly. An upcoming fair is even being planned to celebrate their survival against the odds.

Worryingly, another problem has recently materialised: the mining stores were pillaged. Villagers are perplexed as to who could have moved all that ore and where they could have taken it. The incident was reported to the sheriff, but rumors have started to circulate that he may have already been aware of the theft, perhaps even before it happened… Speculation, for now, but a secret of that magnitude is not likely to remain so for long.

Perhaps the villagers should be more concerned with other gossip, in any case. Someone swears they heard that a city some ways away had some failed diplomatic relations and war might be on the way because of it. But then, in these little villages, who knows if that's all true?

Basic Information

Age: *Old*. The village was founded decades ago. Production has reached peak performance with the elder members of the community being old hands at the work. There are many adults in the village who were born there.

Hardships Likelihood: *One Hardship*. The village has experienced one notable time of difficulty.

Hardships:

- ***Plague*.** The community fell victim to disease.
    - **Hardship Outcome: *Moderate Losses*.** The village's losses were rough but recovery is likely, though may be tough.

Size: *Medium*. Up to 60 standing structures.

Condition: *Simple*. Most buildings are organized and seem sturdy enough, though there is nothing remarkable. The streets are clear enough to move through, though possibly uneven and rutted.

Environment: *Coastal*. The village is near a large body of water, such as a lake or ocean.

Specialty: *Crop*. The village is known for a particularly notable crop. This could mean rare, high-quality, plentiful, or a mix of the three.

Resources: *Mining*. Raw metal ores are excavated from the ground, cleaned and sorted and then used, traded or sold. It is possible the mine is owned by a noble or kingdom who sends transport to pick up excavated materials. Ores may be processed in the village and turned into metal goods.

- **Resource-related locations:** Foreman's Station, Mine, Smithy

Recent History. *Infestation*. Some form of vermin, or pest, has recently beset the villag,e and has become an ongoing issue.

Community

Population Density: *Dense*. The village seems to have a large amount of people for its size. There are many hands available to help with any work that needs doing.

Demographics: *Wide Distribution*. 20% primary race. All others reasonably well represented.

Disposition: *Friendly*. Locals are generally friendly, welcoming and slow to take offense.

Law Enforcement: *Sheriff*. A single officially sanctioned sheriff looks to maintaining order within the village. If they require additional help, they request it from the villagers, who may assist in a temporary capacity.

Leadership: *Natural Village Elder*. The village recognizes a wise individual, and informally acknowledges them as an authority figure.

Population Wealth: *Average*. Most of the population have enough to live a modest life.

Crime: *Little-to-None*. Most, or all, of the villagers believe the village is totally safe, and certainly haven't experienced any crime personally.

Points of Interest

Places of Worship: 1

Place of Worship

- **Size: *Sanctuary*.** A large, well-appointed structure, able to comfortably accommodate up to a few hundred people.
- **Fervency of Local Following: *Moderate***. The pious are confident and unafraid to display their faith openly, but do not encroach upon the wider populace.
- **Alignment: *Good*.**

Places of Gathering: Amphitheater

Other Locations: Soothsayer

Extra Intrigue

Events: *Local*. Celebration revolving around a major local event or the deeds of a local hero.

Political Rumors: *Drums of War*. Neighboring cities are preparing to go to war with one another.

Superstitions: Burying a dead cat under the doorstep is essential for a building's prosperity.

Goings On: *They're Mine*. Two villagers are competing for the hand of a local heartthrob.

Opportunities: *Thief*. Someone has been absconding with large amounts of the village's major crop, or resource.

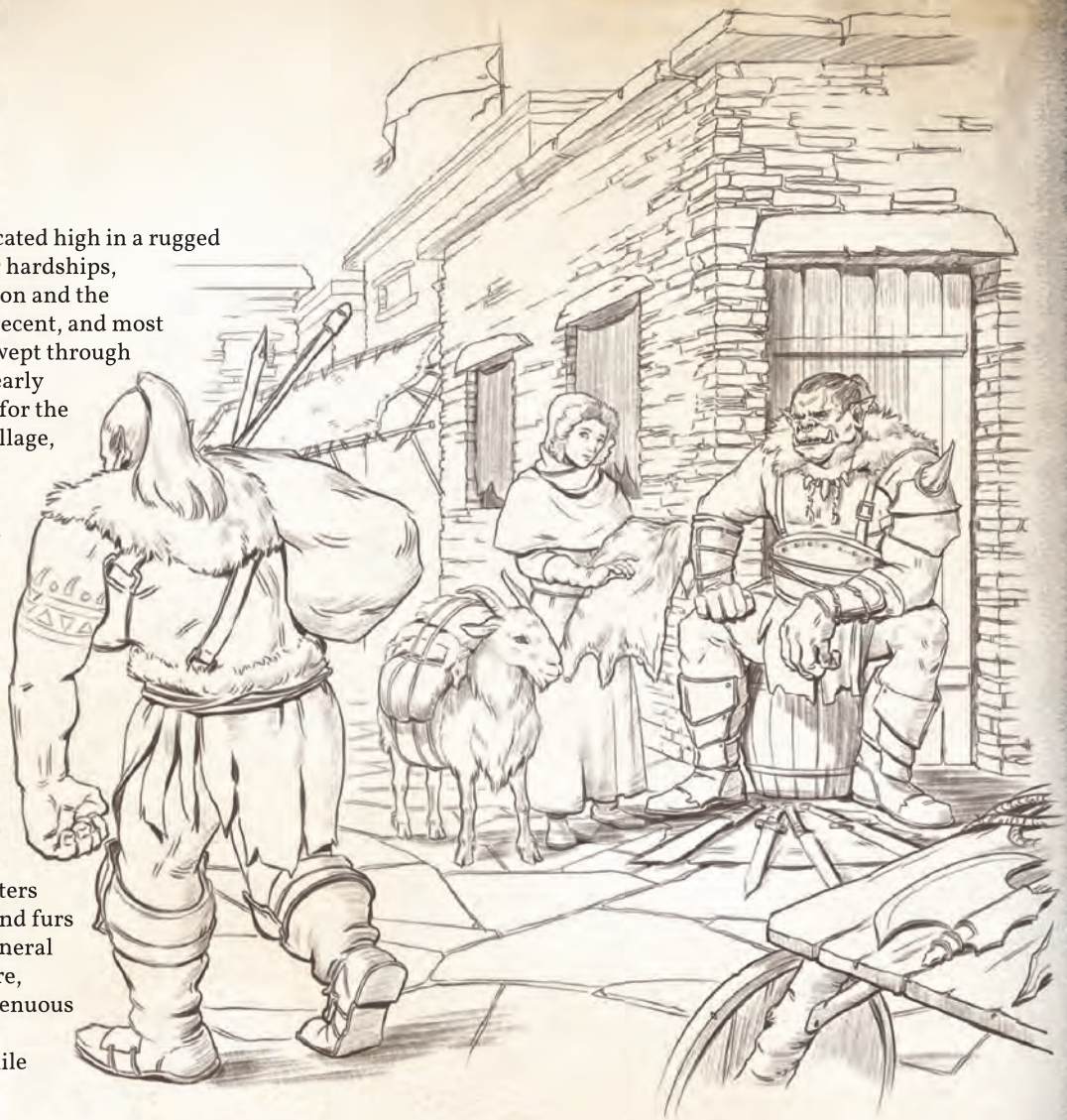
Harsh Weather: *Tornado*. A whirling cyclone is approaching or has careened through, or near, the village, uprooting crops, destroying buildings, or worse.

Danger Level: *No Danger or Hazards*. This village is a perfectly safe place to be.



Krageton

By Thomas A. Koch



Krageton is an ancient dwarven village located high in a rugged mountain pass. It has survived four major hardships, from disease and war, to political corruption and the assassination of its leadership. The most recent, and most transformative, event was a plague that swept through and devastated the resident population nearly twenty years ago. This was the final straw for the surviving dwarves; they abandoned the village, believing it to be cursed.

Ten years later, a tribe of nomadic orcs discovered the abandoned village as while hunting in the surrounding mountains. The tribe claimed the village as its own and began restoring the buildings. Currently, only fifteen percent of the village on the southern end is occupied and maintained by the tribe.

The heart of Krageton today is the gathering hall, a large open building near the southern entrance. Twice a week, tribe members bring the products of their labors to market. A bartering system has been established and is working well; hunters and trappers can trade or sell their meat and furs while procuring grain from the mill, or general goods from their mercantile kin. These rare, commercially-minded orcs have set up a tenuous trading system with a nearby settlement, selling on their tribes goods and wares while topping up their own supplies.

The village is ruled by a council of elders, who are slowly allowing orcs from other tribes to claim a residence in the village. They are openly hostile to any non-orc attempting to relocate there, but visitors are welcome to trade and pass through, albeit with a wary eye.

North of the gathering hall is largely unexplored, for fear is rife of the strange sounds and voices coming from the seemingly-empty buildings that populate the rest of the village. To the northeast, a mountain wall rises up over a hundred feet. Great iron bolts affix three enormous wooden doors onto the mountainside, rumored to be entrances to a vast underground cavern. Whether the doors are keeping something out or something else in is a subject the council are reluctant to discuss, though the idea of hiring adventurers to explore the unoccupied portion of the village has been put on the table.

Basic Information

Age: *Ancient*. The village was established near to, or more than, a century ago.

Hardships Likelihood: *Four Hardships.* The village has been beset by four trying times.

Hardships:

- ***Victim of War.*** The village was struck by the ravages of war (passing or foraging armies, collateral battle damage, disease from war-related issues such as camp hygiene or illness from dead bodies).
    - **Hardship Outcome: *Heavy Losses.*** The village's losses were awful, and recovery is proving difficult.
- ***Loss of a Community Leader.*** A key member of the community died or went missing.
    - **Hardship Outcome: *Catastrophic Losses.*** The village's losses were brutal, and excruciatingly difficult, or even impossible, to recover from.

- ***Inter-Community Conflict.*** A conflict between members of the community broke out and split the village, with dire consequences.
    - **Hardship Outcome: *Terrible Losses.*** The village's losses were crushing, and incredibly difficult to recover from.
- ***Plague.*** The community fell victim to disease.
    - **Hardship Outcome: *Terrible Losses.*** The village's losses were crushing, and incredibly difficult to recover from.

Size: *Medium.* Up to 60 standing structures.

Condition: *Simple.* Most buildings are organized and seem sturdy enough, though there is nothing remarkable. The streets are clear enough to move through, but may be uneven and rutted.

Environment: *Mountains.* The village is found on stony passes or soaring peaks.

Specialty: *None.* The village is unremarkable, or not widely known for any particular thing.

Resources: *Livestock (Meat and Hides).* Animals are raised to be slaughtered for meat, including cattle, pigs, and sheep. Some may be kept to feed the village, but excess animals (live or butchered) would be sold or traded.

- **Resource-related locations:** Barn or pens, Small Butcher's Shop

Recent History. *Infestation.* Some form of vermin, or pest, has recently beset the village, and has become an ongoing issue.

Community

Population Density: *Sparse.* People are living here, but not many. They are able to handle all tasks that need doing but, perhaps, with some difficulty.

Demographics: *Only One.* 100% primary race.

Disposition: *Hostile.* Locals seem very unfriendly toward visitors, and would likely make out-of-towners feel unwelcome. This could manifest as coldness, passive-aggressiveness, or even violence.

Law Enforcement: *Sheriff.* A single officially sanctioned sheriff looks to maintaining order within the village. If they require additional help, they request it from the villagers, who may assist in a temporary capacity.

Leadership: *Local Council.* Prominent members of the community were chosen to lead the village collectively.

Population Wealth: *Average.* Most of the population have enough to live a modest life.

Crime: *Uncommon.* Crime does not occur often but, when it does, it is a noteworthy occurrence.

- (+2 to **urban encounter** rolls)

Points of Interest

Places of Worship: 1

Place of Worship

- **Size: *Temple.*** A grand building, replete with elements like high ceilings, plush furnishings and other impressive ornamental and/or architectural features. It can contain nearly a thousand attendees.
- **Fervency of Local Following: *Subtle***. Followers of the faith may be identifiable, but remain very reserved.
- **Alignment: *Neutral.***

Places of Gathering: Gathering Hall.

Other Locations: Stable, Thatcher, Mill

Extra Intrigue

Events: *Religious.* Events relating to and honoring a venerated deity are often regular and steeped in tradition.

Political Rumors: *Missing Taxman.* Taxes have not been collected in quite some time. Rumors abound as to why.

Superstitions: When speaking with adult men or women, it is bad luck to not address them as 'sir' or 'madam' at least once, during the exchange..

Goings On: *Echoes in the Deep.* A villager swears they can hear sounds like voices coming from underground.

Opportunities: *Wildlife.* Local wildlife has been harassing the villagers, or animals.

Harsh Weather: *Tornado*. A whirling cyclone is approaching or has careened through, or near, the village, uprooting crops, destroying buildings, or worse.

Danger Level: *No Danger or Hazards.* The village is a perfectly safe place to be (for an orc).



Midway Village

By Chris Haskins



The village of Midway has never been anything special to outsiders but, to the folk who live there, it has been a safe haven and provided them a meager existence. The village was named for the simple fact of its position at the foot of Midway Mountain, halfway between two large allied settlements. Many decades ago, it's central location rendered it a good place to stop for those traveling along the main road running east to west, and citizens eked out a small income from their mines to the north. They had a steady, long-standing trade agreement, so caravans heavily burdened with goods were frequent along the road. Midway Mountain was a logical stop as it provided a reprieve from the harsh weather coming out of the west and it was close to streams where fish could be netted easily. Since then, larger, more well-equipped settlements have been established nearby with better accommodations, so most travelers find they need not visit.

The mountain holds many mysteries. For hundreds of years, it's been mined by locals, explored by visitors from far and wide, and been home to multitudes of creatures both strange and mundane. Legends tell of a whole civilization of dwarves who inhabited the mountain many centuries ago, but were driven out by creatures from the underworld. It's certainly true that a contingent of dwarves lived in Midway for a time but, nowadays, there is but one left. He is old, and mostly blind, but he continues daily to explore a small, independent mine shaft just north of the village, leaving each morning at sunrise and returning before sundown with a bucket of precious things. Precious to him, that is. The old dwarf won't allow anyone a close enough view of the bucket's contents to determine their actual value.

Life for the locals continues at a slow pace, much as it always has. The population is slowly aging as the majority of children grow up and leave, whether out of a desire for something better, or just simply something different. Those who stay do so out of stubbornness, habit, fear of the wider world, or concern (or responsibility) for those they would leave behind.

Basic Information

Age: ***Old.*** The village was founded decades ago. Production has reached peak performance with the elder members of the community being old hands at the work. There are many adults in the village who were born there.

Hardship Likelihood: *No Hardship*. The village has been lucky, and nothing has troubled it so far.

Size: *Small*. Up to 30 standing structures.

Condition: *Simple*. Most buildings are organized and seem sturdy enough, though there is nothing remarkable. The streets are clear enough to move through, but may be uneven and rutted.

Environment: *Mountains.* The village is found on stony passes or soaring peaks.

Specialty: *Location Proximity.* The village itself may not be very special, but it is near somewhere that is, such as a stunning vista, or a site of historical significance.

Resources: *Mining*. Raw metal ores are excavated from the ground, cleaned and sorted and then used, traded or sold. It is possible the mine is owned by a noble or kingdom who sends transport to pick up excavated materials. Ores may be processed in the village and turned into metal goods.

- **Resource-related locations:** Mine, Foreman's Station.

History: *Fear*. Something unnerving, or frightening, has happened recently.

Community

Population Density: *Sparse*. People are living here, but not many. They are able to handle all tasks that need doing but, perhaps, with some difficulty.

Demographics: *Only Two*. 60% primary race, 40% secondary race.

Disposition: *Neutral*. Locals are standoffish or perhaps hard on the outside, but can be friendly if you get to know them.

Law Enforcement: *None*. This could be good or bad, depending on one's point of view. Good if the folk are honest enough that policing is unnecessary, but bad when you need to call for help.

Leadership: *No Leader*. The village operates with no leadership, which could lead to unresolved disputes.

Population Wealth: *Average*. Most of the population have enough to live a modest life.

Crime: *Little-to-None*. Most, or all, of the villagers believe the village is totally safe, and certainly haven't experienced any crime personally.

- (+0 to **urban encounter** rolls)

Points of Interest

Places of Worship: 1

Place of Worship

- **Size: *Altar***. A small shrine, or perhaps a tiny shack, usually evincing some various items or images relating to that which the faith venerates.
- **Fervency of Local Following. *Subtle***. Followers of the faith may be identifiable, but remain very reserved.
- **Alignment of Faith. *Good*.**

Places of Gathering: Gathering Hall

Other Locations: Smithy, Inn, Alchemist

Extra Intrigue

Events: *Funeral*. A gathering to remember those from the community who passed away, either in mourning or in celebration of their life, with a party reflecting the things that meant most to the deceased.

Political Rumors: *More Taxes*. An increase in taxes is coming. What for?



Northcop

By Lou Fryer



War and winter raged for years. The garrison at the Northwestern Combat Outpost had long grown apathetic towards the uncaring lords they had fought hard for, so news of an uneasy truce that would end the conflict came as a blessed relief. When most of the army went home, those with nothing to go back to decided to stay and form the village that they named 'Northcop', as a reminder of it's military origins. The village has not had the most auspicious of beginnings, having been recently raided by desperate deserters in search of weapons and supplies for their long journey home, and suffering defeats as well as hard-fought victories during wartime. The most significant of these failures lead to the death or capture of several commanding officers. Northcop boasts only a few dilapidated structures in the glacial valley, but the soldiers are grateful for peacetime and a place to call their own. They live a quiet, rural existence and utilise their military fitness and patience ice-fishing on the frozen lake.

Upon the cessation of hostilities, the two sides released their prisoners of war, including one of Northcop's surviving commanders. During her incarceration, she had been made comfortable by virtue of her rank, and had struck up an unlikely friendship-turned-romance with her captors' guard captain. Upon her release, the two of them, along with a small contingent of soldiers and guards from both sides, decided to strike out with hopes of forming a village of their own. On their way, the commander found herself at her old outpost, to the surprise and delight of her former subordinates, and the visiting party soon made Northcop home.

Village life is tough and some relationships are strained. Several soldiers are uneasy about the commander's decision to bring 'enemies' into their new village, particularly in light of the devastating raid by those supposedly allied to her new love. The two sides do not openly quarrel, one side out of respect for their commander and the other due to being vastly outnumbered. The strangers, therefore, live a slightly separate existence as second-class citizens of the settlement. So far leaderless out of lack of necessity (remoteness of location and military camaraderie generating little to no crime), they have made the commander their defacto sheriff in deference to her former position, as well as her vested interest in keeping all relations amicable.

The happy couple recently announced their engagement, and preparing for their first wedding seems to be keeping the villagers distracted and in good spirits. The commander hopes and prays that, when they see their sheriff living happily with her wife and not her captor, tensions will begin to dissolve and the community will become truly united.

Basic Information

Age: *Recent.* The village was established within the past year. Those within the village are newly settled.

Hardships Likelihood: *Two Hardships.* The village has gone through a couple of hardships.

Hardships:

- ***Victim of War.*** The village was struck by the ravages of war (passing or foraging armies, collateral battle damage, disease from war-related issues such as camp hygiene or illness from dead bodies).
    - **Hardship Outcome: *Catastrophic Losses.*** The village's losses were brutal, and excruciatingly difficult, or even impossible, to recover from.
- ***Raid.*** The village was raided by marauders.
    - **Hardship Outcome: *Catastrophic Losses.*** The village's losses were brutal, and excruciatingly difficult, or even impossible, to recover from.

Size: *Very Small.* Up to a dozen standing structures.

Condition: *Dilapidated.* The village is in a state of disrepair. Some buildings may be coming down, or may have been built in a shoddy fashion. Cleanliness is not a priority.

Environment: *Valley.* The village is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.

Speciality: *Crop.* This village is known for a particularly notable crop. This could mean rare, high-quality, plentiful, or a mix of the three.

Resources: *Fishing.* The villagers utilize the bounty of the nearest stream, river, lake, or ocean. The village's proximity to neighboring settlements dictates how the fish can be sold. If remote, the fish might be dried and salted; if nearby, they could be sold fresh.

Ice. Keeping certain items cold is a necessity, and a village with access to ice would be in a great position to store meat, fish and dairy products. If your village is located in a very cold region, it may even be possible to collect and sell this valuable resource to those in warmer climes.

- **Resource-related locations:** Fisherman's Stand (Ice-fishing Holes), Wharf/Pier (Fishing Huts), Ice House

Recent History: *Attacks.* Members of the community have been attacked, either by briggands or, perhaps, monsters.

Community

Population Density: *Populous.* There are enough people here for the village to manage all tasks without difficulty.

Demographics: *High and Low.* 80% primary race in high social standing, 20% secondary race in lower social standing.

Disposition: *Open.* The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome.

Law Enforcement: *Sheriff.* A single officially sanctioned sheriff looks to maintaining order within the village. If they require additional help, they request it from the villagers, who may assist in a temporary capacity.

Leadership: *No Leader.* The village operates with no leadership, which could lead to unresolved disputes.

Population Wealth: *Average.* Most of the population have enough to live a modest life.

Crime: *Little-to-None.* Most, or all, of the villagers believe the village is totally safe, and certainly haven't experienced any crime personally.

- (+0 to **urban encounter** rolls)

Points of Interest

Places of Worship: *1*

Place of Worship

- **Size: *Altar.*** A small shrine, or perhaps a tiny shack, usually evincing some various items or images relating to that which the shrine venerates.
- **Fervence of Local Following: *Unseen.*** To those not within the following, it is not clear that the group exists.
- **Alignment of the Faith: *Neutral***

Gathering Places: Gathering Hall

Other Locations: *None.*

Extra Intrigue

Events: *Wedding.* Celebrating the formal joining of two families.

Political Rumours: *Missing taxman.* Taxes have not been collected in quite some time. Rumors abound as to why.

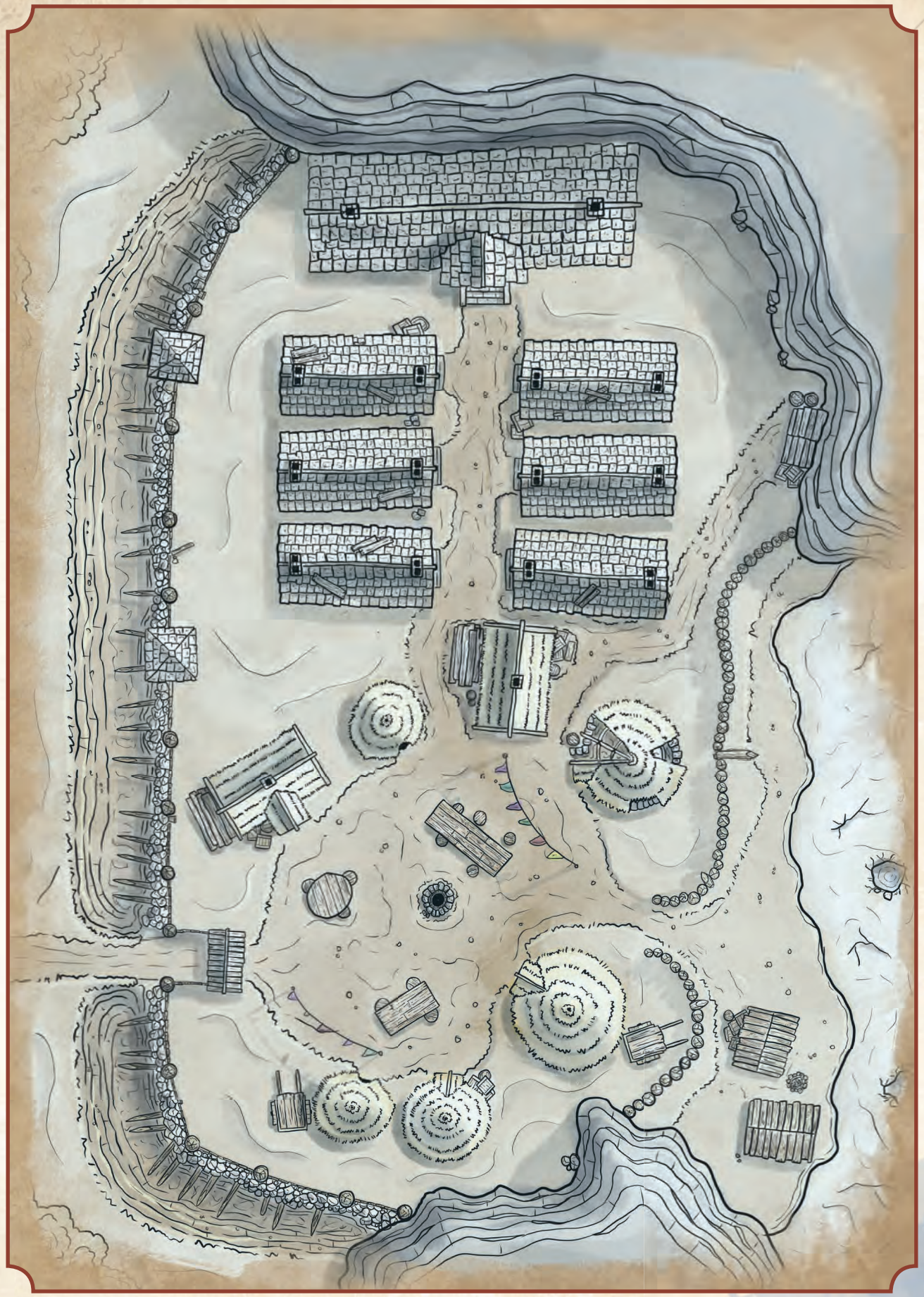
Goings on: *Echoes in the Deep.* A villager swears he can hear sounds like voices coming from underground.

Opportunities: *Monster(s).* Something worse than simple wildlife is terrorizing the village.

Harsh Weather: *Tornado.* A whirling cyclone is approaching or has careened through, or near, the village, uprooting crops, destroying buildings, or worse.

Danger Level: *Medium.* Danger or hazards are not unheard of, but not everyone would have experienced them.

Danger Type: *Disease.* Villages can lack rigorous standards of cleanliness or, due to their rural placement, can sometimes be prone to issues with disease-carrying vermin.



Stonesthrow

By Ralph Stickley



Stonesthrow was founded by a small group of entrepreneurial dwarves, for it was only they who saw the opportunity the area offered. As far as they are concerned, the fact of their banishment from the subterranean hold of Kharaz-Surgoz is neither here nor there (though, honestly, if they weren't allowed to test their experimental explosives in the tunnels, someone should have at least put up some signs…).

Finding a rich deposit of marble just a stone's throw away from their former home, the dwarves set about doing what they do best, and were soon selling marble to buyers far and wide. Recently, a noble of some renown contracted them to supply stone for a fortified palace, a wedding present for his daughter; hard work to be sure, but well-paid, and the village has prospered as a result.

While the citizens of Stonesthrow no longer fear falling into the open sky, they are still newcomers to the surface and, as such, are somewhat unprepared for some of its trials. Being originally composed of a fairly disparate group of long-time troublemakers (the rulers of Kharaz-Surgoz had, understandably, been trying to get rid of them for a while), it is not surprising that their ideas of governing were not exactly cohesive. This slightly anarchic atmosphere does not lend itself to particularly effective long-term planning. Indeed, without the unquestioned authority of the mine's foreman, order may well collapse entirely.

Chief amongst the village's worries is that dangerous beasts frequently wander in from the surrounding forest. With little experience in tracking, trapping, or discouraging them, the dwarves simply hope for the best and trust to good stone to protect them at night. A small group of villagers have even taken up worship of elven forest gods in an attempt to curtail the animal menace, though their worship is kept secret for the shame it would bring upon them. The success of their efforts are yet to be seen, but the fact that they are willing to meet in secret to burn offerings and clumsily attempt ritual dance speaks to both their desperation and their devotion to their new home.

Basic Information

Age: *Established.* The village has been settled for a few years. They have been able to successfully sustain themselves, and the families have started to grow.

Hardship Likelihood: *No Hardship.* The village has been lucky, and nothing has troubled it so far.

Size: *Medium.* Up to 60 standing structures.

Condition: *Simple.* Most buildings are organized and seem sturdy enough, though there is nothing remarkable. The streets are clear enough to move through, but may be uneven and rutted.

Environment: *Forest.* The village is nestled among the trees.

Specialty: *None.* The village is unremarkable, or not widely known for any particular thing.

Resources: *Quarrying and Masonry.* Stone is removed from the landscape in either raw, unrefined pieces, or cut into blocks for various purposes. It is possible the quarry is owned by a noble or kingdom who sends transport to pick up excavated materials. A local mason may build using the excavated stone.

- **Resource-related locations:** Foreman's Station

Recent History: *Good Fortune.* The village has received favorable notice from a nearby ruler, or entity of note.

Community

Population Density: *Populous.* There are enough people here for the village to manage all tasks without difficulty.

Demographics: *Only One*. 100% primary race.

Disposition: *Neutral.* Locals are standoffish or perhaps hard on the outside, but can be friendly if you get to know them.

Law Enforcement: *Sheriff.* A single officially sanctioned sheriff looks to maintaining order within the village. If they require additional help, they request it from the villagers, who may assist in a temporary capacity.

Leadership: *Anarcho-Syndicalist Commune.* The members of the village take turns as a sort of executive officer for the week.

Population Wealth: *Wealthy.* The villagers are well off, perhaps even able to indulge once in a while.

Crime: *Rare.* Most villagers have had no personal experience with crime, and few know people that have.

- (+1 to **urban encounter** rolls)

Points of Interest

Non-Commercial Locations: Dance Hall, Gathering Hall

Places of Worship: 2

Place of Worship 1

- **Size: *Altar.*** A small shrine, or perhaps a tiny shack, usually evincing some various items or images relating to that which the faith venerates.
- **Fervency of Local Following. *Unseen.*** To those not within the following, it is not clear that the group exists.
- **Alignment: *Good.***

Place of Worship 2

- **Size: *Oratory.*** A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.
- **Fervency of Local Following. *Quiet.*** Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing or phrases)..
- **Alignment: *Neutral.***

Other Locations: Bank & Exchange, Wainwright

Extra Intrigue

Event: *Local.* Celebration revolving around a major local event or the deeds of a local hero.

Political Rumor: *Noble wedding.* A local noble has just married the son or daughter of a well-loved (or greatly-loathed) noble family.

Superstition: Proclaiming new love at dawn or dusk is bad luck.

Goings On: *Fallen Rider.* A severely injured man in armor has ridden into the village, late at night, and fallen, unconscious, from his horse. He is wearing a tabard displaying an unfamiliar coat of arms.

Opportunities: *Wildlife.* Local wildlife has been harassing the villagers, or animals.

Harsh Weather: *Tornado.* A whirling cyclone is approaching or has careened through, or near, the village, uprooting crops, destroying buildings, or worse.

Danger Level: *High.* Danger or hazards are common.

Danger Type: *Wildlife Attack.* Wildlife lives in close proximity to the village, which may be open, or have little in the way of defenses. Wildlife may be free to roam the village, especially in low-traffic hours.



Xiabre

By Earl Shearin

Xiabre (Sah-bree) is a small village near the borders of the realm. It is ruled by a woman named Esoldeh Longbranch, their first new chieftain in quite some time, whose strong leadership has been a boon to the community. Longbranch proved her mettle and ability to command when the village came under attack, mounting a valiant defense and helping to lift them out of a past beset by misfortune and hardship.

Decades past, Xiabre was a small hamlet that grew up around a hunting lodge called The Griffon's Roost (which, rumor has it, was built upon the abandoned resting place of a true griffon). The chieftain would entertain visitors in the lodge, namely traveling nobility. During their stay, he would take them on hunting excursions, escorting them in the wilds.

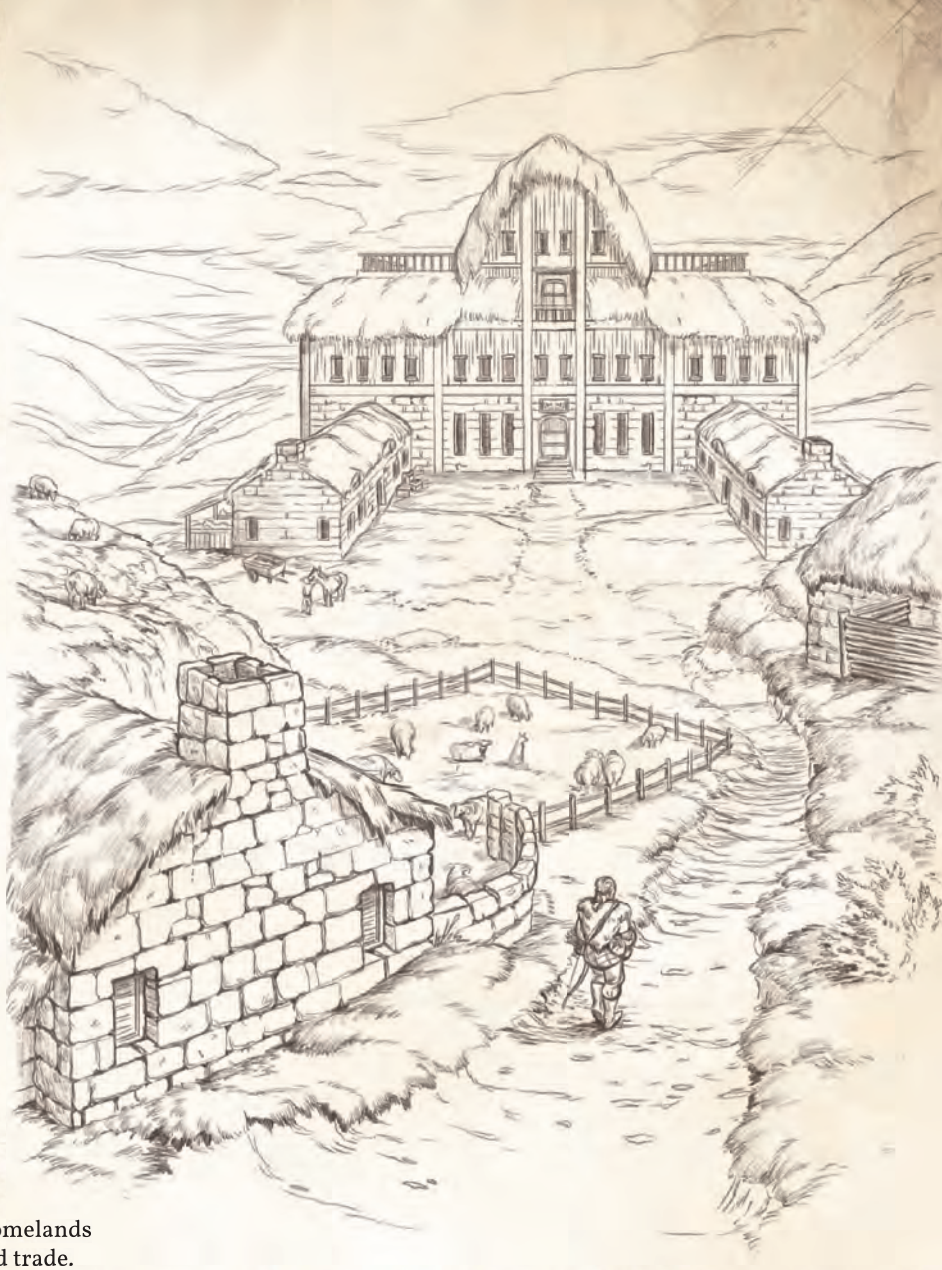
Four decades past, war struck. Tribes of orcs and giants came from the wilderness, intent on wiping out the civilized folk they saw as their enemies. This was leagues away from remote Xiabre, but still they were affected. Refugees fleeing the war came to the village in droves, which rapidly lead to overcrowding, but also bustling trade.

In the war's final year plague struck, wiping out much of Xiabre's livestock, as well as two-thirds of its population. Edun, the liege lord to whom Xiabre owed fealty and ruled it directly while their chieftain, Parlin, was away at war, also perished from the disease. None were sure what became of Parlin, or his kin.

In these dire times, Xiabre struggled to survive. Its vulnerability made it an easy target for bandits and raiders, and the once-friendly locals became bitter and distrusting of any newcomers.

With the war's end, many refugees returned to their homelands and the population dwindled and, with them, so too did trade. Those that did stay, however, embraced their survival against the odds, farming and raising sheep, hogs, and cattle. Xiabre even became known for the excellent quality of its wool.

In the years since, Xiabre has encountered its share of trouble but, with the courage and resourcefulness of the locals, it is clawing its way out of the darkness.



Basic Information

Age: *Old.* The village was founded decades ago. Production has reached peak performance, with the elder members of the community being old hands at the work. There are many adults in the village who were born there.

Hardships Likelihood: *Two Hardships.* The village has gone through a couple of hardships.

Hardships:

- ***Plague.*** The community fell victim to disease.
    - **Hardship Outcome: *Terrible Losses.*** The village's losses were crushing, and incredibly difficult to recover from.
- ***Loss of a Community Leader.*** A key member of the community died or went missing.
    - **Hardship Outcome: *Terrible Losses.*** The village's losses were crushing, and incredibly difficult to recover from.

Size: *Medium.* Up to 60 standing structures.

Condition: *Simple.* Most buildings are organized and seem sturdy enough, though there is nothing remarkable. The streets are clear enough to move through, but may be uneven and rutted.

Environment: *River.* The village is near a steadily flowing stream or other watercourse.

Specialty: *Crafted Goods.* The village is known for the craft of a certain item, or type of goods, widely liked and highly valued, such as hand-crafted furniture, a category of clothing item, etc.

Resources: *Livestock (Shearing).* Llamas, sheep, goats and/or yaks are shorn in the village, the wool bundled and taken to market. The village may also produce its own woolen goods for sale.

- **Resource-related locations:** Shearing Shed, Storage

Recent History. *Wartorn.* The village was occupied by military forces, and suffered damages, during wartime in the recent past.

Community

Population Density: *Dense.* The village seems to have a large amount of people for its size. There are many hands available to help with any work that needs doing.

Demographics: *Wide Distribution.* 20% primary race. All others reasonably well represented.

Disposition: *Neutral.* Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.

Law Enforcement: *Sheriff.* A single officially sanctioned sheriff looks to maintaining order within the village. If they require additional help, they request it from the villagers, who may assist in a temporary capacity.

Leadership: *Natural Village Elder.* The village recognizes a wise individual, and informally acknowledges them as an authority figure.

Population Wealth: *Impoverished.* Around half of the population struggles to carve out even a meager existence.

Crime: *Little-to-None.* Most, or all, of the villagers believe the village is totally safe, and certainly haven't experienced any crime personally.

- (+0 to **urban encounter** rolls)

Points of Interest

Places of Worship: 2

Place of Worship 1

- **Size: *Oratory.*** A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.
- **Fervency of Local Following. *Quiet.*** Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing or phrases).
- **Alignment: *Good.***

Place of Worship 2

- **Size: *Altar.*** A small shrine, or perhaps a tiny shack, usually evincing various items or images relating to that which the faith venerates.
- **Fervency of Local Following. *Moderate.*** The pious are confident and unafraid to display their faith openly, but do not encroach upon the wider populus uncalled for.
- **Alignment: *Good.***

Places of Gathering: Outdoor Recreational Area

- ***Gathering Hall.*** Griffon's Roost. Built prior to the village and said to be built atop an actual griffon's nest.

Other Locations: Herbalist, General Store, Magic Shop - Books

Extra Intrigue

Events: *Harvest and Productivity.* Villagers seek blessings for upcoming work, such as a harvest, or thanks are given for bountiful yields.

Political Rumors: *More Taxes.* An increase in taxes is coming. What for?

Superstitions: *Groaning Cheese* (author created). Expectant mothers make

what they call a 'groaning cheese', a large wheel of cheese that matures for nine months as the unborn baby grows. When the 'groaning time' or time of birth comes, the whole family celebrates by eating the cheese until nothing but the outer rind is left. The newborn is then passed through the rind on its naming day to be blessed with a long and prosperous life.

Goings On: *Children Missing.* Some of the younger villagers have gone missing. How long have they been gone? What were they last seen doing?

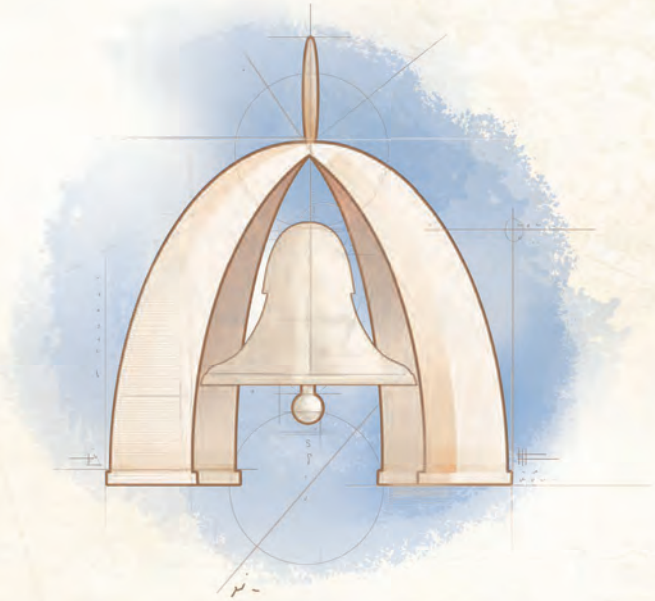
Opportunities: *Monster(s).* Something worse than simple wildlife is terrorizing the village.

Harsh Weather: *Heavy Precipitation.* Rain or snow have been significantly heavier than usual. There has either been sufficient flooding, or snow has been deep enough, to cause damage, perhaps even trapping folk inside their homes.

Danger Level: *Medium.* Danger or hazards are not unheard of, but not everyone has experienced them.

Danger Type: *Wildlife Attack.* Wildlife lives in close proximity to the village, which may be open, or have little in the way of defenses. Wildlife may be free to roam the village, especially in low-traffic hours.





Towns



Towns

A horse snorts in your ear as a merchant in front of you tugs on their reins from their position atop their wagon, stopping at the town gates. The guards approach, lazily probing for information about his cargo in the bored tones of those who go through this question and answer charade a thousand times a day, making a show of throwing up the heavy canvas and giving it a cursory glance. Once satisfied, they wave the merchant on and, with a "chk-chk", the horses once more lumber into motion. The iron-hooped wheels clatter along the cobblestones as the cart maneuvers through the narrow streets and out of sight.

You approach the gate and are similarly asked your business by one of the guards. Your answer doesn't seem to surprise them in the least, and they are satisfied enough to let you by. As you walk into town, the newly rising sun starts to cast rays of yellow and pink across the ground. You draw a deep breath through your nose, and smile. After a short walk, you recognise the merchant from the gate, his wagon pulled into a spot in the town's square. The horses appear to have been stabled, and the merchant is busying himself under the canvas, retrieving the contents of his stall. Poles go up, signs and banners are hung, tables are set out, and goods are placed upon them in as fine an array as possible.

As the daylight floods the town in earnest, the place begins to transform. The square, usually mere cobbles and dirt, is now swathed in fabric, filled with stalls in myriad colors. Signs proclaim the many different wares being sold, folks of all stripes begin roaming between the stalls nearby, and the taverns are soon full to bursting. Coin flows, laughter echoes, and music begins to play. Decorations stream overhead as children careen down the avenues, laughing and playing. You chuckle as two of them bump into your shins, mid-run, yelling a hasty, giggling apology. You shake your head with a smile, pat your pockets to check that they didn't make off with your coins, and remember there are a few supplies you've been needing. You head towards one of the stalls, the magic of market day swirling all around you.

A town may be an idyllic, colourful oasis of commerce, like the one described above, or the bustling mercantile comings and goings might be a front for criminal activity. A town can be tiny, perhaps no larger than an average village, or can be huge, almost a city in its own right, with blossoming elements of culture and ceremony. Towns are built around their regular market days. On market day, a town becomes a hive of activity, where folk from miles around come to both buy what they need, and to sell what they can, in order to provide for their families (or, perhaps, just pay off their tavern tab).

Overview

Towns truly merge the singular aspects of villages and trading posts, taking the long-term residential nature of a village and adding a commercial marketplace. This creates a settlement type that is, perhaps, the most versatile of all. As you proceed, do so knowing that the place you're about to build will be uniquely yours and unlike anything else you've ever created thus far. It's time to build.

Adaptable

A town, unlike a city (and, certainly, unlike a capital) is nimble, if you could call a settlement such. A town can spring up in places a city simply would not fit or function. Yet, a town also harnesses some of the most crucial elements of its larger cousins: the beginnings of a true economy and developing society.

In this chapter you will go through sections called steps. Each step will include tables. You will roll a die (unless they have you reference previous information about your settlement, such as its size). Find your roll (or appropriate information) in the left-hand column. In the right-hand column will be your result. We encourage you to make a note of these results; the Towns Settlement Sheet is available for you to record your rolls, and can be found in the back of this book and at www.nordgamesllc.com.

Certain results will give you modifiers. Most modifiers will add or subtract from a future roll (though some may have you roll a different die, or tell you to add a feature or location to your settlement).

No matter how high or low a modifier makes a roll, your result can never be higher or lower than the highest and lowest results on a table.

Important

Modifiers will never have you modify previous tables or results. Anything being modified will always come after.

Progress through this chapter by going through these steps:

- **Step 1: Basic Information**. The tables in this section will provide broad or fundamental details about your settlement.
- **Step 2: Community**. The tables in this section will provide details about the people that live here and certain aspects of society.
- **Step 3: Points of Interest**. The tables in this step determine what locations are in your settlement, including shops, services and non-commercial locations.
- **Extra Intrigue**. This is an optional step, filled with tables that can add additional flavor to the settlement.



Step 1: Basic Information

Below you will find a variety of attributes such as **age**, **condition** and **size**. Using these attributes and their tables, you will be able to build out the basic information for your town. Some attributes might have an effect on others via modifiers which are written into the tables. For example, the **condition** of the town modifies its **population wealth**.

Keep in mind that any modifiers are completely optional and are not required if you have an existing vision for your town. When rolling for outcomes with modifiers, results of 0 or a negative number should be considered an outcome of 1. Equally so, outcomes over the highest number on a given table should be considered equal to the highest possible number (i.e. on a d20 table, a 24 would be a 20).

Modifiers to Watch For

Included locations: All towns automatically feature two **shops** (a general store and a smithy) and two **services** (an inn and a tavern), as detailed in **Step 3: Points of Interest**. Some of the tables in this step, as well as **Step 2: Community**, may have modifiers that modify a location such as the 'default inn'. If you see a result referring to a 'default' location, these are the locations it applies to.

Origin

To begin to imagine your town and make it real in your mind, it helps a great deal to understand the circumstances surrounding the initial settling of the site. Roll on the table below to find out what those circumstances were.

d8	Origin
1	**Accidental.** The town was never meant to be anything more than a camp or minor settlement, at most. Fate saw to it that things happened differently. Outsiders found the place, some stayed, some left and told others and, over time, more and more came, more and more stayed, and the place grew.
2	**Decree.** It was decided by some authority that a town was needed here, funds and materials were set aside for its founding, and it was established.
3	**Exodus or Exile.** A group of settlers left (or were forced to leave) their home. They found this place and decided to build.
4	**Key Crossroads.** The town was established on a crossroads frequented by travelers from all over.
5	**Military Camp.** A deployment wound up lasting longer than anticipated, so the camp began building more solid fortifications in an increasingly permanent fashion. Either the original members of the encampment still reside here, or it was otherwise occupied after they departed.
6	**Port.** The town established itself on the water where none had done so previously, sprouting worn piers and roads taken by merchants and travelers alike. (The **environment** your port is in is [d6]: 1-3: coastal 4-6: river.)
7	**Rapid.** Fueled by ambition, strong will and, perhaps, access to certain excellent products or resources, a group of people set their minds to creating this town in an important location. Witnesses express how it almost seemed to spring up overnight.
8	**Steady.** Built piece by piece over time, this town was a labor of commitment and devotion. It may have taken years, or even decades, until it reached fruition, but now it stands, such as it is.

Priority

What is the town's top **priority**? A great deal can be understood about a place, and the people in it, when one finds out what they care about most. A town's priority is an idea of particular importance within the town itself, and it may have been founded around it. Some ways this may manifest are in the form of laws which accommodate the idea (such as laws allowing for easy trade), or physical representations of the idea (such as places that produce a particular product).

Roll on the table below below to discover your town's priority.

d6	Priority
1	**Military.** The town prioritizes defenses and law enforcement. (+1 to **fortification** roll) (+1 to **law enforcement** roll)
2	**Government.** The town prioritizes structure, order, and law. (+1 to **law enforcement** roll) (When rolling on the **leadership** table, reroll any results from 91-100.) (Free location: Non-Commercial - Place of Government)
3	**Production.** The town prioritizes generation and movement of resources. (Roll a d4 instead of a d8 on the **specialty** table.)
4	**Economic.** The town prioritizes their market, ensuring a large area, wide streets, more shops, and lodging. (+2 to **market square** roll) (When checking the **commercial locations** table, consider your town 1 size category larger)
5	**Religious.** The town contains substantial temples in prominent locations. (Free location: Non-Commercial - Place of Worship and +5 to its **place of worship size** roll)
6	**Magic.** The town is focused on some form of magical pursuit. (Free location: Shop - Magic Shop [d6] : 1: Armor 2: Books 3: Clothing 4: Jewelry 5: Weapons 6: Misc. & Curiosities)

Specialty

The town's **specialty** is the main thing it is known for. Towns are a significant step up from trading posts and villages as they have the potential to have a bit of everything, from trade to agriculture, industry, or even government.

Roll on the table below, and note your town's specialty.

d8	Specialty
1	**Craft.** The town is known for being a place to find high-quality, hand-crafted goods.
2	**Farming or Resource Gathering.** The town is known for the resource(s) it produces. Base this on what kind of environment and climate the town is in. If farming wouldn't work as well, perhaps they mine or harvest lumber instead. (+1 to **farms and resources** roll. Reroll if 1-8.)
3	**Industry.** This town is known for certain industrial processes such as milling, textiles, or smelting. (Free Location: Shop - [d6]: 1-2: Mill 3-4: Textile Production 5-6: Foundry/Smelting)
4	**Unique Shipping Methods.** These people know how to get things from one place to another by strange or innovative means.
5	**Connections.** This town is full of people who can find and obtain almost anything (or, perhaps, any*one*).
6	**Drink.** The town is known for having a wide variety of (or excellent quality) beverages available throughout.
7	**Education.** The town is known as the location of a widely-renowned educational institution. (Free Location: Non-Commercial - Place of Education)
8	**Hospitality.** The town is known as a welcoming, desirable place to stay. (The default inn is of [d6]: 1-3: good quality 4-6: fine quality)

Age

Towns vary widely in **age** but, due to the time it takes for towns to come into being, they will likely be longer established than such settlements as trading posts or villages. This time frame assumes the 'beginning' was when the first actions were taken to establish the town.

d10	Age
1-2	**Recent.** Established within the past year, the town has not been around long. Awareness has likely not spread beyond the immediate surrounding area. (-2 to **population density** roll)
3-4	**Established.** The town has been around for a few years. Folk within a few dozen miles may have heard of it. It has most likely been added to major official maps. (-1 to **population density** roll)
5-6	**Mature.** The town has been around for decades, and may have developed some sort of reputation, depending on its community, location, and what goes on in the town. (+0 to **population density** roll)
7-8	**Old.** The town has been around near enough to a century, or so. Families have grown up here. Some businesses have grown, folded, and been replaced by new ones. Features have likely been added, or it may have expanded outwards. It may also have seen through many events that could have altered the town's course. (+1 to **population density** roll)
9-10	**Ancient.** The town is hundreds of years old, or more. It may still be thriving, or in ruins, remaining much like it has always been, or may have drastically changed, for better or worse. (+2 to **population density** roll)



Size

A town's **size** can differ greatly, as can the number of people around. The town's boundary also includes the surrounding countryside, so among the structures numbered here, a fair number can be small communities of thatched-roof cottages or wattle-and-daub houses for folk who aren't wealthy enough to live in the town proper. It also includes the town's farms and other outlying buildings.

d20	Size
1-2	**Very Small.** Up to a few hundred standing structures in an area able to support up to around 1000 people. (+2 to **population overflow**)
3-6	**Small.** Up to 500 standing structures in an area able to support around 2000 people. (+1 to **population overflow**)
7-14	**Medium.** Up to 1000 standing structures in an area able to support around 4000 people. (+0 to **population overflow** roll)
15-18	**Large.** Up to 1500 standing structures in an area able to support around 6000 people. (-1 to **population overflow** roll)
19-20	**Very Large.** Up to 2000 standing structures in an area able to support around 8000 people. (-2 to **population overflow** roll.)

Commercial Locations

These are places of business (**shops**/**services**) occupying permanent physical structures in your town. In **Step 3: Points of Interest** (p. 105), you will determine what types, and how many of each kind, of establishment are present.



Condition

The town's **condition** includes how well it is maintained, and what the town may have gone through historically, or be experiencing in the present. It can also somewhat reflect the personality of its population.

A town's condition may also be the result of something that is not under its control. For instance, if it came under attack, it could be badly damaged, through no direct fault of the town itself.

d20	Condition
1	**Derelict.** Buildings may be coming down, or in ruins. Refuse may line the streets, which, if they were ever maintained to begin with, are nigh unrecognizable now. Everything seems broken, filthy, or both. This place might benefit from complete destruction and a re-build. The smells are, likely, vile. (-6 to **population wealth** roll)
2-4	**Lousy.** Things are in rough shape. Most structures seem unsound, or are just in poor condition. Windows, if there are any, may be broken or boarded up. Walls are stained, and streets are rutted or cracked. The smells are an affront to the senses. (-3 to **population wealth** roll)
5-12	**Moderate.** Structures seem sound enough though are, perhaps, not attractive. It is likely that most homes keep occupants dry. Roads are relatively clear, if not clean. The smells are not pleasant, but tolerable. (+0 to **population wealth** roll)
13-19	**Robust.** Buildings in the town appear solid. Beams protruding from structure walls look to be sturdy and hard-wearing. While possibly lacking in true refinement, the town bears a strength and sense of reliability. Roads are maintained, though not obsessed over, and are largely free of refuse and filth. The smells are those of smoke and sawdust, leather and sweat. (+3 to **population wealth** roll)
20	**Superb.** The town is exemplary in all aspects. The buildings are built with exquisite skill and flair, leaving no doubt as to their quality. The roads are immaculately kept, with little to no detritus anywhere. The smells are those of fresh air and flowers, grass and trees, or cool sea mist. (+6 to **population wealth** roll)

Environment

While a trading post or village could be established almost anywhere, towns are large enough to be the first settlement type to have more limitations on their placement.

The tables and options available in this book are designed to allow settlements to be placed anywhere, regardless of environment. If you have an environment in mind for your settlement already, feel free to skip, or manually select from, this table.

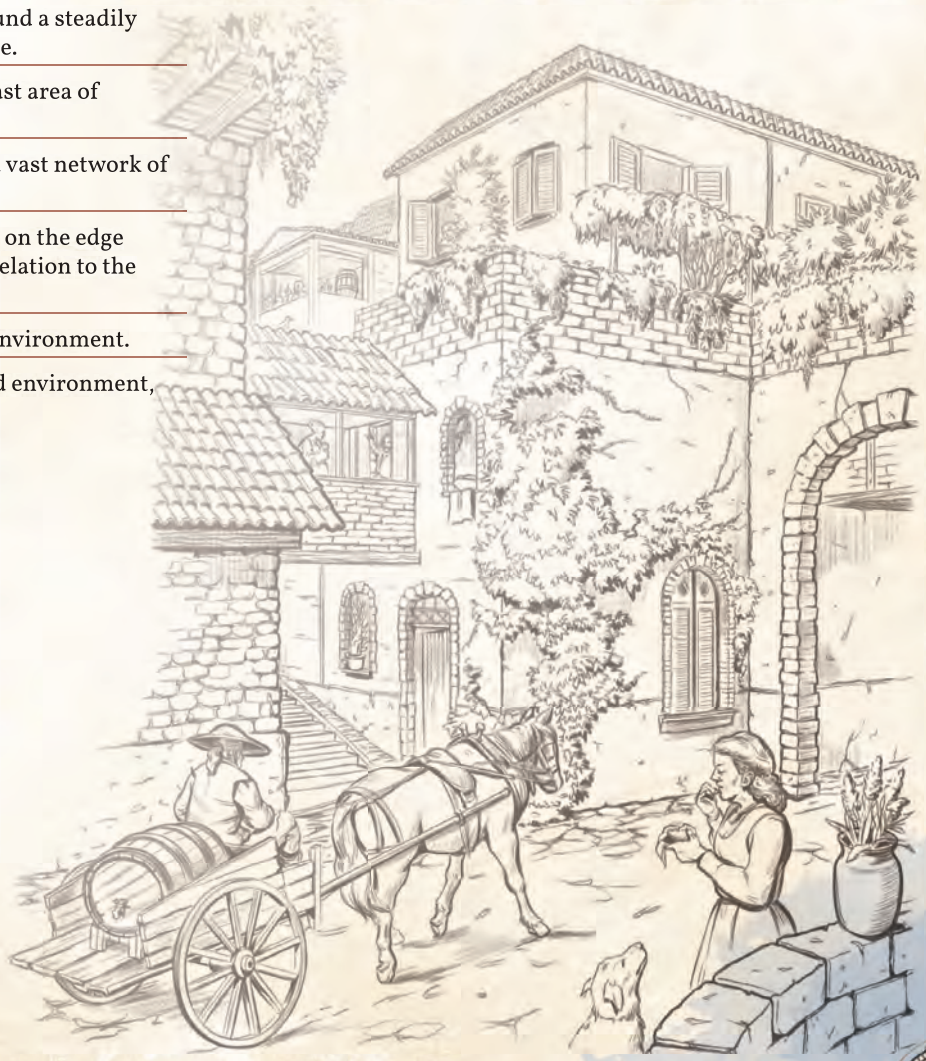
Origin: Port

If you rolled 'Port' for your origin, your environment is either Coastal or River. Skip the table below.

d10	Environment
1	**Coastal.** The town is near a large body of water, such as a lake or ocean.
2	**Forest.** The town has been established in area cleared of the surrounding trees.
3	**Mountains.** The town is found on a plateaux of a stony pass or soaring peak.
4	**Plains.** The town is encircled by wide, open fields.
5	**River.** The town is near or built around a steadily flowing stream, or other watercourse.
6	**Swamp.** The town is in, or near, a vast area of stagnant water.
7	**Underground.** The town is within a vast network of caves.
8	**Valley.** The town is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.
9	**Tundra.** The town is in a very cold environment.
10	**Desert.** The town is in a dry and arid environment, likely flanked by vast sand dunes.

Water

Regardless of environment, one critical element to any settlement is water. The fact that the place exists is evidence that they are getting water *somehow*, but what that might be may not be obvious. This can be a creative challenge for you. Perhaps your settlement is in a desert, or deep in a forest. Perhaps they have deep wells? Maybe they actually purchase water from elsewhere? Or it could even be that it's generated magically. Either way, a plentiful source of water is an important thing to think about.



Prosperity

A town's degree of success is intimately tied to its commercial traffic. Ideally, people from all around will visit for market day(s) and whatever else the town may have to offer, and any coin changing hands is excellent for the economy.

However, the inverse can be true, too. If a town is badly placed, or something is making trade difficult, it could be detrimental to its success.

d20	Prosperity
1	**Abysmal Failure.** The town has had little to no business, or has been very unfortunate. (-8 to **visitor traffic** roll) (-13 to **population wealth** roll)
2-4	**Failure.** The town has struggled to generate meaningful wealth or notoriety. (-6 to **visitor traffic** roll) (-6 to **population wealth** roll)
5-10	**Mildly Successful.** The town has attained a mild degree of success and visibility. (-1 to **visitor traffic** roll) (-3 to **population wealth** roll)
11-16	**Successful.** The town is functional and generates a modest to good amount of coin. (+0 to **visitor traffic** roll) (+0 to **population wealth** roll)
17-19	**Very Successful.** The town has achieved real financial success and attracts a large number of visitors. (+2 to **visitor traffic** roll) (+3 to **population wealth** roll)
20	**Incredibly Successful.** The town attracts huge amounts of wealth for its citizens and visitors flock to be part of it. (+6 to **visitor traffic** roll) (+6 to **population wealth** roll)

Market Square

The **market square** is often the beating heart of a town. On market days, vendors from all over will come to ply their wares. It is also where hoards of travelers will come to find anything they could need (or be convinced they do). Buildings around the market square are typically considered prime real estate, due to the amount of traffic they see.

d6	Market Square
1-2	**Tight.** Only room for a few, key vendor stalls.
3-4	**Ample.** Room for a fair number of vendor stalls.
5-6	**Spacious.** Room for lots of vendor stalls.

Vendor Stall Acquisition

Merchants depend on having a great location from which to sell. With finite space in the market square, how does a town determine who gets a space?

d4	Vendor Stall Acquisition
1	**First Come, First Served - No Fee.** Merchants line up prior to market day. Those at the front of the line are given the spaces. No fees are charged.
2	**First Come, First Served - Fee.** Merchants line up prior to market day. Those at the front of the line are given first pick of the available stall spaces, provided they can pay the fee for the day.
3	**Lease.** Merchants pay in advance (sometimes *far* in advance) for the right to a space in the market square.
4	**Bid.** Prior to market day, the spaces are auctioned off.



Merchant Overflow

Does the town allow merchants unable to acquire a vendor stall in the market square to sell their wares outside of town? **Overflow** areas would typically be along the major road(s), potentially out through the main gate(s).

d4	Overflow
1	**Banned.** Excess vendors are not allowed to set up stalls outside the town. Town guards will enforce this. (+1 to **law enforcement** roll)
2	**Unpatrolled.** Excess vendors are allowed to set up stalls but, as the town guard do not patrol or monitor these areas, the risk is higher. The spaces available are unkempt.
3	**Monitored.** Excess vendors are allowed to set up stalls, and the town guard patrols through regularly, but the areas themselves are less-maintained and traffic is lighter.
4	**Encouraged.** Excess vendors are encouraged to set up stalls outside the town, if they are unable to get a spot in the square. There are maintained areas available for use, and provided on a first-come, first-served basis. When in use by vendors, this area is regularly patrolled, if law enforcement personnel can be spared.

Fortification

As settlements grow, they begin to attract more attention. As they draw in well-intentioned visitors, they also bring all kinds of ne'er do wells, and the need for defenses may quickly become apparent.

Fortifications can include walls, heavy gates and watchtowers. As well as acting as protection, fortifications can have an effect on how the populace feels. If one feels safer, it is much easier to feel happier to stay and spend or, at the very least, unafraid to walk alone back to your inn.

d20	Fortification
1	**Unfortified.** The town's perimeter is open, allowing entry from almost any point. (-5 to **disposition** roll)
2-8	**Lightly Fortified.** The town proper is surrounded by a light wall of wood or stacked stone. The fortifications pose only a mild inconvenience to outside forces, but they easily keep out wild animals. (+1 to **disposition** roll)
9-15	**Fortified.** The town proper is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the town, though they are likely sporadic. (+3 to **disposition** roll)
16-19	**Heavily Fortified.** The town proper is surrounded by a heavy wall of wood or stone, with several watchtowers built along its length. The gate is double-thickness and reinforced with metal bands. There are additional watchtowers built at various points throughout the surrounding countryside. (+5 to **disposition** roll)
20	**Extremely Fortified.** The town proper is surrounded by an imposing wall of wood or stone, with many fully-staffed watchtowers at regular intervals along its length. The gate is double-thickness, reinforced with metal bands, augmented with a portcullis, and is always manned. A supplementary wall of wood or stone encompasses the surrounding countryside, with its own watchtowers. Nothing goes in or out without the watch's knowledge or permission. (+7 to **disposition** roll)

Suggestion: Fortresses

If your town has substantial fortifications, you might consider adding a fortress (whether it be a **keep**, **castle** or **stronghold**). You can find the fortress builder in **Chapter 7**.



Step 2: Community

The **community** is the core of a successful town. Stout walls, cobbled streets, cozy homes and gaily colored market stalls all mean little and less without the bustling throngs that occupy them. A town shelters the first community of its kind: one that merges the industriousness and commercial awareness of a trading post, with the familial nature of a village, into a whole that reaches even higher pegs on the ladder of civilization.

Below, you will find tables representing the many and varied aspects of a town's community, which will shape its personality.

Population Density

Population density is meant to be a scalable visual representation of the people living in a settlement. Towns, cities, and capitals have so many people that it's easier to visualize how the people might appear, rather than actually numbering them.

These larger settlements require a certain amount of people to function, so the table below contains options that take this into account, and then build upon it.

Deserted

We assume that a town will need to function and needs a certain amount of people to do that. If, however, you are ok with the idea of a town being almost (or even *totally*) deserted, you could treat any result of 0, or negative, as being deserted. This is entirely optional, but something that could be interesting.

Modified by: age

d20	Population Density
1-2	**Skeleton.** The town only has enough people to function at its most basic level. (-2 to **population overflow** roll) (-2 to **night activity** roll)
3-6	**Sparse.** Folk live here, but it would never be called bustling. Walking down the street, you'll typically only see a few people. (-1 to **population overflow** roll) (-1 to **night activity** roll)
7-14	**Populous.** A moderate amount of people live here. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped. (+0 to **population overflow** roll) (+0 to **night activity** roll)
15-18	**Dense.** There is a large amount of people living here. There are few, if any, vacant buildings. In high traffic areas, one generally has elbow room, but not much more. (+1 to **population overflow** roll) (+1 to **night activity** roll)
19-20	**Crowded.** The town is filled with jostling throngs. Practically all structures are occupied. Some may even camp outside town. Moving about can be difficult, and bumping into other people is typical in higher traffic areas. (+2 to **population overflow** roll) (+2 to **night activity** roll)



Population Overflow

There are often times when the demand for space within the town exceeds the capacity. This leads to **population overflow**, where people who would have liked to live in the town, but aren't able to, establish themselves outside of it, either in camps or small adjoining neighborhoods. Roll below to see what percentage of your resident population falls into this category.

Modified by: size, population density,

d20	Population Overflow
1	**<10%.** Less than a tenth of the town's population is outside the town proper. This typically means that the only people who live outside the town are those that do so out of necessity, due to requirement of duties (such as owning a farm).
2-4	**10%.** A tenth of the town's population is outside the town proper.
5-12	**20%.** A fifth of the town's population is outside the town proper.
13-17	**30%.** A third of the town's population is outside the town proper.
18-19	**40%.** Just under half the town's population is outside the town proper.
20	**50%.** Around half the town's population is outside the town proper.

Farms and Resources

As the mechanical combination of a village and a trading post, a town often has **resources** or work that it specializes in. They may have **farms** or resource gathering hubs established that bolster the town's economy and support the town itself.

Roll on the table below to see if the town has any farming or harvesting operations.

Town Size	Farms & Resources Rolls
Very Small	1 roll
Small	2 rolls
Medium	2 rolls
Large	3 rolls
Very Large	3 rolls

d20	Farms & Resources
1-4	**None.** If you have any remaining rolls to make on this table, proceed with them.
5-11	**Farming [Agriculture].** A group of farms, which provide food, are found on the nearest hospitable land under the town's control.
12-16	**Farming [Livestock].** A group of farms, which provide livestock, are found on the nearest hospitable land under the town's control.
17-20	**Resource Harvesting.** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry belonging to the town has been built nearby to harvest resources for use or sale.

None?

It *is* possible to have no farms or resources within the geographical boundaries of the town. This means that the town likely supports itself in other ways, whether through trade or services. Another option to consider would be things such as support from an external source, like a political ally or, perhaps, if the town is part of a larger kingdom, the ruler allocates resources for the town for some reason. Rolling 'none' forces you to ask, "How does this town function without these things?"

Visitor Traffic

Visitor traffic encompasses the typical amount of non-residents in town. Keep in mind that this is on a day-to-day basis. Market days tend to attract more people, but *how many* more would be up to you.

Isolated

Towns, by their nature, tend to attract at least *some* visitors, at least those interested in selling their wares on market day(s). However, should you desire, treat any result of 0, or less, as meaning the town gets *no* visitors. This would mean that, for whatever reason, the only folks in town are the ones who live there. This is entirely optional, but usable, if you'd like.

d20	Visitor Traffic
1-3	**Mostly Locals.** On any given day, there are typically a few from out-of-town, though not enough to impact congestion. (+0 to **night activity** roll)
4-9	**Groups.** There are generally a fair amount of visitors. May slightly increase congestion. (+1 to **night activity** roll)
10-14	**Crowds.** A noticeable amount of people come through town on a regular basis. Congestion is increased. (+2 to **night activity** roll)
15-17	**Droves.** Large groups of people regularly frequent the town. Congestion is significantly increased. (+3 to **night activity** roll)
18-19	**Masses.** Huge groups of people always seem to be visiting. Congestion could cause difficulties, if the town is unable to cope with very large amounts of people. (+4 to **night activity** roll)
20	**Multitudes.** Massive groups of people throng the streets, likely spilling out onto the roads outside town. Congestion is an ever-present reality, and a regular issue. (+5 to **night activity** roll)



Night Activity

Where **population density** and **visitor traffic** give an ample idea of the daytime activity, a town's night-life can vary greatly, depending on how many people are staying over. When only a few folks are around, there is little need for establishments to be open after dark. On the other hand, if people are coming and going at all hours, it's far more likely that shops and services would be open to accommodate them.

We're Closed!

Even if the vast majority of shops and services are open, this doesn't mean that *all* would be. It is perfectly reasonable to expect that some shopkeepers would keep regular business hours and close up for the night.

Roll on the table below to see the town's level of activity once the sun goes down.

Modified by: population density, visitor traffic

d20	Night Activity
1-2	**Dark.** By the time the sun goes down, the streets are nearly empty and the town closes up. All is quiet and peaceful. If the town has a gate, it is closed and barred. Guards may, or may not, allow night travelers inside.
3-6	**Quiet.** Everything is closed except for inns and taverns, which remain open until midnight. Late guests would have to wake an innkeeper to get a room. If the town has a gate, it is closed and barred. Guards will usually let visitors in, but will discourage wandering.
7-14	**Slow.** Almost everything is closed except for taverns, which may be open until early morning, and inns, which stay open perpetually. If the town has a gate, it is closed, but guards will generally be ready to open it, as needed.
15-18	**Active.** Inns and taverns remain open perpetually. Some shops and services may be open, catering to late travelers or night owls. A fair amount of establishments may still be closed. If the town has a gate, it is kept open, but guarded, ready to be closed, if needed.
19-20	**Lively.** There is little difference between day and night traffic. There are always people on the streets and it may seem like no one ever sleeps. Most shops and services remain open constantly. If the town has a gate, it remains open and is only closed under the most dire of circumstances.

Demographics

Towns are known for being much bigger than either villages or trading posts. How diverse are the people that live here? Is it an entirely elven community, or is it populated by folk from all corners of the world?

Roll on the table below to determine what people reside in your city. When deciding what those races are, be sure to use the setting and environment of the town to help you.

d20	Demographics
1-4	**Only One.** 100% primary race.
5-8	**Only Two.** 60% primary race, 40% secondary race.
9-14	**Normal Distribution.** 50% primary race, 25% secondary race, 15% tertiary race, 10% other.
15-17	**Wide Distribution.** 20% primary race. All others reasonably well represented.
18-19	**High and Low.** 80% primary race, 20% secondary race.
20	**Ever-Changing.** No discernible distribution. Racial representation lacks any sense of numerical dominance.

Disposition

Disposition is the general attitude or impression a visitor would get from interacting with the locals and noting their behavior toward visitors. This is how the locals *seem* (whether they truly *are* is up to you).

Modified by: fortification

d20	Disposition
1-2	**Hostile.** Locals seem very unfriendly toward visitors, and would likely make out-of-towners feel unwelcome. This could manifest as coldness, passive-aggressiveness, or even violence.
3-6	**Unfriendly.** Locals don't care much for visitors, looking upon them with contempt, fear, or suspicion.
7-14	**Neutral.** Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.
15-18	**Friendly.** Locals are generally friendly, welcoming, and slow to take offense.
19-20	**Open.** The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome.

Leadership

Towns are large enough that it is nigh-impossible for one to exist without *some* form of local **leadership**. Roll on the table below to see who is in charge at present.

(If priority is **Government**, remember to reroll any results 91-100)

d100	Leadership
1-15	**Town Council.** Prominent members of the community were chosen to lead the town collectively. (Free Location: Non-Commercial - Town Hall)
16-30	**Mayor.** The locals democratically voted for their current leader.
31-45	**Hereditary.** A non-elected leader is in power, by virtue of their bloodline.
46-60	**Merchant Monarch.** The wealthiest shop owner in the town leads by default. (+2 to your **commercial locations** number)
61-75	**Military Rule.** The town is controlled by a current or ex-leader of a military group. (+1 to **law enforcement** roll)
76-90	**Oligarchy.** A few individuals hold sway, collectively, over the town. **[Roll 1d4]**: **1**: merchants (plutocracy); **2**: mages (magocracy); **3**: priests (theocracy); **4**: other small group. (Free Location: Non-Commercial - [choose one appropriate type and roll on that table])
91-99	**Underworld or Criminal Enterprise.** A criminal, or group of criminals, either publicly, or privately, controls the town. (-1 to **crime** roll)
100	**Anarcho-Syndicalist Commune.** The members of the town take turns as a sort of executive officer for the week.

Law Enforcement

In order for a town to run effectively, those within the walls must feel safe. **Law enforcement** plays a big role in this. Town policing, if there is any, is always sanctioned by a higher legal authority. This may be a lord to whom the town owes fealty or, if the town was established independently, whoever makes up its rulership.

Modified by: priority (if applicable), merchant overflow (if applicable), leadership (if applicable)

d20	Law Enforcement
1	**None.** This could be good or bad, depending on one's point of view. Good if the folk here are trustworthy, but bad if a situation gets out of hand. (-8 to **crime** roll)
2-4	**Sheriff.** A sheriff, as well as a handful of deputies, is sanctioned by the town's governing entity. (-4 to **crime** roll)
5-9	**Small Town Watch.** The watch is run by a nominated captain, and employs a small number of guards. Presence may be scattered, or lacking, at times. (-2 to **crime** roll)
10-16	**Town Watch.** The watch is run by an appointed captain, with one lieutenant, and enough guards, to adequately guard key points in the town with token patrols. (+0 to **crime** roll)
17-19	**Strong Town Watch.** The watch is run by a seasoned captain with two lieutenants, a few corporals, and an ample quantity of boots on the ground. Presence allows for extra patrols and well-rested guards. (+4 to **crime** roll)
20	**Extensive Town Watch.** The watch is overseen by a decorated captain with three lieutenants, several corporals and more than enough guards. Presence allows for the watch to maintain an ever-present appearance. A guard is never more than a shout away. (+8 to **crime** roll)



Population Wealth

How wealthy are most folks in town? Market days may be successful, but this does not necessarily mean that the general population sees this wealth. It may be funneled into one place, widely distributed, or anywhere in between.

As settlements reach sizes of significance, the distribution of wealth within the community begins to vary more. The table below will tell us how the wealth it commands (whatever it may be) is distributed among the populace. It is up to you to determine why.

Modified by: condition, prosperity,

d20	Population Wealth
1-2	**Destitute.** Nearly everyone in town consistently lacks the barest essentials of what they need to survive. (-4 to **crime** roll) (-2 to **quality** rolls)
3-6	**Impoverished.** Around half of the town struggles to carve out even a meager existence. (-2 to **crime** roll) (-1 to **quality** rolls)
7-14	**Average.** Most of the town's population have enough to live a modest life. Those without are a minority. (+0 to **crime** roll) (+0 to **quality** rolls)
15-17	**Prosperous.** The majority have enough to live a good life and, of them, a fair amount can even live comfortably. (-1 to **crime** roll) (+1 to **quality** rolls)
18-19	**Wealthy.** Nearly everyone has what they need to live comfortably, many are able to live well, and some are very prosperous. (-2 to **crime** roll) (+2 to **quality** rolls)
20	**Affluent.** The entire town is able to live comfortably, with a significant portion living in luxury. (-3 to **crime** roll) (+3 to **quality** rolls)

All Minuses?

The minuses to crime on this table represent reasons why there might be more crime, based on **population wealth**. If wealth is low, crime is likely due to desperation. If wealth is high, it's likely due to greed.

Crime

Crime encompasses acts such as robbery, confidence games, and muggings; things not typically resulting in loss of life. How likely are these kinds of things to happen in town? Must visitors keep a tight hold of their purses and purchases in the market square? Are there grifters running cons on the street? How frequently are people being assaulted while walking home at night?

Modified by: leadership, law enforcement, population wealth

d20	Crime
1-2	**Regular.** The streets are crawling with criminals, and a purse unstowed is almost sure to be snatched. (+4 to **urban encounter** rolls)
3-6	**Common.** Most are used to hearing about trouble every day or two. Everyone knows someone who's been a victim of crime. (+3 to **urban encounter** rolls)
7-14	**Average.** Theft or mild violence can happen from time to time. Best to keep an eye out. (+2 to **urban encounter** rolls)
15-18	**Uncommon.** Crime does not occur often but, when it does, it is a noteworthy occurrence. (+1 to **urban encounter** rolls)
19-20	**Rare.** Most in the town have had no personal experience of crime in the town, and know few people that have. (+0 to **urban encounter** rolls)

Urban Encounters

Urban encounters are intended to happen in-game while players are in your settlement and, as such, are not intended to be planned as part of game preparation or world building. The table for these can be found in **Appendix B: Encounters** (p. 442).

Step 3: Points of Interest

Points of interest are places of significance in a settlement. These fall into three categories, each with a certain priority:

- Non-commercial Locations - Encompassing places of education, gathering, government and worship.
- Shops - Prioritizes selling items before offering a service. (i.e. Smithy)
- Services - Prioritizes offering a service before selling items. (i.e. Stables)

Working your way through this section will flesh out which of these points of interest your settlement has.

Abstracting

Towns are settlements large enough that it may be necessary to abstract your **points of interest**. Depending on the towns' actual size, there could be more points of interest than what is rolled here. For example, the amount of people in a town may mean one general store likely wouldn't be able to adequately supply the population, even if only one is rolled. Whether you take that to literally mean there is only a single general store for the town, or that it is simply the most successful or prominently located one, is up to you.

Non-commercial Locations

Towns are typically considered to be the most urban of the settlement types explored thus far. Most thriving communities of this scale have locations that are not predominantly for business. These might be churches, libraries, schools, courthouses, and government buildings, amongst many other examples.

Doubles

If you roll more than one of a location, treat it as another location.

Non-Commercial Locations

Check the table below for the number of non-commercial locations relating to your town **size**. This will be how many times you roll on the **non-commercial location type** table.

Refer to the table below to determine the number of **non-commercial locations** your town has.

Determined by: size

Town Size	Non-Commercial Locations
Very Small	1
Small	2
Medium	3
Large	4
Very Large	5

Non-Commercial Location Type

Roll on the table below for each **non-commercial location** your town has.

d4	Non-Commercial Location Type
1	Place of Education
2	Place of Gathering
3	Place of Government
4	Place of Worship

Remember Free Locations!

Your rolls on previous tables (such as **specialty**) may have given you free non-commercial locations. Don't forget about those!

Places of Education

These are places whose focus is around learning, the exploration of knowledge, or the practise of a particular skill or discipline.

d4	Places of Education
1	**Academy/University.** A conservatory devoted to the pursuit of higher knowledge, sometimes of a specific area of study.
2	**Archives/Library.** A structure devoted to housing records and written information.
3	**Forum.** A place designated for the use of intellectual debate and discussion.
4	**Schoolhouse.** An institution focused on educating children.

Specialized Education and Training

Many academies and universities are not general institutions. Instead, they will tend to focus on a specific pursuit (such as a Mage's Academy, for those who wish to study magic). If you would like to be more specific about your place(s) of education, try looking at the different kinds of **hired help** in the services table later in this section.

Places of Gathering

These are places that are primarily social in nature.

d4	Places of Gathering
1	**Amphitheater.** Outdoor space with a stage and tiered seating.
2	**Dance Hall.** Location for dances and festive events.
3	**Gathering Hall.** General, open-use building, such as a community center, used for local activities, or where locals may simply socialize on a day-to-day basis.
4	**Outdoor Recreational Area.** A tended space where locals might eat, take leisure time, or duel to the death…

Places of Government

These are places used by town officials and workers to deal with official matters.

d4	Places of Government
1	**Chancery.** Used as an office for official documentation and administrative tasks.
2	**Courthouse.** Used to hold trials or dispense justice.
3	**Town Hall.** Used for official town business, audiences, and meetings.
4	**Treasury.** Used as a centralised place to manage the town's funds.

Places of Worship

Places of worship are a given in most settlements; there are often at least one, if not multiple, places where devotees congregate to celebrate and practice their faith. These can be huge, grandiose temples or small, possibly even secret, shrines.

Roll on the table below for each place of worship in your settlement to determine their size.

d20	Place of Worship Size
1	**Secret.** The place of worship's size is unclear, as the location is not publicly known.
2-5	**Altar.** A small shrine or, perhaps, a tiny shack, usually evincing some various items or images relating to that which the faith venerates.
6-10	**Oratory.** A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.
11-16	**Sanctuary.** A large, well-appointed structure, able to comfortably accommodate up to a few hundred people.
17-19	**Temple.** A grand building, replete with elements like high ceilings, plush furnishings, and other impressive ornamental and/or architectural features. It can hold nearly a thousand attendees.
20	**Great Temple.** An awe-inspiring structure, devoted to that which it venerates. No expense was spared in its construction. It might display such elements as stunning frescos, elaborate stained-glass scenes, and towering, gilded statues. Walking into a great temple is a rare and striking experience for those who do not live near one.

Fervency of Local Following

Roll on the following table to determine the degree of veneration that is visible to any outsider visiting the town.

d20	Fervency of Local Following
1	**Unseen.** To those outside the following, it is not clear that the group exists.
2-5	**Quiet.** Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing, or phrases).
6-10	**Subtle.** Followers of the faith may be identifiable, but remain very reserved.
11-16	**Moderate.** The pious are confident and unafraid to display their faith openly, but do not encroach upon the wider populus uncalled for.
17-19	**Fervent.** Followers are outspoken, with little or no fear of reproach. They may sing or speak to the masses.
20	**Zealous.** Adherents are utterly and unthinkingly devout, forcing their doctrine upon their surroundings and peers, or taking actions that further their cause regardless of personal cost. Though typically seen as negative, this could also be a positive, such as a church of light rising up in an evil kingdom, helping those in need, even if it puts themselves in peril.

Visibility

What is shown above represents what can be seen by an outsider visiting the village. Each and every person who holds a faith will express it in their own way, but what is represented here is generally how bold that show of faith is. The overall degree of veneration may be quiet, but there may be a few adherents that, while very passionate, may keep it quiet when in public. Why would they do this? That's part of your town's story.

Alignment of the Faith

Roll on the table below for each place of worship in the settlement to find out its **alignment**.

d10	Alignment of the Faith
1	Evil
2-5	Neutral
6-10	Good

Commercial Locations

These are **shops** and **services**. Your town's **size** determines how many commercial locations your town will have.

Free Stuff!

Each town comes with the following 'default' locations for free. They do not count among the commercial locations to be rolled on the following tables. If you are using the Towns Settlement Sheet, you will see them already noted. If you are using a notebook, or other blank paper, write these down.

Shops: General Store, Smithy
Services: Inn, Tavern

Check the table below for the number of commercial locations relating to your town size. This will be how many times you roll on the **shop or service** table.

Note: If your **priority** is 'Economic', consider your town's size to be 1 step larger for this table (to a max of 'Very Large').

Town Size	Commercial Locations
Very Small	4
Small	6
Medium	8
Large	10
Very Large	12

Shop or Service

There is a distinction made between **shops** and **services** based on their *primary* function. A smithy may be able to repair something, but primarily they sell tools and equipment. A stable may sell horses, but primarily provides the service of boarding mounts owned by someone else. A church may offer healing, but serves primarily as a place of worship.

Roll on the **shop or service** table below. The amount of times you roll is equal to your result from the **commercial locations** table. This will determine how many of your locations are shops and how many are services.

d6	Shop or Service
1-3	Shop
4-6	Service

Half 'n' Half

We enjoy the creative challenge and interesting scenarios presented by randomly determining how many shops and/or services there are, but if you would like things to be more even, you can simply divide your **commercial locations** result in half, taking one half for shops, the other half for services.



Shops

Shops are establishments whose primary purpose is selling some form of goods or items.

Shop Types

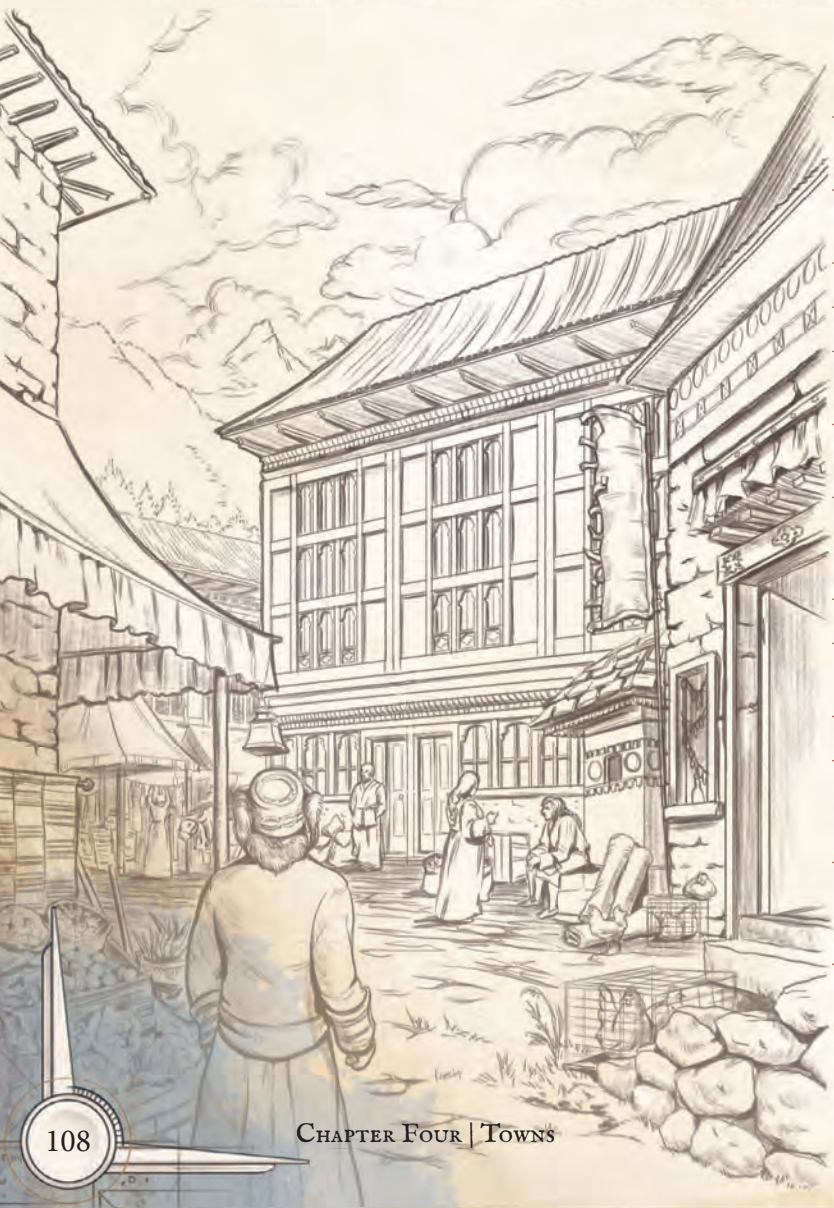
Shops fall into three general categories:

Basic (B). Basic shops serve the simple, everyday needs of a settlement. Basic shops are owned and run by professionals with widely-available training, and offer goods that are not wildly different to those in other, similar locations.

Specialty (S). Specialty shops deal specifically in a particular category of item(s). Specialty shops are run by specially trained individuals, supplying goods that are less common.

Exotic (E)*. Exotic shops deal in rare, or exceedingly special item(s). They offer goods that are not locally available, or reach a level of expense, uniqueness, or expertise that exceed even that of specialty shops.

*Magic Shops. Magic shops are always considered exotic. They are not catch-all shops for magic items but, instead, specialized dealers (and sometimes crafters) of particular things. To find exceptionally rare or unique magical items, one would need to seek out a magic shop specialized in the appropriate category.



Shops Table

The table below allows you to randomly generate your shops.

Roll on the table below for each **shop** your town has (the portion of your **commercial locations** that were shops).

d100	Shops
1-4	**Baker** (B). Bakes and sells fresh bread and, possibly, pastries.
5-8	**Butcher** (B). Processes and sells fresh and/or dried meat.
9-12	**Cooper** (B). Crafts wooden vessels held together with metal hoops, including barrels, buckets, etc.
13-16	**Carpenter** (B). Builds with or carves wood, as well as carrying out repairs.
17-24	**General Store** (B). Sells basic supplies, groceries, and various odds and ends.
25-28	**Herbalist** (B). Sells common herbs and natural, non-magical remedies.
29-36	**Smithy** (B). Sells and crafts metal tools and equipment, including very basic weapons and armor.
37-40	**Tailor** (B). Makes and sells of clothing, including hats and cloaks. Also sells general items made from cloth, such as blankets, and carries out repairs and alterations of cloth goods.
41-44	**Tanner/Taxidermist** (B). Processes animal hides for practical or ornamental purposes.
45-48	**Thatcher** (B). Builds roofs using layers of dried straw, reeds, rushes, etc.
49-52	**Wainwright** (B). Builds carts and wagons.
53-56	**Weaver** (B). Weaves raw fabric and baskets.
57-59	**Alchemist** (S). Brews and sells potions, as well as mundane herbs and alchemical ingredients.
60-62	**Artist** (S). Encompasses painter, sculptor or other visual art as appropriate.
63-65	**Bank & Exchange** (S). Encompasses auctions, banking, and the specific selling of gems or exchange of currency.
66-68	**Cobbler** (S). Makes and mends boots and shoes.
69-71	**Foundry/Smelting** (S). Ore processing and metal fabrication.
72-74	**Mill** (S). Facilities for milling grain.
75-77	**Textile Production** (S). Larger scale than a single weaver, offering a wider array of materials in larger quantities.
78-80	**Shipwright** (S). Builds and launches boats and/or ships. [Reroll if settlement is not bordering a significant source of water]
81-82	**Rare Botanicals** (E). Cultivates and sells herbs rare to the region.

d100	Shops
83-84	**Luxury Furnishings** (E). Procures and sells all manner of home items for fine living, including furniture, art, and other high-quality goods.
85-86	**Rare Libations & Fare** (E). Sells (and, perhaps, makes or brews) drinks and/or food of surpassing quality or rarity to the region.
87-88	**Rare Trade Goods** (E). Procures and sells items and materials, such as ores or textiles, that are rare to the region.
89-90	**Magic Shop - Armor (E).** Sells magical items with a focus on armor and protective equipment.
91-92	**Magic Shop - Books (E).** Sells magical items with a focus on literature, arcane tomes and lore. They may also carry books and documents (such as maps and records) of a rare and significant nature, though non-magical.
93-94	**Magic Shop - Clothing (E).** Sells magical items with a focus on clothing of all types which bear magical properties.
95-96	**Magic Shop - Jewelry** (E). Sells magical items with a focus on enchanted, or otherwise magically imbued, jewelry.
97-98	**Magic Shop - Weapons** (E). Sells magical items with a focus on weapons with mystic properties and, perhaps, shields.
99-100	**Magic Shop - Miscellaneous & Curiosities** (E). Procures and sells magical items with a focus on strange and rare artifacts of a wondrous or intriguing nature.

No Armorer or Weaponsmith?

Historically, towns were too small to warrant such a specialized kind of smithing, or provide those craftsmen sustainable business. These specialists tended to be found in cities and capitals, as those were the places where the need was, and many wealthy patrons could be found.

However, here is an option if you would like to have one anyway: for any extra smithy you have beyond your one 'free' default smithy, roll a **d10**. 1-6: they're a normal smith. 7-8: they're an armorer. 9-10: they're a weaponsmith.

Services

Services are establishments where something can be done for you - for a price.

Services Table

The table below allows you to randomly generate your services.

Roll on the table below for each **service** your town has (the portion of your **commercial locations** that were services).

d100	Services
1-8	**Barber**. Provides grooming services, such as haircuts or shaves.
9-16	**Bathhouse**. Provides spaces for bathing.
17-24	**Doctor/Apothecary**. Provides medical care.
25-32	**House of Leisure**. Provides entertainment and/or relaxation (GM may decide what kind).
33-44	**Inn**. Provides accommodation, as well as a place to have a bath and a decent meal.
45-52	**Club**. Provides entertainment via comedic, dramatic or musical performance.
53-60	**Soothsayer**. Provides magical prediction and prophecy - sayers of sooth!
61-68	**Stable**. Provides boarding accommodation for mounts, as well as selling carts, animals, and their tack.
69-80	**Tavern**. Provides food and drink.
81-82	**Hired Help - Brutes and Brawlers**. Thugs, ruffians and muscle.
83-84	**Hired Help - Cloak and Dagger**. Assassins, thieves and spies.
85-86	**Hired Help - Bows and Slings**. Archers and ranged attack specialists.
87-88	**Hired Help - Scribes and Clerks**. Masters of history, literature, mathematics and/or business.
89-90	**Hired Help - Guides and Trackers**. Scouts, rangers and wilderness experts.
91-92	**Hired Help - Caravan and Mount**. Specialists in transportation and journeys to various locations as well as expedition organization and management.
93-94	**Hired Help - Arcane Academics**. Experts in matters of magic and lore (may also be natural magic or something else; it need not be exclusively arcane).
95-96	**Hired Help - Magic Mercenaries**. Specialists trained the use of arcane or non-divine magic in combat and practical mission scenarios.
97-98	**Hired Help - Priestly Guidance**. Sages offering counsel in all matters of religion and the divine.
99-100	**Hired Help - Hands of the Divine.** Specialists trained in the use of divine magic in combat and practical mission scenarios.

Optional: Quality

You can roll on this table for *any* location's quality. To do so, simply use the table below.

Quality Can Apply to Anything!

Quality is simply a general descriptor of the state that a place is in. It can be any kind of establishment (rolled shops and services, default locations, or even non-commercial places like places of worship). The table never changes, so you can even roll on elements that you add later, if you'd like.

Modified by: population wealth

d12	Quality
1-4	**Poor**. The location is a substandard version of what is typically expected. Its offerings are likely limited, or of bad quality. The location itself may be in disrepair, dirty, or have any number of other issues present.
5-10	**Good**. The location is a standard version of what is typically expected. Its offerings are likely not terrible, but often not particularly remarkable either (though sometimes there may be exceptions). The location itself is likely in a serviceable state, though probably not flawless.
11-12	**Fine**. The location is an exceptional version of what is typically expected. Its offerings are likely extensive, or of surpassing quality. The location itself is likely remarkable in some way (or, possibly, many ways) such as being very clean or well-built.

Poor/Fine Service Names?

Here are some suggestions for service names whether they're poor/fine.

Barber: Dirt Knife/Coiffeur
Bathhouse: Tubs/Private Baths
Doctor/Apothecary: Sawbones/Physician
House of Leisure: Den of Leisure/Hall of Leisure
Inn: Tents or Hostel/Lodge
Club: Stage/Theater
Soothsayer: Fortune Teller/Diviner
Stable: Stalls/Livery
Tavern: Pub/Taphouse

Hired Help Size

Hired help can be an individual, a team, or an organized guild.

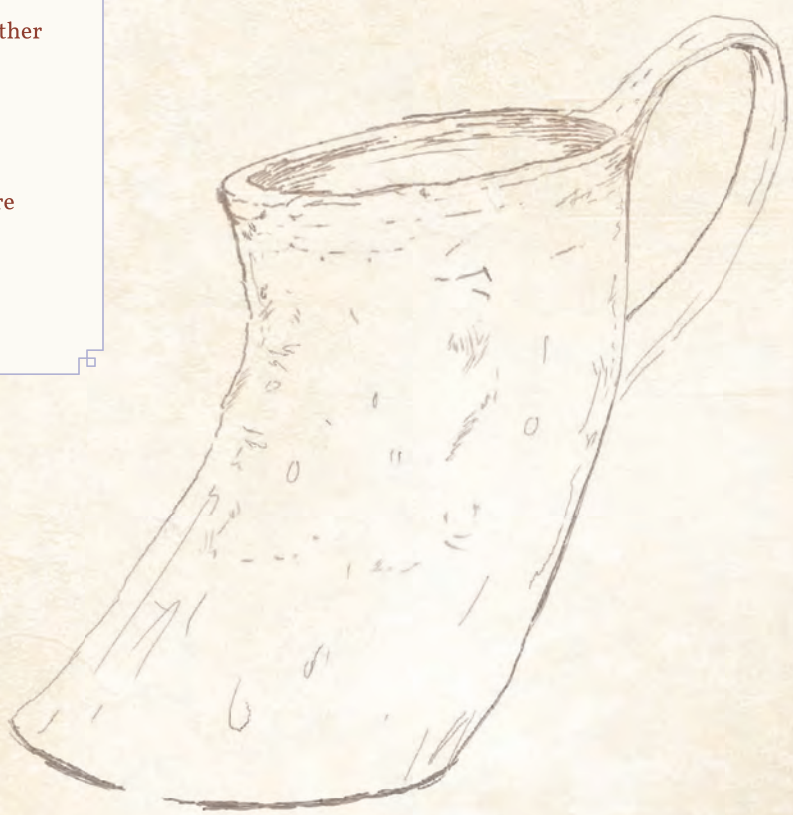
Roll on the table below for each **hired help** your settlement has.

d12	Hired Help Size
1-6	**Individual Person.** The hired help is a single person hiring out their services.
7-10	**Team.** The hired help is a team of individuals who work together.
11-12	**Guild.** An organized guild is hiring out their services. When hired, a portion of the guild's members handle the job, not the entire guild (unless the job is very large).

Vendor Stalls

Who comes to sell on market day may be in constant flux. Perhaps some come every week, while some make an annual pilgrimage and come once a year.

Most of the tables in **Step 3** can be used to generate stalls just as easily as permanent locations. We encourage rolling to see what the stalls might be, as sometimes it can be really interesting. For example, what if one of the stalls was a foundry/smelting operation? In a world where magic exists, anything is possible!



Extra Intrigue

Recent History

What's gone on in town recently? What do people talk about in the streets or in the tavern? These are events that have taken place within the past year.

d8	Recent History
1	**Defended.** There was a failed attack on the town by a local force.
2	**Pickpockets.** Invisible, sticky hands at work? Many reports have surfaced of pickpockets in the market, but none have been found.
3	**No Adventurers.** Get out! A tavern in town has instituted a no-adventurer policy, after sustaining one bar fight too many.
4	**Asleep.** Working hard, or hardly working? One of the guards manning the main gate was found asleep at his post.
5	**Spiders.** One of the local children has been catching and breeding spiders. The spiders have grown very large, broken out, and have scattered all over town. Townspeople are finding them in homes, businesses… everywhere.
6	**Tunnel.** What's this then? On the outskirts, someone has discovered a tunnel leading towards town. Even stranger, it's incomplete; not even reaching halfway. Who has dug the tunnel? Why?
7	**Obstruction.** If a tree falls on the road, and no one's around to hear it, does it stop market day? News has reached that a massive tree, stone, or other big natural object, fell and is blocking the main route to town a few miles away.
8	**Event Night.** To boost town morale, the local leader has proposed 'a night on the town,' a sanctioned date-night for all locals where sponsored food and entertainment vendors provide deep discounts to romantic couples who visit their establishments.

Noteworthy Official

As settlements become more complex, the need for administration and individuals able to manage it becomes more apparent. Whether these people do a fair job of it is another matter altogether.

Roll on the table below to see who in the town administration might be **notable**, and on the second table to see how competent the individual in that position truly is.

A Well-Oiled Machine

For complex settlements to function, multiple positions need to be filled. The assumption is that there are people performing all essential roles in the town, ably and quietly, but the tables below allow you to single out one (or a few) as being of particular note, with their level of competence perhaps telling you why.

d8	Officials
1	**Catchpole.** Catches and brings in debtors.
2	**Clerk.** Recordkeeper for the town.
3	**Exchequer.** Responsible for taxes.
4	**Jailer.** In charge of confining prisoners.
5	**Judge.** Decision-maker in legal matters.
6	**Liner.** Determines property boundaries.
7	**Master of Revels.** Lead organizer of festivals and special events.
8	**Master of Stores.** Oversees the town's stores of supplies such as grain or building materials.

d6	Official Competence
1	**Corrupt.** Taking advantage of the position for personal gain.
2-3	**Incompetent.** Doesn't truly understand how to execute the position.
4-5	**Committed.** Utterly committed to the job, truly feeling it is of vital importance.
6	**Overqualified.** Based on skills and experience, ought to be in a higher or more challenging position.



Market Day

As the nucleus of a thriving town, the market carries with it a special responsibility. It must facilitate vendors from near and far buying and selling, but must also entertain and delight, and offer excitement worth coming back for. There's always a chance for something special to show up on market day. What might there be this time?

Note: Some of these scenarios mention a merchant or establishment that you may not have rolled as a shop or service. It is up to you how you work these individuals in. You could add them, substitute for someone you have created, or simply use the rolled event as a framework to build upon.

Roll More!

This table is full of fun things that might be there on market day. Feel free to roll on this a few times, if you want multiple special things happening on a single day, or just reuse the table for other market days later on in your story.

d12	Market day events
1	A merchant selling lively, little monkeys has arrived, and whipped both the local, and visiting, children into an excited frenzy.
2	It's raining. Hard. Many of the vendors are fighting to get their wares covered so they remain unspoiled.
3	Fruits and vegetables have been in easy supply recently, so are being sold at half the usual price.
4	A cattle merchant's pen has broken, and cows now roam all over town. The merchant is trying their best to round them up.
5	A cookfire has sparked a blaze, setting one of the stalls alight, and is now threatening to spread to neighboring tables.
6	A traveling puppet show is in town, performing a political parody of some famous regional figures to rapturous applause.
7	Bandits, posing as merchants, are stealing goods from the other, legitimate merchants nearby.
8	A small child has swiped an apple from a fruit cart. The merchant has noticed, and is yelling after the small, fleeing figure, calling for someone to catch them.
9	A local wedding is taking place in town, and the reception is being set up alongside the merchants in the square, supplementing all the hubbub with happy music and dancing.
10	One of the taverns, facing onto the market square, has announced a market day special, and now has an ever-growing line out their door.
11	An injured guard has ridden into the marketplace, looking around frantically. They have promptly passed out, falling from their horse.
12	One of the merchants' wagon loads is infested with some kind of pest, and the guards are working to remove the cart and its cargo to be burnt outside of town, before it spreads. The merchant is arguing loudly and desperately.

The Great Rumor Table

On page p. 444 you will find **Appendix C: Rumors**, which contains a 50-item table of rumors that may be floating around your settlement. This table is made up of political rumors from the Villages chapter, as well as rumors from both Cities and Capitals. Most of the rumors in the Appendix have been altered to make them fit any settlement, with the exception of a small few. Try it out and see what kind of flavor you discover!

What's next?

You've reached the end of the builder, but the process is not yet complete. Though you have undoubtedly started doing so already, your final task awaits. Look back at all of your rolls and the information that gives you and think about *why* things are the way they are, and what that means for your town. Think of every detail that you rolled as another clue to revealing the true identity of this place. Be creative, let your imagination wander and don't tell yourself, "no". As we said in Chapter 1, embrace the contradictions and oddities, and you will see your town come to life.

Interesting NPCs

If you need to populate your town with some pre-generated characters, head on over to **Chapter 8: Interesting NPCs**. You can find tables for different types of NPCs and, following the tables, details on the NPCs themselves, arranged by profession.

Aetherdell

By Jason Kiser

Aetherdell is oft considered a valley of gods, and a cradle of ideas and discovery. Happened upon centuries ago by treasure seekers, stories of the valley reached a neighboring kingdom. Its lord, both militant and philosophical, organized a decades-long expedition to rediscover the site. Little is written of this time other than the concluding decree of Aetherdell's establishment upon rediscovery.

Aetherdell residents are mostly non-human. Money is not a precursor to enjoy its treasures, merely a desire to learn. It is unsurpassed in its literature and art with collections of lore, languages, and arcane writings awaiting the inquisitive and erudite alike. A single structure towers above, housing countless tombs; rumors suggest further secrets lie beneath the archive.

Nestled within a dense mountain range, surrounded by waterfalls and jagged cliffs, Aetherdell rests atop a rocky expanse in a misted valley. Its natural boundary is further enhanced by alabaster walls. These ornately decorated palisades house scripture, artwork, and other curiosities. They are further defended by watch towers, unique in their artistic and strategic mastery. A tower with massive, reinforced metal doors and portcullises ensures controlled passage.

Beyond this, a lone bridge spans a chasm 200 feet across and twice that deep, connecting to an outer segment where most residents and visitors live. Deep, emerald walls, even higher than their alabaster cousins within, encompass the remainder of the town, halting upon reaching the chasm. A lone outer entrance prevents unwelcome guests.

The city is immaculate, buildings equal parts art and function, adorned in effigies sculpted from manicured botanicals. It is said that one can purchase anything in Aetherdell, if one knows where to look. The market square allows for but a few vendors daily, but the adjoining streets house merchants unable to secure space.

Though Aetherdell certainly presents beautifully, the town doesn't feel as serene as it looks during daylight hours, though the cramped atmosphere settles once the market subsides. Petty crime is also no stranger in town; while a captain and modest number of guards maintain protection within the main walls, only a few officers and a volunteer residential watch maintain the outer section. Those that fall victim to schemers and opportunists can, come morning, seek refuge and solace in the grand church. Others may satisfy their curiosity at the Seeker's Lodge, a gathering hall for parties, politics, or other festivities. Theses are frequently led by the great Master of Revels, Duchene Gerard, famed for his adventures, oration, rumors, and charismatic charm.

Basic Information

Origin: *Decree*. It was decided by some authority that a town was needed here, funds and materials were set aside for its founding, and it was established.

Priority: *Military*. The town prioritizes defenses and law enforcement.

Specialty: *Education*. The town is known as the location of a widely-renowned educational institution.

- **Free Location:** Non-Commercial - Place of Education [Archives/Library]

Age: *Mature*. The town has been around for decades, and may have developed some sort of reputation, depending on its community, location, and what goes on in the town.

Size: *Small*. Up to 500 standing structures in an area able to support around 2000 people.

Condition: *Superb*. The town is exemplary in all aspects. The buildings are built with exquisite skill and flair, leaving no doubt as to their quality. The roads are immaculately kept, with little to no detritus anywhere. The smells are those of fresh air and flowers, grass and trees, or cool sea mist.



Environment: *Valley*. The town is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.

Prosperity: *Incredibly Successful*. The town attracts huge amounts of wealth for its citizens and visitors flock to be part of it.

Market Square: *Tight*. Only room for a few, key vendor stalls.

Vendor Stall Acquisition: *Bid*. Prior to market day, the spaces are auctioned off.

Merchant Overflow: *Encouraged*. Excess vendors are encouraged to set up stalls outside the town, if they are unable to get a spot in the square. There are maintained areas

available for use, and provided on a first-come, first served basis. When in use by vendors, this area is regularly patrolled, if law enforcement personnel can be spared.

Fortification: *Extremely Fortified*. The town proper is surrounded by an imposing wall of wood or stone, with many fully-staffed watchtowers at regular intervals along its length. The gate is double thickness, reinforced with metal bands, augmented with a portcullis, and is always manned. A supplementary wall of wood or stone encompasses the surrounding countryside, with its own watchtowers. Nothing goes in or out without the watch's knowledge or permission.

Community

Population Density: *Populous*. A moderate amount of people live here. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped.

Population Overflow: *30%*. A third of the town's population is outside the town proper.

Farms and Resources: *None*.

Visitor Traffic: *Droves*. Large groups of people regularly frequent the town. Congestion is significantly increased.

Night Activity: *Slow*. Almost everything is closed except for taverns, which may be open until early morning, and inns, which stay open perpetually. If the town has a gate, it is closed, but guards will generally be ready to open it, as needed.

Demographics: *Wide Distribution*. 20% primary race. All others reasonably well represented.

Disposition: *Friendly*. Locals are generally friendly, welcoming and slow to take offense.

Leadership: *Town Council*. Prominent members of the community were chosen to lead the town collectively.

Law Enforcement: *Small Town Watch*. The watch is run by a nominated captain, and employs a small number of guards. Presence may be scattered, or lacking, at times.

Population Wealth: *Wealthy*. Nearly everyone has what they need to live comfortably, many are able to live well, and some are very prosperous.

Crime: *Regular*. The streets are crawling with criminals, and a purse unstowed is almost sure to be snatched.

- (+4 to **urban encounter** rolls)

Points of Interest

Non-Commercial Locations: Lodge

Places of Worship: 1

Place of Worship

- **Size: *Oratory*.** A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.
- **Fervency of Local Following: *Quiet*.** Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing or phrases).
- **Alignment: *Neutral*.**

Shops: General Store, Smithy, Cobbler, Rare Trade Goods

Services: (2) Inn, (2) Tavern.

Extra Intrigue

Recent History: *Obstruction*. If a tree falls on the road, and no one's around to hear it, does it stop market day? News has reached that a massive tree, stone, or other big natural object, fell and is blocking the main route to town a few miles away.

Noteworthy Official: *Master of Revels*. Lead organizer of festivals and special events.

- **Official Competence: *Overqualified*.** Based on skills and experience,ought to be in a higher or more challenging position.

Market Day: An injured guard has ridden into the marketplace, looking around frantically. They have promptly passed out, falling from their horse.



Cragholde

By Blake Snortland

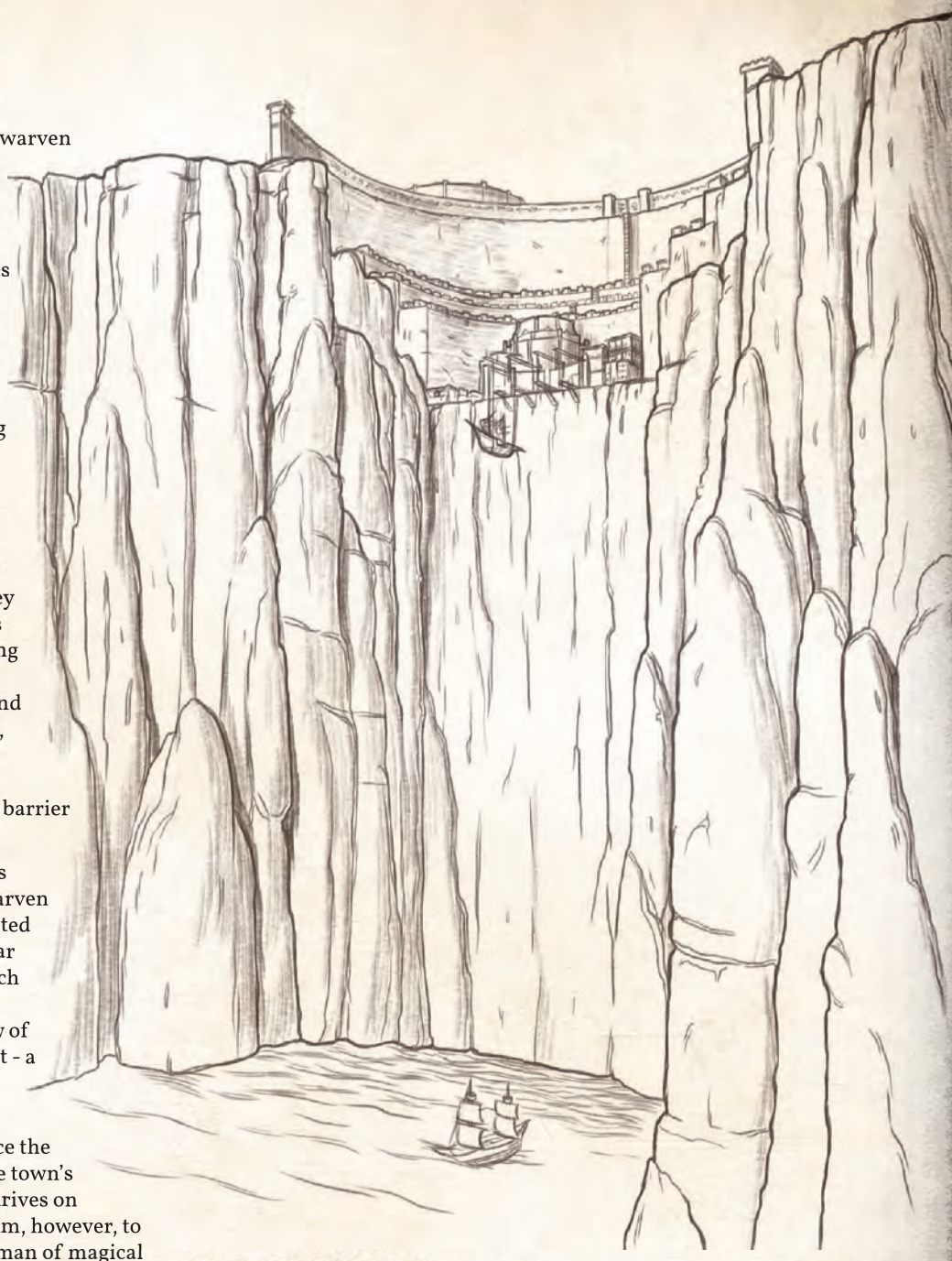
The ancient town of Cragholde is a thriving dwarven settlement residing in the frozen reaches of the world; snow blankets a floor of stone and thick, glacial ice. Led by monks and clerics sworn to the god of the forge, the Blazingbrow Clan followed elemental ley lines into the tundra and founded the town at the convergence of four such lines: a volcanic hot spring on a cliff overlooking the icy sea. To shelter from the elements and dangerous wilderness, they cut down into the rock face in a tier-stepped semicircle, gradually carving buildings and narrow streets, as their iron mines bored deeper into the rock.

The town center is home to the Temple of the Forge, and it was here that the clerics and cunning dwarven engineers combined their skills to harness the awesome energy of the ley lines. Within the temple, the elemental forces are channeled into a locus of power, generating a protective aura that permeates the city, maintaining a temperate climate most days and hedging out the bitter cold winds. In addition, magical runes carved into the town walls and cliff face can be temporarily amplified by the clerics, hardening the aura's outer edge into a barrier to keep threats at bay.

The lowest level is home to one of Cragholde's defining features: The Flying Harbor. The dwarven engineers, in their mad genius, have constructed a series of dry docks which overlook the sea far below. Great gantry cranes stand ready to reach out over the edge and lift vessels out of the water and into the docks. Visitors say the view of Cragholde from the sea is a breathtaking sight - a beacon of welcome and safety.

The Blazingbrow Clan has ruled in unbroken succession from the prominent town hall since the founding of Cragholde. The hall overlooks the town's ample marketplace, a commercial hub that thrives on the work of many craftsmen. None would claim, however, to compare to Geln Stonebreaker, master craftsman of magical weaponry. Many travel great distances to avail themselves of his work, and he remains a constant lure to the settlement.

Activities, such as games of prowess at the Frozen Field arena, are also a regular draw, as are the many inns and taverns supplying relaxing hot spring baths, and dwarven ale more than worthy of the name. Thanks to the atmosphere, crowds always fill the streets, but this has, unfortunately, created a playground for pickpockets. The town watch, supplemented by paladins of the forge, do what they can to curtail the issue, but some worry that the problem may be getting out of hand.



Basic Information

Origin: *Steady.* Built piece by piece over time, this town was a labor of commitment and devotion. It may have taken years, or even decades, until it reached fruition, but now it stands, such as it is.

Priority: *Magic.* The town is focused on some form of magical pursuit.

- **Free location:** Shop - Magic Shop [Weapons]

Specialty: *Unique Shipping Methods.* These people know how to get things from one place to another by strange or innovative means.

Age: *Ancient*. The town is hundreds of years old, or more. It may still be thriving, or in ruins, remaining much like it has always been, or may have drastically changed, for better or worse.

Size: *Large*. Up to 1500 standing structures in an area able to support around 6000 people.

Condition: *Robust*. Buildings in the town appear solid. Beams protruding from structure walls look to be sturdy and hard-wearing. While possibly lacking in true refinement, the town bears a strength and sense of reliability. Roads are maintained, though not obsessed over, and are largely free of refuse and filth. The smells are those of smoke and sawdust, leather and sweat.

Environment: *Tundra*. The town is in a very cold environment.

Prosperity: *Successful*. The town is functional and generates a modest to good amount of coin.

Market Square: *Ample*. Room for a fair number of vendor stalls.

Vendor Stall Acquisition: *First Come, First Served - Fee*. Merchants line up

prior to market day. Those at the front of the line are given first pick of the available stall spaces, provided they can pay the fee for the day.

Merchant Overflow: *Monitored*. Excess vendors are allowed to set up stalls, and the town guard patrols through regularly, but the areas themselves are less-maintained and traffic is lighter.

Fortification: *Fortified*. The town proper is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers maybe placed around the town, though they are likely sporadic.

Community

Population Density: *Crowded*. The town is filled with jostling throngs. Practically all structures are occupied. Some may even camp outside town. Moving about can be difficult, and bumping into other people is typical in higher traffic areas.

Population Overflow: *<10%*. Less than a tenth of the town's population is outside the town proper. This typically means that the only people who live outside the town are those that do so out of necessity, due to requirement of duties (such as owning a farm).

Farms and Resources: *None*.

Visitor Traffic: *Droves*. Large groups of people regularly frequent the town. Congestion is significantly increased.

Night Activity: *Active*. Inns and taverns remain open perpetually. Some shops and services may be open, catering to late travelers or night owls. A fair amount of establishments may still be closed. If the town has a gate, it is kept open, but guarded, ready to be closed, if needed.

Demographics: *Normal Distribution*. 50% primary race, 25% secondary race, 15% tertiary race, 10% other.

Disposition: *Open*. The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome in town.

Leadership: *Hereditary*. A non-elected leader is in power, by virtue of their bloodline.

Law Enforcement: *Town Watch*. The watch is run by an appointed captain, with one lieutenant and enough guards to adequately guard key points in the town with token patrols.

Population Wealth: *Prosperous*. The majority have enough to live a good life and, of them, a fair amount can even live comfortably.

Crime: *Regular*. The streets are crawling with criminals, and a purse unstowed is almost sure to be snatched.

- (+4 to **urban encounter** rolls)

Points of Interest

Non-Commercial Locations: Dance Hall.

- ***Amphitheater*.** The Frozen Field Arena, location for gladiatorial games.
- ***Town Hall*.** The Blazingbrow Clan rules from this location.

Places of Worship: 1

Place of Worship

- **Size: *Temple*.** A grand building, replete with elements like high ceilings, plush furnishings and other impressive ornamental and/or architectural features. It can contain nearly a thousand attendees.
- **Fervency of Local Following: *Moderate*.** The pious are confident and unafraid to display their faith openly, but do not encroach upon the wider populace.
- **Alignment: *Neutral*.**
- **Description:** The temple is dedicated to the dwarven god of the forge.

Shops: General store, Smithy, Butcher, Foundry/Smelting, Shipwright

- ***Cooper*.** Supplies the taverns with dwarven ale barrels.
- ***Carpenter*.** As there are no trees in the area, treat this as a stonemason.
- ***Thatcher*.** The houses are all stone. What is this thatcher actually doing?
- ***Magic Shop - Weapons*.** Geln Stonebreaker's shop. Widely renowned expert magical weapon-crafter.

Services: (2) Inn, Tavern, Stable, Soothsayer, Barber

Extra Intrigue

Recent History: *Pickpockets*. Invisible, sticky hands at work? Many reports have surfaced of pickpockets in the market, but none have been found.

Noteworthy Official: *Catchpole*. Catches and brings in debtors.

- **Official Competence: *Corrupt*.** Taking advantage of the position for personal gain.

Market Day: An injured guard has ridden into the marketplace, looking around frantically. They have promptly passed out, falling from their horse.



The Exiled Companies

By Andrew Geertsen



During wartime, the war priest leaders of the 7th, 8th and 9th companies, convinced that they were doing the right thing, disregarded direct orders from command, in an effort to secure ultimate victory. Unfortunately for them, their efforts were in vain, and victory was snatched from them. For this failure, the 7th, 8th, and 9th companies, along with their well-intentioned leaders, were exiled as traitors.

After much wandering, they came upon the ample plains which would become home. The plains were rich in fodder for animals, soil for farming, and natural resources for logging and mining. The war priests established their town while maintaining military rank as their governing structure. They set to building in earnest, anticipating that many folks would gravitate toward it. Sadly, that was not the case.

The war priests lacked the knowhow to run a thriving town and only the diversity of available resources kept the town afloat. The sheep they procured, for example, started to breed, so textiles seemed an obvious business to pursue. Affinity for woolen goods, however, was not prevalent in a group of military types, and thus a saleable product could not be produced. They have survived up 'til now, but are becoming increasingly destitute, and the general flow of gold into the town's coffers has all but dried up.

One thing that *has* attracted folks to this place has been 7th, 8th and 9th companies themselves. Word travels, and though many are simply curious about the soldiers and their stories, more commercially minded folk see potential and profit in their skills. Some seek information or show interest in hiring some martial types. The three senior chaplains, per their privilege of rank, set the rates that members of their own companies may be hired at, with the town siphoning a portion of all profits.

As an ex-military company, citizens are universally qualified for guard duty. The town's moderate fortifications are well-defended at all times, and patrols through town are regular. Some might think that the sparse population would not warrant such watchfulness but, as the companies would remind them, an idle soldier can soon become a dead soldier.

Within the town, there are three places of worship, though most citizens are only aware of those under the jurisdiction of two of the ranking priests. Most locals attend a prominent, good-aligned sanctuary, though perhaps more out of habit than true devotion. The second is a small, dark shrine devoted to giving the war's less savory elements, like pestilence and famine, their due. The third is unique because it is *secret*. This good-aligned place of worship is visited only by true adherents to the faith to serve the cause of righteousness, but who keep themselves and their meeting place hidden, so as to avoid any who might interfere with their efforts.

Basic Information

Origin: *Exodus or Exile*. A group of settlers left (or were forced to leave) their home. They found this place and decided to build.

Priority: *Military*. The town prioritizes defenses and law enforcement.

Specialty: *Industry (Textile Production)*. This town is known for certain industrial processes such as milling, textiles, or smelting.

- **Free location:** Shop - Textile Production

Age: *Mature*. The town has been around for decades, and may have developed some sort of reputation, depending on its community, location, and what goes on in the town.

Size: *Large*. Up to 1500 standing structures in an area able to support around 6000 people.

Condition: *Moderate*. Structures seem sound enough though are, perhaps, not attractive. It is likely that most homes keep occupants dry. Roads are relatively clear, if not clean. The smells are not pleasant, but tolerable.

Environment: *Plains*. The town is encircled by wide, open fields.

Prosperity: *Abysmal Failure*. The town has had little to no business, or has been very unfortunate.

Market Square: *Tight*. Only room for a few, key vendor stalls.

Vendor Stall Acquisition: *Lease*. Merchants pay in advance (sometimes *far* in advance) for the right to a space in the market square.

Merchant Overflow: *Unpatrolled*. Excess vendors are allowed to set up stalls but, as the town guard do not patrol or monitor these areas, the risk is higher. The spaces available are unkempt.

Fortification: *Fortified*. The town proper is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the town, though are likely sporadic.

Community

Population Density: *Sparse*. Folk live here, but it would never be called bustling. Walking down the street, you'll typically only see a few people.

Population Overflow: *20%*. A fifth of the town's population is outside the town proper.

Farms & Resources:

- ***Farming [Livestock]*.** A group of farms, which provide livestock, are found on the nearest hospitable land under the town's control.
- ***Resource Harvesting*.** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry belonging to the town has been built nearby to harvest them, which it then uses or sells.
- ***Farming [Agriculture]*.** A group of farms, which provide food, are found on the nearest hospitable land under the town's control.

Visitor Traffic: *Crowds*. A noticeable amount of people come through town on a regular basis. Congestion is increased.

Night Activity: *Quiet*. Everything is closed except for inns and taverns, which remain open until midnight. Late guests would have to wake an innkeeper to get a room. If the town has a gate, it is closed and barred. Guards will usually let visitors in, but will discourage wandering.

Demographics: *High and Low*. 80% primary race. 20% secondary race.

Disposition: *Unfriendly*. Locals don't care much for visitors, looking upon them with contempt, fear, or suspicion.

Leadership: *Oligarchy (Priests; Theocracy)*. A few individuals hold sway, collectively, over the town.

Law Enforcement: *Strong Town Watch*. The watch is run by a seasoned captain with two lieutenants, a few corporals, and an ample quantity of boots on the ground. Presence allows for extra patrols and well-rested guards.

Population Wealth: *Destitute*. Nearly everyone in town consistently lacks the barest essentials of what they need to survive.

Crime: *Average*. Theft or mild violence can happen from time to time. Best to keep an eye out.

- (+2 to **urban encounter** rolls)

Points of Interest

Non Commercial Locations: Dance Hall, Amphitheater.

Places of Worship 1:

- **Size: *Sanctuary***. large, well-appointed structure, able to comfortably accommodate up to a few hundred people.
- **Fervency of Local Following: *Unseen***. To those outside the following, it is not clear that the group exists.
- **Alignment of Faith. *Good*.**

Place of Worship 2:

- **Size: *Altar***. A small altar or perhaps a tiny shack, usually evincing some various items or images relating to that which the shrine venerates.
- **Fervency of Local Following: *Subtle***. Followers of the faith may be identifiable, but remain very reserved.
- **Alignment of Faith: *Evil*.**

Place of Worship 3:

- **Size: *Secret***. The place of worship's size is unclear, as the location is not publicly known.
- **Fervency of Local Following: *Quiet***. Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing or phrases).
- **Alignment of Faith: *Good*.**

Shops: General Store, (2) Smithy, Baker, Bank & Exchange, Herbalist, Magic Shop - Armor, Carpenter, Rare Botanicals, Butcher

Services: Inn, (2) Tavern, Club

Extra Intrigue

Recent History: *Event Night*. To boost town morale, the local leader has proposed 'a night on the town,' a sanctioned date-night for all locals where sponsored food and entertainment vendors provide deep discounts to romantic couples who visit their establishments.

Noteworthy Official: *Judge*. Decision-maker on legal matters.

- **Official Competence: *Committed*.** Taking advantage of the position for personal gain.

Market Day: A cattle merchant's pen has broken, and cows now roam all over town. The merchant is trying their best to round them up.



Lanalor

By Amy Puzia

The northern logging town of Lanalor, named for the first sawmill owner, George Lanalor, was built by decree from the planning and management magistrate for the kingdom. As the kingdom grew, additional resources were needed to supply lumber for housing and ship building. So it was that Lanalor was built, downstream of the mill on the river Callum, whose waters offer quick passage to ships full of lumber.

The town is surrounded by a substantial wooden wall, with elaborately carved totems flanking each gate. To access the city through the main gate, visitors must pass the historic Windmill Inn, just over the bridge. The main source for income and employment for the town is logging and mining. The Lanalor Saw Mill is located east of town, and the iron mine on the road to the south. A few farms are located on the outskirts of town; cattle grazing is the primary agricultural enterprise, though a couple have branched out into corn and wheat. The soil is sandy and, with the short growing season, farming is difficult, so most vegetation is brought in from the south.

The majority of the 4000 citizens live within the town walls. More than half are human, mostly miners and lumberjacks. The remainder of the town proper are halflings, mostly filling service industry positions. Outside the walls, the indigenous wood elf population live and work, as they have since long before the mill's establishment. Though keeping themselves somewhat separate, they are still seen by those inside the walls as citizens, and are valued as specialist sellers of magical items, as well as trusted fortune tellers.



Though the wealthier residents live on the northeastern hill, the heart of Lanalor is the town's main central intersection, where workers from the southern, river-facing industrial and market districts, come to spend their hard-earned money. As well as the shops, the small amphitheater outside the city walls on the riverbank is a regularly-frequented spot for those in need of entertainment, particularly in the summer, when the town empties into it for the annual lumberjack festival.

Basic Information

Origin: *Decree.* It was decided by some authority that a town was needed here, funds and materials were set aside for its founding, and it was established.

Priority: *Production.* The town prioritizes generation and movement of resources.

Age: *Old.* The town has been around near enough to a century, or so. Families have grown up here. Some businesses have grown, folded, and been replaced by new ones. Features have likely been added, or it may have expanded outwards. It may also have seen through many events that could have altered the town's course.

Specialty: *Industry (Mill).* This town is known for certain industrial processes such as milling, textiles, or smelting.

- **Free Location:** Shop - Mill

Size: *Medium.* Up to 1000 standing structures in an area able to support around 4000 people.

Condition: *Moderate.* Structures seem sound enough though are, perhaps, not attractive. It is likely that most homes keep occupants dry. Roads are relatively clear, if not clean. The smells are not pleasant, but tolerable.

Environment: *River.* The town is near or built around a steadily flowing stream or other watercourse.

Prosperity: *Successful.* The town is functional and generates a modest to good amount of coin.

Market Square: *Ample.* Room for a fair number of vendor stalls.

Vendor Stall Acquisition: *First Come, First Served - No Fee.* Merchants line up prior to market day. Those at the front of the line are given the spaces. No fees are charged.

Overflow: *Banned.* Excess vendors are not allowed to set up stalls outside the town. Town guards will enforce this.

Fortification: *Fortified.* The town proper is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the town, though are likely sporadic.

Community

Population Density: *Dense.* There is a large amount of people living here. There are few, if any, vacant buildings. In high traffic areas, one generally has elbow room, but not much more.

Population Overflow: *20%.* A fifth of the town's population is outside the town proper.

Farms and Resources:

- ***Resource Harvesting, Trees.*** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry belonging to the town has been built nearby to harvest resources for use or sale.
- ***Resource Harvesting, Mine.*** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry belonging to the town has been built nearby to harvest resources for use or sale.

Visitor Traffic: *Mostly Locals.* On any given day, there are typically a few from out-of-town, though not enough to impact congestion.

Night Activity: *Slow.* Almost everything is closed except for taverns, which may be open until early morning, and inns, which stay open perpetually. If the town has a gate, it is closed, but guards will generally be ready to open it, as needed.

Demographics: *Normal Distribution.* 50% primary race, 25% secondary race, 15% tertiary race, 10% other.

Disposition: *Neutral.* Locals are standoffish, or perhaps hard on the outside, but can be friendly once get to know them.

Leadership: *Underworld or Criminal Enterprise*. A criminal, or group of criminals, either publicly, or privately, controls the town.

Law enforcement: *Small Town Watch.* The watch is run by a nominated captain, and employs a small number of guards. Presence may be scattered, or lacking, at times

Population Wealth: *Prosperous.* The majority have enough to live a good life and, of them, a fair amount can even live comfortably.

Crime: *Average.* Theft or mild violence can happen from time to time. Best to keep an eye out.

Points of Interest

Non Commercial Locations: Courthouse, Amphitheater.

Places of Worship: 1

Place of Worship

- **Size: *Secret.*** The place of worship's size is unclear, as the location is not publicly known.
- **Fervency of Local Following: *Quiet.*** Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing or phrases)
- **Alignment: *Good.***

Shops: Blacksmith, General Store, Magic Shop - Weapons

Services: Inn, Tavern, Club, Barber, Bank and Exchange, Bathhouse

Extra Intrigue

Recent History: *Obstruction.* If a tree falls on the road, and no one's around to hear it, does it stop market day? News has reached that a massive tree, stone, or other big natural object, fell and is blocking the main route to town a few miles away

Noteworthy Officials: *Clerk.* Recordkeeper for the town.

- **Official Competence: *Incompetent*.** Doesn't truly understand how to execute the position.

Market Day Events: A cookfire has sparked a blaze, setting one of the stalls alight, and is now threatening to spread to neighboring tables.



Meredydd Anchorage

By Lou Fryer



There's a sucker born every minute - and don't the Gairelli Family know it. They've been running the same con in different locations across the world for generations, and always in the same way: integrate themselves into a settlement, and then work, bribe or cheat their way up until they sit in a position of wealth, power and influence in the community. Over the years, they have been restaurateurs, civil servants - even a well-renowned bardic troupe several generations ago. Never ones to turn their noses up at too much of a good thing, the various family members sit pretty for as long as they can until, inevitably, they start to lose their grip. Murmurs of discontent have to be stifled, someone is spotted where they shouldn't be, a secret communication is intercepted - something triggers the beginning of the end, and the Gairelli's know when to cut their losses and run, caring not a jot for the people and power vacuums they leave behind.

Recently, several members of the Gairelli family (under various pseudonyms, of course) simultaneously won landslide victories in the local elections in the small, coastal town of Meredydd Anchorage. They are enjoying the fresh sea air, the temperate climate, and utilizing the lucrative foundry to finance and front their underground, less reputable business interests. They are absolutely confident, as always, that their operation is airtight; utterly sure that they have gotten away with it once again.

Unfortunately for them, this is only mostly true. Meredydd Anchorage, once simply quaint and industrious (underneath the soot) is now overflowing with secrets. Hooded eyes are turned towards the Gairelli's, operating even further beneath the surface than they are. An evil religious order has has been watching the family from afar for generations, admiring their particularly despicable brand of deception, and wishing to take advantage of it in tribute to their dark patron. Finally moving in for a closer look, the order has followed the family to Meredydd Anchorage, with hopes of attracting the wayward souls of prominent members that may be sympathetic to their nefarious cause. It would seem a stroke of unparalleled genius - if they were the only group to have taken notice. Remarkably, an entirely different, but no less discreet, unholy sect has had exactly the same idea and is keeping tabs on the family, similarly unaware that they are not the only players in town.

All moving parts remain hidden to all the other ones, and it's only a matter of time before this melting pot bubbles over.

Basic Information

Origins: *Exodus or Exile.* A group of settlers left (or were forced to leave) their home. They found this place and decided to build.

Priority: *Production.* The town prioritizes generation and movement of resources.

Specialty: *Industry (Foundry/Smelting).* This town is known for certain industrial processes such as milling, textiles, or smelting.

- **Free location:** Shop - Foundry/Smelting

Age: *Recent.* Established within the past year, the town has not been around long. Awareness has likely not spread beyond the immediate surrounding area.

Size: *Large.* Up to 1500 standing structures in an area able to support around 6000 people.

Condition: *Moderate.* Structures seem sound enough though are, perhaps, not attractive. It is likely that most homes keep occupants dry. Roads are relatively clear, if not clean. The smells are not pleasant, but tolerable.

Environment: *Coastal.* The town is near a large body of water, such as a lake or ocean.

Prosperity: *Mildly Successful.* The town has attained a mild degree of success and visibility.

Market Square: *Spacious.* Room for lots of vendor stalls.

Vendor Stall Acquisition: *Bid.* Prior to market day, the spaces are auctioned off.

Merchant Overflow: *Encouraged.* Excess vendors are encouraged to set up stalls outside the town, if they are unable to get a spot in the square. There are maintained areas available for use, and provided on a first-come, first-served basis. When in use by vendors, this area is regularly patrolled, if law enforcement personnel can be spared.

Fortification: *Fortified.* The town proper is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the town, though are likely sporadic.

Community

Population Density: *Sparse.* Folk live here, but it would never be called bustling. Walking down the street, you'll typically only see a few people.

Population Overflow: *10%.* A tenth of the town's population is outside the town proper.

Farms and Resources:

- **(2) *Resource Harvesting.*** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry belonging to the town has been built nearby to harvest resources for use or sale.
- ***Farming [Agriculture].*** A group of farms, which provide food, are found on the nearest hospitable land under the town's control.

Visitor Traffic: *Multitudes.* Massive groups of people throng the streets, likely spilling out onto the roads outside town. Congestion is an ever-present reality, and a regular issue.

Night Activity: *Active.* Inns and taverns remain open perpetually. Some shops and services may be open, catering to late travelers or night owls. A fair amount of establishments may still be closed. If the town has a gate, it is kept open, but guarded, ready to be closed if needed.

Demographics: *Wide Distribution.* 20% primary race. All others reasonably well represented.

Disposition: *Open.* The locals actively enjoy visitors and their culture incorporates this. Just about anyone is welcome in town.

Leadership: *Underworld or Criminal Enterprise.* A criminal, or group of criminals, either publicly, or privately, controls the town.

Law Enforcement: *Town Watch.* The watch is run by an appointed captain, with one lieutenant and enough guards to adequately guard key points in the town with token patrols.

Population Wealth: *Average.* Most of the town's population have enough to live a modest life. Those without are a minority.

Crime: *Average.* Theft or mild violence can happen from time to time. Best to keep an eye out.

Points of Interest

Non-Commercial Locations: Gathering Hall, Chancery

Places of Worship: *2*

Place of Worship 1

- **Size: *Secret.*** The place of worship's size is unclear, as the location is not publicly known.
- **Fervency of Local Following: *Unseen.*** To those outside the following, it is not clear that the group exists.
- **Alignment: *Evil***

Place of Worship 2

- **Size: *Secret.*** The place of worship's size is unclear, as the location is not publicly known.
- **Fervency of Local Following: *Unseen.*** To those outside the following, it is not clear that the group exists.
- **Alignment: *Evil***

Shops: Artist, Foundry/Smelting, General Store, Rare Libations & Fare, (2) Smithy, Thatcher

Services: Club, Hired Help - Brutes and Brawlers, (2) Inn, Soothsayer, (2) Tavern

Extra Intrigue

Recent History: *Asleep.* Working hard, or hardly working? One of the guards manning the main gate was found asleep at his post.

Noteworthy Official: *Catchpole.* Catches and brings in debtors.

- **Official Competence: *Committed.*** Utterly committed to the job, truly feeling it is of vital importance.

Market Day: Fruits and vegetables have been in easy supply recently, so are being sold at half the usual price.



Rootstone

By Cooper Sulma



Rootstone, nestled deep in a dense forest, is a town of old wood, older stone, and new people. It has been occupied by many different groups over the centuries. The current incarnation was established a generation ago after conquest by its current rulers, and has been thriving under their rule.

The ancient stone structures underpin more recent additions made from the abundant local lumber and shape their style. The most imposing structures cluster around the large central market square. A courthouse, town hall, and records office all support the town's focus on local government, while a formidable bank and an ornate exchange house bolster confidence in the town's commercial life.

Trade in the town is vigorous, but strictly regulated. Each week, an auction is held where sellers bid on market stall locations. No commerce is permitted outside the walls and any sellers there, or otherwise, without a permit are shut down promptly. This organization and safety, provided by clear laws and a vigilant town watch, create a safe and friendly environment for visitors. The town bustles with activity night and day. Many establishments cater at all hours to travelers and locals alike.

Rootstone is a town of two halves. The town within the stone walls is a place of refinement, devoted to culture and commerce. The inn and stores cater to an upper-class clientele, including one of the finest furniture crafters in the region. Nearby is the forum; what may have once been a villa has been converted into a small library and chamber for the discussion of all matters academic, economic, and political.

Outside the sturdy walls is where the common folk live and work. Roads wind in organic paths through a hodgepodge of homes and workshops built in all manner of styles; here, one might find a low-rate barber or sawbones. Near the main gate is a timber-framed performance hall. Local groups of muscle-for-hire are always looking for work with few (if any) questions asked.

Rootstone is a place of dichotomies: wood and stone, rich and poor, order and disorder. In such a place, it is no surprise that Abel Trilby, Rootstone's Master of Stores, has been slowly diverting supplies to his own endeavors for years. Taking these liberties has been possible thanks to the blistering incompetence of Squire Urthryn Fern, Head Record Keeper of the chancery.

Rumor also has it that a tunnel has been found, dug into a rise in the woods and directed toward Rootstone. It lies unfinished, however, with no sign of recent work. Who did this? Why?

Basic Information

Origin: *Key Crossroads.* The town was established on a crossroads frequented by travelers from all over.

Priority: *Government.* The town prioritizes structure, order, and law.

- **Free location:** Non-Commercial - Place of Government [Town Hall]

Specialty: *Connections.* This town is full of people who can find and obtain almost anything (or, perhaps, *anyone*).

Age: *Ancient.* The town is hundreds of years old, or more. It may still be thriving, or in ruins, remaining much like it has always been, or may have drastically changed, for better or worse.

Size: *Small.* Up to 500 standing structures in an area able to support around 2000 people.

