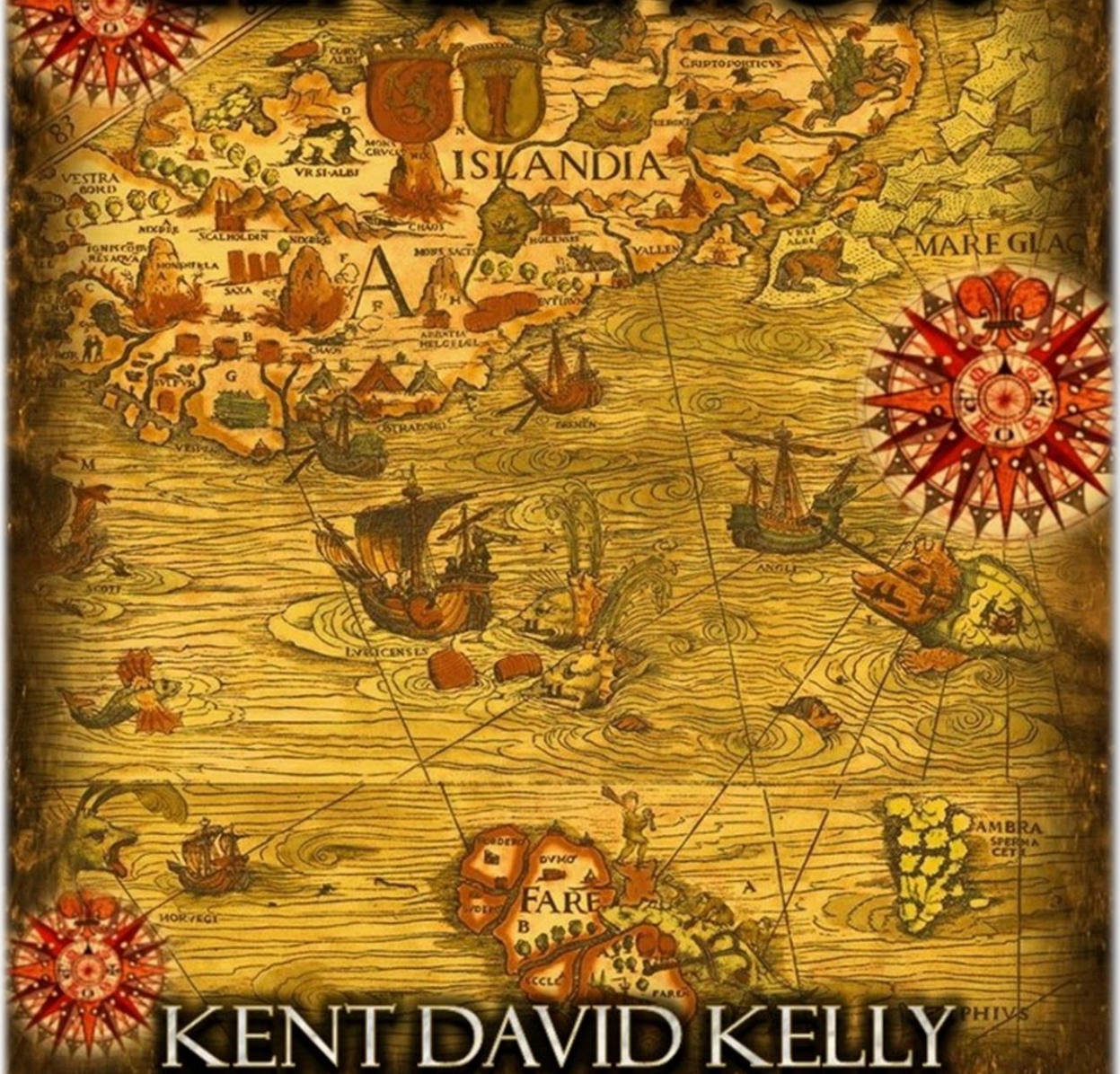
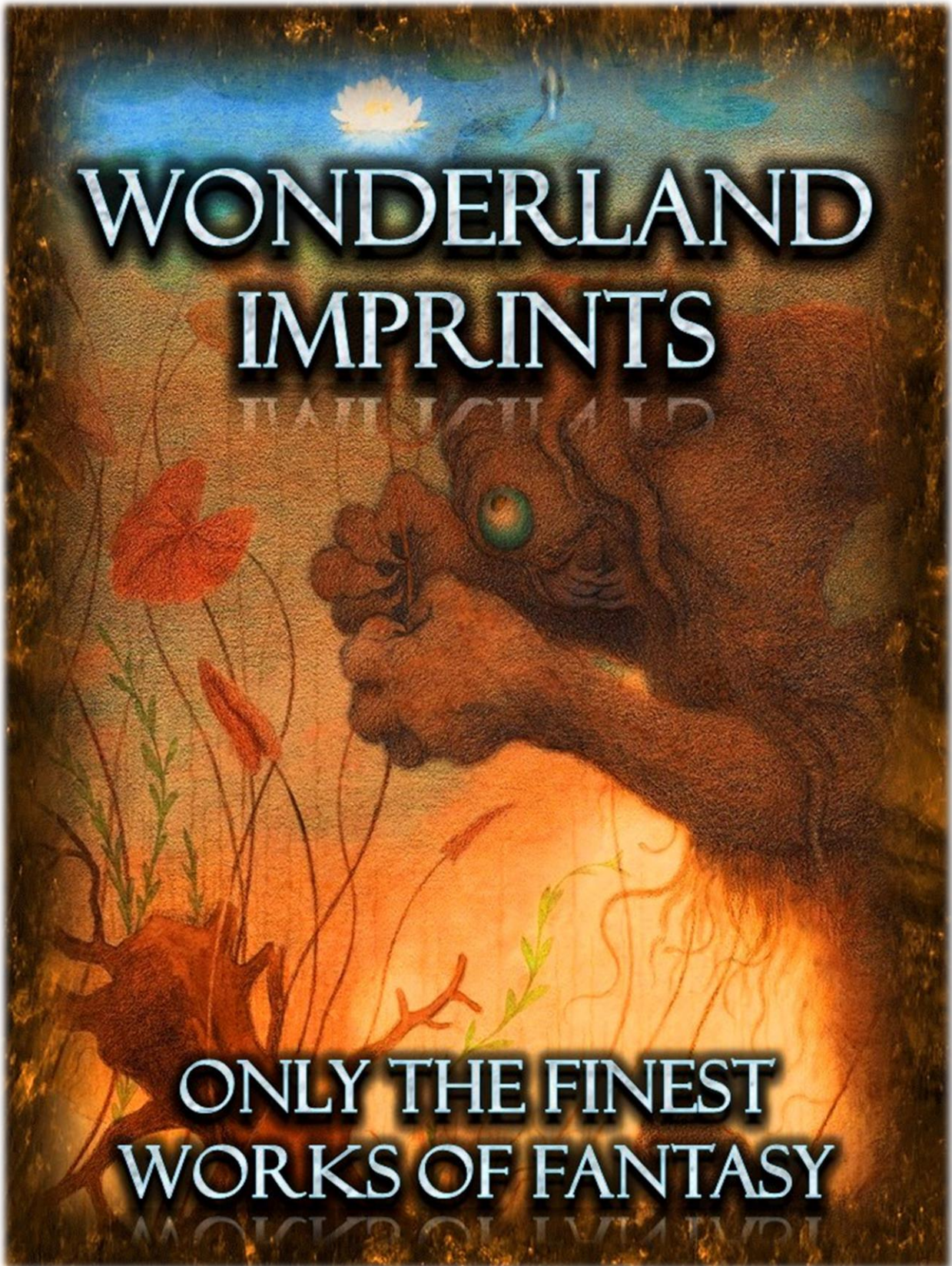


GAME WORLD GENERATOR





CASTLE OLDSKULL

FANTASY ROLE-PLAYING SUPPLEMENT

GWGI

GAME WORLD GENERATOR

BY

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(DARKSERAPHIM)

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2017

ONLY THE FINEST
WORKS OF FANTASY

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O S R

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Please feel welcome to contact the author at shadowed_sky@hotmail.com with comments, questions, requests, recommendations and greetings. And thank you for reading!

“Only the Finest Works of Fantasy”

HIC SVNT DRACONES HERE THERE BE DRAGONS

CASTLE OLDSKULL (“Old School”) is a well-regarded, system neutral line of supplements designed for use in Fantasy Role-Playing Games (FRPGs). Available formats include PDF, paperback, and Kindle e-book.

Ideas are presented in such a way that they can be used or customized for any edition game, from the 1970s to the present day. These volumes exemplify the iconic “sandbox,” do-it-yourself, and free-form ideals established by the original Lake Geneva campaigns, c. 1972-1979. Respected sources of inspiration include Arneson, Barker, Bledsaw, Burroughs, Dunsany, Gygas, Holmes, Howard, Kask, Kuntz, Leiber, Lovecraft, Merritt, Moldvay, Moorcock, Sutherland, Tolkien, Trampier, Vance and Ward.

You can contact the author, Kent David Kelly, at [shadowed \(underscore\) sky \(at\) hotmail \(dot\) com](mailto:shadowed_sky@hotmail.com).

DEDICATION

This work is dedicated to the memory of the great classic dungeon and fantasy milieu designers who are no longer with us: David Lance Arneson, M.A.R. Barker, Bob Bledsaw, E. Gary Gygas, Dr. John Eric Holmes, Tom Moldvay, and David Trampier. It is also dedicated to the great

fantasists who inspired them, some of whom are fortunately still with us today: Poul William Anderson, Edgar Rice Burroughs, L. Sprague de Camp, Robert E. Howard, Fritz Leiber, Howard Phillips Lovecraft, Michael Moorcock, J.R.R. Tolkien, and Jack Vance. In the spirit of creating wonders with which to inspire others to write their own unique works of enchantment, the author salutes you.

EMPOWERING YOUR IMAGINATION: WHAT THIS BOOK IS, AND WHAT IT IS NOT

Attention e-reader, video and computer gamers! This book is not a game in and of itself. If you bought this book thinking it was a complete game you could read and play, you should probably return this book now. This is a book to help you create your own adventures for Fantasy Role-Playing Games. This is a fantasy adventure toolbox, an imagination engine. If you enjoy creating stories with your friends, envisioning netherworlds filled with dragons and treasure and designing fantasy worlds all your own, then you will find that this book is an ideal Game Master (GM) tool. This book will help you to create and improve dungeon adventures, featuring more intriguing locales, more mysterious histories, and more surprising twists and turns than ever before. This is not a complete game. Your dedication and creativity are required.

DESCRIPTION

*Wolf-haunted wastelands of frigid tundra,
Veiling lost cities sunken and frozen into the ice ...
Mist-wreathed mountains teeming with orcs,
Goblins, demons and dwarven underworlds ...
Burning battlefields, reigned over
By imperious and ancient dragons ...
Steaming jungles, filled with headhunters
And savage apes, guardians to ancient temples*

Filled with accursed gold ...

These are the realms of old school fantasy role-playing, the world of your imagination. This world is a dark and wondrous place, an endless milieu teeming with danger, intrigue, exotic wonders, epic quests, and the bold heroes and villains who dare to conquer all. And you, as the Game Master, are tasked with creating those kingdoms from scratch. It is your mission to forge an entire alternate universe filled with infinite possibilities, a world which your friends and fellow role-players can explore for years to come. But how do you create a world? How do you even begin?

The CASTLE OLDSKULL GAME WORLD GENERATOR is the only guide specifically and solely designed to assist you in creating an entire old school fantasy world. This is no “It is time for you to take the world into your own hands, and no one but you can decide what to include” copout dodge which demands everything of you and gives you nothing. This is a 430+ page step-by-step guide, from blank hex paper to the fully-realized game world, which explains the entire process to you in granular detail. Even better, this book is filled with dozens of helpful graphics which illustrate the entire mapping process. If you love lost worlds like Dave Arneson’s Blackmoor, Edgar Rice Burroughs’ Barsoom and Pellucidar, Gary Gygax’s Flanaess, Robert E. Howard’s Cimmeria and Hyboria, Fritz Leiber’s Nehwon, H.P. Lovecraft’s Dreamlands, Michael Moorcock’s Melnibone and J.R.R. Tolkien’s Middle Earth, then this is the book for you!

Highlights include: world conception, mapping, scale, landforms, terrain, kingdoms and fiefs, wilderness design, feudal realms and foreign equivalents, city and wilderness names, treasures and resources, hierarchies of nobility, ruler classes and levels, realm alignment, campaign-tailored population formulae, demi-human enclaves, humanoid tribes, starting area development, dragon lair placement, dungeon placement and much more. Everything you need to turn your ideas into a solid, coherent and adventure-filled world is right here at your fingertips.

The GAME WORLD GENERATOR is brought to you by Kent David Kelly of Wonderland Imprints, a role-player and Game Master with over 30 years of play experience. Best of all, if there are any other materials you would like to see relating to world or dungeon design, feel free to contact the author. I create the supplements that Game Masters want. Many more CASTLE OLDSKULL supplements are being prepared specifically to support the players, initiates and Game Masters of the Old School Revival (OSR). This book is your gateway to the realms of sword and sorcery. Join us for the adventure! (A complete reference work designed to supplement existing pen-and-paper Fantasy Role-Playing Games. 4 parts, over 100 section topics, 71,200 words, over 350 pages; organized via a fully hyperlinked table of contents. Just one of the proud creations available now from Wonderland Imprints — Only the Finest Works of Fantasy.)

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FROM CHAOS, IT RISES: AN INTRODUCTION

One of the most daunting, and most exciting, tasks for a Game Master is the creation of an entire milieu, or fantasy world, designed to entertain venturesome players for many years. Wherever the adventurers might roam, only one person has been everywhere before them: the Game Master. But how can one overworked person rise to the occasion of creating an entire, endless world of wonders (and quickly, mind you!) without losing his mind?

There is an abundance of wisdom out there to lead you astray, although much of it tends to be of the Pandora's Box variety. Some game world creation guides give you only labyrinthine lists of leader classifications and nation types, but no advice on how to apply them. That approach is similar to "helping" a carpenter by throwing a box of hammers in his face.

Still other game supplements provide an immense and already-crafted world ("Here is an example you can use in designing your own milieu, by the way this took me seven years of blood, sweat and tears to perfect, so have fun"), but yet again there are no guidelines explaining how the world was created step-by-step and piece-by-piece over the years! The gamer gods tend to present you with the finished and polished Venus de Milo, and then encourage you to sculpt and chisel your own.

Worst of all, sometimes the advice provided is solely "Go let your imagination run wild!" and then the poor GM is kicked high out the proverbial door, through the gates of imagination, to land on his wilderness-harrowed ass.

Why *is* this? Why is there no be-all, end-all, step-by-step guide that *works*?

The answer, while unkind, is clear: creating an entire fantasy world from scratch is by no means easy. In fact, it is one of the hardest hobby-related things you will ever do.

Many Game Masters do heroically attempt the project, but few succeed. The sanity-saving trick (in my experience) is to sketch out the world with some wise and very broad strokes, and then to zero in on a single feature-rich zone which will represent the starting region, where the Player Characters begin their first adventure. A noble goal, and easy to understand. But hardship inevitably arises at once when the GM is tempted to focus on every region in exacting detail (just like in the published works!), which leads to an overwhelming mega-project that can never be completed.

Faced with such a daunting workload in today's day and age, most GMs give up in disgust and either grab an off-the-shelf world that is not (and will never be) their own; or, they ignore the milieu entirely, and make their game an endless procession of misty dungeons with no "there" there to rise between the ruins. The fantasy role-playing epic then becomes not a world-spanning mythological hero's journey, but merely a succession of board games with different boards.

There is a better way to do this. It is not easy, but this guide has been specifically designed to help you in this ever-challenging endeavor.

GWG1: THE CASTLE OLDSKULL GAME WORLD GENERATOR is a strange child, with seven famous grandparents: John Carter's Barsoom (from the mind of Edgar Rice Burroughs), Robert E. Howard's Hyboria (of Conan fame), the Dreamlands of H. P. Lovecraft, J. R. R. Tolkien's Middle Earth, Gary Gygax's Flanaess and Greyhawk, Dave Arneson's Blackmoor, and Bob Bledsaw's City State of the Invincible Overlord (and the Wilderlands). I have spent decades exploring these classic realms of wonder, and over the years I became determined to understand *how* they work, and *why* they work. In my own typical fashion, I smashed each of them apart with a spiritual hammer, mixed up the pieces, and then sorted them into thematic piles so that someone (far wiser than I am) could eventually create the next legendary world of imagination from these glittery remains.

This guide, if you will, is the how-to manual that lets you put all of the pieces back together, stitched together into a Frankenstein's monster of your own making. Hopefully the monster you create will not destroy you. No pressure ...

You'll need a mad scientist's conviction, but the results — should you succeed — will make you proud of your imagined creation for years to come. You will create an entire fantasy world for the enjoyment of your friends, and unlike in your favorite stories, the horizons will only end when and where you want them to.

Sound like fun? Then let's get started! It's going to be a wild journey, I assure you.



GLOSSARY OF MAJOR TERMS

This book defines all of these major terms individually where the ideas are first introduced. Nevertheless, you may find the following reference useful to paint the landscape. (And no, I do not believe a glossary in the back of a book, teaching you

everything you wanted to know but only after you've already slogged through and learned it all on your own, is useful in the slightest.)

Axis: The longest straight line that can be drawn through a realm. For example, if a realm is a perfect rectangle that is 2 hexes wide and 4 hexes long, the axis is then 4 hexes.

Campaign: An extended series of interconnected adventures, featuring the same game world, the same Game Master, and mostly the same players. It may or may not feature the same player characters over time, depending on casualties, resurrections, etc.

City State: A major city surrounded by wealthy lands, forming a small but important realm in the campaign world. City States are the classic "hearts" of FRPG campaigns.

Civilized: A region status that indicates that a majority, but not all, of the region's land surface is controlled by humans and/or demi-humans.

Climate Band: A rough designation of climate across the game world, which affects weather and monster populations. The five climate bands are typically cold, sub-arctic, temperate, sub-tropical and tropical.

Cold: The coldest climate band. Cold climates can be Antarctic, arctic, sub-Antarctic or sub-arctic.

D100: An abbreviation for "hundred-sided die," or percentage dice, indicating that a random roll between 1 and 100 should be generated to determine a single result from a set of options. A variant is D1000, a random number generated between 1 and 1,000.

Detail Map: See Region Map.

Heartland: The central core of the game world, where most of the kingdoms are arrayed.

Mega-Dungeon: Typically, an ever-changing dungeon with 10 or more levels.

Mega-River: The largest river on a continent.

Milieu: The game world setting, culture and time period that define a Game Master's campaign and play style.

Realm: A civilized region.

Realm Detail Dossier (RDD): A detailed, essay-format overview of all of a civilized region's pertinent details.

Region: A section of the world, typically bordered by seas, mountains and/or rivers. Regions are designated as either civilized or wilderness.

Region Map: A single-page, small-scale map which details the cities, towns, danger zones and terrain features of one region.

Region Summary Sheet (RSS): A worksheet which allows the GM to quickly determine the type of each region in the game world.

Resource: A valuable commodity which is exploited and traded by a realm.

Scale: A mathematical determination of how far across a hex or square is, typically in miles.

Sector: A single page of the multi-page game world map.

Starting Area: The region where the GM's campaign begins, and (possibly) bits and edges of the adjacent regions.

Starting Region: The region where the GM's campaign begins.

Sub-Antarctic: A cold climate band found in the south of the game world, between the temperate band and the Antarctic band.

Sub-Arctic: A cold climate band found in the north of the game world, between the temperate band and the Arctic band.

Temperate: The central climate band in most game worlds, bordered by a cold climate band on one side and a sub-tropical climate band on the other side (depending on which hemisphere the starting region is located in).

Terrain Barrier: A vast and difficult to pass area which defines and partially divides the heartland.

Tropical: The equatorial climate band, bordered by a separate sub-tropical band on each side (north and south).

Wilderness: A zone which is dominated by monsters. Compare civilized, above.

Zone Control: A careful placement of terrain by the GM which encourages the players' characters to move in a certain direction.



PART ONE:

TWENTY-SIX STEPS INTO THE DREAMLANDS

THE PATH OF IMAGINATION

Your first goal, in honor of H. P. Lovecraft, is to create what I call the *Dreamlands*: a hazy concoction which implies your own unique world of adventure through suggestion and mystique, rather than through exhausting detail. To begin, you will need a stack of paper, some pens and pencils, some percentile dice (d100, or use the macro =RANDBETWEEN(1,100) in Excel), this guidebook, some free time and a decided lack of caution.

The steps are as follows: **Step 1:** Get a huge “canvas.” **Step 2:** Think about how many continents will be on your map. **Step 3:** Start drawing the major landforms. **Step 4:** Decide on the overall size of this project. **Step 5:** Complete the major landforms and shorelines. **Step 6:** Scale back your ambitions. **Step 7:** Give the map a multi-kingdom heartland surrounding a terrain barrier. **Step 8:** Decide on a hemisphere. **Step 9:** Consider the scale and the total map size. **Step 10:** Place a continental divide on each continent. **Step 11:** Give each continent a mega-river. **Step 12:** Put in some lesser mountain ranges. **Step 13:** Run the other major rivers across your map. **Step 14:** Put some freshwater great lakes on your map away from the terrain barrier. **Step 15:** Divide your map into regions, with borders defined by the mountains and rivers. **Step 16:** If any region is too large, consider subdividing it with a political border. **Step 17:** Consider the potential wilderness flow of your map. **Step 18:** Assign a number to each region. **Step 19:** Look over your regions’ varying sizes with a political eye. **Step 20:** Prepare a Region Summary Sheet (RSS). **Step 21:** Decide if each region is wilderness or civilized. **Step 22:** Rough out all of the regions’ terrain, for both wilderness and civilized areas. **Step 23:** Start thinking about the terrain subtypes in your wilderness. **Step 24:** Classify and/or name some of your wilderness regions. **Step 25:** Rough out the civilized regions. **Step 26:** Choose the one sector that you find the most interesting, and flesh out several of the regions in that sector. This will be your starting area.

Once these steps are complete, you will move on the more painful task of milieu refinement. The ideal goal of this guide is to get you from Step 1, to your gaming group’s first play session, in less than 8 hours.

H1

HEX PAPER

Step 1: Get a huge canvas. The first step in creating a world for fantasy role-playing games is to secure some hex paper (sheets covered with interlocking hexagons, the standard movement-and-distance tracking geometry for gaming). If you do not have any hex sheets on hand, you can Google “hex paper,” search for images, and find hundreds of different types of such sheets including small hex, big hex, small hexes in big hex, and everything in between. (Old school gaming may reign supreme, but there are certain 21st century advantages which have a considerable degree of merit!) Print out multiples of what you need, because you’re going to make mistakes.

You may think that you need a humongous poster-sized sheet to create a world, but this is wrong. The poster is the end result, not the work in progress. To create the work, you want 8.5”x11” sheets that you can design, revise and copy and replace as needed. Further, having a collection of small interlocking pieces, instead of a massive whole, will force you to think about potential sub-regions, the flow of landforms between sheets, the variable sizes of bodies of water and matters of relative scale. These details tend to get glossed over when you’re sketching a major landform without considering every section.

H2

CONTINENTS OF THE GAME WORLD

Step 2: Think about how many continents will be on your map. In my experience, a campaign map works best with either one mega-continent surrounded by islands, or two continents in close proximity, with one continent’s culture being “traditional” (in the FRPG medieval European sense) and the other being “exotic.” Remember, you are not mapping an *entire* continent, because if you do, you are limiting the sense of wonder generated by the unknown edges of the map.

As an example of this “adventure-centric” map design, if you were making an adventure map of the New World, you would *not* want to map all of North America. You’d probably want a mariner’s map, which would include the southern edge of North

America, the northern edge of South America, and all of the Caribbean islands in between.

For a first time world designer, I recommend using a single mega-continent instead of two adjacent continents, simply because it is then easier to determine the location of your heartland and terrain barrier (as we shall see). But if you are dead set on using a two-continent theme, I recommend having one continent dominate two-thirds of the map, the second continent merely glimpsed in one third of your map, and the terrain barrier central on the larger continent.

I-3

LANDFORM CREATION

Step 3: Start drawing the major landforms. Drawing land is easy. Simply take your first hex sheet, draw a meandering squiggly line across it, and decide which part represents the land, and which represents the water. Insert a few random islands as you prefer. You can color the water a rough shade of blue or gray, because you will need contrast, and having the white space as the land will allow you to write in notes and terrain features there with ease.

And to be clear, the top of your sheet is north, the bottom is south, west is to the left and east is to the right. Feel free to draw yourself a compass rose if it helps! You can create a gimmick poster map (with one of the other directions, such as east, toward the top), but for design work, keep it sensible. North is top, west is left, east is right, and south is to the bottom. If you tend to work with multiple sheets in a stack and they get twisted around, you might even want to write the four cardinal directions on the edges of each of your maps! Do what works for you. Don't make it pretty, make it *work*.

I-4

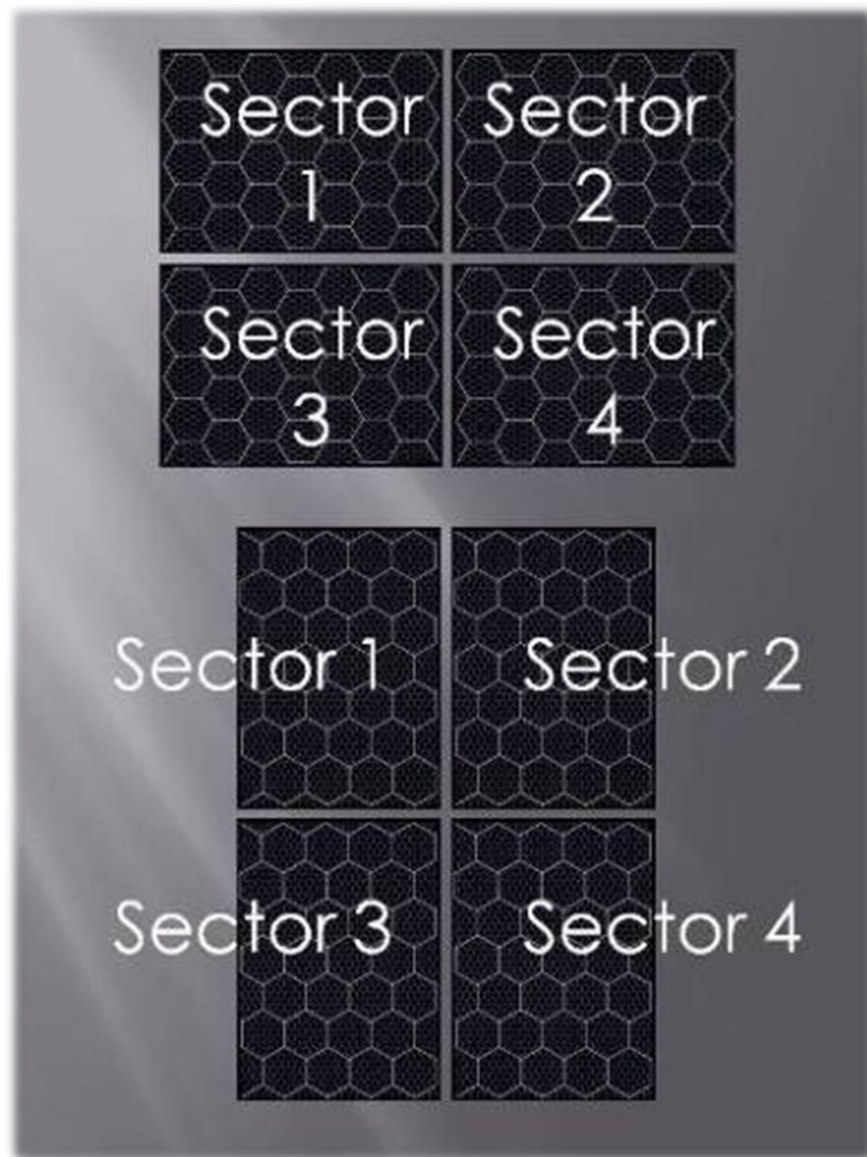
GAME WORLD DIMENSIONS

Step 4: Decide on the overall size of this project. Next, you will need to determine the overall size and shape of your campaign region. Keep in mind that you are *not* drawing an entire globe, just major pieces of one or two continents. Some of your world

map hex sheets (hereafter, “sectors”) will be comprised of mostly water; most sheets should feature mostly land; and a few will be an even mixture of the two.

