

VILLAGE BOOK 1



A Judges Guild
UNIVERSAL
FANTASY SUPPLEMENT

CAMPAIGN HEXAGON SUB-SYSTEM

GUIDLINES & VILLAGES ON NUMBERED HEX GRIDS

JG #59

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49								

PAGE	HEX NO.	NAME	POP.	TYPE	CIV.	ALIGN.	RULER, LEVEL, ALIGN, CLASS, TYPE	RESOURCE
50								
51								
52								
53								
54								
55								
56								
57								
58								
59								
60								

This booklet is intended to fill the need of any active campaign judge to populate a large area for his fantasy role players. The details are left purposely sparse so the judge can adjust the material to his campaign and thereby personalize it. Colored pencils or pens can be used to great advantage to code the buildings and other terrain features. The maps are printed in grey to facilitate the dropping out of different features. The various charts are guidelines only and require a flexible approach as some anomalies will develop if they are used without adjustment to reflect type and alignment.

TABLE OF CONTENTS

PAGE	DESCRIPTIONS
2	Village Index
3	Village Index and Table of Contents
4	Wall Sections & Streets
5	Village Shops & Population
6	Village Works Chart
7	Government Works
8-11	Village Names
12	Construction Types
13-60	Village Maps

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CREDITS

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WALL SECTIONS AND STREETS

Die Roll	Number of Wall Sections
1	2-12
2	4-24
3	6-36
4	8-48
5	10-60
6	12-72

Wall Height

To determine wall height multiply the number in parenthesis on the Wall Thickness Chart by the actual thickness. Grates range from 6' to 36' high.

Wall Length

To determine the length of each wall section multiply the wall thickness by 1' to 20'.

Wall Thickness and Type

Die Roll	Earth (2x)	Wood (4x)	Brick (4x)	Stone (3x)	Marble (3x)	Grate
1	10'	1'	2'	4'	2' Latticed	1" dia. B*
2	20'	2'	4'	8'	4'	2" dia. B
3	30'	3'	6'	12'	6'	3" dia. B
4	40'	4'	8'	16'	8'	1" dia. I*
5	50'	5'	10'	20'	10'	2" dia. I
6	Wood	Brick	Stone	Marble	Grate	3" dia. I

*B = Bronze

*I = Iron

Die Roll	Wall Characteristics
1	Secret gate
2	Stained
3	Carved
4	Batter 3"-18"
5	Spiked top
6	Pointed top
7	Castellated
8	Arrow slits (1/10')
9	Crumbling
10	Cantilevered platform
11	Parapets (1/30')
12	Glass embedded
13	Overgrown
14	Dry ditch
15	Moat
16	Iron reinforced
17	Magically reinforced
18	Small (postern) gate
19	Gate tower
20	Tower both ends

Die Roll	Wall Defenses
1	None
2	Taboo symbols
3	Multiple crossbow
4	Iron pellets
5	Spear trap
6	Arrow trap
7	Nets
8	Gas spheres
9	Tar pits
10	Mirrors
11	Watch creatures
12	Pits
13	Magically protected
14	Stones
15	Catapult
16	Onagre
17	Trebuchet
18	Dart thrower
19	Greek fire
20	Cauldrons (1/30')

Die Roll	Number of Streets	Street Length
1	1-10	
2	1-20	
3	3-24	
4	4-32	
5	4-40	
6	6-60	

To determine the length of each street multiply the width by 20' to 200'.

Street and Width and Type

Die Roll	Trail	Dirt	Gravel	Wood	Brick	Stone
1	1'	2'	3'	2'	5'	10'
2	2'	4'	6'	4'	10'	20'
3	3'	6'	9'	6'	15'	30'
4	4'	8'	12'	8'	20'	40'
5	Dirt	10'	15'	10'	25'	50'
6	Dirt	Gravel	Wood	Brick	Stone	60'

SHOP TYPES

To find the types of shops a village will have, note first the number of shops the population will allow (see population chart). Secondly, note the technological level of the village (see village technological chart). If a village has a technological level of Tributary with a population of 200, four village shops and two government works buildings should be rolled for.

VILLAGE SHOPS

To roll for the village shops requires a 20-sided die. After locating the technological level, roll on the chart in the technological level indicated. Roll for no more than one-third of the shops in that category. The remainder shall be rolled for from the lower technological levels.

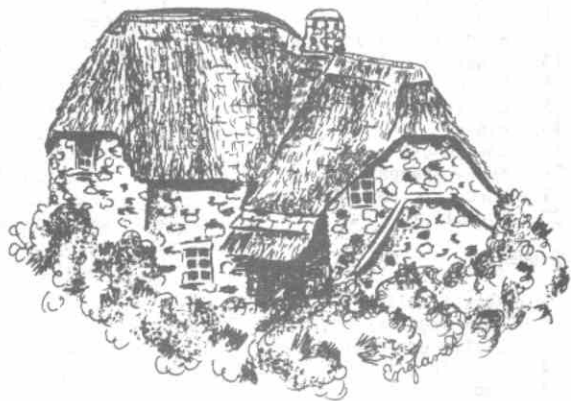
VILLAGE TECHNOLOGICAL LEVEL CHART

Roll a 12-sided die to determine the village technological level. A roll of 12 indicates a re-roll. The column of numbers next to the technological level indicates the number of government works buildings to be rolled for.

1. Anarchy	0
2. Democratic	1
3. Tribal	1
4. Agrarian	2
5. Religious	2
6. Tributary	2
7. Oligarchy	3
8. Republic	3
9. Aristocracy	3
10. Feudal	4
11. Dictatorship	4
12. Re-roll	

VILLAGE POPULATION LEVEL CHART

Percentage Die Roll	Population	Shops	Percentage Die Roll	Population	Shops
01	10	1	56-60	210	5
02	20	1	61-64	220	5
03	30	1	65-67	230	5
04	40	1	68-70	240	5
05-06	50	2	71-73	250	5
07-08	60	2	74-76	260	6
09-10	70	2	77-79	270	6
11-12	80	2	80-81	280	6
13-14	90	2	82-83	290	6
15-17	100	3	84-85	300	6
18-20	110	3	86-87	310	7
21-23	120	3	88-89	320	7
24-26	130	3	90-91	330	7
27-29	140	3	92-93	340	7
30-32	150	3	94-95	350	7
33-36	160	4	96	360	8
37-40	170	4	97	370	8
41-44	180	4	98	380	8
45-49	190	4	99	390	8
50-55	200	4	00	400	8



VILLAGE SHOPS CHART

Anarchy

1. Flint cutter
2. Tanner
3. Stone cutter
4. Tavern
5. Wheel & cart shop
6. Stone tool maker
7. Plow maker shop (wood)
8. Ox keeper
9. Wise man's den
10. Weaver's shop
11. Basket market
12. Open air market
13. Yoke maker
14. Stone weapon maker (axe, knife)
15. Spear maker
16. Smoke house
17. Shield maker (skins)
18. Jeweler (uncut stones, bones)
19. Armorer (breastplate, bone)
20. Rain maker

Democracy

1. Horse breaker
2. Bow maker
3. Fortuneteller
4. Stable keeper
5. Mold & pattern maker
6. Raft builders
7. Glove maker
8. Tavern
9. Remedy house
10. Axe maker
11. Net maker
12. Sandal maker
13. Drum maker
14. Water witch
15. Leader's house
16. Stirrup maker
17. Water wheel maker
18. Bronze caster
19. Water skin maker
20. Carver's shop

Tribal

1. Canoe maker
2. Rail splitter
3. Oil shop
4. Miller
5. Hunting dog trainer
6. Pitch maker
7. Wine maker
8. Ale maker
9. Tavern
10. Sword maker
11. Tavern
12. Horse keeper
13. Coal supplier
14. Sailboat maker
15. Blacksmith (horse care)
16. Handax maker
17. Fur trader
18. Spike & wedge maker
19. Helmet maker (leather)
20. Shield maker

Agrarian

1. Sundial maker
2. Linen shop
3. Robe maker
4. Book maker
5. Candle maker
6. Oil lamp maker
7. Coppersmith
8. Scribe
9. Tavern
10. Inn
11. Carpenter
12. Wagon builder
13. Slate cutter shop
14. Pole arm shop
15. Mace maker
16. Tailor
17. Pottery shop
18. Sail maker
19. Brick layer
20. Horse trader



Religious

1. Lantern maker
2. Chariot maker
3. Hat maker
4. Silversmith
5. Leather armor
6. Master builder
7. Ghost chaser
8. Undertaker
9. Composite bow maker
10. Locksmith
11. Slaver
12. Navigational shop
13. Pipe weed shop
14. Brewery
15. Religious symbols shop
16. Lance & Javelin shop
17. Jail (law enforcement)
18. Trap maker
19. Temple
20. Herb & spice shop

Tributary

1. Screw maker
2. Windmill builder
3. Silk goods
4. Money lenders (bank)
5. Carpet maker
6. Goldsmith
7. Barding maker (armorer)
8. Halberd, morning star, flail maker
9. Glass blower
10. Debtors prison
11. Tax collector
12. Sheep market
13. House of Joy
14. Informant shop
15. Town crier
16. Saddle designer
17. Transport shop
18. Butcher
19. Bureaucrat's office
20. Court clerk

Oligarchy

1. Crossbow maker
2. Chain mail (armorer)
3. Trap designer
4. Artist
5. Poison shop (alchemist)
6. Accountant
7. Astrologer's shop
8. Mineral sage
9. Botanist (sage)
10. Body snatcher's
11. Map maker
12. Feed, seed & dry goods
13. Minstral guild
14. Mason
15. Library
16. Wigs
17. Courthouse
18. Money changer
19. Mercenary service
20. Hypnotist

Republic

1. Ship builder
2. Hotel
3. Slave market
4. Bathhouse
5. Swine market
6. Cattle market
7. Clerical aid shop
8. Sculptor
9. Lumbermill
10. Shipyard
11. Bake shop
12. Interpreter
13. Building supplies
14. Stage hire
15. Foundry
16. Hourglass shop
17. General store
18. Sage's house
19. Jade shop
20. Gladiator school

Aristocracy

1. Plate armor (armorer)
2. Geologist (sage)
3. Rugs & tapestries
4. Siege tower builder
5. Deed recorder
6. Village clerk
7. Leech (doctor)
8. Assassins' den
9. Mining engineer
10. Ship captains' guild
11. Pottery shop
12. Animal trainer
13. Thieves' den
14. Music shop
15. Sailors' hall
16. Puppeteer shop
17. Theater
18. Bricklayer
19. Beggars' guild
20. Court of Law

Feudal

1. Rocket builder
2. Road engineer
3. Castle engineer
4. Fighter's school
5. Magic school
6. Messenger service
7. Astronomer (sage)
8. Catapult builder
9. Execution yard
10. Building inspector
11. Actor's guild
12. Spectacle shop
13. Steel factory
14. Ship captain's school
15. Siege tower builder
16. Assassin's guild
17. House of the Insane
18. Village bookkeeper
19. Military induction center
20. Hall of the Great Druid

Dictatorship

1. Telescope shop
2. School of math & science
3. Gladiator arena
4. Siege engineer
5. Sage's guild
6. Monastery
7. Taxidermist
8. Glass shop
9. Sign painter
10. Circus
11. Survey shop
12. Sanitation station
13. Woman's foundation shop
14. Orcamitory
15. Laundry service
16. Landscape service
17. Investigator
18. Falcon trainer
19. Glass cutter
20. Rat chaser



GOVERNMENT WORKS CHART

Anarchy

None

Democracy

- 1-5 Tax office
- 6-15 Village meeting hall
- 16-20 Community warehouse

GOVERNMENT WORKS CHART cont.

Tribal

- 1-2 Tax office
- 3-4 Guardhouse
- 5-6 Waterworks
- 7-8 Grainery
- 9-10 Lookout tower
- 11-12 Leadership home
- 13-14 Temple
- 15-16 Jail
- 17-18 Village meeting hall
- 19-20 Village court

Agrarian

- 1-2 Citadel
- 3-4 Militia headquarters
- 5-6 Town square
- 7-8 Tax office
- 9-10 Town meeting hall
- 11-12 Community warehouse
- 13-14 Lookout tower
- 15-16 Leadership home
- 17-18 Jail
- 19-20 Temple

Oligarchy

- 1 Stadium
- 2 Theater
- 3 Noble's home
- 4 Sentry station
- 5 Pantheon
- 6 Circus
- 7 Marketplace
- 8 Village court
- 9 Temple
- 10 Bathhouse
- 11 Prison (law enforcement)
- 12 Citadel
- 13 Tax office
- 14 Village meeting hall
- 15 Lookout tower
- 16 Postal system
- 17 Burial grounds
- 18 Sentry house
- 19 Military school
- 20 Windmill

Aristocracy

- 1-2 Fortress
- 3-6 Odeum (music hall)
- 7-10 Gladiator school
- 11-14 Temple
- 15-18 Bathhouse
- 19-22 Prison
- 23-26 Citadel
- 27-30 Military headquarters
- 31-34 Town square
- 35-38 Tax office
- 39-42 Village meeting hall
- 43-46 Emperium
- 47 Lookout tower
- 48 Keep
- 49-52 Village coroner system
- 53-56 Village printing house
- 57-60 Military induction building
- 61-64 Burial grounds
- 65-68 Village court
- 69-72 Debtors prison
- 73-75 Sentry house
- 76-78 Military school
- 79-80 College
- 81 Capital
- 82-84 Guardhouse
- 85-87 Village defense wall
- 88-89 Pantheon
- 90-91 Stadium
- 92-93 Theater
- 94-95 Noble's dwelling
- 96-97 Sentry station
- 98-99 Circus
- 100 Marketplace

Religious

- 1 Temple
- 2 Temple
- 3 Burial grounds
- 4 Prison
- 5 Citadel
- 6 Militia headquarters
- 7 Public bathhouse
- 8 Town square
- 9 Tax office
- 10 Town meeting hall
- 11 Community warehouse
- 12 Lookout tower
- 13 Leadership dwelling
- 14 Town armory
- 15 Waterworks
- 16 Grainery
- 17 Town stable
- 18 Large tomb
- 19 Temple
- 20 Temple

Tributary

- 1 Pantheon (several temples)
- 2 Circus (similar to arena)
- 3 Marketplace
- 4 Temple
- 5 Bathhouse
- 6 Burial grounds
- 7 Prison
- 8 Citadel
- 9 Militia headquarters
- 10 Garrison headquarters
- 11 Town square
- 12 Tax office
- 13 Village meeting hall
- 14 Emperium (royal warehouse)
- 15 Leadership dwelling
- 16 Lookout tower
- 17 Keep
- 18 Town postal system
- 19 Military induction center
- 20 Village court

Republic

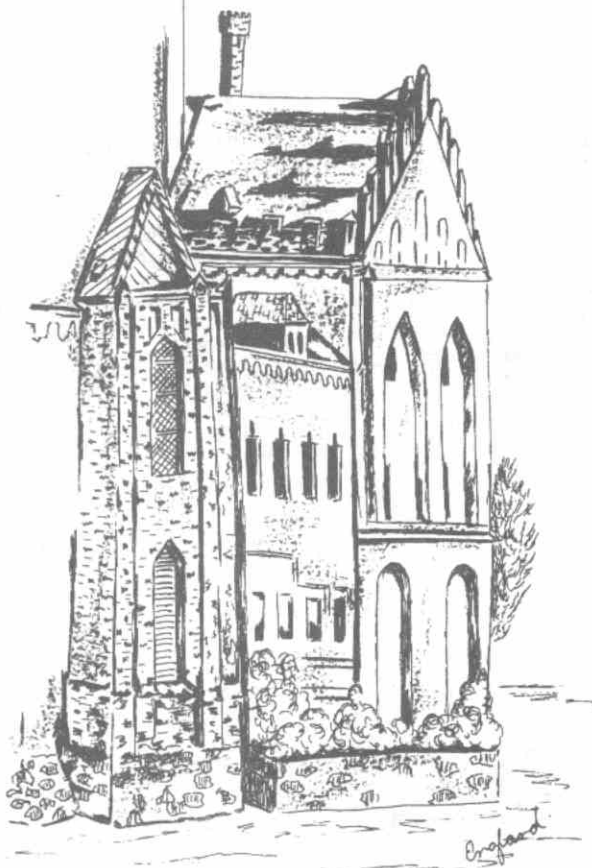
- 1 Temple
- 2 Bathhouse
- 3 Prison
- 4 Citadel
- 5 Military headquarters
- 6 Town square
- 7 Tax office
- 8 Village meeting hall
- 9 Lookout tower
- 10 Burial grounds
- 11 Village court
- 12 Military school
- 13 College
- 14 Village defense walls
- 15 Pantheon
- 16 Stadium
- 17 Theater
- 18 Noble's home
- 19 Circus (similar to arena)
- 20 Marketplace

Feudal

- 1-3 Castle
- 4-7 Vassal training center
- 8-11 Tomb of the Overlord
- 12-15 Fortress
- 16-19 Odeum
- 20-23 Gladiator school
- 24-25 Temple
- 26-27 Bathhouse
- 28-29 Prison (law enforcement)
- 30-31 Citadel
- 32-35 Military headquarters
- 36-39 Town square
- 40-41 Tax office
- 42-43 Village meeting hall
- 44-45 Emperium
- 46-47 Lookout tower
- 48-49 Keep
- 50-51 Village coroner
- 52-54 Village printing house
- 55-57 Military induction center
- 58-60 Burial grounds
- 61-64 Village court
- 65-68 Debtors prison
- 69-72 Sentry house
- 73-75 Military school
- 76-78 College
- 79-81 Capital (temple dedicated to a ruler)
- 82-84 Guardhouse
- 85-87 Village defense wall
- 88-90 Pantheon (several temples)
- 91 Stadium
- 92 Theater
- 93-94 Noble's dwelling
- 95-96 Sentry station
- 97-98 Circus (similar to arena)
- 99-00 Marketplace

Dictatorship

- 1-3 Naumachial (place to hold mock sea battles)
- 4-6 Castle
- 7-9 Vassal training center
- 10-12 Tomb of the Overlord
- 13-15 Fortress
- 16-18 Odeum
- 19-20 Gladiator school
- 21-23 Temple
- 24-26 Bathhouse
- 27-29 Village printing house
- 30-32 Military school
- 33-35 Burial grounds
- 36-39 Village court
- 40-42 Debtors prison
- 43-45 Sentry house
- 46-48 Military induction building
- 49-50 College
- 51 Capital (temple dedicated to Arthur)
- 52 Guardhouse
- 53-55 Village defense wall
- 56-58 Pantheon (several temples)
- 59-61 Stadium
- 62-64 Theater
- 65-67 Noble's dwelling
- 68-70 Sentry station
- 71-73 Circus
- 74-77 Marketplace
- 78-80 Prison (law enforcement)
- 81-83 Citadel
- 84-86 Military headquarters
- 87-89 Town square
- 90-92 Tax office
- 93-95 Village meeting hall
- 96 Emperium
- 97 Lookout tower
- 98-99 Keep
- 100 Village courier



NAMING VILLAGES

The following tables list first the prefixes and then suffixes, both of which are rolled as the chart indicates. Together the two words rolled will usually combine into a reasonably good village name; however, if the name doesn't sound right, or sounds contradictory, just roll either component over again or use the next one listed. The listing is an aid to creating names, so occasionally try rolling two prefixes to be combined with one suffix, or try using the lists in opposite order. Once named, one can assume that possibly the name implies a legendary background for the village in question. For example, "Rebelmound" might be a village on a hill, inside of which is buried the treasure of a robber baron who is still remembered by the villagers as a distant antecedent. Use the part in parenthesis to improve the sound or meaning of the combination when necessary; likewise, parts may be pluralized or added to--"en", "ing", etc. With 460 prefixes and 800 suffixes, there are 368,000 possible combinations.

PREFIXES (crossindex 2 twenty sided dice roll to find first part of village name)

#1	#2	#3	#4	#5	#6	#7
1. Amble	1. Bright	1. Bid	1. Bray	1. Close	1. Drowning	1. Dove
2. Auld	2. Black	2. Burnt	2. Brae	2. Cave	2. Deer	2. Drum
3. Acre	3. Blue	3. Bond	3. Crow(s)	3. Center	3. Day	3. Dirty
4. Abbots	4. Brown	4. Bryn	4. Castle	4. Chapel	4. Dover	4. Dragon(s)
5. Aber	5. Bridge	5. Barrow	5. Crook	5. Crystal	5. Double	5. Dwarf
6. Avon	6. Bronze	6. Bur	6. Carrick	6. Coral	6. Deaf	6. Eden
7. Axe	7. Brass	7. Bolt	7. Carn	7. Clay	7. Dead	7. Eye
8. Ash(en)	8. Birch	8. Bald	8. Chip	8. Clover	8. Diver	8. Enchanted
9. Abbey	9. Berry	9. Bleeding	9. Concealed	9. Copper	9. Dole	9. Eerie
10. Amber	10. Bull	10. Blessed	10. Coate	10. Cherry	10. Druid	10. East
11. Apple	11. Burning	11. Bee	11. Covetous	11. Cloud(y)	11. Duck	11. Edge
12. Ant	12. Brink	12. Bear	12. Charl	12. Cedar	12. Dripping	12. Emerald
13. Armor	13. Bloom	13. Bell	13. Can	13. Corn	13. Damp	13. Elm
14. Arrow	14. Buck	14. Battle	14. Cam	14. Candle	14. Dray	14. Evil
15. Altar	15. Bliss	15. Bath	15. Creake	15. Clear	15. Dank	15. Ever
16. Art	16. Brick	16. Box	16. Crick	16. Channel	16. Don	16. Ered
17. Azure	17. Boon	17. Bow	17. Crescent	17. Dim	17. Dart	17. Elk
18. Bard(s)	18. Baron	18. Bird	18. Cut(ing)	18. Diamond	18. Devil(s)	18. Elf
19. Barn	19. Barren	19. Bad	19. Cape	19. Dry	19. Dour	19. Far
20. Big	20. Back	20. Bag	20. Cold	20. Dark	20. Den	20. Fair

PREFIXES cont.

#8	#9	#10	#11	#12	#13	#14
1. Flying	1. Green	1. Guild	1. Hope	1. Jewels	1. Little	1. Mate
2. Fire	2. Gold(en)	2. Growling	2. Hog(s)	2. Jealous	2. Left	2. Math
3. Fond	3. Glass	3. Hot	3. Hyde	3. Joyful	3. Living	3. Mad
4. Free(d)	4. Garnet	4. High	4. Hydra	4. Jinx	4. Lake	4. Miller
5. Friend(s)	5. Goat	5. Hazel	5. Hungry	5. Kennel	5. Lizard	5. Mean
6. Four	6. Grey	6. Hart	6. Happy	6. Knock	6. Lion	6. May
7. Fog	7. Grand	7. Hickory	7. Harpy	7. King(s)	7. Lance	7. Mine
8. Fang	8. Glacier	8. Honey	8. Huge	8. Key	8. Laurel	8. Mynd
9. Fell	9. Giant(s)	9. Horn	9. Handy	9. Lusty	9. Long	9. Mel
10. Foal	10. Granite	10. Horse	10. Iron	10. Lovelorn	10. Late	10. Mal
11. Fore	11. Gas	11. Hag	11. Ice(y)	11. Lune	11. Luck	11. Maiden
12. Frost	12. Good	12. Hook	12. Ivy	12. Llan	12. Last	12. Marsh
13. Father	13. Glory	13. Heart	13. Ivory	13. Lyn	13. Lewd	13. Monk
14. Flat	14. Gloss	14. Hind	14. Ink	14. Loose	14. Live	14. Murky
15. First	15. Gruesome	15. Harbor	15. Innocent	15. Lovely	15. Light	15. Muddy
16. Fall	16. Guardian	16. Hazy	16. Infidel	16. Lawful	16. Lime	16. Mysterious
17. Forest	17. Garth	17. Honor	17. Infested	17. Lazy	17. Middle	17. Magic
18. Faithful	18. Glen	18. Hoop	18. Infant	18. Lame	18. Mount	18. Manor
19. Fruitful	19. God	19. Hammer	19. Javelin	19. Legion	19. Marble	19. New
20. Fleet	20. Great	20. Hard	20. Jade	20. Las(er)	20. Maple	20. Naked

#15	#16	#17	#18	#19	#20
1. Nomad	1. Pleasant	1. Rainy	1. Silver	1. Sear	Roll again
2. North	2. Pure	2. Ruby	2. Slate	2. Shrinking	(4 sided die)
3. Night	3. Pen	3. Ram	3. Soft	3. Salt	
4. Near	4. Pearl	4. Rush	4. Swarthy	4. Storming	
5. Nether	5. Pine	5. Rich	5. Sun(ny)	5. Smite	
6. Noble	6. Pale	6. Rare	6. Satin	6. She	
7. Never	7. Past	7. Rubble	7. Scrub	7. Sabre	
8. Nor	8. Placid	8. Running	8. Small	8. Sword	
9. Old	9. Plaque	9. Round	9. Sylvan	9. Shield	
10. Orange	10. Plow	10. Rabid	10. Spider	10. Suffering	
11. Ox(en)	11. Prince	11. Rake	11. Sleeping	11. Shadow	
12. Oak(en)	12. Quick	12. Rebel	12. Spotted	12. Swine	
13. One	13. Quiet	13. Red	13. Sand	13. Sunder	
14. Open	14. Quarry	14. Rye	14. Smoke	14. Stan	
15. Over	15. Queen(s)	15. South	15. Saddle	15. Stained	
16. Out	16. Rising	16. Sickie	16. Seeker(s)	16. Stock	
17. Odd	17. Rouge(s)	17. Straight	17. Slave(s)	17. Stoke	
18. Pack	18. Ridge(d)	18. Stark	18. Silent	18. Stow	
19. Peel	19. Right	19. Side	19. Sea	19. Street	
20. Pad	20. Rain(ing)	20. Stead	20. Sugar	20. Swallow	

#1A	#2A	#3A	#4A
1. Shaft	1. Trek	1. Work	1. Wick
2. Swan	2. Time	2. White	2. Worthy
3. Sincere	3. Tame	3. West	3. Wonderous
4. Strained	4. Top	4. Wind	4. Warrant
5. Stinky	5. Trans	5. Walnut	5. Waddle
6. Sweet	6. Tri	6. Wheat	6. Were
7. Sacred	7. Tug	7. Wet	7. Wand
8. Saffron	8. Tusk	8. Weasel	8. Weapon
9. Saint(s)	9. Twin	9. Wild	9. Watch
10. Sailor(s)	10. True	10. Worm(s)	10. Wax
11. Satyr	11. Upper	11. Wagon	11. Wayfaring
12. Savage	12. Up	12. Win	12. Wayside
13. Temple	13. Vine	13. Wolf	13. Wayward
14. Tower	14. Vile	14. Wine	14. Weasel
15. Trusted	15. Vale	15. Well	15. Wizard
16. Tunnel	16. Valley	16. Winter	16. Wedge
17. Troubled	17. Violent	17. Wey	17. Welcome
18. Tremble	18. Valient	18. Wood	18. Wheat
19. Thrasher	19. Vow	19. Wool	19. Yard
20. Tiger	20. War	20. Wise	20. Zealous



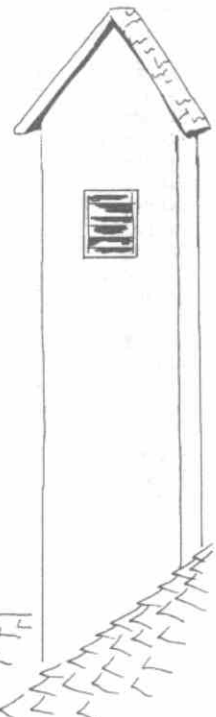
SUFFIXES (roll a six sided die odd number roll on first twenty columns, even roll on second twenty columns; then roll a twenty sided die for the particular name in a column.)