Condition: *Robust.* Buildings in the town appear solid. Beams protruding from structure walls look to be sturdy and hard-wearing. While possibly lacking in true refinement, the town bears a strength and sense of reliability. Roads are maintained, though not obsessed over, and are largely free of refuse and filth. The smells are those of smoke and sawdust, leather and sweat.

Environment: *Forest.* The town has been established in area cleared of the surrounding trees.

Prosperity: *Very Successful.* The town has achieved real financial success and attracts a large number of visitors.

Market Square: *Ample.* Room for a fair number of vendor stalls.

Vendor Stall Acquisition: *Bid.* Prior to market day, the spaces are auctioned off.

Merchant Overflow: *Banned.* Excess vendors are not allowed to set up stalls outside the town. Town guards will enforce this.

Fortification: *Fortified.* The town proper is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the town, though they are likely sporadic.

Community

Population Density: *Crowded.* The town is filled with jostling throngs. Practically all structures are occupied. Some may even camp outside town. Moving about can be difficult, and bumping into other people is typical in higher traffic areas.

Population Overflow: *50%.* Around half the town's population is outside the town proper.

Farms & Resources:

- ***Resource Harvesting.*** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry belonging to the town has been built nearby to harvest resources for use or sale.
- ***Farming [Agriculture].*** A group of farms, which provide food, are found on the nearest hospitable land under the town's control.

Visitor Traffic: *Droves.* Large groups of people regularly frequent the town. Congestion is significantly increased.

Night Activity: *Lively.* There is little difference between day and night traffic. There are always people on the streets and it may seem like no one ever sleeps. Most shops and services remain open constantly. If the town has a gate, it remains open and is only closed under the most dire of circumstances.

Demographics: *Normal Distribution.* 50% primary race, 25% secondary race, 15% tertiary race, 10% other.

Disposition: *Friendly.* Locals are generally friendly, welcoming and slow to take offense.

Leadership: *Hereditary.* A non-elected leader is in power, by virtue of their bloodline.

Law Enforcement: *Strong Town Watch.* The watch is run by a seasoned captain with two lieutenants, a few corporals, and an ample quantity of boots on the ground. Presence allows for extra patrols and well-rested guards.

Population Wealth: *Average.* Most of the town's population have enough to live a modest life. Those without are a minority.

Crime: *Uncommon.* Crime does not occur often but, when it does, it is a noteworthy occurrence.

- (+1 to **urban encounter** rolls)

Points of Interest

Non Commercial Locations: Forum, Dance Hall, Courthouse, Chancery, Bank & Exchange

Shops: Blacksmith, General Store, Luxury Furnishings

Services: Inn, Tavern, Barber, Hired Help - Brutes and Brawlers, Doctor/Apothecary

Extra Intrigue

Recent History: *Tunnel*. What's this then? On the outskirts, someone has discovered a tunnel leading towards town. Even stranger, it's incomplete; not even reaching halfway. Who has dug the tunnel? Why?

Noteworthy Official: *Master of Stores*. Oversees the town's stores of supplies such as grain or building materials.

- **Official Competence: *Corrupt*.** Taking advantage of the position for personal gain.

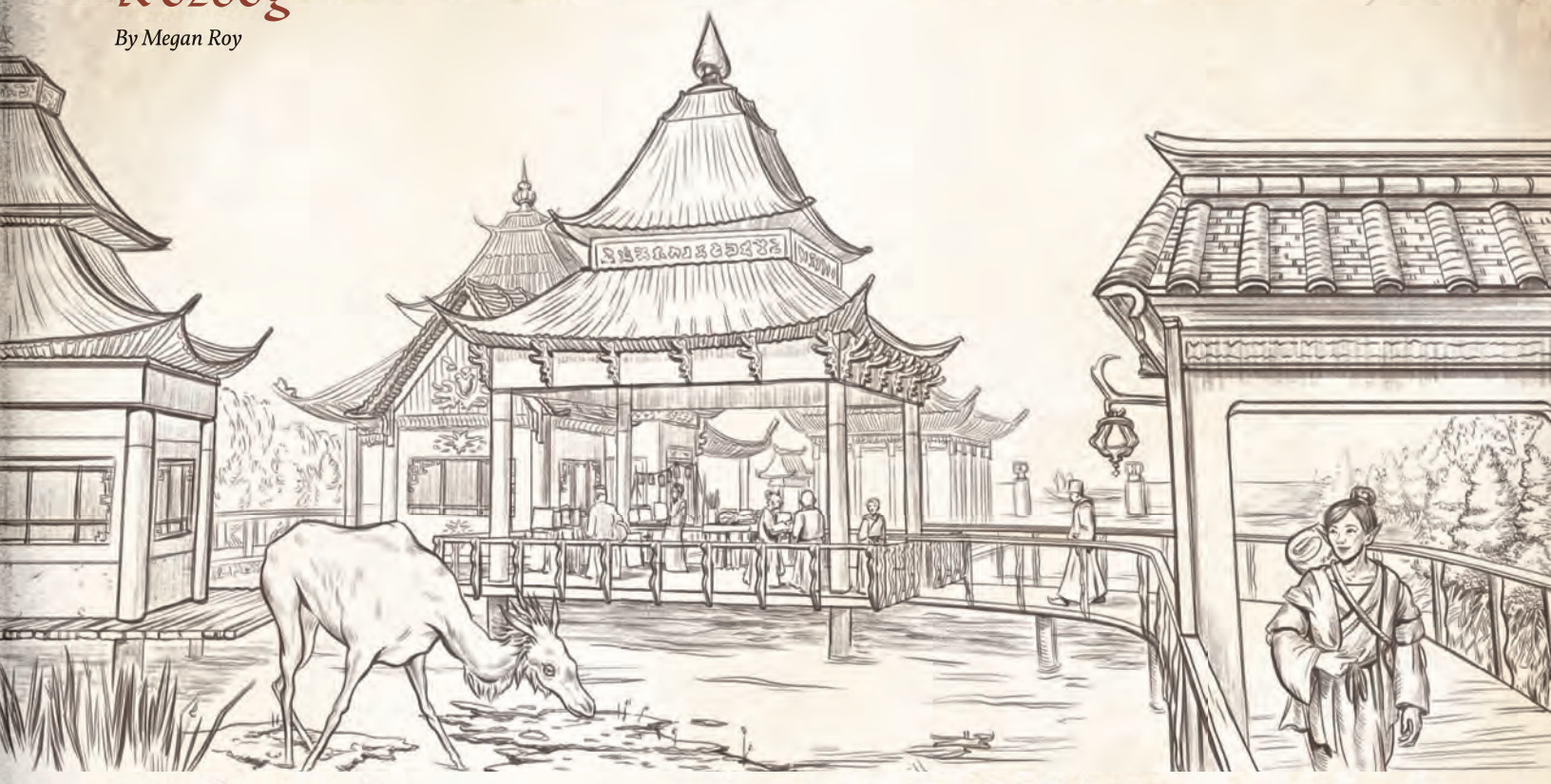
Noteworthy Official 2: *Clerk*. Recordkeeper for the town.

- **Official Competence: *Incompetent*.** Doesn't truly understand how to execute the position.



R'ozbog

By Megan Roy



Until recently, the name 'R'ozbog' meant nothing to most, its swampy, uninhabited coast barely explored or thought of. And yet, as of just a few years ago, R'ozbog is now a site on many folk's bucket lists as a thriving, trendy hotspot for shopping, racing, and constant celebration.

R'ozbog was founded only four years ago via collective effort between local half-orcs and half-elves. Their powers combined; the half-elves mind for business and the half-orcs ability to domesticate wild swamp horses resulted in a fascinating, lucrative venture. The town was a staggering testament to their amalgamated efforts: a seamless mix of both half-elven and half-orc values, architecture, and lifestyle. Every bit of land above the swamp water was utilized and built upon, with houses, shops, farms, and even a stadium, just waiting to be filled. Enthralled by word of this fast-growing settlement, R'ozbog immediately saw visitors and settlers from all over, and continues to be the hot gossip on the tongues of folk from all over.

Every day in R'ozbog is a celebration of culture and beautiful difference. The Water Round, its main attraction, is where most festivals and events of all kinds are held, and each night culminates with the swamp horse races. Audience members can buy flags and signs for their favorite jockeys as they watch the horses gallop through the murk from the stands. Many who visit R'ozbog do so to train and try out for these races, hoping to win big, or simply make a name for themselves. Others prefer to simply bet on the races (whether through official channels or otherwise) and hope their luck will guide them to riches.

Laymen and connoisseurs alike are drawn to The R'ozboggery, a collection of eateries, bars, and shops. The Mud Mane is its most famous tavern, with options such as Cobblepot Stew (an orcish favorite paired with half-elven vegetables and herbs), Deepdrought (a dark stout beer with notes of licorice and wildflowers), and Mallows (sweet, fluffy dessert puffs made with the gelatinous goo found in swamp horse hooves). It should be noted that exploration of The R'ozboggery is possible only by swamp horse — an intentional ploy that brings much joy to Waytha and her mount-rental shops across town.

Although R'ozbog is already incredibly popular, its creators believe it can be so much more. In-town construction is constantly expanding R'ozbog outwards, even beyond the bounds of the swamp. At this rate, the town is on track to become a powerful, wealthy city in but a short number of years - something that many other competing settlements are increasingly aware of, and may soon take action to prevent…

Basic Information

Origins: *Port.* The town established itself on the water where none had done so previously, sprouting worn piers and roads taken by merchants and travelers alike.

Priority: *Government.* The town prioritizes structure, order and law.

- **Free location:** Non-Commercial - Place of Government [Chancery]

Specialty: *Drink.* The town is known for having a wide variety of (or excellent quality) beverages available throughout.

Age: *Recent.* Established within the past year, the town has not been around long. Awareness has likely not spread beyond the immediate surrounding area.

Size: *Large.* Up to 1500 standing structures in an area able to support around 6000 people.

Condition: *Robust.* Buildings in the town appear solid. Beams protruding from structure walls look to be sturdy and hard-wearing. While possibly lacking in true refinement, the town bears a strength and sense of reliability. Roads are maintained, though not obsessed over, and are largely free of refuse and filth. The smells are those of smoke and sawdust, leather and sweat.

Environment: *Swamp.* The town is neighbouring a vast area of stagnant water.

Prosperity: *Very Successful.* The town has achieved real financial success and attracts a large number of visitors.

Market Square: *Tight.* Only room for a few, key vendor stalls.

Vendor Stall Acquisition: *Bid.* Prior to market day, the spaces are auctioned off.

Merchant Overflow: *Encouraged.* Excess vendors are encouraged to set up stalls outside the town, if they are unable to get a spot in the square. There are maintained areas available for use, and provided on a first-come, first-served basis. When in use by vendors, this area is regularly patrolled, if law enforcement personnel can be spared.

Fortification: *Fortified.* The town proper is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the town, though are likely sporadic.

Community

Population Density: *Dense.* There is a large amount of people living here. There are few, if any, vacant buildings. In high traffic areas, one generally has elbow room, but not much more.

Population Overflow: *20%.* A fifth of the town's population is outside the town proper.

Farms and Resources:

- **(2) *Farming [Agriculture].*** A group of farms, which provide food, are found on the nearest hospitable land under the town's control.
- ***Farming [Livestock].*** A group of farms, which provide livestock, are found on the nearest hospitable land under the town's control.

Visitor Traffic: *Droves.* Large groups of people regularly frequent the town. Congestion is significantly increased.

Night Activity: *Lively.* There is little difference between day and night traffic. There are always people on the streets and it may seem like no one ever sleeps. Most shops and services remain open constantly. If the town has a gate, it remains open and is only closed under the most dire of circumstances.

Demographics: *Only Two.* 60% primary race, 40% secondary race

Disposition: *Friendly.* Locals are generally friendly, welcoming and slow to take offense.

Leadership: *Anarcho-Syndicalist Commune.* The members of the town take turns as a sort of executive officer for the week.

Law Enforcement: *Town Watch.* The watch is run by an appointed captain, with one lieutenant and enough guards to adequately guard key points in the town with token patrols.

Population Wealth: *Affluent.* The entire town is able to live comfortably, with a significant portion living in luxury.

Crime: *Average.* Theft or mild violence can happen from time to time. Best to keep an eye out.

Points of Interest

Non-Commercial Locations: Dance Hall, (2) Treasury, Outdoor Recreational Area.

- ***Outdoor Recreational Area.*** The Water Round is the main attraction for almost all that visit R'ozbog. The arena is used for duels, festivals, and — most importantly — swamp horse races on the submerged, muddy race track.
- **Chancery.** The chancery is shared by both the half orcs and the half elves as they take turns with administrative duties and handling government business from week to week.

Shops: General Store, Smithy, Cooper

- ***Herbalist.*** Abernathy's is famous within town and beyond for his strange concoctions of herbs and tinctures, which are used by local brewers to give R'ozbog's unique selection of drinks their trademark flavors.
- ***Magic Shop - Armor.*** Unlike the majority of shops and services that are easily accessible to visitors, Tippo's Adornments is a hidden shop know only by more morally-gray swamp horse racers and some noble investors. Tippo and his assistants work tirelessly to manufacture magical armor that boosts both rider and swamp horse in ways that are largely undetectable.

Services: (2) Inn, Hired Help: Bows and Slings, Hired Help: Guides and Trackers, Soothsayer, Club, Stable

- ***Tavern.*** The Mud Mane is the hottest spot in town for locals and visitors alike. All kinds can be found there sampling Og'lick's signature stout, Deepdrought: a dark, murky beer with strangely licorice and floral notes, said to bring luck to all who drink it.
- ***Hired Help - Caravan and Mount.*** Although small bridges connect most of the town's small landmasses, the easiest way to travel is by rented swamp horse (it also helps that riding one is quite the status symbol.)

Extra Intrigue

Recent History: *Asleep.* Working hard, or hardly working? One of the guards manning the main gate was found asleep at his post.

Noteworthy Official: *Judge.* Decision-maker in legal matters.

- **Official Competence: *Corrupt.*** Taking advantage of the position for personal gain.

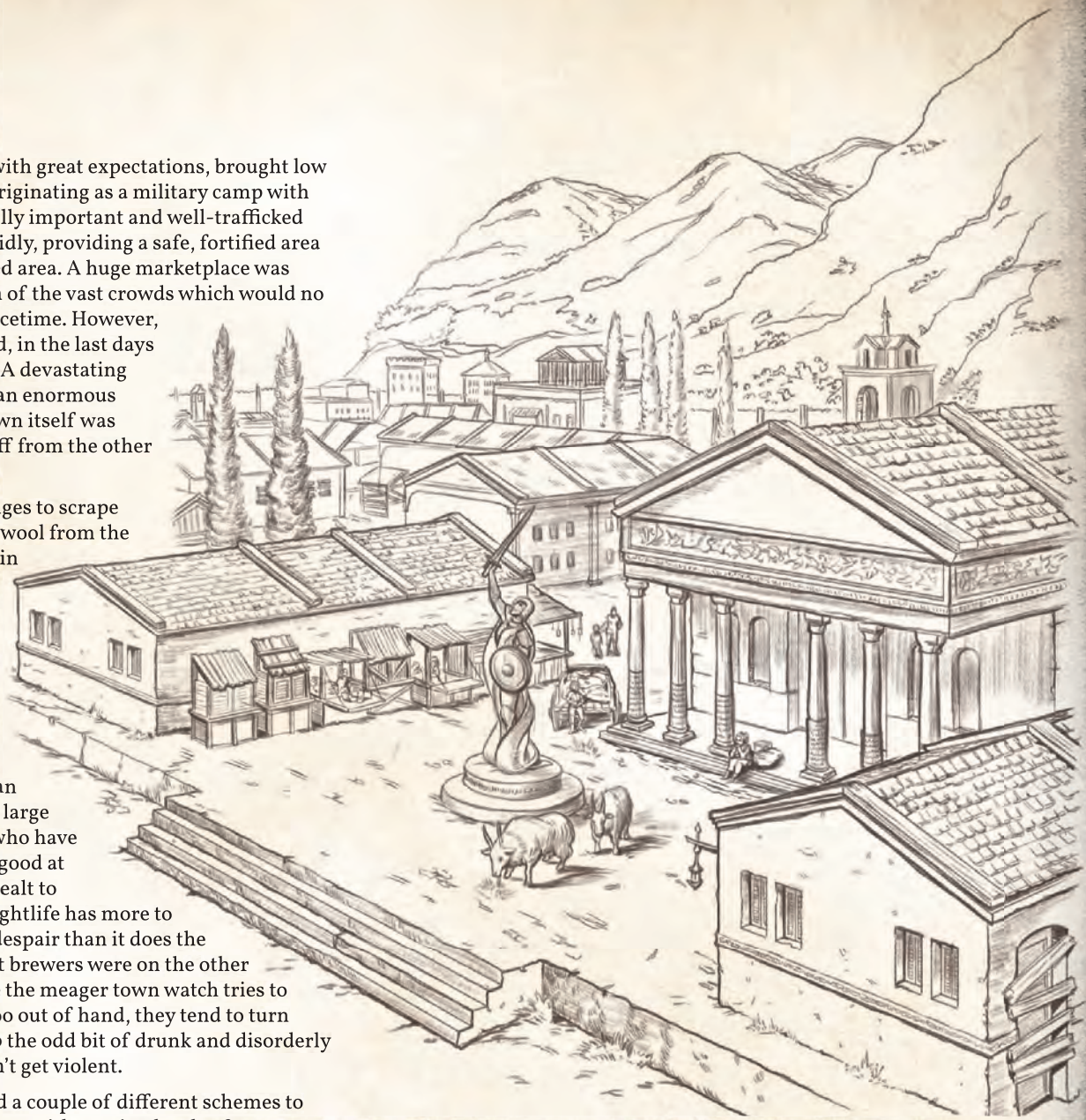
Market Day: An injured guard has ridden into the marketplace, looking around frantically. They have promptly passed out, falling from their swamp horse.



Straddle

By Ralph Stickley

Straddle was a town built with great expectations, brought low by disappointing reality. Originating as a military camp with a chokehold on a strategically important and well-trafficked mountain pass, it grew rapidly, providing a safe, fortified area for trade in the war-ravaged area. A huge marketplace was constructed in anticipation of the vast crowds which would no doubt frequent it come peacetime. However, fate had different plans and, in the last days of the war, disaster struck. A devastating magical barrage triggered an enormous rockslide and, while the town itself was unharmed, trade was cut off from the other side.



Now, Straddle barely manages to scrape by on the merits of quality wool from the herds of goats and mountain oxen, which thrive in the rugged surrounds, but its huge, drafty marketplace exists mostly as an empty monument to lost potential. The people themselves remain cheerful, however (even if it is tinged with more than a little desperation), with a large population of ex-soldiers who have endured far worse and are good at making do with the hand dealt to them. Straddle's vibrant nightlife has more to do with this quiet, shared despair than it does the quality of local ale (the best brewers were on the other side of the pass) and, while the meager town watch tries to keep things from getting too out of hand, they tend to turn something of a blind eye to the odd bit of drunk and disorderly behavior as long as it doesn't get violent.

The town council have tried a couple of different schemes to kick start Straddle's economy, with varying levels of success. Currently, housing is available at incredibly reduced prices to those who wish to move to the town and start a business. This has elicited some grumbling from the residents, but most see it as a savvy move, even if it is one they don't entirely agree with.

Particular attention has been paid towards attracting a neighbouring dwarf clan who specialize in moving cargo across rough, mountainous terrain, with the hope that their expertise could help grow Straddle's wool trade. While the dwarven delegates are happy to be wined, dined, and wooed (with a sizeable contingent taking up temporary residence in town), they have been cagy about striking a deal, remaining unconvinced of Straddle's long-term prospects. The council's official position is that they are on the cusp of a deal, and simply looking to dot a few i's and cross a few t's on the agreement. However, more than a few have begun to mutter that the dwarves are taking them for fools and simply want to squeeze a few more free meals out of them while the going is good.

Straddle's position, it would seem, is precarious in more ways than one.

Basic Information

Origins: *Military Camp.* A deployment wound up lasting longer than anticipated, so the camp began building more solid fortifications in an increasingly permanent fashion. Either the original members of the encampment still reside here, or it was otherwise occupied after they departed.

Priority: *Production.* The town prioritizes generation and movement of resources.

Specialty: *Farming or Resource Gathering.* The town is known for the resource(s) it produces. Base this on what kind of environment and climate the town is in. If farming wouldn't work as well, perhaps they mine or harvest lumber instead.

Age: *Recent.* Established within the past year, the town has not been around long. Awareness has likely not spread beyond the immediate surrounding area.

Size: *Very Large.* Up to 2000 standing structures in an area able to support around 8000 people.

Condition: *Moderate.* Structures seem sound enough though are, perhaps, not attractive. It is likely that most homes keep occupants dry. Roads are relatively clear, if not clean. The smells are not pleasant, but tolerable.

Environment: *Mountains.* The town is found on a plateaux of a stony pass or soaring peak.

Prosperity: *Failure.* The town has struggled to generate meaningful wealth or notoriety.

Market Square: *Spacious.* Room for lots of vendor stalls.

Vendor Stall Acquisition: *Bid.* Prior to market day, the spaces are auctioned off.

Merchant Overflow: *Banned.* Excess vendors are not allowed to set up stalls outside the town. Town guards will enforce this.

Fortification: *Heavily Fortified.* The town proper is surrounded by a heavy wall of wood or stone, with several watchtowers built along its length. The gate is double-thickness and reinforced with metal bands. There are additional watchtowers built at various points throughout the surrounding countryside.

Community

Population Density: *Populous.* A moderate amount of people live here. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped.

Population Overflow: *30%.* A third of the town's population are outside the town proper.

Farms and Resources:

- **(3) *Farming [Livestock].*** A group of farms, which provide livestock, are found on the nearest hospitable land under the town's control.

Visitor Traffic: *Mostly Locals.* On any given day, there are typically a few from out-of-town, though not enough to impact congestion.

Night Activity: *Lively.* There is little difference between day and night traffic. There are always people on the streets and it may seem like no one ever sleeps. Most shops and services remain open constantly. If the town has a gate, it remains open and is only closed under the most dire of circumstances.

Demographics: *Only Two.* 60% primary race, 40% secondary race.

Disposition: *Open.* The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome in town.

Leadership: *Town Council.* Prominent members of the community were chosen to lead the town collectively.

Law Enforcement: *Small Town Watch.* The watch is run by a nominated captain, and employs a small number of guards. Presence may be scattered, or lacking, at times.

Population Wealth: *Average.* Most of the town's population have enough to live a modest life. Those without are a minority.

Crime: *Average.* Theft or mild violence can happen from time to time. Best to keep an eye out.

- (+2 to **urban encounter** rolls)

Points of Interest

Non-Commercial Locations: (2) Archive/Library, Amphitheater, Courthouse, Town Hall

Shops: Alchemist, Carpenter, Cobbler, Foundry/Smelting, General Store, Herbalist, Smithy, Textile Production

Services: Barber, Doctor, (3) Inn, Stable, (2) Tavern

Extra Intrigue

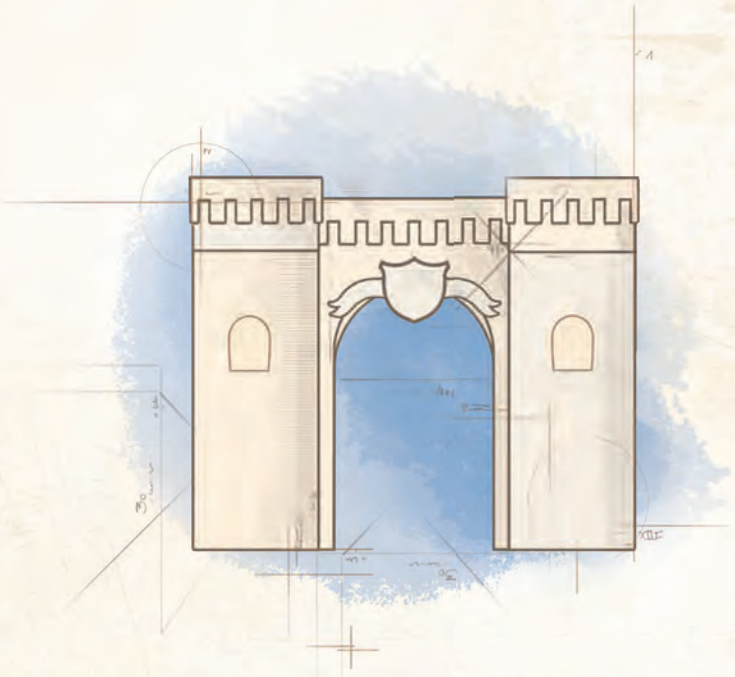
Recent History: *No Adventurers.* Get out! A tavern in town has instituted a no-adventurer policy, after sustaining one bar fight too many.

Noteworthy Official: *Liner.* Determines property boundaries.

- **Official Competence: *Committed.*** Utterly committed to the job, truly feeling it is of vital importance.

Market Day: An injured guard has ridden into the marketplace, looking around frantically. They have promptly passed out, falling from their horse.





Cities



Cities

You gaze across an open plain. In the distance, a black imperfection mars what would be an unbroken line between land and sky. As you make your way closer, the imperfection grows and stretches, starting to dominate the horizon, gaining definition and clarity. Sharp forms jutt upward, reaching toward the sky.

Days of travel pass, and still the form grows little by little until, still miles away, it can be made out quite clearly: a true city.

Nearing the city, you notice the change in surface underfoot, the beginnings of a worked road and, before long, you are no longer walking alone. Other figures fall into step, some flowing along with you toward the gates, some away from them.

As you approach, a cacophony of shouting voices, braying animals, and squawking children rings out. The smells of cooking, dirt, smoke, and livestock linger in the air. Before long, you see a line forming, as folks await being granted passage through the gates. A guard eyes you cautiously and, after you answer a question or two under his suspicious gaze, you are allowed past. As quick as a handwave, the guard is already speaking with the next person in line.

The city is a hive of activity. Folk move from here to there, navigating down streets and alleys, up steps and over bridges. Carts rattle along down cobbles, while stray cats and dogs dodge around the wheels. Your senses are almost overwhelmed as you're jostled by bodies, assaulted by smell and sound. You duck into a nearby tavern to catch a breath, but duck out moments later after a flying chair misses you by inches.

After a few days spent walking around, you gain a better appreciation of the scale of this place. You hear of better and worse districts, go-to places for anything you could need, and hear whispered names of several noteworthy people. Now that the overwhelming nature of it all is passing, you begin to consider the possibilities and opportunities… then narrowly miss being doused in the contents of an upturned bucket from a second storey window. You are reminded that, while exploration might be rewarding, you'd still best watch your step.

A city is large enough to be seen from great distances, with enough foot traffic and trade to provide nearly anything one could hope to find. Home to all manner of people, and all manner of opportunities, one's first visit can swell the heart with hope and wonder, or cripple the mind under the weight of intimidation.

Conversely, one living in a city all their life might feel differently. Some cities are glorious testaments to the ingenuity and perseverance of their people, but some are certainly not. Cities can be cesspits, assemblages of the most wretched scum and villainy. Vast amounts of people often means vast amounts of filth, a great challenge that many cities don't manage very well. The fight against crime can be an uphill battle, as agents of the law do their best to keep a lid on a sprawling criminal underworld burgeoning all around them. Travelers from all corners of the world may well pass through the gates, and there's rarely any sure way to know who are the good ones, and who aren't.

Overview

The cities chapter is a grand amalgamation of all settlement types before it, with further organisational additions that allow you to construct a place of much greater scale. As you proceed, do so knowing that the place you're about to build will be uniquely yours and unlike anything else you've ever created thus far. It's time to *build*.

In this chapter you will go through sections called steps. Each step will include tables. You will roll a die (unless they have you reference previous information about your settlement, such as its size). Find your roll (or appropriate information) in the left-hand column. In the right-hand column will be your result. We encourage you to make a note of these results; the Cities Settlement Sheet is available for you to record your rolls, and can be found in the back of this book and at www.nordgamesllc.com.

Certain results will give you modifiers. Most modifiers will add or subtract from a future roll (though some may have you roll a different die, or tell you to add a feature or location to your settlement).

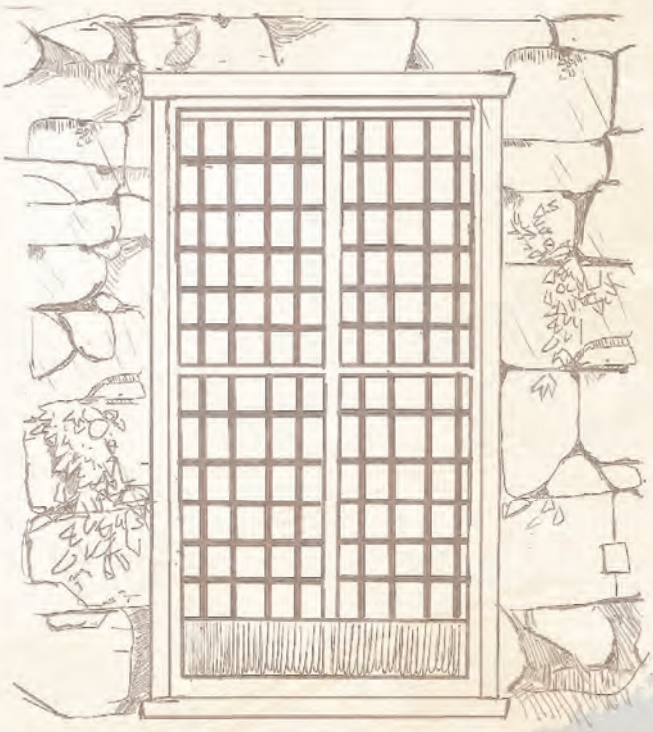
No matter how high or low a modifier makes a roll, your result can never be higher or lower than the highest and lowest results on a table.

Important

Modifiers will never have you modify previous tables or results. Anything being modified will always come after.

Progress through this chapter by going through these steps:

- **Step 1: Basic Information**. The tables in this section will provide broad or fundamental details about your settlement.
- **Step 2: Community**. The tables in this section will provide details about the people that live here and certain aspects of society.
- **Step 3: Districts**. The tables in this step determine what specific areas your city has, as well as the locations within them.
- **Extra Intrigue**. This is an optional step, filled with tables that can add additional flavor to the settlement.



Step 1: Basic Information

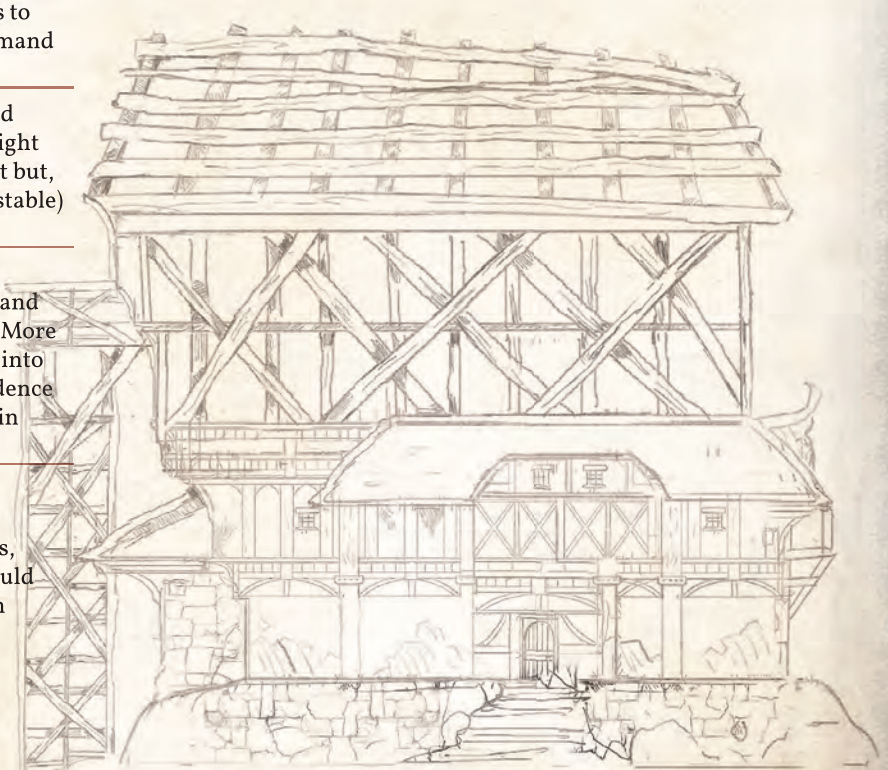
Below you will find a variety of attributes such as **age**, **condition** and **size**. Using these attributes and their tables, you will be able to build out the basic information for your city. Some attributes might have an effect on others via modifiers which are written into the tables. For example, the **condition** of the city modifies its population wealth.

Keep in mind that any modifiers are completely optional and are not required if you have an existing vision for your city. When rolling for outcomes with modifiers, results of 0 or a negative number should be considered an outcome of 1. Equally so, outcomes over the highest number on a given table should be considered equal to the highest possible number (i.e. on a d20 table, a 24 would be a 20).

Origin

Where did this city come from? Even small ones are substantial and do not show up overnight (unless magic is involved). Even if the final stone has only just been laid, it is likely that the city has had folks living in it for years already. A city's origin is what sparked the journey it took to become what it is now.

d10	Origin
1	**Invading Occupation.** The builders of the city were a foreign, occupying force, who initially set up a camp. As time went on, more and more permanent structures were built. Their foothold in the region remained solid, and the settlement grew.
2	**Tribal Home.** The city site was originally home to a group of natives in the region. The settlement built upon itself until it became the city it is now.
3	**Natural Progression - Trading Post.** A small trading post steadily attracted enough business to warrant expansion. It grew into a town, but demand and traffic did not stop.
4	**Repurposed History.** The city was founded and built on top of ancient ruins. Standing ruins might have been left as statues and tributes to the past but, more often, they have either been used (if still stable) or incorporated into new structures.
5	**Natural progression - Village.** A handful of hovels, inhabited by simple folk, grew as more and more people came and made it their home too. More space was soon necessary, and the village grew into a town, then a city. Despite this expansion, evidence of its humble beginnings are likely still visible in many places.
6	**Haven.** The location attracted a group seeking refuge from some crisis. They could have been persecuted by some great oppressor or, perhaps, they fled a natural disaster. Conversely, they could be a society of rebels or outlaws who desired an independent settlement of their own.
7	**Advantageous Position.** The site was chosen to take advantage of desirable geographical features, like a strategic choke point, or an ideal high-ground posting. As the location proved itself, it grew.
8	**Prison.** The site was originally a holding colony for criminals. Over time, events transpired allowing the place to become a legitimate city in its own right. Was this thanks to a successful revolt? Perhaps the entity that controlled the prison colony was conquered and the colony was left to its own devices? Maybe something made the colony's kingdom change its mind and legitimize it?
9	**Agriculture.** A dense farming community attracted many people with knowledge and a strong work ethic. Production was high, at least for a while, and the area became more and more populous. Structures sprang up to house the new folks and account for the needs of its growing group of residents, until the desire for convenience, security, and comfort spurred the establishment of a proper city.
10	**Magical.** The city's inception stemmed from something magical. It may have been the influence of magical beings, the presence of magical structures, or the convergence of magical energies at that specific place. It could also have been from the deliberate influence of a specific individual.



Priority

A city's **priority** is an idea of particular importance within the city itself. It may even have been founded around this idea. Some ways this may manifest are in the form of laws which accommodate the idea (such as laws allowing for easy trade), or physical representations of the idea (such as a faith-focused city having a temple district).

d6	Priority
1	**Control.** The city has established itself as a power in the region, establishing a network of patrolled roads, but also military presence, in other local settlements. The city itself is a strong and formidable presence. (+3 to **law enforcement** roll)
2	**Trade.** The city was made to move goods. Coin flows from hand to hand, and the city wholeheartedly encourages this. It likely collects a tax from any trade, but the benefits should far outweigh the costs. (+1 to **population wealth** roll)
3	**Enlightenment.** The leadership prides itself on its intelligence and wisdom, typically making choices that preserve their society and reinforce the community's access to knowledge and culture. (When rolling **districts**, choose 'Scholar District' as one of them)
4	**Entertainment.** Whatever this place was before the city was founded properly, it was known for fun. Perhaps it was a place of grandiose performances, raucous pubs, or dancing and festivities. On the other hand, maybe it became known for more disreputable pursuits, such as underground fighting or gambling, among many other possibilities. (When rolling for **additional locations** in your **districts**, manually select one place you would consider an entertainment venue for each).
5	**Production.** This settlement was built around producing a particular good or resource. This could be raw materials, like crops or mining ore, but could also be the manufacture of a certain product or products. (For your first roll on the **outside the city** table, roll a d10, rerolling any results 1-4).
6	**Faith.** The city is a nexus for the faithful. For one reason or another, folk may undertake pilgrimages here. There are likely at least a few places of worship, perhaps many more than usual. The city may have been founded around the site of a miracle or visitation. It could be the holding place of a special artifact, or the residence of a particular person of religious import. The city may be dominated by a single faith or, perhaps, multiple faiths are represented here. (When rolling **districts**, choose 'Temple District' as one of them).

Age

How old is your city? It may have been built up gradually over decades, even centuries, or its inception could have been a monumental effort over a shorter period of time. The older a city is, the more time people have had to find it, join it, and settle down.

Age and City Layout.

Throughout history, the peoples of the world have continuously learned, adapted, and changed their minds about how to plan and structure the places in which they are going to live. You can consider this when thinking about your city's layout. Older cities may be more disorganized, developing organically with little thought given to creating an easy system by which to get around. Younger ones may have been developed with more forethought, possibly designed with something like a grid or wheel-and-spoke layout to make navigation easier.

That being said, given that many of these settlements resemble the Middle-Ages (or older), it could also be that those developing your city (even if it *is* young) may simply not have known to try structuring the city in this way.

d10	Age
1-2	**Recent.** The city's final work was completed within the past 10 years. (-2 to **population density** roll)
3-4	**Established.** The city has been around for at least 10, but up to 100, years. (-1 to **population density** roll)
5-6	**Mature.** The city has been around at least 100, but up to 300, years. (+0 to **population density** roll)
7-8	**Old.** The city has been around for 300 to 1000 years. (+1 to **population density** roll)
9-10	**Ancient.** The city is older than living, and possibly even recorded, memory. (+2 to **population density** roll)

Size

The **size** of a city can be hard to truly visualize. Even small cities can dwarf a village, and the vast amount contained within a city can beggar the mind. Roll on the table to get an idea of the physical space your city occupies.

Important: Size ≠ Population!

Your city's size refers to the physical space it occupies, and the capacity of its structures (how many people it could likely support, under ideal circumstances). It does *not* mean there are actually that many people. You could have a very large city with a sparse population. That just means lots of vacant buildings or open spaces.

d20	Size
1-2	**Very Small.** Structures in the city are likely able to support around 8,000 people. (-4 to **number of districts** roll)
3-6	**Small.** Structures in the city are able to support around 16,000 people. (-1 to **number of districts** roll)
7-14	**Medium.** Structures in the city are able to support around 24,000 people. (+0 to **number of districts** roll)
15-18	**Large.** Structures in the city are able to support around 32,000 people. (+2 to **number of districts** roll)
19-20	**Very Large.** Structures in the city are able to support around 40,000 people or more. (+6 to **number of districts** roll)

Population Capacity

There are certainly examples of cities and capitals that had vast populations, both historical and fictional, which could range from the hundreds of thousands to over a million. A few examples of this would be Rome, whose population was over 450,000, and ancient Baghdad reached over a million.

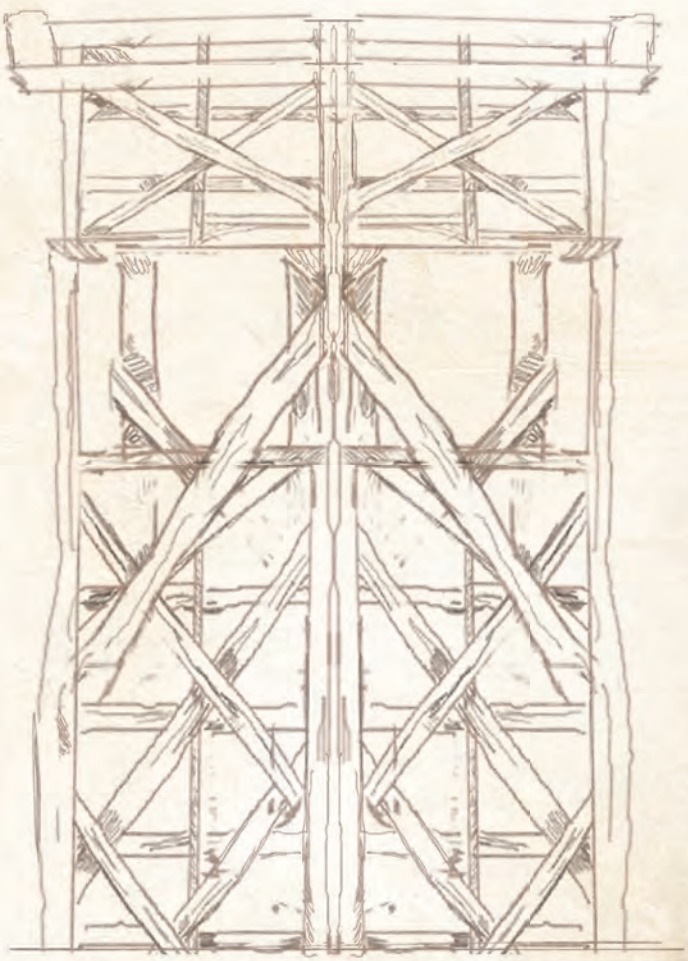
Optional Table

The following table can help you increase or decrease the amount of people your settlement has structures to support. Feel free to roll, or choose what you feel is appropriate.

Take the number of people your settlement has structures to support (i.e. 'Very Small' has structures to support around 8,000 people) and change it by the stated amount.

Note: If you are using a campaign or story setting with city population information available, you can use those as reference for how many people tend to be in that world's cities or capitals.

d20	Population Capacity
1	**Half**. Divide the number by 2.
2-3	**Half-Again**. Multiply the number by 1.5.
4-10	**Double**. Multiply the number by 2.
11-14	**Triple**. Multiply the number by 3.
15-17	**Quintuple**. Multiply the number by 5.
18-19	**Ten-Fold Increase**. Multiply the number by 10.
20	**20-Fold Increase**. Multiply the number by 20.



Outside the City

Cities, by virtue of being more expansive than towns, have the advantage of being able to house greater numbers of people within the settlement proper. Cities are places offering jobs and opportunities which attract people in their hundreds, or even thousands, often resulting in creative housing solutions like multi-level or stacked dwellings to mitigate what would be, in dire situations, extreme overcrowding.

However, a variety of infrastructure or locations could be found **outside the city** walls for any number of particular reasons other than simple lack of space (though that could still be the case).

Roll on the table below to see what, if anything, is outside the city proper.

That's Not All, Folks!

The locations rolled on this table are not necessarily the *only* locations outside the city but are, instead, the prominent ones. If you imagine part of the population living out there, or other things not listed here, by all means incorporate those into your vision.

City Size	Number of Outside the City Rolls
Very Small	5
Small	4
Medium	3
Large	2
Very Large	1

d20	Outside the City
1-4	**None.** If you have any remaining rolls to make on this table, proceed with them.
5-6	**Farming [Agriculture].** A group of farms, providing food for the city, are found on the nearest hospitable land under its control.
7-8	**Farming [Livestock].** A group of farms, providing livestock for the city, are found on the nearest hospitable land under its control.
9-10	**Resource Harvesting.** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry, belonging to the city, has been built nearby to harvest them, which it then uses or sells.
11-12	**Barrows.** An area devoted to burial sites.
13	**Caravan Community.** A nomadic group of people have taken to living on the surrounding land nearby. Does the city's leadership have an issue with this? What about its residents?
14	**Event Grounds.** Tended grounds for games, duels, ceremonies, or other events.
15	**Family Estate.** A wealthy family's large estate is situated in the neighboring countryside.
16	**Hermit's Cottage.** A hermit lives near the city limits, beneath the notice of most of the inhabitants. They keep to themselves, but who are they? What do they gain by their close proximity?
17-18	**Makeshift Settlement.** A large mass of hovels, lean-tos, tents, and other improvised shelters have been built in the shadow of the city's walls. Why? Do the leaders and residents care?
19	**Medical Camp.** A set of makeshift or, depending on the nature of what is being treated, permanent structures have been erected to tend to, or even quarantine, the sick or injured.
20	**Prison.** Some sort of structure out here has been designated for holding prisoners or captives (for whatever reason) either temporarily or, perhaps, much longer term.



Stewardship

A city must be managed well to thrive. This includes collecting taxes, maintaining streets and utilities (if any), and having enough people to fill all necessary roles and offices. If any of these are lacking, it can quickly have a visible impact on the city itself.

Stewardship (or lack thereof) can be demonstrated through the state of roads and buildings, as well as in the visibility or number of guards. It can also be seen in the overall welfare of the resident population. Evidence of poor stewardship may also lie hidden beneath the surface. It is possible, if a shift in leadership or priorities has taken place, for things to still look as if they are going very well, even if they are headed in a disagreeable direction.

d20	Stewardship
1	**Neglected.** All of the fundamental elements of the city are being ignored, or are unable to be addressed. (-7 to **general condition** roll) (-13 to **population wealth** roll) (-9 to **law enforcement** roll)
2-4	**Minimal.** The fundamental elements of the city are being tended to, but at the bare minimum. This may be because of inexperienced leadership, misplaced priorities, lack of resources, or simple laziness, to name a few possible reasons. (-4 to **general condition** roll) (-6 to **population wealth** roll) (-5 to **law enforcement** roll)
5-10	**Passing.** The city's fundamental elements are taken care of to a serviceable degree, though an inequality of attention is noticeable, and some areas seem to take priority over others. It could be that resources are not plentiful enough to cover everything, but those in charge are doing the best they can. (-1 to **general condition** roll) (-3 to **population wealth** roll) (-2 to **law enforcement** roll)
11-16	**Adequate.** The city's fundamental elements are all taken care of relatively competently, but some room for improvement still exists. Lack of capital, or involvement in more pressing matters such as external conflicts or disaster management, are possible explanations. (+0 to **general condition** roll) (+0 to **population wealth** roll) (+0 to **law enforcement** roll)
17-19	**Managed.** The city's fundamental elements are all accounted for and well attended to. Whoever is responsible is doing an admirable job. (+1 to **general condition** roll) (+3 to **population wealth** roll) (+4 to **law enforcement** roll)
20	**Disciplined.** The city's fundamental elements are firmly in hand, providing what it needs to perform at peak functionality. There is little to no room for improvement. Whoever is managing things is doing so expertly. (+5 to **general condition** roll) (+6 to **population wealth** roll) (+8 to **law enforcement** roll)



General Condition

General condition is the overall state of the city. While individual districts may deviate slightly from the norm, the general condition is the baseline for everything. If the city as a whole is in a state of squalor, a district can only be elevated so much before the city's universal issues bring it down. General condition is significant because it gives important visual cues, and is one of the first things to make an impression upon visitors, such as parties of adventurers.

Modified by: stewardship

d20	General Condition
1	**Squalid.** The city is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live there, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help. (-2 to **district condition** rolls)
2-4	**Dilapidated.** Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity. (-1 to **district condition** rolls)
5-12	**Decent.** The city is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional. (+0 to **district condition** rolls)
13-19	**Impressive.** The city is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard. (+1 to **district condition** rolls)
20	**Magnificent.** The city is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible. (+2 to **district condition** rolls)

Environment

Cities are huge settlements, so placing one in any **environment** takes considerable effort. Think about this when you discover what kind of environment yours will be in. How was it built? What might it look like? Why would they want a city in a place like this? Where did the people come from?

The tables and options available in this book are designed to allow settlements to be placed anywhere, regardless of environment. If you have an environment in mind for your settlement already, feel free to skip, or manually select from, this table.

d10	Environment
1	**Coastal.** The city is near a large body of water, such as a lake or ocean.
2	**Forest.** The city is nestled among the trees.
3	**Mountains.** The city is found on stony passes or soaring peaks.
4	**Plains.** The city is in the wide open fields.
5	**River.** The city is near a steadily flowing stream, or other watercourse.
6	**Swamp.** The city is in, or near, a vast area of stagnant water.
7	**Underground.** The city is within a large network of caves.
8	**Valley.** The city is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.
9	**Tundra.** The city is in a very cold environment.
10	**Desert.** The city is in a dry and arid environment, likely covered with vast sand dunes.

Water

Regardless of environment, one critical element to any settlement is water. The fact that the place exists is evidence that they are getting water *somehow*, but what that might be may not be obvious. This can be a creative challenge for you. Perhaps your settlement is in a desert, or deep in a forest. Perhaps they have deep wells? Maybe they actually purchase water from elsewhere? Or it could even be that it's generated magically. Either way, a plentiful source of water is an important thing to think about.

Fortification

Fortifications are the structural defenses surrounding the city proper. Those who live there do so within these boundaries. The more heavily fortified the city, the more likely it is that the residents will feel happy (or, at least, safe in their beds from outside invaders or influences).

d20	Fortification
1	**Unfortified.** The city is exposed on all sides, save for any barriers created by the presence of buildings or natural land formations. (-5 to **disposition** roll)
2-8	**Lightly Fortified.** The city has bare-bones fortifications which are a minimal obstacle for enemy forces, but are adequate to deter wild animals. A simple gate, which can be barred in the evenings, sits astride the main road. (+1 to **disposition** roll)
9-15	**Fortified.** The city is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the city, though are likely sporadic. (+3 to **disposition** roll)
16-19	**Heavily Fortified.** The city is surrounded by a heavy wall of wood or stone, with several watchtowers built along its length. The gate is double-thickness and reinforced with metal bands. There are additional watchtowers built at various points throughout the surrounding countryside. (+5 to **disposition** roll)
20	**Extremely Fortified.** The city is surrounded by an imposing wall of wood or stone, with many fully-staffed watchtowers at regular intervals along its length. The gate is double-thickness, reinforced with metal bands, augmented with a portcullis, and is always manned. A supplementary wall of wood or stone encompasses the surrounding countryside, with its own watchtowers. Nothing goes in or out without the watch's knowledge or permission. (+7 to **disposition** roll)

Market Square

All cities have a non-district **market square** where typical goods can be found, though by no means is this all it has to offer.

d6	Market Square
1-2	**Tight.** Only room for a few vendor stalls.
3-4	**Ample.** Room for a fair number of vendor stalls.
5-6	**Spacious.** Room for lots of vendor stalls.

Vendor Stall Acquisition

If a vendor wishes to set up a stall in the market square, how do they go about finding a space?

d4	Vendor Stall Acquisition
1	**First Come, First Served - No Fee.** Merchants line up prior to market day. Those at the front of the line are given the spaces. No fees are charged.
2	**First Come, First Served - Fee.** Merchants line up prior to market day. Those at the front of the line are given first pick of the available stall spaces, provided they can pay the fee for the day.
3	**Lease.** Merchants pay in advance (sometimes *far* in advance) for the right to a space in the market square.
4	**Bid.** Prior to market day, the spaces are auctioned off.

Merchant Overflow

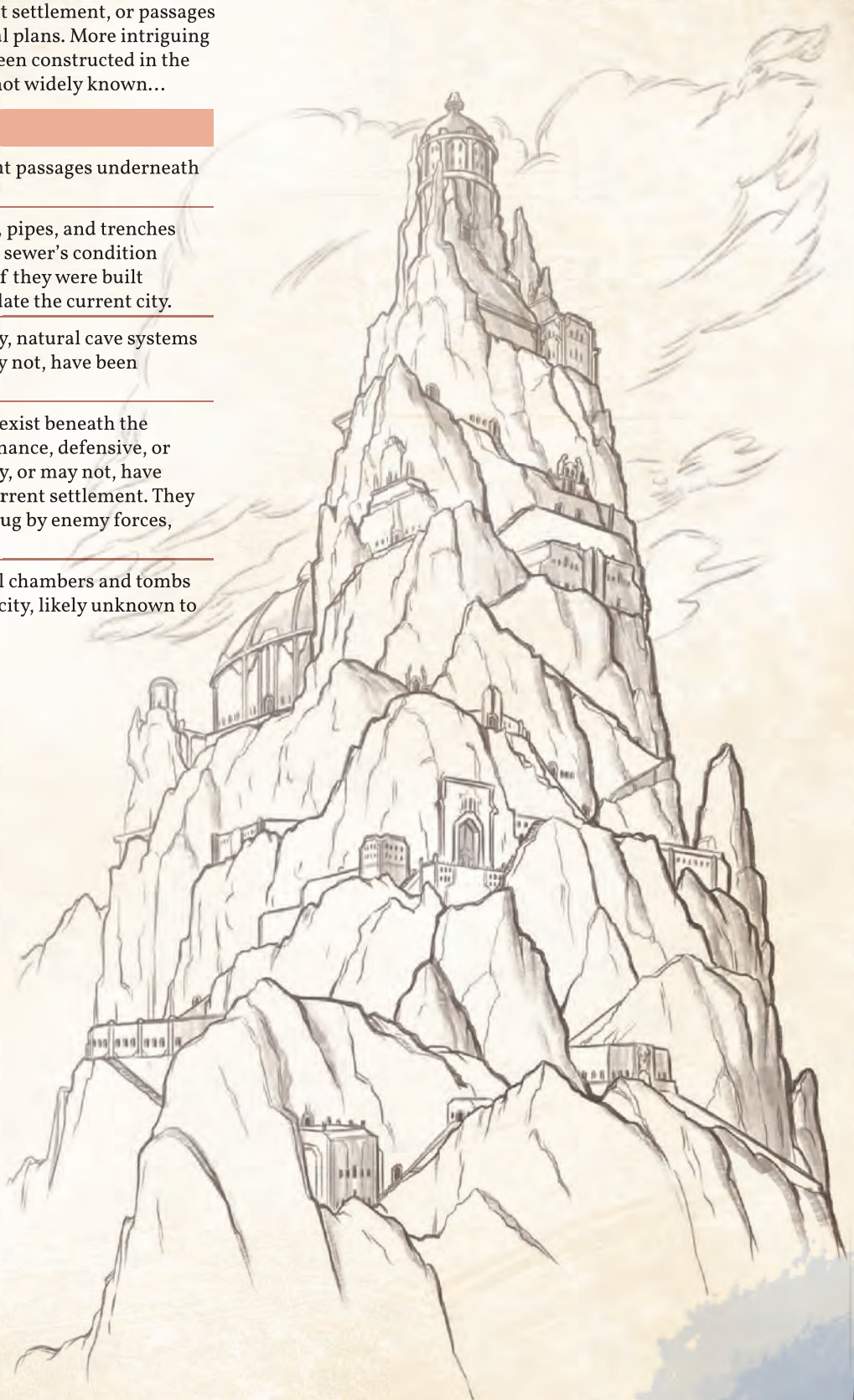
Does the city allow merchants to sell outside the city itself?

d4	Merchant Overflow
1	**Banned.** Excess vendors are not allowed to set up stalls outside the town. City guards will enforce this. (+1 to **law enforcement** roll)
2	**Unpatrolled.** Excess vendors are allowed to set up stalls but, as the city watch do not patrol or monitor these areas, the risk is higher. The spaces available are unkempt.
3	**Monitored.** Excess vendors are allowed to set up stalls, and the city watch patrols through regularly, but the areas themselves are less-maintained and traffic is lighter.
4	**Encouraged.** Excess vendors are encouraged to set up stalls outside the city, if they are unable to get a spot in the square. There are maintained areas available for use, and are provided on a first-come, first-served basis. When in use by vendors, this area is regularly patrolled, if law enforcement personnel can be spared.

Underground Passages

Are there any structures or passages through the underside of the city? Perhaps the city has expanded on top of previously existing tunnels that pre-date the current settlement, or passages were an intended addition on the original plans. More intriguing still, perhaps secret throughways have been constructed in the more recent past, and their existence is not widely known…

d20	Underground Passages
1-8	**None.** There are no significant passages underneath the city.
9-14	**Sewers.** A network of drains, pipes, and trenches lies beneath the city. Base the sewer's condition upon that of the settlement, if they were built concurrently. They may pre-date the current city.
15-17	**Natural Caves.** Below the city, natural cave systems can be found that may, or may not, have been discovered yet.
18-19	**Tunnels.** A series of tunnels exist beneath the city. This could be for maintenance, defensive, or clandestine purposes and may, or may not, have been purpose-built for the current settlement. They could potentially have been dug by enemy forces, either recently or long ago.
20	**Forgotten Crypts.** Old burial chambers and tombs are housed deep beneath the city, likely unknown to the general populace.



Step 2: Community

Who lives here? A city is as much its people as its buildings. Within this section are tables designed to flesh out the populous and their day-to-day lives.

Population Density

A city is a place usually characterized by its larger size and population. **Population density** is a scalable representation intended to abstract the idea of all the people living in the city, boiling it down to an easily visualized image.

Optional Rule: Deserted

In order for a city to come into being, the major requirement is people. A city cannot be established without anyone to kickstart the process. However, this does not always necessarily mean that the people *stay*.

If you would still like there to be a chance (or certainty) that there are only a few folks living in the city, or for it to be utterly abandoned, include the following option:

0 (or less) Deserted. The city was once home to a great many people, but now it is as if its soul has fled. Hollow breezes drift through the streets and alleys, causing shutters of abandoned homes to bang against walls, and doors to creak on neglected hinges. If any people are here, they are the very last vestiges of a once-considerable population, or they are squatters and interlopers occupying homes now strangers to the warmth of permanent occupation. (-5 to **night activity** roll)

Modified by: age

d20	Population Density
1-2	**Skeleton.** The city only has enough people to function at its most basic level. (-2 to **night activity** roll)
3-6	**Sparse.** Folk live in the city, but it would never be called bustling. Walking down the street, you'll typically only see a few people. (-1 to **night activity** roll)
7-14	**Populous.** A moderate amount of people live in the city. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped. (+0 to **night activity** roll)
15-18	**Dense.** There is a large amount of people living in the city. There are few, if any, vacant buildings. In high traffic areas, one generally has elbow room, but not much more. (+1 to **night activity** roll)
19-20	**Crowded.** The city is filled with jostling throngs. Practically all structures are occupied. Some may even camp outside the walls. Moving about can be difficult, and bumping into other people is typical in higher traffic areas. (+2 to **night activity** roll)

Demographics

As a settlement's size grows, so too does the makeup of its population. A village with only a few score residents may well be entirely or mostly homogenous but, as more and more people make their home there, this becomes far less likely. The expanded nature of cities often make them very diverse places, though location, politics or other factors could make the opposite true.

Roll on the table below to determine what people reside in your city. When deciding what those races are, be sure to keep its setting and environment in mind.

d20	Demographics
1-2	**Only One.** 100% primary race.
3-6	**Only Two.** 60% primary race, 40% secondary race.
7-14	**Normal Distribution.** 50% primary race, 25% secondary race, 15% tertiary race, 10% other.
15-17	**Wide Distribution.** 20% primary race. All others reasonably well represented.
18-19	**High and Low.** 80% primary race, 20% secondary race.
20	**Ever-Changing.** No discernible distribution. Racial representation lacks any sense of numerical dominance.

Population Wealth

As settlements grow, the distribution of wealth within the community begins to vary. There may be contradictions that arise here when rolling the city's **stewardship** or **condition**, but think about what could cause contradictions. Over-taxation could rob the people of *their* resources, but allow the *city* to have plenty. A city could be in awful condition, but the riches of its people could be being spent in other ways.

Roll on the table below to see how the available wealth (whatever it may be) is distributed among the residents. It is up to you to determine why.

Modified by: stewardship

d20	Population Wealth
1-2	**Destitute.** Nearly everyone in the city consistently lacks the barest essentials of what they need to survive. (-2 to **general crime** roll)
3-6	**Impoverished.** Around half of the city struggles to carve out even a meager existence. (-1 to **general crime** roll)
7-14	**Average.** Most of the city's population have enough to live a modest life. Those without are a minority. (+0 to **general crime** roll)
15-17	**Prosperous.** The majority have enough to live a good life and, of them, a fair amount can even live comfortably. (-1 to **general crime** roll)
18-19	**Wealthy.** Nearly everyone has what they need to live comfortably, many are able to live well, and some are very prosperous. (-2 to **general crime** roll)
20	**Affluent.** The entire city is able to live comfortably, with a significant portion living in luxury. (-3 to **general crime** roll)



Visitor Traffic

To those who've rarely left the confines of their own village or town, a city can be daunting, or even terrifying. The masses of people can be so overwhelming as to make the knees buckle. However, these great waves of humanity can also be awe-inspiring. Roll on the table below to see how many frequent your city on a temporary basis.

Optional Rule: Forsaken

Cities come into being because there are enough people to justify their existence. What cities have to offer in terms of resources, power, protection and possibilities can't help but act as a lodestone to all kinds of folks. As such, the chances of a city having very low numbers of visitors are extremely slim. However, visitor traffic may have been cut off for some reason. Perhaps something (or someone) is preventing outside access? Perhaps something has happened within the city that has entirely deterred visits from any but the very brave, desperate, foolish or curious…

If you would like there to be a chance for visitor traffic to have ceased altogether, include the following option:

0 or less: Forsaken. Once a nexus for people from all over, whatever drew them is long since gone. Loose debris tumbles through the streets devoid of new footsteps. The rare visitors who still come to the city are likely here for a very specific reason, which they may or may not want to divulge.

d20	Visitor Traffic
1-2	**Mostly Locals.** On any given day, there are typically a few from outside the city, though not enough to impact congestion. (+0 to **night activity** roll)
3-6	**Groups.** There are generally a fair amount of visitors to the city. May slightly increase congestion. (+1 to **night activity** roll)
7-12	**Crowds.** A noticeable amount of people come through the city on a regular basis. Congestion is increased. (+2 to **night activity** roll)
13-17	**Droves.** Large groups of people regularly frequent the city. Congestion is significantly increased. (+3 to **night activity** roll)
18-19	**Masses.** Huge groups of people always seem to be visiting. Congestion could cause difficulties if the city is unable to cope with very large amounts of people. (+4 to **night activity** roll)
20	**Multitudes.** Massive groups of people throng the streets, likely spilling out onto the roads outside the city. Congestion is an ever-present reality and a regular issue. (+5 to **night activity** roll)

Disposition

Disposition is the general attitude or impression a visitor would get from interacting with the locals and noting their behavior toward visitors. This is how the locals *seem* (whether they truly *are* is up to you).

Modified by: fortification

d20	Disposition
1-2	**Hostile.** Locals seem very unfriendly toward visitors, and would likely make out-of-towners feel unwelcome. This could manifest as coldness, passive-aggressiveness, or even violence.
3-6	**Unfriendly.** Locals don't care much for visitors, looking upon them with contempt, fear, or suspicion.
7-14	**Neutral.** Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.
15-18	**Friendly.** Locals are generally friendly, welcoming, and slow to take offense.
19-20	**Open.** The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome.



Night Activity

Where **population density** and **visitor traffic** give ample idea regarding daytime activity, a city's night-life can vary greatly, depending on how many people are staying over. When only a few folks are around, there is little need for establishments to be open after dark. On the other hand, if people are coming and going at all hours, it's far more likely that shops and services would be open to accommodate them.

We're Closed!

Even if the vast majority of shops and services might be open, this doesn't mean that *all* would be. It is perfectly reasonable to expect that some shopkeepers would keep regular business hours and close up for the night.

Roll on the table below to see the city's level of activity once the sun has gone down.

Modified by: population density, visitor traffic

d20	Night Activity
1	**Dark.** By the time the sun goes down, the streets are nearly empty and the city closes up. All is quiet and peaceful. If the city has a gate, it is closed and barred. Guards may, or may not, allow night travelers inside.
2-3	**Quiet.** Everything is closed except for inns and taverns, which remain open until around midnight. Late guests would have to wake an innkeeper to get a room. If the city has a gate, it is closed and barred. Guards will usually let visitors in, but will discourage wandering.
4-12	**Slow.** Almost everything is closed except for taverns, which may be open until early morning, and inns, which stay open perpetually. If the city has a gate, it is closed, but guards will generally be ready to open it, as needed.
13-17	**Active.** Inns and taverns remain open perpetually. Some shops and services may be open, catering to late travelers or night owls. A fair amount of establishments may still be closed. If the city has a gate, it is kept open, but guarded, ready to be closed, if needed.
18-19	**Lively.** There is little difference between day and night traffic. There are always people on the streets, and it may seem like no one ever sleeps. Most shops and services remain open constantly. If the city has a gate, it remains open and is only closed under the most dire of circumstances.
20	**Raucous.** When the day ends, the city truly comes to life. Inns and taverns have customers coming and going at all hours. Parties, and other commotion, can often be heard. One might expect things to close down after dark but, in this city, there are locations that *only* open in the evenings. There is likely a sort of 'night market' throughout the city, with goods, services, or curiosities of all kinds available for those keep alternative hours (or scoff at the need for sleep).

Leadership

Who controls the city? Roll on the table below to see what kind of **leadership** is present.

d100	Leadership
1-15	**Elected Council.** Prominent members of the community were chosen to lead the city collectively.
16-30	**Mayor.** The locals democratically voted for their current leader.
31-45	**Hereditary.** A non-elected leader is in power, by virtue of their bloodline.
46-60	**Merchant Monarch.** The wealthiest merchant in the city leads by default. (Regardless of **population wealth**, they are, at least, considered *wealthy*.) (When rolling **districts**, choose 'Market District' as one of them)
61-75	**Military Officer.** The city is controlled by a current or ex-leader of a military group. (+1 to **law enforcement** roll)
76-90	**Oligarchy.** A few top individuals hold sway, collectively, over the city. **[Roll 1d4]**: **1**: merchants (plutocracy); **2**: mages (magocracy); **3**: priests (theocracy); **4**: other small group. (When rolling **districts**, choose one that best fits your leadership as one of them)
91-99	**Underworld or Criminal Enterprise.** A criminal, or group of criminals, either publicly, or privately, controls the city. (-2 to **general crime** roll) (Roll on **organized crime** table regardless of **general crime** table result)
100	**Anarcho-Syndicalist Commune.** The members of the city take turns as a sort of executive officer for the week.

Law Enforcement

A city is a daunting place in which to maintain order. With the right people, it can be done but, with the often large amounts of people in close proximity and large variance in activity, keeping crime levels low can be extremely challenging.

Roll below to see what the city has to maintain order and uphold the law.

Modified by: priority (control), stewardship, merchant overflow (banned), leadership (military officer)

d20	Law Enforcement
1	**None.** If not openly opposed by the collective population, crime can easily run amok. This could manifest itself in subtle or obvious ways. (-5 to **general crime** roll)
2-4	**Skeleton City Watch.** Run by a sergeant, a minimal staff is able to man the gates and watchtowers in shifts. (-3 to **general crime** roll)
5-11	**City Watch.** Run by a single captain, the watch has sufficient strength to cover key points, as well establish a patrol once or twice a day. (-1 to **general crime** roll)
12-17	**Robust City Watch.** Run by a captain and two sergeants, the watch are able to place extra support at key points, as well as establish three or four patrols a day. (+0 to **general crime** roll)
18-20	**Extensive City Watch.** Run by a captain and several sergeants, all key points are thoroughly guarded. The city perimeter is patrolled constantly, and city patrols happen regularly. (+2 to **general crime** roll)

Utilities and Public Services

Depending on the level of sophistication and organization in your city, you may decide to have representations of public services and the like, such as fire-fighters or hospitals. If the city watch is robust enough, there could be physical offices in different districts. On the other hand, if there appears to be little-to-no city watch presence, consider the possibility of private militias or enforcement groups.

General Crime

Due to the sheer size of a city, it is near impossible for there to be *no* crime. With so many people and so many conflicting interests, there are bound to be folks who can't (or won't) abide by society's rules.

General crime can be petty offenses like pickpocketing, grifting, or wanton jaywalking. It can also be transgressions of a much more serious nature, such as grand larceny, murder, and large-scale organized crime.

If general crime is higher than 'Infrequent' (a roll of 1-14), roll on the succeeding table to establish your additional **organized crime** presence.

Modified by: leadership (underworld or criminal enterprise), law enforcement, population wealth,

d20	General Crime
1-2	**Dangerous.** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurrence, and discoveries of bodies are not what one would call 'rare'. (Roll on **organized crime** table) (+4 to **urban encounter** rolls)
3-6	**Frequent.** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone. (Roll on **organized crime** table) (+4 to **urban encounter** rolls)
7-14	**Common.** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse. (Roll on **organized crime** table) (+3 to **urban encounter** rolls)
15-18	**Uncommon.** Theft or mild violence happens from time to time. Best to keep an eye out, just in case. (+2 to **urban encounter** rolls)
19-20	**Infrequent.** Most don't believe there is any crime, and certainly haven't experienced any. (+1 to **urban encounter** rolls)

Urban Encounters

Urban encounters are intended to happen in-game while players are in your settlement and, as such, are not intended to be planned as part of game preparation or world building. The table for these can be found in **Appendix B: Encounters** (p. 442).

Organized Crime*

Skip this section if the **general crime table did not specify to 'Roll on **organized crime** table' (unless you rolled 'Underworld' or 'Criminal Enterprise' on the **leadership** table).*

When crime thrives, it is natural for power structures to emerge, and hierarchies to form. These organizations exert their influence on the society around them, but they do so in different ways. Perhaps they're covert, remaining an unseen player in the game. On the other hand, they could be brazen, forgoing any semblance of secrecy in exchange for expedience, or as a show of power.

d20	Organized Crime
1-2	**Completely Secret.** The organization has operated incognito, beneath any form of public notice. Any contacts with public officials are dealt with through redundant channels, always maintaining multiple degrees of separation. Remaining unknown is of paramount importance.
3-6	**Whispers.** There are hushed rumors of criminal organization, but most folks keep these suspicions to themselves, for fear of ridicule, or reprisal. The organization has a few operatives within the city and they work hard to keep a very low profile.
7-14	**Talk.** Enough incidents have occurred that most folk don't have trouble believing there is an organized criminal element in the city. They operate quietly but ambitiously, carrying out frequent high-profile jobs. They could also have ties to government officials, or may even attempt to control elements of the city itself.
15-18	**Barely Hidden.** The organization is a looming shadow within the city. None are entirely sure where it is based, or who their operators are, but it's clear that the organization is real. Obstacles that would be contrary to the 'hypothetical' organization's interests are quickly resolved. Bodies are found, messages sent and, one way or another, their will is always made known.
19-20	**Open.** Though key members may be unknown, the presence of the organization is common knowledge and, though it may not have been fully proved, it's clear they have a direct hand in running the city. They operate with impunity, with little fear of reprisal or repercussion, likely taking no steps to mask their presence to ensure compliance, such as with a sigil on a sealed envelope. How did it get to this point? How do the people of the city feel about this?

Step 3: Districts

Districts develop within a city for a myriad of reasons, but foremost among them is simple commonality. Businesses and establishments of a similar or unifying nature begin to cluster together, often in an effort to either aid and complement one another, or to take advantage of a prime location (such as close proximity to resources or materials, or, simply, foot traffic to another place). They can also develop due to the coalescing of groups, such as those with little or great wealth, or people who all do the same kind of work.

This section will take you through making various districts.

Tip: General Condition and Crime

In this section, note your capital's **general condition** and **general crime** in the boxes provided on your Cities Sheet, if using, to reference more easily.

General District Information

The general district information section covers things that pertain to *all* districts. Many of the tables here are to be rolled on *multiple* times, usually once for each district you have (decided by the **number of districts** table).

Option: Quality Rolls

Some of the table results in this section have modifiers to **quality** rolls (the quality table can be found on p. 167). You may roll on the quality table for any location. Rolling for quality is not mandatory, but can be a lot of fun, and it adds a surprising amount of flavor and helpful information to any location.

Number of Districts

Your city's **number of districts** can indicate many things, including what the city feels is important, or what groups have enough of a presence in the city that it warrants a section of the settlement.

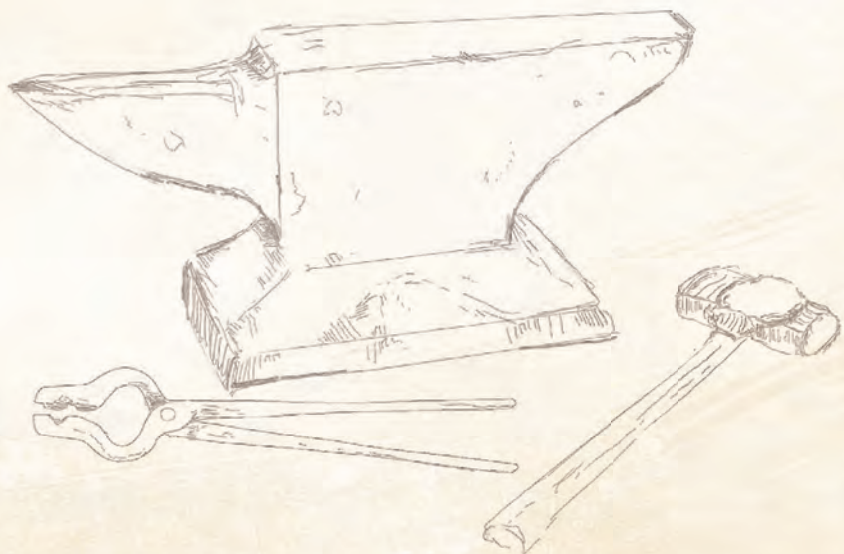
Roll on the table below to find out how many districts are in your city.

Modified By: size

d20	Number of Districts
1-2	2
3-10	3
11-15	4
16-19	5
20	6

More Districts?

When designing this material, we found 6 districts to be a good maximum, without crossing the line into potentially being overwhelming. However, if you are someone who yearns for an added workload or, perhaps, just really, really likes districts (or numbers higher than 6...), there is nothing stopping you from adding more districts. Simply print as many additional copies of pages 3 and 4 of the Cities settlement sheet at the back of this book as you need to aid you in the hyper-districtification of your settlement.



District Types

Based on your **number of districts** result above, roll below to see what districts your city has. When rolling on the tables in the following section, only roll within the portions for the districts you have, skipping any others.

Note: You can have *multiples* of a district type (such as 2 market districts). After you've completed the district related sections and tables, you are free to decide whether you want them as separate districts, or to make them one large district.

Number of Rolls = result from **number of districts** table.

Districts from Priority & Leadership

Certain **priority** and **leadership** entries say, 'When rolling districts, choose ____ district as one of them.' Double check to see whether you have any of these.

If you do, before rolling on the **district types** table below, set one or two of your districts to those given to you. Each district added in this way **will** take up one of your district types rolls (i.e. if number of districts gave you 3, and you got a market district from your leadership, you would have 2 districts left).

d12	District Type
1	**Administration.** This district has a focus on government and civil matters.
2	**Arcane.** This district has a focus on magical matters.
3	**Botanical.** This district has a focus on nature.
4	**Craft.** This district has a focus on the creation of different goods.
5	**Docks.** This district has a focus on all naval and seafaring matters. (reroll if your city is not adjacent to water)
6	**Industrial.** This district has a focus on large-scale production facilities.
7	**Market.** This district has a focus on the sale of practical goods.
8	**Merchant.** This district has a focus on business and non-essential goods.
9	**Scholar.** This district has a focus on education and the pursuit of knowledge.
10	**Slums.** This district is an area where those with lesser means might live. (roll a d4 on **district condition**) (-1 to **quality** rolls for locations in this district)
11	**Temple.** This district has a focus on religion and/or spiritual enlightenment.
12	**Upper Class.** This district is an area where those with greater means might live. (+3 to its **district condition** roll) (+3 to **quality** rolls for locations in this district)

Tip: Using the Following Tables

We suggest that when rolling on a table in this **general district information** section, roll for all your districts at once. This will reduce the need for backtracking.

District Conditions

Every city in the world has places best avoided, as well as places everyone wants to see. These all exist within the bigger whole of the city itself. This means that because each district is a part of the city, the condition of those districts is impacted by the city's *general* condition.

Note: 'Best' and 'Worst'

If a city's **general condition** is particularly good or bad, it may not be possible to go one or two levels higher or lower. If that is the case, stop at the best or worst available.

District Condition Modifier

Find your city's **general condition** on the table below. Apply the associated district condition modifier to *each* of your **district condition** rolls.

General Condition	District Condition Modifier
Squalid	-2 to **district condition** roll
Dilapidated	-1 to **district condition** roll
Decent	+0 to **district condition** roll
Impressive	+1 to **district condition** roll
Magnificent	+2 to **district condition** roll

Roll once on the following table for *each* of your districts to determine its **district condition**.

d20	District Condition
1-3	**Far Worse.** 2 steps worse than **general condition** level. (-2 to **quality** rolls for locations in this district)
4-7	**Worse.** 1 step worse than **general condition** level. (-1 to **quality** rolls for locations in this district)
8-13	**Equal.** Same as **general condition** level. (+0 to **quality** rolls for locations in this district)
14-17	**Better.** 1 step better than **general condition** level. (+1 to **quality** rolls for locations in this district)
18-20	**Far Better.** 2 steps better than **general condition** level. (+2 to **quality** rolls for locations in this district)

District Condition Crime Modifier

Find *each* district's condition on the table below. Apply the associated **district crime modifier** to that **district's crime** roll.

District Condition	District Condition Crime Modifier
Squalid. The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.	-2 to **district crime** roll
Dilapidated. Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.	-1 to **district crime** roll
Decent. The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.	+0 to **district crime** roll
Impressive. The district is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.	-1 to **district crime** roll
Magnificent. The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as possible.	-2 to **district crime** roll

District Entry

Can one simply walk into the district, or is there some level of security? Roll once on the following table for *each* of your districts to determine how restricted traffic is in and out of the district.

d12	District History
1-4	**Open.** Entrance to the district is unrestricted. (+0 to **district crime** roll)
5-7	**Lightly Guarded.** The district entrance has a token guard presence. (+1 to **district crime** roll)
8-10	**Guarded.** The district entrance has a strong guard presence. (+2 to **district crime** roll)
11-12	**Gated & Guarded.** The district entrance is barred by a gate with guards. (+3 to **district crime** roll)

District Crime

Compared to the rest of the city, how is crime in this district?

Roll once on the following table for *each* of your districts to determine whether crime is better or worse here.

Below the **district crime** table is the **crime degrees reference**. Refer to this for a reminder of the crime levels and **urban encounter** modifiers.

Note: 'Best' and 'Worst'

If a city's **general crime** level is particularly good or bad, it may not be possible to go one or two levels higher or lower. If that is the case, stop at the best or worst available.

Modified by: district condition, district entry

d20	District Crime
1-3	**Far Worse.** 2 steps worse than the city's **general crime** level.
4-7	**Worse.** 1 step worse than the city's **general crime** level.
8-13	**Equal.** Same as the city's **general crime** level.
14-17	**Better.** 1 step better than the city's **general crime** level.
18-20	**Far Better.** 2 steps better than the city's **general crime** level.

Crime Degrees Reference

The reference table below reminds you what the **crime degrees** are. When rolling for **urban encounters** in any district, use the modifier relating to the crime degree of the district *instead* **of the general crime.**

Crime Degrees	Urban Encounter Modifier*
Dangerous	+5 to **urban encounter** rolls
Frequent	+4 to **urban encounter** rolls
Common	+3 to **urban encounter** rolls
Uncommon	+2 to **urban encounter** rolls
Infrequent	+1 to **urban encounter** rolls

*The **urban encounter** table is found in **Appendix B: Encounters**, and is intended to be used in-game.

District Urban Encounters

Cities and capitals both have districts, but there are usually portions of the settlements that are just 'general' areas. When having an **urban encounter** take place, always use the urban encounter modifier that relates to the *specific* area the action may take place in.

For example, say that the city's **general crime** degree may be 'Uncommon'. This means that if the party is in a non-district part of the city, you would only add +1 to urban encounter rolls there. Now say the party is in the slums (which is a district) and its crime degree is 'Dangerous'. You would add +5 to urban encounter rolls here.

Housing

Do many people live in this district and, if so, how many? Roll once on the following table for *each* of your districts to determine how many people are living in them.

d12	Housing
1-5	**None.** No one lives in this district. [If 'Slums' or 'Upper Class' district, reroll]
6-9	**Limited.** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
10-11	**Moderate.** A fair amount of the buildings in the district house residents.
12	**Extensive.** A significant amount of the district's buildings are housing for residents.

What if No Districts Have Housing?!

Within your city, there is always space that is not part of *any* particular district; it is just considered the 'general area' of the city. If none of your districts have housing, this is where your people would likely live.

District Notable Locations

Often (but not always), even the worst areas will have places worth visiting, that draw traffic or, at least, are noteworthy for some reason.

Notable Locations. In the individual district sections, you will roll for **additional locations** (these are the shops, services, etc). Some of these additional locations may be designated as **notable**. This means they are known for a special reason (which will be determined later).

Roll on the table below once *per district* to find how many notable places that district has (if any). If the district has notable locations, they are always the first 1, 2 or 3 additional locations rolled for the district (depending on your table result below).

d10	District Notable Locations
1	**None.** There are *no* notable locations in the district.
2-5	**One.** The *first* additional location in the district is notable.
6-9	**Two.** *Up to the first 2* additional locations in the district are notable.
10	**Three.** *Up to the first 3* additional locations in the district are notable.

Important: Later in the chapter you will find the **location notability** table (p. 166). Roll on this table for *each* notable location your districts have to see ***why*** they are notable.

'Up To...'

The third and fourth results in the table above state, '*Up to the first* _____rolled additional location(s)...' because it is possible that a district has fewer additional locations than the number of notable locations allow for.

Example: If you roll a 10, it allows for *up to the first 3* additional locations in the district to be notable. However, if your district is *very small*, you may only *have* 1 additional location rolled in that district. In that case, simply make that 1 additional location notable.

Note: District Terms

Each specific district contains **included locations** and **additional locations**. We have defined and explained these in detail in the coming tables.

General Area

Districts are areas of the city that are centred around a particular focus. However, there is always space that is not part of a specific district that can just be considered the 'general area'. If there is something you really need or want in the city, but have not rolled it into any of your districts, you can simply say it's in the general area.

Location Details

As you roll on the following tables, you may roll, or have included, a **magic shop**, **service**, or **hired help**. After the **individual districts** section, you will find the following tables that you can roll on if required:

- **Magic Shop Specialization** - d6 table (for determining specialization of unspecified magic shops).
- **Services** - Reference table showing all different service types, including hired help.
- **Optional: Quality** - Table for determining the quality of any location.
- **Guilds** - Table for determining whether shops or services are members of a guild within the settlement.
- **Location Notability** - Table for determining the reason for notable locations. The number of notable locations was determined by the district notable locations (back on p. 156).



Individual Districts

This section contains the following for each district type:

Included Locations (list). The district automatically has these locations. These may be **non-commercial locations**, as well as **shops** or **services**. Non-commercial locations *do not* form guilds.

Additional Locations (list). These are the locations types that *may* show up in the district. For each district in your city, you will roll on its **additional locations** table a number of times based on your city's **size** (see the following table).

City Size	Additional Location Rolls
Very Small	1 roll per district.
Small	2 rolls per district.
Medium	3 rolls per district.
Large	4 rolls per district.
Very Large	5 rolls per district.

Do not roll additional locations for the individual districts you did *not* roll. Skip them and move on to the next individual district that you *do* have.

Doubles

If you roll more than one of a location, treat it as another location.

Individual District Tables

Administration (p. 158)

Arcane (p. 159)

Botanical (p. 159)

Craft (p. 160)

Docks (p. 160)

Industrial (p. 161)

Market (p. 161)

Merchant (p. 162)

Scholar (p. 162)

Slums (p. 163)

Temple (p. 163)

Upper Class (p. 164)

Remember District Notability!

Earlier, you rolled to see how many of your additional locations in each district can be deemed notable, per the **district notable locations** table. Now you will see which locations these are.

Administration District

Included locations.

Non-Commercial (no-guild): Courthouse, Chancery, Town Hall, Treasury

Shops: [None]

Services: Hired Help: Scribes and Clerks

Additional Locations

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Baker (shop)
3	Tailor (shop)
4	Alchemist (shop)
5	Cobbler (shop)
6	Luxury Furnishings (shop)
7	Rare Libations & Fare (shop)
8	Barber (service)
9	Bathhouse (service)
10	Doctor/Apothecary (service)
11	House of Leisure (service)
12	Inn (service)
13	Club (service)
14	Tavern (service)
15	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
16	Archives/Library (non-commercial)
17	Academy/University (non-commercial)
18	Schoolhouse (non-commercial)
19	Amphitheater (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Arcane District

Included locations.

Non-Commercial (no-guild): Archives/Library, Academy/University

Shops: 2 Magic Shops [Roll 1d6 for each]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities

Services: Hired Help: [Roll 1d6]: 1-3: Arcane Academics, 4-6: Magic Mercenaries

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	General Store (shop)
3	Tailor (shop)
4	Weaver (shop)
5	Alchemist (shop)
6	Artist (shop)
7	Rare Botanicals (shop)
8-9	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
10	Barber (shop)
11	Soothsayer (service)
12	House of Leisure (service)
13	Club (service)
14	Tavern (service)
15	Hired Help (Arcane Academics) (service)
16	Hired Help (Magic Mercenaries) (service)
17	Forum (non-commercial)
18	Schoolhouse (non-commercial)
19	Lodge (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Botanical District

Included locations.

Non-Commercial (no guild): Outdoor Recreational Area

Shops: [None]

Services: Inn, Stable

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Baker (shop)
3	Tailor (shop)
4	Weaver (shop)
5	Alchemist (shop)
6	Artist (shop)
7	Cobbler (shop)
8	Rare Botanicals (shop)
9	Rare Libations and Fare (shop)
10	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
11	Doctor/Apothecary (service)
12	House of Leisure (service)
13	Inn (service)
14	Soothsayer (service)
15	Tavern (service)
16	Hired Help: Guides & Trackers (service)
17	Outdoor Recreational Area (non-commercial)
18	Dance Hall (non-commercial)
19	Altar (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Craft District

Included locations.

Non-Commercial (no guild): [None]

Shops: Smithy, Carpenter, General Store, Tailor, Magic Shop [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities

Services: [None]

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Cooper (shop)
3	Carpenter (shop)
4	Thatcher (shop)
5	Wainwright (shop)
6	Armorsmith (shop)
7	Artist (shop)
8	Bank & Exchange (shop)
9	Cobbler (shop)
10	Foundry/Smelting (shop)
11	Miller (shop)
12	Textile Production (shop)
13	Shipwright (Reroll if not near water) (shop)
14	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
15	Luxury Furnishings (shop)
16	Rare Trade Goods (shop)
17	Weaponsmith (shop)
18	Tavern (service)
19	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
20	Roll again, but consider the next location to be a step up in **quality**.

Docks District

Included locations.

Non-Commercial (no guild): [None]

Shops: Shipwright, Weaver

Services: House of Leisure, Inn, Tavern

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Cooper (shop)
3	Carpenter (shop)
4	Smithy (shop)
5	Bank & Exchange (shop)
6	Shipwright (shop)
7	Rare Botanicals (shop)
8	Rare Libations and Fare (shop)
9	Rare Trade Goods (shop)
10	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
11	Barber (service)
12	Bathhouse (service)
13	Doctor/Apothecary (service)
14	House of Leisure (service)
15	Inn (service)
16	Club (service)
17	Tavern (service)
18	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
19	Altar (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Industrial District

Included locations.

Non-Commercial (no guild): [None]

Shops: Smithy, Industrial Location [roll 1d6]: 1-2: Foundry/ Smelting; 3-4: Textile Production; 5-6: Miller

Services: [None]

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Cooper (shop)
3	Carpenter (shop)
4	General Store (shop)
5	Smithy (shop)
6	Tailor (shop)
7	Thatcher (shop)
8	Wainwright (shop)
9	Weaver (shop)
10	Foundry/Smelting (shop)
11	Miller (shop)
12	Textile Production (shop)
13	Shipwright (Reroll if not near water) (shop)
14	House of Leisure (service)
15	Club (service)
16	Tavern (service)
17	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
18	Gathering Hall (non-commercial)
19	Treasury (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Market District

Included locations.

Non-Commercial (no guild): [None]

Shops: Baker, Butcher, General Store, Smithy, Tailor

Services: [None]

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Wainwright (shop)
3	Weaver (shop)
4	Alchemist (shop)
5	Artist (shop)
6	Bank & Exchange (shop)
7	Cobbler (shop)
8	Rare Botanicals (shop)
9	Luxury Furnishings (shop)
10	Rare Libations & Fare (shop)
11	Rare Trade Goods (shop)
12	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
13	Barber (service)
14	Inn (service)
15	Club (service)
16	Soothsayer (service)
17	Stable (service)
18	Tavern (service)
19	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
20	Roll again, but consider the next location to be a step up in **quality**.

Merchant District

Included locations.

Non-Commercial (no guild): [None]

Shops: Bank & Exchange, Tailor, Artist, Cobbler, Magic Shop - Miscellaneous & Curiosities

Services: [None]

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	General Store (shop)
3	Wainwright (shop)
4	Alchemist (shop)
5	Artist (shop)
6	Bank & Exchange (shop)
7	Cobbler (shop)
8	Luxury Furnishings (shop)
9	Rare Libations & Fare (shop)
10	Rare Trade Goods (shop)
11-12	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
13	Barber (service)
14	Bathhouse (service)
15	House of Leisure (service)
16	Inn (service)
17	Club (service)
18	Tavern (service)
19	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
20	Roll again, but consider the next location to be a step up in **quality**.

Scholar District

Included locations.

Non-Commercial (no guild): Archives/Library, Academy/University, Forum, Schoolhouse

Shops: [None]

Services: Hired Help: Scribes and clerks

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	General Store (shop)
3	Tailor (shop)
4	Thatcher (shop)
5	Weaver (shop)
6	Alchemist (shop)
7	Bank & Exchange (shop)
8	Rare Botanicals (shop)
9	Luxury Furnishings (shop)
10	Rare Libations & Fare (shop)
11	Rare Trade Goods (shop)
12	Magic Shop - Books (shop)
13	Doctor/Apothecary (service)
14	Hired Help: Scholars & Clerics (service)
15	Archives/Library (non-commercial)
16	Academy/University (non-commercial)
17	Forum (non-commercial)
18	Schoolhouse (non-commercial)
19	Gathering Hall (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Slums District

Included locations.

Non-Commercial (no guild): [None]

Shops: Butcher

Services: House of Leisure, Inn, Tavern

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Baker (shop)
3	Butcher (shop)
4	General Store (shop)
5	Smithy (shop)
6	Thatcher (shop)
7	Weaver (shop)
8	Alchemist (shop)
9	Foundry/Smelting (shop)
10	Miller (shop)
11	Textile Production (shop)
12	Barber (service)
13	Bathhouse (service)
14	Doctor/Apothecary (service)
15	House of Leisure (service)
16	Inn (service)
17	Club (service)
18	Soothsayer (service)
19	Tavern (service)
20	Roll again, but consider the next location to be a step up in **quality**.

Temple District

Included locations.

Non-Commercial (no guild): [Roll 1d6] 1-4: Temple, 5-6: Great Temple; Archives/Library

Shops: [None]

Services: Hired Help: Scribes, Hired Help: Priestly Guidance, Hired Help: Hands of the Divine

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Cooper (shop)
3	Carpenter (shop)
4	Tailor (shop)
5	Alchemist (shop)
6	Artist (shop)
7	Bank & Exchange (shop)
8	Rare Botanicals (shop)
9	Luxury Furnishings (shop)
10	Rare Libations & Fare (shop)
11	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
12	Barber (service)
13	Bathhouse (service)
14	Doctor/Apothecary (service)
15	Inn (service)
16	Soothsayer (service)
17	Hired Help (service) [Roll 1d6]: 1-3: Priestly Guidance, 4-6: Hands of the Divine
18	Schoolhouse (non-commercial)
19	Amphitheater (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Upper Class District

Included locations.

Non-Commercial (no guild): [None]

Shops: Bank & Exchange, Baker, Tailor, Luxury Furnishings

Services: Doctor/Apothecary

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Butcher (shop)
3	Tailor (shop)
4	Weaver (shop)
5	Alchemist (shop)
6	Artist (shop)
7	Cobbler (shop)
8	Rare Botanicals (shop)
9	Luxury Furnishings (shop)
10	Rare Libations & Fare (shop)
11	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
12	Barber (service)
13	Bathhouse (service)
14	House of Leisure (service)
15	Inn (service)
16	Club (service)
17	Soothsayer (service)
18	Stable (service)
19	Tavern (service)
20	Roll again, but consider the next location to be a step up in **quality**.



Location Details

- Magic Shop Specialization
- Services
- Optional: Quality
- Guilds
- Location Notability

Magic Shop Specialization

If directed to, or if you simply need to determine the specialization of a magic shop, roll on the table below.

d6	Magic Shop Specialization
1	Armor
2	Books
3	Clothing
4	Jewelry
5	Weapons
6	Miscellaneous & Curiosities

Services

Services are establishments whose primary purpose is doing something for you. The table below shows the different kinds of services that could be in your city.

Services
Barber. Provides grooming services, such as haircuts or shaves.
Bathhouse. Provides spaces for bathing.
Doctor/Apothecary. Provides medical care.
House of Leisure. Provides entertainment and/or relaxation (GM may decide what kind).
Inn. Provides accommodation, as well as a place to have a bath and a decent meal.
Club. Provides entertainment via comedic, dramatic or musical performance.
Soothsayer. Provides magical prediction and prophecy - sayers of sooth!
Stable. Provides boarding accommodation for mounts, as well as selling carts, animals, and their tack.
Tavern. Provides food and drink.
Hired Help - Brutes and Brawlers. Thugs, ruffians and muscle.
Hired Help - Cloak and Dagger. Assassins, thieves and spies.
Hired Help - Bows and Slings. Archers and ranged attack specialists.
Hired Help - Scribes and Clerks. Masters of history, literature, mathematics and/or business.
Hired Help - Guides and Trackers. Scouts, rangers and wilderness experts.
Hired Help - Caravan and Mount. Specialists in transportation and journeys to various locations as well as expedition organization and management.
Hired Help - Arcane Academics. Experts in matters of magic and lore (may also be natural magic or something else; it need not be exclusively arcane).
Hired Help - Magic Mercenaries. Specialists trained the use of arcane or non-divine magic in combat and practical mission scenarios.
Hired Help - Priestly Guidance. Sages offering counsel in all matters of religion and the divine.
Hired Help - Hands of the Divine. Specialists trained in the use of divine magic in combat and practical mission scenarios.

Hired Help Size

Hired help can be an individual, a team, or an organized guild.

Roll on the table below for each example of **hired help** your settlement has.

d12	Hired Help Size
1-6	**Individual Person**. The hired help is a single person hiring out their services.
7-10	**Team**. The hired help is a team of individuals who work together.
11-12	**Guild**. An organized guild is hiring out their services. When hired, a portion of the guild's members handle the job, not the entire guild (unless the job is very large).

Location Notability

Roll on the table below for any district's **additional locations** that are deemed notable (according to the **district notable locations** table) to find out why this is the case.

d20	Location Notability
1	**Generous Spirit.** The location owner is known in the community for their generosity (this could be financial, but could also be with their time, knowledge, or resources).
2	**Top-Notch Marketing.** All around the city you can see signage, or hear people mentioning, the location.
3	**Excellent Offerings.** Whatever product or service the location offers, it's good enough to draw notice.
4	**Vested Interests.** A third party (not the shopkeeper or an employee) has a stake in whether this location is successful, and has done something to ensure the populus know about it.
5	**Unique Offering.** This location has a product or service that no one else in the city has.
6	**More-Than-Meets-the-Eye.** This location may seem to be one thing, but the right people know what *else* is there.
7	**Meeting Place.** The establishment is in a particular location which is a prime landmark for people to easily meet. This tends to generate business by proximity.
8	**Entertaining Service.** Something about the folk that work here is very entertaining. Perhaps they're funny, or maybe they do demonstrations, or even have a bard who plays there regularly.
9	**Coercion.** Customers, who might otherwise go somewhere else, are pressured into coming here instead. This could be the owner's doing, but could also be the work of another interested party.
10	**Favoritism.** Certain people are given particularly good service here, and it incentivizes them to frequent this location.
11	**Superstition.** Those who frequent this location do so out of the belief that if they don't, something will (or won't) happen.
12	**History.** This location is notable for its links to local history. Perhaps it belongs to a family with a particular reputation? Maybe it has ties to events from long ago?
13	**Rumors.** Something intriguing has been heard about this place that, for some reason, has piqued visitor's curiosity.
14	**Expansion.** This place has grown recently.
15	**Important Person.** Someone directly involved with this location (owner, employee, etc) is a major figure in the community.
16	**Nearby Curiosity.** There is something in very close proximity that draws attention, thereby increasing foot traffic.
17	**Local Loyalty.** People who live nearby know this place and stick to it out of a deep-seated loyalty, even if there would seem to be better alternatives.
18	**Exciting.** There always seems to be something thrilling going on here, so those seeking to be free of boredom show up in droves.
19	**Organization Affiliation.** Association with certain people has generated traffic to this location.
20	**Magic.** Some form of magic plays a role in what is drawing people here. It could be on purpose or accidental, innocent or malicious.



Optional: Quality

Quality can add a great amount of flavor and interest to locations. You may roll on the table below to determine any location's **quality**.

Remember Your Included Locations!

Each district comes with a various locations. Remember that you can roll quality for those as well!

Modified by: district condition

d12	Quality
1-4	**Poor.** The location is a substandard version of what is typically expected. Its offerings are likely limited, or of bad quality. The location itself may be in disrepair, dirty, or have any number of other issues present.
5-10	**Good.** The location is a standard version of what is typically expected. Its offerings are likely not terrible, but often not particularly remarkable either (though sometimes there may be exceptions). The location itself is likely in a serviceable state, though probably not flawless.
11-12	**Fine.** The location is an exceptional version of what is typically expected. Its offerings are likely extensive, or of surpassing quality. The location itself is likely remarkable in some way (or, possibly, many ways) such as being very clean or well-built.

Poor/Fine Service Names?

Here are some suggestions for service names whether they're poor/fine.

Barber: Dirt Knife/Coiffeur
Bathhouse: Tubs/Private Baths
Doctor/Apothecary: Sawbones/Physician
House of Leisure: Den of Leisure/Hall of Leisure
Inn: Tents or Hostel/Lodge
Club: Stage/Theater
Soothsayer: Fortune Teller/Diviner
Stable: Stalls/Livery
Tavern: Pub/Taphouse

Optional: Place of Worship Tables

Your districts may contain one or multiple places of worship. The tables below can be rolled on to determine (or change) the size, fervency of the local following and the alignment of the faith practiced in that place of worship. You may roll on these as needed for any of your places of worship.

Place of Worship Size

Roll on the table below for each place of worship in your settlement to determine their sizes.

d20	Place of Worship Size
1	**Secret**. The place of worship's size is unclear, as the location is not publicly known.
2-5	**Altar**. A small shrine or, perhaps, a tiny shack, usually evincing some various items or images relating to that which the faith venerates.
6-10	**Oratory**. A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.
11-16	**Sanctuary**. A large, well-appointed structure, able to comfortably accommodate up to a few hundred people.
17-19	**Temple**. A grand building, replete with elements like high ceilings, plush furnishings, and other impressive ornamental and/or architectural features. It can hold nearly a thousand attendees.
20	**Great Temple**. An awe-inspiring structure, devoted to that which it venerates. No expense was spared in its construction. It might display such elements as stunning frescos, elaborate stained-glass scenes, and towering, gilded statues. Walking into a great temple is a rare and striking experience for those who do not live near one.

Place of Worship Fervency

Roll on the following table to determine the degree of veneration that is visible to any outsider visiting the city.

d20	Fervency of Local Following
1	**Unseen**. To those outside the following, it is not clear that the group exists.
2-5	**Quiet**. Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing, or phrases).
6-10	**Subtle**. Followers of the faith may be identifiable, but remain very reserved.
11-16	**Moderate**. The pious are confident and unafraid to display their faith openly, but do not encroach upon the wider populus uncalled for.
17-19	**Fervent**. Followers are outspoken, with little or no fear of reproach. They may sing or speak to the masses.
20	**Zealous**. Adherents are utterly and unthinkingly devout, forcing their doctrine upon their surroundings and peers, or taking actions that further their cause regardless of personal cost. Though typically seen as negative, this could also be a positive, such as a church of light rising up in an evil kingdom, helping those in need, even if it puts themselves in peril.

Place of Worship Alignment

Roll on the table below for each place of worship in the settlement to find out its alignment.

d10	Alignment of the Faith
1	Evil
2-5	Neutral
6-10	Good

Guilds

Guilds are formal organizations made up of shops or services of a given type (such as blacksmiths). These organizations are city wide.

All **shop** and **service** locations (included *and* additional) can be part of a guild.

Roll on the table below for *each* shop or service to see if they are part of a *city-wide* **guild**.

Important: When rolling to determine whether a business (such as a smithy) is in a guild, the 'Yes' range on the table below increases by +1 for each existing guild member of that type, to a maximum of +3 (a 1 will always be a 'No;).

Growing 'Yes' Range

There is strength in numbers and, as a guild grows, so does its power. The growing 'Yes' range reflects a guild's increasing influence. It is more likely that a large guild can persuade (or force) potential competition to join.

Example: *You roll 6, which is a* 'Yes' *for a blacksmith in your first district. They are officially in a blacksmith's guild. There is another blacksmith in your second district. You roll 4 for them, which is now a* 'Yes' *because the range is now 4-6 (to account for the fact that there is already one guilded blacksmith). There are now two in the guild. Another blacksmith is in your third district and you roll 1 for them* (which is always 'No') *and so they are not in the guild.*

If there were no other blacksmiths to roll for, you could now come up with a reason why the third smith is not in the guild.

d6	Guild Member?
1-4	**No**.
5-6	**Yes**.

With 1 member in the city: Yes = 4-6

With 2 members in the city: Yes = 3-6

With 3+ members in the city: Yes = 2-6

Determining Results

Once you have determined whether the shops and services are in guilds, you can interpret the results.

All 'No'. No guild for this kind of business in the city, and all places of this type operate independently.

All 'Yes'. There is a guild for this kind of work in the city, and all places of this type are members.

Some of both. Not all businesses of this type are members. Why? Were they kicked out? Were they denied membership? Perhaps they didn't *want* to be in the guild or actively oppose it? It's all up to you.

Extra Intrigue

Recent History

What has happened in or to the city recently? What do people talk about in the streets or in the tavern? These are events that have happened within the last year.

d20	Recent History
1	Some element of city-sponsored construction collapsed, and several people have been killed.
2	A gang of hooligans have started making trouble around the market.
3	Adventurers visiting the city started a bar brawl, and the tavern they were in was burned down.
4	An inventor in the city came up with an incredible contraption that has dramatically impacted the lives of the city's residents.
5	Ongoing heavy thunderstorms or blizzards are wracking the city.
6	A visitor to the city brought something with them that has started a new craze or fashion.
7	The city received word recently that a representative from a neighboring kingdom will be visiting. They should be arriving any day.
8	Some form of illness has been sweeping through the city, and none are sure what it is, or how it started.
9	The city's main gate has broken and needs extensive repairs. In the meantime, the gate is open and additional guards are needed to staff it at all times. If guards are not available, citizens may have been called.
10	A group of citizens are calling for a new form of leadership. How do others in the city respond?
11	An item of local cuisine has suddenly been rendered inedible. Whatever is causing the problem seems to be persisting.
12	An unusual, and intriguing, contest is being held by a major figure in the community. Tryouts began a week ago, but none that have participated have mentioned what it is, whether or not they succeeded, or what's next.
13	A particular resource, that is very important to the city, has had fantastic yield.
14	Large amounts of adventurers frequenting the city, lately, has caused massive inflation.
15	Someone within the city has recently gained incredible fame.
16	Illegal substances, or goods, have been making appearances around the city, but their origin remains undiscovered.
17	Taxes have just been raised.
18	Taxes have just been abolished.
19	A neighboring kingdom has been attacked. The city leadership is deciding what, if anything, to do about it.
20	A deity has made a physical appearance in the city.



Noteworthy Officials

As settlements become more complex, the need for administration, and individuals able to manage it, becomes more apparent. Whether these people do a fair job of it is another matter altogether.

Roll on the table below to see who in the city's administration might be notable, and on the second table to see how competent the individual in that position truly is.

d20	Noteworthy Official
1	**Adviser**. Second in command of the city. Can be an official, or unofficial, position.
2	**Ambassador**. Regularly acts as a representative for the city/nation when traveling abroad.
3	**Catchpole**. Catches and brings in debtors.
4	**Champion**. Ready to stand in for the city leadership for any martial matters, either ceremonially or officially.
5	**Clerk**. Recordkeeper for the city.
6	**Exchequer**. Responsible for taxes.
7	**Guildmaster**. Oversees one of the official (or underground) guilds, or factions, within the city.
8	**Herald**. Responsible for disseminating official edicts, and other news, to the general populace. If serving in a courtly capacity, bears responsibility for knowing the names and titles of important individuals, and announcing them, when appropriate.
9	**High Priest/Druid**. The primary representative of the faithful to the city leadership.
10	**High Mage**. The representative of the practitioners of arcane arts to the city leadership.
11	**Jailer**. In charge of confining prisoners.
12	**Judge**. Decision-maker in legal matters.
13	**Liner**. Determines property boundaries.
14	**Master of Intelligence**. Responsible for seeking and utilizing information vital for city/nation's security.
15	**Master of Revels**. Lead organizer of festivals and special events.
16	**Master of Stores**. Oversees the city's stores of supplies, such as grain or building materials.
17	**Master of Trade**. Responsible for the management of imports and exports.
18	**Master of the Treasury**. Responsible for the city's expenditures and paying contracts and debts.
19	**Master of the Wild**. Surveys the surrounding areas, mapping the wilderness, looking for monsters or other threats, and regulating hunting.
20	**Roadwarden/Dockwarden**. In charge of some, or all, of the city's transportation systems.

d6	Official's Competence
1	**Corrupt**. Taking advantage of the position for personal gain.
2-3	**Incompetent**. Doesn't truly understand how to execute the position.
4-5	**Committed**. Utterly committed to the job, truly feeling it is of vital importance.
6	**Overqualified**. Based on skills and experience, ought to be in a higher, or more challenging, position.

Beneath the Surface

Cities are large enough places where goings on can be hidden from the knowledge of all but a few. There can often be things happening that not everyone is aware of. Roll on the following table to see if there is something **beneath the surface** in your city.

d12	Beneath the Surface
1	**Pack**. A pack of particularly feral animals roams the city.
2	**Monster**. A monster lurks somewhere in the city.
3	**Markings**. Strange markings have been showing up around the city.
4	**Fight Club**. A fight club has started somewhere in the city, and may be gaining more participants.
5	**Secret**. Some portion of the populace is not as they seem.
6	**Outside Contact**. Someone in the city is in regular communication with an interesting external contact.
7	**Tampering**. Someone is interfering with forces best left alone.
8	**Unsafe**. There is a structural problem with a location within the city (or, possibly, the land, or environment, it is built on). The longer it goes unnoticed, the more damaging it could be.
9	**Parties**. A guerilla party scene has been emerging within the city, with semi-frequent, secret, invitation-only parties being held at ever-changing locations.
10	**Black Market**. An underground black-market has been established, dealing in the movement of illicit goods or services.
11	**Races**. A racing circuit has been established outside the city.
12	**Haunted**. The city is being haunted by some kind of spirit.

Beneath the Surface - Awareness

Things happening in a city do not happen in a vacuum. Eventually, things get around; someone talks, something falls apart, or someone sees something they shouldn't (or, perhaps, wish they hadn't). If you rolled on the above **beneath the surface** table, roll on the table below to see how much (if any) **awareness** there is of what's going on.

d12	Beneath the Surface - Awareness
1	**Utterly Oblivious.** The public has not seen, or heard, any hint of whatever is going on. It will go unchecked until something triggers a change.
2	**Single, Subtle Occurrence.** Someone has noticed some kind of evidence, but doesn't quite know what to make of it. They just know it's strange.
3	**Disparate, Subtle Occurrences.** A few people have passively encountered some evidence of what's going on, though they are not aware of one another, and are not sure about what they've encountered.
4	**Many Subtle Occurrences.** A fair amount of people have encountered something related to what's going on and, while firm conclusions have not been drawn, there may be rumors.
5	**Single Occurrence.** Someone has noticed something, and has formed some ideas. They have started to ask questions, or poke around a bit.
6	**Disparate Occurrences.** A few people have noticed evidence, and are beginning to ask serious questions.
7	**Many Occurrences.** A fair amount of people have noticed evidence, and are beginning to ask serious questions. Some may even have found one another and pooled their knowledge.
8	**Single, Direct Occurrence.** Someone has had a direct, first-hand experience involving the issue, and is trying to deal with it somehow.
9	**Disparate, Direct Occurrences.** A few people have had direct, first-hand experiences involving the issue, and word is starting to spread. Claims have become difficult to dismiss.
10	**Many Direct Occurrences.** A fair amount of people have had direct, first-hand experiences involving the issue. Talk seems to be all over the place, and some of the witnesses have grouped together.
11	**Willfully Ignorant.** The public is fully aware of most, or all, of the issue, but deliberately avoids addressing it or dealing with it in any way.
12	**Actively Aware.** The public is fully aware, and actively addressing whatever is going on.

The Great Rumor Table

On page p. 444 you will find **Appendix C: Rumors**, which contains a 50-item table of rumors that may be floating around your settlement. This table is made up of political rumors from the Villages chapter, as well as rumors from both Cities and Capitals. Most of the rumors in the Appendix have been altered to make them fit any settlement, with the exception of a small few. Try it out and see what kind of flavor you discover!

What's next?

You've reached the end of the builder, but the process is not yet complete. Though you have undoubtedly started doing so already, your final task awaits. Look back at all of your rolls and the information that gives you and think about *why* things are the way they are, and what that means for your city. Think of every detail that you rolled as another clue to revealing the true identity of this place. Be creative, let your imagination wander and don't tell yourself, "no". As we said in Chapter 1, embrace the contradictions and oddities, and you will see your city come to life.

Interesting NPCs

If you need to populate your city with some pre-generated characters, head on over to **Chapter 8: Interesting NPCs**. You can find tables for different types of NPCs and, following the tables, details on the NPCs themselves, arranged by profession.



Barflat

By Chris Haskins



Even from its beginning, Barflat has been a safe haven for weary travelers on the great road. It started as a handful of small buildings, which included an inn and stables, but quickly grew as more and more people found its location suitable for farming and ranching to the west, and mining in the hills to the east.

The majority of the city is contained within a sturdy wall crafted from timber, stone, and brick. The buildings immediately outside the walls, close to the gates, are mostly small huts and simple houses. Most of the residents are vendors and small-time traders looking to sell their wares to travelers coming or going from one of the main gates.

There are three main gates in the city wall. The north and south gates are massive, able to allow three wagons to pass abreast. The west gate is slightly smaller, but no less fortified. Barflat is rarely threatened, so the gates are usually open, even at night. There is a city watch on duty at all times, who are especially vigilant around these entrances. Trade is a huge portion of the city's revenue, and sheer volume of incoming traffic means trade caravans are rarely checked for contraband.

The buildings within the city are well-constructed and looked after. The majority of residents are relatively wealthy and enjoy a comfortable existence, attributable at least partially to the fact that residents share a pragmatic and practical attitude when it comes to whatever fortunes they have. This affluence has attracted several unsavory to Barflat, keen to carve their own slice of the pie, so crime such as petty theft is common, but there have also been a small number of incidences which were much more serious. Whispers are starting to surface of an organized crime family who secretly oversee the black market trade in and out of the city. Some suspect that even some of the more clean-cut merchant families may be involved, but no one knows for sure, and no one has been accused, as yet.

Barflat is a melting pot of all kinds of folk. Looking down the streets, and into the windows of inns and shops, the diversity is obvious, thanks to the thriving iron and steel industry, which attracts folk from hither and yon to come and barter. The city is positioned at the base of Red Mountain Ridge, which has many bountiful iron ore mines. The profligacy of good-quality steel has resulted in the armories of the city being utilized by the local government when the realm is in need of weapons and armor for war.

Basic Information

Origin: *Advantageous Position.* The site was chosen to take advantage of desirable geographical features, like a strategic choke point, or an ideal high-ground posting. As the location proved itself, it grew.

Priority: *Trade.* The city was made to move goods. Coin flows from hand to hand, and the city wholeheartedly encourages this. It likely collects a tax from any trade, but the benefits should far outweigh the costs.

Age: *Old.* The city has been around for 300 to 1000 years.

Size: *Medium.* Structures in the city are able to support around 24,000 people.

Outside the City:

- ***Farming [Agriculture].*** A group of farms, providing food grown for the city, are found on the nearest hospitable land under its control.
- ***Farming [Livestock].*** A group of farms, providing livestock for the city, are found on the nearest hospitable land under its control.
- ***Resource Harvesting.*** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry, belonging to the city, has been built nearby to harvest them, which it then uses or sells.

Stewardship: *Managed.* The city's fundamental elements are all accounted for and well attended to. Whoever is responsible is doing an admirable job.

General Condition: *Impressive.* The city is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.

Environment: *Plains.* The city is in the wide open fields.

Fortification: *Heavily Fortified.* The city is surrounded by a heavy wall of wood or stone, with several watchtowers built along its length. The gate is double-thickness and reinforced with metal bands. There are additional watchtowers built at various points throughout the surrounding countryside.

Market Square: *Spacious.* Room for lots of vendor stalls

Vendor Stall Acquisition. *Lease.* Merchants pay in advance (sometimes *far* in advance) for the right to a space in the market square.

Merchant Overflow: *Monitored.* Excess vendors are allowed to set up stalls, and the city watch patrols through regularly, but the areas themselves are less-maintained and traffic is lighter.

Underground Passages: *Sewers.* A network of drains, pipes, and trenches lies beneath the city. Base the sewer's condition upon that of the settlement, if they were built concurrently. They may pre-date the current city.

Community

Population Density: *Populous.* A moderate amount of people live in the city. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped.

Demographics: *Ever-Changing.* No discernible distribution. Racial representation lacks any sense of numerical dominance.

Population Wealth: *Prosperous.* The majority have enough to live a good life and, of them, a fair amount can even live comfortably.

Visitor Traffic: *Droves.* Large groups of people regularly frequent the city. Congestion is significantly increased.

Disposition: *Open.* The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome.

Night Activity: *Active.* Inns and taverns remain open perpetually. Some shops and services may be open, catering to late travelers or night owls. A fair amount of establishments may still be closed. If the city has a gate, it is kept open, but guarded, ready to be closed, if needed.

Leadership: *Elected Council.* Prominent members of the community were chosen to lead the city collectively.

Law Enforcement: *City Watch.* Run by a single captain, the watch has sufficient strength to cover key points, as well establish a patrol once or twice a day.

General Crime: *Common.* Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.

- (+3 to **urban encounter** rolls taking place within the city, but outside a district)

Organized Crime: *Whispers.* There are hushed rumors of criminal organization, but most folks keep these suspicions to themselves, for fear of ridicule, or reprisal. The organization has a few operatives within the city and they work hard to keep a very low profile.

Districts

Administration District. This district has a focus on government and civil matters.

- **District Condition: *Impressive.*** The district is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.
- **District Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Common.*** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
  - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *Moderate.*** A fair amount of the buildings in the district house residents.
- **District Notable Locations: *One.*** *The first* additional location in the district is notable.
- **District Included Locations:** Courthouse, Chancery, Town Hall, Treasury
- **District Additional Locations:** Inn, Academy/University
  - **Tavern - Notable: *Coercion.*** Customers, who might otherwise go somewhere else, are pressured into coming here instead. This could be the owner's doing, but could also be the work of another interested party.

Industrial District: This district has a focus on large-scale production facilities.

- **District Condition: *Decent*.** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Lightly Guarded*.** The district entrance has a token guard presence.
- **District Crime: *Uncommon*.** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
  - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *Moderate*.** A fair amount of the buildings in the district house residents.
- **District Notable Locations: *Two*.** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Foundry/Smelting, Smithy
- **District Additional Locations:** Thatcher
  - **General Store (Guild Member) - Notable: *Meeting Place***. The establishment is in a particular location which is a prime landmark for people to easily meet. This tends to generate business by proximity.
  - **Tavern (Guild Member) - Notable: *Organization Affiliation*.** Association with certain people has generated traffic to this location.

Market District. This district has a focus on the sale of practical goods.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Open*.** Entrance to the district is unrestricted.
- **District Crime: *Frequent*.** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
  - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited***. Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *None*.** There are *no* notable locations in the district.
- **District Included Locations:** Baker, Butcher, General Store, Smithy, Tailor
- **District Additional Locations:** Magic Shop - Jewelry, Soothsayer, Stable (Guild Member)

Merchant District. This district has a focus on business and non-essential goods.

- **District Condition: *Impressive*.** The district is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.
- **District Entry: *Open*.** Entrance to the district is unrestricted.
- **District Crime: *Frequent*.** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
  - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing: *Moderate*.** A fair amount of the buildings in the district house residents.
- **District Notable Locations: *Two*.** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Bank & Exchange, Tailor (Guild Member), Artist (Guild Member), Cobbler (Guild Member), Magic Shop - Miscellaneous & Curiosities (Guild Member)
- **District Additional Locations:** Club (Guild Member)
  - **Cobbler (Guild Member) - Notable: *Excellent Offerings***. Whatever product or service the location offers, it's good enough to draw notice.
  - **Artist - Notable: *Rumors***. Something intriguing has been heard about this place that, for some reason, has piqued visitor's curiosity.

Extra Intrigue

Recent History. Illegal substances, or goods, have been making appearances around the city, but their origin remains undiscovered.
Noteworthy Official: *Judge*. Decision-maker on legal matters.

- **Official's Competence: *Corrupt*.** Taking advantage of the position for personal gain.

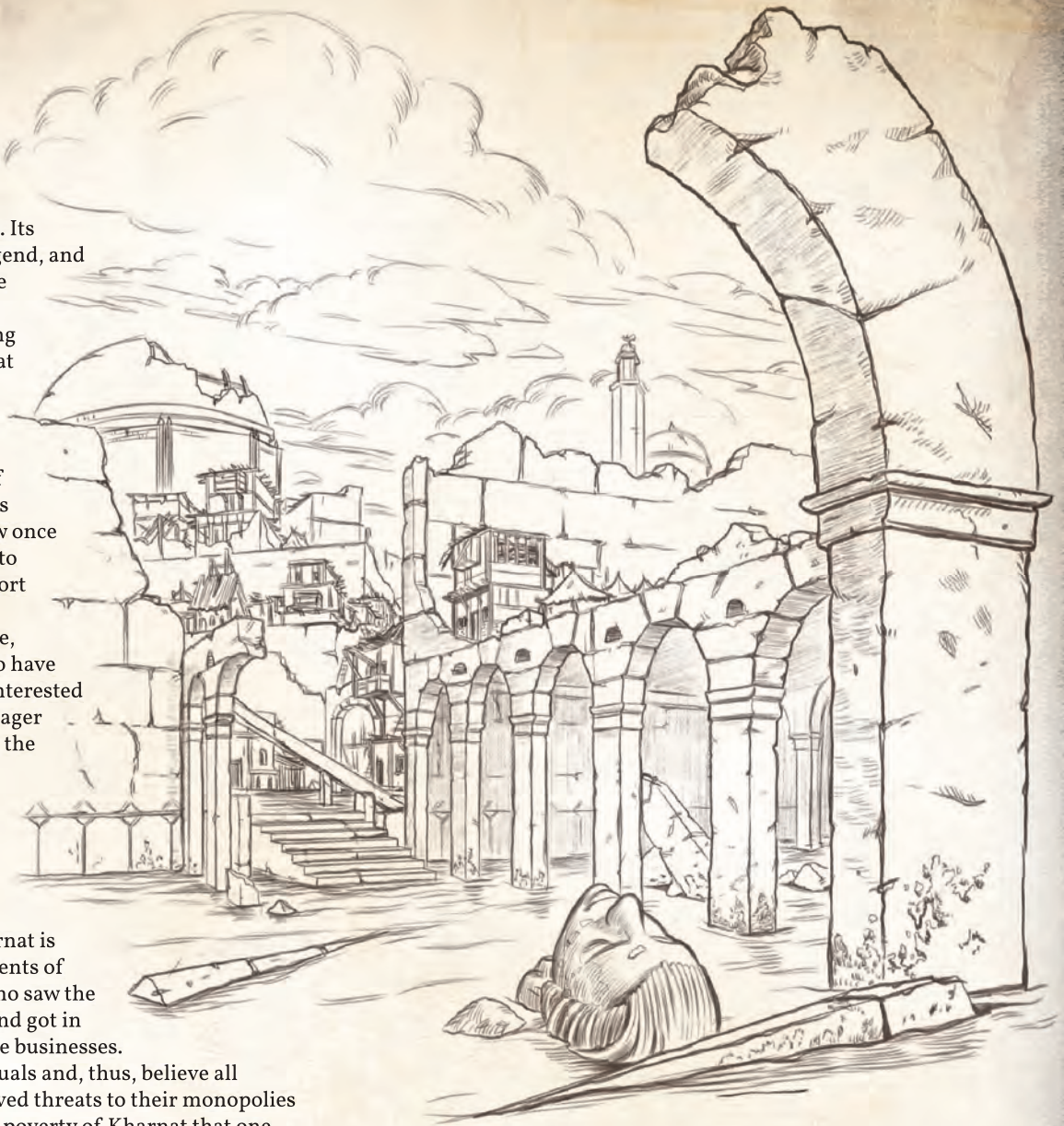
Beneath the Surface: *Black Market*. An underground black-market has been established, dealing in the movement of illicit goods or services.

- **Beneath the Surface - Awareness: *Many Subtle Occurrences*.** A fair amount of people have encountered something related to what's going on and, while form conclusions have not been drawn, there may be rumors.



Kharnat

By Ralph Stickley



Kharnat was once a place of songs. Its river festivals were the stuff of legend, and it was the jewel in the crown of the empire. Those days are long gone; even the name of the empire is long forgotten, but the bones of Kharnat remain, mute witnesses to its fall from grace.

Even after the empire's fall, Kharnat's location on the banks of a well-trafficked river meant it was not long before trade began to flow once more and, bit by bit, the city grew to match its former size, if falling short its splendor. The initial scramble for wealth never seemed to subside, and the vast majority of those who have profited from trade are far more interested in keeping a tight grip on their meager fortunes than working to improve the city.

The city's current governance is the result of this environment, where flexibility and the ability to seize hold of an opportunity and not let go are rewarded over all else. The Noble Council of Kharnat is made up primarily of the descendents of those original re-settlers: those who saw the opportunity Kharnat presented, and got in early to gain a stranglehold on core businesses. They are petty and jealous individuals and, thus, believe all others to be equally so; any perceived threats to their monopolies are dealt with brutally. Such is the poverty of Kharnat that one never need look far for a willing catspaw.

Yet the city continues to grow regardless, and now fetid shacks and shanty towns squat amongst the mouldering ruins of palaces and amphitheaters. No district has managed to pull itself entirely out of squalor; even the upper class of the city would likely be unremarkable in any other settlement. The slums of Kharnat, however, are its foulest feature. Kept gated and guarded, as much to keep residents contained as to check traffic passing through, the slums continue to sink deeper into wretchedness, both metaphorically and literally as, each year, the floods cover more and more of the district, while the population only grows. Rumors have begun to spread that at least one potshop has begun serving human flesh and, while it may just be a story for now, it seems only a matter of time before it becomes desperate reality.

Worse still, pestilence is beginning to spread. Whether it began in the fouled water of the slums, or was brought in by a passing caravan, the result is much the same. The guard have done their best to contain all the afflicted in a makeshift medical camp outside the city limits (though they fall short of providing substantive aid), yet those in the city still sicken and die regardless, from the loftiest temple, to the meanest shack.

And through it all, the river continues to rise…

General

Origin: *Repurposed History.* The city was founded and built on top of ancient ruins. Standing ruins might have been left as statues and tributes to the past but, more often, they have either been used (if still stable) or incorporated into new structures.

Priority: *Entertainment.* Whatever this place was before the city was founded proper, it was known for fun. Perhaps it was a place of grandiose performances, raucous pubs, or dancing and festivities. On the other hand, maybe it became known for more disreputable pursuits, such as underground fighting or gambling, among many other possibilities.

Age: *Ancient.* The city is older than living, and possibly even recorded, memory.

Size: *Large.* Structures in the city are able to support around 32,000 people.

Outside the City:

- ***Medical Camp.*** A set of makeshift or, depending on the nature of what is being treated, permanent structures have been erected to tend to, or even quarantine, the sick or injured.

Stewardship: *Minimal.* The fundamental elements of the capital are being tended to, but at the bare minimum. This may be because of inexperienced leadership, misplaced priorities, lack of resources, or simple laziness, to name a few possible reasons.

General Condition: *Squalid.* The city is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live there, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.

Environment: *River.* The city is near a steadily flowing stream or other watercourse.

Fortification: *Fortified.* The city is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the town, though are likely sporadic.

Market Square: *Ample.* Room for a fair number of vendor stalls.

Vendor Stall Acquisition: *Bid.* Prior to market day, the spaces are auctioned off.

Merchant Overflow: *Monitored.* Excess vendors are allowed to set up stalls, and the city watch patrols through regularly, but the areas themselves are less-maintained and traffic is lighter.

Underground Passages: *Sewers.* A network of drains, pipes, and trenches lies beneath the city. Base the sewer's condition upon that of the settlement, if they were built concurrently. They may pre-date the current city.

Community

Population Density: *Populous.* A moderate amount of people live in the city. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped.

Demographics: *Wide Distribution.* 20% primary race. All others reasonably well represented.

Population Wealth: *Destitute.* Nearly everyone in the city consistently lacks the barest essentials of what they need to survive.

Visitor Traffic: *Crowds.* A noticeable amount of people come through the city on a regular basis. Congestion is increased.

Disposition: *Neutral.* Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.

Night Activity: *Slow.* Almost everything is closed except for taverns, which may be open until early morning, and inns, which stay open perpetually. If the city has a gate, it is closed, but guards will generally be ready to open it, as needed.

Leadership: *Oligarchy (Merchants; Plutocracy).* A few top individuals hold sway, collectively, over the city.

Law Enforcement: *City Watch.* Run by a single captain, the watch has sufficient strength to cover key points, as well establish a patrol once or twice a day.

General Crime: *Dangerous.* The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurrence, and discoveries of bodies are not what one would call 'rare'.

- (+5 to **urban encounter** rolls taking place within the city, but outside a district)

Organized Crime: *Talk.* Enough incidents have occurred that most folk don't have trouble believing there is an organized criminal element in the city. They operate quietly, but ambitiously, carrying out frequent, high-profile jobs. They could also have ties to government officials, or may even attempt to control elements of the city itself.

Districts

Upper Class District. This district is an area where those with greater means might live.

- **District Condition: *Squalid.*** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **Entry: *Open.*** The district entrance is unrestricted.
- **District Crime: *Frequent.*** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
  - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing: *Moderate.*** A fair amount of the buildings in the district house residents.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district notable.
- **District Included Locations:** Bank & Exchange, Baker, Tailor, Luxury Furnishings, Doctor
- **District Additional Locations:** Rare Botanicals
  - **Bathhouse - Notable: *Magic.*** Some form of magic plays a role in what is drawing people here. It could be on purpose or accidental, innocent or malicious.
  - **Weaver (Guild Member) - Notable: *Nearby Curiosity.*** There is something in very close proximity that draws attention, thereby increasing foot traffic.

Merchant District. This district has a focus on business and non-essential goods.

- **District Condition: *Squalid.*** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Open.*** Entrance to the district is unrestricted.
- **District Crime: *Dangerous.*** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurence, and discoveries of bodies are not what one would call 'rare'.
  - (+5 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *One.*** The *first* additional

location in the district is notable.

- **District Included Locations:** Bank & Exchange, Tailor, Artist, Cobbler, Magic Shop - Miscellaneous & Curiosities
- **District Additional Locations:** Bathhouse, Hired Help - Magical Mercenaries (Guild Member)
    - **Hired Help - Caravan & Mount - Notable: *Important Person.*** Someone directly involved with this location (owner, employee, etc) is a major figure in the community.

Slums District. This district is an area where those with lesser means might live.

- **District Condition. *Squalid.*** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **Entry. *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime. *Common.*** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging or worse.
    - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing. *Extensive.*** A significant amount of the district's buildings are housing for residents.
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Butcher, House of Leisure, Inn, Tavern
- **District Additional Locations:** General Store (Guild Member), Thatcher, Soothsayer
    - **Foundry - Notable: *Excellent Offerings.*** Whatever product or service the location offers, it's good enough to draw notice.

Temple District. This district has a focus on religion and/or spiritual enlightenment.

- **District Condition. *Squalid.*** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **Entry. *Guarded.*** The district entrance has a strong guard presence.
- **District Crime. *Frequent.*** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
    - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing. *None.*** No one lives in this district.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district notable.
- **District Included Locations:** Great Temple, Archives/ Library, Hired Help - Priestly Guidance, Hired Help - Hands of the Divine
- **District Additional Locations:** Amphitheater, Artist, Hired Help - Arcane Academics
    - **Apothecary - Notable: *Unique Offering.*** This location has a product or service that no one else in the city has.
    - **Doctor - Notable: *Unique Offering.*** This location has a product or service that no one else in the city has.

Craft District. This district has a focus on the creation of different goods.

- **District Condition. *Squalid.*** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **Entry. *Guarded.*** The district entrance has a strong guard presence.
- **District Crime. *Dangerous.*** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurence, and discoveries of bodies are not what one would call 'rare'.
    - (+5 to **urban encounter** rolls taking place within this district)
- **Housing. *None.*** No one lives in this district.
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Smithy, Carpenter, General Store, Tailor, Magic Shop - Books
- **District Additional Locations:** Cooper, Miller, Rare Trade Goods
    - **Luxury Furnishings - Notable: *Local Loyalty.*** People who live nearby know this place and stick to it out of a deep-seated loyalty, even if there would seem to be better alternatives.

Extra Intrigue

Recent History: Some form of illness has been sweeping through the city, and none are sure what it is, or how it started.

Noteworthy Official: *Catchpole.* Catches and brings in debtors.

- **Official Competence: *Committed.*** Utterly committed to the job, truly feeling it is of vital importance.

Beneath the Surface: Some portion of the populace is not as they seem.

- **Beneath the Surface - Awareness: *Many Occurrences.*** A fair amount of people have noticed evidence, and are beginning to ask serious questions. Some may even have found one another and pooled their knowledge.



New Hope

By Flieg Hollander



New Hope is an ironically-named city of 22,000 souls, located along a desert coast. To the north of the city is an area of shifting dunes, but bordering the city in the other direction is rock, gravel, and sparse, scrub vegetation. The city has a magnificent harbor that was underused until recently.

The city itself lies within fortifications that would withstand an attack by a large force. However, all towers face inwards. For fifty years, the city was an open-air prison. Captives were expected to build their own shelters and govern themselves, under the supervision of the guards standing watch. The government that ran the prison collapsed, however, so it was up to the guards (and the most co-operative prisoners) to make things work. Their descendants, mostly humans and elves, still live there 75 years later.

New Hope is ruled (if you can call it that) by a freely elected mayor, a dwarf named Billings Hammerfast. His father was mayor before him, and his uncle before that. For some reason, possibly attributable to the 'purely hypothetical' crime lords that truly run the city, only Hammerfasts ever run for mayor. The mayor supervises the fee collection for the market stalls and also the room tax for the inns throughout the city. The money collected pays *most* of the city guard's salaries, but no one really likes to ask about where the rest of the required coin comes from. Some might even wonder what, exactly, the guards are paid *for*, as the few guards that do roam the streets do little to discourage any but the most violent crimes.

Outside the walls is The Squalor, a recently built shanty town of shacks and crude shelters. It lies between the graveyard barrows and the city's main gate. The people living there are eager to please and help anyone - that is, until someone with more money comes along. In contrast, on the opposite side of New Hope, is a single shack whose owner shuns almost all contact. No one is quite sure why this figure chooses not to participate in the usual practises of The Squalor, or even why he is there at all, but are happy enough to leave him alone.

Within the city are the usual districts: the docks, where the ships and their cargo come and go and the taverns are bright and expensive; the walled and guarded market district, where one can buy and sell most things; The Craftmoot, where artisans create their various items; and lastly, there are The Soundings, a slum that backs up against the city wall, opposite the main gate.

At the center of The Soundings is The Golden Baths, a building in stark contrast to its surroundings. It has built a reputation as a safe meeting point for anyone. It is also rumored that beneath these walls there are cells and corridors where prisoners were kept in isolation and secrets were buried.

Two years ago, gold was discovered in the mountains some three days outside the city proper. Prospectors arrived to investigate, by both land and sea, and continue to do so. Some wait for their moment in The Squalor or The Soundings, some got in quick and are already planning their trip home with their fortune. In any case, New Hope knows that visitors mean money, and so are happy to play host to any and all.

Basic Information

Origin: *Prison.* The site was originally a holding colony for criminals. Over time, events transpired allowing the place to become a legitimate city in its own right. Was this thanks to a successful revolt? Perhaps the entity that controlled the prison colony was conquered and the colony was left to its own devices? Maybe something made the colony's kingdom change its mind and legitimize it?

Priority: *Trade.* The city was made to move goods. Coin flows from hand to hand, and the city wholeheartedly encourages this. It likely collects a tax from any trade, but the benefits should far outweigh the costs.

Age: *Established.* The city has been around for at least 10, but up to 100, years.

Size: *Small.* Structures in the city are able to support around 16,000 people.

Outside the City:

- ***Makeshift Settlement.*** A large mass of hovels, lean-tos, tents, and other improvised shelters have been built in the shadow of the city's walls. Why? Do the leaders and residents care?
- ***Barrows.*** An area devoted to burial sites.
- ***Hermit's Cottage.*** A hermit lives near the city limits, beneath the notice of most of the inhabitants. They keep to themselves, but who are they? What do they gain by their close proximity?

Stewardship: *Minimal.* The fundamental elements of the capital are being tended to, but at the bare minimum. This may be because of inexperienced leadership, misplaced priorities, lack of resources, or simple laziness, to name a few possible reasons.

General Condition: *Dilapidated.* Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.

Environment: *Desert.* The city is in a dry and arid environment, likely covered with vast sand dunes.

Fortification: *Heavily Fortified.* The city is surrounded by a heavy wall of wood or stone, with several watchtowers built along its length. The gate is double-thickness and reinforced with metal bands. There are additional watchtowers built at various points throughout the surrounding countryside.

Market Square: *Ample.* Room for a fair number of vendor stalls.

Vendor Stall Acquisition. *Lease.* Merchants pay in advance (sometimes *far* in advance) for the right to a space in the market square.

Merchant Overflow: *Banned.* Excess vendors are not allowed to set up stalls outside the town. City guards will enforce this.

Underground Passages: *Tunnels.* A series of tunnels exist beneath the city. This could be for maintenance, defensive, or clandestine purposes and may, or may not, have been purpose-built for the current settlement. They could potentially have been dug by enemy forces, either recently or long ago.

Community

Population Density: *Dense.* There is a large number of people living in the city. There are few, if any, vacant buildings. In high traffic areas, one generally has elbow room, but not much more.

Demographics: *High and Low.* 80% primary race, 20% secondary race.

Population Wealth: *Average.* Most of the city's population have enough to live a modest life. Those without are a minority.

Visitor Traffic: *Droves.* Large groups of people regularly frequent the city. Congestion is significantly increased.

Disposition: *Friendly.* Locals are generally friendly, welcoming, and slow to take offense.

Night Activity: *Slow.* Almost everything is closed except for taverns, which may be open until early morning, and inns, which stay open perpetually. If the city has a gate, it is closed, but guards will generally be ready to open it, as needed.

Leadership: *Mayor.* The locals democratically voted for their current leader.

Law Enforcement: *Skeleton City Watch.* Run by a sergeant, a minimal staff is able to man the gates and watchtowers in shifts.

General Crime: *Frequent.* The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.

Organized Crime: *Barely Hidden.* The organization is a looming shadow within the city. None are entirely sure where it is based, or who their operators are, but it's clear that the organization is real. Obstacles that would be contrary to the 'hypothetical' organization's interests are quickly resolved. Bodies are found, messages sent and, one way or another, their will is always made known.

Districts

Docks District. This district has a focus on all naval and seafaring matters.

- **District Condition: *Dilapidated.*** Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.
- **District Entry: *Open.*** The district entrance is unrestricted.
- **District Crime: *Common.*** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
    - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *None.*** No one lives in the district.
- **District Notable Locations: *None.*** There are *no* notable locations in the district.
- **District Included Locations:** Shipwright, Weaver, House of Leisure, Inn, Tavern
- **District Additional Locations:** Bank & Exchange, Carpenter

Craft District. This district has a focus on the creation of different goods.

- **District Condition: *Dilapidated.*** Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.
- **District Entry: *Open.*** Entrance to the district is unrestricted.
- **District Crime: *Frequent.*** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
    - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing: *Extensive.*** A significant amount of the district's buildings are housing for residents.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Smithy, Carpenter, General Store, Tailor, Magic Shop (Armor, Misc. & Curiosities)
- **District Additional Locations:** Wainright, Carpenter, Tavern, Thatcher
    - **General Store (Guild Member) - Notable: *Meeting Place.*** The establishment is in a particular location which is a prime landmark for people to easily meet. This tends to generate business by proximity.
    - **Tavern (Guild Member) - Notable: *Organization Affiliation.*** Association with certain people has generated traffic to this location.

Market District. This district has a focus on the sale of practical goods..

- **District Condition: *Magnificent.*** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Open.*** The district entrance is unrestricted.
- **District Crime: *Frequent.*** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
    - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *None.*** There are *no* notable locations in the district.
- **District Included Locations:** Baker, Butcher, General Store, Smithy, Tailor
- **District Additional Locations:** Magic Shop - Jewelry, Soothsayer, Stable (Guild Member)

Slums. This district is an area where those with lesser means might live.

- **District Condition: *Squalid.*** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live there, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Uncommon.*** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
    - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people.
- **District Notable Locations: *None.*** There are *no* notable locations in the district.
- **District Included Locations:** Baker, Butcher, General Store, Smithy, Tailor
- **District Additional Locations:** Barber, Stable

Extra Intrigue

Recent History. A particular resource, that is very important to the city, has had fantastic yield.

Noteworthy Official: *Master of the Wild.* Surveys the surrounding areas, mapping the wilderness, looking for monsters or other threats, and regulating hunting.

- **Official's Competence: *Committed.*** Utterly committed to the job, truly feeling it is of vital importance.

Beneath the Surface: *Parties.* A guerilla party scene has been emerging within the city, with semi-frequent, secret, invitation-only parties being held at ever-changing locations.

- **Beneath the Surface - Awareness: *Single, Direct Occurrence.*** Someone has had a direct, first-hand experience involving the issue, and is trying to deal with it somehow.



Rahalla Schzaskhol

By Lou Fryer

When hobgoblins want something, they generally take it, do so by force, and not by halves.

So when Warlord Zaskhol's sizeable legion took El Rahalla, they did it properly. Within a week, the once-great cultural centre was ground under the heel of the hobgoblin war machine, and renamed Rahalla Schzaskhol. The city's resources were consumed and its people enslaved to the last child. Of course, the main body of the legion, never the types to stand still for long, soon moved out toward the next prize, leaving only a skeleton garrison made up of fat trimmed from their ranks to maintain peak efficiency.

Zaskhol's contemptible youngest son was nominally left in charge, primarily to remove him and his deplorable decadence and distaste for warfare from the legion. He is happy to live with the dishonor of spending his days in his palatial estate outside the city, barely sparing his office a second's thought, and so rarely giving his people any trouble. He shirks any kind of responsibility, delegating a startling number of matters of state to his personal slaves, who are now ostensibly stewards of the city and can surreptitiously act in the interest of their indentured kin. As it happens, this suits the remaining hobgoblins perfectly, facilitating their lives of leisure without pressure (or disciplinary action) from the higher-ups. For years, they have grown rich, content, and complacent.

The promotion of the junior Zaskhol was also a definite improvement for the thousands of enslaved citizens: grim as it may be, life under the slippered foot of a sedentary hobgoblin is far better than life under the hobnailed boot of one on the warpath. In fact, as long as the populace generally keep their heads down, they are more or less allowed to get on with their lives once the working day is done. How much of this is down to disinterest on the part of the slavers, and how much is their lack of numbers depends on who you ask.