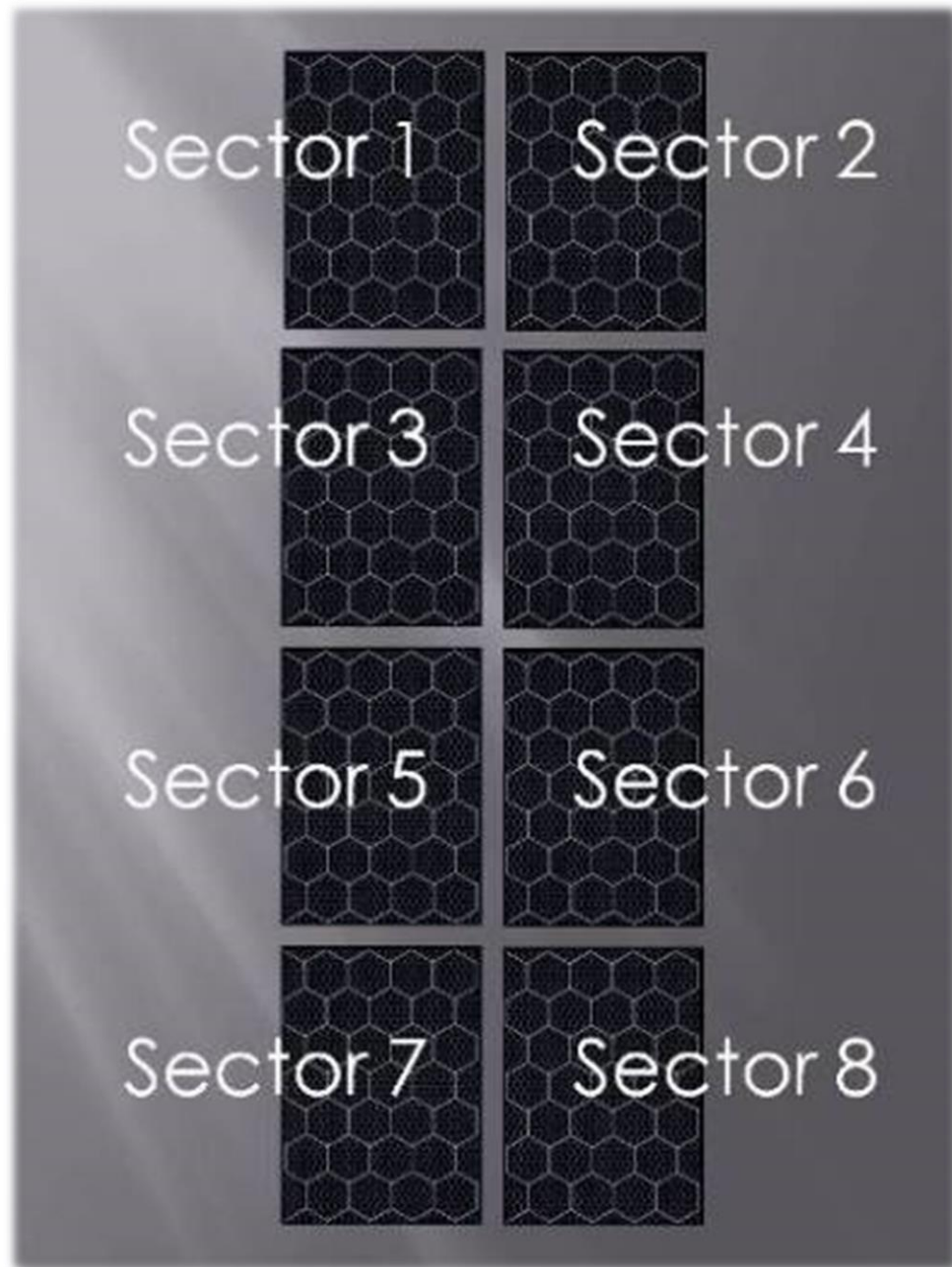
I recommend when scaling your first project that you select an easy world map configuration. Consider these five potential sizes and layouts of your hex sheet sectors:

A 4-sector game region: This would involve creating a 2x2 grid of connecting sheets, approximate dimensions 17”x22”.

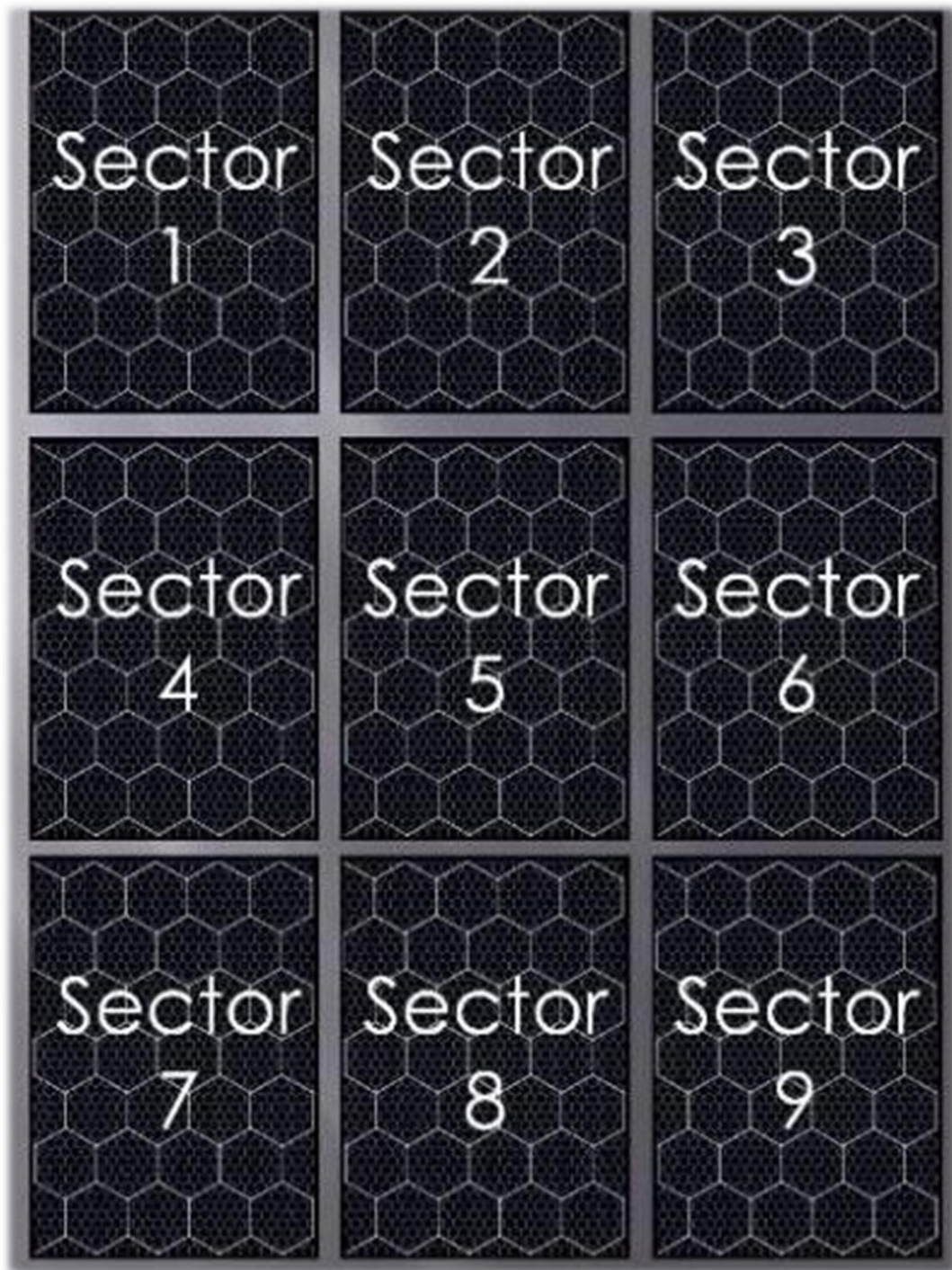


A 6-sector game region: A 2x3 grid of sheets, either arrayed “portrait” or “landscape,” approximate dimensions 17”x33” or 22”x25.5”.

An 8-sector game region: A 2x4 grid of sheets.



A 9-sector game region: A 3x3 grid of sheets. If you begin with a region bigger than this, you are going to get overwhelmed.



You can let your worktable or study decide the size of your game world; or you can decide based on either how much work you want to do, or the potential duration (in years) of your upcoming FRPG campaign. By default, I recommend starting with a 2x3 grid. A 2x2 world feels small, and your players will probably question it at once.

Going larger than 2x3 requires more time. Not a *huge* amount of time, though; working quickly using this guide, you should be able to roughly design a 12-sector game world in 12 hours or less.

When you have selected your project size, it's time to continue drawing out landforms in each of your sectors. Draw your next sector by placing a sheet adjacent to your first one, continuing the shoreline(s), and drawing a differently-shaped line over the paper. Try to make this second sector as different from the first one as possible. If your first sector was mostly land, then make this one mostly water with at least a dozen large islands. Similarly, if your first sector was water, make this one almost entirely land by cutting the shoreline short off the edge of the page. These variations will keep each sector of your world unique and interesting.

I-5

SECTOR PLACEMENT AND LANDFORM COMPLETION

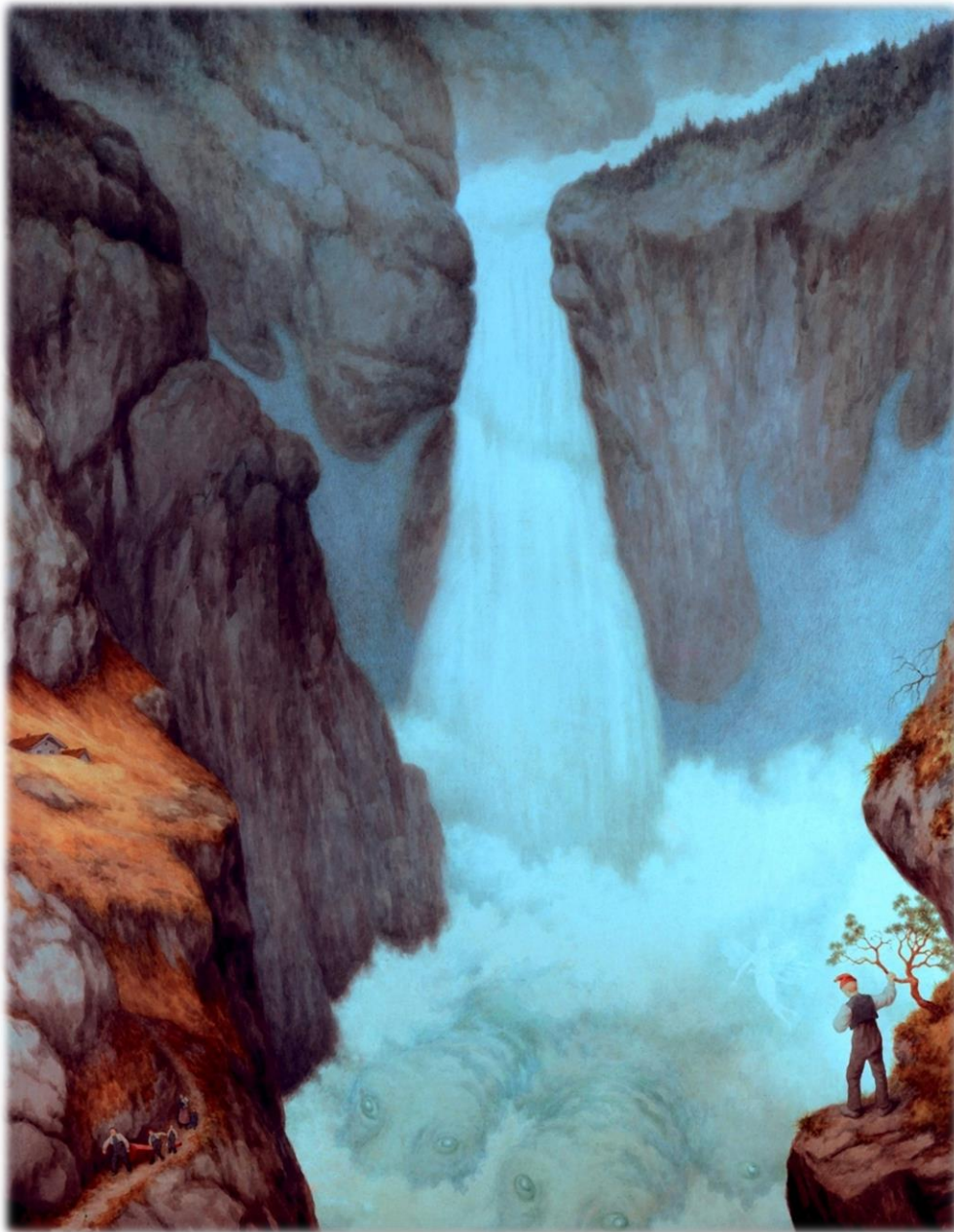
Step 5: Complete the major landforms and shorelines. Next, you should lay out all of your sheets so that your full grid is laid out in coherent fashion. Look for shorelines that do not match up and correct them. (It's much easier now than later, I promise you.) Also look at the locations of your first two sectors, and draw shorelines on your other sheets to match the earlier flow. When in doubt, put in a huge overall amount of land as opposed to water, because most adventures will take place over land. When you are later expanding this sector grid, it is much easier to add water (and potentially other continents) then it is to add more land!

Once you are done, color in all of the water quickly so that you have contrast and can easily see the major land mass. You can use watercolors, the side of a pencil, or the ever-popular crayon.

Next, strongly consider making a scan or photocopy set of your outlines. This allows you to work on one set of sheets, while setting the duplicate set aside in case you change your mind about various features. This also allows you to tape all of your early maps

together (and remember to tape the *back* blank sides together, *not* the fronts!), and you can even hang your map up if it is easier to work on that way. I personally find it inspiring to hang my taped-together poster map on the wall of my study so that I can view the landform flow at various distances, change and expand the flow as needed, and also torture my significant other with my obsessive hobbies. Your mileage may vary.

Now that you have your campaign's continent region roughed out, it's time for a little reflection before committing to the design.



I-6

PROJECT CONTROL

Step 6: Scale back your ambitions. I will say it again to reduce psychic casualties as we approach our own reflections of R'lyeh: If you set out to create an entire fantasy world in elaborate detail, all at once, you *are* going to burn out. It is inevitable. Consider that J. R. R. Tolkien spent his entire life dreaming up Middle Earth, and by the time he passed away his work was far from complete. Keep your own design goals reasonable, and diminish your focus.

By creating only a vast piece of your imagined world, you will leave the borders mysterious and unknown. You can put "Here There Be Dragons" on your map's edges, and *mean* it. If you want to later encourage the campaign to move in a particular geographic direction over time, you can do that by firming up two or even three edges of your map with "known" edges, and then leaving the rest of the edges mysterious.

As a real world example, if you wanted to create a fantasy version of medieval Europe, you could fully detail the British Isles, rough out the mainland (France, Germany, Spain, Italy and so forth), and leave Russia and the Holy Land as legendary enigmas to the east and southeast. The farther the map reaches get from the starting area (in this case probably London), the more hazy and suggestive the map becomes. The layout of such a design would indicate that the campaign would start in England, then naturally progress into Scotland and perhaps Ireland, and then move into France once the adventurers were ready for maritime adventures. Once they land, the adventures could roam wherever they wanted to. But you, as the map creator, would know that the adventurers would journey through "known" and partially developed lands before they reach the edges of your map. Therefore, you could design England first, then Scotland, then Ireland, then France, and so forth.

And a final word of warning in this regard: although the temptation will be omnipresent, I recommend that you stay focused on game concerns and do *not* create an epic history and then force your adventure ideas to fit into its overriding structure. Rather, create the world first and then the history ideas will come as you develop the campaign's details. Your players will become co-creators of your world as their actions, triumphs, failures and moments of truth continue to surprise you. Your goal is not to create a world for static fiction, where all actions are planned by you; the goal is to create a world for role-playing, where the actions are *suggested* by you but will ultimately be determined by the players and their characters. The major history of this world is yet to be written!

I-7

THE HEARTLAND

Step 7: Give the map a multi-kingdom heartland surrounding a terrain barrier. A good map has an interesting *terrain barrier* right in the middle of it. Classically, this is a large inland sea, with all of the major kingdoms surrounding it on every side. In placing a strategic barrier in the heartland, you unify the map with a shared and epic point of reference, a terrain feature that all of the “near kingdoms” acknowledge and front their territories upon. Meanwhile, however, due to the difficult nature of maritime travel, you will be subtly encouraging the adventurers to explore *adjacent* kingdoms and wilderness areas before crossing the barrier to get to the other side. With a central barrier that is ultimately traversable, but only through considerable effort, your design will serve to draw all of your lands together into a thematic whole. You will also give your players the illusion of endless horizons, while subtly controlling the party’s potential to “run wild” early in the game.

Take a good look at the mix of land shapes which is evident in the shorelines that you have already drawn. Any unusual features, or places where land and sea are striated, will come to mean that some of the more narrow kingdoms or more prominent isthmus locations will have an extreme strategic importance.

When a single point (like the Panama or Suez Canal, for example) controls a wider region, that point’s strategic importance increases significantly. Perhaps these straits and strictures will become the “hot spots” in my world’s epic battle between good and evil.

Although an inland sea is the classic form of terrain barrier, you can also use: a range of mountains filled with dangerous passes; a vast desert, crossed only by large and daring caravans; a glacier which experiences partial and seasonal thaws; a circle of islands surrounding a great mainland; or even a spice-filled swamp which turns into impassable quicksand every summer. Whatever terrain barrier you decide on, and whether it is seasonal or eternal, make sure that it is exotic, intriguing, foreboding, and filled with the potential for adventure.

I-8

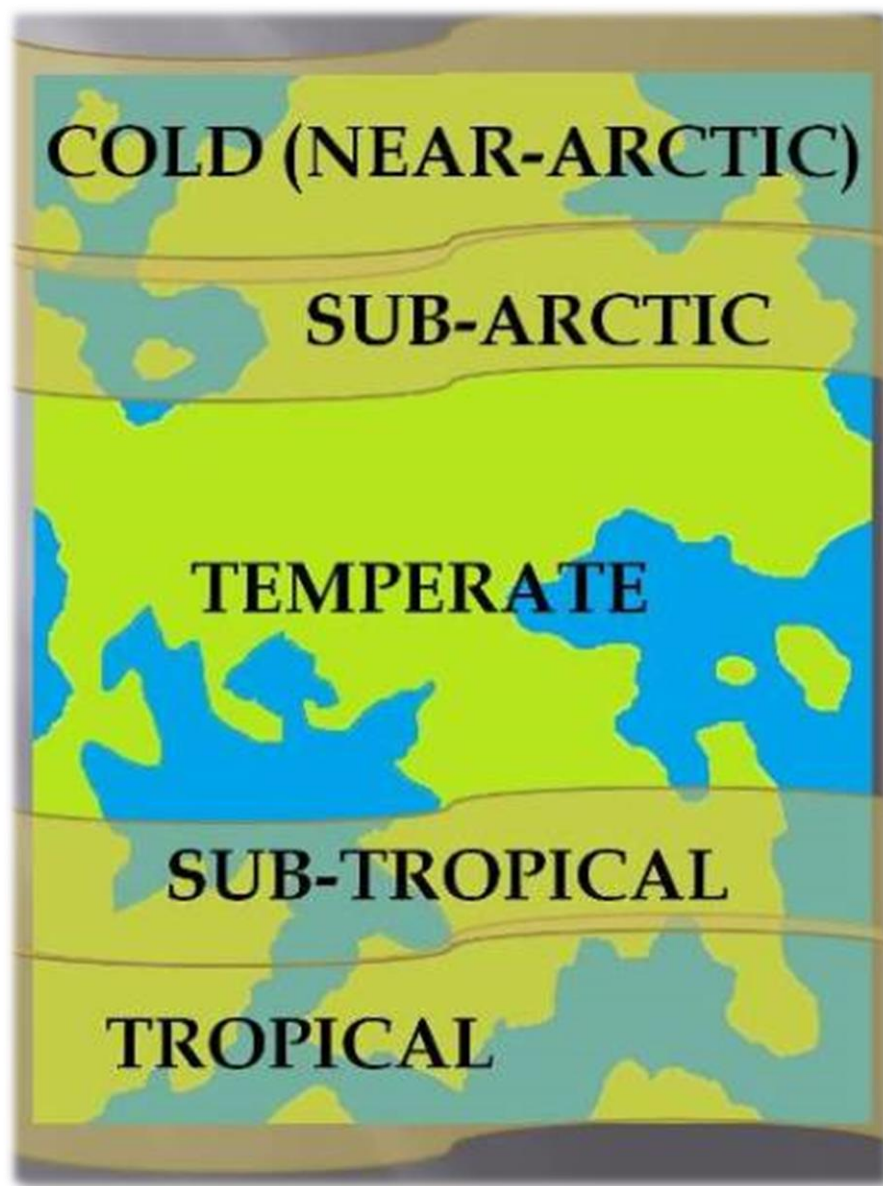
HEMISPHERE SELECTION

Step 8: Decide on a hemisphere. I strongly recommend that you begin the game with the player characters located in a kingdom with a temperate climate. The reason for this is simple; the adventures can then journey not just east or west toward similar-climate kingdoms, but they can also travel north and south. More importantly, north and south represent entirely different adventure opportunities. One direction leads to the jungles, and the other direction leads to the frozen lands. Climate zones and terrain in FRPGs serve to determine the variety in random monster encounters.

If your campaign is based on medieval Europe, you will probably want to locate your temperate band in the *northern* hemisphere. This would mean that the top (north) quarter of your map is cold (perhaps sub-arctic and some arctic ice beyond); the high central quarter is temperate; the low central quarter is sub-tropical; and the bottom (south) quarter is tropical. Alternately, you can set your campaign in the *southern* hemisphere, reversing these zones accordingly.

By using a temperate starting zone and covering a total north-south distance of about 4,000 to 6,000 scale miles, you can include a wide array of tropical jungles, arctic wastes, temperate forests and great wildernesses of all varieties in your campaign. Remember, not all planets are the size of Earth, and most known rocky planets appear to be smaller! If you want to have a distance of only 3,000 miles between your fantasy planet's poles and the equator, that's perfectly fine. You can always include gates to an alternate prime material plane ("otherworld") later on, if you need more room for your campaign to grow.

Here is an example of a rough interpretation of climate zones over my own map (with wavy lines indicating an imperfect and "natural" distribution of winds and weather):



The goal here is not to emulate Earth, but to provide your players with the most varied possible array of future adventure opportunities that you can.

You will notice here that I put my inland sea in three different climate bands. Since random wilderness encounters with monsters and humans are based both on climate and terrain, this will create an interesting mix of wandering monsters for my game. Make it the same with yours!

SCALE AND THE WORLD DIMENSIONS

Step 9: Consider the scale and the total map size. Once you have decided on a hemisphere and an approximate size for your world, you should determine the scale that you will use for your map's hexagons. I personally recommend either 24 miles from north to south across a hexagon, although 32 miles works well too ... but not quite as well. These values are based on the approximate amount of terrain a party can travel in one day of hard marching, and are easily divisible by 2 and 4 (for rough and very rough terrain). Because it is also a number that is divisible by 3, I recommend considering a 24-mile scale *very* strongly! (**Warning:** If you choose any scale other than 24 miles, parts of the world creation process will become very laborious later on. Also, you will have a harder time applying any game effects that cause groups to move at 3/4, 1/2, or 1/4 speed to your game world maps)

If a 24 miles-per-hexagon scale *is* used, you can do some quick math if you like to determine just how big your game world actually is. For example, if your world map is going to be 3,600 miles from the utmost north (not necessarily the pole) to the utter south (not necessarily the equator), that would mean a total north-south map length of 150 24-mile hexes. You can make the map as wide as you want, once the north-south axis is established.

Don't worry if your map already seems too vast to fully detail; it *should* be huge. Otherwise, your adventurers could explore the entire thing in a year or two and quickly become bored. Build your map for a lifetime of adventure, but also for a lifetime of work. If you plan carefully, you can work on the campaign in stages and keep the world growing, without being overwhelmed. You can ever run dozens of campaigns on the same map if it's large enough, over decades, and never have two campaigns be the same!

Remember that you're designing on a macro level right now, just sketching in themes. You can draw in all of the details later, moving from realm to realm and kingdom to kingdom as required.

I-10

CONTINENTAL DIVIDES

Step 10: Place a continental divide on each continent. Basically, a continental divide (*not* to be confused with the heartland terrain barrier, as discussed above) is a line of huge mountains which subdivides each continent, and determines which directions the world's rivers, despite their winding, will ultimately flow toward the seas.

The easiest continental divides to map are either north-south (dividing your continent into a left half and a right half), or east-west (dividing your continent into a top half and a bottom half). The divide can “sway” from side to side for realism, but should traverse the entire continental region displayed in your map.

Real world examples of continental divides include the Rocky Mountains of North America (running north-south, dividing the continent roughly into a western third and an eastern two-thirds), the Alps of Europe (running from the southwest to the northeast, dividing the continent diagonally), and the Andes of South America (running north-south and dividing the continent into a left-hand sliver and a right-hand majority).

When deciding on the continental divide, carefully consider both your map's heartland and the terrain barrier. Generally speaking, you do not want the terrain barrier to be part of your continental divide, because doing so will sever the heartland into difficult-to-traverse sections, which will eliminate much of the natural flow in long-term campaign adventures. I recommend pushing the divide toward one of the four corners (northwest, northeast, southwest or southeast), perhaps touching the heartland but not dominating it; or, toward one of the map's four edges.

For a purely gamist reason, I recommend that continental divides do not run from east to west. The reason for this is simply that you want your campaign to include adventures across all terrain and climate types. Traveling east and west results in different terrain, but a similar climate. Traveling north and south results in different terrain *and* a different climate. If your continental divide runs east-west, you make travel from the north to the south (and vice versa) very difficult, and limit the variety in your play group's adventures and encounters. North-south divides, or diagonal divides, work much better for a game in my experience.



I-II

MEGA-RIVERS

Step 11: Give each continent a mega-river. When considering rivers, you need to acknowledge a simple fact: your flat map on paper (or a computer screen) will make it easy to create varying terrain, but will make it difficult for you to gauge differences in elevation. You need to remind yourself that rivers begin in the mountains, and end in the seas. This is simple, and should be obvious, but it is so crucial and fundamental that

it bears careful consideration. Look at your continental divide and get a sense of which directions your rivers are going to run.

For example, if your major continent has a north-south continental divide, the rivers on the left half are going to run from the divide to the seas in the west, and the rivers on the right are going to run from the divide to the seas in the east. “West” in this case includes the northwest and southwest, and “east” includes the northeast and southeast.

Every continent should have one mega-river, a vast expanse which defines the entire continent and divides it into regions. (During adventures, rivers are much easier to cross than seas, so you can make the river a “barrier” of a sort. Rivers will slightly discourage travel, but the player characters *will* cross them soon enough.)

Mega-rivers define the character of pre-industrial continents. North America is defined by the Mississippi, South America is defined by the Amazon, Africa is defined by the Nile, and so forth. Your mega-river will define where your world’s ancient cultures first arose, and will likely run through the heartland of your campaign. If you are using an inland sea as your terrain barrier, it is virtually certain that your mega-river empties into this sea, coming from the direction of your continental divide.

The major design step here entails your decision to determine whether your mega-river runs *from* your divide and away from it (like the Amazon), or whether it runs roughly *parallel* to your divide and distant from it (like the Mississippi). This is primarily an aesthetic choice; decide which format works best for your fantasy world. Just remember that the heartland should be centered on your mega-river in some way, because the mega-river defines where the flourishing civilizations lie.

I-12

MOUNTAIN RANGES

Step 12: Put in some lesser mountain ranges. Look at the blank land regions of your map, and decide whether you want mountains there. Basically, if you have any large featureless expanse that is entirely mysterious to you, a small range of mountains down the middle can create some interesting travel and strategic challenges for your players later on.

Mountains are a double-edged sword, however. They are the most difficult terrain your adventurers will traverse, and will *always* be considered when a journey is being planned. But you can never tell when your players are going to choose to dare the

mountains, or when they're going to say "screw it" and go around, or do something else. Be careful of surrounding crucial "must go" regions of your world with mountains on every side!

With careful planning, however, you can turn some dangerous regions of your map into a "dungeon" labyrinth if you like, with mountains instead of walls and plains instead of tunnels. But such regions should be rare, or otherwise the players will become too frustrated to explore them.



As a general rule of thumb, remember that rivers will start in mountains, but once they leave the mountains they will not run into or through another mountain range. This is simply because water does not flow uphill, and mountains represent extreme elevation. However, you can create some interesting kingdom borders and terrain challenges if you have a river pass through a narrow valley between two different mountain ranges,

creating a stricture. Such places will be of extreme strategic importance, and are likely to be the locations of cities, or the sites of perennial battlegrounds.



I-3

MAJOR RIVERS

Step 13: Run the other major rivers across your map.



Once the mega-river and mountain ranges are established, you should add some branches to the mega-river. The classic example is the Amazon; look at it on any satellite map, and you will get some ideas about precisely how you can feature sub-rivers flowing from various mountain areas and into your mega-river, creating an inexorable single flow toward your world's shore.

When you decide that the mega-river has been provided with enough branches, you should add at least a dozen, and perhaps as many as two dozen, other major rivers to your map. These rivers will never touch the mega-river, but can be spread across your map with a fairly even distribution.

Remember that any large areas without rivers will probably be deserts, and narrow areas between two rivers will probably be swamps. Also, the major rivers will come to represent the other large population centers away from your mega-river heartland location. When you place rivers, you are default placing cities and major kingdoms.

You can always add more minor rivers, or forks and confluences to existing rivers, to your maps as the various regions become further developed.

I-14

GREAT LAKES

Step 14: Put some freshwater great lakes on your map away from the terrain barrier. In several areas, you should also put in great lakes – bodies of freshwater that cover many more than just one “hex” (24-mile span) of blank terrain. Great lakes will typically, but not always, be synonymous with or near multiple river sources and / or mouths.

Although huge lakes are relatively uncommon in the real world, the reason to include several of them is simple: if you do not, your player characters will have no place to experience long-distance underwater / freshwater adventures. Rivers tend to be boring sites for underwater adventures because they limit travel to two directions (and really only one when the current is considered), and small lakes do not provide enough distance for significant adventure locales. Seas and oceans are very deep and dangerous, and adventurers cannot always be relied on to risk their adventures in a journey beneath the sea. Great lakes, in short, give you more future variety in adventure opportunities.

Naturally, all of your own great lakes will have at least one sunken city or major dungeon within their depths, but you do not need to specifically locate these features of interest yet. Pencil some in now so you don’t forget about them, and leave it at that.