Odd

#1	#2	#3	#4	#5	#6	#7
1. ark	1. able	1. bray	1. berry	1. clearing	1. crown	1. coyote
2. axe	2. ace	2. balky	2. bluff	2. circle	2. chain	2. crawl
3. arbor	3. ate	3. beam	3. bank	3. cock	3. comber	3. crest
4. air	4. basher	4. balance	4. bit	4. cat	4. cherry	4. creature
5. arches	5. breeder	5. bull	5. beck	5. chase	5. cap	5. crook
6. abyss	6. breath	6. bait	6. brush	6. climb	6. canyon	6. core
7. apostle	7. bad	7. boa	7. brown	7. cluster	7. colony	7. crunch
8. ape	8. boy	8. berg	8. black	8. cloth	8. cargo	8. crust
9. argo	9. bole	9. band	9. borough	9. cite	9. comic	9. cud
10. asp	10. bas	10. burrow	10. bere	10. cene	10. commune	10. curl
11. anger	11. brace	11. bear	11. bold	11. clone	11. convent	11. curr
12. alum	12. body	12. branch	12. blue	12. climax	12. cone	12. current
13. ague	13. birth	13. bar	13. cote	13. cent	13. cooler	13. cut
14. age	14. bill	14. burgh	14. crave	14. curtain	14. coral	14. curse
15. act	15. but	15. borne	15. cave	15. crew	15. council	15. cyclone
16. ache	16. burst	16. bury	16. castle	16. craft	16. counter	16. cad
17. agon	17. bridge	17. brook	17. cham	17. claim	17. cover	17. cypress
18. aid	18. bay	18. beach	18. creek	18. cate	18. court	18. den
19. agree	19. ball	19. bush	19. crossing	19. chin	19. cradle	19. don
20. abbey	20. bridge	20. bend	20. center	20. coot	20. cox	20. down

#8	#9	#10	#11	#12	#13	#14
1. dingle	1. dome	1. dent	1. fish	1. fuddle	1. gain	1. hound
2. ding	2. dum	2. devil	2. flower	2. flag	2. grail	2. heart
3. dale	3. dry	3. eel	3. fall(s)	3. fellow	3. grove	3. heath
4. ditch	4. dorf	4. en	4. foot	4. fry	4. grave(s)	4. halt
5. dog	5. dont	5. earth	5. fifth	5. fox	5. glen	5. haven
6. dell	6. dust	6. elk	6. fort	6. fair	6. grey	6. head
7. dike	7. dile	7. eyed	7. foil	7. fight	7. green	7. hill(s)
8. drudge	8. deck	8. ebb	8. fail	8. ground	8. greave	8. house
9. Dwarf	9. drop	9. echo	9. frame	9. gram	9. garth	9. hollow
10. dock	10. dasher	10. eden	10. flow	10. glow	10. guard	10. hen
11. disease	11. daze	11. edge	11. fast	11. gy	11. holt	11. hook
12. dip	12. deceit	12. egg	12. form	12. grow	12. hour	12. heights
13. diamond	13. decision	13. emblem	13. forrest	13. gory	13. hole	13. harbor
14. dawn	14. decoy	14. emu	14. fire	14. guess	14. heat	14. hart
15. doom	15. defense	15. eater	15. force	15. glass	15. heap	15. hurst
16. dross	16. delight	16. epic	16. fin	16. gape	16. harp	16. hand
17. drew	17. deity	17. estate	17. foul	17. gar	17. hot	17. helm
18. drite	18. desire	18. ford	18. fowl	18. gate	18. hive	18. holm
19. dried	19. demand	19. folk	19. friend	19. grade	19. hovel	19. ham
20. duct	20. demon	20. field(s)	20. fod	20. gando	20. hitch	20. horn

#15	#16	#17	#18	#19	#20
1. hall	1. just	1. jump	1. kid	1. load	1. lane
2. hold	2. jure	2. kangaroo	2. keep	2. levy	2. lund
3. hedge	3. journ	3. kan	3. kame	3. leaf	3. lore
4. hilt	4. junct	4. karst	4. keel	4. lecher	4. lade
5. ington	5. jam	5. ken	5. knoll	5. lead	5. lick
6. inn	6. join	6. kennel	6. lan	6. laugh	6. link
7. inlet	7. jackal	7. key	7. lin	7. latch	7. loon
8. image	8. jaguar	8. kettle	8. lon	8. las	8. labor
9. ilk	9. jade	9. kill	9. lake	9. like	9. lady
10. impala	10. jamb	10. kindred	10. land	10. lure	10. ladder
11. ice	11. jar	11. kindle	11. lock	11. lack	11. lamprey
12. idol	12. jaw	12. king	12. low	12. lord	12. language
13. idyll	13. jig	13. klein	13. leigh	13. late	13. lantern
14. illusion	14. job	14. knife	14. leg	14. law	14. mart
15. imprint	15. joy	15. knock	15. lair	15. line	15. market
16. Indian	16. jay	16. knight	16. lark	16. lar	16. mere
17. insect	17. jowl	17. knot	17. larva	17. life	17. mel
18. iron	18. joust	18. knuckle	18. leech	18. lift	18. mouth
19. ivory	19. judge	19. knowledge	19. loose	19. lene	19. moor
20. ivy	20. juggler	20. krone	20. leper	20. lis	20. mill



Even

#1	#2	#3	#4	#5	#6	#7
1. mead	1. mirth	1. nil	1. oar	1. pura	1. patrol	1. pol
2. man	2. muck	2. noise	2. obelisk	2. pile	2. patridge	2. quin
3. more	3. moose	3. noble	3. ocelot	3. pha	3. pearl	3. que
4. mont	4. mission	4. nock	4. ocher	4. pitch	4. peacock	4. quad
5. mound	5. none	5. net	5. ode	5. port	5. pool	5. quack
6. mark	6. nose	6. neck	6. odor	6. pocket	6. pit	6. quake
7. march	7. narrows	7. nob	7. omen	7. picket	7. pond	7. quail
8. mine	8. name	8. ness	8. opossum	8. pedal	8. path	8. qualms
9. mist	9. nail	9. nymph	9. oracle	9. power	9. park	9. quartz
10. music	10. nature	10. over	10. order	10. post	10. point	10. queen
11. mate	11. naught	11. oil	11. origin	11. pot	11. place	11. quick
12. ment	12. neat	12. orb	12. orient	12. polk	12. plains	12. quarry
13. meter	13. nectar	13. orgy	13. out	13. passenger	13. pike	13. quest
14. mass	14. needle	14. other	14. owl	14. praise	14. patch	14. quay
15. made	15. neighbor	15. ogy	15. orchard	15. pace	15. peak	15. rew
16. mode	16. news	16. one	16. python	16. paddle	16. pass	16. rose
17. math	17. nibble	17. off	17. pixie	17. pall	17. pier	17. red
18. mend	18. night	18. open	18. puddle	18. palm	18. pack	18. rack
19. mat	19. niche	19. ooze	19. perch	19. pan	19. pair	19. rook
20. milk	20. nickle	20. oak	20. pod	20. parade	20. pause	20. ring
#8	#9	#10	#11	#12	#13	#14
1. rest	1. roar	1. skill	1. son	1. scent	1. siege	1. trust
2. ridge	2. reptile	2. shoe	2. sett	2. sin	2. strut	2. tory
3. rill(s)	3. race	3. strip	3. shade	3. stral	3. scribe	3. torch
4. rapids	4. rabble	4. sley	4. stock	4. stray	4. swamp	4. try
5. ral	5. raft	5. stad	5. sword	5. sphere	5. town	5. tringe
6. root	6. rail	6. sod	6. seed	6. shaft	6. ton	6. tracks
7. right	7. rank	7. stone	7. straight(s)	7. ship	7. tree	7. telle
8. rach	8. recruit	8. sby	8. square	8. space	8. tower	8. trade
9. ram	9. rod	9. say	9. shroud	9. stork	9. thorn	9. tender
10. rone	10. realm	10. shield	10. sheriff	10. sand	10. tale	10. think
11. rine	11. rash	11. springs	11. steed	11. stand	11. tan	11. token
12. ron	12. road	12. shine	12. sting	12. scream	12. talk	12. tide
13. round	13. robe	13. shire	13. soon	13. strike	13. tic	13. tray
14. rite	14. roof	14. stable	14. sun	14. swing	14. trick	14. up
15. rett	15. room	15. stream	15. storm	15. stage	15. tight	15. user
16. rain	16. roost	16. set	16. sur	16. skull	16. time	16. unicorn
17. ruin	17. reef	17. sea	17. slant	17. size	17. tee	17. union
18. roll	18. scale	18. sound	18. scope	18. scarred	18. tone	18. usher
19. ranger	19. side	19. stead	19. site	19. star	19. trope	19. urn
20. ramp	20. scar	20. shore	20. scape	20. stalk	20. tint	20. vin
#15	#16	#17	#18	#19	#20	
1. vent	1. ville	1. verdict	1. wildcat	1. witch	1. yank	
2. ver	2. von	2. verse	2. war	2. watch	2. yawn	
3. vert	3. valley	3. vestige	3. worm	3. wick	3. yeoman	
4. volcano	4. vista	4. vicar	4. wash	4. wood	4. yoke	
5. vat	5. vale	5. viceroy	5. ward	5. worth	5. yore	
6. vast	6. view	6. villain	6. watt	6. wistle	6. yard	
7. vagabond	7. verse	7. vigil	7. wife	7. wool	7. york	
8. value	8. vampire	8. vigor	8. way	8. walk	8. yack	
9. valon	9. van	9. villa	9. win	9. water	9. zan	
10. vanish	10. vanda	10. village	10. wagon	10. ware	10. zoan	
11. vault	11. vanir	11. viper	11. wail	11. well	11. zone	
12. vermin	12. vanity	12. violet	12. wort	12. wright	12. zoa	
13. victor	13. vanquished	13. virtue	13. widow	13. wall	13. zine	
14. vineyard	14. vapor	14. virgins	14. weevil	14. years	14. zote	
15. victim	15. varia	15. white	15. woman	15. yean	15. zel	
16. vision	16. varna	16. well	16. weed	16. youth	16. zoic	
17. voice	17. vassal	17. wolf	17. wish	17. yond	17. zole	
18. vulture	18. vest	18. wyvern	18. wisper	18. yan	18. zodiac	
19. void	19. venom	19. world	19. whip	19. yas	19. zeal	
20. vern	20. venture	20. wing	20. whole	20. yaw	20. zest	



Building Type

1	Hut
2	Hovel
3	Cottage
4	Shop
5	Manor
6	Villa
7	Hall
8	Palace

Type of Materials

1	Straw
2	Mud or wattle
3	Wood
4	Field stone
5	Fired brick
6	Cut stone

Room Height

1	4'
2	8'
3	12'
4	16'
5	20'
6	24'

Number of Rooms

1	BTN*
2	BTN+1
3	BTN+2
4	BTN+4
5	BTN+8
6	BTN+1+LL**
7	BTN+2+LL
8	BTN+4+LL
9	BTN+8+LL
10	BTN+1+UL***
11	BTN+2+UL
12	BTN+4+UL
13	BTN+8+UL
14	BTN+1+LL+UL
15	BTN+2+LL+UL
16	BTN+4+LL+UL
17	BTN+8+LL+UL
18	BTN+2+UL+WG****
19	BTN+2+LL+WG
20	BTN+2+UL+LL+WG

Ground Level

1	5'x10'
2	10'x10'
3	10'x15'
4	15'x15'
5	10'x20'
6	15'x20'
7	20'x20'
8	10'x30'
9	15'x30'
10	20'x30'
11	30'x30'
12	5'x15' Hall
13	5'x20' Hall
14	5'x30' Hall
15	10'x10' Chapel
16	20'x20' Chapel
17	10'x20' Stable
18	20'x30' Stable
19	5'x10' Secret Room
20	10'x10' Secret Room

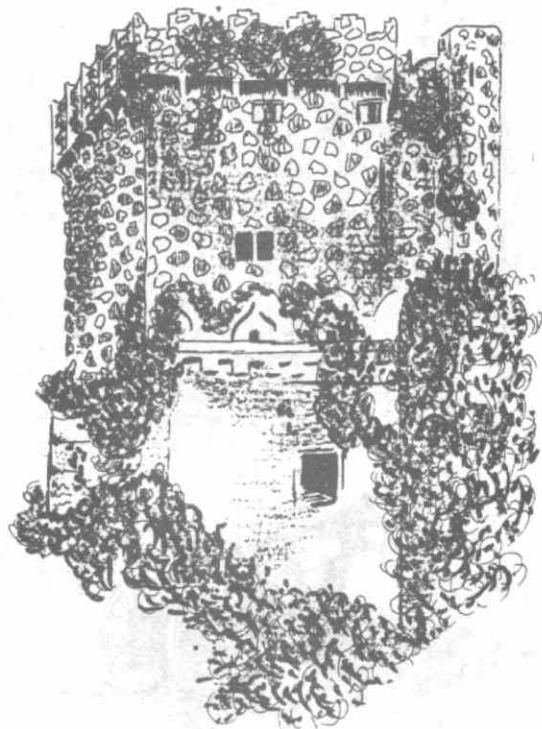
Lower Level

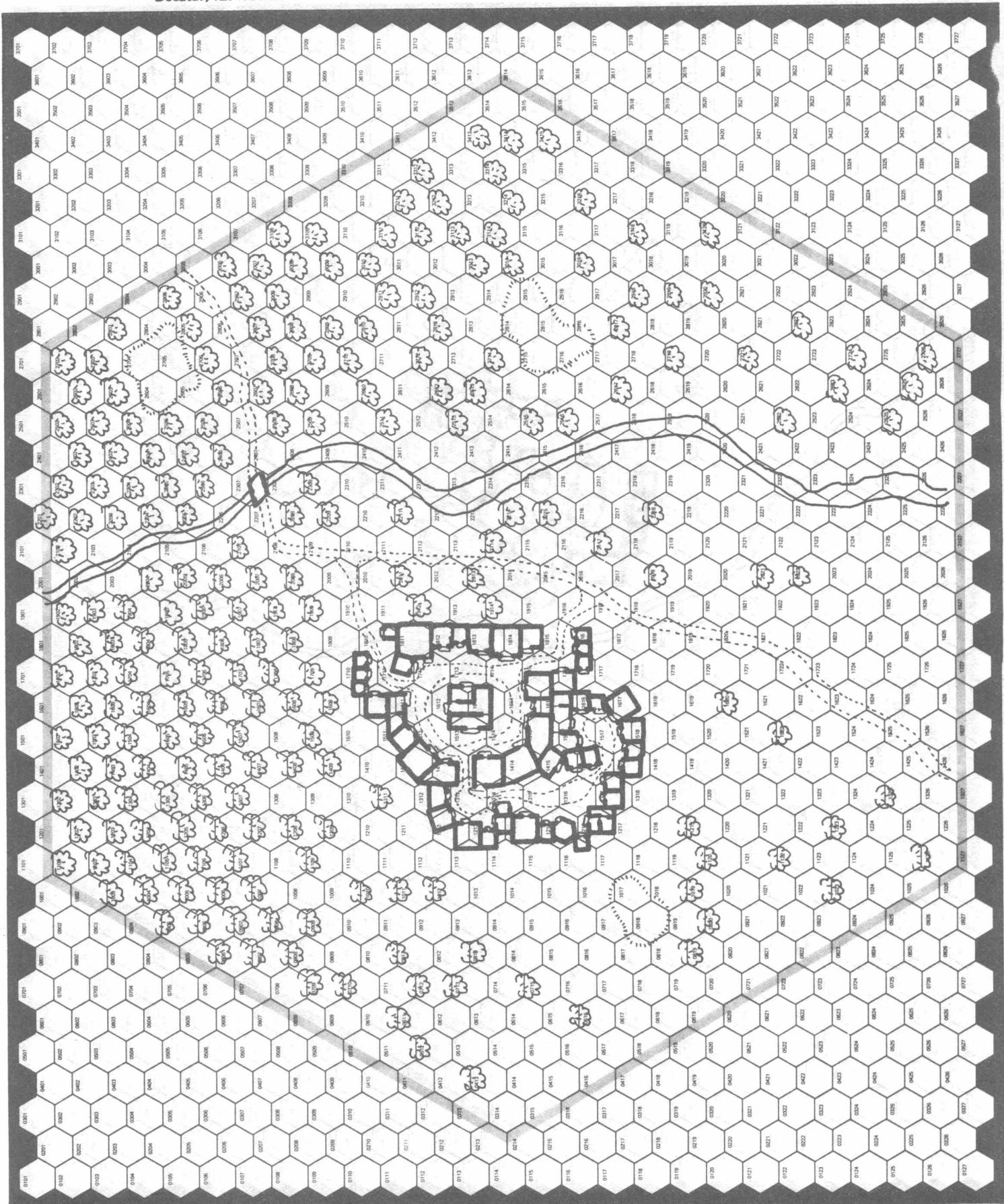
1	10'x10'
2	20'x20'
3	30'x30'
4	40'x40'
5	10' Diameter
6	20' Diameter
7	30' Diameter
8	40' Diameter
9	10' Octagon
10	20' Octagon
11	30' Octagon
12	40' Octagon
13	Irregular shaped
14	Monster lair
15	Wine cellar
16	Cave entrance
17	Well
18	Escape tunnel
19	Tomb
20	Dungeon entrance

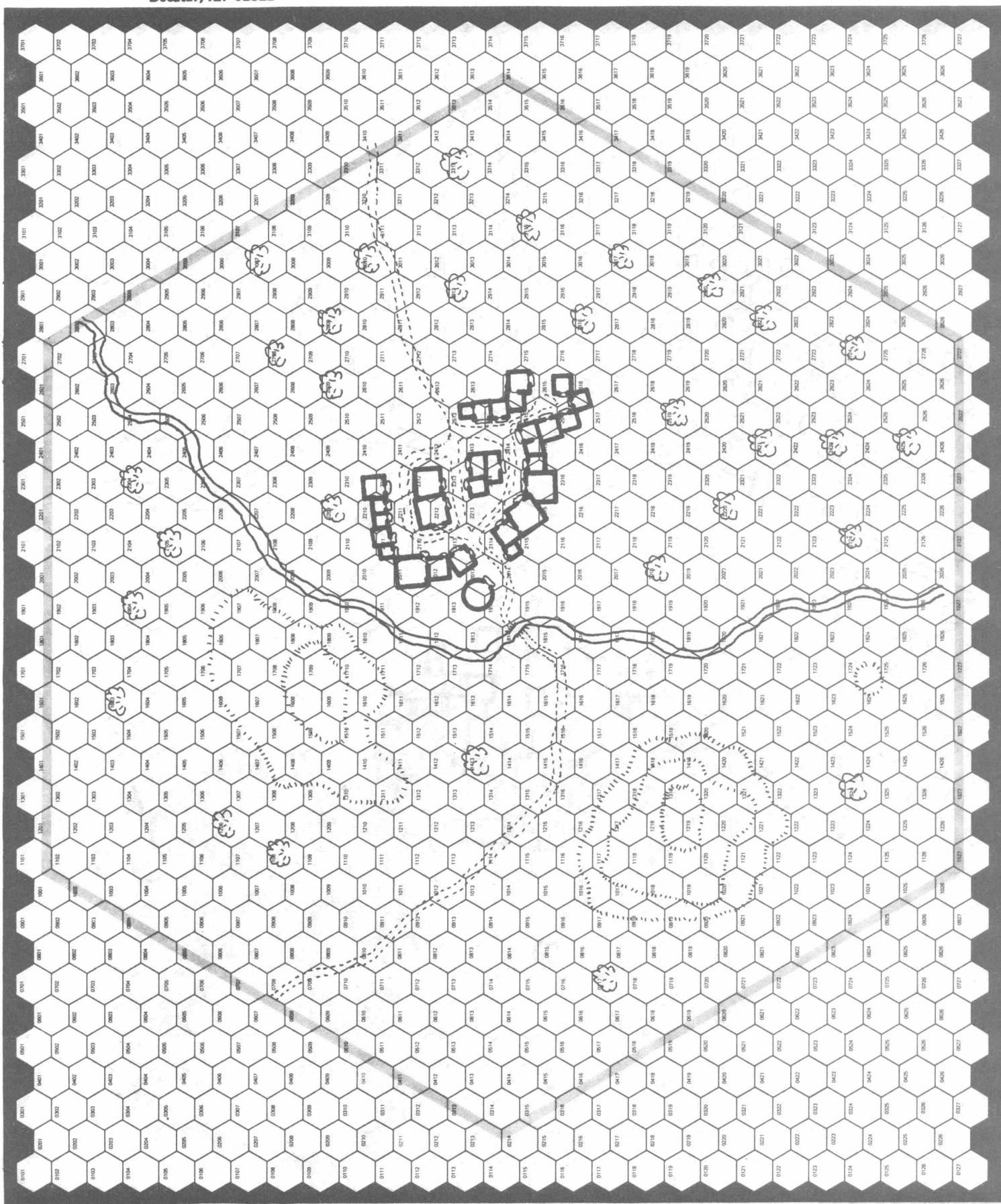
Upper Level

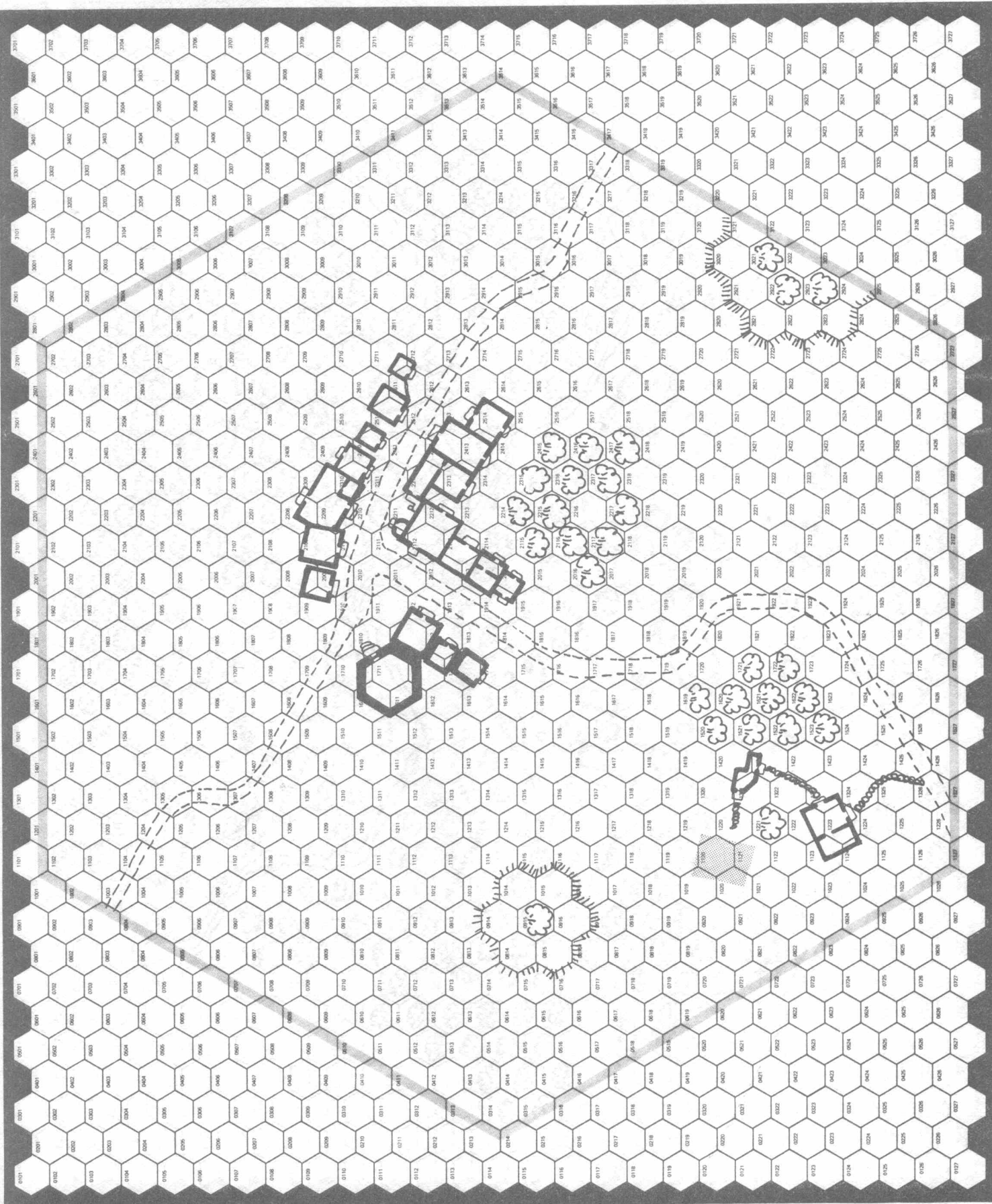
1	10'x10' Tower
2	10'x20' Tower
3	10'x30' Tower
4	10'x40' Tower
5	10'x10'
6	10'x10'
7	10'x20'
8	20'x20'
9	30'x30'
10	40'x40'
11	Stable
12	Aviary
13	Garden roof
14	Lighthouse
15	Balcony
16	Observatory
17	Orgon tower
18	Bell tower
19	Crow's nest
20	Landing platform