In spite of their captivity, individuals have, inevitably, started to push boundaries. The forerunner in this regard is a mysterious figure known only as 'The Queen of Slaves'. She arranges petty misdemeanours and acts of civil disobedience to tweak the noses of the slavers; small displays, to be sure, but each one cracks the facade of control, and shines a little more light on the inadequacy of their overlords. A full-scale revolt has never been attempted, but The Queen's actions suggest it may be unnecessary; she will unmake their authority piece by piece.

Her latest insurgence has been introducing the Brokechains Chase, an ambitious, and dangerously illegal racing track outside the city limits. Hundreds of slaves slink out over the rooftops every racemeet to watch their fellows hurtle around on whatever mounts they can smuggle out, revelling in their shared rebellion.

One is forced to wonder if the slovenly hobgoblins are truly unaware of these goings on, or are forced to feign ignorance for fear of confirming there is nothing they can do to stop them.

Basic Information

Origin: *Repurposed History.* The city was founded and built on top of ancient ruins. Standing ruins might have been left as statues and tributes to the past but, more often, they have either been used (if still stable) or incorporated into new structures.

Priority: *Control.* The city has established itself as a power in the region, establishing a network of patrolled roads, but also military presence, in other local settlements. The city itself is a

strong and formidable presence.

Age: *Established.* The city has been around for at least 10, but up to 100, years.

Size: *Medium.* Structures in the city are able to support around 24,000 people.

Outside the City:

- ***Farming [Agriculture].*** A group of farms, providing food grown for the city, are found on the nearest hospitable land under its control.
- ***Family Estate.*** A wealthy family's large estate is situated in the neighboring countryside.

Stewardship: *Managed.* The city's fundamental elements are all accounted for and well attended to. Whoever is responsible is doing an admirable job.

General Condition: *Impressive.* The city is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.

Environment: *Mountains.* The city is found on stony passes or soaring peaks.

Fortification: *Unfortified.* The city is exposed on all sides, save for any barriers created by the presence of buildings or natural land formations.

Market Square: *Tight.* Only room for a few vendor stalls.

Vendor Stall Acquisition: *Lease.* Merchants pay in advance (sometimes *far* in advance) for the right to a space in the market square.

Merchant Overflow: *Banned.* Excess vendors are not allowed to set up stalls outside the town. City guards will enforce this.

Underground Passages: *Tunnels.* A series of tunnels exist beneath the city. This could be for maintenance, defensive, or clandestine purposes and may, or may not, have been purpose-built for the current settlement. They could potentially have been dug by enemy forces, either recently or long ago.

Community

Population Density: *Skeleton.* The city only has enough people to function at its most basic level.

Demographics: *High and Low.* 80% primary race, 20% secondary race.

Population Wealth: *Affluent.* The entire city is able to live comfortably, with a significant portion living in luxury.

Visitor Traffic: *Crowds.* A noticeable amount of people come through the city on a regular basis. Congestion is increased.

Disposition: *Hostile.* Locals seem very unfriendly toward visitors, and would likely make out-of-towners feel unwelcome. This could manifest as coldness, passive-aggressiveness, or even violence.

Night Activity: *Slow.* Almost everything is closed except for taverns, which may be open until early morning, and inns, which stay open perpetually. If the city has a gate, it is closed, but guards will generally be ready to open it, as needed.

Leadership: *Hereditary.* A non-elected leader is in power, by virtue of their bloodline.

Law Enforcement: *Extensive City Watch.* Run by a captain and several sergeants, all key points are thoroughly guarded. The city perimeter is patrolled constantly, and city patrols happen regularly.

General Crime: *Dangerous.* The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurence, and discoveries of bodies are not what one would call 'rare'.

- (+5 to **urban encounter** rolls taking place within the city, but outside a district)

Organized Crime: *Talk.* Enough incidents have occurred that most folk don't have trouble believing there is an organized criminal element in the city. They operate quietly, but ambitiously, carrying out frequent, high-profile jobs. They could also have ties to government officials, or may even attempt to control elements of the city itself.

Districts

Merchant District. This district has a focus on business and non-essential goods.

- **District Condition: *Impressive*.** The district is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.
- **District Entry: *Open.*** Entrance to the district is unrestricted.
- **District Crime: *Dangerous.*** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism, muggings seem to happen all the time and even murders are not what one would call 'rare'.
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *Two.*** *Up to the first two* additional locations in the district are notable.
- **District Included Locations:** Bank & Exchange, Tailor, Artist (Guild Member), Cobbler (Guild Member), Magic Shop - Miscellaneous & Curiosities
- **District Additional Locations:** Rare Trade Goods
  - **Tavern (Guild Member) - Notable: *Generous Spirit.*** The location owner is known in the community for their generosity (this could be financially, but could also be with their time, knowledge, or resources)
  - **Rare Libations & Fare - Notable: *Favoritism.*** Certain people are given particularly good service here and it incentivizes them to frequent this location.

Upper Class District. This district is an area where those with greater means might live.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest quality. Loving attention seems to have been lavished on as many aspects of the district as was possible.
- **District Entry: *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Common.*** Most are used to hearing about some trouble every day or two. Everyone knows a person who's run into some degree of crime, either in the way of theft or sometimes even a mugging, or worse
- **District Housing: *Moderate.*** A fair amount of the buildings in the district house residents.
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Bank & Exchange, Baker, Tailor (Guild Member), Luxury Furnishings (Guild Member), Doctor
- **District Additional Locations:** Tavern, Bathhouse (Guild Member)
    - **Weaver - Notable: Organization Affiliation.** Association with certain people has generated traffic to this location.

Slums District. This district is an area where those with lesser means might live.

- **District Condition: *Decent.*** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to some with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Lightly Guarded.*** The district entrance has a token guard presence.
- **District Crime: *Common.*** Most are used to hearing about some trouble every day or two. Everyone knows a person who's run into some degree of crime, either in the way of theft or sometimes even a mugging, or worse.
    - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *Extensive.*** A significant amount of the district's buildings house residents.
- **District Notable Locations: *None*.** There are *no* notable locations in the district.
- **District Included Locations:** Butcher, House of Leisure (Guild Member), Inn, Tavern (Guild Member)
- **District Additional Locations:** Barber, Foundry/Smelting, Doctor (Guild Member)

Temple District. This district has a focus on religion and/or spiritual enlightenment.

- **District Condition: *Decent.*** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to some with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Open.*** Entrance to the district is unrestricted.
- **District Crime: *Dangerous.*** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism, muggings seem to happen all the time and even murders are not what one would call 'rare'.
    - (+5 to **urban encounter** rolls taking place within this district)
- **District Housing: *Moderate.*** A fair amount of the buildings in the district house residents.
- **District Notable Locations: *Three.*** *Up to the first 3* additional locations in the district are notable.
- **District Included Locations:** Hired Help - Scribes, Hired Help - Priestly Guidance (Guild Member), Hired Help - Hands of the Gods (Guild Member)
- **District Additional Locations:**
    - **Barber - Notable: *Superstition.*** Those who frequent this location do so out of the belief that if they don't, something will happen.
    - **Rare Libations & Fare - Notable: *Coercion.*** Customers, who might otherwise go somewhere else, are pressured into coming here instead. This could be the owner's doing, but could also be the work of another interested party.
    - **Carpenter (Guild Member) - Notable: *Top-Notch Marketing.*** All around the city you can see signage, or hear people mentioning, the location.

Administration District. This district has a focus on government and civil matters.

- **District Condition: *Impressive*.** The district is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.
- **District Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Frequent.*** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
    - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing: *None.*** No one lives in this district.
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Courthouse, Chancery, Town Hall, Treasury, Hired Help - Scribes and Clerks (Guild Member)
- **District Additional Locations:** Amphitheater, Tavern (Guild Member)
    - **Rare Libations & Fare - Notable: *Nearby Curiosity.*** There is something in very close proximity that draws attention, thereby increasing foot traffic.

Extra Intrigue

Recent History: Someone within the city has recently gained incredible fame.

Noteworthy Officials: *Master of Stores.* Oversees the city's stores of supplies, such as grain or building materials.

- **Official Competence: *Incompetent.*** Doesn't truly understand how to execute the position.

Beneath the Surface: *Races.* A racing circuit has been established outside the city.

- **Beneath the Surface - Evidence: *Disparate, Subtle Occurrences.*** A few people have passively encountered some evidence of what's going on, though they are not aware of one another, and are not sure about what they've encountered.



Retravese

By Jeremy Kear



Retravese began with such promise. The deep cold of the region lacked the bright spark of civilisation until the ruins were found: evidence that a flourishing city once existed there. An intrepid few set out to take advantage of what they had found, to build a thriving settlement once more. They succeeded… for a while.

The ruins held a wealth of information, drawing in seekers of knowledge from all around. An arcane district was quickly created, with an archive established for the regularly discovered records, and an academy for their study. Following swiftly in its wake, the rest of the city developed, and this time of bustle and growth is remembered fondly.

Since then, things have gone dramatically downhill. Multiple catastrophes occurred one after another, driving the city into a state of squalid ruin. Some say the land itself is cursed, perhaps the same that claimed the old city upon whose bones this one was built. A criminal organization now has the city by the throat, their influence apparent in nearly all aspects of life. Life remains civil and relatively ordered during the day but, in the evenings, the city becomes a sinner's playground. The remaining good folk, who lacked the sense to leave, at least know to lock their doors after dark.

The criminal organization's power extends to the city watch and beyond. There is 'law', but it seems reliably malleable to suit the needs of those in control. The disreputable leadership are becoming well-known as a major player in the region. Any caught trying to unsettle the good thing they have going is dealt with in *absolute* fashion.

Recently, there has been a marked rise in what was previously considered to be illegal substances (though perhaps not so much anymore). Congruently, there seems to have been a rise in traffic into the settlement, leading one to suspect the two are connected… and one would probably be right. The magical oddities shop in the market district and the old alchemist in the arcane district seem to be benefiting particularly well from this increased traffic, though no wrongdoing has been proved—or charges brought—against either establishment.

Another strange bit of business revolves around the two magical jewelry stores in the arcane district. Locals know them to be ardent business rivals but, outside of work, also the best of friends. One runs a shop full of eccentric pieces of a strange, experimental nature, offering unique, one-of-a-kind adornments which are… interesting, to say the least. The other strives to run a clean, professional shop. He has even established a guild, though he is currently the only member. The competitive business practices of the two polar opposites are an ongoing source of local amusement; almost enough to distract them from the far-more-pressing and immediate concerns they have with their city…

Basic Information

Origin: *Repurposed History.* The city was founded and built on top of ancient ruins. Standing ruins might have been left as statues and tributes to the past but, more often, they have either been used (if still stable) or incorporated into new structures.

Priority: *Control.* The city has established itself as a power in the region, establishing a network of patrolled roads, but also military presence, in other local settlements. The city itself is a strong and formidable presence.

Age: *Mature*. The city has been around at least 100, but up to 300, years.

Size: *Small*. Structures in the city are able to support around 16,000 people.

Outside the City:

- ***Barrows*.** An area devoted to burial sites.
- ***Resource Harvesting*.** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry, belonging to the city, has been built nearby to harvest them, which it then uses or sells.
- ***Barrows*.** An area devoted to burial sites.

Stewardship: *Passing*. The city is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live there, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.

General Condition: *Squalid*. The city is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.

Environment: *Tundra*. The city is in a very cold environment.

Fortification: *Fortified*. The city is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the town, though are likely sporadic.

Market Square: *Spacious*. Room for lots of vendor stalls.

Vendor Stall Acquisition. *Lease*. Merchants pay in advance (sometimes far

in advance) for the right to a space in the market square.

Merchant Overflow: *Unpatrolled*. Excess vendors are allowed to set up stalls but, as the city watch do not patrol or monitor these areas, the risk is higher. The spaces available are unkempt.

Underground Passages: *None*.

Community

Population Density: *Skeleton*. The city only has enough people to function at its most basic level.

Demographics: *Only Two*. 60% primary race, 40% secondary race.

Population Wealth: *Average*. Most of the city's population have enough to live a modest life. Those without are a minority.

Visitor Traffic: *Groups*. There are generally a fair amount of visitors to the city. May slightly increase congestion.

Disposition: *Neutral*. Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.

Night Activity: *Raucous*. When the day ends, the city truly comes to life. Inns and taverns have customers coming and going at all hours. Parties, and other commotion, can often be heard. One might expect things to close down after dark but, in this city, there are locations that *only* open in the evenings. There is likely a sort of 'night market' throughout the city, with goods, services, or curiosities of all kinds available for those keep alternative hours (or scoff at the need for sleep).

Leadership: *Hereditary*. A non-elected leader is in power, by virtue of their bloodline.

Law Enforcement: *City Watch*. Run by a single captain, the watch has sufficient strength to cover key points, as well establish a patrol once or twice a day.

General Crime: *Common*. Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.

- (+3 to **urban encounter** rolls taking place within the city, but outside a district)

Organized Crime: *Open*. Though key members may be unknown, the presence of the organization is common knowledge and, though it may not have been fully proved, it's clear they have a direct hand in running the city. They operate with impunity, with little fear of reprisal or repercussion, likely taking no steps to mask their presence to ensure compliance, such as with a sigil on a sealed envelope. How did it get to this point? How do the people of the city feel about this?

Districts

Merchant District. This district has a focus on business and non-essential goods.

- **District Condition: *Squalid*.** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Open*.** Entrance to the district is unrestricted.
- **District Crime: *Dangerous*.** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurence, and discoveries of bodies are not what one would call 'rare'.
  - (+5 to **urban encounter** rolls taking place within this district)
- **District Housing: *None*.** No one lives in this district.
- **District Notable Locations: *None*.** There are *no* notable locations in the district.
- **District Included Locations:** Bank & Exchange, Tailor, Artist, Cobbler, Magic Shop - Misc. and Curiosities
- **District Additional Locations:** Luxury Furnishings, Wainwright

Craft District. This district has a focus on the creation of different goods.

- **District Condition: *Squalid*.** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Guarded*.** The district entrance has a strong guard presence.
- **District Crime: *Infrequent*.** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *None*.** No one lives in this district.
- **District Notable Locations: *None*.** There are *no* notable locations in the district.
- **District Included Locations:** Smithy, General Store, Tailor (Guild Member), Magic Shop - Clothing
- **District Additional Locations:** Cobbler, Cooper

Market District. This district has a focus on the sale of practical goods.

- **District Condition: *Dilapidated*.** Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.
- **District Entry: *Lightly Guarded*.** The district entrance has a token guard presence.
- **District Crime: *Infrequent*.** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *None*.** No one lives in this district.
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Baker (Guild Member), Butcher, General Store, Smithy (Guild Member), Tailor
- **District Additional Locations:** Weaver (Guild Member)
  - **Magic shop - Misc. and Curiosities - Notable: *Organization Affiliation*.** Association with certain people has generated traffic to this location.

Arcane District. This district has a focus on magical matters.

- **District Condition: *Squalid*.** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Open*.** Entrance to the district is unrestricted.
- **District Crime: *Frequent*.** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
  - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing: *None*.** No one lives in this district.
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Archives, Academy, Magic Shop - Jewelry, Magic Shop - Jewelry (Guild Member), Hired Help - Magic Mercenaries (team) (Guild Member)
- **District Additional Locations:** Club (Guild Member)
  - **Alchemist - Notable: *Vested Interests*.** A third party (not the shopkeeper or an employee) has a stake in whether this location is successful, and has done something to ensure the populus know about it.

Extra Intrigue

Recent History: Illegal substances, or goods, have been making appearances around the city, but their origin remains undiscovered.

Noteworthy Official: *Master of Intelligence*. Responsible for seeking and utilizing information vital for city/nation's security.

- **Official's Competence: *Corrupt*.** Taking advantage of the position for personal gain.

Beneath the Surface: *Races*. A racing circuit has been established outside the city.

- **Beneath the Surface - Awareness: *Actively Aware*.** The public is fully aware, and actively addressing whatever is going on.



Skald

By Megan Roy

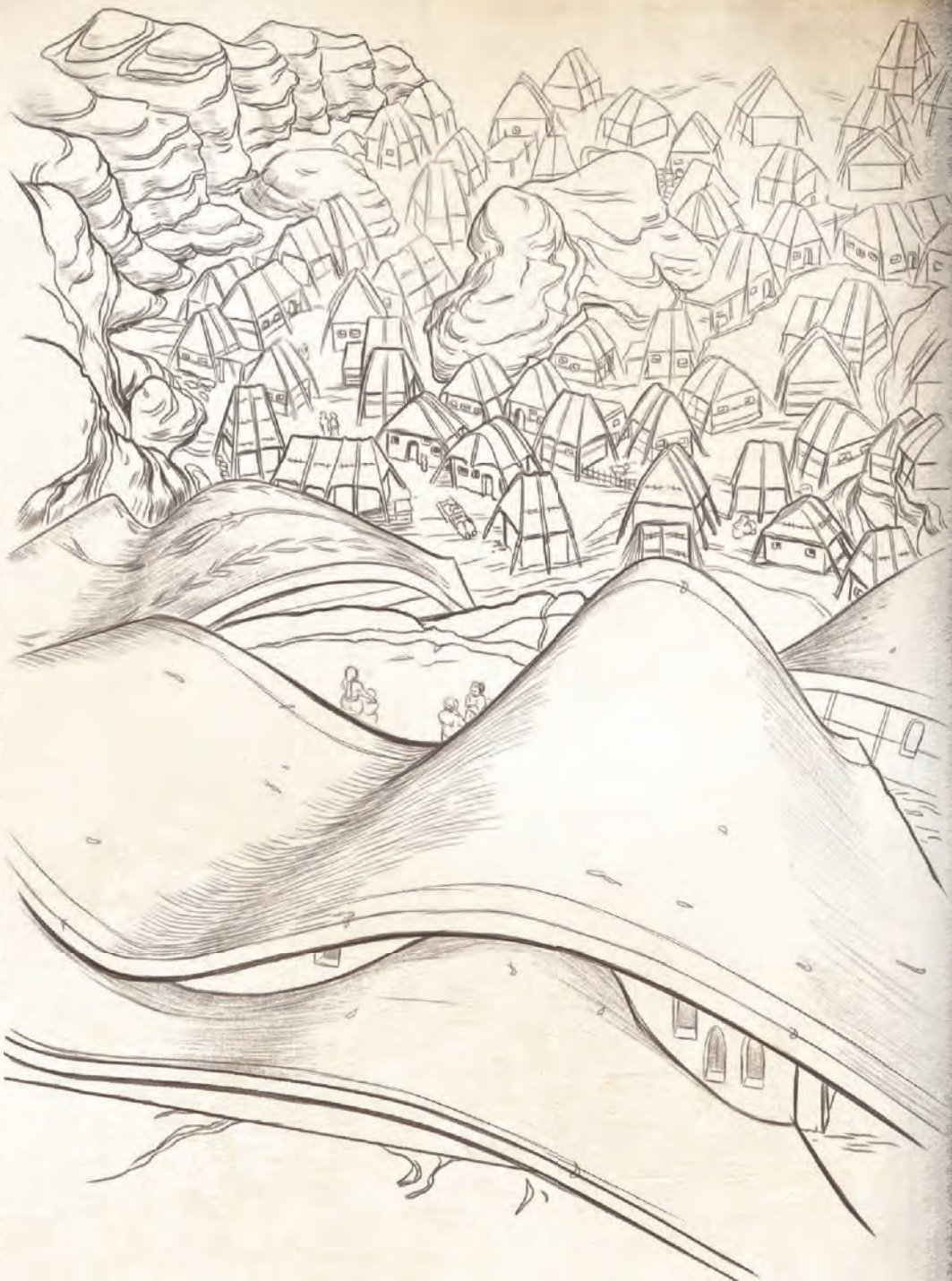
For as long as anyone can remember, the arid desert skyline has featured the swooping curves of the beautiful, ruthless city of Skald. Most know this mystical settlement as a tempting desert siren that calls those who hope to strike it rich. She is often far more harsh than she is forgiving, but perhaps her sandy tides are turning…

Tales say that Skald was founded by the ancient mage, Gudlaug, stranded amidst the hills of the gorgeous, scorching desert. On the precipice of death, the mage used the last of his waning powers to pray for salvation, pledging his eternal service to whatever god would save his life. Just breaths from departing the mortal plane, a massive thunderstorm swept across the desert, and the hard earth around Gudlaug suddenly sprang to life. He was, at once, surrounded by towering flowers and vibrant foliage, the likes of which he'd never seen nor knew existed at all. On that very spot, Gudlaug kept his promise and devoted his life to the gods of water and storm - and as inquisitive mages and rare goods hunters gathered around him, so was founded the city of Skald.

Though its fairytale origins and outward appearance make Skald seem like a desert paradise, those who live there would scoff at the idea. In reality, most who live in Skald are impoverished, cramped, and willing to do anything to make it big. The majority spend long hours doing menial labor in the industrial district, refining mineral materials for paltry coin. Slightly more fortunate folk might find an opening in the craft district to hone their skills, maybe even someday creating coveted high-end garments, woven from precious, 'storm-magicked' flower silks. Those lucky enough to achieve their fortune can earn a spot in the magnificent upper class district - although, the rise of a powerful, thieving criminal underbelly has paved a much darker, yet far more fruitful, road to a life of luxury.

Living outside of the daily class struggle of Skald are the mages, who reside in the arcane district and dedicate themselves to study at Skald's acclaimed university. Many of them worship the gods of water and storm as their ancestor Gudlaug did, to which an entire temple district is dedicated.

However, a small sect of mages has recently broken off from their university kin to imagine a world where those precious storms aren't prayed for, but created. After months of secret practice and planning, their sacrilege was recently discovered by the head of the university - just as a strange storm began to brew overhead…



Basic Information

Origin: *Tribal Home.* The city site was originally home to a group of natives in the region. The settlement built upon itself until it became the city it is now.

Priority: *Production.* This settlement was built around producing a particular good or resource. This could be raw materials, like crops or mining ore, but could also be the manufacture of a certain product or products.

Age: *Ancient.* The city is older than living, and possibly even recorded, memory.

Size: *Very Large.* Structures in the city are able to support around 40,000 people or more.

Outside the City:

- ***Resource Harvesting.*** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry, belonging to the city, has been built nearby to harvest them, which it then uses or sells.

Stewardship: *Adequate.* The city's fundamental elements are all taken care of relatively competently, but some room for improvement still exists. Lack of capital, or involvement in more pressing matters such as external conflicts or disaster management, are possible explanations.

General Condition: *Impressive.* The city is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.

Environment: *Desert.* The city is in a dry and arid environment, likely covered with vast sand dunes.

Fortification: *Fortified.* The city is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the town, though are likely sporadic.

Market Square: *Tight.* Only room for a few vendor stalls.

Vendor Stall Acquisition. *First Come, First Served - No Fee.* Merchants line up prior to market day. Those at the front of the line are given the spaces. No fees are charged.

Merchant Overflow: *Monitored.* Excess vendors are allowed to set up stalls, and the city watch patrols through regularly, but the areas themselves are less-maintained and traffic is lighter.

Underground Passages: *Sewers.* A network of drains, pipes, and trenches lies beneath the city. Base the sewer's condition upon that of the settlement, if they were built concurrently. They may pre-date the current city.

Community

Population Density: *Crowded.* The city is filled with jostling throngs. Practically all structures are occupied. Some may even camp outside the walls. Moving about can be difficult, and bumping into other people is typical in higher traffic areas.

Demographics: *High and Low.* 80% primary race, 20% secondary race.

Population Wealth: *Impoverished.* Around half of the city struggles to carve out even a meager existence.

Visitor Traffic: *Droves.* Large groups of people regularly frequent the city. Congestion is significantly increased.

Disposition: *Friendly.* Locals are generally friendly, welcoming and slow to take offense.

Night Activity: *Raucous.* When the day ends, the city truly comes to life. Inns and taverns have customers coming and going at all hours. Parties, and other commotion, can often be heard. One might expect things to close down after dark but, in this city, there are locations that *only* open in the evenings. There is likely a sort of 'night market' throughout the city, with goods, services, or curiosities of all kinds available for those keep alternative hours (or scoff at the need for sleep).

Leadership: *Oligarchy (Mages; Magocracy).* A few top individuals hold sway, collectively, over the city.

Law Enforcement: *Robust City Watch.* Run by a captain and two sergeants, the watch are able to place extra support at key points, as well as establish three or four patrols a day.

General Crime: *Common.* Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.

- (+3 to **urban encounter** rolls taking place within the city, but outside a district)

Organized Crime: *Barely Hidden.* The organization is a looming shadow within the city. None are entirely sure where it is based, or who their operators are, but it's clear that the organization is real. Obstacles that would be contrary to the 'hypothetical' organization's interests are quickly resolved. Bodies are found, messages sent and, one way or another, their will is always made known.

Districts

Arcane District. This district has a focus on magical matters.

- **District Condition: *Magnificent.*** The city is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Common.*** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
  - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *Moderate.*** A fair amount of the buildings in the district house residents.
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Archives/Library, Academy/University, Magic Shop - Armor, Magic Shop - Weapons (Guild Member), Hired Help - Academics
- **District Additional Locations:** Hired Help - Magic Mercenaries, Forum, Magic Shop - Miscellaneous Curiosities, Weaver
  - **Magic Shop - Books (Guild Member) - Notable: History.** This location is notable for its links to local history. Perhaps it belongs to a family with a particular reputation? Maybe it has ties to events from long ago?

Industrial District: This district has a focus on large-scale production facilities.

- **District Condition: *Decent.*** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Guarded.*** The district entrance has a strong guard presence.

- **District Crime: *Uncommon.*** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
    - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *None***. No one lives in this district.
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Smithy (Guild Member), Foundry (Guild Member)
- **District Additional Locations:** Tavern (Guild Member), General Store, Miller, Treasury
    - **Club (Guild Member) - Notable: Meeting Place.** The establishment is in a particular location which is a prime landmark for people to easily meet. This tends to generate business by proximity.

Temple District: This district has a focus on religion and/or spiritual enlightenment.

- **District Condition: *Magnificent.*** The city is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Open.*** Entrance to the district is unrestricted.
- **District Crime: *Common.*** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
    - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Great Temple, Archives/ Library, Hired Help - Scribes (Guild Member), Hired Help - Priestly Guidance, Hired Help - Hands of the Divine
- **District Additional Locations:** Bathhouse (Guild Member), Artist, Artist (Guild Member), Carpenter (Guild Member)
    - **Luxury Furnishings - Notable: Unique Offering**. This location has a product or service that no one else in the city has.

Slums District: This district is an area where those with lesser means might live.

- **District Condition: Dilapidated.** Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.
- **District Entry: *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Dangerous.*** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurrence, and discoveries of bodies are not what one would call 'rare'.
    - (+5 to **urban encounter** rolls taking place within this district)
- **District Housing: *Moderate.*** A fair amount of the buildings in the district house residents.
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Butcher, House of Leisure, Inn (Guild Member), Tavern
- **District Additional Locations:** (2) Doctor (Guild Member), House of Leisure, Miller
    - **House of Leisure - Notable: Coercion.** Customers, who might otherwise go somewhere else, are pressured into coming here instead. This could be the owner's doing, but could also be the work of another interested party.

Upper Class District: This district is an area where those with greater means might live.

- **District Condition: *Magnificent.*** The city is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **Entry: *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Common.*** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
    - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *Three.*** *Up to the first 3* additional locations in the district are notable.
- **District Included Locations:** Fine Quality Bank & Exchange, Baker (Guild Member), Tailor, Fine Quality Luxury Furnishings, Doctor/Apothecary
- **District Additional Locations:** Tavern, Magic Shop - Jewelry (Guild Member).
    - **Cobbler (Guild Member) - Notable: Nearby Curiosity.** There is something in very close proximity that draws attention, thereby increasing foot traffic.
    - **House of Leisure (Guild Member) - Notable: Entertaining Service.** Something about the folk that work here is very entertaining. Perhaps they're funny, or maybe they do demonstrations, or even have a bard who plays there regularly.
    - **Fine Quality Alchemist (Guild Member) - Notable: Magic.** Some form of magic plays a role in what is drawing people here. It could be on purpose or accidental, innocent or malicious.

Craft District: This district has a focus on the creation of different goods.

- **District Condition: *Impressive.*** The district is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.
- **District Entry: *Lightly Guarded.*** The district entrance has a token guard presence.
- **District Crime: *Common.*** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
  - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *None***. No one lives in this district.
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Smithy, Carpenter, General Store (Guild Member), Tailor (Guild Member), Magic Shop - Armor (Guild Member)
- **District Additional Locations:** Cobbler, Cooper (Guild Member), Textile Production, Tavern
- **Rare Trade Goods - Notable: Superstition**. Those who frequent this location do so out of the belief that if they don't, something will (or won't) happen.

Extra Intrigue

Recent History. Ongoing heavy thunderstorms are wracking the city.

Noteworthy Official: *Champion.* Ready to stand in for the city leadership for any martial matters, either ceremonially or officially.

- **Official's Competence: *Incompetent.*** Doesn't truly understand how to execute the position.

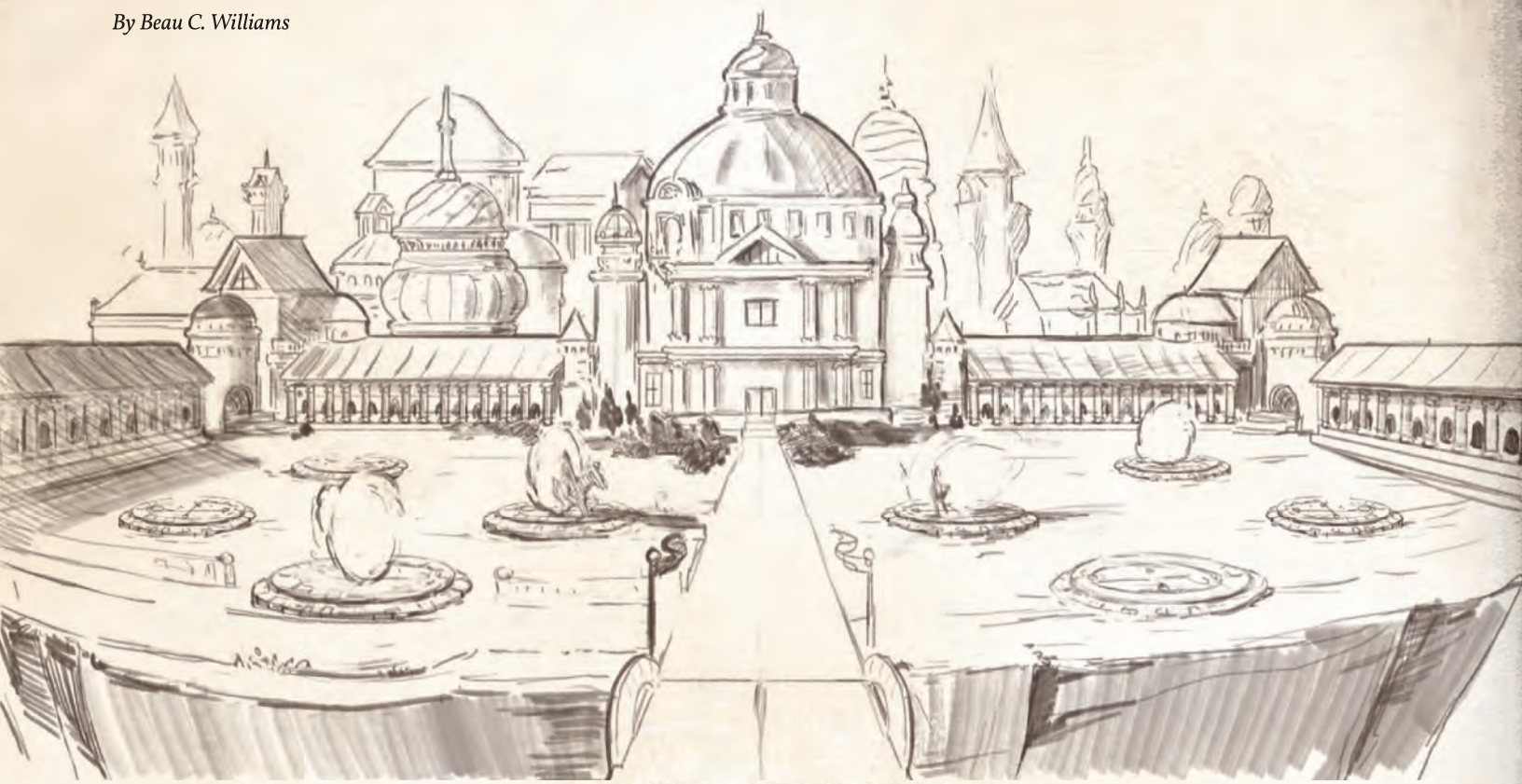
Beneath the Surface: *Tampering.* Someone is interfering with forces best left alone.

- **Beneath the Surface - Awareness: *Disparate, Subtle Occurrences.*** A few people have passively encountered some evidence of what's going on, though they are not aware of one another, and are not sure about what they've encountered.



Uzlium

By Beau C. Williams



In the upper reaches of the mountains, surrounded by harsh terrain and violent, unrelenting weather sits Uzlium, a city devoted to the practice and perfection of magic. A gently swirling sphere of magic encases the city, shielding its inhabitants from the elements and allowing them to pursue their studies in relative tranquility. Unfortunately, this peace comes at a price. Given how horrendously difficult the city is to reach via traditional means, the only known and used way to enter the city is via teleportation circle, which takes you to the 'docks'.

The 'docks' are truly no docks at all; at least, not in the traditional sense. Instead of moorings for ships, Uzlium's docks sport an organized layout of teleportation circles. Other than this key difference, however, the docks function much like those of any settlement, with warehouses for storing and transporting goods. The city itself is run by a group of high mages called the Archmagus Council, who govern from the Great Spire, located in the city's administration district. Here, the mages control differing aspects of the city, including how to deal with outsiders, such as the select few merchants they do business with (this honor is only extended so far; visiting traders are only allowed in the docks and market districts).

The scholar district is the pride and joy of High Archmage Aewyn (arguably the *highest* of the High Magi), for it exemplifies that which she cares about most deeply: knowledge, education, and perfection through the pursuit of magical prowess. None know her true age; she has certainly surpassed the living memory of all other inhabitants of Uzlium, if not the world.
The main purpose of the city is the control and regulation of arcane magics, to ensure that wanton death and destruction they have the potential to inflict are never unleashed upon the innocent. All over the known world, they seek out potential new talent and bring them to be educated (and supervised) at the Mage's College, safely honing their craft and all manner of practices that not only could be of service to Uzlium, but to the world at large. Once their training reaches completion, they emerge as enforcers of Uzlium, ambassadors that go out into the world to be the extended hand of the Archmagus Council.

The residents of Uzlium live very well, provided for by the Archmagus Council. The mages consistently reinvest into the city itself, and into the betterment of the lives of all who live there, who in turn can pay it forward. While some might argue that any pursuit aimed at controlling a major aspect of the natural world is megalomaniacal, the Archmagus Council would truthfully tell any who ask that they have the world's best interests at heart, and care deeply for its people. The world seems, at best, somewhat conflicted about this.

General

Origin: *Magical.* The city's inception stemmed from something magical. It may have been the influence of magical beings, the presence of magical structures, or the convergence of magical energies at that specific place. It could also have been from the deliberate influence of a specific individual.

Priority: *Control.* The city has established itself as a power in the region, establishing a network of patrolled roads, but also military presence in other local settlements. The city itself is a strong and formidable presence.

Age: *Old.* The city has been around for 300 to 1000 years.

Size: *Large.* Structures in the city are able to support around 32,000 people.

Outside the City: *None*.

Stewardship: *Disciplined.* The city's fundamental elements are firmly in hand, providing what it needs to perform at peak functionality. There is little to no room for improvement. Whoever is managing things is doing so expertly.

General Condition: *Magnificent.* The city is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as possible.

Environment: *Mountains.* The city is found on stony passes or soaring peaks.

Fortification: *Fortified.* The city is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the town, though are likely sporadic.

Market Square: *Spacious.* Room for lots of vendor stalls.

Vendor Stall Acquisition: *Lease.* Merchants pay in advance (sometimes far in advance) for the right to a space in the market square.

Merchant Overflow: *Banned.* Excess vendors are not allowed to set up stalls outside the town. City guards will enforce this.

Underground Passages: *None.* There are no significant passages underneath the city.

Community

Population Density: *Populous.* A moderate amount of people live in the city. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped.

Demographics: *Normal Distribution.* 50% primary race, 25% secondary race, 15% tertiary race, 10% other.

Population Wealth: *Affluent.* The entire city is able to live comfortably, with a significant portion living in luxury.

Visitor Traffic: *Mostly Locals.* On any given day, there are typically a few from outside the city, though not enough to impact congestion.

Disposition: *Neutral.* Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.

Night Activity: *Lively.* There is little difference between day and night traffic. There are always people on the streets, and it may seem like no one ever sleeps. Most shops and services remain open constantly. If the city has a gate, it remains open and is only closed under the most dire of circumstances.

Leadership: *Oligarchy (Mages; Magocracy).* A few top individuals hold sway, collectively, over the city.

Law Enforcement: *Extensive City Watch.* Run by a captain and several sergeants, all key points are thoroughly guarded. The city perimeter is patrolled constantly, and city patrols happen regularly.

General Crime: *Infrequent.* Most don't believe there is any crime, and certainly haven't experienced any.

- (+1 to **urban encounter** rolls taking place within the city, but outside a district)

Districts

Administration District. This district has a focus on government and civil matters.

- **District Condition: *Magnificent.*** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as possible.
- **Entry: *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** No one lives in this district.
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Town Hall, Courthouse, Chancery, Treasury
- **District Additional Locations:** Amphitheater, Archives, Inn
  - **Bathhouse - Notable: *Important Person.*** Someone directly involved with this location (owner, employee, etc) is a major figure in the community.

Scholar District. This district has a focus on education and the pursuit of knowledge.

- **District Condition: *Magnificent.*** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as possible.
- **District Entry: *Open.*** Entrance to the district is unrestricted.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district notable.
- **District Included Locations:** Archives/Library, Academy/University, Forum, Schoolhouse, Hired Help - Scribes and Clerks
- **District Additional Locations:** Doctor/Apothecary, Schoolhouse
  - **Forum - Notable: *Important Person.*** Someone directly involved with this location (owner, employee, etc) is a major figure in the community.
  - **Gathering Hall - Notable: *Generous Spirit.*** The location owner is known in the community for their generosity (this could be financial, but could also be with their time, knowledge, or resources).

Craft District. This district has a focus on the creation of different goods.

- **District Condition: *Magnificent.*** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as possible.
- **Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
    - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Extensive.*** A significant amount of the district's buildings are housing for residents.
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Smithy (Guild Member), Carpenter, General Store, Tailor, Magic Shop - Misc. & Curiosities
- **District Additional Locations:** Rare Trade Goods, Foundry/ Smelting, Armorsmith, Apothecary (Guild Member), Hired Help - Arcane Academics (Guild Member)
    - **Tavern - Notable: *Unique Offering.*** This location has a product or service that no one else in the city has.

Docks District. This district has a focus on all naval and seafaring matters.

- **District Condition: *Magnificent.*** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as possible.
- **Entry: *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
    - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district notable.
- **District Included Locations:** 'The Docks' (Teleportation Circles - author custom), Weaver, Tavern
- **District Additional Locations:** Rare Libations and Fare
    - **House of Leisure - Notable: *Expansion.*** This place has grown recently.
    - **Inn - Notable: *Vested Interests.*** A third party (not the shopkeeper or an employee) has a stake in whether this location is successful, and has done something to ensure the populus know about it.

Market District. This district has a focus on the sale of practical goods.

- **District Condition: *Magnificent.*** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
    - (+1 to **urban encounter** rolls taking place within this district)
- **Housing: *None.*** No one lives in this district.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district notable.
- **District Included Locations:** General Store, Butcher, Smithy, Tailor
- **District Additional Locations:** Inn, Bank & Exchange
    - **Magic Shop - Weapons - Notable: *Local Loyalty.*** People who live nearby know this place and stick to it out of a deep-seated loyalty, even if there would seem to be better alternatives.
    - **Barber - Notable: *More-Than-Meets-the-Eye.*** This location may seem to be one thing, but the right people know what else is there.

Temple District. This district has a focus on religion and/or spiritual enlightenment.

- **District Condition: *Magnificent.*** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as possible.
- **Entry: *Open.*** Entrance to the district is unrestricted.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
    - (+1 to **urban encounter** rolls taking place within this district)
- ***Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *None.*** There are *no* notable locations in the district.
- **District Included Locations:** Great Temple, (5) Temple, Hired Help - Scribes (Guild Member), Hired Help - Priestly Guidance (Team), Hired Help - Hands of the Divine (Individual)
- **District Additional Locations:** Tailor, Hired Help - Priestly Guidance, Amphitheater, Bathhouse

Extra Intrigue

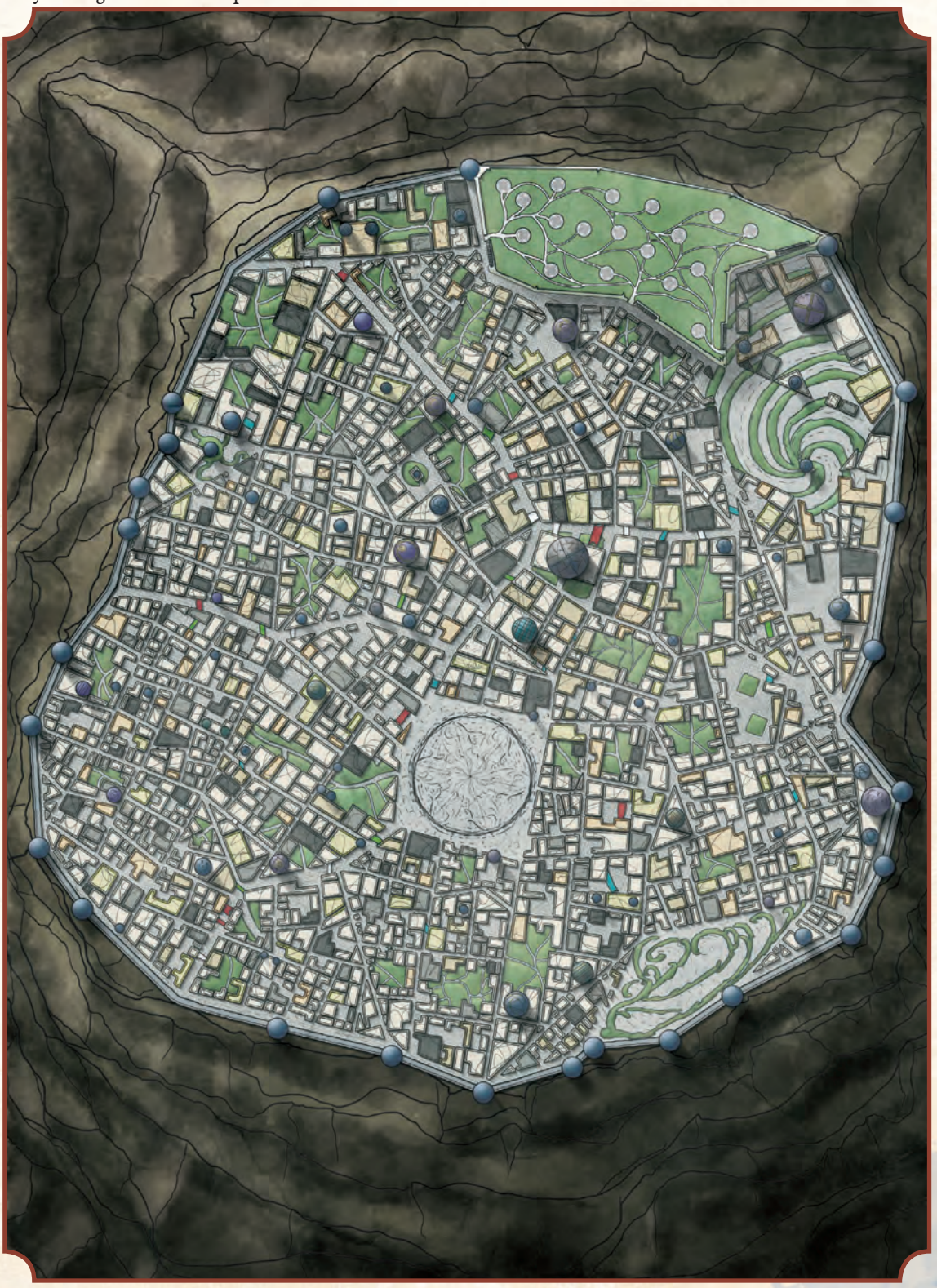
Recent History: A neighboring kingdom has been attacked. The city leadership is deciding what, if anything, to do about it.

Noteworthy Official: *High Mage.* The representative of the practitioners of arcane arts to the city leadership.

- **Official Competence: *Committed.*** Utterly committed to the job, truly feeling it is of vital importance.

Beneath the Surface: *Outside Contact.* Someone in the city is in regular communication with an interesting external contact.

- **Beneath the Surface - Awareness: *Single, Subtle Occurrence.*** Someone has noticed some kind of evidence, but doesn't quite know what to make of it. They just know it's strange.



Verdant Falls

By Tim Beese

The city of Verdant Falls lies nestled in a valley at the base of the waterfalls from which it takes its name. A group of local druids who venerated the falls gravitated to the site thanks to the lushness of the forest itself, as well as its abundance of rare herbs. Unfortunately, the hidden, picturesque places of the world rarely stay so for long. A permanent settlement was established and, before long, traders were coming and going and Verdant Falls grew to accommodate them.

Attracted by its scenic landscape and the therapeutic properties of the surrounding nature, doctors, herbalists, and sages flocked to the falls to hone their craft and build their supplies. Many wealthy lords also chose them as a peaceful place to live out their twilight years. To ensure its continued success, and to satisfy the wellbeing of its burgeoning populace, the citizens organized a council of elected members to govern them.

Once the city was established proper, and those with wealth had a foothold, yet more visitors began to arrive in droves. Whether they were there to procure substances outlawed in other lands, or looking to harvest rare herbs to sell on at a steep price hike, Verdant Falls was becoming overwhelmed by the sheer number of visitors. To keep order and handle crime, the city watch had to be tripled, and guard posts were built at several key places in the city. It seemed that the once-pristine oasis was being transformed into… well, just another city.

Today, Verdant Falls is still a beautiful place to visit. It provides a plethora of rare herbs to those who can brave the deep forest to seek them out. The wealthy and upper-class citizens keep the city well maintained, but the general population has become impoverished, as the resources they used to trade as specialists are stripped by out-of-towners who undercut their prices. Organized crime racquets have started to take notice, forcing the city watch to be that much more vigilant. Tourists come for the pleasures that the city can offer, but locals have become unfriendly and resentful towards visitors, who have turned their peaceful, waterfall paradise into a bustling center of activity.

But, like any city, typical or otherwise, Verdant Falls has its share of secrets. In the forest beyond the boundary walls lives a hermit, rumored to be one of the original settlers. She keeps to herself, but can sometimes be seen at a distance, looking out towards the city… her city. Likewise, despite the heaving population, very few citizens are aware of the caverns obscured by the cascading waters of the falls. Within these caverns lies an ancient crypt from a civilization long since lost. What treasures or horrors these crypts hold are yet to be discovered but, with the very existence of the city of Verdant Falls serving as a prime example, one has to wonder if some things are best left alone.



Basic Information

Origin: *Haven.* The location attracted a group seeking refuge from some crisis. They could have been persecuted by some great oppressor or, perhaps, they fled a natural disaster. Conversely, they could be a society of rebels or outlaws who desired an independent settlement of their own.

Priority: *Control.* The city has established itself as a power in the region, establishing a network of patrolled roads, but also military presence, in other local settlements. The city itself is a strong and formidable presence.

Age: *Established.* The city has been around for at least 10, but up to 100, years.

Size: *Medium.* Structures in the city are able to support around 24,000 people.

Outside the City:

- ***Farming [Livestock].*** A group of farms, providing livestock for the city, are found on the nearest hospitable land under its control.
- ***Hermit's Cottage.*** A hermit lives near the city limits, beneath the notice of most of the inhabitants. They keep to themselves, but who are they? What do they gain by their close proximity?
- ***Resource Harvesting.*** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry belonging to the city has been built nearby to harvest them, which it then uses or sells.

Stewardship: *Managed.* The city's fundamental elements are all accounted for and well attended to. Whoever is responsible is doing an admirable job.

General Condition: *Decent.* The city is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.

Environment: *Valley.* The city is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.

Fortification: *Fortified.* The city is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the town, though are likely sporadic.

Market Square: *Ample.* Room for a fair number of vendor stalls.

Vendor Stall Acquisition. *Lease.* Merchants pay in advance (sometimes *far* in advance) for the right to a space in the market square.

Merchant Overflow: *Banned.* Excess vendors are not allowed to set up stalls outside the town. City guards will enforce this.

Underground Passages: *Forgotten Crypts.* Old burial chambers and tombs are housed deep beneath the city, likely unknown to the general populace.

Community

Population Density: *Populous.* A moderate amount of people live in the city. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped.

Demographics: *Normal Distribution.* 50% primary race, 25% secondary race, 15% tertiary race, 10% other.

Population Wealth: *Impoverished.* Around half of the city struggles to carve out even a meager existence.

Visitor Traffic: *Droves.* Large groups of people regularly frequent the city. Congestion is significantly increased.

Disposition: *Unfriendly.* Locals don't care much for visitors, looking upon them with contempt, fear, or suspicion.

Night Activity: *Active.* Inns and taverns remain open perpetually. Some shops and services may be open, catering to late travelers or night owls. A fair amount of establishments may still be closed. If the city has a gate, it is kept open, but guarded, ready to be closed, if needed.

Leadership: *Elected Council.* Prominent members of the community were chosen to lead the city collectively.

Law Enforcement: *Extensive City Watch.* Run by a captain and several sergeants, all key points are thoroughly guarded. The city perimeter is patrolled constantly, and city patrols happen regularly.

General Crime: *Common.* Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.

- (+3 to **urban encounter** rolls taking place within the city, but outside a district)

Organized Crime: *Talk.* Enough incidents have occurred that most folk don't have trouble believing there is an organized criminal element in the city. They operate quietly, but ambitiously, carrying out frequent, high-profile jobs. They could also have ties to government officials, or may even attempt to control elements of the city itself.

Districts

Botanical District. This district has a focus on nature.

- **District Condition: *Dilapidated.*** Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.
- **District Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Common.*** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
    - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *Extensive.*** A significant amount of the district's buildings are housing for residents.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the
- district are notable.:
- **District Included Locations:** Outdoor Recreational Area, Inn, Stable
- **District Additional Locations:** Hired Help - Guides & Trackers

- **Weaver (Guild Member) - Notable: *Unique Offering.*** This location has a product or service that no one else in the city has.
- **Doctor/Apothecary (Guild Member) - Notable: *Rumors.*** Something intriguing has been heard about this place that, for some reason, has piqued visitor's curiosity.

Merchant District. This district has a focus on business and non-essential goods.

- **District Condition: *Decent.*** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Common.*** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
  - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Bank & Exchange, Tailor, Artist (Guild Member), Cobbler, Magic Shop - Misc. and Curiosities
- **District Additional Locations:** Luxury Furnishings, Rare Trade Goods (Guild Member)
  - **Alchemist - Notable: *Local Loyalty.*** People who live nearby know this place and stick to it out of a deep-seated loyalty, even if there would seem to be better alternatives.

Upper Class District. This district is an area where those with greater means might live.

- **District Condition: *Impressive.*** The district is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.
- **District Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Uncommon.*** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
  - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *Three.*** *Up to the first 3* additional locations in the district are notable.
- **District Included Locations:** Bank & Exchange, Baker (Guild Member), Tailor, Luxury Furnishings, Doctor/Apothecary (Guild Member)
- **District Additional Locations:**
  - **House of Leisure - Notable: *Exciting.*** There always seems to be something thrilling going on here, so those seeking to be free of boredom show up in droves.
  - **Stable - Notable: *Favoritism.*** Certain people are given particularly good service here and it incentivizes them to frequent this location.
  - **Inn - Notable: *Superstition.*** Those who frequent this location do so out of the belief that if they don't, something will (or won't) happen.

Extra Intrigue

Recent History: Taxes have just been abolished.

Noteworthy Official: *Master of Trade.* Responsible for the management of imports and exports.

- **Official's Competence: *Incompetent.*** Doesn't truly understand how to execute the position.

Beneath the Surface: *Fight Club.* A fight club has started somewhere in the city, and may be gaining more participants.

- **Beneath the Surface - Awareness: *Actively Aware.*** The public is fully aware, and actively addressing whatever is going on.





Capitals



Capitals

You step through towering gates onto streets designed and built to make those walking them feel insignificant. There is a palpable sense of power and vision on display here that is unlike anything you have ever seen. What surrounds you inspires sensations of awe and wonder (or, is that terror and suffocation?) as the monumental weight of what fills your view presses in around you.

Vast waves of people are funneled through the streets. Above you, buildings reach skyward and, as you walk, you note the intricate and precisely laid paving stones being tread under your boots. You are bombarded by sights, sounds, and smells to such a degree that, before long, they all seem to merge into one great sensory assault. With the sprawling streets, businesses, people, services, merchandise, sights, refreshments, entertainment... there must be something for, quite literally, everyone.

At the sound of a trumpet blast and a cry of, "Make way!" you are quickly shoved to the side, as the crowd parts. Thundering hoofbeats pound up the street as a man, clad in blindingly polished armor, rides past, a great cape of deepest, richest purple streaming behind him.

In his wake ride more like him, but still more richly adorned, and at a more leisurely pace. In their midst trundles a gilded wagon, with crests and motifs demarcating, what can only be, nobility, or even royalty. The escort of guards vigilantly shields the carriage from any approach, as they move steadily along. Off into the crowd to your right, a little boy sits astride a man's shoulders, watching the carriage pass, with eyes wide and mouth agape. As the procession dwindles down the boulevard, you can't help but think that you must have come to one of the truly great places of the world.

Capitals are the very pinnacle of what a settlement can be. They are the greatest of the great cities, the driving force of civilization, culture, and society as a whole. A capital's very existence can't help but exert influence upon all around it, reaching its tendrils out for leagues in all directions, affecting everything it touches.

In some ways, a capital might be seen as just another city and, in some regards, they are. Similarities abound, so sometimes it seems that the only differentiation is in terms of scale: more people, thicker walls, taller buildings, greater wealth, etc. But the real and marked differences are where the soul of a capital is to be found.

A capital is a lodestone for power. Those seeking power are invariably drawn to it. The wealthiest, the most talented, the most ruthless; all gather here. The capital is where one would justifiably expect to find the very best, not just in goods, but also in people. It can also, however, be where one can find the worst…

Overview

Capitals is the largest, most robust builder in this book. The newest elements you will encounter are centred around power, influence, and nobility. The capitals chapter presents a significant amount of the same tables as cities, though individual elements have sometimes been altered. As you proceed, do so knowing that the place you're about to build will be uniquely yours and unlike anything else you've ever created thus far. It's time to *build*.

In this chapter you will go through sections called steps. Each step will include tables. You will roll a die (unless they have you reference previous information about your settlement, such as its size). Find your roll (or appropriate information) in the left-hand column. In the right-hand column will be your result. We encourage you to make a note of these results; the Capitals Settlement Sheet is available for you to record your rolls, and can be found in the back of this book and at www.nordgamesllc.com.

Certain results will give you modifiers. Most modifiers will add or subtract from a future roll (though some may have you roll a different die, or tell you to add a feature or location to your settlement).

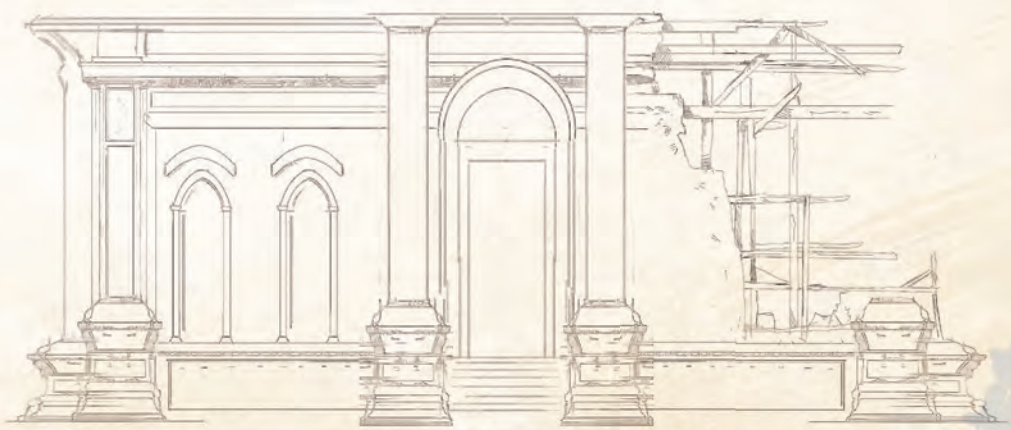
No matter how high or low a modifier makes a roll, your result can never be higher or lower than the highest and lowest results on a table.

Important

Modifiers will never have you modify previous tables or results. Anything being modified will always come after.

Progress through this chapter by going through these steps:

- **Step 1: Basic Information**. The tables in this section will provide broad or fundamental details about your settlement.
- **Step 2: Government & High Society**. The tables in this section target the things that make capitals particularly unique. The presence of powerful figures such as government and nobility.
- **Step 3: Community**. The tables in this section will provide details about the people that live here and certain aspects of society.
- **Step 4: Districts**. The tables in this step determine what kind of specific areas your city has, as well as the locations within them.
- **Extra Intrigue**. This is an optional step, filled with tables that can add additional flavor to the settlement.



Step 1: Basic Information

Below you will find a variety of attributes such as **age**, **condition** and **size**. Using these attributes and their tables, you will be able to build out the basic information for your capital. Some attributes might have an effect on others via modifiers which are written into the tables. For example, the **condition** of the capital modifies its **population wealth**.

Keep in mind that any modifiers are completely optional and are not required if you have an existing vision for your capital. When rolling for outcomes with modifiers, results of 0 or a negative number should be considered an outcome of 1. Equally so, outcomes over the highest number on a given table should be considered equal to the highest possible number (i.e. on a d20 table, a 24 would be a 20).

Origin

What was this place before it became the capital? How did it become one? Learning how a place started out can help to inform why things are in their current state. Roll below to discover your capital's **origin**.

d12	Origin
1	**First Settlement.** This location was the first one settled in the region, and continued to grow as a central location, outpacing all others.
2	**Holy City.** The site was of religious significance, and was settled with the intent of growing it into a capital.
3	**Military Camp.** A force, with a lengthy posting in the region, struck their tents in favor of permanent structures.
4	**Invading Occupation.** The settlement was previously smaller and of little significance. It was sacked and conquered by an invading force, who chose to make the place their own centre of operations, for better or worse.
5	**Natural Progression - Trading Post.** The capital was originally a trading post which attracted enough business to warrant expansion. It managed to grow to the point where it held commercial power over the entire region.
6	**Resurrected Ruins.** The capital is built on the bones of an ancient capital city. Those first exploring pioneers knew of its former glory, and sought to use the remnants of history to their advantage.
7	**Homegrown Inspiration.** A tiny village gradually blossomed into a great community. They became a beacon, looked to by all others in the region.
8	**Haven.** The location attracted multitudes of people seeking refuge from external crisis. They could have been persecuted by some great oppressor or, perhaps, they fled a natural disaster. Conversely, the newcomers could have been a society of rebels or pirates who desired an independent settlement of their own.
9	**Advantageous Position.** The site was chosen to take advantage of desirable geographical features, like a strategic choke point, or an ideal high-ground posting. As the location proved itself, it grew which, in turn, created a stronger hold, and so on.
10	**Prison.** The site was originally a holding colony for criminals but, over time, events transpired allowing the place to become a legitimate city in its own right. Was this thanks to a successful revolt? Or perhaps the kingdom that held the prison colony was conquered and the colony was left to its own devices? Maybe something made the colony's kingdom change its mind and legitimize it?
11	**Agriculture.** Once a dense farming community, it's production was such that wealth and population rapidly grew, necessitating the need for a larger presence.
12	**Magical.** The capital was founded around something related to magic (perhaps a theory, rumor, or massive spell event). The draw of the original idea proved to be very strong indeed.

Age

How old is the capital? It may have been built up gradually over decades, even centuries, or its inception could have been a monumental effort over a shorter period of time. The older a capital is, the more time people have had to find it, join it, and settle down.

Age and Capital Layout.

Throughout history, the peoples of the world have continuously learned, adapted, and changed their minds about how to plan and structure the places in which they are going to live. You can consider this when thinking about your capital's layout. Older cities may be more disorganized, developing organically with little thought given to creating an easy system by which to get around. Younger ones may have been developed with more forethought, possibly designed with something like a grid or wheel-and-spoke layout to make navigation easier.

That being said, given that many of these settlements resemble the Middle-Ages (or older), it could also be that those developing your capital (even if it *is* young) may simply not have known to try structuring the city in this way.

d10	Age
1-2	**Recent.** The capital's final work was completed within the past 10 years. (-2 to **population density** roll)
3-4	**Established.** The capital has been around for at least 10, but up to 100, years. (-1 to **population density** roll)
5-6	**Mature.** The capital has been around at least 100, but up to 300, years. (+0 to **population density** roll)
7-8	**Old.** The capital has been around for 300 to 1000 years. (+1 to **population density** roll)
9-10	**Ancient.** The capital is older than living, and possibly even recorded, memory. (+2 to **population density** roll)

Size

Capital cities are among the most impressively huge places someone would ever visit. Historically, only a few great cities held *hundreds of thousands* of people.

Your capital can encompass an area bigger or smaller, depending on what feels right for you. Roll on the table to get an idea of the physical space your capital occupies.

Important: Size ≠ Population!

Your capital's size refers to the physical space it occupies, and the capacity of its structures (how many people it could likely support, under ideal circumstances). It does *not* mean there are actually that many people. You could have a very large capital with a sparse population. That just means lots of vacant buildings or open spaces.

d20	Size
1-2	**Very Small.** Structures in the capital are likely able to support up to 20,000 people. (-4 to **number of districts** roll)
3-6	**Small.** Structures in the capital are able to support around 35,000 people. (-1 to **number of districts** roll)
7-14	**Medium.** Structures in the capital are able to support around 50,000 people. (+0 to **number of districts** roll)
15-18	**Large.** Structures in the capital are able to support around 100,000 people. (+2 to **number of districts** roll)
19-20	**Very Large.** Structures in the capital are able to support over 150,000 people or more. (+6 to **number of districts** roll)

Population Capacity

There are certainly examples of cities and capitals that had vast populations, both historical and fictional, which could range from the hundreds of thousands to over a million. A few examples of this would be Rome, whose population was over 450,000, and ancient Baghdad reached over a million.

Optional Table

The following table can help you increase or decrease the amount of people your settlement has structures to support. Feel free to roll, or choose what you feel is appropriate.

Take the number of people your settlement has structures to support (i.e. 'Very Small' has structures to support around 8,000 people) and change it by the stated amount.

Note: If you are using a campaign or story setting with city population information available, you can use those as reference for how many people tend to be in that world's cities or capitals.

d20	Population Capacity
1	**Half**. Divide the number by 2.
2-3	**Half-again**. Multiply the number by 1.5.
4-10	**Double**. Multiply the number by 2.
11-14	**Triple**. Multiply the number by 3.
15-17	**Quintuple**. Multiply the number by 5.
18-19	**Ten-fold increase**. Multiply the number by 10.
20	**20-fold increase**. Multiply the number by 20.

Environment

Capitals are the biggest of the big. The time, resources, and effort extended in order to not only build but sustain a place like this, demands careful thought when it comes to its placement. Think about this when you find out what **environment** yours will be in. How was it built here? What might it look like? Why would a key city like this be in *this* particular place? Where did the people come from?

The tables and options available in this book are designed to allow settlements to be placed anywhere, regardless of environment. If you have an environment in mind for your settlement already, feel free to skip, or manually select from, this table.

d10	Environment
1	**Coastal.** The capital is near a large body of water, such as a lake or ocean.
2	**Forest.** The capital is nestled among the trees.
3	**Mountains.** The capital is found on stony passes or soaring peaks.
4	**Plains.** The capital is in the wide open fields.
5	**River.** The capital is near a steadily flowing stream, or other watercourse.
6	**Swamp.** The capital is in, or near, a vast area of stagnant water.
7	**Underground.** The capital is within a large network of caves.
8	**Valley.** The capital is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.
9	**Tundra.** The capital is in a very cold environment.
10	**Desert.** The capital is in a dry and arid environment, likely covered with vast sand dunes.

Water

Regardless of environment, one critical element to any settlement is water. The fact that the place exists is evidence that they are getting water *somehow*, but what that might be may not be obvious. This can be a creative challenge for you. Perhaps your settlement is in a desert, or deep in a forest. Perhaps they have deep wells? Maybe they actually purchase water from elsewhere? Or it could even be that it's generated magically. Either way, a plentiful source of water is an important thing to think about.



Outside the Capital

Capitals are places developed with some purpose, or direction, in mind. There may well be elements of infrastructure they would rather construct **outside the capital**, instead of within its bounds. Some places, like farms or resource gathering operations, typically belong outside of an urban setting out of necessity.

Roll on the table below to see what, if anything, is outside the capital proper.

That's Not All, Folks!

The locations rolled on this table are not necessarily the *only* locations outside the city but are, instead, the prominent ones. If you imagine part of the population living out there, or other things not listed here, by all means incorporate those into your vision.

Capital Size	Number of Outside the Capital Rolls
Very Small	5
Small	4
Medium	3
Large	2
Very Large	1

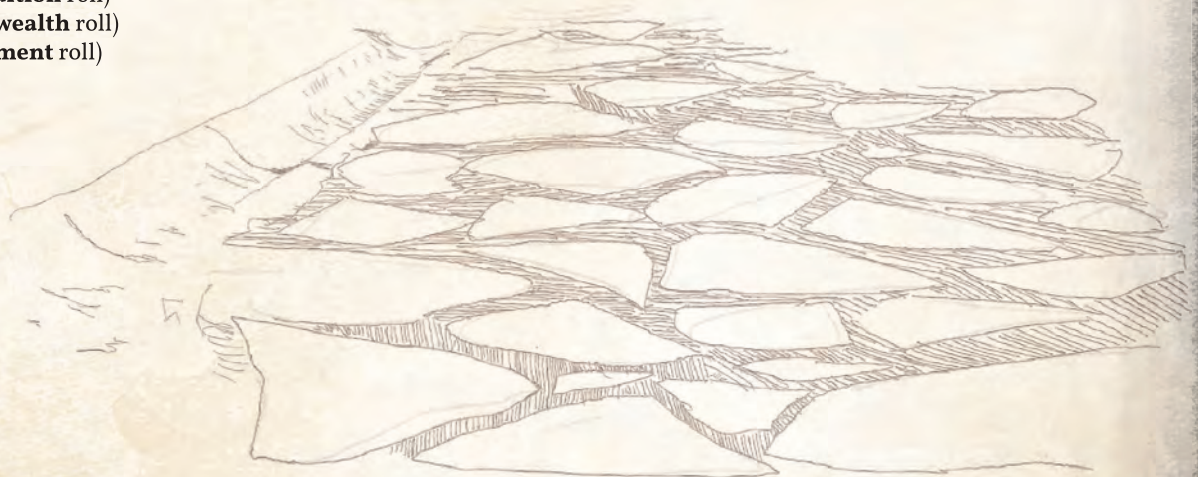
d100	Outside the Capital
1-20	**None.** If you have any remaining rolls to make on this table, proceed with them.
21-30	**Farming [Agriculture].** A group of farms, providing food grown for the capital, are found on the nearest hospitable land under its control.
31-40	**Farming [Livestock].** A group of farms, providing livestock for the capital, are found on the nearest hospitable land under its control.
41-50	**Resource Harvesting.** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry, belonging to the capital, has been built nearby to harvest them, which it then uses or sells.
51-55	**Barrows.** An area devoted to burial sites.
56-59	**Caravan Community.** A nomadic group of people have taken to living on the surrounding land nearby. Does the capital's leadership have an issue with this? What about its residents?
60-64	**Event Grounds.** Tended grounds for games, duels, ceremonies, or other events.
65-68	**Exploration.** Explorers have been investigating something at this site, a fair distance outside the capital. [d6]: 1-3: The exploration is still active. 4-6: It has been abandoned/completed.
69-73	**Family Estate.** A wealthy family's large estate is situated in the neighboring countryside.
74-78	**Makeshift Settlement.** A large mass of hovels, lean-tos, tents, and other improvised shelters have been built in the shadow of the capital's walls. Why? Do the leaders and residents care?
79-82	**Medical Camp.** A set of makeshift or, depending on the nature of what is being treated, permanent structures have been erected to tend to, or even quarantine, the sick or injured.
83-87	**Prison.** Some sort of structure out here has been designated for holding prisoners or captives (for whatever reason) either temporarily or, perhaps, much longer term.
88-91	**Subterranean Warrens.** Something is *under* the capital (below even the sewer system, if the capital has one). These could be the ruins of another city, the crude dwelling place of simple beasts, or the residence of another active civilization. [d6]: 1-3: It is known to the capital. 4-6: It is not known about.
92-95	**Tended Nature.** An area of nature outside the capital has been preserved and tended to. This may be a park, preserved forest, animal reserve, or something else. It may, or may not, be controlled by the capital.
96-99	**Training Grounds.** Land was set aside for the training of large groups of people. If the capital has its own military force, they may use this. It could also be under the leadership of a mercenary company.
100	**Unusable.** This area cannot be used, for some reason. There may have been a disaster with lingering effects, or perhaps a past enemy has salted the ground. There may be foul beasts or monsters residing there, or some magical deterrent. One way or another, folks don't come here anymore.

Stewardship

A capital is a leader among settlements, and can be an example of what to do, or what *not* to do. Managing a capital city is a monumental effort, and is never the work of a single person. Good **stewardship** of something on this scale requires attention to detail, a finger on the pulse of the city, and an understanding not only of what the city needs, but also how to prioritize if not all those needs can be met at once. This includes collecting taxes, maintaining streets and utilities (if any), and having enough people to fill all necessary roles and offices. If any of these are lacking, it can quickly have a visible impact on the capital itself.

Stewardship (or lack thereof) can be demonstrated through the state of roads and buildings, as well as in the visibility or number of guards. It can also be seen in the overall welfare of the resident population. Evidence of poor stewardship may also lie hidden beneath the surface. It is possible, if a shift in leadership or priorities has taken place, for things to still look as if they are going very well, even if they are headed in a disagreeable direction.

d20	Stewardship
1	**Neglected.** All of the fundamental elements of the capital are being ignored, or are unable to be addressed. (-7 to **general condition** roll) (-13 to **population wealth** roll) (-9 to **law enforcement** roll)
2-4	**Minimal.** The fundamental elements of the capital are being tended to, but at the bare minimum. This may be because of inexperienced leadership, misplaced priorities, lack of resources, or simple laziness, to name a few possible reasons. (-4 to **general condition** roll) (-6 to **population wealth** roll) (-5 to **law enforcement** roll)
5-10	**Passing.** The capital's fundamental elements are taken care of to a serviceable degree, though an inequality of attention is noticeable, and some areas seem to take priority over others. It could be that resources are not plentiful enough to cover everything, but those in charge are doing the best they can. (-1 to **general condition** roll) (-3 to **population wealth** roll) (-2 to **law enforcement** roll)
11-16	**Adequate.** The capital's fundamental elements are all taken care of relatively competently, but some room for improvement still exists. Lack of resources or involvement in more pressing matters, such as external conflicts or disaster management, are possible explanations. (+0 to **general condition** roll) (+0 to **population wealth** roll) (+0 to **law enforcement** roll)
17-19	**Managed.** The capital's fundamental elements are all accounted for and well attended to. Whoever is responsible is doing an admirable job. (+1 to **general condition** roll) (+3 to **population wealth** roll) (+4 to **law enforcement** roll)
20	**Disciplined.** The capital's fundamental elements are firmly in hand, providing what it needs to perform at peak functionality. There is little to no room for improvement. Whoever is managing things is doing so expertly. (+5 to **general condition** roll) (+6 to **population wealth** roll) (+8 to **law enforcement** roll)



General Condition

A capital's **general condition** is of particular concern because these cities tend to represent a people overall, and so act as their face to the world.

General condition is the overall state the capital is in. It is also the foundation upon which the districts are built upon and exist within. While individual districts may deviate slightly from the norm, the general condition is the baseline for everything. If the capital as a whole is in a state of squalor, a district can only be elevated so much before the city's universal issues bring it down. General condition is significant because it gives important visual cues, and is one of the first things to make an impression upon visitors, such as parties of adventurers.

Modified by: stewardship

d20	General Condition
1	**Squalid.** The capital is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live there, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help. (-2 to **district condition** rolls)
2-4	**Dilapidated.** Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity. (-1 to **district condition** rolls)
5-12	**Decent.** The capital is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional. (+0 to **district condition** rolls)
13-19	**Impressive.** The capital is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard. (+1 to **district condition** rolls)
20	**Magnificent.** The capital is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible. (+2 to **district condition** rolls)

Fortification

Fortifications are the structural defenses surrounding the capital proper. Those who live there do so within these boundaries. The more heavily fortified the capital, the more likely it is that the residents will feel happy (or, at least, safe in their beds from outside invaders or influences).

d20	Fortification
1	**Unfortified.** The capital is exposed on all sides, save for any barriers created by the presence of buildings or natural land formations. There may still be gates across main thoroughfares, but no fortification of substance surrounds the city. (-5 to **disposition** roll)
2-8	**Lightly Fortified.** The capital has bare-bones fortifications which are a minimal obstacle for enemy forces, but are adequate to deter wild animals. A simple gate, which can be barred in the evenings, sits astride the main road. (+1 to **disposition** roll)
9-15	**Fortified.** The capital is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the capital pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the city, though are likely sporadic. (+3 to **disposition** roll)
16-19	**Heavily Fortified.** The capital is surrounded by a heavy wall of wood or stone with several watchtowers built along its length. The gate is double-thickness and reinforced with metal bands. There are additional watchtowers built at various points throughout the surrounding countryside. (+5 to **disposition** roll)
20	**Extremely Fortified.** The capital is surrounded by an imposing wall of wood or stone, with many fully-staffed watchtowers at regular intervals along its length. The gate is double-thickness, reinforced with metal bands, augmented with a portcullis, and is always manned. A supplementary wall of wood or stone encompasses the surrounding countryside, with its own watchtowers. Nothing goes in or out without the watch's knowledge or permission. (+7 to **disposition** roll)

Market Square

All capitals have a non-district **market square** where typical goods can be found, though by no means is this all it has to offer.

d6	Market Square
1-2	**Tight.** Only room for a few vendor stalls.
3-4	**Ample.** Room for a fair number of vendor stalls.
5-6	**Spacious.** Room for lots of vendor stalls.

Vendor Stall Acquisition

If a vendor would like to set up a stall in the market square, how do they go about finding a space?

d6	Vendor Stall Acquisition
1	**First Come, First Served - No Fee.** Merchants line up prior to market day. Those at the front of the line are given the spaces. No fees are charged.
2	**First Come, First Served - Fee.** Merchants line up prior to market day. Those at the front of the line are given first pick of the available stall spaces, provided they can pay the fee for the day.
3	**Lease.** Merchants pay in advance (sometimes *far* in advance) for the right to a space in the market square.
4	**Bid.** Prior to market day, the spaces are auctioned off.
5	**Sponsored Referral Only - No Fee.** A stall may only be acquired if the vendor is sponsored by a citizen of the capital. The sponsor assumes responsibility for the vendor. The space is granted once proof of sponsorship is submitted and approved.
6	**Sponsored Referral Only - Fee.** A stall may only be acquired once the vendor pays a fee, and the vendor is sponsored by a citizen of the capital. The sponsor assumes responsibility for the vendor. The space is granted once payment and proof of sponsorship is submitted and approved.

Merchant Overflow

Does the capital allow merchants to sell outside the capital itself?

d4	Overflow
1	**Banned.** Excess vendors are not allowed to set up stalls outside the town. City guards will enforce this. (+1 to **law enforcement** roll)
2	**Unpatrolled.** Excess vendors are allowed to set up stalls but, as the city watch do not patrol or monitor these areas, the risk is higher. The spaces available are unkempt.
3	**Monitored.** Excess vendors are allowed to set up stalls, and the city watch patrols through regularly, but the areas themselves are less-maintained and traffic is lighter.
4	**Encouraged.** Excess vendors are encouraged to set up stalls outside the capital, if they are unable to get a spot in the square. There are maintained areas available for use, and are provided on a first-come, first-served basis. When in use by vendors, this area is regularly patrolled, if law enforcement personnel can be spared.

Underground Passages

Are there any structures or passages through the underside of the city? Perhaps the capital has expanded on top of previously existing tunnels that pre-date the current settlement, or passages were an intended addition on the original plans. More intriguing still, perhaps secret throughways have been constructed in the more recent past, and their existence is not widely known…

d20	Underground Passages
1-4	**None.** There are no significant passages underneath the capital.
5-14	**Sewers.** A network of drains, pipes, and trenches lies beneath the capital. Base the sewer's condition upon that of the settlement, if they were built concurrently. They may pre-date the current capital city.
15-17	**Natural Caves.** Below the capital, natural cave systems can be found that may, or may not, have been discovered yet.
18-19	**Tunnels.** A series of tunnels exist beneath the capital. This could be for maintenance, defensive, or clandestine purposes and may, or may not, have been purpose-built for the current settlement. They could potentially have been dug by enemy forces, either recently or long ago.
20	**Forgotten Crypts.** Old burial chambers and tombs are housed deep beneath the capital, likely unknown to the general populace.

Step 2: Government & High Society

A critical difference between capitals and cities is that a capital is the driving force behind its society. Its greatest defining feature is being a nexus of power. Due to this difference, leadership gains a place of prominence.

Closely affiliated with the government is high society. The very powerful (or very rich) tend to be drawn to these places as centers of control. Being close often makes it easier to influence matters that could affect their position.

Leadership

Who controls the capital? Roll on the table below to see what kind of **leadership** is present.

d100	Leadership
1-15	**Elected Council.** Prominent members of the community were chosen to lead the capital collectively.
16-30	**Governor.** The locals democratically voted for their current leader.
31-45	**Hereditary.** A non-elected leader is in power, by virtue of their bloodline.
46-60	**Merchant Monarch.** The wealthiest merchant in the capital leads by default. (Regardless of **population wealth**, they are, at least, considered *wealthy*.) (When rolling districts, choose **Merchant District** for one of them)
61-75	**Military Officer.** The capital is controlled by a current or ex-leader of a military group. They may have been elected or taken control by force, such as part of a coup. (+1 to **law enforcement** roll)
76-90	**Oligarchy.** A few top individuals hold sway, collectively, over the capital. **[Roll 1d4]**: **1**: merchants (plutocracy); **2**: mages (magocracy); **3**: priests (theocracy); **4**: other small group. (When rolling districts, choose one that best fits your leadership)
91-99	**Underworld or Criminal Enterprise.** A criminal, or group of criminals, either publicly, or privately, controls the capital. -2 to **general crime** roll) (Roll on **organized crime** table regardless of **general crime** table result)
100	**Anarcho-Syndicalist Commune.** The members of the capital take turns as a sort of executive officer for the week.

Leadership Unity

Are those in charge, along with their executors and subordinates, presenting a unified front, or do they appear divided? Roll on the following table to learn how unified the rulership is.

Who Are We Talking About?

If your leadership is a single person, the following relates to that person and one (or a few) of the people close to them, such as advisors or relatives directly involved in ruling. If rule is shared, the following relates only to the ruling group itself (in the case of a *large* group, such as a senate, perhaps consider it being a few of them, or thinking about things such as factions with leaders).

d20	Leadership Unity
1	**Rank Animosity.** There is open and blatant hostility. Outbursts, threats, and physical violence are possible (or, even, common).
2-3	**Thinly-Veiled Discord.** There is barely disguised hostility. Muttering, sarcasm, and spiteful comments are likely, but blatant actions, such as yelling or violence, has not occurred.
4-6	**Strained.** Tension can be felt in the room, and overly polite disagreements are frequent.
7-9	**Uneasy.** Something feels off, but it may just be that someone is having a bad day.
10-14	**Calm.** Things are peaceful.
15-17	**Close-Knit.** Communication is open. Disagreements are constructive.
18-19	**Accord.** Most of those involved are on the same wavelength, and can often anticipate one another.
20	**United.** The bond between those in power is pretty ironclad. They are all of one mind, wholly and equally committed to one vision.

Governing Priority

What is of greatest importance to those running the capital?

d10	Governing Priority
1	**Humanitarian.** The leadership's goal is to truly do right by its people. Care and compassion are their highest priorities.
2	**Control.** Absolute control is of utmost importance. All decisions are made with the aim of maintaining an iron grip on the capital and its people. (+1 to **military force** roll)
3	**Isolationist.** The capital has no desire to get involved in the dealings of other sovereign entities. They are open and clear about this.
4	**Expansionist.** The capital wishes to expand its reach, bringing more regions into itself. (+1 to **military force** roll)
5	**Cloak & Dagger.** The government heavily favors pursuing its goals through the liberal use of secrecy and intrigue. These operations could be secret to all but the inner circle, or the use of these types of operations may be blatant and open within the governing body itself. (When rolling for **spy network size**, 1-16 = Few)
6	**Economic.** The capital's leadership concerns itself largely with economic prosperity, with the further acquisition of wealth and resources the deciding factor in matters of state. (When rolling **districts**, choose 'Market District' as one of them)
7	**Enlightenment.** The leadership prides itself on intelligence and wisdom, typically making choices that preserve culture and heritage, or reinforce the community's access to knowledge and understanding. (When rolling **districts**, choose 'Scholar District' as one of them)
8	**Industry & Innovation.** Those in charge are intent on staying ahead of the curve, pursuing and prioritizing modernization and new practical ideas in an effort to make the capital, and its people, more productive and efficient. (When rolling **districts**, choose 'Industrial District' as one of them)
9	**Release.** Those at the top do not actually *want* to be in power. Perhaps they were elected and carried to the position by momentum, or they inherited it from birth. They might have simply been an individual (or group) the people rallied behind, but never desired to rule. Now, they just want out.
10	**Religious.** The leadership is dedicated to a deity (or deities) and to following their tenets and core teachings. (When rolling **districts**, choose 'Temple District' for one of them)

Priority Approach

By what means does the leadership attempt to further their priority when dealing with other entities outside the capital?

d8	Priority Approach
1	**Peaceable (Strong).** An agreeable stance is taken, preferring to avoid conflict whenever possible, through negotiating and dealing for the best non-aggressive outcome.
2-4	**Peaceable (Moderate).** An agreeable stance is taken unless heavily provoked, when an aggressive response is carefully deliberated. Deals and negotiations are preferred, but shows of force, or use of leverage, are not completely unheard of.
5-7	**Aggressive (Moderate).** A defensive stance is taken, though opportunity is provided for good faith. If that opportunity is squandered, dealings can become much more difficult. Shows of force are typically relied upon but peaceful or, at least, agreeable resolutions are usually considered.
8	**Aggressive (Strong).** A defensive stance is taken, assuming and preparing for conflict at all times. Negotiation is considered only if the offer is extremely appealing. More often than not, the preference is to use ultimatums or physical force.

Priority Success

How successful has the leadership been in pursuing its priority?

d20	Priority Success
1	**Failing.** The leadership has been unsuccessful in achieving anything meaningful in relation to their priority. Every success that furthers the priority is not the doing of the leadership, and likely came about in *spite* of the leadership's actions.
2-4	**Mediocre.** The leadership has made small steps in realizing its priority, achieving, perhaps, a single milestone.
5-14	**Successful.** The leadership has been successful at pursuing its priority, achieving several of its overall goals.
15-19	**Very Successful.** The leadership has made great strides at achieving its initial vision, and looks like their success will continue.
20	**Incredibly Successful.** The leadership has gone above and beyond in pursuit of its priority, achieving more than it ever thought possible.

Lifestyle & Residence

How those in power live their life (and where they spend their money) says a lot about them and their values, and may influence their immediate surrounding area. We can glean interesting information about these people by looking at *how* they live (**lifestyle**), *where* they live (**residence**) and *why* they live the way they do (**intent**).

You will find tables below which reflect these three things. Roll *once on each* for your leader(s) or any key individuals you might have involved in the capital's government (the number of which is up to you).

Keep in mind that a roll applies to a *specific person* in the leadership (and their immediate family, unless you decide otherwise). If you have multiple leaders (such as a committee), you would roll for *each* (or, perhaps, group them) as they wouldn't necessarily all live the same way.

How Many Leaders?

Certain types of leadership have multiple people in power at the same time (council, oligarchy, criminal enterprise etc.). You get to choose exactly how many commanding individuals there are (we recommend low-single digits). If you have multiple leaders, *roll for each* when rolling on lifestyle (unless you want them living in the same place), residence and intent.

Lifestyle

How does the leader in question go about their life? Do they throw wealth around and act frivolously? Or perhaps they are frugal and reserved?

Roll once on the table below *for each* leader your settlement has.

d20	Lifestyle
1-2	**Humble**. The leader requires only what is necessary to live and function basically. Minimal attention is paid to their comfort. (-6 to **residence** roll)
3-10	**Respectable**. The leader's lifestyle is unassuming, but comfortable, appropriate to one in their position. (+0 to **residence** roll)
11-15	**Distinguished**. The leader aspires to quality and high-functionality, but without concern for needless luxury or vanity. (+0 to **residence** roll)
16-17	**Exquisite**. The leader quietly enjoys the luxuries afforded to one in their lofty position, and presents a refined, well-maintained appearance. (+1 to **residence** roll)
18-19	**Luxurious**. The leader takes unrestrained advantage of the comforts and luxuries available to one in their position, and presents a striking, or flamboyant, appearance. (+2 to **residence** roll)
20	**Ostentatious**. The leader revels in comfort and luxury, probably to excess, or endeavours to project such an image. They aim to inspire awe and jealousy in all who see them. (+3 to **residence** roll)



Residence

In what kind of **residence** does the leader (or leaders) live?

Roll once on the table below *for each* leader your settlement has.

d10	Residence
1	**Modest House**. The leader's residence is just enough to accommodate their needs. This may garner positivity among the poor or frugal, but may also draw derision from the wealthy or extravagant.
2	**Large House**. The leader's residence is large enough to make an impression and, potentially, have some spare rooms.
3	**Small Mansion**. The leader's residence likely has several spare rooms, as well as space for a recreational room or two.
4	**Large Mansion**. The leader's residence likely has many spare rooms, as well as plenty of space for recreational rooms.
5	**Small Estate (Inside the Capital).** The leader's main residence is notable, and on a small amount of land. The property is likely bordered with hedges, fencing, or a wall.
6	**Small Estate (Outside the Capital).** The leader's main residence is notable, with generous grounds, large enough to graze livestock or ride for leisure. The property may or may not be walled, depending on the danger of the area and the disposition of the resident.
7	**Large Estate (Inside the Capital).** The leader's main residence is substantial, and surrounded by modest grounds. Staff probably have apartments within the property. The property is likely bordered with hedges, fencing, or a wall.
8	**Large Estate (Outside the Capital).** The leader's main residence is substantial, with considerable grounds large enough to graze large quantities of livestock, or even hunt. Staff probably have small dwellings on the property. The property may, or may not, be walled, depending on the danger in the area and the desires of the residents.
9	**Palace (Inside the Capital).** The leader's main residence is grand and palatial, with a great many opulent and comfortable rooms. It occupies a significant amount of the land in the capital. Staff probably have their own wing, or floor, within the property. The palace is designed as a luxury residence, not a defensible military structure.
10	**Palace (Outside the Capital).** The leader's main residence is grand and palatial, with a great many opulent and comfortable rooms, as well as massive amounts of land used for a mixture of practical and leisurely uses. The estate also contains multiple smaller dwellings, probably for staff. The palace is designed as a luxury residence, not a defensible military structure.

Where to Put Them?

Given the multiple configurations, environments and situations in which your settlement can be imagined in, it would be difficult to dictate where your leadership's residences should be placed. However, we *would* suggest waiting to place them until you've figured out your capital's **districts**. Once you've done this, you'll have an idea of the condition and wealth of different places in the city, which areas are most trafficked, where they stay away from, etc. These elements could give you ideas about where these residences could be placed.

Always remember that the descriptions are suggestions. If you picture a 'Small Estate' as different to what we've written here, we encourage you to follow where your imagination takes you!

Intent

Why does a given leader live the lifestyle that they do?

Roll once on the table below *for each* leader your settlement has.

d20	Intent
1-8	**Genuine**. The individual lives this lifestyle because they truly believe it is good/right/acceptable to live this way. This (whether positive or negative) might be based on influences from their life, such as how they were raised, or even a sense of entitlement.
9-13	**Positive Deception**. The individual would not typically live this lifestyle, but is doing so because they believe it will have a positive impact, such as inspiring those who see them.
14-18	**Negative Deception**. The individual would not typically live this lifestyle, but is doing so out of selfish motives, or because they are somehow being forced into this lifestyle against their will.
19-20	**Unknown Alternative**. The individual is living this lifestyle because they simply do not really know (or have forgotten) how to live any other way.

Connections

No capital is an island (unless, of course, it *is* an island…). Growth, productivity, and survival are all made easier with help from trusted allies. On the other hand, these things become exponentially more difficult with bitter enemies. **Connections** represent both allies and enemies, and rolling on the following two tables will tell you how many there are, and what the relationship is. These connections could be other cities or capitals, foreign powers, organisations or even powerful individuals - the choice is yours.

Number of Connections

How many entities is the capital involved with? Roll on the table below to find out.

d4	Number of Connections
1	**One.**
2	**Two.**
3	**Three.**
4	**Four.**

Significant Connections

It would be realistic to think that a capital would have far more than four connections to outside entities. We have limited to four for the purposes of keeping things manageable. These 1-4 connections are intended to be the significant ones that would potentially have the most tangible effect on the capital, or be the source of major plot points. It is actually very likely that your capital has a dozen or more minor connections and relationships, but we will leave those up to you.

Connection Relation

How does the capital's leadership view their connections? Roll on the table below *for each connection* received in the **number of connections** table.

d4	Connection Relation
1	**Enemy - Hated.** The relationship is bitter and, barring an amazing turn of events, unsalvageable. This hatred could have stemmed from a perceived (or actual) insult, an attack, or opposing interests.
2	**Enemy - Friendly.** Relations are civil enough, but there is a fundamental and irreconcilable rivalry, or difference of opinion, that prevents any real alliance.
3	**Ally - With Reservations.** The entity is considered a friend, but treated with care, possibly not fully trusted. They could be a friend yet to truly prove their loyalty, or one who is unpredictable or fickle.
4	**Ally - Trusted.** The relationship is solid and unlikely to be shaken. Trust is likely founded on concrete elements, such as mutual admiration and/or shared interest.

Intrigue & Espionage

With governmental, as well as political and social, interests that may overlap or be in opposition, the desire for reliable and exclusive intelligence increases. Knowledge is usually power, power is often money, but talk isn't always cheap. The following tables determine different aspects of the intelligence gathering operations the capital may be involved in (as well as those it may be the target of). Each of the following tables is from the *capital's* perspective (i.e. The *capital's* **spy network size**)

Spy Network Size

How many spies does the capital have in the field?

Note: If **governing priority** is 'Cloak & Dagger', treat all rolls of 1-16 as 'Modest'.

d20	Spy Network Size
1-10	**None.** The capital is not engaged in any intelligence gathering operations. (Skip to **counterintelligence** on p. 220.)
11-16	**Modest.** The capital has up to a few spies working outside its borders.
17-19	**Adequate.** The capital has up to a dozen spies working outside its borders.
20	**Ample.** The capital has over a dozen spies working outside its borders.



Infiltration Depth

How deeply embedded are the spies in their current placements? Each entry in the table below will have the following:

- Goals and pursuits for spies at that level
- Repercussions for the spy (individual) and the capital (their employer) if operations were discovered by an unsympathetic party.

Note: Each successive level of depth assumes the previous levels' goals and repercussions are included and active.

d20	Infiltration Depth
1-10	**General.** **Goals**: Gathering general intelligence involving identification of key places, figures, routines and infrastructure. **Repercussions**: Individual - revelation of identity National - diplomatic tension, divulging information about discovered spy's efforts.
11-15	**Deep.** **Goals**: Ingratiating selves with individual targets, monitoring and noting relationships and actively guarded information. **Repercussions**: Individual - revelation of identity, imprisonment/ransom or attempts to turn operative National - diplomatic tension, divulging information about discovered spy's efforts, difficult negotiations.
16-19	**Immersed.** **Goals**: Establishing and building deeper connections with key figures. **Repercussions**: Individual - mortal peril or possible attempts to turn operative National - ultimatums, deals highly in favor of the target.
20	**Embroiled.** **Goals**: Deep cover into the heart of the target's operations, gaining the highest levels of trust, achieving positions of power within the target's structure. **Repercussions**: Individual - mortal peril National - war.

Counterintelligence

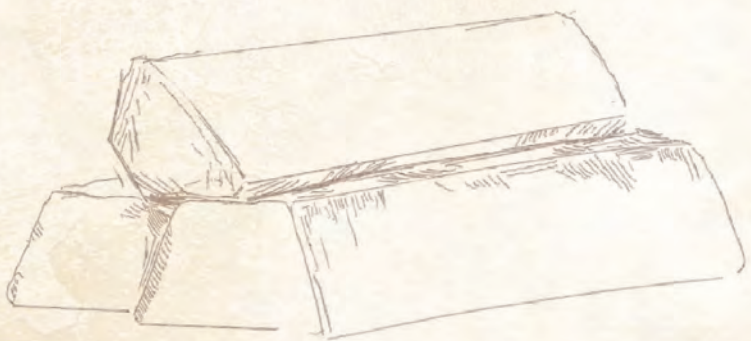
How many operatives are devoted to finding and dealing with spies within the capital?

d20	Counterintelligence
1-10	**None.** The capital does not have counterintelligence operatives working within its borders.(Skip to **notable visitors** on p. 221.) (Reroll if **governing priority** is 'Cloak & Dagger') (Skip **counterintelligence effectiveness** table.)
11-16	**Modest.** The capital has up to a few operatives working within its borders.
17-19	**Adequate.** The capital has up to a dozen operatives working within its borders.
20	**Ample.** The capital has over a dozen operatives working within its borders.

Counterintelligence Watchfulness

If the capital has counterintelligence operations, how observant are they?

d20	Counterintelligence Watchfulness
1-10	**Passing.** Obvious threats to the capital are found and dealt with. Threats with any serious degree of subtlety (if there are any) go undetected.
11-15	**Wary.** Efforts are diligent and concerted, though not taken to extreme. Moderate efforts at secrecy are often caught and dealt with.
16-19	**Vigilant.** Pursuit of threats is ongoing and thorough. Skilled efforts at secrecy are often caught and dealt with.
20	**Paranoid.** Caution could not be higher. All potential threats are taken seriously and investigated with utmost dedication. Even the very best efforts at secrecy are often discovered. However, this zealous level of caution can lead to interrogation (or even incarceration) of innocents, if care and restraint are not shown.



Notable Visitors

A capital is a busy place and, at any given time, it is quite possible there are noteworthy people visiting from a foreign location (outside the capital and immediate territory).

Roll on the following tables to determine how many **visitors** there are, what their **roles** are, and the **reasons** for their visit.

Number of Notable Visitors

How many **notable visitors** are in the capital at the moment?

d4	Number of Notable Visitors
1	**One.**
2	**Two.**
3	**Three.**
4	**Four.**

Visitor Roles

Who or what is the visitor? Roll once on the table below *for each visitor*.

d20	Visitor Roles
1	**Escaped Prisoner**
2	**Ambassador**
3	**Banker**
4	**Ruler's Child**
5	**Ruler's Spouse**
6	**Ruler**
7	**Explorer**
8	**Assassin**
9	**Famed Craftsperson**
10	**Priest or Priestess**
11	**Adventurer**
12	**Scribe**
13	**Bard/Storyteller**
14	**Military Commander**
15	**Soldier**
16	**Messenger**
17	**Spy**
18	**Sentient Small Monster**
19	**Sentient Large Monster**
20	**Otherworldly Being**

Reason for Visit

Why is the visitor in the capital? Roll once on the table below *for each visitor*.

d20	Reason for Visit
1	**Escape**. They are trying to get away from something.
2	**Diplomacy**. They are here to negotiate some kind of agreement.
3	**Looking for Fun**. They came here to enjoy themselves.
4	**An Important Meeting**. They are here for a critical meeting with an individual or group.
5	**Grudge**. They are here looking to settle a score.
6	**Tricked**. They wound up here after being deceived.
7	**Visiting an Old Friend**. They are in the capital to meet with someone they haven't seen in a long time.
8	**In Need of Help**. They are beset by a problem and have come here looking for aid.
9	**Lost**. They wound up here trying to find their way somewhere else.
10	**Took Wrong Transportation**. They wound up here thinking they were traveling to another location. They're now lost.
11	**Angry**. They're upset about something, and are looking to deal with it.
12	**Interesting Place**. Word of a noteworthy place reached them, and they mean to see it.
13	**Seeking Advice**. They are here to gain understanding about an issue that has been affecting them.
14	**Following Prophecy**. They are here because they feel they were meant to be.
15	**Had a Vision**. They saw something in a dream that involved coming here.
16	**Lost a Bet**. The visitor is here for some particular, unpleasant reason as the losing penalty of a wager.
17	**Doing a Favor**. A friend or loved one asked them to come here and resolve some kind of business.
18	**Collecting a Debt**. Someone owes the visitor (or someone connected to them), and it's time to collect.
19	**Looking for a Change**. They are here because they want to change something significant in their life.
20	**On the Hunt**. They are in pursuit of someone or something.

Military

Strength of arms, as well as an ability to defend itself from external threats, are integral to the sustainable existence of a capital city. This is usually in the form of some kind of militia. Your capital may or may not have a **military force** but, if it does, its presence may affect operations significantly. Roll on the tables below to learn about the different aspects of your capital's military.

Military Force

Does the capital have a **military force**? One is not always necessary, and some leaders may choose to go without. Roll on the table below to see.

Modified by: governing priority (control or expansionist)

d6	Military Force
1-2	**No.** The capital does not employ its own military force. (Skip to **nobility** on p. 224.)
3-6	**Yes.** The capital has some kind of military force. (Continue onto next table.)

Standing or disbanded?

What is the current state of the military force?

d6	Standing or disbanded?
1-3	**Disbanded.** When the military is not on active campaign, it disbands. While disbanded, members may contribute to the city watch, work a trade, or undertake any number of other activities, but can be called upon to reform at a moment's notice.
4-6	**Standing.** The capital's military is ever at the ready and active. Their training is ongoing, and they are kept well-supplied. They may double as a garrison for the capital or bolster city defenses.

Recruitment Type

What is the preferred method for enlistment in the forces? This does not necessarily mean it is the *only* method used, as many employ a mix of the options below, but may account for the largest portion of servicepeople. It could, instead, be the method by which they obtain their very best troops, focusing on quality instead of quantity.

d6	Recruitment Type
1	**Mercenary.** The force is bought and paid for until such time as their contract ends, at which point the mercenaries renew or move on.
2	**Mandatory.** Law states all able-bodied citizens must spend a certain amount of time serving in the military.
3	**Volunteer.** Forces are made up of individuals who joined up willingly, and of their own volition.
4	**Hand-Picked.** The capital hand picks individuals from its populace, based on certain criteria.
5	**Criminals.** Convicts are enlisted, either as a compulsory part of their sentence or, quite possibly, voluntarily, as a way of commuting their sentences.
6	**Conscripted.** Troops are levied from regions owing fealty to the capital. This type of conscription is typically for a specific purpose which, once fulfilled, disbands, so troops can return to their homelands.

Size of Force

How large is the military? Maintaining a military force is not certainly not cheap, especially when one desires top efficiency. The **size of the force** could strongly influence other aspects of the capital. If the **population wealth** is low and the **general condition** is bad, yet it manages to maintain a huge, well-fortified military, imagine what that says about the **priority** and attitude of the leaders, and about what the populous might think about these.

d20	Size of Force.
1-4	**Insignificant.** The force's size is extremely small, likely requiring few commanding officers.
5-10	**Modest.** The force's size is respectable, but not what anyone would call large. Open warfare would likely be risky.
11-16	**Strong.** The force's size is large, and likely solid enough to consider going into battle.
17-19	**Grand.** The force's size is considerable. As massing these kinds of numbers is uncommon, it would likely have a numerical advantage in the field.
20	**Vast.** The force's size is staggering and awe-inspiring. Opposing nations may be loathe to risk invasion or open conflict, for fear of being utterly overwhelmed.

Specialization

Many military forces have specialist units that are particularly effective in certain situations, or against particular targets. Think about your capital and their **priority** as a society. Are they industrial? What is their attitude to magic? Perhaps they breed excellent horses or other beasts? Maybe they're just incredibly savage! Use what you know already to flavor portions of your armed forces. If you're not sure (or would just like to keep things random), roll on the table below for some different specializations:

d20	Specialization
1-9	**None.**
10	**Mounted**. A section of the military force is most effective while riding.
11	**Engineering**. A section of the military force uses knowledge of materials and structure to exploit enemy weaknesses or create their own advantages. They may also employ devices such as explosives or traps.
12	**Berserker**. A section of the military force is made up of warriors that hurl themselves fearlessly into the fray, terrifying defenders and punching holes in enemy lines.
13	**Covert**. A section of the military force is trained in subtlety, going behind enemy lines and accomplishing tasks unsuited to large groups.
14	**Theatrics**. A section of the military force uses display to distract enemy attention and sow chaos (such as starting strategically-placed fires).
15	**Magical**. A section of the military force is made up of magic-users, or arcane specialists are placed in every squad.
16	**Biological**. A section of the military force has expert knowledge of diseases and chemicals, manufacturing and distributing disruptive, or even deadly, munitions.
17	**Calculation**. A section of the military force are experts at analysis and coordination, increasing the efficiency of the entire force.
18	**Unconventional**. A section of the military force employs unorthodox thinking and methods, taking advantage of the enemy's preconceived notions to achieve unexpected results.
19	**Transport-Based**. A section of the military force are trained in warfare from a particular type of craft (sailing vessels, airships, etc.).
20	**Defensive**. A section of the military force (or the entire force) is weighted towards strong defense as the best offense, favoring shields and unbreakable formations.

Military Facilities

What does the capital have in terms of places to house and train its forces?

Note: For illustrative purposes, if the **facilities** are located inside the city, these can be considered their own district, if they are of an appropriate size to warrant this.

d6	Military Facilities
1	**Temporary Shelters Outside the Capital.** This encompasses tents for all troops, and few, quickly-built minimal structures. Training grounds have been established in the landscape around the encampment.
2	**Simple Structures Outside the Capital.** This encompasses bunkhouses for troops, and quarters for officers. Training grounds have been established in the landscape around the encampment.
3	**Moderate Structures Outside the Capital.** This encompasses barracks for the troops, and separate structures for officers. Training grounds are equipped yards with light walls.
4	**Simple Structures Inside the Capital.** This encompasses barracks facilities for the troops, and quarters for officers. Training grounds are equipped drilling yards within light walls.
5	**Moderate Structures Inside the Capital.** This encompasses well-equipped and outfitted barracks facilities, as well as quarters for officers. Training grounds are well-maintained, with separate, specialist facilities, all surrounded by moderate walls.
6	**Robust Structures Inside the Capital.** This encompasses extremely well-equipped and outfitted barracks facilities, and quarters for officers. Training grounds are expansive and contain anything that could be required for high-level military training. All is protected by heavy walls.

Nobility

The **nobility** are a group of powerful people within society. Whether by action or inheritance, these individuals have found themselves at the top of the social pecking order.

Don't Want 'Nobility'?

Depending on what kind of society you're imagining or the parameters of the setting you're using, you may not have traditional nobility. In that case, simply treat 'nobility' as whatever the top tier of the society may be.

Type of Nobility

The people in the upper echelons and the way nobility, or elite status, is determined can differ from place to place.

Roll on the table below to see how it is determined in your capital.

d4	Type of Nobility
1	**Egalitarian.** The nobility is comprised of self-made people. Theoretically, anyone could attain this degree of notability, as there are few (if any) rules that would prevent social climbing. Typically, those in this group have some agreed-upon metric they use to judge suitability, such as a challenging, but achievable, goal.
2	**Blood.** Title and status are hereditary, passed down by birth or through marriage. Positions were likely originally awarded to the ancestors of current nobility by a powerful individual, perhaps to reward or purchase loyalty.
3	**Deeds.** Status is granted in relation to deeds accomplished, or values displayed, typically reflective of those held to be most important by the society itself.
4	**Wealth/Possessions.** Those granted noble status within the upper echelons are the wealthiest citizens, either monetary, or those with the most property, goods, livestock etc, dependent on culture. (+2 to **population wealth** roll)

Primary Nobles

Most capitals will have some amount of nobility or members of high society (always a tiny fraction of the entire population). The **primary nobles** are the influential members of this class of society; the 'movers and shakers', if you will.

Roll on the table below to see how many primary nobles your capital has. You will use this number later when determining the district these primary nobles live in.

Historical vs. Practical Quantities

Historically speaking, a *country's* proportion of nobility in relation to common folk might top out at around 15% (roughly 3 in 20 people), though these kinds of ratios would be rare.

d20	Primary Nobles
1	2
2-3	3
4-6	4
7-10	5
11-14	6
15-17	7
18-19	8
20	9

Option: Lesser Nobles

Perhaps you're looking for a bit more granularity, and you want some tiers of nobility. Perhaps there are some who are not as influential as the 'primaries' but are still important in their own ways. All you need to do is roll on the primary nobles table again, but note it down on your sheet or notepad as 'lesser nobles', or whatever you'd like to call them. You can then find places for them to live the same way that you do for primary nobles.

Relationship to the Leadership

What is the general attitude of the nobility towards the leadership?

d20	Relationship to the Leadership
1	**Rancorous.** The nobility openly loathe and revile the leadership with impunity.
2-3	**Opposed.** The nobility are in contention with the current leadership, making the job of ruling even more difficult.
4-6	**Disliked.** The nobility are not fond of the leadership, but have yet to truly cause a problem.
7-9	**Tolerated.** The nobility put up with the leadership, at least for the moment.
10-14	**Liked.** The nobility like the leadership well enough; some may even be friends.
15-17	**Supported.** The nobility support what the leadership is doing, and generally agree with their goals and priorities.
18-19	**Defended.** The nobility not only support the leadership, but actively seek to subdue any who would challenge them.
20	**Loved.** The nobility are devoted to the leadership, and stand ever-ready to do their bidding.

Relationship with the People

What is the **relationship** between the noble class and the common folk? Note that these tables do not favor either social group, or imply the right or wrongness of either; they merely suggests what the emotional state may be between the classes.

d20	Relationship with the People
1	**Awful.** Hatred is almost universally shared. Relations are so poor that lethal brawls can break out at the slightest provocation. (**root of relationship to the people**: negative)
2-3	**Very Bad.** Tension is high, and bad feelings run deep. Dealings between nobles and commoners usually result in harsh words, though serious violence is uncommon. (**root of relationship to the people**: negative)
4-8	**Bad.** Dislike is pervasive. Dealings between nobles and commoners usually result in mutterings and barely-concealed curses, but open hostility is rare. (**root of relationship to the people**: negative)
9-13	**Tepid.** Both classes feel ambivalent towards one another. Nobles and commoners generally keep out of each other's way, and largely ignore each other when they come into contact. (**root of relationship to the people**: positive)
14-17	**Good.** Relations are generally friendly. When a noble and commoner pass in the street, a nod or tip of the hat is typical. (**root of relationship to the people**: positive)
18-19	**Very Good.** The relationship between the two classes is very positive. The two classes greet each other warmly, and deal with each other frequently. (**root of relationship to the people**: positive)
20	**Incredible.** The two classes don't view each other as fundamentally different, but as parts of a single whole. The two classes share moments of levity, and friendships, business partnerships, and romantic relationships that span the divide are common. (**root of relationship to the people**: positive)

Root of Relationship with the People

Where are the origins of this overarching relationship? Below are some suggestions of the root causes that could be at the core of the two classes' feelings towards each other.

The **root of relationship to the people** is written as a general theme, followed by the positive/negative connotations regarding that theme. Depending on whether your nobility's **relationship to the people** is positive or negative, select the appropriate option.

d10	Root of Relationship with the People
1-2	**Hardship.** A difficult and trying hardship has happened or is currently happening. The nobility… **Positive**: …are sharing in the hardship, or are actively working to ease the burden on the common folk. **Negative**: …are not enduring the same hardship as the common folk, and/or are looking after their own interests ahead of supporting others in need.
3-4	**Resources.** The common folk feel the nobles… **Positive**: …take an appropriate share of resources, and give charitably when able. (+2 to **population wealth** roll) **Negative**: …do not distribute resources fairly, prioritizing plenty for themselves over making sure there is enough for all. (-2 to **population wealth** roll)
5-6	**Manipulation.** An individual or group has orchestrated the sentiment between the two classes. The manipulator is looking out for… **Positive**: …the capital's interests. **Negative**: …their own interests.
7-8	**Opinion of Leadership.** When it comes to their opinion of the leadership, both sides… **Positive**: …agree. **Negative**: …disagree.
9-10	**Leadership Treatment.** The leadership treats the people and the nobility… **Positive**: …equally. **Negative**: …differently.

Step 3: Community

The **community** is the life blood of a capital city. The people who live in the capital reside in a location of great authority within their region. The physical proximity to the powerful can have a considerable impact on their lives, as well as on their approach to life in general. The influence of these commanding figures is rather direct and immediate; certainly more so than those living in villages or towns far removed from their capital.

Living with an ongoing military presence, amongst the cultural or social elite, or in the shadow of important governmental buildings are all potential elements of daily life for a capital's citizens. Powerful foreign figures may visit regularly. Perhaps the presence of nobility creates a demand for certain social practices that may not be the norm elsewhere. These are just a few examples, though there are certainly more.

Culture

The **culture** of the capital is the favoured aspect of daily life its people tend to place value or stock in.

d8	Culture
1-2	**Non-Specific.** Culture within the capital is shaped simply by their environment and current events. (Skip rolling on **pursuit of culture** table)
3	**Art & Beauty.** Citizens believe life finds its meaning in the appreciation of the world and its beauty, exploring it through creative pursuits.
4	**Music.** Citizens believe life finds its meaning in the making and experiencing of music, the true language of the soul.
5	**Cuisine.** Citizens believe life finds its meaning in the creation and consumption of excellent food, and the joy it can bring to all.
6	**Self-Improvement.** Citizens believe life finds its meaning through the endless pursuit of bettering oneself, inside and out.
7	**Enjoyment.** Citizens believe life finds its meaning in the pursuit of happiness and fun.
8	**Challenge.** Citizens believe life finds its meaning in struggle and overcoming obstacles.

Pursuit of Culture

How important are these cultural ideals to the citizens of the capital? Any **cultural pursuit**, when enjoyed in moderation, can be pleasant and fulfilling but, if taken too far, could evolve into fanaticism.

Roll on the table below to see just how much culture matters to the capital.

d20	Pursuit of Culture
1-10	**Moderate.** Culture is viewed as passingly important. Most enjoy cultural activities, but they do not dominate to the detriment of other aspects of life.
11-16	**Keen Interest.** Interest is deep and far-reaching, but not overwhelming. Many folks incorporate some aspect of cultural endeavor into their daily life.
17-19	**Obsession.** Interest is pervasive, and talk of the culture seeps into regular conversation frequently. The pursuit of culture tends to dominate many aspects of daily life.
20	**Rabid Fanaticism.** The pursuit of culture has overrun the capital and, even to visitors, is likely inescapable. Local speech is dominated by it, and events honoring it are ongoing. It seems to be represented, in some way, almost everywhere one looks.



Population Density

A capital will often have the capacity for more people than any other place could conceivably hold. As such, and because a capital requires so many more people in order to function properly, one could expect these to be the most populous settlements.

Population density is a scalable representation, intended to abstract the idea of all the people living in the city, boiling it down to an easily visualized image.

Optional Rule: Deserted

A capital is a centre of government, commerce and society, but the world can be unpredictable, and the status quo can change. Something momentous could have cleared the population from the capital, turning it into a ghost of its former self.

If you would like there to be a chance (or a certainty) that there are only a few folks living in the capital, or for it to be utterly abandoned, include the following option:

0 (or less) Deserted. The capital was once home to a great many people, but now it is as if its soul has fled. Hollow breezes drift through the streets and alleys, causing shutters of abandoned homes to bang against walls, and doors to creak on neglected hinges. If any people are here, they are the very last vestiges of a once-considerable population, or they are squatters and interlopers occupying homes now strangers to the warmth of permanent occupation. (-5 to **night activity** roll)

Modified by: age

d20	Population Density
1-2	**Skeleton.** The capital only has enough people to function at its most basic level. (-2 to **night activity** roll)
3-6	**Sparse.** Folk live in the capital, but it would never be called bustling. Walking down the street, you'll typically only see a few people. (-1 to **night activity** roll)
7-14	**Populous.** A moderate amount of people live in the capital. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped. (+0 to **night activity** roll)
15-18	**Dense.** There is a large amount of people living in the capital. There are few, if any, vacant buildings. In high traffic areas, one generally has elbow room, but not much more. (+1 to **night activity** roll)
19-20	**Crowded.** The capital is filled with jostling throngs. Practically all structures are occupied. Some may even camp outside the walls. Moving about can be difficult, and bumping into other people is typical in higher traffic areas. (+2 to **night activity** roll)

Demographics

As a settlement's size grows, so too does the makeup of its population. A village with only a few score residents may well be entirely or mostly homogenous but, as more and more people make their home there, this becomes far less likely. The large and opportunity-rich nature of capital cities often make them very diverse places, though location, politics or other factors could make the opposite true.

Roll on the table below to determine what people reside in your capital. When deciding what those races are, be sure to keep its setting and environment in mind.

d20	Demographics
1	**Only One.** 100% primary race.
2-4	**Only Two.** 60% primary race, 40% secondary race.
5-12	**Normal Distribution.** 50% primary race, 25% secondary race, 15% tertiary race, 10% other.
13-17	**Wide Distribution.** 20% primary race. All others reasonably well represented.
18-19	**High and Low.** 80% primary race, 20% secondary race.
20	**Ever-Changing.** No discernible distribution. Racial representation lacks any sense of numerical dominance.

Population Wealth

As settlements grow, the distribution of **wealth** within the community begins to vary. There may be contradictions that arise here when rolling the capital's **stewardship** or **condition**, but think about what could cause contradictions. Over-taxation could rob the people of *their* resources, but allow the *capital* to have plenty. A capital could be in awful condition, but the riches of its people could be being spent in other ways.

Roll on the table below to see how the available wealth (whatever it may be) is distributed among the residents. It is up to you to determine why.

Modified by: stewardship, type of nobility (wealth/possessions), root of relationship to the people (resources)

d20	Population Wealth
1-2	**Destitute.** Nearly everyone in the capital consistently lacks the barest essentials of what they need to survive. (-2 to **general crime** roll)
3-6	**Impoverished.** Around half of the capital struggles to carve out even a meager existence. (-1 to **general crime** roll)
7-14	**Average.** Most of the capital's population have enough to live a modest life. Those without are a minority. (+0 to **general crime** roll)
15-17	**Prosperous.** The majority have enough to live a good life and, of them, a fair amount can even live comfortably. (-1 to **general crime** roll)
18-19	**Wealthy.** Nearly everyone has what they need to live comfortably, many are able to live well, and some are very prosperous. (-2 to **general crime** roll)
20	**Affluent.** The entire capital is able to live comfortably, with a significant portion living in luxury. (-3 to **general crime** roll)

Visitor Traffic

Capitals, by their very nature and often-influential world position, will almost always draw large amounts of people, though there are, invariably, exceptions. Roll on the table below to see how many frequent the capital on a temporary basis.

Optional Rule: Forsaken

As much as cities cannot help but attract people, that is doubly true for capitals. These are the central hubs of nations. However, if you are very set on the idea of a capital having as minimal visitor traffic as possible (or none at all) you may include the following option:

0 or less: Forsaken. Once a nexus for people from all over, whatever drew them is long since gone. Loose debris tumbles through the streets devoid of new footsteps. The rare visitors who still come to the capital are likely here for a very specific reason, which they may or may not want to divulge.

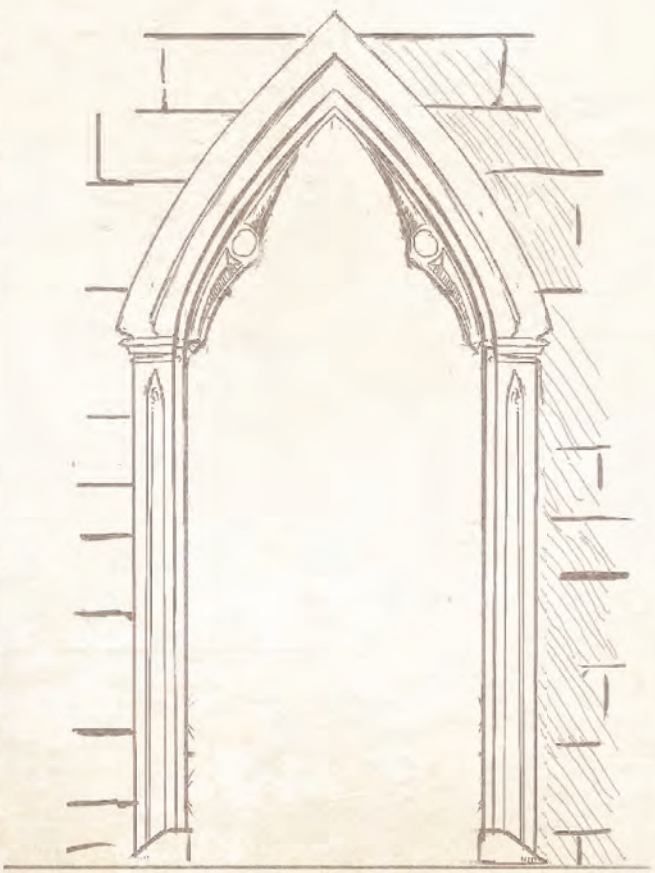
d20	Visitor Traffic
1	**Mostly Locals.** On any given day, there are typically a few from outside the capital, though not enough to impact congestion. (+0 to **night activity** roll)
2-3	**Groups.** There are generally a fair amount of visitors to the capital. May slightly increase congestion. (+1 to **night activity** roll)
4-10	**Crowds.** A noticeable amount of people come through the capital on a regular basis. Congestion is increased. (+2 to **night activity** roll)
11-17	**Droves.** Large groups of people regularly frequent the capital. Congestion is significantly increased. (+3 to **night activity** roll)
18-19	**Masses.** Huge groups of people always seem to be visiting. Congestion could cause difficulties if the capital is unable to cope with very large amounts of people. (+4 to **night activity** roll)
20	**Multitudes.** Massive groups of people throng the streets, likely spilling out onto the roads outside the capital. Congestion is an ever-present reality and a regular issue. (+5 to **night activity** roll)

Disposition

Disposition is the general attitude or impression a visitor would get from interacting with the locals and noting their behavior toward visitors. This is how the locals *seem* (whether they truly *are* is up to you).

Modified by: fortification

d20	Disposition
1-2	**Hostile.** Locals seem very unfriendly toward visitors, and would likely make out-of-towners feel unwelcome. This could manifest as coldness, passive-aggressiveness, or even violence.
3-6	**Unfriendly.** Locals don't care much for visitors, looking upon them with contempt, fear, or suspicion.
7-14	**Neutral.** Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.
15-18	**Friendly.** Locals are generally friendly, welcoming, and slow to take offense.
19-20	**Open.** The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome.



Night Activity

Where **population density** and **visitor traffic** give ample idea regarding daytime activity, a capital's night-life can vary greatly, depending on how many people are staying over. When only a few folks are around, there is little need for establishments to be open after dark. On the other hand, if people are coming and going at all hours, it's far more likely that shops and services would be open to accommodate them.

We're closed!

Even if the vast majority of shops and services might be open, this doesn't mean that *all* would be. It is perfectly reasonable to expect that some shopkeepers would keep regular business hours and close up for the night.

Roll on the table below to see the capital's level of activity once the sun has gone down.

Modified by: population density, visitor traffic

d20	Night Activity
1	**Dark.** By the time the sun goes down, the streets are nearly empty and the city closes up. All is quiet and peaceful. If the capital has a gate, it is closed and barred. Guards may, or may not, not allow night travelers inside.
2-3	**Quiet.** Everything is closed except for inns and taverns, which remain open until around midnight. Late guests would have to wake an innkeeper to get a room. If the capital has a gate, it is closed and barred. Guards will usually let visitors in, but will discourage wandering.
4-9	**Slow.** Almost everything is closed except for taverns, which may be open until early morning, and inns, which stay open perpetually. If the capital has a gate, it is closed, but guards will generally be ready to open it, as needed.
10-14	**Active.** Inns and taverns remain open perpetually. Some shops and services may be open, catering to late travelers or night owls. A fair amount of establishments may still be closed. If the capital has a gate, it is kept open, but guarded, ready to be closed, if needed.
15-18	**Lively.** There is little difference between day and night traffic. There are always people on the streets, and it may seem like no one ever sleeps. Most shops and services remain open constantly. If the capital has a gate, it remains open and is only closed under the most dire of circumstances.
19-20	**Raucous.** When the day ends, the capital truly comes to life. Inns and taverns have customers coming and going at all hours. Parties, and other commotion, can often be heard. One might expect things to close down after dark but, in the capital, there are locations that *only* open in the evenings. There is likely a sort of 'night market' throughout the capital, with goods, services, or curiosities of all kinds available for those keep alternative hours (or scoff at the need for sleep).

Law Enforcement

In a capital, it is incredibly unlikely to not have a city watch, given the presence and concentration of power there. There are always odd circumstances that could arise, but these are rarities that would require explanation.

Roll below to see what your capital has in terms of **law enforcement**.

Modified by: governing priority (control), stewardship, merchant overflow (banned), leadership (military officer)

d20	Law Enforcement
1	**None.** If not openly opposed by the collective population, crime can easily run amok. This could manifest itself in subtle or obvious ways. (-5 to **general crime** roll)
2-8	**City Watch.** Run by a single captain, the watch has sufficient strength to cover key points, as well establish a patrol once or twice a day. (-3 to **general crime** roll)
9-13	**Robust City Watch.** Run by a captain and two sergeants, the watch are able to place extra support at key points, as well as establish three or four patrols a day. (-1 to **general crime** roll)
14-20	**Extensive City Watch.** Run by a captain and several sergeants, all key points are thoroughly guarded. The city perimeter is patrolled constantly, and city patrols happen regularly. (+0 to **general crime** roll)

Utilities and Public Services

Depending on the level of sophistication and organization in your capital, you may decide to have representations of public services and the like, such as fire-fighters or hospitals. If the city watch is robust enough, there could be physical offices in different districts. On the other hand, if there appears to be little-or-no city watch presence, consider the possibility of private militias or enforcement groups.

General Crime

Due to the sheer size of a capital city, it is near impossible for there to be *no* crime. With so many people and so many conflicting interests, there are bound to be folks who can't (or won't) abide by society's rules.

General crime can be petty offenses like pickpocketing, grifting, or wanton jaywalking. It can also be transgressions of a much more serious nature, such as grand larceny, murder, and large-scale organized crime.

If general crime is higher than 'Infrequent' (a roll of 1-14), roll on the succeeding table to establish your additional **organized crime** presence.

Modified by: leadership (underworld or criminal enterprise), population wealth, law enforcement

d20	Crime
1-2	**Dangerous.** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurence, and discoveries of bodies are not what one would call 'rare'. (Roll on **organized crime** table) (+5 to **urban encounter** rolls)
3-6	**Frequent.** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone. (Roll on **organized crime** table) (+4 to **urban encounter** rolls)
7-14	**Common.** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse. (Roll on **organized crime** table) (+3 to **urban encounter** rolls)
15-18	**Uncommon.** Theft or mild violence happens from time to time. Best to keep an eye out, just in case. (+2 to **urban encounter** rolls)
19-20	**Infrequent.** Most don't believe there is any crime, and certainly haven't experienced any. (+1 to **urban encounter** rolls)

Urban Encounters

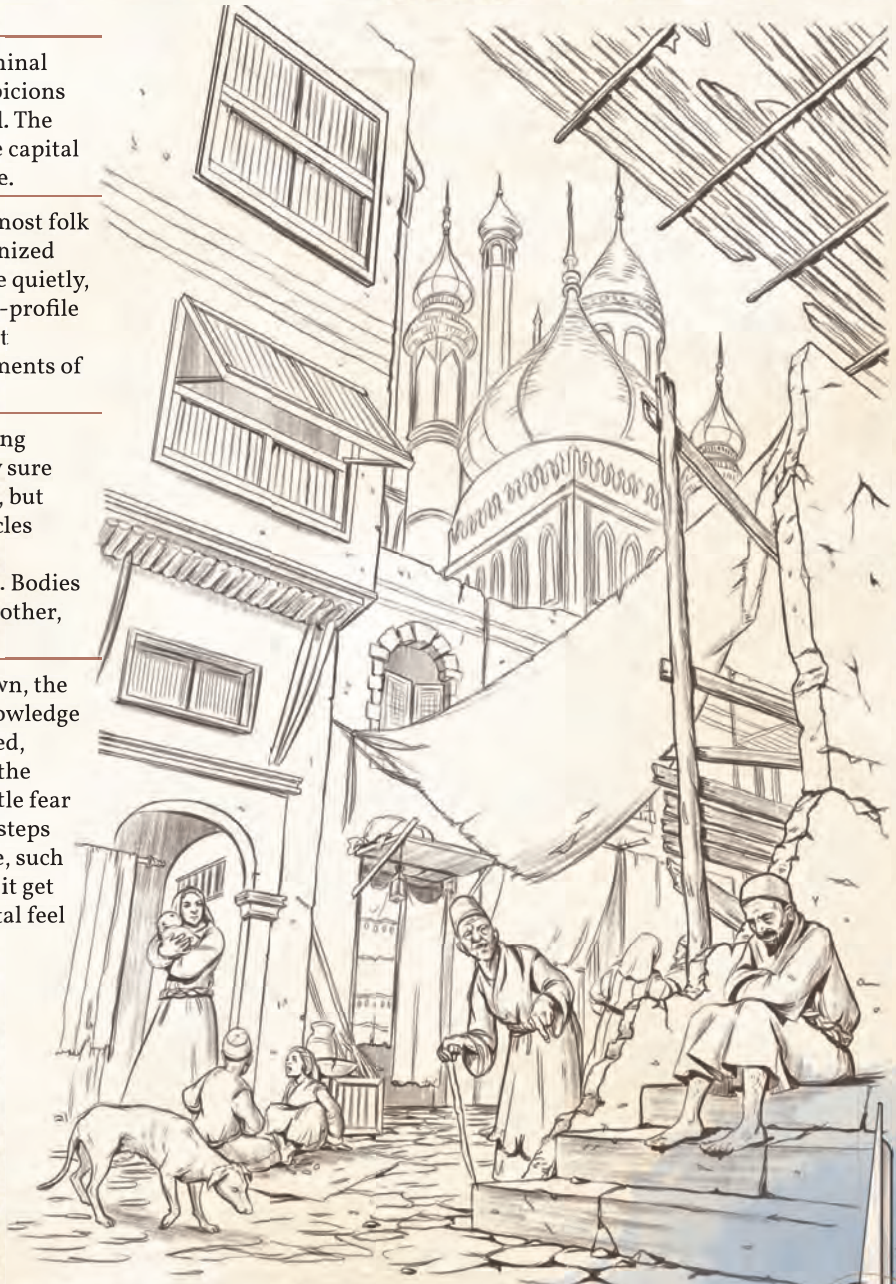
Urban encounters are intended to happen in-game while players are in your settlement and, as such, are not intended to be planned as part of game preparation or world building. The table for these can be found in **Appendix B: Encounters** (p. 442).

Organized Crime*

Skip this section if the **general crime table did not specify to 'Roll on **organized crime** table' (unless you rolled 'Underworld' or 'Criminal Enterprise' on the **leadership** table).*

When crime thrives, it is natural for power structures to emerge, and hierarchies to form. These organizations exert their influence on the society around them, but they do so in different ways. Perhaps they're covert, remaining an unseen player in the game. On the other hand, they could be brazen, forgoing any semblance of secrecy in exchange for expedience, or as a show of power.

d20	Organized Crime
1-2	**Completely Secret.** The organization has operated incognito, beneath any form of public notice. Any contacts with public officials are dealt with through redundant channels, always maintaining multiple degrees of separation. Remaining unknown is of paramount importance.
3-6	**Whispers.** There are hushed rumors of criminal organization, but most folks keep these suspicions to themselves,for fear of ridicule, or reprisal. The organization has a few operatives within the capital and they work hard to keep a very low profile.
7-14	**Talk.** Enough incidents have occurred that most folk don't have trouble believing there is an organized criminal element in the capital. They operate quietly, but ambitiously, carrying out frequent, high-profile jobs. They could also have ties to government officials, or may even attempt to control elements of the capital itself.
15-18	**Barely Hidden.** The organization is a looming shadow within the capital. None are entirely sure where it is based, or who their operators are, but it's clear that the organization is real. Obstacles that would be contrary to the 'hypothetical' organization's interests are quickly resolved. Bodies are found, messages sent and, one way or another, their will is always made known.
19-20	**Open.** Though key members may be unknown, the presence of the organization is common knowledge and, though it may not have been fully proved, it's clear they have a direct hand in running the capital. They operate with impunity, with little fear of reprisal or repercussion, likely taking no steps to mask their presence to ensure compliance, such as with a sigil on a sealed envelope. How did it get to this point? How do the people of the capital feel about this?



Step 4: Districts

Districts develop within a capital for a myriad of reasons, but foremost among them is simple commonality. Businesses and establishments of a similar or unifying nature begin to cluster together, often in an effort to either aid and complement one another, or to take advantage of a prime location (such as close proximity to resources or materials, or, simply, foot traffic to another place). They can also develop due to the coalescing of groups, such as those with little or great wealth, or people who all do the same kind of work.

This section will take you through making various districts.

Tip: General Condition and Crime

In this section, note your capital's **general condition** and **general crime** in the boxes provided on your Capitals Sheet, if using, to reference more easily.

General District Information

The general district information section covers things that pertain to *all* districts. Many of the tables here are to be rolled on *multiple* times, usually once for each district you have (decided by the **number of districts** table).

Option: Quality Rolls

Some of the table results in this section have modifiers to **quality** rolls (the quality table can be found on p. 246). You may roll on the quality table for any location. Rolling for quality is not mandatory, but can be a lot of fun, and it adds a surprising amount of flavor and helpful information to any location.

Number of Districts

Your capital's **number of districts** can indicate many things, including what the capital feels is important, or what groups have enough of a presence in the capital that it warrants a section of the settlement.

Roll on the table below to find out how many districts are in your capital.

Modified By: size

d20	Number of Districts
1-2	2
3-10	3
11-15	4
16-19	5
20	6

More Districts?

When designing this material, we found 6 districts to be a good maximum, without crossing the line into potentially being overwhelming. However, if you are someone who yearns for an added workload or, perhaps, just really, really likes districts (or numbers higher than 6…), there is nothing stopping you from adding more districts. Simply print as many additional copies of pages 3 and 4 of the Cities settlement sheet at the back of this book as you need to aid you in the hyper-districtification of your settlement.

District Types

Based on your **number of districts** result above, roll below to see what districts your capital has. When rolling on the tables in the following section, only roll within the portions for the districts you have, skipping any others.

Note: You can have *multiples* of a district type (such as 2 market districts). After you've completed the district related sections and tables, you are free to decide whether you want them as separate districts, or to make them one large district.

Number of Rolls = result from **number of districts** table.

Leadership & Governing Priority

Certain **leadership** and **governing priority** entries say, 'When rolling districts, choose ____ district as one of them.' Double check to see whether you have any of these.

If you do, before rolling on the **district types** table below, set one or two of your districts to those given to you. Each district added in this way **will** take up one of your district types rolls (i.e. if number of districts gave you 3, and you got a market district from your leadership, you would have 2 districts left).

d12	District Types
1	**Administration.** This district has a focus on government and civil matters.
2	**Arcane.** This district has a focus on magical matters.
3	**Botanical.** This district has a focus on nature.
4	**Craft.** This district has a focus on the creation of different goods.
5	**Docks.** This district has a focus on all naval and seafaring matters. [Reroll if your capital is not adjacent to water]
6	**Industrial.** This district has a focus on large-scale production facilities.
7	**Market.** This district has a focus on the sale of practical goods.
8	**Merchant.** This district has a focus on business and non-essential goods.
9	**Scholar.** This district has a focus on education and the pursuit of knowledge.
10	**Slums.** This district is an area where those with lesser means might live. (roll a d4 on **district condition**) (-1 to **quality** rolls for locations in this district)
11	**Temple.** This district has a focus on religion and/or spiritual enlightenment.
12	**Upper Class.** This district is an area where those with greater means might live. (+3 to its **district condition** roll) (+3 to **quality** rolls for locations in this district)

Tip: Using the Following Tables

We suggest that when rolling on a table in this **general district information** section, roll for all your districts at once. This will reduce the need for backtracking.

District Conditions

Every capital in the world has places best avoided, as well as places everyone wants to see. These all exist within the bigger whole of the capital itself. This means that because each district is a part of the capital, the condition of those districts is impacted by the capital's *general* condition.

Note: 'Best' and 'Worst'

If a capital's **general condition** is particularly good or bad, it may not be possible to go one or two levels higher or lower. If that is the case, stop at the best or worst available.

District Condition Modifier

Find your capital's **general condition** on the table below. Apply the associated district condition modifier to *each* of your **district condition** rolls.

General Condition	District Condition Modifier
Squalid	-2 to **district condition** roll
Dilapidated	-1 to **district condition** roll
Decent	+0 to **district condition** roll
Impressive	+1 to **district condition** roll
Magnificent	+2 to **district condition** roll

Roll once on the following table for *each* of your districts to determine its **district condition**.

d20	District Condition
1-3	**Far Worse.** 2 steps worse than **general condition** level. (-2 to **quality** rolls for locations in this district)
4-7	**Worse.** 1 step worse than **general condition** level. (-1 to **quality** rolls for locations in this district)
8-13	**Equal.** Same as **general condition** level. (+0 to **quality** rolls for locations in this district)
14-17	**Better.** 1 step better than **general condition** level. (+1 to **quality** rolls for locations in this district)
18-20	**Far Better.** 2 steps better than **general condition** level. (+2 to **quality** rolls for locations in this district)

District Condition Crime Modifier

Find *each* district's condition on the table below. Apply the associated **district crime modifier** to that **district's crime** roll.

District Condition	District Condition Crime Modifier
Squalid. The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.	-2 to **district crime** roll
Dilapidated. Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.	-1 to **district crime** roll
Decent. The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.	+0 to **district crime** roll
Impressive. The district is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.	-1 to **district crime** roll
Magnificent. The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as possible.	-2 to **district crime** roll

District Entry

Can one simply walk into the district, or is there some level of security? Roll once on the following table for *each* of your districts to determine how restricted traffic is in and out of the district.

d12	District Entry
1-3	**Open.** Entrance to the district is unrestricted. (+0 to **district crime** roll)
4-6	**Lightly Guarded.** The district entrance has a token guard presence. (+1 to **district crime** roll)
7-9	**Guarded.** The district entrance has a strong guard presence. (+2 to **district crime** roll)
10-11	**Gated & Guarded.** The district entrance is barred by a gate with guards. (+3 to **district crime** roll)
12	**Gated & Guarded with Toll.** The district entrance is barred by a guarded gate, and a fee is charged for entry or exit (or both), which may be based on personage, method of transport, or goods being transported. (+4 to **district crime** roll) [Reroll if 'Slums' or 'Upper Class' District]

District Crime

Compared to the rest of the capital, how is crime in this district?

Roll once on the following table for *each* of your districts to determine whether crime is better or worse here.

Below the **district crime** table is the **crime degrees reference**. Refer to this for a reminder of the crime levels and **urban encounter** modifiers.

Note: 'Best' and 'Worst'

If a capital's **general crime** level is particularly good or bad, it may not be possible to go one or two levels higher or lower. If that is the case, stop at the best or worst level available.

Modified by: district condition, district entry

d20	District Crime
1-3	**Far Worse.** 2 steps worse than the capital's **general crime** level.
4-7	**Worse.** 1 step worse than the capital's **general crime** level.
8-13	**Equal.** Same as the capital's **general crime** level.
14-17	**Better.** 1 step better than the capital's **general crime** level.
18-20	**Far Better.** 2 steps better than the capital's **general crime** level.

Crime Degrees Reference

The reference table below reminds you what the **crime degrees** are. When rolling for **urban encounters** in any district, use the modifier relating to the crime degree of the district *instead* of the **general crime**.

Crime Degrees	Urban Encounter Modifier*
Dangerous	+5 to **urban encounter** rolls
Frequent	+4 to **urban encounter** rolls
Common	+3 to **urban encounter** rolls
Uncommon	+2 to **urban encounter** rolls
Infrequent	+1 to **urban encounter** rolls

*The **urban encounter** table is found in **Appendix B: Encounters**, and is intended to be used in-game.

District Urban Encounters

Cities and capitals both have districts, but there are usually portions of the settlements that are just 'general' areas. When having an **urban encounter** take place, always use the urban encounter modifier that relates to the *specific* area the action may take place in.

For example, say that the capital's **general crime** degree may be 'Uncommon'. This means that if the party is in a non-district part of the capital, you would only add +1 to urban encounter rolls there. Now say the party is in the slums (which is a district) and its crime degree is 'Dangerous'. You would add +5 to urban encounter rolls here.

Housing

Do many people live in this district and, if so, how many? Roll once on the following table for *each* of your districts to determine how many people are living in them.

d12	Housing
1-5	**None**. No one lives in this district. [If 'Slums' or 'Upper Class', reroll]
6-9	**Limited**. Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
10-11	**Moderate**. A fair amount of the buildings in the district house residents.
12	**Extensive**. A significant amount of the district's buildings are housing for residents.

What if No Districts Have Housing?!

Within your capital, there is always space that is not part of *any* particular district; it is just considered the 'general area' of the capital. If none of your districts have housing, this is where your people would likely live.

Noble Residence Locations

What districts do your **primary nobles** live in? Roll once on the following table for *each* of your **primary nobles** (from **Step 2**). This will determine which district that noble (and their immediate family) lives in.

Note: The builder allows for up to 6 districts. If you roll higher than the number of districts you have (i.e. if you only have 4 districts, but you roll a 6), simply reroll until you get below or equal to the number you do have.

No District Housing?

Nobles can still live in districts that don't have 'normal' housing. Consider a situation such as the nobles took the only available space, so no other housing was possible (or they just try to keep other folks out, on purpose).

d6	Noble Residence Locations
1	District 1
2	District 2
3	District 3
4	District 4
5	District 5
6	District 6

Follow the Leader

Where do all the *non*-primary nobles live? Use the districts the **primary nobles** live in as a guide. These are the nobles that are notable, like trend-setters. Chances are, if they live in a district, other nobles live around or near them. That's how you can approximate where your capital's nobility resides as a whole.

District Notable Locations

Often (but not always), even the worst areas will have places worth visiting, that draw traffic or, at least, are noteworthy for some reason.

Notable Locations. In the individual district sections, you will roll for **additional locations** (these are the shops, services, etc). Some of these additional locations may be designated as **notable**. This means they are known for a special reason (which will be determined later).

Roll on the table below once *per district* to find how many notable places that district has (if any). If the district has notable locations, they are always the first 1, 2 or 3 additional locations rolled for the district (depending on your table result below).

d10	District Notable Locations
1	**None.** There are *no* notable locations in the district.
2-5	**One.** *The **first*** additional location in the district is notable.
6-9	**Two.** *Up to the first 2* additional locations in the district are notable.
10	**Three.** *Up to the first 3* additional locations in the district are notable.

Important: Later in the chapter you will find the **location notability** table (p. 245). Roll on this table for *each* notable location your districts have to see *why* they are notable.

'Up to...'

The third and fourth results in the table above state, '*Up to the first* _____rolled additional location(s)...' because it is possible that a district has fewer additional locations than the number of notable locations allow for.

Example: If you roll a 10, it allows for *up to the first 3* additional locations in the district to be notable. However, if your capital is *very small*, you may only *have* 1 additional location rolled in that district. In that case, simply make that 1 additional location notable.

Note: District Terms

Each specific district contains **included locations** and **additional locations**. We have defined and explained these in detail in the coming tables.