Your great lakes can vary in theme from boiling, to shallow and sargasso-filled, to seismic, to frozen. Some may even be so immense that they seem more like seas to mariners, or feature deadly canyons of stone or ice leading to other great bodies of water. Let your imagination rove, and try to give body of water a unique theme, so that adventurers are always seeking new places to explore by ship or underwater exploration.



H5

REGIONAL DIVISIONS

Step 15: Divide your map into regions, with borders defined by the mountains and rivers. This step can be difficult for first-timers, because it is more of an intuitive *art* than an exacting *science*. Basically, assuming a 1 hex = 24 miles scale, and medium-sized hexes, you want to divide your entire set of world maps into roughly quarter- to fist-sized regions. By “pie-slicing” your entire world, you create kingdoms of various sizes.

The most obvious regions you place will be the coastal ones, where rivers flow into the sea. Rivers and sea coasts form the boundaries of your coastal regions. You can alternately choose to have your river dominated on both sides by the same kingdom (like ancient Egypt with the Nile), although such situations in a battle-driven fantasy world should be uncommon.

Secondary borders are caused by mountain ranges. Go over your entire map, and sketch light lines connecting river and mountain features together into rough circles, squares, rectangles and triangles of land.

Again, you may be tempted to have all of the rivers run through the *center* of your regions, but even in a magical world, if the world is medieval in nature, this is a rare occurrence. Political borders tend to be rare and in constant flux, while geographical borders are common and relatively fixed.

In peacetime, rivers and mountains channel and inhibit migrations. And in war, rivers and mountains represent the insurmountable terrain when the fighting dies down, the “bridge too far.” The natural result of all this is that the majority of long-term borders are caused by the major terrain (rivers and mountains), *not* by temporal changes in kingdom power.

H6

POLITICAL SUBDIVISIONS

Step 16: If any region is too large, consider subdividing it with a political border. If any undivided section of the map simply looks too massive, you can put a relatively straight line (representing either a political border, fought over by nations, or an abrupt

change in wilderness terrain) through the middle of that “mega-region.” Keep dividing the big white space into sub-regions until you like the way it looks. This process is entirely optional, however, and again that’s because of the nature of feudal society. Small realms are Baronies, medium-sized realms are Counties and Marches, large realms are duchies, and the *really* big regions are either tracts of wilderness or entire kingdoms. You can always subdivide a big kingdom into provinces, fiefs and so on at a later date, so you don’t need to cut up every mega-region in this manner just yet.

However, I do recommend that you subdivide about *half* of your map’s big regions, and leave half of them as they are. The reason for this is that when you get busy, a single large region is only going to get only a cursory consideration of the terrain, while smaller regions are going to feature more realistic mixed terrain. In other words, if a giant mass on your world map is simply scrawled over as “mountains,” that mega-region will probably not be as interesting as the same mass split up into six sub-regions which you will label as “mountains,” “swamp,” “forest,” “mountains,” “hills” and “forest.” Even though you are not doing all of the campaign design tasks right away, you are planning for future work in an intelligent manner.

And please remember, having a *few* big regions is good, but having too many is merely a missed opportunity to create a more interesting world. Always keep your world’s adventure opportunities in mind. So maximize the variety, and mix and match!

I-17

THE FLOW OF THE WILDERNESS

Step 17: Consider the potential wilderness flow of your map. Now that all of your world map’s regions have been roughly defined, it’s time to think about how veteran heroes might trek across your realms and into the wilderness in the future. Remember that your milieu will first be focused on the heartland of the known world, which by definition means that there should be civilized kingdoms and regions mostly in the “center” (vaguely defined), and wilderness areas mostly on the “edges.” If you have some wilderness land on *every* side of the map, you are then encouraging your future players to explore in any direction they desire. You want to give the illusion of a massive world of limitless adventure, even if the details are not yet there, without forcing yourself to do all of the work right away. Placing the heartland carefully ensures that you won’t need to design the entire world anytime soon!

Whatever overall “wilderness flow” you decide to assign to your map, it is crucial that you include a fair number of *wilderness regions* as opposed to *settled lands* (realms). I recommend a number of wilderness regions between 25% and 50% of your total number of regions, whatever that number may be. It is a common mistake among world designers to fill the whole map with a massive clutter of civilized kingdoms, which gives a great amount of detail, but leaves no areas for long-distance wilderness adventures to occur!

Also keep in mind that mountainous areas are almost always, but not 100%, considered to be *wilderness*. If you are considering having a dwarven kingdom in your milieu, however, a mountain range is an ideal place to put it. But human kingdoms are almost never situated in mountains, to the exclusion of all other types of terrain.

I-8

REGIONAL NUMERATION

Step 18: Assign a number to each region. This is a relatively simple but crucial step: give each and every land region, including your major islands, a unique number identifier. The easiest way to do this is to simply start with the top left sector sheet. Start with the number “1” for the top-leftmost (northwestern) region on that map. Continue left to right, working your way down, until all of the regions in that sector (whether wilderness or civilized) are numbered. When you are done, proceed to the next map sheet to the first sector’s right, and do the same thing. Keep going until you have all of your regions numbered throughout the game world.

Depending on the size of your sector grid, your landmass shorelines, and your personal design style, you will probably end up with between 50 and 200 regions in total.

I-9

THE REGIONAL OVERVIEW

Step 19: Look over your regions’ varying sizes with a political eye. As you are working on the basics of your campaign map, you will notice that your geographically-determined sections fall naturally into four general sizes: small (perhaps the size of a quarter), medium (one or two inches across), large (two to five inches across) and huge (six or more inches across). These sizes assume that you are using 24-mile hexes and

multiple sheets of 8.5"x11" hex paper to represent your campaign world; modify these estimates proportionally if you are working in a different scale.

It is now time to start planning a world metamorphosis. You will be turning many of the vague regions on your maps into civilized realms and kingdoms.

As you begin thinking about the potential importance and governments of these civilized realms, consider also that the following divisions of power are omnipresent in a general fantasy / feudal society:

- **Small Realms:** Small realms include Baronies, Arch-Baronies, Viscounties and City States. Some of these regions are controlled by the weakest nobles, while others are powerful and ruled by leaders of very high level.
- **Medium-Sized Realms:** Medium realms include Counties and Marches. Some of these realms may be free, but the majority are probably pieces of a greater kingdom.
- **Large Realms:** Large realms include duchies and Principalities. Again, some are free and some are "kingdom pieces."
- **Vast Realms:** Vast realms include kingdoms, great kingdoms, imperial kingdoms and empires. These "big boys" will become the major powers and players in your game world. If you want to have an epic conflict between good and evil, you can make it as simple as declaring the biggest kingdom in your world "evil," and the nearest big kingdom next to that one "good," and go from there.

Note that these terms are relative and proportional, depending on the overall size of your initial game world. In a 4-sector map, a "vast" realm is probably just a few inches across; but in a 9-sector map, a vast realm might cover 12 inches of your paper, or even more!

This 5-minute regional overview of your map is just an exercise to provide you with a sense of the potential politics in your world. One day, all of your kingdoms will be subdivided into detailed sub-regions like a Principality, duchies, Marches, Counties and Baronies. A few years from now, your world map might include 400 or 500 sub-regions, or even more!



I-20

THE REGIONAL SUMMARY

Step 20: Prepare a Region Summary Sheet (RSS). You are now going to prepare some very general information about your world, and catalog it in an organized manner. But meanwhile, congratulations: your first draft “poster map” of the world is now complete. You are now going to begin writing the outline to the “game booklet” that goes with the map!

To prepare for this, I recommend making a simple table sheet (or an Excel spreadsheet) with at least the four following columns: #, Wild/Civilized, Terrain, and

Realm Type. You can also include a column for notes and name ideas if you like, although that may be premature. Do include a number of rows in your sheet equal to your map's number of regions. If your world is big, which it probably is, this will take several sheets in all.

Your first sheet might look something like this when it's ready to fill out (this example was created in Excel):

CASTLE OLDSKULL REGION SUMMARY SHEET			
#	Wild / Civilized	Terrain	Realm Type
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			

Once the sheets are prepared, your milieu is ready to detail. So let's set off on our first adventure. It's time for you to become the first explorer of your New World!

I-21

WILDERNESS AND CIVILIZATION

Step 21: Decide if each region is wilderness or civilized. To begin the detailing process, you should look at your map and key each of the regions throughout the world according to whether you think each region should be a *wilderness* area (code W), or a relatively settled and *civilized* area (code C). Remember, you should start with having most of the heartland areas designated as *civilized*, and many of the map-edge areas designated as *wilderness*.

As you go through all of your regions and make this W / C distinction, you can work with a purpose, but you can *also* create interesting random effects. You do *not* need to fill out the Region Summary Sheet line by line. You can work in patches and on individual sectors. For example, first take your least-developed “edge” sector of the world and designate most of the regions there as wilderness. (I recommend writing a W on the map in each region, next to each region’s number.) Then take your heartland sector, and designate most of the regions there as civilized. Next, take another sector at random and make it a hodgepodge mix of wilderness and civilized regions without apparent rhyme or reason. Then, look at your scatter work so far, and take a make careful approach with your fourth sheet, designating each wilderness / civilized as seems most appropriate.

And as I mentioned earlier, most mountainous areas should be wilderness, unless you planning to situate one or more dwarven kingdoms in your world.

You will also want to include some interesting isolated kingdoms surrounded by wilderness, and a few bottlenecks where civilized traffic (trade) is forced through specific regions. Some of the future work on my campaign world is already being outlined by default as I make these decisions.

Overall, I have labeled most of the *accessible* lands in my example as civilized (keeping in mind that my world’s heartland is in the region immediately to the *south* of this one), while most of the lands to the east (right) of the continental divide are wilderness. I’ve also put in an island kingdom and some patches of wilderness that are easy to reach, so that there will be lots of borderlands (which we will discuss shortly).

And here is part of the corresponding Region Summary Sheets which reflect my work (yes, I already need more than one sheet!):

CASTLE OLDSKULL REGION SUMMARY SHEET			
#	Wild / Civilized	Terrain	Realm Type
1	Civilized		(Island)
2	Civilized		(Island)
3	Wilderness	Mountains	
4	Wilderness		
5	Wilderness		
6	Civilized		
7	Wilderness		
8	Wilderness	Mountains	
9	Wilderness	Mountains	
10	Wilderness		
11	Wilderness		
12	Civilized		
13	Wilderness	Mountains	
14	Civilized		
15	Wilderness		
16	Civilized		
17	Civilized	Mountains	Dwarven King.
18	Wilderness		
19	Wilderness		(Island)

You'll note that I've designated mountainous areas as Terrain: Mountains, but have not yet determined the predominant terrain of other regions, so in those cases the terrain fields on the sheet are left blank. I've also noted a few islands, so that I remember that these realms are isolated from the mainland by water when I'm crunching data later on.

While you work away at your own world, keep in mind that the dividing lines between C-regions and W-regions represent *borderlands*, some of the most important and interesting adventuring areas in your campaign. This is where heroes and villains fight to push back the wilderness in search of dungeons, ruins, glory, dragon lairs and ancient

treasure. For an adventure-filled campaign, put in as many borderland areas as you possibly can!

When all of your map sheets are coded with C-regions and W-regions, the Wild / Civilized column of your Region Summary Sheet(s) should be fully coded with the corresponding information. If you have any blank Wild / Civilized fields on your sheet, look at your maps and record the correct information from there. Corresponding your sheets to your numbered maps at this point in the process will help to ensure that none of your map's details slip through the cracks.

When you're finished, the nature of your entire world map is defined.

I-22

PREDOMINANT TERRAIN

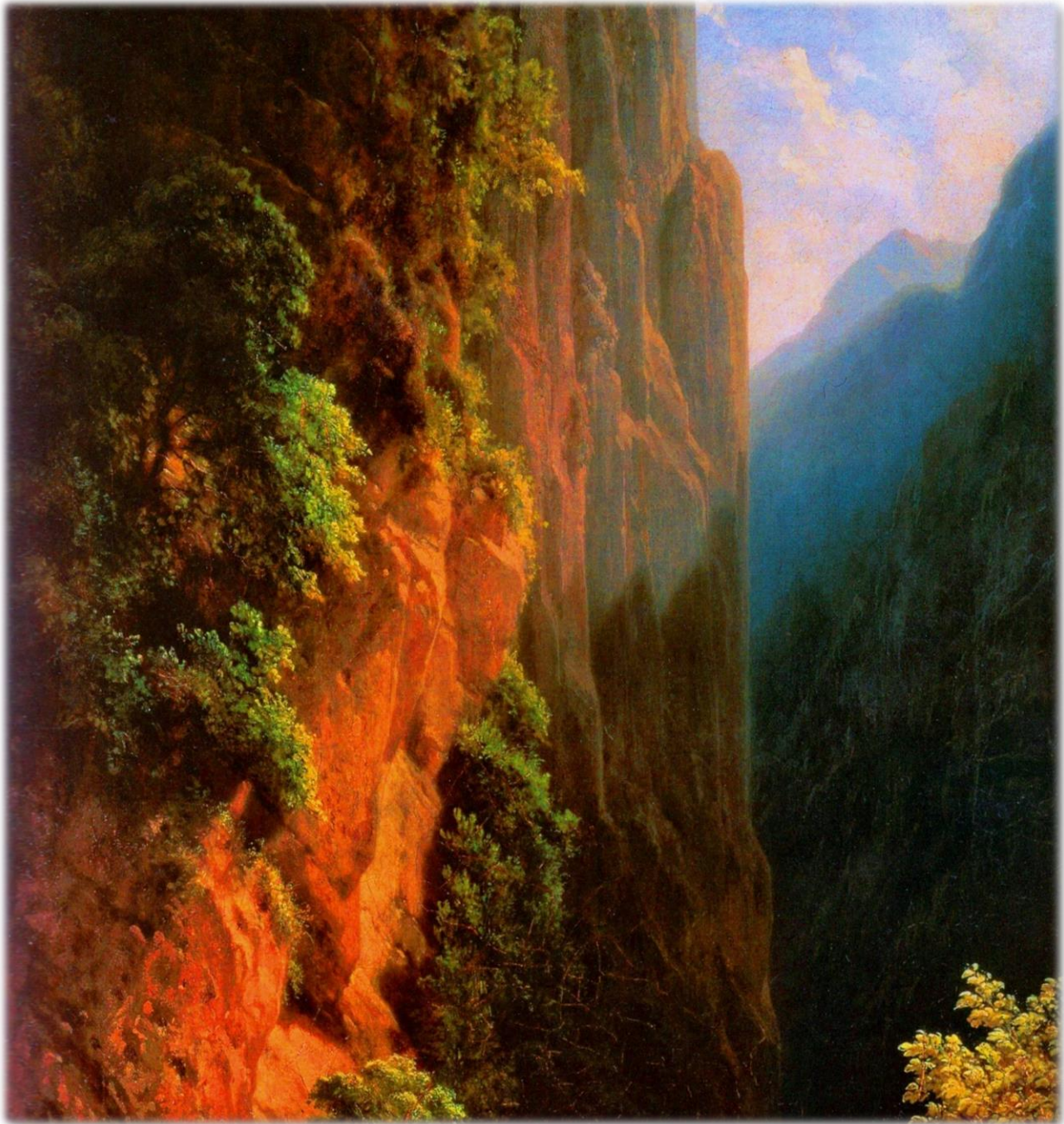
Step 22: Rough out all of the regions' terrain, for both wilderness and civilized areas. The next step is to go over all of the regions again, this time thinking about the landscape. Give each region a single *predominant* terrain type, and record that information on both your map and on your Region Summary Sheet. (Please note that this simplified coding does *not* mean that each region is filled with only that one terrain type, because that would make for a boring map. It just means that around 50% of that region's terrain is of that single type.)

This process can get as complicated or as slapdash as you like. No one but you is going to critique this early work! If you're in a hurry, just give each wilderness region on the map a code letter as follows:

- f ... Forest (coniferous, deciduous, jungle, rain forest, etc.)
- h ... Hills (barrow lands, cliffs, highlands, plateaus, mesas, etc.)
- m ... Mountains (extinct volcanoes, granite mountains, snowy peaks, etc.)
- p ... Plains (fields, grasslands, pastures, snow-covered plains, savannahs, etc.)
- s ... Swamp (bogs, marshes, morasses, quagmires, salt marshes, etc.)
- w ... Wasteland (corrupted land, desert, icy wasteland, poisonous land, salt flats, etc.)

(You can add additional code types for whatever special terrain types you want: broken terrain, crater lands, flood plains, salt flats, scrubland, shadow lands, volcanoes,

and so forth. These recommended types of terrain are general approximations of significantly different landforms and adventure locales; how detailed you want to get in this initial assessment is entirely up to you.)



I recommend using lower-case letter codes for terrain, so that you do not confuse the codes W (Wilderness) and w (Wasteland) on your maps. Again, you can create

interesting maps just working at random on some of these decisions. Don't worry about restricting terrain types by climate! In the real world, there are indeed frozen swamps, tropical wastelands, and temperate mountain regions directly adjacent to plains. Just give the map an interesting scatter effect, something that makes each region of the world an unusual place.

You should also try to avoid clumping similar terrain types together. It may "make sense" to put a mountain region adjacent to another mountain region, but that would actually work against your purpose of making an interesting and diverse campaign world. The borders of your regions are the borders *between* significant terrain types. Therefore, by definition, you should almost *never* be placing the same type of wilderness in two adjacent regions!

Consider the "lost world" effect, in which surprising terrain differences (in adventure fiction) are caused by bordering mountains and high plateaus around a core of surprising terrain. *That* is the effect of wonder you want to create, a sense of mountain "walls" with narrow "doors" leading into unexpected "rooms" of exotic wilderness. Again, don't fret if your map seems random and simplistic. It is indeed ... and by careful design! Just because a large region is designated as being predominantly "wasteland" doesn't mean you can't put a small mountain range, lakes, a forest and two swamps there later on. Wastelands and swamps *can* be civilized; they will just have interesting cultures which have adapted to the terrain. (In the case of a civilized wasteland, think of Frank Herbert's *Dune*; in the case of a civilized swamp, think of the fertile floodlands of ancient Sumeria.)

Later on, there will be plenty of room for you to designate individual hexes of varying terrain. Right now, you're only interested in the predominant terrain types, which will lead to interesting effects in demi-human and humanoid population.

As you work through an entire sector designating predominant terrain, stop periodically to record the results in your Region Summary Sheet under the Terrain column.

Here is an example of part of the RSS for the earlier coded sector, with terrain now noted:

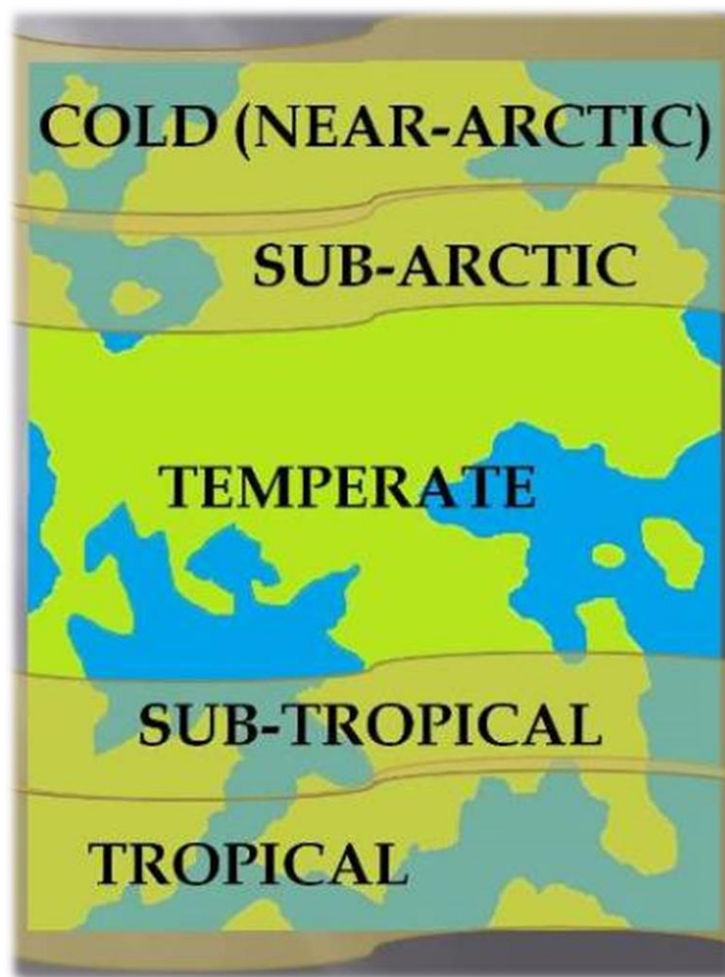
CASTLE OLDSKULL REGION SUMMARY SHEET			
#	Wild / Civilized	Terrain	Realm Type
1	Civilized	Forest	(Island)
2	Civilized	Hills	(Island)
3	Wilderness	Mountains	
4	Wilderness	Wasteland	
5	Wilderness	Forest	
6	Civilized	Hills	
7	Wilderness	Swamp	
8	Wilderness	Mountains	
9	Wilderness	Mountains	
10	Wilderness	Forest	
11	Wilderness	Swamp	
12	Civilized	Plains	
13	Wilderness	Mountains	
14	Civilized	Plains	
15	Wilderness	Wasteland	
16	Civilized	Forest	
17	Civilized	Mountains	Dwarven King.
18	Wilderness	Wasteland	
19	Wilderness	Hills	(Island)

Please note that not all of your maps will be as wilderness-heavy as mine; this was a specific design decision I made for this sector. For your heartland sector, as a counter-example, you will probably want most of your regions to be civilized. Give each of your sectors a unique proportion of wilderness to civilization right now, and those design choices will be reflected in the future as continuous variety within your world of adventure.

I-23

COMMON SUBTYPES OF TERRAIN

Step 23: Start thinking about the terrain subtypes in your wilderness. Your maps are now taking solid shape. It's time to take a breather and look over your work again, this time with a gamist eye. If you're already thinking of names or themes for some of your regions, or if you're trying to envision what the wilderness in your world actually looks like, try this: stop working for a while and take a look at your map flow with an eye beyond the codes, toward what wonders might actually *be* there in each region on the ground. What do you see? It may help to mentally split your map into cold, temperate and tropical climate bands again, like this (as shown earlier):



Each region of your world is different, and the predominant terrain of each region will be different as well. Forest A will not be Forest B, and you can start making these distinctions and recording them if you like on your Region Summary Sheet.

But how do you decide which unique subtypes of terrain go where?

To assist you, here are over a hundred examples of specific terrain subtypes which you can place in your own regions to differentiate them. For many more options (and a more detailed way to determine random terrain throughout your world), refer to Appendix E.

COMMON SUBTYPES OF COLD TERRAIN

Cold Forest: Boreal forest, boreal wilderlands, coniferous forest, corrupted / twisted taiga, fog-filled geyser forests, taiga, timberland

Cold Hills: Drifts, icecaps, icy hills, slag hills (from mining); see also temperate hill types below (cold hill types will typically be snow-covered)

Cold Mountains: Avalanche peaks, dwarven holds, gateways to elemental air, glaciers, ice cave summits, ice spires, impassable peaks, Mountains of Madness

Cold Plains: Enchanted ice, frostlands, frozen fields, glacial flats, ice flats, snowfields, tundra

Cold Swamp: Frigid swamps, icy floodland, permafrost bogs

Cold Wasteland: Ebony ice, frozen wastelands, geyser snowfields, polar deserts, windswept barrens

COMMON SUBTYPES OF TEMPERATE TERRAIN

Temperate Forest: Backwoods, brackens, brushwood falls, bushland, coniferous forest, coppices (lumber-managed woodlands), corrupted / twisted forest, deciduous forest, faerie lands, forested hills, groves (artificial / magical forest-gardens), petrified forests, scrubland, stands, thickets, wilderlands



Temperate Hills: Badlands, barrowlands, bluffs, buttes, cairn highlands, crags, crests, downlands, dunes (in wasteland), escarpments, geyser hollows, headlands, highlands, hogbacks, mesas, perilous hills (sinkholes), plateaus, precipices, ridges, rises, scarps, slag hills (from mining), slopes, tors, uplands

Temperate Mountains: Alps, barren mountains, cave-filled mountains, dragon reach spires, dwarven holds, forested mountains, gateways to elemental earth, lost valleys, misty mountains, rocky summits, stormy mountains

Temperate Plains: Bushland, countryside, dells, downs, farmland, fields, flatlands, forested plains, grasslands, heaths, hinterlands, lowlands, machair, meadows, moorland / moors, paddocks, pastures, prairie, rangeland, steppes, valleys, veldt

Temperate Swamp: Bayous, bogs, brackish swamps, cypress swamps, everglades, fens, floodlands, fungal swamps, geyser flats, haunted swamps, holms, mangrove swamps, marshes, mires, morasses, mushroom swamps, mud flats, quagmires, quicksand swamps, river delta, salt marshes, shrub swamps, sloughs, swamps, wetlands

Temperate Wasteland: Badlands, barrens, battlefields, burned forest wastes, deserts, desolation, dried mud flats, emptiness, geyser wastes, mirage wastes, monsoon deserts, poisonous deserts, salt flats, salted earth / Banelands, stony desert, trade wind deserts, wastelands

COMMON SUBTYPES OF TROPICAL TERRAIN

Tropical Forest: Corrupted / twisted jungle, jungle, rain forest, Lost Worlds, scrubland, swampy forests

Tropical Hills: Dunes (in wasteland), hilly jungle, montane forests, mudslide hollows, perilous hills (sinkholes); see also temperate hill types above (tropical hills will typically but not always feature heavy vegetation)

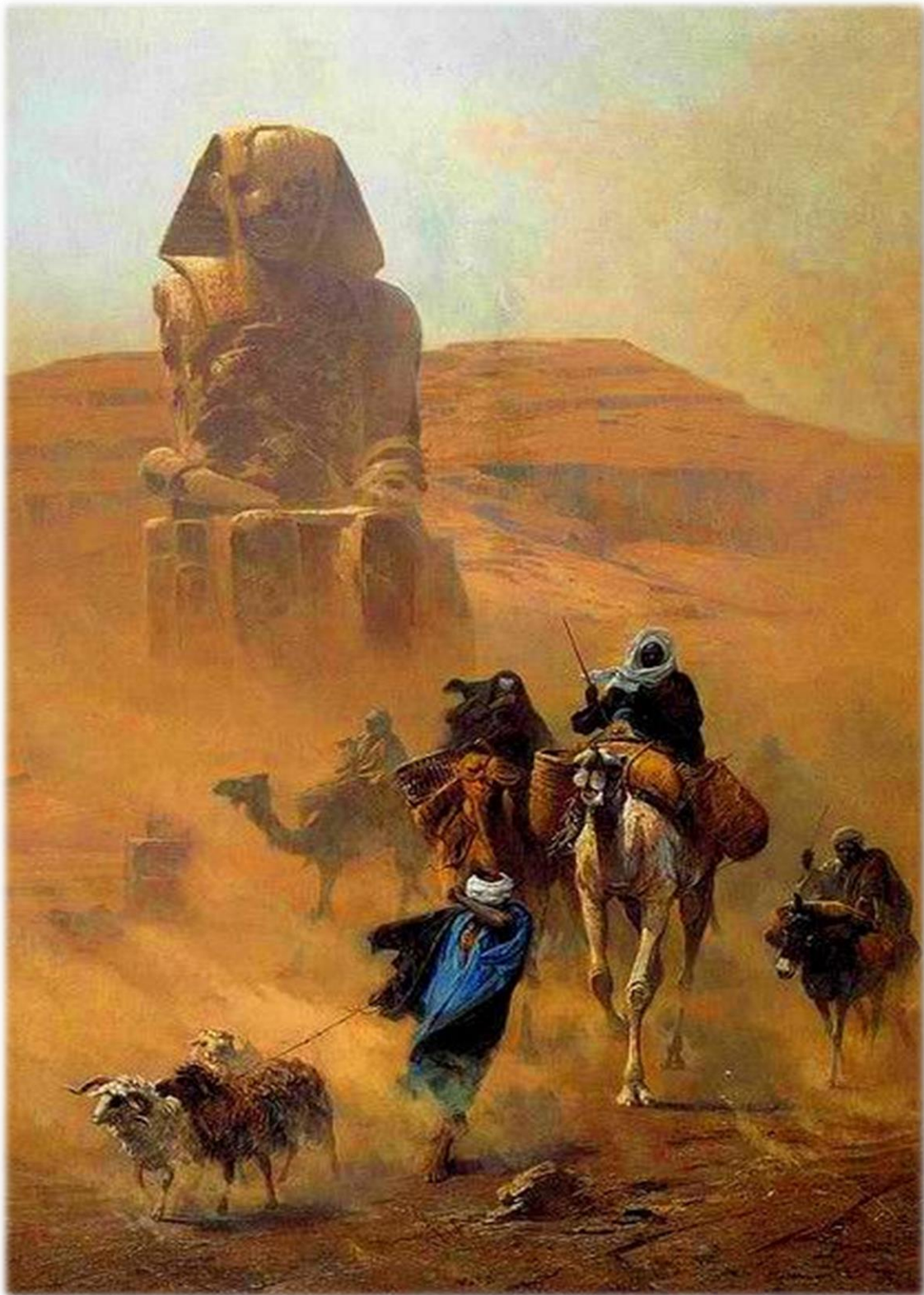
Tropical Mountains: Gateways to elemental fire, Mountains of the Moon (endless mist and enormous plants), tropical summits, volcanoes

Tropical Plains: Farmland, savanna, tropical grasslands, volcanic plains



Tropical Swamp: Dinosaur ranges, gateways to elemental water, mud flats, peat swamps, quicksand flats, savanna marshland; see also temperate swamps listed above

Tropical Wasteland: Ashen seas, barrens, battlefields, burned forest wastes, coastal deserts, dune seas, obsidian flats, rain shadow deserts, sandar / sandy deserts



COMMON ADDITIONAL TERRAIN SUBTYPES

Depressions: Basins, canyons, chasms, craters, defiles, delves, excavations, gorges, gullies, hollows, ravines, rifts, seasonal lakes, seasonal rivers, sinkholes, vales, valleys

Lakes: Great lakes, lagoons, lakes, lochs, salt lakes, oases, reservoirs, seasonal lakes, shallows, springs, tarns, tide pools, watering holes

There are many other different types of terrain you can include; you can simply search Wikipedia, or any geography site dealing with landforms and climactic vegetation, to come up with many other subtypes and thematic features for your regions. I have done most of the work for you in this regard ... again, you can refer to Appendix E for the basic definitions of hundreds of terrain subtypes which you can use in your campaign.