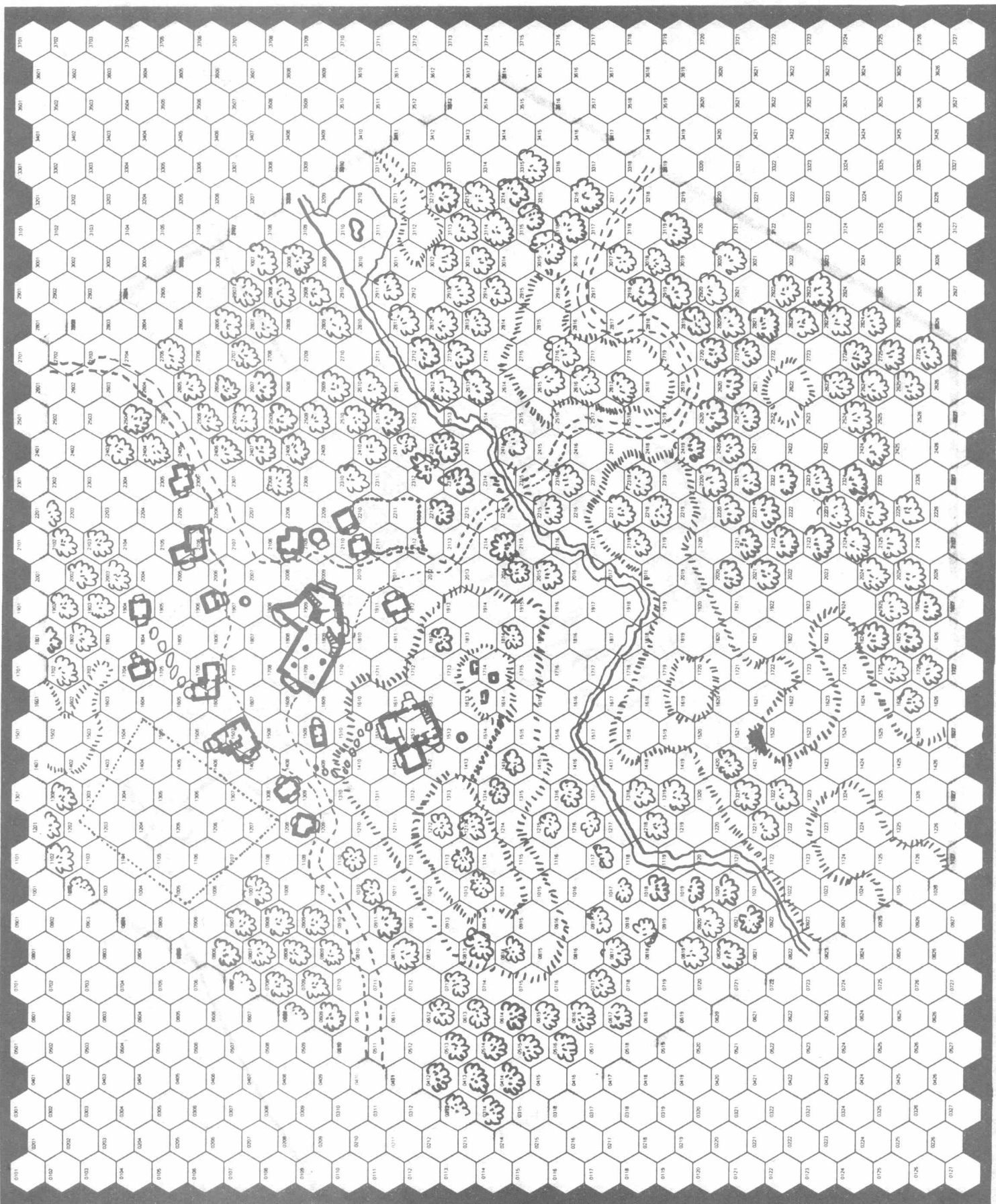
* Building Tower Type
 ** Lower Level
 *** Upper Level
 **** Walled Garden