General Area

Districts are areas of the city that are centred around a particular focus. However, there is always space that is not part of a specific district that can just be considered the 'general area'. If there is something you really need or want in the city, but have not rolled it into any of your districts, you can simply say it's in the general area.



Location Details

As you roll on the following tables, you may roll, or have included, a **magic shop**, **service**, or **hired help**. After the **individual districts** section, you will find the following tables that you can roll on if required:

- **Magic Shop Specialization** - d6 table (for determining specialization of unspecified magic shops).
- **Services** - Reference table showing all different service types, including hired help.
- **Optional: Quality** - Table for determining the quality of any location.
- **Guilds** - Table for determining whether shops or services are members of a guild within the settlement.
- **Location Notability** - Table for determining the reason for notable locations. The number of notable locations was determined by the district notable locations (back on p. 236).

Individual Districts

This section contains the following for each district type:

Included Locations (list). The district automatically has these locations. These may be **non-commercial locations**, as well as **shops** or **services**. Non-commercial locations *do not* form guilds.

Additional Locations (list). These are the locations types that *may* show up in the district. For each district in your city, you will roll on its **additional locations** table a number of times based on your city's **size** (see the following table).

City Size	Additional Location Rolls
Very Small	1 roll per district.
Small	2 rolls per district.
Medium	3 rolls per district.
Large	4 rolls per district.
Very Large	5 rolls per district.

Do not roll additional locations for the individual districts you did *not* roll. Skip them and move on to the next individual district that you *do* have.

Doubles

If you roll more than one of a location, treat it as another location.

Individual District Tables

Administration (p. p. 238)

Arcane (p. p. 238)

Botanical (p. p. 239)

Craft (p. p. 239)

Docks (p. p. 240)

Industrial (p. p. 240)

Market (p. p. 241)

Merchant (p. p. 241)

Scholar (p. p. 242)

Slums (p. p. 242)

Temple (p. p. 243)

Upper Class (p. p. 243)

Remember District Notability!

Earlier, you rolled to see how many of your additional locations in each district can be deemed notable, per the **district notable locations** table. Now you will see which locations these are.



Administration District

Included locations.

Non-Commercial (no-guild): Courthouse, Chancery, Town Hall, Treasury

Shops: [None]

Services: Hired Help: Scribes and clerks

Additional Locations

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Baker (shop)
3	Tailor (shop)
4	Alchemist (shop)
5	Cobbler (shop)
6	Luxury Furnishings (shop)
7	Rare Libations & Fare (shop)
8	Barber (service)
9	Bathhouse (service)
10	Doctor/Apothecary (service)
11	House of Leisure (service)
12	Inn (service)
13	Club (service)
14	Tavern (service)
15	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
16	Archives/Library (non-commercial)
17	Academy/University (non-commercial)
18	Schoolhouse (non-commercial)
19	Amphitheater (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Arcane District

Included locations.

Non-Commercial (no-guild): Archives/Library, Academy/University

Shops: 2 Magic Shops [Roll 1d6 for each]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities

Services: Hired Help: [Roll 1d6]: 1-3: Arcane Academics, 4-6: Magic Mercenaries

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	General Store (shop)
3	Tailor (shop)
4	Weaver (shop)
5	Alchemist (shop)
6	Artist (shop)
7	Rare Botanicals (shop)
8-9	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
10	Barber (shop)
11	Soothsayer (service)
12	House of Leisure (service)
13	Club (service)
14	Tavern (service)
15	Hired Help (Arcane Academics) (service)
16	Hired Help (Magic Mercenaries) (service)
17	Forum (non-commercial)
18	Schoolhouse (non-commercial)
19	Lodge (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Botanical District

Included locations.

Non-Commercial (no guild): Outdoor Recreational Area

Shops: [None]

Services: Inn, Stable

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Baker (shop)
3	Tailor (shop)
4	Weaver (shop)
5	Alchemist (shop)
6	Artist (shop)
7	Cobbler (shop)
8	Rare Botanicals (shop)
9	Rare Libations and Fare (shop)
10	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
11	Doctor/Apothecary (service)
12	House of Leisure (service)
13	Inn (service)
14	Soothsayer (service)
15	Tavern (service)
16	Hired Help: Guides & Trackers (service)
17	Outdoor Recreational Area (non-commercial)
18	Dance Hall (non-commercial)
19	Altar (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Craft District

Included locations.

Non-Commercial (no guild): [None]

Shops: Smithy, Carpenter, General Store, Tailor, Magic Shop [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities

Services: [None]

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Cooper (shop)
3	Carpenter (shop)
4	Thatcher (shop)
5	Wainwright (shop)
6	Armorsmith (shop)
7	Artist (shop)
8	Bank & Exchange (shop)
9	Cobbler (shop)
10	Foundry/Smelting (shop)
11	Miller (shop)
12	Textile Production (shop)
13	Shipwright (Reroll if not near water) (shop)
14	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
15	Luxury Furnishings (shop)
16	Rare Trade Goods (shop)
17	Weaponsmith (shop)
18	Tavern (service)
19	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
20	Roll again, but consider the next location to be a step up in **quality**.

Docks District

Included locations.

Non-Commercial (no guild): [None]

Shops: Shipwright, Weaver

Services: House of Leisure, Inn, Tavern

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Cooper (shop)
3	Carpenter (shop)
4	Smithy (shop)
5	Bank & Exchange (shop)
6	Shipwright (shop)
7	Rare Botanicals (shop)
8	Rare Libations and Fare (shop)
9	Rare Trade Goods (shop)
10	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
11	Barber (service)
12	Bathhouse (service)
13	Doctor/Apothecary (service)
14	House of Leisure (service)
15	Inn (service)
16	Club (service)
17	Tavern (service)
18	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
19	Altar (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Industrial District

Included locations.

Non-Commercial (no guild): [None]

Shops: Smithy, Industrial Location [roll 1d6]: 1-2: Foundry/Smelting; 3-4: Textile Production; 5-6: Miller

Services: [None]

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Cooper (shop)
3	Carpenter (shop)
4	General Store (shop)
5	Smithy (shop)
6	Tailor (shop)
7	Thatcher (shop)
8	Wainwright (shop)
9	Weaver (shop)
10	Foundry/Smelting (shop)
11	Miller (shop)
12	Textile Production (shop)
13	Shipwright (Reroll if not near water) (shop)
14	House of Leisure (service)
15	Club (service)
16	Tavern (service)
17	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
18	Gathering Hall (non-commercial)
19	Treasury (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Market District

Included locations.

Non-Commercial (no guild): [None]

Shops: Baker, Butcher, General Store, Smithy, Tailor

Services: [None]

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Wainwright (shop)
3	Weaver (shop)
4	Alchemist (shop)
5	Artist (shop)
6	Bank & Exchange (shop)
7	Cobbler (shop)
8	Rare Botanicals (shop)
9	Luxury Furnishings (shop)
10	Rare Libations & Fare (shop)
11	Rare Trade Goods (shop)
12	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
13	Barber (service)
14	Inn (service)
15	Club (service)
16	Soothsayer (service)
17	Stable (service)
18	Tavern (service)
19	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
20	Roll again, but consider the next location to be a step up in **quality**.

Merchant District

Included locations.

Non-Commercial (no guild): [None]

Shops: Bank & Exchange, Tailor, Artist, Cobbler, Magic Shop - Miscellaneous & Curiosities

Services: [None]

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	General Store (shop)
3	Wainwright (shop)
4	Alchemist (shop)
5	Artist (shop)
6	Bank & Exchange (shop)
7	Cobbler (shop)
8	Luxury Furnishings (shop)
9	Rare Libations & Fare (shop)
10	Rare Trade Goods (shop)
11-12	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
13	Barber (service)
14	Bathhouse (service)
15	House of Leisure (service)
16	Inn (service)
17	Club (service)
18	Tavern (service)
19	Hired Help (service) [Roll 1d10]: 1: Brutes & Brawlers, 2: Cloak & Dagger, 3: Bows & Slings, 4: Scribes & Clerks, 5: Guides & Trackers, 6: Caravan & Mount, 7: Arcane Academics, 8: Magic Mercenaries, 9: Priestly Guidance, 10: Hands of the Divine
20	Roll again, but consider the next location to be a step up in **quality**.

Scholar District

Included locations.

Non-Commercial (no guild): Archives/Library, Academy/University, Forum, Schoolhouse

Shops: [None]

Services: Hired Help: Scribes and clerks

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	General Store (shop)
3	Tailor (shop)
4	Thatcher (shop)
5	Weaver (shop)
6	Alchemist (shop)
7	Bank & Exchange (shop)
8	Rare Botanicals (shop)
9	Luxury Furnishings (shop)
10	Rare Libations & Fare (shop)
11	Rare Trade Goods (shop)
12	Magic Shop - Books (shop)
13	Doctor/Apothecary (service)
14	Hired Help: Scholars & Clerics (service)
15	Archives/Library (non-commercial)
16	Academy/University (non-commercial)
17	Forum (non-commercial)
18	Schoolhouse (non-commercial)
19	Gathering Hall (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Slums District

Included locations.

Non-Commercial (no guild): [None]

Shops: Butcher

Services: House of Leisure, Inn, Tavern

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Baker (shop)
3	Butcher (shop)
4	General Store (shop)
5	Smithy (shop)
6	Thatcher (shop)
7	Weaver (shop)
8	Alchemist (shop)
9	Foundry/Smelting (shop)
10	Miller (shop)
11	Textile Production (shop)
12	Barber (service)
13	Bathhouse (service)
14	Doctor/Apothecary (service)
15	House of Leisure (service)
16	Inn (service)
17	Club (service)
18	Soothsayer (service)
19	Tavern (service)
20	Roll again, but consider the next location to be a step up in **quality**.

Temple District

Included locations.

Non-Commercial (no guild): [Roll 1d6] 1-4: Temple, 5-6: Great Temple; Archives/Library

Shops: [None]

Services: Hired Help: Scribes, Hired Help: Priestly Guidance, Hired Help: Hands of the Divine

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Cooper (shop)
3	Carpenter (shop)
4	Tailor (shop)
5	Alchemist (shop)
6	Artist (shop)
7	Bank & Exchange (shop)
8	Rare Botanicals (shop)
9	Luxury Furnishings (shop)
10	Rare Libations & Fare (shop)
11	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
12	Barber (service)
13	Bathhouse (service)
14	Doctor/Apothecary (service)
15	Inn (service)
16	Soothsayer (service)
17	Hired Help (service) [Roll 1d6]: 1-3: Priestly Guidance, 4-6: Hands of the Divine
18	Schoolhouse (non-commercial)
19	Amphitheater (non-commercial)
20	Roll again, but consider the next location to be a step up in **quality**.

Upper Class District

Included locations.

Non-Commercial (no guild): [None]

Shops: Bank & Exchange, Baker, Tailor, Luxury Furnishings

Services: Doctor/Apothecary

Additional Locations.

d20	Additional Locations
1	Roll again, but consider the next location to be a step down in **quality**.
2	Butcher (shop)
3	Tailor (shop)
4	Weaver (shop)
5	Alchemist (shop)
6	Artist (shop)
7	Cobbler (shop)
8	Rare Botanicals (shop)
9	Luxury Furnishings (shop)
10	Rare Libations & Fare (shop)
11	Magic Shop (shop) [Roll 1d6]: 1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc. & Curiosities
12	Barber (service)
13	Bathhouse (service)
14	House of Leisure (service)
15	Inn (service)
16	Club (service)
17	Soothsayer (service)
18	Stable (service)
19	Tavern (service)
20	Roll again, but consider the next location to be a step up in quality.

Location Details

- Magic Shop Specialization
- Services
- Optional: Quality
- Guilds
- Location Notability

Magic Shop Specialization

If directed to, or if you simply need to determine the specialization of a magic shop, roll on the table below.

d6	Magic Shop Specialization
1	Armor
2	Books
3	Clothing
4	Jewelry
5	Weapons
6	Miscellaneous & Curiosities

Services

Services are establishments whose primary purpose is doing something for you. The table below shows the different kinds of services that could be in your city.

Services
Barber. Provides grooming services, such as haircuts or shaves.
Bathhouse. Provides spaces for bathing.
Doctor/Apothecary. Provides medical care.
House of Leisure. Provides entertainment and/or relaxation (GM may decide what kind).
Inn. Provides accommodation, as well as a place to have a bath and a decent meal.
Club. Provides entertainment via comedic, dramatic or musical performance.
Soothsayer. Provides magical prediction and prophecy - sayers of sooth!
Stable. Provides boarding accommodation for mounts, as well as selling carts, animals, and their tack.
Tavern. Provides food and drink.

Services
Hired Help - Brutes and Brawlers. Thugs, ruffians and muscle.
Hired Help - Cloak and Dagger. Assassins, thieves and spies.
Hired Help - Bows and Slings. Archers and ranged attack specialists.
Hired Help - Scribes and Clerks. Masters of history, literature, mathematics and/or business.
Hired Help - Guides and Trackers. Scouts, rangers and wilderness experts.
Hired Help - Caravan and Mount. Specialists in transportation and journeys to various locations as well as expedition organization and management.
Hired Help - Arcane Academics. Experts in matters of magic and lore (may also be natural magic or something else; it need not be exclusively arcane).
Hired Help - Magic Mercenaries. Specialists trained the use of arcane or non-divine magic in combat and practical mission scenarios.
Hired Help - Priestly Guidance. Sages offering counsel in all matters of religion and the divine.
Hired Help - Hands of the Divine. Specialists trained in the use of divine magic in combat and practical mission scenarios.

Hired Help Size

Hired help can be an individual, a team, or an organized guild.

Roll on the table below for each example of **hired help** your settlement has.

d12	Hired Help Size
1-6	**Individual Person**. The hired help is a single person hiring out their services.
7-10	**Team**. The hired help is a team of individuals who work together.
11-12	**Guild**. An organized guild is hiring out their services. When hired, a portion of the guild's members handle the job, not the entire guild (unless the job is very large).

Location Notability

Roll on the table below for any district's **additional locations** that are deemed notable (according to the **district notable locations** table) to find out why this is the case.

d20	Location Notability
1	**Generous Spirit.** The location owner is known in the community for their generosity (this could be financial, but could also be with their time, knowledge, or resources).
2	**Top-Notch Marketing.** All around the capital you can see signage, or hear people mentioning, the location.
3	**Excellent Offerings.** Whatever product or service the location offers, it's good enough to draw notice.
4	**Vested Interests.** A third party (not the shopkeeper or an employee) has a stake in whether this location is successful, and has done something to ensure the populus know about it.
5	**Unique Offering.** This location has a product or service that no one else in the capital has.
6	**More-Than-Meets-the-Eye.** This location may seem to be one thing, but the right people know what *else* is there.
7	**Meeting Place.** The establishment is in a particular location which is a prime landmark for people to easily meet. This tends to generate business by proximity.
8	**Entertaining Service.** Something about the folk that work here is very entertaining. Perhaps they're funny, or maybe they do demonstrations, or even have a bard who plays there regularly.
9	**Coercion.** Customers, who might otherwise go somewhere else, are pressured into coming here instead. This could be the owner's doing, but could also be the work of another interested party.
10	**Favoritism.** Certain types of folk are given particularly good service here, and it incentivizes them to frequent this location.
11	**Superstition.** Those who frequent this location do so out of the belief that if they don't, something will (or won't) happen.
12	**History.** This location is notable for its links to local history. Perhaps it belongs to a family with a particular reputation? Maybe it has ties to events from long ago?
13	**Rumors.** Something intriguing has been heard about this place that, for some reason, has piqued folks' curiosity.
14	**Expansion.** This place has grown recently.
15	**Important Person.** Someone directly involved with this location (owner, employee, etc) is a major figure in the community.
16	**Nearby Curiosity.** There is something in very close proximity that draws attention, thereby increasing foot traffic.
17	**Local Loyalty.** People who live nearby know this place and stick to it out of a deep-seated loyalty, even if there would seem to be better alternatives.
18	**Exciting.** There always seems to be something thrilling going on here, so those seeking to be free of boredom show up in droves.
19	**Organization Affiliation.** Association with certain people has generated traffic to this location.
20	**Magic.** Some form of magic plays a role in what is drawing people here. It could be on purpose or accidental, innocent or malicious.



Optional: Quality

Quality can add a great amount of flavor and interest to locations. You may roll on the table below to determine any location's **quality**.

Remember Your Included Locations!

Each district comes with a various locations. Remember that you can roll quality for those as well!

Modified by: district condition

d12	Quality
1-4	**Poor.** The location is a substandard version of what is typically expected. Its offerings are likely limited, or of bad quality. The location itself may be in disrepair, dirty, or have any number of other issues present.
5-10	**Good.** The location is a standard version of what is typically expected. Its offerings are likely not terrible, but often not particularly remarkable either (though sometimes there may be exceptions). The location itself is likely in a serviceable state, though probably not flawless.
11-12	**Fine.** The location is an exceptional version of what is typically expected. Its offerings are likely extensive, or of surpassing quality. The location itself is likely remarkable in some way (or, possibly, many ways) such as being very clean or well-built.

Poor/Fine Service Names?

Here are some suggestions for service names whether they're poor/fine.

Barber: Dirt Knife/Coiffeur
Bathhouse: Tubs/Private Baths
Doctor/Apothecary: Sawbones/Physician
House of Leisure: Den of Leisure/Hall of Leisure
Inn: Tents or Hostel/Lodge
Club: Stage/Theater
Soothsayer: Fortune Teller/Diviner
Stable: Stalls/Livery
Tavern: Pub/Taphouse

Optional: Place of Worship Tables

Your districts may contain one or multiple places of worship. The tables below can be rolled on to determine (or change) the size, fervency of the local following and the alignment of the faith practiced in that place of worship. You may roll on these as needed for any of your places of worship.

Place of Worship Size

Roll on the table below for each place of worship in your settlement to determine their sizes.

d20	Place of Worship Size
1	**Secret**. The place of worship's size is unclear, as the location is not publicly known.
2-5	**Altar**. A small shrine or, perhaps, a tiny shack, usually evincing some various items or images relating to that which the faith venerates.
6-10	**Oratory**. A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.
11-16	**Sanctuary**. A large, well-appointed structure, able to comfortably accommodate up to a few hundred people.
17-19	**Temple**. A grand building, replete with elements like high ceilings, plush furnishings, and other impressive ornamental and/or architectural features. It can hold nearly a thousand attendees.
20	**Great Temple**. An awe-inspiring structure, devoted to that which it venerates. No expense was spared in its construction. It might display such elements as stunning frescos, elaborate stained-glass scenes, and towering, gilded statues. Walking into a great temple is a rare and striking experience for those who do not live near one.

Place of Worship Fervency

Roll on the following table to determine the degree of veneration that is visible to any outsider visiting the city.

d20	Fervency of Local Following
1	**Unseen.** To those outside the following, it is not clear that the group exists.
2-5	**Quiet.** Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing, or phrases).
6-10	**Subtle.** Followers of the faith may be identifiable, but remain very reserved.
11-16	**Moderate.** The pious are confident and unafraid to display their faith openly, but do not encroach upon the wider populus uncalled for.
17-19	**Fervent.** Followers are outspoken, with little or no fear of reproach. They may sing or speak to the masses.
20	**Zealous.** Adherents are utterly and unthinkingly devout, forcing their doctrine upon their surroundings and peers, or taking actions that further their cause regardless of personal cost. Though typically seen as negative, this could also be a positive, such as a church of light rising up in an evil kingdom, helping those in need, even if it puts themselves in peril.

Place of Worship Alignment

Roll on the table below for each place of worship in the settlement to find out its alignment.

d10	Alignment of the Faith
1	Evil
2-5	Neutral
6-10	Good

Guilds

Guilds are formal organizations made up of shops or services of a given type (such as blacksmiths). These organizations are city wide.

All **shop** and **service** locations (included *and* additional) can be part of a guild.

Roll on the table below for *each* shop or service to see if they are part of a *city-wide* **guild**.

Important: When rolling to determine whether a business (such as a smithy) is in a guild, the 'Yes' range on the table below increases by +1 for each existing guild member of that type, to a maximum of +3 (a 1 will always be a 'No;).

Growing 'Yes' Range

There is strength in numbers and, as a guild grows, so does its power. The growing 'Yes' range reflects a guild's increasing influence. It is more likely that a large guild can persuade (or force) potential competition to join.

Example: *You roll 6, which is a* 'Yes' *for a blacksmith in your first district. They are officially in a blacksmith's guild. There is another blacksmith in your second district. You roll 4 for them, which is now a* 'Yes' *because the range is now 4-6 (to account for the fact that there is already one guilded blacksmith). There are now two in the guild. Another blacksmith is in your third district and you roll 1 for them* (which is always 'No') *and so they are not in the guild.*

If there were no other blacksmiths to roll for, you could now come up with a reason why the third smith is not in the guild.

d6	Guild Member?
1-4	**No.**
5-6	**Yes.**

With 1 member in the city: Yes = 4-6

With 2 members in the city: Yes = 3-6

With 3+ members in the city: Yes = 2-6

Determining Results

Once you have determined whether the shops and services are in guilds, you can interpret the results.

All 'No'. No guild for this kind of business in the capital, and all places of this type operate independently.

All 'Yes'. There is a guild for this kind of work in the capital, and all places of this type are members.

Some of both. Not all businesses of this type are members. Why? Were they kicked out? Were they denied membership? Perhaps they didn't *want* to be in the guild or actively oppose it? It's all up to you.

Extra Intrigue

Recent History

What has happened to, or in, the capital recently? What do people talk about in the streets or in the tavern? These are events that have happened within the last year.

d20	Recent History
1	A known thief was found dead, and on display, in the market square. The murderer has not been found.
2	Passionate protests against a leadership decision took place recently, but fell silent extremely quickly. Why?
3	A particularly odd fashion trend has been adopted by the wealthiest citizens of the capital.
4	A contingent of soldiers from a known enemy (if no known enemies, unknown) country have deserted their commanders and come to the capital, forswearing past allegiances and seeking citizenship. How have they been received? What are they doing now?
5	Questions have been asked about the legitimacy of the leadership, as well as their fitness for the role. The detractors are gaining momentum, though no one has yet been able to prove the truth either way, or determine whether there are ulterior motives at play.
6	Refugees have traveled a great distance to seek sanctuary in the capital. How has the capital received them? Are the nobility and common folk divided, or united, in their opinion of the situation?
7	Graffiti has been appearing across the capital, advertising some kind of underground competition. The competition is a legal gray area, but the promise of glory is an enticing prize for even some of the most upstanding citizens.
8	A feud between two of the capital's nobles, or major figures, came to blows very publicly, leaving each party dissatisfied and, possibly, looking to exact revenge.
9	A well-known, well-liked nobleman was recently unexpectedly stripped of his rank and title. Were the leadership's grievances justified, or is there more going on than meets the eye?
10	A shipment of fresh produce arrived at market from a neighboring city. To all intents and purposes, the contents seemed perfectly fine initially but, as more and more people have fallen ill, it is now clear the crates were infected with a terrible disease.
11	A block of buildings caught fire in the district with the lowest **district condition**, devastating multiple businesses and/or residences.
12	The owner of a bank & exchange (if one is present, a shop if not) has discovered a tunnel entrance down in their cellar that they swear wasn't there before. Where did it come from?
13	The highest **quality** tavern in the city experienced a particularly nasty bar brawl, and everyone is talking about it. What happened? How did it end?
14	The district with the most **housing** recently assembled its own private security force, acting independently from the watch. Why did they deem it necessary? How has local law enforcement and leadership responded?
15	A public building, in a key location, has collapsed, and an investigation is underway to determine the cause.
16	A local tavernkeep is starting something called 'Smashy Hour', a controlled and sanctioned weekly bar-brawl. The event is in partnership with a local furniture maker, who supplies old stock to be used as make-shift weapons. Guards are, so far, not getting involved, so long as the chaos stays contained. The only rule: don't destroy the tavern.
17	Someone within the city has been breeding chickens, and numbers are getting out of control. The streets are filled with poultry, and no one knows where they're coming from, or who started breeding them.
18	Leadership delegates were invited to an extremely important-sounding summit, hosted by a foreign power. This was months ago, and the delegates have not been heard from since they left the capital.
19	Someone in the capital has developed new urban farming practises, which have been slowly catching on.
20	A deity has made a physical appearance in the city.

Noteworthy Officials

As settlements become more complex, the need for administration, and individuals able to manage it, becomes more apparent. Whether these people do a fair job of it is another matter altogether.

Roll on the table below to see who in the capital's administration might be notable, and on the second table to see how competent the individual in that position truly is.

A Well-Oiled Machine

For complex settlements to function, multiple positions need to be filled. The assumption is that there are people performing all essential roles in the city, ably and quietly, but the tables below allow you to single out one (or a few) as being of particular note, with their level of competence perhaps telling you why.

d20	Noteworthy Officials
1	**Adviser**. Second in command of the city. Can be an official, or unofficial, position.
2	**Ambassador**. Regularly acts as a representative for the capital/nation when traveling abroad.
3	**Catchpole**. Catches and brings in debtors.
4	**Champion**. Ready to stand in for the leadership for any martial matters, either ceremonially or officially.
5	**Clerk**. Recordkeeper for the capital.
6	**Exchequer**. Responsible for taxes.
7	**Guildmaster**. Oversees one of the official (or underground) guilds, or factions, within the capital.
8	**Herald**. Responsible for disseminating official edicts, and other news, to the general populace. If serving in a courtly capacity, bears responsibility for knowing the names, titles of important individuals and announcing them when appropriate.
9	**High Priest/Druid**. The primary representative of the faithful to the capital leadership.
10	**High Mage**. The representative of the practitioners of arcane arts to the capital leadership.
11	**Jailer**. In charge of confining prisoners.
12	**Judge**. Decision-maker in legal matters.
13	**Liner**. Determines property boundaries.
14	**Master of Intelligence**. Responsible for seeking and utilizing information vital for capital/national security.
15	**Master of Revels**. Lead organizer of festivals and special events.
16	**Master of Stores**. Oversees the capital's stores of supplies, such as grain or building materials.
17	**Master of Trade**. Responsible for the management of imports and exports.
18	**Master of the Treasury**. Responsible for the capital's expenditures and paying contracts and debts.
19	**Master of the Wild**. Surveys the surrounding areas, mapping the wilderness, looking for monsters or other threats, and regulating hunting.
20	**Roadwarden/Dockwarden**. In charge of some, or all, of the capital's transportation systems.

d6	Official's Competence
1	**Corrupt**. Taking advantage of the position for personal gain.
2-3	**Incompetent**. Doesn't truly understand how to execute the position.
4-5	**Committed**. Utterly committed to the job, truly feeling it is of vital importance.
6	**Overqualified**. Based on skills and experience, ought to be in a higher, or more challenging, position.



Beneath the Surface

Cities and capitals are large enough places where goings on can be hidden from the knowledge of all but a few. There can often be things happening that not everyone is aware of. Roll on the following table to see if there is something **beneath the surface** in your capital.

d12	Beneath the Surface
1	**Pack.** A pack of particularly feral animals roams the capital.
2	**Monster.** A monster lurks somewhere in the capital.
3	**Markings.** Strange markings have been showing up around the capital.
4	**Fight Club.** A fight club has started somewhere in the capital, and may be gaining more participants.
5	**Secret.** Some portion of the populace is not as they seem.
6	**Outside Contact.** Someone in the capital is in regular communication with an interesting external contact.
7	**Tampering.** Someone is interfering with forces best left alone.
8	**Unsafe.** There is a structural problem with a location within the capital (or, possibly, the land, or environment, it is built on). The longer it goes unnoticed, the more damaging it could be.
9	**Parties.** A guerilla party scene has been emerging within the capital, with semi-frequent, secret, invitation-only parties being held at ever-changing locations.
10	**Black Market.** An underground black-market has been established, dealing in the movement of illicit goods or services.
11	**Races.** A racing circuit has been established outside the capital.
12	**Haunted**. The capital is being haunted by some kind of spirit.

Beneath the Surface – Awareness

Things happening in a capital city do not happen in a vacuum. Eventually, things get around; someone talks, something falls apart, or someone sees something they shouldn't (or, perhaps, wish they hadn't). If you rolled on the above **beneath the surface** table, roll on the table below to see how much (if any) **awareness** there is of what's going on.

d12	Beneath the Surface - Awareness
1	**Utterly Oblivious**. The public has not seen, or heard, any hint of whatever is going on. It will go unchecked until something triggers a change.
2	**Single, Subtle Occurrence.** Someone has noticed some kind of evidence, but doesn't quite know what to make of it. They just know it's strange.
3	**Disparate, Subtle Occurrences**. A few people have passively encountered some evidence of what's going on, though they are not aware of one another, and are not sure about what they've encountered.
4	**Many Subtle Occurrences.** A fair amount of people have encountered something related to what's going on and, while firm conclusions have not been drawn, there may be rumors.
5	**Single Occurrence.** Someone has noticed something, and has formed some ideas. They have started to ask questions, or poke around a bit.
6	**Disparate Occurrences.** A few people have noticed evidence, and are beginning to ask serious questions.
7	**Many Occurrences.** A fair amount of people have noticed evidence, and are beginning to ask serious questions. Some may even have found one another and pooled their knowledge.
8	**Single, Direct Occurrence.** Someone has had a direct, first-hand experience involving the issue, and is trying to deal with it somehow.
9	**Disparate, Direct Occurrences.** A few people have had direct, first-hand experiences involving the issue, and word is starting to spread. Claims have become difficult to dismiss.
10	**Many Direct Occurrences.** A fair amount of people have had direct, first-hand experiences involving the issue. Talk seems to be all over the place, and some of the witnesses have grouped together.
11	**Willfully Ignorant.** The public is fully aware of most, or all, of the issue, but deliberately avoids addressing it or dealing with it in any way.
12	**Actively Aware.** The public is fully aware, and actively addressing whatever is going on.

The Great Rumor Table

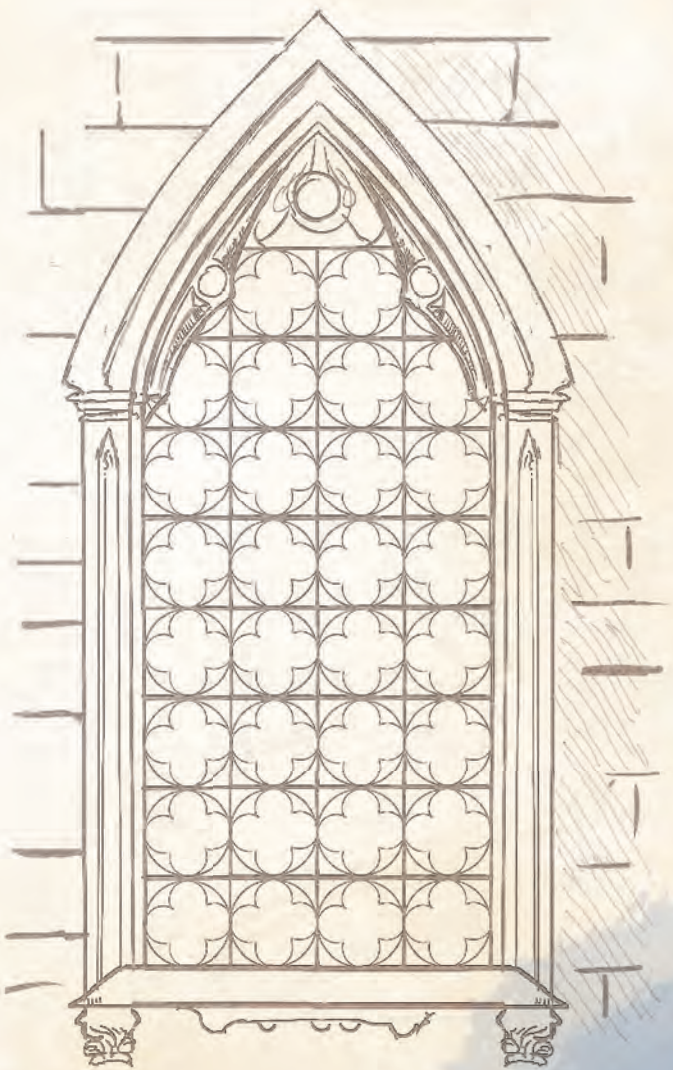
On page p. 444 you will find **Appendix C: Rumors**, which contains a 50-item table of rumors that may be floating around your settlement. This table is made up of political rumors from the Villages chapter, as well as rumors from both Cities and Capitals. Most of the rumors in the Appendix have been altered to make them fit any settlement, with the exception of a small few. Try it out and see what kind of flavor you discover!

What's next?

You've reached the end of the builder, but the process is not yet complete. Though you have undoubtedly started doing so already, your final task awaits. Look back at all of your rolls and the information that gives you and think about *why* things are the way they are, and what that means for your capital. Think of every detail that you rolled as another clue to revealing the true identity of this place. Be creative, let your imagination wander and don't tell yourself, "no". As we said in Chapter 1, embrace the contradictions and oddities, and you will see your capital come to life.

Interesting NPCs

If you need to populate your capital with some pre-generated characters, head on over to **Chapter 8: Interesting NPCs**. You can find tables for different types of NPCs and, following the tables, details on the NPCs themselves, arranged by profession.



Duskmire

By Jennifer Roy & Megan Roy

Situated on the cusp of a verdant valley against the rising hills lies Duskmire, an ancient capital founded upon a well of magic. Its awe-inspiring skyline is peppered with a unique arrangement of towers and spires, built from all manner of stones, crystals, lumber, clockwork, and even vegetation. Towering, well-patrolled walls surround the magnificent city and elicit a defined sense of security for all inhabitants, temporary or permanent. However, no great concentration of creatures will ever be purely peaceable, and Duskmire's seedy underbelly, based out of the slums, is proof.

Renowned for its University of Magic and devotion to all facets of knowledge, Duskmire is host to a steady stream of travelers year-round, and home to all manner of races. Of particular celebrity are the gnomes, whose cleverness and ingenuity have birthed two of Duskmire's main attractions. At the heart of the capital's botanical district one can find the first: the Clockwork Gardens, a sanctuary where plants of metal and gears are perfectly syncopated to bloom with the sunrise and sleep with the sunset. As mesmerizing as the gardens are, it is the second attraction that more often inspires gossip and intrigue. This attraction is the club, Gnomish Nights. Admittance to the raucous night haunt is limited to shortfolk only, with fliers lining the bottom of every building and fence calling them to attend. Club proprietor and sorcerer extraordinaire, Xarzival, can often be found there of a night, delighting guests with his magic and his dancing automatons. Many suppose it is the rarest magic of all that allows Xarzival to maintain both this extravagant night-life *and* his position as the University's headmaster.

Duskmire prides itself on being a hub for diversity in populace, study, and thought. As such, it never ceases to amaze its denizens. In need of entertainment? Try an ale at the market district's Mage Hand Inn, where wait staff line the walls and provide all service with ethereal disembodied hands! While you're at it, pop into the Market Theatre next door to see what hot tickets are on sale for the night's performances. Hoping to strike a lucky bet, or release some pent up aggression? Vartak's Arena has you covered as a spectator or contender, and even has open positions for security detail (they promise it pays well). In need of an adventure? Rumor even has it that below the relative modernity of Duskmire lies an ancient web of caverns, though who can say if such whispers bear truth? There *have* been those strange occurrences… could the mages just be experimenting again?



Basic Information

Origin: *Magical.* The capital was founded around something related to magic (perhaps a theory, rumor, or massive spell event). The draw of the original idea proved to be very strong indeed.

Age: *Ancient.* The capital is older than living, and possibly even recorded, memory.

Size: *Large.* Structures in the capital are able to support around 100,000 people.

Environment: *Valley.* The capital is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.

Outside the Capital:

- ***Resource Harvesting.*** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry, belonging to the capital, has been built nearby to harvest them, which it then uses or sells.
- ***Exploration.*** Explorers have been investigating something at this site a fair distance outside the capital. It has been abandoned/completed.

Stewardship: *Managed.* The city's fundamental elements are all accounted for and well attended to. Whoever is responsible is doing an admirable job.

General Condition: *Impressive.* The capital is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.

Fortification: *Extremely Fortified.* The capital is surrounded by an imposing wall of wood or stone, with many fully-staffed watchtowers at regular intervals along its length. The gate is double-thickness, reinforced with metal bands, augmented with a portcullis, and is always manned. A supplementary wall of wood or stone encompasses the surrounding countryside, with its own watchtowers. Nothing goes in or out without the watch's knowledge or permission.

Market Square: *Ample.* Room for a fair number of vendor stalls.

Vendor Stall Acquisition. *Lease.* Merchants pay in advance (sometimes *far* in advance) for the right to a space in the market square.

Merchant Overflow: *Monitored.* Excess vendors are allowed to set up stalls, and the city watch patrols through regularly, but the areas themselves are less-maintained and traffic is lighter.

Underground Passages: *Natural Caves.* Below the capital, natural cave systems can be found that may, or may not, have been discovered yet.

Government & High Society

Leadership: *Elected Council.* Prominent members of the community were chosen to lead the capital collectively.

Leadership Unity: *Uneasy.* Something feels off, but it may just be that someone is having a bad day.

Governing Priority: *Enlightenment.* The leadership prides itself on intelligence and wisdom, typically making choices that preserve culture and heritage or reinforce the community's access to knowledge and understanding.

Priority Approach: *Peaceable (Moderate).* An agreeable stance is taken unless heavily provoked, when an aggressive response is carefully deliberated. Deals and negotiations are preferred, but shows of force, or use of leverage, are not completely unheard of.

Priority Success: *Mediocre.* The leadership has made small steps in realizing its priority, achieving, perhaps, a single milestone.

Leader 1

- **Name: *Bobdon Hightide.*** Head of the Arcane.
- **Lifestyle: *Distinguished.*** The leader aspires to quality and high-functionality, but without concern for needless luxury or vanity.
- **Residence: *Large House.*** The leader's residence is large enough to make an impression and, potentially, have some spare rooms.
- **Intent: *Genuine.*** The individual lives this lifestyle because they truly believe it is good/right/acceptable to live this way. This (whether positive or negative) might be based on influences from their life, such as how they were raised, or even a sense of entitlement.

Leader 2

- **Name: *Quintus Finewire.*** Head of the Merchants.
- **Lifestyle: *Ostentatious.*** The leader revels in comfort and luxury, probably to excess, or endeavors to project such an image. They aim to inspire awe and jealousy in all who see them.
- **Residence: *Large Mansion.*** The leader's residence likely has many spare rooms, as well as plenty of space for recreational rooms.
- **Intent: *Unknown Alternative.*** The individual is living this lifestyle because they simply do not really know (or have forgotten) how to live any other way.

Leader 3:

- **Name: *Vartak Grimwrath.*** Head of the Arena.
- **Lifestyle: *Respectable.*** The leader's lifestyle is unassuming, but comfortable, appropriate to one in their position.
- **Residence: *Modest House.*** The leader's residence is just enough to accommodate their needs. This may garner positivity among the poor or frugal, but may also draw derision from the wealthy or extravagant.
- **Intent: *Genuine.*** The individual lives this lifestyle because they truly believe it is good/right/acceptable to live this way. This (whether positive or negative) might be based on influences from their life, such as how they were raised, or even a sense of entitlement.

Connections: *3*

- **Connection 1: *Ally - Trusted.*** The relationship is solid and unlikely to be shaken. Trust is likely founded on concrete elements, such as mutual admiration and/or shared interest.
- **Connection 2: *Ally - Trusted.*** The relationship is solid and unlikely to be shaken. Trust is likely founded on concrete elements, such as mutual admiration and/or shared interest.
- **Connection 3: *Enemy - Hated.*** The relationship is bitter and, barring an amazing turn of events, unsalvageable. This hatred could have stemmed from a perceived (or actual) insult, an attack, or opposing interests.

Spy Network Size: *Ample.* The capital has over a dozen spies working outside its borders.

Infiltration Depth: *Deep.*

- ***Goals:*** Gathering general intelligence involving identification of key places, figures, routines and infrastructure, ingratiating selves with individual targets, monitoring and noting relationships and actively guarded information.
- ***Repercussions:*** Individual - revelation of identity, imprisonment/ransom or attempts to turn operative National - diplomatic tension, divulging information about discovered spy's efforts, difficult negotiations.

Counterintelligence: *Adequate.* The capital has up to a dozen operatives working within its borders.

Counterintelligence Watchfulness: *Vigilant.* Pursuit of threats is ongoing and thorough. Skilled efforts at secrecy are often caught and dealt with.

Priority Success: *Mediocre.* The leadership has made small steps in realizing its priority, achieving, perhaps, a single milestone.

Number of Notable Visitors: *1*

Notable Visitor 1: *Sentient Large Monster.*

- **Reason for Visit: *Lost.*** They wound up here trying to find their way somewhere else.

Military Force: *Yes (Standing).* The capital's military is ever at the ready and active. Their training is ongoing, and they are kept well-supplied. They may double as a garrison for the capital or bolster city defenses.

Recruitment Type: *Volunteer.* Forces are made up of individuals who joined up willingly, and of their own volition.

Size of Force: *Strong.* The force's size is large, and likely solid enough to consider going into battle.

Specialization: *Magical.* A section of the military force is made up of magic-users, or arcane specialists are placed in every squad.

Military Facilities: *Moderate Structures Inside the Capital.* This encompasses well-equipped and outfitted barracks facilities, as well as quarters for officers. Training grounds are well-maintained, with separate, specialist facilities, all surrounded by moderate walls.

Type of Nobility: *Egalitarian.* The nobility is comprised of self-made people. Theoretically, anyone could attain this degree of notability, as there are few (if any) rules that would prevent social climbing. Typically, those in this group have some agreed-upon metric they use to judge suitability, such as a challenging, but achievable, goal.

Primary Nobles: *7*

Relationship to Leadership: *Tolerated.* The nobility put up with the leadership, at least for the moment.

Relationship with the People: *Good.* Relations are generally friendly. When a noble and commoner pass in the street, a nod or tip of the hat is typical.

Root of Relationship with the People: *Opinion of Leadership.* When it comes to their opinion of the leadership, both sides…

- ***Positive.*** …agree.

Community

Culture: *Self-Improvement.* Citizens believe life finds its meaning through the endless pursuit of bettering oneself, inside and out.

Pursuit of Culture: *Obsession.* Interest is pervasive, and talk of the culture seeps into regular conversation frequently. The pursuit of culture tends to dominate many aspects of daily life.

Population Density: *Dense.* There is a large amount of people living in the capital. There are few, if any, vacant buildings. In high traffic areas, one generally has elbow room, but not much more.

Demographics: *Wide Distribution.* 20% primary race. All others reasonably well represented.

Population Wealth: *Average.* Most of the capital's population have enough to live a modest life. Those without are a minority.

Visitor Traffic: *Droves.* Large groups of people regularly frequent the capital. Congestion is significantly increased.

Disposition: *Friendly.* Locals are generally friendly, welcoming and slow to take offense.

Night Activity: *Lively.* There is little difference between day and night traffic. There are always people on the streets, and it may seem like no one ever sleeps. Most shops and services remain open constantly. If the capital has a gate, it remains open and is only closed under the most dire of circumstances.

Law Enforcement: *Extensive City Watch.* Run by a captain and several sergeants, all key points are thoroughly guarded. The city perimeter is patrolled constantly, and city patrols happen regularly.

General Crime: *Uncommon.* Theft or mild violence happens from time to time. Best to keep an eye out, just in case.

- (+2 to **urban encounter** rolls taking place within the capital, but outside a district)

Districts

Scholar District. This district has a focus on education and the pursuit of knowledge.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Gated & Guarded with Toll.*** The district entrance is barred by a guarded gate, and a fee is charged for entry or exit (or both), which may be based on personage, method of transport, or goods being transported.
- **District Crime: *Frequent.*** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
  - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Noble Residents: 1**

- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Academy/University, Archives/Library, Hired Help - Scholars and Clerics, Schoolhouse, Forum
- **District Additional Locations:** Rare Trade Goods, Alchemist, Schoolhouse
    - **Magic Shop - Books - Notable: *Local Loyalty.*** People who live nearby know this place and stick to it out of a deep-seated loyalty, even if there would seem to be better alternatives.

Slums District: This district is an area where those with lesser means might live.

- **District Condition: *Decent.*** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
    - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Noble Residents: *3***
- **District Notable Locations: *Three.*** *Up to the first 3* additional locations in the district are notable.
- **District Included Locations:** Butcher, House of Leisure, Inn, Tavern
- **District Additional Locations:** Club
    - **House of Leisure - Notable: *Important Person*.** Someone directly involved with this location (owner, employee, etc) is a major figure in the community.
    - **Butcher - Notable: *Rumors.*** Something intriguing has been heard about this place that, for some reason, has piqued visitor's curiosity.
    - **Doctor/Apothecary - Notable: *Organization Affiliation.*** Association with certain people has generated traffic to this location.

Market District. This district has a focus on the sale of practical goods.

- **District Condition: *Impressive*.** The district is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.
- **District Entry: *Lightly Guarded.*** The district entrance has a token guard presence.
- **District Crime: *Uncommon.*** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
    - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Noble Residents: *2***
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Baker, Butcher, General Store, Smithy, Tailor
- **District Additional Locations:** Rare Libations & Fare, Magic Shop - Clothing
    - **Inn - Notable: *Important Person.*** Someone directly involved with this location (owner, employee, etc) is a major figure in the community.
    - **Club - Notable: *Excellent Offerings.*** Whatever product or service the location offers, it's good enough to draw notice.

Botanical District. This district has a focus on nature.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Uncommon.*** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
    - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Noble Residents: *1***
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Outdoor Recreational Area, Inn, Stables
- **District Additional Locations:** Soothsayer, Cobbler
    - **Club - Notable: *Top-Notch Marketing*.** All around the capital you can see signage, or hear people mentioning, the location.
    - **Hired Help - Guides and Trackers - Notable: *Magic*.** Some form of magic plays a role in what is drawing people here. It could be on purpose or accidental, innocent or malicious.

Administration District. This district has a focus on government and civil matters.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Open*.** Entrance to the district is unrestricted.
- **District Crime: *Common*.** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
  - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *Extensive*.** A significant amount of the district's buildings are housing for residents.
- **Noble Residents: *None***
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Courthouse, Chancery, Town Hall, Treasury, Hired Help - Scribes and Clerks
- **District Additional Locations:** Hired Help - Priestly Guidance, (2) Doctor/Apothecary
  - **Club - Notable: *Local Loyalty*.** People who live nearby know this place and stick to it out of a deep-seated loyalty, even if there would seem to be better alternatives.

Extra Intrigue

Recent History. Someone within the city has been breeding chickens, and numbers are getting out of control. The streets are filled with poultry, and no one knows where they're coming from, or who started breeding them.

Noteworthy Official: *Master of Trade*. Responsible for the management of imports and exports.

- **Official's Competence: *Incompetent*.** Doesn't truly understand how to execute the position.

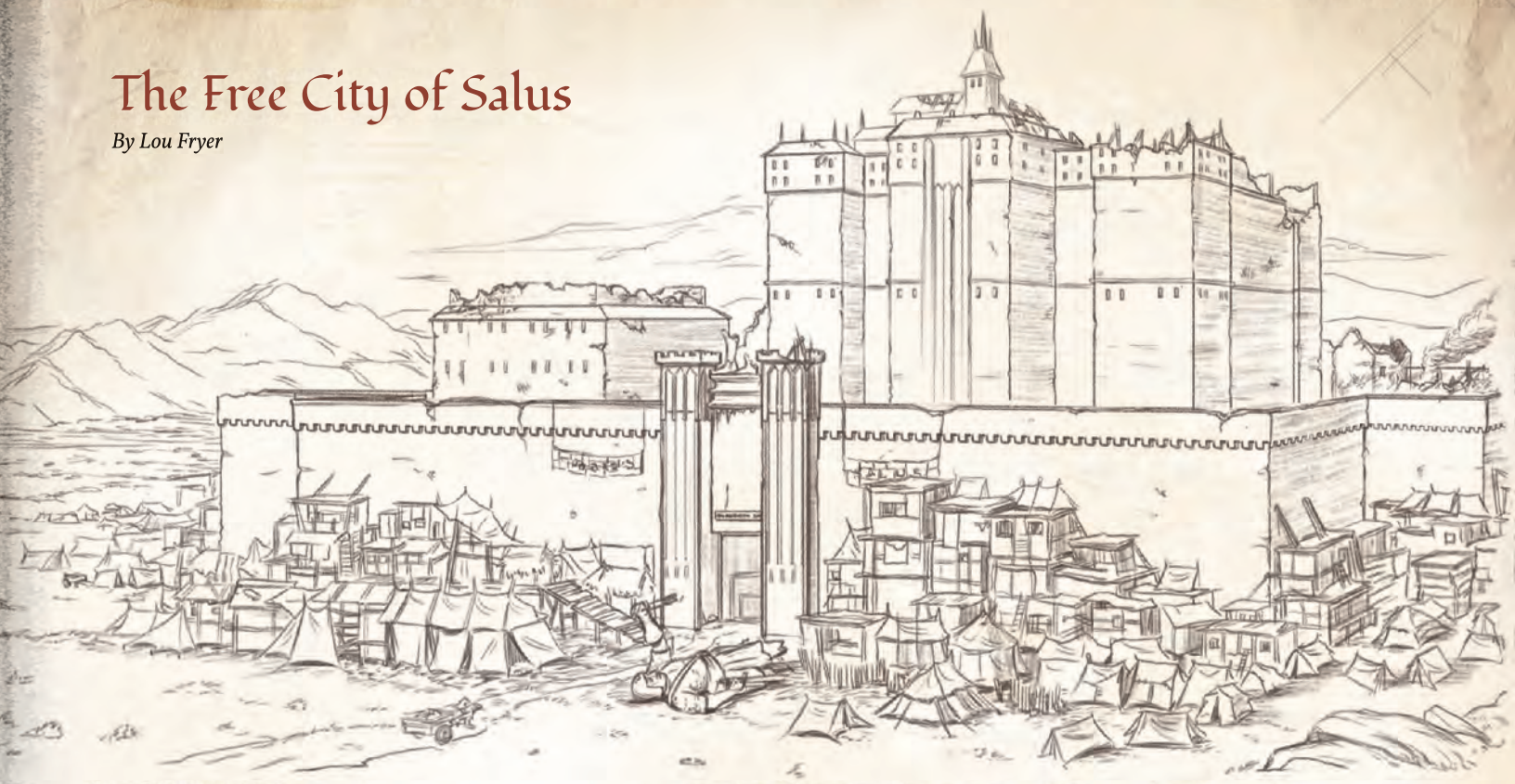
Beneath the Surface: *Unsafe*. There is a structural problem with a location within the capital (or, possibly, the land, or environment, it is built on). The longer it goes unnoticed, the more damaging it could be.

- **Beneath the Surface - Awareness: *Single, Direct Occurrence*.** Someone has had a direct, first-hand experience involving the issue, and is trying to deal with it somehow.



The Free City of Salus

By Lou Fryer



When the greater part of your entire world is five paces wide, the mind has little else to do but wander. One might start to make plans and formulate schemes with no real hope of success, just as a way of breaking the monotony of incarceration. One might well be surprised when hypothetical plans actually bear fruit, and you are one of thousands given, as if by providence, a second chance.

This is the situation that inmates found themselves in twenty years ago, when an escape attempt from their enormous prison colony unexpectedly spiralled into a full-scale revolt. Prisoners fought tooth and nail, destroying everything obstructing their path out into the sun. The shocked 'Firsts' (as the escape plan's originators came to be called) let their erstwhile captors leave; after all, they were as surprised as anyone that their plan had succeeded.

Revered as heroes, the Firsts were immediately elected the ruling council of the new 'Free City of Salus', whose first act was to handpick a grand militia from thousands of crooks to fortify the city and act as a standing army against inevitable repercussions. The great majority of former captives stuck around to carve out a place in this new nation, for their own lands only knew them as criminals. The Firsts, still giddy with fresh power, deemed all citizens pardoned, praying that none would jeopardize the do-over they'd all been granted. They fervently pushed a message of 'self-improvement', encouraging their people to take up a trade, educate themselves and each other, or enlist to guard their newfound freedom. They established a city watch and, determined to set themselves apart from other 'oppressed' nations, opened their doors to visitors for pleasure and commerce, transforming the old exercise quadrangle into an enormous marketplace and reestablishing, as legitimate businesses, the old offices, forges, mills and factories that inmates had formerly laboured in.

Of course, a utopia it is not. Such was the damage caused by the initial revolt that many buildings are beyond repair and the populous, accustomed to routine and dictatorship, grow restless. The Firsts know their people need a purpose (and see the danger of their attentions turning inward), so have sent their army to 'liberate' other oppressed settlements. Their great host sweeps through prisons, plantations, and labor camps, freeing any that have no control of their own destiny. Taking a portion of any wealth pillaged and setting up smaller councils owing fealty to the Firsts, The Free City of Salus has become the capital of a free nation, a haven for the deposed, oppressed and subjugated.

Basic Information

Origin: *Prison.* The site was originally a holding colony for criminals but, over time, events transpired allowing the place to become a legitimate city in its own right. Was this thanks to a successful revolt? Or perhaps the kingdom that held the prison colony was conquered and the colony was left to its own devices? Maybe something made the colony's kingdom change its mind and legitimize it?

Age: *Established.* The capital has been around for at least 10, but up to 100, years.

Size: *Large.* Structures in the capital are able to support around 100,000 people.

Environment: *Plains.* The capital is in the wide open fields.

Outside the Capital:

- ***Makeshift Settlement.*** A large mass of hovels, lean-tos, tents, and other improvised shelters have been built in the shadow of the capital's walls. Why? Do the leaders and residents care?

Stewardship: *Adequate.* The capital's fundamental elements are all taken care of relatively competently, but some room for improvement still exists. Lack of resources or involvement in more pressing matters, such as external conflicts or disaster management, are possible explanations.

General Condition: *Dilapidated.* Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.

Fortification: *Heavily Fortified.* The capital is surrounded by a heavy wall of wood or stone, with several watchtowers built along its length. The gate is double-thickness and reinforced with metal bands. There are additional watchtowers built at various points throughout the surrounding countryside

Market Square: *Spacious.* Room for lots of vendor stalls.

Vendor Stall Acquisition: *First Come, First Served - Fee.* Merchants line up prior to market day. Those at the front of the line are given first pick of the available stall spaces, provided they can pay the fee for the day.

Merchant Overflow: *Banned.* Excess vendors are not allowed to set up stalls outside the town. City guards will enforce this.

Underground Passages: *Sewers.* A network of drains, pipes, and trenches lies beneath the capital. Base the sewer's condition upon that of the settlement, if they were built concurrently. They may pre-date the current capital city.

Government & High Society

Leadership: *Elected Council.* Prominent members of the community were chosen to lead the capital collectively.

Leadership Unity: *Uneasy.* Something feels off, but it may just be that someone is having a bad day.

Governing Priority: *Isolationist.* The capital has no desire to get involved in the dealings of other sovereign entities. They are open and clear about this.

Priority Approach: *Peaceable (Moderate).* An agreeable stance is taken unless heavily provoked, when an aggressive response is carefully deliberated. Deals and negotiations are preferred, but shows of force, or use of leverage, are not completely unheard of.

Priority Success: *Mediocre.* The leadership has made small steps in realizing its priority, achieving, perhaps, a single milestone.

Leader 1

- ***Lifestyle: Respectable.*** The leader's lifestyle is unassuming, but comfortable, appropriate to one in their position.
- **Residence: *Modest House.*** The leader's residence is just enough to accommodate their needs. This may garner positivity among the poor or frugal, but may also draw derision from the wealthy or extravagant.
- **Intent: *Positive Deception.*** The individual would not typically live this lifestyle, but is doing so because they believe it will have a positive impact, such as inspiring those who see them.

Leader 2

- **Lifestyle: *Exquisite.*** The leader quietly enjoys the luxuries afforded to one in their lofty position, and presents a refined, well-maintained appearance.
- **Residence: *Small Estate (Inside the Capital).*** The leader's main residence is notable, and on a small amount of land. The property is likely bordered with hedges, fencing, or a wall.
- **Intent: *Negative Deception.*** The individual would not typically live this lifestyle, but is doing so out of selfish motives, or because they are somehow being forced into this lifestyle against their will.

Leader 3

- **Lifestyle: *Respectable.*** The leader's lifestyle is unassuming, but comfortable, appropriate to one in their position.
- **Residence: *Small Estate (Inside the Capital).*** The leader's main residence is notable, and on a small amount of land. The property is likely bordered with hedges, fencing, or a wall.
- **Intent: *Positive Deception.*** The individual would not typically live this lifestyle, but is doing so because they believe it will have a positive impact, such as inspiring those who see them.

Leader 4

- **Lifestyle: *Respectable.*** The leader's lifestyle is unassuming, but comfortable, appropriate to one in their position.
- **Residence: *Large Mansion.*** The leader's residence likely has many spare rooms, as well as plenty of space for recreational rooms.
- **Intent: *Negative Deception.*** The individual would not typically live this lifestyle, but is doing so out of selfish motives, or because they are somehow being forced into this lifestyle against their will.

Leader 5

- **Lifestyle: *Exquisite.*** The leader quietly enjoys the luxuries afforded to one in their lofty position, and presents a refined, well-maintained appearance.
- **Residence: *Large Estate (Inside the Capital).*** The leader's main residence is substantial, and surrounded by modest grounds. Staff probably have apartments within the property. The property is likely bordered with hedges, fencing, or a wall.
- **Intent: *Positive Deception.*** The individual would not typically live this lifestyle, but is doing so because they believe it will have a positive impact, such as inspiring those who see them.

Connections: ***1***

- **Connection 1:** ***Ally - With Reservations.*** The entity is considered a friend, but treated with care, possibly not fully trusted. They could be a friend yet to truly prove their loyalty, or one who is unpredictable or fickle.

Spy Network Size: ***Adequate.*** The capital has up to a dozen spies working outside its borders.

Infiltration Depth: ***General.***

- ***Goals****:* Gathering general intelligence involving identification of key places, figures, routines and infrastructure.
- ***Repercussions****:* Individual - revelation of identity

National - diplomatic tension, divulging information about discovered spy's efforts.Gathering general intelligence involving identification of key places, figures, routines and infrastructure.

Counterintelligence: ***None.*** The capital does not have counterintelligence operatives working within its borders.

Number of Notable Visitors: ***4***

Notable Visitor 1: ***Ambassador.***

- **Reason for visit:** ***Looking for a Change***. They are here because they want to change something significant in their life.

Notable Visitor 2: ***Sentient Small Monster***

- **Reason for visit:** ***Doing a Favor.*** A friend or loved one asked them to come here and resolve some kind of business.

Notable Visitor 3: ***Sentient Large Monster***

- **Reason for visit:** ***Doing a Favor.*** A friend or loved one asked them to come here and resolve some kind of business.

Notable Visitor 4: ***Spy***

- **Reason for visit:** ***Seeking Advice.*** They are here to gain understanding about an issue that has been affecting them.

Military Force: ***Yes.*** The capital has some kind of military force.

Standing or Disbanded: ***Standing.*** The capital's military is ever at the ready and active. Their training is ongoing, and they are kept well-supplied. They may double as a garrison for the capital or bolster city defenses.

Recruitment Type: ***Hand-Picked.*** The capital hand picks individuals from its populace, based on certain criteria.

Size of Force: ***Strong.*** The force's size is large, and likely solid enough to consider going into battle.

Specialization: ***Unconventional.*** A section of the military force employs unorthodox thinking and methods, taking advantage of the enemy's preconceived notions to achieve unexpected results.

Military Facilities: ***Temporary Shelters Outside the Capital.*** This encompasses tents for all troops and few, quickly-built minimal structures. Training grounds have been established in the landscape around the encampment.

Type of Nobility: ***Egalitarian.*** The nobility is comprised of self-made people. Theoretically, anyone could attain this degree of notability, as there are few (if any) rules that would prevent social climbing. Typically, those in this group have some agreed-upon metric they use to judge suitability, such as a challenging, but achievable, goal.

Primary Nobles: 5

Relationship to the Leadership: ***Liked.*** The nobility like the leadership well enough; some may even be friends.

Relationship with the People: ***Good.*** Relations are generally friendly. When a noble and commoner pass in the street, a nod or tip of the hat is typical.

Root of Relationship with the People. ***Manipulation.*** An individual or group has orchestrated the sentiment between the two classes. The manipulator is looking out for the capital's interests.

Community

Culture: ***Self-Improvement.*** Citizens believe life finds its meaning through the endless pursuit of bettering oneself, inside and out.

Pursuit of Culture: ***Rabid Fanaticism.*** The pursuit of culture has overrun the capital and, even to visitors, is likely inescapable. Local speech is dominated by it, and events honouring it are ongoing. It seems to be represented, in some way, almost everywhere one looks.

Population Density: ***Populous.*** A moderate amount of people live in the capital. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped.

Demographics: ***Wide Distribution.*** 20% primary race. All others reasonably well represented.

Population Wealth: ***Average.*** Most of the capital's population have enough to live a modest life. Those without are a minority.

Visitor Traffic: ***Groups.*** There are generally a fair amount of visitors to the capital. May slightly increase congestion.

Disposition: ***Open.*** The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome.

Night Activity: ***Active.*** Inns and taverns remain open perpetually. Some shops and services may be open, catering to late travelers or night owls. A fair amount of establishments may still be closed. If the capital has a gate, it is kept open, but guarded, ready to be closed, if needed.

Law Enforcement: ***City Watch.*** Run by a single captain, the watch has sufficient strength to cover key points, as well establish a patrol once or twice a day.

General Crime: ***Common.*** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.

- (+3 to **urban encounter** rolls taking place within the capital, but outside a district)

Organized Crime: ***Whispers.*** There are hushed rumors of criminal organization, but most folks keep these suspicions to themselves, for fear of ridicule, or reprisal. The organization has a few operatives within the capital and they work hard to keep a very low profile.

Districts

Administration District. This district has a focus on the sale of practical goods..

- **District Condition: *Squalid*.** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Guarded*.** The district entrance has a strong guard presence.
- **District Crime: *Dangerous*.** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurence, and discoveries of bodies are not what one would call 'rare'.
  - (+5 to **urban encounter** rolls taking place within this district)
- **District Housing: *None*.** No one lives in this district.
- **Number of Noble Residents: *2***
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Courthouse, Chancery, Town Hall, Treasury, Hired Help - Scribes and Clerks (Guild Member)
- **District Additional Locations:** Alchemist (Guild Member), Club, Luxury Furnishings (Guild Member)
  - **Baker - Notable: *Coercion*.** Customers, who might otherwise go somewhere else, are pressured into coming here instead. This could be the owner's doing, but could also be the work of another interested party.

Craft District. This district has a focus on the creation of different goods.

- **District Condition: *Squalid*.** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Guarded*.** The district entrance has a strong guard presence.
- **District Crime: *Dangerous*.** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurence, and discoveries of bodies are not what one would call 'rare'.
  - (+5 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited*.** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Number of Noble Residents: *0***
- **District Notable Locations: *Two*.** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Smithy, Carpenter, General Store, Tailor (Guild Member), Magic Shop - Armor (Guild Member)
- **District Additional Locations:** Foundry/Smelting, Textile Production
  - **Hired Help - Magical Mercenaries - Notable: *History*.** This location is notable for its links to local history. Perhaps it belongs to a family with a particular reputation? Maybe it has ties to events from long ago?
  - **Rare Trade Goods - Notable: *Expansion*.** This place has grown recently.

Industrial District. This district has a focus on large-scale production facilities.

- **District Condition: *Dilapidated*.** Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.
- **District Entry: *Guarded*.** The district entrance has a strong guard presence.
- **District Crime: *Common*.** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
  - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited*.** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Number of Noble Residents: *3***
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Smithy, Foundry/Smelting
- **District Additional Locations:** Treasury, Cooper (Guild Member), Weaver
  - **Carpenter - Notable: *Local Loyalty*.** People who live nearby know this place and stick to it out of a deep-seated loyalty, even if there would seem to be better alternatives.

Extra Intrigue

Recent History: A block of buildings caught fire in the district with the lowest district condition (Administration), devastating multiple businesses and/or residences.

Noteworthy Official: *Master of the Treasury*. Responsible for the capital's expenditures and paying contracts and debts.

- **Official Competence: *Corrupt*.** Taking advantage of the position for personal gain.

Beneath the Surface: *Pack*. A pack of particularly feral animals roams the capital.

- **Beneath the Surface - Awareness: *Single, Direct Occurrence*.** Someone has had a direct, first-hand experience involving the issue, and is trying to deal with it somehow.



Kharaz-Surgoz

By Ralph Stickley



The dwarf hold of Surgoz is not the largest, or the wealthiest, but it holds an important place in dwarf culture for its connections and location, acting as a route through an otherwise-treacherous mountain range and as access to Kharaz-Surgoz, The Singing Mountain (named for the rock formations which create otherworldly music in the howling winds), sacred to the little-worshiped dwarf god of music.

In days gone by, the dwarves here were a secretive people, more than happy to deal only with their own kind, and the traditionalists amongst the nobility would much rather it had stayed that way. As it transpired, a young and rebellious heir (for a conservative dwarven hold at least) inherited the throne, and opened Surgoz to the wider world. King Mjothi had nothing but the people's interests and prosperity in mind - a goal he still places above all others. Indeed, he was willing to sell off his mansion to fund exploratory expeditions into the city's underlying tunnels to potentially improve infrastructure - the entrenched nobility, however, did all in their power to prevent this, suggesting it would be entirely improper for a king to relinquish his ancestral hall and that he would lose the people's respect (though their tone implied it was theirs on the line). Outnumbered by his nominal advisors, the king was forced to relent, as he was on many of his proposed edicts.

The old guard hold particular sway on Surgoz's production and business, and there are therefore strict rules on who can trade within the city proper. Until that is no longer the case, it will never be the most welcoming place to outsiders, yet outsiders come nonetheless, and in great numbers. Surgoz also harbours deeply entrenched suspicions of neighbouring dwarf holds, and rivalries have been bubbling for centuries. Historically, these have been mercantile affairs, for the most part, wars fought with levies and tariffs rather than soldiers. Indeed, representatives from rival cities are positively encouraged to attend the markets which take place *outside* the city gates (where they can get a good impression of the immaculate and impressive architecture on the other side of the walls, leaving little doubt who is and is not welcome in the nicer, main city). The inner market is reserved for residents alone, and, even then, strict rules dictate who can trade there - any would-be merchant must gain sponsorship, thus lining the pockets of the nobility and spreading their influence further.

Basic Information

Origin: *Advantageous Position.* The site was chosen to take advantage of desirable geographical features, like a strategic choke point, or an ideal high-ground posting. As the location proved itself, it grew which, in turn, created a stronger hold, and so on.

Age: *Mature.* The city has been around at least 100, but up to 300, years.

Size: *Medium.* Structures in the city are able to support around 50,000 people.

Environment: *Mountains.* The capital is found on stony passes or soaring peaks.

Outside the Capital:

- (2) ***Farming [Agriculture].*** A group of farms, providing food grown for the capital, are found on the nearest hospitable land under its control.
- ***Subterranean Warrens.*** Something is *under* the capital (below even the sewer system, if the capital has one). These could be the ruins of another city, the crude dwelling place of simple beasts, or the residence of another active civilization. It is not known about.

Stewardship: *Managed.* The capital's fundamental elements are all accounted for and well attended to. Whoever is responsible is doing an admirable job.

General Condition: *Magnificent.* The capital is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.

Fortification: *Fortified.* The capital is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the city, though are likely sporadic.

Market Square: *Spacious.* Room for lots of vendor stalls.

Vendor Stall Acquisition: *Sponsored Referral Only - Fee.* A stall may only be acquired once the vendor pays a fee, and the vendor is sponsored by a citizen of the capital. The sponsor assumes responsibility for the vendor. The space is granted once payment and proof of sponsorship is submitted and approved.

Merchant Overflow: *Encouraged.* Excess vendors are encouraged to set up stalls outside the capital, if they are unable to get a spot in the square. There are maintained areas available for use, and are provided on a first-come, first-served basis. When in use by vendors, this area is regularly patrolled, if law enforcement personnel can be spared.

Underground Passages: *Tunnels.* A series of tunnels exist beneath the capital. This could be for maintenance, defensive, or clandestine purposes and may, or may not, have been purpose-built for the current settlement. They could potentially have been dug by enemy forces, either recently or long ago.

Government & High Society

Leadership: *Hereditary.* A non-elected leader is in power, by virtue of their bloodline.

Leadership Unity: *Uneasy.* Something feels off, but it may just be that someone is having a bad day.

Governing Priority: *Humanitarian.* The leadership's goal is to truly do right by its people. Care and compassion are their highest priorities.

Priority Approach: *Aggressive (Moderate).* A defensive stance is taken, though opportunity is provided for good faith. If that opportunity is squandered, dealings can become much more difficult. Shows of force are typically relied upon but peaceful or, at least, agreeable resolutions are usually considered.

Priority Success: *Very Successful.* The leadership has made great strides at achieving its initial vision, and looks like their success will continue.

Leader 1

- **Name: *King Mjothi***
- **Lifestyle: *Distinguished.*** The leader aspires to quality and high-functionality, but without concern for needless luxury or vanity.
- **Residence: *Large Mansion.*** The leader's residence likely has many spare rooms, as well as plenty of space for recreational rooms.
- **Intent: *Negative Deception.*** The individual would not typically live this lifestyle, but is doing so out of selfish motives, or because they are somehow being forced into this lifestyle against their will.

Connections: *3*

- **Connection 1: *Ally - Trusted.*** The relationship is solid and unlikely to be shaken. Trust is likely founded on concrete elements, such as mutual admiration and/or shared interest.
- **Connection 2: *Enemy - Friendly.*** Relations are civil enough, but there is a fundamental and irreconcilable rivalry, or difference of opinion, that prevents any real alliance.
- **Connection 3: *Enemy - Friendly.*** Relations are civil enough, but there is a fundamental and irreconcilable rivalry, or difference of opinion, that prevents any real alliance.

Spy Network Size: *Modest.* The capital has up to a few spies working outside its borders.

Infiltration Depth: *Deep.* Ingratiating selves with individual targets, monitoring and noting relationships and actively guarded information.

- ***Goals:*** Ingratiating selves with individual targets, monitoring and noting relationships and actively guarded information.
- ***Repercussions:*** Individual - revelation of identity, imprisonment/ransom or attempts to turn operative National - diplomatic tension, divulging information about discovered spy's efforts, difficult negotiations.

Counterintelligence: *Modest.* The capital has up to a few operatives working within its borders.

Counterintelligence Watchfulness: *Wary.* Efforts are diligent and concerted, though not taken to extreme. Moderate efforts at secrecy are often caught and dealt with.

Number of Notable Visitors: *4*

Notable Visitor 1: *Ambassador*

- **Reason for Visit: *Lost a Bet.*** The visitor is here for some particular, unpleasant reason as the losing penalty of a wager.

Notable Visitor 2: *Military Commander*

- **Reason for Visit: *Collecting a Debt.*** Someone owes the visitor (or someone connected to them) and it's time to collect.

Notable Visitor 3: *Scribe*

- **Reason for Visit: *Visiting an Old Friend.*** They are in the capital to meet with someone they haven't seen in a long time.

Notable Visitor 4: *Sentient Small Monster*

- **Reason for Visit: *In Need of Help.*** They are beset by a problem and have come here looking for aid.

Military Force. *No.* The capital does not employ its own military force.

Type of Nobility: *Blood.* Title and status are hereditary, passed down by birth or through marriage. Positions were likely originally awarded to the ancestors of current nobility by a powerful individual, perhaps to reward or purchase loyalty.

Number of Primary Nobles: *4*

Relationship to the Leadership: *Disliked.* The nobility are not fond of the leadership, but have yet to truly cause a problem.

Relationship with the People: *Bad.* Dislike is pervasive. Dealings between nobles and commoners usually result in mutterings and barely-concealed curses, but open hostility is rare.

Root of Relationship with the People: *Leadership Treatment.* The leadership treats the people and the nobility…

- ***Negative.*** …differently.

Community

Culture: *Music.* Citizens believe life finds its meaning in the making and experiencing of music, the true language of the soul.

Pursuit of Culture: *Moderate.* Culture is viewed as passingly important. Most enjoy cultural activities, but they do not dominate to the detriment of other aspects of life.

Population Density: *Sparse.* Folk live in the capital, but it would never be called bustling. Walking down the street, you'll typically only see a few people.

Demographics: *Normal Distribution.* 50% primary race, 25% secondary race, 15% tertiary race, 10% other.

Population Wealth: *Prosperous.* The majority have enough to live a good life and, of them, a fair amount can even live comfortably.

Visitor Traffic: *Multitudes.* Massive groups of people throng the streets, likely spilling out onto the roads outside the capital. Congestion is an ever-present reality and a regular issue.

Disposition: *Unfriendly.* Locals don't care much for visitors, looking upon them with contempt, fear, or suspicion.

Night Activity: *Slow.* Almost everything is closed except for taverns, which may be open until early morning, and inns, which stay open perpetually. If the capital has a gate, it is closed, but guards will generally be ready to open it, as needed.

Law Enforcement: *Robust City Watch.* Run by a captain and two sergeants, the watch are able to place extra support at key points, as well as establish three or four patrols a day.

General Crime: *Frequent.* The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.

- (+4 to **urban encounter** rolls taking place within the capital, but outside a district)

Organized Crime: *Whispers.* There are hushed rumors of criminal organization, but most folks keep these suspicions to themselves, for fear of ridicule, or reprisal. The organization has a few operatives within the capital and they work hard to keep a very low profile.

Districts

Scholar District. This district has a focus on education and the pursuit of knowledge.

- **District Condition: *Magnificent.*** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **Entry: *Open.*** The district entrance is unrestricted.
- **District Crime: *Dangerous.*** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurence, and discoveries of bodies are not what one would call 'rare'.
  - (+5 to **urban encounter** rolls taking place within this district)
- **District Housing: *Moderate.*** A fair amount of the buildings in the district house residents.
- **District Notable Locations: *Three.*** *Up to the first 3* additional locations in the district are notable.
- **District Included Locations:** Archives/Library, Academy/University, Forum, Schoolhouse, Hired Help - Scribes and Clerks
- **District Additional Locations:**
  - **Academy/University - Notable: *Organization Affiliation.*** Association with certain people has generated traffic to this location.
  - **Luxury Furnishings - Notable: *More-Than-Meets-the-Eye.*** This location may seem to be one thing, but the right people know what else is there.
  - **Weaver - Notable: *Vested Interests.*** A third party (not the shopkeeper or an employee) has a stake in whether this location is successful, and has done something to ensure the populus know about it.

Slums District. This district is an area where those with lesser means might live.

- **District Condition: *Magnificent.*** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **Entry. *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing. *Moderate.*** A fair amount of the buildings in the district house residents.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Butcher, House of Leisure, Inn, Tavern
- **District Additional Locations:** Soothsayer
  - **Weaver (Guild Member) - Notable: *History.*** This location is notable for its links to local history. Perhaps it belongs to a family with a particular reputation? Maybe it has ties to events from long ago?
  - **Performance Entertainment - Notable: *Unique Offering.*** This location has a product or service that no one else in the capital has.

Market District. This district has a focus on the sale of practical goods.

- **District Condition: *Magnificent.*** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *One.*** *The first* additional location in the district is notable.
- **District Included Locations:** Baker, Butcher, General Store, Smithy, Tailor
- **District Additional Locations:** Stables, Tavern (Guild Member)
  - **Rare Libations and Fare (Guild Member) - Notable: *Top-Notch Marketing.*** All around the capital you can see signage, or hear people mentioning, the location.

Craft District. This district has a focus on the creation of different goods.

- **District Condition: *Magnificent.*** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **Entry: *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Frequent.*** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
  - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing: *Extensive.*** A significant amount of the district's buildings are housing for residents.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Carpenter, General Store, Magic Shop - Books, Tailor
- **District Additional Locations:** Smithy, Wainwright
  - **Armorsmith - Notable: *Vested Interests.*** A third party (not the shopkeeper or an employee) has a stake in whether this location is successful, and has done something to ensure the populus know about it.
  - **Foundry/Smelting (Guild Member) - Notable: *Coercion.*** Customers, who might otherwise go somewhere else, are pressured into coming here instead. This could be the owner's doing, but could also be the work of another interested party.

Extra Intrigue

Recent History: The owner of a bank & exchange (if one is present, a shop if not) has discovered a tunnel entrance down in their cellar that they swear wasn't there before. Where did it come from?

Noteworthy Official: *Judge.* Decision-maker in legal matters.

- **Official Competence: *Incompetent.*** Doesn't truly understand how to execute the position.

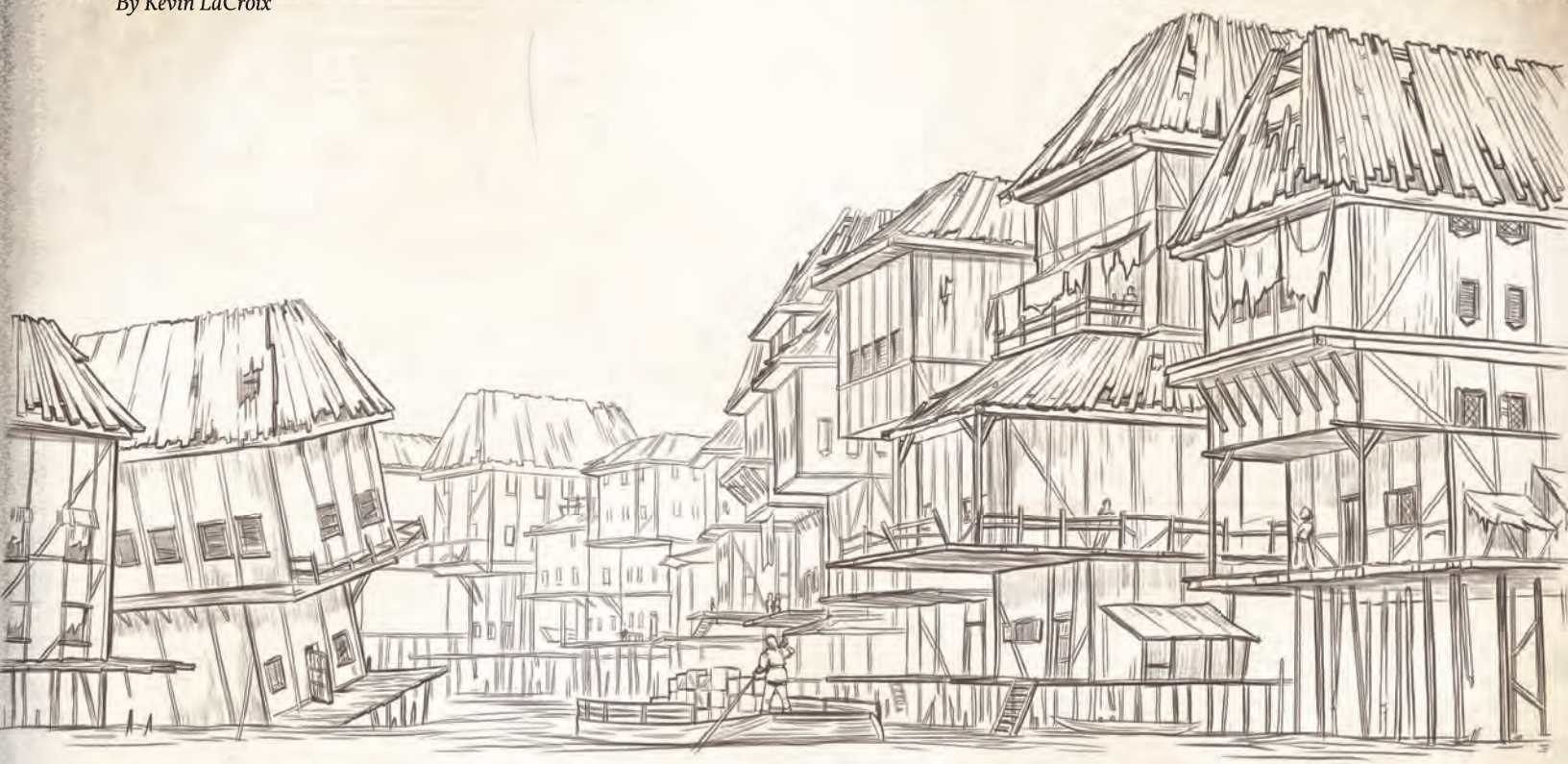
Beneath the Surface: Strange markings have been showing up around the capital.

- **Beneath the Surface - Awareness: *Willfully Ignorant.*** The public is fully aware of most, or all, of the issue, but deliberately avoids addressing it or dealing with it in any way.



Klopani

By Kevin LaCroix



The pungent smell of rotting vegetation is the main indicator alerting visitors to their destination's proximity. The seemingly endless tracks of swamp around the city break as the first building comes into sight, the first of many clusters in a maze of dilapidated stilt dwellings, connected by rotting and broken walkways. Each cluster looks worse for wear than the last.

Visitors to Klopani can be seen visibly tucking, hiding, or covering up anything of even meager value before entering the city. The half-sunken Merchant district houses, amongst pools of stagnant water, Dunkers, the magical clothing shop; outside, patrons test the merchandise by rolling around in the mud and grime of the swamp before returning to their feet and finding their clothes perfectly clean. Most seem happy customers, faces smiling with incredulity through green-brown gunk (the enchanted garments doing nothing to repel the swamp from exposed skin). Those impressed enough bundle inside to proffer their gold as, in the distance, the decaying walls of the crafts district loom.

Some of the only armed guards in the city patrol the scholar district. Built on what little dry land can be found in the swamp, it is in far better condition than the rest of the city. The relative success of the district is due, in no small part to Frank, the capital's self proclaimed head scholar. Whatever his actual qualifications may be, he cares about his city in the people in it. Students mill around attending seminars and holding study groups, and Frank invites them daily to pick up a discount token for the capital's rare food and drink shop as a philanthropic gesture to let them know he is looking out for them.

The path to a plate of warm food and a decent beverage leads past the homes of the capital's leadership; two great mansions dominate the otherwise-unremarkable street, one slightly nicer than the other. This street, as well as the myriad branching alleyways around it, is where the apprentices come, meal in hand, to listen to local gossip. The capital's leadership triad is strained, with one member of the oligarchy caring more about their own hide than the city, and the other two competing for as big a share of the capital's assets as they can get, ostensibly for its own good. Only a few nights ago, some buildings in the merchant district caught fire, and there are some believe it may have been collateral in a scheme orchestrated by one leader or another. And, of course, everyone knows about the spirit haunting the city, though linking that to their erstwhile leaders is tenuous, at best. In any case, it seems a storm is brewing; perhaps it will wipe the capital clean, if it doesn't wipe it out entirely.

Basic Information

Origin: *Invading Occupation.* The settlement was previously smaller and of little significance. It was sacked and conquered by an invading force, who chose to make the place their own centre of operations, for better or worse.

Age: *Established.* The capital has been around for at least 10, but up to 100, years.

Size: *Medium.* Structures in the capital are able to support around 50,000 people.

Environment: *Swamp.* The capital is in, or near, a vast area of stagnant water.

Outside the City: *None*

Stewardship: *Neglected.* All of the fundamental elements of the capital are being ignored, or are unable to be addressed.

General Condition: *Dilapidated.* Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.

Fortification: *Unfortified.* The capital is exposed on all sides, save for any barriers created by the presence of buildings or natural land formations. There may still be gates across main thoroughfares, but no fortification of substance surrounds the city.

Market Square: *Spacious.* Room for lots of vendor stalls.

Vendor Stall Acquisition. *Lease.* Merchants pay in advance (sometimes far in advance) for the right to a space in the market square.

Merchant Overflow: *Banned.* Excess vendors are not allowed to set up stalls outside the town. City guards will enforce this.

Underground Passages: *Sewers.* A network of drains, pipes, and trenches lies beneath the capital. Base the sewer's condition upon that of the settlement, if they were built concurrently. They may pre-date the current capital city.

Government & High Society

Leadership: *Oligarchy (Other small group; Rebels).* A few top individuals hold sway, collectively, over the capital.

Leadership Unity: *Strained.* Tension can be felt in the room, and overly polite disagreements are frequent.

Governing Priority: *Cloak & Dagger.* The government heavily favors pursuing its goals through the liberal use of secrecy and intrigue. These operations could be secret to all but the inner circle, or the use of these types of operations may be blatant and open within the governing body itself..

Priority Approach: *Peaceable (Moderate).* An agreeable stance is taken unless heavily provoked, when an aggressive response is carefully deliberated. Deals and negotiations are preferred, but shows of force, or use of leverage, are not completely unheard of.

Priority Success: *Mediocre.* The leadership has made small steps in realizing its priority, achieving, perhaps, a single milestone.

Leader 1

- **Lifestyle: *Exquisite.*** The leader quietly enjoys the luxuries afforded to one in their lofty position, and presents a refined, well-maintained appearance.
- **Residence: *Small Estate (Inside the Capital).*** The leader's main residence is notable, and on a small amount of land. The property is likely bordered with hedges, fencing, or a wall.
- **Intent: *Genuine.*** The individual lives this lifestyle because they truly believe it is good/right/acceptable to live this way. This (whether positive or negative) might be based on influences from their life, such as how they were raised, or even a sense of entitlement.

Leader 2

- **Lifestyle: *Luxurious.*** The leader takes unrestrained advantage of the comforts and luxuries available to one in their position, and presents a striking, or flamboyant, appearance.
- **Residence: *Large Estate (Inside the Capital).*** The leader's main residence is notable, and on a small amount of land. The property is likely bordered with hedges, fencing, or a wall.
- **Intent: *Positive Deception.*** The individual would not typically live this lifestyle, but is doing so because they believe it will have a positive impact, such as inspiring those who see them.

Leader 3

- **Lifestyle: *Humble.*** The leader requires only what is necessary to live and function basically. Minimal attention is paid to their comfort.
- **Residence: *Modest House.*** The leader's residence is just enough to accommodate their needs. This may garner positivity among the poor or frugal, but may also draw derision from the wealthy or extravagant.
- **Intent: *Positive Deception.*** The individual would not typically live this lifestyle, but is doing so because they believe it will have a positive impact, such as inspiring those who see them.

Connections: *1*

- **Connection 1: *Enemy - Hated.*** The relationship is bitter and, barring an amazing turn of events, unsalvageable. This hatred could have stemmed from a perceived (or actual) insult, an attack, or opposing interests.

Spy Network Size: *Modest.* The capital has up to a few spies working outside its borders.

Infiltration Depth: *General.*

- ***Goals*:** Gathering general intelligence involving identification of key places, figures, routines and infrastructure.
- ***Repercussions*:** Individual - revelation of identity

National - diplomatic tension, divulging information about discovered spy's efforts.

Counterintelligence: *Adequate.* The capital has up to a dozen operatives working within its borders.

Counterintelligence Watchfulness: *Wary.* Efforts are diligent and concerted, though not taken to extreme. Moderate efforts at secrecy are often caught and dealt with.

Number of Notable Visitors: *2*

Notable Visitor 1: *Spy.*

- **Reason for visit: *Lost a Bet.*** The visitor is here for some particular, unpleasant reason as the losing penalty of a wager.

Notable Visitor 2: *Priest or Priestess.*

- **Reason for visit: *Seeking Advice.*** They are here to gain understanding about an issue that has been affecting them.

Military Force: *Yes.*

Standing or Disbanded: *Disbanded.* When the military is not on active campaign, it disbands. While disbanded, members may contribute to the city watch, work a trade, or undertake any number of other activities, but can be called upon to reform at a moment's notice..

Recruitment Type: *Mandatory.* Law states all able-bodied citizens must spend a certain amount of time serving in the military..

Size of Force: *Strong.* The force's size is large, and likely solid enough to consider going into battle.

Specialization: *None.*

Military Facilities: *Simple Structures Inside the Capital.* This encompasses barracks facilities for the troops, and quarters for officers. Training grounds are equipped drilling yards within light walls.

Type of Nobility: *Egalitarian.* The nobility is comprised of self-made people. Theoretically, anyone could attain this degree of notability, as there are few (if any) rules that would prevent social climbing. Typically, those in this group have some agreed-upon metric they use to judge suitability, such as a challenging, but achievable, goal.

Number of Primary Nobles: *3*

Relationship to the Leadership: *Liked.* The nobility like the leadership well enough; some may even be friends.

Relationship with the People: *Good.* Relations are generally friendly. When a noble and commoner pass in the street, a nod or tip of the hat is typical**Root of Relationship with the People: *Manipulation.*** An individual or group has orchestrated the sentiment between the two classes. The manipulator is looking out for....

- ***Positive.*** ...the capital's interests.

Community

Culture: *Art & Beauty.* Citizens believe life finds its meaning in the appreciation of the world and its beauty, exploring it through creative pursuits.

Pursuit of Culture: *Keen Interest.* Interest is deep and far-reaching, but not overwhelming. Many folks incorporate some aspect of cultural endeavor into their daily life.

Population Density: *Populous.* A moderate amount of people live in the capital. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped.

Demographics: *Wide Distribution.* 20% primary race. All others reasonably well represented.

Population Wealth: *Destitute.* Nearly everyone in the capital consistently lacks the barest essentials of what they need to survive.

Visitor Traffic: *Droves.* Large groups of people regularly frequent the capital. Congestion is significantly increased.

Disposition: *Neutral.* Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.

Night Activity: *Slow.* Almost everything is closed except for taverns, which may be open until early morning, and inns, which stay open perpetually. If the capital has a gate, it is closed, but guards will generally be ready to open it, as needed.

Law Enforcement: *None.* If not openly opposed by the collective population, crime can easily run amok. This could manifest itself in subtle or obvious ways.

General Crime: *Dangerous.* The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurence, and discoveries of bodies are not what one would call 'rare'.

- (+5 to **urban encounter** rolls taking place within the capital, but outside a district)

Organized Crime: *Whispers.* There are hushed rumors of criminal organization, but most folks keep these suspicions to themselves, for fear of ridicule, or reprisal. The organization has a few operatives within the capital and they work hard to keep a very low profile.

Districts

Merchant District. This district has a focus on business and non-essential goods.

- **District Condition: *Squalid.*** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Open.*** Entrance to the district is unrestricted.
- **District Crime: *Dangerous.*** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurence, and discoveries of bodies are not what one would call 'rare'.
  - (+5 to **urban encounter** rolls taking place within this district)
- **District Housing: *None.***
- **Number of Noble Residents: *None.***
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in
- the district are notable.
- **District Included Locations:** Bank & Exchange (Guild Member), Tailor, Artist (Guild Member), Cobbler, Magic Shop - Misc. and Curiosities
- **District Additional Locations:**
  - **Magic Shop - Clothing - Notable: *Top-Notch Marketing.*** All around the capital you can see signage, or hear people mentioning, the location.
  - **Inn - Notable: *Organization Affiliation.*** Association with certain people has generated traffic to this location.

Craft District: This district has a focus on the creation of different goods.

- **District Condition: *Dilapidated.*** Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.
- **District Entry: *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Dangerous.*** The streets are crawling with crime. Having things stolen is the least of folks' worries. Vandalism and muggings are a daily occurence, and discoveries of bodies are not what one would call 'rare'.
    - (+5 to **urban encounter** rolls taking place within within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Number of Noble Residents: *None.***
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Smithy, Carpenter, General Store (Guild Member), Tailor, Magic Shop - Weapons (Guild Member)
- **District Additional Locations:** Carpenter, Luxury Furnishings
    - **Rare Trade Goods - Notable: *Favoritism*.** Certain people are given particularly good service here, and it incentivizes them to frequent this location.

Scholar District. This district has a focus on education and the pursuit of knowledge.

- **District Condition: *Decent.*** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Common.*** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
    - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited*.** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Number of Noble Residents: *Two.***
- **District Notable Locations: *None.*** There are *no* notable locations in the district.
- **District Included Locations:** Library, University, Forum, Schoolhouse, Hired Help - Scribes and Clerks
- **District Additional Locations:** Library, Schoolhouse, Rare Libations & Fare

Extra Intrigue

Recent History: A block of buildings caught fire in the district with the lowest district condition, devastating multiple businesses and/or residences.

Noteworthy Official: *High Mage.* The representative of the practitioners of arcane arts to the capital leadership.

- **Official's Competence: *Corrupt.*** Taking advantage of the position for personal gain.

Beneath the Surface: *Haunted.* The capital is being haunted by some kind of spirit.

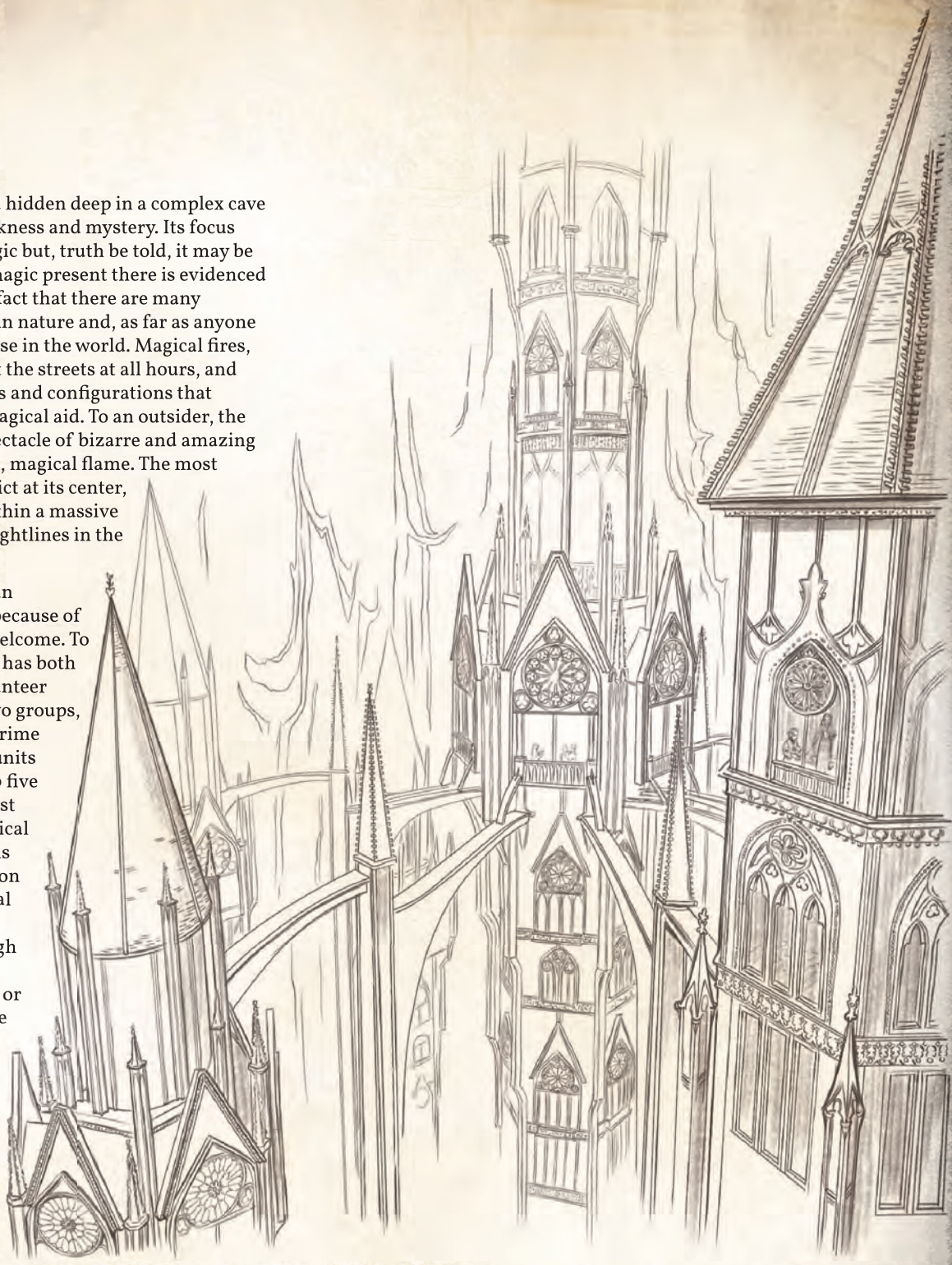
- **Beneath the Surface - Awareness: *Actively Aware.*** The public is fully aware, and actively addressing whatever is going on.



Leorda

By Zach Zimmerman

The capital city of Leorda is found hidden deep in a complex cave system, and is truly a place of darkness and mystery. Its focus has always been on exploring magic but, truth be told, it may be to an unhealthy degree. The raw magic present there is evidenced in many ways, such as the simple fact that there are many strange plants that seem magical in nature and, as far as anyone knows, are not found anywhere else in the world. Magical fires, in shades of blue and purple, light the streets at all hours, and architecture is found here in styles and configurations that would be unachievable without magical aid. To an outsider, the cave appears to be a wondrous spectacle of bizarre and amazing gothic styles, all lit with flickering, magical flame. The most notable feature is the arcane district at its center, which is completely contained within a massive central pillar that dominates all sightlines in the cavern.



Leorda's government consists of an isolationist group of archmages; because of this, outsiders are generally not welcome. To enforce their segregation, the city has both a substantial city watch and a volunteer military presence. Due to these two groups, as well as the strict punishment, crime rates are extremely low. Military units always travel in groups of three to five soldiers, and there is always at least one present possessing some magical abilities. The magical power here is arcane focussed, not divine; religion does not seem to affect the political environment, and judicial law is held above that of any deity, though shrines and altars to just about all of them can be found in one place or another. The citizens of Leorda are also as diverse as their places of worship. Many and varied are the lifestyles and cultures on display.

What might concern folks, were they to know, are the activities of the leaders themselves. The mages are constantly tinkering and experimenting with dark magic in ways that many would insist are crimes against nature itself. Those who have had their suspicions, or even concrete *knowledge,* have thus far turned away, likely feeling powerless to stop it. Rumor even has it that the archmages tricked a powerful and all-knowing demon into visiting the capital, striking deals of terrible consequence in exchange for access to the wisdom it possessed.

For good or ill, Leorda is home to vast stores of knowledge. Vast collections of books, housing all manner of rare and esoteric knowledge, have been amassed and fill the many libraries within the capital. The rarest and most-prized are kept off-limits to anyone besides the archmages and nobility but, with so many books, keeping track of *all* of them has to be somewhat difficult…

One remarkable local legend (and popular, fireplace tale) is that a deity of chaos and trickery once visited Leorda in the flesh. While the common folk gasp and chuckle, embellishing all their favorite parts, the archmages know the story is not mere legend. Not only did the deity's materialisation actually happen, but it does so *regularly.* The mages are content with the wives' tales, knowing full well that it is easier to hide secrets amongst half-truths, and none but they know the true purpose or reason behind the visitations. Further secrets are lying dormant within a mine local to the capital, filled with magical crystals called 'soul stones'. Within, a collapsed tunnel conceals an otherworldly, crystalline castle, long since abandoned and, thus far, undiscovered.

Basic Information

Origin: *First Settlement.* This location was the first one settled in the region, and continued to grow as a central location, outpacing all others.

Age: *Ancient.* The capital is older than living, and possibly even recorded, memory.

Size: *Very Large.* Structures in the capital are likely able to support over 150,000 people.

Environment: *Underground.* The capital is within a large network of caves.

Outside the Capital: *None.*

Stewardship: *Managed.* The capital's fundamental elements are all accounted for and well attended to. Whoever is responsible is doing an admirable job.

General Condition: *Magnificent.* The capital is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.

Fortification: *Fortified.* The capital is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the city, though are likely sporadic.

Market Square: *Tight.* Only room for a few vendor stalls.

Vendor Stall Acquisition. *First Come, First Served - Fee.* Merchants line up prior to market day. Those at the front of the line are given first pick of the available stall spaces, provided they can pay the fee for the day.

Merchant Overflow: *Banned.* Excess vendors are not allowed to set up stalls outside the town. City guards will enforce this.

Underground Passages: *None.*

Government & High Society

Leadership: *Oligarchy (Mages).* A few top individuals hold sway, collectively, over the capital.

Leadership Unity: *Accord.* Most of those involved are on the same wavelength, and can often anticipate one another.

Governing Priority: *Isolationist.* The capital has no desire to get involved in the dealings of other sovereign entities. They are open and clear about this.

Priority Approach: *Aggressive (Strong).* A defensive stance is taken, assuming and preparing for conflict at all times. Negotiation is considered only if the offer is extremely appealing. More often than not, the preference is to use ultimatums or physical force.

Priority Success: *Incredibly Successful.* The leadership has gone above and beyond in pursuit of its priority, achieving more than it ever thought possible.

Leader 1

- **Lifestyle: *Ostentatious.*** The leader revels in comfort and luxury, probably to excess, or endeavours to project such an image. They aim to inspire awe and jealousy in all who see them.
- **Residence: *Palace (Inside the Capital) - (shared with other leaders).*** The leader's main residence is grand and palatial, with a great many opulent and comfortable rooms. It occupies a significant amount of the land in the capital. Staff probably have their own wing, or floor, within the property. The palace is designed as a luxury residence, not a defensible military structure.
- **Intent: *Genuine.*** The individual lives this lifestyle because they truly believe it is good/right/acceptable to live this way. This (whether positive or negative) might be based on influences from their life, such as how they were raised, or even a sense of entitlement.

Leader 2

- **Lifestyle: *Respectable.*** The leader's lifestyle is unassuming, but comfortable, appropriate to one in their position.
- **Residence:** (shared, see Leader 1)
- **Intent: *Positive Deception.*** The individual would not typically live this lifestyle, but is doing so because they believe it will have a positive impact, such as inspiring those who see them.

Leader 3

- **Lifestyle: *Humble.*** The leader requires only what is necessary to live and function basically. Minimal attention is paid to their comfort.
- **Residence:** (shared, see Leader 1)
- **Intent: *Genuine.*** The individual lives this lifestyle because they truly believe it is good/right/acceptable to live this way. This (whether positive or negative) might be based on influences from their life, such as how they were raised, or even a sense of entitlement.

Leader 4

- **Lifestyle: *Humble.*** The leader requires only what is necessary to live and function basically. Minimal attention is paid to their comfort.
- **Residence:** (shared, see Leader 1)
- **Intent: *Unknown Alternative.*** The individual is living this lifestyle because they simply do not really know (or have forgotten) how to live any other way.

Leader 5

- **Lifestyle: *Distinguished.*** The leader aspires to quality and high-functionality, but without concern for needless luxury or vanity.
- **Residence:** (shared, see Leader 1)
- **Intent: *Genuine.*** The individual lives this lifestyle because they truly believe it is good/right/acceptable to live this way. This (whether positive or negative) might be based on influences from their life, such as how they were raised, or even a sense of entitlement.

Leader 6

- **Lifestyle: *Respectable.*** The leader's lifestyle is unassuming, but comfortable, appropriate to one in their position.
- **Residence:** (shared, see Leader 1)
- **Intent: *Negative Deception.*** The individual would not typically live this lifestyle, but is doing so out of selfish motives, or because they are somehow being forced into this lifestyle against their will.

Connections: *1*

- **Connection 1: *Ally - With Reservations.*** The entity is considered a friend, but treated with care, possibly not fully trusted. They could be a friend yet to truly prove their loyalty, or one who is unpredictable or fickle.

Spy Network Size: *Ample.* The capital has over a dozen spies working outside its borders.

Infiltration Depth: *Deep.*

- ***Goals*:** Ingratiating selves with individual targets, monitoring and noting relationships and actively guarded information.
- ***Repercussions*:** Individual - revelation of identity, imprisonment/ransom or attempts to turn operative National - diplomatic tension, divulging information about discovered spy's efforts, difficult negotiations.

Counterintelligence: *Adequate.* The capital has up to a dozen operatives working within its borders.

Counterintelligence Watchfulness: *Vigilant.* Pursuit of threats is ongoing and thorough. Skilled efforts at secrecy are often caught and dealt with.

Number of Notable Visitors: *1*

Notable Visitor 1: *Otherworldly Being*.

- **Reason for visit: *Tricked.*** They wound up here after being deceived.

Military Force: *Yes.*

Standing or Disbanded: *Standing*. The capital's military is ever at the ready and active. Their training is ongoing, and they are kept well-supplied. They may double as a garrison for the capital or bolster city defenses.

Recruitment Type: *Volunteer.* Forces are made up of individuals who joined up willingly, and of their own volition.

Size of Force: *Grand.* The force's size is considerable. As massing these kinds of numbers is uncommon, it would likely have a numerical advantage in the field.
Specialization: *Magical.* A section of the military force is made up of magic-users, or arcane specialists are placed in every squad.

Military Facilities: *Robust Structures Inside the Capital.* This encompasses extremely well-equipped and outfitted barracks facilities, and quarters for officers. Training grounds are expansive and contain anything that could be required for high-level military training. All is protected by heavy walls.

Type of Nobility: *Blood.* Title and status are hereditary, passed down by birth or through marriage. Positions were likely originally awarded to the ancestors of current nobility by a powerful individual, perhaps to reward or purchase loyalty.

Number of Primary Nobles: *6*

Relationship to the Leadership: *Supported.* The nobility support what the leadership is doing, and generally agree with their goals and priorities.

Relationship with the People: *Bad.* Dislike is pervasive. Dealings between nobles and commoners usually result in mutterings and barely-concealed curses, but open hostility is rare.

Root of Relationship with the People: *Opinion of Leadership*. When it comes to their opinion of the leadership, both sides…

- ***Negative.*** …disagree.

Community

Culture: *Non-Specific.* Culture within the capital is shaped simply by their environment and current events.

Population Density: *Populous.* A moderate amount of people live in the capital. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped.

Demographics: *Wide Distribution.* 20% primary race. All others reasonably well represented.

Population Wealth: *Wealthy*. Nearly everyone has what they need to live comfortably, many are able to live well, and some are very prosperous.

Visitor Traffic: *Mostly Locals.* On any given day, there are typically a few from outside the capital, though not enough to impact congestion.

Disposition: *Unfriendly*. Locals don't care much for visitors, looking upon them with contempt, fear, or suspicion.

Night Activity: *Lively*. There is little difference between day and night traffic. There are always people on the streets, and it may seem like no one ever sleeps. Most shops and services remain open constantly. If the capital has a gate, it remains open and is only closed under the most dire of circumstances.

Law Enforcement: *Extensive City Watch.* Run by a captain and several sergeants, all key points are thoroughly guarded. The city perimeter is patrolled constantly, and city patrols happen regularly.

General Crime: *Infrequent.* Most don't believe there is any crime, and certainly haven't experienced any.

- (+1 to **urban encounter** rolls taking place within the capital, but outside a district)

Districts

Arcane District. This district has a focus on magical matters.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Gated & Guarded*.** The district entrance is barred by a gate with guards.
- **District Crime: *Infrequent*.** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *None***. No one lives in this district.
- **Number of Noble Residents: *1*.**
- **District Notable Locations: *Three*.** *Up to the first 3* additional locations in the district are notable.
- **District Included Locations:** Library, University, Magic Shop - Jewelry, Magic Shop - Misc. and Curiosities, Hired Help - Arcane Academics
- **District Additional Locations:** Lodge, Forums
  - **Soothsayer (Guild Member) - Notable: *Rumors*.** Something intriguing has been heard about this place that, for some reason, has piqued visitor's curiosity.
  - **Alchemist (Guild Member) - Notable: *Unique Offering*.** This location has a product or service that no one else in the capital has.
  - **Schoolhouse - Notable: *Important Person*.** Someone directly involved with this location (owner, employee, etc) is a major figure in the community.

Industrial District. This district has a focus on large-scale production facilities.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Open*.** Entrance to the district is unrestricted.
- **District Crime: *Infrequent*.** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Moderate***. No one lives in this district.
- **Number of Noble Residents: *1***
- **District Notable Locations: *Two*.** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Smithy, Foundry
- **District Additional Locations:** Miller, Gathering Hall, Treasury
  - **House of Leisure - Notable: *Entertaining Service*.** Something about the folk that work here is very entertaining. Perhaps they're funny, or maybe they do demonstrations, or even have a bard who plays there regularly.
  - **Carpenter - Notable: *Favoritism*.** Certain people are given particularly good service here, and it incentivizes them to frequent this location.

Scholar District. This district has a focus on the sale of practical goods.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Gated & Guarded*.** The district entrance is barred by a gate with guards.
- **District Crime: *Infrequent*.** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited*.** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Number of Noble Residents: *None*.**
- **District Notable Locations: *Three*.** *Up to the first 3* additional locations in the district are notable.
- **District Included Locations:** Library, University, Forum, Schoolhouse
- **District Additional Locations:** Schoolhouse, Rare Botanicals (Guild Member)
  - **Rare botanicals (Guild Member) - Notable: *Nearby Curiosity*.** There is something in very close proximity that draws attention, thereby increasing foot traffic.
  - **Archives - Notable: *Vested Interests*.** A third party (not the shopkeeper or an employee) has a stake in whether this location is successful, and has done something to ensure folk know about it.
  - **Library - Notable: *Rumors*.** Something intriguing has been heard about this place that, for some reason, has piqued visitor's curiosity.

Market District: This district has a focus on the sale of practical goods.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Lightly Guarded*.** The district entrance has a token guard presence.
- **District Crime: *Infrequent*.** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *None***. No one lives in this district.
- **Number of Noble Residents: *None*.**
- **District Notable Locations: *Two*.** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Baker, Butcher, General Store, Smithy, Tailor
- **District Additional Locations:** Rare Trade Goods, Artist, Bank & Exchange
  - **Magic Shop - Armor - Notable: *More-Than-Meets-the-Eye*.** This location may seem to be one thing, but the right people know what else is there.
  - **Magic Shop - Weapons - Notable: *More-Than-Meets-the-Eye*.** This location may seem to be one thing, but the right people know what else is there.

Craft District: This district has a focus on large-scale production facilities.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Lightly Guarded*.** The district entrance has a token guard presence.
- **District Crime: *Infrequent*.** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Extensive*.** A significant amount of the district's buildings are housing for residents.
- **Number of Noble Residents: *None*.**
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Smithy, Carpenter, General Store, Tailor, Magic Shop - Books (Guild Member)
- **District Additional Locations:** Smithy (Weapons), Smithy (Armor), Magic Shop - Clothing (Guild Member), Rare Trade Goods
  - **Tavern - Notable: *Generous Spirit*.** The location owner is known in the community for their generosity (this could be financial, but could also be with their time, knowledge, or resources).

Botanical District: This district has a focus on large-scale production facilities.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Guarded*.** The district entrance has a strong guard presence.
- **District Crime: *Infrequent*.** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Moderate*.** A fair amount of the buildings in the district house residents.
- **Number of Noble Residents: *None***
- **District Notable Locations: *Three*.** *Up to the first 3* additional locations in the district are notable.
- **District Included Locations:** Butcher, House of Leisure, Inn, Tavern
- **District Additional Locations:** Altar, Apothecary (Guild Member)
  - **Rare botanicals (Guild Member) - Notable: *Magic*.** Some form of magic plays a role in what is drawing people here. It could be on purpose or accidental, innocent or malicious.
  - **Alchemist (Guild Member) - Notable: *Unique Offering*.** This location has a product or service that no one else in the capital has.
  - **Doctor (Guild Member) - Notable: *Excellent Offerings*.** Whatever product or service the location offers, it's good enough to draw notice.

Extra Intrigue

Recent History: A deity has made a physical appearance in the city.

Noteworthy Official 1: *High Mage*. The representative of the practitioners of arcane arts to the capital leadership.

- **Official's Competence: *Overqualified*.** Based on skills and experience, ought to be in a higher, or more challenging, position.

Noteworthy Official 2: *Master of Stores*. Oversees the capital's stores of supplies, such as grain or building materials.

- **Official's Competence: *Committed*.** Utterly committed to the job, truly feeling it is of vital importance.

Noteworthy Official 3: *Master of Intelligence*. Responsible for seeking and utilizing information vital for capital/national security.

- **Official's Competence: *Committed*.** Utterly committed to the job, truly feeling it is of vital importance.

Beneath the Surface: *Tampering*. Someone is interfering with forces best left alone.

- **Beneath the Surface - Awareness: *Wilfully Ignorant*.** The public is fully aware of most, or all, of the issue, but deliberately avoids addressing it or dealing with it in any way.



Potemgrad

By Silje Starheim

In a lush forest, tucked between, around, atop, and underneath huge trees, at the junction of a dozen streams, lies the capital city of Potemgrad, a place that embraces the idea of the open market like no other. Business obsessed to the core, the leadership implemented a unique, unusual (and lucrative) system.

Decades ago, they decided to sell shares in the capital itself, and openly continue to do so to this day. The capital and, by extension, the area it governs, is now owned by investors. Shares grant the holder various services and benefits, the most significant of which being the right to vote in matters of state and the running of the capital itself. The greater their percentage, the more votes so, of course, the original leaders ensured they bought in to their own scheme early to remain majority shareholders. This system has been responsible for generating substantial income, taxes, and levies for the capital.

Potemgrad is a city that revolves around the rich and powerful, and areas frequented by these people are the priority when it comes to maintenance and upkeep. The rest are largely tended by the local residents, resulting in a place where the general physical state of homes, roads, and bridges (to name a few) can range wildly from superb to flat-out dangerous, just within the radius of a few streets.



The capital is certainly a tourist destination. Advertisements and recommendations are everywhere. A visitor might take a leisurely stroll along the hanging bridges which connect the city's major trees. They might visit the 'Sense-ation Spa' to have their fortune told, all while the magnificent handlers make sure to pamper all their senses. One extremely famous location is 'Magic McHale's Weapons and Ammunition', self proclaimed home of the 'Wondrous Warhammer'.

A favorite pastime for those with refined tastes is the Amphi Opera, a stage so prestigious that prospective entertainers have to put their wellbeing on the line and duel for the right to perform (of course, tickets for these initial duels and tickets to the opera are sold separately). For those looking for a more visceral experience (or an excuse to test their new Wondrous Warhammer), folks go down to Dusty's Inn for their famous 'Smashy Hour', a fully sanctioned bar brawl. Bets are taken and the winnings are always terrific.

The city guards (or 'Potemguardians') uphold a strict trade curfew, banning any sort of trade of goods outside market business hours (sunrise to sunset). Due to this, many local establishments focus on offering services instead of physical goods. Apart from the usual barbers, healing houses, and massage institutes, tutoring is a popular offering. No matter the subject, chances are good there's someone teaching it.

Another Potemgrad favorite is 'Holly Monotik's Exciting Tours', which offer excursions into unmapped areas. Rumor has it that Holly's last trip uncovered a forgotten elven tomb, but she won't say a thing. Her customers on the other hand, just might.

Basic Information

Origin: *First Settlement.* This location was the first one settled in the region, and continued to grow as a central location, outpacing all others.
Age: *Mature.* The capital has been around at least 100, but up to 300, years.

Size: *Very Small.* Structures in the capital are likely able to support up to 20,000 people.

Environment: *Swamp.* The capital is in or near a vast area of stagnant water.

Outside the Capital:

- ***Event Grounds.*** Tended grounds for games, duels, ceremonies, or other events.
- ***Resource Harvesting.*** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry, belonging to the capital, has been built nearby to harvest them, which it then uses or sells.
- ***Exploration.*** Explorers have been investigating something at this site a fair distance outside the capital.
- ***Family Estate.*** A wealthy family's large estate is situated in the neighboring countryside.
- ***Farming [Agriculture].*** A group of farms, providing food grown for the capital, are found on the nearest hospitable land under its control.

Stewardship: *Managed.* The capital's fundamental elements are all accounted for and well attended to. Whoever is responsible is doing an admirable job.

General Condition: *Dilapidated.* Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.

Fortification: *Lightly Fortified.* The capital has bare-bones fortifications which are a minimal obstacle for enemy forces, but are adequate to deter wild animals. A simple gate, which can be barred in the evenings, sits astride the main road.

Market Square: *Spacious.* Room for lots of vendor stalls.

Vendor Stall Acquisition. *First come, first served - Fee.* Merchants line up prior to market day. Those at the front of the line are given first pick of the available stall spaces, provided they can pay the fee for the day.

Merchant Overflow: *Monitored.* Excess vendors are allowed to set up stalls, and the city watch patrols through regularly, but the areas themselves are less-maintained and traffic is lighter.

Underground Passages: *Sewers.* A network of drains, pipes, and trenches lies beneath the capital. Base the sewer's condition upon that of the settlement, if they were built concurrently. They may pre-date the current capital city.

Government & High Society

Leadership: *Oligarchy (Merchants).* A few top individuals hold sway, collectively, over the capital.

Leadership Unity: *Strained.* Tension can be felt in the room, and overly polite disagreements are frequent.

Governing Priority: *Release.* Those at the top do not actually want to be in power. Perhaps they were elected and carried to the position by momentum, or they inherited it from birth. They might have simply been an individual (or group) the people rallied, behind but never desired to rule. Now, they just want out.

Priority Approach: *Peaceable (Moderate).* An agreeable stance is taken unless heavily provoked, when an aggressive response is carefully deliberated. Deals and negotiations are preferred, but shows of force, or use of leverage, are not completely unheard of.

Priority Success: *Successful.* The leadership has been successful at pursuing its priority, achieving several of its overall goals.

Leader 1

- **Lifestyle: *Respectable.*** The leader's lifestyle is unassuming, but comfortable, appropriate to one in their position.
- **Residence: *Large Estate (Inside the Capital) - (shared with other leaders).*** The leader's main residence is substantial, and surrounded by modest grounds. Staff probably have apartments within the property. The property is likely bordered with hedges, fencing, or a wall.
- **Intent: *Positive Deception.*** The individual would not typically live this lifestyle, but is doing so because they believe it will have a positive impact, such as inspiring those who see them.

Leader 2

- **Lifestyle: *Respectable.*** The leader's lifestyle is unassuming, but comfortable, appropriate to one in their position.
- **Residence:** (shared, see Leader 1)
- **Intent: *Negative Deception.*** The individual would not typically live this lifestyle, but is doing so out of selfish motives, or because they are somehow being forced into this lifestyle against their will.

Leader 3

- **Lifestyle: *Exquisite.*** The leader quietly enjoys the luxuries afforded to one in their lofty position, and presents a refined, well-maintained appearance.
- **Residence:** (shared, see Leader 1)
- **Intent: *Positive Deception.*** The individual would not typically live this lifestyle, but is doing so because they believe it will have a positive impact, such as inspiring those who see them.

Connections: *3*

- **Connection 1: *Ally - With Reservations.*** The entity is considered a friend, but treated with care, possibly not fully trusted. They could be a friend yet to truly prove their loyalty, or one who is unpredictable or fickle.
- **Connection 2: *Enemy - Friendly.*** Relations are civil enough, but there is a fundamental and irreconcilable rivalry, or difference of opinion, that prevents any real alliance.
- **Connection 3: *Ally - Trusted.*** The relationship is solid and unlikely to be shaken. Trust is likely founded on concrete elements, such as mutual admiration and/or shared interest.

Spy Network Size: *None.* The capital is not engaged in any intelligence gathering operations.

Counterintelligence: *Adequate.* The capital has up to a dozen operatives working within its borders.

Counterintelligence Watchfulness: *Passing.* Obvious threats to the capital are found and dealt with. Threats with any serious degree of subtlety (if there are any) go undetected.

Number of Notable Visitors: *2*

Notable Visitor 1: *Sentient Large Monster.*

- **Reason for visit: *Lost a Bet.*** The visitor is here for some particular, unpleasant reason as the losing penalty of a wager.

Notable Visitor 2: *Assassin.*

- **Reason for visit: *Doing a Favor.*** A friend or loved one asked them to come here and resolve some kind of business.

Military Force: *No.*

Type of Nobility: *Deeds.* Status is granted in relation to deeds accomplished, or values displayed, typically reflective of those held to be most important by the society itself.

Number of Primary Nobles: *6*

Relationship to the Leadership: *Supported.* The nobility support what the leadership is doing, and generally agree with their goals and priorities.

Relationship with the People: *Bad.* Dislike is pervasive. Dealings between nobles and commoners usually result in mutterings and barely-concealed curses, but open hostility is rare.

Root of Relationship with the People: *Resources.* The common folk feel the nobles…

- ***Negative.*** …do not distribute resources fairly, prioritizing plenty for themselves over making sure there is enough for all.

Community

Culture: *Self-Improvement.* Citizens believe life finds its meaning through the endless pursuit of bettering oneself, inside and out.

Pursuit of Culture: *Keen Interest.* Interest is deep and far-reaching, but not overwhelming. Many folks incorporate some aspect of cultural endeavor into their daily life.

Population Density: *Populous.* A moderate amount of people live in the capital. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped.

Demographics: *Only Two.* 60% primary race, 40% secondary race.

Population Wealth: *Prosperous.* The majority have enough to live a good life and, of them, a fair amount can even live comfortably.

Visitor Traffic: *Droves.* Large groups of people regularly frequent the capital. Congestion is significantly increased.

Disposition: *Open.* The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome.

Night Activity: *Slow.* Almost everything is closed except for taverns, which may be open until early morning, and inns, which stay open perpetually. If the capital has a gate, it is closed, but guards will generally be ready to open it, as needed.

Law Enforcement: *Extensive City Watch.* Run by a captain and several sergeants, all key points are thoroughly guarded. The city perimeter is patrolled constantly, and city patrols happen regularly.

General Crime: *Uncommon.* The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.

- (+2 to **urban encounter** rolls taking place within the capital, but outside a district)

Districts

Industrial District. This district has a focus on large-scale production facilities.

- **District Condition: *Decent.*** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Guarded.*** The district entrance has a strong guard presence.
- **District Crime: *Uncommon.*** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
  - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *None***. No one lives in this district.
- **Number of Noble Residents: *1.***
- **District Notable Locations: *One.*** The *first* additional location in the district is notable.
- **District Included Locations:** Smithy, Foundry
- **District Additional Locations:**
  - **General Store (Guild Member) - Notable: *History.*** This location is notable for its links to local history. Perhaps it belongs to a family with a particular reputation? Maybe it has ties to events from long ago?

Slums District: This district is an area where those with lesser means might live.

- **District Condition: *Squalid*.** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Open*.** Entrance to the district is unrestricted.
- **District Crime: *Infrequent*.** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Extensive*.** A significant amount of the district's buildings are housing for residents.
- **Number of Noble Residents: *1*.**
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Butcher, House of Leisure, Inn, Tavern
- **District Additional Locations:**
  - **General Store (Guild Member) - Notable: *Generous Spirit*.** The location owner is known in the community for their generosity (this could be financial, but could also be with their time, knowledge, or resources).

Market District. This district has a focus on the sale of practical goods.

- **District Condition: *Decent*.** The district is passable. While not offensive to the senses of one that is well traveled, it could still be offputting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Guarded*.** The district entrance has a strong guard presence.
- **District Crime: *Uncommon*.** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
  - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *None***. No one lives in this district.
- **Number of Noble Residents: *None*.**
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Baker, Butcher, General Store, Smithy, Tailor
- **District Additional Locations:**
  - **Magic Shop - Weapons - Notable: *Top-Notch Marketing*.** All around the capital you can see signage, or hear people mentioning, the location.

Slums District 2: This district is an area where those with lesser means might live.

- **District Condition: *Squalid*.** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Guarded*.** The district entrance has a strong guard presence.
- **District Crime: *Uncommon*.** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
  - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited*.** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Number of Noble Residents: *4*.**
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Butcher, House of Leisure, Inn, Tavern
- **District Additional Locations:**
  - **House of Leisure (Guild Member) - Notable: *Important Person*.** Someone directly involved with this location (owner, employee, etc) is a major figure in the community.

Extra Intrigue

Recent History: A public building, in a key location, has collapsed, and an investigation is underway to determine the cause.

Recent History 2: A local tavernkeep is starting something called 'Smashy Hour', a controlled and sanctioned weekly bar-brawl. The event is in partnership with a local furniture maker, who supplies old stock to be used as make-shift weapons. Guards are, so far, not getting involved, so long as the chaos stays contained. The only rule: don't destroy the tavern.

Noteworthy Official: *Adviser*. Second in command of the capital. Can be an official, or unofficial, position.

- **Official's Competence: *Corrupt*.** Taking advantage of the position for personal gain.

Beneath the Surface: *Unsafe*. There is a structural problem with a location within the capital (or, possibly, the land, or environment, it is built on). The longer it goes unnoticed, the more damaging it could be.

- **Beneath the Surface - Awareness: *Disparate, Direct Occurrence*.** A few people have had direct, first-hand experiences involving the issue and word is starting to spread. Claims have become difficult to dismiss.



Selunaria

By Spike Murphy-Rose



Long ago, Selunaria was the capital of an elven kingdom renowned for their incredible works of magically wrought glass which could capture moonlight and starlight. The city was made up of marble and glass towers which rose from the verdant, but well-tended, tropical fields and surrounding jungle. The towers had pillared domes and long, delicate bridges made from the glass, which emitted their light in vivid constellations, making it appear as if any who walked in the evenings did so among the stars.

Selunaria's most impressive structure has always been the Lunar Lighthouse, a massive 240-foot tall piece of marble intricately shaped by elven artisans. Sat atop was an immense glass crescent moon that stored and emitted moonlight, creating a beacon visible for hundreds of miles. The beacon's stored moonlight also fueled powerful enchantments that created air currents throughout the towers of the city, allowing people to literally walk on the winds. The vision of the Selunarians dancing across bridges of stars and running through moonlit skies must have made quite a spectacular picture to newcomers.

But that was then. Thousands of years ago, an ancient sorcerer-king of immense power and evil assaulted Selunaria. He had nearly succeeded in destroying the city when the last scion of the royal line activated the lighthouse, using its stored energy to defend it. The sorcerer-king tried to stop her, but only managed to disrupt the beacon and cause the city to become partially stranded in the dimension of time. For millennia, no sign of Selunaria remained except for the solitary, aging marble lighthouse.

That changed when a recent cosmic event mysteriously caused the last Selunarian scion to reappear. Bewildered, finding herself a stranger out of time, she has been trying to make her way through an unfamiliar world. When she sleeps under the moon's light, she dreams of Selunaria. At first, she believed that these were only visions of what could have been, but she has come to realize that they are real; she truly travels to Selunaria in her dreams. The city now exists in a state of limbo and perpetual night, citizens repeating the patterns of what they did in their daily lives, unaware of what has befallen them, or how much time has passed. During full moons and other lunar events, those sleeping within a few miles of the scion also find themselves travelling to Selunaria in their hours of slumber, in visions so tangible that they even find items they acquired on their travels made manifest upon waking. And wake they must for, as several unfortunate souls have discovered, any who remain in the city past dawn become trapped within it, their bodies fading like dreams in the morning light.

Basic Information

Origin: *Advantageous Position.* The site was chosen to take advantage of desirable geographical features, like a strategic choke point, or an ideal high-ground posting. As the location proved itself, it grew which, in turn, created a stronger hold, and so on.

Age: *Ancient.* The capital is older than living, and possibly even recorded, memory.

Size: *Large.* Structures in the capital are able to support around 100,000 people.

Outside the City:

- ***Tended Nature.*** An area of nature outside the capital has been preserved and tended to. This may be a park, preserved forest, animal reserve or something else. It may, or may not, be controlled by the capital.

Stewardship: *Passing.* The capital's fundamental elements are taken care of to a serviceable degree, though an inequality of attention is noticeable, and some areas seem to take priority over others. It could be that resources are not plentiful enough to cover everything, but those in charge are doing the best they can.

General Condition: *Dilapidated.* Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.

Environment: *Coastal.* The capital is near a large body of water, such as a lake or ocean.

Fortification: *Extremely Fortified.* The capital is surrounded by an imposing wall of wood or stone, with many fully-staffed watchtowers at regular intervals along its length. The gate is double-thickness, reinforced with metal bands, augmented with a portcullis, and is always manned. A supplementary wall of wood or stone encompasses the surrounding countryside, with its own watchtowers. Nothing goes in or out without the watch's knowledge or permission.

Market Square: *Ample.* Room for a fair number of vendor stalls.

Vendor Stall Acquisition: *Sponsored Referral Only - Fee.* A stall may only be acquired once the vendor pays a fee, and the vendor is sponsored by a citizen of the capital. The sponsor assumes responsibility for the vendor. The space is granted once payment and proof of sponsorship is submitted and approved.

Merchant Overflow: *Banned.* Excess vendors are not allowed to set up stalls outside the town. City guards will enforce this.

Underground Passages: *Forgotten Crypts.* Old burial chambers and tombs are housed deep beneath the capital, likely unknown to the general populace.

Government & High Society

Leadership: *Hereditary.* A non-elected leader is in power, by virtue of their bloodline.

Leadership Unity: *Uneasy.* Something feels off, but it may just be that someone is having a bad day.

Governing Priority: *Release.* Those at the top do not actually want to be in power. Perhaps they were elected and carried to the position by momentum, or they inherited it from birth. They might have simply been an individual (or group) the people rallied behind, but never desired to rule. Now, they just want out.

Priority Approach: *Peaceable (Strong).* An agreeable stance is taken, preferring to avoid conflict whenever possible, through negotiating and dealing for the best nonaggressive outcome.

Priority Success: *Mediocre.* The leadership has made small steps in realizing its priority, achieving, perhaps, a single milestone.

Leader 1

- **Lifestyle: *Humble.*** The leader requires only what is necessary to live and function basically. Minimal attention is paid to their comfort.
- **Residence: *Small Estate (Inside the Capital).*** The leader's main residence is notable, and on a small amount of land. The property is likely bordered with hedges, fencing, or a wall.
- **Intent: *Genuine.*** The individual lives this lifestyle because they truly believe it is good/right/acceptable to live this way. This (whether positive or negative) might be based on influences from their life, such as how they were raised, or even a sense of entitlement.

Connections: *1*

- **Connection 1: *Enemy - Hated.*** The relationship is bitter and, barring an amazing turn of events, unsalvageable. This hatred could have stemmed from a perceived (or actual) insult, an attack, or opposing interests.

Spy Network Size: *Modest.* The capital has up to a few spies working outside its borders.

Infiltration Depth: *General.*

- ***Goals:*** Gathering general intelligence involving identification of key places, figures, routines and infrastructure.
- ***Repercussions:*** Individual - revelation of identity

National - diplomatic tension, divulging information about discovered spy's efforts.

Counterintelligence: *None.* The capital does not have counterintelligence operatives working within its borders.

Number of Notable Visitors: *3*

Notable Visitor 1: *Famed Craftsperson.*

- **Reason for visit: *Had a Vision.*** They saw something in a dream that involved coming here.

Notable Visitor 2: *Adventurer.*

- **Reason for visit: *Lost (Trapped).*** They wound up here trying to find their way somewhere else.

Notable Visitor 3: *Priest/Priestess.*

- **Reason for visit: *Following Prophecy.*** They are here because they feel they were meant to be.

Military Force: *Yes*.

Standing or Disbanded: *Disbanded.* When the military is not on active campaign, it disbands. While disbanded, members may contribute to the city watch, work a trade, or undertake any number of other activities, but can be called upon to reform at a moment's notice.

Recruitment Type: *Volunteer.* Forces are made up of individuals who joined up willingly, and of their own volition.

Size of Force: *Modest.* The force's size is respectable, but not what anyone would call large. Open warfare would likely be risky.

Specialization: *Magical.* A section of the military force is made up of magic-users, or arcane specialists are placed in every squad.

Military Facilities: *Simple Structures Inside the Capital.* This encompasses barracks facilities for the troops, and quarters for officers. Training grounds are equipped drilling yards within light walls.

Type of Nobility: *Deeds.* Status is granted in relation to deeds accomplished, or values displayed, typically reflective of those held to be most important by the society itself.

Number of Primary Nobles: *5*

Relationship to the Leadership: *Tolerated.* The nobility put up with the leadership, at least for the moment.

Relationship with the People: *Good.* Relations are generally friendly. When a noble and commoner pass in the street, a nod or tip of the hat is typical.

Root of Relationship with the People: *Hardship.* A difficult and trying hardship has happened or is currently happening. The nobility…

- ***[Positive]*** …are sharing in the hardship, or are actively working to ease the burden on the common folk.

Community

Culture: *Art & Beauty.* Citizens believe life finds its meaning in the appreciation of the world and its beauty, exploring it through creative pursuits.

Pursuit of Culture: *Obsession.* Interest is pervasive, and talk of the culture seeps into regular conversation frequently. The pursuit of culture tends to dominate many aspects of daily life.

Population Density: *Sparse.* Folk live in the capital, but it would never be called bustling. Walking down the street, you'll typically only see a few people.

Demographics: *High and Low.* 80% primary race, 20% secondary race.

Population Wealth: *Prosperous.* The majority have enough to live a good life and, of them, a fair amount can even live comfortably.

Visitor Traffic: *Forsaken.* Once a nexus for people from all over, whatever drew them is long since gone. Loose debris tumbles through the streets devoid of new footsteps. The rare visitors who still come to the capital are likely here for a very specific reason, which they may or may not want to divulge.

Disposition: *Friendly.* Locals are generally friendly, welcoming and slow to take offense.

Night Activity: *Raucous.* When the day ends, the capital truly comes to life. Inns and taverns have customers coming and going at all hours. Parties, and other commotion, can often be heard. One might expect things to close down after dark but, in the capital, there are locations that *only* open in the evenings. There is likely a sort of 'night market' throughout the capital, with goods, services, or curiosities of all kinds available for those keep alternative hours (or scoff at the need for sleep).

Law Enforcement: *City Watch.* Run by a single captain, the watch has sufficient strength to cover key points, as well establish a patrol once or twice a day.

General Crime: *Infrequent.* Most don't believe there is any crime, and certainly haven't experienced any.

- (+1 to **urban encounter** rolls taking place within the capital, but outside a district)

Districts

Docks District: This district has a focus on all naval and seafaring matters.

- **District Condition: *Squalid.*** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Open.*** Entrance to the district is unrestricted.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *None.*** No one lives in this district.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Shipwright, Weaver, House of Leisure (abandoned), Inn (abandoned), Tavern (abandoned)
- **District Additional Locations:** Altar, Doctor/Apothecary
  - **Lighthouse (author custom) - Notable: *More-Than-Meets-the-Eye.*** The Lunar Lighthouse stores lunar energy, acting as an immense magical battery, and, in certain circumstances, can be unleashed to defend the capital.
  - **Rare Trade Goods - Notable: *Unique Offerings.*** The shop specialises in rare and exotic objects, some from thousands of years ago, and many from lost or dead civilizations, making them incredibly rare and unique.

Botanical District: This district has a focus on nature.

- **District Condition: *Decent.*** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Lightly Guarded.*** The district entrance has a token guard presence.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
  - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Outdoor Recreational Area, Inn, Stable

- **District Additional Locations:** Rare Botanicals, Bathhouse
    - **Altar - Notable: *History.*** This is a shrine to a long-forgotten local non-elven nature deity. The last worshippers passed on long ago.
    - **Weaver - Notable: *Unique Offering.*** The weaver makes items of living, woven plants.

Market District: This district has a focus on the sale of practical goods.

- **District Condition: *Decent.*** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Open.*** Entrance to the district is unrestricted.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
    - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Extensive***. A significant amount of the district's buildings are housing for residents.
- **District Notable Locations: *Two.*** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Baker, Butcher, General Store, Smithy, Tailor
- **District Additional Locations:** Rare Libations and Fare, Stable
    - **Luxury Furnishings - Notable: *Unique Offering.*** The luxury furnishings here are primarily made of glass that is as strong as steel and intricately wrought in such a way as to be able to capture light. The shop even sell items made of glass fabric, woven from ultra fine, ultra strong strands of glass.
    - **Artist - Notable: *Unique Offering.*** This artist specializes in making incredible, artistic items of all kinds, made of glass. All Selunarians carry a glass trinket or piece of jewelry that has some of the moonlight or starlight at the time of their birth captured in it.

Arcane District: This district has a focus on magical matters.

- **District Condition: *Squalid.*** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
    - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *None.*** No one lives in this district.
- **District Notable Locations: *Three.*** *Up to the first 3* additional locations in the district are notable.
- **District Included Locations:** Archives/Library, Academy/University, Magic Shop - Weapons, Magic Shop - Clothing, Hired Help - Arcane Academics
- **District Additional Locations:** Magic Shop - Misc. and Curiosities
    - **Lodge - Notable: *Important Person.*** The lodge is run by the Archmage of Selunaria, and is where they train students of the arcane arts.
    - **Glassworks (author custom) - Notable: *Unique Offering.*** The glassworks of Selunaria are unrivaled in all the multiverse, producing glass sculptures and structures of incredible strength and intricacy, both enormous and miniscule, able to capture the light of the moon and stars.
    - **Magic Shop - Books - Notable: *Excellent Offerings.*** The magical bookshop has a large variety of tomes of knowledge and magical lore that have long since been lost of destroyed.

Temple District: This district has a focus on religion and/or spiritual enlightenment.

- **District Condition: *Squalid.*** The district is in a deplorable state. Things are falling apart, filthy and, to anyone who doesn't live here, seems positively unlivable. Most of the buildings, if not all, are likely a disgrace, or in terrible need of help.
- **District Entry: *Gated & Guarded.*** The district entrance is barred by a gate with guards.
- **District Crime: *Infrequent.*** Most don't believe there is any crime, and certainly haven't experienced any.
    - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited.*** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **District Notable Locations: *Three.*** *Up to the first 3* additional locations in the district are notable.
- **District Included Locations:** Great Temple (Abandoned), Archives/Library, Hired Help - Scribes
- **District Additional Locations:** Alchemist
    - **Amphitheater - Notable: *Magic.*** The amphitheater is magically enchanted to enhance the voices and instruments of performers, and to allow control of the lighting in the amphitheater, as well as the creation of illusory sets and costumes made of moonlight.
    - **Schoolhouse - Notable: *Generous Spirit.*** All citizens of Selunaria are offered an education, both in matters spiritual and mundane.
    - **Tailor - Notable: *Unique Offering.*** The tailor here carries clothing made of woven strands of extremely fine glass found nowhere else, as the craft has been lost to time.

Extra Intrigue

Recent History. The city was recently (for its residents) stranded in a limbo state partially in the dimension of time. The capital was assaulted by an incredibly powerful Sorcerer-King, and the Lunar Lighthouse was activated by the last female scion of the royal family in an attempt to stop the madman. This event stranded all of Selunaria but the lighthouse partially in the dimension of time for thousands and thousands of years.

Noteworthy Official 1: *Master of the Wild.* Surveys the surrounding areas, mapping the wilderness, looking for monsters or other threats, and regulating hunting.

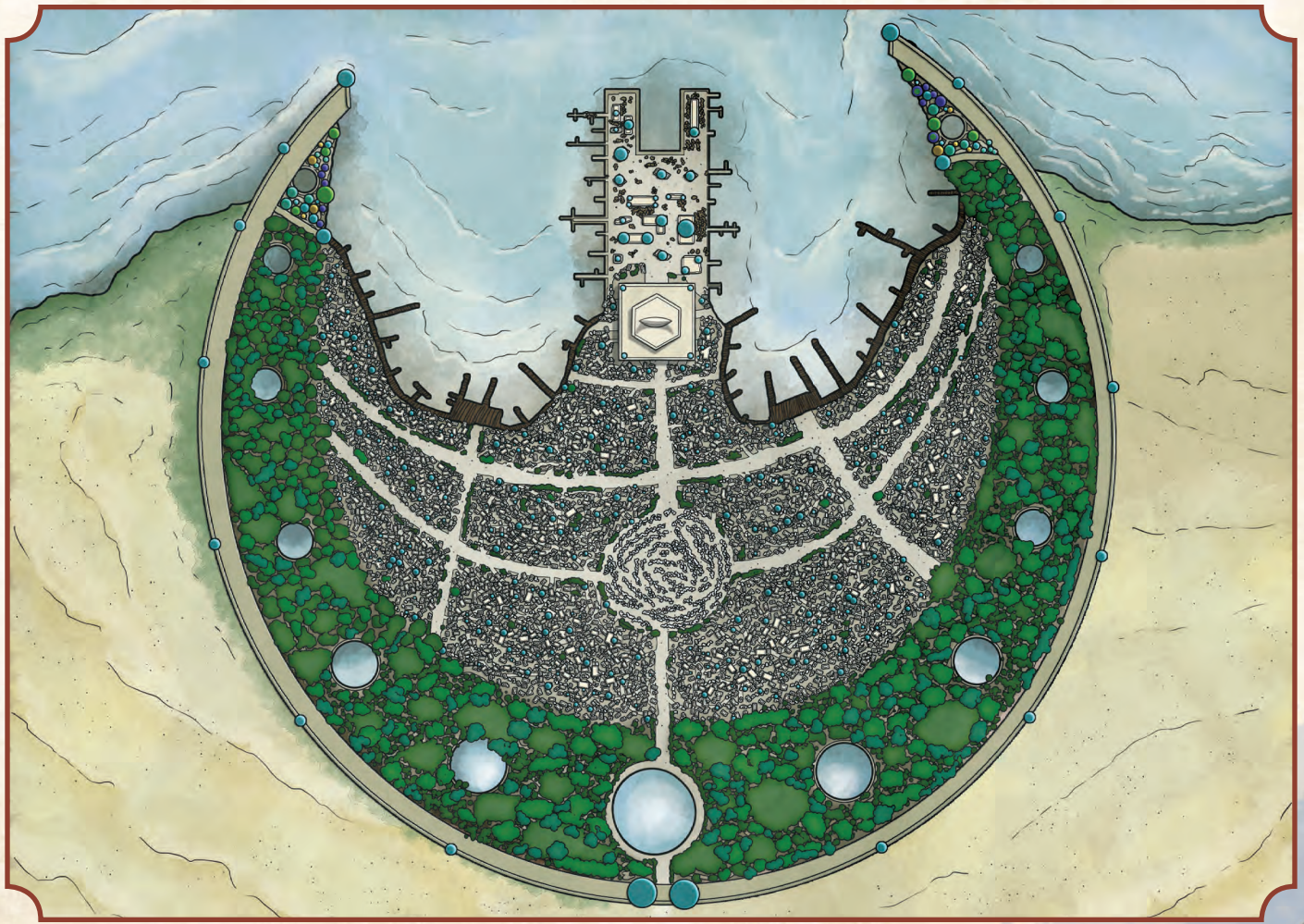
- **Official's Competence: *Committed.*** Utterly committed to the job, truly feeling it is of vital importance.