As you can see, you can put any kind of terrain anywhere on the map, and have it all make sense later on as you apply more detail. You can also differentiate adjacent and similar areas by giving them entirely separate themes, such as a faerie forest bordering a burned or haunted forest. How did the tragedy occur, and what kinds of monsters dwell on either side of the cursed divide?

You may want to leave yourself some notes as you define the subtype of each region's terrain on the Region Summary Sheets.

I-24

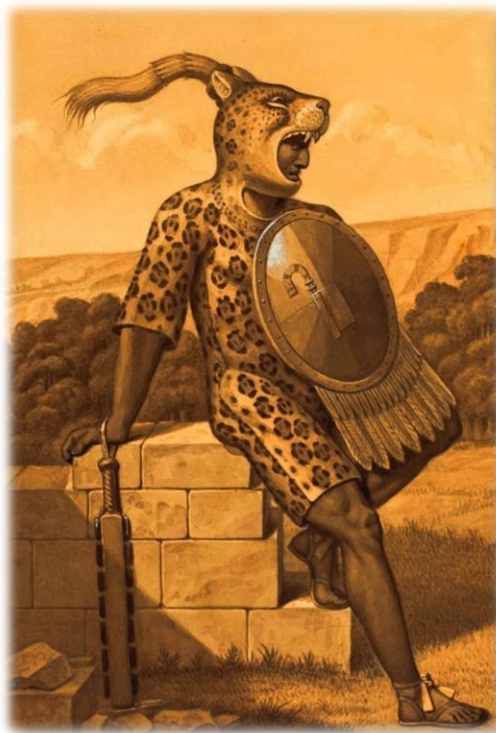
WILDERNESS CLASSIFICATION

Step 24: Classify and/or name some of your wilderness regions. If you like, you can also take some time to name and/or sub-classify some of the more “reachable” wilderness areas on your map.

Be creative. Names for wilderness regions can be simple (the Wilderlands, the Hinterlands, the Outlands), oblique (Lands of the Boar Nomads, the Waste of the Azure Ice) or foreboding (Here Only Death Resides, the Lost Reach of Aza'korthuul). (You can refer to THE NAME GAME section of this supplement for more naming ideas if you get stuck.) Whether you name each and every wilderness (and I recommend naming only a

few, so that you can keep moving), you should probably *classify* each wilderness region by type now. By their very nature, of course, wildernesses are wide and varied, and are therefore difficult to formally classify. But very generally, you can classify wilderness regions as follows:

Barbarian Lands: These are lands which are controlled by warlike tribes, but with limited over-arching control exhibited by any one power.



Nomad Lands: Lands which are controlled by somewhat united wandering peoples, with no central controlling authority.

Territories: Large reaches of wilderness which are claimed by a kingdom, but not sovereign, and sparsely settled (perhaps even only by missionaries, explorers and daring colonists).

Wilds: Regions which no kingdom has lain claim to, because the land is too remote, too difficult to traverse, or too dangerous to conquer. The human population might

consist of tribesmen, cultists, savages, cannibals, or even cavemen in a lost world setting.

Wastes: Wastes are regions which are vast and exceedingly dangerous, ruled only by beasts and monsters. Wastes typically feature very rough terrain and terrible weather (deserts of ash, icy flats, poisonous swamps, volcanic plains and peaks, and so forth). Unlike wilds, they may be near civilized regions, but the reason they are unclaimed is because their resources are impossible to cultivate and no one wants them.



Here is an example of part of my northwestern sector's RSS with the wilderness areas classified:

CASTLE OLDSKULL REGION SUMMARY SHEET			
#	Wild / Civilized	Terrain	Realm Type
1	Civilized	Forest	(Island)
2	Civilized	Hills	(Island)
3	Wilderness	Mountains	Wilds
4	Wilderness	Wasteland	Barbarians
5	Wilderness	Forest	Waste
6	Civilized	Hills	
7	Wilderness	Swamp	Wilds
8	Wilderness	Mountains	Waste
9	Wilderness	Mountains	Wilds
10	Wilderness	Forest	Barbarians
11	Wilderness	Swamp	Wilds
12	Civilized	Plains	
13	Wilderness	Mountains	Wilds
14	Civilized	Plains	
15	Wilderness	Wasteland	Nomads
16	Civilized	Forest	
17	Civilized	Mountains	Dwarven King.
18	Wilderness	Wasteland	Waste
19	Wilderness	Hills	(Island)

(In this example, I've tried to have Wilds predominate, with a few Wastes, and some Nomads and Barbarians for interest. The goal as always is to maximize the future adventure opportunities in a reasonable fashion.)

As you are making these kinds of decisions, do not feel pressured to name every single wilderness region in your world right now! You're just doing enough to keep yourself interested; the detail for the rest of your wilderness can come later. Detail a few interesting lands, next to your realms and kingdoms, and leave the rest for another day. After all, any wilderness on your map without a name can simply be labeled "HERE THERE BE DRAGONS," and that is often more evocative than any description could ever be.

I-25

CLASSIFICATION OF CIVILIZED REALMS

Step 25: Rough out the civilized regions. Now that your world's wilderness has been fully roughed out, it's time to give the same (but slightly more detailed) treatment to the civilized regions, or realms, of your milieu.

A typical old school fantasy world will consist of a chaotic plenitude of kingdoms, duchies, splinter states, invading empires, collapsing Marches and barbarian horde-lands. This is not only in keeping with pulp fantasy tradition; it's also a fair reflection of the European dark ages and the medieval period taken as a whole.

So your realms will be messy and plentiful. But what are all of these kingdoms actually *like*?

A little online research can serve as inspiration. For a relatively simple set of real-world realms to compare to your own world's kingdoms, check out the Wikipedia article "Roman province" and its associated maps. At the other extreme (and for a headache-inducing revelation), try Googling "Europe map 1300 AD" as an image search. Click on the messiest big color map you can find, and enjoy. You can now see that *no* political labyrinth of nations you can devise will be any crazier than reality!

So in your world, what is each realm's character, or mood? Here are a few dozen examples of "Middle-Earth European/ Mediterranean" cultural themes which will fit well in an old school fantasy campaign:

SUGGESTED CULTURAL THEMES FOR REALMS

The Ancient Mediterranean

[1] **Ancient Egyptian** (Pharaoh, pyramids, mummies, war chariots, necropoli etc.)

The Classical Mediterranean

[2] **Ancient Mesopotamian** (Ziggurats, floods, cedar forests, Epic of Gilgamesh, Babylonian mythos etc.)

[3] **Ancient Phoenician** (Mariners, spice traders, cults of Dagon and Moloch etc.)

[4] **Classical Africa** (Pygmies, monsters of Greek-African myth, cockatrices, basilisks, giant snakes, catoblepi, crocutae, gorgonian bulls, sphinxes, hawk demons etc.)



[5] **Classical Asian** (Lycia, Pamphylia, chimaeras, Troy etc.)

[6] **Classical Carthaginian** (republics, war elephants, Baal worship, heavy warships, ruling queens etc.)



[7] **Classical Greek** (heroes, Olympians, phalanx warfare, monsters of Greek mythology, Spartans etc.)

[8] **Classical Macedonian** (Alexander the Great, conquest, fierce tribesmen, armored cavalry, war god worship etc.)

[9] **Classical Mediterranean** (Cyclopes, Laestrygonian giant-demons, lotus eaters, portals to Hades, sorceresses etc.)

[10] **Classical Persian** (God King, Immortal warriors, perfumed dancers, manticores, deva-angels, dragon-beasts etc.)

[11] Classical Roman (Legions, emperors, Sibyls, Roman gods and cults, great cities, gladiatorial games, charioteering races etc.)



[12] Dark Age Anglo-Saxon (Beowulf, mead halls, hero kings, lakes of fire, ogres, fire dragons etc.)

[13] Dark Age Byzantine (Priest-emperors, crumbling empire, iconoclasts, decadence, riches, expeditions into the unknown east etc.)

Folklore and Fairytales

[14] Fairytale / Folkloric Arabia (Arabian Nights, genies, ifrits, ghuls, thieves, sultanate / caliphate etc.)

[15] Fairytale / Folkloric English (Arthurian knights and monsters, faeries, Jack the Giant Killer etc.)

[16] Fairytale / Folkloric French (Perrault, Sun King, Faerie Queene, loup-garous and the Beast of Gevaudan, exotic palaces, etc.)

[17] Fairytale / Folkloric German (Brothers Grimm, woodsmen, werewolves, witches, dark forests, haunted castles, Rhineland folklore etc.)



The Lost Worlds

[18] Lost World – Fantastical (Giant beasts and insects, beastmen, insect swarms, waterfall kingdoms, carnivorous plants, great chalice lake of the imperious titans, etc.)

[19] Lost World – Ice Age (Neanderthals, mammoth hunts, cave bears, carnivorous apes etc.)

[20] Lost World – Pleistocene (Saber-tooth tigers, great beasts, huge flightless birds, tar pits etc.)

[21] Lost World – Prehistoric (Dinosaurs, plesiosaurs, shallow seas, endless jungles etc.)

[22] Lost World – Pulp (reptile men, dimensional travel, tamed dinosaurs, ape people, crystal obelisks etc.)

Medieval Europe and Lands Afar

[23] Medieval Arabia (Deserts, oasis kingdoms, camel caravans, dervishes, astrologers etc.)

[24] Medieval English (Kings, god wars, knights, longbowmen, monasteries etc.)

[25] Medieval French (Paladins, churches / cathedrals, holy relics, gargoyles etc.)

[26] Medieval German (labyrinthine fiefs, political intrigue, rival princes and duchies, heavily armored knights and footmen etc.)

[27] Medieval Holy Land (Crusades, pilgrimages, celestial and fallen angels, miracles, prophets, signs and beasts of the Apocalypse etc.)

[28] Medieval Indian (Maharaja, nagas, rakshasas, assassins, spice caravans etc.)

[29] Medieval Irish (Cimmeria, barbarians, bards, druids, dark faerie land, monsters of the Celtic Mythos etc.)



[30] **Medieval Mediterranean / Islands** (pirate lords, treasure fleets, plague ships, knights templar etc.)

[31] **Medieval Russian** (Baba Yaga, Koschei the Deathless, liches, firebirds, bogatyr knights, rusalkas, vampires etc.)

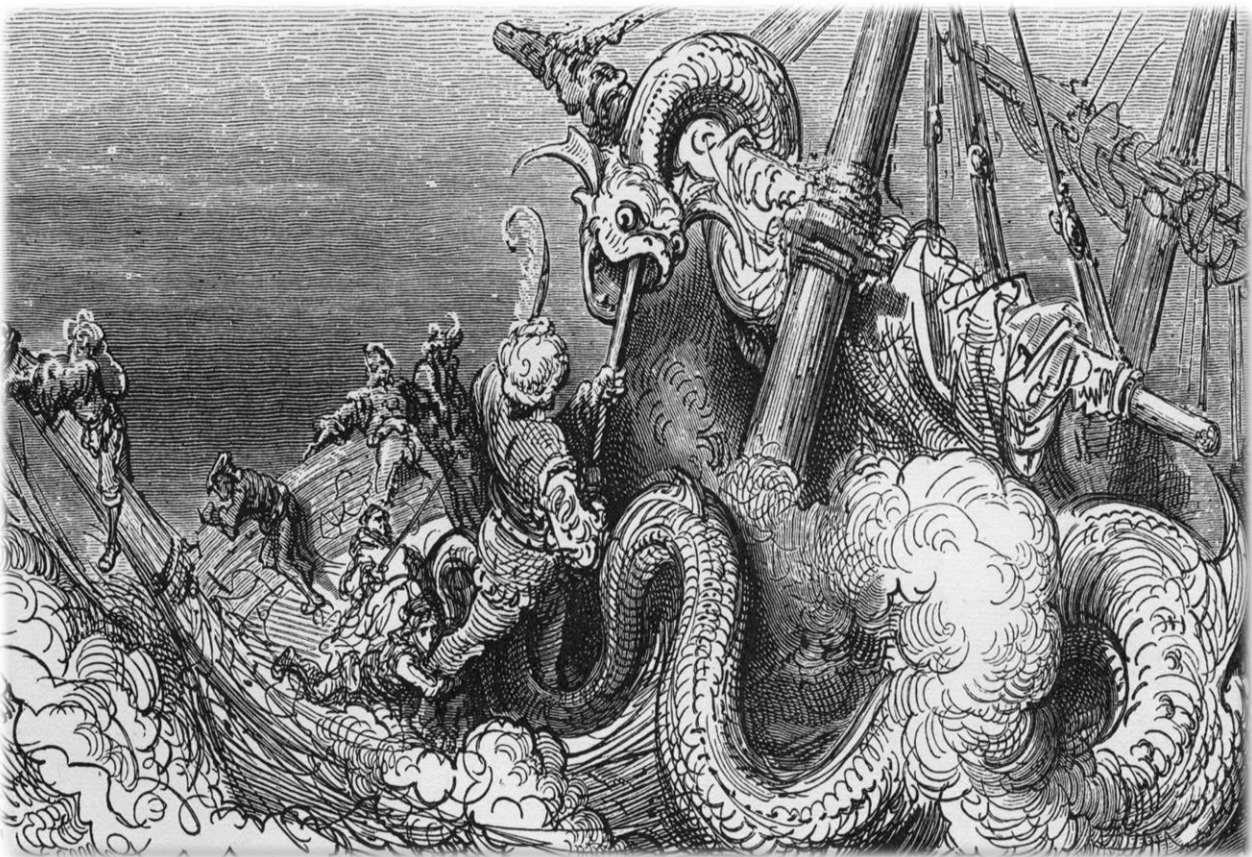
[32] **Medieval Scottish** (Highlanders, rival clans, invasions, great wall, misty castles, saints, devil-beasts etc.)

[33] **Medieval / Renaissance Spanish** (Inquisition, mad knights, elaborate architecture, daring nautical expeditions into the New World etc.)

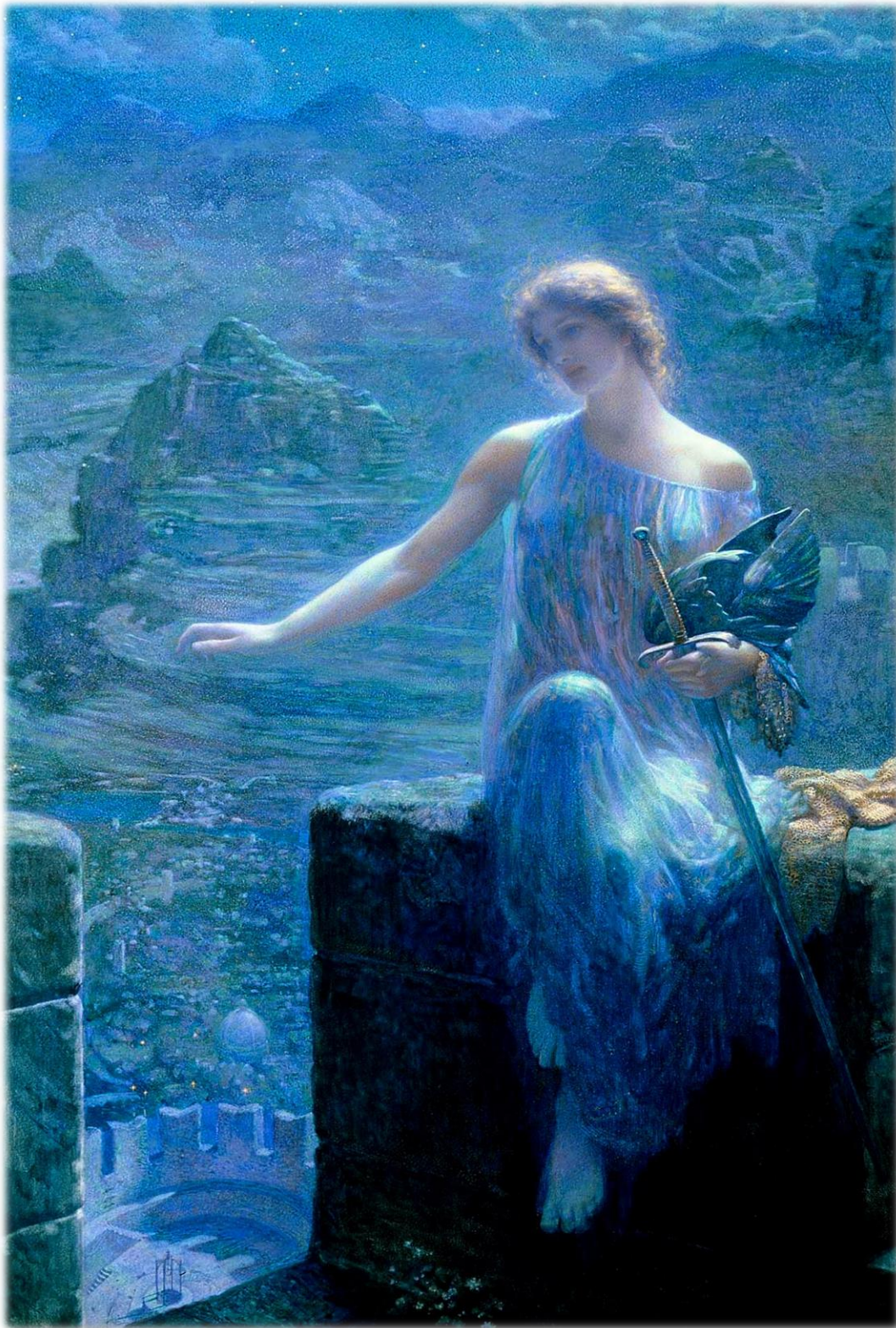
[34] **Medieval Swiss** (Cantons, mountain villages, pikemen, mountain villages, enchanted stags etc.)

Medieval and Dark Age Northlands

[35] **Medieval / Dark Age Finnish** (Finnish Mythos, giant heroes, mages of Lemminkainen, gnomes, treefolk, sea monsters etc.)



[36] **Medieval / Dark Age Norselands** (Asgard, Midgard, Thor, Loki, dwarves, elves, giants, trolls, valkyries etc.)

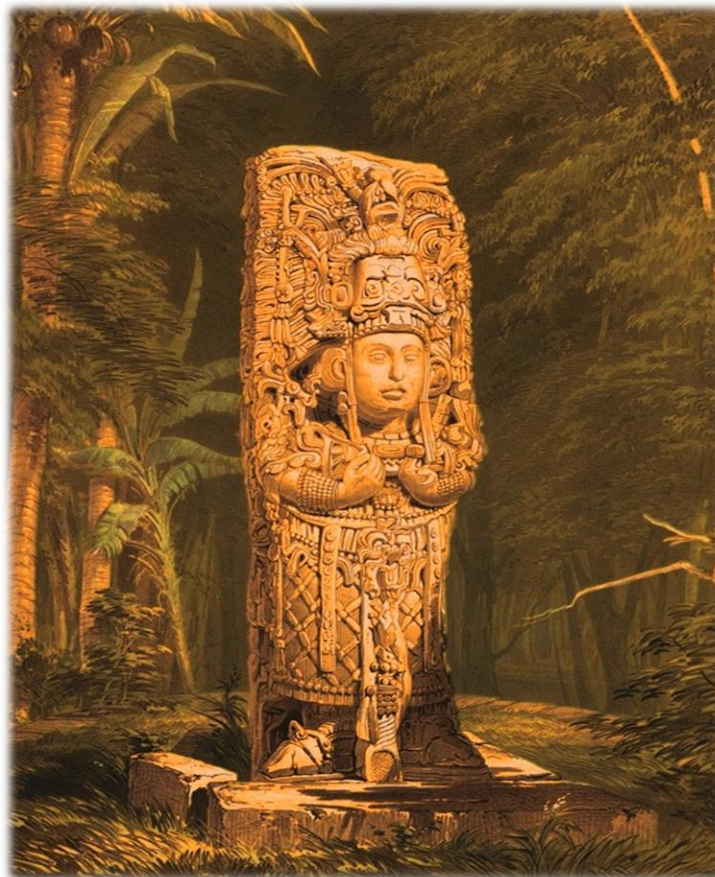


Medieval and Renaissance Europe

[37] Medieval / Renaissance Italian (Warring City States, artist-inventors, clockwork beasts, assassinations, demons of Belphegor, Gothic ruins etc.)

[38] Medieval / Renaissance Transylvanian (Tyrants, vampires, wolves, gypsies, misty forests etc.)

Beyond these ideas, other popular and more “exotic” (from a European perspective) realm themes for your outlands can include African, Australian, Aztec, Chinese, Eskimo, Hyborian, Incan, Japanese, Lovecraftian, North American Indian or Polynesian. Historical and mythological research will give you dozens, if not hundreds, of further intriguing examples.



As you decide on a theme for a realm, you may want to put a note on the map, or on your Region Summary Sheet. Do this sparingly, don't fill in everything.

Regardless of the chaos, your campaign map should be large enough that you will be able to include *all* of these culture themes and motifs simultaneously if that's what you want to do. Remember that the more diverse and colorful you make your game world, the more interesting it will be to your players, and the longer it will hold their collective interest as they yearn to explore new lands and fantastic cities in far-off lands.

You are of course free to create your own *entirely* fantastical cultures, with no real-world basis whatsoever; but in my experience, a realm works best if it resonates with the players' dreams / reading / traditions / mythology, and then branches off unexpectedly from that classic source. You can easily feed a player's preconceptions, and then willfully subvert them, with a single twist to each cultural idea. For example, you might have an isolated realm that is based on Norse mythology. But what if all of the civilized "people" there are chaotic good orcs, and all of the humans there are lawful evil berserkers? What if the giants of that land are good, and the humans there are evil?



You *could* assign a culture to each kingdom in your game world at this time. I personally, however, suggest that you apply that level of detail only to your *starting area* (which we will talk about next). If you start thinking about the culture of each and every realm on your maps, you will once again risk getting mired in detail and wasting valuable your prep time. Save the detail work for when and where you will need it.

I-26

STARTING REGION SELECTION

Step 26: Choose the one sector that you find the most interesting, and flesh out several of the regions in that sector. This will be your starting area. Now that your entire game world's civilizations have been drawn out and diversified, it's time to decide where your game's *starting area* should be. The starting area is realm where your players' level 1 player characters will begin the game. You will want to have at least a town, a nearby City State, and one dungeon for adventurers to explore (with the promise of many more to come). You might even want to place a nearby wilderness area, if your players have expressed an interest in experimenting with low-level wilderness adventures.

The easiest way to select your starting area is to look at your heartland sector, and to pick an interesting-looking small region which is close to a river, lake or other major body of water. A good starting realm will also have several borderlands (adjacent wilderness areas) within a short reach of between 1 to 3 map inches (about 70-200 miles, depending on your hex paper). Take some time to consider your own world map, and select your own starting area.

Now comes the scary part of wilderness design. By thinking about the starting area, we're getting much closer to play time and the first adventure! This fact requires a shift in our design focus. It is now time to set all of your world maps and notes aside; those bare sketches will be developed again later on. Your "world sketch" is now complete, ending the work for part one of this world creation guide. Congratulations on your creation!

With that done, it's time to zero in on the *true* realms of adventure. We're now going to draw an entirely new map, detailing the "known lands" that all of your players' characters grew up in. That's where your first game is going to take place. So let's begin!

PART TWO: REALM DEVELOPMENT

CRYSTALLIZING YOUR VISION

The following chapters concern the specific detailing of your starting area. Now that you, as the creator-GM, know what your entire game world (vaguely) consists of, it's time to move on from your own questions about the world, to those more pressing questions which will be raised by your players.

It is likely that your players, and their characters, are going to want (at the very least) answers to these 30 major questions when the game begins:

[1] What and where is our homeland? [2] What is our homeland's climate? [3] What is our homeland's predominant terrain? [4] What other terrain types are nearby? [5] Who is our homeland's ruler? [6] What is our homeland's culture? [7] What is our homeland's predominant alignment? [8] Are we, with our alignments, accepted, distrusted or hated? [9] Where and who are our homeland's nearest allies? [10] Where and who are our homeland's nearest enemies? [11] What demi-humans live nearby? [12] Are they friendly? Might they be allies? [13] What humanoids live nearby? [14] Are they actively hostile? Will they invade? [15] What dragons are known to live here? [16] What types of monsters are common in each terrain type nearby? [17] What town do we all first meet in? [18] How big is this town? [19] Where is the nearest dungeon? [20] How far away is this dungeon? [21] Are there any other dungeons we know about? [22] Is there a mega-dungeon? [23] What resources and treasures are most easily found in our region? [24] What is the nearest city? [25] How important is it, how big is it? [26] How far away is the sea? [27] Where do the rivers lead? [28] Where are the borderlands? [29] What's beyond those borders? [30] What's rumored to lie in the distant wilderness and the world beyond?

Once you're completed the work in this section, you should be able to answer all of these questions with confidence. And then, you'll be ready for the game to begin!

II-1

DEFINING THE STARTING AREA

Your campaign starting area, to be specific, is a rectangular slice of your world map which features your one selected starting realm in the middle. The starting area will also include, as a natural side effect of a rectangular map on paper, several edges of adjacent border regions.

Important: When you are selecting your own starting area's "map rectangle," try to draw it in such a way that it has the rough proportions of a standard sheet of paper (that is, about 8x11 or 9x12, which equates to a ratio of 3x4). If you do *not* do this, you will need to perform some hardcore number crunching soon.

If you need help calculating this ratio, you can measure one side of your selected starting area, and then multiply that by 1.5 to determine the longer axis. For example, if one "side" of your region-area is 2 inches long, then the longer axis will be ($2 \times 1.5 =$) 3 inches long. You can measure the starting area rectangle on your world map by either measuring in inches or in hexes, as you see fit.

You're by no means *required* to select a rectangular area, but the mapping tasks will be much quicker and easier if you *do* select a roughly 3x4 proportioned area!

II-2

PAPER SELECTION FOR REGIONAL MAPS

Once you have defined your starting area's map rectangle, it's time to make a decision about the type of paper you're going to use to create your new detail map. Which would work best for your purposes – hexagon paper, graph (square-grid) paper, or blank paper? Each type has its own strengths and weakness for you to consider.

Hex paper will prove to be the most consistent with your larger world map. However, it can be difficult to accurately convert your large-scale map details to your small-scale region map without making a mistake. (This is because humans tend to think in terms of proportional coordinates when they're sizing up or down a feature into a new scale. I could write an essay about this quirk, but it's much faster to simply say that you'll find

out what I mean if you try to freehand a detail map onto hex paper). The solution to this difficulty involves finding **hex-in-hex paper**, which can be hard to find.

It makes it much easier to convey your world map regions accurately on your new detail map. Personally, I recommend not using hex paper when designing your *first* starting area detail map, unless you can find hex-in-hex paper at a scale of 6 to 1. (You can usually find such paper by doing a search for “hex in hex paper” in Google.) In a pinch, you can create your own hex-in-hex paper with a ruler and some patience.

Graph paper, while common and easy to use, presents a different challenge. It is not ideal for wilderness movement, because the distance between squares diagonally is different from the distance between squares horizontally and vertically. This is not an important distinction over short distances (for example, in a dungeon), but when it comes to long-term travel it can cause some serious headaches. The big advantage of graph paper, however, is that it is easier to draw your region details proportionally (due to the coordinate quirk I mentioned above), which lets you make the detail map more quickly. I personally recommend graph paper for a beginning world designer, but not for a veteran.

Blank paper is either very easy or very difficult to work with, depending on how your mind works.

So which is best? That depends on the way that you think, and the way that you design things. If you found that the hex grid was getting in your way and/or confusing you while you were designing your world, you’re probably what I call an “artistic” or “open space” thinker. You want to focus on the lines you’re drawing, not the grid lines on the paper which seem to limit your design. If, on the other hand, you were using the hex grid during world design to help you figure out coastland and region shapes, you’re probably a “gamist” or “grid” thinker. You want the paper’s grid to serve as a tool, to guide your creation process and to make things easier to develop. If you’re an “artistic” thinker, a blank sheet is ideal for you. But if you’re a “grid” thinker, a blank sheet will probably drive you mad, and should be avoided at all costs. If blank paper works for you, the only danger is that you need to very carefully gauge your detail map’s scale (in millimeters or inches as you prefer) so that your detail map will correspond accurately with the dimensions on your world map. If that sentence just gave you a headache, I recommend *not* using blank paper for this part of your milieu design!

Once you have selected the paper type for your starting area detail map, it’s time to think about conversions of scale.

II-3

CALCULATING SCALE FOR REGIONAL MAPS

(To non-veteran Game Masters, a kindhearted warning: This section may give you a headache the first time you read it, but careful conversion of scale is crucial to your world design. Don't worry, I respect your intelligence and I know you will puzzle it out. Later on as you make more detail maps, all of this will become second nature. Keep at it!)

You must keep in mind that your detail map needs to fit your larger world map with a fair degree of accuracy. If you do not correctly fit this first region into the larger whole, all of your future detail maps will be off as a cascading result of your first mistake!