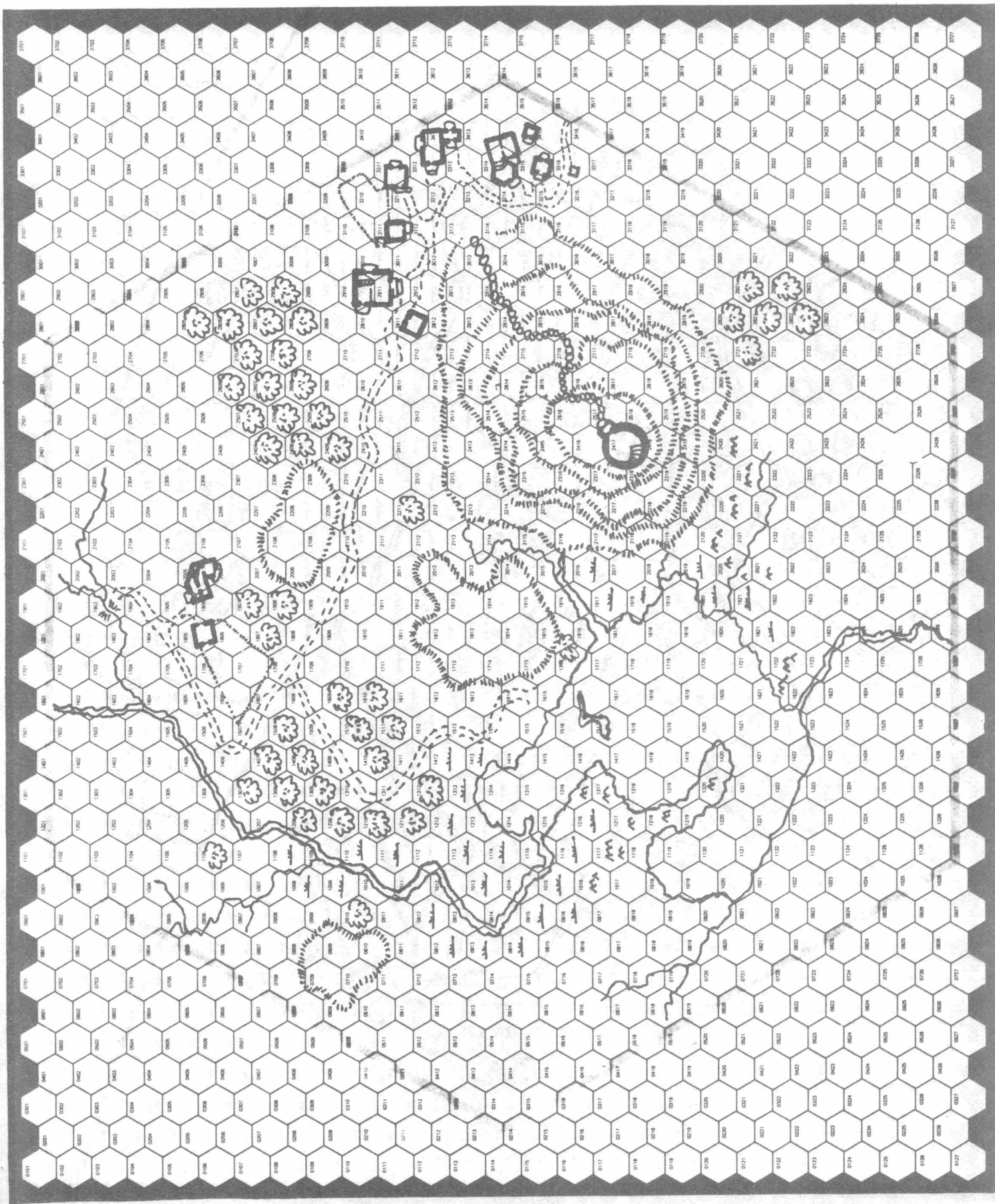


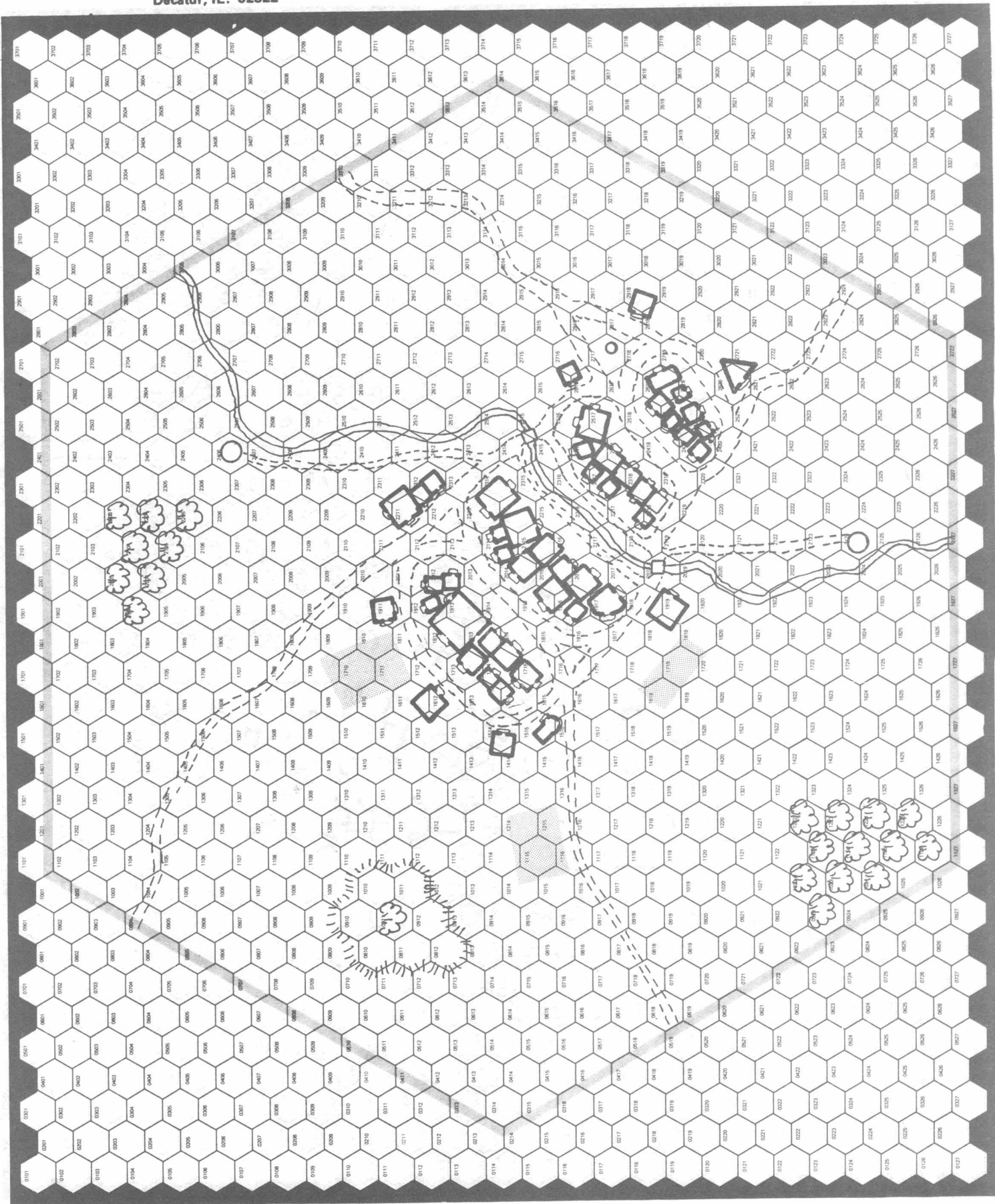


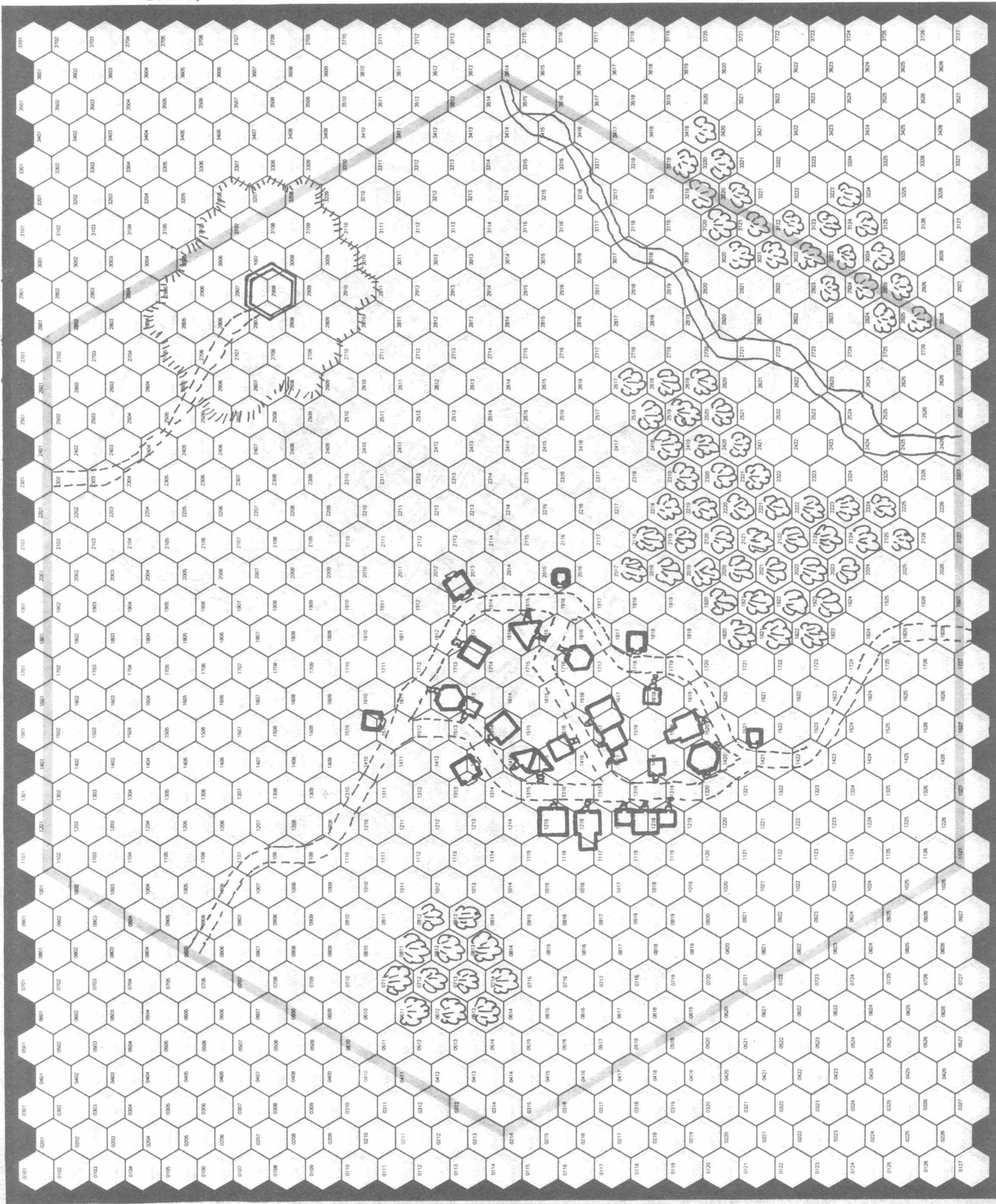


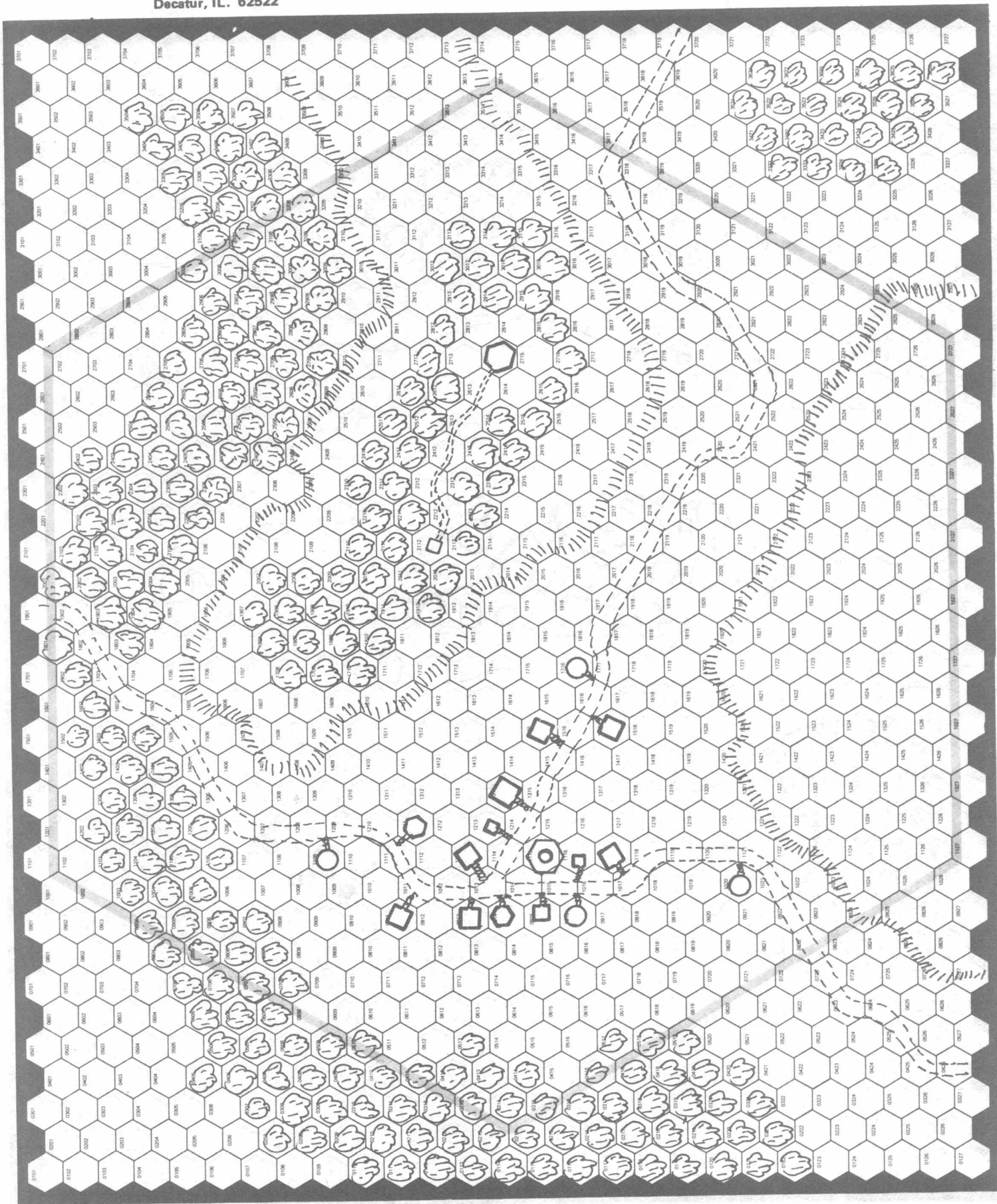


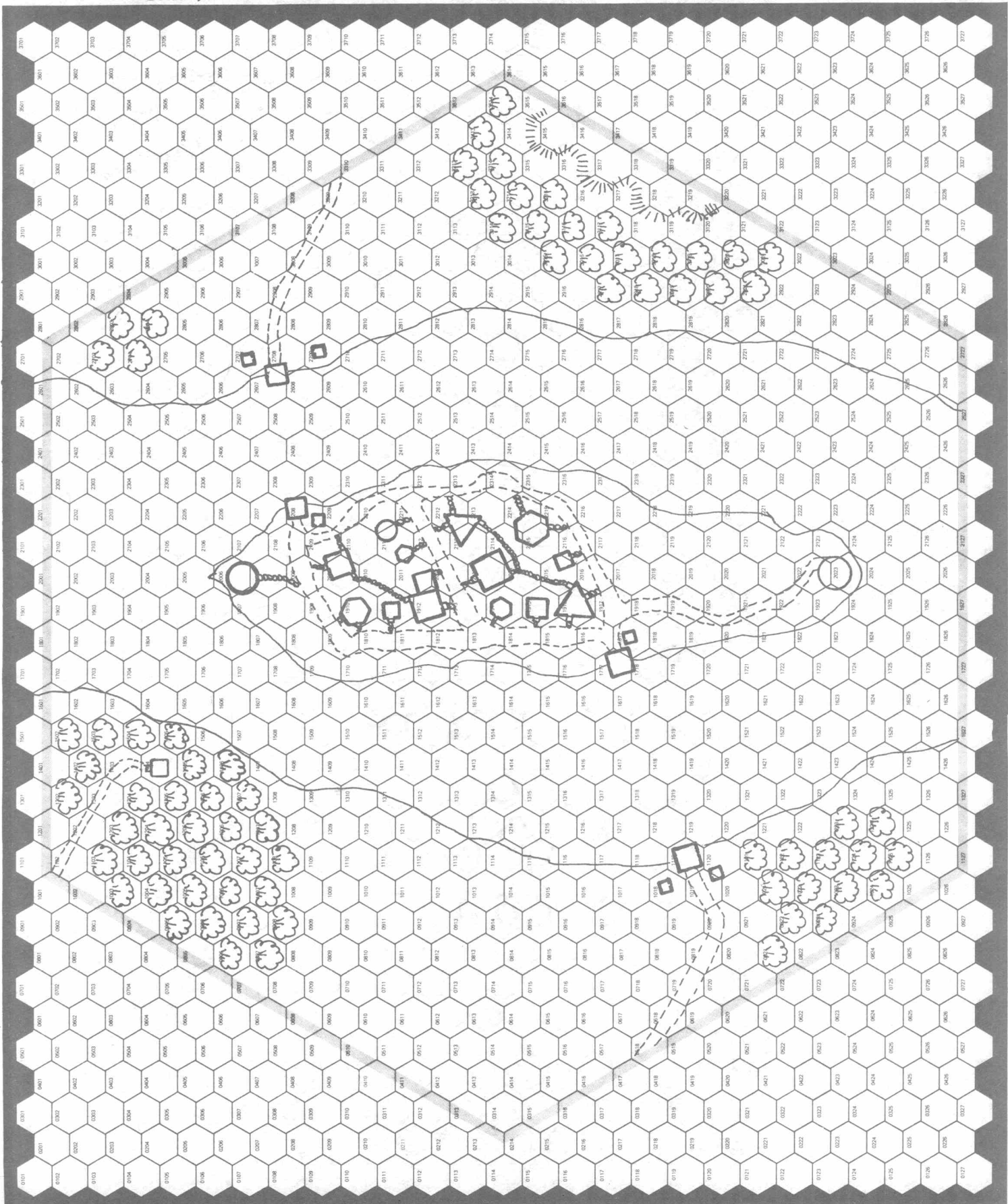


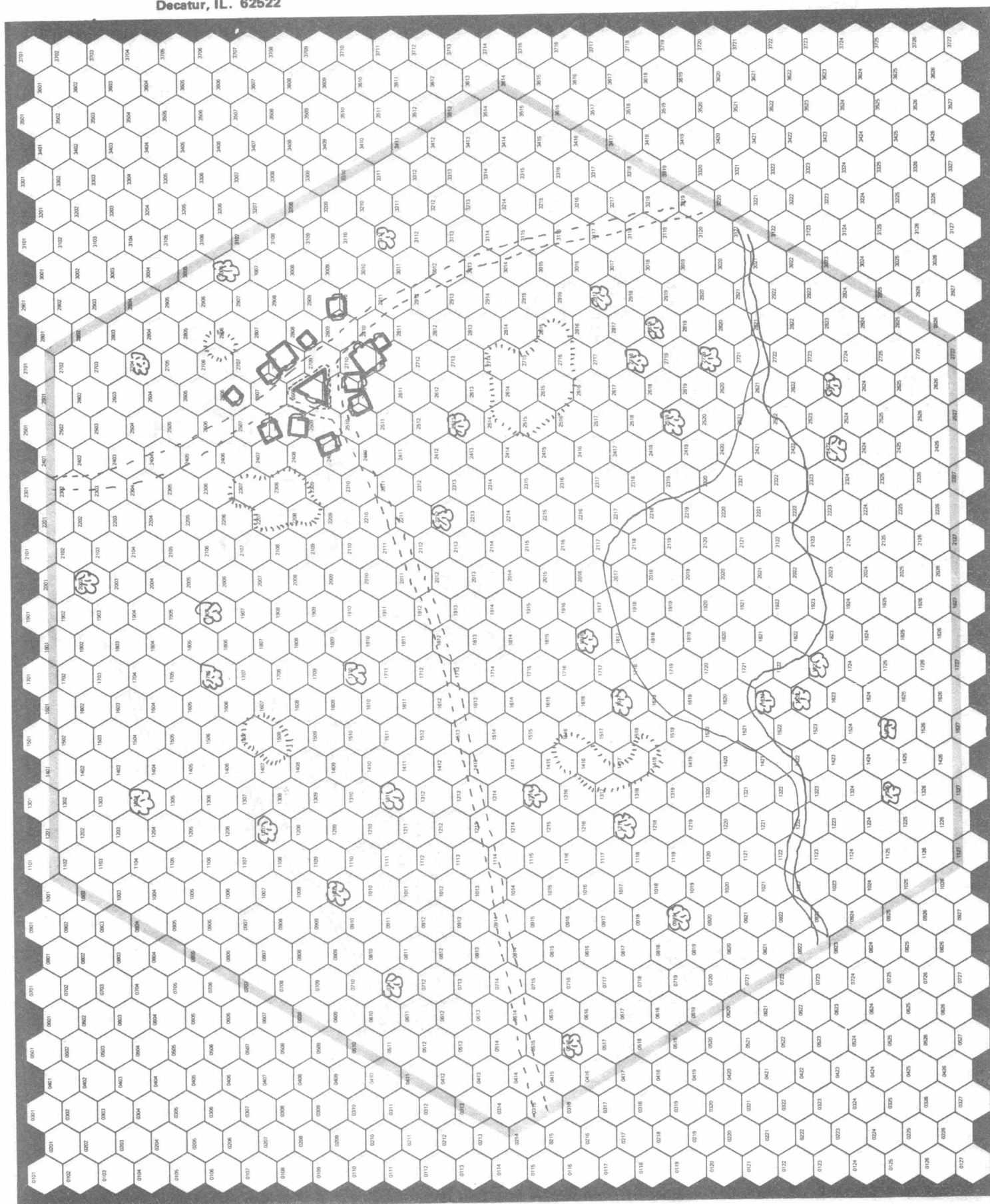


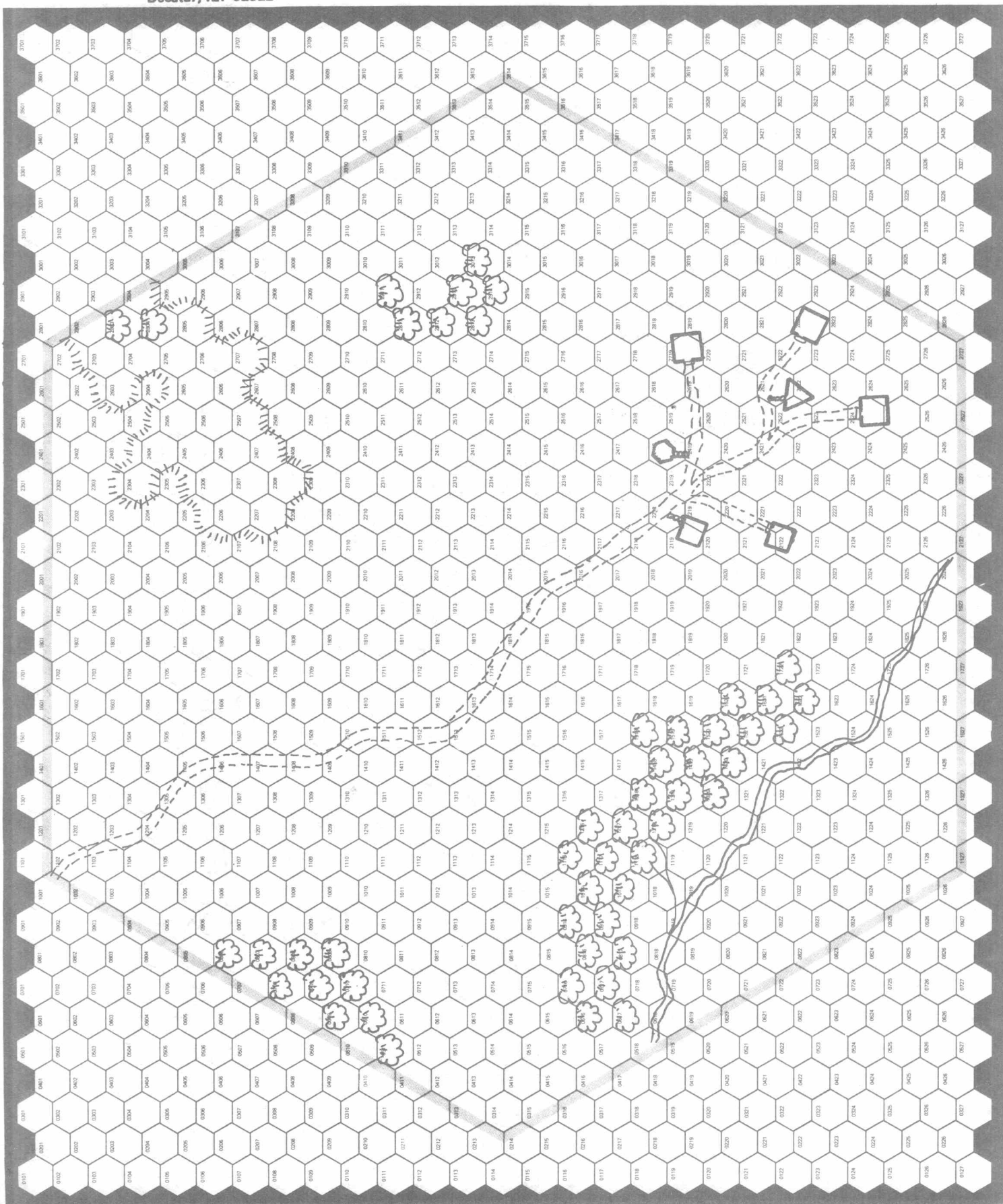


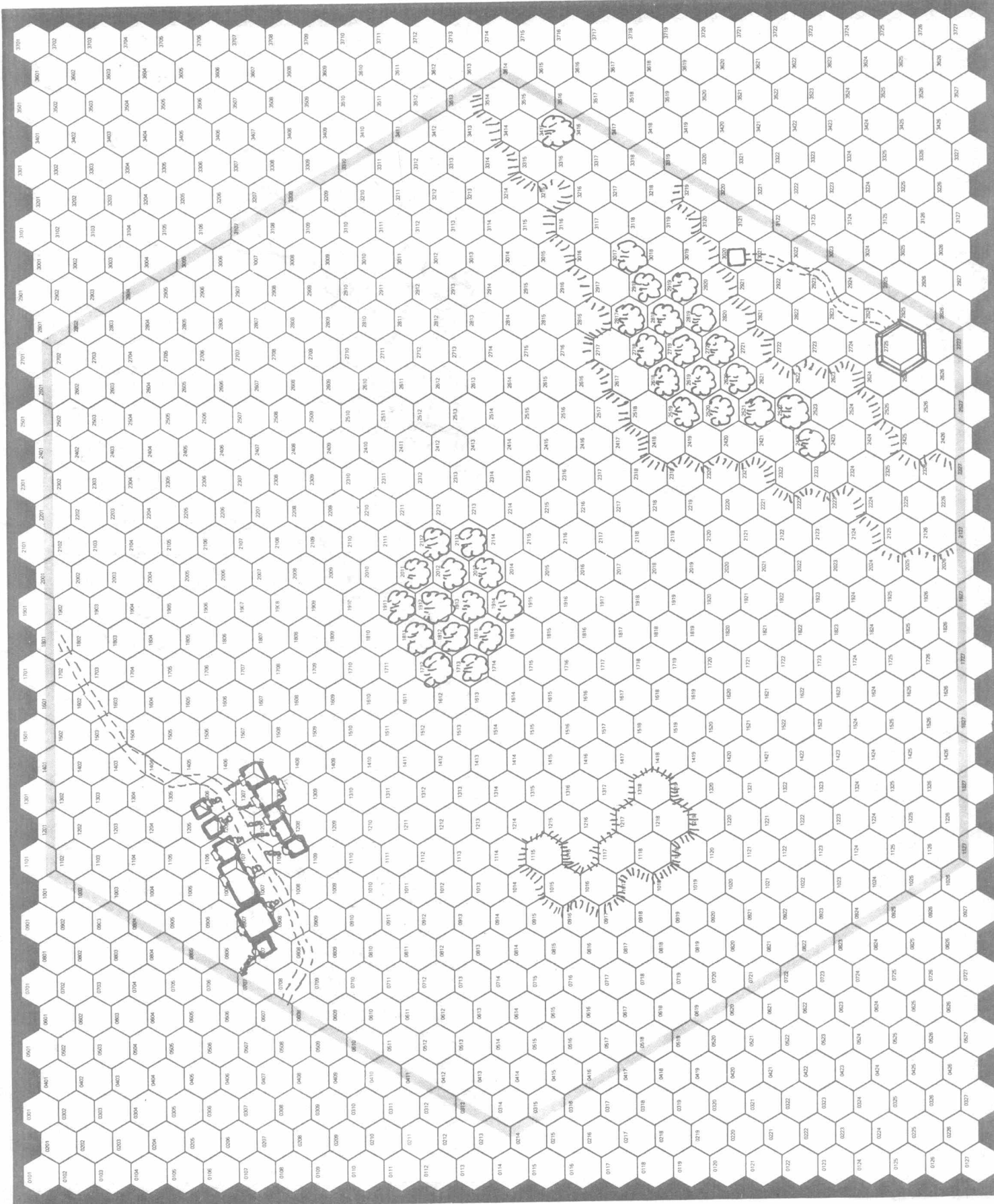