Noteworthy Official 2: *Archmage.* The representative of the practitioners of arcane arts to the capital leadership.

- **Official's Competence: *Committed.*** Utterly committed to the job, truly feeling it is of vital importance.

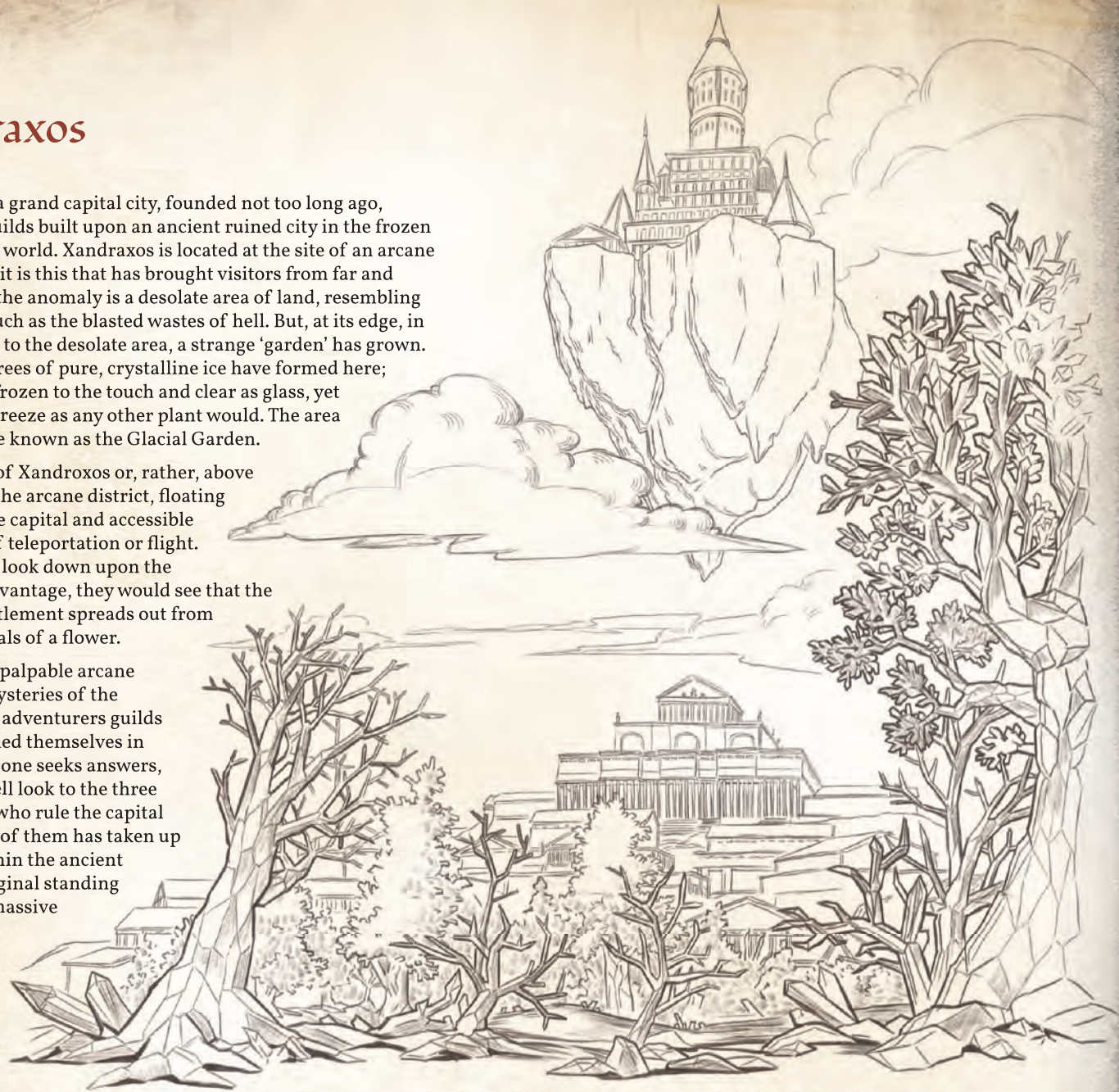
Beneath the Surface: The capital has not been completely freed from its unmooring in time. All of its citizens are caught in a state of limbo, repeating the patterns of their lives again and again. Outsiders may notice this, but will get nothing but blank stares from Selunaria's citizens if they ask about it.

- **Beneath the Surface - Awareness: *Disparate, Subtle Occurrences.*** While there are many strange occurrences that indicate the unique nature of Selunaria's time-curse, the patterns that its citizens find themselves locked into also keeps the vast majority of them from becoming aware of their affliction, though there are a few rare exceptions.



Xandraxos

By Zain Day



Xandraxos is a grand capital city, founded not too long ago, when three guilds built upon an ancient ruined city in the frozen regions of the world. Xandraxos is located at the site of an arcane anomaly, and it is this that has brought visitors from far and wide. Within the anomaly is a desolate area of land, resembling nothing so much as the blasted wastes of hell. But, at its edge, in stark contrast to the desolate area, a strange 'garden' has grown. Flowers and trees of pure, crystalline ice have formed here; the foliage is frozen to the touch and clear as glass, yet sways in the breeze as any other plant would. The area has come to be known as the Glacial Garden.

At the center of Xandroxos or, rather, above the centre, is the arcane district, floating high above the capital and accessible only by way of teleportation or flight. If one were to look down upon the city from this vantage, they would see that the rest of the settlement spreads out from it, like the petals of a flower.

Drawn by the palpable arcane energy and mysteries of the place, various adventurers guilds have established themselves in Xandraxos. If one seeks answers, they might well look to the three guild leaders who rule the capital together. One of them has taken up residence within the ancient city's only original standing structure - a massive palace of ice. 'The Glacial Palace', as it has come to be known, poses more questions than it answers, in a manner similar to the capital's garden. Who were the original inhabitants of the capital? What happened to them? Why build such grand structures way out in the wastes of the world? Alas, for most of the populace, it is the infamous nights of revelry in the Glacial Garden and surrounding establishments that interest them, and not the deeper mysteries of their city.

Adventurers tend, however, to like a good mystery, and the guilds of the three leaders pursue various goals, from the theoretical and academic exploration of ancient tomes, to plumbing the city's literal depths, venturing into the ancient sewers that lie beneath. Multiple exploration efforts have been attempted, yet something about Xandraxos' sewers confounds search parties of all kinds. Indeed, the complexity of the sewers beneath the settlement is such that none are yet aware of how far they extend *beyond* the capital. It also has not occurred to anyone that these 'sewers' may actually have been used for something else entirely. What purpose might they have served all those years ago?

It is only a matter of time before someone asks the right questions, turns the right corner, or uncovers just the right clue to set them off on a path of discovery. Who knows, someone may yet glean just what the extensive tunnels and passages might have actually been for, and may again utilize the routes that wind their way from the surface down into the very bowels of the earth. Any that do might just find that not only was this city built on the bones of an old one, but that the old one was built upon something else...

Basic Information

Origin: *Magical.* The capital was founded around something related to magic (perhaps a theory, rumor, or massive spell event). The draw of the original idea proved to be very strong indeed.

Age: *Established.* The capital has been around for at least 10, but up to 100, years.

Size: *Medium.* Structures in the capital are able to support around 50,000 people.

Environment: *Tundra*. The capital is in a very cold environment.

Outside the Capital:

- ***Unusable*.** This area cannot be used, for some reason. There may have been a disaster with lingering effects, or perhaps a past enemy has salted the ground. There may be foul beasts or monsters residing there, or some magical deterrent. One way or another, folks don't come here anymore.
- ***Tended Nature*.** An area of nature outside the capital has been preserved and tended to. This may be a park, preserved forest, animal reserve, or something else. It may, or may not, be controlled by the capital.
- ***Subterranean Warrens (Not known to the capital).*** Something is under the capital (below even the sewer system, if the capital has one). These could be the ruins of another city, the crude dwelling place of simple beasts, or the residence of another active civilization.

Stewardship: *Managed*. The capital's fundamental elements are all accounted for and well attended to. Whoever is responsible is doing an admirable job.

General Condition: *Decent*. The capital is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.

Fortification: *Fortified*. The capital is surrounded by a substantial wall of wood or stone. The wall is able to be patrolled by guards on a raised walkway. Visitors to the city pass through a main gate that can be barred in the evenings. A few watch towers may be placed around the city, though are likely sporadic.

Market Square: *Ample*. Room for a fair number of vendor stalls.

Vendor Stall Acquisition. *Lease*. Merchants pay in advance (sometimes far in advance) for the right to a space in the market square.

Merchant Overflow: *Monitored*. Excess vendors are allowed to set up stalls, and the city watch patrols through regularly, but the areas themselves are less-maintained and traffic is lighter.

Underground Passages: *Sewers*. A network of drains, pipes, and trenches lies beneath the capital. Base the sewer's condition upon that of the settlement, if they were built concurrently. They may pre-date the current capital city.

Government & High Society

Leadership: *Oligarchy (Other; Adventurer's Guild)*. A few top individuals hold sway, collectively, over the capital.

Leadership Unity: *Uneasy*. Something feels off, but it may just be that someone is having a bad day.

Governing Priority: *Isolationist*. The capital has no desire to get involved in the dealings of other sovereign entities. They are open and clear about this.

Priority Approach: *Peaceable (Strong)*. An agreeable stance is taken, preferring to avoid conflict whenever possible, through negotiating and dealing for the best nonaggressive outcome.

Priority Success: *Very Successful*. The leadership has made great strides at achieving its initial vision, and looks like their success will continue.

Leader 1

- **Lifestyle: *Respectable*.** The leader's lifestyle is unassuming, but comfortable, appropriate to one in their position.
- **Residence: *Palace (Outside the Capital)*.** The leader's main residence is grand and palatial, with a great many opulent and comfortable rooms. It occupies a significant amount of the land in the capital. Staff probably have their own wing, or floor, within the property. The palace is designed as a luxury residence, not a defensible military structure.
- **Intent: *Negative Deception*.** The individual would not typically live this lifestyle, but is doing so out of selfish motives, or because they are somehow being forced into this lifestyle against their will.

Leader 2

- **Lifestyle: *Distinguished*.** The leader aspires to quality and high-functionality, but without concern for needless luxury or vanity.
- **Residence: *Small Estate (Inside the Capital)*.** The leader's main residence is notable, and on a small amount of land. The property is likely bordered with hedges, fencing, or a wall.
- **Intent: *Positive Deception*.** The individual would not typically live this lifestyle, but is doing so because they believe it will have a positive impact, such as inspiring those who see them.

Leader 3

- **Lifestyle: *Luxurious*.** The leader takes unrestrained advantage of the comforts and luxuries available to one in their position, and presents a striking, or flamboyant, appearance.
- **Residence: *Large Estate (Inside the Capital)*.** The leader's main residence is substantial, and surrounded by modest grounds. Staff probably have apartments within the property. The property is likely bordered with hedges, fencing, or a wall.
- **Intent: *Negative Deception*.** The individual would not typically live this lifestyle, but is doing so out of selfish motives, or because they are somehow being forced into this lifestyle against their will.

Connections: *4*

- **Connection 1: *Enemy - Friendly*.** Relations are civil enough, but there is a fundamental and irreconcilable rivalry, or difference of opinion, that prevents any real alliance.
- **Connection 2: *Ally - With Reservations*.** The entity is considered a friend, but treated with care, possibly not fully trusted. They could be a friend yet to truly prove their loyalty, or one who is unpredictable or fickle.
- **Connection 3: *Ally - With Reservations*.** The entity is considered a friend, but treated with care, possibly not fully trusted. They could be a friend yet to truly prove their loyalty, or one who is unpredictable or fickle.
- **Connection 4: *Ally - Trusted*.** The relationship is solid and unlikely to be shaken. Trust is likely founded on concrete elements, such as mutual admiration and/or shared interest.

Spy Network Size: *None*. The capital is not engaged in any intelligence gathering operations.

Counterintelligence: *None*. The capital does not have counterintelligence operatives working within its borders.

Number of Notable Visitors: *2*

Notable Visitor 1: *Spy*.

- **Reason for visit: Looking *for Fun*.** They came here to enjoy themselves.

Notable Visitor 2: *Ruler's Child*.

- **Reason for visit: *Visiting an Old Friend*.** They are in the capital to meet with someone they haven't seen in a long time.

Military Force: *Yes*.

Standing or Disbanded: *Standing*. The capital's military is ever at the ready and active. Their training is ongoing, and they are kept well-supplied. They may double as a garrison for the capital or bolster city defenses.

Recruitment Type: *Mandatory*. Law states all able-bodied citizens must spend a certain amount of time serving in the military.

Size of Force: *Insignificant*. The force's size is extremely small, likely requiring few commanding officers.

Specialization: *Unconventional*. A section of the military force employs unorthodox thinking and methods, taking advantage of the enemy's preconceived notions to achieve unexpected results.

Military Facilities: *Simple Structures Inside the Capital*. This encompasses barracks facilities for the troops, and quarters for officers. Training grounds are equipped drilling yards within light walls.

Type of Nobility: *Deeds*. Status is granted in relation to deeds accomplished, or values displayed, typically reflective of those held to be most important by the society itself.

Number of Primary Nobles: *2*

Number of Lesser Nobles: *6*

Relationship to the Leadership: *Liked*. The nobility like the leadership well enough; some may even be friends.

Relationship with the People: *Good*. Relations are generally friendly. When a noble and commoner pass in the street, a nod or tip of the hat is typical.

Root of Relationship with the People: *Manipulation*. An individual or group has orchestrated the sentiment between the two classes. The manipulator is looking out for…

- ***Positive*.** …the capital's interests.

Community

Culture: *Self-Improvement*. Citizens believe life finds its meaning through the endless pursuit of bettering oneself, inside and out.

Pursuit of Culture: *Moderate*. Culture is viewed as passingly important. Most enjoy cultural activities, but they do not dominate to the detriment of other aspects of life.

Population Density: *Populous*. A moderate amount of people live in the capital. Walking through the streets, you will see plenty of people, but never so many that it would feel cramped.

Demographics: *Normal Distribution*. 50% primary race, 25% secondary race, 15% tertiary race, 10% other.

Population Wealth: *Prosperous*. The majority have enough to live a good life and, of them, a fair amount can even live comfortably.

Visitor Traffic: *Masses*. Huge groups of people always seem to be visiting. Congestion could cause difficulties if the capital is unable to cope with very large amounts of people.

Disposition: *Open*. The locals actively enjoy visitors, and their culture incorporates this. Just about anyone is welcome.

Night Activity: *Raucous*. When the day ends, the capital truly comes to life. Inns and taverns have customers coming and going at all hours. Parties, and other commotion, can often be heard. One might expect things to close down after dark but, in the capital, there are locations that *only* open in the evenings. There is likely a sort of 'night market' throughout the capital, with goods, services, or curiosities of all kinds available for those keep alternative hours (or scoff at the need for sleep).

Law Enforcement: *Extensive City Watch*. Run by a captain and several sergeants, all key points are thoroughly guarded. The city perimeter is patrolled constantly, and city patrols happen regularly.

General Crime: *Frequent*. The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.

- (+4 to **urban encounter** rolls taking place within the capital, but outside a district)

Organized Crime: *Talk*. Enough incidents have occurred that most folk don't have trouble believing there is an organized criminal element in the capital. They operate quietly, but ambitiously, carrying out frequent, high-profile jobs. They could also have ties to government officials, or may even attempt to control elements of the capital itself.

Districts

Arcane District. This district has a focus on magical matters.

- **District Condition: *Impressive*.** The district is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.
- **District Entry: *Gated and Guarded with Toll*.** The district entrance is barred by a guarded gate, and a fee is charged for entry or exit (or both), which may be based on personage, method of transport, or goods being transported.
- **District Crime: *Uncommon*.** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
  - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *Extensive*.** A significant amount of the district's buildings are housing for residents.
- **Number of Noble Residents: *2*** (primary), ***6*** (secondary)**.**
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Archives, Academy, Magic Shop - Weapons (Guild Member), Magic Shop - Jewelry, Hired Help - Arcane Academics (Guild Member)
- **District Additional Locations:** Tailor, Soothsayer
  - **Rare Botanicals (Guild Member) - Notable: *Superstition*.** Those who frequent his location do so out of the belief that if they don't, something will (or won't) happen.

Craft District: This district has a focus on large-scale production facilities.

- **District Condition: *Decent*.** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Guarded*.** The district entrance has a strong guard presence.
- **District Crime: *Frequent*.** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
  - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing: *None*.** No one lives in this district.
- **Number of Noble Residents: *None*.**
- **District Notable Locations: *None*.** There are *no* notable locations in the district.
- **District Included Locations:** Smithy, Carpenter, General Store, Tailor, Magic Shop - Books
- **District Additional Locations:** Bank & Exchange, Thatcher (Guild Member), Smithy (Armor) (Guild Member)

Market District. This district has a focus on the sale of practical goods.

- **District Condition: *Dilapidated*.** Things are dirty and in a widespread state of disrepair, though some token effort may have been made at cleanliness. Streets are probably packed dirt or broken stone. They may be uneven, rutted or muddy. Structures have likely received similar low levels of care, though there could be some disparity.
- **District Entry: *Open*.** Entrance to the district is unrestricted.
- **District Crime: *Uncommon*.** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
  - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *None***. No one lives in this district.
- **Number of Noble Residents: *None*.**
- **District Notable Locations: *Two*.** *Up to the first 2* additional locations in the district are notable.
- **District Included Locations:** Baker (Guild Member), Butcher (Guild Member), General Store, Smithy (Guild Member), Tailor
- **District Additional Locations:** Cobbler
  - **Artist - Notable: *More-Than-Meets-the-Eye*.** This location may seem to be one thing, but the right people know what else is there.
  - **Inn (Guild Member) - Notable: *More-Than-Meets-the-Eye*.** This location may seem to be one thing, but the right people know what else is there.

Extra Intrigue

Recent History: Graffiti has been appearing across the capital, advertising some kind of underground competition. The competition is a legal gray area, but the promise of glory is an enticing prize for even some of the most upstanding citizens.

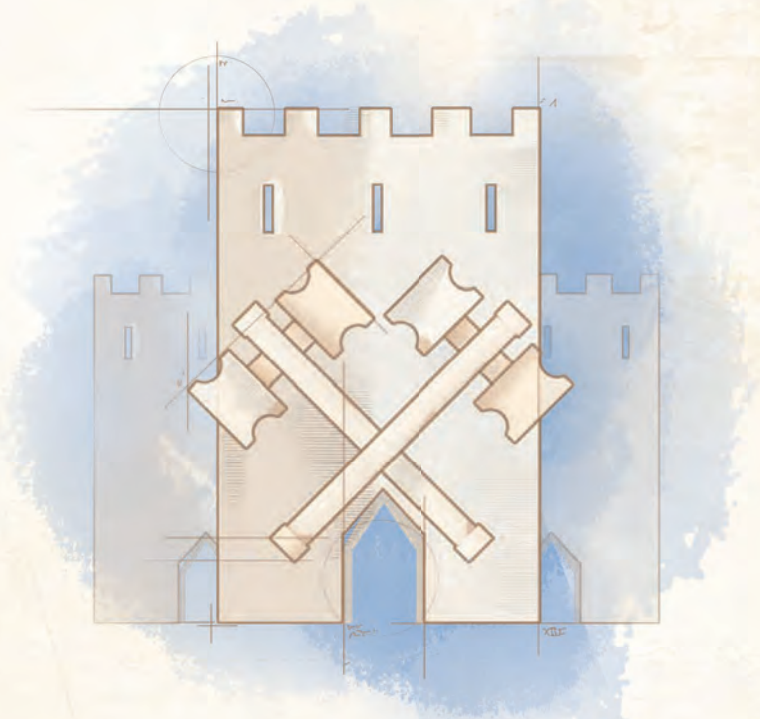
Noteworthy Official: *Master of Revels*. Lead organizer of festivals and special events.

- **Official's Competence: *Committed*.** Utterly committed to the job, truly feeling it is of vital importance.

Beneath the Surface: *Unsafe*. There is a structural problem with a location within the capital (or, possibly, the land, or environment, it is built on). The longer it goes unnoticed, the more damaging it could be.

- **Beneath the Surface - Awareness: *Single, Direct Occurrence*.** Someone has had a direct, first-hand experience involving the issue, and is trying to deal with it somehow.





Fortresses



Fortresses

You approach the towering edifice; the sheer weight of the structure seems to press down upon the ground it sits on. Mortared stone, wooden beams, and pieces of iron make up the bastion in front of you, and you idly thank the gods that you are here as a guest, and not laying siege to the place.

As you approach the looming gate of the barbican leading inside, a shout rings out from a guard above, asking your business. Explanations are given, prompting the sound of a massive chain groaning into life inside the gatehouse. The iron portcullis that bars entry creaks and screeches as it is slowly raised to allow you inside. Beneath the open maw of the portcullis, a shudder escapes your body.

Upon entering through the gatehouse, you catch yourself looking around, observing the intricate architecture on display. Stone cunningly fits with stone to form a high, arched tunnel. Regularly positioned within the stone, murder holes, spouts, and arrow slits defend the walls, ready to deal punishment and death to intruders foolish enough to find themselves trapped in this forboding space. An unintended sigh of relief escapes as you reach the opposite end of the tunnel, under another portcullis, and out into the sunlight.

The stone path abruptly ends. Dark, murky water swirls a distance below; you might even swear you saw something move, disturbing the algae on the surface. Stepping back, you crane your neck to take in a massive construction of timber, banded in iron, currently raised, and waiting to span the gap. A whistle and a wave triggers the sound of more chains and grinding mechanisms as the drawbridge lowers into place, ushering you inside.

Your bootsteps reverberate through the wood of the bridge as you cross. Ahead, a large wooden gate creaks open in welcome, and you step through into the castle bailey.

You find yourself surrounded by all of the hustle and bustle that makes a place like this function. All manner of people are busying themselves at various tasks; animal husbandry, hammering away with various tools, repairing woodwork and chipped stone, carrying buckets of water and bushels of produce to the kitchens... On and on, the relentless stream of those applying their trade pass by you. In these moments, you stand and bear witness to those breathing life into a real fortress.

Whether moldering old towers surrounded by countryside, or gigantic bastions atop mountain peaks, fortresses of all kinds dot the landscape.

What's the Difference?

Keeps, castles and strongholds are all kinds of fortifications; this chapter allows you to build each on the foundations of the one before, stopping when you reach your desired fortress type.

A **keep** is a single, fortified structure, like a tower or other large, heavy-duty building. A keep is also the central, main building of a castle. This means you can build a keep without a surrounding castle, but you cannot have a castle without a keep.

A **castle** has a central keep, and the whole structure is surrounded by a 'curtain wall'. The yard inside the curtain wall, where the keep and other smaller buildings (things like stables, blacksmith, etc.) are found, is called the bailey.

A **stronghold** is, essentially, a *super* castle. Converting a castle into a stronghold involves expanding its defenses and making it bigger and/or harder to conquer. In order to make a stronghold, you must first build a castle, which is itself built onto an existing keep.

Overview

In this chapter, you will find the following sections:

- **General**. These tables provide flavor and overall information relevant to all types of fortresses. You will roll on these, regardless of the type of fortress you will be making.
- **Keep**. These tables generate the physical details of a keep, including its size, number of floors, rooms, etc.
- **Castle**. These tables add the additional defenses needed to turn a keep into a castle. These include curtain walls, towers, gates, defenses, etc.
- **Stronghold**. Roll on these tables if you intend to make a stronghold. They modify elements of your keep and castle.

Note: In the stronghold section, you may need to go back and roll again on a few previous tables to add additional features. If this is needed, the result in the table will inform you.

Building your fortress:

1. Decide what you want to make: **keep**, **castle** or **stronghold** (if you are not sure about the difference, check the 'Important: What's the difference? box found after this chapter's introduction.
2. Always start with the **General** section.
3. Continue on to the **Keep** section. This is the most basic fortress (a single structure). If a keep is all you need, stop after completing this step.
4. Continue on to the **Castle** section. This is the quintessential fortress, with outer walls, towers, extra defenses, etc. If a castle is all you need, stop after completing this step.
5. Continue on to the **Stronghold** section. Within this section are tables that, depending on your result, will modify certain aspects of your **Keep** and/or **Castle.**

We encourage you to make a note of these results; the Fortresses Settlement Sheet is available for you to record your rolls, and can be found in the back of this book and at www.nordgamesllc.com.



General

This section contains information that can apply to any type of fortress, such as where the fortress is in relation to the settlement, how old it is, what it's primarily made from, who its residents are, what they do, and what is going on in their lives. This is the portion that will start engaging your imagination and start you thinking about what makes this place special.

Location in Relation to Settlement

Many fortresses are located in, or around, another settlement, with the fortress providing defense (or a deterrent to being attacked in the first place), and the settlement keeping the fortress supplied with resources. Where is your fortress located? Roll on the table below to find out.

Already Know?

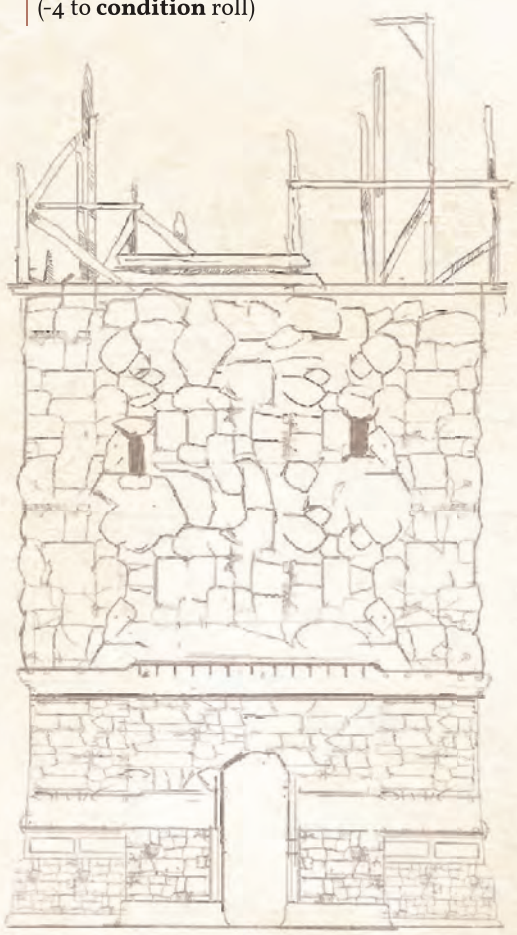
If you already have a place in mind where you want, or need, the fortress to go, feel free to skip this table.

d20	Location in Relation to Settlement
1-3	**Remote**. The fortress is located a significant distance away from the nearest settlement.
4-7	**Outskirts**. The fortress is located on the very fringes of the settlements' occupied land, perhaps within farming country, or the stretch of land between the settlement proper and the wilderness.
8-14	**Edge of Settlement**. The fortress is located on the outer border of the settlement proper, perhaps connected to, or surrounded by, its border wall, if it possesses one.
15-19	**Central**. The fortress is located in the middle of an established settlement.
20	**Prominent**. The fortress is not only located in a central location, but is highly visible, as if it is (or was) being showcased or featured. The settlement was probably built around it.

Age

How old is the fortress? Has it endured centuries, or was the final stone placed just recently? Fortresses are meant to last and endure. Some even become monuments in their own right. However, with **age** comes deterioration, and maintenance is key in keeping these structures around. Roll on the table below to see how long this one has been standing.

d20	Age
1	**New**. The fortress was completed within the past 20 years. (+4 to **condition** roll) (-5 to **residents** roll)
2-3	**Recent**. The fortress was completed between 20 and 100 years ago. (+2 to **condition** roll) (-5 to **residents** roll)
4-8	**Old**. The fortress was completed between 100 and 200 years ago. (+0 to **condition** roll)
9-17	**Very Old**. The fortress was completed between 200 and 500 years ago. (-2 to **condition** roll)
18-20	**Ancient**. The fortress was completed more than 500 years ago. (-4 to **condition** roll)



Condition

What state is the fortress in now? An ancient structure may be falling apart due to age and weathering, or a new one could be still under construction. The ravages of the elements, warfare, or even plain laziness and neglect, can have a large impact on the fortress' **condition**.

Modified by: age

d20	Condition
1-2	**Ruin or Bare Bones**. The majority of the structure is exposed to the elements,ruin and damages are no longer repairable; a rebuild would be the only option. If under construction, it is a long way from completion. Residence within the fortress would be incredibly uncomfortable, if even possible. (When building your **keep**, -2 to **number of rooms** roll) (-5 to **furnishings** roll)
3-6	**Poor or Incomplete**. The fortress is in disrepair, with loose stones or timbers, gaps, holes, rot, or other issues that might adversely affect the structure's integrity. The exterior is not completely intact. If under construction, it may be nearing completion, or up to a few years from being finished. Residence within the fortress would prove inconvenient, at best. (When building your **keep**, -1 to **number of rooms** roll) (-2 to **furnishings** roll)
7-14	**Average**. The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year. (When building your **keep**, +0 to **number of rooms** roll)
15-19	**Strong**. The fortress is well-maintained and presents no obvious vulnerabilities. If the fortress is of a significant enough age, doors, timbers, fixings or other elements may have been added, updated, or replaced. It is likely kept relatively clean. If under construction, the fortress is very nearly complete, perhaps waiting on some superficial or decorative elements, and completion is likely within the month. The residents are able to live comfortably. (When building your **keep**, +1 to **number of rooms** roll)
20	**Impeccable**. The fortress could not be in better shape, presenting an imposing and immaculate image to observers. It is either brand-new or impressively well-maintained. Fixtures show minimal or no weathering, and interiors appear spotless. If recently under construction, everything is, for all intents and purposes, complete. Final inspections and touch-ups may be underway, but any remaining work could be easily completed within a week. Most laborers have left, and regular day-to-day life is fully underway. (When building your **keep**, +2 to **number of rooms** roll)

Environment

The **environment** in which a fortress is built needs to be considered before anything else. It will determine what was used in its construction, and what natural features can be utilized as defensive advantages (and, perhaps, those which will act as drawbacks).

Note: If the fortress will be utilised in or near a previously-made or established settlement, use that settlement's environment.

Roll on the table below to see where your fortress is built.

d10	Environment
1	**Coastal.** The fortress is near a large body of water, such as a lake or ocean.
2	**Forest.** The fortress is nestled among the trees.
3	**Mountains.** The fortress is found on stony passes or soaring peaks.
4	**Plains.** The fortress is in the wide open fields.
5	**River.** The fortress is near a steadily flowing stream, or other watercourse.
6	**Swamp.** The fortress is in, or near, a vast area of stagnant water.
7	**Underground.** The fortress is within a large network of caves.
8	**Valley.** The fortress is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.
9	**Tundra.** The fortress is in a very cold environment.
10	**Desert.** The fortress is in a dry and arid environment, likely covered with vast sand dunes.

Expense

Even a modest fortress is a sizeable investment. However, there is an enormous difference in price between a basic, but serviceable, keep, and a luxuriant and well-equipped stronghold. How much **expense** was leveraged for your fortress?

d20	Expense
1-2	**Paltry**. The fortress was built on a shoestring budget, barely sufficient to build even the most basic and rudimentary version, possibly cutting corners by necessity. (-5 to **furnishings** roll)
3-8	**Modest**. The fortress was constructed with a small budget, enough to build something simple, but functional. (-2 to **furnishings** roll)
9-15	**Moderate**. The fortress was built with a medium budget, perhaps allowing for a small comfort or two. (+0 to **furnishings** roll)
16-19	**Significant**. The fortress was built with a large budget, allowing for high-quality materials and some luxury elements. (+2 to **furnishings** roll)
20	**Extravagant**. Little or no expense was spared in the construction. Materials are of top-quality, and the fortress feels grand and splendid. (+5 to **furnishings** roll)

Primary Building Material

Fortresses, by their very nature, need to be strong structures but, dependent on environment, culture, availability, and budget, the materials used in their construction can vary greatly. Roll on the table below to determine your **primary building material**.

d20	Primary Building Materials
1-4	**Brick.** Man-made blocks, comprised of mud, clay, or sand, mixed with a binding material such as straw, baked hard.
5-8	**Timber.** Hewn logs and planks, milled to fit together tightly.
9-18	**Stone.** Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.
19	**Salvage.** Found materials, such as repurposed stone from crumbled ruins, or timbers from wrecked ships.
20	**Unique Materials.** Roll on the **unique building materials** table. If your result conflicts with your environment or campaign setting, reroll. If none work, use 'Salvage'.

Unique Building Material

The following table contains examples of unusual, rare, and special building materials that a unique kind of fortress could be built from. This is, by no means, an exhaustive list of possibilities, but they do cover a wide range. If your fortress is built using any of these, it will certainly be remarkable.

Note: Only roll on this table if you rolled 'Unique Materials' on the **primary building material** table. Otherwise, skip this table.

d6	Unique Building Materials
1	**Bone**. The fortress could be located in a place with plentiful (or, even, constantly replenishing) dead, or in some form of natural graveyard where bone is an abundant resource.
2	**Coral**. If the fortress is located somewhere tropical, coral could be a potential replacement for stone (especially if the fortress - or the settlement it is in - is underwater!).
3	**Crystal**. Those mining deep in the earth (or on alien planes) might find crystal in great enough abundance that it could be used to build large structures.
4	**Living Plant**. Certain fantastic cultures are known to build their structures amongst, or even inside, living plants, such as great trees. Whether the plants are trained into shape by natural, or magical, means depends on the builders.
5	**Ice**. Ice is an infinite resource in the frozen tundra; huge blocks could be cut and shaped to build a great fortress in such a location. While it might not be quite as tough as stone, repairs and replacements are far simpler.
6	**Magic**. How prevalent is magic in your world? The background of your builders will determine what kind of methods they would have had at their disposal. Magic could have been utilized either to generate the materials for the fortress, assemble it or, perhaps, keep it all held together.

Resource Origin

The very existence of a fortress naturally assumes that the builders had access to the necessary **resources**. Where did they come from?

d20	Resource Origin
1-7	**Locally Made/Harvested [Preserved Surroundings].** Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.
8-10	**Locally Made/Harvested [Stripped Surroundings].** Building materials were sourced from the site of the structure itself, and from nearby areas, entirely depleting the harvesting locations (natural surroundings needed for the structure, natural defenses, etc. are unaffected).
11-12	**Partially Local, Partially Imported**. Building materials that were unable to be obtained locally were purchased and brought in from an outside source.
13-14	**Imported**. Building materials were purchased and brought in from an outside source in their entirety.
15	**Partially Salvaged**. Some new materials were obtained locally, but a significant portion was salvaged from ruins and other destroyed structures.
16	**Entirely Salvaged**. Building materials were all salvaged from various demolished structures.
17	**Partially Stolen**. Building materials were gathered illicitly over time, perhaps by hijacking ships and other cargo transports, or commandeering materials from a quarry not under the builders' control.
18	**Completely Stolen**. Building materials were looted from one or more rightful owners, either openly or covertly.
19	**Partial Magic**. Standard building materials were partially augmented by magic. Mundane materials may have been *acquired* or even *created* by magic.
20	**Completely Magic**. Magic was used to either acquire an entire slew of mundane building materials, or create fantastical ones.

Reason for Construction

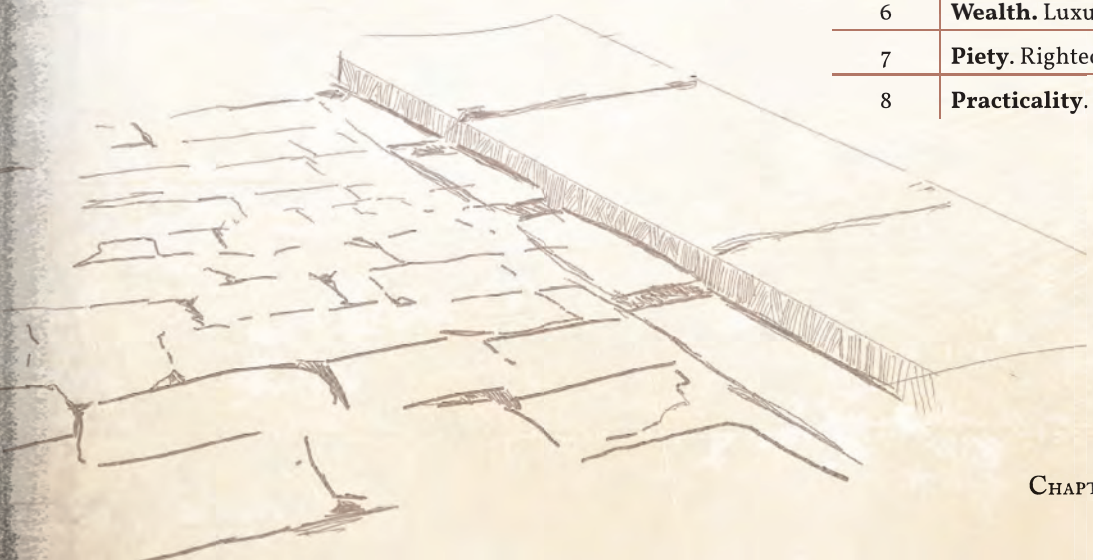
What was the ultimate **reason** the decision was made to build this fortress?

d10	Reason for Construction
1	**Anticipation**. Aggression from somewhere was expected.
2	**Mortal Command**. It was the dying wish of someone important to the builder.
3	**Immortal Command**. A god, or powerful otherworldly being, commanded it be built.
4	**Vanity**. The fortress was commissioned as a demonstration of power, wealth, or self-importance.
5	**Protection**. It was built to keep a particular thing, or place, safe or hidden.
6	**Panic**. The construction was motivated by fear of what would happen if they didn't.
7	**Prophecy**. It was foretold that a fortress would be needed on this site.
8	**Decree**. A ruler, or governing group, ordered that it be built.
9	**Life's Work**. It was built as a labor of love by a dedicated craftsperson and their team.
10	**Conversion**. The building was formerly used for another purpose, but constant additions and changes made it what it is today.

Design Theme

What did the builder want to project in the **design** of the fortress? What values does it display, or what sensations should someone feel when approaching it?

d8	Design Theme
1	**Power**. Strength and fortitude.
2	**Glory**. Prestige and triumph.
3	**Refuge**. Welcome and safety.
4	**Fear**. Dread and insignificance.
5	**Grace**. Beauty and elegance.
6	**Wealth.** Luxury and opulence.
7	**Piety**. Righteousness and ascendence.
8	**Practicality**. Utility and function.



Alternate Entries

Are there other ways into the fortress? Perhaps they're regularly used by some residents, but they may be blocked, or even have been forgotten about altogether.

Note: If you roll an **alternate entry**, wait until you've finished rolling your settlement to decide where it will be. The details you establish as you build may change your thinking.

d20	Alternate Entries
1-10	**None.** There are no alternate entries into the fortress.
11	**Back Door**, **Blocked**. A small, rear-access door was built into the exterior wall. For security reasons, it has been blocked from the inside.
12	**Back Door, Exposed**. A small, rear-access door was built into the exterior wall. The door may still be in regular use, and no attempt has been made to disguise or conceal it. It may be guarded.
13	**Back Door, Hidden**. A small, rear-access door was built into the exterior wall. The door may be used infrequently, and has been intentionally obscured or covered. It may also be guarded.
14	**Secret Door in Exterior Wall**. A hidden, or invisible, door is built into the exterior wall, to allow for covert comings and goings. It is probably monitored, but discreetly.
15	**Secret Door in Exterior Wall, Forgotten**. A hidden, or invisible, door was built into the exterior wall, to allow for covert comings and goings, but those who built and/or knew about it are no longer around.
16	**Drain, with Grating**. A drain pipe emerges somewhere in the landscape outside the fortress. Its opening is covered by metal grating.
17	**Drain, Blocked**. A drain pipe emerges somewhere in the landscape outside the fortress. Its final several yards are entirely filled with large stones to allow water to easily pass, but not intruders.
18	**Drain, Blocked, with Grating**. A drain pipe emerges somewhere in the landscape outside the fortress. Its final several yards are entirely filled with large stones to allow water to easily pass, but not intruders. Its mouth is also covered with metal grating.
19	**Old, Forgotten Tunnel**. A tunnel was dug out of the fortress quite some time ago, but has since fallen into disrepair. There is a possibility that no one knows about it. Use of the tunnel might risk collapse or cave-in.
20	**Maintained Tunnel**. A tunnel leads out of the fortress, which is well-maintained and in good repair. It shows signs of recent (but not heavy) use.

Local Impact

A fortress is a substantial place and often one of power and influence. It cannot help but **impact** its surroundings in tangible ways, especially when initially established. This impact can be positive or negative. Roll on the table below to see what general kind of impact the creation, and early presence, of the fortress had on the local area.

d6	Local Impact
1	**Hostile**. The fortress was constructed in direct opposition to the wishes of those in the area, and relations immediately turned sour.
2	**Disruptive**. The fortress disturbed the area in which it was built. This may or may not have been intentional.
3	**Irritating**. The fortress' construction, or presence, caused some annoyance, or small issue, within the local area.
4	**Innocuous**. The fortress' construction had little impact on its surroundings, causing no trouble, but also not any great benefit.
5	**Beneficial**. The fortress proved a boon to the local area, perhaps serving as a compromise to a pre-existing issue, or demonstrating some small, positive impact.
6	**Advantageous**. The fortress immediately benefited the local area in a big way, perhaps resolving a serious issue, or exerting an extremely positive influence.

Optional: Local Impact Change

Local impact refers to the circumstances around the fortress's establishment. If time has passed, it is possible that things may have **changed** for better or worse since then.

Note: If your fortress is recent, you may wish to skip this table.

d6	Change
1-2	**Negative**. Things have gotten worse.
3-4	**Stable**. Things have stayed roughly the same.
5-6	**Positive**. Things have gotten better.

Residents

Who currently occupies the fortress?

d20	Residents
1-8	**Original.** The original residents, their descendants, or successors are in residence. This might be the person responsible for building the fortress and/or their family, or the people they stationed there (or their descendants/successors).
9-14	**New (Peaceful).** Non-original residents reside in the fortress, after obtaining it peacefully. Perhaps the fortress was purchased, inherited, or was a gift. These new residents could also be allies of the original residents, acting as stewards. The fortress could even have been found abandoned, so the new residents moved in.
15-20	**New (Forceful).** Non-original residents reside in the fortress, after obtaining it by conquest or illegitimate means. This does not necessarily mean that those occupying the fortress took forceful action themselves, but rather that the way the fortress changed hands was through, or after, some kind of conflict.

Optional: Abandoned Fortress

There are many circumstances that could suddenly (or gradually) empty a fortress. Perhaps it was conquered, and temporarily occupied, by an invading force, who have since moved on, or maybe the water or food supply was compromised, leaving the residents no choice but to retreat to another allied settlement.

If you would like there to be a chance (or a certainty) that the fortress is almost, or entirely, abandoned, include the following option:

0 (or less) Deserted. The fortress is vacant and non-functioning.

(Skip any future rolls that relate to, or determine, occupancy in the keep, such as **garrison.** There could be evidence of previous residents, or individuals squatting in the fortress that are not contributing to its functionality).

Resident Relations

How are things within the household? Is everyone getting along with one another? Is there scheming or plotting? What about strong bonds?

Fortress Residents

Historically, plenty of fortresses were staffed by people who worked there, but did not actually live in the fortress itself. Guards, or other workers, may have had homes in a nearby town, which they returned to after their shift. The individual who owns your fortress may not be there all the time (or ever!), instead leaving the management to a trusted party. Some fortresses are simply built as military emplacements, not residences. These are things to consider when thinking about your fortress.

d12	Resident Relations
1	**Irritated.** A ranking resident (or owner of the fortress) is fed up with the antics of a member of the staff.
2	**Outside Ties.** An important individual in the fortress is in a relationship with someone living outside the fortress.
3	**Struggle.** Two staff members are at odds with one another.
4	**Clandestine.** Someone in the fortress is engaged in secret dealings with an external entity.
5	**Expecting.** The ranking, or most important, resident of the fortress is expecting a child soon. If they are unwed, take into account what this might mean.
6	**New Blood.** Someone new has been brought on, and there is more to them than it initially seemed.
7	**Family Squabbling.** There has been arguing among the resident family of late, regarding a recurring issue. If the primary, or ranking, resident is not there with family, their arguments have been with family, or close relations, outside the fortress, either via correspondence or during a recent visit.
8	**Secret Love.** A staff member has been receiving secret notes, messages, or gestures of a romantic nature.
9	**Diplomatic Tensions.** Relations between the ranking resident and their liege (or superior, of some sort) have been strained lately. If they owe fealty to no one, the relationship is with someone close to them.
10	**Diplomatic Harmony.** Relations between the ranking resident and their liege (or superior, of some sort) have been going exceedingly well lately. If they owe fealty to no one, the relationship is with someone close to them.
11	**Problem Guard.** A member of the guard is at odds with the resident(s).
12	**Favored Guard.** A member of the guard is being shown preferential treatment by the resident(s).

Resident Hobbies

What do the people in the fortress enjoy doing in their spare time? You could roll once for the entire occupancy of the keep, or for each major individual or group - it's up to you.

d20	Resident Hobbies
1	**Hunting**
2	**Cooking**
3	**Strategy Games**
4	**Gambling** (cards or dice)
5	**Art** (any discipline)
6	**History** (domestic or foreign)
7	**Knitting/Sewing**
8	**Carving**
9	**Botany/Study of Nature**
10	**Outdoor Games - Throwing or Shooting** (archery, throwing axes or hammers, etc)
11	**Outdoor Games - Martial** (mock combat, jousting, tourneys, wrestling, etc)
12	**Outdoor Games - Ball-Based** (golf, bowls, tennis, etc)
13	**Feasting**
14	**Music** (listening or playing)
15	**Craft** (creation of decorative items like jewellery or ceramics)
16	**Hawking**
17	**Martial Training**
18	**Brewing**
19	**Reading/Storytelling**
20	**Poetry**



Resident Attitude

How do the current residents feel about daily life in the fortress?

d6	Resident Attitude
1	**Angry**. The residents hate being here. Not a day goes by where they don't actively think about leaving, but they have stayed for some reason, perhaps one outside their control.
2	**Irritated**. The residents are perturbed by this place. Something about it, or their situation, is irksome and grates on them daily.
3	**Ambivalent**. The residents could take or leave this place. They have other things on their minds, and do not devote much thought to the fortress.
4	**Content**. The residents like the fortress well enough. The place itself, or their circumstances, may not be ideal, but things aren't so bad.
5	**Happy**. The residents like the fortress, or are pleased with their situation (or both). Things are good and spirits are up.
6	**Enthused**. The residents are thrilled to be here. The fortress, or their circumstances (or both) are wonderfully suited to them, and convincing them to leave would be extremely difficult.

Garrison Size

How many guards defend the fortress?

d20	Garrison Size
1-4	**Minimum.** The garrison is the smallest necessary to do the job, so is likely overworked, or unable to handle more than absolutely vital tasks. A force this size requires few commanding officers.
5-12	**Modest.** The garrison's size is large enough to sufficiently defend the fortress and allow for reasonable guard shifts.
13-19	**Large.** The garrison's size is substantial, and is more than enough to keep the fortress well-defended at all times. Guards are able to stay well-rested. (When building a **keep**, add 'Guard Bunks' to the listed **starting rooms**)
20	**Maximum**. The garrison's size is the highest the fortress can sustain. (When building a **keep**, add 'Guard Bunks' to the listed **starting rooms**)

Garrison Equipment

Does the garrison have what it needs to function effectively?

d20	Garrison Equipment
1-2	**Poor.** Guards are equipped with substandard kit and lack a dedicated training area.
3-8	**Standard.** Guards are equipped with standard kit, and have a dedicated training area with basic practice equipment (simple targets, poles for combat dummies, etc.).
9-13	**Decent.** Guards are equipped with standard kit, and have a dedicated training area and equipment for use. They demonstrate refined practice techniques, such as specific drills, for a variety of situations.
14-18	**Good.** Guards are equipped with above-standard kit, and have a dedicated training area and equipment for use. They utilize highly refined practice techniques, such as specific drills, for a variety of situations.
19-20	**Exemplary.** Guards are equipped with the best kit available, and have a dedicated training area, complete with the best of any and all training equipment and practices that would be required.

Current Issue

Never a dull moment. Does it seem like there's always *something* going wrong? Perhaps residents despair and are constantly awaiting the next issue, or maybe, at present, everything is rosy. Roll on the table below to see what might be causing problems for your fortress at the moment.

NOTE: If your **condition** is 'Ruin or Bare Bones', roll [1d6]: 1-3: Structural Damage [Weather] ; 4-6: Structural Damage [Neglect].

After, in addition, roll on the **current issue** table as normal (which may give you a second issue). Once finished, roll **severity** for both.

d20	Current Issue
1-6	**Peaceful**. Everything seems alright at the moment. (Skip **issue severity** table)
7	**Entryway Malfunction**. A door, gate, portcullis, or drawbridge is experiencing an issue.
8	**Hurt on the Job**. A guard, or staff member, has been recently injured while performing their duties.
9	**Poachers**. Evidence of poaching was discovered on the lands surrounding the fortress.
10	**Family Illness**. A member of the ranking resident's immediate family has gotten sick. If they are not in residence, then a close friend or associate.
11	**Worker Illness**. A member of the household staff or guard has gotten sick.
12	**Spoiled Food**. Some (or all) of the fresh food items have gone bad.
13	**Stolen Goods**. Some of the food and/or supplies have been swiped.
14	**Structural Damage [Weather].** An area of the fortress has been damaged by the elements.
15	**Structural Damage [Neglect].** An area of the fortress has been overlooked for too long, and has now collapsed.
16	**Structural Damage [Someone's Mistake].** An area of the fortress has been compromised and someone is at fault (perhaps a repair, or element of construction, was attempted with unsuitable tools or materials).
17	**Infestation**. Pests have encroached on the fortress and become a nuisance.
18	**Magical Anomaly**. An area of magical disturbance is causing problems. Residents may, or may not, be aware of what caused the anomaly.
19	**Creature**. A strange beast, or monster, has been roaming inside, or near to, the fortress' boundary.
20	**Unwanted Attention**. Unfriendly outsiders have recently become interested in the fortress (or those inside it).

Issue Severity

How bad is the **current issue**? Is it a nagging irritation, or something that is causing everyone tremendous concern. Roll on the table below to determine the **severity** of any problems determined in the table above.

Note: If you rolled 'Peaceful' on the **current issue** table, skip this table.

d6	Issue Severity
1	**Trivial**. The issue does not pose much, if any, real concern.
2	**Manageable**. The issue requires attention, but is no cause for great alarm.
3	**Tough**. The issue is causing notable hardship, or inconvenience, that is affecting those dealing with it.
4	**Serious**. The issue is a cause of real concern and requires attention soon, lest it worsen.
5	**Critical**. The issue is pressing and dangerous, posing a very real threat to all involved.
6	**Dire**. The issue is a major problem and needs addressing immediately. Failure to resolve the issue quickly enough will likely result in irreversible consequences, or potential loss of life.

History

What significant event happened before, or just after, the fortress was built?

d10	History
1	**Previous Residents.** Someone of note lived here before the fortress was built.
2	**Notable Family Tree.** A resident within the fortress has (or had) very interesting lineage.
3	**Accursed.** The site of the fortress was cursed, either during construction, or since. The curse effects may vary greatly in scope and severity.
4	**In Their Footsteps.** A very powerful being once walked where the fortress now stands.
5	**Convergence.** A pivotal meeting happened here.
6	**Dig Site.** An intriguing discovery was made here.
7	**Protests**. Prior to construction, there were strong objections to building the fortress.
8	**Ensured Silence.** The architect of this fortress was imprisoned (before *or* after the fortress was built).
9	**Traditional Home.** A family of creatures, or beings, has lived within the fortress since it was built, appearing in records as far back as any have been kept. They may be seen as simple mascots, or may serve some deeper purpose.
10	**Hallowed Ground.** When the fortress was built, a central area of the site featured markings that someone viewed as being of great importance. As such, it was built around and preserved.

Secrets

What **secrets** lie within the fortress? How long have they lain dormant? What implications would there be if it was discovered?

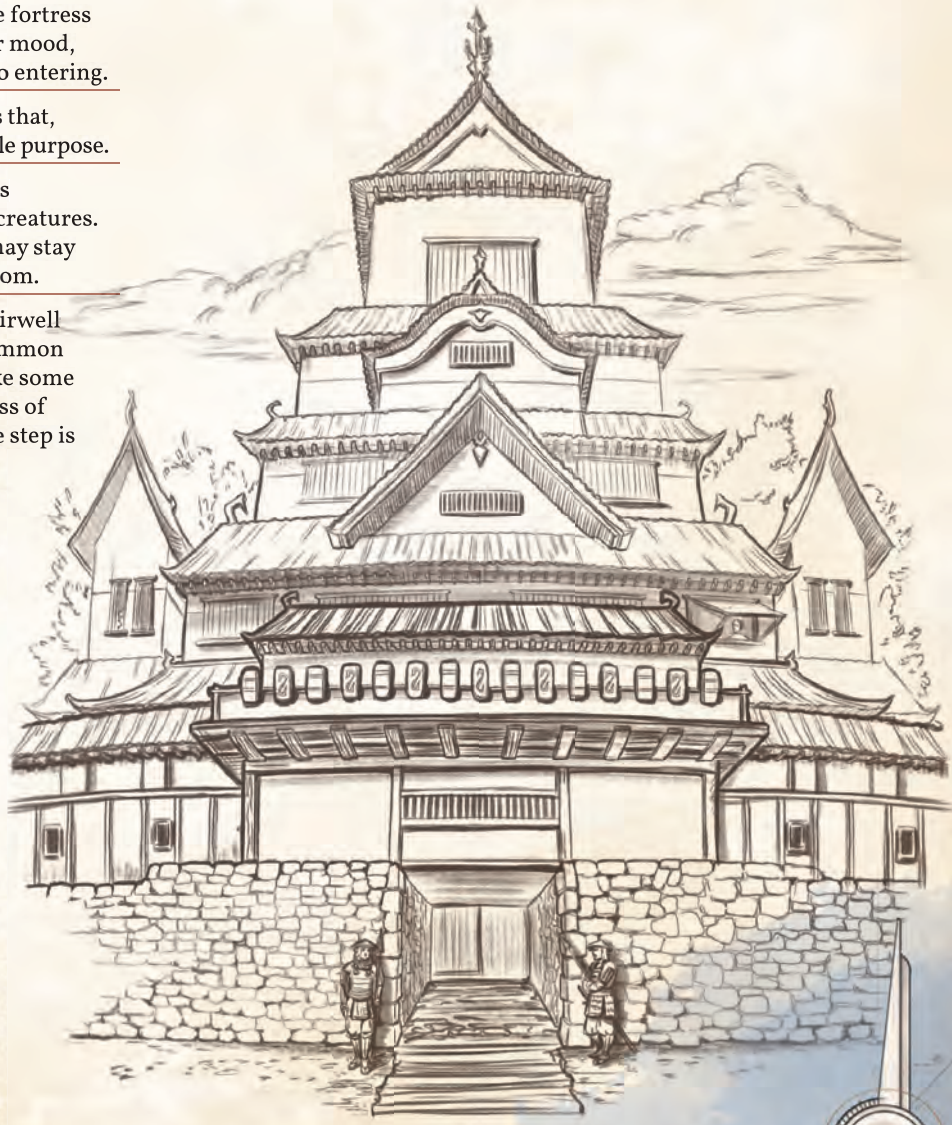
d12	Secrets
1	**Ancient Resting Place.** A body was buried here before the fortress was built.
2	**Hidden Gravesite.** A body was buried here after the fortress was built.
3	**Ancient Treasure.** A treasure was buried here before the fortress was built.
4	**Secret Hoard.** A treasure was buried here after the fortress was built.
5	**Unknown Power.** Someone in the fortress has an item they believe is mundane. It is actually special and/or important.
6	**Prized Tome.** A book of great value is within the fortress.
7	**Secret Rites.** An ancient ritual was performed here before the fortress was built.
8	**Tryst.** Two people within the fortress got married in secret, and have been trying to keep it quiet ever since.
9	**Enchantment.** An unnoticed spell, or spell-like-effect, lingers over a portion of the fortress.
10	**Moonlighting.** Someone within the fortress is secretly doing a job, or activity, in their off-hours.
11	**Back Door.** Someone has been sneaking out of the fortress in a way that would not be approved of.
12	**Interloper.** Someone living within the fortress does not actually belong, but has remained unnoticed.



Oddities

Are there any weird or inexplicable things about your fortress? Roll on the table below to find out.

d12	Oddities
1	**Haunted**. A local spirit occupies the fortress - perhaps an ex-resident, or someone linked to the fortress grounds somehow.
2	**Mystery Door**. A door is and, as far as anyone can remember, has always been, stuck shut. No matter what anyone does, they can't get it *un*stuck. Stranger still, plans of the fortress show no room there.
3	**Breeze**. Even in closed rooms with no external doors, there always seems to be a tiny breeze that makes cloaks swirl lightly around feet.
4	**Phantom Sounds**. While standing in specific areas of the fortress, indistinct snippets of conversation and activity can often be heard from nearby rooms yet, upon investigation, nothing is ever there.
5	**Rumbles**. On rare occasions, soft reverberations can be felt from deep underground beneath the fortress.
6	**Moody Room**. A particular chamber in the fortress tends to put those inside it into a particular mood, regardless of how they were feeling prior to entering.
7	**Dead End**. There is a hallway in the fortress that, oddly, leads to a dead end with no discernible purpose.
8	**Strange Visitors**. On occasion, the fortress experiences visits from unusual beings or creatures. If anyone is aware of these visitors (they may stay hidden), no one knows where they come from.
9	**Creaky Step**. A single step on a certain stairwell is the cause of much befuddlement. It's common enough for old and well-used stairs to make some noise, but this one seems to creak regardless of maintenance, to say nothing of the fact the step is made of solid stone.
10	**Watchful Beast**. A local small creature (squirrel, rabbit, weasel, or similar), has been seen sitting on windowsills (even those that are, seemingly, inaccessible) or in open doorways, (sometimes, even *interior* doorways) doing nothing but staring, making unblinking eye contact with any in the room who look at it, never looking away, never moving unless approached. Once approached, it vanishes without a trace, and reappears another day.
11	**Missing Things**. Small, miscellaneous items seem to go missing without notice. Simple absentmindedness surely can't account for everything…
12	**Inexplicable Furnishings**. One substantial item in the castle has been there since it was built, and no one knows who put it there or where it came from. Whatever it is, people feel vaguely uneasy in its presence, but can never bring themselves to get rid of it.



Special Feature

What makes this place worthy of notice? Within the context of a game, any kind of fortress will draw attention of not only the characters, but the players as well. These are places that hold a very dear place in the public consciousness. The **special feature** of your fortress could well be a driving factor in making your fortress a set-piece in your story.

Roll on the table below to find the category of your fortress' special feature. After doing so, find the **feature specifics** table to learn *exactly* what the special feature is.

d8	Special Feature
1	**Resident - Great Person**. A person of significance, or renown, lives here.
2	**Resident - Creature or Monster**. A beast, monster, or uncivilised entity resides here. Depending on the other residents of the fortress, it may have chosen to make its home here, or is a captive.
3	**Magical Properties**. The structure and/or its surroundings have magical properties.
4	**Unknown Origin**. No one knows where this structure came from, or how it was built.
5	**Intriguing Purpose**. The structure was built to do something unusual.
6	**Catastrophic Event**. The structure was the site of a terrible or tragic incident.
7	**Miraculous Event**. The structure was the site of something miraculous or amazing.
8	**Bizarre Location**. The structure is built in an atypical kind of location.



Feature Specifics

Find the table below that matches your **special feature** and roll on it for further depth.

Resident - Great Person

d8	Resident - Great Person
1	**Hero**. A person known for their good deeds, performed selflessly for the benefit of others.
2	**Villain**. A person known for committing dreadful atrocities.
3	**Thinker**. A person known for their wisdom and enlightenment (such as a philosopher, naturalist, scientist, etc).
4	**Artist**. A person known for creating works of exceptional beauty.
5	**Writer**. A person who is known for their exquisite written prowess, having spun riveting tales or accounted pivotal events.
6	**Warrior**. A person known for their martial prowess, or valor, in battle.
7	**Arcanist**. A person known for their magical ability or expertise.
8	**Priest**. A person known for having a special connection to the divine.

Resident - Creature or Monster

d10	Resident - Creature or Monster
1	**Beast.** A noteworthy, but non-sentient, beast.
2	**Beast (Sentient).** An animal that can think and speak.
3	**Elemental.** A being of a single, pure elemental energy.
4	**Fey.** A resident of the fey realm.
5	**Savage Humanoid.** A gnoll, orc, or other brutal marauder.
6	**Goblinoid.** A goblin, hobgoblin, or bugbear.
7	**Giant.** An ogre, giant, or troll.
8	**Kobold.** A bipedal reptile with distant draconic ancestry.
9	**Monstrosity.** A terrifying, unnatural creature.
10	**Undead.** A zombie, vampire, spirit, or other creature linked with undeath.

Magical Properties

d10	Magical Properties
1	**Flying**. The fortress can be, or is always, airborne. The magic is likely sustained by a ritual, enchanted object, or individual, who may or may not command the fortress
2	**Dreamer**. The fortress is mentally tethered to the imagination of a mortal mind. While they dream, the fortress appears nearby. If the individual dies, the fortress transfers to another.
3	**Spells of Binding**. Magic augmented the building process to more-thoroughly bind the materials together, strengthening the overall structure exponentially.
4	**Speech**. The fortress itself is sentient, and is able to communicate telepathically to those it chooses. Any excesses of personality are at the discretion of the GM!
5	**Exuding Presence**. The fortress exudes an unseen aura which influences the emotional state of visitors, both friend or foe.
6	**Desecrated Ground**. The bodies of the fallen tend to rise and turn against their living comrades.
7	**Deceptive**. The fortress appears differently to onlookers outside of its walls than to those inside them.
8	**Nexus**. Magic here seems to be more potent and effective, but the veil between worlds also seems thin. Otherworldly entities may be drawn to magic used here which resonates with their home plane.
9	**Teleportation**. The fortress can magically change location instantly, blinking out of one place and into another.
10	**Phasing**. The fortress can shift from one plane of existence to another, but always remains in the same physical location.

Unknown Origin

If there is a conflict between a rolled **unknown origin** and any previous rolls, the unknown origin will take precedence.

d4	Unknown Origin
1	**Extraplanar**. The fortress popped into existence instantaneously.
2	**Unseen Hands**. The fortress was built without anyone ever seeing a builder. It seemed to grow, unobserved, each day until it was finished.
3	**Stranger**. Someone integral to the inception of the fortress was unknown to anyone else involved.
4	**No Records**. The fortress was built by people who are no longer around, and no records give clues as to who they were.

Intriguing Purpose

d6	Intriguing Purpose
1	**Protection**. The fortress was built to keep something safe. Whatever that something is, it is no secret that it resides in the fortress.
2	**Hiding**. The fortress was built to keep something from being found.
3	**Hint**. The fortress was built to act as a clue to some greater mystery.
4	**Instruction**. The fortress was built with a lesson in mind, to teach those who would look upon it.
5	**Imprisonment**. The fortress was built to prevent something from getting into others' hands, or from being unleashed on the wider world.
6	**Connection**. The fortress was built to accommodate a magical or extraplanar portal.

Catastrophic Event

d6	Catastrophic Event
1	**Natural Disaster**. A major storm, earthquake, or other calamity struck this place.
2	**Battle**. This was the site of a brutal, devastating conflict.
3	**Genocide**. An attempt was made to wipe a people, or creature, from existence here.
4	**Betrayal**. A significant trust was broken here.
5	**Curse**. The fortress, or the area in general, was placed under a vindictive spell.
6	**Summoning**. A terrible creature, or otherworldly being, was summoned to this plane from within the fortress, and may remain nearby.

Miraculous Event

d8	Miraculous Event
1	**Found Anew.** Something (or someone) of incredible significance was rediscovered here.
2	**Salvation.** Someone in dire peril was saved here.
3	**Odds Defied.** Victory was snatched from the jaws of defeat here, when all hope seemed lost.
4	**Divine Intervention.** A god made their will known directly here.
5	**Sacrifice.** Someone gave up something very dear to them here, in service to a higher cause.
6	**Prophecy Fulfilled.** Events previously foretold saw their culmination here.
7	**Death Refused.** Someone, who should have died, managed to retain their grasp on life here.
8	**Quest Accomplished.** A great mission was concluded here.

Bizarre Location

d8	Bizarre Location
1	**Abyss or Chasm**. The fortress is built on a platform suspended directly over a deep hole or crevasse.
2	**Sky**. The fortress is built in such a way as to allow it to float, or hover in mid-air, above ground level (you decide how high). It could be on something like a cloud, or a manufactured platform, suspended by magic or technology.
3	**Active Volcano**. The fortress is built on, or even inside, an active volcano. Assume that the fortress is built from materials, and has the resources, that would allow it exist here.
4	**Beneath the Surface**. The fortress is located under some kind of environment where one might not think a fortress could be, such as underwater, under sand, or even soil or mud. There may, or may not, be something keeping the surrounding material out of the immediate fortress (such as a bubble keeping water out of an underwater fortress).
5	**Mobile**. The fortress is built in such a way as to allow it to move. It could be on wheels, organic legs, the back of a massive beast, a manufactured platform, or magical landmass, to name a few options.
6	**Nested Environment**. The fortress is built within a separate environment that exists within the primary environment. This nested environment may be contained within a physical barrier, such as a dome or bubble. In any case, there are discernible borders between it and the primary environment.
7	**Beast Colony**. The fortress is built in the midst of a colony of uncivilized creatures or animals.
8	**Unnatural Object**. The fortress is built upon, or around, a strange, foreign item, that has, perhaps, fallen from the heavens or from another plane of existence.

STOP!

If you only needed general ideas for your fortress, stop here. If you want to build a keep, **castle** or **stronghold**, continue on to the keep, and other relevant, sections.

Builder Terms

Throughout the keep, castle, and stronghold sections, some terms are used. Below is a list of ones to be aware of:

Square - refers to a square on a typical RPG battle grid. For our purposes, 1 square equals a 5-foot by 5-foot amount of space.

BSM - Base Size Modifier. Keeps and castles each have their own base size modifiers which are found on their respective section **size** tables and used within their sections (you do not use the keep's BSM in the castle section).

K - Within the castle section, there are diagrams displaying an example layout. Within these diagrams, a bold letter **K** can be seen. This denotes where the keep might be.

Keep

The **keep** is a fortress' most important structure (and may indeed be it's *only* one). It is where the most important residents dwell when in residence, where most important business is conducted, and, often, where gatherings are held. It is also the last defensible location to which defenders can fall back.

In this next section, you will roll up your **keep** and determine what's inside it.

Shape

Different **shapes** of keep have their own advantages and disadvantages. Roll on the table below, or simply choose the option you prefer.

d6	Shape
1-3	**Box.** A square or rectangular keep maximizes internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.
4-6	**Round.** A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size

Size will determine the flat area the keep occupies. If the keep has multiple floors, it is assumed that each floor takes up roughly the same space.

On the table, you will note two additional columns:

Base Size Modifier (BSM). This is needed when determining elements such as **number of rooms** and **additional spaces**.

Battle map size (square/diameter) - For simplicity if/when laying out your fortress on a battle map or grid, this column gives a suggestion in squares (1 square = 5 ft.) of the interior area inside the keep (not counting internal walls you may place).

The dimensions for square and round floors are given as the lengths of the sides or the diameter, respectively, and are represented like this:

(__x__ / ___ squares)

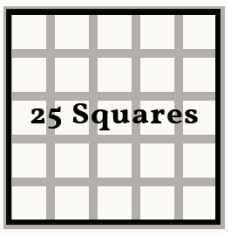
Example: (7x7 / 9 squares) would be a room that is 7 squares long and 7 squares wide, if square or, 9 squares across, if round.

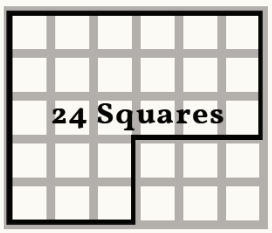
d20	Base Size	Base Size Modifier (BSM)	Floor Space (square / diameter)
1-6	Small	1	(5x5 / 7 squares)
7-14	Medium	2	(7x7 / 9 squares)
15-19	Large	3	(9x9 / 11 squares)
20	Very Large	4	(11x11 / 13 squares)

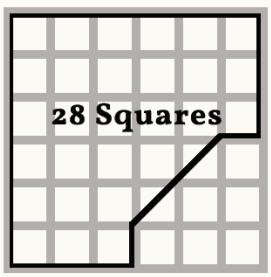
Map Size Alteration

Battle map sizes are suggestions only and, as always, can be adjusted, or changed, if needed.

For instance, the 'Small' 5x5 size provides 25 squares of usable space. Choosing instead to make the keep a 6x4 rectangle equates to a similar area, and so is an entirely fair substitution. To get your desired room shape, don't be afraid to add or remove a few squares if needed.







Exterior Wall Thickness

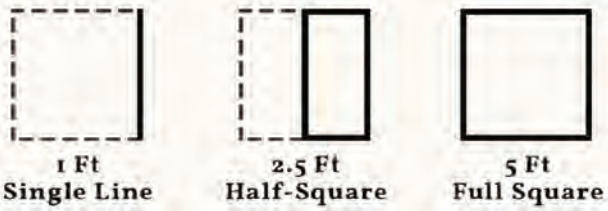
How thick are the outer walls of the keep?

Wall Thickness and Floor Area

The building's floor area does **not** include wall thickness. The wall occupies space *outside* your room's dimensions.

d10	Exterior Wall Thickness
1	1 ft. (Single Line, 0 squares)
2-3	2.5 ft. (1/2 a square)
4-7	5 ft. (1 square)
8-9	10 ft. (2 squares)
10	15 ft. (3 squares)

Mapping Walls 5 Feet or Less



Number of Floors

How many **floors** high is the keep?

d20	Number of Floors
1-2	**One**. One above-ground floor, no cellar.
3-6	**Two**. One above-ground floor and a cellar.
7-13	**Three**. Two above-ground floors and a cellar.
14-17	**Four**. Three above-ground floors and a cellar.
18-19	**Five**. Four above-ground floors and a cellar.
20	**Six**. Five above-ground floors and a cellar.

Raised Entrance

As a security measure, a keep with two or more floors above ground level may have decided to place the keep's main entrance on a higher floor.

Note: Skip if this table if you have only one above-ground floor.

d20	Raised Entrance?
1-8	Entrance is on ground level.
9-20	Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

Entry Defenses

As the main thoroughfare into the keep, the entry point usually requires special defensive consideration. These could be a:

Portcullis. A heavy grate of metal that can be raised, and lowered, as needed.

Drawbridge. A bridge that can be raised, and lowered, as needed. For raised entrances, a gap is left between the stairs and the entry. At ground level, a pit is usually dug immediately in front of the entry.

Roll below to see what **entry defenses** your keep has.

d20	Entry Defenses
1	Simple heavy door.
2-10	Reinforced heavy door.
11-14	Portcullis.
15-18	Drawbridge.
19-20	Portcullis and drawbridge.

Inside the Keep

The following section covers the type of rooms within the keep. It is up to you to decide how much of the interior area is given over to each room. These tables will guide you in deciding which areas to combine, and which to make separate.

Starting Rooms

All keeps start with the following rooms:

Starting Rooms: (1) Bedroom; (1) Kitchen; (1) Dining and Receiving

Starting Rooms Count!

Starting rooms must be included in the fortress and do count toward the total room count allowed for the fortress (found in the next part). If that is all that is able to fit, that is all that fits.



Rooms

A keep can feature a variety of different **rooms**, dependent on its **size**, **priority** and **residents**. Roll on the table below as many times as you have rooms, to determine which you have.

Number of rooms = BSM x number of floors*

*Cellar *does* count as a floor.

d20	Rooms
1-3	**Bedroom**. Area designated for resting, containing a bed or beds.
4-5	**Dining and Receiving**. General area with tables, as well as benches and/or chairs.
6-7	**Kitchen**. Area for cooking and food preparation. (additional rolls may be spent to generate a 'Larder')
8	**Chapel**. Area designated for worship, meditation, or spiritual instruction.
9	**Guard Bunks**. Quarters for guards and their equipment.
10	**Cell**. Holding area for prisoner(s).
11	**Closet**. Storage for clothing.
12	**Equipment Storage**. Storage for household equipment, as well as defensive implements, if there are no barracks.
13	**General Storage**. Storage for non-food, non-equipment supplies.
14	**Guest Quarters**. Area set aside for guest occupation.
15	**Larder**. Food storage, typically placed in the cellar where it stays cool.
16	**Library**. Area for records, books, and/or study.
17	**Privy**. Indoor alternative to a separate outhouse.
18	**Solar**. Living/recreational room for the main resident(s).
19	**Stables**. Houses mounts for residents and visitors. (attached to the outer wall of the keep)
20	**Servant Quarters**. Area for a servant (or servants) to sleep and store their possessions.

Room Contents

Each of these rooms is assumed to be furnished with the items necessary for it to function. The quality of these items are accounted for in the **furnishings** table.

TIP: Rooms and Combined Spaces

Historically, it was likely (unless a fortress was built and inhabited by the particularly wealthy) that a keep would have few separate rooms. Instead, areas would be combined and serve multiple purposes.

The most rudimentary of keeps would be no more than a one-room, single-floor structure with an area for sleeping, a cooking hearth and, perhaps, a table, and some chairs.

Keep this in mind when laying out your rooms. Look at your **expense** and consider what you could put where and if it would make sense to combine any rooms. Ultimately, the choice is yours.

Furnishings

How well-furnished is the keep? How comfortable are the beds? Is there a stove or just a basic hearth? Roll on the table below to determine the quality of the **furnishings** and amenities in the keep.

Modified by: expense, condition

d20	Furnishings
1-2	**Poor.** The contents of the keep are very simplistic, of inferior quality, or are in a state of disrepair.
3-6	**Basic**. Most of the contents of the keep are very basic, of poor quality, or in poor condition, though some may be decent.
7-14	**Decent**. The contents of the keep are of serviceable quality, or in good condition.
15-19	**Good**. Most of the contents of the keep are of decent quality, or in good condition, and some may be excellent or in fine condition.
20	**Fine**. The contents of the keep are all of superlative quality, or are in excellent condition.

STOP!

If you are only building a **keep** stop here. If you want to upgrade your keep into a **castle** or **stronghold**, continue onto the next section.

Castle

A **castle** is a place of strength and protection. It makes a show of power simply by existing, and often provides a great sense of security to those living nearby. Built with walls, towers, gates, and other defenses, it is a strong, reliable place to retreat to in times of crisis.

In this next section, you will roll up your **castle** and determine what's inside it.

Geographic Advantages

Castles are almost always built in the most strategically defensible location (though there were certainly vanity projects built for fun or pleasure, with little regard for military matters). Often, the geography of the area will lend itself to particular defensive strategies, or act as a layer of defense in its own right, and a canny builder will be certain to capitalise on them. The following table will tell you what, if any, natural **geographic advantage** is prominent where the fortress is built [this does *not* include any man-made things to achieve a similar effect].

Special Feature: Even if your **special feature** was 'Bizarre Location', still select the general **environment** your fortress is in. If the 'Bizarre Location' was 'Nested Environment', use *that* environment.

Geographic Advantages

None. There were no natural advantages that could be exploited.

Hill. The fortress is built on a naturally occuring hill.

Carved. The fortress has been at least partially carved into its surrounding environment.

Cliff. The castle has been built at the top of a tall cliff.

Surrounded by natural water. The water in the environment either partially, or completely, surrounds the site the castle is built on.

Congested approach(es). Natural obstacles are spaced close together so as to make quick and direct movement difficult.

Narrow approach(es). The castle is built in a place that takes advantage of formations, such as tight canyons and ravines.

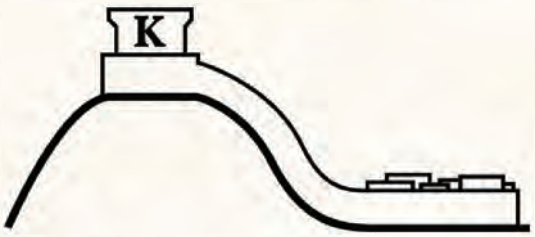
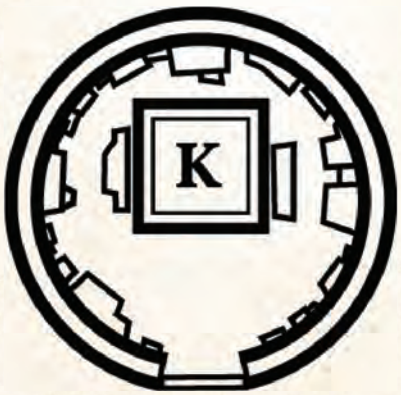
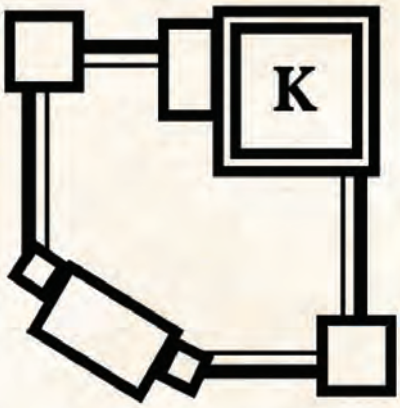
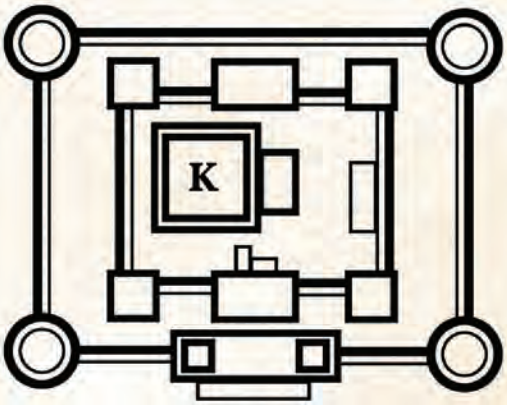
Treacherous approach(es). The ground and environment may be difficult, uncomfortable, painful, or even deadly to pass through, such as a murky bog, burning sands or loose rocks.

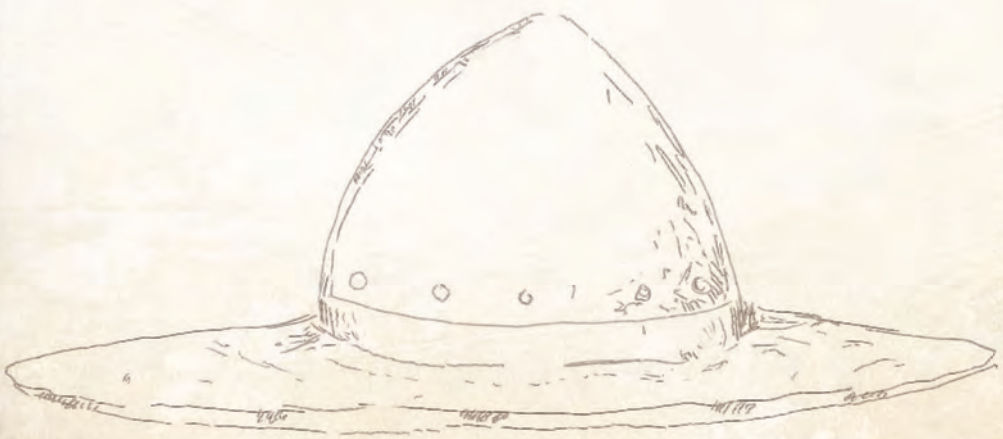
Find your **environment** (from **Step 1**) in the table below. Roll a d4 and consult the environment's **geographic advantages** to the left.

Environment	Geographic Advantages (roll d4 within your environment)
Coastal	1: none 2: hill 3: cliff 4: surrounded by natural water
Forest	1: none 2: hill 3: cliff 4: congested approach(es)
Mountains	1: narrow approach(es) 2: treacherous approach(es) 3: cliff 4: carved
Plains	1-2: none 3: hill 4: narrow approaches
River	1; congested approach(es) 2: narrow approach(es) 3: treacherous approach(es) 4: surrounded by natural water
Swamp	1-2: none 3: treacherous approach(es) 4: congested approach(es)
Underground	1: none 2: narrow approach(es) 3: congested approach(es) 4: carved
Valley	1-2: none 3: narrow approach(es) 4: cliff
Tundra	1: treacherous approach(es) 2: narrow approach(es) 3: cliff 4: carved
Desert	1: narrow approach(es) 2: treacherous approach(es) 3: hill 4: cliff

Style

The castle's **style** is its form of overall layout. Those described below can be configured in an enormous array of variations (longer walls, more towers, different building arrangements, etc.), but tend to have general commonalities.

d20	Style
1-3	**Motte-and-Bailey**. The keep is built on an earthen mound, or hill, and surrounded by a high fence or wall. The wall extends down the hill to form a large, circular yard (the bailey), where other buildings are located. 
4-6	**Shell Keep**. The keep is surrounded by a circular wall, with lightweight buildings built against the inside of the wall. 
7-16	**Fortified Keep**. The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall. 
17-20	**Concentric**. Similar to a fortified keep, but with a second, additional wall surrounding everything. Additional outbuildings (typically of lesser strategic value) may be placed in this additional space. 



Size

The castle's **size** refers as much to a visitor's general impression of the castle as it does to the land mass it occupies.

Base Size Modifier (BSM). This is needed when determining elements such as the **number of towers**, **outbuildings**, etc.

d20	Base Size	Base Size Modifier (BSM)
1-6	Small	1
7-14	Medium	2
15-19	Large	3
20	Very Large	4

Curtain Walls

The following tables will provide details regarding your **walls**.

Measurements are listed for stone and wooden walls, but can be representative of other building materials as well. Use your own judgement on which measurement feels appropriate.

If you are building a 'Concentric' castle, you may either use your rolls for both sets of walls, or roll on the tables twice. Keep in mind that in a concentric castle, the inner walls might be the same height as the outer walls, but would not be shorter, so we suggest, if rolling separately, making the higher of the two your inner wall.

Curtain Wall Thickness

How **thick** are your walls? A very thick wall may even be wide enough to have a hallway and stairs inside.

d20	Curtain Wall Thickness (Stone/Wood)
1-6	(10 ft. / 5 ft.)
7-14	(15 ft. / 10 ft.)
15-19	(20 ft. / 15 ft.)
20	(25 ft. / 20 ft.)

Curtain Wall Height

How tall are your walls?

d20	Curtain Wall Height (Stone / Wood)
1-6	(10 ft. / 10 ft.)
7-14	(20 ft. / 15 ft.)
15-19	(30 ft. / 20 ft.)
20	(40 ft. / 25 ft.)

Curtain Wall Towers

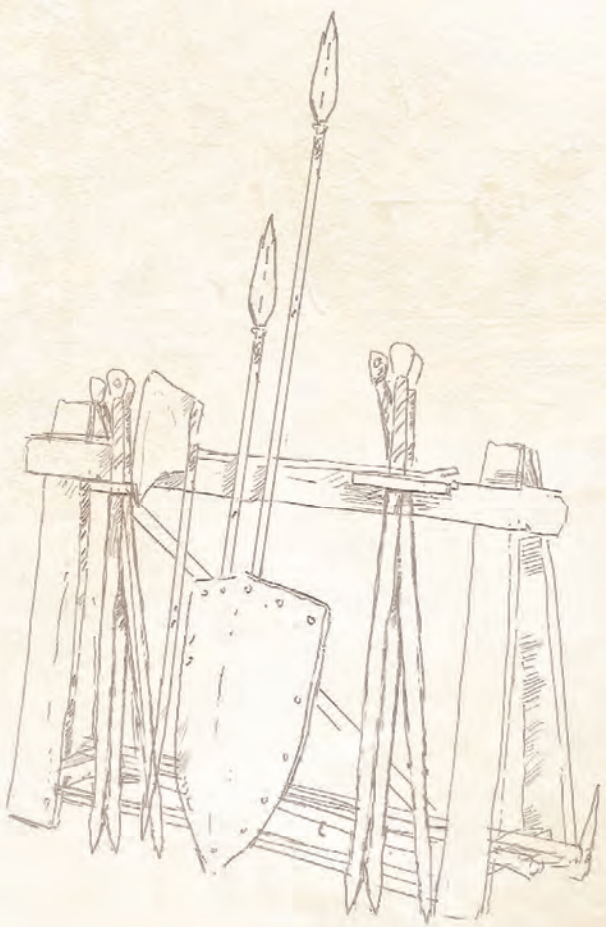
Towers are tall structures used for defensive purposes. These can be found built into the walls, or standing alone. Towers would be built from the same material as the walls.

Number of **towers** along your wall = **BSM** + **1d4**

d6	Tower Shape
1-3	Box
4-6	Round (Cylinder)

d20	Tower Size / Height (= to wall height +[ ])	Floor area (square / diameter)
1-4	Small [+0 ft.]	(5x5 / 7 squares)
5-12	Medium [+10 ft.]	(5x5 / 7 squares)
13-18	Large [+20 ft.]	(7x7 / 9 squares)
19-20	Very Large [+30 ft.]	(7x7 / 9 squares)

d8	Tower Roofs
1-2	Uncovered
3-4	Flat Roof
5-7	Shallow Slope Roof
8	Steep Slope Roof



Curtain Wall Defenses

All walls can be assumed to have crenelations (or some form of basic cover, to allow for firing down on attackers), but what else might the walls have that could aid in the castle's defense?

Find your **expense** (from **Step 1**) in the table below and note the number of rolls to make on the **curtain wall defenses** table.

Expense	Number of rolls
Paltry	0
Modest	1
Moderate	2
Significant	3
Extravagant	4

Roll equal to the amount determined above.

d6	Curtain Wall Defenses
1	**Batters.** The bottom portion of the wall slopes outward and is, therefore, much thicker. This hinders the approach of siege towers, makes undermining difficult, and stretches siege ladders to breaking point, if they can bridge the distance at all. In addition, it removes a blindspot for defenders - the area directly beneath them.
2	**Bossing.** Various stones protrude from the wall's surface. These effectively reduce impacts, like catapult shots, that hit the bossing. A potential drawback could be making the wall easier to climb (unless the protrusions are sufficiently rounded).
3	**Hoardings.** Temporary, wooden shelters are constructed, protruding out on top of the walls, allowing defenders to fire directly down on attackers. These would require fireproofing (such as a covering of soaked animal skins), but can be deconstructed and stored in peacetime.
4	**Machicolations.** Similar to hoardings, but built as a permanent part of the structure, allowing defenders to fire directly down on attackers. If you already have hoardings, treat them as providing overhead cover.
5	**Brattice.** A singular projecting space (similar to machicolations), placed over a vulnerable area, such as a passage. Like machicolations, this allows defenders to rain down attacks on an enemy directly below them, and also allows for flanking fire along the wall.
6	**Magical Defenses.** The castle is protected by something magical. If your setting allows for this level of magic, roll on the next table. If for any reason there would not be magical defenses, re-roll.

Roll on the table below for each time you rolled 'Magical Defenses.'

(If you did not roll 'Magical Defenses', skip this table.)

d6	Magical Defenses
1	**Blocking Wards.** These wards prevent creatures, or objects, from entering or passing a certain point. They can fail if the ward sustains too much damage in a short span of time.
2	**Aggressive Wards.** These wards are designed to unleash offensive attacks on unfortunate victims, such as bolts of fire or force.
3	**Unliving Sentinels.** The castle is guarded by spirits, shades, wraiths, or some other form of undead.
4	**Alarm Wards.** Zones of magic create a warning sound if someone outside of a predefined group enters the area.
5	**Relocation Wards**. These wards teleport anyone in the area somewhere else. This may be somewhere benign, but far enough away that they will cause no further mischief, or somewhere harmful.
6	**Unnatural Elemental Presence**. An element that does not naturally occur in the local area is present. Perhaps a castle in a non-volcanic region has a moat filled with lava, or one in a tropical region has areas of extreme cold.

Barbican

This is a forward structure acting as a checkpoint and, for attackers, a forced navigation of lethal obstacles leading up to the castle's main gate. If the castle is concentric with a second wall, this is the entry through the outer wall.

d20	Barbican
1-5	None.
6-11	The gatehouse leads to a walled approach.
12-17	The gatehouse leads to a walled approach, ending in a drawbridge. (+2 to **moat** roll)
18-20	The gatehouse, preceded by a drawbridge, leads to a walled approach, ending in an additional drawbridge. (+2 to **moat** roll)

Gatehouses

A **gatehouse** guards a primary passage through a castle wall, and is often one of the best protected parts of the castle. A gatehouse has, at the very least, large, heavy doors, able to be barred when necessary. There could also be a portcullis (a large grill made of heavy wood or metal) to be dropped to seal attackers out (or in!).

Roll below to find out what kind of gatehouse you have.

Note: If you have a **barbican** or an additional outer wall (for example, in a concentric castle), these would also have their own gatehouses, so roll again for those.

Each result is assumed to encompass, or build upon, any lower-number options.

d20	Gatehouse
1-6	**Standard Gatehouse.** The same height as the wall and slightly thicker. Entry is covered by heavy doors.
7-16	**Strong Gatehouse.** One and a half times the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
17-20	**Grand Gatehouse.** Twice the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.

Additional Features

Gatehouses were built to be brutally effective; both the attackers and defenders knew that battering down the gate was often the most realistic way of achieving entry. As such, the gatehouse often harbored many nasty surprises. Below are some additional features you may want to add, if they feel appropriate.

Second portcullis. Allows for the trapping of enemies *inside* the gatehouse, or simply acts as another obstacle for the attackers, one which the defenders can fire though (only available on 'Strong' or 'Grand' gatehouses).

Murder holes. Allows soldiers above, or to the sides of, the gatehouse interior to fire shots through the walls at enemies within the gatehouse from complete cover.

Spouts. Allows for the pouring of unpleasant things (usually liquids or heated sand) onto enemies within the gatehouse.

Other traps. The gatehouse is also a great place for fantastical traps thanks to the fact that intruders are more or less forced to move through it if they want to proceed. Be fiendishly creative!

Moat

A **moat** is a trench dug around a fortification designed to present a very difficult obstacle, and to make undermining the walls, or approaching them with siege equipment, difficult or impossible. Often they are filled with water (usually by diverting a nearby stream or river), but they can also be left dry. Moats are also an excellent place for other hazards, such as dangerous animals or hazardous objects.

Modified by: barbican

d10	Moat
1-2	**None.**
3-5	**Dry Moat.** The moat is not filled with water and is, instead, a deep pit encircling the fortification. This could be purposeful, or the lack of water could be due to drought.
6-7	**Dry Moat [Trapped].** The moat is dry, but filled with some extra defensive measures, such as spikes or vicious animals.
8-9	**Filled Moat.** A standard moat, filled with water.
10	**Filled Moat [Trapped].** The moat is filled with water and is trapped somehow. Perhaps there is a natural or artificial current, or perhaps it is filled with vicious, aquatic animals.

Moat Width

How wide is the moat?

d20	Moat Width
1-10	15 ft.
11-14	20 ft.
15-17	25 ft.
18-19	30 ft.
20	35 ft.

Moat Depth

How deep is the moat?

d20	Moat Depth
1-10	20 ft.
11-14	25 ft.
15-17	30 ft.
18-19	35 ft.
20	40 ft.

Barracks Location

Where do the castle guards or military personnel reside? Roll on the table below to find out where their quarters are situated within the castle's structure.

d20	Barracks Location.
1	**Simple Room(s).** Members of the garrison simply sleep where there is space in the castle.
2-5	**Multiple, Separate Structures.** The barracks are made up of multiple, smaller buildings arranged near one another, housing the garrison. The separation could be based on rank, or simple practicality.
6-12	**Single, Separate Structure.** The barracks are situated in a single, large building in the bailey of the castle, housing the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas, used as needed.
13-16	**Built-On [Keep].** The barracks are attached to the fortress' keep, and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas used as needed.
17-20	**Built-In [Walls].** The barracks facilities are attached to the fortress walls (*in* the walls if they are thick enough, attached to them if not), and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas, used as needed.

Bailey Outbuildings

The bailey is the space within the castle's innermost walls. In this space are located any additional buildings needed by the residents.

BSM + 1 = Number of bailey outbuildings

Roll on the following table for *each* of your **bailey outbuildings** to see what size they are.

d20	Outbuilding Size	Floor area (square area / total squares)
1-6	Small	6x6 / 36 squares
7-14	Medium	8x8 / 64 squares
15-19	Large	10x10 / 100 squares
20	Very Large	12x12 / 144 squares

Multiple Floors for Outbuildings

If you would like multiple floors, you can do this a number of ways.

1. **Split-n-stack**. Divide up the floor area available to your outbuilding between however many floors you would like (i.e. take squares away from the bottom floor and use those to make upper floors).

2. **Multi-building**. Add one of your outbuildings on top of another (i.e. combine a single-floor 12x12 building with a 10x10 single floor building on top of it, making a 12x12 first floor and a 10x10 top floor).

Optional: Freeform Building

Instead of treating your table rolls as individual buildings, you can note down the total squares of area your rolls give you, adding them together as you roll. Treat them like a floor area 'pool', and use that pool to build in a more freeform way.

Example: Your castle size is 'Small', meaning BSM + 1 = 2, so you roll twice on the table. Your rolls were a 5 and a 14. The 5 gives you 36 squares, the 14 gives you 64 squares, for a total of 100 squares of space. With that, you could build a 10x10 square, single-floor building, or a bunch of much smaller buildings, or a few multi-floor buildings, just so long as the total floor area is equal to 100 squares.

Outbuilding purposes. The building, or buildings, can cover one or multiple purposes, depending on need and space.

- **Servant's Quarters*** (min. space: 3x5 squares)
- **Kitchens** (min. space: 3x5 squares)
- **Bake House**
- **Chapel/Priest's Home**
- **Stables** (always bottom floor or separate structure)
- **Storage**
- **Forge**

*If there are no 'Servants Quarters' in the keep itself, there *must* be space given to these in the outbuildings. If your keep *does* have them, but you would like to move them (or anything else) to an outbuilding to free up space for something else in your keep, feel free to do so.



Stronghold

IMPORTANT! The following section is only necessary if you will be building a **stronghold**. If you only needed a keep or castle, you're done!

Upgrade

This chapter will build upon attributes you have rolled in the previous sections. This means that elements you have in place may change.

Curtain Wall Reinforcement

The curtain walls of a stronghold are generally larger than an average castle's would be.

Various Heights/Thicknesses?

Historically, fortresses would not necessarily be built with a standard wall-height or thickness around the entire perimeter. Each fortress would be designed and built with a particular, or general, defensive strategy in mind.

For example, shorter walls might be employed part way up a slope, with taller walls at the top, forcing would-be attackers to slog uphill and over the outer defenses, all the while being shot at by defenders on the high ground, who have a clear line of fire over their own defenses.

As you progress through the builder, remember that the values provided by the tables are, ultimately, suggestions and can be altered once you're done with the builder.

Additional Thickness

Roll on the table below to see how much thicker your castle's curtain walls will be.

+___ to your **Castle: Curtain Wall Thickness.**

d20	Thickness
1-6	+5 ft. (1 square)
7-14	+10 ft. (2 squares)
15-19	+15 ft. (3 squares)
20	+20 ft. (4 squares)

Additional Height

Roll on the table below to see how much taller your castle's curtain walls will be.

+___ to your **Castle: Curtain Wall Height.**

d20	Height
1-6	+20 ft. (4 squares)
7-14	+25 ft. (5 squares)
15-19	+30 ft. (6 squares)
20	+35 ft. (7 squares)

Additional Curtain Wall Towers

How many more towers does your fortress have?

+1d8 towers to your **Castle: Curtain Wall Towers.**

Style Amplifications

Roll below to find out how upgrading to a stronghold will amplify the **style** of your castle.

d12	Style Amplifications
1	**Additional Curtain Wall**. The entire fortification is surrounded by an additional wall. ***Castle:*** **Thickness** and **height** of this new curtain wall are equal to (or, if you prefer, less than) that of your other curtain walls.
2	**Low Hulk**. The fortress favors reinforcement over height, creating a low-slung, brutish construction. ***Keep:*** • -1 **floor** (min. 1 above-ground floor, 1 cellar) • If box-shaped, increase **floor area** by 2x2 squares. • If round-shaped, increase **floor area** by 2 squares in diameter. • Increase **exterior wall thickness** by 5 feet. ***Castle:*** • Reduce **curtain wall height** and **tower height** by 10 feet (to a minimum of 10 feet) • Increase **curtain wall thickness** by 5 feet. • Additional **curtain wall defenses**: Batters
3	**Great Drums**. The keep, towers, and curtain walls are all built with curving surfaces to help deflect both weaponry and weather. (When building your castle and keep, increase all **thickness** rolls by one step) ***Keep:*** • If box-shaped, **shape** is now round (use diameter for **floor area**). • Increase **exterior wall thickness** by 5 feet. ***Castle:*** • If box-shaped, all **curtain wall towers** are now round (use diameter for **floor area**). • Increase **curtain wall thickness** by 5 feet.

d12	Style Amplifications
4	**Tiered**. A heavy wall surrounds the perimeter, at ground level, and the fortress rises in stepped elevation to a high peak. Fortifications and internal structures line the steps. ***Keep:*** • +1 floor. ***Castle:*** • Increase **curtain wall thickness** of outermost curtain wall by 5 feet. • Increase **curtain wall height** and **tower height** by 5 feet.
5	**Massive Curtain Walls**. The fortress' curtain walls, and keep exterior walls, are huge. ***Castle***: • Increase **curtain wall thickness** by 10 feet. • Increase **curtain wall height** and **tower height** by 10 feet.
6	**Bristling Defenses**. There are more defenses than there otherwise might be. ***Castle***: • Roll 1 additional time on the **curtain wall defenses** table.
7	**Fortified Entries**. Special focus has been placed on protecting what would be the weakest points: the entrances. ***Keep***: • **Entry** has a reinforced heavy door with a portcullis and drawbridge. ***Castle***: • **Barbican.** The approach to your castle goes over a drawbridge, through a gatehouse, through a walled approach and across another drawbridge, before passing through the outermost wall. • Your castle **gatehouses** are 'Grand' Gatehouses. (These are optional maximums - GMs may choose to select lesser options)
8	**Great Moat**. The exterior perimeter of the stronghold is surrounded by a massive moat. ***Castle***: • Choose a **moat type** (dry, dry [trapped], filled or filled [trapped]). • Your moat is 35 feet across and 40 feet deep.

d12	Style Amplifications
9	**Mighty Keep**. The stronghold's keep is especially robust. ***Keep***: • If box-shaped, increase **floor area** by 2x2 squares. • If round-shaped, increase **floor area** by 2 squares in diameter. • Increase **exterior wall thickness** by 5 feet. • +1 floor.
10	**Watchful**. Vigilance is of paramount importance. ***Castle***: • +2 **towers**. • If box-shaped, increase **floor area** for all **towers** by 2x2 squares. • If round-shaped, increase **floor area** of all **towers** by 2 squares in diameter. • +10 feet to **tower height**.
11	**Under Cover**. The wall-walks are covered with permanent fortifications, allowing for safer patrols and easier defense. ***Castle***: • Increase **curtain wall thickness** by 5 feet. • Add 'Machicolations' to **curtain wall defenses**.
12	**Magical Forms**. Magical runes, symbols, or patterns were planned and worked into the construction of the stronghold itself. ***Castle***: • Roll once on the **magical defenses** table.

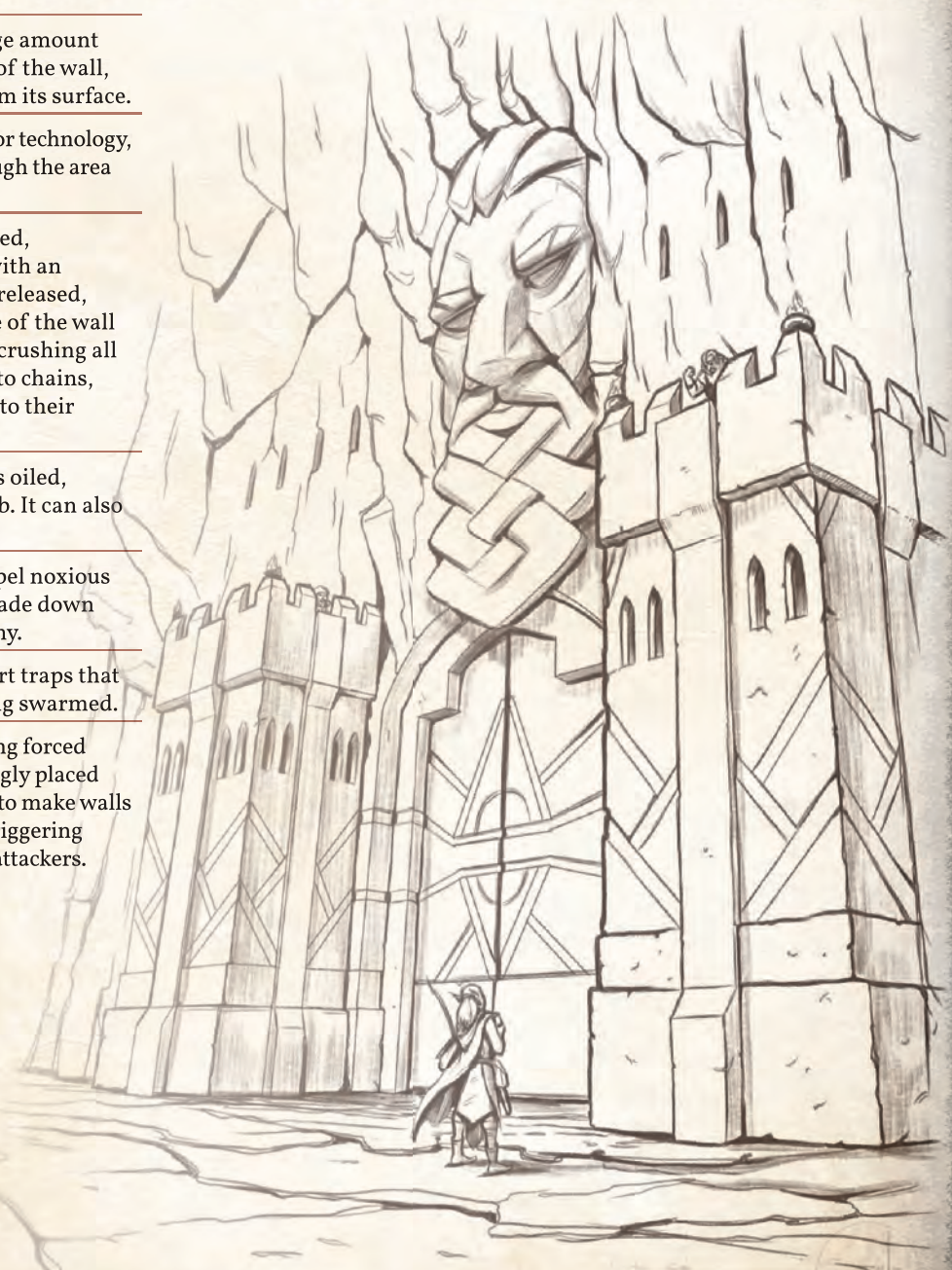


Brutal Defenses

Attacking a stronghold can be a particularly gruelling endeavor. As well as walls, towers, and defenders, many strongholds have particularly nasty tricks up their sleeves The awe-inspiring degree of ingenuity and brutality can be things of song and legend (or terrifying bedtime stories), and these tales might even be enough to dissuade an attack in the first place.

Roll on the table below to see what additional **brutal defenses** your stronghold harbors.

d20	Brutal Defenses
1-8	**Stalwart Defenders.** A portion of the fortress' defenders are extremely well-trained in general warfare and siegecraft, and are particularly loyal (GM's discretion on stats and abilities).
9	**Shards**. The walls have fragments of metal, glass, and broken pottery built into them, so any climbing becomes an eviscerating nightmare.
10	**Scythe**. A massive blade, covering a large amount of vertical space, sheers across the face of the wall, shaving any enemies, or equipment, from its surface.
11	**Quake**. A subterranean device of magic, or technology, is able to send shivering impacts up through the area surrounding the stronghold's outer wall.
12	**Rolling Pin**. Massive timbers, or rounded, stone cylinders, are held horizontally, with an axle running through the center. When released, the massive cylinders roll down the face of the wall and, potentially, out across the ground, crushing all in its path. The axle ends are connected to chains, allowing the cylinders to be raised back to their original position.
13	**Oiled Surface**. The surface of the wall is oiled, making it slick and very difficult to climb. It can also be set ablaze, if need be.
14	**Gas Spouts**. Pipes built into the wall expel noxious fumes, from deep in the earth, that cascade down the walls and over the ranks of the enemy.
15	**Wall of Darts**. The walls are set with dart traps that can be triggered when the walls are being swarmed.
16	**Vertigo**. The architecture is designed using forced perspective. An example could be cunningly placed stones of differing sizes, tricking the eye to make walls appear much higher than they are, and triggering bouts of dizziness and disorientation in attackers.
17	**Mighty Adhesive**. The defenses are covered in a gelatinous adhesive that reduces impacts and holds onto anything that touches it. This turns projectiles (such as catapult stones, arrows, etc.) and even fellow attackers, into obstacles on the ascent to the top.
18	**Tar Fields**. The open areas leading up to the stronghold are saturated with tar, and can be lit on fire, if the need arises.
19	**Melded Guardians**. Creatures dwell within the defensive structures, or the surrounding area. These might be magically animated constructs, or natural beasts, which have been encouraged to live there. When attackers reach them, the guardians emerge.
20	**Thunder Horn**. A massive horn takes pride of place in the fortress. When sounded, it bolsters the resolve of defenders, and batters attackers with gale-force winds.



Mapping

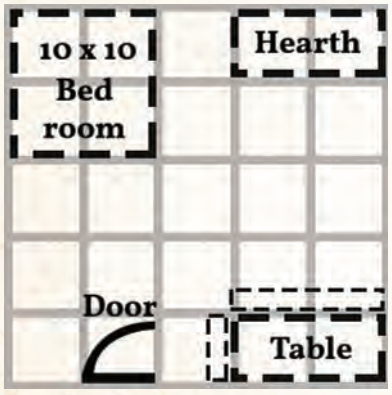
Once you have all of your information locked in, you can, if you wish, try to map your fortress. In the back of the book, you can find a sheet of grid paper which you can copy and use.

Mapping Your Keep

The keep will likely be a series of interior maps. Traditional practice is making a map for each floor. Simply look at your keep's floor area, counting your squares (remember, 1 square = 5 feet), and draw the edge of the floor area. Once you've done that, you can begin playing with wall placement and room layout.

Drawing. At this point, we suggest creating some form of sketch, or basic plan, on graph paper or a virtual tabletop, as it can be helpful for visualizing your keep. This will help you consider room arrangement, interior walls, doors, stairs, or ladders.

Example:



Room Notes

Each room will have a purpose. Note that certain rooms have reduced capacity, if shared (which might be thematically appropriate for you). We suggest reading through the notes and suggestions below before configuring all the elements of your keep.

Multiples of the same room. If you roll any room *more than once*, you may *either* decide to have multiples (either the same or different versions) or, instead, you may consider the original to occupy more space, or be of higher quality.

Servants. If you rolled a room that is being used *exclusively* as 'Servants Quarters', your keep has a number of servants equal to your BSM. If your 'Servant's Quarters' are in a *shared-purpose* room, your number of servants is equal to BSM-1 (minimum 1).

Bedroom. Can sleep up to two people (in two singles, or one double, bed).

Privy. A privy is a free room in all keeps. We suggest something like a 5ft. x 5ft. (one square) room, somewhere along the exterior wall.

Solar. Comes with a bed, can sleep up to 2 people.

Windows. As a security measure, the lowermost floors of a keep generally did not have windows. Typical window coverings would be cloth or hide curtains, parchment, wooden shutters, or even animal horn, soaked and pressed into extremely thin sheets. Glass would be a possibility, but very expensive.

Room Capacity. A single-occupant bed occupies 5 feet (1 square). If a feature says it comes with X people, but the room does not have space for that many beds, the number of beds is the room capacity limit.

Interesting NPCs

If you need to populate your fortress with some pre-generated characters, head on over to Chapter 8: Interesting NPCs. You can find tables for different types of NPCs and, following the tables, details on the NPCs themselves, arranged by profession.

Mapping Your Castle or Stronghold

Simply follow the same practices as the keep, but on a larger scale. Towers can have mapped interiors like keeps. Walls, if they're big enough, could have mapped interiors as well (tunnels, stairs, even small rooms).

Maps can be as detailed, or simple, as you need them to be. We suggest only mapping the areas you think you'll need for your campaign, as mapping can be time-consuming.

You're done!

You've reached the end of the builder, but the process is not yet complete. Though you have undoubtedly started doing so already, your final task awaits. Look back at all of your rolls and the information that gives you and think about *why* things are the way they are, and what that means for your fortress. Think of every detail that you rolled as another clue to revealing the true identity of this place. Be creative, let your imagination wander and don't tell yourself, "no". As we said in Chapter 1, embrace the contradictions and oddities, and you will see your fortress come to life.

Happy adventuring!

Balagor's Mausoleum

By Steve Peterson



When the great mage Balagor felt that his days were numbered, he ordered his magical servants to prepare his final resting place. The creatures – spirits bound into humanoid bronze sculptures – used local, dark clay to make bricks and built his tomb below a massive keep. The servants still dwell within the keep, guarding against intruders who might upset their master's rest. However, few dare disturb the eerie quiet of the mausoleum, thanks to dark tales of travelers who have disappeared in the area.

The mausoleum's bricks are inscribed with unusual runes, and an aura of magic surrounds the place. The runes are clearly ritualistic in nature and, with the right information, a potentially mighty arcane force could be unleashed here by one with the know-how. Perhaps a scroll with such information even lies inside the mausoleum itself but, alas, retrieving it would mean entering the mausoleum and dealing with the powerful, animated sculptures.

Confronting these metallic sentinels is useless, as they do not speak; they simply stand, ready to keep intruders from desecrating or carrying off items from within the mausoleum. Strangely, they do allow visitors to enter, though at least one servant follows every stranger closely at all times. One unmoving servant stands vigil before a door that none are seen entering, which seems likely to lead downstairs, perhaps even to Balagor's rest. Perhaps one could outwit the sculptures by overwhelming their number; they can only follow so many, after all. So far, none have tried.

If one was entirely set on discovering a hypothetical scroll, a good place to start would be with a diligent search in the nearby library, though significant dedicated time and study would certainly be required to even find reference to the symbols carved into the bricks, let alone translate and utilize them. No one is even sure what will happen if the ritual is performed, though interested parties fantasize about the unimaginable rewards that may await those who succeed in doing so. Rituals protecting a mausoleum are often best left alone, but greed and the lure of power are difficult to resist. Balagor was powerful, and it is not outside the realm of reason to think that his spirit may yet have plans; perhaps those who consider undergoing the ritual are playing right into his spectral hands…

General

Location in Relation to Settlement: *Outskirts*. The fortress is located on the very fringes of the settlements' occupied land, perhaps within farming country or the stretch of land between the settlement proper and the wilderness.

Age: *Very Old*. The fortress was completed between 200 and 500 years ago.

Condition: *Strong*. The fortress is well-maintained and presents no obvious vulnerabilities. If the fortress is of a significant enough age, doors, timbers, fixings or other elements may have been added, updated or replaced. It is likely kept relatively clean. If under construction, the fortress is very nearly complete, perhaps waiting on some superficial or decorative elements, and completion is likely within the month. The residents are able to live comfortably.

Environment: *Mountains*. The fortress is found on stony passes or soaring peaks.

Expense: *Extravagant*. Little or no expense was spared in the construction. Materials are of top-quality, and the fortress feels grand and splendid.

Primary Building Materials. *Brick*: Man-made blocks, comprised of mud, clay or sand, mixed with a binding material such as straw, baked hard.

Resource Origin: *Locally Made/Harvested [Preserved Surroundings].* Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.

Reason for Construction: *Prophecy.* It was foretold that a fortress would be needed on this site.

Design Theme: *Power.* Strength and fortitude.

Alternate Entries: *None.* There are no alternate entries into the fortress.

Local Impact: *Innocuous.* The fortress' construction had little impact on its surroundings, causing no trouble, but also not any great benefit.

- **Local Impact Change: *Negative.*** Things have gotten worse.

Residents: *New (Forceful).* Non-original residents reside in the fortress, after obtaining it by conquest or illegitimate means. This does not necessarily mean that those occupying the fortress took forceful action themselves, but rather that the way the fortress changed hands was through, or after, some kind of conflict.

Resident Relations: *Secret Love.* A staff member has been receiving secret notes, messages, or gestures of a romantic nature.

Resident Hobbies: *Carving*

Resident Attitude: *Content.* The residents like the fortress well enough. The place itself, or their circumstances, may not be ideal, but things aren't so bad.

Garrison Size: *Minimum.* The garrison is the smallest necessary to do the job, so is likely overworked, or unable to handle more than absolutely vital tasks. A force this size requires few commanding officers.

Garrison Equipment: *Good.* Guards are equipped with above-standard kit, and have a dedicated training area and equipment for use. They utilize highly refined practice techniques, such as specific drills, for a variety of situations.

Current Issue: *Peaceful*. Everything seems alright at the moment.

History: *Traditional Home.* A family of creatures, or beings, has lived within the fortress since it was built, appearing in records as far back as any have been kept. They may be seen as simple mascots, or may serve some deeper purpose.

Secrets: *Ancient Resting Place.* A body was buried here before the fortress was built.

Oddities: *Phantom Sounds*. While standing in specific areas of the fortress, indistinct snippets of conversation and activity can often be heard from nearby rooms yet, upon investigation, nothing is ever there.

Special Feature: *Catastrophic Event*. The structure was the site of a terrible or tragic incident.

- **Catastrophic Event: *Curse.*** The fortress, or the area in general, was placed under a vindictive spell.

Keep

Shape: *Box.* *A* square or rectangular keep maximizes internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size:*** Large
- ***BSM:*** 3
- ***Floor Space:*** 9x9 squares

Exterior Wall Thickness: 2.5 ft. (1/2 a square)

Number of Floors: *Two*. One above-ground floor and a cellar.

Raised Entrance: Entrance is on ground level.

Entry Defenses: Reinforced heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *6*

Rooms: (2) Bedroom, Kitchen, Dining & Receiving, Equipment Storage

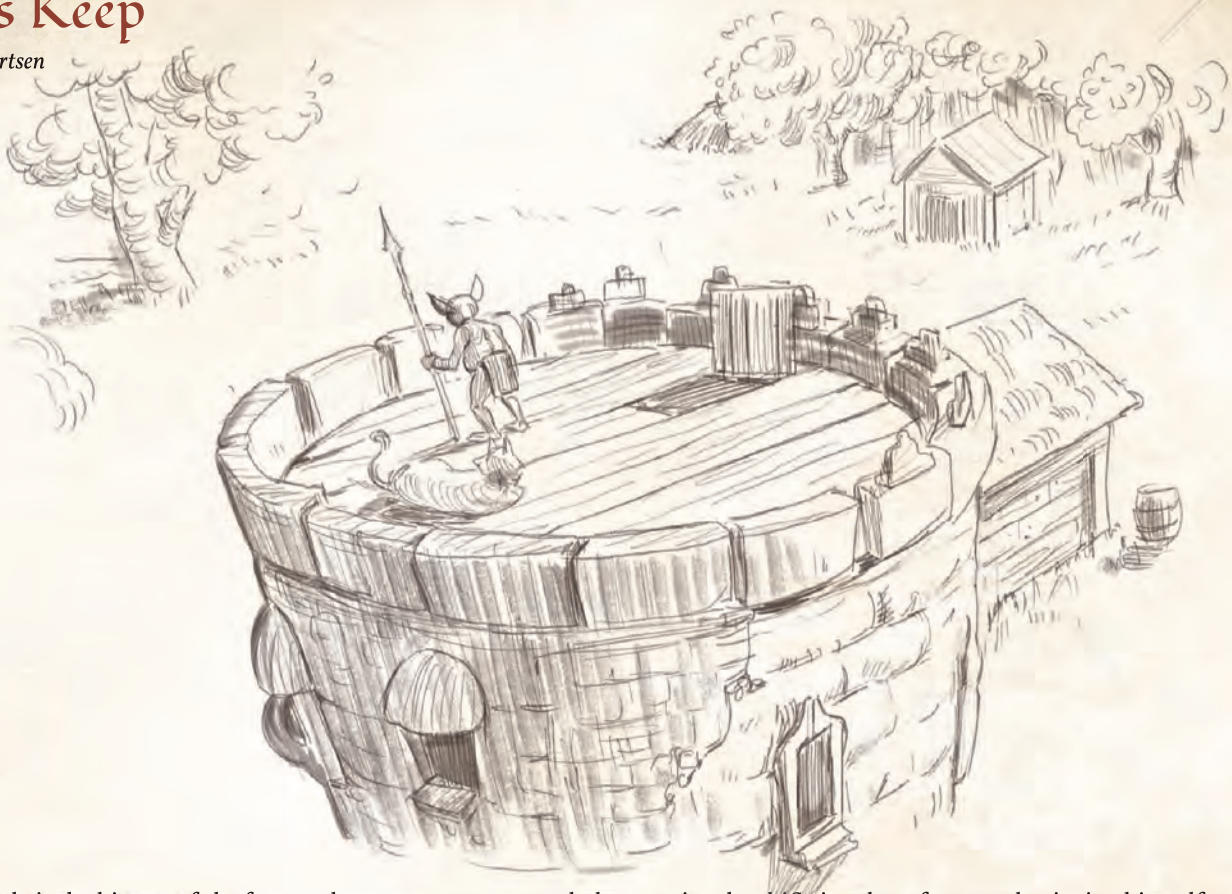
- ***Library.*** The library contains mostly scrolls, with a few large tomes. Some contain ancient lore, some may have spells.

Furnishings. *Good.* Most of the contents of the keep are of decent quality, or in good condition, and some may be excellent or in fine condition.



Bloke's Keep

By Andrew Geertsen



Long and bloody is the history of the fortress known now as Bloke's Keep. It was originally known as Ruin, a title given it by its maker, a warlord of ill repute and great power who had built it solely from the broken stones of the dwellings destroyed in his conquests. He would pay good gold to have the stones and fragments transported to his favorite, cozy woodland location.

The building of Ruin took a long time but, when the warlord retired (having survived to a surprisingly old age for one in his line of work), it stood four stories tall, with walls a full ten feet thick, built one-hundred percent from the scavenged remains of destroyed lives.

Rumoured to be sustained by magic, the warlord persisted for centuries, living out his extended retirement, enjoying an uncharacteristically peaceful life, by contrast. One day, while out riding one of his many horses through his woods, he was secretly followed home by a small goblin named Bloke. Bloke was a curious, ambitious sort and, one evening, while the old man slept, he was assailed by the small goblin. The warlord had always hoped he would die in his sleep but didn't, perhaps, have this particular end in mind.

With that, Ruin acquired a new owner and Bloke was now in possession of a domicile quite oversized for one of his diminutive race. He quickly brought back his best goblin pals: Gorgon Gamsay, a raving mad goblin with a sentient frying pan, took over the kitchens; Kivöl took up guard duty, lounging on the tall roof of the keep with his bow and playing with his pet wolf; Goofus, a druid, began spending all his time in the massive stables with the horses, trying desperately to train them not to bolt everytime he shifts into bear form, and enjoying himself immensely. Thanks to these four, Ruin has became known as Bloke's Keep, an outsized bastion for goblins of outsized personalities.

Life is interesting in the keep. The foursome found, in one of the warlord's old storage closets, an ancient tome, power cascading from it in waves. They are also questioning their sanity more regularly than usual, thanks to a petty phantom sound curse on the keep - each blames the others for all manner of noises, and loud protestations and denials accompany each incident, drowning out their initial cause of concern.

One of the goblins swears that the keep is stalked by a beast in the night, and is beginning to speculate what it could be, given it's great size and powers of stealth. As the keep walls are so massively thick, the others naturally feel it is not a pressing concern. However, in a home so large, and with each goblin occupied, none have yet noticed that Gorgon has been conspicuously absent at the time of every sighting…

General

Location in Relation to Settlement: *Edge of Settlement*. The fortress is located on the outer border of the settlement proper, perhaps connected to, or surrounded by, its border wall, if it possesses one.

Age: *Ancient.* The fortress was completed more than 500 years ago.

Condition: *Strong.* The fortress is well-maintained and presents no obvious vulnerabilities. If the fortress is of a significant enough age, doors, timbers, fixings or other elements may have been added, updated or replaced. It is likely kept relatively clean. If under construction, the fortress is very nearly complete, perhaps waiting on some superficial or decorative elements, and completion is likely within the month. The residents are able to live comfortably.

Environment: *Forest.* The fortress is nestled among the trees.

Expense: *Significant.* The fortress was built with a large budget, allowing for high-quality materials and some luxury elements.

Primary Building Materials: *Stone.* Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Entirely Salvaged.* Building materials were all salvaged from various demolished structures.

Reason for Construction: *Vanity.* The fortress was commissioned as a demonstration of power, wealth, or self-importance.

Design Theme: *Power.* Strength and fortitude.

Alternate Entries: *None.* There are no alternate entries into the fortress.

Local Impact: *Hostile.* The fortress was constructed in direct opposition to the wishes of those in the area, and relations immediately turned sour.

Residents: *New (Forceful).* Non-original residents reside in the fortress, after obtaining it by conquest or illegitimate means. This does not necessarily mean that those occupying the fortress took forceful action themselves, but rather that the way the fortress changed hands was through, or after, some kind of conflict.

Resident Relations: *Family Squabbling.* There has been arguing among the resident family of late, regarding a recurring issue. If the primary, or ranking, resident is not there with family, their arguments have been with family, or close relations, outside the fortress, either via correspondence or during a recent visit.

Resident Hobbies: *Hunting*

Resident Attitude: *Enthused.* The residents are thrilled to be here. The fortress, or their circumstances (or both) are wonderfully suited to them, and convincing them to leave would be extremely difficult.

Garrison Size: *Minimum.* The garrison is the smallest necessary to do the job, so is likely overworked, or unable to handle more than absolutely vital tasks. A force this size requires few commanding officers.

Garrison Equipment: *Exemplary.* Guards are equipped with the best kit available, and have a dedicated training area, complete with the best of any and all training equipment and practices that would be required.

Current Issue: *Creature.* A strange beast, or monster, has been roaming inside, or near to, the fortress' boundary.

- **Issue Severity: *Manageable.*** The issue requires attention, but is no cause for great alarm.

History: *Accursed.* The site of the fortress was cursed, either during construction, or since. The curse effects may vary greatly in scope and severity.

Secrets: *Prized Tome.* A book of great value is within the fortress.

Oddities: *Phantom Sounds.* While standing in specific areas of the fortress, indistinct snippets of conversation and activity can often be heard from nearby rooms yet, upon investigation, nothing is ever there.

Special Feature: *Resident - Creature or Monster.* A beast, monster, or uncivilised entity resides here. Depending on the other residents of the fortress, it may have chosen to make its home here, or is a captive.

- **Resident - Creature or Monster: *Goblinoid.*** A goblin, hobgoblin, or bugbear.

Keep

Shape: *Round.* A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size:

- ***Base Size:*** Large
- ***BSM:*** 3
- ***Floor Space:*** 11-square diameter

Exterior Wall Thickness: 10 ft. (2 squares)

Number of Floors: *Five.* Four above ground floors and a cellar.

Raised Entrance: Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

Entry Defenses: Reinforced heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *16*

Rooms: Bedroom, Kitchen, Guard Bunks, Solar, Servant Quarters, Bedroom, General Storage, Privy, Guest Quarters, Privy, General Storage

- **Great Hall.** ((2) Dining & Receiving). One floor of the keep is entirely devoted to dining and entertaining.
- **Massive Stables.** ((3) Stable). The stable space is incredibly generous, though aged and worn now. There is room for as many as 20 horses.

Furnishings. *Basic.* Most of the contents of the keep are very basic, of poor quality or in poor condition, though some may be decent.



Castello Di Capua

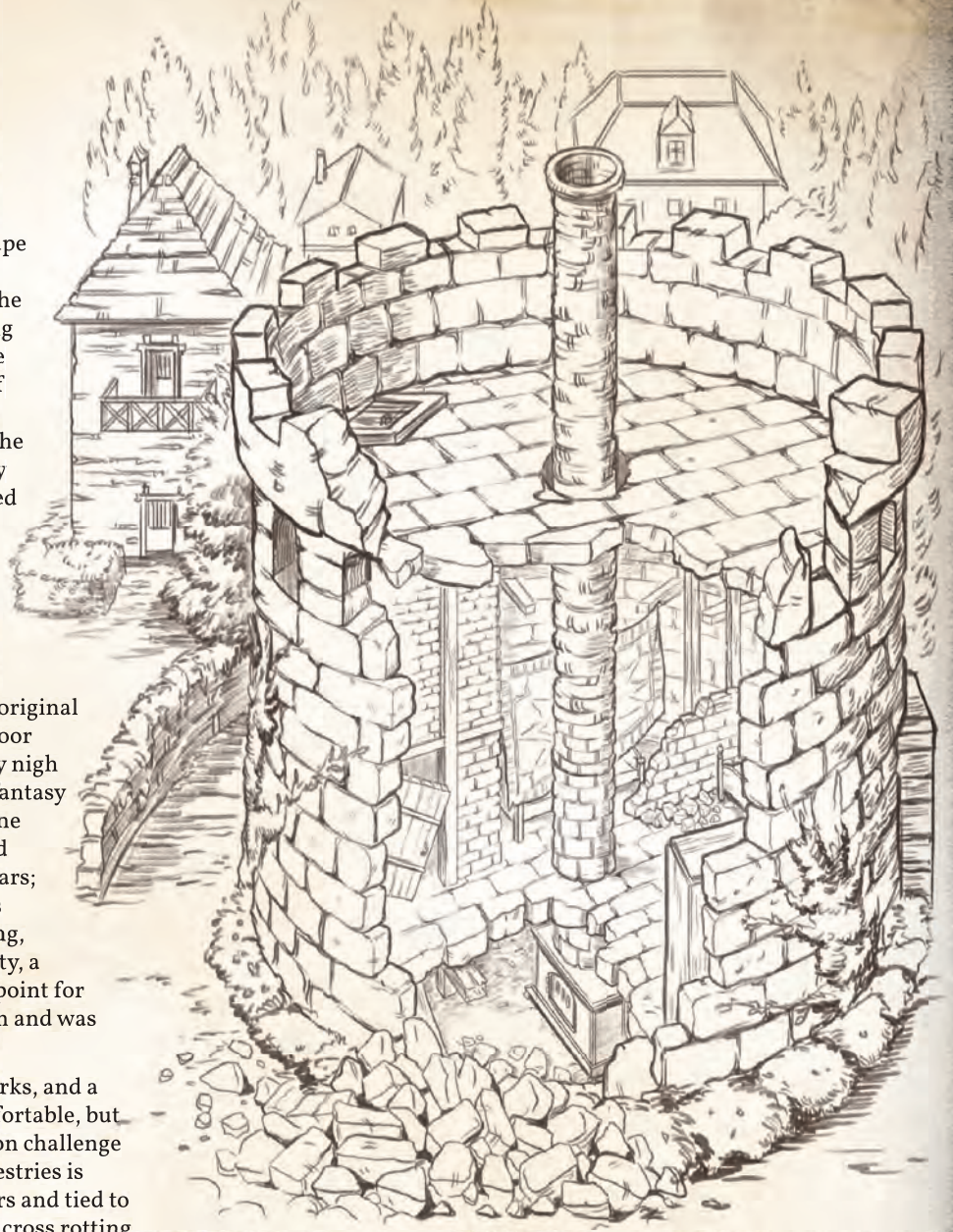
By Lou Fryer

Elegant tapestries adorn the walls, and fine silks drape from the four posts of a great oak bed tucked in the sleeping chamber. A cookfire downstairs produces the delicious smell of roasting game, as well as providing heat to the roaring hearth that warms the toes of the great lord lounging across a chaise. He sips a glass of vintage red while stroking the delicate curls of his sweetheart, spilling across his lap… at least, that is the scene Inneas Di Capua imagined when he used every penny he had to purchase the shell of what he dubbed Castello Di Capua (Inneas imagined that, in its heyday, the keep must have been named after a great person of vision, and so should be again). It was the kind of romantic notion, not uncommon in writers, that allowed him to overlook the keeps multiple very real and immediate flaws.

Whether Inneas' summation of Castello Di Capua's original condition and use is accurate or not (great age and poor record keeping render proving the matter either way nigh impossible), the keep's current state is far from the fantasy he had in mind. It doesn't have, for example, what one might call 'complete' walls, or an entire roof. Located centrally in town, the ruin had been left to rot for years; built as it was on hallowed ground, the superstitious townsfolk were reluctant to tear it down. The building, therefore, became nothing more than a local curiosity, a playground for local children by day and a meeting point for shady dealings by night, until Inneas arrived in town and was inspired to possess his own slice of history.

Of course, a period property will always have its quirks, and a bit of elbow-grease is to be expected to make it comfortable, but the 'castello' may provide a little more of a renovation challenge than Inneas is prepared for. One of the 'elegant' tapestries is draped from one of the bed's three remaining posters and tied to a nearby pillar - bedrooms (even sleeping bags laid across rotting bed slats) are traditionally in need of a ceiling. The 'open-plan' living and dining area is, in fact, open to the elements in one corner, and open to the kitchen in the cellar in the places where the floor has collapsed.

Monsignore Di Capua, however, is still very much in the honeymoon phase, seeing potential for his 'palace', and takes great joy in lowering his drawbridge and raising his portcullis before walking into town of a morning, ignoring the shrieks of protest from rusting metal hinges. He strolls past his eye-rolling neighbours, local residents irritated by the constant parcels of nick-nacks delivered to 'update' the keep when wagons of cut stone and the services of a mason would be more appropriate. The curiosity, nowadays, is less the building and more the man who sits content amongst the ruins, quill in hand, as though he were a ruler surveying a vast and bountiful kingdom.



General

Location in Relation to Settlement: *Central*. The fortress is located in the middle of an established settlement.

Age: *Very Old*. The fortress was completed between 200 and 500 years ago.

Condition: *Ruin or Bare Bones*. The majority of the structure is exposed to the elements, and damages are no longer repairable; a rebuild would be the only option. If under construction, it is a long way from completion. Residence within the fortress would be incredibly uncomfortable, if even possible.

Environment: *Valley.* The fortress is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.

Expense: *Moderate*. The fortress was built with a medium budget, perhaps allowing for a small comfort or two.

Primary Building Materials: *Stone.* Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Locally Made/Harvested [Preserved Surroundings]*. Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.

Reason For Construction: *Conversion*. The building was formerly used for another purpose, but constant additions and changes made it what it is today.

Design Theme: *Wealth.* Luxury and opulence.

Alternate Entries: *None.* There are no alternate entries into the fortress.

Local Impact: *Disruptive*. The fortress disturbed the area in which it was built. This may or may not have been intentional.

- **Local Impact Change: *Positive*.** Things have gotten better.

Residents: *New (Peaceful)*. Non-original residents reside in the fortress, after obtaining it peacefully. Perhaps the fortress was purchased, inherited, or was a gift. These new residents could also be allies of the original residents, acting as stewards. The fortress could even have been found abandoned, so the new residents moved in.

Resident Relations: *Irritated*. A ranking resident (or owner of the fortress) is fed up with the antics of a member of the staff.

Resident Hobbies: *Art* (any discipline)

Resident Attitude: *Content*. The residents like the fortress well enough. The place itself, or their circumstances, may not be ideal, but things aren't so bad.

Garrison Size: *Modest.* The garrison's size is large enough to sufficiently defend the fortress and allow for reasonable guard shifts.

Garrison Equipment: *Decent.* Guards are equipped with standard kit, and have a dedicated training area and equipment for use. They demonstrate refined practice techniques, such as specific drills, for a variety of situations.

Current Issue: *Structural Damage [Weather]*. An area of the fortress has been damaged by the elements.

- **Severity: *Manageable*.** The issue requires attention, but is no cause for great alarm.

History: *Hallowed Ground.* When the fortress was built, a central area of the site featured markings that someone viewed as being of great importance. As such, it was built around and preserved.

Secrets: *Enchantment.* An unnoticed spell, or spell-like-effect, lingers over a portion of the fortress.

Oddities: *Strange Visitors*. On occasion, the fortress experiences visits from unusual beings or creatures. If anyone is aware of these visitors (they may stay hidden), no one knows where they come from.

Special Feature: *Resident - Great Person*. A person of significance, or renown, lives here.

- **Resident - Great Person**: ***Writer*.** A person who is known for their exquisite written prowess, having spun riveting tales or accounted pivotal events.

Keep

Shape: *Round.* A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size:

- ***Base Size:*** Small
- ***BSM:*** 1
- ***Floor Space:*** 7 square diameter

Exterior Wall Thickness: 2.5 ft. (½ square)

Number of Floors: *Two*. Ground floor and cellar.

Raised Entrance? Entrance is on ground level.

Entry Defenses: Portcullis and drawbridge.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *2*

Rooms: Bedroom, Kitchen, Dining and Receiving

Furnishings: *Basic.* Most of the contents of the keep are very basic, of poor quality, or in poor condition, though some may be decent.



Eureka

By Megan Roy



The denizens of Eureka know all too well that bad folk run rampant all across the world. But what of those who aren't, or don't want to be? What of those souls who realized the error of their ways and desire to atone? In Eureka, they believe "no gal or fella is too far gone to change". They welcome all who wish to leave their lives of thieving and crime behind in favor of righteousness and devotion to good.

Eureka was founded by beloved leader Doc Maynard, former crime boss turned benevolent priest. This savior of all manner of ne'er-do-wells built Eureka from the ground up, right on top of his former criminal headquarters. He did so in hopes that others like him could right their past wrongs through concerted effort and love — and so many have. In the 34 years since it was founded, crime rates in the area have dropped to almost nothing. It's no real surprise, seeing as their criminal rehabilitation program touts a mighty 96.2% success rate.

New residents are immersed in culture and learning from the moment they arrive to their towering home among the trees. Schedules are regimented, but fair, and various classes are offered in Eureka's three on-site libraries, from history and writing to performance and knitting! Curly Watson is a favorite professor, a former resident who now teaches stargazing and seafaring. Skarbrough, another teacher, is a kind troll rescued by Doc himself. Previously a bodyguard for a competing crime lord, Skarbrough now spends his days teaching residents how to cook up 'mean bean stew' (his favorite, and only, dish). Outside of schooling, residents take turns maintaining Eureka's cleanliness and guarding the keep to ensure that all duties are fairly distributed and understood. Even Doc himself makes the rounds because, in his eyes, he's no better than anyone else (a display of humility all residents strive to emulate).

When you revitalize your life in Eureka, you're more than a resident: you're family. It matters not a bit who comes chasing you down or tries to drag you back to that old life of yours; your new brothers and sisters will fight tooth and nail to protect you and, even if they didn't, the keep itself will hold most antagonizers at bay. Residents will happily taunt any intruders that attempt to reach the 45-foot-tall raised keep entrance without using Eureka's state-of-the-art drawbridge stairs. Most won't even get the chance to try, since a 10-foot-thick wall, under constant guard, surrounds the keep itself. And those are just the structural obstacles… There's no telling what fresh hell would await any trespasser that ever actually got in. Eureka *is* full of former bad guys, after all.

General

Location in Relation to Settlement: *Remote.* The fortress is located a significant distance away from the nearest settlement.

Age: *Recent.* The fortress was completed between 20 and 100 years ago.

Condition: *Average.* The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: *Forest.* The fortress is nestled among the trees.

Expense: *Moderate.* The fortress was built with a medium budget, perhaps allowing for a small comfort or two.

Primary Building Materials. *Timber.* Hewn logs and planks, milled to fit together tightly.

Resource Origin: *Locally Made/Harvested [Preserved Surroundings]*. Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.

Reason for Construction: *Conversion.* The building was formerly used for another purpose, but constant additions and changes made it what it is today.

Design Theme: *Refuge.* Welcome and safety.

Alternate Entries: *Back Door, Hidden*. A small, rear-access door was built into the exterior wall. The door may be used infrequently, and has been intentionally obscured or covered. It may also be guarded.

Local Impact: *Beneficial.* The fortress proved a boon to the local area, perhaps serving as a compromise to a pre-existing issue or demonstrating some small, positive impact.

Local Impact Change: *Positive.* Things have gotten better.

Residents: *New (Peaceful).* Non-original residents reside in the fortress, after obtaining it peacefully. Perhaps the fortress was purchased, inherited, or was a gift. These new residents could also be allies of the original residents, acting as stewards. The fortress could even have been found abandoned, so the new residents moved in.

Resident Relations: *New Blood.* Someone new has been brought on, and there is more to them than it initially seemed.

Resident Hobbies: *Knitting/Sewing, Poetry, Carving*

Resident Attitude: *Enthused.* The residents are thrilled to be here. The fortress, or their circumstances (or both) are wonderfully suited to them, and convincing them to leave would be extremely difficult.

Garrison Size: *Large.* The garrison's size is substantial, and is more than enough to keep the fortress well-defended at all times. Guards are able to stay well-rested.

Garrison Equipment: *Standard.* Guards are equipped with standard kit, and have a dedicated training area with basic practice equipment (simple targets, poles for combat dummies, etc.).

Current Issue: *Unwanted Attention.* Unfriendly outsiders have recently become interested in the fortress (or those inside it).

Issue Severity: *Tough*. The issue is causing notable hardship, or inconvenience, that is affecting those dealing with it.

History: *Convergence*. A pivotal meeting happened here.

Secrets: *Interloper.* Someone living within the fortress does not actually belong, but has remained unnoticed.

Oddities: *Strange Visitors.* On occasion, the fortress experiences visits from unusual beings or creatures. If anyone is aware of these visitors (they may stay hidden), no one knows where they come from.

Special Feature: *Resident - Great Person.* A person of significance, or renown, lives here.

- **Resident - Great Person: *Hero.*** A person known for their good deeds, performed selflessly for the benefit of others.

Keep

Shape: *Round.* A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size:

- ***Base Size:*** Very Large
- ***BSM:*** 4
- ***Floor Space:*** 13-square diameter

Exterior Wall Thickness: 10 ft. (2 squares)

Number of Floors: *Four.* Three above ground floors and a cellar.

Raised Entrance: Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

Entry Defenses: Drawbridge.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *16*

Rooms: Bedroom, Kitchen, Dining and Receiving, (2) Guard Bunks, Guest Quarters, Larder, (2) General Storage, Stables, Solar 1

- ***Chapel.*** Located on the top floor, surrounded by Solar 1 (an open-air rooftop garden). Unlike the majority of chapels, Eureka's is sectioned off to form various prayer areas dedicated to almost every known deity — even the not-so-wonderful ones.
- ***Library 1.*** Located on the second floor. Dedicated to historical, magical, religious, and geographical studies.
- ***Library 2.*** Located on the second floor. Dedicated to stories, theatrical history, and rehearsal. Features a small stage in-the-round at the far end, where performances are often held.
- ***Library 3.*** Located on the second floor. Dedicated to crafting, knitting, sewing, painting, and general education for those with school-age children.
- ***Solar 2.*** Located on the first floor — an outer garden area surrounding the bailey of the keep, next to the stables. Common location for birthday parties or group therapy sessions.