For this reason, I recommend that you go back over your notes and recall the scale you used for your world design hexes (in part one of this book). I again *strongly* recommend that you use a scale of 24 miles to the world map hex. Not only is 24 evenly divisible by 2, 3 and 4 (for easy calculations of overland travel), it's also easy to split your 24-mile hexes into smaller hexes for the detail map.

As you may recall, I recommended that you use 6-in-1 "hex in hex" paper for this map design if you choose to make your detail map on hex paper. You can also use 6-in-1 "graph in graph" paper, which has a 6x6 grid in each larger square.

For scale, you can consider using 4 miles to the hex or square. This means that each big hex/square, with all of the little hexes/squares inside of it, measures 24 miles from north to south. Therefore, if (for example) your starting realm on the original world map is 3 24-mile hexes north to south and 5 24-mile hexes east to west, then your detail map would be 3 big hexes (18 small hexes, 4 miles per hex, 72 miles) north to south and 5 big hexes (30 small hexes, 4 miles per hex, 120 miles) east to west.

Please note that I am going to use a fairly crude scale in my own screen examples, to make up for rather simplistic format of this affordable volume. In your own maps, however, you may find that an 18 x 30 small hex map is just too small, or that it doesn't fill up your entire 8.5" x 11" map sheet. If this is the case, simply double the number of hexes, and halve the scale.

Continuing our example, if you want to "embiggen" your 18 x 30 small hex map, you would double the number of small hexes from 18 north-south and 30 east-west to 36 north-south and 60 east-west. This would mean that each big hex (six hexes across) represents 12 miles, and each small hex represents 2 miles.

Once I've decided on this scale, I would still need to tweak the inaccurate curve of the land mass to properly fit my world map, but that is easily done once the general shape is sketched out. My 2-miles-to-the-hex detail map is now ready to draft.

I apologize if all of this is confusing, but it is fundamental to proportional map design. You will get it, just keep practicing!

II-4

DRAWING THE STARTING AREA MAP

Now that you have crunched the scale and size of your starting area map, the hard calculating part of the process is over. You just need to match the shapes and major terrain of your world map onto your detail map.

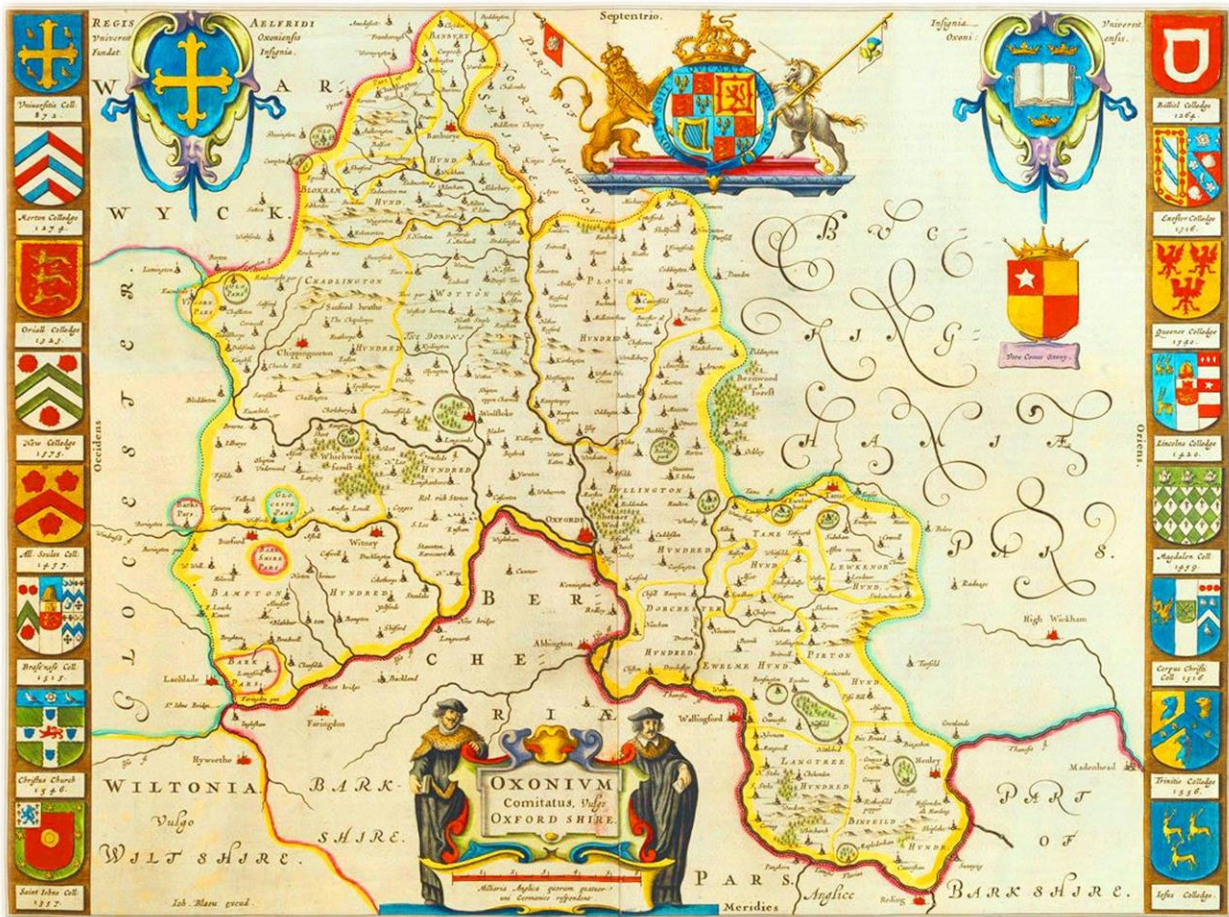
To do this, I recommend first drawing the shoreline. Make sure you get the overall landmass shape on the detail map to match your world map as closely as possible. Doing this will allow you to make additional and adjacent detail maps later on. And they'll all match up correctly!

When you are satisfied with your landmass shape, you should rough in the mountain ranges (if any are located in this region) from your world map onto your detail map in the same proportional manner that you worked out the shoreline.

Once you have the shape of the mountain ranges sketched in, you can then put in any great lakes and/or rivers that were shown in this area on the world map too. This step is usually quite easy once you have the landmass shape and the mountains as a guide.

As you might imagine, because the creation of your first scaled detail map is a pain in the butt, I recommend making electronic and/or hardcopy copies of your map at this time. If you do this, you can mess up in the steps to come and not need to rough out your detail map from scratch all over again.

I recommend both scanning and photocopying your map, but you can do either as you prefer.



II-5

CONSIDERING MAJOR CITIES AND TOWNS

The next step is to place the major population centers on your map. Remember that you're going for an unrealistic human population which will be considerably smaller than that of medieval Europe, because you want lots of wilderness, borderlands, sparsely-populated frontiers and unlooted dungeons in your world. If you overpopulate your game world in the name of realism, you'll run out of places to reasonably place the dungeons, ruins and wilderlands that need exploring! If there's treasure to be had somewhere and the humans aren't outnumbered by the monsters, then somebody else will have already gotten there first. Therefore, you need to keep your realm's starting population respectable, but low.

Also, unless you want a lot more design work (!), I strongly recommend that you start your players' characters in a *town*, not in a city. And don't start them in a village either. If you put them in a village, they'll run out of places to go (like taverns, weapon stores and banks) much too quickly, and there won't be enough population for them to hire men-at-arms, or to take on henchmen. A village is easier to design, but also extremely easy for intrepid adventurers to outgrow.

Even worse, a City State can be a nightmare to design, but that's an entirely different topic from the world design focus of this supplement. (It's a very complex procedure that can make general world design look like child's play; and for that reason, a separate CITY STATE DESIGN GUIDE is being written to supplement the Castle Oldskull product line. Until it is complete, you can use my CSE1, ELD1, ELD2, and ELD3 supplements to provide you with detailed advice on creating and running urban settings in your campaign. ~K)

If you start your players in a city, they're going to want to go exploring it right away, wandering in unpredictable ways through an expanse that is logically filled with dozens if not hundreds of inns, shops and residences. Do you want to spend the next three months of your limited free time designing a city before you can play the game? No? Then I recommend a town (no more, no less) as the happy medium solution between these two extremes!

In the Castle Oldskull system, I classify settlements as follows. This is a little more detail than you will need at this time, but nevertheless you will find the following figures useful to keep in mind. For all populations, the count is a *total* of men, women and children, including both humans and demi-humans. (In most cities, and depending on your campaign, the population will be about 75%-90% human.) I recommend an average family size of 5 persons per dwelling, estimating two parents and three youths (not necessarily children). That rule of thumb tends to even out in a reasonable manner when you're detailing a city or town.

In general, settlements have arisen where there is fresh water, available food, and a defensible location. Sadly, in a fantasy world that has a decreased human population (which allows for all of those monster lairs and unknown realms ripe for exploration), vulnerable settlements are quickly wiped out. Settlements will be situated on good terrain (for example, at the confluence of two rivers, or on a rocky prominence), and / or defended by magic and divine protection. Small relatively unguarded settlements do still exist, but they are either (a) deep in civilized territory within a realm, or (b) about to get wiped off the map by evil forces. That latter instance can always make for good adventure hooks, of course.

Settlements which are destroyed do not disappear, however. They are either taken over by monsters (for example, orcs taking over a town and fortifying it and creating a

crude unholy temple out of spiked timbers), or they become ruins ... the “dungeons” which fill the world with monster-ridden and treasure-laden environments just waiting to be encountered by enterprising PCs.

Here is an overview of the settlement sizes that I recommend:

SMALL SETTLEMENTS

(I) Cluster of Dwellings, Fortified Encampment, or Trading Post

A small and perhaps seasonally temporary locale. Population 15 to 20 (3 or 4 residences). For random determination, use 1D6 + 14.

There will only be one major building, but it might have strange partitions / unexpected services (e.g., a fur trading station with a large room for skinning, another for tanning, a hall of healing for trappers attacked by beasts or monsters, and so forth) in addition to being the community center.

As far as services, the availability of tools, armor, weapons, and various pieces of adventuring equipment will be roughly as follows, unless the GM decides otherwise for any specific item: Common items (examples: shovel, padded armor, club, sack) have a 30% chance of being available for sale; Uncommon items (crowbar, studded leather armor, battle axe, backpack) 20%; Rare items (thieves’ tools, plate mail, two-handed sword, acid vial) 10%; and Very Rare items (magnifying crystal, field plate armor, long bow with 20 silver arrows, vial of fatal poison) 0%. The GM must decide how many of each item are available for sale, but it will almost never be more than 1D4.

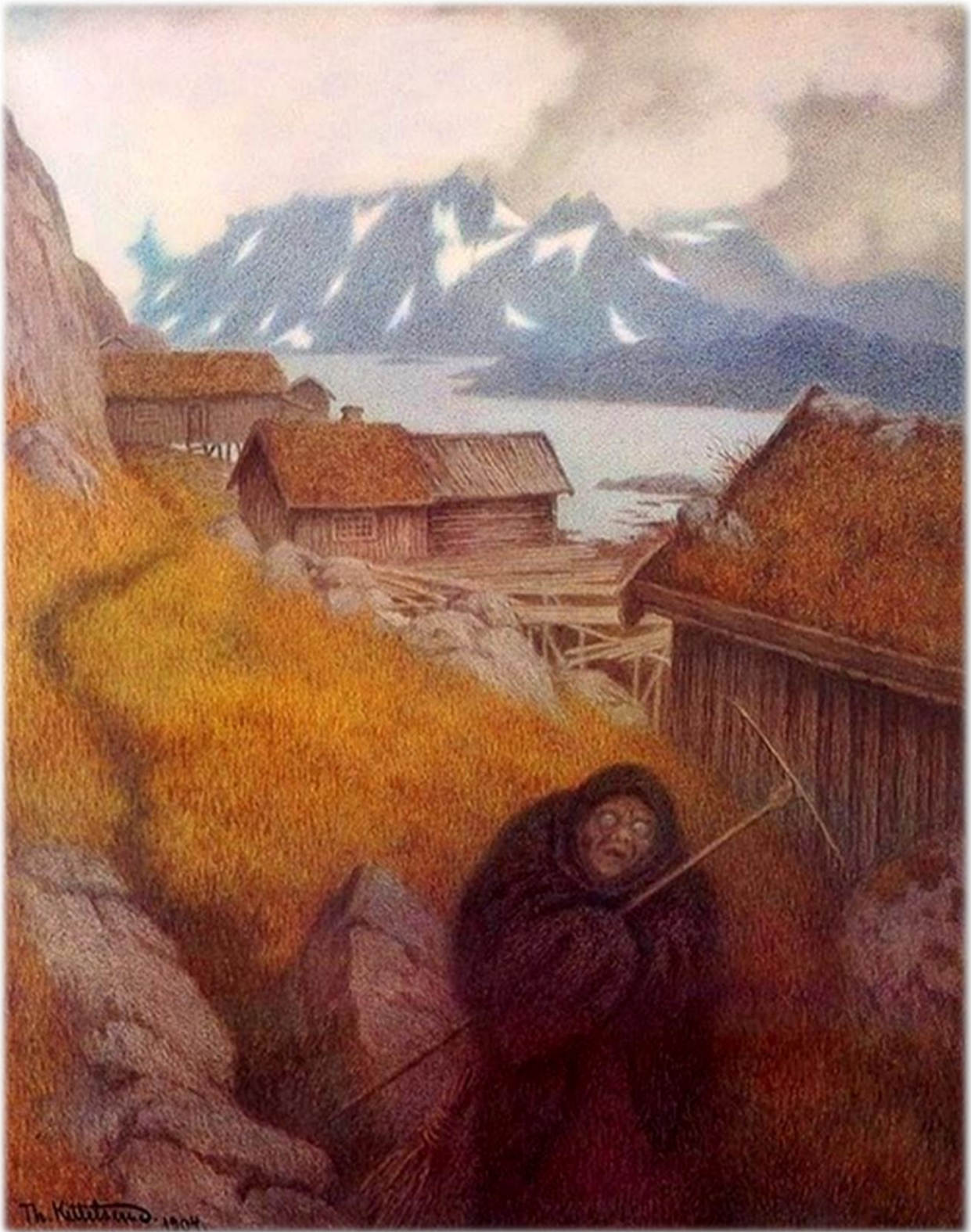
Supply replenishment rates are totally up to the GM, and there are too many factors for me to able to provide you much of a guideline; but in general, I would say that settlements are resupplied (in these regards) about once every month (30 days).

(II) Thorp

A cluster of familial dwellings with limited outside contact. Population 20 to 80 (4 to 16 residences). For random determination, use 2D4 x 10.

The few important buildings (for the leader, trade, the protection of food, etc.) will be in the center of the settlement.

Availability of most basic non-magical items for purchase or trade (as above): Common 40%, 1D6 available; Uncommon 30%, 1D4; Rare 15%, 1D2; Very Rare 5%, 1.



(III) Small Hamlet

The smallest type of village which has “normal” and frequent contact with outside realms. Population 80 to 180 (16 to 36 residences). For random determination, use $(1D12 + 7) \times 10$.

The traditional buildings (such as a temple, or founding memorial or tower) will be in the center of the settlement, while the few catering to outside visitors (such as an inn or stable) will likely be on the outskirts.

Availability of most basic non-magical items for purchase or trade: Common 50%, 2D4 available; Uncommon 40%, 1D6; Rare 20%, 1D4; Very Rare 10%, 1D2.

(IV) Hamlet

A very small village which is rather insular, and still has limited services (inns, taverns, etc.) for outside foreigners. Population 180 to 400 (36 to 80 residences). For random determination, use $(2D12 + 16) \times 10$.

The distribution of buildings will be as above, but there will be small clusters of service and trade buildings along each of the major incoming roads.

Availability of most basic non-magical items for purchase or trade: Common 60%, 3D4 available; Uncommon 50%, 2D4; Rare 25%, 1D6; Very Rare 15%, 1D4.

VILLAGES

(V) Small Village

A small place that is nevertheless accustomed to frequent visitation. Population 400 to 650 (80 to 130 residences). For random determination, use $(1D6 + 7) \times 50$.

The layout of the village will depend on the denizens and the terrain. For example, the elven and half-elven hunters might live on the hilltop, while the humans live adjacent to the fields. Trades can cause this kind of clustering as well (e.g., the merchants live here and the shepherds live there).

Availability of most basic non-magical items for purchase or trade: Common 70%, 4D4 available; Uncommon 60%, 3D4; Rare 30%, 2D4; Very Rare 20%, 1D6.

(VI) Village

A small yet bustling place, which is likely to turn into a Small Town in the future if all goes well. Population 650 to 900 (130 to 180 residences). For random determination, use $(1D6 + 12) \times 50$.

As for a Small Village above, but the divisions may show signs of long habitation (through walls, street names, a park or grove honoring an individual, and so forth).

Availability of most basic non-magical items for purchase or trade: Common 80%, 4D6 available; Uncommon 70%, 4D4; Rare 35%, 3D4; Very Rare 25%, 2D4.

TOWNS

(VII) Small Town

An enlarged village, with competing forms of service (multiple taverns, blacksmiths, etc.) Population 900 to 1,500 (180 to 300 residences). For random determination, use $(2D4 + 7) \times 100$. Sometimes, especially in the borderlands, a small town will be walled.

There may be an industry here, which affects the distribution of buildings. For example, the mills might be along the river facing the farmers' fields, while the refinery is near the copper mine and kept well away from flammable dwellings.

Availability of most basic non-magical items for purchase or trade: Common 90%, 5D6 available; Uncommon 80%, 4D6; Rare 40%, 4D4; Very Rare 30%, 3D4.

(VIII) Town

A well-proportioned place that is commercially successful and culturally vibrant (to a degree). Population 1,500 to 3,000 (300 to 600 residences). For random determination, use $(3D6 + 12) \times 100$. Sometimes walled.

The town will probably have two or more districts (a merchants' square, a foreigners' / travelers' district of inns, and so forth).

Availability of most basic non-magical items for purchase or trade: Common 100%, 6D6 available; Uncommon 90%, 5D6; Rare 45%, 4D6; Very Rare 35%, 4D4.

(IX) Large Town

A very busy and commonly visited town, with fine services for travelers. Population 3,000 to 6,500 (600 to 1,300 residences). For random determination, use $(1D8 + 5) \times 500$. Frequently walled.

The town will have three or more districts, and there will be considerable striation between castes and economic classes (for example, the lower class lives down by the swamp while the upper class are up on the hill, except for the upper middle class halflings which live in the hillside facing the sun).

Availability of most basic non-magical items for purchase or trade: Common 100%, 6D8 available; Uncommon 100%, 6D6; Rare 50%, 5D6; Very Rare 40%, 4D6.

CITIES

(X) Small City

An advanced settlement, but the size of the city might be limited by the availability of water or resources. Population 6,500 to 12,000 (1,300 to 2,400 residences). For random determination, use $(1D12 + 12) \times 500$. Usually walled.

The city will either be completely disorganized (and old), or very well organized (and rebuilt) in accordance with trades, services, castes, and factions.

Availability of most basic non-magical items for purchase or trade: Common 100%, 6D10 available; Uncommon 100%, 6D8; Rare 60%, 6D6; Very Rare 50%, 5D6.

(XI) City

A typical city, but small from a real-world medieval perspective. (Our world of adventure is filled more with monsters than men.) Population 12,000 to 20,000 (2,400 to 5,000 residences). For random determination, use $(1D4 + 1D6 + 10) \times 1,000$. Almost always walled.

As for a small city, but there may be multiple districts with the same theme yet very different atmospheres. For example, adventurers seeking a fine silver-and-steel sword will want to go to Armiger's Row, while those who just want a clutch of usable broad swords for their men-at-arms should slum down to Garald's Mongerworks by the stinky canal.

Availability of most basic non-magical items for purchase or trade: Common 100%, 6D12 available; Uncommon 100%, 6D10; Rare 70%, 6D8; Very Rare 60%, 6D6.

(XII) Large City

A major and important city. Population 21,000 to 40,000 (5,200 to 8,000 residences). For random determination, use $(1D20 + 20) \times 1,000$. Always walled.

The city will be old, and its districts will be isolated from one another by a series of walls, gates, guarded canals, and so forth. Passwords, pass keys (typically colored tokens allowing for a day's access) and even escorts might be required for foreigners to move into the more secure districts.

Availability of most basic non-magical items for purchase or trade: Common 100%, 6D20 available; Uncommon 100%, 6D12; Rare 80%, 6D10; Very Rare 70%, 6D8.

(XIII) Great City

A very important city, perhaps a capital. Population 41,000 to 60,000 (8,200 to 12,000 residences). For random determination, use $(1D20 + 40) \times 1,000$. Always walled.

The city will be very confusing to newcomers, and will feature hundreds of streets. There will be an undercity (a subterranean locale where crime and black market services tend to thrive, as long as they don't break too many laws too openly) and possibly an island (which serves as a stronghold, royal manorial residence, or perhaps even a plague prison). This type of city can almost never endure without a major river and access to the sea, or at least a great lake.

Availability of most basic non-magical items for purchase or trade: Common 100%, 6D100 available; Uncommon 100%, 6D20; Rare 90%, 6D12; Very Rare 80%, 6D10.

(XIV) Incomparable City

One of the largest and finest city states in the world. Population 62,000 to 100,000 (12,400 to 20,000 residences). For random determination, use $(2D20 + 60) \times 1,000$. Always walled, and perhaps in concentric rings for additional fortification, depending on how quickly the city grew.

The center of your campaign. Refer to my Saga of the Elder City series of supplements (ELD1, ELD2, ELD3) for extensive design advice.

Availability of most basic non-magical items for purchase or trade: Common 100%, 8D100 available; Uncommon 100%, 6D100; Rare 100%, 6D20; Very Rare 90%, 6D12.

(*Note bene:* I recommend only *one* incomparable city (size XIV) per world map, so that this vast city you eventually design is ensured to become the inevitable center of your future high-level campaign. If you choose to have two, well then congratulations ... you'll probably get to design two, and your adventurers might never explore one of them!)



II-6

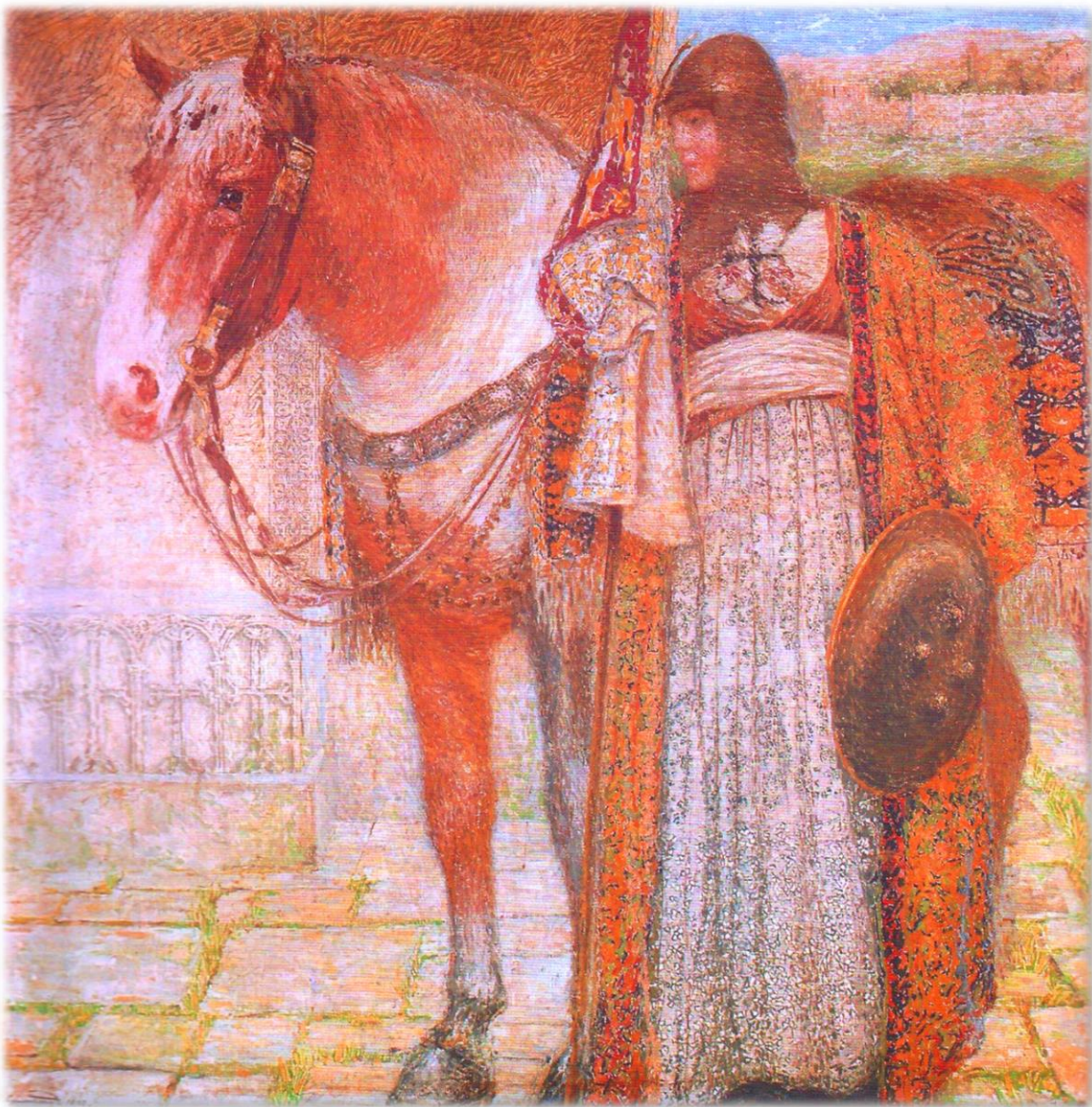
SETTLEMENT TRAITS

So if you're designing dozens or even hundreds of settlements in an evening, how do you keep them separate in your mind? How do you make them all interesting and unique to the players as their PCs go on adventures and seek out your urban creations? That's always a tricky question.

Personally, I prefer to make each settlement unique in some way, either its terrain, customs, superstitions, or reputation. You can roll 1D100 on the following table for some example "settlement traits" if you like ... keeping in mind of course that you should either reroll unwanted results, or be ready to spring a surprise on your players. A city known for its assassins, for instance, is probably not going to be a very nice place to visit!

[01]	A certain kind of animal is beloved here, or even sacred (birds, cats, dogs, foxes, etc.).
[02]	A certain monster type (dryads, lizard men, shape shifters, etc.) lives openly here, and they are peaceful with the populace.
[03]	A certain type of plant grows in profusion here, and is celebrated (a flower type, healing herb type, "monstrous" plant type, etc.).
[04]	A great battle took place here, and there is a monument, and it affects every aspect of life.
[05]	A great event took place here (coronation, divine visitation, peace treaty, etc.), and there is a monument, and it affects every aspect of life.
[06]	A renowned NPC lives here.
[07]	Arguments and duels are a way of life here.
[08]	Assassins are highly regarded, meaning this settlement has powerful nobles and a long history of two or more factions with hate one another. The vendettas and retribution killings may well go back for hundreds of years.

[09]	Barbarians are highly regarded; the settlement will be unruly, and filled with taverns, brothels, arenas, and so forth.
[10]	Canals are a prominent feature.
[11]	Cavaliers are highly regarded; the settlement will either be the center of a knightly order, or (if too small for that) will be a site that was saved in the past by knights. In either instance, chivalry and honor will be deemed very important.



[12]	Clerics are highly regarded, strong religious and ceremonial aspects.
[13]	Druids are highly regarded; there will be sacred groves and nature festivals.
[14]	Fighters are highly regarded; the settlement will be militant and well-guarded.
[15]	Funerals and somber ceremonies are a way of life here.
[16]	Gambling is a way of life here.
[17]	Illusionists are highly regarded; this will be a city of entertainments, wonders, masquerades, jesters, and so forth.
[18]	Mages are highly regarded; the common folk will greatly respect all spell casters, and those of arcane bent in particular. There will be one or more mage towers, depending on the size of the settlement.
[19]	One of the settlement's types of services is very highly regarded (sage advice, theatrical performances, the pleasure industry, etc.).
[20]	One of the settlement's types of trade goods is very highly regarded (food, drink, leathers, etc.).
[21]	One or more hills are prominent features, or a great rocky outcropping (acropolis).
[22]	Paladins are highly regarded; as for Cavaliers, above, but the settlement will also be Lawful and Good.
[23]	Parties and celebrations are a way of life here.
[24]	People here look strange due to a custom (they all wear masks, everyone has clothes colored brightly on the left side and black on the other, etc.).
[25]	People here look strange due to bloodlines (everyone is blonde, everyone is very tall and thin, everyone has a severe aquiline nose, etc.).
[26]	Rangers are highly regarded; the settlement will show a significant interest in hunts and herbalism, but also in border patrols, affairs involving invasions and migrations, and relations between borderlands

	and more civilized realms. If the settlement is in the middle of civilized territory, it has an ancestral reverence for to the “borderland” it once was.
[27]	Something smells terrible here (alchemy stills, butcher works, forges, livestock, etc.).
[28]	Something smells wonderful here (baked bread, flowers, perfumes, spices, etc.).
[29]	Swamps are a prominent feature; this means that the settlement is known for its herbs, spices, or exotic animals.
[30]	The gods are not worshipped here.
[31]	The gods are only worshipped in private here.
[32]	The majority of the populace is Chaotic Evil. Demons are worshipped here.
[33]	The majority of the populace is Chaotic Good. Authority is stronghold questioned here, and non-violent resistance to laws (or even royal visits) is common.
[34]	The majority of the populace is Chaotic Neutral. The Peganan Mythos (refer to my supplement PM1) may be worshipped here.
[35]	The majority of the populace is Lawful Evil. Laws are fiercely strict, and minor crimes carry the death penalty (probably in an indirect way, such as through arena death matches).
[36]	The majority of the populace is Lawful Good. Law is divine here, and the settlement may be visited (yearly?) by the avatar of a deity.
[37]	The majority of the populace is Lawful Neutral. Laws are strict, but sentences tend to be fair. The magistrates, courts, and councils of elders likely preside here.
[38]	The majority of the populace is Neutral Evil. The Great Old Ones might well be worshipped here.
[39]	The majority of the populace is Neutral Good. All people are welcome here, but the populace is vigilant and well able to defend itself.