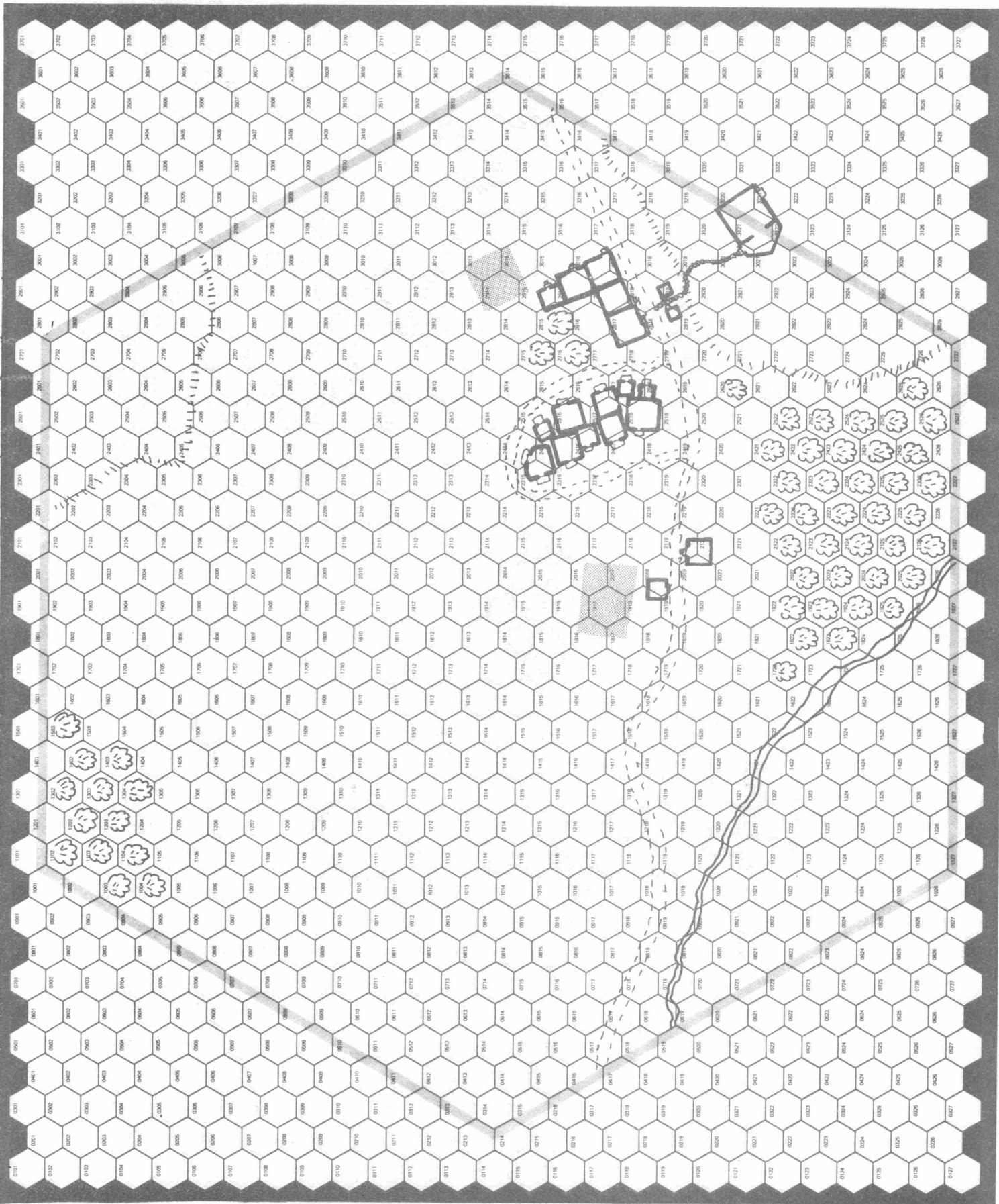


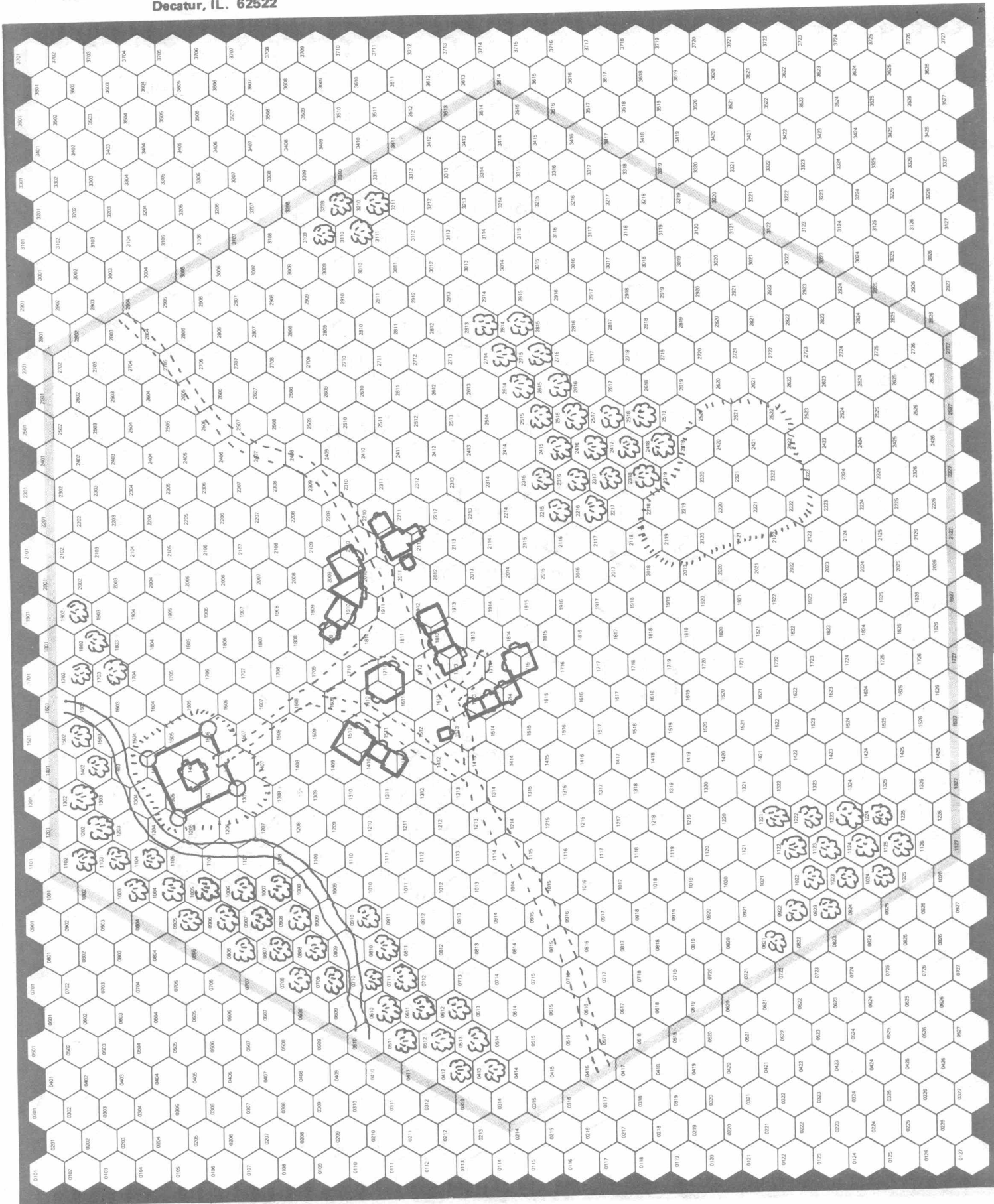


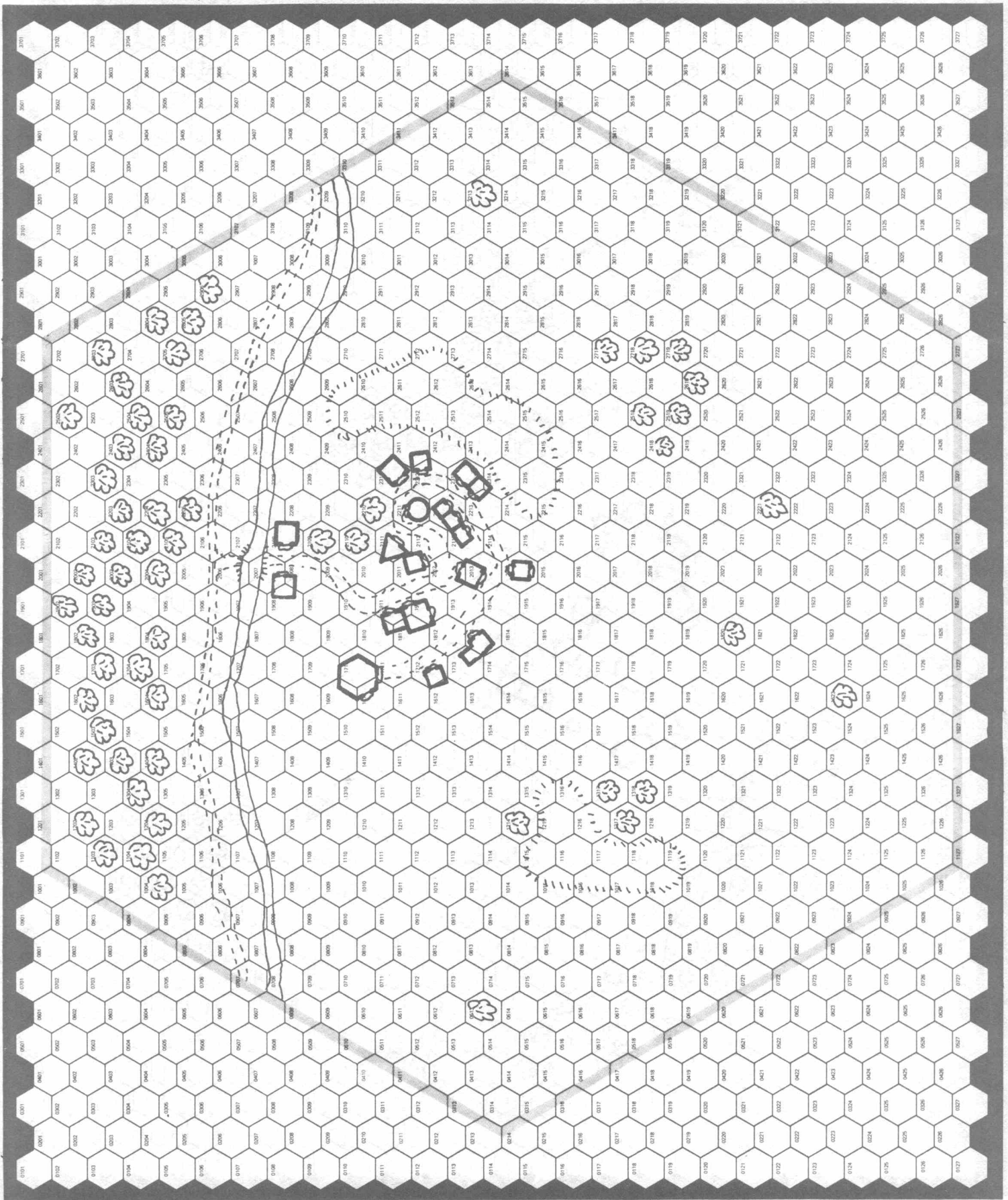


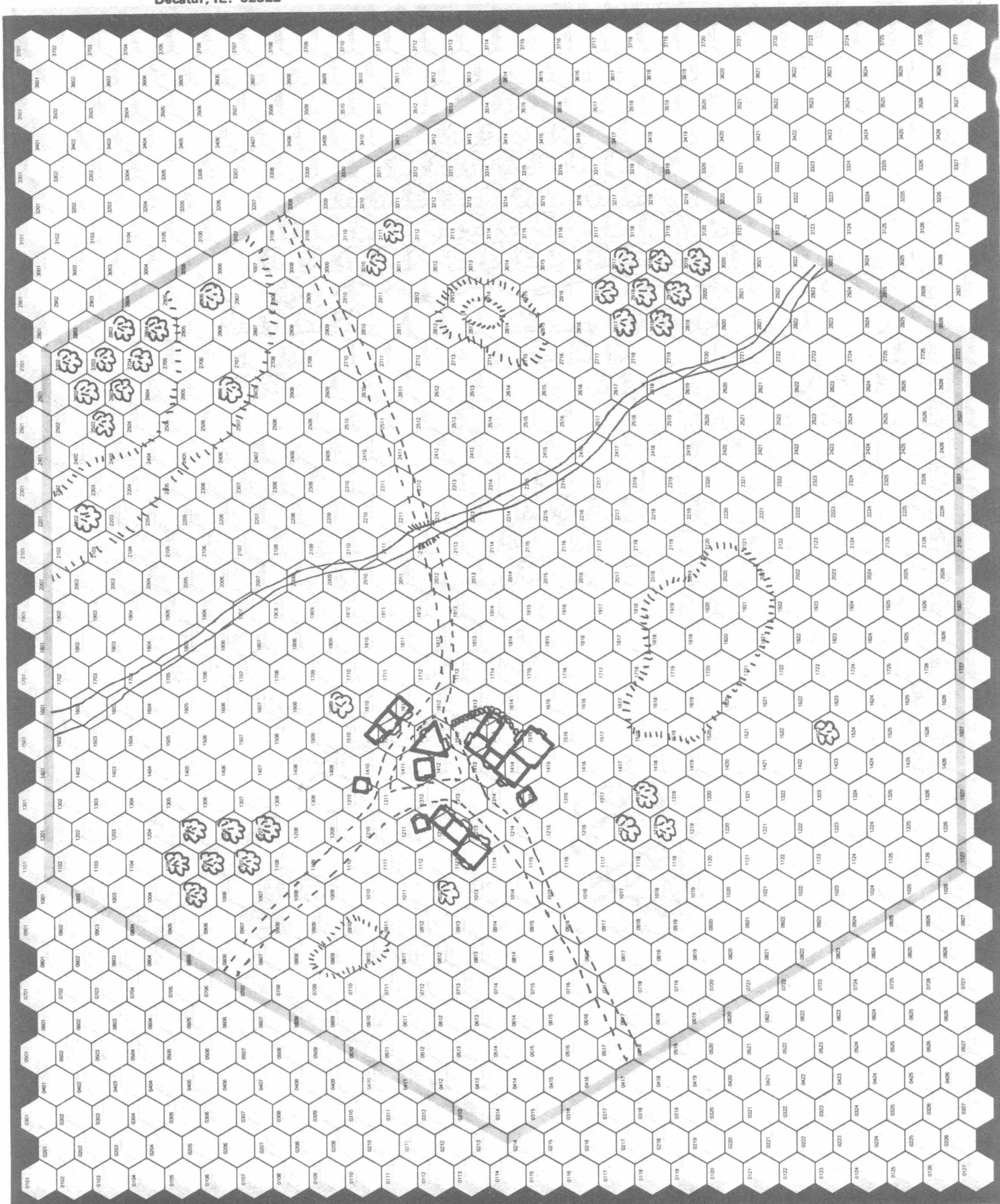




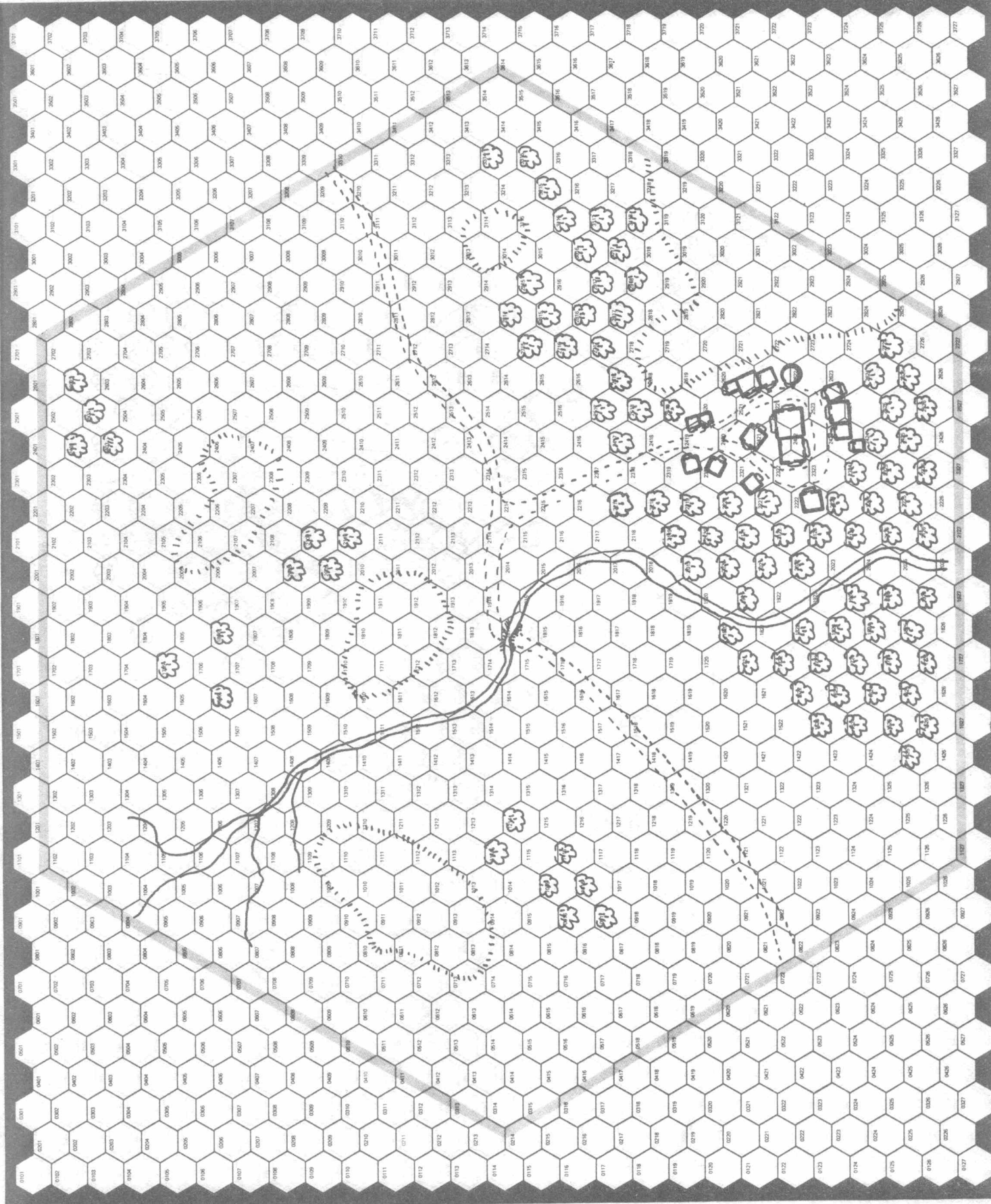




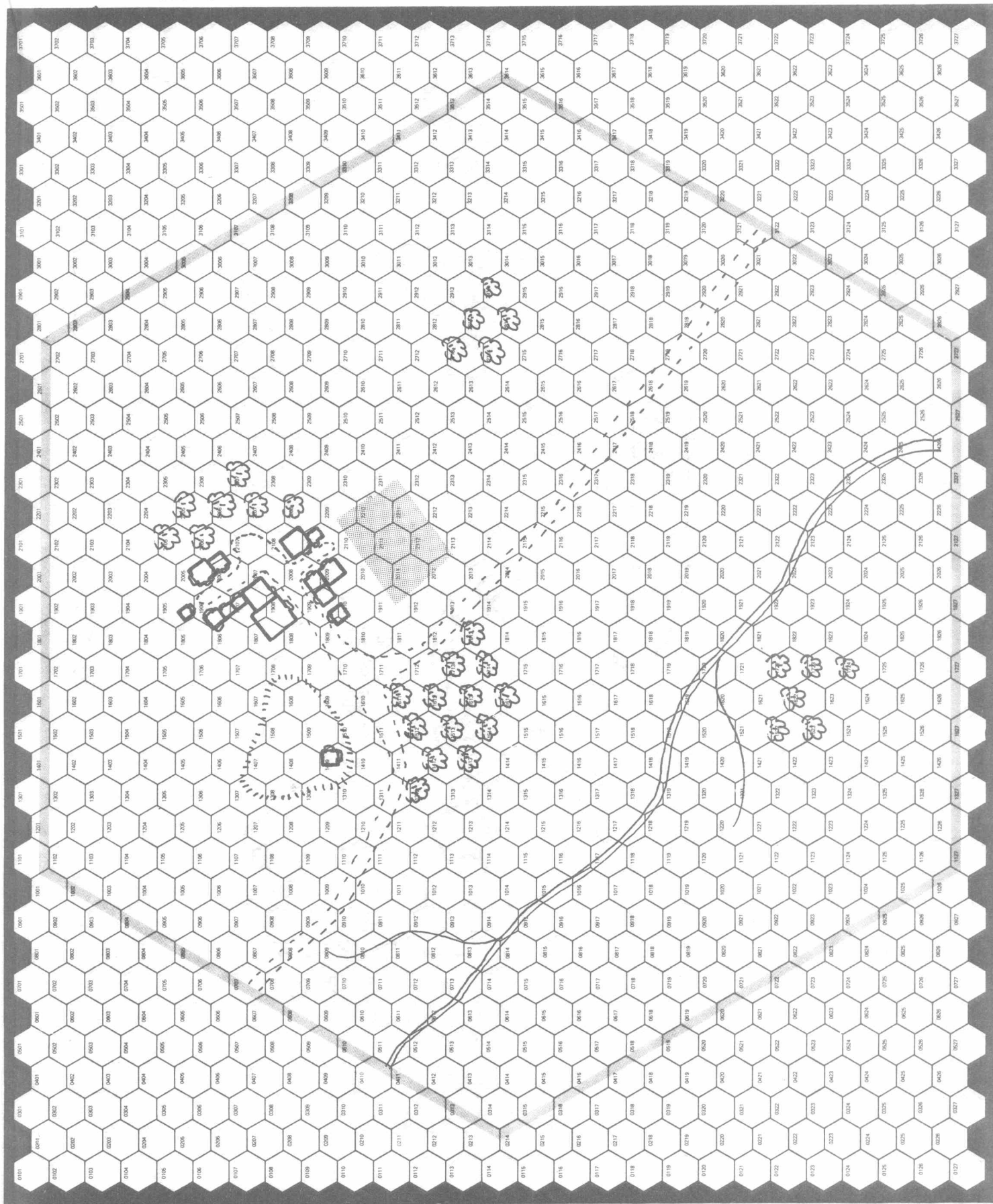


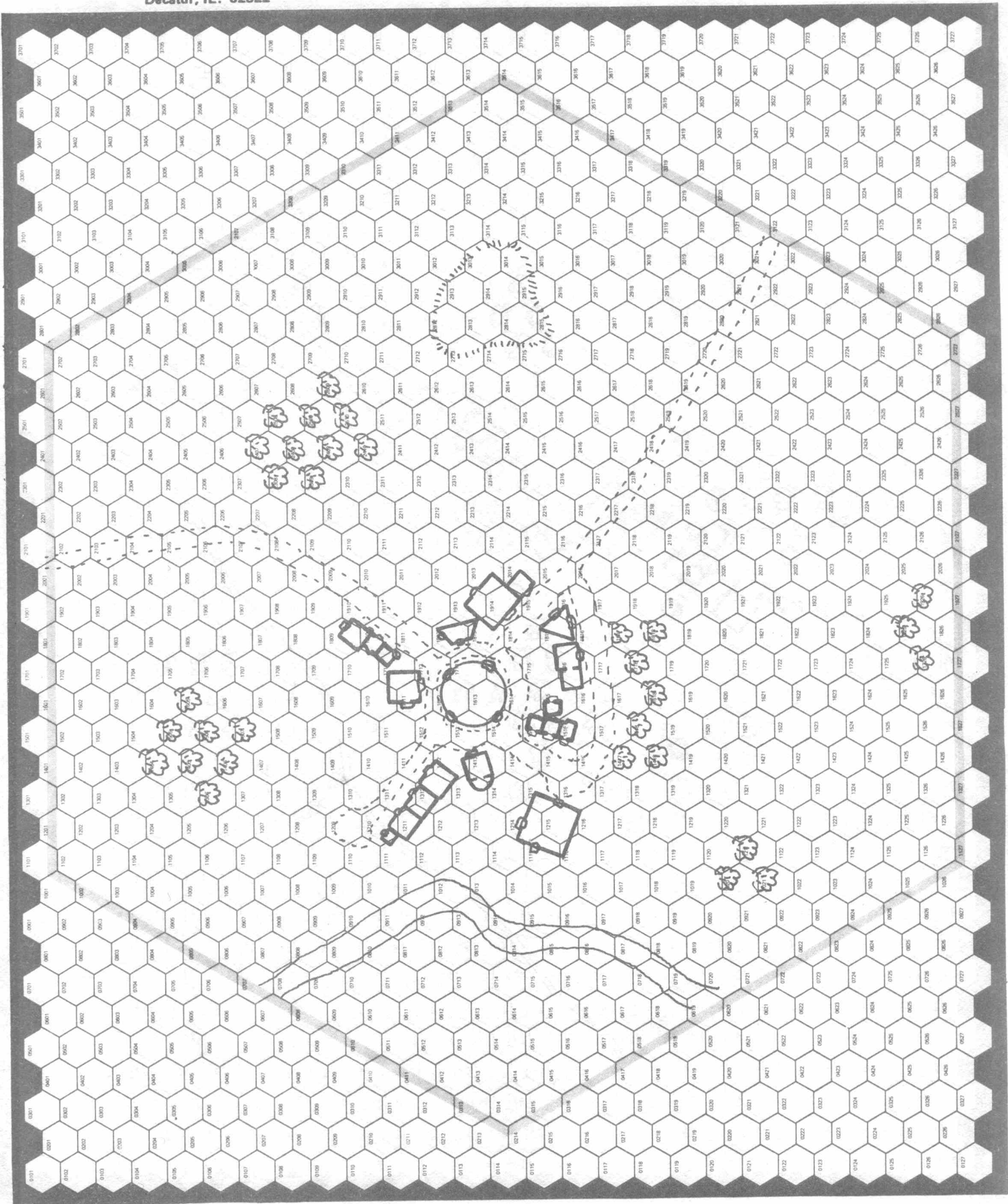


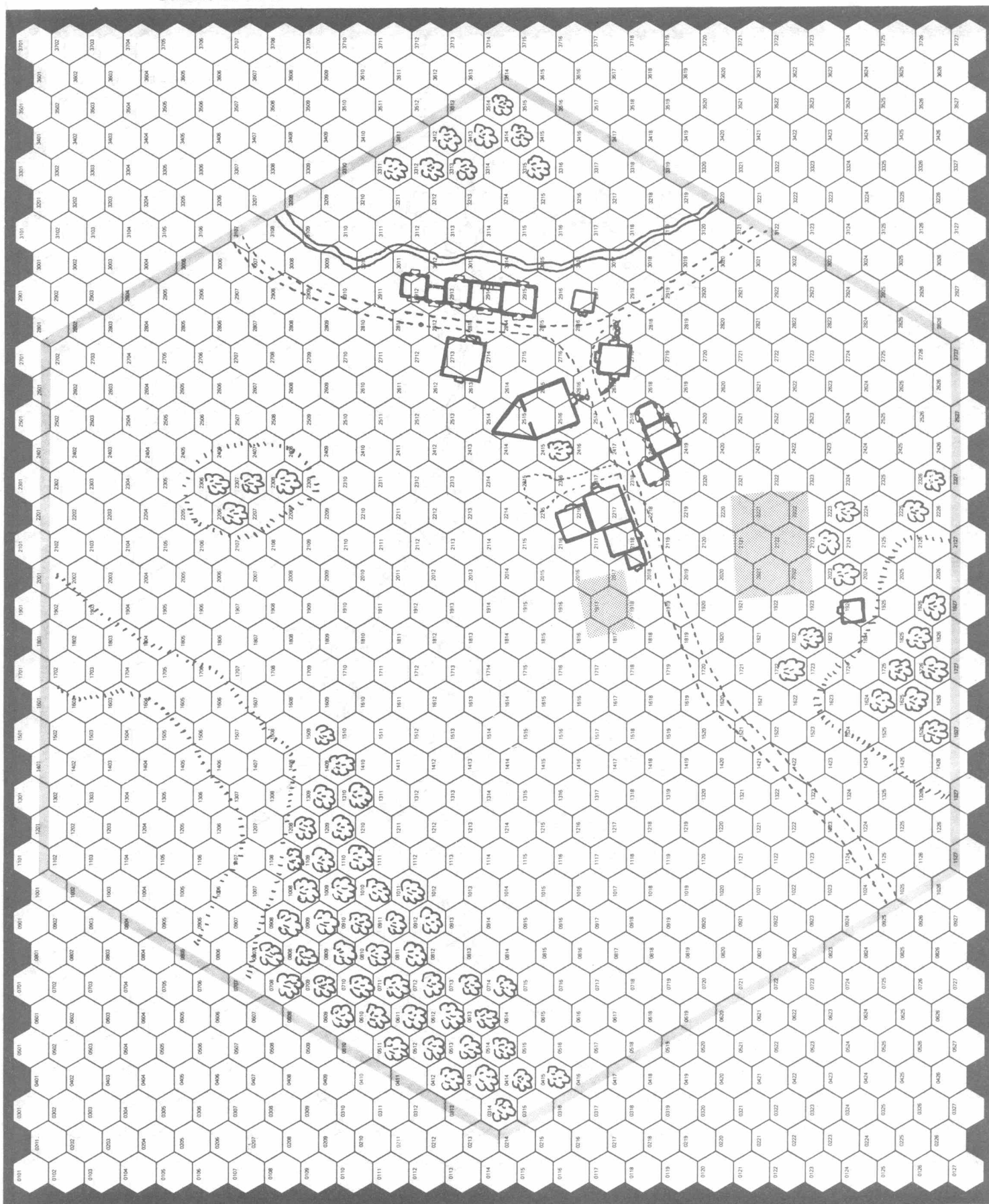