Furnishings. *Basic.* Most of the contents of the keep are very basic, of poor quality or in poor condition, though some may be decent.



Fancy-Tusk Keep

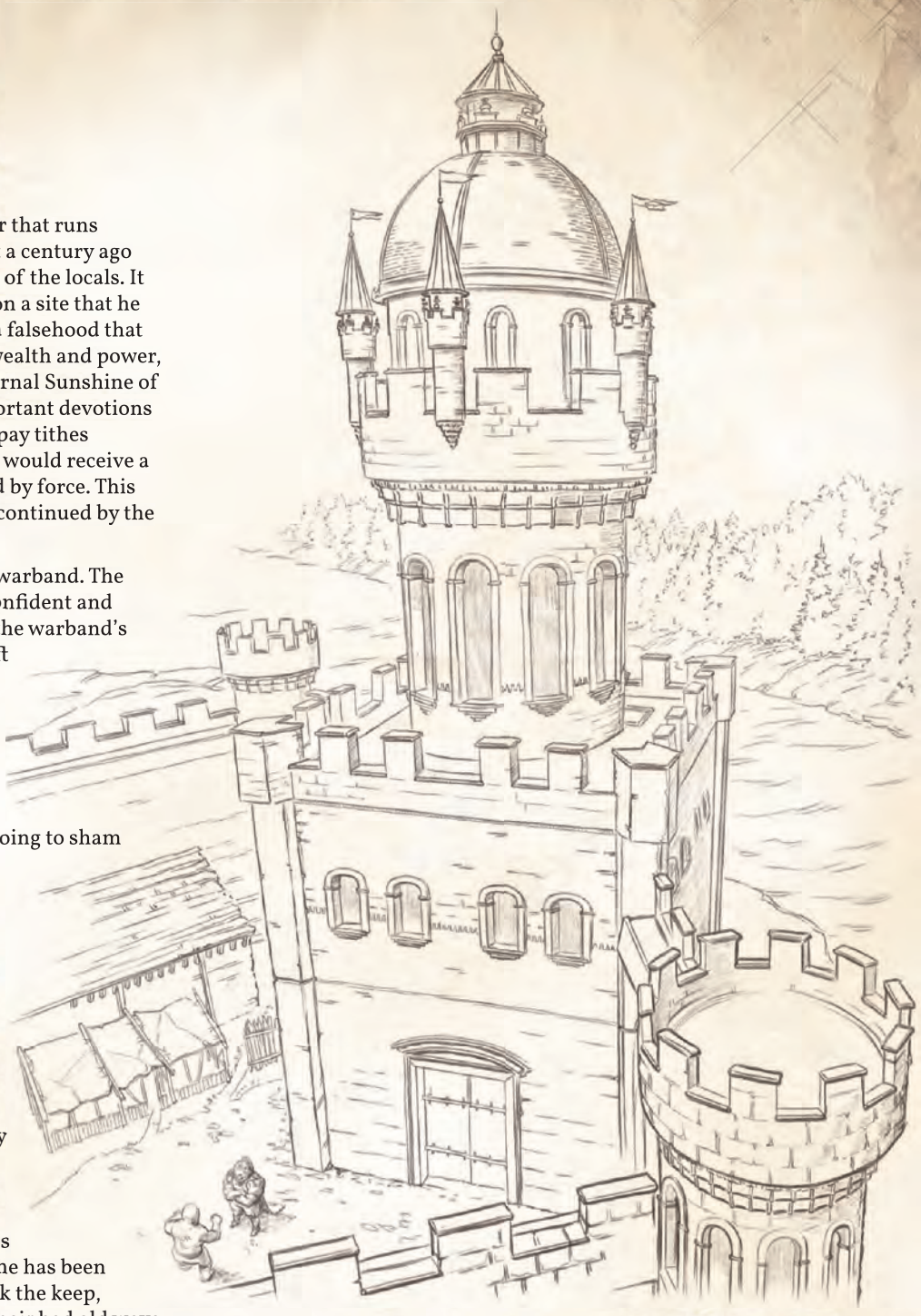
By Rachel Murphy-Rose

A large, well-maintained keep sits next to a river that runs through a nearby settlement. The keep was built a century ago by a greedy priest who sought to take advantage of the locals. It started as a chapel on the settlement outskirts, on a site that he claimed had been touched by the God of Light (a falsehood that drew visitors from near and far). With his new wealth and power, he expanded the chapel into The Keep of the Eternal Sunshine of the Empty Mind. The priest expressed how important devotions were. Any locals or visitors who did not wish to pay tithes (whether they actually attended worship or not) would receive a visit from his muscle, when it would be gathered by force. This practice was even preserved through the years, continued by the priest's successors - until recently.

Ten years ago, the keep was raided by an orcish warband. The guards and their despot lord had become overconfident and lax in their defenses. They were driven out, but the warband's shaman leader was killed in the process. This left the orcs without direction, lacking a connection to their bloodthirsty gods. Surrounded by the tempting comfort and finery of the well-appointed keep, they decided to stay for a while. As time passed, the orcs grew comfortable, and even the most reticent locals were happy not to be strong-armed into going to sham services or giving up their coin.

The current head of the orc warband and the new lord of the keep is Xurl Fancy-tusk. He has taken to wearing the fine, colorful clothes left behind by the previous lord, as well as adorning his tusks with gold and silver rings. He and most of the warband are content to spend their time feasting and partying. However, one particular orc is disgusted with how lazy and soft his comrades have become. Lobnar Bloodcarver, Xurl's second-in-command, briefly enjoyed their spoils, as one might any novelty, but has now grown restless. He tries to provoke his fellows into activity, and tests their battle-readiness by sparring or inciting drunken brawls during feasts, usually unsuccessfully. Recently, he has been sneaking out, trying to hire adventurers to attack the keep, hoping that a good fight will return the orcs to their bad old ways.

The residents of nearby settlements have taken a liking to the orcs and have an amicable relationship with them. The orcs, too lazy to hunt, buy food and supplies using the funds from the chapel coffers. The locals prefer this arrangement and try to hush any talk of the keep's new residents to outsiders, with the desire to avoid another greedy tyrant. In private, thanks to its current ruler, the locals fondly refer to the keep as Fancy-Tusk Keep.



General

Location in Relation to Settlement: *Edge of Settlement*. The fortress is located on the outer border of the settlement proper, perhaps connected to, or surrounded by, its border wall, if it possesses one.

Age: *Old.* The fortress was completed between 100 and 200 years ago.

Condition: *Strong.* The fortress is well-maintained and presents no obvious vulnerabilities. If the fortress is of a significant enough age, doors, timbers, fixings or other elements may have been added, updated or replaced. It is likely kept relatively clean. If under construction, the fortress is very nearly complete, perhaps waiting on some superficial or decorative elements, and completion is likely within the month. The residents are able to live comfortably.

Environment: *River.* The fortress is near a steadily flowing stream or other watercourse.

Expense: *Significant.* The fortress was built with a large budget, allowing for high-quality materials and some luxury elements.

Primary Building Materials: *Stone.* Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Imported.* Building materials were purchased and brought in from an outside source in their entirety.

Reason for Construction: *Conversion.* The building was formerly used for another purpose, but constant additions and changes made it what it is today.

Design Theme: *Wealth.* Luxury and opulence.

Alternate Entries: *Old, Forgotten Tunnel.* A tunnel was dug out of the fortress quite some time ago, but has since fallen into disrepair. There is a possibility that no one knows about it. Use of the tunnel might risk collapse or cave-in.

Local Impact: *Disruptive (Positive).* The fortress disturbed the area in which it was built. This may or may not have been intentional.

Residents: *New (Forceful).* Non-original residents reside in the fortress, after obtaining it by conquest or illegitimate means. This does not necessarily mean that those occupying the fortress took forceful action themselves, but rather that the way the fortress changed hands was through, or after, some kind of conflict.

Resident Relations: *Diplomatic Tensions.* Relations between the ranking resident and their liege (or superior, of some sort) have been strained lately. If they owe fealty to no one, the relationship is with someone close to them.

Resident Hobbies: *Feasting*

Resident Attitude: *Content.* The residents like the fortress well enough. The place itself, or their circumstances, may not be ideal, but things aren't so bad.

Garrison Size: *Modest.* The garrison's size is large enough to sufficiently defend the fortress and allow for reasonable guard shifts.

Garrison Equipment: *Standard.* Guards are equipped with standard kit, and have a dedicated training area with basic practice equipment (simple targets, poles for combat dummies, etc.).

Current Issue: *Unwanted Attention.* Unfriendly outsiders have recently become interested in the fortress (or those inside it).

- **Issue Severity: *Tough.*** The issue is causing notable hardship, or inconvenience, that is affecting those dealing with it.

History: *Protests.* Prior to construction, there were strong objections to building the fortress.

Secrets: *Moonlighting.* Someone within the fortress is secretly doing a job, or activity, in their off-hours.

Oddities: *Orcs.* The keep is inhabited by orcs.

Special Feature: *Resident - Creature or Monster.* A beast, monster, or uncivilised entity resides here. Depending on the other residents of the fortress, it may have chosen to make its home here, or is a captive.

- **Resident - Creature or Monster: *Savage Humanoid.*** A gnoll, orc, or other brutal marauder.

Keep

Shape: *Box.* A square or rectangular keep maximises internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size:*** Large
- ***BSM:*** 3
- ***Floor Space:*** 10 squares by 8 squares

Exterior Wall Thickness: 10 ft. (2 squares)

Number of Floors: *Five.* Four above ground floors and a cellar.

Raised Entrance: Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

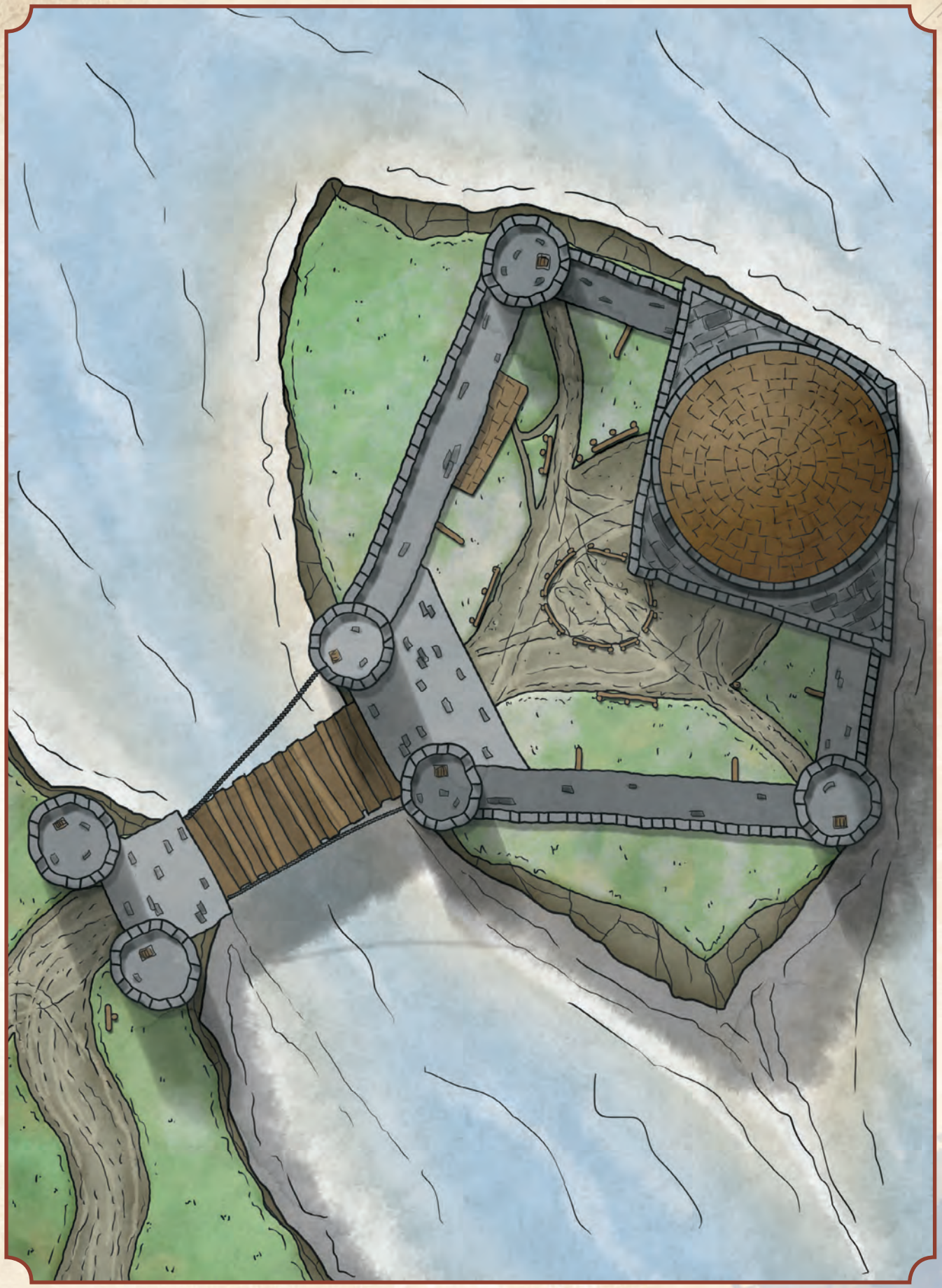
Entry Defenses: *Drawbridge.* A bridge that can be raised and lowered as needed. For raised entrances, a gap is left between the stairs and the entry. At ground level, a pit is usually dug immediately in front of the entry.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *13*

Rooms: Bedroom, Kitchen, Dining and Receiving, Guard Bunks, Library, General Storage, (2) Guest Quarters, Servants Quarters, Larder, Privy, Solar, Chapel

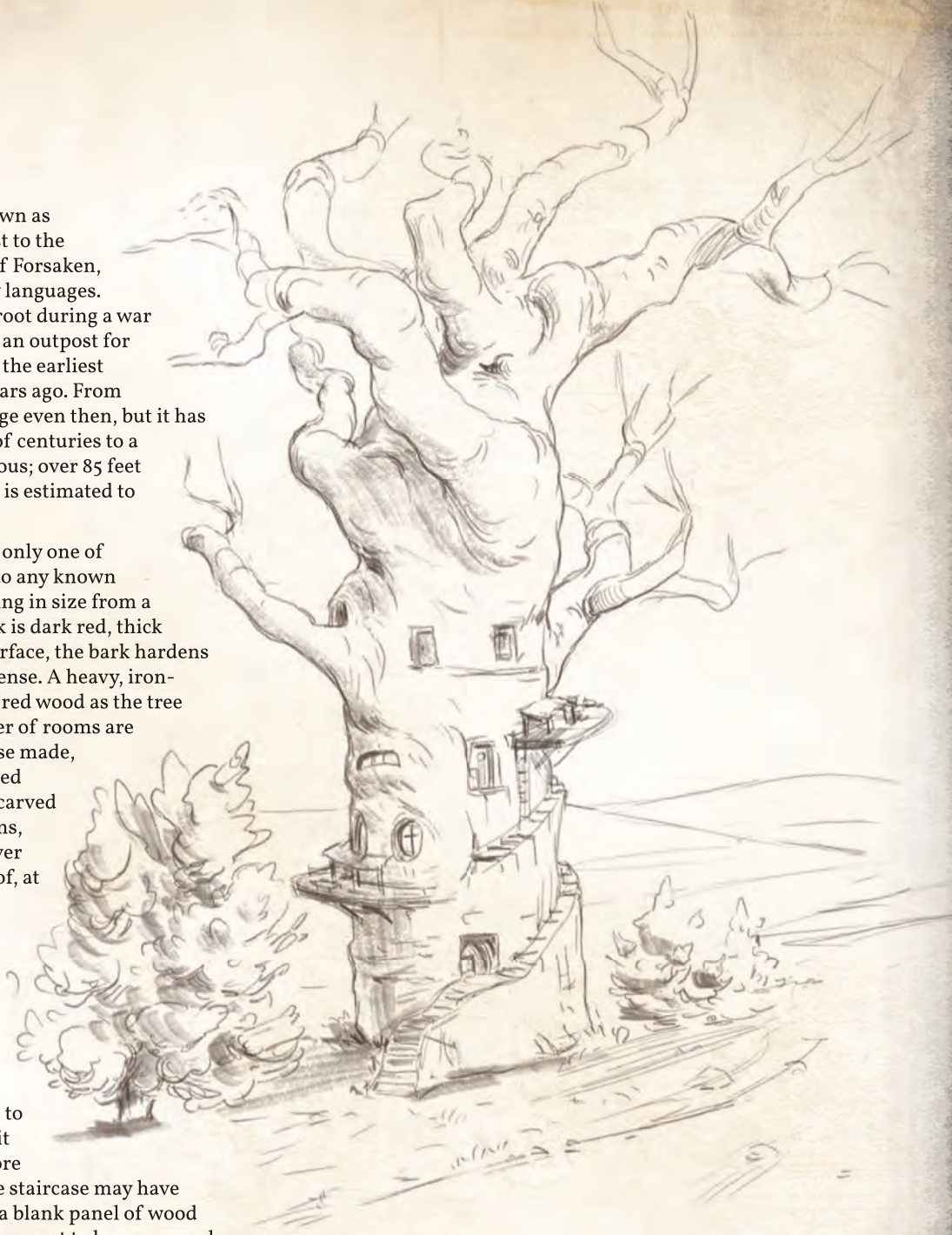
Furnishings. *Fine.* The contents of the keep are all of superlative quality, or are in excellent condition.



The Forsaken Tree

By Greg Peterson

The exact origin of the massive tree known as Forsaken is shrouded in mystery and lost to the annals of time. Many are the tales told of Forsaken, and it is known by many names in many languages. As far as can be made out, the tree took root during a war of the gods, and was hollowed out to act an outpost for divine soldiers. The tree is referenced in the earliest written records, well over a thousand years ago. From all accounts, the tree was immensely large even then, but it has continued to grow over the long march of centuries to a colossal scale. The entire plant is enormous; over 85 feet wide at the base, it does not narrow, and is estimated to stand around 300 feet tall.



It is entirely possible that the Tree is the only one of its kind, as it does not appear to belong to any known species. The leaves are oval-shape, ranging in size from a man's hand to several feet long. The bark is dark red, thick and rigid. While relatively soft on the surface, the bark hardens quickly underneath and becomes very dense. A heavy, iron-reinforced door, made of the same deep red wood as the tree itself, is set into its base. Inside, a number of rooms are arranged around a central spiral staircase made, along with the walls, of the same deep-red heartwood, apparently either grown or carved out of the tree, showing no obvious seams, nails, or joinery. The outside walls are over ten feet thick and are effectively fireproof, at least against natural flames.

The Tree is a living organism, albeit one that has more than a bit of magic in it. As such, nothing about it is entirely unchanging. Compared to historic accounts, it would seem that the size and arrangement of the rooms may have altered and moved around somewhat over time. The staircase leads to a dead end above the fifth floor, though it looks like there is plenty of space for more rooms above – and it looks as though the staircase may have continued onward, though now there is a blank panel of wood in the way. It's possible that more rooms are yet to be uncovered, either through magic, or brute force, or the mysterious workings of the tree's innate magic.

Legends say a great treasure lies buried deep beneath the tree, sequestered by its ancient inhabitants. However, a darkness that lurks within. Most adventures that have attempted to excavate the treasure have not returned, and the few that have left most of their wits behind. Whatever secrets it conceals, the Tree is keen to keep them.

General

Location in Relation to Settlement: *Outskirts.* The fortress is located on the very fringes of the settlements' occupied land, perhaps within farming country or the stretch of land between the settlement proper and the wilderness.

Age: *Ancient.* The fortress was completed more than 500 years ago.

Condition: *Average.* The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: *River.* The fortress is near a steadily flowing stream or other watercourse.

Expense: *Significant.* The fortress was built with a large budget, allowing for high-quality materials and some luxury elements.

Primary Building Materials: *Unique Materials [Living Plant].* Certain fantastic cultures are known to build their structures amongst, or even inside, living plants such as great trees. Whether the plants are trained into shape by natural or magical means depends on the builders.

Resource Origin: *Locally Made/Harvested [Preserved Surroundings].* Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.

Reason for Construction: *Immortal Command.* A god, or powerful otherworldly being, commanded it be built.

Design Theme: *Practicality.* Utility and function.

Alternate Entries: *None.* There are no alternate entries into the fortress.

Local Impact: *Hostile.* The fortress was constructed in direct opposition to the wishes of those in the area, and relations immediately turned sour.

- **Local Impact Change: *Stable.*** Things have stayed roughly the same.

Residents: *Deserted.* The fortress is vacant and nonfunctioning.

History: *Hallowed Ground:* When the fortress was built, a central area of the site featured markings that someone viewed as being of great importance. As such, it was built around and preserved.

Secrets: *Secret Hoard.* A treasure was buried here after the fortress was built.

Oddities: *Dead End.* There is a hallway in the fortress that, oddly, leads to a dead end with no discernible purpose.

Special Feature: *Resident - Creature or Monster.* A beast, monster, or uncivilised entity resides here. Depending on the other residents of the fortress, it may have chosen to make its home here, or is a captive.

- **Resident - Creature or Monster: *Monstrosity.*** A terrifying, unnatural creature.

Keep

Shape: *Round.* A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size:

- ***Base Size:*** Very Large
- ***BSM:*** 4
- ***Floor Space:*** 13x13 squares

Exterior Wall Thickness: 10 ft. (2 squares)

Number of Floors: *Five*. Four above-ground floors and a cellar.

Raised Entrance: Entrance is on ground level.

Entry Defenses: Reinforced heavy door

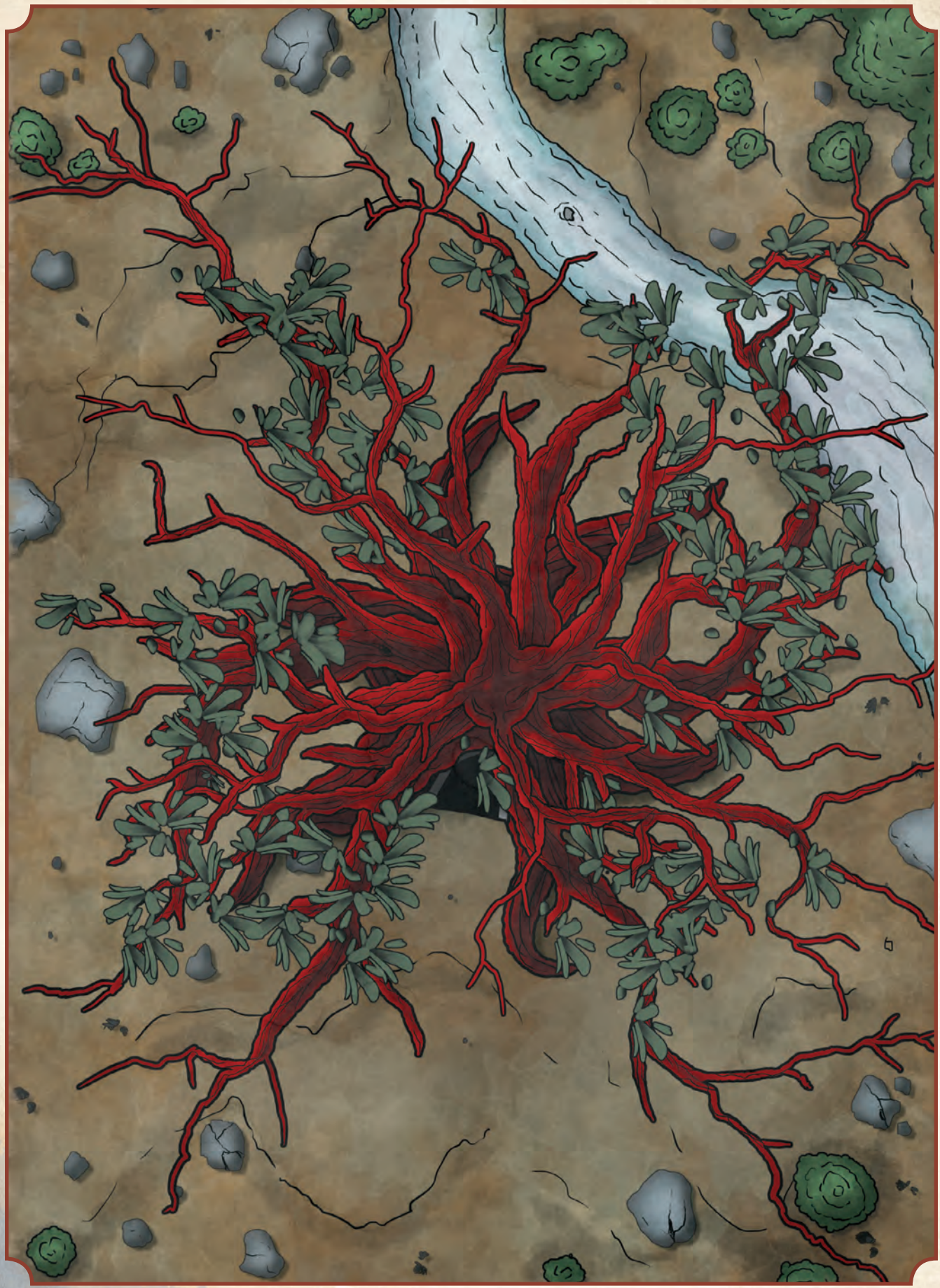
Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *20*

Rooms: (4) Bedroom, Kitchen, Dining and Receiving, Privy, Library, (3) General Storage, Larder, Guest Quarters, Equipment Storage, Solar, Servant Quarters, Guard Bunks, Closet, Cell

- ***Chapel.*** What was once an obvious spot for prayer now looks like anything but. The Tree has reclaimed this area with growth and any symbol of a God has been destroyed in the process.

Furnishings. *Good.* Most of the contents of the keep are of decent quality or in good condition, and some may be excellent or in fine condition.



Gorm's Place

By Ralph Stickley



The monastic order of Mull, patron saint of second chances, had an uncomplicated lot in life until the ogre came. Their isolated monastery, while rich in self-reflection and religious spirit, was somewhat poorer in terms of defensibility and, with the scent of malt wafting from the monks' brewery, it proved too tempting a target. Thankfully, there were no deaths, for the ogre was intent on getting its hands on the ale kegs (largely destroying the monastery to get them) and, before it could turn its attention to the monks, Brother Cornelius was able to strike it a terrible blow with an ornamental candlestick, rendering it unconscious.

Upon awakening, the creature was entirely changed. Far from a violent and dim-witted brute, the injury had seemingly transformed the ogre into a peaceable and even pious creature, though still as dim-witted. A quick ceremony and hastily-stitched habit later, the ogre (who went by the name of 'Gorm') was inducted into the order. How better to show their devotion to the ideal of second chances?

With most of the monastery destroyed, the order traveled for a while, taking alms where they could (along with many a suspicious glare at their enormous novice), but news of their plight reached the town council of Althorp, a once-prosperous settlement, now struggling to keep its coffers filled. The council offered the order not only welcome, but a purpose-built manse on the outskirts of town specifically tailored for Gorm's needs. While their public motives were pious, it was truly a mercantile decision, fuelled by the anticipation of the extra tourism such a unique sight would bring to the town.

Gorm's Place, as it was imaginatively titled by Gorm himself after much coaxing, is as much an enclosure as it is a home. The walls are perhaps thicker than one might strictly need for a single-storey construction, and the guard barracks unusually well-equipped and staffed for, as much as the monks might insist that Gorm is a changed ogre, the council (and citizens) do not put so much faith in Mull as to entirely trust their newest citizen.

General

Location in Relation to Settlement: *Edge of Settlement.* The fortress is located on the outer border of the settlement proper, perhaps connected to, or surrounded by, its border wall, if it possesses one.

Age: *New.* The fortress was completed within the past 20 years.

Condition: *Average.* The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: *Plains.* The fortress is in the wide open fields.

Expense: *Modest.* The fortress was constructed with a small budget, enough to build something simple, but functional.

Primary Building Materials: *Stone.* Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Partially Salvaged.* Some new materials were obtained locally, but a significant portion was salvaged from ruins and other destroyed structures.

Reason For Construction: *Decree.* A ruler, or governing group, ordered that it be built.

Design Theme: *Piety.* Righteousness and ascendence.

Alternate Entries: *None.* There are no alternate entries into the fortress.

Local Impact: *Innocuous.* The fortress' construction had little impact on its surroundings, causing no trouble, but also not any great benefit.

Residents: *Original.* The original residents, their descendants, or successors are in residence. This might be the person responsible for building the fortress and/or their family, or the people they stationed there (or their descendents/successors).

Resident Relations: *Secret Love.* A staff member has been receiving secret notes, messages, or gestures of a romantic nature.

Resident Hobbies: *Art* (any discipline)

Resident Attitude: *Irritated.* The residents are perturbed by this place. Something about it, or their situation, is irksome and grates on them daily.

Garrison Size: *Large.* The garrison's size is substantial, and is more than enough to keep the fortress well-defended at all times. Guards are able to stay well-rested.

Garrison Equipment: *Good.* Guards are equipped with above-standard kit, and have a dedicated training area and equipment for use. They utilize highly refined practice techniques, such as specific drills, for a variety of situations.

Current Issue: *Peaceful.* Everything seems alright at the moment.

History: *Ensured Silence.* The architect of this fortress was imprisoned (before *or* after the fortress was built).

Secrets: *Tryst.* Two people within the fortress got married in secret, and have been trying to keep it quiet ever since.

Oddities: *Inexplicable furnishings.* One substantial item in the castle has been there since it was built, and no one knows who put it there or where it came from. Whatever it is, people feel vaguely uneasy in its presence, but can never bring themselves to get rid of it.

Special Feature: *Resident - Creature or Monster.* A beast, monster, or uncivilised entity resides here. Depending on the other residents of the fortress, it may have chosen to make its home here, or is a captive.

- **Resident - Creature or Monster: *Giant.*** An ogre, giant, or troll.

Keep

Shape: *Box.* A square or rectangular keep maximises internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size:*** Medium
- ***BSM:*** 2
- ***Floor Space:*** 7x7 squares

Exterior Wall Thickness: 15 ft. (3 squares)

Number of Floors: *One*. Ground floor, no cellar.

Entry Defenses: Portcullis and drawbridge.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving, 1 Guard Bunks).

Number of Rooms (BSM x Number of Floors): *2*

Rooms: Bedroom, Kitchen, Dining and Receiving, Guard Bunks

Furnishings: *Good.* Most of the contents of the keep are of decent quality, or in good condition, and some may be excellent or in fine condition.



Hatfield Manor

By Chris Haskins



The once-great Hatfield Manor has stood for centuries atop its hill, surrounded in all directions by fields of ash trees, low shrubs, and bright-green grass. However, running low on resources, the current owner has let it lapse into disrepair. The roof no longer keeps the weather out, and many of the beautifully hewn stones of the outer wall lay in small piles on the ground, each slowly being covered in a thick layer of moss.

Originally built as a gift from the king to one of his noble subjects, the manor served as both a home and, more importantly, a symbol of the lord's status as a land owner and leader. The family ruled with honor and compassion for many generations, and the people under their stewardship were happy and prosperous. However, as is all too often the case, there came a decline.

Through the lens of hindsight, one can now see that the manor's fall due not to poor craftsmanship or stewardship but, instead, to avarice and opportunism, and outside parties taking advantage of generosity. Over many decades, a once open and optimistic attitude toward others shifted to one of selfishness and sorrow. A bleak attitude about the wide world overwhelmed the manor's current lord at a young age and he resolved to lock himself away and watch from his tower.

The manor is now cold, damp, and drafty, perpetuating a nagging illness that plagues its lord. Though he comes from a notable lineage, and has accomplished many noteworthy deeds in his study and writings of lore and history, he is a poor substitute for his sires. In his twilight years, he has grown even more bitter than he was in his youth, and now with more zeal. Despite his growing weariness, his utter disdain grows as well, permeating everything around him and seeping into the very foundations of his home.

A single guard protects the manor, patrolling the grounds and seeing to his lordship's needs, though they are few these days. Most locals think it wise to avoid the place, kept at bay by both the manor's loathsome owner and by rumors of haunting. The drifting souls of previous lords and ladies do indeed roam the halls, keeping a watchful eye on the house and its caretakers, though seldom allowing their presence be known. Sometimes, these spirits enter the lord's dreams, offering hints shrouded in riddles, suggesting ways in which he might restore his name and the manor to its former glory. To their chagrin, he has proved unworthy, taking their wisdom as naught but incessant vexation.

General

Location in Relation to Settlement: *Remote*. The fortress is located a significant distance away from the nearest settlement.

Age: *Very Old*. The fortress was completed between 200 and 500 years ago.

Condition: *Poor or Incomplete*. The fortress is in disrepair, with loose stones or timbers, gaps, holes, rot, or other issues that might adversely affect the structure's integrity. The exterior is not completely intact. If under construction, it may be nearing completion, or up to a few years from being finished. Residence within the fortress would prove inconvenient, at best.

Environment: *Forest*. The fortress is nestled among the trees.

Expense: *Modest*. The fortress was constructed with a small budget, enough to build something simple, but functional.

Primary Building Materials: *Stone*. Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Partially Local, Partially Imported*. Building materials that were unable to be obtained locally were purchased and brought in from an outside source.

Reason for Construction: *Decree*. A ruler, or governing group, ordered that it be built.

Design Theme: *Power*. Strength and fortitude.

Alternative Entries: *None*. There are no alternate entries into the fortress.

Local Impact: *Irritating*. The fortress' construction, or presence, caused some annoyance, or small issue, within the local area.

Residents: *Original.* The original residents, their descendants, or successors are in residence. This might be the person responsible for building the fortress and/or their family, or the people they stationed there (or their descendents/successors).

Resident Relations: *Family Squabbling*. There has been arguing among the resident family of late, regarding a recurring issue. If the primary, or ranking, resident is not there with family, their arguments have been with family, or close relations, outside the fortress, either via correspondence or during a recent visit.

Resident Hobbies: *Reading/Storytelling*

Resident Attitude: *Irritated*. The residents are perturbed by this place. Something about it, or their situation, is irksome and grates on them daily.

Garrison Size: *Minimum.* The garrison is the smallest necessary to do the job, so is likely overworked, or unable to handle more than absolutely vital tasks. A force this size requires few commanding officers.

Garrison Equipment: *Poor.* Guards are equipped with substandard kit and lack a dedicated training area.

Current Issue: *Structural Damage [Neglect]*. An area of the fortress has been overlooked for too long, and has now collapsed.

Issue Severity: *Tough*. The issue is causing notable hardship, or inconvenience, that is affecting those dealing with it.

History: *Notable Family Tree.* A resident within the fortress has (or had) very interesting lineage.

Secrets: *Secret Hoard.* A treasure was buried here after the fortress was built.

Oddities: *Haunted*. A local spirit occupies the fortress - perhaps an ex-resident, or someone linked to the fortress grounds somehow.

Special Feature: *Resident - Great Person.* A person of significance, or renown, lives here.

- **Resident - Great Person: *Writer*.** A person who is known for their exquisite written prowess, having spun riveting tales or accounted pivotal events.

Keep

Shape: *Box.* A square or rectangular keep maximises internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size:*** Large
- ***BSM:*** 3
- ***Floor Space:*** 9x9 squares

Number of Floors. *Four*. Three above ground floors and a cellar.

Raised Entrance. Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

Entry Defenses. Reinforced heavy door.

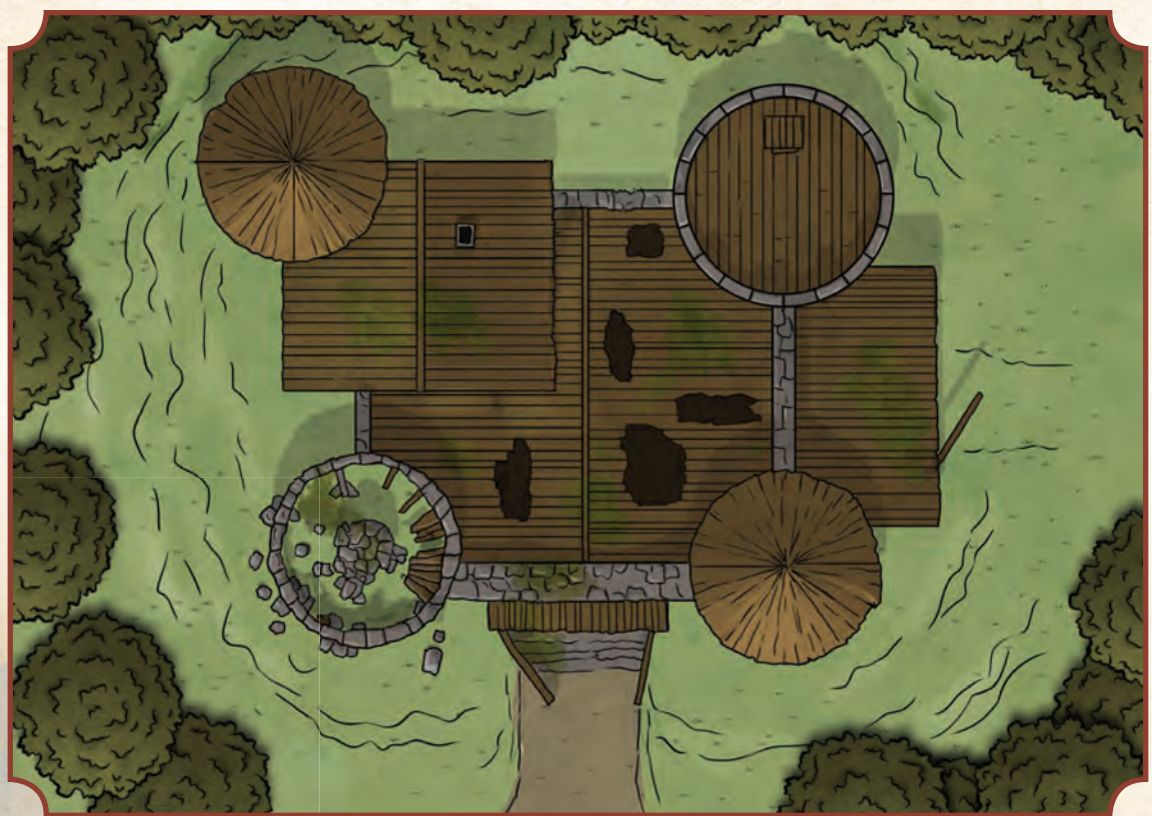
Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *12*

Rooms: Larder, General Storage, Dining and Receiving, Kitchen, Guard Bunks , Library, (5) Bedroom

- ***Stables.*** The stables are attached to keep's outer wall.

Furnishings. *Poor.* The contents of the keep are very simplistic, of inferior quality or are in a state of disrepair.



The Castle of Conjunctum

By Zach Zimmerman



Eons ago, in a time lost to myth where all the races of the world were at perpetual war, a prophecy foretold of a final end to hostilities, and of a fortress built in commemoration, as a symbol of their commitment. The prophets were proven right, the legends have it, and a castle rose, as hope rises in the heart, on the site where peace was struck. Whatever the truth of it, a castle, made of a strange crystal known as soul stone, does indeed stand alone in the snow.

The truth of the The Castle of Conjunctum's origin may never be known; the crystalline structure stands vigil alone in the frozen tundra, ancient as memory, and long since abandoned by the living. In its early days, the castle was said to have been visible from miles away but, many years ago, a great snow storm ravaged the area and never ceased. There are now large ice plateaus surrounding the castle (one wall is even embedded into one) and constant snowfall which, generally, hides the structure from view.

However, old as the castle is, the residual magic of its construction has not waned in power. In fact, it is leaching outwards, into the previously mundane castle moat, which now will not freeze, even by sorcerous means. The arcane energy is so potent and unpredictable that but a splash of the water, or a fingertip touch to the walls, risks being drawn in and trapped in the crystal itself, forced to wander the castle for all eternity. Whispers of ghostly forms visible within the crystal by the light of a full moon do nothing to quell these fears.

Mentions of the Castle of Conjunctum are peppered through rare, old tomes; perhaps hidden within these tattered pages are tales about what happened after the castle was built. Accounts are rare and varied, but almost all speak of an end to peace when the accord between the great leaders crumbled. Each turned against the other, and all tried to take control of the castle for themselves. It is unclear how the residents stayed within the castle without being drawn into the crystal, but mystery runs deep in Conjunctum, and there are stranger things than this to ponder.

A disproportionately small storage outbuilding conceals yet more intrigue; it is, in truth, a hidden library filled to bursting with books in varying degrees of decay, and only accessible through a hidden door. Indeed the castle has a warren of hidden tunnels that meander through a network of underground cave systems, some even functioning as an alternative entrance into the castle though, perhaps, residents may have found more than one reason to need a way *out*…

General

Location in Relation to Settlement: *Remote*. The fortress is located a significant distance away from the nearest settlement.

Age: *Ancient*. The fortress was completed more than 500 years ago.

Condition: *Strong*. The fortress is well-maintained and presents no obvious vulnerabilities. If the fortress is of a significant enough age, doors, timbers, fixings or other elements may have been added, updated or replaced. It is likely kept relatively clean. If under construction, the fortress is very nearly complete, perhaps waiting on some superficial or decorative elements, and completion is likely within the month. The residents are able to live comfortably.

Environment: *Tundra*. The fortress is in a very cold environment.

Expense: *Extravagant.* Little or no expense was spared in the construction. Materials are of top-quality, and the fortress feels grand and splendid.

Primary Building Materials. *Unique Materials [Crystal].* Those mining deep in the earth (or on alien planes) might find crystal in great enough abundance that it could be used to build large structures.

Resource Origin: *Locally Made/Harvested [Preserved Surroundings].* Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.

Reason for Construction: *Prophecy.* It was foretold that a fortress would be needed on this site.

Design Theme: *Power.* Strength and fortitude.

Alternate Entries: *Old, Forgotten Tunnel.* A tunnel was dug out of the fortress quite some time ago, but has since fallen into disrepair. There is a possibility that no one knows about it. Use of the tunnel might risk collapse or cave-in.

Local Impact: *Advantageous.* The fortress immediately benefited the local area in a big way, perhaps resolving a serious issue, or exerting an extremely positive influence.

- **Local Impact Change: *Positive.*** Things have gotten better.

Residents: *Deserted.* The fortress is vacant and nonfunctioning.

History: *In Their Footsteps.* A very powerful being once walked where the fortress now stands.

Secrets: *Ancient Treasure.* A treasure was buried here before the fortress was built.

Oddities: *Strange Visitors.* On occasion, the fortress experiences visits from unusual beings or creatures. If anyone is aware of these visitors (they may stay hidden), no one knows where they come from.

Special Feature: *Miraculous Event.* The structure was the site of something miraculous or amazing.

- **Miraculous Event: *Prophecy Fulfilled.*** Events previously foretold saw their culmination here.

Keep

Shape: *Box.* *A* square or rectangular keep maximizes internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size:*** Large
- ***BSM:*** 3
- ***Floor Space:*** 9x9 squares

Exterior Wall Thickness: 10 ft. (2 squares)

Number of Floors: *Five.* Four above-ground floors and a cellar.

Raised Entrance: Entrance is on ground level.

Entry Defenses: *Reinforced heavy door.*

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *16*

Rooms: (5) Bedroom, Kitchen, Dining, Chapel, Closet, Library, Solar, Privy, General Storage, Receiving Area, Guest Quarters, Equipment Storage

Furnishings. *Fine.* The contents of the keep are all of superlative quality, or are in excellent condition.

Castle

Geographic Advantages: *Tundra.* Treacherous approaches.

Style: *Concentric Castle.* Similar to a fortified keep, but with a second, additional wall surrounding everything. Additional outbuildings (typically of lesser strategic value) may be placed in this additional space.

Size:

- ***Base Size:*** Very Large
- ***BSM:*** 4

Curtain Walls:

- ***Thickness:*** 25 ft.
- ***Additional Height:*** 40 ft.
- ***Number of Curtain Wall Towers:*** 8
- ***Tower Shape:*** Round
- ***Tower Size / Height:*** Large [60 ft.]

Tower Floor Area: 9-square diameter

Tower Roofs: Steep Slope Roof

Curtain Wall Defenses:

- ***Batters.*** The bottom portion of the wall slopes outward and is, therefore, much thicker. This hinders the approach of siege towers, makes undermining difficult, and stretches siege ladders to breaking point, if they can bridge the distance at all. In addition, it removes a blindspot for defenders - the area directly beneath them.
- ***Bossing:*** Various stones protrude from the wall's surface. These effectively reduce impacts, like catapult shots, that hit the bossing. A potential drawback could be making the wall easier to climb (unless the protrusions are sufficiently rounded).
- ***Magical Defenses.*** The castle is protected by something magical.
  - ***Unliving Sentinels.*** The castle is guarded by spirits, shades, wraiths, or some other form of undead.

Barbican: The gatehouse, preceded by a drawbridge, leads to a walled approach, ending in an additional drawbridge.

Gatehouses:

- **Gatehouse 1: *Grand Gatehouse.*** Twice the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
- **Gatehouse 2: *Grand Gatehouse.*** Twice the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.

Moat: *Filled Moat [Trapped].* The moat is filled with water and is trapped somehow. Perhaps there is a natural or artificial current, or perhaps it is filled with vicious, aquatic animals.

- ***Moat Width:*** 20 ft.
- ***Moat Depth:*** 40 ft.

Barracks Location: *Built-In [Walls].* The barracks facilities are attached to the fortress walls (*in* the walls if they are thick enough, attached to them if not), and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas, used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 5

- **Storage/Bakehouse/Kitchens**
  - **Large, 10x10, 100 squares, 2 floors**
  - **Description:** Bakehouse and kitchens are downstairs, storage is upstairs.
- **Servants Quarters**
  - **Medium, 8x8, 64 squares, 1 floor**
- **Forge**
  - **Small, 6x6, 36 squares, 1 floor**
- **Storage**
  - **Very Large, 12x12, 144 squares, 1 floor**



Makhtum-Iina

By Ralph Stickley



The present residents of Makhtum-Iina know little of their family history, and care even less. They see the castle and its incomes simply as their right, with little thought spared to what might have furnished their ancestors with such a lofty seat ("oh, some war or other; dreary stuff if you ask me", being the standard response, if pushed). However, new information recently unearthed makes the ghosts of the past significantly harder to ignore – not the least of which being the literal ghost…

The trouble started with a vanity project gone awry: Lady Satha Shethann announced her pregnancy and Lord Barkha (her brother and heir apparent to the castle itself) declared that he would add a new wing to the keep, in honor of the child. The fact that the wing would primarily be used for gaudy dances and extravagant musical performances (his two great passions) was beyond the point. However, eager for work to commence, he rushed the hired laborers through the initial surveys and checks and, almost as soon as excavation began, a catastrophic structural collapse revealed a hidden chamber beneath the courtyard, sealed off and forgotten about for centuries.

Immediately, the castle's residents began reporting spectral activity – the ghost of a mournful woman in ragged mail wandering the bailey. Soon the ghost appeared to Barkha himself, and related the history of the chamber.

In life, she had been Maranya Shethann, an adventurer of modest renown. Her life would have been an unremarkable one, as such lives go, were it not for her adventuring partner, Elthane, coming across a trove of forbidden magical artifacts. Corrupted by their maddening whispers and immeasurable power, Elthane cut a swathe of death and destruction in a search for a ritual he believed would grant him godhood. Eventually, it became clear that Maranya was the only one who could put him down. Utilising the small modicum of trust that remained between them, she lured Elthane into a trap and slew her former friend in a sealed and warded chamber designed to prevent him from resurrecting, should he have achieved his goal of immortality.

Unwilling to leave anything to chance, Maranya ordered herself entombed as well, a guardian even in death. Leaving her adventuring fortune to a favored nephew, she commanded him to construct a fortress around the chamber to ensure the secrets contained within would never again fall into the wrong hands, and that Elthane could never return.

With the collapse of the chamber and the breaking of the seal, the restive spirit of Maranya has been pulled back to the mortal realm along with, she fears, the malignant shade of Elthane. He may not have taken physical form yet but, should he do so, he could wreak further chaos on an unprepared world, with only her spoilt and entitled relatives to stand against him.

Barkha laments, mostly, for his unfinished music hall.

General

Location in Relation to Settlement: *Central.* The fortress is located in the middle of an established settlement.

Age: *Very Old.* The fortress was completed between 200 and 500 years ago.

Condition: *Strong.* The fortress is well-maintained and presents no obvious vulnerabilities. If the fortress is of a significant enough age, doors, timbers, fixings or other elements may have been added, updated or replaced. It is likely kept relatively clean. If under construction, the fortress is very nearly complete, perhaps waiting on some superficial or decorative elements, and completion is likely within the month. The residents are able to live comfortably.

Environment: *River.* The fortress is near a steadily flowing stream or other watercourse.

Expense: *Modest.* The fortress was constructed with a small budget, enough to build something simple, but functional.

Primary Building Material: *Stone.* Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Partially Local, Partially Imported.* Building materials that were unable to be obtained locally were purchased and brought in from an outside source.

Reason for Construction: *Protection.* It was built to keep a particular thing, or place, safe or hidden.

Design Theme: *Wealth.* Luxury and opulence.

Alternate Entry: *Drain, blocked, with grating.* A drain pipe emerges somewhere in the landscape outside the fortress. Its final several yards are entirely filled with large stones to allow water to easily pass, but not intruders. Its mouth is also covered with metal grating.

Local Impact: *Innocuous.* The fortress' construction had little impact on its surroundings, causing no trouble, but also not any great benefit.

- **Local Impact Change: *Negative.*** Things have gotten worse.

Residents: *Original.* The original residents, their descendants, or successors are in residence. This might be the person responsible for building the fortress and/or their family, or the people they stationed there (or their descendents/successors).

Resident Relations: *Expecting.* The ranking or most important resident of the fortress is expecting a child soon. If they are unwed, take into account what this might mean.

Resident Hobbies: *Music* (listening or playing)

Resident Attitude: *Ambivalent.* The residents could take or leave this place. They have other things on their minds, and do not devote much thought to the fortress.

Garrison Size: *Modest.* The garrison's size is large enough to sufficiently defend the fortress and allow for reasonable guard shifts.

Garrison Equipment: *Exemplary.* Guards are equipped with the best kit available, and have a dedicated training area, complete with the best of any and all training equipment and practices that would be required.

Current Issue: *Structural Damage [Someone's Mistake].* An area of the fortress has been compromised and someone is at fault (perhaps a repair, or element of construction, was attempted with unsuitable tools or materials).

- **Issue Severity: *Dire.*** The issue is a major problem and needs addressing immediately. Failure to resolve the issue quickly enough will likely result in irreversible consequences, or potential loss of life.

History: *Protests.* Prior to construction, there were strong objections to building the fortress.

Secrets: *Ancient Treasure.* A treasure was buried here before the fortress was built.

Oddities: *Haunted.* A local spirit occupies the fortress - perhaps an ex-resident, or someone linked to the fortress grounds somehow.

Special Feature: *Miraculous Event.* The structure was the site of something miraculous or amazing.

- **Miraculous Event: *Sacrifice.*** Someone gave up something very dear to them here, in service to a higher cause.

Keep

Shape: *Box.* A square or rectangular keep maximises internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size*:** Large
- ***BSM*:** 3
- ***Floor Space*:** 9x9 squares

Exterior Wall Thickness: 5 ft. (1 square)

Number of Floors: *Three.* Two floors and cellar.

Raised Entrance: Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

Entry Defenses: Reinforced heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *12*

Rooms: (4) Bedroom, Kitchen, Dining and Receiving, Guard Bunks, Solar, Privy, Guest Quarters, Larder, Library

Furnishings: *Decent.* The contents of the keep are of serviceable quality, or in good condition.

Castle

Geographic Advantages: *River.* Narrow Approaches

Style: *Fortified Keep.* The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall.

Size:

- ***Base Size:*** Large
- ***BSM*:** 3

Curtain Walls:

- ***Thickness:*** 15 ft.
- ***Height:*** 30 ft.
- ***Number of Curtain Wall Towers (BSM + 1d4):*** 7
- ***Shape:*** Box
- ***Tower Size / Height:*** Medium [40ft.]
- ***Tower Floor Area:*** 5x5 squares
- ***Tower Roofs:*** Shallow Slope Roof

Curtain Wall Defenses:

- ***Batters.*** The bottom portion of the wall slopes outward and is, therefore, much thicker. This hinders the approach of siege towers, makes undermining difficult, and stretches siege ladders to breaking point, if they can bridge the distance at all. In addition, it removes a blindspot for defenders - the area directly beneath them.

Barbican: The gatehouse leads to a walled approach, ending in a drawbridge.

Gatehouses:

- **Gatehouse 1: *Standard Gatehouse.*** The same height as the wall and slightly thicker. Entry is covered by heavy doors.
  - ***Location of Gatehouse:*** Entrance into barbican.
- **Gatehouse 2: *Grand Gatehouse.*** Twice the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
  - ***Location of Gatehouse:*** Entrance into bailey.

Moat: *Dry Moat.* The moat is not filled with water and is, instead, a deep pit encircling the fortification. This could be purposeful, or the lack of water could be due to drought.

- ***Moat Width:*** 30 ft.
- ***Moat Depth:*** 20 ft.

Barracks Location: *Built-On [Keep].* The barracks are attached to the fortress' keep, and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 4

- **Storage**
  - **Small, 6x6, 36 squares, 1 floor**
  - **Description:** This building is used for general storage, including an increasing number of decorative items for social events.
- **Servants' Quarters**
  - **Medium, 8x8, 64 squares, 1 floor**
  - **Description:** Most of the servant's live in the surrounding settlement, but the few that live in the castle permanently, or are working particularly late, lodge here.
- **Kitchen**
  - **Medium, 8x8, 64 squares, 1 floor**
  - **Description:** This building is used for cooking for larger gatherings, as well as smoking, curing, and pickling.
- **Gazebo**
  - **Medium, 8x8, 64 squares, 1 floor**
  - **Description:** This building serves as an outdoor performance space, as well as a spot to sit and relax in the shade. It is currently in a state of disrepair, having collapsed into the underground chamber.



Oasis

By Michael Ciraulo



The enchanted (some prefer 'cursed') castle, Oasis, lies in its forest, seemingly abandoned. The gatehouse that would allow passage through its great, gold-flecked ebony wall has been filled in with brick. To reach the gatehouse, one would need to cross over a moat of crystal clear water via a bridge that only occasionally exists. The moat itself is filled with all manner of freshwater fish and flows, seemingly of its own volition, in a constant clockwise direction around the fortress.

The truth about the castle and its myriad oddities all stem deeply from magic, and can be traced back to the last recorded lord, a man who was ever a lover of tales, and always enjoyed good company. Perhaps it was a combination of those two that spurred him, in that long-past age, to wish for life unending. Stories vary; some say he contacted a hedge witch, some that he wished on a star, or even made a bargain with dark forces. In any case, all agree his wish was granted. When his body perished, his soul was transported into the very stones of his beloved home.

As a magical presence within the castle, he has absolute power over the structure and its surroundings. He has had the gateway sealed, but can dematerialize the bricks at will to allow passage. He can similarly materialize the bridge to allow guests to cross. Another enchantment pervades the surrounding forest. It not unheard of to see, at the forest edge, the odd tree or boulder, apparently sliced vertically in half. The castle, along with the surrounding acreage, can teleport, allowing an unnaturally precise and defined circle of forest to suddenly appear in any location.

Inside the castle bailey, a large courtyard contains five buildings constructed of ebony similar to that of the outer walls, but speckled with tiny, glowing sapphires. A slim, stone path leads through emerald grass from the gate to the keep at the courtyard's rear, branching off to each building on the way. To the right of the path, near the gatehouse, is a stone well. At the northern side of the yard, a large, shady tree stands next to a tall keep, with balconies facing east, south and west.

The buildings in the yard are a guard barracks, servant's quarters, and stables. A larger one with a chimney houses the kitchens and bakehouse on its upper floor and storage downstairs; all once housed living, working people, but now all lie dormant and empty, save for one. The castle's *soul* occupant watches and waits, lord of nothing and noone, longing to share stories with good company once again, even if it's from within the walls and not the comfort of his favourite armchair.

General

Location in Relation to Settlement: *Outskirts*. The fortress is located on the very fringes of the settlements' occupied land, perhaps within farming country or the stretch of land between the settlement proper and the wilderness.

Age: *Very Old*. The fortress was completed between 200 and 500 years ago.

Condition: *Average*. The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: *Forest*. The fortress is nestled among the trees.

Expense: *Significant*. The fortress was built with a large budget, allowing for high-quality materials and some luxury elements..

Primary Building Materials: *Stone*. Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Partial Magic.* Standard building materials were partially augmented by magic. Mundane materials may have been acquired or even created by magic..

Reason for Construction: *Conversion.* The building was formerly used for another purpose, but constant additions and changes made it what it is today.

Design Theme: *Grace.* Beauty and elegance.

Alternate Entries: *Old, Forgotten Tunnel.* A tunnel was dug out of the fortress quite some time ago, but has since fallen into disrepair. There is a possibility that no one knows about it. Use of the tunnel might risk collapse or cave-in.

Local Impact: *Advantageous.* The fortress immediately benefited the local area in a big way, perhaps resolving a serious issue, or exerting an extremely positive influence.

- **Local Impact Change: *Negative.*** Things have gotten worse (believed to be haunted).

Residents: *Original.* The original residents, their descendants, or successors are in residence. This might be the person responsible for building the fortress and/or their family, or the people they stationed there (or their descendants/successors)..

Resident Relations: *None.*

Resident Hobbies: *Reading/Storytelling*

Resident Attitude: *Irritated.* The residents are perturbed by this place. Something about it, or their situation, is irksome and grates on them daily.

Garrison Size: *Minimum.* The garrison is the smallest necessary to do the job, so is likely overworked, or unable to handle more than absolutely vital tasks. A force this size requires few commanding officers.

Garrison Equipment: *Good.* Guards are equipped with above-standard kit, and have a dedicated training area and equipment for use. They utilize highly refined practice techniques, such as specific drills, for a variety of situations.

Current Issue: *Magical Anomaly.* An area of magical disturbance is causing problems. Residents may, or may not, be aware of what caused the anomaly.

- **Issue Severity: *Tough.*** The issue is causing notable hardship, or inconvenience, that is affecting those dealing with it.

History: *Hallowed Ground.* When the fortress was built, a central area of the site featured markings that someone viewed as being of great importance. As such, it was built around and preserved.

Secrets: *Unknown Power.* Someone in the fortress has an item they believe is mundane. It is actually special and/or important.

Oddities: *Haunted.* A local spirit occupies the fortress - perhaps an ex-resident, or someone linked to the fortress grounds somehow..

Special Feature: *Magical Properties.* The structure and/or its surroundings have magical properties.

- **Magical Properties: *Teleportation.*** The fortress can magically change location instantly, blinking out of one place and into another.

Special Feature: *Bizarre Location.* The structure is built in an atypical kind of location.

- **Bizarre Location: *Nested Environment.*** The fortress is built within a separate environment that exists within the primary environment. This nested environment may be contained within a physical barrier, such as a dome or bubble. In any case, there are discernible borders between it and the primary environment.

Keep

Shape: *Box.* A square or rectangular keep maximizes internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size:*** Large
- ***BSM:*** 3
- ***Floor Space:*** 9x9 squares

Exterior Wall Thickness: 10 ft. (1 square)

Number of Floors: *Four.* Three above-ground floors and a cellar.

Raised Entrance: Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

Entry Defenses: Drawbridge.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *8*

Rooms: Bedroom, Kitchen, Dining and Receiving, Larder, Guest Quarters, Atrium, Library, Ballroom

Furnishings. *Fine.* The contents of the keep are all of superlative quality, or are in excellent condition.

Castle

Geographic Advantages: *Forest.* None.

Style: *Shell Keep.* The keep is surrounded by a circular wall, with lightweight buildings built against the inside of the wall.

Size:

- ***Base Size:*** Large
- ***BSM:*** 3

Curtain Walls:

- ***Thickness:*** 15 ft.
- ***Additional Height:*** 20 ft.
- ***Number of Curtain Wall Towers (BSM + 1d4):*** 7
- ***Tower Shape:*** Round
- ***Tower Size / Height:*** Medium [20 ft.]
- ***Tower Floor Area:*** 7-square diameter
- ***Tower Roofs:*** Shallow Slope Roof

Curtain Wall Defenses:

- ***Magical Defenses:*** The castle is protected by something magical.
  - ***Relocation Wards.*** These wards teleport anyone in the area somewhere else. This may be somewhere benign, but far enough away that they will cause no further mischief, or somewhere harmful.

- ***Magical Defenses:*** The castle is protected by something magical.
  - ***Blocking Wards.*** These wards prevent creatures, or objects, from entering or passing a certain point. They can fail if the ward sustains too much damage in a short span of time.
- ***Brattice:*** A singular projecting space (similar to machicolations), placed over a vulnerable area, such as a passage. Like machicolations, this allows defenders to rain down attacks on an enemy directly below them, and also allows for flanking fire along the wall.

Barbican: The gatehouse leads to a walled approach, ending in a drawbridge.

Gatehouses:

- **Gatehouse: *Strong Gatehouse.*** One and a half times the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
  - ***Location of Gatehouse:*** Entrance into bailey.

Moat: *Filled Moat.* A standard moat, filled with water (but with a constant magical current).

- ***Moat Width:*** 15 ft.
- ***Moat Depth:*** 20 ft.

Barracks Location: *Single, Separate Structure.* The barracks are situated in a single, large building in the bailey of the castle, housing the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas, used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 4

- **Bakehouse/Kitchen, Storage**
  - **Large, 10x10, 100 squares, 2 floors**
  - **Description:** Bakehouse and kitchen are on the top floor, storage is on the bottom floor. Bakehouse and kitchens have not been in use for some time.
- **Servants' Quarters**
- **Large, 10x10, 100 squares, 1 floor**
- **Description:** Larger building for any servants who would not sleep directly in the keep. Quarters have not been inhabited for some time.
- **Stables**
  - **Medium, 8x8, 64 squares, 1 floor**
  - **Description:** Stables have not been in use for some time.



Simoom Castle

By Steve Peterson



When viewed at a great distance, Simoom Castle is often mistaken for a mirage appearing, through the heat haze, to float in mid-air. Closer examination, however, does nothing to change the picture; the fortress does, in fact, truly hover high above the desert sands. Centuries ago, a great wizard of one of the desert tribes subjugated the air elementals of the local oasis. The wizard commanded the elementals to build a castle to protect the oasis and the tribes that defended it. They built a sturdy castle of brick and the elementals lifted it, along with the massive chunk of earth and rock upon which it stood, into the sky. The magical winds they wrought hold it aloft above the oasis' center to this day.

Most locals think that the castle floats via strange natural phenomena, as the castle has been suspended as long as any of them have lived, and they themselves see only formless swirling winds between the castle and the sands. The truth is that the elementals are still present, both upholding and defending the castle, enslaved by grim magic, the nexus of which is a jewel hidden deep within the castle. Were that to be destroyed, the spell would be broken, the elementals freed, and the castle would crash into the oasis below, likely killing everyone inside and out. A wise liberator might attempt to persuade or compell the elementals to aid in lowering the castle once freed, however Simoom's new ruler, Taragu, has no intention of allowing this simple weakness to be widely known.

Taragu is said to possess powerful magic (though none seem to know for sure, and the taciturn ruler is happy for rumors to run rampant) and he cultivates a fearsome persona. His favorite display is receiving audiences from a throne the shape of a massive demon's head, carved from bloodstone, in whose maw Taragu sits. He has been known to invite travelers up to the castle, in the guise of welcoming them to the oasis, but it is often out of a desire for useful information or because they possess something powerful he wants.

Simoom's guards and staff are locals taken unceremoniously from the oasis and kept for years with little opportunity to leave the castle for the duration of their tenure. Personnel and supplies are transferred via massive lifts, powered by camels harnessed to their mechanisms. Locals can usually find a passerby to present an opportunity to, or beg for aid from, as the oasis is always an enticing place for travelers to rest and resupply. Some visitors have even begun to arrive with more than recuperation on their minds, as rumors of a great treasure in the fortress, supposedly guarded by a djinn, seep out into the wider world.

General

Location in Relation to Settlement: *Central.* The fortress is located in the middle of an established settlement.

Age: *Very Old.* The fortress was completed between 200 and 500 years ago.

Condition: *Average.* The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: *Desert.* The fortress is in a dry and arid environment, likely covered with vast sand dunes.

Expense: *Modest.* The fortress was constructed with a small budget, enough to build something simple, but functional.

Primary Building Materials. *Brick*: Man-made blocks, comprised of mud, clay or sand, mixed with a binding material such as straw, baked hard.

Resource Origin: *Entirely Salvaged.* Building materials were all salvaged from various demolished structures.

Reason for Construction: *Vanity.* The fortress was commissioned as a demonstration of power, wealth, or self-importance.

Design Theme: *Refuge.* Welcome and safety.

Alternate Entries: *None.* There are no alternate entries into the fortress.

Local Impact: *Innocuous.* The fortress' construction had little impact on its surroundings, causing no trouble, but also not any great benefit.

- **Local Impact Change: *Positive.*** Things have gotten better.

Residents: *Original.* The original residents, their descendants, or successors are in residence. This might be the person responsible for building the fortress and/or their family, or the people they stationed there (or their descendants/successors).

Resident Relations: *New Blood.* Someone new has been brought on, and there is more to them than it initially seemed.

Resident Hobbies: *Outdoor Games — Martial* (mock combat, jousting, tourneys, wrestling, etc).

Resident Attitude: *Angry.* The residents hate being here. Not a day goes by where they don't actively think about leaving, but they have stayed for some reason, perhaps one outside their control.

Garrison Size: *Modest.* The garrison's size is large enough to sufficiently defend the fortress and allow for reasonable guard shifts.

Garrison Equipment: *Standard.* Guards are equipped with standard kit, and have a dedicated training area with basic practice equipment (simple targets, poles for combat dummies, etc.).

Current Issue: *Worker Illness.* A member of the household staff or guard has gotten sick.

- **Issue Severity: *Critical.*** The issue is pressing and dangerous, posing a very real threat to all involved.

History: *Ensured Silence.* The architect of this fortress was imprisoned (before *or* after the fortress was built).

Secrets: *Secret Rites.* An ancient ritual was performed here before the fortress was built.

Oddities: *Inexplicable furnishings.* One substantial item in the castle has been there since it was built, and no one knows who put it there or where it came from. Whatever it is, people feel vaguely uneasy in its presence, but can never bring themselves to get rid of it.

Special Feature: *Bizarre Location.* The structure is built in an atypical kind of location.

- **Bizarre Location: *Sky.*** The fortress is built in such a way as to allow it to float or hover in mid-air, above ground level (you decide how high). It could be on something like a cloud, or a manufactured platform suspended by magic or technology.

Keep

Shape: *Box.* *A* square or rectangular keep maximizes internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size:*** Medium
- ***BSM:*** 2
- ***Floor Space:*** 7x7 squares

Exterior Wall Thickness: 1 ft. (Single Line, 0 squares)

Number of Floors: *Four.* Three above-ground floors and a cellar.

Raised Entrance: Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

Entry Defenses: Reinforced heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *8*

Rooms: Bedroom, Kitchen, Dining & Receiving

- ***Larder.*** Contains herbs that may have narcotic properties, as well as food.
- ***Servant Quarters.*** The servants are large, heavily built natives who have their hair greased into odd shapes.
- ***General Storage.*** This includes desert travel gear, water containers, and long ropes.
- ***Library.*** The library contains mostly scrolls, with a few large tomes. Some contain ancient lore, some may have spells.
- ***Stables.*** There are camels kept here, and some even have massive wings.

Furnishings. *Good.* Most of the contents of the keep are of decent quality or in good condition, and some may be excellent or in fine condition.

Castle

Geographic Advantages: *Desert.* Cliff

Style: *Fortified Keep.* The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall.

Size:

- ***Base Size:*** Medium
- ***BSM:*** 2

Curtain Walls:

- ***Thickness:*** 15 ft.
- ***Height:*** 10 ft.
- ***Number of Curtain Wall Towers:*** 6
- ***Tower Shape:*** Round
- ***Tower Size / Height:*** Small [10 ft.]
- ***Tower Floor Area:*** 7-square diameter
- ***Tower Roofs:*** Steep Slope Roof

Curtain Wall Defenses:

- ***Magical Defenses.*** The castle is protected by something magical.
    - **Magical Defenses: *Unnatural Elemental Presence.*** An element that does not naturally occur in the local area is present. Perhaps a castle in a non-volcanic region has a moat filled with lava, or one in a tropical region has areas of extreme cold.

Barbican: *None.*

Gatehouses:

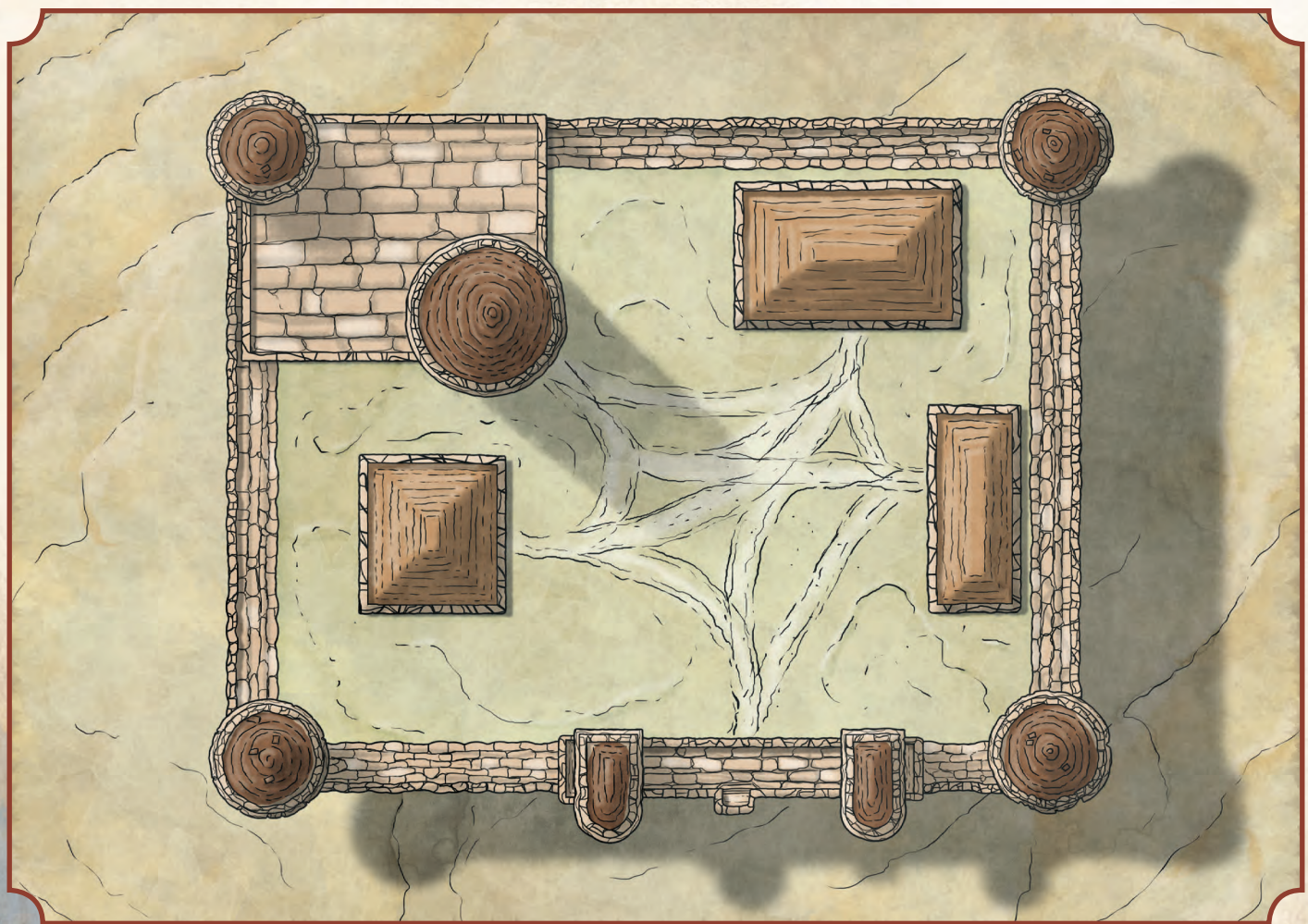
- **Gatehouse: *Strong Gatehouse.*** One and a half times the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.

Moat: *None.*

Barracks Location: *Built-In [Walls].* The barracks facilities are attached to the fortress walls (in the walls if they are thick enough, attached to them if not), and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas, used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 3

- **Kitchens**
    - **Small, 6x6, 36 squares, 1 floor**
    - **Description:** The kitchens are located in this building separated from the keep, located in the bailey. It is almost always staffed with at least one person.
- **Barracks**
    - **Medium, 8x8, 64 squares, 1 floor**
    - **Description:** The barracks are attached to the wall, and include washing areas and privies.
- **Barn**
    - **Large, 10x10, 100 squares, 1 floor**
    - **Description:** This large building includes stables for camels and other beasts, a large area for storage, and a large work area for smithing and other crafts.

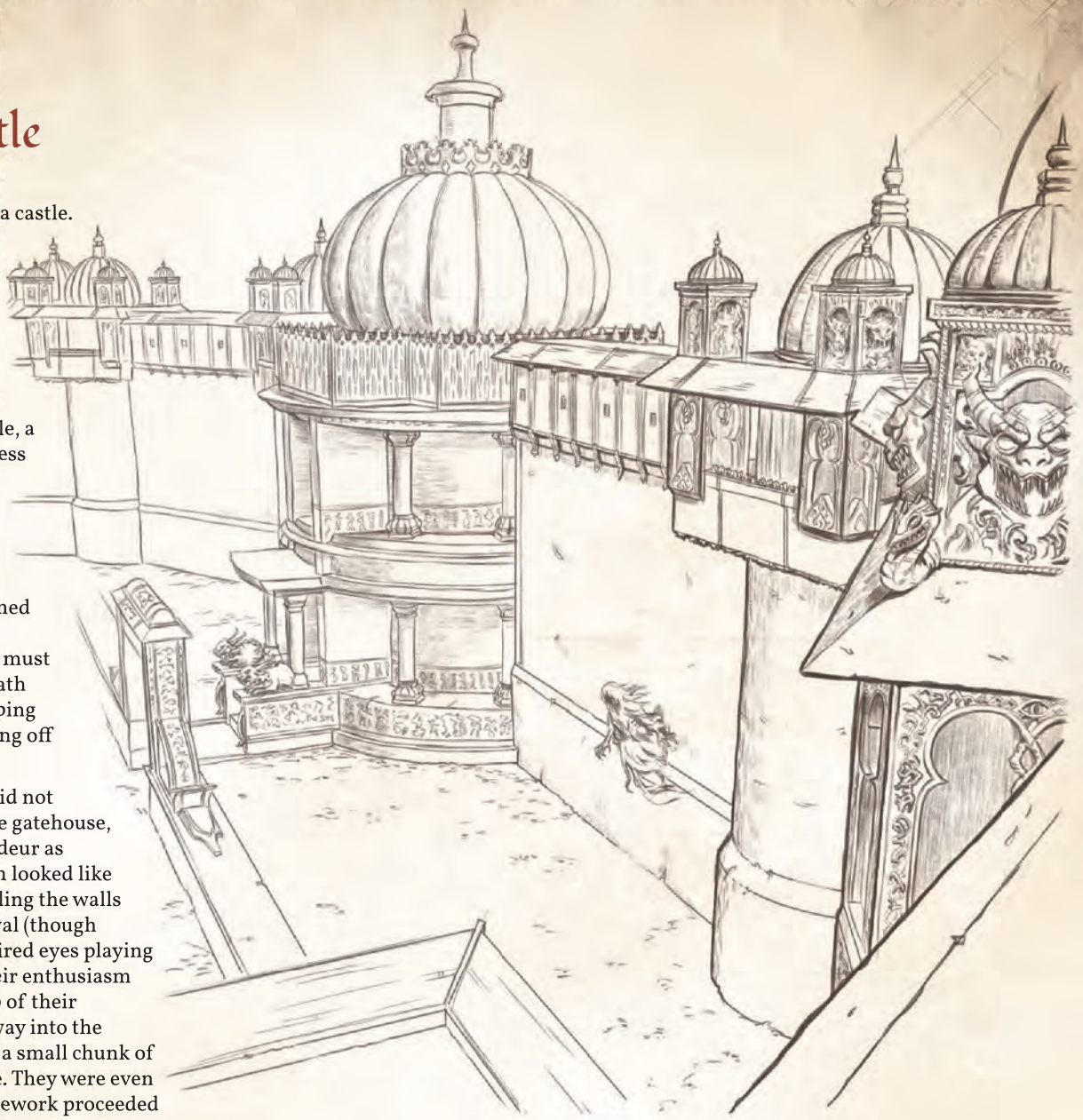


Tu Vong Castle

By Lou Fryer

Anyone who's anyone owns a castle.

The Proctor Family were, therefore, utterly thrilled to find out they were 'anyone'. Only recently ennobled, they could never in their wildest dreams have hoped to be granted such a jewel as Tu Vong Castle, a sprawling and opulent fortress in a secluded forest grove. They were even granted a contingent of soldiers as their new garrison and given help in moving expediently. The family feigned teary goodbyes to their old neighbours (after all, nobles must be benevolent to those beneath them) before practically leaping aboard the wagons and setting off without looking back.



Their sense of joy and awe did not wane as they approached the gatehouse, drooling at its size and grandeur as they passed through - it even looked like someone was already patrolling the walls in anticipation of their arrival (though that might have been their tired eyes playing tricks in the moonlight). Their enthusiasm remained high when the top of their wagon, too tall for the archway into the ornamental courtyard, took a small chunk of stonework off the underside. They were even unperturbed when said stonework proceeded to spring back and reattach itself in a shower of sparks. A castle was bound to have eccentricities. One must expect these things. It would make for small talk at parties.

The unopenable door into the basement level was an oddity, certainly, a mystery to ponder idly over a glass of spiced wine. Until, all of a sudden, it wasn't. One perfunctory tug on a non-descript day was all it took to reveal the secret library and underground sanctum; almost as if the castle wanted it to be found.

You see, the castle's former occupants (and, in fact, originators) had been of quite different stock to the Proctor family. Centuries ago, an order of evil monks, driven out of their lands and into the sanctuary of the forest, set about constructing a castle fortified against all the world in order to practice their dark magics in peace. Into it, they poured all their malice and power; even the stones were magically bound. Necromantic rituals shackled the spirits of those unfortunate enough to wander too close, dooming them to forever protect the grounds they saw as defiled…

This little revelation has caused something of a tiff amongst the Proctors. While most agree that perhaps Tu Vong is not quite the prize they had initially imagined, several prominent voices decry ideas of hiring exorcists or, worse, *leaving,* as nonsense spouted by the 'less brave and noble' family members. Some 'stout-hearted' relations are rather determinedly ignoring the whole affair, directing musicians to play louder when the wailing in the basement reaches a crescendo, and citing a "lively party" as explanation for the vibrating walls. What other option is there? Return to their simple, *peasant* life?! A deeply haunted, evil castle is better than no castle at all.

After all, anyone who's anyone owns a castle.

General

Location in Relation to Settlement: *Remote*. The fortress is located a significant distance away from the nearest settlement.

Age: *Ancient.* The fortress was completed more than 500 years ago.

Condition: *Average.* The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: *Forest.* The fortress is nestled among the trees.

Expense: *Significant.* The fortress was built with a large budget, allowing for high-quality materials and some luxury elements.

Primary Building Materials: *Stone.* Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Locally Made/Harvested [Preserved Surroundings].* Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.

Reason for Construction: *Panic.* The construction was motivated by fear of what would happen if they didn't.

Design Theme: *Piety.* Righteousness and ascendence.

Alternate Entries: *Back Door, Hidden.* A small, rear-access door was built into the exterior wall. The door may be used infrequently, and has been intentionally obscured or covered. It may also be guarded.

Local Impact: *Hostile.* The fortress was constructed in direct opposition to the wishes of those in the area, and relations immediately turned sour.

- **Local Impact Change: *Positive.*** Things have gotten better.

Residents: *New (Peaceful).* Non-original residents reside in the fortress, after obtaining it peacefully. Perhaps the fortress was purchased, inherited, or was a gift. These new residents could also be allies of the original residents, acting as stewards. The fortress could even have been found abandoned, so the new residents moved in.

Resident Relations: *Family Squabbling.* There has been arguing among the resident family of late, regarding a recurring issue. If the primary, or ranking, resident is not there with family, their arguments have been with family, or close relations, outside the fortress, either via correspondence or during a recent visit.

Resident Hobbies: *Carving*

Resident Attitude: *Happy.* The residents like the fortress, or are pleased with their situation (or both). Things are good and spirits are up.

Garrison Size: *Large.* The garrison's size is substantial, and is more than enough to keep the fortress well-defended at all times. Guards are able to stay well-rested.

Garrison Equipment: *Poor.* Guards are equipped with substandard kit and lack a dedicated training area.

Current Issue: *Infestation.* Pests have encroached on the fortress and become a nuisance.

- **Issue Severity: *Serious.*** The issue is a cause of real concern and requires attention soon, lest it worsen.

History: *Convergence.* A pivotal meeting happened here.

Secrets: *Back Door.* Someone has been sneaking out of the fortress in a way that would not be approved of.

Oddities: *Rumbles.* On rare occasions, soft reverberations can be felt from deep underground beneath the fortress.

Special Feature: *Magical Properties.* The structure and/or its surroundings have magical properties.

- **Magical Properties: *Spells of Binding.*** Magic augmented the building process to more-thoroughly bind the materials together, strengthening the overall structure exponentially.

Keep

Shape: *Round.* A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size:

- ***Base Size:*** Very Large
- ***BSM:*** 4
- ***Floor Space:*** 13-square diameter

Exterior Wall Thickness: 2.5 ft. (Half a square)

Number of Floors: *Three.* Two above ground and a cellar.

Raised Entrance: Entrance is on ground level.

Entry Defenses: Reinforced heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving, 1 Guard Bunks).

Number of Rooms (BSM x Number of Floors): *12*

Rooms: Guard Bunks, (4) Bedroom, Kitchen, Dining and Receiving, Library, General Storage, Stables, Solar

- **Library:** In addition to the more traditional collection of reference books, literature and maps on the second floor, Tu Vong's basement contains a sprawling, labyrinthine library dedicated to necromancy and the black arts. Not only books and scrolls, but grotesque artefacts, ritual objects and unholy effigies fill the shelves, and large, dark stains coat the floors and tabletops.

Furnishings: *Decent.* The contents of the keep are of serviceable quality, or in good condition.

Castle

Geographic Advantages: *Forest.* None

Style: *Fortified Keep.* The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall.

Size:

- ***Base Size:*** Very Large
- ***BSM:*** 4

Curtain Walls:

- ***Thickness:*** 15 ft.
- ***Height:*** 10 ft.
- ***Number of Curtain Wall Towers (BSM + 1d4):*** 8
- ***Tower Shape:*** Round
- ***Tower Size / Height:*** Medium [20 ft.]
- ***Tower Floor Area:*** 7-square diameter
- ***Tower Roofs:*** Shallow Slope Roof

Curtain Wall Defenses:

- ***Hoardings.*** Temporary, wooden shelters are constructed, protruding out on top of the walls, allowing defenders to fire directly down on attackers. These would require fireproofing (such as a covering of soaked animal skins), but can be deconstructed and stored in peacetime.
- ***Machicolations.*** Similar to hoardings, but built as a permanent part of the structure, allowing defenders to fire directly down on attackers. If you already have hoardings, treat them as providing overhead cover.
- ***Magical Defenses.*** The castle is protected by something magical.
    - ***Unliving Sentinels.*** The castle is guarded by spirits, shades, wraiths, or some other form of undead.

Barbican: ***None.***

Gatehouses:

- **Gatehouse:** ***Standard Gatehouse.*** The same height as the wall and slightly thicker. Entry is covered by heavy doors.

Moat: ***None.***

Barracks Location: ***Built-On [Keep].*** The barracks are attached to the fortress' keep, and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 5

- **Guard Barracks**
    - **Medium, 8x8, 64 squares, 2 floors**
- **Stables**
    - **Large, 10x10, 100 squares, 1 floor**
- **Servants Quarters**
    - **Large, 10x10, 100 squares, 1 floor**
- **Storage**
    - **Large, 10x10, 100 squares, 2 floors**



The Vault

By Andrew Geertsen



Long ago, an excavation team was contracted by a monastic order seeking a long-lost tome of sacred prophecy and lore. The team took the information, tracked it to a spot on a remote valley floor, and began digging. After what most would have said was *far* too long, they found the vault it was locked in. Word was sent to the order and they came quickly. After being sworn to secrecy, the excavation team was sent on their way and the order began planning.

The monks did not have much money and castles are expensive, so they had to make do. The order built the fortress with the salvaged remains of wrecked ironwood ships salvaged from different nearby regions. The timbers were often intact, having given way at the joins, and sometimes whole panels were found to be salvageable.

The castle was built totally encompassed within the deep dig site, below ground level. Once complete, support structures were built across the top of the dig site cavity, which they then re-covered. The steep roofs of the castle's two towers were topped with soil and local vegetation, forming small mounds. Panels were laid in the same way, effectively making the valley appear as if there had never been a dig site there at all. Several soil-and-plant panels placed at the edge of the dig site were built to be movable and replaceable. When removed, they would reveal stairs that descended down into the earth.

After hundreds of years living underground in their hidden fortress, the order waned. The tome remained protected in its vault, untouched for ages. Power always desires release though and, after an undetermined amount of time, it's power began seeping into the minds of its protectors, filling them with visions. Some of their minds broke and, in their madness, they either perished or fled.

Now, the castle is inhabited by brigands who happened to stumble across the open hatch. After an initial scout to make sure the place was truly deserted, the intruders began to see their lucky find as a fantastic opportunity to establish a covert base of operations, so that's exactly what they did. Unfortunately for them, the tome still wants out, and the bandits now hear voices whispering proclamations of eternal significance in their ears.

General

Location in Relation to Settlement: *Remote*. The fortress is located a significant distance

away from the nearest settlement.

Age: *Ancient*. The fortress was completed more than 500 years ago.

Condition: *Average*. The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: *Valley*. The fortress is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.

Expense: *Modest*. The fortress was constructed with a small budget, enough to build something simple, but functional.

Primary Building Materials: *Timber*. Hewn logs and planks, milled to fit together tightly.

Resource Origin: *Entirely Salvaged*. Building materials were all salvaged from various demolished structures.

Reason for Construction: *Protection*. It was built to keep a particular thing, or place, safe or hidden.

Design Theme: *Practicality*. Utility and function.

Alternate Entries: *Secret Door in Exterior Wall, Forgotten.* A hidden, or invisible, door was built into the exterior wall, to allow for covert comings and goings, but those who built and/or knew about it are no longer around.

Local Impact: *Irritating.* The fortress' construction, or presence, caused some annoyance, or small issue, within the local area.

- **Local Impact Change: *Positive.*** Things have gotten better.

Residents: *New (Peaceful)*. Non-original residents reside in the fortress, after obtaining it peacefully. Perhaps the fortress was purchased, inherited, or was a gift. These new residents could also be allies of the original residents, acting as stewards. The fortress could even have been found abandoned, so the new residents moved in.

Resident Relations: *New Blood.* Someone new has been brought on, and there is more to them than it initially seemed.

Resident Hobbies: *Reading/Storytelling, Martial Training, Feasting*

Resident Attitude: *Angry*. The residents hate being here. Not a day goes by where they don't actively think about leaving, but they have stayed for some reason, perhaps one outside their control.

Garrison Size: *Modest.* The garrison's size is large enough to sufficiently defend the fortress and allow for reasonable guard shifts.

Garrison Equipment: *Decent.* Guards are equipped with standard kit, and have a dedicated training area and equipment for use. They demonstrate refined practice techniques, such as specific drills, for a variety of situations.

Current Issue: *Structural Damage [Weather].* An area of the fortress has been damaged by the elements.

- **Issue Severity: *Trivial.*** The issue does not pose much, if any, real concern.

History: *Dig Site.* An intriguing discovery was made here.

Secrets: *Prized Tome.* A book of great value is within the fortress.

Oddities: *Phantom Sounds.* While standing in specific areas of the fortress, indistinct snippets of conversation and activity can often be heard from nearby rooms yet, upon investigation, nothing is ever there.

Special Feature: *Bizarre Location.* The structure is built in an atypical kind of location.

- **Bizarre Location: *Beneath the Surface.*** The fortress is located under some kind of environment where one might not think a fortress could be, such as underwater, under sand, or even soil or mud. There may, or may not, be something keeping the surrounding material out of the immediate fortress (such as a bubble keeping water out of an underwater fortress).

Keep

Shape: *Round.* A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size:

- ***Base Size:*** Large
- ***BSM:*** 3
- ***Floor Space:*** 11 square diameter

Exterior Wall Thickness: 5 ft. (1 square)

Number of Floors: *Three.* Two above-ground floors and a cellar.

Raised Entrance: Entrance is on ground level.

Entry Defenses: Reinforced heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *9*

Rooms: Bedroom, Kitchen, Dining and Receiving, Servant Quarters, Bedroom, Kitchen, Solar, Cell, Guard Bunks

Furnishings: *Decent.* The contents of the keep are of serviceable quality, or in good condition.

Castle

Geographic Advantages: *Valley.* None.

Style: *Fortified Keep.* The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall.

Size:

- ***Base Size:*** Small
- ***BSM:*** 1

Curtain Walls:

- ***Thickness:*** 5 ft.
- ***Height:*** 10 ft.
- ***Number of Curtain Wall Towers:*** 2
- ***Tower Shape:*** Box
- ***Tower Size / Height:*** Large [30 ft.]
- ***Tower Floor Area:*** 7x7 squares
- ***Tower Roofs:*** Steep Slope Roof

Curtain Wall Defenses

- ***Hoardings.*** Temporary, wooden shelters are constructed, protruding out on top of the walls, allowing defenders to fire directly down on attackers. These would require fireproofing (such as a covering of soaked animal skins), but can be deconstructed and stored in peacetime.

Barbican: The gatehouse leads to a walled approach, ending in a drawbridge.

Gatehouses:

- **Gatehouse: *Strong Gatehouse.*** One and a half times the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
    - ***Location of Gatehouse:*** Entrance into bailey.

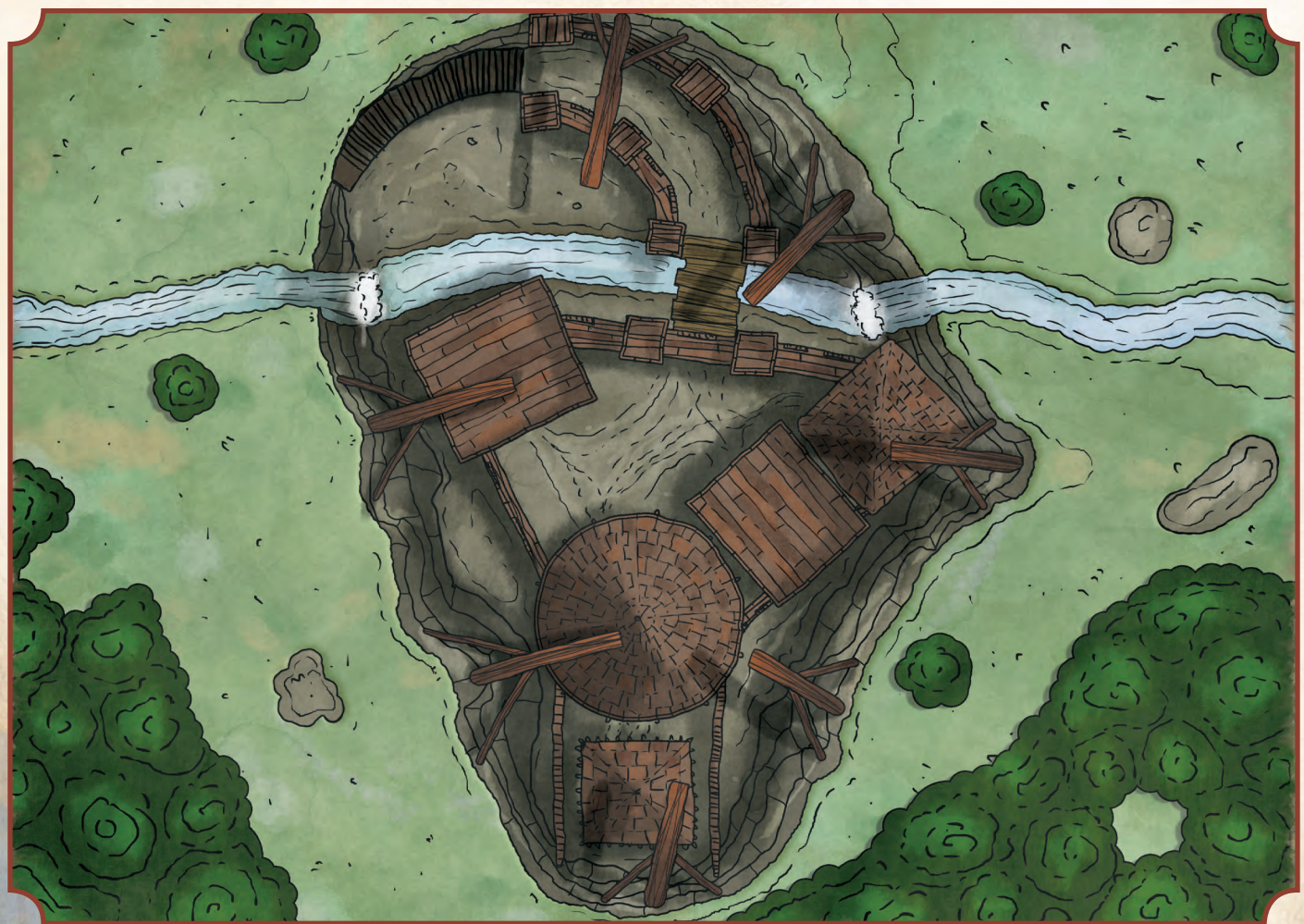
Moat: *Filled Moat [Trapped].* The moat is filled with water and is trapped somehow. Perhaps there is a natural or artificial current, or perhaps it is filled with vicious, aquatic animals.

- ***Moat Width:*** 30 ft.
- ***Moat Depth:*** 20 ft.

Barracks Location: *Built-In [Walls].* The barracks facilities are attached to the fortress walls (in the walls if they are thick enough, attached to them if not), and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas, used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 2

- **Additional Quarters**
    - **Very Large, 12x12, 144 squares, 1 floor**
    - **Description:** Additional sleeping and dining quarters.
- **Tome Containment**
    - **Large, 10x10, 100 squares, 1 floor**
    - **Description**: This building is the locked holding vault for the tome.



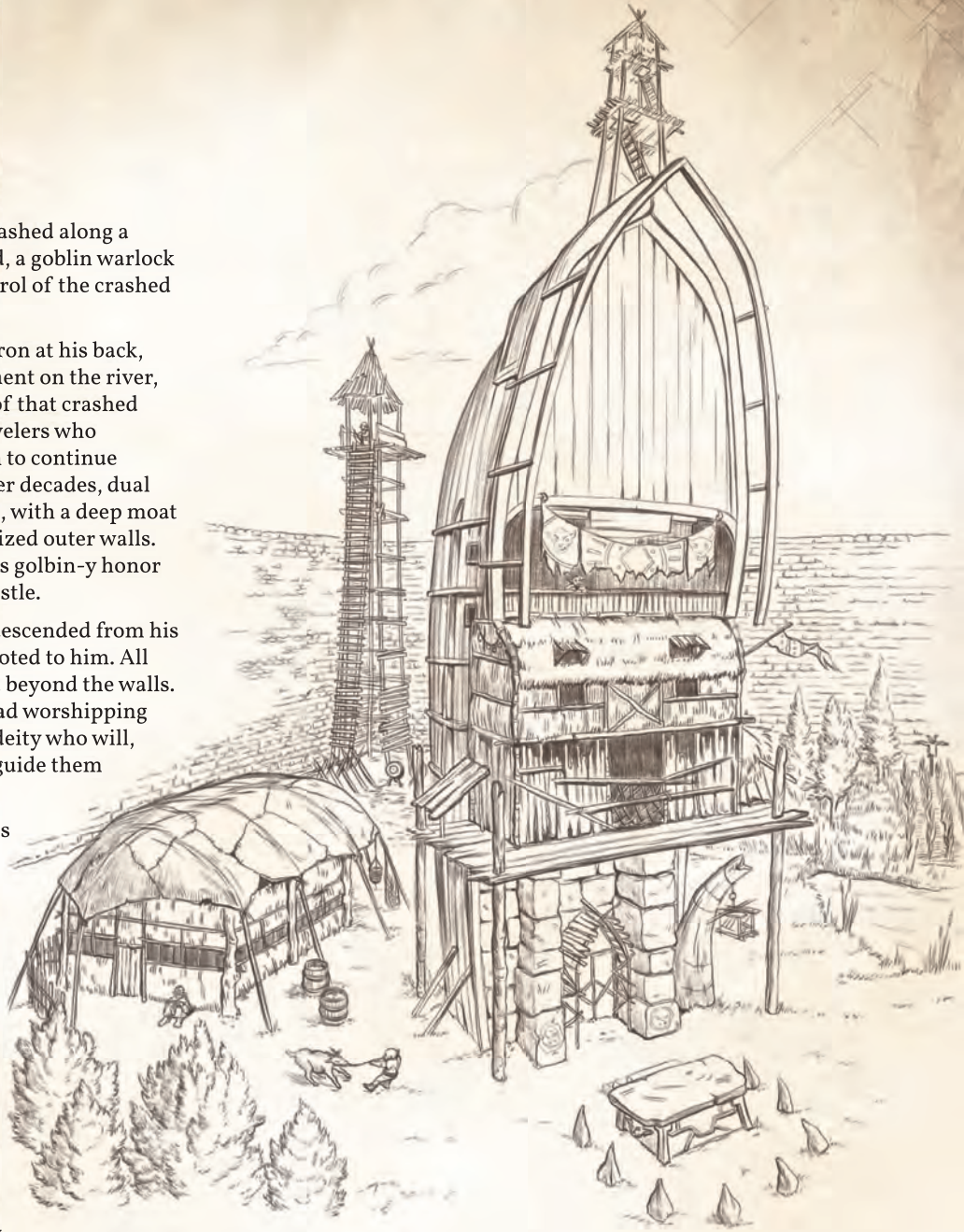
Vesselra

By Matthew Lastimosa & Megan Roy

Over two centuries ago, a large convict ship crashed along a narrow river bend. The only prisoner it carried, a goblin warlock of unusual prowess named Glaavek, took control of the crashed ship and made prisoners of his captors.

With the might of a heinous otherworldly patron at his back, Glaavek oversaw the building of a new settlement on the river, centered around the upturned vertical frame of that crashed convict ship. He captured and enslaved all travelers who attempted to ford the river bend, forcing them to continue construction of his ever-expanding castle. Over decades, dual layers of stone and wooden walls were erected, with a deep moat behind the river entrance and sloped, weaponized outer walls. Carvings, statues, and decorations in Glaavek's golbin-y honor amplified the imposing might of his cultish castle.

Now, centuries later, Glaavek's people (those descended from his initial captives) are, strangely, universally devoted to him. All who live in Vesselra have never seen the world beyond the walls. They know nothing of Glaavek's patron, instead worshipping Glaavek himself as their powerful, immortal deity who will, one day, summon them to board his ship and guide them upwards to the heavens.



To prove their worthiness to Glaavek, Vesselra's people train tirelessly for a competition at the turn of each season called 'The Undertaking'. All residents age 16-22 are allowed (read: required) to participate in these grueling week-long 'games' that test the wit, strength, and emotional fortitude of its participants. The champion of each Undertaking, called a 'Vessel', is honored in a day-long celebration before being ritually sacrificed in the castle square. The body is discarded as fertilizer for the surrounding trees, while the blood is collected and gifted to Glaavek. Those who aren't granted the honor of being a Vessel (and who survive the games at all) dedicate themselves to the community in other ways by bearing many children, joining the garrison, or simply working the castle farms.

Unbeknownst to his captives, the blood of these sacrifices does naught but extend Glaavek's life, slowly magnifying his (and his patron's) power.

Dark rumors surround this mysterious settlement from the outside, though few inside ever hear of them, cut off from civilisation as they are. Locals theorize as to who the thick walls of that hyper-fortified castle protect, and who they intend to keep out. In reality, those walls are instead designed to keep people *in*: the sheltered and brainwashed slaves of Vesselra.

General

Location in Relation to Settlement: *Remote*. The fortress is located a significant distance away from the nearest settlement.

Age: *Old*. The fortress was completed between 100 and 200 years ago.

Condition: *Average*. The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: *River*. The fortress is near a steadily flowing stream or other watercourse.

Expense: *Moderate*. The fortress was constructed with a small budget; enough to build something simple, but functional.

Primary Building Materials. *Salvage*. Found materials, such as repurposed stone from crumbled ruins, or timbers from wrecked ships.

Resource Origin: *Locally Made/Harvested [Preserved Surroundings]*. Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.

Reason for Construction: *Conversion*. The building was formerly used for another purpose, but constant additions and changes made it what it is today.

Design Theme: *Glory.* Prestige and triumph.

Alternate Entries: *Drain, Blocked.* A drain pipe emerges somewhere in the landscape outside the fortress. Its final several yards are entirely filled with large stones to allow water to easily pass, but not intruders.

Local Impact: *Disruptive*. The fortress disturbed the area in which it was built. This may or may not have been intentional.

- **Local Impact Change: *Positive.*** Things have gotten better.

Residents: *Original.* The original residents, their descendants, or successors are in residence. This might be the person responsible for building the fortress and/or their family, or the people they stationed there (or their descendents/successors).

Resident Relations: *Diplomatic Harmony.* Relations between the ranking resident and their liege (or superior, of some sort) have been going exceedingly well lately. If they owe fealty to no one, the relationship is with someone close to them.

Resident Hobbies: *Outdoor Games - Martial* (mock combat, jousting, tourneys, wrestling, etc.)

Resident Attitude: *Irritated.* The residents are perturbed by this place. Something about it, or their situation, is irksome and grates on them daily.

Garrison Size: *Modest.* The garrison's size is large enough to sufficiently defend the fortress and allow for reasonable guard shifts.

Garrison Equipment: *Good.* Guards are equipped with above-standard kit, and have a dedicated training area and equipment for use. They utilize highly refined practice techniques, such as specific drills, for a variety of situations.

Current Issue: *Entryway Malfunction.* A door, gate, portcullis, or drawbridge is experiencing an issue.

- **Issue Severity: *Manageable.*** The issue requires attention, but is no cause for great alarm.

History: *Ensured Silence.* The architect of this fortress was imprisoned (before *or* after the fortress was built).

Secrets: *Prized Tome.* A book of great value is within the fortress.

Oddities: *Breeze.* Even in closed rooms with no external doors, there always seems to be a tiny breeze that makes cloaks swirl lightly around feet.

Special Feature: *Resident - Creature or Monster.* A beast, monster, or uncivilized entity resides here. Depending on the other residents of the fortress, it may have chosen to make its home here, or is a captive.

- **Resident - Creature or Monster: *Goblinoid.*** A goblin, hobgoblin, or bugbear.

Keep

Shape: *Box.* A square or rectangular keep maximises internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size:*** Small
- ***BSM:*** 1
- ***Floor Space:*** 5x5 squares

Exterior Wall Thickness: 10 ft. (2 squares)

Number of Floors: *Three.* Two above ground floors and a cellar.

Raised Entrance: Entrance is on ground level.

Entry Defenses: Reinforced heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *3*

Rooms: Kitchen

- ***Bedroom.*** Top floor, belongs to Glaavek only — never been seen by any resident, as it is a temple to his patron, and the other residents do not know his power is granted by an external deity.
- ***Dining and Receiving.*** First entry floor. Used four times a year after each Undertaking, where residents come in to feast and celebrate the Vessel before their sacrifice.

Furnishings. *Good.* Most of the contents of the keep are of decent quality or in good condition, and some may be excellent or in fine condition.

Castle

Geographic Advantages: *River.* Narrow approaches.

Style: *Concentric Castle.* Similar to a fortified keep, but with a second, additional wall surrounding everything. Additional outbuildings (typically of lesser strategic value) may be placed in this additional space.

Size:

- ***Base Size:*** Large
- ***BSM:*** 3

Curtain Walls:

- ***Thickness:*** 20 ft.
- ***Additional Height:*** 30 ft.
- ***Number of Curtain Wall Towers:*** 5
- ***Tower Shape:*** Round
- ***Tower Size / Height:*** Large [50 ft.]
- ***Tower Floor Area:*** 9-square diameter
- ***Tower Roofs:*** Flat Roof

Curtain Wall Defenses:

- ***Brattice:*** A singular projecting space (similar to machicolations), placed over a vulnerable area, such as a passage. Like machicolations, this allows defenders to rain down attacks on an enemy directly below them, and also allows for flanking fire along the wall.
- ***Batters.*** The bottom portion of the wall slopes outward and is, therefore, much thicker. This hinders the approach of siege towers, makes undermining difficult, and stretches siege ladders to breaking point, if they can bridge the distance at all. In addition, it removes a blindspot for defenders - the area directly beneath them.

Barbican: The gatehouse, preceded by a drawbridge, leads to a walled approach, ending in an additional drawbridge.

Gatehouses:

- **Gatehouse 1: *Strong Gatehouse.*** One and a half times the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
- **Gatehouse 2: *Strong Gatehouse.*** One and a half times the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.

Moat: *Filled Moat.* A standard moat, filled with water.

- ***Moat Width:*** 20 ft.
- ***Moat Depth:*** 25 ft.

Barracks Location: *Built-On [Keep].* The barracks are attached to the fortress' keep, and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 5

- **Servant's Quarters/Kitchens**
  - **Medium, 8x8, 64 squares, 2 floors**
  - **Description:** Quarters and cooking area for those that have survived the Undertaking. Almost always full.
- **Chapel**
  - **Medium, 8x8, 64 squares, 1 floor**
  - **Description:** A crude temple-like structure facing the keep, dedicated to worshipping Glaavek. Residents visit to pray to him twice a day.
- **Forge**
  - **Small, 6x6, 36 Squares, 1 floor**
  - **Description:** Used to forge the weapons and armor used for the Undertaking at the turn of each season. Used only by the head blacksmith and her apprentice.
- **Storage/Museum**
  - **Large, 10x10, 100 Squares, 1 floor**
  - **Description:** Storage for Undertaking materials, weaponry, armor, and a small victor's dedication 'shrine'.



Whitebluff Castle

By Chris Haskins



After years of hardship, war and toil, the lord of the realm declared that all hostilities were to end, and that a great castle was to be built in honor of diplomacy, commitment to peace, and the goal of prosperity for all. The castle was to be set upon the highest of the great cliffs that looked out over the edge of the sea so as to be a beacon for those traveling from distant shores, as well as to those from inland.

Beside this castle, the lord desired a city to be built. The city was to be a place that would enrich and sustain all who visited. It would be known for merriment and cheer, and all whose lives were touched by it would be made better. And so it was that these things came to pass. Whitebluff Castle was built, bright and mighty upon the rise and, in its shadow, a city by the sea, built for the people by their lord who rejected conflict and suffering, and with the pure and simple goal of enriching their lives.

The castle is encircled by five towers. Three of the towers are the permanent residences of the lord's surviving children, while the remaining two were built in dedication to his much-beloved eldest son and youngest daughter, who gave their lives in glorious battle before the end to fighting. The lord's third child, a son crassly exhibiting all the classic symptoms of being a middle child, has convinced himself he is desperately in love with one of the stable hands, and spends his days in his tower overlooking the bailey, loudly pining and sighing dramatically every time anyone, whether one of his siblings or a servant bringing him some lunch, comes in or near his doorway. Down in the stables, the stable hand remains blissfully unaware, having never met the lord's middle son in person, and just gets on with her job.

The other residents of Whitebluff are far more concerned about the rumblings felt in the ground below the castle. They have always been there, and nothing terrible has happened thus far, but just when it has been long enough between reverberations for everyone to forget about them, another one gently shakes the stones of the walls, and the residents worry anew that everything may not be exactly as it seems, far below their feet.

General

Location in Relation to Settlement: *Prominent*. The fortress is not only located in a central location, but is highly visible, as if it is (or was) being showcased or featured. The settlement was probably built around it.

Age: *New*. The fortress was completed within the past 20 years.

Condition: *Strong*. The fortress is well-maintained and presents no obvious vulnerabilities. If the fortress is of a significant enough age, doors, timbers, fixings or other elements may have been added, updated or replaced. It is likely kept relatively clean. If under construction, the fortress is very nearly complete, perhaps waiting on some superficial or decorative elements, and completion is likely within the month. The residents are able to live comfortably.

Environment: *Coastal*. The fortress is near a large body of water, such as a lake or ocean.

Expense: *Significant*. The fortress was built with a large budget, allowing for high-quality materials and some luxury elements.

Primary Building Materials: *Stone*. Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Locally Made/Harvested [Preserved Surroundings]*. Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.

Reason for Construction: *Decree*. A ruler, or governing group, ordered that it be built.

Design Theme: *Grace*. Beauty and elegance.

Alternate Entries: *Maintained Tunnel*. A tunnel leads out of the fortress, which is well-maintained and in good repair. It shows signs of recent (but not heavy) use.

Local Impact: *Advantageous*. The fortress immediately benefited the local area in a big way, perhaps resolving a serious issue, or exerting an extremely positive influence.

Residents: *Original*. The original residents, their descendants, or successors are in residence. This might be the person responsible for building the fortress and/or their family, or the people they stationed there (or their descendants/successors).

Resident Relations: *Secret Love*. A staff member has been receiving secret notes, messages, or gestures of a romantic nature.

Resident Hobbies: *Feasting*

Resident Attitude: *Happy*. The residents like the fortress, or are pleased with their situation (or both). Things are good and spirits are up.

Garrison Size: *Large*. The garrison's size is substantial, and is more than enough to keep the fortress well-defended at all times. Guards are able to stay well-rested.

Garrison Equipment: *Good*. Guards are equipped with above-standard kit, and have a dedicated training area and equipment for use. They utilize highly refined practice techniques, such as specific drills, for a variety of situations.

Current Issue: *Unwanted Attention*. Unfriendly outsiders have recently become interested in the fortress (or those inside it).

- **Issue Severity: *Manageable*.** The issue requires attention, but is no cause for great alarm.

History: *Convergence*. A pivotal meeting happened here.

Secrets: *Unknown Power*. Someone in the fortress has an item they believe is mundane. It is actually special and/or important.

Oddities: *Rumbles*. On rare occasions, soft reverberations can be felt from deep underground beneath the fortress.

Special Feature: *Resident - Great Person*. A person of significance, or renown, lives here.

- **Resident - Great Person**: ***Hero*.** A person known for their good deeds, performed selflessly for the benefit of others.

Keep

Shape: *Box*. A square or rectangular keep maximizes internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size:*** Very Large
- ***BSM:*** 4
- ***Floor Space:*** 11x11 squares

Exterior Wall Thickness: 5 ft. (1 square)

Number of Floors: *Six*. Five above-ground floors and a cellar.

Raised Entrance: Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

Entry Defenses: Portcullis and drawbridge.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *24*

Rooms: (5) Bedroom, (2) Kitchen, (4) Dining and Receiving, (2) Guard Bunks, Privvy, (2) General Storage, (2) Closet, Solar, Equipment Storage, (2) Larder, Chapel, Cell

Furnishings: *Fine*. The contents of the keep are all of superlative quality, or are in excellent condition.

Castle

Geographic Advantages: *Coastal*. Cliff.

Style: *Fortified Keep*. The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall.

Size:

- ***Base Size:*** Large
- ***BSM:*** 3

Curtain Walls:

- ***Thickness:*** 10 ft.
- ***Height:*** 20 ft.
- ***Number of Curtain Wall Towers:*** 5
- ***Tower Shape:*** Box
- ***Tower Size / Height:*** Medium [30 ft.]
- ***Tower Floor Area:*** 5x5 squares
- ***Tower Roofs:*** Uncovered

Curtain Wall Defenses:

- ***Machicolations*.** Similar to hoardings, but built as a permanent part of the structure, allowing defenders to fire directly down on attackers. If you already have hoardings, treat them as providing overhead cover.

Barbican: The gatehouse leads to a walled approach, ending in a drawbridge.

Gatehouses:

- **Gatehouse: *Grand Gatehouse.*** Twice the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
  - ***Location of Gatehouse:*** Entrance into bailey.
  - ***Additional Features:*** Second portcullis, murder holes, spouts.

Moat: *None.*

Barracks Location: *Built-In [Walls].* The barracks facilities are attached to the fortress walls (*in* the walls if they are thick enough, attached to them if not), and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas, used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 4

- **Kitchens**
  - **Medium, 8x8, 64 squares, 1 floor**
  - **Description:** The kitchens are located in this building separated from the keep, located in the bailey. They are almost always staffed with at least one person.
- **Stables**
  - **Large, 10x10, 100 squares, 1 floor**
  - **Description**: A stable hand is always on duty to receive horses coming in or to prepare horses going out.
- **Forge**
  - **Small, 6x6, 36 squares, 1 floor**
- **Servant's Quarters**
  - **Medium, 8x8, 64 squares, 1 floor**



The Cottage

By Andrew Geertsen



After years of suffering in silence while marauders and brigands overan his peaceful people, a tribal elder lay in the cot in his tent, covered in furs and blankets, speaking to his young son. He told him that their time of being at the mercy of those who would bring harm upon them was at an end. Before he passed, the elder set his son a task: to build a refuge for their people, a place of safety, peace, and stability. As he lay dying, he asked to be handed a smooth block of stone, roughly the size of a loaf of bread, which the son dutifully unwrapped from its rags among his father's limited belongings. On it, a shaman had carved delicate symbols and patterns, and it was this he held to his heart as he made his final request. "When I have left this body, take this stone and, with it, build our new home." Holding both the stone and his father's now-lifeless hand in his own, the elder's son vowed to do as he had been asked.

The tribe took what funds they had amassed through trade and gifts and imported the stone they would need. Stone by stone they began to build a new home, nestled in their valley. As instructed, the first stone laid was that of the former elder, and they soon saw that the stone granted their settlement a unique power. The tribe had built a mighty stronghold, fronted by a grand, seventy-foot-tall gatehouse with great timber doors. To outsiders, however, some enchantment of the stone had made their refuge appear as nothing but a small, overgrown stone cottage. Only by entering through the quaint, peeling, ivy-covered doorway did the true, towering structure become visible, dwarfing the tiny entryway behind.

The genius disguise of their fortress has protected tribe from the day the last stone was laid. Preferring the outdoors as a general rule, day to day they live humble, happy lives in their tents in the valley but, in times of peril and need, they are able to retreat to the safety of The Cottage, leaving little sign of their presence.

However, nothing is ever perfect. The former elder's son, the inheritor of his father's title, has grown somewhat restless. The tribe having always been nomadic, he feels as though he has sacrificed some of his best years, locking himself and his people away behind stone walls. His wanderlust nags at him, and he takes any opportunity presented to travel, and regularly hosts adventuring parties who sometimes happen through the valley, eager to hear tales from parts far and wide.

The Cottage itself has attracted visitors as well. Tiny elementals of stone and earth make themselves known from time to time. They are not hostile; they are, in fact, often friendly and playful. None are entirely sure where they came from, but some think they may have been among the imported stones.

To ensure the safety of those staying within The Cottage, trees have been planted and the approaches to it narrowed as effectively as possible without giving away any signs that anything is truly there. Should an assault occur, any who would be foolish enough to scale the walls would be subject to waves of poisonous darts, housed secretly amongst the stones.

General

Location in Relation to Settlement: *Edge of Settlement*. The fortress is located on the outer border of the settlement proper, perhaps connected to, or surrounded by, its border wall, if it possesses one.

Age: *Recent*. The fortress was completed between 20 and 100 years ago.

Condition: *Average.* The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: *Valley.* The fortress is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.

Expense: *Modest.* The fortress was constructed with a small budget, enough to build something simple, but functional.

Primary Building Materials: *Stone.* Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Imported.* Building materials were purchased and brought in from an outside source in their entirety.

Reason for Construction: *Mortal Command.* It was the dying wish of someone important to the builder.

Design Theme: *Refuge.* Welcome and safety.

Alternate Entries: *None.* There are no alternate entries into the fortress.

Local Impact: *Beneficial.* The fortress proved a boon to the local area, perhaps serving as a compromise to a preexisting issue or demonstrating some small, positive impact.

Residents: *Original*. The original residents, their descendants, or successors are in residence. This might be the person responsible for building the fortress and/or their family, or the people they stationed there (or their descendants/successors).

Resident Relations: *Expecting.* The ranking or most important resident of the fortress is expecting a child soon. If they are unwed, take into account what this might mean.

Resident Hobbies: *Knitting/Sewing*

Resident Attitude: *Irritated.* The residents are perturbed by this place. Something about it, or their situation, is irksome and grates on them daily.

Garrison Size: *Minimum.* The garrison is the smallest necessary to do the job, so is likely overworked, or unable to handle more than absolutely vital tasks. A force this size requires few commanding officers.

Garrison Equipment: *Standard.* Guards are equipped with standard kit, and have a dedicated training area with basic practice equipment (simple targets, poles for combat dummies, etc.).

Current Issue: *Worker Illness.* A member of the household staff or guard has gotten sick.

- **Issue Severity: *Tough.*** The issue is causing notable hardship, or inconvenience, that is affecting those dealing with it.

History: *Previous Residents.* Someone of note lived here before the fortress was built.

Secrets: *Ancient Resting Place.* A body was buried here before the fortress was built.

Oddities: *Strange Visitors.* On occasion, the fortress experiences visits from unusual beings or creatures. If anyone is aware of these visitors (they may stay hidden), no one knows where they come from.

Special Feature: *Magical Properties.* The structure and/or its surroundings have magical properties.

- **Magical Properties: *Deceptive.*** The fortress appears differently to onlookers outside of its walls than to those inside them.

Keep

Shape: *Round.* A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size:

- ***Base Size:*** Medium
- ***BSM:*** 2
- ***Floor Space:*** 9-square diameter

Exterior Wall Thickness: 2.5 ft. (Half a square)

Number of Floors: *Two.* One above ground and a cellar.

Entry Defenses: Reinforced heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *4*

Rooms: Bedroom, Kitchen, Dining & Receiving, Larder

Furnishings. *Basic.* Most of the contents of the keep are very basic, of poor quality or in poor condition, though some may be decent.

Castle

Geographic Advantages: *Valley.* Narrow approach(es).

Style: *Fortified Keep.* The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall.

Size:

- ***Base Size:*** Small
- ***BSM:*** 1

Curtain Walls :

- ***Thickness:*** 35 ft.
- ***Height:*** 35 ft.
- ***Number of Curtain Wall Towers:*** 4
- ***Tower Shape:*** Box
- ***Tower Size / Height:*** Medium [45 ft.]
- ***Tower Floor Area:*** 5x5 squares
- ***Tower Roofs:*** Flat Roof

Curtain Wall Defenses:

- ***Brattice.*** A singular projecting space (similar to machicolations), placed over a vulnerable area, such as a passage. Like machicolations, this allows defenders to rain down attacks on an enemy directly below them, and also allows for flanking fire along the wall.

Barbican: The gatehouse leads to a walled approach, ending in a drawbridge.

Gatehouses:

- **Gatehouse: *Grand Gatehouse.*** Twice the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.

Moat: *Filled Moat.* A standard moat, filled with water.

- ***Moat Width:*** 15 ft.
- ***Moat Depth:*** 30 ft.

Barracks Location: *Multiple, Separate Structures.* The barracks are made up of multiple, smaller buildings arranged near one another, housing the garrison. The separation could be based on rank, or simple practicality.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 2

- **Stable**
  - **Medium, 8x8, 64 squares, 1 floor**
- **Bunks**
  - **Large, 10x10, 100 squares, 1 floor**

Stronghold

Curtain Wall Reinforcements:

- ***Additional Thickness:*** +10 ft.
- ***Additional Height:*** +25 ft.
- ***Additional Curtain Wall Towers:*** 1

Style Amplifications: *Watchful.* Vigilance is of paramount importance.

Brutal Defenses: *Wall of Darts.* The walls are set with dart traps that can be triggered when the walls are being swarmed.



Rothe Hall

By Ralph Stickley

Walfred Rothe was always something of the black sheep of his family. While his siblings practised rules of decorum or crossed swords in the training yard, he was busy studying and categorizing beetles, and when they left their ancestral stronghold to become governors, or to achieve great military acclaim, Walfred set off for the wilds, butterfly net in hand.

His parents were hardly sorry to see him go; a bookish son might be acceptable for *some* families, but not the Rothes of Rothe Hall, whose glorious history deserved to be carried forward by only the most prestigious figures. However, prestigious figures make plenty of enemies, and have a habit of meeting sticky ends. Misfortune and death seemed to dog the Rothe brood until, by the time of their father's passing, the aged dowager baroness had no choice but to send for her estranged son (and now only child) to aid her running the estate.



It took barely any time at all for Walfred to fall short of even his mother's low expectations. The taxidermy she could just about abide; after all, a collection of stuffed beasts is an acceptable choice of decor. No, the troubles started with the birds – Walfred had brought cages of exotic birds, collected on his travels, and soon they were competing with the hunting hawks for space in the mews. Shipments of larger creatures followed, and space had to be found for them; some in their own bespoke enclosures, some in repurposed outbuildings, and a few allowed to roam the grounds (Walfred insists these are tame, though opinions amongst the staff vary), and it quickly became clear he had no intention to stop there.

Rothe Hall, while capable of flight, had remained earthbound for the better part of a century; the dowager baroness despised flying and, besides, had become fond of the present view. Walfred, however, was not about to let the benefits of owning a flying castle go to waste, and saw no reason that his responsibilities meant he could not continue his travels. To his mother's horror, Walfred now takes Rothe Hall on extended flights to all manner of godsforsaken hinterlands in search of more animals to add to his collection. Worse, when they make port near centers of civilization, Walfred allows the gates to be opened, and for guests to be admitted. Fellow academics come to discuss theories, and common folk come to gawk at the menagerie (admitted for a few copper pieces, or a cat or dog to feed the beasts).

Extended bouts of travel are taking their toll on the fortress; stone and plaster are beginning to flake, and it is only a matter of time before major and irreparable harm is done to the structure. The inhabitants, too, suffer for Walfred's eccentricities; aside from the dangerous beasts stalking the grounds, a multitude of stowaways have made their home in the walls and floors of Rothe Hall – pests from around the world. Walfred, of course, views these as just another part of his collection.

General

Location in Relation to Settlement: *Outskirts.* The fortress is located on the very fringes of the settlements' occupied land, perhaps within farming country or the stretch of land between the settlement proper and the wilderness.

Age: *Very Old.* The fortress was completed between 200 and 500 years ago.

Condition: *Poor or Incomplete.* The fortress is in disrepair, with loose stones or timbers, gaps, holes, rot, or other issues that might adversely affect the structure's integrity. The exterior is not completely intact. If under construction, it may be nearing completion, or up to a few years from being finished. Residence within the fortress would prove inconvenient, at best.

Environment: *Valley.* The fortress is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.

Expense: *Moderate.* The fortress was built with a medium budget, perhaps allowing for a small comfort or two.

Primary Building Material: *Stone.* Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Locally Made/Harvested [Preserved Surroundings].* Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.

Reason for Construction: *Immortal Command.* A god, or powerful otherworldly being, commanded it be built.

Design Theme: *Glory.* Prestige and triumph.

Alternate Entries: *Back Door, Blocked.* A small, rear-access door was built into the exterior wall. For security reasons, it has been blocked from the inside.

Local Impact: *Hostile.* The fortress was constructed in direct opposition to the wishes of those in the area, and relations immediately turned sour.

- **Local Impact Change: *Negative.*** Things have gotten worse.

Residents: *Original.* The original residents, their descendants, or successors are in residence. This might be the person responsible for building the fortress and/or their family, or the people they stationed there (or their descendents/successors).

Resident Relations: *Family Squabbling.* There has been arguing among the resident family of late, regarding a recurring issue. If the primary, or ranking, resident is not there with family, their arguments have been with family, or close relations, outside the fortress, either via correspondence or during a recent visit.

Resident Hobbies: *Botany/Study of Nature*

Resident Attitude: *Content.* The residents like the fortress well enough. The place itself, or their circumstances, may not be ideal, but things aren't so bad.

Garrison Size: *Large.* The garrison's size is substantial, and is more than enough to keep the fortress well-defended at all times. Guards are able to stay well-rested.

Garrison Equipment: *Poor.* Guards are equipped with substandard kit and lack a dedicated training area.

Current Issue: *Infestation.* Pests have encroached on the fortress and become a nuisance.

- **Issue Severity: *Serious.*** The issue is a cause of real concern and requires attention soon, lest it worsen.

History: *Hallowed Ground.* When the fortress was built, a central area of the site featured markings that someone viewed as being of great importance. As such, it was built around and preserved.

Secrets: *Ancient Treasure.* A treasure was buried here before the fortress was built.

Oddities: *Rumbles.* On rare occasions, soft reverberations can be felt from deep underground beneath the fortress.

Special Feature: *Magical Properties.* The structure and/or its surroundings have magical properties.

- **Magical Properties: *Flying.*** The fortress can be, or is always, airborne. The magic is likely sustained by a ritual, enchanted object, or individual, who may or may not command the fortress

Keep

Shape: ***Box.*** A square or rectangular keep maximises internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size:*** Small
- ***BSM:*** 1
- ***Floor Space:*** 5x5 squares

Exterior Wall Thickness: 2.5 ft. (half a square)

Number of Floors: *Four.* Three above ground floors and a cellar.

Raised Entrance: Entrance is on ground level.

Entry Defenses: Simple heavy door.

Inside the Keep. (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving, Guard Bunks).

Number of Rooms (BSM x Number of Floors): *4*

Rooms: Bedroom, Dining & Receiving, Guard Bunks, Kitchen

Furnishings: *Poor.* The contents of the keep are very simplistic, of inferior quality, or are in a state of disrepair.

Castle

Geographic Advantage: *Valley.* None

Style: *Fortified Keep.* The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall.

Size:

- ***Base Size:*** Medium
- ***BSM:*** 2

Curtain Walls:

- ***Thickness:*** 35 ft.
- ***Height:*** 30 ft.
- ***Number of Curtain Wall Towers (BSM + 1d4):*** 9
- ***Tower Shape:*** Round
- ***Tower Size / Height:*** Medium [40 ft.]
- ***Tower Floor Area:*** 7-square diameter
- ***Tower Roofs:*** Uncovered

Curtain Wall Defenses:

- ***Machicolations.*** Similar to hoardings, but built as a permanent part of the structure, allowing defenders to fire directly down on attackers. If you already have hoardings, treat them as providing overhead cover.

Barbican: The gatehouse leads to a walled approach, ending in a drawbridge.

Gatehouses:

- **Gatehouse 1: *Standard Gatehouse.*** The same height as the wall and slightly thicker. Entry is covered by heavy doors.
  - ***Location of Gatehouse:*** Entrance into barbican.
- **Gatehouse 2: *Grand Gatehouse.*** Twice the height and thickness of its wall. Entry is covered by heavy doors, a portcullis.
  - ***Location of Gatehouse:*** Entrance into bailey.

Moat: *Filled Moat.* A standard moat, filled with water.

- ***Moat Width:*** 25 ft.
- ***Moat Depth:*** 25 ft.

Barracks Location: *Single, Separate Structure.* The barracks are situated in a single, large building in the bailey of the castle, housing the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas, used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 3

- **Enclosure 1**
  - **Medium, 8x8, 64 squares, 1 floor**
  - **Description:** This building was previously a storehouse for outdoor sporting gear. It currently houses a variety of marmosets, tamarins and other small monkeys, a few of which have mildly magical properties, in a jungle environment.
- **Enclosure 2**
  - **Medium, 8x8, 64 squares, 1 floor**
  - **Description:** This building was previously a chapel. It currently serves as overnight shelter for the creatures allowed to roam the ground freely.
- **Enclosure 3**
  - **Large, 10x10, 100 squares, 1 floor**
  - **Description:** This building was previously a greenhouse. It currently houses a giant sloth lemur in a jungle environment.

Stronghold

Curtain Wall Reinforcements:

- ***Additional Thickness:*** +10 ft.
- ***Additional Height:*** +20 ft.
- ***Additional Curtain Wall Towers:*** 6

Style Amplifications: *Under Cover.* The wall-walks are covered with permanent fortifications, allowing for safer patrols and easier defense.

Brutal Defenses: *Stalwart Defenders.* A portion of the fortress' defenders are extremely well-trained in general warfare and siegecraft, and are particularly loyal. (GM's discretion on stats and abilities)

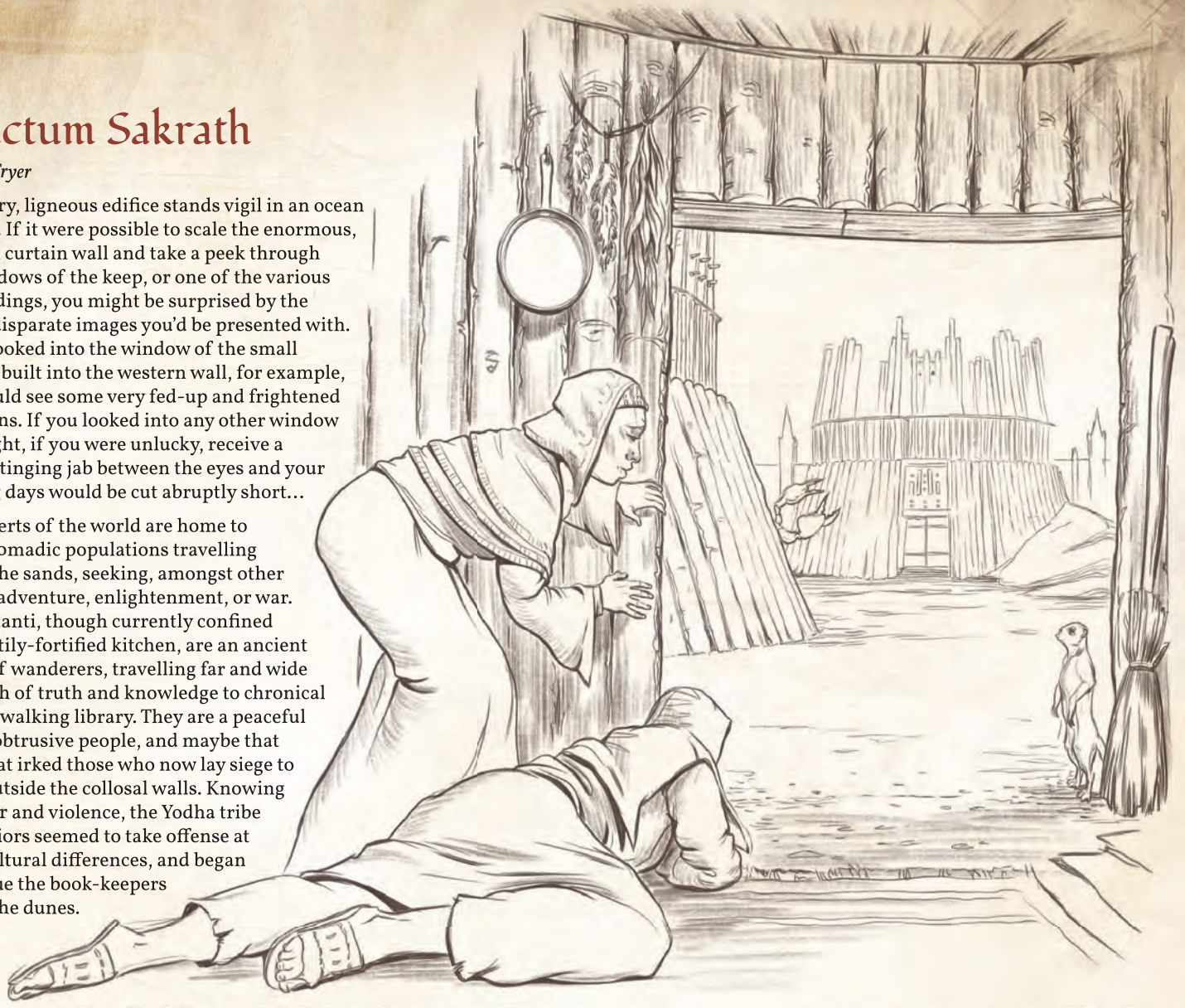


Sanctum Sakrath

By Lou Fryer

A solitary, ligneous edifice stands vigil in an ocean of sand. If it were possible to scale the enormous, wooden curtain wall and take a peek through the windows of the keep, or one of the various outbuildings, you might be surprised by the wildly disparate images you'd be presented with. If you looked into the window of the small kitchen built into the western wall, for example, you would see some very fed-up and frightened librarians. If you looked into any other window you might, if you were unlucky, receive a sharp, stinging jab between the eyes and your peeking days would be cut abruptly short…

The deserts of the world are home to many nomadic populations travelling across the sands, seeking, amongst other things, adventure, enlightenment, or war. The Shaanti, though currently confined to a hastily-fortified kitchen, are an ancient group of wanderers, travelling far and wide in search of truth and knowledge to chronical in their walking library. They are a peaceful and unobtrusive people, and maybe that was what irked those who now lay siege to them outside the collosal walls. Knowing only war and violence, the Yodha tribe of warriors seemed to take offense at their cultural differences, and began to pursue the book-keepers across the dunes.



Carrying with them only their hive of information, the Shaanti took it as a good omen when tracks of a meerkat mob led them to the concealed tunnel entrance of a seemingly abandoned stronghold. Emerging into the kitchen, the Shaanti believed themselves saved; if they could bed down in the fortress for a week or so, the Yodha would pass on, and they could resume their wandering in peace. Some even believed the tracks of the meerkat (their totem animal) might be a signal that, after years of travel, fate had led the tribe to it's forever home. That was before those sent to scout out the lay of their gifted fortress encountered the lair of the stronghold's current sovereign.

The Shaanti were not the first to discover the fortress. For many decades, it has been the sanctuary of a gigantic scorpion, larger than the largest camel and twice as foul-tempered. Used to having its lair to itself, the scorpion did not take kindly to the intrusion, and is now a constant menace to the tribe. Able to squeeze through the crevices and tunnels known only to itself, it attacks from nowhere and disappears just as quickly if any Shaanti dares to cross the threshold of the kitchen door. The Shaanti quickly came to refer to the scorpion as Sakrath-Tarl: Death-In-Darkness.

Now, stuck between a rock and a hard place (or a tribe of bloodthirsty warmongers and an inordinately large arthropod), the Shaanti's entire sphere of existence is contained within the four walls of the stronghold's kitchen. They are running out of options and supplies, and may soon need to decide which foe they'd rather face, unless providence removes one (or both) for them.

General

Location in Relation to Settlement: *Edge of Settlement*. The fortress is located on the outer border of the settlement proper, perhaps connected to, or surrounded by, its border wall, if it possesses one.

Age: *Very Old*. The fortress was completed between 200 and 500 years ago.

Condition: *Average*. The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: *Desert.* The fortress is in a dry and arid environment, likely covered with vast sand dunes.

Expense: *Modest*. The fortress was constructed with a small budget, enough to build something simple, but functional.

Primary Building Materials. *Timber.* Hewn logs and planks, milled to fit together tightly.

Resource Origin: *Locally Made/Harvested [Preserved Surroundings]*. Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.

Reason for Construction: *Anticipation*. Aggression from somewhere was expected.

Design Theme: *Piety*. Righteousness and ascendence.

Alternate Entries: *Maintained Tunnel*. A tunnel leads out of the fortress,which is well-maintained and in good repair. It shows signs of recent (but not heavy) use.

Local Impact: *Irritating*. The fortress' construction, or presence, caused some annoyance, or small issue, within the local area.

- **Local Impact Change: *Negative.*** Things have gotten worse.

Residents: *New (Peaceful)*. Non-original residents reside in the fortress, after obtaining it peacefully. Perhaps the fortress was purchased, inherited, or was a gift. These new residents could also be allies of the original residents, acting as stewards. The fortress could even have been found abandoned, so the new residents moved in.

Resident Relations: *Diplomatic Tensions*. Relations between the ranking resident and their liege (or superior, of some sort) have been strained lately. If they owe fealty to no one, the relationship is with someone close to them.

Resident Hobbies: *History* (domestic or foreign)

Resident Attitude: *Happy*. The residents like the fortress, or are pleased with their situation (or both). Things are good and spirits are up.

Garrison Size: *Modest.* The garrison's size is large enough to sufficiently defend the fortress and allow for reasonable guard shifts.

Garrison Equipment: *Standard.* Guards are equipped with standard kit, and have a dedicated training area with basic practice equipment (simple targets, poles for combat dummies, etc.).

Current Issue: *Peaceful*. Everything seems alright at the moment.

History: *Previous Residents.* Someone of note lived here before the fortress was built.

Secrets: *Tryst.* Two people within the fortress got married in secret, and have been trying to keep it quiet ever since.

Oddities: *Watchful Beast*. A local small creature (squirrel, rabbit, weasel, or similar), has been seen sitting on windowsills (even those that are, seemingly, inaccessible) or in open doorways, (sometimes, even *interior* doorways) doing nothing but staring, making unblinking eye contact with any in the room who look at it, never looking away, never moving unless approached. Once approached, it vanishes without a trace, and reappears another day.

Special Feature: *Resident - Creature or Monster*. A beast, monster, or uncivilised entity resides here. Depending on the other residents of the fortress, it may have chosen to make its home here, or is a captive.

- **Creature or Monster: *Beast.*** A noteworthy, but non-sentient, beast.

Keep

Shape: *Round.* A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size:

- ***Base Size:*** Small
- ***BSM:*** 1
- ***Floor Space:*** 7 square diameter

Exterior Wall Thickness: 1 ft. (Single Line, 0 squares)

Number of Floors: *One*. One floor above ground, no cellar.

Entry Defenses: Portcullis.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *1*

Rooms: Bedroom, Kitchen, Dining and Receiving

Furnishings. *Good*. Most of the contents of the keep are of decent quality or in good condition, and some may be excellent or in fine condition.

Castle

Geographic Advantages: *Desert.* Treacherous approach(es).

Style: *Shell Keep*. The keep is surrounded by a circular wall, with lightweight buildings built against the inside of the wall.

Size:

- ***Base Size:*** Medium
- ***BSM:*** 2

Curtain Walls:

- ***Thickness:*** 25 ft.
- ***Additional Height:*** 50 ft.
- ***Number of Curtain Wall Towers:*** 7
- ***Tower Shape:*** Round
- ***Tower Size / Height:*** Medium [60 ft.]
- ***Tower Floor Area:*** 7-square diameter
- ***Tower Roofs:*** Shallow Slope Roof

Curtain Wall Defenses:

- ***Batters.*** The bottom portion of the wall slopes outward and is, therefore, much thicker. This hinders the approach of siege towers, makes undermining difficult, and stretches siege ladders to breaking point, if they can bridge the distance at all. In addition, it removes a blindspot for defenders - the area directly beneath them.

Barbican: The gatehouse leads to a walled approach.

Gatehouses:

- **Gatehouse 1: *Strong Gatehouse.*** One and a half times the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
- **Gatehouse 2: *Strong Gatehouse.*** One and a half times the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.

Moat: ***None***.

Barracks Location: ***Built-On [Keep].*** The barracks are attached to the fortress' keep, and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 3

- **Bedrooms**
  - **Large, 10x10, 100 squares, 1 floor**
  - **Description:** More akin to a dormitory than the stately suites of a military stronghold, two entrances lead to separate sections of the building; the larger part sleeping the former permanent residents and staff, the smaller a guest annex.
- **Kitchen**
  - **Small, 6x6, 36 squares, 1 floor**
  - **Description:** The external kitchen is modestly furnished and functional, though lack of recent use has left it smelling and feeling stale. Here, a maintained tunnel, accessed through a floor grate, slopes down and out beyond the curtain wall.
- **Stables**
  - **Medium, 8x8, 64 squares, 1 floor**
  - **Description:** Clearly designed to function predominantly for overnight or similarly short stays, the stable block has room to tether 3-4 horses, as well as a small combined tack and boot room.