[40]	The majority of the populace is True Neutral. The influence may be hierophantic (druids), monastic (monks of a non-martial philosophy) or even animalistic (the worship of animals and animal spirits, in supersedence of mortal law).
[41]	The merchants here are corrupt, wealthy, and highly influential.
[42]	The merchants here are honest to a fault.
[43]	The people here are known for their charming behavior.
[44]	The people here are known for their very rude behavior.
[45]	The people here think appearances mean everything, and dress far beyond their station.
[46]	The people here think appearances mean nothing, or must be controlled; and there are sumptuary laws and very few displays of extravagance.
[47]	The people worship a single mythos (Celtic, Greek, Norse, etc.)
[48]	The people worship two mythoi, which were associated in real-world history (Babylonian-Sumerian, Central American-Native American, Greek-Roman, etc.)
[49]	The people worship two or more different mythoi, and they are wildly different (for example, Finnish and Chinese). There are two populations, one of which is regarded as the immigrants / outsiders / untouchables.
[50]	The ruler here is beloved, and the people are fanatically loyal.
[51]	The ruler here is hated, and is of the opposite alignment when compared to the majority of the populace.
[52]	The settlement has a famous / renowned type of useful animal it is known for (falcons, hunting hounds, riding horses, speaking ravens, war dogs, etc.)
[53]	The settlement has a barely-hidden problem, which is surprising to foreigners (such as in a Lawful Good community, or a religious center which is against the exhibited behavior). Examples include beggars everywhere, disease everywhere, dead people in the streets, dueling to the death is legal, there is trash and filth everywhere, prostitution is rampant, and so forth. The exact issue is up the GM, as is the reason why

	it is instituted and protected here. It may be the result of a curse, mind control, oath, tradition, or even a situation where an isolated culture sincerely believes that the thing in question is perfectly normal.
[54]	The settlement is built atop caverns, which might not be abandoned.
[55]	The settlement is built atop vast ruins, which comprise an undercity.
[56]	The settlement is highly magical (in the clouds, protected by a magical barrier, etc.).
[57]	The settlement is home to a famous bloodline or family.
[58]	The settlement is physically divided (by a river, wall, etc.).
[59]	The settlement is very peaceful, and there are strict laws against violence and crime.
[60]	The settlement is very violent and dangerous.
[61]	The settlement was recently damaged (by violence, fire, storms, magic, etc.).
[62]	The streets are very straight and orderly, implying the settlement was carefully planned out in advance.
[63]	The streets are winding and wildly different from one another, implying that the settlement grew in surges and there has not been a major urban fire since.
[64]	The use of magic is frowned upon, and superstitious people will become nervous or agitated.
[65]	The use of magic is welcomed and encouraged, as long as it isn't violent.
[66]	There are beautiful artworks and / or a monument here.
[67]	There are major fortifications here which may seem excessive to foreigners. Even if the settlement is just a thorp, it has a ditch and a barrier-wall of sharpened timbers.
[68]	There are mineral healing springs here.

[69]	There are renowned artisans of one kind here (actors, painters, sculptors, etc.).
[70]	There are renowned tradesmen of one kind here (armorsmiths, shipwrights, weaponsmiths, etc.).
[71]	There is a great statue here, or a large number of lesser statues (magical and animated, honoring heroes, ancient and of unknown meaning, etc.).
[72]	There is a great temple here (or the ruin of one).
[73]	There is a major tomb here, such as a mausoleum, necropolis, or heroic funerary monument.
[74]	There is a powerful and renowned guild here (Adventurers' Guild, trade guild (wool, dyes, etc.), or a Professional Guild (Warriors, Mercenaries, etc.).
[75]	There is a renowned sage here.
[76]	There is a sacred grove or forest here.
[77]	There is a strange taboo here (do not speak during daylight, for instance) that can be very dangerous to foreigners (do not speak during daylight because that caused this city to be wiped out by the inter-dimensional horrors a century ago).
[78]	There is an important institution of knowledge here (an archive, library, scholomance (school of magic), university, etc.)
[79]	There is some kind of lower class subculture here, which no one talks about (beggars, plague victims, refugees, etc.).
[80]	Thieves are highly regarded; this city will be wealthy and with very disparate conditions between rich and poor. The real battle will be not only between the guards and the thieves, but between freelance thieves and organized crime (the Thieves' Guild).
[81]	Tourism and foreign commerce are a way of life here. (If there is no useful resource here, then the "tourists" are likely peregrines / pilgrims, coming to worship an ancient shrine, reliquary, site of ceremonial importance, etc.).

[82]	When first approached, the settlement will be experiencing or recovering from a disaster of some kind (earthquake, fire, flood, plague, siege, etc.)
[83-92]	Roll twice, ignoring results above 82.
[93-00]	Roll three times, ignoring results above 82.



And do feel free to put unusual cities and villages in unexpected places, especially those which conflict with a realm's alignment. If a realm is Lawful Good, there can still be a Chaotic Evil city; there just needs to be a very good reason for it. (For example, the city was recently conquered, or it is an ancient sacred city which the paladin lords known can never be conquered, because doing so will break a centuries-long pact with the gods, and will free an arch-devil and his legion to invade the Material Plane in hateful retribution).

And again for those who need more help in this regard: For much more information on settlements, in regards to their populace, shops, streets, temples, government, atmosphere, features, guards, criminals, and adventure ideas, please refer to my supplement CSE1 City State Encounters, and my Saga of the Elder City (ELD1, ELD2, ELD3) line of supplements at the DM's Guild. You can also find other good city supplements out there as well; I personally like Midkemia Cities, Vornheim, and the City State of the Invincible Overlord.

I recommend having between one and three cities on your starting area detail map. These few cities can be of any size, from small to incomparable; we will worry about populations later on.

Whether you want to put your world's one incomparable city somewhere in your starting region is entirely up to you. My recommendation is that if city design sounds exciting and you're a veteran GM, then go for it. Otherwise, work on a smaller scale, and only include smaller cities in your starting region.

Again, for gamist reasons of adventure potential and future exploration, I recommend that you do *not* exceed three starting area cities at this time. Remember that there are additional cities in each to-be-created detail map along every edge of this first map! If you want more cities in your world, there will be plenty of opportunities for you to place and design them.

II-7

PLACEMENT OF CITIES AND MAJOR TERRAIN FEATURES

And where do you place these cities? Unless your world is filled with extreme levels of magic, cities should almost always be placed upon a sea coast, a great lake coast, and/or a river bank. Medieval infrastructure and a population of many thousands will both

demand at least one major water source, plain and simple. Larger cities should probably be situated at river confluences (where two rivers merge) or at river deltas (where the river meets a great lake or sea). If by some twist of fate your selected starting region includes no shorelines and no rivers, you need to design a new major river right now. Make it curve across most of your detail map, and then add a corresponding to-scale major river in the appropriate spot on your world map. If you want to include three cities on such a map, you will probably want to create one or two additional branches for your river as well; otherwise you might run out of water to center your cities upon.

Once your own cities are placed, you should situate some towns. My rule-of-thumb recommendation is that any detail map should have between three and six towns on it. If you place fewer than three, your players' characters are going to automatically gravitate to the cities (and you get the "I need to design cities for months" problem threatening you again). But if you place more than six, your map is going to be filled with cities, towns and roads, with no room for dungeons, ruins and wilderness.

Unlike cities, towns do *not* need to be on major rivers. (They are very likely situated on *minor* rivers, the shores of small lakes, or between two streams, but you don't need to map out that level of detail on your starting map before the game begins. You're only marking rivers which cannot be easily forded, and which therefore will serve as "walls" for your adventurers.)

I recommend scattering your towns across the map, but not evenly. Leave at least one region with no towns, as that will become the largest "wilderness" area within your civilized region.

You can now place some villages if you want to, but I actually don't recommend it. Remember, you're going to be starting your campaign in a *town*, and in the beginning of the game the villages will be of little importance. Leaving off the map will give some sense of unknown, and you can place villages later on where circumstances demand.

And where should you situate the starting town? That depends on the terrain types, monster types and features that you want the player characters to encounter first. If you want to restrict adventurer travel, start the game in a town by the mountains and/or a river. If you don't mind early wandering, start the game in a town surrounded by blank terrain.

Whatever you do, however, you probably *don't* want the starting town to have easy access off of the map, because that means your players will make their characters wander off the map early on ... and then you have a "I need to design more right away" problem yet again!

II-8

RUNNING THE ROADS

Now that your map has major terrain features, cities and towns, it's time to put in some roads. Roads are relatively straight (except when they're forced to go around large patches of bad terrain), and in a game world they should be relatively few. A realistic medieval map would feature a huge mesh of roads all over the place, but you don't want your adventurers easily traveling everywhere and avoiding your wilderness encounters! And what could be *less* exciting during a "wilderness" adventure than traveling into the great unknown for three whole miles, and then encountering a road with a helpful mileage signpost to the nearest towns?

To balance these concerns, I recommend only running your roads between the cities and towns, connecting them all in a simple web. Don't over-connect places if you can help it. Do feel free to run your roads straight through mountains; those are passes. You can also run your roads along rivers, and even cross the rivers wherever you want; those are fords, ferries and bridges.

Once you've connected all of your region's cities and towns, run a few more roads straight off the map edges. These roads go to the cities and/or towns on your future adjacent detail maps.



II-9

FILLING IN THE TERRAIN

The next step is to fill the map in with other types of terrain, besides rivers and mountains. Your goals here are twofold: [1] to diversify both the number and type of adventure opportunities which the characters can experience in the wilderness; and [2] to include as many terrain types as realistically possible. If you manage to include *all* of the different terrain types, that's great, because wilderness encounters with monsters are driven by terrain type, and diversity in monster encounters gives the game much of its character.

To start modeling your detail map's full terrain, I first recommend that you (re)consider your selection of predominant terrain for this region. (Refer to part one, step 22 as a refresher.) Let's say that you initially decided that this region should be hill-dominated. Does that decision still make sense now, or would predominant plains or even a predominant swamp work better? You can always feel free to override your earlier decisions with a more informed consideration of your overall campaign.



I recommend placing a scattering of the chosen *predominant* terrain type over your detail map now; leave some patches of space for other terrain, but otherwise you should fill a lot of the map.

After you place “clouds” of the predominant terrain, stop to think about all of the other remaining terrain types which still need to be situated. Here’s the order I suggest:

[1] Put in large clusters of the **predominant terrain**. And for any of the following steps, please disregard if you’ve already decided on that terrain type as the predominant terrain. If, for example, you have your predominant terrain as hills, you would ignore steps 4 and 5 (hill placement) below.

[2] Keep in mind that any areas of the map you leave blank after all of this will, by default, become **plains**.

[3] Put in one or more small **lakes** if you want. These can logically be somewhere along your rivers, but that is not necessary in all cases.

[4] Put in some **hills** at the edges of your mountains. Unless you want the “Himalaya effect” (where mountains shoot out almost vertically from sea level), or to illustrate a cliff face, I recommend putting hills around virtually all of your mountain ranges.



[5] Next, include one or more ranges of isolated **hills** (with no mountains adjacent to them) if you think your map needs them. Be careful not to cover your entire map with hills, however, we have more things to fit in!

[6] Next, carefully include some **swamps** in the wet lowlands of your map. I recommend caution with this step, simply because swamps are difficult to traverse in modern times, and in medieval times they were even worse. Once you add in black dragons, green dragons, giant insects and all of the other classic beasts, swamps become extremely deadly barriers for your adventurers!

You can now begin to see some of the working elements of a good region map, even one as rudimentary as this: the longer you study it, the more the placement of the cities, towns, roads and terrain types makes sense. The region is developing a rhythm and a mood that will hopefully be interesting to the players too.

[7] Next, you can put in some **forests**. These are good “soft” barriers for adventurer travel. The PCs can certainly travel through these locations whenever they want to, but it’s slow going with lots of monster encounters.

[8] The next step is to put in some **wastelands**. Remember, wastelands are not just deserts; they can be salt flats, poisoned ground, rain shadow hollows, dead valleys or whatever. Wastelands are basically plains where the majority of humans don’t want to live, because the conditions are too harsh.

And as I mentioned before: all areas still blank represent plains (where grazing animals live, and humans like to put their farms). Be sure to leave some open space!

[9] **Optional:** There is also a special terrain type, **depressions**, which you may want to add to your map (particularly in wide expanses of mountains or plains). Depressions are lowlands where the terrain descends, either gradually or abruptly. Examples of depressions include valleys, gorges, chasms, canyons, rifts and “dead” seas. I make them optional for your first detail map design, because changes in elevation on a flat map can be confusing and your mind is probably already whirling with all of the detail I’m throwing at you!

II-10

PLACING THE DANGER ZONES

The last touch your map needs, before we move on to more textual subjects concerning the starting realm, is a scattering of **danger zones**. A danger zone can be anything you want it to be: a dungeon, a mega-dungeon, a magical gate, a ruined castle, an abandoned town, a mine, an evil temple, a cave system, a dragon's lair, a humanoid warren, a lost graveyard, or whatever. You don't even need to know right away *what* these dangerous places are; you just need to know *where* they are. Keep in mind that some of these zones might even be underwater, or invisible, or fading in and out between dimensions, or (in the case of deceptively alluring cloud castles) up in the sky!



Danger zones should frequently, but not always, be situated away from your population centers. If a danger zone is *too* close to a city, it is usually (realistically speaking) either wiped out by soldiers, or it wipes out the city. You can, however, place careful exceptions; a classic one is a haunted house or tower atop a hill, looming over a town, which no sane person enters because the place is known to be cursed. Danger zones can also be hidden, underground, hidden in “abandoned” ruins, veiled by illusion, or even future-emergent (for example, “There’s nothing here yet, but when it comes, the invading goblin horde is going to burrow out of the ground right *here*.”)

I recommend placing at least one danger zone within easy walking distance of your starting town; the rest can be wherever you want them to be. You can always add more, but this is your chance to make the empty corners of your map into the most interesting places of all. I recommend placing between five and eight danger zones in the starting region. Please refer to Castle Oldskull supplement CDDG1 for dungeon design, and other Wonderland Imprints supplements for lairs, ruins, as well as for overall recommended monster types and populations.



II-11

THE SIZE OF THE REALM

Once your regional terrain detail map is complete, you need to start thinking about the people who actually live in the area. How big and important is this region? Who rules it? How do the ruler's power, alignment and personality affect the entire realm?

Here is a detailed list of realm types that I recommend for an old school campaign, from the smallest to the largest. The size of the realm controls how important it is, and how powerful the ruler is as well. Similarly, the importance of the ruler determines that ruler's experience level and prominence in the world.

You can determine the power of your own starting area's region (and any other civilized region in your world) based on its overall size. Guidelines follow hereafter; but first, you should consider the concept of a **Realm Detail Dossier**.

II-12

REALM OVERVIEW:
THE REALM DETAIL DOSSIER

As you work through all of the details surrounding your starting realm, you will want to develop an organized written overview, which I call a Realm Detail Dossier (RDD). The RDD serves to collect all of the information needed to ensure that your starting campaign region is ready for play. It is not just a fill-in-the-blank form; it's basically a full design document which any GM could use to run your detail map for a group of players. In the beginning, you will only need an RDD for your starting realm. As the campaign progresses, you will probably develop additional RDDs for adjacent realms, and you can (if you have the time and inclination) outline your entire game world at this level of detail to create a vibrant, virtually endless milieu which will serve you as a game world for years or even decades to come. (Most published settings are detailed at hits level.) A world overview at the RDD level can easily exceed 1,000 manuscript pages in length; so it's *not* something you want to do entirely just yet! Focus solely on the one RDD for your starting region for now.

Here is the format that I recommend when you are writing up the information on your starting region's RDD. Feel free to move sections and paragraphs around, or to add and delete details as you see fit.

ELEMENTS OF THE REALM DETAIL DOSSIER

(I) OVERVIEW

Realm Name: The name you give your civilized region (for example, mine is "Golthorion"). If the realm has a more ancient name, you may consider that as well. **Realm Type:** The size and power classification of the realm (Duchy, March, County, Barony, etc.). If you wish, you can also write in the realm which this realm is ultimately ruled by (e.g., a nearby King in a Kingdom, whom a Baron owes fealty to). **Political Power:** The relative importance of the realm, enumerated between I (inconsequential) to XIV (world-dominating). **Resources:** The number and type(s) of valuable commodities which the realm produces. These are general considerations such as food, metals, lumber, and so forth. **Resource Detail:** A further elaboration of the realm's resources. For example, if one of the realm's resources is gold, this section will list the quality of the ore and the other metals found in the realm's gold mines.

(II) LANDSCAPE

Predominant Terrain: The terrain type that covers the majority of the realm's land area. **Coasts:** Here you can note whether the realm borders an ocean, sea, inland sea and/or great lake. **Forests:** Any names for the realm's forests, if any, can be listed here. **Hills:** The names of various hill ranges. **Lakes:** The names of any lakes. This section can also be used for other significant bodies of fresh water, such as artificial canals or reservoirs.



Mountains: The names of various mountain ranges. **Plains:** The names of plains and grasslands. **Rivers:** The names of major rivers. You can also record whether a river's source and/or mouth is found within the realm, or elsewhere. The direction of flow (south, southeast, etc.) can be listed as well. **Swamps:** The names of any swamps. **Wastelands:** The names of any deserts or wastelands. You may also wish to specify whether a significant portion of the realm's resources (gold, jewels, etc.) are located in the wastelands, which can make extraction more difficult and more threatened by monsters.

(III) RULER

Title: The title of the realm's ruler (Duke, Marquis, Count, Baron, etc.). You may also wish to note if the ruler is a descendant in a continuing bloodline (III, IV, etc.), or the first of his / her ancestral line. **Hierarchy:** The relative power hierarchy of the ruler, enumerated between I (minor knight) and XIV (emperor). Power hierarchy reflects the realm importance, and determines the ruler's experience level. **Class:** The class of the realm's ruler (cleric, fighter, etc.). **Level:** The experience level of the realm's ruler. **Alignment:** The alignment of the realm's ruler. Note that the ruler's alignment also affects the predominant alignment of the realm's human population.

(IV) POPULATION

(IV-a) Human Population: The total number of humans who live in the realm. **(IV-b) Demi-Human Population:** The total number of demi-humans who live in the realm. **Dwarves:** The number of dwarves in the realm. You can also include their individual or maximum enclave populations if you so desire. If you wish, you can have sub-numbers for sub-races (hill dwarves, mountain dwarves, etc.). **Elves:** The number of elves in the realm. Sub-races (faerie, sea, sylvan) and half-elven populations can be further delineated as well. **Gnomes:** The number of gnomes in the realm. Sub-races (burrow gnomes, deep gnomes, forest gnomes, etc.) can be delineated. **Halflings:** The number of halflings in the realm. You can also summarize the number of shires if you like; halflings tend to gather in pastoral areas of several hundred to 2,000 individuals. **(IV-c) Humanoid Population:** The total number of humanoids who dwell in and below the realm (including major dungeon, ruin and netherworld populations). This number includes all of the humanoid races listed below. **Beastmen:** The number of beastmen in the realm. Beastmen are animal-man hybrids which tend to be barbaric and dangerous, but not necessarily evil. For each humanoid race, you can also include their major lair populations if you so desire.



Bugbears: The number of bugbears in the realm. These are large, furry goblins. **Frogmen:** The number of frogmen in the realm. Frogmen are typically evil, but may also represent humans which are being corrupted by Deep Ones. **Gnoles:** The number of gnoles in the realm. Gnoles are fanged and clawed beastmen, and may be part dog (Cynocephali), hyena, wolf, etc. **Goblins:** The number of goblins in the realm. Goblins are small darkness-loving humanoids who are dangerous in large numbers. **Headless Ones:** The number of headless ones (Acephali) in the realm. These monsters tend to be rare, and are alluded to in Greek mythology and other sources. **Hobgoblins:** The number of hobgoblins in the realm. These are larger, more aggressive, and more militant and organized goblins. **Kobolds:** The number of kobolds in the realm. These are small mine-dwelling humanoids which are related to goblins. **Lizard Men:** The number of lizard men in the realm. Lizard men are cultic, shamanic creatures which tend to be either Savage (unable to speak, superstitious and violent), or Tribal (speaking, using weapons and armor, and possibly willing to trade with demi-humans). **Orcs:** The number of orcs in the realm. Orcs are vile, aggressively nasty humanoids which appear to be swine-human or boar-human (tusked) hybrids.

(V) HUMAN POPULATION CENTERS

Cities: The number of cities and/or City States in the realm, and their populations. **Towns:** The number of towns in the realm, and their populations. **Urban Population:** The sum of all of the city and town populations. **Rural Population:** The total population of the realm, minus the urban population. **Starting Town:** The name of the town where the Game Master will begin the campaign.

(VI) HUMAN ALIGNMENT DISTRIBUTION

Predominant Alignment: The alignment of the ruler, and the alignment of most of the human population. **Human Population Alignment Spread:** The following figures provide firm estimates of the number of humans of each alignment who are present in the realm. **Chaotic Evil:** The number of chaotic evil humans in the realm. You can also include the percentage of the total populace who are chaotic evil, if you desire. **The 8 Other Alignments:** (etc.)

(VII) BEASTS & MONSTERS

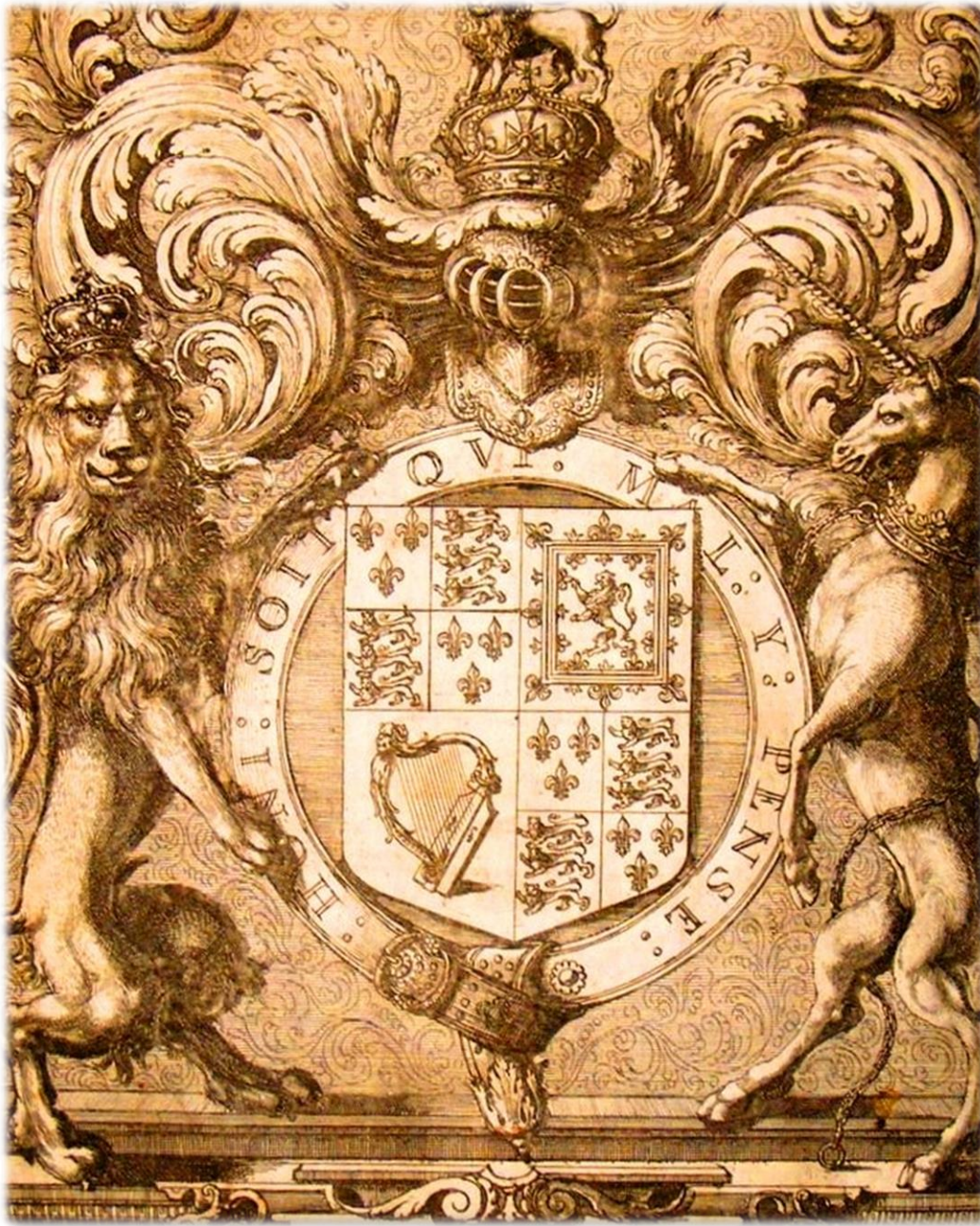
Known Danger Zones: The number, name and type (ruin, dungeon, cave, magical gate, etc.) of the major threat areas in the realm. Threat areas should usually consist of a surface region, edifice or enclosure, with a potential underworld beneath so that you can design dungeons for further adventures and exploration.



Known Dragons: The numbers of each dragon species present in the realm. If you wish, you can also determine their age categories and give them names. **Common Encounters:** The following sections are used to list the most commonly encounter major encounters in the realm, by terrain. Note that trivial and incidental encounters with non-threatening beasts are typically not represented in the game. **Forests:** The most common

beasts, demi-humans, significant human types, humanoids and monsters found in the realm's forests. **The Other Terrain Types:** (etc.)

As you can see, this dossier will give you the ability to answer hundreds of player questions, and to prepare dozens of improvised adventures through logical deduction. It's a lot of detail, but all of the detail is relevant to the game. I will provide examples of recording all of this information in the sections to come.



PART THREE: A REALM WORTHY OF PLAY

MANIFESTING THE DREAM WORLD

The CASTLE OLDSKULL GAME WORLD GENERATOR is necessarily a nuts and bolts guide, for the reasons I outlined in the introduction: this supplement fills a need which I have not seen effectively filled in the last 35+ years of fantasy role-play. Also, I've observed that most people have lots of great *ideas* for fantasy games, but they don't have the decades of Game Mastering experience, or the knowledge of medieval history, resources, politics, climate and so forth that are all required to create a compelling game world.

The great strength of this book, giving you all of the nuts and bolts and showing you precisely how to hammer them together, is also its greatest weakness. This supplement, outside of my own examples, is rather poor on truly creative ideas. That's because the most compelling and imaginative details for your game need to come from you! Only you know your own preferences, the types of old school play you wish to exemplify, and the parts of the game that you want to downplay. Further, you are the only Game Master who understands your own players, their dreams, their loves, their hatreds, and what they want out of the game. *You* need to make all of this information breathe and come to life.

So how do you *do* that? First, you start by filling out your RDD as detailed in the following chapters. Doing so will give you a coherent framework to wedge all of your good ideas into. Even better, this design process will probably give you many new and exciting ideas which you didn't even know were lurking in your subconscious! To make all of the details, and the magic, work perfectly in synergy, you will need to consider *all* of the aspects of your realm's populations, monsters, resources, heroes and villains. This section is designed to help you begin to do exactly that.

III-1

REALM NAMES

The easiest, and perhaps ironically the most difficult, step in preparing your realm is to give it an evocative name. You might already have a name in mind, or you can find inspiration in the writings of Burroughs, Howard, Lovecraft, Tolkien and many other giants of classic fantasy.

If you're still stuck, you can also find some great names by looking up a list of Roman provinces, a list of Greek / Achaean City States and regions (Arcadia, Boeotia, Sparta, etc.), or just by looking at some medieval maps. If your starting realm is based on (for example) medieval France, you could do worse than to simply take the real regional names (Anjou, Auvergne, Loches, Troye, etc.) and then scramble them at random into a new map. The end result might make some dry old historian laugh hysterically, but who cares? Your maps are game engines, not treatises on the real world.

Just give your starting realm a good name and go with it. If you're in doubt, come up with three or four possible names, and ask your friends which name sounds the best.

III-2

REALM TYPES

Realm types are confusing. There are and were *many* different realm types in the real world. Ancient and medieval distinctions between peoples, regions and time periods are further confused by *culture* as well. Everyone has heard of Duchies and Counties, but how many typical gamers have heard of Caliphates, Hetmanates and Mamlakas? You will want to use these evocative realm types throughout your world to distinguish your more exotic kingdoms, but the realm classification process can get confusing if you do not have a firm understanding of the classical western European realm types. You will need this foundation so that you can evolve your world's other cultures in a logical fashion.

We will get into more detail soon, but for general reference, the following realm types are the ones I recommend to design your fantasy game world. Some are historical and some are imagined, but they all fit into a coherent system. They are, from weakest to strongest:

Honor Holds, Freeholds, Knightmarks, Baronetcies, Baronies, Arch-Baronies, Viscounties, City States, Counties, Free Counties, Marches, Free Marches, Holdfasts, Duchies, Archduchies, Lordships, Grand Duchies, Principalities, Kingdoms, Great Kingdoms, Imperial Kingdoms, and Empires.

Very generally, the bigger a civilized realm is, the more powerful it is. Honor Holds are tiny (so tiny that you may have them on your starting region map, but not on your world map), while empires are always huge. How huge, precisely? Let's find out.