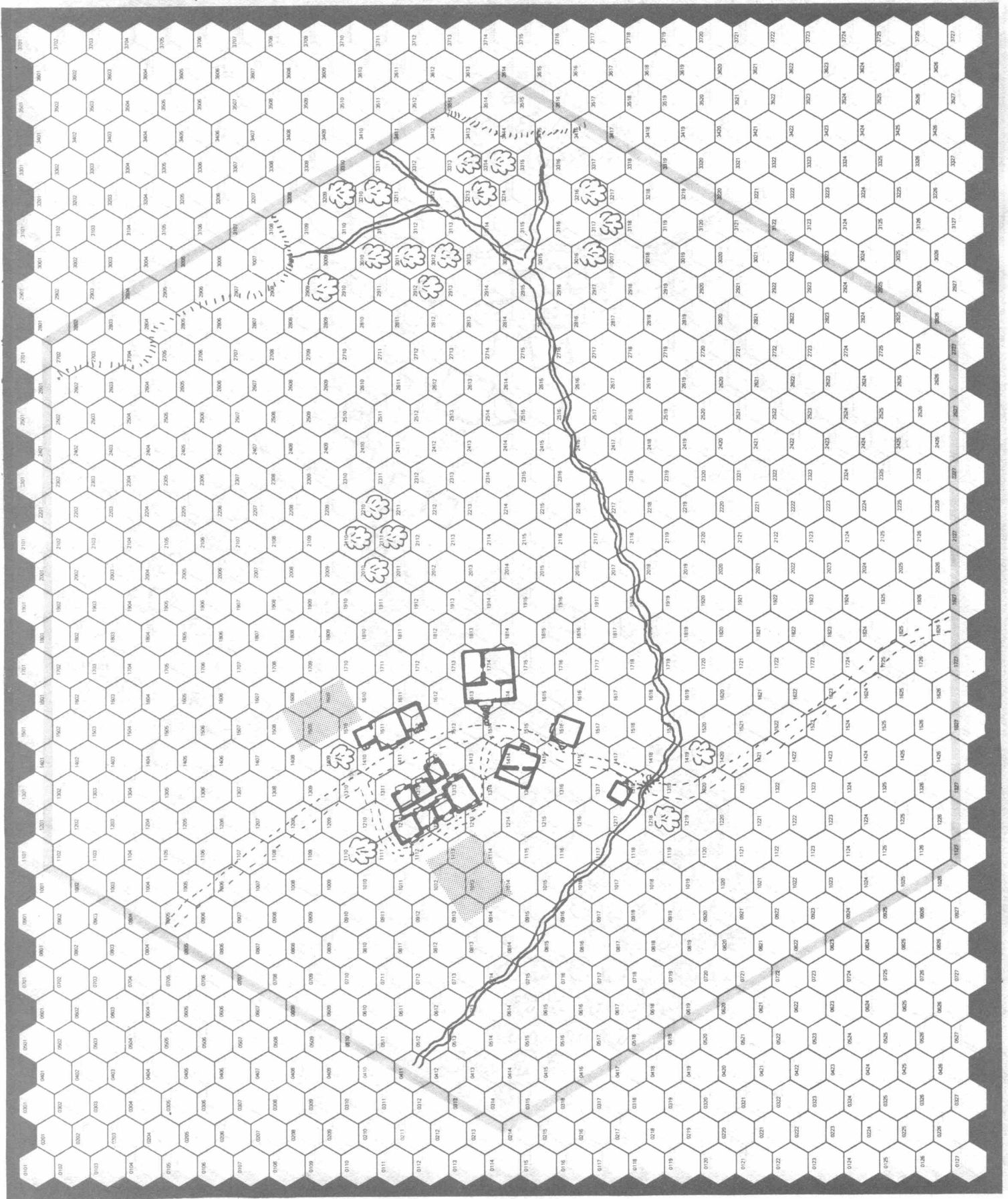


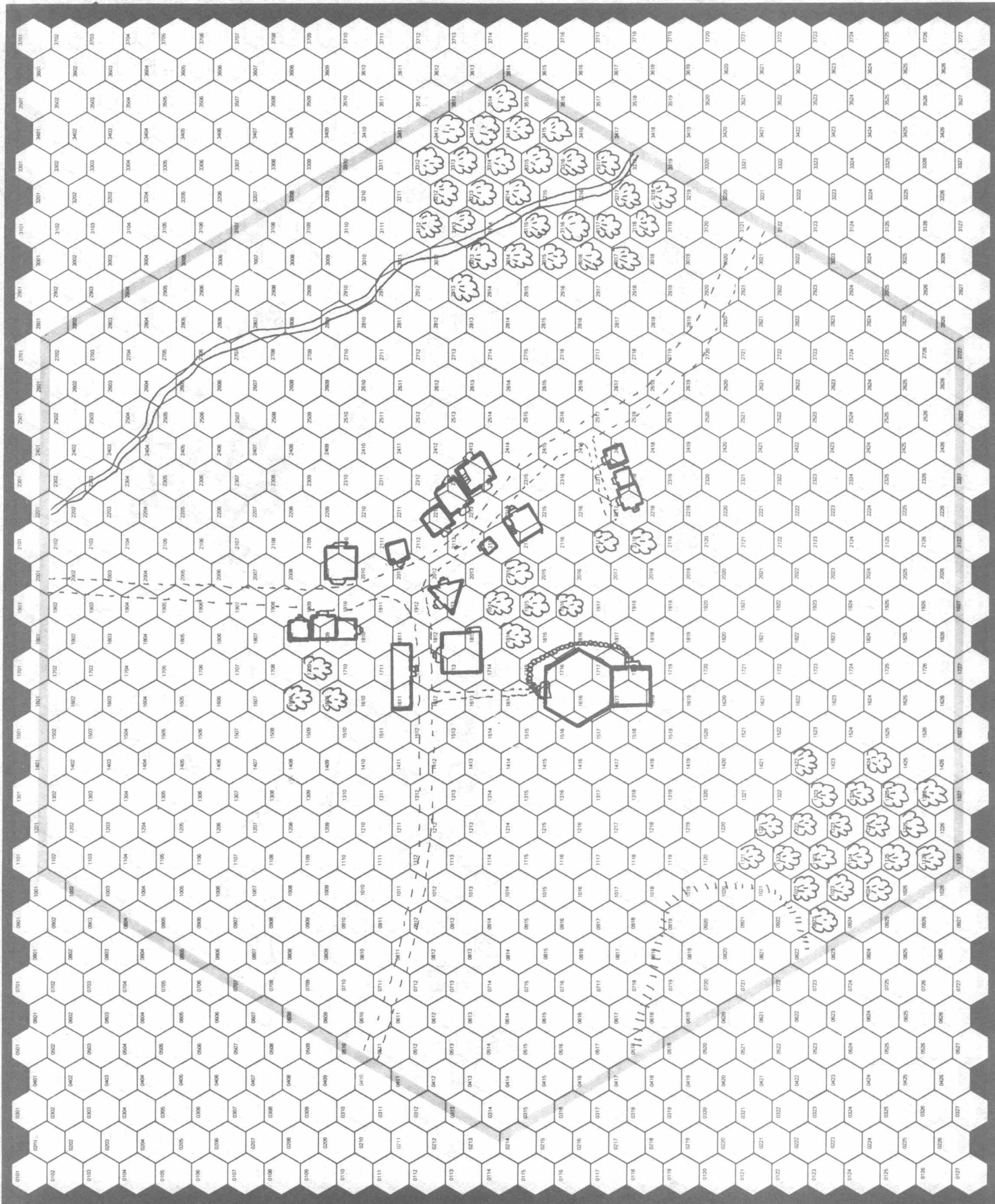


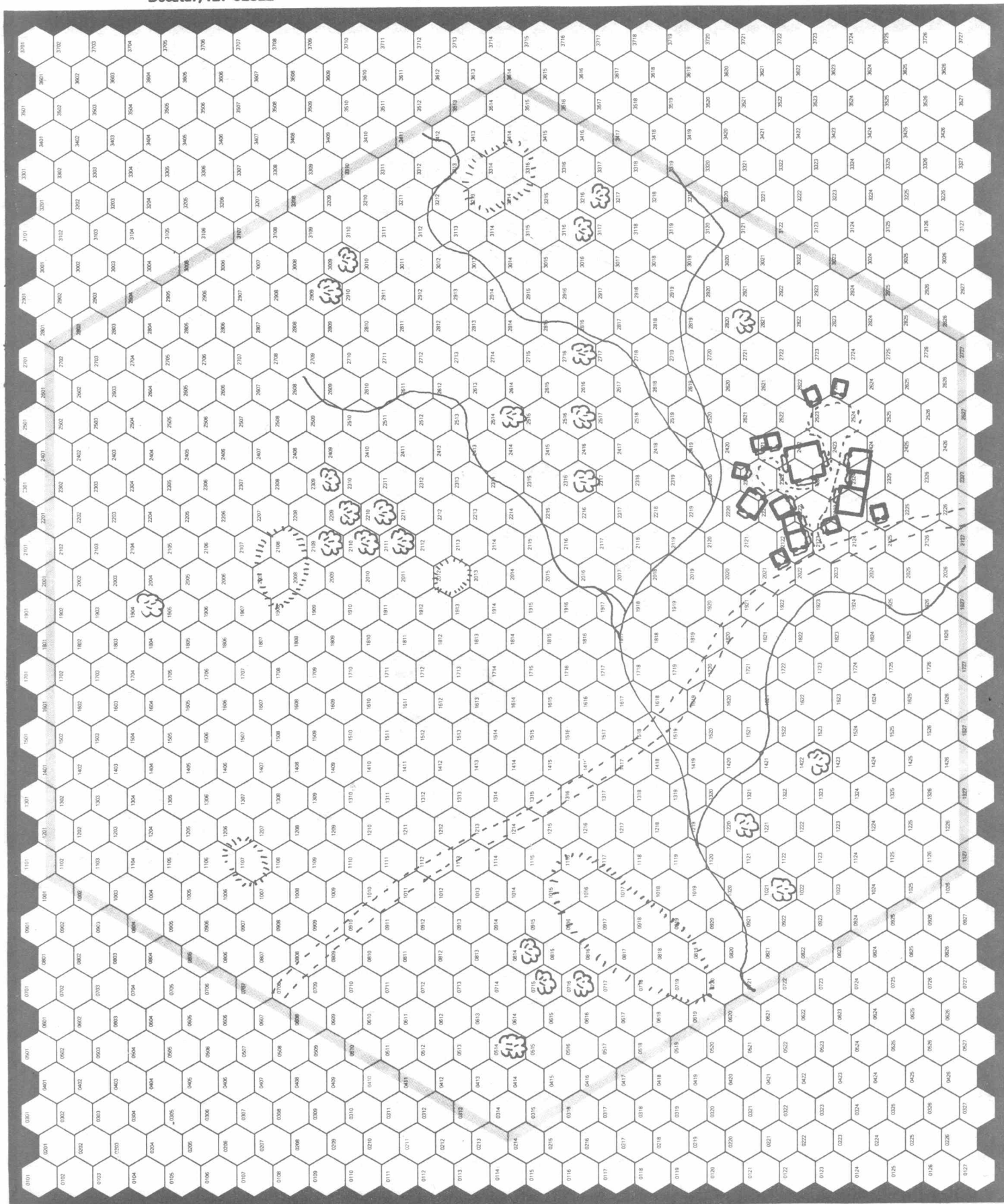


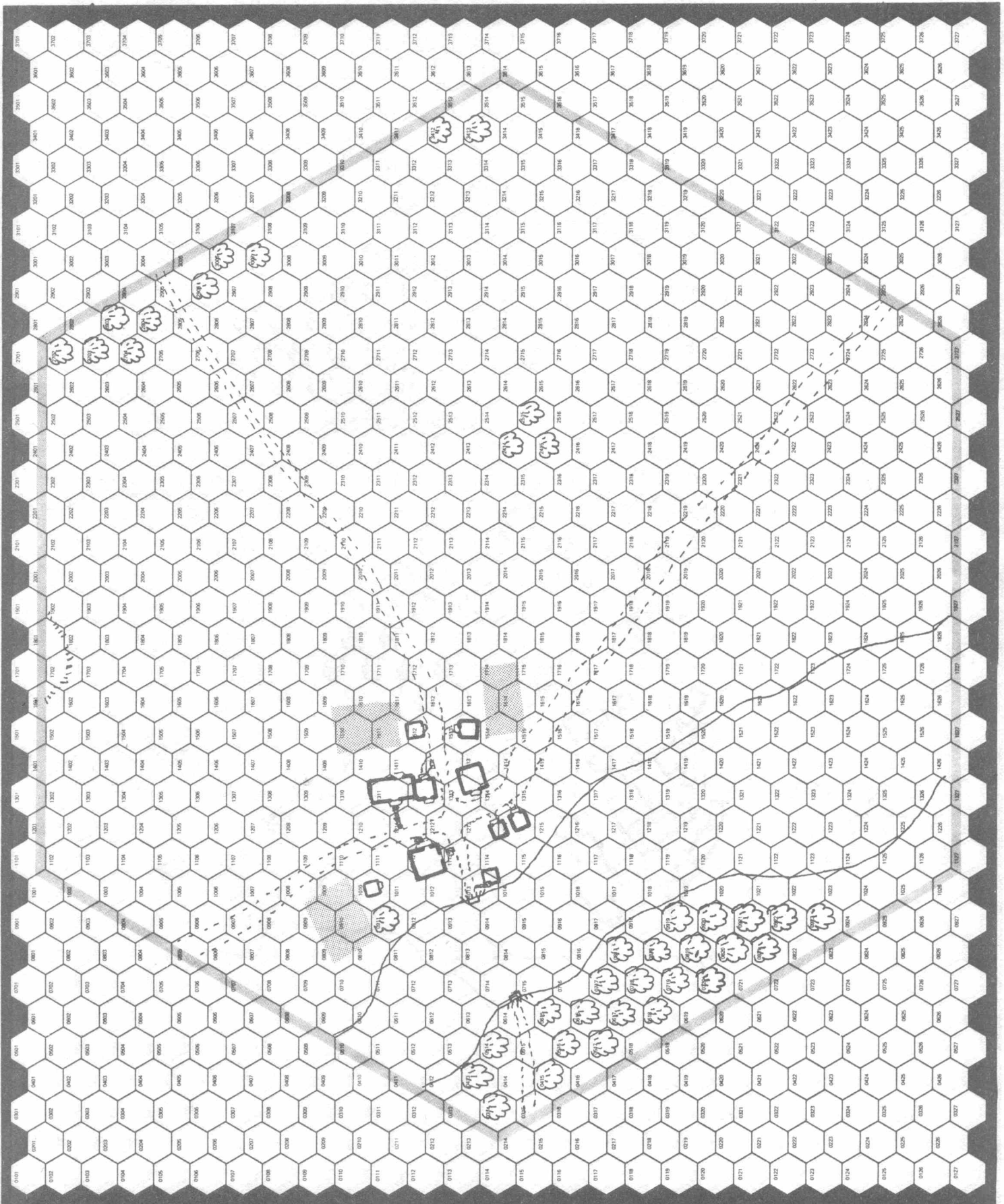




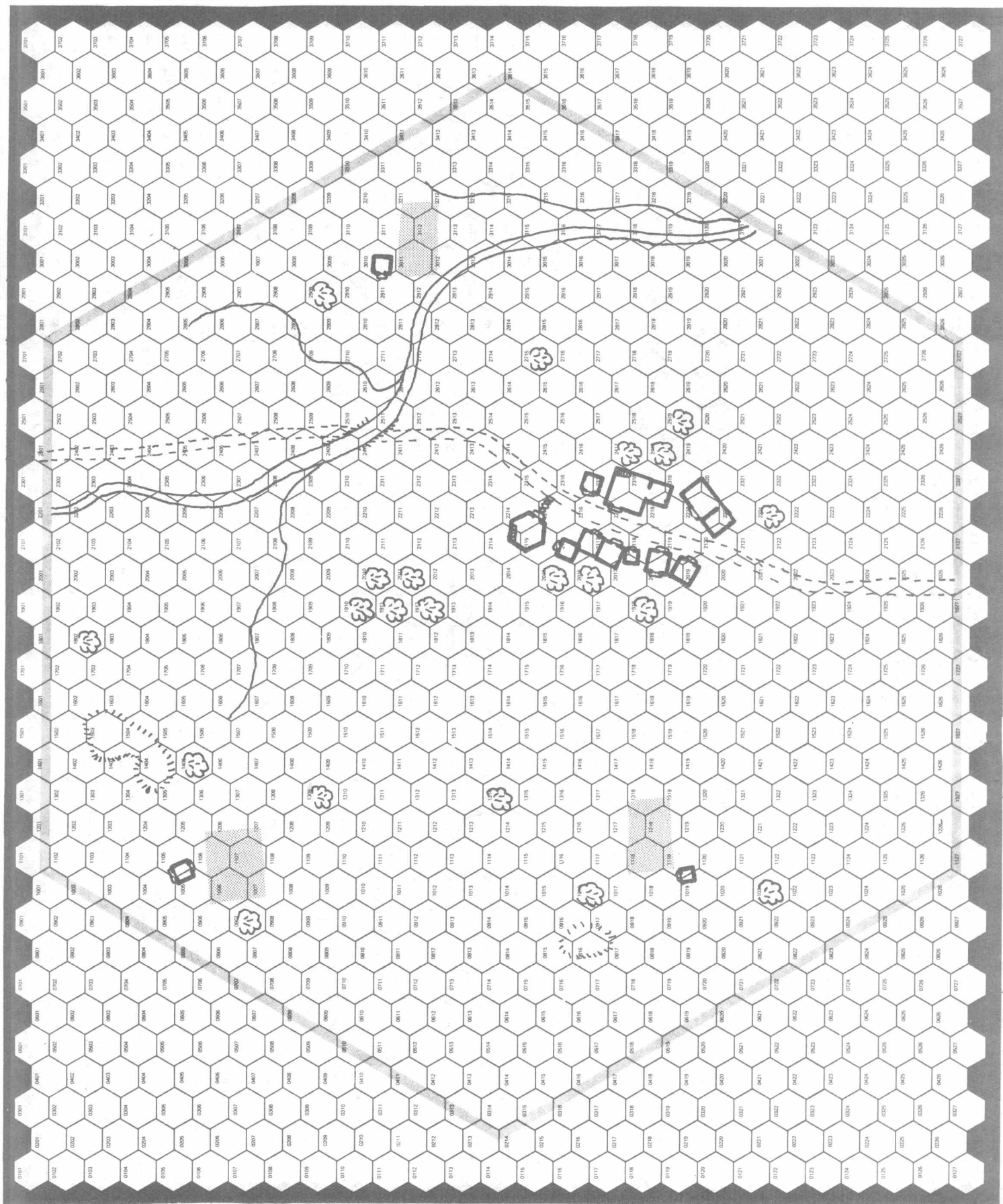


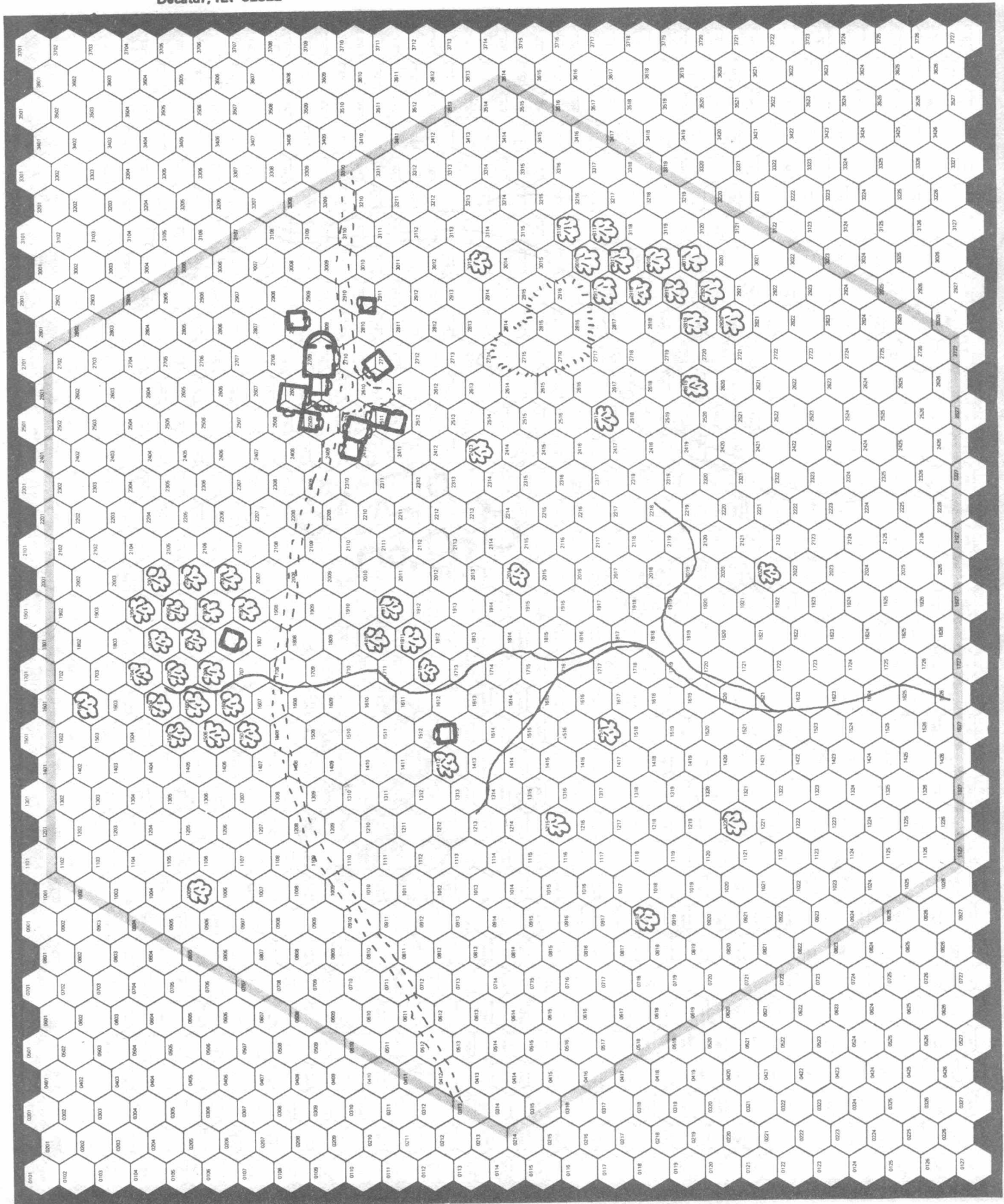




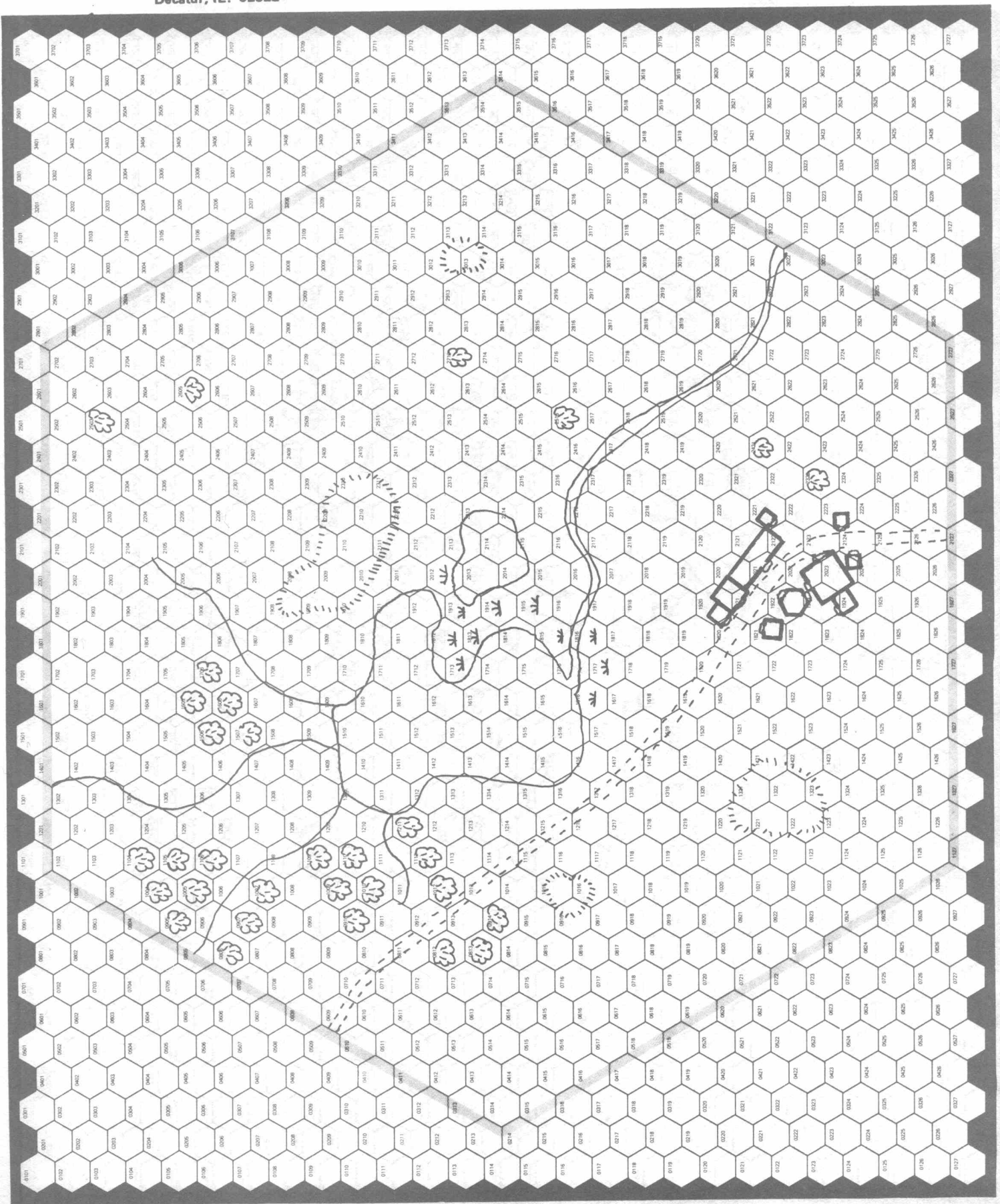


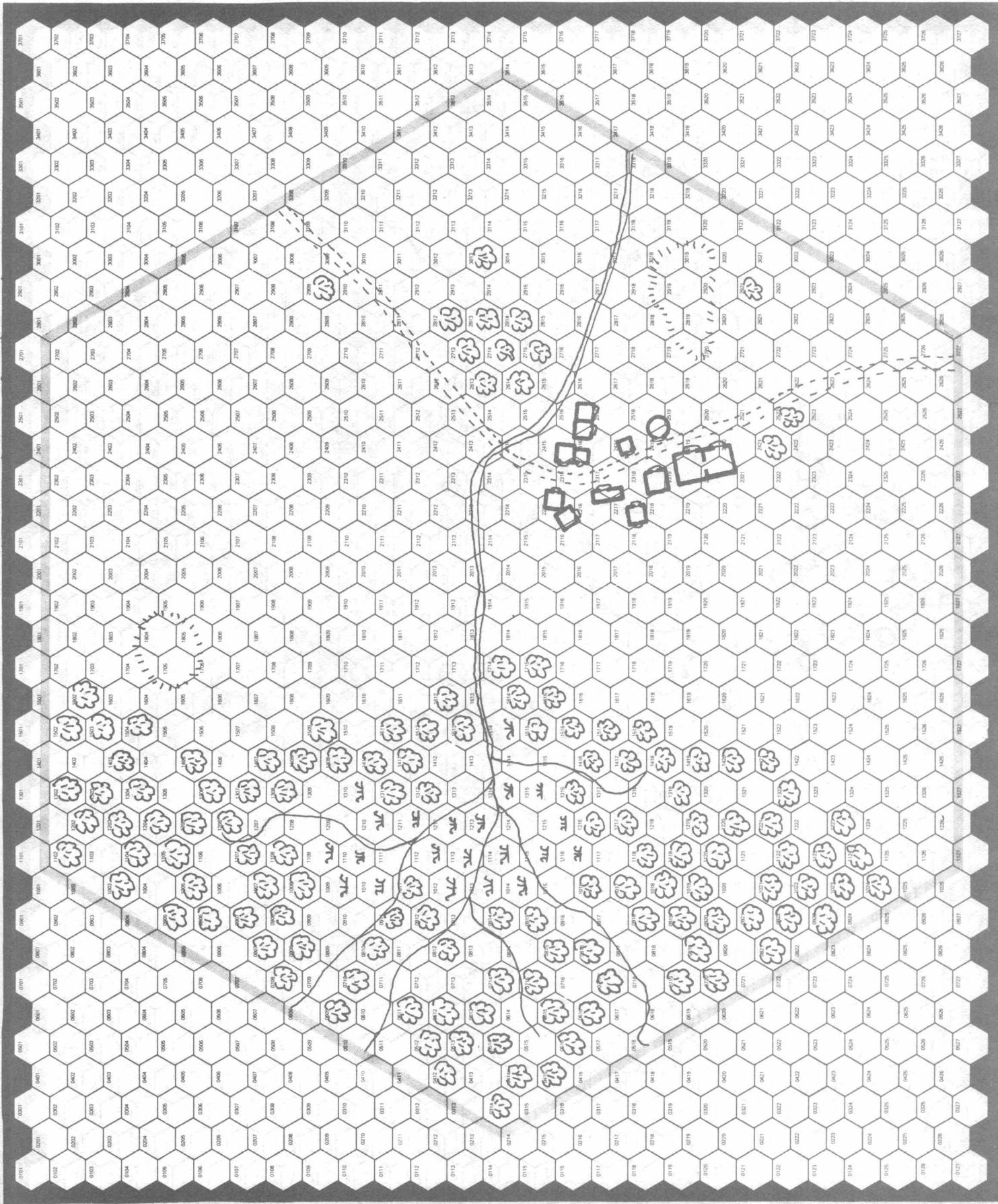