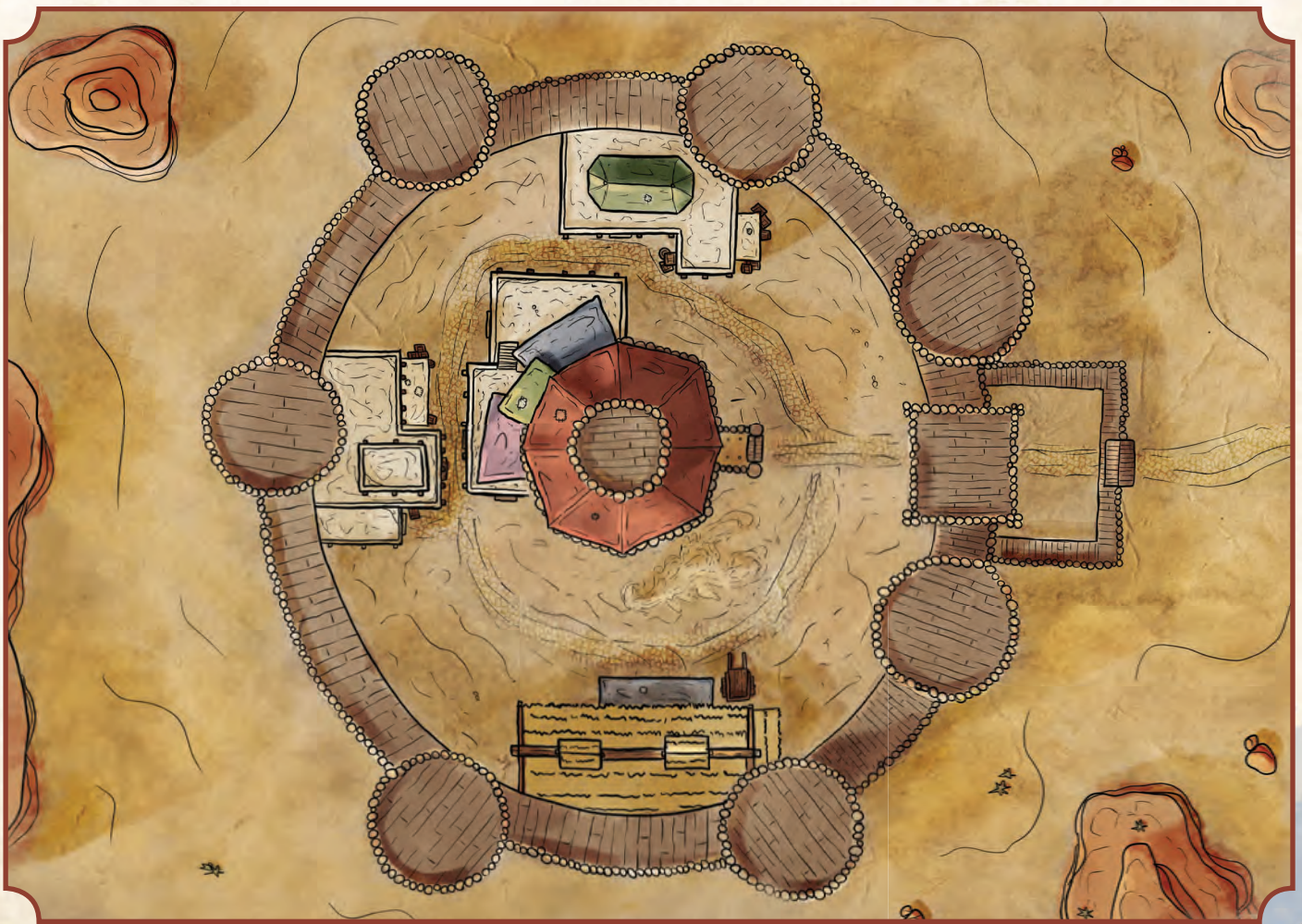
Stronghold

Curtain Wall Reinforcements:

- ***Additional Thickness:*** +5 ft.
- ***Additional Height:*** +30 ft.
- ***Additional Curtain Wall Towers:*** 2

Style Amplifications: ***Massive Curtain Walls***. The fortress' curtain walls, and keep exterior walls, are huge.

Brutal Defenses: ***Tar Fields***. The open areas leading up to the stronghold are saturated with tar, and can be lit on fire, if the need arises.



Selarun – The Tower of Spirits

By Devon Chulick



Located in the dunes, surrounded by sand, Selarun dominates the horizon. When construction began hundreds of years ago, the land was vibrant, its soil dark and rich. As the forest was cut down for building materials, the land became dry and arid, giving way to the dunes found there today. The khan, who had constructed the fortress, did it as a sign of strength after conquering the land. Indeed, the foundations were laid at the site of the fateful deciding battle.

The khan had been fighting an enemy rumored to be invincible but, in the final battle which culminated in single combat, the lie was proved once and for all when the adversary met their demise and was defeated. In a deliberate effort to wipe away the area's natural beauty as one last insult, the khan set to building. The construction was a show of power, and a testament to the gods of the conqueror. No expense was spared in making sure the fortress was an ode to this brutal strain of piety. In his arrogance, the khan had the body of his adversary buried beneath the fortress so he would forever be at the khans feet.

In the last decade, things have changed. The khan's descendents and their forces, who had held the fortress since its construction, left the fortress (though less generous observers might instead use the word *fled*). For years, six generations of the khan's bloodline had continued to pillage the land around the stronghold, conquering surrounding settlements in service to their bloodthirsty gods, before suffering any consequences for their savagery. What prompted their return is unclear, but the spirits of hundreds of fallen soldiers, battle victims of centuries past, have risen and returned to reclaim the resting place of their fallen leader, slain and humiliated by the khan.

Once the spirits arrived in the tower, they were unable to leave, trapped there by the ancient, spiteful magic of the old khan. The new residents retained their personalities and the memories of their past lives and so, once bound to this place by their despised foe, a great frustration grew within them. So palpable is their frustration that it manifests as a physical presence, a breeze that can be felt anywhere in the fortress, whether inside or out.

Though the spirits can manifest into ethereal, humanoid forms, they haven't been able to focus their efforts to affect the material world, maliciously or otherwise. Nonetheless, the superstitions of khan's descendants, currently living locally at what they deem to be a safe distance from their old, now-haunted residence, have proven sufficient to keep them from attempting to move back in.

The settlement around the stronghold is still lively and active (for a desert), thanks to the general shelter it provides from the sands, and the locals (never having been fond of the khan's practises anyway) are simply grateful for the fortress' wind-breaking capabilities, more than anything. The rumors of spectral activity serve to keep out those who might move in and cause trouble, which they see as an added bonus. However, reassuring as its overall presence might be to the neighbors, none of Selarun's ex-residents have yet summoned the courage to attempt to retake the bastion, or deal with the affronted souls who now call it home.

General

Location in Relation to Settlement: *Central.* The fortress is located in the middle of an established settlement.

Age: *Old.* The fortress was completed between 100 and 200 years ago.

Condition: *Average*. The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: *Desert.* The fortress is in a dry and arid environment, likely covered with vast sand dunes.

Expense: *Significant.* The fortress was built with a large budget, allowing for high-quality materials and some luxury elements.

Primary Building Materials. *Timber.* Hewn logs and planks, milled to fit together tightly.

Resource Origin: *Locally Made/Harvested [Stripped Surroundings].* Building materials were sourced from the site of the structure itself, and from nearby areas, entirely depleting the harvesting locations (natural surroundings needed for the structure, natural defenses, etc. are unaffected).

Reason for Construction: *Vanity.* The fortress was commissioned as a demonstration of power, wealth, or self-importance.

Design Theme: *Piety.* Righteousness and ascendence.

Alternate Entries: *Secret Door in Exterior Wall, Forgotten.* A hidden, or invisible, door was built into the exterior wall, to allow for covert comings and goings, but those who built and/or knew about it are no longer around.

Local Impact: *Advantageous.* The fortress immediately benefited the local area in a big way, perhaps resolving a serious issue, or exerting an extremely positive influence.

- **Local Impact Change: *Stable***. Things have stayed roughly the same.

Residents: *New (Forceful).* Non-original residents reside in the fortress, after obtaining it by conquest or illegitimate means. This does not necessarily mean that those occupying the fortress took forceful action themselves, but rather that the way the fortress changed hands was through, or after, some kind of conflict.

Resident Relations: *Irritated.* A ranking resident (or owner of the fortress) is fed up with the antics of a member of the staff.

Resident Hobbies: *Music* (listening or playing)**, *Brewing***

Resident Attitude: *Irritated.* The residents are perturbed by this place. Something about it, or their situation, is irksome and grates on them daily.

Garrison Size: *Large.* The garrison's size is substantial, and is more than enough to keep the fortress well-defended at all times. Guards are able to stay well-rested.

Garrison Equipment: *Poor.* Guards are equipped with substandard kit and lack a dedicated training area.

Current Issue: *Structural Damage [Neglect].* An area of the fortress has been overlooked for too long, and has now collapsed.

- **Issue Severity: *Critical.*** The issue is pressing and dangerous, posing a very real threat to all involved.

History: *Hallowed Ground.* When the fortress was built, a central area of the site featured markings that someone viewed as being of great importance. As such, it was built around and preserved.

Secrets: *Ancient Resting Place.* A body was buried here before the fortress was built.

Oddities: *Breeze.* Even in closed rooms with no external doors, there always seems to be a tiny breeze that makes cloaks swirl lightly around feet.

Special Feature: *Miraculous Event.* The structure was the site of something miraculous or amazing.

- **Miraculous Event: *Quest Accomplished.*** A great mission was concluded here.

Keep

Shape: *Round.* A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep

Size:

- ***Base Size:*** Medium
- ***BSM:*** 2
- ***Floor Space:*** 9 square diameter

Exterior Wall Thickness: 5 ft. (1 square)

Number of Floors: *Four.* Three above-ground floors and a cellar.

Raised Entrance: Entrance is on ground level.

Entry Defenses: Portcullis.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving, 1 Guard Bunks).

Number of Rooms (BSM x Number of Floors): *8*

Rooms: General Storage, (2) Bedroom, Kitchen, Dining and Receiving, Guard Bunks, Library, Solar

Furnishings. *Good.* Most of the contents of the keep are of decent quality or in good condition, and some may be excellent or in fine condition.

Castle

Geographical Advantages: *Desert.* Treacherous approaches (burning sands).

Style: ***Shell Keep.*** The keep is surrounded by a circular wall, with lightweight buildings built against the inside of the wall.

Size:

- ***Base Size:*** Small
- ***BSM:*** 1

Curtain Walls:

- ***Thickness:*** 15 ft.
- ***Height:*** 35 ft.
- ***Number of Curtain Wall Towers:*** 3
- ***Tower Shape:*** Round
- ***Tower Size / Height:*** Medium [45 ft.]
- ***Tower Floor Area:*** 7 square diameter
- ***Tower Roof:*** Flat

Curtain Wall Defenses:

- ***Magical Defenses.*** The castle is protected by something magical.
  - ***Blocking Wards.*** These wards prevent creatures, or objects, from entering or passing a certain point. They can fail if the ward sustains too much damage in a short span of time.

- ***Magical Defenses.*** The castle is protected by something magical.
  - ***Aggressive Wards.*** These wards are designed to unleash offensive attacks on unfortunate victims, such as bolts of fire or force.
- ***Hoardings.*** Temporary, wooden shelters are constructed, protruding out on top of the walls, allowing defenders to fire directly down on attackers. These would require fireproofing (such as a covering of soaked animal skins), but can be deconstructed and stored in peacetime.

Barbican: *None.*

Gatehouses:

- **Gatehouse: *Strong Gatehouse.*** One and a half times the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
  - ***Location of Gatehouse:*** Entrance into bailey.
  - ***Additional Features:*** Spouts.

Moat: *Dry Moat*. The moat is not filled with water and is, instead, a deep pit encircling the fortification. This could be purposeful, or the lack of water could be due to drought.

- ***Moat Width*:** 15 ft.
- ***Moat Depth:*** 20 ft.

Barracks Location: ***Simple Room(s).*** Members of the garrison simply sleep where there is space in the castle.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 2

- **Temple**
  - **Small, 6x6, 36 squares, 2 floors**
  - **Description:** A shrine to all things warlike and cruel, the khan had a temple dedicated to his barbaric gods constructed in the bailey. Rumors of a secret stairway leading underground to his great adversary's final resting place have never been confirmed (or disproved).

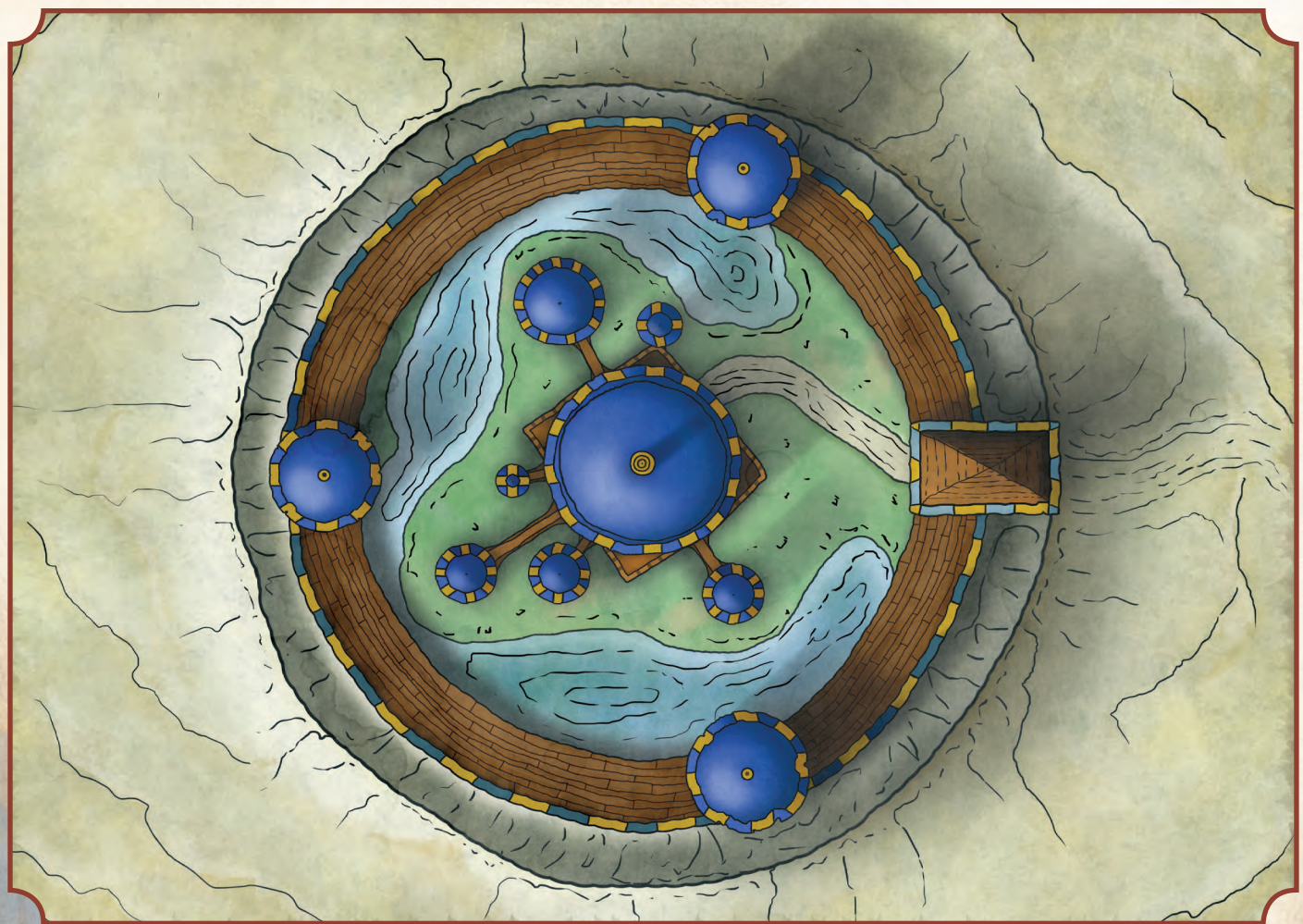
Stronghold

Curtain Wall Reinforcements:

- ***Additional Thickness:*** +15 ft.
- ***Additional Height:*** +25 ft.
- ***Additional Curtain Wall Towers:*** 1

Style Amplifications: *Bristling Defenses.* There are more defenses than there otherwise might be.

Brutal Defenses: *Stalwart Defenders.* A portion of the fortress' defenders are extremely well-trained in general warfare and siegecraft, and are particularly loyal.



Skitteree

By Jack Wilmes and Megan Roy

A crumbling structure of unknown origin lies in the heart of the flat, high desert. Its massive 25-foot-thick walls would be impressive were they not largely toppled and reduced to pebbles. Its few surviving hexagonal watchtowers would seem imposing if they weren't brittle and deteriorated. The entirety of Skitteree feels like a strange relic to some long-forgotten time, and it may well have been, if not for its new inhabitants.



Skitteree is now 100% inhabited by desert insects. Millions of beetles, spiders, fire ants, centipedes, mosquitos, flies, wasps, and scorpions fill the crumbling walls, and seem quite content with the current state of disrepair. They find their homes in all the nooks and crannies of its tumbled form, and have created their own honeycomb-like walls within the stronghold. Amongst the small bugs are a selection of larger ones as well - too large to be natural. In fact, these large, sentient insects are some of the only living beings to know the secret of Skitteree's construction, since it was that secret that created them.

A few decades prior, a small tarantula found its way into a large well-like hole in the basement of the stronghold keep. The tarantula lost its grip on the slick walls and tumbled, what seemed like miles down, before hitting a strange, viscous liquid. As soon as it made contact, the tarantula began to consider the strangeness of the situation because, for the first time ever, the tarantula could *think*. It clumsily scurried up the walls, taking larger and larger steps as its legs morphed and twisted, until the spider emerged a conscious, seven-foot version of its former self. The tarantula became immediately fascinated by its own existence, and by the newly expansive world around itself, and decided to build its first home there in the keep ruins, so as to be close to the substance that granted its new awareness.

Over time, Triktik (the freshly self-named super tarantula) created several other oversized companions from other insect species that happened by the ruins: Jitter, the banded desert centipede; Yool, the tarantula hawk (a deadly wasp-like bug); Prick, the scorpion; and Hugs, the assassin bug. Together, these five now watch over Skitteree and its millions of tiny residents while attempting to learn more about themselves, the environment, and the magic that created them.

A few years ago, a small team of naturalists studying desert flora and fauna happened upon Skitteree. One of them attempted to approach the structure, and was quickly incinerated by a magical fire ward that had somehow survived since Skitteree's ancient beginnings. After observing from afar, and intrigued by the strange, bipedal lifeforms, Triktik emerged from his keep and chased after the naturalists, begging them to stay a little longer and teach him about themselves and the wider world. In an act of curiosity few but folk of science could muster, the group agreed to return. They learned of the many magic wards surrounding the stronghold that only humanoids could trigger, and became fascinated by Skiteree's inhabitants and their origins. The six naturalists have remained to investigate alongside Triktik and his crew ever since.

General

Location in Relation to Settlement: *Outskirts.* The fortress is located on the very fringes of the settlements' occupied land, perhaps within farming country or the stretch of land between the settlement proper and the wilderness.

Age: *Ancient.* The fortress was completed more than 500 years ago.

Condition: *Ruin or Bare Bones.* The majority of the structure is exposed to the elements, and damages are no longer repairable; a rebuild would be the only option. If under construction, it is a long way from completion. Residence within the fortress would be incredibly uncomfortable, if even possible.

Environment: *Desert.* The fortress is in a dry and arid environment, likely covered with vast sand dunes.

Expense: *Modest.* The fortress was constructed with a small budget, enough to build something simple, but functional.

Primary Building Materials: *Unique Materials [Magic].* How prevalent is magic in your world? The background of your builders will determine what kind of methods they would have had at their disposal. Magic could have been utilised either to generate the materials for the fortress, assemble it or, perhaps, keep it all held together.

Resource Origin: *Locally Made/Harvested [Stripped Surroundings].* Building materials were sourced from the site of the structure itself, and from nearby areas, entirely depleting the harvesting locations (natural surroundings needed for the structure, natural defenses, etc. are unaffected).

Reason for Construction: *Panic.* The construction was motivated by fear of what would happen if they didn't.

Design Theme: *Practicality.* Utility and function.

Alternate Entries: *None.* There are no alternate entries into the fortress.

Local Impact: *Innocuous.* The fortress' construction had little impact on its surroundings, causing no trouble, but also not any great benefit.

- **Local Impact Change: *Stable.*** Things have stayed roughly the same.

Residents: *New (Forceful)*. Non-original residents reside in the fortress, after obtaining it by conquest or illegitimate means. This does not necessarily mean that those occupying the fortress took forceful action themselves, but rather that the way the fortress changed hands was through, or after, some kind of conflict.

Resident Relations: *Clandestine.* Someone in the fortress is engaged in secret dealings with an external entity.

Resident Hobbies: *Botany/Study of Nature*

Resident Attitude: *Irritated.* A ranking resident (or owner of the fortress) is fed up with the antics of a member of the staff.

Garrison Size: *Large.* The garrison's size is substantial, and is more than enough to keep the fortress well-defended at all times. Guards are able to stay well-rested.

Garrison Equipment: *Exemplary*. Guards are equipped with the best kit available, and have a dedicated training area, complete with the best of any and all training equipment and practices that would be required.

Current Issue: *Peaceful.* Everything seems alright at the moment.

History: *Traditional Home.* A family of creatures, or beings, has lived within the fortress since it was built, appearing in records as far back as any have been kept. They may be seen as simple mascots, or may serve some deeper purpose.

Secrets: *Prized Tome.* A book of great value is within the fortress.

Oddities: *Mystery Door.* A door is and, as far as anyone can remember, has always been, stuck shut. No matter what anyone does, they can't get it unstuck. Stranger still, plans of the fortress show no room there.

Special Feature: *Resident - Creature or Monster.* A beast, monster, or uncivilised entity resides here. Depending on the other residents of the fortress, it may have chosen to make its home here, or is a captive.

- **Resident - Creature or Monster: *Beast (Sentient).*** An animal that can think and speak.

Keep

Shape: *Round.* A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size:

- ***Base Size:*** Small
- ***BSM:*** 1
- ***Floor Space:*** 7-square diameter

Exterior Wall Thickness: 10 ft. (2 squares)

Number of Floors: *Five.* Four above ground floors and a cellar.

Raised Entrance: Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

Entry Defenses: Reinforced heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving, Guard Bunks).

Number of Rooms (BSM x Number of Floors): *5*

Rooms: Bedroom, Kitchen, Dining and Receiving, Guard Bunks

- ***Bedroom.*** Located in the basement floor of the keep. Home of the sentient, giant tarantula, Triktik, that governs the insectoid population of Skitteree and communicates with the humanoids on their behalf.

Furnishings. *Basic.* Most of the contents of the keep are very basic, of poor quality or in poor condition, though some may be decent.

Castle

Geographic Advantages: *Desert.* Treacherous Approach(es).

Style: *Shell Keep.* The keep is surrounded by a circular wall, with lightweight buildings built against the inside of the wall.

Size:

- ***Base Size:*** Small
- ***BSM:*** 1

Curtain Walls:

- ***Thickness:*** 30 ft.
- ***Additional Height:*** 30 ft.
- ***Number of Curtain Wall Towers (BSM + 1d4):*** 7
- ***Tower Shape:*** Round
- ***Tower Size / Height:*** Large [50 ft.]
- ***Tower Floor Area:*** 9-square diameter
- ***Tower Roofs:*** Shallow Slope Roof

Curtain Wall Defenses:

- ***Magical Defenses.*** The castle is protected by something magical.
  - ***Aggressive Wards.*** These wards are designed to unleash offensive attacks on unfortunate victims, such as bolts of fire or force.

Barbican: The gatehouse leads to a walled approach.

Gatehouses:

- **Gatehouse: *Strong Gatehouse.*** One and a half times the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.

Moat: *Dry Moat [Trapped].* The moat is dry, but filled with some extra defensive measures, such as spikes or vicious animals.

- ***Moat Width:*** 30 ft.
- ***Moat Depth:*** 30 ft.

Barracks Location: *Built-In [Walls].* The barracks facilities are attached to the fortress walls (in the walls if they are thick enough, attached to them if not), and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas, used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 2

- **Storage**
  - **Very Large, 6x6, 144 squares, 2 floors**
  - **Description:** A greenhouse. Used as the main storage facility to protect plants from the harsh desert climate. Often populated with humanoids that study the nature and growth of these plants.
- **Forge**
  - **Medium, 8x8, 64 squares, 1 floor**
  - **Description:** Facility used to create all weapons and protections used by the garrison, as well as those built into the stronghold walls. The forge was present long before the stronghold's current inhabitants, and produces mysteriously high-quality weapons and protections, no matter who uses it.

Stronghold

Curtain Wall Reinforcements:

- ***Additional Thickness:*** +10 ft.
- ***Additional Height:*** +25 ft.
- ***Additional Curtain Wall Towers:*** 3

Style Amplifications: *Tiered.* A heavy wall surrounds the perimeter, at ground level, and the fortress rises in stepped elevation to a high peak. Fortifications and internal structures line the steps.

Brutal Defenses: *Scythe.* A massive blade, covering a large amount of vertical space, sheers across the face of the wall, shaving any enemies, or equipment, from its surface.



Subitus

By Dave Stifter

Anyone who visits the heavily fortified mountain stronghold of Subitus will learn of the woman to which its grand keep museum is dedicated. Both history books and children's songs tell the tale of an evil deity who dreamt of controlling the mountain range on which Subitus now sits. The range was highly valued due to a single peak: a sacred location that amplified all magic cast there. The people of the nearby kingdom, who regarded the mountain as holy, were horrified when they saw a swirling, black portal begin to form at its peak, but Queen La Brezzia felt no fear whatsoever. Legend says the queen, as if bolstered by the gods themselves, built the entire stronghold of Subitus in a single day, 30-foot-thick and 50-foot-tall walls, all equipped with the best defenses imaginable. When the evil monsters began to pour through the portal, not one creature made it through the fortifications. Just 24 hours later, the kingdom cheered in triumph and support of their queen as they watched the portal slowly fall shut.



Actually, very little of this is true - but only the tight-lipped royal archivist might be able to tell you so. In reality, 410 years ago, greedy Queen La Brezzia secretly sought far and wide for the best wizards in the region. She paid them handsomely to conjure the illusion of a black portal above the sacred mountain peak. She paid them more still to manifest further portals, through which brick and stone were stolen, to build such a protective fortress in just a day. Once her ruse of defeating the deity and his army was complete, the casters dispelled the portal, and Queen La Brezzia possessed both the adoration of her people and an impenetrable fortress on her kingdom's sacred mountaintop.

It wasn't long, however, before the wizards unleashed their own grand plan. As they materialized the fake image of the portal, they also began to open a real one beneath the castle courtyard. When Queen La Brezzia visited to revel in 'her' work, the wizards opened the true portal, and sent La Brezzia falling to her doom into a dark, dangerous plane. The wizards then took it in turns assuming La Brezzia's form, enjoyed her spoils, and led the kingdom's people in her stead. Strangely enough, although La Brezzia was overthrown through morally questionable means, the impostors turned out to be far better rulers than corrupt La Brezzia ever could have been.

Today, hundreds of years later, most of 'La Brezzia's' descendants live in Subitus and are revered for their benevolence (the people assume that their queen took many lovers, as her legion of offspring have always bore little resemblance to each other or, indeed, their mother). Their unusual arcane prowess is thought to be a gift from the gods for La Brezzia's deeds, and magical wards and a hefty garrison protects the precious royal inhabitants at all times. Residents of the kingdom below Subitus visit often to honor the nobles, and visit the keep museum dedicated to the stronghold's (fabricated) origins. However, if Subitus' true history was discovered, the knowledge could wreak havoc among its people and La Brezzia's false descendants - something the royal archivist is well aware of…

General

Location in Relation to Settlement: *Edge of Settlement*. The fortress is located on the outer border of the settlement proper, perhaps connected to, or surrounded by, its border wall, if it possesses one.

Age: *Very Old*. The fortress was completed between 200 and 500 years ago.

Condition: *Strong*. The fortress is well-maintained and presents no obvious vulnerabilities. If the fortress is of a significant enough age, doors, timbers, fixings or other elements may have been added, updated or replaced. It is likely kept relatively clean. If under construction, the fortress is very nearly complete, perhaps waiting on some superficial or decorative elements, and completion is likely within the month. The residents are able to live comfortably.

Environment: *Mountain.* The fortress is found on stony passes or soaring peaks.

Expense: *Significant.* The fortress was built with a large budget, allowing for high-quality materials and some luxury elements.

Primary Building Materials: *Brick.* Man-made blocks, comprised of mud, clay, or sand, mixed with a binding material such as straw, baked hard.

Resource Origin: *Completely Stolen.* Building materials were looted from one or more rightful owners, either openly or covertly.

Reason for Construction: *Panic.* The construction was motivated by fear of what would happen if they didn't.

Design Theme: *Glory*. Prestige and triumph.

Alternate Entries: *None.* There are no alternate entries into the fortress.

Local Impact: *Advantageous.* The fortress immediately benefited the local area in a big way, perhaps resolving a serious issue, or exerting an extremely positive influence.

- **Local Impact Change: *Positive.*** Things have gotten better.

Residents: *New (Forceful).* Non-original residents reside in the fortress, after obtaining it by conquest or illegitimate means. This does not necessarily mean that those occupying the fortress took forceful action themselves, but rather that the way the fortress changed hands was through, or after, some kind of conflict.

Resident Relations: *Secret Love.* A staff member has been receiving secret notes, messages, or gestures of a romantic nature.

Resident Hobbies: *Knitting/Sewing*

Resident Attitude: *Ambivalent.* The residents could take or leave this place. They have other things on their minds, and do not devote much thought to the fortress.

Garrison Size: *Large.* The garrison's size is substantial, and is more than enough to keep the fortress well-defended at all times. Guards are able to stay well-rested.

Garrison Equipment: *Good.* Guards are equipped with above-standard kit, and have a dedicated training area and equipment for use. They utilize highly refined practice techniques, such as specific drills, for a variety of situations.

Current Issue: *Peaceful.* Everything seems alright at the moment.

History: *In Their Footsteps.* A very powerful being once walked where the fortress now stands.

Secrets: *Hidden Gravesite.* A body was buried here after the fortress was built.

Oddities: *Watchful Beast.* A local small creature (squirrel, rabbit, weasel, or similar), has been seen sitting on windowsills (even those that are, seemingly, inaccessible) or in open doorways, (sometimes, even *interior* doorways) doing nothing but staring, making unblinking eye contact with any in the room who look at it, never looking away, never moving unless approached. Once approached, it vanishes without a trace, and reappears another day.

Special Feature: *Magical Properties.* The structure and/or its surroundings have magical properties.

- **Magical Properties: *Nexus.*** Magic here seems to be more potent and effective, but the veil between worlds also seems thin. Otherworldly entities may be drawn to magic used here which resonates with their home plane.

Keep

Shape: *Round.* A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size:

- ***Base Size:*** Medium
- ***BSM:*** 2
- ***Floor Space:*** 9 square diameter

Exterior Wall Thickness: 15 ft. (3 squares)

Number of Floors: *Four.* Three above-ground floors and a cellar.

Raised Entrance: Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

Entry Defenses: Portcullis and drawbridge.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving, Guard Bunks).

Number of Rooms (BSM x Number of Floors): *8*

Rooms: Bedroom, Kitchen, Dining and Receiving, Guard Bunks, Equipment Storage, Stables, Receiving Room, Privy

Furnishings. *Good.* Most of the contents of the keep are of decent quality or in good condition, and some may be excellent or in fine condition.

Castle

Geographic Advantages: *Mountain.* Carved.

Style: *Fortified Keep.* The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall.

Size:

- ***Base Size:*** Medium
- ***BSM:*** 2

Curtain Walls:

- ***Thickness:*** 20 ft.
- ***Additional Height:*** 30 ft.
- ***Number of Curtain Wall Towers:*** 8
- ***Tower Shape:*** Round
- ***Tower Size / Height:*** Large [40 ft.]
- ***Tower Floor Area:*** 9 square diameter
- ***Tower Roofs:*** Shallow Slope Roof

Curtain Wall Defenses:

- ***Batters:*** The bottom portion of wall slopes outward and is, therefore, much thicker. This hinders the approach of siege towers, makes undermining difficult, and stretches siege ladders to breaking point, if they can bridge the distance at all. In addition, it removes a blindspot for defenders - the area directly beneath them.
- ***Magical Defenses:*** The castle is protected by something magical.

- ***Blocking Wards.*** These wards prevent creatures, or objects, from entering or passing a certain point. They can fail if the ward sustains too much damage in a short span of time.

Barbican: The gatehouse, preceded by a drawbridge, leads to a walled approach, ending in an additional drawbridge.

Gatehouses:

- **Gatehouse: *Grand Gatehouse.*** Twice the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
  - ***Location of Gatehouse:*** Entrance into bailey.

Moat: *Dry Moat [Trapped].* The moat is dry, but filled with some extra defensive measures, such as spikes or vicious animals.

- ***Moat Width:*** 25 ft.
- ***Moat Depth:*** 20 ft.

Barracks Location: *Multiple, Separate Structures.* The barracks are made up of multiple, smaller buildings arranged near one another, housing the garrison. The separation could be based on rank, or simple practicality.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 3

- **Chapel**
  - **Small, 6x6, 36 squares, 1 floor**
- **Bake House**
  - **Small, 8x8, 64 squares, 1 floor**
- **Forge**
  - **Large, 10x10, 100 squares, 1 floor**

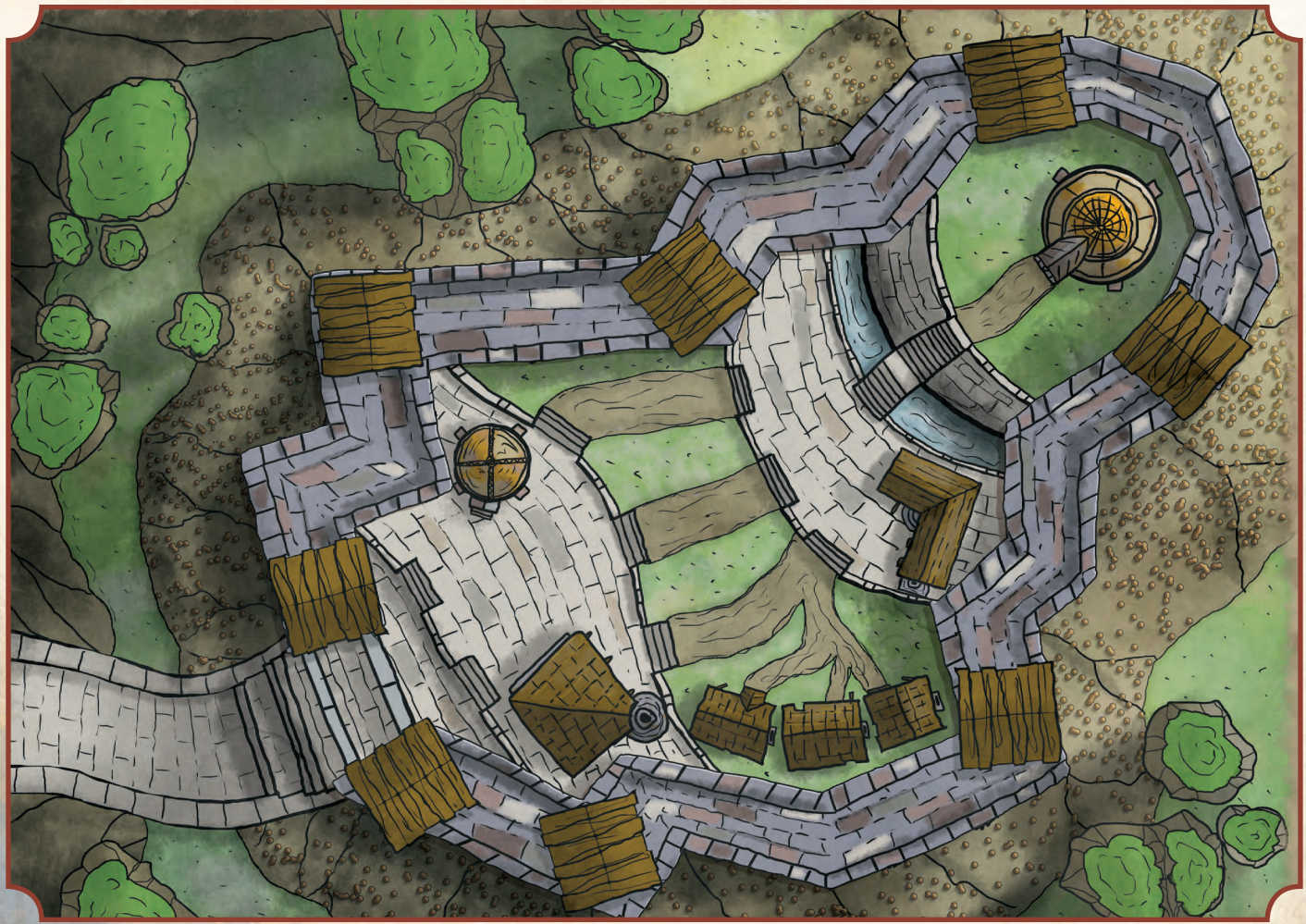
Stronghold

Curtain Wall Reinforcements:

- ***Additional Thickness:*** +10 ft.
- ***Additional Height:*** +20 ft.
- ***Additional Curtain Wall Towers:*** *4*

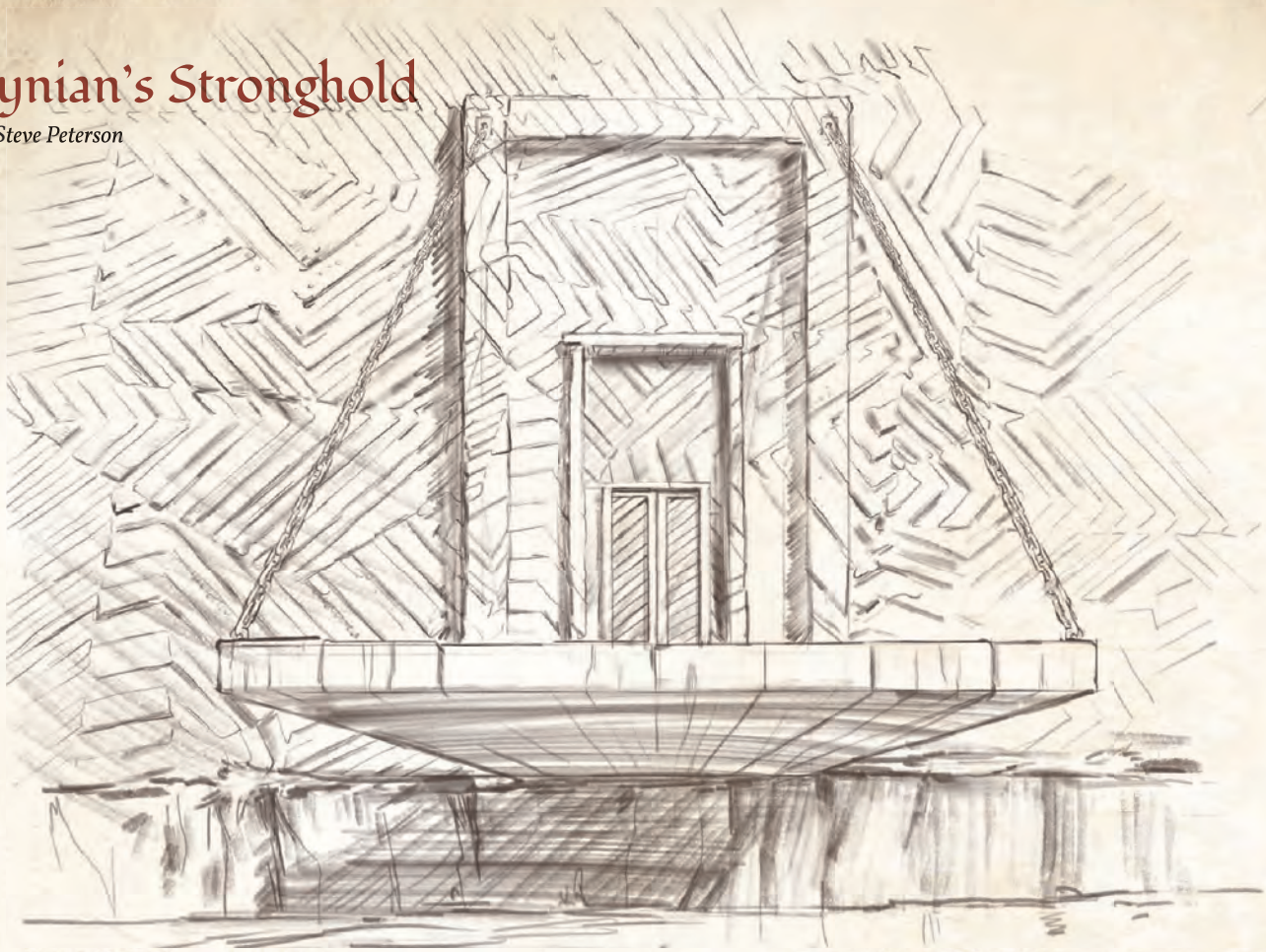
Style Amplifications: *Fortified Entries.* Special focus has been placed on protecting what would be the weakest points: the entrances.

Brutal Defenses: *Melded Guardians.* Creatures dwell within the defensive structures, or the surrounding area. These might be magically animated constructs, or natural beasts, which have been encouraged to live there. When attackers reach them, the guardians emerge.



Synian's Stronghold

By Steve Peterson



The fortification known as Synian's Stronghold was constructed over 400 years ago by Synian the Sorcerer, a powerful mage with a mysterious past who dwelled in the region. Legend says the stronghold was constructed in a very short period of time, between spring and fall of one year. As it was built, and after it was occupied, it was guarded by odd men with grayish skin and bowed legs, their heads covered in dark cloth.

The crystalline stronghold was built by kobolds who brought the crystal from the mountains. The kobolds were said to be ensorcelled by Synian to build the stronghold and, afterwards, slaughtered, perhaps to fuel a dark ritual. Luckily for the reptilians, Synian later disappeared under mysterious circumstances, and the fortress was occupied for more than a century by the Gray Men.

One dark night the Gray Men disappeared as suddenly as their old master, leaving behind only smears of blood across the courtyard. The stronghold was abandoned for over a century until re-occupied by a charismatic cleric, Astokus, and his followers. They have remained for 150 years, with new recruits from distant places keeping their ranks full. The current leader is also named Astokus, which his new generation of followers cite as a naming convention in their order, but it seems to some that the new Astokus bears a startling resemblance to his predecessors.

Synian's Stronghold itself is constructed of a translucent purple crystal. The hue varies from very dark to nearly transparent, with veins of dark green. The crystal blocks vary in size from three feet or more to less than a foot. Perhaps the stronghold's history of mysterious disappearances can be attributed to the fact that it is built in such a way as to be very difficult to conquer by traditional means. The surfaces of the walls are smooth, and the spaces between blocks are very narrow, bonded as they are with some thin, strong substance, so climbing the walls would require some sort of anchor at the top, or magical assistance.

The walls are also not built at right angles; instead they veer and swoop in disturbing ways. In sunlight, staring at the wall can make you dizzy. Some can see glimmers inside the walls, with odd shadows and movements. The dry moat is made of crystal and, even after rain or snowfall, it quickly dries again. Those who unwisely attempt to enter or cross the moat without the consent of the current overseer are attacked by small, green, shadowy serpent-shapes that seem to slither right out of the crystal and attack.

The curtain wall contains a warning magic that flashes light inside the walls when entities approach with ill intent. The location and number of flashes shows the direction and number of enemies approaching. To facilitate another set of 'unexplained circumstances' that might oust the current regime would certainly require more than a little creativity.

General

Location in Relation to Settlement: *Remote*. The fortress is located a significant distance away from the nearest settlement.

Age: *Very Old*. The fortress was completed between 200 and 500 years ago.

Condition: *Strong*. The fortress is well-maintained and presents no obvious vulnerabilities. If the fortress is of a significant enough age, doors, timbers, fixings or other elements may have been added, updated or replaced. It is likely kept relatively clean. If under construction, the fortress is very nearly complete, perhaps waiting on some superficial or decorative elements, and completion is likely within the month. The residents are able to live comfortably.

Environment: *Mountains*. The fortress is found on stony passes or soaring peaks.

Expense: *Moderate*. The fortress was built with a medium budget, perhaps allowing for a small comfort or two.

Primary Building Materials: *Unique* [*Crystal*]. Those mining deep in the earth (or on alien planes) might find crystal in great enough profusion that it can be used to build large structures.

Resource Origin: *Imported*. Building materials were purchased and brought in from an outside source in their entirety.

Reason for Construction: *Conversion*. The building was formerly used for another purpose, but constant additions and changes made it what it is today.

Design Theme: *Grace*. Beauty and elegance.

Alternate Entries: *None*. There are no alternate entries into the fortress.

Local Impact: *Irritating*. The fortress' construction, or presence, caused some annoyance, or small issue, within the local area.

- **Local Impact Change: *Stable*.** Things have stayed the same.

Residents: *New (Forceful)*. Non-original residents reside in the fortress, after obtaining it by conquest or illegitimate means. This does not necessarily mean that those occupying the fortress took forceful action themselves, but rather that the way the fortress changed hands was through, or after, some kind of conflict.

Resident Relations: *Clandestine*. Someone in the fortress is engaged in secret dealings with an external entity.

Resident Hobbies: *Poetry*

Resident Attitude: *Irritated*. The residents are perturbed by this place. Something about it, or their situation, is irksome and grates on them daily.

Garrison Size: *Modest*. The garrison's size is large enough to sufficiently defend the fortress and allow for reasonable guard shifts.

Garrison Equipment: *Standard*. Guards are equipped with standard kit, and have a dedicated training area with basic practice equipment (simple targets, poles for combat dummies, etc.).

Current Issue: *Worker Illness*. A member of the household staff or guard has gotten sick.

- **Issue Severity: *Serious*.** The issue is a cause of real concern and requires attention soon, lest it worsen.

History: *Dig Site*. An intriguing discovery was made here.

Secrets: *Back Door*. Someone has been sneaking out of the fortress in a way that would not be approved of.

Oddities: *Mystery Door*. A door is and, as far as anyone can remember, has always been, stuck shut. No matter what anyone does, they can't get it unstuck. Stranger still, plans of the fortress show no room there.

Special Feature: *Catastrophic Event*. The structure was the site of a terrible or tragic incident.

- **Catastrophic Event: *Genocide*.** An attempt was made to wipe a people, or creature, from existence here.

Keep

Shape: *Box*. A square or rectangular keep maximises internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.

Size:

- ***Base Size:*** Small
- ***BSM:*** 1
- ***Floor Space:*** 5x5 squares

Exterior Wall Thickness: 5 ft. (1 square)

Number of Floors: *Three*. Two above ground floors and a cellar.

Raised Entrance: Stairs lead to an upper-floor entry, wrapping around the structure, if necessary.

Entry Defenses: Reinforced heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *3*

Rooms: Bedroom, Kitchen, Dining and Receiving

Furnishings. *Basic*. Most of the contents of the keep are very basic, of poor quality or in poor condition, though some may be decent.

Castle

Geographic Advantages: *Mountains*. Narrow approach.

Style: *Fortified Keep*. The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall.

Size:

- ***Base Size:*** Large
- ***BSM:*** 3

Curtain Walls:

- ***Thickness:*** 10 ft..
- ***Additional Height:*** 20 ft.
- ***Number of Curtain Wall Towers:*** 6
- ***Tower Shape:*** Box
- ***Tower Size / Height:*** Large [40 ft.]
- ***Tower Floor Area:*** 7x7 squares
- ***Tower Roofs:*** Shallow Slope Roof

Curtain Wall Defenses:

- ***Magical Alarm Wards:*** Zones of magic create a warning sound if someone outside of a predefined group enters the area.
- ***Hoardings:*** Temporary, wooden shelters are constructed, protruding out on top of the walls, allowing defenders to fire directly down on attackers. These would require fireproofing (such as a covering of soaked animal skins), but can be deconstructed and stored in peacetime.

Barbican: *None*.

Gatehouses:

- **Gatehouse 1: *Standard Gatehouse.*** The same height as the wall and slightly thicker. Entry is covered by heavy doors.
  - ***Gatehouse Location:*** Inner wall.
- **Gatehouse 2: *Grand Gatehouse.*** Twice the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
  - ***Gatehouse Location:*** Outer wall.

Moat: *Dry Moat (Trapped).* The moat is dry, but filled with some extra defensive measures such as spikes or vicious animals.

- ***Moat Width:*** 15 ft.
- ***Moat Depth:*** 35 ft.

Barracks Location: *Single, Separate Structure.* The barracks are situated in a single, large building in the bailey of the castle, housing the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas, used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 4

- **Barracks and Armory**
  - **Large, 10x10, 100 squares, 1 floor**
- **Baths and Privies**
  - **Small, 6x6, 36 squares, 1 floor**
- **Dining Hall, Kitchen and Larder**
  - **Large, 10x10, 100 squares, 1 floor**
- **Barn and Workshop Area**
  - **Medium, 8x8, 64 squares, 1 floor**

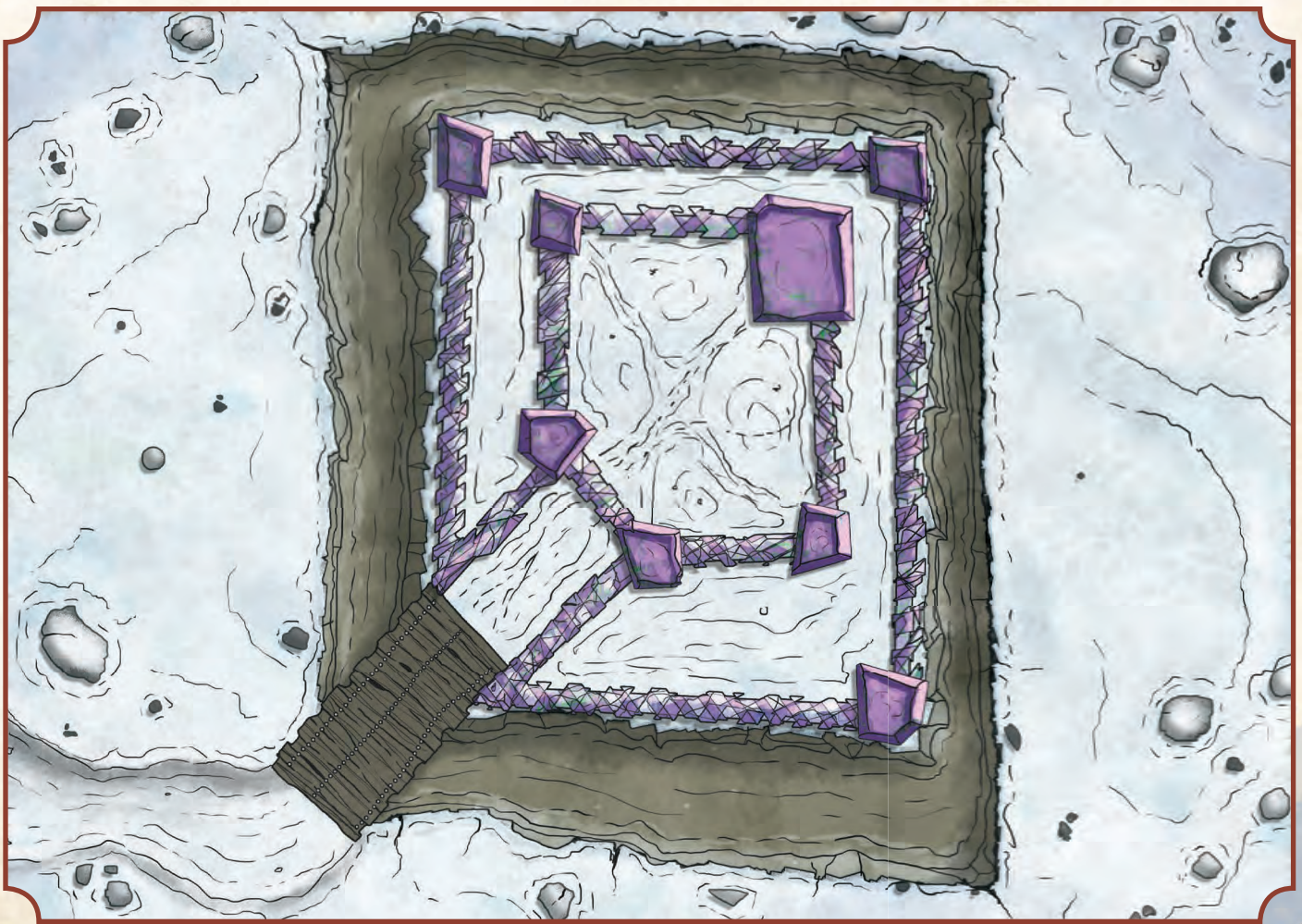
Stronghold

Curtain Wall Reinforcements:

- ***Additional Thickness:*** +5 ft.
- ***Additional Height:*** +25 ft.
- ***Additional Curtain Wall Towers:*** 5

Style Amplifications: *Additional Curtain Wall.* The entire fortification is surrounded by an additional wall.

Brutal Defenses: *Vertigo.* The architecture is designed using forced perspective. An example could be cunningly placed stones of differing sizes, tricking the eye to make walls appear much higher than they are, and triggering bouts of dizziness and disorientation in attackers.



Ziyuzoon

By Megan Roy



Zzyzx was always called on last. Be it lessons, sports, or simply alphabetically, Zzyzx was always last to be noticed, if at all. Her parents worried greatly about their little, silver dragonborn girl who was slow to think, slow to speak, and too innocent to understand the bullying. But Zzyzx carried on all the same, smiling unfazed through her school years, seldom speaking unless it was about her three favorite topics: cooking, music, and the great general Celakra Kerrhylon.

Celakra the Ice Spike was Zzyzx' great grandmother, a decorated war hero and master tactician credited with saving a large portion of their race from a demonic invasion. Celakra paid the ultimate price in the final battle of the war, using herself as bait while her forces flanked the remaining demons and finally ended the scourge. Zzyzx loved stories of Celakra more than anything, and dreamt of someday traveling to that last battle site in the tundra to play music in Celakra's honor.

When Zzyzx was just 13, her hometown was invaded while she was away in the forest. With little left of her ransacked home and no parents or townsfolk to be found, Zzyzx could only think of one place to escape to, and so she travelled northward towards the frozen tundra. When she arrived there a year later, Zzyzx discovered something strange: a giant, empty stronghold in the middle of the icy wasteland, just where Celakra was rumored to have fallen.

The fortress was an absolute marvel. The giant outer moat, which should have been filled with snow, was instead filled with bright flowers, fruits, and vegetables. As she passed over the bridge and through the unlocked outer gate, she saw a giant courtyard filled with small clockwork creatures that flitted about, tending to small plants and even playing tiny instruments. Upon seeing her, the clockwork creatures flew over and guided Zzyzx into the keep and to the small basement bed, where a card sat with only the words, 'For One Who is Worthy'.

Zzyzx has remained alone in the stronghold for the last 32 years. She spends most of her time cooking, preserving foods, studying the clockwork creatures (or trying to create her own), and playing music on the pristine piano that sits atop the keep. Zzyzx, still a loving and innocent soul, welcomes all visitors that happen upon the stronghold. She will cook, entertain, and beg you for whatever stories you're willing to share. When you leave, she'll always send you off with a jar of jam, a giant smile, and her accented, "Zee you zoon!" The stronghold itself, however, has its own ideas as to who, and who not, to welcome. If anyone of impure heart approaches the stronghold, an alarm horn blares, the bridge lifts, and the bright foliage lining the moat turns to jagged icicles and briars. Though the stronghold's origin is still a mystery, it's very clear to whom it (or, perhaps, Celakra) intends to protect.

General

Location in Relation to Settlement: *Remote*. The fortress is located a significant distance away from the nearest settlement.

Age: *Old*. The fortress was completed between 100 and 200 years ago.

Condition: *Strong.* The fortress is well-maintained and presents no obvious vulnerabilities. If the fortress is of a significant enough age, doors, timbers, fixings or other elements may have been added, updated or replaced. It is likely kept relatively clean. If under construction, the fortress is very nearly complete, perhaps waiting on some superficial or decorative elements, and completion is likely within the month. The residents are able to live comfortably.

Environment: *Tundra.* The fortress is in a very cold environment.

Expense: *Moderate.* The fortress was built with a medium budget, perhaps allowing for a small comfort or two.

Primary Building Materials: *Stone.* Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: *Completely Magic*. Magic was used to either acquire an entire slew of mundane building materials, or create fantastical ones.

Reason for Construction: *Life's work.* It was built as a labor of love by a dedicated craftsperson and their team.

Design Theme: *Refuge.* Welcome and safety.

Alternate Entries: *None.* There are no alternate entries into the fortress.

Local Impact: *Irritating.* The fortress' construction, or presence, caused some annoyance, or small issue, within the local area.

- **Local Impact Change: *Stable.*** Things have stayed roughly the same.

Residents: *Original.* The original residents, their descendants, or successors are in residence. This might be the person responsible for building the fortress and/or their family, or the people they stationed there (or their descendents/successors).

Resident Relations: *Problem Guard.* A member of the guard is at odds with the resident(s).

Resident Hobbies: *Cooking*, *Music* (listening or playing)

Resident Attitude: *Happy.* The residents like the fortress, or are pleased with their situation (or both). Things are good and spirits are up.

Garrison Size: *Minimum.* The garrison is the smallest necessary to do the job, so is likely overworked, or unable to handle more than absolutely vital tasks. A force this size requires few commanding officers.

Garrison Equipment: *Decent.* Guards are equipped with standard kit, and have a dedicated training area and equipment for use. They demonstrate refined practice techniques, such as specific drills, for a variety of situations.

Current Issue: *Structural Damage [Weather].* An area of the fortress has been damaged by the elements.

- **Issue Severity: *Manageable.*** The issue requires attention, but is no cause for great alarm.

History: *Notable Family Tree.* A resident within the fortress has (or had) very interesting lineage.

Secrets: *Ancient Resting Place.* A body was buried here before the fortress was built.

Oddities: *Rumbles.* On rare occasions, soft reverberations can be felt from deep underground beneath the fortress.

Special Feature: *Miraculous Event.* The structure was the site of something miraculous or amazing.

- **Miraculous Event: *Quest Accomplished.*** A great mission was concluded here.

Keep

Shape: *Box.* A square or rectangular keep maximizes internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler..

Size:

- ***Base Size:*** Small
- ***BSM:*** 1
- ***Floor Space:*** 5x5 squares

Exterior Wall Thickness: 5 ft. (1 square)

Number of Floors: *Two*. One above-ground floor and a cellar.

Raised Entrance: Entrance is on ground level.

Entry Defenses: Simple heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving).

Number of Rooms (BSM x Number of Floors): *3*

Rooms:

- ***Bedroom.*** The basement bedroom is inhabited by Zzyzx alone, though she is rarely ever there. It is the messiest place in the entire stronghold and features self-drawn colored crayon illustrations plastered all over the walls.
- ***Kitchen/Dining and Receiving Area.*** These rooms were combined to save space, especially since Zzyzx is the only one in the stronghold who eats. What time she doesn't spend building, repairing, or playing the piano is spent in the kitchen, cooking or preserving food.

Furnishings. *Basic.* Most of the contents of the keep are very basic, of poor quality or in poor condition, though some may be decent.

Castle

Geographic Advantages: *Tundra.* Treacherous approaches.

Style: *Motte-and-Bailey.* The keep is built on an earthen mound, or hill, and surrounded by a high fence or wall. The wall extends down the hill to form a large, circular yard (the bailey), where other buildings are located.

Size:

- ***Base Size:*** Small
- ***BSM:*** 1

Curtain Walls:

- ***Thickness:*** 10 ft.
- ***Additional Height:*** 30 ft.
- ***Number of Curtain Wall Towers:*** 7
- ***Tower Shape:*** Box
- ***Tower Size / Height:*** Medium [40 ft.]
- ***Tower Floor Area:*** 5x5 squares
- ***Tower Roofs:*** Uncovered

Curtain Wall Defenses:

- ***Machicolations.*** Similar to hoardings, but built as a permanent part of the structure, allowing defenders to fire directly down on attackers. If you already have hoardings, treat them as providing overhead cover.

- ***Magical Defenses.*** The castle is protected by something magical.
    - ***Unnatural Elemental Presence.*** Perhaps a castle in a non-volcanic region has a moat filled with lava, or a tropical region has areas of extreme cold.

Barbican: *None.*

Gatehouses:

- **Gatehouse 1: *Strong Gatehouse.*** One and a half times the height and thickness of its wall. Entry is covered by heavy doors and a portcullis.
    - ***Location of Gatehouse:*** Outer wall.
- **Gatehouse 2: *Standard Gatehouse.*** The same height as the wall and slightly thicker. Entry is covered by heavy doors.
    - ***Location of Gatehouse:*** Keep wall.

Moat: *Dry Moat [Trapped].* The moat is dry, but filled with some extra defensive measures, such as spikes or vicious animals.

- ***Moat Width:*** 35 ft.
- ***Moat Depth:*** 40 ft.

Barracks Location: *Built-On [Keep].* The barracks are attached to the fortress' keep, and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 2

- **Servant's Quarters/Forge**
    - **Large, 10x10, 100 squares, 2 floors**
    - **Description:** The 'servant's quarters' is the 1st floor space where all of Zzyzx's constructs reside. The 'forge' is her 2nd floor laboratory where she creates the constructs and other inventions that pepper the stronghold.

Stronghold

Curtain Wall Reinforcements:

- ***Additional Thickness:*** +5 ft.
- ***Additional Height:*** +20 ft.
- ***Additional Curtain Wall Towers:*** 3

Style Amplifications: *Great Moat.* The exterior perimeter of the stronghold is surrounded by a massive moat.

Brutal Defenses: *Thunder Horn.* A massive horn takes pride of place in the fortress. When sounded, it bolsters the resolve of defenders, and batters attackers with gale-force winds.



Interesting NPCs

This chapter contains many different NPCs from across the social strata of any settlement. They can be owners and/or operators of an establishment, nobles, servants, or other important and useful people.

The NPCs are grouped by profession/type. For each NPC required, roll on the appropriate table or select from the available options. Feel free to alter and adapt the NPCs in this chapter to match your settlement and its needs. The game statistics provided are for use with the 5th Edition Basic Rules. Note that in these statistics, unless otherwise specified, characters can read and write the languages they speak.

Apothecaries (p. 391)
Curators (p. 393)
Grooms (p. 396)
Innkeepers (p. 398)
Shopkeepers (p. 400)
Smiths (p. 402)
Tailors (p. 404)
Tanners & Taxidermists (p. 406)
Tavernkeepers (p. 409)
Artists (p. 412)
Beggars (p. 416)
Commoners (p. 418)
Mayors (p. 423)
Moneylenders (p. 425)
Nobles (p. 428)
Priests (p. 430)
Servants (p. 432)
Watch Commanders (p. 436)

Proprietors

The following NPCs all own or run shops in the settlement. In general, the fact that they are proprietors has more weight than their social standing, but sometimes those lines cross. Whether ownership or class is more important is up to your settlement.

Apothecaries

Most apothecaries make potions of one kind or another, but they also sell herbs and alchemical ingredients.

d6 (reroll 1s)	Name
2	Babette Monrova
3	Dargon Scroggs
4	Ezmirylda Rixile
5	Marvelous Marvelo
6	Mortimus Grenshee

Babette Monrova

"I may be young but my mother taught me all I need to know."

A sad, shy teenager, Babette is the victim of tragedy. Her father, Grim, was injured by a manticore long ago and her mother, Eloise, was killed by bandits. Now, Babette runs her parent's apothecary and tries to make ends meet.

Babettte devotes much of her time to sourcing and developing new treatments for her father's injuries. When she returns to the shabby home she shares with him, she often finds it empty. To both their shame, she usually has to collect her father from the streets, where he spends his days begging.

Game Statistics

Babette is a 15 year old human **commoner** with the following changes:

- Babette is neutral good.
- She has a Dexterity of 12 (+1) and a Wisdom of 12 (+1).
- She has proficiency with alchemist's supplies.
- She speaks Common.

Dargon Scroggs

"No cleric in your party? I don't recommend that, but I've got you covered for now."

Dargon understands the plight of adventuring parties without ready access to healing magic. The half-orc traveled with such a group, and he believes he and his companions never became legendary because of it. He decided to retire before a life of adventuring got him cursed, maimed, killed, or some combination thereof.

Using his accumulated gold, Dargon opened an apothecary in hopes of helping others live up to their dreams. He spent long hours learning how to craft his wares, and his *potions of healing* are exceptionally potent. This makes his shop quite popular and his business is going so well that he's thinking of hiring some help.

Dargon enjoys talking with his patrons, and he's willing to let adventurers haggle. Dargon most enjoys the company of these wandering heroes but, due to their transience, he finds himself frequently yearning for companionship. He often prays at a small shrine in his home, built in honor of his fallen comrades.

Game Statistics

Dargon Scroggs is a 35 year old half-orc **commoner** with the following changes:

- Dargon is neutral.
- He has an Intelligence of 13 (+1) and a Strength of 16 (+3).
- He has proficiency in the Intimidation skill, as well as with alchemist's supplies.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - When he scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.
  - If he is reduced to 0 hit points, but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.
- He speaks Common and Orc.

Ezmirylda Rixile

"Tell me, how long did the swelling last?
And what color was it? Fascinating."

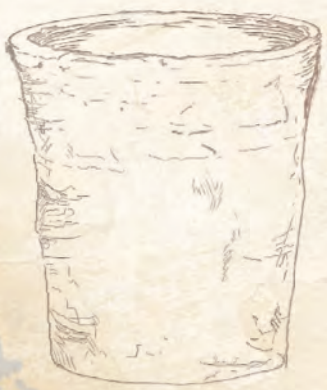
Soft-spoken and frail-looking, Ezmirylda is a skilled alchemist and poison maker. In her youth, the halfling traveled widely, making her living as an apothecary and discreetly selling poisons. While able to stay ahead of consequences from her nefarious trade, she eventually tired of constant travel, and decided to settle down in an unsuspecting community in need of an apothecary.

Since opening her shop, Ezmirylda has stopped selling poisons, so as not to be discovered, but she hasn't stopped experimenting and trying to improve her potions and medicines. This does mean that sometimes the local populace becomes reluctant test subjects, but most of the settlement tolerates this because her treatments do work, even if they are a strange color.

Game Statistics

Ezmirylda is a 130 year old lightfoot halfling **commoner** with the following changes:

- Ezmirylda is neutral.
- She has an Intelligence of 14 (+2).
- She has proficiency with alchemist's supplies.
- She has the following racial traits:
  - Her size is Small and she has a speed of 25 feet.
  - She has advantage on saving throws against being frightened.
  - She can move through the space of any creature that is larger than her.
  - When she rolls a 1 for any ability check, saving throw, or attack roll she can reroll the die and must use the new roll.
  - She can attempt to hide even when obscured only by a creature that is a least one size larger than her.
- She speaks Common and Halfling.



Marvelous Marvelo

"Get your own vial of Marvelous Marvelo's Magical Elixir before supplies run out!"

Marvelo is a traveling apothecary who claims his potion, Marvelous Marvelo's Magical Elixir, is a wondrous cure-all. He makes sure to tell buyers that the elixir takes twenty-four hours to work - just long enough for him to get out of town. Marvelo has made some powerful and wealthy enemies, so he is constantly looking over his shoulder.

Rotund, red-faced and congenial, Marvelo travels in a small, colorful cart pulled by his donkey, Barney. After setting up in a market square, he draws a crowd with his great, booming voice. Marvelo always displays his goods in the back of his cart just in case he has to make a quick escape. He enjoys life on the road, visiting new places, and never stays in a location for long.

Marvelo may not be entirely honest, but his affection for his donkey is true. Not only is he a friend and companion on the road, but Marvelo believes that Barney can tell the future. Whenever he asks the donkey a question, Barney seems to nod or shake his head in response. So far, Barney hasn't been wrong.

Game Statistics

Marvelo is a 40 year old human **commoner** with the following changes:

- Marvelo is chaotic neutral.
- He has a Charisma of 15 (+2).
- He has proficiency in the Persuasion skill, as well as with alchemist's supplies.
- He speaks Common.

Mortimus Grenshee

"My elixirs can restore you, so you needn't bow and scrape to the gods."

Mortimus looks far older than he should, due to an unfortunate accident with one of his experiments that left him with gray skin and withered flesh. He hides most of this with loose, drab clothing but his best defense is a surly demeanor. People joke that Mortimus looks like a ghoul but, given the remarkably restorative nature of his wares, folk might not even care if he really was.

Thus far, Mortimus hasn't found a way to reverse his condition. He's visited numerous temples and spent more coin than he'd like to admit on clerics who weren't able to do anything for him. This has left him with a strong dislike and distrust for those of the cloth; he won't even allow them into his shop. He believes the gods are cruel masters that allow terrible evil to be visited upon mortals.

Game Statistics

Mortimus is a 59 year old human **commoner** with the following changes:

- Mortimus is neutral.
- He has an Intelligence of 12 (+1) and a Constitution of 14 (+2).
- He has advantage on saving throws against poison.
- He has proficiency with alchemist's supplies.
- He speaks Common.

Curators

Shops that specialize in enchanted items, scrolls, books of spells, and other such magical paraphernalia are a wide-ranging category of establishment. Some are stuffed to the rafters with wondrous items, while some have but one genuine grimoire amongst their mundane books. The people that run such shops are often called curators, since their establishments sometimes resemble museums more than shops.

d8 (reroll 1s)	Name
2	Amfridius Burrowshine
3	Corara Lilygild
4	Foxtail Moondrake
5	Godfrey Brimble
6	Mack Jarshack
7	Remy Underwood
8	Yemmic Vizzir

Amfridius Burrowshine

"No, I haven't attempted to use it yet, but what could go wrong?"

While Amfridius' shop has a variety of potions and items for sale, most of the space is taken up by a growing number of experimental goods, waiting to be tested. The gnome is usually at his workbench, drawing up plans or tinkering, when visitors enter his shop. He talks as fast as his mind runs, and gets frustrated when others can't keep up. If asked to slow down, Amfridius rolls his eyes and speaks in a slow, drawn-out manner for a few sentences, before building back up to his rapid-fire dialogue.

Amfridius has wild, unkempt, white hair, scruffy mutton chops, and a thick mustache that covers his mouth. His spectacles have several lenses of varying size and thickness attached to the rim. For Amfridius, each patron is a potential test subject, and he is open to wheeling and dealing with folk brave enough to take his speculative products for a trial run.

Amfridius befriends anyone who believes in the work he does and returns to try more of his items. The gnome values these friendships, and promises that true friends will not be forgotten when he comes into his own.

Game Statistics

Amfridius Burrowshine is a 140 year old rock gnome **commoner** with the following changes:

- Amfridius is chaotic neutral.
- He has a Dexterity of 12 (+1) and an Intelligence of 14 (+2).
- He has proficiency in the Arcana and Persuasion skills, as well as with carpenter's tools, glassblower's tools, and tinkerer's tools.
- He has the following racial traits:
  - His size is Small and he has a speed of 25 feet.
  - He has darkvision out to a range of 60 feet.
  - He has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
  - Whenever he makes an Intelligence (History) check related to magic items, alchemical objects, or technological devices, he adds +4.
  - He can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork animal, monster, or person (AC 5, 1 HP). When placed on the ground, the toy moves 5 feet across the ground in a random direction. It makes noises as appropriate to the creature it represents. The device ceases to function after 24 hours.
- He speaks Common and Gnomish.

Corara Lilygild

"I recommend you don't open the box. Anyone with a wit of arcane knowledge should be able to clearly see that it is a magical prison for a demon."

Corara's adventures have taken her to distant lands and she has seen much that the world has to offer. During those years, Corara developed a keen eye for discerning magical objects. That's all in the past now, and Corara focuses instead on raising her daughter with her wife, Alice.

To provide a stable home life, the elf and human couple opened a shop to sell the objects Corara had obtained during her travels. As her daughter grows, Corara no longer feels the wanderlust that so captivated her previously. The new adventure of being a parent to a wildly unpredictable girl both satisfies and infuriates her.

Corara displays the unearthly beauty of her kin, and can seem haughty, but she means no ill will. In fact, despite her seemingly arrogant demeanor, Corara is both generous and kind. She shares her knowledge with those who are good of heart, and has been known to lend special items to worthy friends.

Game Statistics

Corara Lilygild is a 176 year old high elf **mage** with the following changes:

- Corara is chaotic good.
- She has proficiency in the History and Perception skills.
- She has proficiency with jeweler's tools, longswords, shortswords, longbows, and shortbows.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against being charmed, and magic can't put her to sleep.
  - Instead of sleeping, she meditates deeply for 4 hours a day.
  - She knows *mending* as an additional cantrip.
- She speaks Common, Elvish and Primordial.

Foxtail Moondrake

"When conventional wisdom and research offer no answers, perhaps we can finally look to the strange and extraordinary for the truth?"

Foxtail spent decades with his nose in tomes, studying anything and everything he could find about the creatures of the world. He spent some time as an adventurer, enhancing his academic learning with practical experience. Traveling far and wide, the elf became a leading authority on monsters and his *Encyclopedia of Monstrosities* is highly sought after by explorers and adventurers alike. Interested buyers can find copies of these volumes in his shop.

Foxtail is quick witted, sarcastically funny (usually at inappropriate times) and passionate about his work. Mundane conversation is difficult for Foxtail, due to his keen interest in his field to the exclusion of all else. He assumes that everyone shares his fervor for monster lore.

Game Statistics

Foxtail Moondrake is a 250 year old high elf **mage** with the following changes:

- Foxtail is chaotic good.
- He has proficiency in the Perception skill, as well as with calligrapher's supplies, longswords, shortswords, shortbows, and longbows.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - He has advantage on saving throws against being charmed, and magic can't put him to sleep.
  - Instead of sleeping, he meditates deeply for 4 hours a day.
  - He knows *mending* as an additional cantrip.
- He can speak Common, Draconic, and Elvish.

Godfrey Brimble

"Welcome to my shop of curios. Let me pour you a cup of tea while you tell me what you're looking for."

Godfrey is a perfect picture of charm and decorum, sophisticated and worldly. The elderly gentleman's slight frame is always garbed in elegant finery, and he greets each guest with a warm, flawless smile.

Godfrey's tidy shop is sparsely decorated; all of his items are stowed in an ornately carved chest, so guests are encouraged to browse through his meticulously maintained catalogue to see what he currently has to offer. This allows him to keep everything secure while still paying attention to his patrons. Purchasing one of Godfrey's items is almost a ritual. He serves tea and cakes, chats amiably about trivial matters, all to set his patrons at ease and make the shopping experience one of luxury and class.

A consummate salesman, Godfrey doesn't rush a sale but he makes the offer too good to pass up. If a customer is still not certain, he encourages them to return later, once they've thought it through. Such folks usually find they can think of nothing else but their potential new item.

Game Statistics

Godfrey Brimble is a 50 year old human **noble** with the following changes:

- Godfrey is lawful neutral.
- He has proficiency in the History skill, as well as with calligrapher's supplies and jeweler's tools.
- He speaks Common and Draconic.

Mack Jarshack

"Welcome to my shop. Feel free to browse while I dust."

Mack wears a woolen, short-brimmed hat that covers his balding head. His red beard is streaked with silver and trimmed neatly just below his jaw, and he wears a long leather coat. The older man is a master of occult lore and spent his younger years fighting evil cults. His shop is filled with trinkets and antiquities but his main goal is tracking down and acquiring cursed items.

In his rooms above the shop, Mack often falls asleep poring over tomes and researching cursed artifacts. Aged and weary after a lifetime of battling evil, Mack searches for ways to undo twisted enchantments that imprison unwary folk. He does spend some evenings frequenting his favorite tavern, but most nights he is working to find new ways of breaking curses.

Game Statistics

Mack Jarschak is a 53 year old human **priest** with the following changes:

- Mack is lawful good.
- He has an Intelligence of 14 (+2).
- He has proficiency in the Arcana skill.
- He speaks Celestial and Common.

Remy Underwood

"Within these pages, I have many friends that I can visit whenever I wish."

Remy owns a picturesque shop that caters to book lovers. The petite, bespectacled shopkeeper has pointed features, and his meticulously maintained robes are hopelessly out of date. Like his establishment, Remy smells of musty parchment and always has a book in hand.

In his shop, Remy sells books on every subject and genre; if customers need help finding a book, he guides them with his extensive knowledge. Female patrons, as well as large, burly men, make Remy stammer and avert his eyes, but he makes an effort to be courteous to all. In the rare case that Remy doesn't have a particular book on a subject, he will know the best place to obtain the information needed.

Above all, Remy longs for companionship and an end to his loneliness; his fear keeps him imprisoned in a life of isolation. Instead of building a life with others, he loses himself in his passion for reading, living vicariously through the characters within his books.

Game Statistics

Remy Underwood is a 45 year old human **commoner** with the following changes:

- Remy is neutral good.
- He has an Intelligence of 16 (+3) and a Wisdom of 14 (+2).
- He has proficiency in the Arcana, History, Nature, and Religion skills, as well as with calligrapher's supplies.
- He can speak Common and Elvish.

Yemmic Vizzir

"I've been known to wander from time to time. Tell me what it is you seek and, if I don't have it, I'm certain that I can procure it."

Attired in eclectic raiment pieced together from his collection, Yemmic always seems to be returning from a journey or leaving on another one. The tiefling has been the guest of royalty, merchants, mercenaries, and despots in all reaches of the world. Everyone is equally worthy in Yemmic's strange, golden eyes.

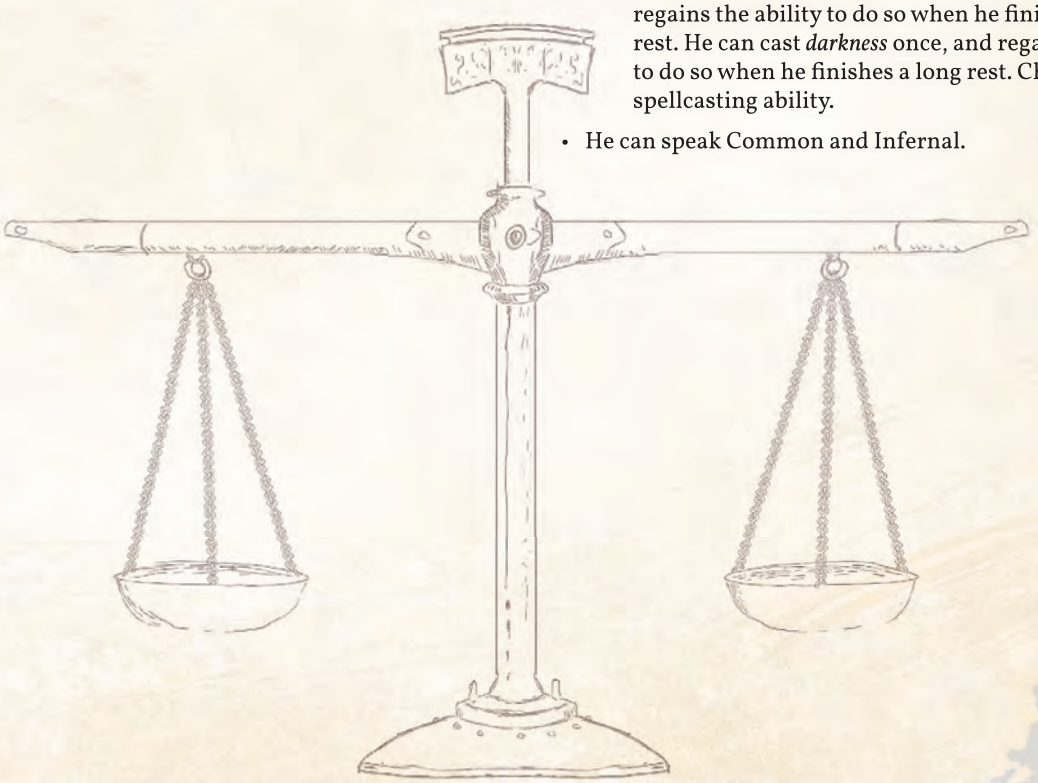
Yemmic has several favorite settlements on the Material Plane that he visits from time to time. He doesn't own his own shop, but rather has a *bag of holding* he uses to store his collection of items for sale.

The tiefling doesn't budge on his prices, but will accept magic items in trade if he believes they will be of interest to future buyers. Yemmic initially meets with customers in public spaces, but conducts final transactions in the privacy of a quiet room, an out-of-the-way alley, a hidden glen, or similar.

Game Statistics

Yemmic Vizzir is a 32 year old tiefling **mage** with the following changes:

- Yemmic is chaotic neutral.
- He has a Charisma of 16 (+3).
- He has proficiency in the Persuasion skill.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - He has resistance to fire damage.
  - He knows *thaumaturgy* as an additional cantrip.
  - He can cast *hellish rebuke* as a 2nd-level spell once, and regains the ability to do so when he finishes a long rest. He can cast *darkness* once, and regains the ability to do so when he finishes a long rest. Charisma is his spellcasting ability.
- He can speak Common and Infernal.



Grooms

Grooms board and sell mounts and their accompanying equipment, such as tack and harnesses, as well as wagons. Because visitors can arrive at any time, day or night, it can be hard work that requires dedication and patience.

d4	Name
1	Alyce Fark
2	Drazzit
3	Dederick Frothe
4	Thilliam Entwhistle

Alyce Fark

"You can borrow the horses and all the equipment you need, just give me ten percent of your haul."

When Alyce was young, she and her father were thrown from a horse; her father died and Alyce's leg was crushed. Alive, but maimed and bitter, Alyce inherited the stable her father owned. Now, Alyce's wife, Cassandra, does the work of the stables while Alyce handles the business side of things. Unfortunately for one in her line of work, she can't look at a horse without thinking of the day that left her crippled and fatherless.

Alyce would get out of the business, if she could, but is in need of an income. She feels trapped, and is constantly seeking opportunities to earn wealth, all in the hope of selling the stables and washing her hands of it all. She tries to make deals with adventurers, loaning them horses, wagons and whatever else in exchange for a share of whatever loot they might find.

Game Statistics

Alyce Fark is a 25 year old human **commoner** with the following changes:

- Alyce is chaotic neutral.
- She has a Dexterity of 8 (-1).
- She speaks Common.

Drazzit

"Listen, you look like you've got more than two coppers to scrape together. If you'd like, I know how to get my hands on some beasts other than horses, if you're the adventurous type."

Thin and somewhat scrawny looking, Drazzit left his kin after years of being shunned and bullied. He found peace wandering through forests and swamps near his homeland, before he found a new, more welcoming home elsewhere.

Before he left, Drazzit managed stables for his people, and he has experience riding all sorts of creatures, from lizards, spiders, bats, frogs and slugs to giant insects, cave bears and more. The green-scaled dragonborn has a knack for finding and training strange and unusual mounts, but his main stock is still mainly comprised of horses. In addition to selling land-based mounts, Drazzit also sells watercraft to interested parties.

If asked about himself, Drazzit often deflects or declines to answer. He doesn't want to relive his dark times, and would much rather focus on his new life.

Game Statistics

Drazzit is a 16 year old dragonborn **scout** with the following changes:

- Drazzit is neutral.
- He has proficiency in the Animal Handling skill.
- He has the following racial traits:
  - As an action, he can breath a 15-foot cone of poison gas; each creature in the area of the exhalation must make a DC 11 Constitution saving throw, taking 2d6 damage on a failed save or half as much damage on a successful one. After he uses his breath weapon, he cannot use it again until he completes a short or long rest.
  - He has resistance to poison damage.
- He can speak Common and Draconic.

Dederick Frothe

"Well, this horse is a bit used, as you can see. I'll be selling him at a loss already, but tell you what… I'll throw in the saddle and bags. They look like they'd fit you perfect. Heh heh."

Dederick's beady eyes are so closely perched above his colossal nose that he appears cross-eyed. His teeth are large and crooked and if he had any hair to speak of, he'd grow it out to conceal his unusually small ears. Most of his life was spent as a highwayman, but now Dederick owns a small stable and sells second-hand horses and tack at affordable prices.

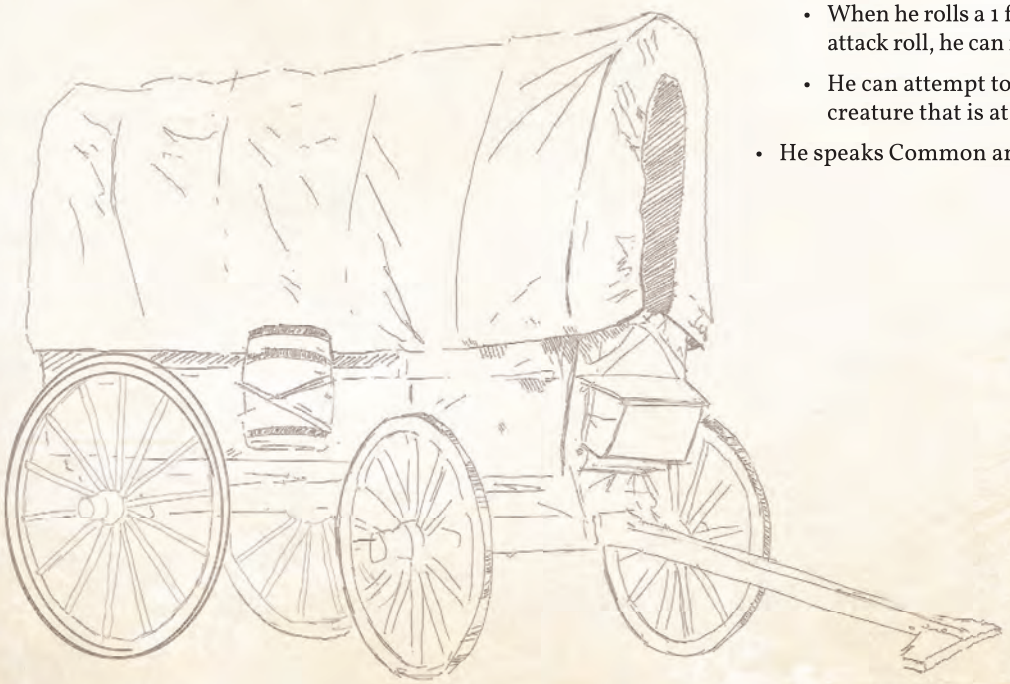
Though he's left his life of crime behind, Dederick not averse to turning his head while others dabble in illicit activities. Though he doesn't steal mounts himself, he's adept at covering up distinguishing features or brands and is always happy to make a deal with no questions asked. His wife, Beatrix, is a skilled, amateur forger, and can create contracts, invoices, and other important documents if necessary. Their young sons, Abel and Marth, are responsible for mucking out the stables, feeding and watering the mounts, and grooming them.

If confronted about his shady dealings, Dederick smiles knowingly but will never admit to any wrong-doing. If pressed, he may attempt to try to strike a deal to alleviate some pressure.

Game Statistics

Dederick Frothe is a 32 year old human **scout** with the following changes:

- Dederick is chaotic neutral.
- He has a Charisma of 14 (+2).
- He has proficiency in the Animal Handling and Deception skills.
- He knows Thieves' Cant, as per the rogue class feature.
- He speaks Common.



Thilliam Entwhistle

"Oh, of course the cart ride is free for the children! The laughter is payment enough."

A kindly halfling with prominent side-whiskers, Thilliam is a carriage driver for hire and runs a small stable. He takes care of his animals and equipment and has considerable experience as a driver. For years, Thilliam's career has involved taking travelers of all stripes hither and yon, making a fair wage while doing so. In the odd moments when he's not working, Thilliam hitches up an open wagon instead of a carriage and takes local children for free rides around the settlement.

Thilliam has lived in the same house and worked in the same stable his whole life. He learned about animals from his grandfather, who owned stable before him. A long time has passed since then, and Thilliam is not the young lad he used to be, though his mind and eyes are as sharp as they've ever been. His wife suggests from time to time that he should retire, but Thilliam just smiles, gives her a kiss, and says "It's no hardship. The job is one of the two things I love most in this world."

Game Statistics

Thilliam Entwhistle is a 125 year old lightfoot halfling **commoner** with the following changes:

- Thilliam is lawful good.
- He has a Dexterity of 14 (+2) and a Wisdom of 14 (+2).
- He has proficiency in the Animal Handling skill, as well as with land vehicles.
- He has the following racial traits:
  - His size is Small and he has a speed of 25 feet.
  - He has advantage on saving throws against being frightened.
  - He can move through the space of any creature that is larger than him.
  - When he rolls a 1 for any ability check, saving throw, or attack roll, he can reroll the die and must use the new roll.
  - He can attempt to hide even when obscured only by a creature that is at least one size larger than him.
- He speaks Common and Halfling.

Innkeepers

Inns are places for rest and recuperation. Some may be shabby, perhaps no more than a hodgepodge of tents with cots, or a large room with multiple beds. Others may be grandiose structures filled with the finest sleeping arrangements one could imagine, with all the possible comforts of home.

d6 (reroll 1s)	Name
2	Alabaster Beerbristle
3	Meech Dilton
4	Ileana Spearwise
5	Parsefal Sneeks
6	Roswen Woodin

Alabaster Beerbristle

"Alright my friend, I think you've had enough. Yes, I know you've not even finished your first tankard."

A beautiful blonde with a charming smile, Alabaster is sharp-tongued with a razor wit. She runs an inn called The Otyugh's Lair and takes no guff from anyone about the name. While not spotless, Alabaster keeps her place respectably turned out, and the inn has a modest crowd on most nights.

Cunning, but easily riled, Alabaster lets her temper out through carefully crafted insults that always teeter on the cusp of offensive. But to those who stay on her good side, the woman can be sweetness itself, providing cozy rooms with crackling fires.

Game Statistics

Alabaster Beerbristle is a 30 year old human **commoner** with the following changes:

- Alabaster is chaotic good.
- She has a Charisma of 16 (+3).
- She has proficiency in the Intimidation skill, as well as with brewer's supplies and cook's utensils.
- She speaks Common.

Meech Dilton

"We got one kind of ale. It's wet enough for the likes of me and you."

Meech Dilton's inn, A Frank Word, is perfect for those down on their luck or without a shred of self-respect. The ale is little more than warm swampwater, the food practically inedible and the smell revolting. The greasy looking innkeeper makes no apologies for his fare, or the stench for that matter, but the inn is undoubtedly the cheapest place in the settlement. For a few coppers, patrons can fill their bellies and sleep beneath a roof.

There are no private rooms for rent at the inn; guests pay for the privilege of sleeping on a straw-covered floor that reeks of sour ale, sweat, dog, and sometimes worse things. The air inside A Frank Word is filled with greasy smoke, both from the kitchen and the tapers burning in the rusty fixtures. The inn is drafty, and nothing does much to warm the place. Dilton's shaggy-haired hound, Abernathy, prowls among the chairs and tables, begging for food.

Dilton doesn't put on airs. He drinks the same ale as his guests, eats the same food, and sleeps alongside them. At A Frank Word, no one asks questions and it's easy to find a quiet corner to be ignored in.

Game Statistics

Meech Dilton is a 43 year old human **commoner** with the following changes:

- Meech is neutral.
- He has a Wisdom of 12 (+1).
- He has proficiency in the Animal Handling skill, as well as with brewer's supplies and cook's supplies.
- He speaks Common.



Ileana Spearwise

"You remind me of someone I knew so long ago."

Many years ago, Ileana fell in love with a human warrior she was traveling with. He was fierce and full of spirit and, though Ileana knew his life would be a brief flame compared to her long elven life, she took him as her husband.

Not wanting to watch her husband's strength dwindle on the field of battle, she used her considerable wealth to construct an inn for them to run while they raised their family. A stay at The Spearwise Inn is pricey, but those who can afford it find a peaceful respite with exquisite accommodations and delicious cuisine.

Ileana's husband is long dead, as are her children and grandchildren. She doesn't much involve herself in the day-to-day affairs of the inn, leaving that to her staff. Instead, she often sits in the common room in a plush chair overlooking the great hearth, sipping wine and looking at the magnificent silver spear hanging above the flickering fire, lost in memories of her family. She welcomes conversation, and listens to tales of adventure with keen interest.

Game Statistics

Ileana Spearwise is a 500 year old high elf **mage** with the following changes:

- Ileana is neutral good.
- She has proficiency in the Perception skill, as well as with longswords, shortswords, longbows, and shortbows.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against being charmed, and magic can't put her to sleep.
  - Instead of sleeping, she meditates deeply for 4 hours a day.
  - She knows *mending* as an additional cantrip.
- She speaks Common, Elvish, Draconic, and Sylvan.

Parsefal Sneeks

"Apologies, sire, but those back rooms are off limits to guests."

Parsefal Sneeks, a wiry, black-haired man, runs The Mad Raven, well-known among certain circles as a place where shady activities of all sorts take place. Family-owned for generations, Parsefal inherited the inn from his parents, but he lacked the sense needed to run a successful enterprise and business dropped off quickly. Desperate to hold onto the place at any cost, Parsefal struck a bargain with a local criminal racket. While the deal saved the inn, it has done little to put coin in his own purse, which has made him deeply resentful.

A variety of illicit operations are run out of The Mad Raven's backrooms; fencing stolen goods, high stake games of chance, the sale of illicit substances, and more. Parsefal covetously watches coin change hands but is far too fearful to interfere or complain. Scurrying about the inn with stooped shoulders, Parsefal barely meets the gaze of guests when they address him. The innkeeper bows and scrapes to customers, simpering in feigned deference and seeing to their needs under the scrutiny of his oppressors' watchful eyes.

Parsefal would like nothing more than to be rid of the criminals in his establishment. He fantasizes about getting enough gold to retire, but he has no idea how to obtain that kind of wealth in his current predicament.

Game Statistics

Parsefal Sneeks is a 42 year old human **thug** with the following changes:

- Parsefal is neutral.
- He has a Strength of 10 (+0) and a Charisma of 14 (+2).
- He has proficiency in the Deception skill, as well as with brewer's supplies and cook's utensils.
- He knows Thieves' Cant, as per the rogue class feature.
- He speaks Common.

Roswen Woodin

"Come wash off the dust of the road and be at ease while a room is readied."

Owner of the The Enchanted Garden, Roswen Woodin puts customers at ease with a calm voice, a gentle touch, and pragmatic solutions to their problems. She has a pretty, dimpled face, lined with care. No matter how happy she seems, the hint of sorrow is forever fixed in her eyes.

Roswen ran the inn for years with her husband, Teodric, until he answered a call to arms. She managed the inn alone while he was away, praying for his safe return, but those prayers were not answered. Teodric and his company were among those missing and presumed dead at the conflict's conclusion. Those who know Roswen well will tell you she hasn't been the same since a herald delivered that unhappy news, five years ago. With each evening meal, Roswen pours a splash of dwarven spirits in a cup for herself, her guests and, lastly, into Teodric's favorite old mug, resting in a place of honor on her mantle. Once this ritual is done, she makes a toast to his memory.

Game Statistics

Roswen Woodin is a 34 year old human **commoner** with the following changes:

- Roswen is neutral good.
- She has a Wisdom of 14 (+2) and a Charisma of 12 (+1).
- She has proficiency in the Diplomacy skill, as well as with brewer's supplies and cook's utensils.
- She speaks Common.

Shopkeepers

A general store is often a hub of activity and a primary location for all who live in the area. They supply basic supplies, groceries, and various odds and ends.

d6	Name
1	Ermin Brooks
2	Esme Fogg
3	Gammy Bernewelt
4	Gudgen Edgecombe
5	Josep Papley
6	Margery Blount

Ermin Brooks

"I think the packs are in that crate. Just look through and help yourself."

A rickety, old man in a rickety, old store, Ermin is generous to a fault. Unfortunately, for a shopkeep, he is also bad with finances. He sleeps in the supply room and barely earns enough to keep the debt collectors at bay.

When Ermin's husband, Gerard, was alive, their store was profitable. Gerard was shrewd and knew his way around numbers, while Ermin often forgets the prices of his own merchandise. He gets flustered when trying to remember and always undercuts himself.

The befuddled shopkeeper isn't as strong as he once was, so much of his merchandise is remains unpacked in crates, sacks, and barrels. He allows people to search through for what they need, and trusts to their honesty. Unfortunately, this has resulted in more things being stolen than are paid for. He has just about enough gold to pay his taxes but, the next time the debt collectors show up, he's going to be out of luck.

Ermin is too proud to beg, so he recently took a job washing dishes and cleaning privies at the local inn. If his fortune doesn't change soon, Ermin will have to sell his beloved shop just to pay his bills, before seeking an alley to live in.

Game Statistics

Ermin Brooks is a 59 year old human **commoner** with the following changes:

- Ermin is neutral good.
- Ermin has disadvantage on any Intelligence checks he makes to recall something.
- He speaks Common.

Esme Fogg

"Don't mind Rusty, he's suspicious of everyone."

Once an adventuring wizard herself, Esme Fogg knows how hard that kind of life can be. She gave it up when her betrothed, James, suffered a terrible fate that Esme has never spoken of. Taking what coin she had earned, Esme opened a general goods store in the settlement.

Esme lives alone in an apartment above her store with her cat, Rusty. In actuality, the cat is James, polymorphed by a magical trap. Esme does not have the means to dispel the powerful enchantment so she cares for Rusty, hoping to find a way to restore her lover.

Rusty has almost no memory of who he really is but is extremely protective of Esme. If someone seems to be threatening Esme or upsetting her in some way, Rusty hisses and scratches the offender.

Esme has a soft spot for down-on-their-luck adventurers, and is likely to undercharge for items she sells to them. The shopkeep enjoys talking with these customers, but won't share her own adventures unless specifically asked. She would pay well over asking price for anything that might turn Rusty back into his former self.

Game Statistics

Esme Fogg is a 25 year old human **commoner** with the following changes:

- Esme is lawful good.
- She has an Intelligence of 14 (+2).
- She is a 2nd level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:
  - Cantrips (at will): *acid splash, mending, prestidigitation*
  - 1st level (3 slots): *detect magic, identify, unseen servant*
- She speaks Common.

Gammy Bernewelt

"You poor dear, you look hungry. Ol' Gammy just baked some fresh cookies that'll make you right as rain."

Everyone in the settlement knows of Gammy's generosity, advice, and compassion. She's the salt of the earth; a grandmother who tidies up, offers fresh-baked cookies, and gives sage counsel.

Gammy runs the store she inherited when her husband passed away. After her parents were killed by bandits, Gammy took in a girl named Ginny to help around the place. Now, Ginny does most of the work of the shop while Gammy sits in her chair by the window, greeting customers, knitting, and dozing. Gammy always offers to get up and help when needed, but Ginny is happy to let her rest.

Game Statistics

Gammy Bernewelt is an 80 year old human **commoner** with the following changes:

- Gammy is neutral good.
- She has proficiency in the Insight skill, as well as with cook's utensils.
- She speaks Common.

Gudgen Edgecombe

"Kobolds? Not bad for a bunch of greenies, I suppose. Come back when you've grown some hair on your chins."

After Gudgen retired from a life on the road, he opened up a shop catering to sellswords and hung up his shield behind the counter. Rough and plain-spoken, Gudgen has little patience for pretentious behavior. He swaps stories with adventurers and, if their stories don't measure up, he laughs at them for being green.

While he might get a chuckle at their expense, Gudgen does sincerely want to help his customers come back in one piece. After all, how else will they buy more things from his store? The heavy-set and hairy man often points to his own vast network of scars while suggesting pieces of armor that can help prevent such injuries. He's even been known to make deals for an adventurer down on their luck.

Game Statistics

Gudgen Edgecombe is a 42 year old human **veteran** with the following changes:

- Gudgen is neutral good.
- He has proficiency in the Intimidation and Survival skills.
- He speaks Common.

Josep Papley

"Can I help you, sir? Oh, I'm sorry, I meant can I help you, miss? All done up in that iron, I couldn't tell."

Hard-nosed and set in his ways, Josep Papley doesn't budge on prices at his store under any circumstances. He doesn't gouge customers, but he doesn't do them any favors, either. The stoop-shouldered man is old-fashioned and does little to hide his contempt for female adventurers. In his opinion, a woman's career is to rear children and make a home for her family.

Josep's view of the wandering life is tainted by the fate that befell his only daughter, Anilla. The girl fell in love with a swashbuckler and ran off to join him on adventurers. The last he heard, Anilla and the company she traveled with were captured and presumably eaten by a red dragon. The pain of this loss sharpened Josep's outlook on a woman's place in the world.

Despite his gruff nature, Josep misses his departed daughter and prays for her daily at the local shrine. Besides his shop, he spends his time at his favorite tavern.

Game Statistics

Josep Papley is a 68 year old human **commoner** with the following changes:

- Josep is neutral.
- He has an Intelligence of 14 (+2).
- He has proficiency in the History skill.
- He speaks Common.

Margery Blount

"Didn't you read the sign? No half-orcs allowed!"

Margery, or Marge, as her friends call her, is a hard-bitten hill dwarf that took over running their store after her husband, Gard, was killed by a half-orc in a bar fight more than one hundred years ago. The old dwarf's memory is long and bitter on that account; she refuses to allow half-orcs into her store.

Marge isn't easily impressed and doesn't care for flashy personalities. Pragmatic and sensible, she doesn't have time for any bluster. She isn't afraid to offend anyone with gruff talk, when she bothers to talk at all. Marge is happy to conduct business with minimal conversation.

Marge's great-great niece, Teffany, helps her run the store. The pretty dwarf maid works dutifully for her aunt, but yearns for a life of adventure. When she encounters heroes, she eagerly asks about them and their exploits, but not within earshot of Marge.

Game Statistic

Margarey Blount is a 339 year old hill dwarf **commoner** with the following changes:

- Margarey is lawful neutral.
- She has a Wisdom of 14 (+2).
- She has proficiency in the Insight skill, as well as with smith's tools, battleaxes, handaxes, light hammers, and warhammers.
- She has the following racial traits:
  - She has a speed of 25 feet and her speed isn't reduced by wearing heavy armor.
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against poison, and resistance against poison damage.
  - Whenever she makes an Intelligence (History) check related to the origin of stonework, she adds +4 to the check.
- She speaks Common and Dwarvish.

Smiths

Usually hot and loud, smithies are places where metal of all kinds is forged into basic armor, weapons and other goods, such as tools, horseshoes and eating utensils.

d6	Name
1	Alyn Smithey
2	Aunara d'Autunno
3	Benjin Meers
4	Ernald Hammerdown
5	Galt Rhon
6	Zhi Rho

Alyn Smithey

"Adventurers are you? I would be glad of any tales you could share!"

Alyn Smithey is a solemn, gray-haired man whose shop is full of pots and pans, horseshoes and tools. As needed, he can make weapons and armor but doesn't have any on hand. He lives and works alone in his shop, dreaming of an adventuring life that he knows he would be unsuited to. When Alyn was young, he found a map that supposedly leads to a great treasure, but self-doubt and fear have always kept him from setting out, and the parchment remains buried at the bottom of a drawer.

Alyn is soft-spoken and charges fair prices for his work. If adventurers come into his shop, he takes special notice, asking them questions and listening to their stories with rapt interest. Perhaps one day, Alyn will gather his courage and set out on his own adventure.

Game Statistics

Alyn Smithey is a 40 year old human **commoner** with the following changes:

- Alyn is neutral good.
- He has proficiency with smith's tools.
- He speaks Common.



Aunara d'Autunno

"Just leave your gold and choose a sword. I'll know if you try to cheat me."

Hailing from a lost elven kingdom, Aunara rarely speaks of her past. She spends her days forging deadly and beautiful weapons in an open-air shop in the center of a small grove of trees. Spectators come to the grove to watch the high elf as she works, enraptured by her otherworldly beauty. Aunara pays them scant attention.

Most of her days are spent crafting longswords and shortswords on the stump of a petrified tree. Aunara strives to forge the perfect pair of swords, seeking the ultimate expression of her craft and art. Since she has no use for the blades she rejects, she sells them at a significant profit. Aunara cares little about who purchases her weapons, so long as they pay.

Some of her frequent observers have become fascinated by Aunara, and tell anyone that will listen that she is the exiled princess of a lost fey realm, deposed by some court intrigue. Some say that she's trying to learn the secrets of forging a blade that will trap souls. Whatever stories people tell, Aunara gives thought only to her work.

Game Statistics

Aunara d'Autunno is a 159 year old wood elf **mage** with the following changes:

- Aunara is chaotic neutral.
- She has proficiency in the Perception skill, as well as with smith's tools, longswords, shortswords, longbows, and shortbows.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against being charmed, and magic can't put her to sleep.
  - Instead of sleeping she meditates deeply for 4 hours a day.
- She speaks Common, Elvish and Sylvan.

Benjin Meers

"Something special? Oh I don't know about that. What about these lovely horseshoes?"

Unlike many apprentice smiths, who start to learn their trade as children, Benjen came to his trade relatively late in life. An orphan with no inheritance, Benjen was taken on by an aging smith out of pity when he was already a man grown, but his master quickly saw that the lanky lad had no skill with hammer and anvil. Unfortunately, the old smith died suddenly before finding a more suitable trade for his inexperienced trainee and, with no children of his own to pass it down to, Benjin took over the forge. Benjin knows he'll never be a master smith, but he turns a profit by peddling the few things he's been able to reliably create. He does, on occasion, try his hand at more ambitious projects but, most of the time, these end in failure.

Friendly and always ready to chat with customers, Benjin is generally happy with how things have turned out for him. If he applied himself a bit more, he could earn his maker's mark, but he doesn't much see the point. Benjin thinks that it's up to whomever buys his tools to make a mark in the world, not him.

Game Statistics

Benjin is a 33 year old human **commoner** with the following changes:

- Benjin is neutral.
- He speaks Common.

Ernald Hammerdown

"Listen to the hammer chime, hear the bellows swell. With fire in the forge and steel in the hand, all will be well."

Boisterous and always ready with an appropriate quote, Ernald is piously devoted to working the dwarven gods' will at his anvil. Patrons of his shop will always hear two things, the ringing of hammers, and dwarven hymns sung in a deep, beautiful voice. Ernald won't be interrupted while he sings. If someone tries, he raises his voice louder and strikes his hammer harder, ignoring whoever talks to him.

Stroking his long beard, Ernald proselytizes while making deals, hoping to lead others to faith. His favorite stories are about the Gift of Creation and how the dwarf gods taught his people the art of crafting. Ernald's son, Ginnison, grunts and mumbles at his father's orations and can usually get him to relent and actually make a sale.

Ernald charges an additional 10 gp to the price of every piece of armor and shield he sells, which he donates to the local temples.

Game Statistics

Ernald Hammerdown is a 45 year old hill dwarf **acolyte** with the following changes:

- Ernald is lawful good.
- He has proficiency with smith's tools, battleaxes, handaxes, light hammers, and warhammers.
- He has the following racial traits:
  - He has a speed of 25 feet and his speed isn't reduced by heavy armor.
  - He has darkvision out to a range of 60 feet.
  - He has advantage on saving throws against poison, and resistance against poison damage.
  - Whenever he makes an Intelligence (History) check related to the origin of stonework, he adds +4 to the check.
- He speaks Common and Dwarvish.

Galt Rhon

"My past is exactly where I left it - behind me. If you can't respect that, leave."

Galt is a gray dwarf, but is always quick to explain how he's denounced his evil kindred, and that his faith in the gods of forge and hammer has made him a better dwarf. Strangely thin for both a dwarf and a smith, Galt can swing a hammer with the best of them, but his faith is not quite as sure. He strives to present himself as truly reformed but, really, he just wants to be left alone.

To be sure, Galt isn't like other duergar. He met and married a dwarf widow named Gemira, whose husband died in a failed attempt to reclaim a lost dwarven mine. After a rocky start, the two found a deep bond forming between them, and Galt left his homeland to make a new life for himself.

Galt specializes in forging tools and he puts a small symbol of the dwarf gods on each one he makes. By creating reliable, ordinary tools that are useful for the community, Galt hopes to cast off doubts about his evil past.

Game Statistics

Galt is a 32 year old **duergar** with the following changes:

- Galt is neutral.
- He has proficiency with smith's tools.
- He speaks Common, Dwarvish, and Undercommon.

Zhi Rho

"Meet me around the back, but don't let the master see you."

Zhi spent her early life as a thief, but she was caught in the act by a dwarven locksmith. He was impressed that Zhi had been able to get past his security measures and reach his strongroom, and so the dwarf offered her a choice; be arrested, or quit crime and learn his craft. The thief chose the latter. To her surprise, Zhi found she had greater aptitude for designing keys, crafting locks, and building safes than she did for her larcenous activities.

Zhi still has numerous, friendly contacts in the criminal underworld, and she makes thieves' tools and skeleton keys on the side. Her master knows nothing about this, and sometimes Zhi considers giving in and returning to her old life, but she doesn't want to disappoint the dwarf that took her in and gave her a new start.

Game Statistics

Zhi is a 29 year old human **spy** with the following changes:

- Zhi is neutral.
- She has a Dexterity of 16 (+3).
- She has proficiency with tinker's tools and thieves' tools.
- She knows Thieves' Cant, as per the rogue class feature.
- She speaks Common.

Tailors

Tailors and cobblers handle all things related to cloth and clothing. A tailor who mainly serves the rich and the nobility is likely to be of higher social standing than one who serves the masses, even more so than with other kinds of shops.

d6	Name
1	Andrewe Crugg
2	Curzon Switt
3	Hervret Cloyd
4	Llewellynn Moonsorrow
5	Millie Swan
6	Vittoria della Morte

Andrewe Crugg

"Yes, yes, you are a vision in that coat! Who could resist you?"

Andrewe is a homely, well-dressed man who kindly greets guests visiting his shop. He has clothing to offer anyone, on any budget, and guarantees his patrons will leave the store looking like a king or queen.

The tailor often repeats the first word in a sentence and bobs his head up and down, bowing deferentially, while presenting his wares. Andrewe always manages to find his customers something of interest. Although he's not aware of it, Andrewe doesn't see colors in the way most others do, and cannot readily distinguish between most shades of red and green. This leads to him assembling some ensembles that patrons find off putting but, occasionally, he stumbles upon a truly genius combination.

Given his genial nature and competitive prices, Andrewe's regular customers are happy to take the chance of walking out wearing clashing separates.

Game Statistics

Andrewe Crugg is a 59 year old human **commoner** with the following changes:

- Andrewe is neutral good.
- He has a Charisma of 12 (+1).
- He has proficiency in the Persuasion skill, as well as with cobbler's tool and weaver's tools.
- He speaks Common.

Curzon Switt

"I don't make specialty garments, but we may have some cloaks that interest you."

Like the garments he sells, Curzon likes to keep things simple. What you see is what you get when visiting his small, rundown shop. The dresses, breeches, tunics and cloaks are all made from the same material and in the same color. The garb he makes may not be inspired, but at least it all matches, and is reasonably priced.

Trying to expand his shop, Curzon recently took on an apprentice, a local halfling named Randyllryn Bandersnitch. The halfling has learned the basics of garment construction from Curzon, but really wants to experiment with some bold, new designs. Resistant to change and somewhat jealous of Randyllryn's growing skill, Curzon has only allowed her to create a limited number of new items, thus far.

Since launching the new designs, business has picked up and Curzon has been reluctantly forced to admit that adding a splash of variety to his designs has helped profits. One day, he might even unbend enough to allow Randyllyrn to add new colors to his palette.

Game Statistics

Curzon Switt is a 38 year old human **commoner** with the following changes:

- Curzon is lawful neutral.
- He has proficiency with cobbler's tools and weaver's tools.
- He speaks Common.

Hervret Cloyd

"The old methods still work. If it's not broke, don't fix it."

A frail man with large, thick-lensed spectacles, Hervret moves with measured steps. He believes that anything worth doing is worth doing right. His hands may not be as steady as they once were, but his needle has yet to miss its mark.

Hervret has been a tailor for sixty years and is a familiar face to many of the locals in the settlement, having clothed them from youth to adulthood. Unfortunately, his once-prominent shop been losing business recently. Younger tailors are beginning to offer a quicker turn-around for garments, utilising fancy new machinery as they do, and also tend to be abreast of the latest fashions. Hervret is a traditionalist, and ardent hand-finisher so, rather than try to keep up with his competitors, he's considering retiring and spending his days with his feet up.

Game Statistics

Hervret Cloyd is a 78 year old human **commoner** with the following changes:

- Hervert is lawful neutral.
- He has proficiency with cobbler's tools, leatherworker's tools, and weaver's tools.
- He speaks Common.

Llewellynn Moonsorrow

"There's no magic in my armor, just pure elvish skill."

Llewellynn Moonsorrow was once a ranger, wandering the forests and fashioning garments from the hides and natural materials he would find. Now, the elf lives in a settlement far from home, nursing a broken heart for his lost love, Milandria. A courageous, if reckless, young woman, Milandria was slain while she and Llewellynn were hunting a monster that was harassing their community. He now lives a life far from those unhappy memories and, while enjoys the company of visitors in short bursts, he ultimately favors solitude.

Llewellynn lives and works in a simple, unmarked shop in the settlement and generally does work by referral only. With skillful craft, the elf makes jackets, shirts, gloves, armor, and more. He even makes antlered headdresses that are popular among druids. The quality of his craftsmanship is so high that some speculate he imbues each work with magic. In truth, it is pure artistry, and not the arcane, that make his garments so exquisite.

Game Statistics

Llewellynn Moonsorrow is a 190 year old wood elf **scout** with the following changes:

- Llewellynn is neutral good.
- He has proficiency in the Perception skill and with leatherworker's tools, woodcarver's tools, and tinker's tools.
- He has proficiency with longswords, shortswords, shortbows, and longbows.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - He has advantage on saving throws against being charmed, and magic can't put him to sleep.
  - Instead of sleeping, he meditates deeply for 4 hours a day.
- He can speak Common, Elvish, and Sylvan.

Millie Swan

"Tell me what you want so I can get to work."

Millie is a hard-bitten, gray-haired widow who is tough as an old bone. She can be abrasive and curt when talking, but isn't intentionally rude. You'll get no bargains at Millie's shop, but she won't rip you off either. The seamstress has plenty of garments on hand, and can make anything, given enough time and for the right price.

Folk would be surprised to learn that there was a time when the seamstress had a sunny disposition. As a young woman, Millie was both happy and optimistic until she and her husband, Benfort, were swindled out of their life savings. The couple gave every last coin they had to a charlatan to purchase an elixir he claimed would heal Benfort of a wasting sickness he was suffering from. When the potion didn't work, Millie's last bit of resolve was broken and she lost faith in people.

Now, Millie focuses on her work. She is highly skilled, but is a woman exhausted and drained, her life of joy gone when Benfort passed away. She would never admit it, but all she really wants is to believe in people again.

Game Statistics

Millie Swann is a 37 year old human **commoner** with the following changes:

- Millie is neutral.
- She has a Wisdom of 14 (+2).
- She has proficiency in the Insight skill, as well as with cobbler's tools and weaver's tools.
- She speaks Common.



Vittoria della Morte

"Pardon me, but I do believe I know better when it comes to what looks good on you."

Vittoria is elegant, sophisticated, and fashionable. Whether at the theater or dining at one of the settlement's premier inns, she charms everyone she meets with her unearthly beauty. Unfortunately, her true personality isn't nearly as beautiful as her exterior.

Vittoria is always quick with a well-crafted witticism or turn of phrase designed to reduce someone to tears. She delights in the gaggle of sycophants she's attracted, and often holds court at a local tavern, casting judgement on all she sees.

Vittoria has several young seamstresses that work in her boutique; Aliza, Jarella, and Pansy. The girls were once sweet and good-natured but they have become catty, vindictive and ruthless as they compete for Vittoria's favor. The girls design and make the clothing she sells while Vittoria stays busy with numerous social engagements.

Game Statistics

Vittoria della Morte is a 22 year old tiefling **cultist** with the following changes:

- Vittoria is chaotic neutral.
- She has a Charisma of 18 (+4).
- She has proficiency in the Persuasion skill, as well as with weaver's tools.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has resistance to fire damage.
  - She knows the *thaumaturgy* cantrip. Charisma is her spellcasting ability.
- She can speak Common and Infernal.

Tanners and Taxidermists

Tanning hides and preparing them for use is a dirty, smelly job, but one that is vital to a settlement (even if it is one that generally takes place on the outskirts).

A far more specialist, though somewhat related, skill is the preparing and preserving of animal hides to give an impression of their appearance in life. Stuffed animals may form the basis of a scholar's research, or simply serve as reminders of a successful hunting trip.

d6	Name
1	Daxerath Hiltneedle
2	Gallimaufry
3	Hamon Oxbrigg
4	Hendry Lond
5	Korella Goran
6	Smite

Daxerath Hiltneedle

"Bigger creatures are much trickier; they'll cost you extra."

Daxerath never wanted a life of shaping steel, much to the disappointment of his clan. His interests were always more macabre; he stuffed deceased family pets and slaughtered livestock in an old laboratory. When the dwarf's father discovered what was going on, he punished his son harshly and forced him to copy tales detailing his proud lineage from old tomes, to remind him of who he was. Daxerath, who knew exactly, decided to leave his clan and seek out a more welcoming community.

Now that he's found a place to settle, Daxerath has bloomed as a taxidermist. His creations are so lifelike that some local farmers have paid him to create scarecrows and other such deterrents. These efforts have made the dwarf a trusted member of the community.

Game Statistics

Daxerath Hiltneedle is a 32 year old hill dwarf **commoner** with the following changes:

- Daxerath is chaotic neutral.
- He has proficiency with leatherworking supplies and smith's tools.
- He has proficiency with battleaxes, handaxes, light hammers, and warhammers.
- He has the following racial traits:
  - He has a speed of 25 feet and his speed isn't reduced by wearing heavy armor.
  - He has darkvision out to a range of 60 feet.
  - He has advantage on saving throws against poison, and resistance against poison damage.
  - Whenever he makes an Intelligence (History) check related to the origin of stonework, he adds +4 to the check.
- He can speak Common and Dwarvish.

Gallimaufry

"What is bizarre to you may be beautiful to others."

Gallimaufry is a tiefling who works in a hodgepodge shop as mismatched as his work. His short, stocky frame is covered in lizard scales and he makes no attempt to hide this, flaunting his infernal heritage. His creations are strange amalgams; wild boar bodies with shark heads and horse hooves; hawks with chipmunk heads and the wings of pseudodragons; bears with owl heads and flippers in place of paws. Most think that Gallimaufry is insane, but he has attracted a small cadre of wealthy, eccentric buyers for his odd fabrications.

Gallimaufry is happy to talk about his work, but even he can't exactly say what drives his art. Why he feels compelled to create these mismatched animals is a question he's never really found an answer to, but he enjoys the process, and he's found a delicious thrill in making folks uneasy and shaking up their drab lives with a bit of oddness.

Game Statistics

Gallimaufry is a 35 year old tiefling **commoner** with the following changes:

- Gallimaufry is neutral.
- He has a Dexterity of 12 (+1) and a Charisma of 14 (+2).
- He has proficiency with leatherworking tools.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - He has resistance to fire damage.
  - He knows the *thaumaturgy* cantrip. Charisma is his spellcasting ability.
- He can speak Common and Infernal.

Hamon Oxbrigg

"One foot always wants to take me back the way I came. I don't mind it, so long as that means heading back for another pint!"

Hamon is a club-footed man who moves with a very pronounced limp, but has no time for anyone feeling sorry for him. Growing up, he voraciously consumed every book related to adventure and monster hunting that he could find. He trained and strengthened his body as well, and now looks more like a blacksmith than a typical tanner.

Hamon prefers to work with great beasts, aberrations, and monstrosities; his shop is filled with such creatures, stuffed and mounted in life-like dioramas. He researches creatures that capture his imagination, and pays adventurers to bring them back to add to his menagerie. Perhaps, one day, Hamon will head out on his own adventure and bring back something for his shop.

Game Statistics

Hamon Oxbrigg is a 55 year old human **commoner** with the following changes:

- Hamon is neutral good.
- He has a Strength of 16 (+3) and a Constitution of 14 (+2).
- He has proficiency with the Arcana and History skills, as well as with leatherworker's tools and woodcarver's tools.
- He speaks Common.

Hendry Lond

"Who's there? Oh, you have a beast you need stuffed? Give me a moment and I'll let you in."

Emaciated and gaunt, Hendry is a strange man. He taxidermies all manner of beasts, dragons and other creatures for his clientele, finding a strange form of art in the preparation of his specimens. His shop is in an out-of-the-way area of the settlement, and he keeps the door locked at all times.

Hendry's father was a tanner and taught his son the trade. When his family died in an outbreak of disease while Hendry was still young, something inside the boy snapped and he preserved his kin instead of giving them funeral rites. Hendry never bothers to get close to anyone, instead engaging in lengthy discussions with his 'family'.

When speaking with others, Hendry rarely blinks and says as little as possible. He avoids talking about himself at the best of his times but will stay resolutely silent if anyone enquires about his relations. If pressed, Hendry firmly suggests sticking with the business at hand.

Game Statistics

Hendry Lond is a 41 year old human **commoner** with the following changes:

- Hendry is neutral.
- He has an Intelligence of 16 (+3).
- He has proficiency with leatherworker's supplies.
- He speaks Common.

Korella Goran

"Wouldn't you love a stuffed monkey? Look how adorable it is. You can almost imagine it capering about your home!"

Korella is a passable tanner but an even better fence. She is adept at finding creative ways to hide stolen goods in her stuffed creations, and has developed strong ties to the local underworld.

With a round face and chestnut curls, Korella looks like a typical, cheerful hafling and she works to keep it that way. She spends a good deal of time carousing at the local tavern, which both allows her to keep up appearances, as well as find new clients.

Korella doesn't concern herself worrying about the repercussions for her crimes. She lives in the moment and, right now, loves the life her ill-gotten gains can give her.

Game Statistics

Korella Goran is a 45 year old lightfoot halfling **spy** with the following changes:

- Korella is chaotic neutral.
- She has proficiency with leatherworker's tools and thieves' tools.
- She knows Thieves' Cant, as per the rogue class feature.
- She has the following racial traits:
  - Her size is Small and she has a speed of 25 feet.
  - When she rolls a 1 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.
  - She has advantage on saving throws against being frightened.
  - She can move through the space of any creature that is of a size larger than hers.
  - She can attempt to hide even when obscured only by a creature that is at least one size larger than her.
- She can speak Common and Halfling.

Smite

"I know all there is to know about dragons. Did you know there are long lost, magical orbs that control them?"

When a dragon attacked his village, Smite was the only survivor. A kindly, wandering knight took him in, and the tiefling grew up with one purpose: the destruction of dragons. Smite trained hard and slew many dragons, but he found himself increasingly awed and amazed by the wondrous creatures. When he encountered a patient and understanding brass dragon, Smite learned to let go of his anger and rage and start a new chapter in his life.

When he first arrived at his current settlement, Smite took on odd jobs and eventually found steady work as an apprentice tanner. He found an unexpected sense of peace in memorializing slain creatures, and has a knack for lifelike poses that make even the most perceptive observer wonder if the creatures are still alive.

Smite has his own shop now and his greatest desire is to acquire a dragon egg. He hopes that by raising a dragon with love he can atone for his early life of hate.

Game Statistics

Smite is a 25 year old tiefling **veteran** with the following changes:

- Smite is neutral good.
- He has proficiency in the Arcana skill, as well as with leatherworker's tools and woodcarver's tools.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - He has resistance to fire damage.
  - He knows the *thaumaturgy* cantrip. Charisma is his spellcasting ability.
- He can speak Common, Draconic, and Infernal.



Tavernkeepers

Pubs and taprooms are the heart of any settlement. People from all walks of life gather to share a round of ale, listen to a song, eat a hot meal, and generally forget about their troubles.

d6	Name
1	Avana Flowerfair
2	Chernock Hornbolt
3	Ilberd Munt
4	Kurasa Mabawe
5	Twarby Littcot
6	Willow Hambard

Avana Flowerfair

"What a tale! Reminds me of when... well, never mind, that's a story for another time. Cheers!"

In her youth, Avana was part of a famous adventuring company and her tavern, The Familiar Table, is decorated with her trophies. The halfling treats all guests as though she were their mother, hanging up cloaks, straightening robes, and cleaning smudges from their faces. Even if guests find the halfling cleaning up overturned tables or broken crockery, she'll greet them warmly.

Avana has a soft spot for adventurers and will exchange tales of exploits, often buying a round or two if the conversation is especially good. She also employs a rotating cast of orphaned children of varying ages, formally beggars and pickpockets. When they are not clearing tables or washing glasses, the children share a loft above the common room. Avan is very protective of her adopted charges, and never works them harder than is needed. She may be a veteran of a hundred dangerous expeditions and seen her share of trouble, but she dreams of a better life for her kids.

Game Statistics

Avana Flowerfair is a 90 year old lightfoot halfling **commoner** with the following changes:

- Avana is lawful good.
- She has a Wisdom of 14 (+2) and a Charisma of 12 (+1).
- She has proficiency in the Performance skill, as well as with brewer's supplies and cook's utensils.
- She has the following racial traits:
  - Her size is Small and she has a speed of 25 feet.
  - She has advantage on saving throws against being frightened.
  - She can move through the space of any creature that is larger than her.
  - When she rolls a 1 for any ability check, saving throw, or attack roll, she can reroll the die and must use the new roll.
  - She can attempt to hide even when obscured only by a creature that is at least one size larger than her.
- She speaks Common and Halfling

Chernock Hornbolt

"Hrrrummph."

Chernock is a one-armed dwarf of few words and fewer pleasantries. If he bothers to acknowledge guests at all, he's usually brusque. His tavern, Faultline, isn't fancy, but the food and drink are passable and fairly priced. Over the bar hangs a big sign that reads, 'DON'T ASK ABOUT THE ARM.' If someone makes that mistake, Chernock gives one warning (there are always jokers) and then retrieves a stout club from its place behind the bar.

Chernock has never told anyone how he lost his arm and his customers have a secret, on-going wager about what happened. The favored odds are for the theory that a monstrous snapping turtle bit it off when Chernock explored the reptile's shell. A close second is that he actually does have a right arm but, due to a birth defect, it grew from his chest and is concealed beneath his beard. The winner of this pool stands to win a large amount of gold, if the truth is ever revealed. Chernock has no intention of ever doing that.

Though Chernock is gruff with everyone, his staff are mostly all pleasant and attentive. To hear them tell it, Chernock pays well, and keeps a watchful eye on riffraff. The dwarf lives at the tavern, sleeping in a small backroom that's as cheerless as the landlord himself.

Game Statistics

Chernock Hornbolt is a 137 year old hill dwarf **commoner** with the following changes:

- Chernock is lawful neutral.
- He has proficiency in the Intimidation skill, as well as with brewer's supplies, cook's utensils, and smith's tools.
- He is proficient with battleaxes, handaxes, light hammers, and warhammers.
- He has the following racial traits:
  - He has a speed of 25 feet and his speed isn't reduced by wearing heavy armor.
  - He has darkvision out to a range of 60 feet.
  - He has advantage on saving throws against poison, and resistance against poison damage.
  - Whenever he makes an Intelligence (History) check related to the origin of stonework, he adds +4 to the check.
- He speaks Common and Dwarvish.

Ilberd Munt

"Would any of you care to start a friendly game of cards or dice? I have either, and would be happy to seed the pot!"

While flattering his guests, Ilberd constantly blinks his rheumy eyes and licks his thin, dry lips. He doesn't like staying behind the bar, instead circulating among tables checking to see if drinks need to be freshened, or paying compliments to anyone if there seems to be a chance to gain further custom. However, he doesn't have time for skinflints. If it's clear that his sycophantic behavior won't help him fill his coffers, Ilberd moves on.

Games of chance are encouraged at Ilberd's tavern, The Stacked Deck, and he'll even seed the pot with a few coppers of his own if guests are hesitant to begin. He considers it an investment, knowing winnings will be spent on food and drink.

Game Statistics

Ilberd Munt is a 55 year old human **commoner** with the following changes:

- Ilberd is neutral.
- He has proficiency in the Persuasion skill, as well as with brewer's supplies, cook's utensils, dice, and playing cards.
- He speaks Common.



Kurasa Mabawe

"Funny, I've never heard that joke about my nose before. Boys, take out the trash."

With ugly, gaunt features and an abnormally large, hooked nose, most people have a difficult time looking at Kurasa. Raised more by her orc mother than her human father, Kurasa learned to dislike elves and half-elves. They aren't welcome at her tavern, The Broken Tree.

Since she took up ownership, effort spent on upkeep has dwindled at the tavern. Windows are broken and boarded, chairs and stools precarious to sit on, and all the tables are wobbly. Her food is marginal, the drinks watered down, and the clientele extremely shady. What folks don't know is that Kurasa has quite a racket running out of the back of her place. If there's something crooked going on in the settlement, it probably was agreed in her tavern.

Kurasa employs a pair of thugs that she refers to as her 'boys' to help with illicit activities as well as provide her personal protection. Wherever she is, they are not far.

Game Statistics

Kurasa is a 24 year old half-orc **thug** with the following changes:

- Kurasa is chaotic neutral.
- She has proficiency with brewer's supplies and cook's utensils.
- She knows Thieves' Cant, as per the rogue class feature.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - When she scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.
  - If she is reduced to 0 hit points, but not killed outright, she can drop to 1 hit point instead. She can't use this feature again until she finishes a long rest.
- She speaks Common and Orc.

Twarby Littcot

"You saw a rat? That's good luck!"

Twarby may be short but he has an enormous personality, and claims he was once the most notorious buccaneer to sail the seas. According to him, after a life of piracy, all he wants now is to settle down with a strong mug of ale and a comfy chair by the fire.

Twarby's black eyes are set close together above a pointed nose and pronounced front teeth, and he laughs when folks call him a wererat, as he believes the notoriety generates business. In fact, he encourages such comments, often nibbling wedges of cheese and avoiding touching silver coins.

There are even a number of rat-sized passages hidden in the walls throughout his tavern, The Wheel of Cheese, but these were built as storage corridors, and you are more likely to find local urchins running through them than genuine lycanthropes. Twarby enjoys the rumors and laughter he provokes from his patrons, and he's glad that he can give them a good evening out.

Game Statistics

Twarby Littcot is a 43 year old lightfoot halfling **commoner** with the following changes:

- Twarby is neutral.
- He has proficiency in the Performance skill, as well as with brewer's supplies and cook's utensils.
- He has the following racial traits:
  - His size is Small and he has a speed of 25 feet.
  - He has advantage on saving throws against being frightened.
  - He can move through the space of any creature that is larger than him.
  - When he rolls a 1 for any ability check, saving throw, or attack roll, he can reroll the die and must use the new roll.
  - He can attempt to hide even when obscured only by a creature that is a least one size larger than him.
- He speaks Common and Halfling.

Willow Hambard

"My husband may have the manners of a boar, but he is a good man at heart."

Willow is plump and pretty, with a cute, turned-up nose. Her black hair is streaked through with silver, and her eyes have a nest of crow's feet from years of smiling. She and her husband have owned their tavern for many years, and Willow is always fluttering through the common room, serving guests cheerfully.

Her ill-mannered husband, Fark, stays behind the bar, or in the kitchen with their son, Ebrus, who prepares most of the meals. Fark is churlish, taciturn and quick to anger, fiercely protective of his family and their home. In contrast, Willow is kind and outgoing, acting as a perfect balance to her husband. Ebrus is somewhere between his parents' temperaments, depending on the situation.

If Willow was being honest, she might admit that her pleasant demeanor isn't always genuine; she does occasionally struggle. Running the tavern and raising Ebrus hasn't always been easy, and Fark's gruff nature has made it hard to keep quality help around. Still, Willow tries to stay cheerful and keep hope alive for her and her family.

Game Statistics

Willow Hambard is a 36 year old human **commoner** with the following changes:

- Willow is neutral good.
- She has a Charisma of 14 (+2).
- She is proficient in the Persuasion skill, as well as with brewer's supplies and cook's utensils.
- She can speak Common.



General Population

Instead of owning a shop, people in a settlement might work for nobles or wealthy employers. Some folks make a living with their artistry, or specialize in a service they can offer. These people might have a small establishment of some kind, but owning a shop isn't as much a part of their identity as it is for a proprietor. And, at the other end of the scale at the lowest rung of society, the destitute depend on charity.

Artists

Some artists have their own establishment, some combination of a gallery and a workroom, while others work out of their homes and sell directly to patrons.

d10 (reroll 1s)	Name
2	Alynna
3	Anthologius Murngle
4	Beelynda Glimmerglam
5	Charmeine
6	Heleyna Hillfellow
7	Lazlo Barnym
8	Ruprict Stone
9	Skarmos Andoulan
10	Yorlo

Alynna

"Watch and be amazed and, if you ARE amazed, drop a coin in my hat!"

Alynna is a street performer; tumbling, juggling, and executing daring acrobatics for coin. The half-elf grew up in a gang of thieves but, with the help of an elderly priest, she managed to escape that life.

Slender and sleight of build, Alynna is barely five feet in height. She has short, choppy hair that accentuates her unusually large, pretty eyes and pert lips. The half-elf speaks her mind freely and without filter. She isn't afraid of insulting people, mostly because it never occurs to her that what she says would be considered offensive.

Though she makes a decent living with her skills, Alynna doesn't ever have two coppers to rub together. She doesn't see the value of being loaded with coin (especially when she is out performing all day), so spends what she earns helping needy neighbors and paying tithes to temples.

Game Statistics

Alynna is a 17 year old half-elf **spy** with the following changes:

- Alynna is chaotic good.
- She has proficiency in the Acrobatics and Performance skills.
- She knows Thieves' Cant, as per the rogue class feature.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- She can speak Common, Elvish, and Gnomish.

Anthologius Murngle

"After getting your first tattoo, you'll leave here already thinking about your next one."

Anthologius, or 'Ant' as his friends call him, was once a silversmith, living in the rocky lands of his people. He became infatuated with tattoos, getting several inked before becoming a tattoo artist himself. The rock gnome found way to liquefy silver without heat and he uses it to create exquisite body art.

Ant works on the first floor of the modest building where he lives. He is friendly and generous, but values his time and skill. He charges 20 gold pieces per hour, for his tattoos, with a one hour minimum. He often pays bards and minstrels to perform lively tunes while he works.

As the sole pioneer of his tattooing technique, Ant has plenty of friends and rivals who would love to learn how he does it. However, the gnome has vowed to take his secret to the grave.

Game Statistics

Anthologius Murngle is a 50 year old rock gnome **commoner** with the following changes:

- Ant is neutral.
- He has a Dexterity of 16 (+3).
- He has proficiency with calligrapher's tools and tinker's tools.
- He has the following racial traits:
  - His size is Small and he has a speed of 25 feet.
  - He has darkvision out to a range of 60 feet.
  - He has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
  - Whenever he makes an Intelligence (History) check related to magic items, alchemical objects, or technological devices, he adds +4 to the roll.
  - Using his tinker's tools, he can spend 1 hour and 10 gp worth of materials to construct a fire starter which can light a candle, torch, or campfire.
- He speaks Common and Gnomish.

Beelynda Glimmerglam

"The laughter of children is as good as gold!"

Beelynda Glimmerglam comes from a family of famous and well-respected illusionists, but proved a disappointment to her family when she abandoned her studies to become a professional fool. To save her father from further embarrassment by association, Beelynda gave up her life of affluence and took the name 'Truffles' when she started performing.

Although lacking in significant magical skill, the slender and lithe gnome can still cast a few, little spells to assist in her foolery. Truffles often conjures comedic illusions to add flair to her brand of humor. Her jests may sting, but they are seldom cruel, unless she feels like the recipient is deserving.

Truffles has a soft spot for children, and delights in making them laugh. Optimistic and bubbly, she enjoys conversation and is liberal with her friendships, but seldom talks about her childhood and family. She travels from settlement to settlement performing on street corners, or in taverns, even staging shows for wealthy folk in manors and estates.

Game Statistics

Beelynda Glimmerglam is a 32 year old gnome **commoner** with the following changes:

- Beelynda is chaotic good.
- She has a Dexterity of 16 (+3) and an Intelligence of 14 (+1).
- She has proficiency in the Acrobatics and Performance skills, as well as with tinker's tools.
- She is a 2nd level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:
  - Cantrips (at will): *dancing lights, mage hand, prestidigitation*
  - 1st level (3 slots): *color spray, silent image, unseen servant*
- She has the following racial traits:
  - Her size is Small and she has a speed of 25 feet.
  - She has darkvision out to a range of 60 feet.
  - She has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
  - Whenever she makes an Intelligence (History) check related to magic items, alchemical objects, or technological devices, she adds +4 to the roll.
  - Using her tinker's tools, she can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork music box.
- She speaks Common and Gnomish.

Charmeine

"Faith is the pillar of strength that supports everything."

Charmeine is a singer of extraordinary beauty and radiance. She performs in the local temple, and her voice always draws a crowd. She believes her voice is a gift from the gods, and so feels obligated to repay them by using her talent to help others rejoice in their benevolence.

Charmeine sings for the crippled and homeless, for sailors setting out on their ships, for the sick and lame, and for anyone who might need to hear her song. Whether it is the quality of her voice or the words she sings, Charmeine's songs lift spirits and chase away despair.

Game Statistics

Charmeine is a 17 year old human **acolyte** with the following changes:

- Charmeine is lawful good.
- She has proficiency in the Performance skill.
- She speaks Celestial and Common.

Heleyna Hillfellow

Heleyna is a shy and soft-spoken halfling. Words may not always come easy for her, but her music speaks volumes. There isn't an instrument she can't play or write for, but the harp is her first and great love. She spent countless hours, while growing up, exploring the wilderness and playing her harp for any animals that would listen.

Heleyna never imagined playing for people, let alone making a living at it, and she likely never would have, were it not for a traveller that wandered into one of her wilderness performances one day and insisted she come with him to perform at his friend's inn. Heleyna's music was an instant hit, and she soon found her skills in regular demand.

Despite her newfound success as a musician, she still prefers the company of nature and its many creatures to that of a rapt crowd, and sneaks away to isolated places of natural beauty whenever she can. Lately, she's begun to suspect that some of the creatures listening to her songs are fey-touched, though what this means she does not know.

Game Statistics

Heleyna Hillfellow is a 30 year old lightfoot halfling **commoner** with the following changes:

- Heleyna is neutral good.
- She has a Charisma of 14 (+2).
- She has proficiency with the harp.
- She has the following racial traits:
  - Her size is Small and she has a speed of 25 feet.
  - She has advantage on saving throws against being frightened.
  - She can move through the space of any creature that is larger than her.
  - When she rolls a 1 for any ability check, saving throw, or attack roll, she can reroll the die and must use the new roll.
  - She can attempt to hide even when obscured only by a creature that is at least one size larger than her.
- She speaks Common and Halfling

Lazlo Barnym

"Come one, come all! The Sky Dancers will amaze you!"

Squat and slender for a halfling, with a shock of bright red hair, Lazlo owns a traveling carnival of halfling performers. An affable showman, Lazlo loves his audience, especially the coin in their pouches. As he greets people coming to his carnival, he makes a point to note some likely targets with noticeable wealth. Then, when the carnival packs up, some of his performers remain behind to steal valuables from the marks, catching up afterwards.

Lazlo prefers that his thieves not hurt anyone unless in great need; he knows it would likely mean their deaths if they were caught and tried for a violent crime. If given the choice between fight or flight, the showman flees. The halfling holds a grudge though, and isn't likely to forget insults about himself or his show.

Game Statistics

Lazlo Barnym is a 58 year old lightfoot halfling **spy** with the following changes:

- Lazlo is chaotic neutral.
- He has a Dexterity of 18 (+4).
- He has proficiency in the Acrobatics and Performance skills.
- He knows Thieves' Cant, as per the rogue class feature.
- He has the following racial traits:
  - His size is Small and he has a speed of 25 feet.
  - He has advantage on saving throws against being frightened.
  - He can move through the space of any creature that is larger than him.
  - When he rolls a 1 for any ability check, saving throw, or attack roll, he can reroll the die and must use the new roll.
  - He can attempt to hide even when obscured only by a creature that is at least one size larger than him.
- He speaks Common and Halfling.

Ruprict Stone

"Ah yes, that's one of my early works. You can see the roughness of the chisel in some spots."

Ruprict was apprenticed to a local mason who made an honest living providing for the needs of the community. He learned his craft begrudgingly, only putting in the effort necessary to learn the most basic skills of the trade. When his master passed away suddenly, with no family or relatives, Ruprict inherited his master's home and business.