III-3

SIZE-BASED SELECTION OF REALM TYPES

Here is a guide to picking a realm type for any region on your map, based on each realm's longest axis (measurement) on your world map. You can use this guide to classify your starting region. Realm types are listed hereafter from weakest (in political prominence) to strongest.

Please note that in the real medieval world, small realms tend to be either ruled by larger realms, or the small realms are interconnected with one another to form a larger realm (for example, the 50 states of the United States of America). In a game world however, I find that the realms tend to be more interesting if they are loosely affiliated with one another and with highly variable cultures, rulers, alignments and histories.

This is a "Gygaxian" precept, in which we consider the majority of this continent to be a former Great Kingdom which was once largely united but which began to disintegrate due to a corrupt tyrannical ruler. The Great Kingdom concept is very useful because: (a) It gives your campaign an arch-villain, in the form of an evil Emperor or Overking (however near or far away, perhaps even off the map); (b) It gives you an excuse to have small realms subservient to large realms, or completely independent, according to your whim; (c) It maximizes the variety of ruler types, allegiances, and potential rivalries in your world; and (d) It gives your Player Characters many more friends and enemies to make ... they aren't just "friends of the Emperor" or "enemies of the Emperor" in as a dangerous binary variable in your game.

Petty Realms

Realms with a longest axis of less than 24 miles (a region filling less than 1 world hex) include: Honor Hold, Freehold, Knightmark or Baronetcy.

Small Realms

Between 24 and 48 miles (a region 1 or 2 world hexes long): Barony or City State. **Between 48 and 72 miles (2 or 3 world hexes):** Arch-Barony, Viscounty, City State, County, Free County, March, Free March, Holdfast or Duchy.

Medium-Sized Realms

Between 72 and 144 miles (3 to 6 world hexes): Viscounty, County, Free County, March, Free March, Holdfast or Duchy. **Between 144 and 192 miles (6 to 8 world hexes):** Duchy, Archduchy, Lordship or Grand Duchy.

Large Realms

Between 192 and 240 miles (8 to 10 world hexes): Duchy, Archduchy, Lordship, Grand Duchy or Principality. **Between 240 and 288 miles (10 to 12 world hexes):** Holdfast, Lordship, Principality or Kingdom.

Vast Realms

Between 288 and 504 miles (12 to 21 world hexes): Kingdom. **Between 504 and 1,008 miles (21 to 42 world hexes):** Great Kingdom. **Between 1,008 and 1,512 miles (42 to 63 world hexes):** Imperial Kingdom. **Realms of 1,512 or more miles (63 or more world hexes):** Empire.

The next four sections of this book serve to detail these 23 different realm types in order of prominence (from political power level I, insignificant; to political power level XIV, world-changing).

III-4

PETTY REALMS (POLITICAL POWER I – IV)

(Note that petty realms are too small to show up on your world map, and are only included here for completeness. You may, depending on the nature of your starting region map, decide to place one or more petty realms *within* your starting area.)

HONOR HOLD **(Political Power Level I)**

An Honor Hold is merely a patch of land surrounding a small fortification, defended by an especially bold and prosperous Knight. Honor Holds are almost always controlled (distantly) by a noble or King, but the Knight is the one who is on the ground and keeping the area secure. The center of the Honor Hold is probably only a hamlet or small village, defended by a tower, shell keep or similar minor fortification. The fortification may still be under construction and the Knight may only be supported by a few dozen men-at-arms and/or a small group of militia. Or, the tower may be ancestral, and nearly a pastoral ruin, which the local Knight has only recently reclaimed.



Honor Holds are small; they are always much smaller than 24 miles along their longest axis. In other words, an Honor Hold does not even fill a single campaign hex and never will. They typically extend no farther than the boldest farmer's fields (perhaps 8-10 miles from edge to edge).

The ruler will belong to Hierarchy I (meaning he will be of experience level 5 to 9, as will be explained in the next chapter).

FREEHOLD

(Political Power Level II)

Freeholds are similar to Honor Holds, but they are controlled by a slightly more prominent Knight of Hierarchy II (experience level 6 to 10). The population center is probably a large village, and the Knight is likely to control a small body of troops, perhaps up to 100 in number. The realm's longest axis is probably between 10 and 12 miles at best.

KNIGHTMARK

(Political Power Level III)

A Knightmark is the smallest type of sub-realm that is controlled by a Banneret, and which is prominent enough to fly a fiefdom flag. In other words, if the Banneret's holdings are attacked, the besieged Knight can rely on the certainty that the distant ruling King will respond to the threat with a small expeditionary body of soldiery ... eventually. Until the soldiers arrive, of course, the Banneret (and his large village or small town) will be on his own.

A Knightmark covers perhaps 12 to 16 miles from end to end. The ruler will be of Hierarchy III (experience level 7 to 11).

BARONETCY

(Political Power Level IV)

In the real world, a Baronetcy does not represent a certain land holding. In the Castle Oldskull fantasy realm, however, a Baronetcy is a small "day's ride over" realm, ruled by a Baronet or similar ruler of Hierarchy IV (experience level 8 to 12). The Baronetcy probably has a fortified manor house as a "castle," and centers upon a small town. There may be one or more additional hamlets or villages as well. The Baronetcy is likely to be between 16 and 20 miles wide.



III-5

SMALL REALMS

(POLITICAL POWER V – VI)

BARONY

(Political Power Level V)

A Barony is a small region of a Kingdom, ruled by a Baron or Baroness. The Barony is likely very small, but may be controlling a crucial resource (such as a platinum mine, geyser flats with rare salts, a sacred temple, or a remote angel shrine devoted to a fallen hero).



Recommended longest axis, between 24 and 48 miles (1 or 2 hexes). An equivalent realm is the Beylik (ruled by a Bey). Ruler Hierarchy V (experience level 9 to 13).

VISCOUNTY

(Political Power Level VI-a)

A Viscounty is a minor County, and is ruled by a Viscount (Vice-Count). Viscounties may have lower population, poorer resources, difficult weather conditions or impassable

terrain features which lessen their overall importance within the kingdom. Even a poor Viscounty, however, can be important if its primary city controls a river, great lake, or similar trade route juncture. Recommended longest axis, between 50 and 150 miles (but perhaps of irregular shape). Ruler Hierarchy VI (experience level 10 to 14).

ARCH-BARONY

(Political Power Level VI-b)

An Arch-Barony, or Free Barony, is a free and independent Barony, ruled by an Arch-Baron. Arch-Baronies, while rare, tend to exist in lands which were long ago forsaken by a shrinking or defeated kingdom. Occasional bastions of power survive the tumult, and generations later find themselves as an isolated pocket of civilization within the wilderness. Arch-Baronies can be highly eccentric and even dangerous, depending on the nature of the ruler. Recommended longest axis, between 48 and 72 miles (2 or 3 hexes). An equivalent realm type is the Canton. Ruler Hierarchy VI (experience level 10 to 14).

CITY STATE

(Political Power Level VI-c)

A City State, or Free City, is comprised of a single free and independent city, and the lands surrounding it within a day's ride. The City State is probably wealthy and densely populated. City States serve as crucial buffers between rival realms, and offer neutral ground for friends, rivals and even enemies to meet, conduct diplomacy, spy, and engage in trade. City States can have highly unusual government structures and will probably feature diverse people of all races and alignments living together (but not always in harmony). Due to these conditions, a City State is an ideal locale to become a fantasy adventure campaign. Recommended longest axis, between 24 and 72 miles (1 to 3 hexes). Equivalent realms include the Magistracy (ruled by a Magister) and Polis (ruled by an Archon). Ruler Hierarchy VI (experience level 10 to 14), sometimes but not always a Constable Mayor or Lord Mayor.

III-6
MEDIUM-SIZED REALMS
(POLITICAL POWER VII – VIII)

COUNTY
(Political Power Level VII-a)

A County is a geographical region within the heart of a Kingdom. It is ruled by a Count or Countess, who is a subject of the King. Recommended longest axis, between 50 and 150 miles. Realms of this size are very common; equivalent realm types include the Earldom (ruled by an Earl), Grafschaft (ruled by a Count), Jarldom (ruled by a Jarl), Nome / Nomos (ruled by a Nomarch), Prelacy (ruled by a Prelate), Province / Provincia (ruled by a Consul or Praetor), Satrapy (ruled by a Satrap) and Subah (ruled by a Subahdar). Ruler Hierarchy VII (experience level 11 to 15).





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FREE COUNTY

(Political Power Level VII-b)

A Free County is a County which long ago defied its king, and was granted sovereign independent rule (the Count rules but is not a subject of the King). Due to geographical realities, the Free County may well be surrounded by the king's other lands, and therefore is almost certain to be allied with them. Recommended longest between 50 and 150 miles. Ruler Hierarchy VII (experience level 11 to 15).

MARCH

(Political Power Level VIII-a)

A March represents the important borderland region of a larger kingdom. Marches are ruled by Marquises or Marquesses. Recommended longest axis, between 50 and 150 miles, but the realm may well be long and narrow. Equivalent names for this realm type include Mark and Markgrafshaft. Ruler Hierarchy VIII (experience level 12 to 16).

FREE MARCH

(Political Power Level VIII-b)

A Free March is a former March which was divided from its kingdom during warfare, isolated, and forced to fight for its own survival. The aftermath of battle leaves the Free March mostly intact, but independently ruled by its Marquis. Free Marches may have alliances with their parent Kingdom or neighboring states, but they are sovereign in their own right. Recommended longest axis, between 50 and 150 miles, but the Free March may be constricted or even split into two regions by invaders. Ruler Hierarchy VIII (experience level 12 to 16).



HOLDFAST

(Political Power Level VIII-c)

A Holdfast is a temporarily organized or disrupted territory, likely at war and held together by several powerful nobles. Civil war may exist (or threaten), but it is likely that the nobles are acting in conjunction to hold off a superior invading force. Recommended longest axis, perhaps between 50 and 300 miles. Ruler Hierarchy variable; typically V, VI, VII and/or VIII (experience level to 9 to 16).

III-7

LARGE REALMS (POLITICAL POWER IX – X)

DUCHY

(Political Power Level IX-a)

A Duchy is a fief ruled by a Duke or Duchess, who is the subject of a King. Duchies are typically prominent due to population, position and resources, although it is entirely possible that a hereditary, once-important Duchy might be in decline. Recommended longest axis, between 50 and 250 miles. Equivalent realms include Dioceses (ruled by a Bishop) and Herzogswurdes (ruled by a Herzog). Ruler Hierarchy IX (experience level 13 to 17).

ARCHDUCHY

(Political Power Level IX-b)

In fantasy game terms an Archduchy is simply a Duchy of major importance, preeminent above other Duchies. They are always in strategic locations and are likely to be rich in resources. Recommended longest axis, between 150 and 250 miles. Ruler Hierarchy IX or X (experience level 13 to 18).

LORDSHIP

(Political Power Level IX-c)

A Lordship is a region which is controlled by several nobles (Dukes, Marquises, Counts, Viscounts, Barons) in accordance to their rank. Typically, a Lordship is necessitated by near-yet-divided regions, such as islands or isolated yet resource-rich valleys in impassable mountains. Recommended longest axis, between 150 and 300 miles. Ruler Hierarchy variable; typically V, VI, VII, VIII and/or IX (experience level 9 to 17).

GRAND DUCHY

(Political Power Level X-a)

A Grand Duchy is a fief, ruled by a Grand Duke or Duchess, which is independent and sovereign. In other words, the Duke is not compelled to be a subject of the King, although a strong alliance may well exist. Some Grand Duchies are at war with their “parent Kingdom” and exist as splinter states, but this is rare. Recommended longest axis, between 150 and 250 miles. Ruler Hierarchy X (experience level 14 to 18).

PRINCIPALITY

(Political Power Level X-b)

Equivalent realms include Archduchies (ruled by an Archduke), Emirates (ruled by an Emir), Grand Duchies (ruled by a Grand Duke) and Hetmanates (ruled by a Hetman). Recommended longest axis, between 200 and 300 miles. Ruler Hierarchy X (experience level 14 to 18).

III-8

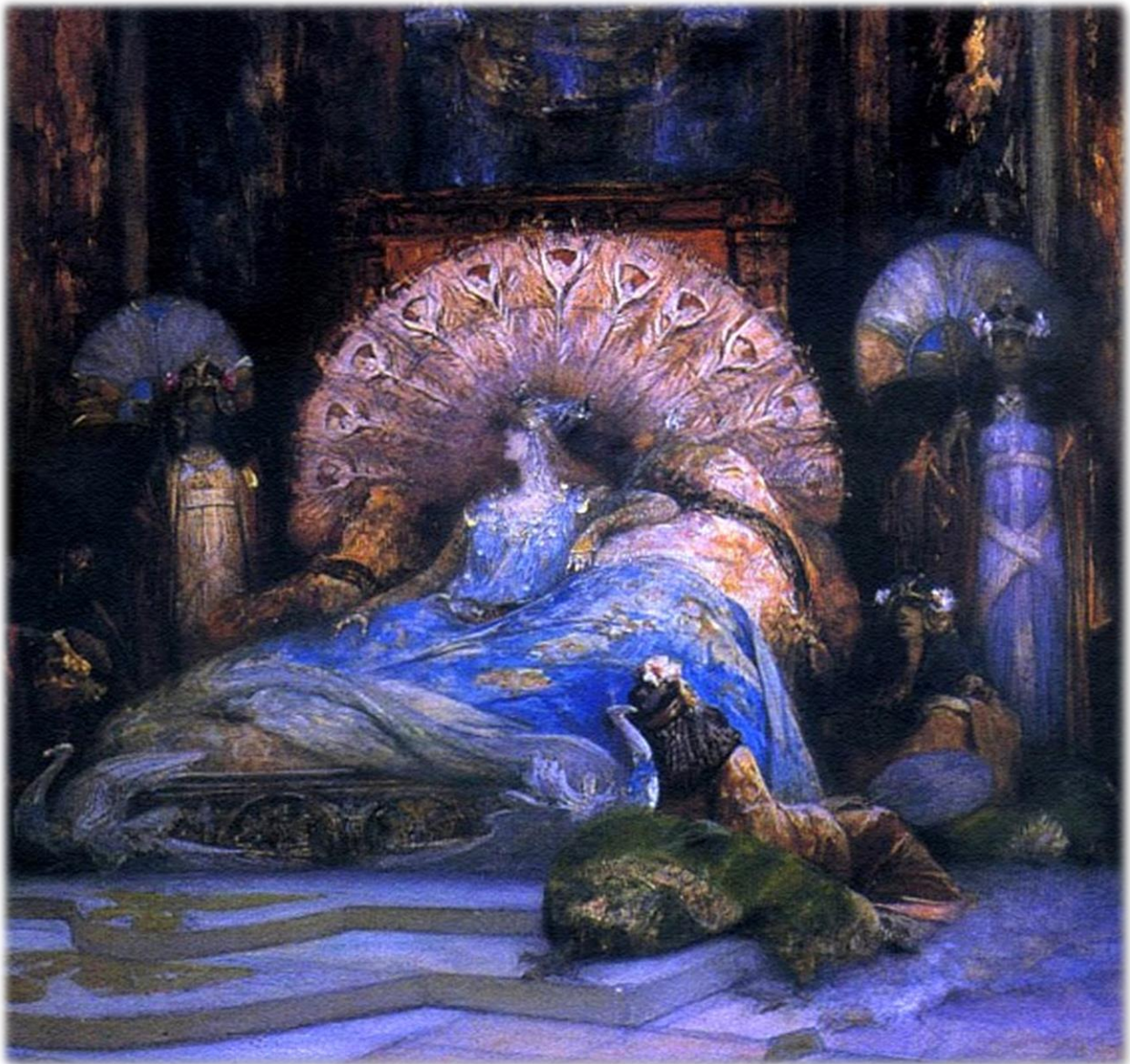
VAST REALMS

(POLITICAL POWER XI – XIV)

KINGDOM

(Political Power Level XI)

A large realm controlled by a ruling hereditary monarch, typically a King and/or Queen. Recommended longest axis, between 250 and 500 miles. Equivalent realms include Khanates (ruled by a Khan), Mamlakas (ruled by a Malik) and Sultanates (ruled by a Sultan). Ruler Hierarchy XI (experience level 15 to 19).



GREAT KINGDOM
(Political Power Level XII)

A hegemonic (dominant) Kingdom of great size. Recommended longest axis, between 500 and 1,000 miles. Equivalent realms include Caliphates (Arabic) and Padishah Empires (Persian). Ruler Hierarchy XII (experience level 16 to 20).

IMPERIAL KINGDOM

(Political Power Level XIII)

An uncontested and superior Kingdom of enormous size. Imperial Kingdoms often become Empires over time. Recommended longest axis, between 1,000 and 1,500 miles. An equivalent realm is the Khanate Empire (Mongolian). Ruler Hierarchy XIII (experience level 17 to 21).

EMPIRE

(Political Power Level XIV)

A vast realm comprised of multiple interwoven Kingdoms, typically united through conquest. The recommended longest axis of an empire is difficult to state; Empires can range for thousands of miles. An equivalent realm is the Imperium (Roman). Ruler Hierarchy XIV (experience level 18 to 22, or possibly higher depending on the overall power level of your campaign).

III-9

REALM RESOURCES

Every civilized realm will have developed and exploited resources of some kind. Resources drive the realm's economy and give each area its own unique importance. Technically, wilderness areas have resources as well, but they have not yet been exploited on a major scale. For this reason, the GM only needs to determine the resources of *civilized* realms for the campaign world; wilderness areas can be further considered as they are colonized and settled during a long-term campaign.

By default (as a result of agriculture and development), *all* realms feature grains and livestock as resources. This is simply a given and is not listed in each realm's list of unique resources. Similarly, all coastal realms have significant developed fisheries.

The number of other resources in a realm can be determined as follows:

Realm Resource Determination

[01-05]	No Resources (depleted in recent history; area is either currently war-torn, near political collapse, or will soon be subject to mass migratory exodus)
[06-20]	One Resource
[21-50]	Two Resources
[51-80]	Three Resources
[81-00]	Four Resources

Resources can be chosen by the GM (based on climate, terrain and preference), or can be randomly generated, as follows:

Random Resource Determination (General)

[01-10]	Cloth and Textiles
[11-15]	Copper
[16-20]	Electrum (a naturally occurring amalgam of gold and silver)
[21-30]	Foodstuffs (indicating that the realm is known for fine foods, or produces enough excess food to generate exports)
[31-35]	Furs / Hides / Leathers
[36-40]	Gems (Ornamental; the least valuable)
[41-45]	Gems (Lesser; the second tier of value)
[46-50]	Gems (Greater; the third tier of value)
[51-55]	Gems (Jewels; the most valuable)
[56-60]	Gold
[61-65]	Ivory

[66-70]	Platinum
[71-75]	Rare Woods
[76-80]	Silver
[81-85]	Spices
[86-90]	Timber (and Shipbuilding Supplies)
[91-00]	War Metals (Iron, Lead, Tin, etc.)

In addition to these resources, you can assume that the majority of lands will have some coal and stone resources as well. (Valuable types of stone can include basalt, granite, marble, and so forth). These resources should be sufficient to create a basic quasi-medieval industry and to support the construction of towns, cities, castles, strongholds and walls. The resources might be mostly untapped, or even mostly unknown. Or, they might be tapped by powers beneath the earth (such as dark elves or netherworld gnomes), and become the source of future conflicts as the surface civilization mines, quarries, and further expands.

Types of stone which can be found in quarries and in wide use throughout the realms include, but are by no means limited to:

Stone Resources

Common Building Material Stone Types:	➤ Basalt ➤ Concrete ➤ Gneiss ➤ Granite (although uncommonly used in the real world during medieval times) ➤ Limestone (not the best choice, but what is available) ➤ Opus Caementicium (Roman concrete) ➤ Sandstone (not the best choice, but what is available) ➤ Tuff
Valuable Special-Purpose Forms of Stone:	➤ Alabaster ➤ Bluestone ➤ Dolomite ➤ Granodiorite

(sculpture, tools, architectural details, ornamentation, etc.)	➤ Limestone ➤ Marble (can be used in mass construction, but rare) ➤ Obsidian ➤ Serpentine ➤ Soapstone ➤ Travertine
Stone Types Used for Specialized Purposes: (or by ancient cultures)	➤ Chert ➤ Flint ➤ Gabbro ➤ Greenstone ➤ Porphyry ➤ Pumice ➤ Quartzite ➤ Shale ➤ Slate

Difficulties in weight and transport tend to make stone quite rare as a medieval-level trade good ... it's simply not cost-effective, or logistics-effective, to transport large quantities of stone over hundreds or thousands of miles for trade. You can certainly make exceptions to this guideline, with magic-assisted transport or perhaps even two-way dimensional gates "teleporting" heavy goods between two realms; but such circumstances would be exceptional, and the ways that such stone trade would be facilitated would also make other types of trade (precious metals, gems, spices, etc.) much easier as well ... meaning that the stone trade would be a tiny percentage of magically-assisted trade overall.

But with all of that being said, stone is a significant "trade" good within a realm, particularly as temple builders, sculptors, artisan stonemasons, and wall builders favor particular types of local stone for their work.

For realms with multiple resources, duplicate rolls can be rerolled, or can indicate a doubly or trebly abundant resource. Realms with major resource qualities will be known region-wide (or even worldwide) as a major source of that type of wealth. See also the extensive subsystems for ULTRA-DETAILED RESOURCES, hereafter.

Due to the complexity involved, it is recommended that you create ultra-detailed resources for your starting realm, but not for your other realms. You can work out the further details as your campaign and game world continue to grow.

III-10

ULTRA-DETAILED RESOURCES

GMs who require additional detail on the starting realm and any other realm's resources can use the following sub-tables to determine the exact types of prevalent material types. As always, the GM should consider the kingdom's culture, climate and predominant terrain when using purely random rolls. Replace results that do not make sense with more reasonable options.

Ultra-detailed resources will lend the campaign world considerable levels of color, immersion and verisimilitude. Individual sub-sections follow hereafter, addressing the various resource classifications alphabetically. Roll 1D100 to determine the detailed resource type.

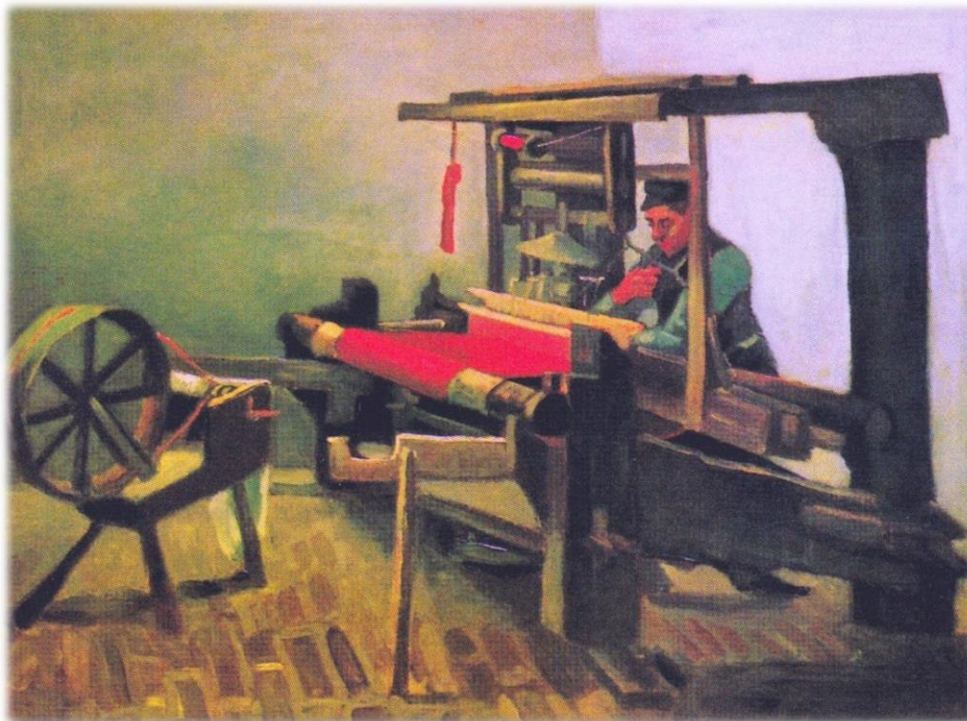
III-10-1

ULTRA-DETAILED RESOURCES:

CLOTH AND TEXTILES

[01-07]	Camel / Alpaca / Llama Hair
[08-14]	Canvas / Sailcloth
[15-21]	Cotton
[22-28]	Dyed / Painted Fabrics
[29-35]	Goat Hair / Mohair
[36-42]	Hemp / Rushes / Sisal
[43-52]	Linen / Flax
[53-59]	Refined Fabrics (brocade, samite, velvet, etc.)
[60-66]	Seaweed (only in coastal regions)

[67-70]	Silk / Spider Silk
[71-77]	Twill / Serge
[78-93]	Wool
[94-00]	Worsted / Yarns



III-10-2

ULTRA-DETAILED RESOURCES:
COPPER

[01-04]	Low-Grade Ore, Deep Deposits
[05-08]	Low-Grade Ore, Shallow Deposits
[09-11]	Low-Grade Ore Intermixed with Gold, Deep Deposits

[12-14]	Low-Grade Ore Intermixed with Gold, Shallow Deposits
[15-18]	Low-Grade Ore Intermixed with Silver, Deep Deposits
[19-22]	Low-Grade Ore Intermixed with Silver, Shallow Deposits
[23-26]	Medium-Grade Ore, Deep Deposits
[27-30]	Medium-Grade Ore, Shallow Deposits
[31-34]	Medium-Grade Ore Intermixed with Lead, Deep Deposits
[35-38]	Medium-Grade Ore Intermixed with Lead, Shallow Deposits
[39-43]	Medium-Grade Ore Intermixed with Zinc, Deep Deposits
[44-47]	Medium-Grade Ore Intermixed with Zinc, Shallow Deposits
[48-51]	High-Grade Ore, Deep Deposits
[52-55]	High-Grade Ore, Shallow Deposits
[56-59]	High-Grade Ore with Azurite Gems, Deep Deposits
[60-63]	High-Grade Ore with Azurite Gems, Shallow Deposits
[64-67]	High-Grade Ore with Malachite Gems, Deep Deposits
[68-71]	High-Grade Ore with Malachite Gems, Shallow Deposits
[72-74]	High-Grade Ore with Turquoise Gems, Deep Deposits
[75-77]	High-Grade Ore with Turquoise Gems, Shallow Deposits
[78-80]	Natural Bronze, Low-Grade Ore, Deep Deposits
[81-84]	Natural Bronze, Low-Grade Ore, Shallow Deposits
[85-88]	Natural Bonze, Medium-Grade Ore, Deep Deposits
[89-92]	Natural Bonze, Medium-Grade Ore, Shallow Deposits
[93-96]	Natural Bronze, High-Grade Ore, Deep Deposits
[97-00]	Natural Bronze, High-Grade Ore, Shallow Deposits

III-10-3

ULTRA-DETAILED RESOURCES:
ELECTRUM

[01-10]	Balanced (50% Gold / 50% Silver), Deep Deposits
[11-20]	Balanced (50% Gold / 50% Silver), Shallow Deposits
[21-25]	Balanced and with Trace Copper (45% Gold / 45% Silver / 10% Copper), Shallow Deposits
[26-30]	Balanced and with Trace Copper (45% Gold / 45% Silver / 10% Copper), Deep Deposits
[31-35]	Balanced and with Trace Platinum (45% Gold / 45% Silver / 10% Platinum), Shallow Deposits
[36-40]	Balanced and with Trace Platinum (45% Gold / 45% Silver / 10% Platinum), Deep Deposits
[41-45]	Gold-Rich and Silver-Poor (70% / 30%), Deep Deposits
[46-50]	Gold-Rich and Silver-Poor (70% / 30%), Shallow Deposits
[51-55]	Gold-Rich and Silver-Poor with Trace Copper (65% Gold / 25% Silver / 10% Copper), Shallow Deposits
[56-60]	Gold-Rich and Silver-Poor with Trace Copper (65% Gold / 25% Silver / 10% Copper), Deep Deposits
[61-65]	Gold-Rich and Silver-Poor with Trace Platinum (65% Gold / 25% Silver / 10% Platinum), Shallow Deposits
[66-70]	Gold-Rich and Silver-Poor with Trace Platinum (65% Gold / 25% Silver / 10% Platinum), Deep Deposits
[71-75]	Silver-Rich and Gold-Poor (70% / 30%), Deep Deposits
[76-80]	Silver-Rich and Gold-Poor (70% / 30%), Shallow Deposits

[81-85]	Silver-Rich and Gold-Poor with Trace Copper (25% Gold / 65% Silver / 10% Copper), Shallow Deposits
[86-90]	Silver-Rich and Gold-Poor with Trace Copper (25% Gold / 65% Silver / 10% Copper), Deep Deposits
[91-95]	Silver-Rich and Gold-Poor with Trace Platinum (25% Gold / 65% Silver / 10% Platinum), Shallow Deposits
[96-00]	Silver-Rich and Gold-Poor with Trace Platinum (25% Gold / 65% Silver / 10% Platinum), Deep Deposits

III-10-4

ULTRA-DETAILED RESOURCES:
FOODSTUFFS

Foodstuffs as a resource indicate that the realm is known for fine foods, or that it produces enough excess food to generate exports which other realms depend upon. In general, when foodstuffs are indicated as a realm resource, the GM should roll between 3 and 5 times on this table for a realistic result.

Random results can, to a point, be justified by terrain. For example, colder-climate foods can be grown in the mountains and hotter-climate foods in the lowlands. Magic can also account for some unusual combinations. However, if *exacting* selections based on an Earthlike climate are desired, then that level of research and detail is left as an exercise for the intrepid GM.