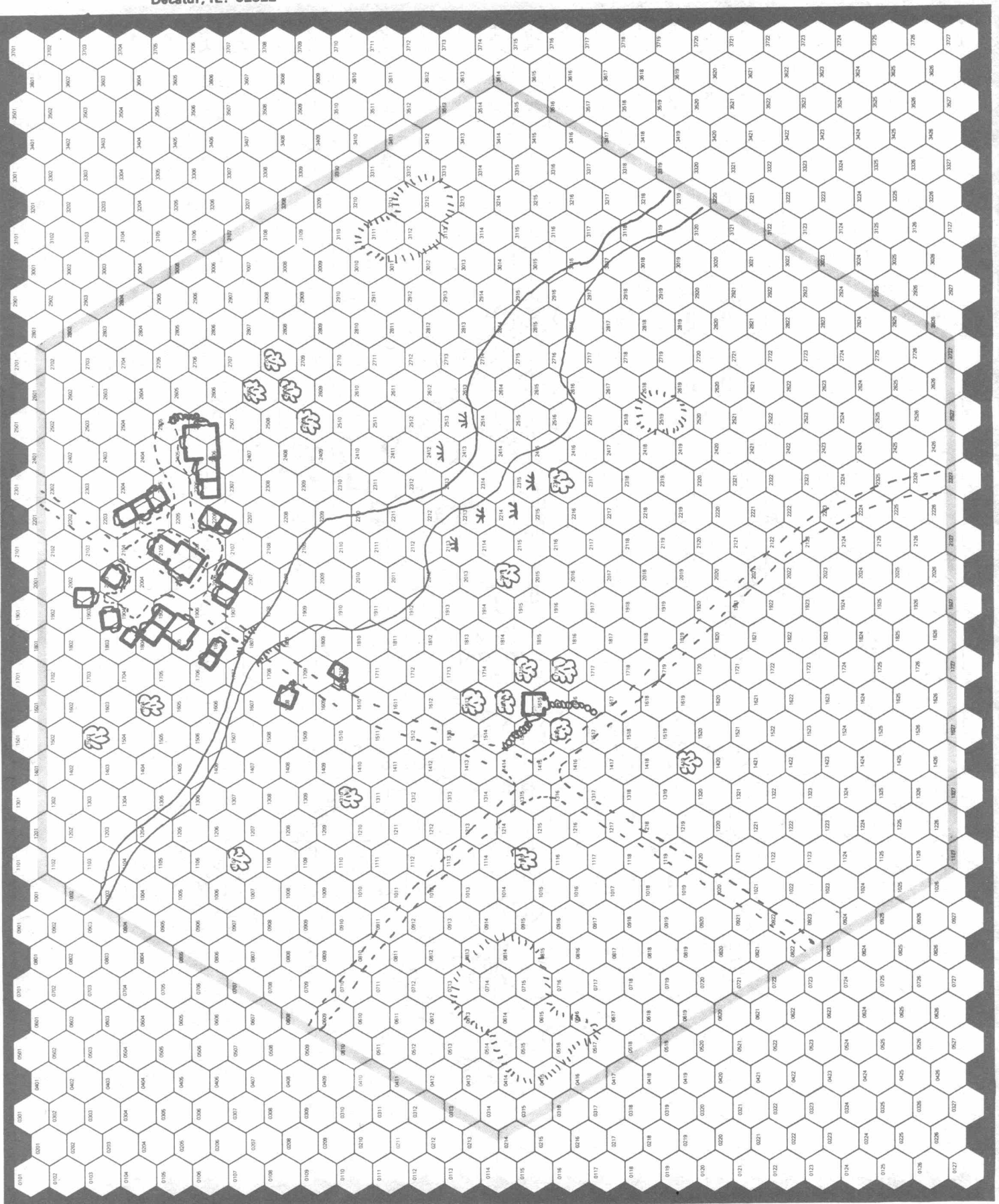


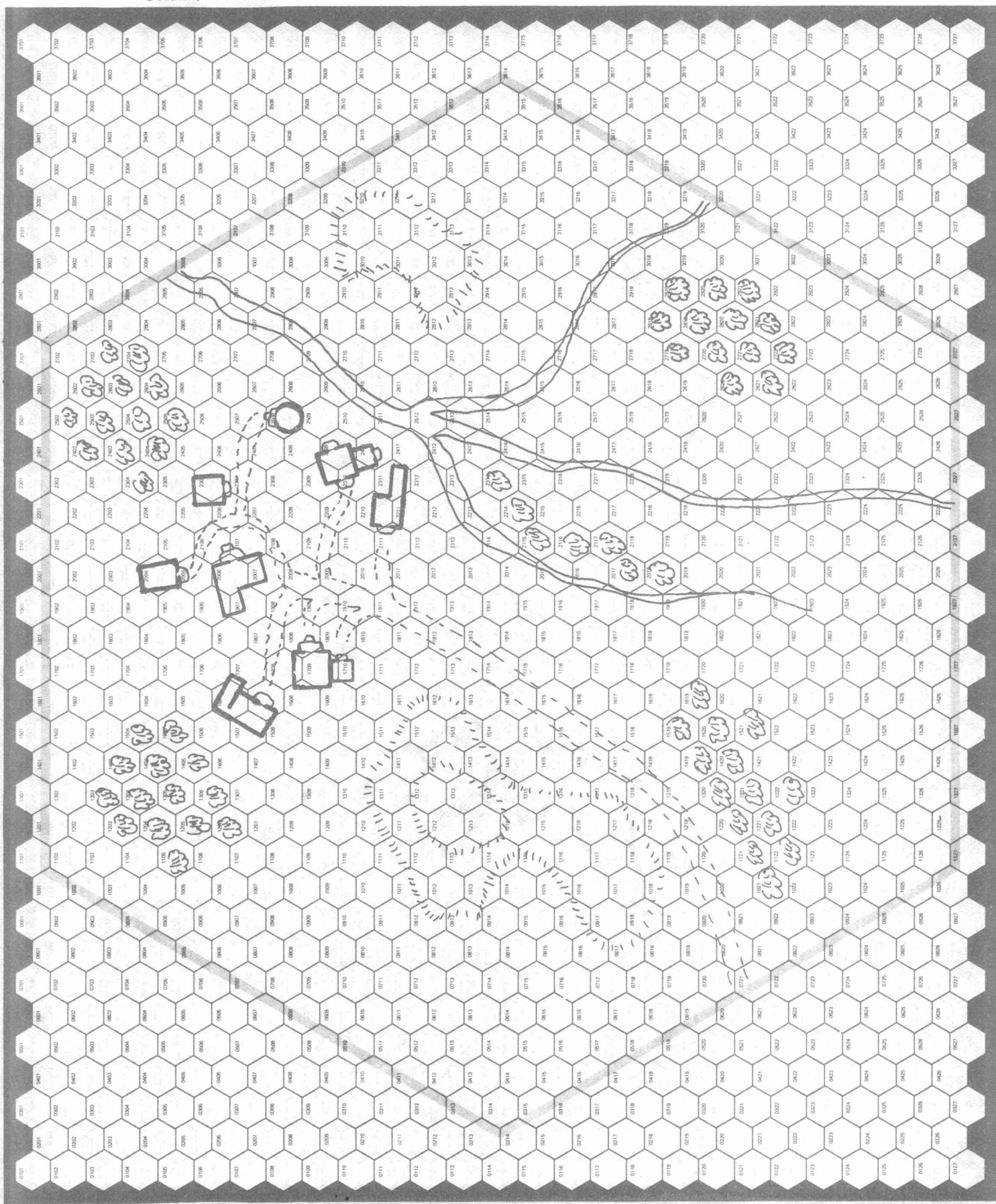


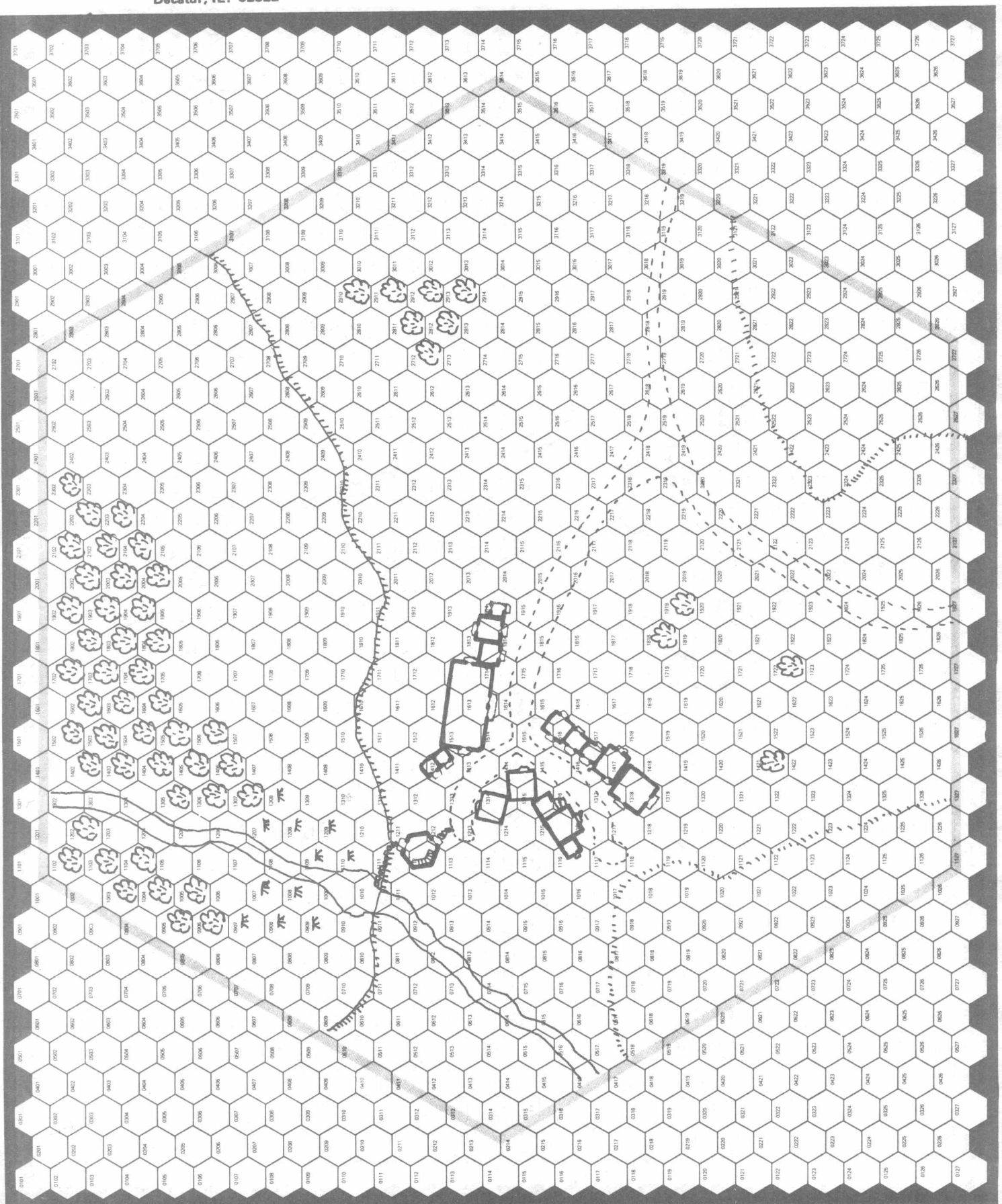


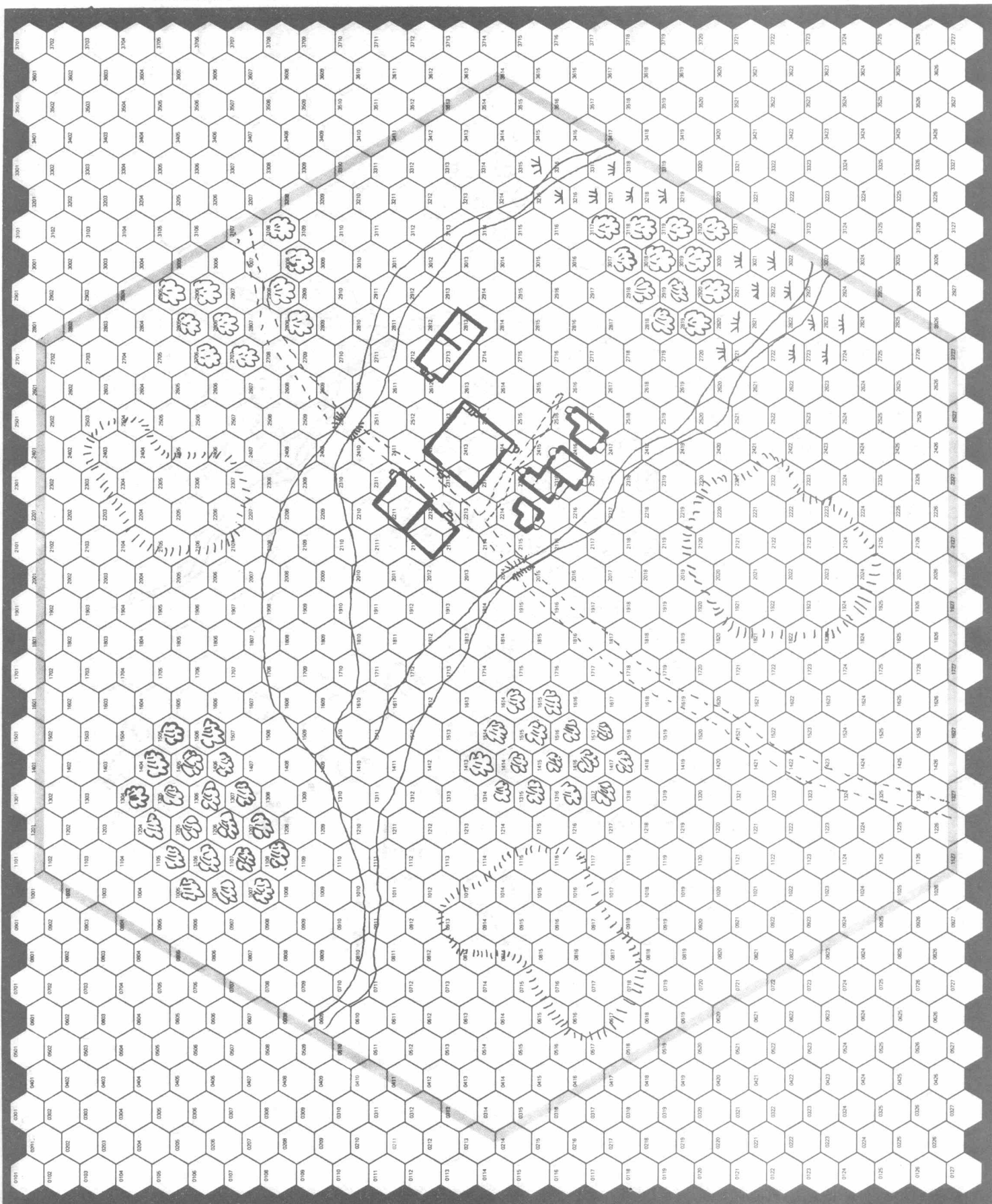




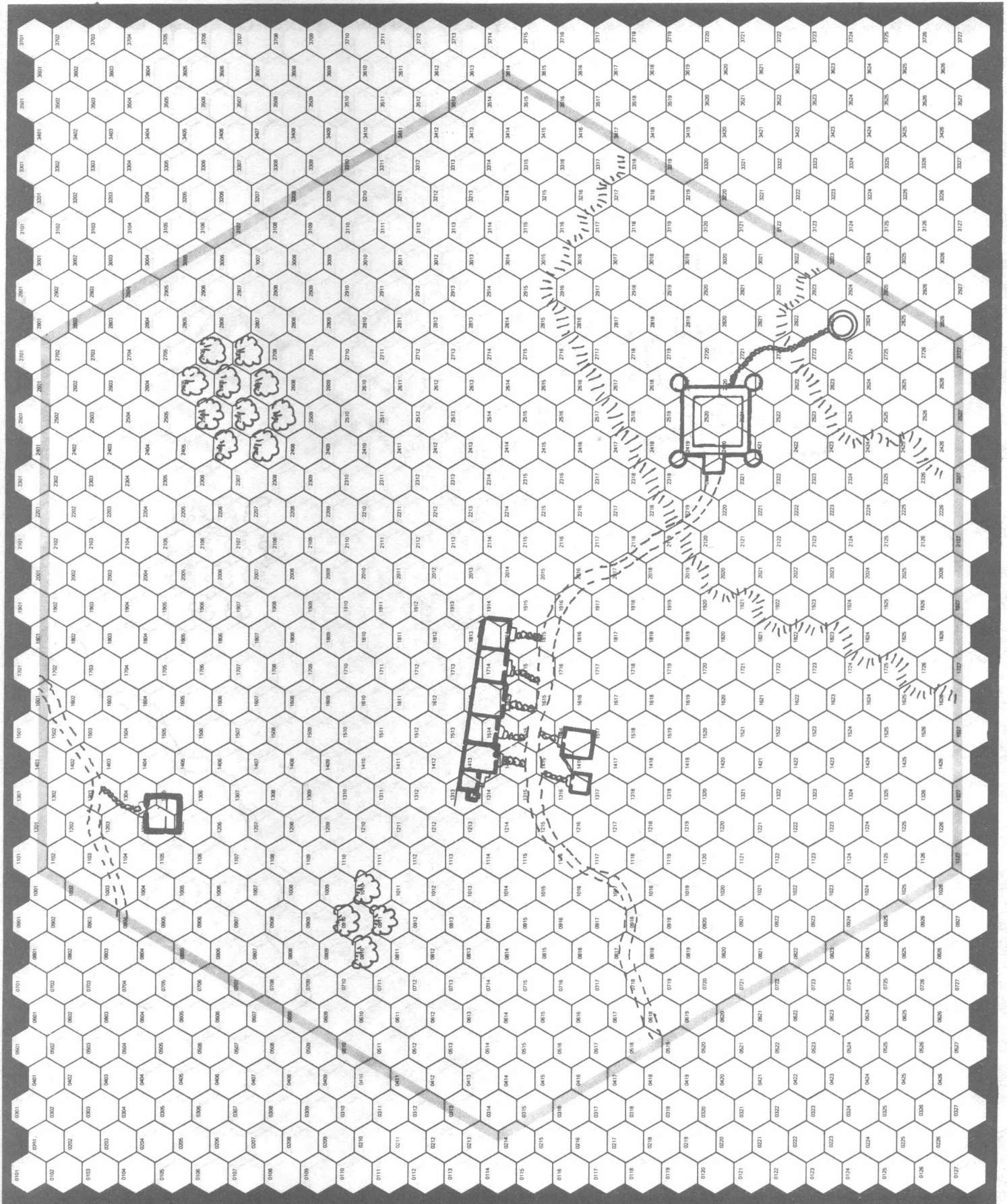


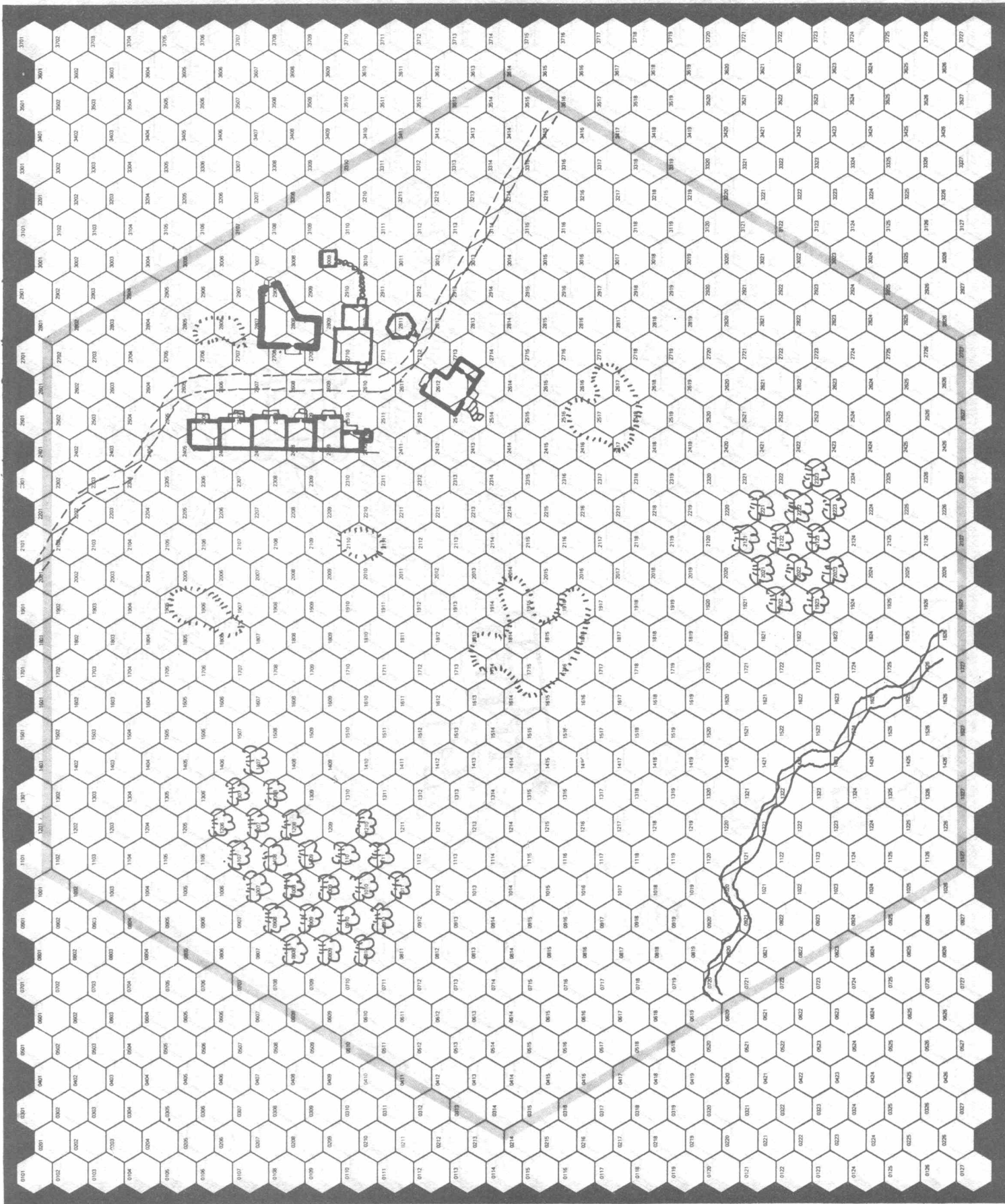


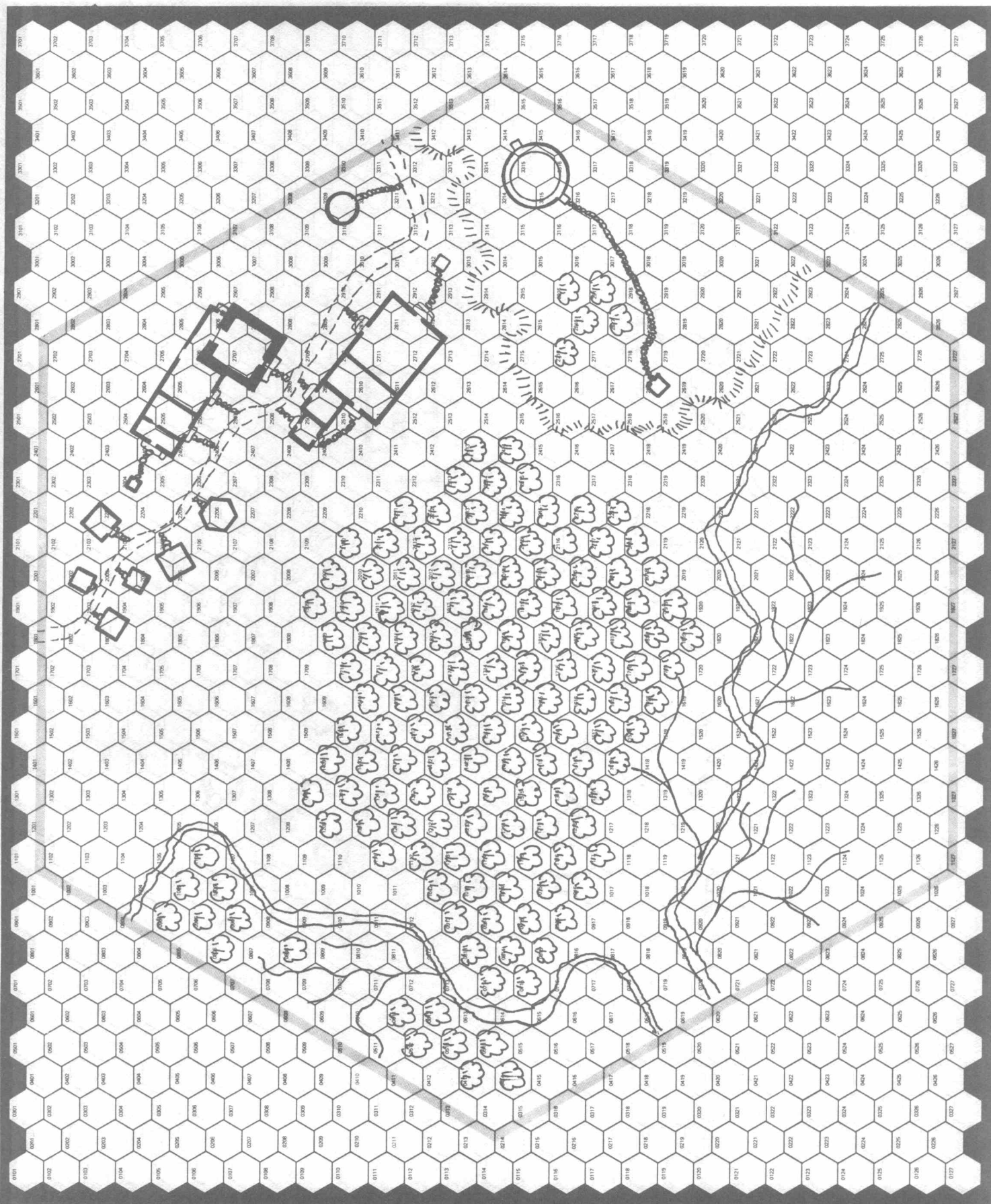


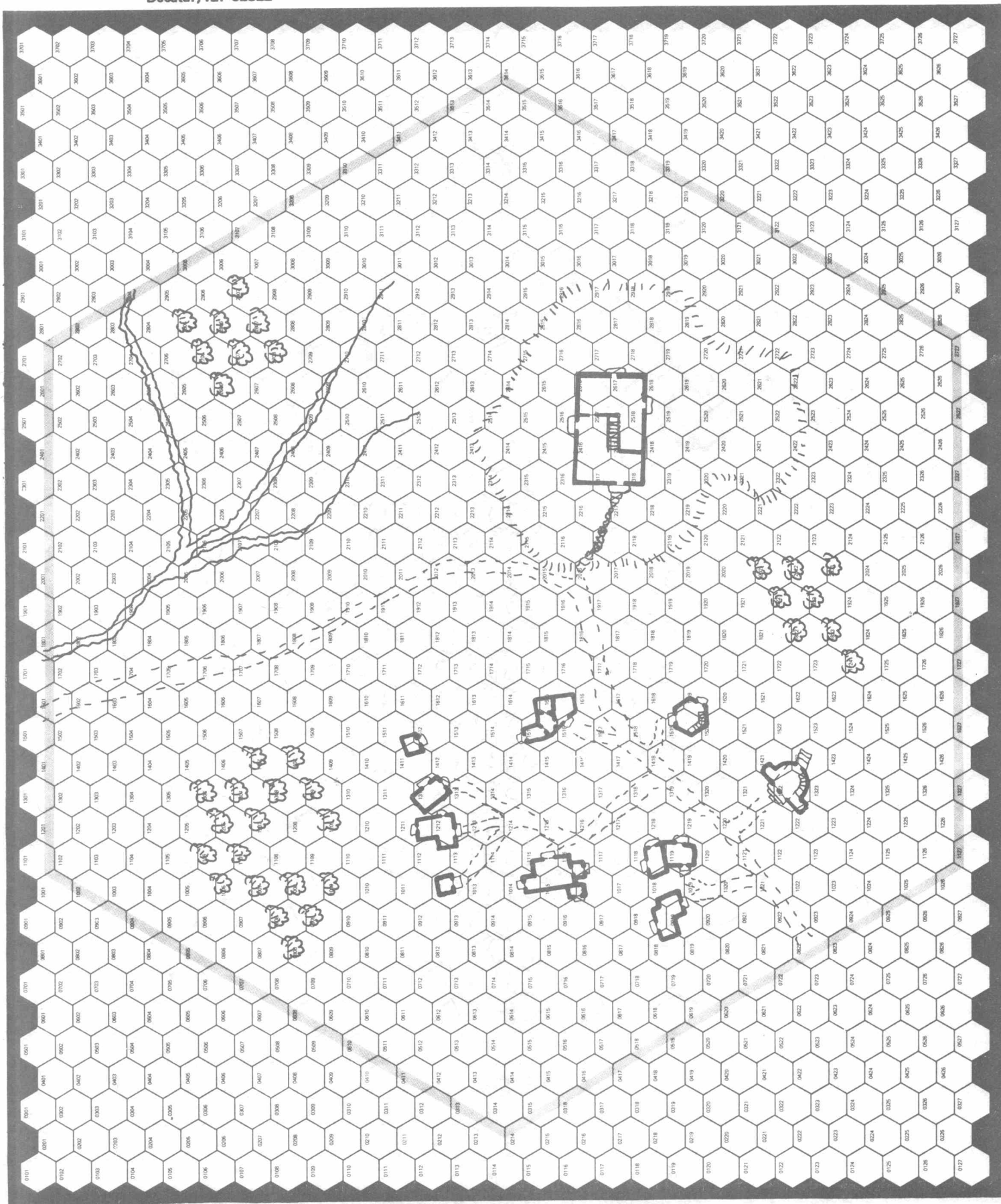