Ruprict was shocked to discover a secret storeroom within his master's home completely filled with a collection of sublimely beautiful sculptures that must have taken decades to create. After reading his master's journals, Ruprict learned that the man he had known for years had always been too embarrassed to show his art to anyone else, or even admit that he created such pieces in the first place.

Ruprict, on the other hand, has no such qualms, and has been making a tidy profit selling the old mason's life's work and passing it off as his own. Ruprict is worried though; his collection is emptying, albeit steadily, and his own attempts to replicate the work has only further demonstrated how poorly he learned his craft. He is now covertly investigating the possibility of buying (or stealing) relics recovered by explorers or adventurers that come through the area, to resell as his own work.

Game Statistics

Ruprict Stone is a 48 year old human **commoner** with the following changes:

- Ruprict is neutral.
- He has proficiency in the Persuasion skill.
- He speaks Common.



Skarmos Andoulan

"Words can be dangerous when spoken, and more dangerous when left unspoken."

Skarmos is a recent arrival to the settlement, and the young tiefling has won over much of the populace with his devilish charm. He can easily pass as human; only close inspection reveals nub-like horns, and patches of scaly skin. He normally dresses to conceal these features, and some of his acquaintances don't even realize he isn't human.

Skarmos' mother never revealed the details of the tryst that produced him, and his devilish sire disappeared after his conception. His mother blamed the entire male gender, including Skarmos, for being left alone to care for her son. They spent most of Skarmos' youth traveling from town to town. His mother would seduce men and take what she wanted from them before leaving town abruptly, telling Skarmos that all men deserve such treatment.

Skarmos escaped from his mother and channeled his angst and emotional turmoil into evocative and moving poetry, generating a modest living for himself. Not content with modest, and despite his lifelong distaste for her way of life, Skarmos has grown up seeing his mother's profits for himself, and has now also taken to the art of seduction and thievery in the night. He tells himself he is different from his mother as he wishes no ill will on his marks; he's just struggling to make ends meet.

Game Statistics

Skarmos Andoulan is a 25 year old tiefling **commoner** with the following changes:

- Skarmos is neutral.
- He has a Charisma of 16 (+3).
- He has proficiency in the Persuasion skill.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - He has resistance to fire damage.
  - He knows the *thaumaturgy* cantrip. Charisma is his spellcasting ability.
- He can speak Common and Infernal.

Yorlo

"The wood's beauty isn't revealed until you remove the layers hiding it."

Yorlo is tolerated in the settlement because he was raised in the orphanage. As a child, he spent hours carving figurines as gifts for other orphans. Many of his wooden statues were crafted in the likeness of elven nobles and knights. Yorlo believed that if he were a tall and beautiful elf, he might find someone to care for him

Now, Yorlo makes a living fashioning toys, jewelry boxes, birdhouses, pipes, musical instruments, and more. He lives and works in a shabby shed near the docks. Soft-spoken and self conscious, Yorlo has no knowledge of his own kind and has, in fact, never seen another goblin. He keeps mostly to himself, taking on enough commissioned work to live humbly.

Game Statistics

Yorlo is an 18 year old goblin **commoner** with the following changes:

- Yorlo is chaotic good.
- He has proficiency with woodcarver's tools.
- He has the following racial trait: he can take the Disengage or Hide action as a bonus action on each of his turns.



Beggars

A common, if depressing, feature of almost all settlements, beggars haunt the streets and alleyways, hoping to receive aid from those more fortunate. They often know more about the goings on of the settlement than anyone else.

d6 (reroll 1s)	Name
2	Bandon
3	Chawls de Ponty
4	Dumphrey
5	Gesper Gravenhold
6	Katie Rein

Bandon

"Polish yer armor for a copper? You'll see your reflection when I'm done."

Bandon knows every street and alley in the settlement. He knows where to find generous folk free with coin or food, and where he is most likely to receive a clout on the head. Bandon knows the safest places to sleep, and the ones to avoid. He may be young, but has more street sense than most adults. If approached, Bandon will not let anyone get within arm's reach until he's certain of their intentions.When he gets upset he stutters, making him difficult to understand.

Bandon prefers to earn his keep with his own hands; most of the begging he does is for jobs. He will run errands, clean privies, and even gather information. He is extremely hard working and completely trustworthy to other folk good of heart. Trying to live up to the memory of his father, Bandon won't work for anyone he believes to have nefarious intentions.

Game Statistics

Bandon is a 12 year old human **commoner** with the following changes:

- Bandon is chaotic good.
- He has a Wisdom of 12 (+2).
- He has proficiency in the Insight skill.
- He knows Thieves' Cant, as per the rogue class feature.
- He speaks Common.

Chawls de Ponty

"I miss my brothers-in-arms even more than my leg."

Chawls de Ponty is a nobleman and wealthy landowner with no duties requiring his attention. The extreme affluence and privilege in which Chawls was raised has led to a boredom he constantly strives to alleviate.

His latest diversion is disguising himself as a ragged beggar and working the streets as a one-legged man with a pox-scarred face. He hobbles along using a decrepit crutch while holding out a threadbare hat to collect coins. To make sure his character is complete, Chawls has concocted an alias and backstory for himself, as Herbet Doddle.

Herbet stormed a siege tower, and single handedly slew ten orcs, but lost his leg in the process. He tried to find work, but had a hard time adjusting to life without both legs. The veteran is grateful for any generosity but those who drop coins into his worn-out cap find it hard to look into once-proud eyes, now clouded with quiet shame…

Chawls gambles away his considerable 'earnings' on dice, cards and daggers. Never taking a single copper back to the de Ponty estate, if he happens to win, he buys rounds of ale for everyone at whatever tavern he finds himself in.

Game Statistics

Chawls de Ponty is a 29 year old human **spy** with the following changes:

- Chawls is chaotic neutral.
- He has proficiency with disguise kits.
- He knows Thieves' Cant, as per the rogue class feature.
- He speaks Common.

Dumphrey

"Charity for an unfortunate soul, milord? I'll do anythin' for a copper or two, and I do mean anythin'."

Dumphrey is a sad but charming old man, deeply ashamed by his circumstances. He fritters away coins on all manner of tat and trinkets, for which he has no need, adding to the odd collection of belongings he hides in his sleeping furs. Buying things makes Dumphrey feel better, but this only lasts briefly before he has to crawl from his wretched alley and beg for more coins.

However, Dumphrey's destitution is not the real source of his shame. After Dumphrey's wife passed away twenty-five years ago, he gambled his son and daughter away into servitude while in drunken grief. This secret pain haunts the old man and each day, Dumphrey tells himself that he will save the money he earns to track down his children. However, once he obtains his first coin of the day, he rushes to spend it.

The old man earns most of his money at the expense of his dignity. Some cruel people who pass through the settlement pay good silver to see just how much self-respect Dumphrey is willing to abandon.

Game Statistics

Dumphrey is a 60 year old human **commoner** with the following changes:

- Dumphrey is neutral.
- He knows Thieves' Cant, as per the rogue class feature.
- He speaks Common.

Gesper Gravenhold

"May the gods bless you for your kindness to an old man."

Most people would say Gesper Gravenhold is not a day under 70, but it is life, and not age, that has made him appear thus. His bone-white hair falls in greasy, limp strands and his ancient face is creased with wrinkles and coated in grime. One gnarled hand clutches a rusted hearing trumpet while the other grasps a beggar's bowl. Gesper is an old beggar, struggling to earn enough coppers to live through to the next day.

Gesper doesn't recall much of how he got to his current position in life (probably 'coz of toxins from the factories in the docks he frequents, he says). He focuses as much as he can on just getting through each day and maybe finding somewhere warm to sleep at night. Fortunately, he's struck up a cordial friendship with one or two acolytes at most of the temples and shrines in the settlement, and can usually count on them for help.

In addition to begging, Gesper does sometimes make a bit of coin selling information to the local thieves and other shady types. On good days, his mind is still sharp enough that he can keep a good ear to the ground for all that happens in the city, and he's happy to pass on what he knows in exchange for a hot meal.

Game Statistics

Gesper Gravenhold is a 50 year old human **commoner** with the following changes:

- Gesper is neutral.
- He has a Wisdom of 12 (+1).
- He has proficiency in the Insight and Perception skills.
- He knows Thieves' Cant, as per the rogue class feature.
- He speaks Common.

Katie Rein

"I am not crazy, or maybe I am. I'm not sure anymore."

Raised in the settlement's orphanage since she was eight years old, Katie never fit in with others. Her speech is proper, her manners impeccable; the other children called her 'princess' when she told them she was the orphaned child of a noble family. She was made fun of often and, on occasion, assaulted, but never lost her refined manner. After four years, Katie was turned out onto the streets and forced to find a place for herself.

Katie spends her days wandering the settlement, begging for coppers. Her dirty face, filthy, tangled hair and ragged clothes belie her gentle and eloquent words. Constantly surveying her surroundings, Katie has a difficult time looking people in the eyes. If someone gives her more than a silver piece, Katie is immediately wary and runs. Most people think she is crazy, and she herself has begun to question whether or not that might be true.

Game Statistics

Katie Rein is a 19 year old human **commoner** with the following changes:

- Katie is chaotic good.
- She has an Intelligence of 16 (+3) and a Charisma of 18 (+4).
- She has proficiency in the History skill.
- She knows Thieves' Cant, as per the rogue class feature.
- She speaks Common.



Commoners

The life and soul of the settlement, commoners make up the vast majority of people in the community. They are farmers, laborers, dockworkers, and other such down-to-earth folk.

d20 (reroll 1-5)	Name
6	Bandit
7	Bogdan
8	Byrn
9	Crayton Tanglais
10	Crispin
11	Crystal Snow
12	Dinghy Pete
13	Felix Scriviner
14	Gemma Dwile
15	Gervil
16	Hogarth
17	Pells
18	Penry
19	Rotundo Wingfoot
20	Thalassa Aquatica

Bandit

"Woof!"

Loved by all, Bandit is a friend to children, and patron of many taverns. Called Bandit because of the mask-like fur pattern over his eyes, he can charm a chicken leg, ham-bone, or meatball from even the hardest of landlords. With no true home, Bandit sleeps in the alleys behind his favorite establishments.

The mutt wanders throughout the settlement and is generally seen as a mascot for the community. Most folks will give him a friendly pat as he goes by and, during the colder months, he can always find a friendly hearth.

Bandit is surprisingly intelligent and can be a good source of information for those who can communicate with animals. He knows much about what happens in the settlement, albeit filtered through the lens of a dog's mind.

Game Statistics

Bandit is a 2 year old **mastiff** with the following changes:

- He has an Intelligence of 6 (-2).
- He can understand Common, though he can't speak, read or write it.

Bogdan

"Storms are brewing out there in the wild. Best to be prepared."

Tall, and lanky for a half-orc, Bodgan is a skilled guide and hunter more often found out in the lands around the settlement than on its roads and byways. He brings back game to sell to local taverns, collects hides for the tanners, and generally makes a good living.

Even though Bodgan has been living in the settlement for some time now, he still doesn't seem to quite fit in with the populace. Taciturn and grim, the half-orc rarely loosens up, even when he's working on his third tankard of ale. He always seems to be on guard, ready to strike.

To some, Bogdan has a bad reputation because he's most often the first person to bring tidings of threats and dark times for the settlement. While he can be a bringer of gloom, he's also the first to leap to the settlement's defense. Those who know better see Bogdan's true value.

Game Statistics

Bogdan is a 25 year old half-orc **scout** with the following changes:

- Bogdan is chaotic good.
- He has proficiency in the Intimidation skill.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - When he is reduced to 0 hit points, but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.
  - When he scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.
- He can speak Common and Orc.

Byrn

"Afraid to throw knives with me, you coward?"

Byrn thrives on confrontation and can back it up. Barrel-chested and squat, with short, unkempt hair, he can drink the stoutest dwarves under the table. Though assigned female at birth, Byrn has lived as a man for years and is almost always found at the tavern, working, drinking, or throwing his daggers.

Locals have learned not to challenge Byrn's mastery of knife throwing, but quietly chuckle when strangers accept Byrn's challenge. If outsiders refuse to throw knives against him, he heckles them mercilessly. Byrn's only real companion is a mangy, three-legged dog named Mooch. Always angling for a treat, the dog latched onto Byrn early in his life and follows him everywhere.

Byrn grew up in the settlement and has never been more than a stone's throw beyond the walls. Generally happy with his life, he isn't much interested in what lies beyond.

Game Statistics

Byrn is a 30 year old human **commoner** with the following changes:

- Byrn is neutral.
- He has a Dexterity of 14 (+2).
- He has proficiency in the Performance and Sleight of Hand skills, as well as with daggers.
- He speaks Common and Dwarvish.

Crayton Tanglais

"They say not all that glitters is gold, but gold does glitter best."

Crayton makes heads turn and hearts ache wherever they go. The half-ef's voice is as smooth as silk and they are highly sought after for their ability to navigate delicate social situations. Crayton has developed a taste for high society and while they can make almost anyone believe they are friends, Crayton's only true friend is cold, hard coin.

Crayton plans to save enough gold to move far away and live like a noble. The problem is they spend their coin nearly as fast as they earn it. Eating, drinking and wearing the best that money can buy requires significant expenditures.

Despite their flaws, Crayton makes an excellent associate. A charming conversationalist, they are skilled in etiquette, and fluent in Elvish, Dwarvish, Gnomish, and Draconic. Furthermore, if paid well, the half-elf can keep a secret and has no scruples about who they work for. Once coin has passed hands, Crayton remains loyal unless their life is at stake.

Game Statistics

Crayton Tanglais is a 30 year old half-elf **spy** with the following changes:

- Crayton is chaotic neutral.
- They have the following racial traits:
  - They have darkvision out to a range of 60 feet.
  - They have advantage on saving throws against being charmed, and magic can't put them to sleep.
- They can speak Common, Draconic, Dwarvish, and Elvish.

Crispin

"You need the 5th edition of that particular text. All the others are full of errors."

Crispin's mother took him to an orphanage when he was only six years old and told him to wait at the front gate until she returned. The monks who ran the place found him asleep the following morning and took him in when his mother never returned. The boy grew into a gangly youth with chestnut hair and brown eyes, along with a deep well of pain and loss.

Crispin is incredibly perceptive, but very naive about the workings of the real world. All of his knowledge comes from the scrolls and books he loves to read. Not everyone knows how to take Crispin's unemotional and matter-of-fact way of speaking. He may know what small talk is, but has no skill in it. If engaged in casual conversation, the boy often leaves others struggling to fill the silence.

Game Statistics

Crispin is a 12 year old human **commoner** with the following changes:

- Crispin is lawful neutral.
- He has an Intelligence of 12 (+1).
- He has proficiency with calligrapher's supplies.
- He speaks Common.

Crystal Snow

"I see a man in your future between the ages of 20 and 40 with or without facial hair. He beckons you forth..."

Some think that Crystal's fiendish heritage comes from an ice devil, which explains her strikingly pale skin. In fact, Crystal is pale everywhere, from her toes to the tips of her small horns. She embraces her striking appearance, trading on rumors and superstition to earn coin as a fortune teller.

In truth, the tiefling has no magical means of divination. Her true gift is for gathering gossip and news. She is happy to buy rounds of drinks to loosen tongues and get stories flowing. When not reading cards for someone, Crystal is most often found at a local tavern, gently guiding conversation to the happenings of the settlement.

Game Statistics

Crystal Snow is a 25 year old tiefling **spy** with the following changes:

- Crystal is chaotic neutral.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has resistance to fire damage.
  - She knows the *thaumaturgy* cantrip. Charisma is her spellcasting ability.
- She speaks Common and Infernal.

Dinghy Pete

"I have a stout little vessel and the sky for a roof. What more could I want?"

Dinghy Pete has been a waterman all his life, ferrying people along the local waterways in the plywood dinghy he calls home. Dressed in filthy clothes and generally unwashed, he is, none-the-less, a personable fellow, who always has a kind word.

Pete is helpful and friendly for the sake of being friendly. If offered coin Pete won't say no, but he won't take more than what is fair, and often will take less.

Wherever Pete has sailed, and whatever he has or hasn't done, the old man never lies about what matters. Not everyone takes the chance to get to know Dinghy Pete. Most people in the settlement think he's a crazy, old kook, but he is a stalwart ally who stands by friends to the bitter end.

Game Statistics

Dinghy Pete is a 75 year old human **commoner** with the following changes:

- Pete is neutral good.
- He has a Wisdom of 12 (+1).
- He has proficiency with water vehicles.
- He speaks Common.

Felix Scrivner

"If you don't mind, I'm working here. Take your foolery elsewhere."

Face locked in a permanent scowl, some folks whisper that Felix was born with an inability to smile. While the man can indeed smile, he rarely finds reason to do so. Practically nothing measures up to Felix's high standards of perfection, and he sees no reason to humor those of lesser abilities.

The balding and drab-looking man runs a small establishment where he provides his skills, writing and copying historic chronicles, holy texts, and legal documents. His shop is quiet, stuffy, and filled with mouldering texts of one kind or another. Felix doesn't enjoy having to interact with the outside world, but the need to make a living means that he does sometimes have to let in customers.

So long as his patrons stay in the small waiting area of his shop, Felix grudgingly accepts their coins for his services. But the moment a single one of his pens walks out his door, Felix is quick to summon the guards.

Game Statistics

Felix Scrivner is a 34 year old human **commoner** with the following changes:

- Felix is lawful neutral.
- He has proficiency in the History and Perception skills, as well as with calligrapher's supplies.
- He speaks Common, Dwarvish, Draconic, and Elvish.

Gemma Dwile

"They told you I was crazy, and still you came. Do you have the courage to hear my wisdom?"

Gemma is an old crone that lives in a hut on the outskirts of the community. What family she had either died or moved on years ago. Something of a local historian, Gemma will sit and talk for hours, but lately fewer and fewer folks are willing to listen.

Most will tell you Gemma is crazy, and has been since she started talking about visions of the future. Some folk say Gemma has so many stories in her head that she is lost in her own mind. Others say evil spirits have possessed her in order to frighten people. There are some, however, that believe the old crone.

Gemma wants to entrust the histories and tales she knows to someone who can take over when she passes, so she treats anyone brave enough to visit her with warmth. She provides food and drinks to guests, and offers to read the future of anyone willing to listen. Her knowledge about the local region is incredible and, if respected, she will share what she knows.

Gemma takes a particular liking to human women with red her; they remind her of her favorite daughter. The girl ran off many decades ago to dance with the faeries and was never seen again.

Game Statistics

Gemma Dwile is an 86 year old human **acolyte** with the following changes:

- Gemma is neutral.
- She has a Wisdom of 16 (+3).
- As a ritual, she can cast *augury*. Charisma is her spellcasting ability.

Gervil

"Accept my pardons for our vulgar ways. We are not fit for such company."

Gervil is a man of routine. He wakes before sunrise, breaks his fast on a heel of bread, washed down with weak ale, and gets to work. He and his family earn just enough coin to subsist - a few coppers a year - and they praise the gods each morning for what they have.

Years of hard labor have filled out Gervil's frame with slabs of muscle and weathered his face. His hands are rough and calloused, and he takes a quiet pride in that. In Gervil's mind, all people have a place in the plans of the gods, and he's happy to be where he his. Now he just needs to drill that into his starry-eyed dreamer of a son, Dann. The family once hosted a traveling adventurer who told wild stories of his exploits and filled Dann with wanderlust. Gervil and Shannyn worry that Dann may run off in the night.

Game Statistics

Gervil is a 33 year old human **commoner** with the following changes:

- Gervil is neutral good.
- He has a Constitution of 18 (+4).
- He has proficiency with brewer's supplies.
- He speaks Common.



Hogarth

"Some of your peck buddies invited me over for a little get together."

Hogarth is the local bully, picking on anyone he can, and he favors harassing halflings, gnomes, and children ('pecks', as he calls them) most of all. Unfortunately for his victims, Hogarth is both wildly strong, and has a creative wit for insults.

He has no regular job so, to make ends meet, Hogarth takes on odd jobs around the settlement. The brawny youth will haul and deliver goods, muck out stables, dig ditches, drive wagons, or do any other manual work for quick coin. Whether on the job or spending what he earns, Hogarth can't keep his blistering insults to himself.

The youth doesn't have any real friends, just some cronies that suck up to him to receive less abuse than others. These sycophants are cowardly losers that would run at the first sign of trouble, if given a real fight. However, Hogarth has yet to meet his match in brawn or mockery, so his companions have yet to flee from his side. The bully typically intimidates folks around town into giving his crew free food and ale.

Hogarth steers clear of any entanglements with nobles and wealthy merchants, but he sees almost anyone else as fair game for harassment. No one that can actually stand up to him has confronted Hogarth yet, and the lad might be too stupid to realize its happening until its too late.

Game Statistics

Hogarth is a 19 year old human **thug** with the following changes:

- Hogarth is neutral evil.
- He doesn't have a heavy crossbow.
- He speaks Common.

Pells

"Need a message delivered, sir? Or a package taken somewhere? Anything like that?"

Bright-eyed and cheerful, Pells is a naive, young lad, often found running through the streets of the settlement. The young boy lacks propriety and common sense, and craves a life of storybook adventure. He often hangs around the taverns and inns, hoping to hear tales of bravery and peril.

Pells works in his parents' shop most of the time, but he makes any and every excuse to get out and scamper through the streets. If necessary, he runs messages and does other errands for folks, just so he can stay on the move.

Game Statistics

Pells is a 10 year old human **commoner** with the following changes:

- Pells is neutral good.
- He has a Charisma of 16 (+3).
- He has proficiency in the Persuasion skill.
- He speaks Common.

Penry

"If you whistle while you work, you carry a tune wherever you go."

Penry has been the settlement's street sweeper for as long as most people can recall. Even if the streets are in a hopeless state and sweeping won't help one bit, the optimistic, stoop-backed old man whistles while he shuffles along with his broom. Some folks look down their nose at Penry, but most everyone knows that, without him, life in the settlement would be odious in the extreme.

Penry's small hovel is surprisingly clean, with an earthen floor, fire pit, and a bent chimney pot on the roof. An old barrel serves as his table, and he sleeps in a pile of furs. Somewhat fearful of the dark, Penry rises early to make sure he's home before sundown, without compromising quality of service. He tightly laces the weather-stained fabric door of his shack, stokes his fire, and makes sure he has a lamp lit for the evening, before heading to bed.

Game Statistics

Penry is a 60 year old human **commoner** with the following changes:

- Penry is neutral good.
- He is proficient in the History skill.
- He speaks Common.

Rotundo Wingfoot

"We halflings are optimists. We're always looking up."

Born and raised in a traveling carnival, Rotundo grew up tumbling, and performing acrobatics and high-wire balancing acts. He was still a child when his troupe was imprisoned for some token offense, and he was placed in an orphanage before being turned out onto the streets.

It wasn't long before Rotundo put his exceptional talents to use to provide what he needed to live, and to get what he wanted. Agile as a cat, Rotundo is quick and silent, stealing through the shadows like an unseen wraith. When it comes to picking locks, cracking safes, and disabling traps (magical or otherwise), there's no one more qualified.

Thieves guilds, crime families and corrupt officials have all tried to stake their claim on Rotundo, but he insists on remaining a free agent. He works for whom he wants, does jobs that interest him, and never sells out his employer.

Rotundo won't do any job that involves killing or causing harm to others. He also won't work for anyone he doesn't like; pushy, loud-mouthed braggarts, bullies, and those that love to hear themselves talk.

Game Statistics

Rotundo Wingfoot is a 35 year old lightfoot halfling **spy** with the following changes:

- Rotundo is neutral.
- He has a Dexterity of 18 (+4).
- He has proficiency in the Acrobatics skill.
- He knows Thieves' Cant, as per the rogue class feature.
- He has the following racial traits:
  - His size is Small and he has a speed of 25 feet.
  - He has advantage on saving throws against being frightened.
  - He can move through the space of any creature that is larger than him.
  - When he rolls a 1 for any ability check, saving throw, or attack roll, he can reroll the die and must use the new roll.
  - He can attempt to hide even when obscured only by a creature that is at least one size larger than him.
- He speaks Common and Halfling.

Thalassa Aquatica

"I. Hate. Pirates."

In her youth, Thalassa was captured by pirates and sold as a slave. With the help of a kindly sailor, she escaped with just a small pouch of coins and the clothes on her back. She hitched rides on wagons, slipped into caravans, and tried to get as far away from the sea as possible.

Ironically, Thalassa found that her abilities on the water were a skill set she was able to leverage, selling her services as a navigator and advisor for sailing expeditions. Her instincts are second to none, and have prevented many voyages from ending in complete disaster.

As a traveling companion, Thalassa is stalwart and loyal. When at sea, she considers anyone she shares the ship with to be family, and would gladly give her life if she knew it would get the rest of them home safely. To those that hire her, she focuses on being the best they will ever work with.

For herself, Thalassa dreams of saving up enough gold to buy a home for herself, far inland, and never set foot on a ship again.

Game Statistics

Thalassa Aquatica is a 23 year old half-elf **druid** with the following changes:

- Thalassa is neutral good.
- She has a Charisma of 16 (+3).
- She has proficiency with navigator's tools.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- Instead of *entangle*, Thalassa prepares *fog cloud*.
- She can speak Common, Deep Speech, and Elvish.

Mayors

Leaders of the settlement, mayors can potentially come from any social strata, as long as they have the backing of the people. Most often, nobles take on the role since they can afford to support themselves while in office.

d6	Name
1	Glastoff Ironblade
2	Giles Tullet
3	Ignatius Chudderly
4	Lord Ursiniel Fall
5	Raston Plinth
6	Rosewyn Trickelbank

Glastoff Ironblade

"Strength is meaningless without the wisdom to wield it."

Glastoff is a large and imposing dragonborn, with brilliant gold scales, and he is dedicated to serving his community. He started out as a member of the local watch, became a commander, and was eventually named mayor.

While in command of the watch, Glastoff grew accustomed to using his towering height and brute strength to resolve matters. Now that he's the leader of the community, he's having to learn how to approach matters with diplomacy and tact, as well as coming to terms with making difficult compromises. This sometimes chafes against Glastoff's principles, but he's trying to find ways to adapt without losing his morals.

Game Statistics

Glastoff Ironblade is a 40 year old gold dragonborn **veteran** with the following changes:

- Glastoff is lawful good.
- He has a Wisdom of 14 (+2) and a Charisma of 12 (+1).
- He has proficiency in the Intimidation skill.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - He can use his action to exhale a 15-foot cone of fire. Each creature in the cone must make a DC 12 Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, and half as much damage on a successful one.
  - He has resistance to fire damage.
- He can speak Common and Draconic.

Giles Tullet

"Oh my, where did I leave my spectacles? They must be around here somewhere."

Stooped and portly, with sparse, gray hair, Giles is as absent-minded as they come. He is well meaning, but forgets things unless he writes them down. Then he forgets where puts his notes, notes which can include pardons or other important documents. His poor eyesight does little to help matters; without his eyeglasses the mayor is blind. With them, his vision is sketchy at best.

If visitors make a good impression on the mayor he invites them to his home for dinner and regales them with long-winded stories. His husband, Albert, is a simple but sweet man, that believes the best of everyone, even if presented with evidence to the contrary. He can't conceive of people doing wrong unless, perhaps, they were enchanted.

Game Statistics

Giles Tullet is a 50 year old human **commoner** with the following changes:

- Giles is neutral good.
- He has proficiency in the History skill.
- He speaks Common.

Ignatius Chudderly

"Was that a spell? By the gods, if I see anyone throwing that devilry around there will be thrashings, do you hear me? Thrashings!"

Ignatius will never forget the day his wife, Lady Mildreth Chudderly, died. The couple were touring a series of lovely waterfalls, accompanied by a traveling bard who regaled them with songs relating the history of each location they visited.

The trio paused near a precipice, overlooking a staggeringly high waterfall, the cascading water plunging three hundred feet to a rocky pool below. Trying to add to the moment, the Chudderly's bard finished a song by conjuring a shower of sparks. The mystical flash alarmed Lady Mildreth and she reflexively stepped back into empty air, plunging to her death. Since then, Ignatius has never been the same.

Now Lord Chudderly, and clad in black from head to toe, Ignatius is a just and fair mayor for the settlement, as long as people obey his rules. He has outlawed all foot traffic near waterfalls, deeming them unsafe for the public, and works hard to severely curtail the rights of those who use magic.

Game Statistics

Ignatius Chudderly is a 50 year old human **noble** with the following changes:

- Ignatius is neutral.
- He speaks Common and Dwarvish.

Lord Ursiniel Fall

"I prefer to deal in gold, rather than lesser coins. I don't think you'll be disappointed if I round up."

Lord Fall is everything a hero is supposed to be. Handsome beyond words, and brave beyond measure, he has had more than a few exploits and adventures over the years. Some time ago, Ursiniel and his companions were caught in a dangerous storm and sought shelter in a cave. Instead of comfort, they found a massive bear who was none too happy at being disturbed. The young noble and his companions managed to escape; but not unscathed.

His resolve shaken, the half-elf returned to his family's residence and assumed control of their ancestral holdings, taking up the reins of leadership when the opportunity came. He finds the challenges of running the settlement equal to that of the adventuring life, but with far less threat to life and limb.

Charismatic and outgoing, Lord Ursiniel Fall strives to be just and even-handed. He depends on his advisers for day-to-day business, and often retreats to a local tavern when the pressures of the office become too much. Sometimes, he doesn't think through his decisions as mayor, and his wealth can make it hard for him to understand the plight of the common folk, but he has a good heart.

Game Statistics

Lord Ursiniel Fall is a 75 year old half-elf **noble** with the following changes:

- Ursiniel is neutral good.
- He has proficiency in the History and Perception skills.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - He has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He speaks Common, Draconic, and Elvish.



Raston Plinth

"Caught violating the law, hmmm? That is a grave offense. Perhaps we can reach a profitable agreement and I'll overlook your indiscretion."

Raston doesn't like trouble. He prefers his settlement to be peaceful, and often overlooks the law so he can quickly get rid of troublemakers. If they pay good coin and leave fast, Raston finds that to be fine agreement.

Raston hastens through official duties so he can spend his time in the local taverns, sampling wine and other delights. Indecisive and easily cowed, he relies on the aid of his advisors to get through the day. Raston only maintains his position of authority because of his vast inheritance, guarded from his excesses by a network of legal protections.

Game Statistics

Raston Plinth is a 30 year old human **noble** with the following changes:

- Raston is chaotic neutral.
- He is proficient in the Intimidation skill, as well as with brewer's supplies.
- He speaks Common and Elvish.

Rosewyn Trickelbank

"I do hope you will stay longer. Tomorrow is one of our favorite lunar festivals."

A plump and matronly woman, Rosewyn oversees the settlement with a strong, but fair, hand. Whether conducting duties as mayor, or in personal matters, Rosewyn is gregarious and charming, but her private life is problematic.

Rosewyn's husband spends each day in his cups to drown out the grief of their teenaged daughter's death. The girl was executed for being a member of an evil cult, but Rosewyn is convinced that her daughter was charmed. The Trickelbanks' twin sons blame their parents for their sister's subversion and death. Both boys have been the cause of embarrassing deeds for the family, and Rosewyn is at her wits' end with them.

If treated with courtesy, Rosewyn is polite and friendly. However, insightful guests see she is under great stress, and could use help.

Game Statistics

Rosewyn Trickelbank is a 34 year old human **commoner** with the following changes:

- Rosewyn is lawful neutral.
- She has a Wisdom of 16 (+3).
- She has proficiency in the Insight skill.
- She speaks Common.

Moneylenders

Bankers and speculators, moneylenders keep the wheels of commerce flowing in the settlement. Some of them have an establishment, with clerks and a locked safe, while others operate out of taverns or their homes, depending on the local constabulary or a bodyguard to protect their, and their client's, wealth.

d6	Name
1	Lord Aumery Cammish
2	Bertrand Gros
3	Gildor Coinpress
4	Peridot Mountaindeep
5	Sebastian Hatch
6	Snivfel Ling

Lord Aumery Cammish

"I grieve for the poor. I want to help each one of them."

Lord Cammish is a vocal advocate for the plight of the downtrodden, but quietly nurtures their oppression. Always willing to lend a hand in the name of a PR stunt, the seemingly generous moneylender assists the needy with financial struggles. When the majority of people find they can't afford his interest rates, Lord Cammish often seizes their homes and possessions to make up the difference, donating a token portion to charity, to keep up appearances. Because he works under the guise of liberality, and is a known philanthropist, few believe the "slanderous and defamatory rumors of misconduct", as he calls them.

Lord Cammish relies on his charm to win friends who will do his bidding. Should that fail, he throws around his considerable wealth. He's well-spoken, but that's nothing more than a pretence. If insulted or provoked, Lord Cammish's facade crumbles. He has tremendous influence and power, most watchmen and judges are in his service, and those who provoke him are often run out of town.

Game Statistics

Lord Aumery Cammish is a 50 year old human **noble** with the following changes:

- Lord Cammish is lawful evil.
- He has a Charisma of 18 (+4).
- He has proficiency in the Deception skill.
- He speaks Common and Dwarvish.

Bertrand Gros

"Butter and gold; two things that make the world go smoother. Wouldn't you agree?"

Bertrand loves food and coin in almost equal measure, and is seldom seen without a fork in hand. A minor noble, Bertrand focuses on using his title to ensure his path through life is as comfortable as possible, with many stops along the way for a quick bite. He has found that investing his gold in local restaurants and taverns ensures that he will always have a private table prepared for him, wherever he goes.

A large, but surprisingly spry, man, Bertrand prefers to conduct the business of lending over many cups of tea and slices of cake. He keeps the wheels of the settlement greased with a steady flow of coins.

While some see Bertrand as the picture of the excess of the nobility, he does have the welfare of the community at heart. He tries to invest wisely and help the settlement grow and prosper. If he can, he'll make arrangements with debtors who are having trouble paying, and he's always willing to back-date a month's payment in return for some new, delicious delicacy.

Game Statistics

Bertrand Gros is a 40 year old human **noble** with the following changes:

- Bertrand is neutral good.
- He has a Constitution of 16 (+3).
- He has proficiency with cook's utensils.
- He speaks Common and Dwarvish.

Gildor Coinpress

"Fudge the numbers? You must be joking. I would just as soon shave my beard."

Gildor and his siblings grew up working for their father, whom he always admired. His father taught him to be meticulous, cautious, and a stickler for details. Now, Gildor has shrewd business sense and a knack for turning one coin into two. Ever focused on his work, Gildor has never had much interest in helping others, and even the most emotionally conveyed stories won't turn his heart. It isn't that Gildor is unfeeling but, in this line of work, rules are rules.

The young dwarf is more comfortable with ledgers and coffers than looking people in the eyes. In social situations, Gildor stutters and stammers; when behind his desk, his tongue sharpens and his confidence soars.

Gildor can't be bought or bribed. During his limited free time, he can be found reading in a local tavern, beneath a tree, or in his home. The dwarf has no interest in fanciful tales; he prefers dry histories without dramatic embellishment.

Game Statistics

Gildor Coinpress is a 75 year old hill dwarf **commoner** with the following changes:

- Gildor is lawful neutral.
- He has an Intelligence of 12 (+1) and a Wisdom of 12 (+1).
- He is proficient with the History skill, as well as with brewer's supplies.
- He has proficiency with battleaxes, handaxes, light hammers, and warhammers.
- He has the following racial traits:
  - He has a speed of 25 feet and his speed isn't reduced by wearing heavy armor.
  - He has darkvision out to a range of 60 feet.
  - He has advantage on saving throws against poison, and resistance against poison damage.
  - Whenever he makes an Intelligence (History) check related to the origin of stonework, he adds +5 to the check.
- He can speak Common and Dwarvish.

Peridot Mountaindeep

"There's more to you than you realize. You have the stuff of heroes inside you."

Peridot is a lovely dwarf, with sorrowful eyes and a streak of silver running through her dark red hair; her father called it her 'vein of mithril'.

Unfortunately, Peridot's husband and sons perished while attempting to reclaim their clan's mine. What's left of her kin are scattered throughout the lands after the disastrous effort. While she doesn't like to talk about her loss, she hopes to one day finish the work her family started.

Although she has a sizable fortune, Peridot lives a simple life. She spends her days meeting with clients about matters of coinage, and she's a shrewd investor. Peridot often visits nearby taverns to take the measure of visitors. Nursing a solitary drink, the dwarf hopes to find valorous folk with integrity to help her in her quest.

Game Statistics

Peridot Mountaindeep is a 100 year old hill dwarf **commoner** with the following changes:

- Peridot is neutral good.
- She has an Intelligence of 12 (+1) and a Wisdom of 16 (+3).
- She has proficiency in the History and Insight skills, as well as with smith's tools.
- She is proficient with battleaxes, handaxes, light hammers, and warhammers.
- She has the following racial traits:
  - She has a speed of 25 feet and her speed isn't reduced by wearing heavy armor.
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against poison, and resistance against poison damage.
  - Whenever she makes an Intelligence (History) check related to the origin of stonework, she adds +5 to the check.
- She can speak Common and Dwarvish.

Sebastian Hatch

"Of course I can spare a coin. Let me just write out a receipt and get your mark on it."

Sebastian Hatch looks every bit the banker. His wispy hair is combed neatly over his balding pate, his wee mustache is trimmed tightly along a thin upper lip, and the eyeglasses perched on his nose magnify already large eyes, giving them a bulging appearance.

Fastidious and precise, Hatch does have a wild side, small though it is. He carefully alotts himself a small purse of coins every week to spend on games of chance and delightful company. He knows he's anything but a maiden's fantasy, but what he lacks in looks and brawn he makes up for with gold.

On the whole, Sebastian is kind to those he deals with and does what he can to help those in need. He accounts for every charitable donation, and deducts it from his taxes accordingly, happy to do his part for the good of others.

Game Statistics

Sebastian Hatch is a 46 year old human **commoner** with the following changes:

- Sebastian is lawful good.
- He has an Intelligence of 16 (+3) and a Wisdom of 14 (+2).
- He has proficiency in the Insight skill, as well as with calligrapher's tools.
- He speaks Common.

Snivfel Ling

"Trust me friend, whoever has the most gold is king, and it's good to be the king."

At home in gambling dens, Snivfel has as much gold as a man could ever want, and it's all for loan with a modest interest rate. Short, thin, and constantly rubbing his hands, Snivfel is easy to overlook, and he likes it that way. He relies on his unassuming presence to set his clients at ease, making it easier for them to agree to his outrageous interest rates.

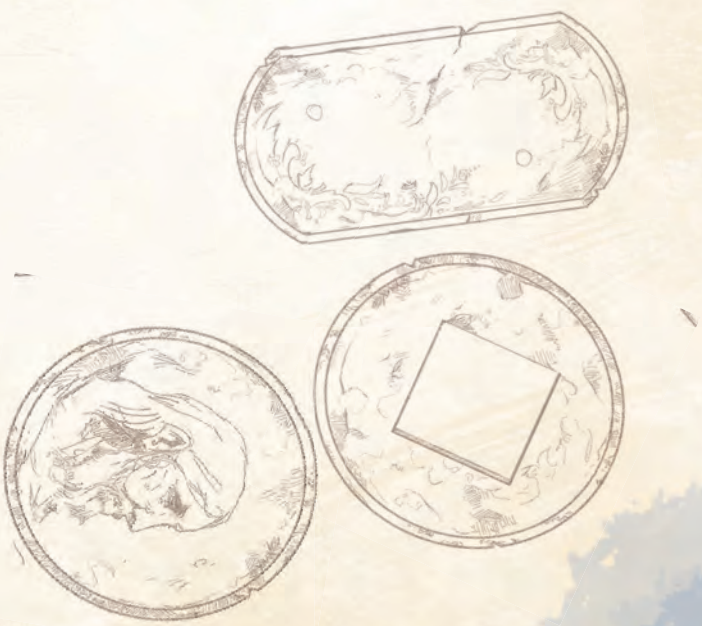
Snivfel frequents places where there is no shortage of desperate and greedy people. He never forces anyone, but is always available for those who want to borrow more and more. Snivfel often collects personal heirlooms and other belongings to cover debts, holding his victims to the strict terms of his contracts.

While Snivfel can be charming, usually the only ones fooled by this act are those that are willing to believe anything if it means getting rich.

Game Statistics

Snivfel Ling is a 34 year old human **noble** with the following changes:

- Snivfel is lawful neutral.
- He has proficiency with dice and playing cards.
- He knows thieves' cant, as per the rogue class feature.
- He speaks Common and Infernal.



Nobles

Whether through inheritance or savvy deals, nobles usually have access to large quantities of gold. They are also generally at the top of the local power structure. Sometimes, though, nobles trade on their good name and lineage to cover up destitution.

d6 (reroll 1s)	Name
2	Dillard Addicock
3	Lady Cecilia Leafwright
4	Helewyse Dibble
5	Lord Padrick Swern
6	Royston Honeybun

Dillard Addicock

"My good man, or woman, or whatever you are, where might I find an elephant and a small hat? I have the most smashing idea."

Dillard Addicock is a likeable fop that prefers the company of rowdy tavern goers, tramps and adventurers. Often found drunk, gambling, or both, the young man has plenty of gold to toss around. He begins each evening immaculately groomed and attired but he ends each night disheveled and reeking of booze. Dillard doesn't always make it home after his nights of debauchery, and has been known to awaken in some house of leisure, or perhaps under a bar stool (or in the stables, just that one time).

Dillard knows every seedy location in the settlement, and most of the shady characters as well. As if he has a divining rod for vice, he can uncover games of chance and cheap drinks anywhere. Dillard has his good points though; he is good for a laugh, never forgets a favor (or that it's his round), and is stubbornly loyal to anyone that shows him true friendship.

Game Statistics

Dillard Addicock is a 26 year old human **noble** with the following changes:

- Dillard is chaotic neutral.
- He speaks Common.

Lady Cecilia Leafwright

"Without the soul, there is no art."

A dignified and refined elf matron with long, golden hair, Lady Cecilia is a devoted patron of the arts. Her estate is filled with, and surrounded by, the most incredible works of art; visitors often speak of her residence more like a museum than a home.

Lady Cecilia often invites friends and other art-lovers to viewings and concerts, and her lavish parties often showcase up-and-coming talents who have caught her attention. Once introduced by her ladyship, these virtuosos rise quickly to prominence, so many would-be artists seek her favor. Some have even gone as far as to break into her home or pursue her in the streets. Out of necessity, her mother, the Dowager Countess, has employed a small retinue of guards, on her daughter's behalf.

The lady's favorite pieces are artifacts and relics of bygone eras, so she often finds herself dealing with adventurers. Cecilia does not care for the coarse manners of these sorts of people, but she remains coolly polite and pays well, as long as they deliver. Adventurers that come from a noble background are a puzzlement to the elf. She cannot understand why anyone of noble blood would choose a life of danger and poor hygiene.

Lady Cecilia places great value on integrity, honor, and nobility of the soul. Anyone that shows these qualities is someone who will earn the elf's respect and friendship.

Game Statistics

Lady Cecilia Leafwright is a 589 year old high elf **noble** with the following changes:

- Lady Cecilia is chaotic good.
- She has proficiency in the Perception skill, as well as with longswords, shortswords, shortbows, and longbows.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against being charmed, and magic can't put her to sleep.
  - Instead of sleeping, she meditates deeply for 4 hours a day.
  - She knows the *prestidigitation* cantrip. Intelligence is her spellcasting ability.
- She speaks Celestial, Common, Elvish, and Primordial.

Helewyse Dibble

"I'm throwing a party to raise money for the orphanage. It would be delightful to see you there. And, perhaps later, we could speak in private?"

Helewyse is an unassuming half-elf, living an extremely comfortable life due to the fabulous wealth she inherited from her parents. She dwells in a luxurious house within the settlement, and is known as a generous philanthropist that helps noteworthy, local causes. Devoted to promoting peace and prosperity, Helewyse covertly funds adventurers willing to complete dangerous quests for the cause of good.

Adventurers and would-be heroes are most likely to meet Helewyse by invitation. She knows the risks that adventurers take, and worries about each and every hero sent forth on a quest. Helewyse is likely to develop strong attachments to those that are humble and act with nobility, no matter what background they come from.

Game Statistics

Helewyse is a 100 year old half-elf **noble** with the following changes:

- Helewyse is neutral good.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- She can speak Common, Dwarvish, and Elvish.

Lord Padrick Swern

"I say, how do you allow yourself to be seen in public while wearing that?"

Lord Swern is something of a recluse, content to spend most of his time in his manor house on his vast holdings of land. When he does spend a significant amount of time in the more urban areas of the settlement, he often takes long carriage rides to visit local parks or other green spaces, so that he can get away from all the hustle and bustle.

The only thing that can persuade Lord Swern to suffer coming into town is fashion. He is dedicated to keeping up with the latest trends, and always has some poor tailor diligently sewing up something new for him. When he decides to grace the settlement with his presence, he's always bedecked in the finest of garb.

While he is arrogant and condescending, Lord Swern does recognize good work and pays handsomely for it. He has some notion that being kind to the lower classes is expected of him, so he does what seems required but, really, it's only the thrill of a new kind of fabric or a rakish new hat that makes him sit up and take notice.

Game Statistics

Lord Padrick Swern is a 38 year old human **noble** with the following changes:

- Lord Swern is neutral.
- He has proficiency in the History skill.
- He speaks Common and Elvish.

Royston Honeybun

"Alas! This kiss may be only a moment in time, but know that you hold my heart forever!"

Second son of a wealthy landowner, Royston has no interest or head for business. As his older and younger brothers like to remind him, Royston can largely choose what he wants to do in life, rather than what is expected of him. For the time being, at least, he is allowed to pursue his own interests, and rents a lavish apartment far from his countryside homestead.

Royston spent several years as a professional thespian, and he once portrayed a legendary thief who not only stole the crown jewels, but the hearts of nobles and peasants alike. The shame proved to be a tad too much for his hidebound parents, and Royston was forced to leave a life treading the boards behind, though he still dreams of himself as his dashing stage character. He chafes under the knowledge that, at any time, his father can cut his pursestrings and call him home, but Royston hasn't yet found a good alternative that doesn't involve actual work.

Game Statistics

Royston Honeybun is a 20 year old human **noble** with the following changes:

- Royston is chaotic neutral.
- He has proficiency in the Acrobatics and Performance skills, as well as with disguise kits.
- He speaks Common and Elvish.

Priests

Churches, be they small shrines or massive temples, are always centers of the community. They are places one can go for guidance and counsel, blessings or even divine healing. Churches often stand as a beacon of hope in an otherwise dark world.

d8 (reroll 1s)	Name
2	Az'Relik
3	Cyril Mastem
4	Hobbart the Preacher
5	Father Michal
6	Sybbyl Talonthrone
7	Zadoch Skean
8	Zinnia Reed

Az'Relik

"Justice, unlike lightning, strikes as often as needed."

Devoted to his god, Az'Relik is a fierce foe of injustice. His silver scales are scarred and he is missing one eye, all injuries he suffered in the cause of righteousness. While it's obvious that the dragonborn doesn't lack for courage, he is getting on in years and can no longer take the fight to evil as he once did.

Az'Relik is charismatic and eloquent, using his words to inspire a new generation of faithful warriors. Sometimes his oration verges into zealotry, but Az'Relik truly wants what is best for his community. He is fiery and forceful, but equally ready with a helping claw for those in need.

Occasionally, Az'Relik has half a mind to pack up and set out on the road once more to strive against the darkness, but he knows those days are behind him. He contents himself with fighting against the small injustices in the settlement, making it safe for all.

Game Statistics

Az'Relik is a 45 year old silver dragonborn **priest** with the following changes:

- Az'Relik is chaotic good.
- He has proficiency in the Intimidation skill.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - He can use his action to exhale a 15-foot cone of ice. Each creature in the cone must make a DC 12 Dexterity saving throw. A creature takes 2d6 cold damage on a failed save, and half as much damage on a successful one.
  - He has resistance to cold damage.
- He speaks Common and Draconic.

Cyril Mastem

"Rain falls on the just and unjust alike."

Cyril cares about balance in all things, from matters of heaven and hell, down to the way he eats, even writing equally with both hands. He doesn't judge others for their actions, rather he lives his life as an example for others to follow.

The only child of a wealthy family, Cyril's father, a renowned doctor and good man, was poisoned by his mother, who was executed for her evil crime. The whole affair left a deep impression on Cyril, who sought to find a reason for what had happened. After much thought, he concluded that balance must be the answer, and this gave him comfort. Cyril strives to achieve total equilibrium in all areas of life, although sometimes he takes things a bit too far.

Cyril welcomes all visitors to his shrine, with respect, but he can come off as a bit odd. He sometimes deliberately changes his mood to balance his behavior with earlier conduct. He can see both sides to every debate, and argues for both with equal skill.

Game Statistics

Cyril Mastem is a 50 year old human **acolyte** with the following changes:

- Cyril is lawful neutral.
- He has proficiency in the Persuasion skill.
- He speaks Celestial and Common.

Hobbart the Preacher

"Prayer is not for the asking of things. It is opening yourself up and listening for what is needed of you."

Fifty years ago, Hobbart was a squire in service to a paladin. The boy enjoyed his faith, and the reading of holy texts, but had no love for swordplay. His master saw that Hobbart's true calling was in temples, and not on the battlefield, and encouraged him to take up the priestly life. Overjoyed, Hobbart did so.

Hobbart has no delusions of grandeur, rather he exalts the downtrodden and impoverished. He works to nourish the bodies and souls of his flock. When he is not teaching or preaching about his god, Hobbart serves soup and bread to any who ask. While they eat together, he gently shares stories of his faith, doing what he can to guide people to a good life. The cheerful priest would never force those he helps to adopt his beliefs, but instead hopes to be an example of what his faith means.

Game Statistics

Hobbart is a 40 year old human **acolyte** with the following changes:

- Hobbart is chaotic good.
- He has proficiency in the Persuasion skill.
- He speaks Celestial and Common.

Father Michal

"I'm not drunk, the innkeeper just spilled a bit of wine on my table."

Michal was a priest until someone he gave spiritual advice to was killed while following it; he blames himself and has never gotten over the loss. Now, he lives and works in a dilapidated and ramshackle shop. His breath reeks of booze and his robes are stained; his white scraggly hair frames watery, sad eyes that droop toward a weak chin, covered in stubble.

Many folks still know and refer to him as Father Michal, but he brushes the title off with equal parts grief and shame. He spends most of his profits on whiskey, which has crippled his personal and professional life.

If someone were to help the former priest overcome his guilt, Father Michal might rediscover his faith in his deity, and finally forgive himself.

Game Statistics

Father Michal is a 62 year old human **acolyte** with the following changes:

- Michal is neutral good.
- He has a Constitution of 12 (+1).
- He speaks Common.

Sybbyl Talonthrone

"Faith tested in the darkest hours is rewarded in the brightest sunlight."

Strikingly beautiful, Sybbyl doesn't hide her fiendish appearance behind heavy vestments. The priestess uses her devil's face as a cautionary message to those tempted by evil. She warns those who listen that only through prayer and good deeds will one be rewarded by the gods.

No matter how menial the task, Sybbyl is happy to work alongside her acolytes. She is reluctant to touch or embrace others because her body radiates an intense heat, a mark of her ancestry. The priestess has devoted her life to serving the gods but still gets lonely, though she sometimes feels guilty about her desire for earthly companionship. Sybbyl is deeply ashamed by the jealousy she sometimes feels when in the presence of lovers.

Game Statistics

Sybbyl Talonthrone is a 25 year old tiefling **priest** with the following changes:

- Sybbyl is neutral good.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has resistance to fire damage.
  - She knows *thaumaturgy* as an additional cantrip.
  - She can cast *hellish rebuke* as a 2nd-level spell once, and regains the ability to do so when she finishes a long rest. Charisma is her spellcasting ability.
- She can speak Common and Infernal.

Zadoch Skean

"Tell me what troubles you. If I can help, I will."

Zadoch is a generous benefactor. He's adopted orphans, fed and sheltered the homeless, and given shiftless souls purpose with his faith. The charismatic priest appeals to any and all with words of comfort and advice, crafting each message so the listener feels it was meant especially for them.

Aging and increasingly crippled by arthritis, Zadoch is looking forward to a quiet retirement. He spends more and more of his days resting, watching the young folk go by. A kindly carpenter made him a wheeled chair, so that he can get around with less pain, and Zadoch is grateful for the mobility this affords him. Even so, most days he is content to wheel himself to a sunny spot and read, or maybe nap instead.

Game Statistics

Zadoch Skean is a 65 year old human **priest** with the following changes:

- Zadoch is neutral good.
- He has proficiency in the Insight skill.
- He speaks Celestial and Common.

Zinnia Reed

"We do not inherit the land from our ancestors, rather we borrow it from our children."

As a child, Zinnia helped her human mother tend a large garden in front of their cottage, and it was there that she developed her love of growing things. She never knew her father, and her mother never spoke of him. Locals were suspicious of Zinnia's elven heritage, but she took comfort in nurturing her garden and in the company of animals.

Now an adult, Zinnia has become a competent druid. She is still soft-spoken, and more at ease with flora and fauna, but dangerous to those who would threaten the natural order. To her friends, she is warm and always happy to help.

Zinnia spends her days in her temple, or the nearby wilds. She speaks to animals in their own language and treats them as family. When she is away, the forest animals watch over any grove Zinnia has deemed sacred, defending it fiercely.

Game Statistics

Zinnia Reed is a 22 year old half-elf **druid** with the following changes:

- Zinnia Reed is neutral.
- She has proficiency in the Animal Handling skill.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- She speaks Common, Elvish, and Sylvan.

Servants

Some servants take great pride in their work, while others chafe against the restrictions of their position. All servants work long, tiring hours and must try to find ways to make the toil bearable.

d10	Name
1	Bilb Buzzbottle
2	Cayree Selwyn
3	Emerlee Peacock
4	Hardlee
5	Helisent Stokely
6	Nimmy March
7	Osbet Switch
8	Mrs. Prunella Crutchley
9	Ronald Cooke
10	Snedly Ratcliff

Bilb Buzzbottle

"Two beers is fine, I guess, but you lads and lasses know me tongue isn't fit to yarn on unless at least three beers have passed me lips."

Bilb has been a butler since he was a young halfling, and is a notorious eavesdropper. His age, stature and station often make him privy to many conversations not meant for his ears. Bilb enjoys gossip as much as a stout beer, but he's not in it for financial gain; he just loves the rapt attention he gets when telling others what he has heard and knows.

Only when serving the great and the good does Bilb prefer to listen rather than talk. At all other times, it's hard to get a word in edgewise. When he's not working, Bilb spends much of his time at the nearest local drinking spot, where he allows folks to coax tales out of him with free drinks. Bilb doesn't lie, but he may leave out bits that don't make for worthy gossip. His opinion is that sometimes what's left unsaid has greater effect than what is.

Game Statistics

Bilb Buzzbottle is an 89 year old lightfoot halfling **commoner** with the following changes:

- Bilb is neutral.
- He has a Dexterity of 14 (+2) and a Constitution of 14 (+2).
- He has proficiency in the Stealth skill, as well as with brewer's supplies.
- He has the following racial traits:
  - His size is Small and he has a speed of 25 feet.
  - He has advantage on saving throws against being frightened.
  - He can move through the space of any creature that is larger than him.
  - When he rolls a 1 for any ability check, saving throw, or attack roll, he can reroll the die and must use the new roll.
  - He can attempt to hide even when obscured only by a creature that is at least one size larger than him.
- He speaks Common and Halfling.

Cayree Selwyn

"Don't worry, Cinnamon, there's plenty for you to eat."

Cayree is a plain-faced half-elf girl who lives and works in the local stables. She wears loose-fitting clothes, that are constantly dirty, and her face and hands are usually grimy. If asked why she doesn't clean herself up, she just smiles, shrugs, and says that she'll just get dirty again before she knows it.

The half-elf deeply loves the animals she works with, and is careful to give them the attention and respect they deserve. Normally quiet and reserved, Cayree becomes extremely talkative and excited with people she trusts. There isn't a single task at the stable Cayree can't handle, and works with the sure hand and sharp eye of an expert who knows her business.

Game Statistics

Cayree Selwyn is a 78 year old half-elf **acolyte** with the following changes:

- Cayree is neutral good.
- She has proficiency in the Animal Handling and Nature skills.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- Instead of cleric spells, Cayree has the following druid spells prepared:
  - Cantrips (at-will): *druidcraft, mending*
  - 1st level (2): *animal friendship, speak with animals.*
- She speaks Common and Elvish.

Emerlee Peacock

"Not a problem; I'll get it done, don't you worry."

Garbed in a stained, patchwork dress with a mop of wild, sweat-matted hair, Emerlee Peacock is a diamond in the rough. Overworked, and easily pushed around, Emerlee works to support her ailing mother and younger siblings.

Though Emerlee often does dirty and difficult work, she never complains and is grateful for what she has. Sadly, her mother's failing health is beginning to take a toll on Emerlee. She prays earnestly every morning for her mother to be strong again. Though she has no spare coin to give, she works to help those in need whenever she can, finding a quiet joy in serving the needs of others.

Game Statistics

Emerlee Peacock is a 20 year old human **commoner** with the following changes:

- Emerlee is neutral good.
- She has a Constitution of 14 (+2).
- She has proficiency in the Medicine and Religion skills.
- She speaks Common.

Hardlee

"Me, a half-orc? Why do you say that?"

Hardlee is a charming lass with bright-green eyes, strawberry-blonde hair and a cute, heart-shaped face. Self conscious of her small, tusk-like teeth, Hardlee seldom smiles. Attentive and respectful, Hardlee fits in easily; cursing with roughnecks one moment then politely discussing current events with other guests the next. Although petite, Hardlee is stronger than she looks, and has tossed more than one unruly guest out on their ear in her time.

Hardlee goes to great efforts to keep people from discovering her orcish heritage. If someone guesses at her ancestry, Hardlee will fiercely deny it or angrily storm away. She might let her guard down after getting to know someone who shows her sincere kindness but, as yet, no one realizes the inner turmoil that she struggles with.

The half-orc dreams of studying the arcane arts, but knows she is beyond the age of apprenticeship and has no coin for such education anyway. Saddened, she has resigned herself to life as a tavern server, praying each night for her fortunes to change.

Game Statistics

Hardlee is a 20 year old half-orc **commoner** with the following changes:

- Hardlee is neutral.
- She has proficiency in the Intimidation and Persuasion skills.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - When she is reduced to 0 hit points, but not killed outright, she can drop to 1 hit point instead. She can't use this feature again until she finishes a long rest.
  - When she scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.
- She can speak Common and Orc.

Helisent Stokely

"Beg pardon, might I scrub the floor 'round your table?"

Helisent is a quiet wisp of a girl, with delicate horns. She is a hard worker; serving tables, laundering clothes, scrubbing floors and emptying chamber pots. Helisent comes from a long line of tieflings, and her parents were killed because of it, thanks to the all-too-common prejudices tieflings face. She fled and found work in the settlement, working hard to survive in a cruel world where people often shun her because of her diabolic heritage.

The tiefling has a small room at a local inn where she keeps some personal items, including a small pouch with a few gold pieces, a *potion of invisibility* and a disguise kit. Helisent is ready to run again at a moment's notice.

Game Statistics

Helisent Stokely is a 16 year old tiefling **commoner** with the following changes:

- Helisent is neutral.
- She has a Wisdom of 12 (+1).
- She has proficiency in the Insight skill.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has resistance to fire damage.
  - She knows the *thaumaturgy* cantrip. Charisma is her spellcasting ability.
- She can speak Common and Infernal.

Nimmy March

"I don't mind the work. It's honest and needs doing."

Nimmy is a young, average-looking half-elf scullery maid, working contentedly in a kitchen, cleaning and scouring floors, stoves, pots, sinks, and an endless array of dishes. There isn't any task too demeaning for the girl; she feels lucky to serve. She can almost always be found in the kitchen, where she sleeps, eats and works.

Nimmy is soft-spoken and shy, but responds to commands diligently and doesn't complain. When fetching water, she steals moments to peek at her master's youngest son, Jon, as he practices swordplay. She once caught him sneaking into the kitchen at night, and ended up sharing a pastry with him; she's been smitten ever since.

The young half-elf maid is loyal to her master's family and has no aspirations of rising in rank; her life is much more than she ever thought it could be. The only dream she allows herself to have is one where Jon returns to the kitchens again, to share a secret pastry.

Game Statistics

Nimmy March is a 16 year old half-elf **commoner** with the following changes:

- Nimmy is neutral good.
- She has a Dexterity of 16 (+3).
- She has proficiency in the Stealth and Survival skills.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- She speaks Common, Elvish, and Halfling.

Osbet Switch

Osbet rubs his hands together.

Osbet is a boy of average appearance and height, who works at a local stable. He cleans stalls, stacks bales of hay and straw, waters and feeds horses, grooms and readies mounts for owners, and more. If given an order, or asked a question, Osbet stares dumbly until the command or query is repeated. The stable boy wears a dim expression, and nods his understanding, rather than talking. However, when he is interacting with horses and other animals, his face lights up, and it's clear he has a deep empathy with the creatures.

No one knows what the nature of this bond is, and no one knows who his parents were. Osbet's never said what happened to them, or anything else for that matter. Some have speculated that Osbet may be some kind of changeling or fey-touched due to his quiet nature and bond with animals, though the truth is likely more mundane. His parents were travelers that met an unfortunate fate on the road, and Osbet managed to escape. He showed up at the stables, bedraggled and emaciated, seeking comfort from his favorite animals, and has not said a word since.

Even if they don't entirely understand the nature of his uniqueness, Osbet loves and appreciates those who have taken him in and accepted him for who he is. While his demeanor and habits can be a little off-putting to travelers visiting the stables, they quickly warm to the boy when he is allowed to care for their mounts and interact with any familiars or animal companions that may be with them.

Game Statistics

Osbet Switch is a 12 year old human **commoner** with the following changes:

- Osbet is neutral.
- He has a Wisdom of 14 (+2) and a Charisma of 8 (-1).
- He has proficiency in the Animal Handling skill.
- He speaks Common, but doesn't know how to read or write.

Mrs. Prunella Crutchley

"My dear, if you are to remain in service here, you must dedicate yourself to your duties which, in this case, means learning that silverware must be placed in an even line, exactly two fingers from the edge of the table. Are we clear?"

Immaculately groomed and with perfect posture, Prunella is the undisputed head of the female staff in the noble house she runs. Pragmatic and dependable, she keeps order in the house, and manages her subordinates with a firm grip.

On the surface, Prunella (Mrs. Crutchley, to practically everyone) is a terrifying woman whose mere glance causes any beneath her authority to wither in fright. The woman is not without kindness, she just lacks the time and patience for softness. Her face is almost always set in a stern expression, and her life is focused on service and structure. Besides emotional nuance, little escapes Mrs. Crutchley's notice, not a spoon out of place or a spec of dust on a bannister.

Proper etiquette is paramount, and Mrs. Crutchley would never do anything that would demean herself, those under her charge, or those she serves. Visitors are expected to obey protocol and show proper decorum. If she ever let her hair fall free of her tightly wound bun, and learned how to smile, people would see just how handsome she is.

Game Statistics

Prunella Crutchley is a 44 year old human **commoner** with the following changes:

- Prunella is lawful neutral.
- She has a Wisdom of 14 (+2).
- She has proficiency in the Intimidation skill.
- She speaks Common.

Ronald Cooke

"I cook with dwarf spirits. I'll even put some in the food, from time to time!"

After serving for years as a ship's cook, Ronald's mouth is filthy but his knives are spotless. Crass and good-natured, the short, brawny man runs his kitchen as efficiently as any galley. Assistants and scullions jump when he directs them and, if needed, Ronald doles out discipline to those who slip up. His bark is worse than his bite, however; he always feels guilty about punishing others too harshly.

Ronald doesn't let visitors leave his kitchen without eating, whether they are hungry or not. Servants or dignitaries, the cook quickly provides a bowl, trencher, or platter of food. He'll often sit down with his guests and, quite literally, break bread with them, digging into a dish of fresh butter to slather over a crusty heel, his favorite part of the loaf. He wears his love of food and cooking on his sleeve and ample belly.

Despite his crude language and gruff personality, Ronald is a great listener and almost always gives good advice. However, he finds it much harder to navigate his own life. The poor man is desperately in love with the resident housekeeper, but has not been able to express his feelings to her. He won't talk about any of this, without being prodded, but it is clear to everyone, except the housekeeper in question, how the cook cares for her.

Game Statistics

Ronald Cooke is a 39 year old human **commoner** with the following changes:

- Ronald is chaotic good.
- He has a Wisdom of 16 (+3).
- He has proficiency with cook's utensils.
- He speaks Common.

Snedly Ratcliff

"I am Snedly Ratcliff, my master's personal valet. They will be with you shortly."

As a valet for a local lord, Snedly sees to his master's personal needs and private domestic arrangements. The hawk-nosed man is seldom far from his master's side, and even has a room adjacent to their quarters. Snedly is not just a servant, but a trusted friend as well. He is privy to nearly all of his master's private conversations and meetings, but would never betray those confidences.

Snedly is a kind and loyal servant, who has the respect of all within the household, but his master sometimes thinks he works a bit too hard. Of late, Snedly has been encouraged to take a few nights off and relax, which he's not particularly good at. Most often, he sits at a tavern, primly nursing a single glass of beer and trying not to touch anything.

Game Statistics

Snedly Ratcliff is a 35 year old human **commoner** with the following changes:

- Snedly is lawful neutral.
- He has an Intelligence of 14 (+2).
- He has proficiency in the History and Perception skills.
- He speaks Common.



Watch Commanders

Watch commanders oversee the guards, and other keepers of the peace, for the settlement. It's often a boring and thankless job, but they ensure the safety of all.

d6	Name
1	Elsbeth Mullens
2	Gunthar
3	Graza ir'Phain
4	Lathlaeril Zylee
5	Mert Ruggwain
6	Tyrian Blount

Elsbeth Mullens

"Welcome. I do hope we can sit down for dinner and break bread together."

Visitors to the settlement see Elsbeth as little more than a country bumpkin, mothering over the locals; her calm, slow, and polite nature makes her seem naive and simple-minded. Nothing could be farther from the truth; the middle-aged human is honorable, wise, and shrewd.

When on duty, she tries to make people look inward and reflect on their wrongdoing. She sees the best in others, even when no one else can, and often lets people off the hook with a warning, including those who have been warned half-a-hundred times.

While her authority is a bit laid back, her leadership and willingness to give some time to everyone, from the poorest to richest, has made her a pillar of the settlement. She is extraordinarily patient and encouraging with her small team of deputies, guiding them to grow as leaders in the community.

Game Statistics

Elsbeth Mullens is a 38 year old human **knight** with the following changes:

- Elsbeth is neutral good.
- She has proficiency in the Insight skill.
- She speaks Common.

Gunthar

"Break the law, I break you."

Gunthar is a big fish in a small pond; monstrous and unbelievably strong. The half-orc has a penchant for violence and, when he first joined the watch, it was just for the chance to be allowed to hit people legally. But, now that he's in charge, Gunthar is trying to take his role seriously.

Gunthar is supremely confident in his strength, and for good reason. It would be easy to assume that the half-orc is all brawn and no brains, but that's a dangerous mistake. Gunthar may not be able to understand great arcane texts, or even which fork is for salad and which is for dessert, but he isn't easily fooled. People that try to do so end up clapped in irons, or worse.

Game Statistics

Gunthar is a 20 year old half-orc **gladiator** with the following changes:

- Gunthar is neutral.
- He has the following racial traits:
  - He has darkvision out to a range of 60 feet.
  - When he is reduced to 0 hit points, but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.
  - When he scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.
- He can speak Common and Orc.

Graza ir'Phain

"I'm very sorry you were robbed, but that is a risk one takes in this settlement."

Commander Graza is new to her office, only recently promoted, and is less interested in the law than she is in staying alive. Her predecessor wasn't in his position for very long before dying on duty, and Graza wants to make sure she lasts longer. This makes her easy to bribe and intimidate.

Short and dark-haired, Graza isn't particularly clever and is a rather ineffective leader. Smart enough to know that she's in a dangerous position, the half-elf delegates as much as possible. Her first concern is keeping her head on her shoulders, and she will renege on any deal if there is even the slightest chance she'll be at risk.

The half-elf isn't evil, just weak-willed and scared. Under the right guidance she could be something greater, but it would require overcoming her fear. For now, Graza isn't concerned so much with her job, as with survival.

Game Statistics

Graza ir'Phain is a 24 year old half-elf **guard** with the following changes:

- Graza is neutral.
- She has proficiency in the Perception skill, as well as with playing cards.
- She has the following racial traits:
  - She has darkvision out to a range of 60 feet.
  - She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- She speaks Common, Dwarvish, and Elvish.

Lathlaeril Zylee

"Ah yes, you were the burglar running down the side-alley three nights ago. Your footsteps are the same. Please don't resist arrest, it won't go well for you."

Tall and clear-eyed, Lathlaeril doesn't seem like a typical watch commander, at first. The elf wears fine robes instead of armor, and carries a small bandolier of wands and pouches instead of a sword. To those in the know, these are just as much the tools of law and order as any truncheon or badge.

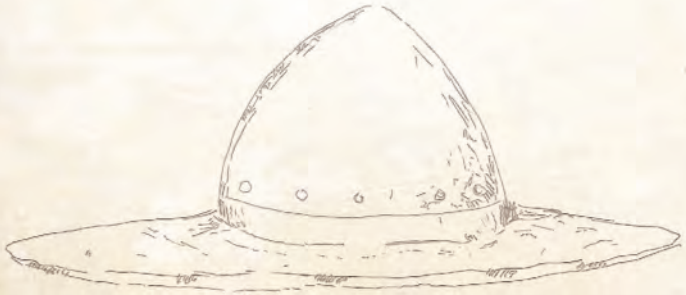
Lathlaeril has been in command of the settlement's peacekeeping force for generations, watching guards rise through the ranks and retire, over and over. They have seen almost every possible attempt at bureaucratic mismanagement, embezzlement, and general corruption, and are dedicated to keeping the guard as an institution that citizens can trust.

Aloof and intellectual, Lathleril mostly stays in their office, collating and filing massive amounts of reports from various patrols. They have developed a number of magical devices and spells over the years that help them create a vast web of information that they can review at a moment's notice.

Game Statistics

Lathlaeril Zylee is a 610 year old high elf **mage** with the following changes:

- Lathlaeril is lawful neutral.
- They have proficiency in the Investigation and Perception skills.
- They are proficient with longswords, shortswords, longbows, and shortbows.
- They have the following racial traits:
  - They have darkvision out to a range of 60 feet.
  - They have advantage on saving throws against being charmed, and magic can't put them to sleep.
  - Instead of sleeping, they meditate deeply for 4 hours a day.
  - They know *message* as an additional cantrip.
- They speak Common, Elvish, and Infernal.



Mert Ruggwain

"I'm not interested in arresting you for some petty theft, just let me get a piece of the action and you can be on your way."

Mert doesn't care who butters his bread, as long as it's slathered on thick. Balding and heavyset, the man is happy to take bribes from criminal groups and affluent citizens alike. Most guards under Mert's command are in on his illicit activities, and are usually happy to take their cut and look the other way. Mert prefers to handle affairs reasonably before resorting to threats or violence; the commander would rather do things, "the easy way".

Mert regularly makes the rounds, just like any other guard. After all, free drinks, meals, and other such perks are all part of the job. Friendly and always ready with a joke, the watch commander remembers almost everything he's told. He's smart enough to know that information can be a precious commodity.

Surprisingly, Mert performs his duties admirably, fulfilling the great majority of his oaths of office to a good standard, except when he can profit from a situation. To his mind, everything has a price, including the law.

Game Statistics

Mert Ruggwain is a 29 year old human **thug** with the following changes:

- Mert is chaotic neutral.
- He speaks Common.

Tyrian Blount

"If the law isn't obeyed, there is only chaos."

Tyrian isn't a man interested in politics; he has seen leaders come and go. All he concerns himself with is the rule of law. An angel or a demon could take over rule of the settlement and it wouldn't matter to him one bit. He upholds the law religiously.

Whether riding his steed or walking the streets, the watch commander's bearing is ramrod straight. He addresses people with curt, short answers and isn't prone to speaking at great length, unless duty requires it.

There is no middle ground for Tyrian. Even if there is good cause to break the law, he will arrest any and all offenders. The court, or proper authority, determines the fate of the individual, and Tyrian abides by these decisions.

This isn't to say that Tyrian doesn't have personal feelings that are sometimes at odds with what duty calls for. He does, but he puts personal opinions aside and shows no partiality, and expects the same from any who serve under him. He has no tolerance for insubordination and, if he discovers any wrongdoing among his guards, he will not hesitate to arrest them.

Game Statistics

Tyrian Blount is a 37 year old human **veteran** with the following changes:

- Tyrian is lawful neutral.
- He has proficiency in the History and Insight skills.
- He speaks Common.

Appendix A: Location Information

This appendix contains:

- A glossary of the location types found in the book. Services are listed with their *poor* and *fine* versions in parenthesis.
- A list of locations, sorted by category. This can be useful if you would like a shop, service or non-commercial location that fits within a certain theme.
- A glossary of fortress terms to explain specialist vocabulary relating to keeps, castles and strongholds.

Location Glossary

Basic Shops

Baker. Bakes and sells fresh bread and, possibly, pastries.

Butcher. Processes and sells fresh and/or dried meat.

Cooper. Crafts wooden vessels held together with metal hoops, including barrels, buckets, etc.

Carpenter. Builds with or carves wood, as well as carrying out repairs.

General Store. Sells basic supplies, groceries, and various odds and ends.

Herbalist. Sells common herbs and natural, non-magical remedies.

Smithy. Sells and crafts metal tools and equipment, including very basic weapons and armor.

Tailor. Makes and sells of clothing, including hats and cloaks. Also sells general items made from cloth, such as blankets, and carries out repairs and alterations of cloth goods.

Tanner/Taxidermist. Processes animal hides for practical or ornamental purposes.

Thatcher. Builds roofs using layers of dried straw, reeds, rushes, etc.

Wainwright. Builds carts and wagons.

Weaver. Weaves raw fabric and baskets.

Specialty Shops

Apothecary. Seller of potions, mundane herbs, and alchemical ingredients.

Artist. Encompasses painter, sculptor or other visual art as appropriate.

Bank & Exchange. Encompasses auctions, banking, and the specific selling of gems or exchange of currency. Differs from a treasury in that it is a privately owned business.

Cobbler. Makes and mends boots and shoes.

Foundry/Smelting. Facilities which fabricate large amounts of metal goods and process ore, respectively.

Mill. Facilities for milling grain. Farmers may bring their own grain and have it milled in exchange for a percentage of the ground flour.

Textile Production. Larger scale than a single weaver, offering a wider array of materials in larger quantities.

Shipwright. Builds and launches boats and/or ships.

Exotic Shops

Rare Botanicals. Cultivates and sells herbs rare to the region.

Luxury Furnishings. Procures and sells all manner of home items for fine living, including furniture, art, and other high-quality goods.

Rare Libations and Fare. Sells (and, perhaps, makes or brews) drinks and/or food of surpassing quality or rarity to the region.

Rare Trade Goods. Procures and sells items and materials, such as ores or textiles, that are rare to the region.

Magic Shop. Sellers of magical items or minor magical assistance.

Services

Barber (Dirt-Knife, Coiffeur). Provides grooming services, such as haircuts or shaves. Historically, these businesses were also known to perform minor surgery.

Bathhouse (Tubs, Private Baths). Provides spaces for bathing. Cleanliness itself is often, but not always, secondary to the social aspect.

Doctor (Sawbones, Physician). Provides medical care.

House of Leisure (Den of Leisure, Hall of Leisure). Provides entertainment and/or relaxation.

Inn (Tents or Hostel, Lodge). Provides accommodation, as well as a place to have a bath and a decent meal.

Club (Stage, Theater). Provides entertainment via comedic, dramatic or musical performance.

Soothsayer (Fortune Teller, Diviner). Provides magical prediction. Practitioners of greater skill may also provide minor charms or other similar services.

Stable (Stalls, Livery). Provides boarding accommodation for mounts, as well as selling carts, animals, and their tack.

Tavern (Pub, Taphouse). Provides food and drink.

Hired Help. Skilled individuals who can be hired.

Non-Commercial Locations

Education

Academy/University. A conservatory devoted to the pursuit of higher knowledge, sometimes of a specific area of study.

Archives/Library. A structure devoted to housing records and written information.

Forum. A place designated for the use of intellectual debate and discussion.

Schoolhouse. An institution focused on educating children.

Gathering

Amphitheater. Outdoor space with a stage and tiered seating.

Dance Hall. Location for dances and festive events.

Gathering Hall. General, open-use building such as a community center used for local activities or where locals may simply socialize on a day-to-day basis.

Outdoor Recreational Area. A tended space where locals might eat or take leisure time… or duel to the death…

Government

Chancery. Used as an office, for official documentation and administrative tasks.

Courthouse. Used to hold trials or dispense justice.

Town Hall. Used for official town business, audiences and meetings.

Treasury. Used as a centralized place to manage the town's funds. Differs from a bank and exchange in that it is owned by the government. May also serve as a mint, if the need arises.

Worship

Altar. A small shrine or perhaps a tiny shack, usually evincing some various items or images relating to that which the faith venerates.

Oratory. A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.

Sanctuary. A large, well-appointed structure, able to comfortably accommodate up to a few hundred people.

Temple. A grand building, replete with elements like high ceilings, plush furnishings and other impressive ornamental and/or architectural features. It can contain nearly a thousand attendees.

Great Temple. An awe-inspiring structure devoted to that which it venerates. No expense was spared in its construction. This might display such elements as stunning frescos, elaborate stained-glass scenes and towering, gilded statues. Walking into a great temple is a rare and striking experience for those who do not live near one.

Locations By Category

We have arranged the locations by category below.

Crafted Items

- Cooper
- Carpenter
- Smithy
- Tailor
- Thatcher
- Wainwright
- Weaver
- Apothecary
- Artist
- Cobbler
- Shipwright
- Luxury Furnishings
- Magic Shop - Armor
- Magic Shop - Weapons

Intellectual

- Artist
- Magic Shop - Books
- Doctor
- Performance Entertainment - Theater
- Hired Help - Scribe
- Archives/Library
- Academy/University
- Forum
- Schoolhouse
- Amphitheater
- Courthouse
- Chancery

Industrial/Heavy Production

- Foundry/Smelting
- Miller
- Textile Production

Rest & Relaxation

- House of Leisure
- Tavern
- Inn
- Performance Entertainment
- Outdoor Recreational Area
- Dance Hall

Transport

- Wainwright
- Shipwright
- Stable
- Hired Help - Caravan and Mount

Food & Drink

- Baker
- Butcher
- General Store
- Miller
- Rare Libations & Fare
- Tavern

Materials & Components

- General Store
- Apothecary
- Rare Botanicals
- Rare Trade Goods
- Magic Shop - Misc.
- Hired Help - Guides and Trackers

Government & Business

- Bank & Exchange
- Archives/Library
- Forum
- Amphitheater
- Town Hall
- Courthouse
- Treasury
- Chancery

Religion

- Archives/Library
- Forum
- Schoolhouse
- Altar
- Oratory
- Sanctuary
- Temple
- Great Temple

Health & Hygiene

- Barber
- Bathhouse
- Doctor
- Inn

Nature

- Apothecary
- Rare Botanicals
- Outdoor Recreational Area
- Shrine

Social

- House of Leisure
- Inn
- Performance Entertainment
- Tavern
- Forum
- Hall
- Outdoor Recreational Area
- Dance Hall
- Amphitheater

Magic

- Apothecary
- Rare Botanicals
- Magic Shop - Armor
- Magic Shop - Books
- Magic Shop - Clothing
- Magic Shop - Jewelry
- Magic Shop - Weapons
- Magic Shop - Miscellaneous & Curiosities
- Soothsayer
- Hired Help - Arcane Academics
- Hired Help - Magic Mercenaries
- Archives/Library
- Academy/University

Hired Help

- Brutes & Brawlers - Martial Melee
- Cloak & Dagger - Stealth and subterfuge
- Bows & Slings - Martial Ranged
- Scribes & Clerks - Educators
- Guides & Trackers - Urban and wilderness experts
- Caravan & Mount - Transportation and locomotion
- Arcane Academics - Magical education or counsel
- Magic Mercenaries - Martial Arcane
- Priestly Guidance - Divine education or counsel
- Hands of the Gods - Martial Divine

Fortress Terms

Arrow loop. Also referred to as an arrow slit. A narrow, vertical window, allowing projectiles to be shot at attackers from cover. Where crossbows are in common use, a horizontal slot may be added to the arrow loop to facilitate their use.

Bailey. Also referred to as a ward. An exterior space defined by the walls of the fortress.

Barbican. A fortified gateway beyond the main fortress defenses, commonly attached to the main defenses by a walled corridor (referred to as the 'neck'). More broadly, any tower located over a gateway or bridge.

Battlement. Also referred to as the parapet. A wall on the outer side of the wallwalk, protecting those on it from attackers. Most commonly takes the form of crenellations.

Brattice. A projecting space either at the top of the wall or part way down, allowing defenders to shoot directly down on attackers at the base of the wall, as well as to easily drop stones and other projectiles. Additionally, a brattice allows defenders to shoot along the length of the wall and provide support from the flank.

Crenellation. Consist of crenels (openings allowing a defender to see and shoot) and merlons (taller sections to provide cover from enemy projectiles).

Curtain Wall. The outer walls surrounding and protecting the inner parts of the fortress.

Drawbridge. A bridge (typically spanning a moat) leading to a gateway, which may be raised and lowered.

Drum Tower. A round tower partially or entirely integrated into a curtain wall.

Gatehouse. The defensive structures clustered around the main gate, typically consisting of brattices, flanking towers and interior defenses, such as portcullises and murder holes.

Hoardings. Wooden structures which overhang the front face of the wall, allowing defenders to shoot directly down on attackers at the base, as well as to easily drop stones and other projectiles. Typically, hoardings also enclose the top of the wallwalk, and can be removed when not in use.

Machicolations. Stone structures which overhang the front face of the wall, allowing defenders to shoot directly down on attackers at the base, as well as to easily drop stones and other projectiles - in effect, permanent hoardings.

Moat. A trench around the perimeter of a fortress, often (but not always) filled with water, which prevents attackers and siege engines from getting too close, as well as making undermining the walls difficult or impossible.

Murder Holes. A series of openings along the interior walls and ceiling of a passageway (typically in the gatehouse), allowing projectiles (as well as hot liquids etc.) to be shot at attackers from cover.

Palisade. A wooden defensive wall. Usually temporary, constructed while a permanent stone structure is erected, or as an additional outer line of defense, if the situation calls for it.

Portcullis. A wooden or metal grate which can slide vertically to block an entryway or reinforce a gate.

Postern. A secondary, smaller gateway allowing access in and out of the fortress when the main gate is closed. Typically hidden, disguised, or too small to be worth committing numbers to attack.

Turret. A smaller tower projecting from the top of a larger one.

Wallwalk. The area at the top of the curtain wall.

Appendix B: Encounters

These tables are intended to be used either in game preparation time to inspire possible future encounters, or can be rolled on during a session to create an instant, surprise plot hook or quest.

Personnel Issues

Roll on the table below to determine if someone the party is interacting with has a personal or life issue that they are currently dealing with. This could help to inform the NPC's character better, create an opportunity, or even provide something the PCs could exploit.

d20	Personnel Issues
1	**Arrogant.** They think they are above their situation and want (or believe they *deserve*) better.
2	**Gullible.** They are naive or trusting.
3	**Grudging.** They are bitter about something.
4	**Greedy.** They are willing to sacrifice their convictions if the price is right.
5	**Lazy/Undisciplined.** They are unfocused and unmotivated, doing the minimal amount they can get away with.
6	**Tired.** They have not slept for a while, due to an intense work or life situation.
7	**Mistreated.** They feel they have been treated poorly or inappropriately by someone they regularly deal with.
8	**Underequipped.** They do not have the best tools for a situation.
9	**Impoverished.** They do not have enough money for what they need.
10	**Undertrained.** They did not receive adequate instruction for a task or job they must complete.
11-20	**No issues.** They are satisfied, know their place, and like their life.

Urban Encounters

Use one of the tables below to determine whether your party experiences an urban encounter. If your settlement is a Trading Post or Town, use the first table; if your settlement is a City or Capital, use the second (and note the relevant modifier).

No Table for Villages?

You'll note that villages are not listed below. That is because villages are assumed to be small, tight-knit, rural communities whose very makeup inherently discourages the kind of disturbances you would see in more urban settlements. However, if you would like to try the chart anyway, feel free to roll on the **trading posts/towns** table to see if one occurs (or just roll directly on the encounter table itself). If the result you get feels like it wouldn't fit, try to think of a related situation that might seem more applicable to a village setting.

Trading Posts/Towns

Modified by: crime

d20	Urban Encounters
1-16	**No Urban Encounter.**
17+	**Urban Encounter**. Roll on the table below.

Cities / Capitals

Modified by: crime

d20	Urban Encounters
1-14	**No Urban Encounter.**
15+	**Urban Encounter**. Roll on the table below.

Urban Encounters Table

If your party does indeed have an urban encounter, roll on the table below to see what it is.

d20	Urban Encounters
1	**Alms for the Poor.** The party is asked for money by a beggar who is not actually in need.
2	**Bait-and-Switch.** A person, posing as a victim or someone in need of help, asks the party for aid and lures them into a vulnerable position where a trap is sprung.
3	**Boisterous Drunk.** A weaving drunk approaches and challenges someone in the party to a one-on-one duel (the drunk sets the terms).
4	**Disturbance of the Peace.** A wide-eyed figure shouts at anyone who will listen (and a large number of people who will not) about their many, specific grievances against the ruling powers.
5	**Distraction.** A charming stranger attempts to distract the party while a thief tries to steal their belongings.
6	**Graffiti.** Someone has been painting inflammatory images or slogans on a victim's home, place of business or in a public place.
7	**Grifter.** An individual approaches the party and suggests they partake in a simple game (such as following a ball placed under one of three cups, which are then moved around) and proposes a wager. The game is rigged, either with specialized equipment, sleight of hand, or a well-placed distraction.
8	**Hand it Over.** Thugs accost the party, demanding valuables be handed over.
9	**Impersonating an Officer**. One or more persons approach the party claiming to be law enforcement, accusing them of breaking a law but confiding that they won't take them in (if the price is right, naturally). More committed swindlers may even have a fake holding cell, or other elaborate equipment, to help sell the deception.
10	**Mugging.** The party sees an individual or small group being threatened, beaten, and robbed.
11	**Murder.** The party witnesses a murder take place, or happens upon a freshly slain victim.
12	**Rare Opportunity.** Someone in the settlement is selling counterfeit items, while an accomplice, claiming to know the item's true value, offers a large amount of money. The seller talks to the party privately, expressing doubts about the potential 'buyer' and offers them a better deal if they'd like to buy it now.
13	**Robbery in Progress**. The party sees a thief or thieves exiting a building nearby with stolen goods in-hand.
14	**Snake-Oil Salesman.** A merchant offers the party a great deal on what they claim is an exceptional item. At least, it would be a great deal if the item was genuine…
15	**Sticky Fingers.** A thief attempts to reach their hand into the pocket or pack of a party member. If caught, the thief tries to run.
16	**Stop, Thief!** The party witnesses a thief pickpocket someone, but no law enforcement is around to handle the situation.
17	**Street Fight.** The party is embroiled in, or comes upon, a group of people in a violent altercation.
18	**They Went Thataway!** The party hears a scream from nearby, and comes across a battered and groaning figure on the ground. A retreating form can be seen rounding a corner.
19	**Thief in Need.** A pursued thief runs into the party, asking for help or protection, in return for a cut of their plunder.
20	**Toss and Burn.** A lit torch is thrown into a nearby establishment, causing commotion and panic.

Appendix C: Rumors

Rumors fly around settlements like chaff in the wind. Of course, the great majority of them ultimately prove to be false, but some may have more to them. Sometimes, a rumor may hold the tiniest grain of truth or, as the bard says, sometimes truth can be stranger than fiction. Below is a table of rumors that could be drifting around your settlement. Most are general in nature and could be applied to just about any settlement, though a handful are specific to certain settlement types. They may be utter rubbish, gospel truth, or anywhere in between.

Lots of Rumors!

There is no reason you could not have more than one rumor. If you want more, feel free to keep rolling!

d100	Rumors
1-2	Misfortune has fallen upon a prominent figure residing near to, but outside the bounds of, the settlement (stripped of title, robbed, murdered, lost at cards, etc).
3-4	Neighboring cities are preparing to go to war with one another.
5-6	A local noble has just married the heir of a well-loved (or greatly-loathed) family.
7-8	An increase in taxes is about to implemented, to pay for an expensive and ambitious project.
9-10	Taxes have not been collected in quite some time, and no one has seen the collector for weeks.
11-12	A well-known local has been seen stepping out with someone outside their usual circle, and there is the possibility that romance is on the cards.
13-14	A strange beggar has been seen telling any who will speak with them, predictions about their future, and some have come true.
15-16	A local official has been skimming from the settlement's coffers.
17-18	A grain shortage is imminent, the wisest in the settlement are filling their storage sheds before the price jumps.
19-20	A local residence is haunted by a mischievous spirit.
21-22	A local has been selling orphans into slavery.
23-24	A particular vegetable sold by a traveling merchant is claimed to bear superior nutritional value to all other vegetables.
25-26	Someone in the settlement is running a secret underground fighting pit.
27-28	Research has come to light that gnomes are actually another form of elf, simply lacking the trait responsible for typical elven height.
29-30	A monstrous beast prowls outside the settlement at night, always slinking in the shadows. It's said to have glowing red eyes and a taste for blood.
31-32	Overuse of healing potions can cause addiction. After a certain point, the body begins to shut down unless imbibed frequently.
33-34	Someone in the settlement hosts a secret high-stakes gambling table.
35-36	A tavernkeep in the settlement is actually a famous ex-adventurer trying to keep a low profile.
37-38	A local, who lives modestly, has recently inherited a vast fortune.
39-40	A storm's a-brewin'.
41-42	A local blacksmith has been working on a new forging technique that would make the current methods obsolete.
43-44	A local official has been taking bribes.
45-46	There is a door in the settlement leading to a realm with thousands of other doors to other planes. The last person to go through it hasn't been seen since.
47-48	A local eatery has established an exclusive, secret location where only a select few are able to eat. It is by invitation only, and the offerings are of a quality surpassing the finest food and drink otherwise available in this corner of the world.
49-50	Information has come to light that will tarnish the legacy of a well-loved, long-dead hero.
51-52	A thief with a romantic streak has been stealing into the rooms of their targets in the dead of night. They take nothing, wake no one, and leave behind a love letter and flower.
53-54	An expedition into dwarven ruins found evidence of a ritual predating living memory. Findings suggest dwarves used to be quite tall (which made cave-living difficult) and lacked facial hair. Elves were short (and possessed long, luxurious beards). It seems the dwarves performed a ritual to steal the elves' shortness. It worked, and they took the beards too.
55-56	A local tavern, that has just raised its prices, has been watering down their beverages to stretch their supply.
57-58	A member of the local leadership is romantically involved with someone of criminal repute.
59-60	A member of the local leadership is involved in private dealings with an outside entity.
61-62	A tax collector has been charging more than necessary, and has engaged the services of ruffians to 'encourage' those who are uncooperative.
63-64	An abandoned building in the settlement's worst area is the home to strange creatures.
65-66	The settlement has recently experienced a lot of bad weather, which is divine punishment for some wrongdoing.

d100	Rumors
67-68	The settlement has experienced a stretch of unusually perfect weather, the result of a dark ritual that must soon be paid for.
69-70	The settlement's defenses have a fatal flaw.
71-72	A recent disease outbreak was caused by magical meddling.
73-74	Someone in the settlement is selling illicit goods or using objectionable materials.
75-76	A well-known, well-liked local whom everyone thought was born and raised in the settlement may actually be of foreign stock.
77-78	The settlement is considering ditching traditional gold and silver currency in favour of government-created promissory notes.
79-80	A portion of taxes collected are being used for nefarious purposes.
81-82	Someone in the settlement has opened a gateway to another plane and lacks the knowledge to close it.
83-84	(Village Only) A new power is claiming rights of fealty over the village, at the culmination of a long conflict.
85-86	(Not Village) A few of the guards have been charging traveling merchants more than usual for entrance into the settlement.
87-88	(City/Capital Only) A local shop or service owner who is not part of a guild is stealing trade secrets from those who *are*.
89-90	(City/Capital Only) A nearby nation or powerful entity has spies in the city.
91-92	(Capital Only) A foreign power has spies in the capital.
93-94	(Capital Only) Two noble families are feuding due to foolish decisions made by their children.
95-96	(Capital Only) The leadership is just a puppet of another entity.
97-98	(Capital Only) The person within the leadership with the most power may themselves be an agent of outside forces.
99-100	(Capital Only) An underground rebellion is forming to overthrow the leadership, threatening the security of the entire region.

Appendix D: Useful Tables

This appendix is filled with tables that may come in handy for any number of reasons.

Characters, People & Monsters

d12	Classes
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

d10	Races
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Halfling
7	Half-Orc
8	Human
9	Tiefling
10	Monstrous Race

d12	Monstrous Races
1	Orc
2	Goblin
3	Kobold
4	Gnoll
5	Giant
6	Hobgoblin
7	Bugbear
8	Troll
9	Lycanthrope
10	Lizardfolk
11	Ogre
12	Vampire

Tavern Builder

d6	Establishment Reputation
1	Hidden / Secret
2	Abhorred
3	Disreputable
4	Of No Consequence
5	Respectable
6	Well-Regarded

d20	Tavern Name (First Half)
1	Red
2	Yellow
3	Green
4	Blue
5	Violet
6	Disreputable
7	Mischievous
8	Hungry
9	Thirsty
10	Tuckered
11	Frantic
12	Bloated
13	Rank
14	Fussy
15	Exuberant
16	Irate
17	Jolly
18	Laughing
19	Crying
20	Screaming

d20	Tavern Name (Second Half)
1	Vagabond
2	Tyrant
3	Giant
4	Halfling
5	Mare / Stallion
6	Bear
7	Pig / Boar
8	Elk
9	Moose
10	Unicorn
11	Mouse
12	Cat
13	Dog
14	Hen / Rooster
15	Sword
16	Shield
17	Spear
18	Banner
19	Cartwheel
20	Dragon

d8	Patrons
1-2	**Few-to-None.** Only 1d4 - 1 patrons.
3-6	**The Usual Crowd.** The establishment is moderately busy, up to roughly half capacity.
7-8	**Crowded.** The establishment is extremely busy and is at or near full capacity.

d8	Establishment Staff
1-2	**Short-Staffed.** The establishment staff is stretched thin.
3-6	**Appropriate.** The establishment has enough staff to get the work managed the right way.
7-8	**Overstaffed.** The establishment has too much staff, with some potentially standing around idly or with little to do.

Food

d8	Humble Fare
1	Acorn Paste
2	Pottage
3	Rye Bread
4	Blood Pudding
5	Pickled Fish
6	Mashed Turnips
7	Porridge
8	**Better Than Usual.** Roll once on the **standard fare** table; if 1 is rolled, reroll.

d6	Standard Fare
1	**Worse Than Usual.** Roll once on the **humble fare** table; and if an 8 is rolled, reroll on the humble fare table.
2	Roast Lamb
3	Brown Bread
4	Roast Goose
5	Suckling Pig
6	Meat Pie
7	Roast Beef
8	**Better Than Usual.** Roll once on the **rich fare** table; if 1 is rolled, reroll.

d10	Rich Fare
1	**Worse Than Usual.** Roll once on the **standard fare** table; and if 1 is rolled, reroll.
2	Stewed Pheasant
3	White Bread
4	Chicken in Spiced Breadcrumbs
5	Roast Venison
6	Roast Larks
7	Fruit in Syrup
8	Lamprey Pie
9	Roast Pike
10	**Better Than Usual.** Roll once on the **extravagant fare** table; if 8 is rolled, reroll.

d8	Extravagant Fare
1	**Worse Than Usual.** Roll once on the **rich fare** table; if 10 is rolled, reroll.
2	Live songbirds contained in a pie crust
3	Roast peacock in its feathers
4	Roast sturgeon in syrup
5	Roast capon clad pastry armor trimmed with gold leaf, mounted upon a roast suckling pig
6	Boar, cooked and sauced in a variety of ways without being cut
7	Pie in the shape of a castle, containing a whole roast deer
8	Roast ox, prepared so as to appear to be breathing fire, garnished with fruits, vegetables and fine sauces

Drinks

d12	Non-Alcoholic Drinks
1	Water (may or may not be clean; if in an area where it may not be clean, water would often be mixed with a small amount of alcohol to clean impurities)
2	Citrus Water (such as lemon)
3	Flower Water (such as rose or lavender)
4	Spiced Water (such as sage or coriander)
5	Clarea from Water (honey, spices, water)
6	Sekanjabin (vinegar, honey, water)
7	Tea
8	Apple Juice
9	Small Beer (low-alcohol beer or ale, drank as an alternative to water)
10	Milk (cow)
11	Milk (goat)
12	Grenadine (red syrup, both tart and sweet)

d12	Alcoholic Drinks
1	Ale
2	Beer
3	Mead
4	Cider
5	White Wine
6	Red Wine
7	Whiskey
8	Rum
9	Vodka
10	Gin
11	Schnapps
12	Hippocras

Animals

d10	Beasts of Burden
1	Destrier (warhorse)
2	Palfrey (travel/hunting horse)
3	Courser (speed/endurance horse)
4	Draught Horse (heavy work)
5	Donkey
6	Llama
7	Camel
8	Ox
9	Yak
10	Elephant

d8	Farm Animals (Meat)
1	Cow
2	Sheep
3	Chicken
4	Turkey
5	Pig
6	Rabbit
7	Duck
8	Goose

d6	Farm Animals (Wool)
1	Sheep
2	Goat
3	Yak
4	Llama
5	Rabbit
6	Muskox

d8	Game (Hunted Animals)
1	**Large and Swift**. Deer, antelope, ibex, giraffe, kangaroo, emu
2	**Large and Tough**. Boar, rhino, hippo, elephant, tapir, buffalo
3	**Small and Swift**. Hare, squirrel, monkey
4	**Small and Tough**. Badger, wolverine, porcupine
5	**Fowl**. Grouse, pheasant, quail, pigeon, duck, goose, heron, guineafowl, peacock
6	**Large Predator**. Bear, wolf, lion, tiger, leopard, jaguar
7	**Small Predator**. Fox, hyena, lynx
8	**Fish**. Pike, trout, salmon, marlin, shark

Crops & Minerals

d20	Crops
1	Wheat (baked goods)
2	Barley (bread, alcohol)
3	Oats (staple food item, animal feed, alcohol)
4	Corn (staple food item, animal feed)
5	Rye (baked goods, animal feed, alcohol)
6	Potatoes (staple food item)
7	Rice (staple food item, alcohol)
8	Sugarcane (sweetener, textiles, animal feed, alcohol)
9	Peas (staple food item)
10	Beans (staple food item)
11	Carrots (staple food item)
12	Cabbages (staple food item)
13	Onions (staple food item)
14	Garlic (staple food item)
15	Turnips (staple food item)
16	Herbs (seasoning)
17	Apples (staple food item, alcohol)
18	Lemons (staple food item)
19	Grapes (staple food item, alcohol)
20	Berries (staple food item)

d10	Minerals
1	Iron
2	Tin
3	Lead
4	Clay
5	Lime
6	Coal
7	Salt
8	Copper
9	Silver
10	Gold

Art & Literature

d10	Arts
1	Painting
2	Sketching
3	Etching
4	Carving
5	Whittling
6	Tapestry
7	Mosaic
8	Stained Glass
9	Tattooing
10	Embroidery

d6	Writing
1	History
2	Local Records
3	Myths and Legends
4	Romance
5	Natural History
6	The Magical Arts

Smells

d20	Smells
1	Soil
2	Sweat
3	Garbage
4	Waste
5	Flowers
6	Something baking
7	Wood smoke
8	Pipe smoke
9	Alcohol
10	Animal

d20	Smells
11	Wood
12	Iron
13	Leather
14	Ammonia
15	Decay
16	Compost
17	Blood
18	Perfume
19	Ozone
20	Fear

Touch

d10	Touch
1	Rough
2	Sharp
3	Thorny
4	Smooth
5	Wet
6	Dry
7	Soft
8	Spongey
9	Hot
10	Cold

Miscellaneous

d10	Street Debris
1	Broken toy
2	Sticks or leaves
3	Pottery shards
4	Torn cloth
5	Lone shoe
6	Feather
7	Single coin
8	Half-eaten food
9	Waste
10	Broken shingle

d12	How much you love Nord Games
1	A lot
2	Like, so much
3	More than dinosaurs
4	You have *no* idea
5	I would fight for you
6	Walk the wire for you
7	I'd die for you
8	You know it's true
9	Everything I do
10	I do it for you
11	I love you, Nord Games
12	Nord loves you, too ;)

d8	Time of Day
1	Dawn
2	Morning
3	Noon
4	Afternoon
5	Dusk
6	Evening
7	Midnight
8	Very early morning

Hook/Situation Builder

These tables below have elements that can often be combined to create a quick situation. The tables are:

- People who might need help (various
- Problems (issues that a person might need help with)
- Appearance (the way someone looks)
- Feelings (what emotion a person is experiencing)
- Clothing (various items of clothing)
- Pets (animals who could be kept as companion animals)
- Verbs (actions that a person might be doing)
- Items of Value (things that might be important to a person)

d12	People who might need help
1	Baby
2	Little boy
3	Little girl
4	Young man
5	Young woman
6	Old man
7	Old woman
8	Mother
9	Father
10	Grandmother
11	Grandfather
12	Third party (the person in need of help isn't there, you're hearing about it from another source)

d12	Problems
1	Lost something
2	Can't reach something
3	Can't find someone
4	Owe someone something
5	Unfairly in trouble for something
6	Justly in trouble for something
7	Trying to get away
8	Trying to get in
9	Need to convince someone
10	Need to get rid of something
11	Need advice
12	Heartbroken

d10	Appearance
1	Filthy
2	Shabby
3	Homely
4	Rugged
5	Simple
6	Refined
7	Handsome
8	Gorgeous
9	Resplendent
10	Otherworldly

d20	Emotions
1	Disgusted
2	Happy
3	Angry
4	Aloof
5	Irritable
6	Distraught
7	Confused
8	Distracted
9	Sad
10	Scared
11	Embarrassed
12	Worried
13	Surprised
14	Impatient
15	Tired
16	Excited
17	Curious
18	Proud
19	Uncomfortable
20	Relaxed

d20	Clothing
1	Shirt
2	Trousers
3	Vest
4	Dress
5	Coat/Jacket
6	Boots
7	Shoes
8	Socks
9	Gloves
10	Scarf
11	Cap
12	Hat
13	Belt
14	Glasses
15	Ring
16	Pendant
17	Bracelet
18	Earring
19	Skirt
20	Toga

d10	Pets
1	Cat
2	Dog
3	Bird
4	Fish
5	Frog
6	Rodent
7	Lizard
8	Bug
9	Monster or mythical creature (safe)
10	Monster or mythical creature (unsafe)

d20	Verbs
1	Eating
2	Walking
3	Running
4	Talking
5	Yelling
6	Whispering
7	Grabbing
8	Crying
9	Fighting
10	Laughing
11	Screaming
12	Bargaining
13	Thinking
14	Sleeping
15	Drinking
16	Cleaning
17	Checking
18	Looking
19	Working
20	Playing

d12	Items Of Value
1	Money
2	Pet
3	Document
4	Reminder
5	Item from deceased loved one
6	Gift for loved one
7	Key
8	Item to be delivered
9	Important ingredient
10	Medicine
11	Equipment
12	Something magical

Alternate Magic Shop Rarity

These tables below are shop tables that vary the rarity of magic shops, depending on how rare you might need them to be.

Magic Shop Chance: 6%

d100	Shop
1-5	**Baker** (B). Bakes and sells fresh bread and, possibly, pastries.
6-10	**Butcher** (B). Processes and sells fresh and/or dried meat.
11-15	**Cooper** (B). Crafts wooden vessels held together with metal hoops, including barrels, buckets, etc.
16-20	**Carpenter** (B). Builds with or carves wood, as well as carrying out repairs.
21-28	**General Store** (B). Sells basic supplies, groceries, and various odds and ends.
29-33	**Herbalist** (B). Sells common herbs and natural, non-magical remedies.
34-41	**Smithy** (B). Sells and crafts metal tools and equipment, including very basic weapons and armor.
42-45	**Tailor** (B). Makes and sells of clothing, including hats and cloaks. Also sells general items made from cloth, such as blankets, and carries out repairs and alterations of cloth goods.
46-50	**Tanner/Taxidermist** (B). Processes animal hides for practical or ornamental purposes.
51-54	**Thatcher** (B). Builds roofs using layers of dried straw, reeds, rushes, etc.
55-58	**Wainwright** (B). Builds carts and wagons.
59-62	**Weaver** (B). Weaves raw fabric and baskets.
63-65	**Alchemist** (S). Brews and sells potions, as well as mundane herbs and alchemical ingredients.
66-68	**Artist** (S). Encompasses painter, sculptor or other visual art as appropriate.
69-71	**Bank & Exchange** (S). Encompasses auctions, banking, and the specific selling of gems or exchange of currency.
72-74	**Cobbler** (S). Makes and mends boots and shoes.
75-77	**Foundry/Smelting** (S). Ore processing and metal fabrication.
78-80	**Mill** (S). Facilities for milling grain.
81-83	**Textile Production** (S). Larger scale than a single weaver, offering a wider array of materials in larger quantities.
84-86	**Shipwright** (S). Builds and launches boats and/or ships. [Reroll if settlement is not bordering a significant source of water]
87-88	**Rare Botanicals** (E). Cultivates and sells herbs rare to the region.
89-90	**Luxury Furnishings** (E). Procures and sells all manner of home items for fine living, including furniture, art, and other high-quality goods.
91-92	**Rare Libations & Fare** (E). Sells (and, perhaps, makes or brews) drinks and/or food of surpassing quality or rarity to the region.
93-94	**Rare Trade Goods** (E). Procures and sells items and materials, such as ores or textiles, that are rare to the region.
95	**Magic Shop - Armor** (E). Sells magical items with a focus on armor and protective equipment.
96	**Magic Shop - Books** (E). Sells magical items with a focus on literature, arcane tomes and lore. They may also carry books and documents (such as maps and records) of a rare and significant nature, though non-magical.
97	**Magic Shop - Clothing** (E). Sells magical items with a focus on clothing of all types which bear magical properties.
98	**Magic Shop - Jewelry** (E). Sells magical items with a focus on enchanted, or otherwise magically imbued, jewelry.
99	**Magic Shop - Weapons** (E). Sells magical items with a focus on weapons with mystic properties and, perhaps, shields.
100	**Magic Shop - Miscellaneous & Curiosities** (E). Procures and sells magical items with a focus on strange and rare artifacts of a wondrous or intriguing nature.

Magic Shop Chance: 1% or 0%

There are two 100 results on this table. The first is a magic shop.

The second 100 is a Traveling Exotic Goods Merchant. If you roll a 100 and are doing a completely **no-magic** setting, use the traveling merchant instead.

d100	Shop
1-5	**Baker** (B). Bakes and sells fresh bread and, possibly, pastries.
6-10	**Butcher** (B). Processes and sells fresh and/or dried meat.
11-15	**Cooper** (B). Crafts wooden vessels held together with metal hoops, including barrels, buckets, etc.
16-20	**Carpenter** (B). Builds with or carves wood, as well as carrying out repairs.
21-28	**General Store** (B). Sells basic supplies, groceries, and various odds and ends.
29-33	**Herbalist** (B). Sells common herbs and natural, non-magical remedies.
34-41	**Smithy** (B). Sells and crafts metal tools and equipment, including very basic weapons and armor.
42-46	**Tailor** (B). Makes and sells of clothing, including hats and cloaks. Also sells general items made from cloth, such as blankets, and carries out repairs and alterations of cloth goods.
47-51	**Tanner/Taxidermist** (B). Processes animal hides for practical or ornamental purposes.
52-56	**Thatcher** (B). Builds roofs using layers of dried straw, reeds, rushes, etc.
57-61	**Wainwright** (B). Builds carts and wagons.
62-66	**Weaver** (B). Weaves raw fabric and baskets.
67-70	**Alchemist** (S). Brews and sells potions, as well as mundane herbs and alchemical ingredients.
71-73	**Artist** (S). Encompasses painter, sculptor or other visual art as appropriate.
74-76	**Bank & Exchange** (S). Encompasses auctions, banking, and the specific selling of gems or exchange of currency.
77-79	**Cobbler** (S). Makes and mends boots and shoes.
80-82	**Foundry/Smelting** (S). Ore processing and metal fabrication.
83-85	**Mill (S)**. Facilities for milling grain.
86-88	**Textile Production** (S). Larger scale than a single weaver, offering a wider array of materials in larger quantities.
89-91	**Shipwright** (S). Builds and launches boats and/or ships. [Reroll if settlement is not bordering a significant source of water]
92-93	**Rare Botanicals** (E). Cultivates and sells herbs rare to the region.
94-95	**Luxury Furnishings** (E). Procures and sells all manner of home items for fine living, including furniture, art, and other high-quality goods.
96-97	**Rare Libations & Fare** (E). Sells (and, perhaps, makes or brews) drinks and/or food of surpassing quality or rarity to the region.
98-99	**Rare Trade Goods** (E). Procures and sells items and materials, such as ores or textiles, that are rare to the region.
100	**Magic Shop** (E) - Roll [1d6] for specialization: 1: Armor 2: Books 3: Clothing 4: Jewelry 5: Weapons 6: Misc. & Curiosities
100	**Traveling Exotic Goods Merchant**. (E) This traveling merchant has things never seen in this part of the world, almost guaranteed to amaze… and also guaranteed to be expensive.

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Trading Post Name:

MODIFIER NOTES:
1. When a result on a table gives you a modifier (such as "+1 to Visitor Traffic roll"), find that on your sheet, and write it in the attribute's apprpriate "Modifiers" box.

2. A modifier will NEVER apply to a previous attribute.

Step 1: Basic Information

Origin

Specialty

Age

Condition

Visitor Traffic
Modified by: Age ☐

Size
Modified by: Visitor Traffic ☐

Environment

Notes

Step 2: Community

Resident Population

Demographics

Disposition

Law Enforcement

Leadership

Population Wealth
Modified by: Condition ☐

Crime
Modified by:

Visitor Traffic ☐ +
Resident Population ☐ +
Population Wealth ☐ =
Total Crime Modifier ☐

Note Urban Encounter Modifier here. ☐
Table found in Appendix B (p.###).

Notes

(Find Step 3 on the next page)

Step 3: Points of Interest

If your Specialty was Unscrupulous Contractors, you got a free Sercive - Hired Help (and rolled for what kind). Don't forget to put that under service locations. It does not count towards your "number of service locations."

Number of Shop Locations = ☐

Included General Store does not count toward your "number of shop locations."

Shops:	Notes (quality, hired help size, etc):
General Store	

Number of Service Locations = ☐

Included Inn does not count toward your "number of service locations."

Services:	Notes (quality, hired help size, etc):
Inn	

Place of Worship

If there is no Place of Worship in the trading post, skip these boxes.

Size	Fervency of Local Following	Alignment of Faith	Notes

Extra Intrigue

Recent History

Politics

Events

Opportunities

Weather

Danger Level

Danger Type

Notes

Village Name:

MODIFIER NOTES:
1. When a result on a table gives you a modifier (such as "+1 to Visitor Traffic roll"), find that on your sheet, and write it in the attribute's apprpriate "Modifiers" box.

2. A modifier will NEVER apply to a previous attribute.

Step 1: Basic Information

Age

Hardship Likelihood

Modified by: Age

Number of Hardships (0-4)

For each hardship your village has experienced, use one of the lines below. Some hardship types will modify only 1 attribute, others will modify 2 or 3, so it's ok if you don't need all the boxes.

	Hardship Type	Modified Attributes			Hardship Outcome	- [#] to this hardship's modified attributes
1		1.	2.	3.		
2		1.	2.	3.		
3		1.	2.	3.		
4		1.	2.	3.		

Total your modifiers of the same type here. Once totaled, apply to the Hardship modifier box on the appropriate attribute.
(Example: Hardship 1 gives -5 to Size; Hardship 2 gives -2 to Size. Hardship modifier for Size is -7)

Size Condition Population Density Disposition Population Wealth

Size

Modified by: Hardship

Condition

Modified by: Hardship

Environment

Specialty

Resources

Recent History

Step 2: Community

Population Density

Modified by: Hardship

Demographics

Disposition

Modified by: Hardship

Law Enforcement

Leadership

Population Wealth

Modified by: Hardship

Crime

Modified by:

Population Density +

Law Enforcement +

Population Wealth =

Total Crime Modifier

Note Urban Encounter Modifier here.
Table found in Appendix B (p.###).

Notes

(Find Step 3 on the next page)

Step 3: Points of Interest

Places of Worship

Number of Places of Worship ☐

	Size	Fervency of Local Following	Alignment of Faith	Notes
1				
2				
3				

Places of Gathering

Number of Places of Gathering ☐

1 2 3

Other Locations

Number of Other Locations ☐

1 2 3

4 5

Extra Intrigue

Events

Political Rumors

Superstitions

Goings On

Opportunities

Harsh Weather

Danger Level

Danger Type

Notes

Town Name:

MODIFIER NOTES:
1. When a result on a table gives you a modifier (such as "+1 to Visitor Traffic roll"), find that on your sheet, and write it in the attribute's apprpriate "Modifiers" box.

2. A modifier will NEVER apply to a previous attribute.

Step 1: Basic Information

Origin

Priority

Priorities can modify a very wide range of things. Use the box below to note what the priority you rolled modifies.

Specialty

If your Priority is "Production," remember to roll a d4 for this.

Age

Size

Condition

Environment

If your origin is "Port", remember to roll a [d6] here. 1-3 = coastal, 4-6 = river

Prosperity

Market Square

Modified by: Priority ☐

Vendor Stall Acquisition

Merchant Overflow

Fortification

Modified by: Priority ☐

Step 2: Community

Population Density

Modified by: Age ☐

Population Overflow

Modified by: Size ☐

Farms & Resources

Number of rolls: ☐

Farms & Resources 1

Farms & Resources 2

Farms & Resources 3

Notes

Step 2 continued on Page 2

Visitor Traffic

Modified by: Prosperity ☐

Night Activity

Modified by: Population Density ☐ Visitor Traffic ☐

Demographics

Disposition

Modified by: Fortification ☐

Leadership

If your Priority is "Government," remember to reroll any results 91-100.

Law Enforcement

Modified by:

Priority ☐ +
Merchant Overflow ☐ +
Leadership ☐ =
Total Law Enforcement Modifier ☐

Population Wealth

Modified by: Condition ☐ Prosperity ☐

Crime

Modified by:

Leadership ☐ +
Law Enforcement ☐ +
Population Wealth ☐ =
Total Crime Modifier ☐

Note Urban Encounter Modifier here. Table found in Appendix B (p.###). ☐

Notes

Find Step 3 on Page 3

Step 3: Points of Interest

Number of Non-Commercial Locations = ☐

Non-Comm. Locations	Notes (quality, hired help size, etc):

Number of Commercial Locations = ☐

If your leadership is Merchant Monarch, you have +2 commercial locations.

Attributes that provide Free Locations:

Priority (Government): 1 Non-Commercial - Place of Government
Priority (Religious): 1 Non-Commercial - Place of Worship (+5 to its size roll)
Priority (Magic): 1 Magic Shop [d6 for type]
1: Armor, 2: Books, 3: Clothing, 4: Jewelry, 5: Weapons, 6: Misc.
Specialty (Industry): 1 Shop [d6 for type]
1-2: Mill, 3-4: Textile production, 5-6: Foundry/Smelting
Specialty (Education): 1 Non-Commercial - Place of Education
Leadership (Town Council): Non-Commercial - Town Hall
Oligarchy: Non-Commercial - Choose one appropriate type, roll on that table.

Quality Table Reference:

The location is of... [d12]:
1-4 = Poor Quality
5-10 = Good Quality
11-12 = Fine Quality

Hired Help Size Reference:

Hired help is... [d12]:
1-6 = an individual.
7-10 = a team.
11-12 = a guild.

Number of Shops = ☐

Shops:	Notes (quality, hired help size, etc):
General Store	
Smithy	

Number of Services = ☐

Services:	Notes (quality, hired help size, etc):
Inn	
Tavern	

(Optional) Quality
Modified by: Population Wealth ☐

You can roll quality for any location, if you would like to find out just how good (or not) it is.

Extra Intrigue

Recent History

Noteworthy Official/Competence

Market Day

Notes

City Name

MODIFIER NOTES:
1. When a result on a table gives you a modifier (such as "+1 to Visitor Traffic roll"), find that on your sheet, and write it in the attribute's apprpriate "Modifiers" box.

2. A modifier will NEVER apply to a previous attribute.

Step 1: Basic Information

Origin

Priority

Age

Size

Optional: Population Capacity

Outside the City

Number of rolls:

Outside the City 1

Outside the City 2

Outside the City 3

Outside the City 4

Outside the City 5

Stewardship

General Condition

Modified by:

Stewardship

Environment

Fortification

Market Square

Modified by:

Priority

Vendor Stall Acquisition

Merchant Overflow

Underground Passages

Notes

Find Step 2 on Page 2

Step 2: Community

Population Density
Modified by: Age ☐

Demographics

Visitor Traffic
Modified by: Age ☐

Population Wealth
Modified by: Priority ☐ Stewardship ☐

Disposition
Modified by: Fortification ☐

Night Activity
Modified by: Population Density ☐ Visitor Traffic ☐

Leadership
If your Priority is "Government," remember to roll a [d6] for this.

Law Enforcement
Modified by:

Priority ☐ +
Stewardship ☐ +
Merchant Overflow ☐ +
Leadership ☐ =
Total Law Enforcement Modifier ☐

Crime
Modified by:

Population Wealth ☐ +
Leadership ☐ +
Law Enforcement ☐ =
Total Crime Modifier ☐

Note Urban Encounter Modifier here. Table found in Appendix B (p.###). ☐

Organized Crime

Notes

Step 3: Districts

Number of Districts: Size ☐ + roll = ☐

Remember to double check your modifier to this roll from your Size result!

Note General Condition here: ☐

Note General Crime here: ☐

District Condition Modifier: ☐ This modifier applies to ALL district condition rolls.

Attributes that provide Automatic Districts (they still count toward your total number of districts)

Priority (Enlightenment): One of your districts is a Scholar District

Priority (Faith): One of your districts is a Temple District

Leadership: One of your districts is a Merchant District

Leadership (Oligarchy): For one of your districts, choose a district that best fits your oligarchy (Arcane for mages, Temple for theocracy. Merchant or Market for merchants, etc)

District:	1	2	3	4	5	6
Type						
Condition						
Quality Mod.						
Condition Crime Mod.						
Entry						
Entry Crime Mod.						
Crime						
Housing						
Notable Locs.						

Add Crime Modifiers from "District Condition" and "Entry" to your District Crime roll to find each district's crime level.

District Notes:

Quality Table Reference:

The location is of... [d12]:
1-4 = Poor Quality
5-10 = Good Quality
11-12 = Fine Quality

Crime Degrees (Worst > Best):

Dangerous > Frequent > Common
Uncommon > Infrequent

Guilds:

All shops and services can be in guilds for their own type of business.
(i.e. - Blacksmiths would be in a blacksmith's guild).

Roll a [d6] to see if they are in a guild:
1-4 = No
5-6 = Yes

The Yes range (5-6) increases by 1 (to a maximum of 2-6) for every existing guild member of that establishment's type in the *city.*
(i.e. If two blacksmiths in the city were both in a guild together, the Yes range would be 3-6).

Hired Help Size Reference:

Hired help is... [d12]:
1-6 = an individual.
7-10 = a team.
11-12 = a guild.

Magic Shop Specializations [d6]:

1. Armor
2. Books
3. Clothing
4. Jewelry
5. Weapons
6. Misc. & Curiosities

Find Individual Districts Section on Page 4

Number of Additional Locations
(ALL districts get this many additional locations)

We recommend handling your district locations in this order:
1. Roll up all locations. 2. Roll to see if they are in guilds. 3. Roll for notable location reasons.

District 1: Type:

Number of Notable Locations:

Included Locations	Guild?		Guild?	Notable Location Reasons

District 2: Type:

Number of Notable Locations:

Included Locations	Guild?	Additional Locations	Guild?	Notable Location Reasons

District 3: Type:

Number of Notable Locations:

Included Locations	Guild?	Additional Locations	Guild?	Notable Location Reasons

District 4: Type:

Number of Notable Locations:

Included Locations	Guild?	Additional Locations	Guild?	Notable Location Reasons

District 5: Type:

Number of Notable Locations:

Included Locations	Guild?	Additional Locations	Guild?	Notable Location Reasons

District 6: Type:

Number of Notable Locations:

Included Locations	Guild?	Additional Locations	Guild?	Notable Location Reasons

Recent History

Noteworthy Official/Competence

Beneath the Surface

Beneath the Surface - Awareness

Rumor(s)

The rumor table can be found in Appendix C: Rumors (p.###).

Notes

Capital Name

MODIFIER NOTES:
1. When a result on a table gives you a modifier (such as "+1 to Visitor Traffic roll"), find that on your sheet, and write it in the attribute's apprpriate "Modifiers" box.

2. A modifier will NEVER apply to a previous attribute.

Step 1: Basic Information

Origin

Age

Age modifies Population Density on page 3 of this character sheet. Make sure to put your modifier in there before continuing.

Size

Optional: Population Capacity

Environment

Outside the Capital

Number of rolls:

Outside the Capital 1

Outside the Capital 2

Outside the Capital 3

Outside the Capital 4

Outside the Capital 5

Stewardship

As well as General Condition (which follows on this page), Stewardship modifies Population Wealth and Law Enforcement, which are found on page 3 of this character sheet.

General Condition

Modified by: Stewardship

Fortification

Fortification modifies the Disposition roll on page 3 of this character sheet. Make sure to put that in before continuing.

Market Square

Modified by: Priority

Merchant Overflow

"Banned" overflow modifies the law enforcement roll on page 3 of this character sheet. Make sure to put that in before continuing.

Vendor Stall Acquisition

Underground Passages

Notes

Find Step 2 on Page 2

Step 2: Government & High Society

Leadership

Leadership Unity

Governing Priority

Many Governing Priorities (though not all) provide some kind of modifier, such as adding to or changing a roll, or specifying what one of your districts will be. Be sure to note it before moving on.

Priority Approach

Priority Success

Lifestyle & Residence

Multiple Leaders:
The Lifestyle & Residence tables refer to an individual in power. If you have multiple individuals who are in power (such as an oligarchy), roll on the tables for each of them. One exception could be "Residence" if you decided you wanted them all living in the same place.

LEADER'S NAME:

Lifestyle | Residence | Intent

LEADER'S NAME:

Lifestyle | Residence | Intent

LEADER'S NAME:

Lifestyle | Residence | Intent

Leader Sheet:
Depending on the place you're imagining, you may want a ton of leaders. In the book, and on our website, you can find a leader-sheet, which has spaces for more. You can print off as many of these as you need.

Connections

These are intended to be general connections that the capital has to other nations, powers or other broad entities, not individuals.

Number of Connections: ☐

Connection 1

Connection 2

Connection 3

Connection 4

Intrigue & Espionage

Spy Network Size

Infiltration Depth

Notes

Counterintelligence

Counterintelligence Watchfulness

Step 2 continued on Page 3

Step 2: Government & High Society (cont.)

Notable Visitors

These are individuals who've come to the capital from somewhere else.

Number of Connections: ☐

Visitor 1	Visitor 2	Visitor 3	Visitor 4
Reason for visit	Reason for visit	Reason for visit	Reason for visit

Military

Military Force (Yes or No): ☐ If "Yes," Standing or Disbanded? ☐

Recruitment Type	Size of Force	Specialization	Military Facilities

Nobility

Type of Nobility

Number of Primary Nobles ☐

Optional: Number of Lesser Nobles ☐

Relationship to the Leadership

Relationship with the People

Root of Relationship with the People

Positive or Negative? ☐

Step 3: Community

Culture

Pursuit of Culture

Population Density

Modified by: Age ☐

Demographics

Population Wealth

Modified by: Stewardship ☐ + Type of Nobility (wealth/possessions) ☐ + Root of Relationship to the People (resources) ☐ = Total Population Wealth Modifier ☐

Step 3 continued on Page 4

Step 3: Community

Visitor Traffic

Disposition
Modified by: Fortification

Night Activity
Modified by: Population Density + Visitor Traffic

Law Enforcement
Modified by:

Stewardship +
Merchant Overflow +
Governing Priority +
Leadership =
Total Law Enforcement Modifier

General Crime
Modified by:

Population Wealth +
Leadership +
Law Enforcement =
Total Crime Modifier

Note Urban Encounter Modifier here. Table found in Appendix B (p.###).

Organized Crime

Step 4: Districts

Number of Districts: Size + roll =

Remember to double check your modifier to this roll from your Size result!

Note General Condition here:

Note General Crime here:

District Condition Modifier: This modifier applies to ALL district condition rolls.

Attributes that provide Automatic Districts (they still count toward your total number of districts)

Leadership (Merchant Monarch): One of your districts is a Merchant District
Leadership (Oligarchy): For one of your districts, choose a district that best fits your oligarchy (Arcane for mages, Temple for theocracy. Merchant or Market for merchants, etc)
Gov. Priority (Economic): One of your districts is a Market District.
Gov. Priority (Enlightenment): One of your districts is a Scholar District.
Gov. Priority (Industry & Innovation): One of your districts is an Industrial District.
Gov. Priority (Religious): One of your districts is an Industrial District.

District:	1	2	3	4	5	6
Type						
Condition						
Quality Mod.						
Condition Crime Mod.						
Entry						
Entry Crime Mod.						
Crime						
Housing						
Noble Resid.						
Notable Locs.						

Add Crime Modifiers from "District Condition" and "Entry" to your District Crime roll to find each district's crime level.

Quality Table Reference:

The location is of... [d12]:
1-4 = Poor Quality
5-10 = Good Quality
11-12 = Fine Quality

Crime Degrees (Worst > Best):

Dangerous > Frequent > Common > Uncommon > Infrequent

District Urban Encounter Modifiers:

Dangerous = +5
Frequent = +4
Common = +3
Uncommon = +2
Infrequent = +1

When rolling for urban encounters when party is in a district, use the modifier for the district, NOT the general urban encounter modifier.

Guilds:

All shops and services can be in guilds for their own type of business. (i.e. - Blacksmiths would be in a blacksmith's guild).

Roll a [d6] to see if they are in a guild:
1-4 = No
5-6 = Yes

The Yes range (5-6) increases by 1 (to a maximum of 2-6) for every existing guild member of that establishment's type in the *city.* (i.e. If two blacksmiths in the city were both in a guild together, the Yes range would be 3-6).

Hired Help Size Reference:

Hired help is... [d12]:
1-6 = an individual.
7-10 = a team.
11-12 = a guild.

Magic Shop Specializations [d6]:

1. Armor
2. Books
3. Clothing
4. Jewelry
5. Weapons
6. Misc.

Find Individual Districts Section on Page 5

Number of Additional Locations
(ALL districts get this many additional locations)

We recommend handling your district locations in this order:
1. Roll up all locations. 2. Roll to see if they are in guilds. 3. Roll for notable location reasons.

District 1: Type:

Number of Notable Locations:

Included Locations	Guild?		Guild?	Notable Location Reasons

District 2: Type:

Number of Notable Locations:

Included Locations	Guild?	Additional Locations	Guild?	Notable Location Reasons

District 3: Type:

Number of Notable Locations:

Included Locations	Guild?	Additional Locations	Guild?	Notable Location Reasons

District 4: Type:

Number of Notable Locations:

Included Locations	Guild?	Additional Locations	Guild?	Notable Location Reasons

District 5: Type:

Number of Notable Locations:

Included Locations	Guild?	Additional Locations	Guild?	Notable Location Reasons

District 6: Type:

Number of Notable Locations:

Included Locations	Guild?	Additional Locations	Guild?	Notable Location Reasons

Find Extra Intrigue on Page 6

Recent History

Noteworthy Official/Competence

Beneath the Surface

Beneath the Surface - Awareness

Rumor(s)

The rumor table can be found in Appendix C: Rumors (p.###).

Notes

Fortress Name

MODIFIER NOTES:
1. When a result on a table gives you a modifier (such as "+1 to Visitor Traffic roll"), find that on your sheet, and write it in the attribute's apprpriate "Modifiers" box.

2. Some attributes modify rolls on other attributes found on later sheets. Be sure to note those modifiers as you notice them, to minimize forgetting or losing track.

Step 1: General

Location in Relation to Settlement

Skip this if you know where you want your fortress to go.

Age

Condition

Modified by: Age ☐

Condition can modify the Number of Rooms roll or Furnishings roll in the Keep section, found on the next page.

Environment

Expense

Expense modifies the Furnishings roll in the Keep section, found on the next page.

Primary Building Material

This is just the main thing your fortress is built out of, not the only thing.

Resource Origin

Reason for Construction

Design Theme

Alternate Entries

Local Impact

Optional: Local Impact Change

Residents

Modified by: Age ☐

Resident Relations

Resident Hobbies

Resident Attitude

Garrison Size

May add guard bunks to the Keep section found on page 2.

Garrison Equipment

Current Issue

Issue Severity

History

Secrets

Oddities

Special Feature

Feature Specifics

Find Step 2: Keep on Page 2

Step 2: Keep

Shape

Base Size Modifier (BSM)

Both the Keep and Castle sections each have their own BSM (base size modifier), which impact certain things within their respective sections. Neither sections will EVER use the other's BSM.

Size

Keep's Floor Space or Diameter

squares

The floor space or diameter of the keep is measured in squares. This makes drawing your keep on a battle-map or grid much easier. For our purposes, 1 square is a 5-foot by 5-foot area.

Exterior Wall Thickness

Number of Floors

Raised Entrance?

Entry Defenses

Inside the Keep

Number of Rooms

[ ] Base Size Modifier (BSM) x [ ] Number of Floors + or - [ ] Condition Modifier = [ ] Number of Rooms

Starting Rooms. Your keep comes with the following (you can put these in rooms #1-3):

A Bedroom/Sleeping Area
A Kitchen/Cooking Area
A Dining/Receiving Area

In Step 1: General, if your Garrison Size was "Large" or "Maximum", your keep also includes:

Guard Bunks (you can put this in room #4)

Starting rooms DO count against your total number of rooms!

Rooms

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.
14.
15.
16.
17.
18.
19.
20.
21.
22.
23.
24.

Furnishings

Modified by:

Expense [ ] Condition [ ]

Keep Notes

Find Step 3: Castle on Page 3

Step 3: Castle

Note your fortress' Environment (from Step 1)

If your fortress Special Feature was "Bizarre Location," note that below, and think about it when you roll your Geographic Advantage.

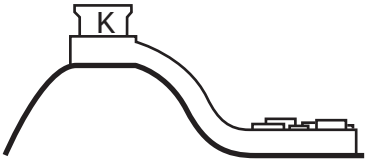
Geographic Advantage

Style

The following pictures are examples of what a castle of the named style could look like, but are not the only possible layouts or configurations. Use them for inspiration, but we also encourage doing your own investigation into what these kinds of castles were like!

Motte & Bailey

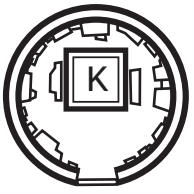
The keep is built on a high point (man-made if necessary) overlooking a yard (the bailey) in which other buildings reside. A wall encircles the keep, the bailey and the approach in between.



(side view)

Shell Keep

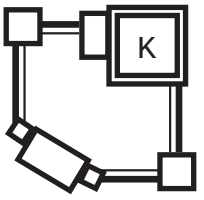
A circular wall surrounds the keep. Other buildings are built against the inside of the wall for support and protection.



(top view)

Fortified Keep

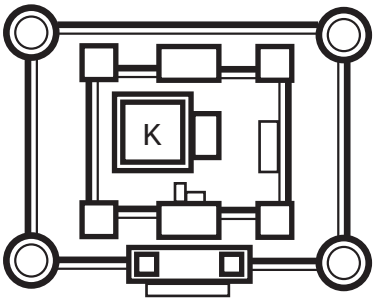
The keep is positioned within (or connected to) a surrounding wall. Towers are usually placed along the wall. (Historically referred to as a Stone Keep Castle).



(top view)

Concentric Castle

As a fortified keep but surrounded by one or more additional curtain walls.



(top view)

Size

Base Size Modifier (BSM)

Curtain Wall Thickness

Curtain Wall Height

Curtain Wall Towers

Number of Towers

BSM + 1d4 = Number of Curtain Wall Towers

Tower Shape

Tower Size

Tower Roof

Tower Floor Area or Diameter

squares

Curtain Wall Defenses

Number of Rolls

1. 2. 3.

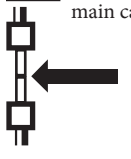
Barbican(s)

May modify the Moat roll found on page 4.

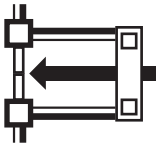
These are the structures guarding the approach to a fortress' entry.

Key: Wall, Gatehouse, Doors into castle yard, Approach to enter castle, D = Drawbridge

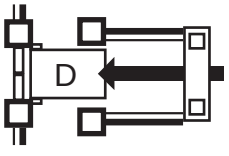
1. None. There is no barbican before the main castle entry



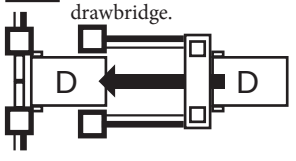
2. A gatehouse leads into a walled approach.



3. As above, but approach ends in a drawbridge.



4. As above, but gatehouse is also preceded by a drawbridge.



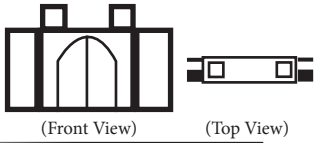
Gatehouses

For each curtain wall your fortress has, check the box for it's gatehouse.

A gatehouse fortifies the passageway through a wall. A gatehouse would be desireable on each wall.

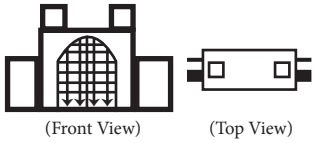
	Entry into Bailey	Curtain Wall 2	Curtain Wall 3	Curtain Wall 4
1.				
2.				
3.				

1. Same height as wall, entry covered by heavy doors.



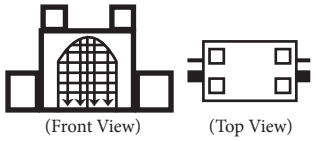
(Front View) (Top View)

2. Half-again as high and thick as the wall. Gateway also has a portcullis.



(Front View) (Top View)

3. Twice the height and thickness as the wall. Gateway also has a portcullis.



(Front View) (Top View)

Step 3 continues on Page 4

Step 3: Castle (cont.)

Moat
Modified by: Barbican ☐

Moat Width

Moat Depth

Barracks Location

Bailey Outbuildings

Number of Bailey Outbuildings: ☐ + 1 = ☐
BSM

Outbuilding 1
Size
Floor Area
Squares
# of Floors
Outbuilding 1 Description

Outbuilding 2
Size
Floor Area
Squares
# of Floors
Outbuilding 2 Description

Outbuilding 3
Size
Floor Area
Squares
# of Floors
Outbuilding 3 Description

Outbuilding 4
Size
Floor Area
Squares
# of Floors
Outbuilding 4 Description

Optional: Freeform Building

Instead of treating your table rolls as individual buildings, you can note down the total squares of area your rolls give you and add them all together. This will give you a pool of squares which you can draw from and build your outbuildings as you see fit.

Below are boxes for calculating your rolls and totals. Use them as needed (you may not need all of them) and have fun building!

Total Squares from:
Roll 1:
Roll 2:
Roll 3:
Roll 4:
Roll 5:

Calculation/Notes Area:
TOTAL:

Step 4: Stronghold

UPGRADE!
Like building an actual castle into a stronghold, this chapter will build upon attributes you have rolled in the previous sections. This means that elements you have in place may change.

Curtain Wall Reinforcement

These modifiers will apply to the thickness, height, and the number of curtain wall towers in the Castle section. They do NOT affect anything in the Keep section.

Curtain Wall Thickness ☐
Curtain Wall Height ☐
Additional Curtain Wall Towers ☐

Style Amplifications

Your roll here may potentially alter your keep and/or your castle. A space has been provided for you to note the changes for each as needed.

Keep

Castle

Brutal Defenses

Fortress Notes

Map

The grid below can be used for mapping out your structures. We typically treat squares as 5-foot areas, but we've left a space where you can note your own scale if you'd like.

Map Title:

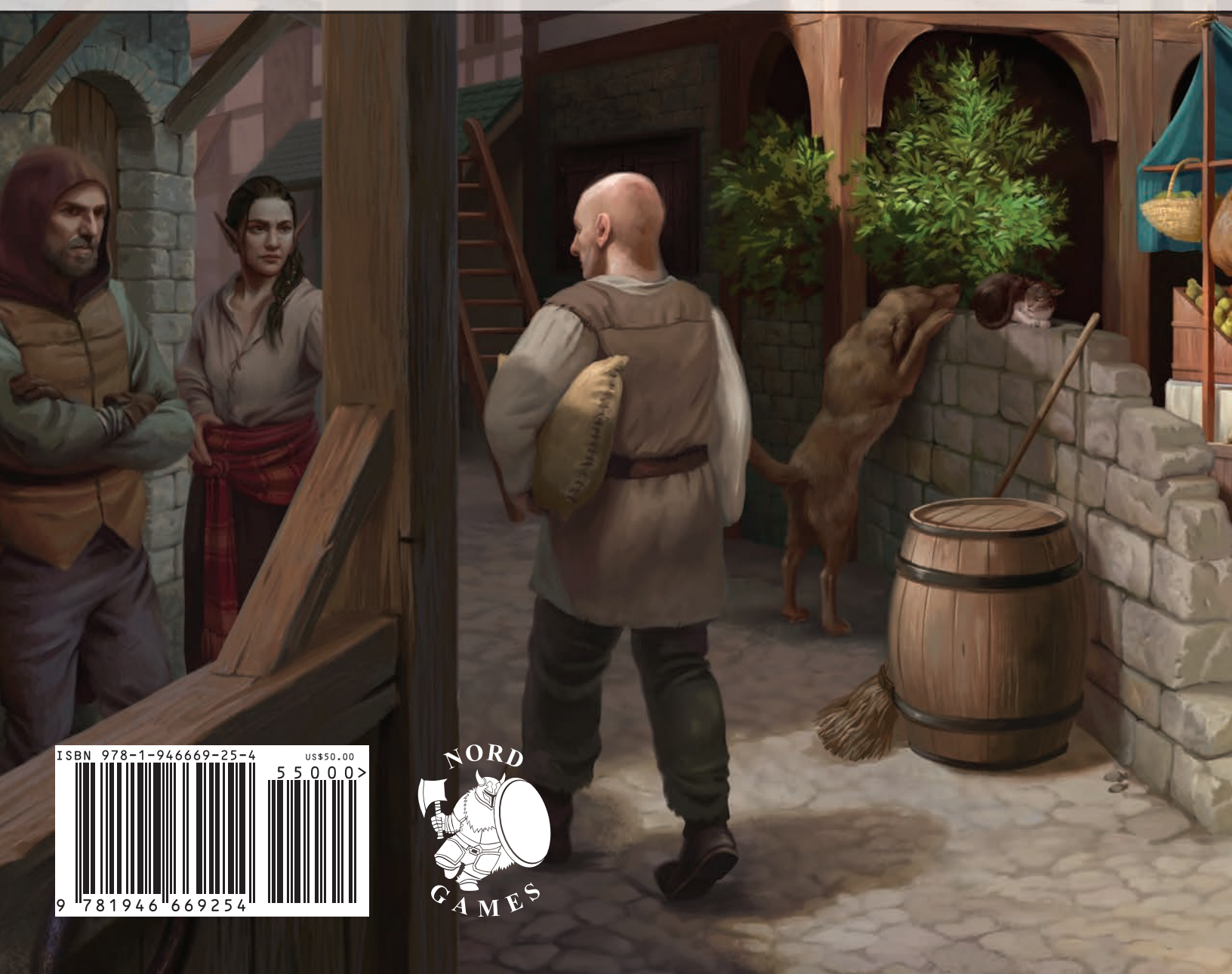
Scale: 1 square =

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