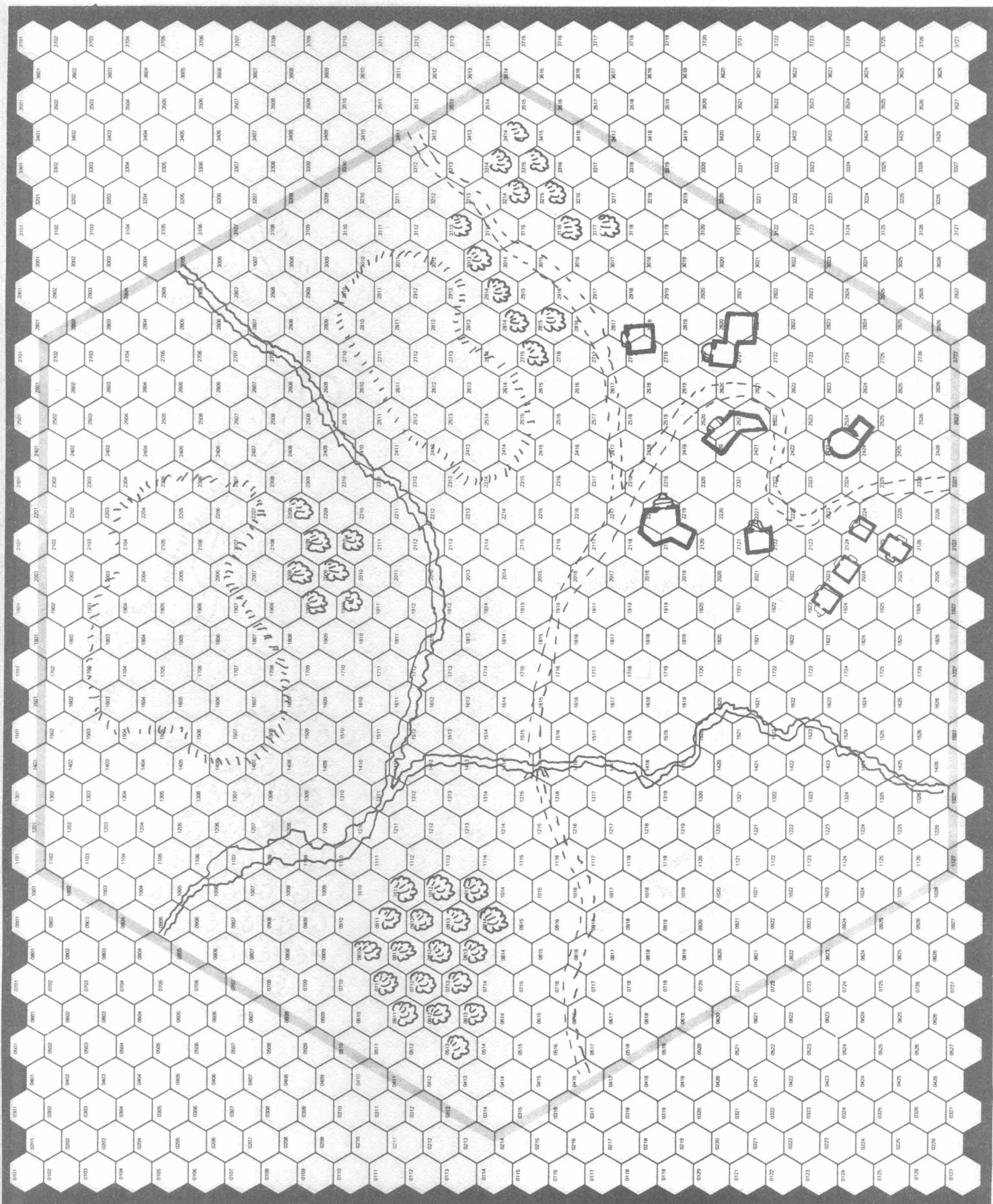


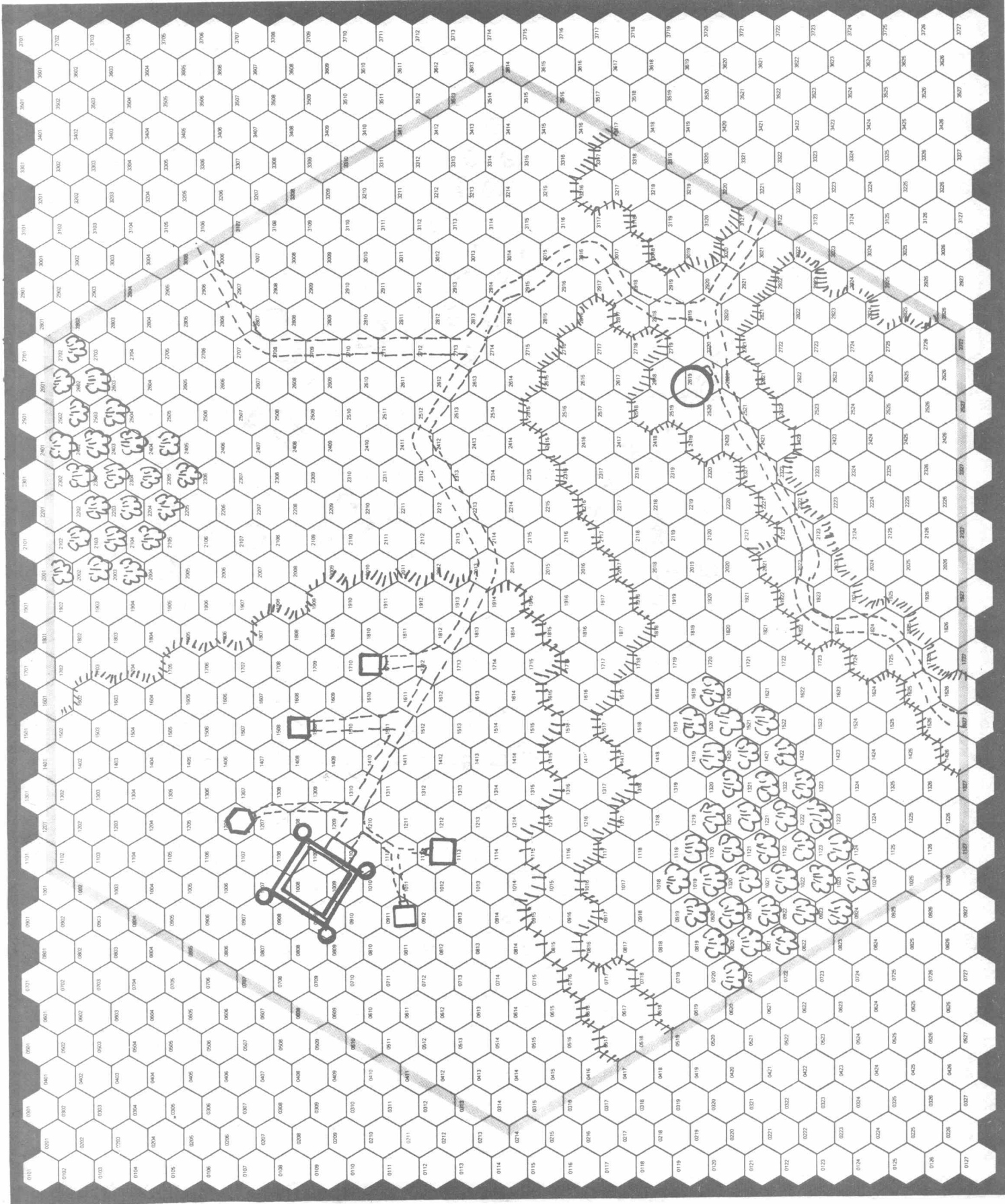


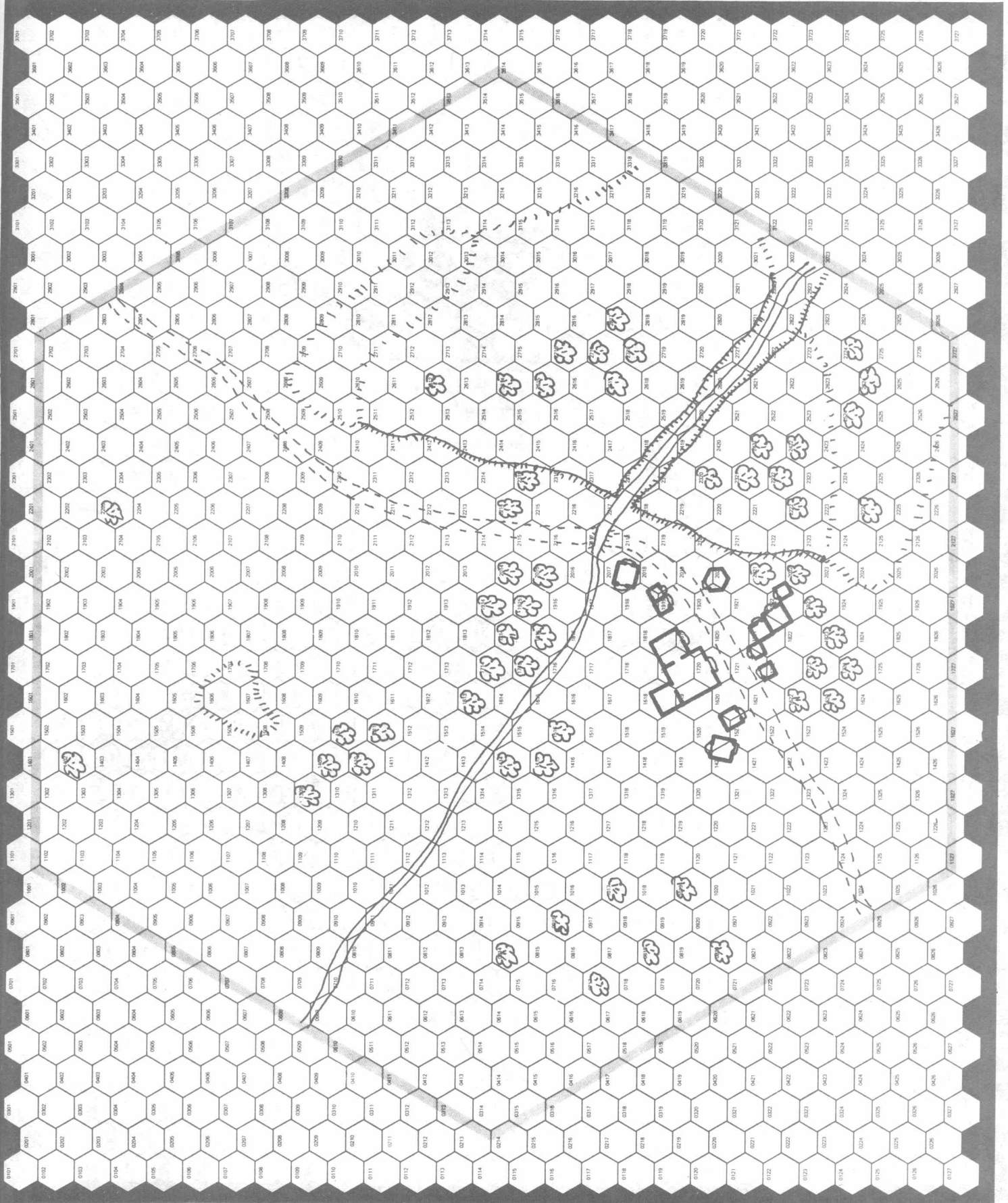


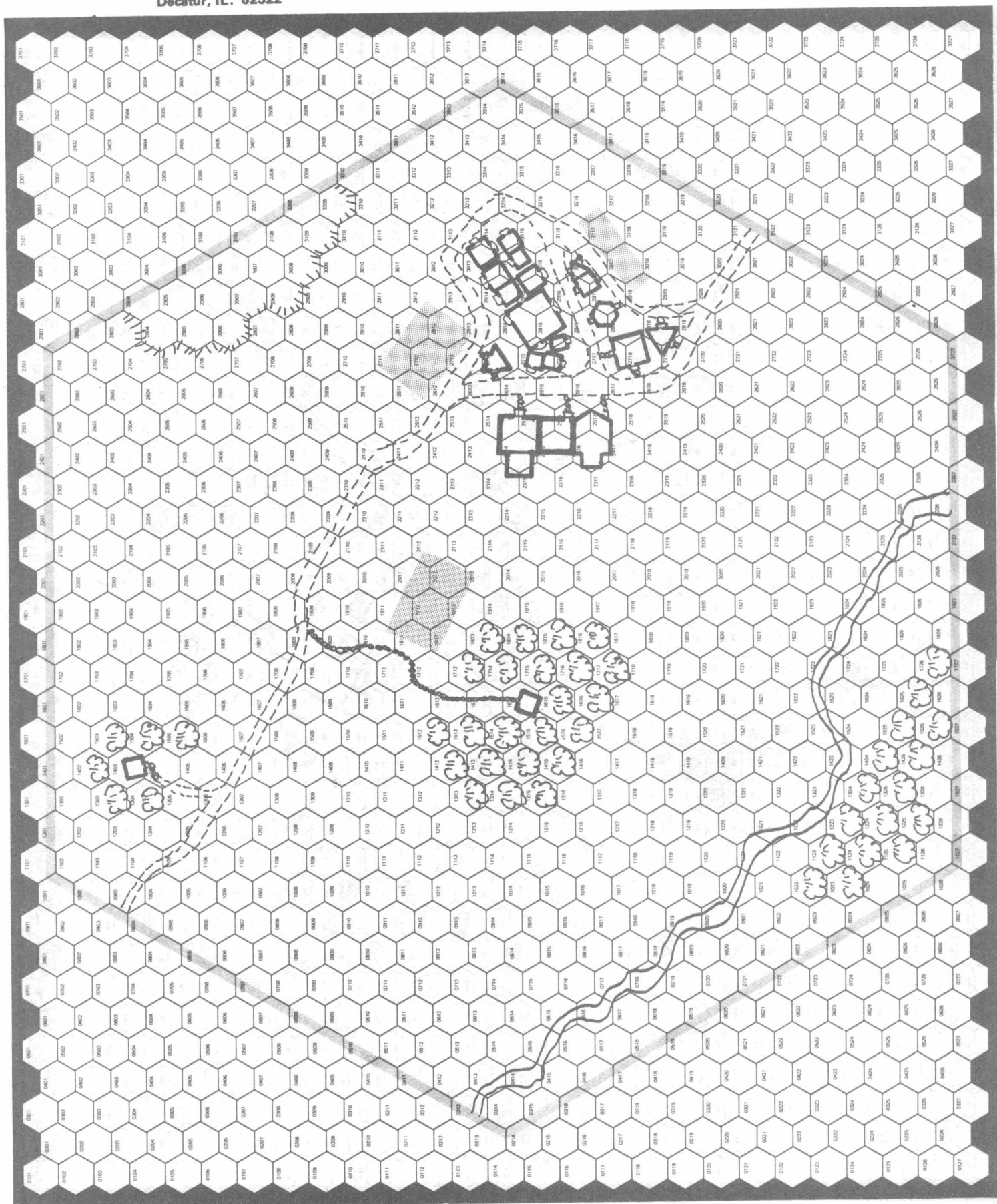


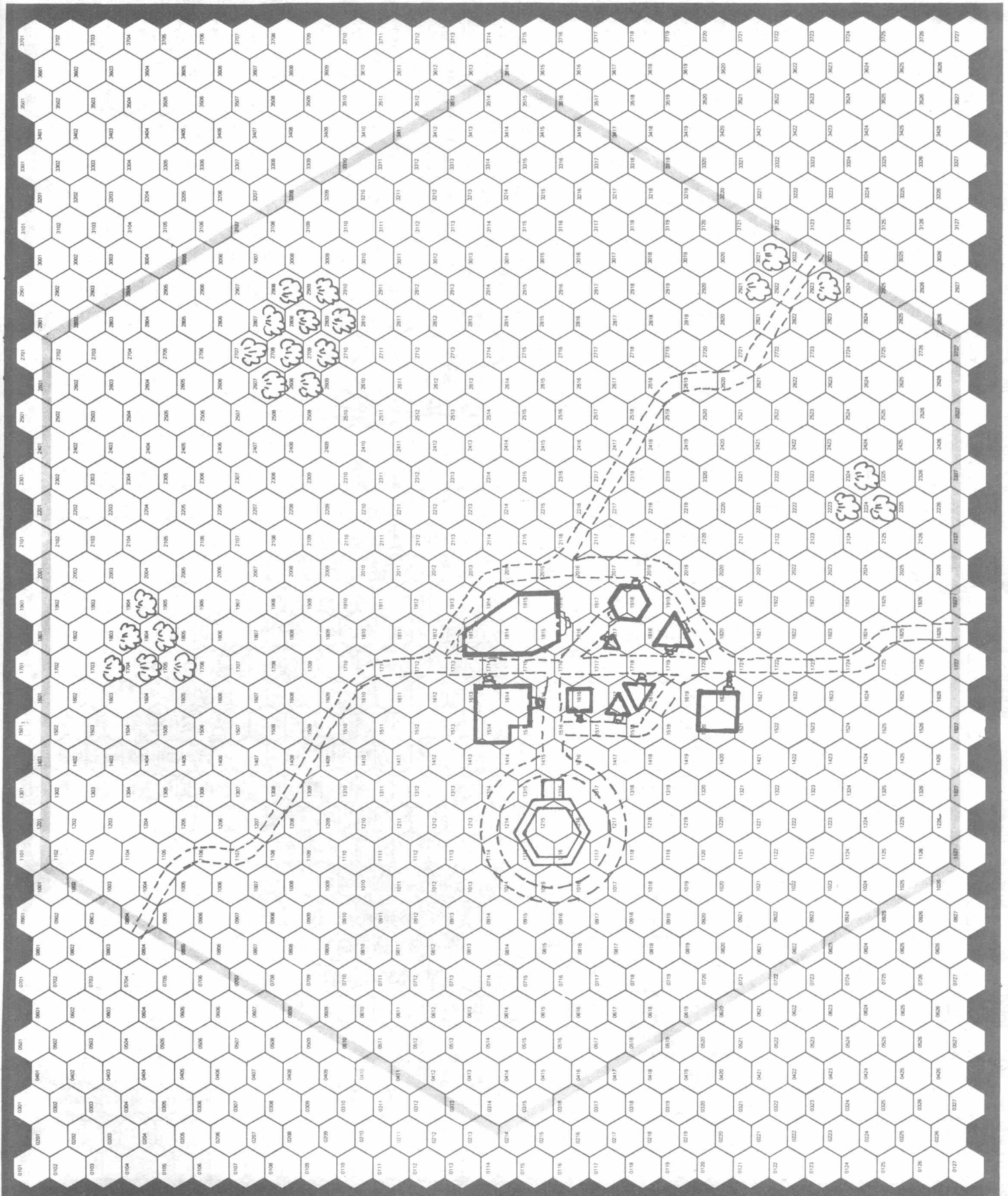


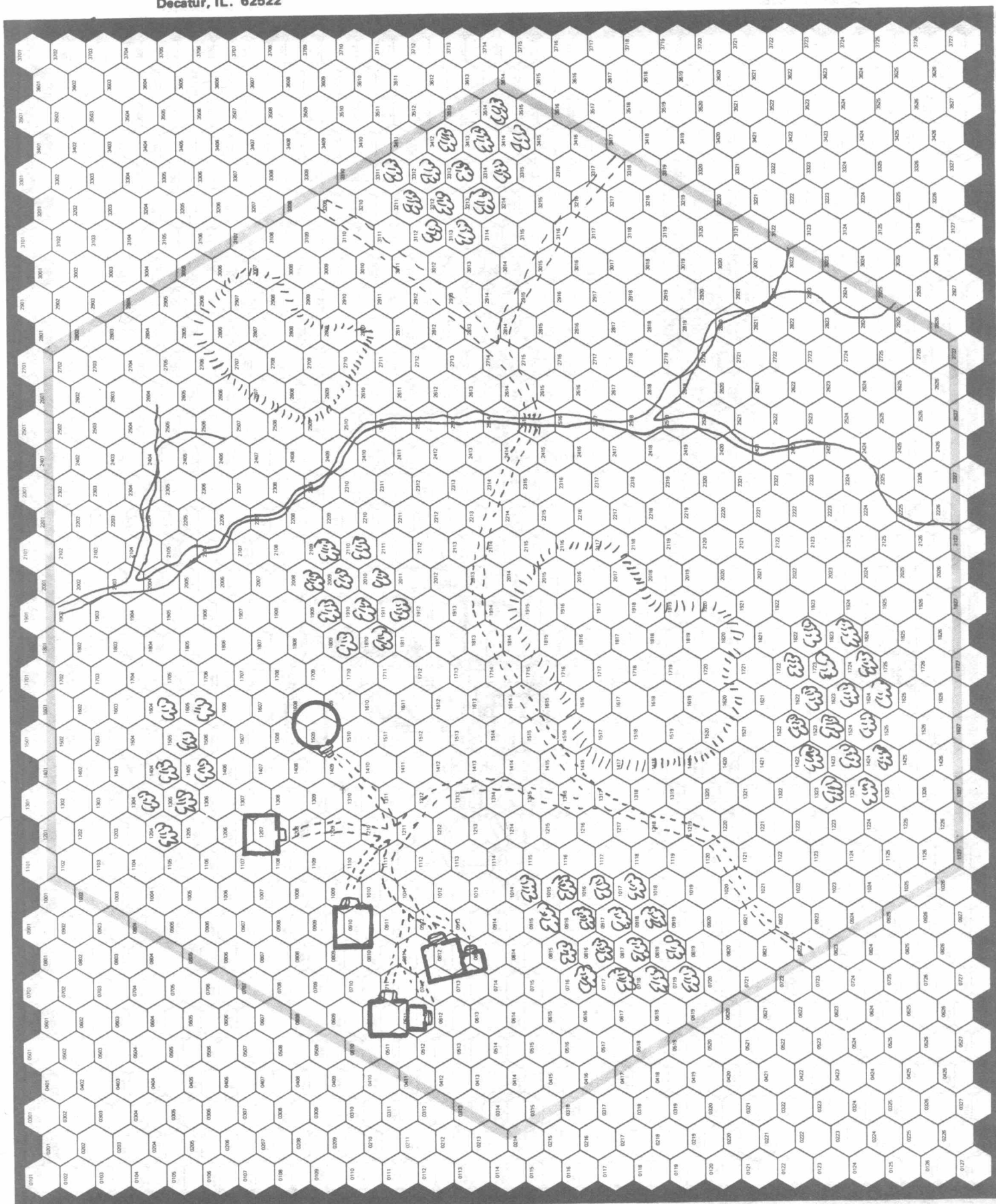












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