For this table, roll 1D1000 (three ten-sided dice):

[001-030]	Fish and Seafood in General: Various types; dependent on climate, rivers and coastal regions.
[031-060]	Fruits in General: Various types; dependent on climate and terrain (see notes on individual fruit entries). Frequently dried and preserved for trade and travel.

[061-090]	Grains in General: Various types; dependent on climate and terrain (see notes on individual grain entries). In medieval times, wheat is regarded as an upper class and more lucrative grain, and is likely to be a valuable export.
[091-120]	Meats in General: Various types; dependent on common livestock in the realm (see notes on individual meat entries). Will be dependent on the livestock and herd animals which are prevalent in the region (cattle, goats, pigs, reindeer, sheep, and so forth).
[121-150]	Vegetables in General: Various types (see notes on individual vegetable entries); dependent on climate and terrain.
[151-180]	Alcohol: Either overall, or particular types, such as brandies / meads / wines etc., to be determined by the GM. If you want to get more specific, here are some interesting options which you might want to consider: [01-06] Ale, [07-10] Aqua Vitae (not necessarily for consumption!), [11-15] Beer, [16-19] Braggot, [20-24] Brandy, [25-28] Cider, [29-32] Claret, [33-36] Gin, [37-40] Godale, [41-44] Honey Ale, [45-48] Kumis, [49-54] Mead, [55-58] Mulled Wine, [59-62] Nectar, [63-66] Perry, [67-70] Poset Ale, [71-74] Rum, [75-78] Small Beer, [79-82] Spice Liquor, [83-86] Spiced Wine, [87-91] Spirits, [92-95] Whiskey, [96-00] Wine.
[181-190]	Apples: A good choice for temperate realms. In medieval Earth, apples which were fresh and uncooked were regarded as peasant food.
[191-200]	Apricots: A good choice for desert and plains realms. Most commonly found in realms with a climate similar to that of Armenia.
[201-205]	Artichokes: Uncommon, because so little of the plant is edible.
[206-215]	Asparagus: Regarded as both food and a medicine.
[216-225]	Barley: A common grain used to feed the poor.
[226-235]	Beans: Fava beans are popular in medieval realms. Kidney beans are from the New World.
[236-245]	Beef: Implies that cattle are the primary livestock of the realm. In medieval times, consumption of beef is uncommon, due to the larger amount of land needed to keep cows (compared to pigs and sheep).

[246-255]	Beets / Beetroot: Regarded as a food and medicine.
[256-260]	Blackberries: Used in wines and juices.
[261-285]	Breads: Very common. White bread is regarded as being finer, and for the upper classes (and more likely to be traded over distance); dark breads are peasant foods.
[286-295]	Buckwheat: A fairly common medieval grain.
[296-310]	Cabbages: A common medieval food.
[311-315]	Candies: Preserved; typically made with honeys and fruits.
[316-320]	Capers: Used as a seasoning, or pickled for the winter.
[321-335]	Carrots: A common medieval food.
[336-345]	Cauliflower: A warm realm food; in our world, introduced to Europe largely through Syria.
[346-355]	Celery: Regarded as a savor (affordable spice) and cooking ingredient.
[356-360]	Chard: A common medieval food.
[361-380]	Cheese: A very common dairy product and trade food, due to resistance to spoilage.
[381-390]	Cherries: Commonly thought of as peasant food.
[391-410]	Chicken: A common meat in medieval times.
[411-415]	Chocolate: On Earth, this food came solely from the New World; you may want to carefully consider the implications of this resource.
[416-420]	Citrons: A good choice for warmer-climate realms.
[421-430]	Corn: A good choice for temperate plains lands. On Earth, this is from the New World; see also Chocolate, above.
[431-435]	Cucumbers: Relatively rare; in medieval times, cultivated in France and a few other places.
[436-445]	Dates: (See also Figs entry.) Expensive imports / exports.

[446-455]	Fennel: Found in arid and temperate coastal realms. Used as an aromatic savor (affordable spice).
[456-465]	Figs: A good choice for desert, arid, and / or hilly realms. In our world, figs were made famous by desert lands and Greece. Expensive imports / exports.
[466-495]	Fish: Rare in arid areas, but by no means unheard of. And, if rare, may be exquisitely spiced, prepared, preserved, etc. Typically smoked for preservation. Common medieval food fish include cod and herring (particularly in sub-arctic regions); elsewhere are bream, carp, perch, pike, and trout.
[496-510]	Game Meats: This refers to meats from hunted animals (such as deer), and is favored by nobles. The hunts may be more about pageantry than they are about food acquisition, however!
[511-520]	Garlic: A common medieval food and spice.
[521-535]	Grapes: A highly in-demand fruit due to the wine trade. A good choice for temperate and hilly realms.
[536-545]	Honey: Implies a heavy beekeeping trade. Expensive and in demand.
[546-555]	Legumes: Frequently dried for travel and trade; not often consumed by the upper class. Chickpeas are common.
[556-560]	Lemons: A good choice for warmer-climate realms.
[561-565]	Lentils: Of many types; production in medieval Europe was not common.
[566-570]	Lettuce: Relatively rare in medieval times. In many places, regarded as a medicinal herb more than a food.
[571-575]	Melons: Uncommon in medieval times, coming to Europe chiefly via North Africa (warmer climes).
[576-580]	Milk: A common source of medieval protein. Typically from cows, sometimes from goats or sheep. If involved in trade, there will be magic used to keep it from spoiling due to temperature and transit time. May be traded in the form of butter. Consumed as buttermilk, whey, or a cooking ingredient.

[581-595]	Millet: A fairly common medieval grain.
[596-605]	Mulberries: Used in wines and juices.
[606-615]	Mushrooms / Fungi: Uncommon, but sometimes regarded in medicinal fashion. Imply either the cultivation of forests, or a robust trade with the netherworld.
[616-630]	Mutton / Lamb: A fairly common meat in medieval times. Also implies the existence of a wool trade.
[631-640]	Nuts: Dependent upon climate, and also terrain; for example, in medieval times Syria was known (to Europeans) for its pistachios. Almonds were popular as a soup thickener. Chestnuts are regarded as peasant food.
[641-660]	Oats: A common grain used to feed the poor.
[661-670]	Olives: A good choice for hilly and temperate realms. In our world, olives were made famous by Greece.
[671-685]	Onions / Scallions / Leeks: A common medieval food; leeks are uncommon.
[686-690]	Oranges: May be rare or exotic in a quasi-European realm; in our world, brought from China to Europe via Portugal and the ship trade. In Europe, bitter oranges are common; sweet oranges came later.
[691-700]	Parsley: Regarded as a savor (affordable spice) and medicinal herb.
[701-705]	Parsnips: Highly regarded, but rare in medieval times. Considered an upper class delicacy due to association with the fallen Roman Empire.
[706-715]	Pastries: Common medieval pastries include crepes, fritters and turnovers.
[716-720]	Peaches: Not widely cultivated in medieval times.
[721-725]	Peanuts: A On Earth, these are from the New World; see also Chocolate, above.
[726-730]	Pears: A good choice for temperate realms. In our world, pears were popular in medieval Greece. Not widely cultivated in medieval times.

[731-740]	Peas: Field peas (<i>Pisum sativum</i>) are common.
[741-745]	Pineapple: A good choice for sub-tropical and tropical realms. On Earth, these are from the New World; see also Chocolate, above.
[746-755]	Plums: A good choice for arid and desert realms. Dependent on climate and terrain. In Europe, plums were originally from Syria.
[756-765]	Pomegranates: A good choice for warmer-climate realms. Used in wines and juices.
[766-775]	Pork: Implies that the major livestock of the realm are pigs. A common meat in medieval times.
[776-785]	Potatoes: A good choice for temperate plains lands. On Earth, not introduced in Europe until the 1530s; see also Chocolate, above.
[786-790]	Pumpkins: From the New World; see also the Chocolate entry. The medieval European equivalent is the Turnip.
[791-805]	Quinces: A good choice for island realms. On Earth, European quinces originally came from the island of Crete. One of the more popular medieval fruits, used in marmalade and sweetmeats.
[806-815]	Rabbit: A fairly common meat (and fur trade) in warmer temperate realms.
[816-820]	Radishes: Uncommon; regarded as medicine and food.
[821-830]	Rare Meats: Rare from a modern oddity perspective; examples include hedgehog and porcupine.
[831-835]	Raspberries: Relatively rarely cultivated, but not unwelcome. Used in desserts and wines.
[836-850]	Rye: A common grain used to feed the poor.
[851-865]	Seafood: Appropriate for coastal areas only. Technically, you could have “seafood” coming from a netherworld sea, but this would require a specific regional design which you would need to accommodate for. Lampreys, mussels, oysters, and scallops are eaten.

[866-875]	Small Fowl: In medieval times, this includes lark, linnet, partridge, pheasant, and quail. Popular because they can be eaten during some religions' holy festivals which forbid the consumption of "meat."
[876-885]	Spinach: In medieval times, uncommon but becoming more widespread due to its growing season.
[886-890]	Squashes: A good choice for temperate plains and forested realms. On Earth, these are from the New World; see also Chocolate, above.
[891-895]	Strawberries: Uncommon, but a good choice for temperate realms.
[896-910]	Sugar: In medieval times, expensive and in demand.
[911-920]	Sweetmeats: Expensive delicacies, typically for the middle and upper classes.
[921-930]	Tomatoes: A good choice for temperate realms. On Earth, from the New World; see also Chocolate, above.
[931-935]	Truffles: Very rare and high-demand. Regarded as a royal delicacy.
[936-940]	Turnips: Relatively uncommon peasant food.
[941-950]	Wheat: A grain favored by the middle and upper medieval classes.
[951-000]	Other: GM's decision, or roll twice.

This random system should be sufficiently useful for an initial high-level summary of realms, cultural preferences, places to go in search of valuable imports, places to take potentially valuable exports, and so forth. I find that it is helpful for the majority of games in which the majority of action is taking place in dungeons, cities and the wilderness, where action and combat are the major focus of the game.

However, if you are developing a highly-detailed world in which role-playing, trade, and cultural immersion comprise the main focus of play, you may want to make the foods in specific realms more realistic and Earth-like. To do this, you can simply decide which real-world country a realm is most like due to terrain and climate (Italy, Russian, Australia, Japan, whatever), and then do some research on that real place's food resources and cuisine.



III-10-5

ULTRA-DETAILED RESOURCES:
FURS / HIDES / LEATHERS

[01-08]	Hides and Leathers (types highly dependent on beast commonality, climate and predominant terrain)
[09-12]	Badger Pelts (of normal and/or giant varieties)

[13-17]	Bear Furs (of black, brown, cave, grizzly, and/or polar varieties)
[18-22]	Beaver Furs (of normal and/or giant varieties)
[23]	Dimensional Beast Hides (refer to supplement PM1, The Pegana Mythos)
[24]	Dimensional Hound Hides (only harvested in evil realms; refer to supplement PM1, The Pegana Mythos)
[25]	Dragon Hides (type dependent on climate and predominant terrain)
[26-30]	Ermine / Stoat Furs (typically, ermine furs are gathered when the animal has its white winter coat)
[31-33]	Exotic Monster Hides, or Exotic Monster Body Parts (valuable type(s) to be determined by the GM) Possibilities include: Behemoth, crocodile, false dragon (dinosaur), great (giant) serpent, hydra, salamandra, wyvern, and so forth; or, this may refer to creatures who are prized by alchemists and spell casters for their body parts (e.g., gorgonian bull) or inks (e.g., giant squid)
[34-37]	Fisher / Weasel Furs (of normal and/or giant varieties)
[38-42]	Fox Furs (type of Vulpes may vary according to terrain and climate; examples include arctic, Bengal, cape, corsac, pale, red, etc.)
[43-45]	Golden Jackal Furs (Canis aureus)
[46-48]	Lynx Furs (of normal and/or giant varieties)
[49-53]	Marten Furs (type of Mustelid may vary according to terrain and climate; examples include beech, pine, yellow-throated, etc.)
[54-58]	Mink Furs (not only American and European; in a medieval world can also include the much larger sea mink, which is extinct in our own world due to the early fur trade)
[59]	Monstrous Wolf Furs (typically in cold regions only; see also Wolf Furs)
[60-63]	Muskrat Furs (coloration may vary according to region, brown, near-black, red, etc.)
[64-68]	Otter Furs (of normal and/or giant varieties)

[69-72]	Possum Furs (typically found only in forested realms)
[73-76]	Rabbit Furs (many different patterns and varying levels of desirability, patterns may be regional)
[77-80]	Raccoon Furs (may be prized overall, or valuable furs may only be albino, specially patterned, etc.)
[81-85]	Sable Furs (typically found only in sub-arctic and arctic realms)
[86-89]	Seal Hides (typically refers to the fur seal, although other species may also be prized for meat by certain cultures)
[90-92]	Skunk Furs (of normal and/or giant varieties; difficult to cleanse without magic)
[93-97]	Wolf Furs (of normal and/or giant varieties; see also Monstrous Wolf Furs)
[98-00]	Wolverine Hides (of normal and/or giant varieties; difficult to cleanse without magic)

This is a very general, gamist selection which gives the Player Characters a wide variety of animal and monster “treasures” to seek out in the world.

If you would like a realm to have a more realistic and Earth-like distribution of fur-bearing mammals, you can do some research on the realm by considering its climate, climactic band (temperate, tropical, etc.) and real-world equivalent region. I find that Wikipedia is useful in this regard, supplemented by some deeper research on current and historical animal populations on nature-themed scientific websites. Many sites will show animal ranges, sighting locations, and other information which you can use to decide whether (for example) your sub-arctic realm should have otters, fishers, foxes and / or wolves depending upon realistic considerations.

Google can be useful in this regard as well. For example, if you do an image search for “Beaver range in North America,” or “Possum range” or “Wolf distribution in Europe,” you can compare this real-world data to similar terrain ... while assuming, of course, that a fantasy medieval world with a much smaller human population than Earth’s will be filled with more monsters, predatory beasts, and prey species.

III-10-6

ULTRA-DETAILED RESOURCES:

GEMS (ORNAMENTAL)

(General Note on Gems: Whenever specific gems are indicated, the GM should decide whether or not it is necessary to do further research into real-world mining, which can in some instances indicate whether metals or other precious materials are typically found with the gems in question.)

Ornamental gems are classified here as those which are typically of 10 gold piece base value in a classic fantasy setting.

[01-07]	Azurite
[08-15]	Banded Agate
[16-22]	Blue Quartz
[23-30]	Eye Agate
[31-37]	Hematite
[38-45]	Lapis Lazuli
[46-52]	Malachite
[53-60]	Moss Agate
[61-67]	Obsidian
[68-75]	Rhodochrosite
[76-82]	Tiger Eye
[83-90]	Turquoise
Please note that these (above) are the classic “pulp” ornamental gemstones, as featured in 20 th century tales of adventure and the Lake Geneva campaigns of c. 1972-1979. If you want more semi-precious stones which are coveted in the real world, you	

can use the 91-00 results demonstrated below. You may need to do some research and image searches online to see what's what!

[91-00]	Unusual / Netherworldly Semi-Precious Stone Examples include: 1 Ammolite, 2 Chrysocolla, 3 Diopside, 4 Elfbolt / Faerie Arrow, 5 Geodes, 6 Iceland Spar / Sunstone, 7 Iolite, 8 Kunzite, 9 Labradorite, 10 Moldavite, 11 Olivine, 12 Petrified Wood, 13 Rhodonite, 14 Sodalite, 15 Sugilite, 16 Tanzanite, 17 Tektite, 18 Variscite, 19 Zeolite, 20 Something Bizarre (petrified fungi, opalized remains, otherworldly stones, etc.)
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III-10-7

ULTRA-DETAILED RESOURCES:

GEMS (LESSER)

Lesser gems are classified here as those of 50 gold piece base value.

[01-07]	Bloodstone
[08-14]	Carnelian
[15-21]	Chalcedony
[22-28]	Chrysoprase
[29-35]	Citrine
[36-42]	Jasper
[43-49]	Moonstone
[50-56]	Onyx
[57-72]	Rock Crystal
[73-79]	Sardonyx

[80-86]	Smoky Quartz
[87-93]	Star Rose Quartz
[94-00]	Zircon

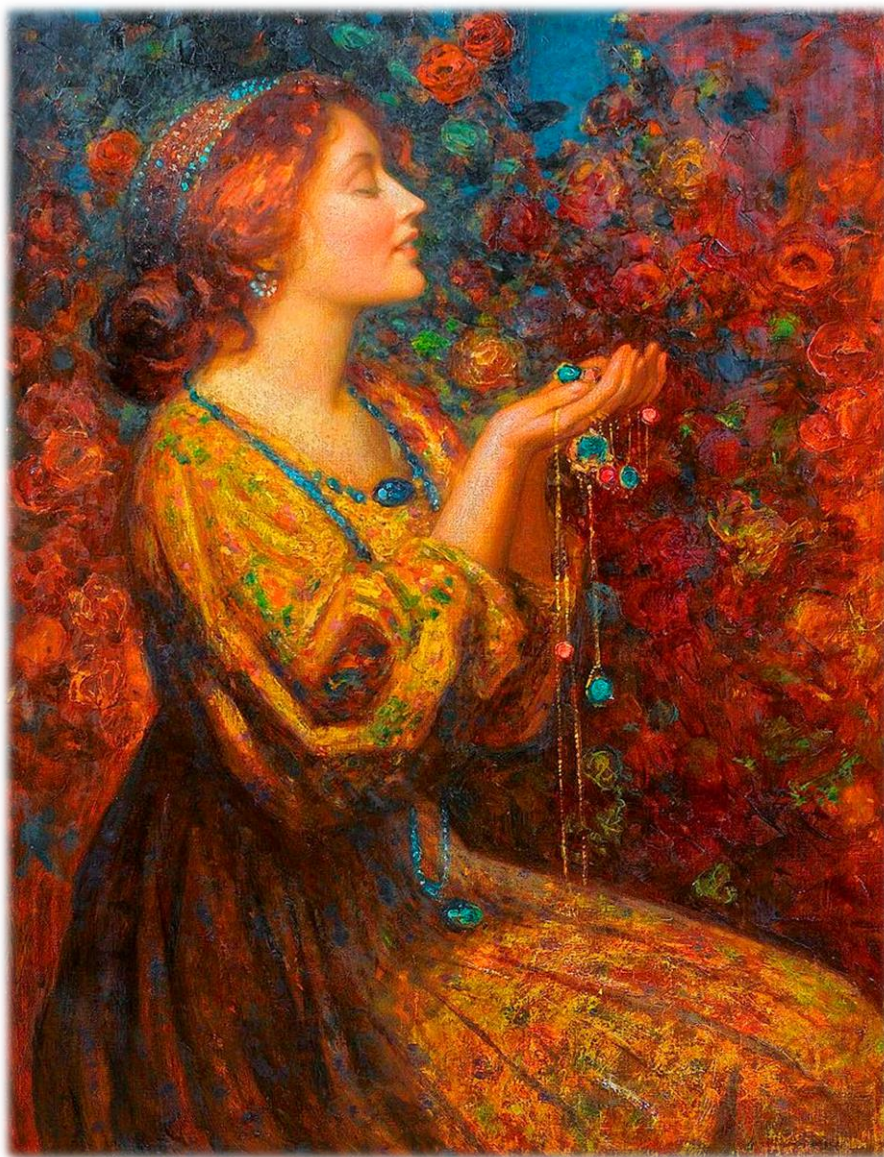
III-10-8

ULTRA-DETAILED RESOURCES:
GEMS (GREATER)

Greater gems are classified here as those of either 100 or 500 gold piece base value.

[01-07]	Alexandrite
[08-14]	Amber
[15-21]	Amethyst
[22-28]	Aquamarine
[29]	Black Pearl (in coastal regions only; areas in which black pearls can be reliably cultivated, as opposed to being intermixed with white pearls, are rare)
[30]	Blue Spinel (typically found with other spinels; blue-specific deposits are rare)
[31-37]	Chrysoberyl
[38-44]	Coral (in coastal regions only)
[45-51]	Garnet
[52-58]	Jade
[59-65]	Jet
[66-71]	Pearl (in coastal regions only)

[72-78]	Peridot
[79-85]	Spinel
[86-92]	Topaz
[93-99]	Tourmaline
[00]	Violet Garnet (typically found with other garnets; violet-specific deposits are rare)



III-10-9

ULTRA-DETAILED RESOURCES:
GEMS (JEWELS)

Jewels are classified here as gems of either 1,000 or 5,000 gold piece base value.

[01-07]	Black Opal
[08-14]	Black Sapphire
[15-23]	Diamond
[24-30]	Emerald
[31-37]	Fire Emerald
[38-44]	Jacinth
[45-51]	Opal
[52-58]	Oriental Amethyst
[59-65]	Oriental Emerald
[66-72]	Oriental Topaz
[73-79]	Ruby
[80-86]	Sapphire
[87-93]	Star Ruby
[94-00]	Star Sapphire

III-10-10
ULTRA-DETAILED RESOURCES:
 GOLD

[01-10]	Low-Grade Ore, Deep Deposits
[11-20]	Low-Grade Ore, Shallow Deposits
[21-25]	Low-Grade Ore with Blue Quartz, Deep Deposits
[26-30]	Low-Grade Ore with Blue Quartz, Shallow Deposits
[31-35]	Low-Grade Ore with Rock Crystals, Deep Deposits
[36-40]	Low-Grade Ore with Rock Crystals, Shallow Deposits
[41-45]	Medium-Grade Ore, Deep Deposits
[46-50]	Medium-Grade Ore, Shallow Deposits
[51-55]	Medium-Grade Ore with Hematite, Deep Deposits
[56-60]	Medium-Grade Ore with Hematite, Shallow Deposits
[61-65]	Medium-Grade Ore with Smoky Quartz, Deep Deposits
[66-70]	Medium-Grade Ore with Smoky Quartz, Shallow Deposits
[71-75]	High-Grade Ore, Deep Deposits
[76-80]	High-Grade Ore, Shallow Deposits
[81-85]	High-Grade Ore with Star Rose Quartz, Deep Deposits
[86-90]	High-Grade Ore with Star Rose Quartz, Shallow Deposits
[91-95]	High-Grade Ore with Trace Meteoric Iron (95% Gold / 5% Meteoric Iron), Deep Deposits
[96-00]	High-Grade Ore with Trace Meteoric Iron (95% Gold / 5% Meteoric Iron), Shallow Deposits

III-10-II

ULTRA-DETAILED RESOURCES:

IVORY

Please note that the value of ivory is highly variable, dependent on tusk/tooth size, quality, coloration, rarity, density, usefulness with jewelry settings, and carving. These details are difficult to generalize in a realm-wide fashion, and are more appropriately considered on a treasure-by-treasure basis.

[01-05]	Artifacts / Relics (no longer produced, but excavated from a former culture)
[06-50]	Elephants
[51-55]	Giant Boars (tusks of exceptional quality)
[56-60]	Hippopotami (sub-tropical and tropical regions only)
[61-65]	Mammoths (cold regions only)
[66-70]	Mastodons (cold regions only)
[71-75]	Narwhals (coastal regions only)
[76-80]	Sea Monsters (coastal regions only)
[81-85]	Sperm Whales (coastal regions only)
[86-90]	Walruses (cold regions only)
[91-95]	Warthogs (tusks of exceptional quality)
[96-99]	Wild Boars (tusks of exceptional quality)
[00]	Something Truly Bizarre (typically a monster species)

A note on the above, outside of the Artifacts / Relics category: There is nothing really preventing the existence and trade of ivory outside of climactic concerns, simply because the trade might involve harvesting the ivory (or mineralized ivory) of a lost world which

existed in the “before time.” For example, a temperate realm might have frozen mammoth and mastodon remains from when the world was in an Ice Age.



III-10-12

ULTRA-DETAILED RESOURCES:

PLATINUM

[01-05]

Low-Grade Ore with Copper (70% Platinum / 30% Copper), Deep Deposit

[06-10]	Low-Grade Ore with Copper (70% Platinum / 30% Copper), Shallow Deposit
[11-15]	Low-Grade Ore with Nickel (70% Platinum / 30% Nickel), Deep Deposit
[16-20]	Low-Grade Ore with Nickel (70% Platinum / 30% Nickel), Shallow Deposit
[21-25]	Low-Grade Ore, Deep Deposit
[26-30]	Low-Grade Ore, Shallow Deposit
[31-35]	Medium-Grade Ore with Gold (70% Platinum / 30% Gold), Deep Deposit
[36-40]	Medium-Grade Ore with Gold (70% Platinum / 30% Gold), Shallow Deposit
[41-45]	Medium-Grade Ore with Iridium (70% Platinum / 30% Iridium), Deep Deposit
[46-50]	Medium-Grade Ore with Iridium (70% Platinum / 30% Iridium), Shallow Deposit
[51-55]	Medium-Grade Ore, Deep Deposit
[56-60]	Medium-Grade Ore, Shallow Deposit
[61-65]	High-Grade Ore with Abundant Adamantite (90% Platinum / 10% Adamantite), Deep Deposit
[66-70]	High-Grade Ore with Abundant Adamantite (90% Platinum / 10% Adamantite), Shallow Deposit
[71-75]	High-Grade Ore with Trace Adamantite (98% Platinum / 2% Adamantite), Deep Deposit
[76-80]	High-Grade Ore with Trace Adamantite (98% Platinum / 2% Adamantite), Shallow Deposit
[81-85]	High-Grade Ore with Uncommon Adamantite (95% Platinum / 5% Adamantite), Deep Deposit
[86-90]	High-Grade Ore with Uncommon Adamantite (95% Platinum / 5% Adamantite), Shallow Deposit

[91-95]	High-Grade Ore, Deep Deposit
[96-00]	High-Grade Ore, Shallow Deposit

III-10-13

ULTRA-DETAILED RESOURCES:

RARE WOODS

At the GM's discretion, the following real-world (and frequently tropical) woods can be replaced with climate-specific woods, or fantasy world woods of a similar nature. Personally, I recommend using all of these names and simply saying that the real-world woods are not necessarily direct equivalents to the fantasy-world woods. The goal is to provide interesting names and differentiated entries for treasure and resources, not to precisely model Earth's modern flora and climatology.

[01-04]	Blackwood
[05-08]	Bloodwood
[09-12]	Burl
[13-16]	Camatillo
[17-20]	Cedar
[21-24]	Ebony
[25-28]	Ivory
[29-32]	Jatoba
[33-36]	Katalox
[37-40]	Kingwood
[41-44]	Lacewood
[45-48]	Leopardwood

[49-52]	Lignum Vitae / Ironwood
[53-56]	Petrified Wood
[57-60]	Purpleheart
[61-64]	Redwood
[65-68]	Sandalwood
[69-72]	Serpentwood
[73-76]	Sunkwood (various ancient / exotic trees from lake and river bottoms)
[77-80]	Teak
[81-84]	Tornillo
[85-88]	Tulipwood
[89-92]	Wenge
[93-96]	Yellowheart
[97-00]	Zebrawood

III-10-14:

ULTRA-DETAILED RESOURCES:

SILVER

[01-05]	Low-Grade Ore with Copper (70% Silver / 30% Copper), Deep Deposit
[06-10]	Low-Grade Ore with Copper (70% Silver / 30% Copper), Shallow Deposit
[11-15]	Low-Grade Ore, Deep Deposit
[16-20]	Low-Grade Ore, Shallow Deposit
[21-25]	Medium-Grade Ore with Lead (70% Silver / 30% Lead), Deep Deposit

[26-30]	Medium-Grade Ore with Lead (70% Silver / 30% Lead), Shallow Deposit
[31-35]	Medium-Grade Ore with Zinc (70% Silver / 30% Zinc), Deep Deposit
[36-40]	Medium-Grade Ore with Zinc (70% Silver / 30% Zinc), Shallow Deposit
[41-45]	Medium-Grade Ore, Deep Deposit
[46-50]	Medium-Grade Ore, Shallow Deposit
[51-55]	High-Grade Ore with Abundant Mithril (90% Silver / 10% Mithril), Deep Deposit
[56-60]	High-Grade Ore with Abundant Mithril (90% Silver / 10% Mithril), Shallow Deposit
[61-65]	High-Grade Ore with Trace Mithril (98% Silver / 2% Mithril), Deep Deposit
[66-70]	High-Grade Ore with Trace Mithril (98% Silver / 2% Mithril), Shallow Deposit
[71-75]	High-Grade Ore with Uncommon Mithril (95% Silver / 5% Mithril), Deep Deposit
[76-80]	High-Grade Ore with Uncommon Mithril (95% Silver / 5% Mithril), Shallow Deposit
[81-85]	High-Grade Ore, Deep Deposit
[86-90]	High-Grade Ore, Shallow Deposit
[91-00]	Electrum (reroll on Electrum table)

III-10-15:

ULTRA-DETAILED RESOURCES:

SPICES

Please see note under Rare Woods [III-10-13], as many spices are islandic and/or tropical in nature.

[01-05]	Black Pepper
[06-10]	Cardamom
[11-15]	Cassia
[16-20]	Cinnamon
[21-25]	Cloves
[26-30]	Cubeb
[31-35]	Cumin
[36-40]	Fine Salt
[41-45]	Fine Sugar
[46-50]	Galangal
[51-55]	Ginger
[56-60]	Grains of Paradise
[61-65]	Healing Herbs (each dose will heal 1d6 points of damage if consumed; only effective once per 24 hours per person)
[66-70]	Long Pepper
[71-75]	Mace
[76-80]	Nutmeg
[81-85]	Saffron
[86-90]	Spikenard
[91-95]	Tumeric
[96-00]	Other (a more modern or exotic spice, depending on the GM's campaign and access to tropical islands)



III-10-16

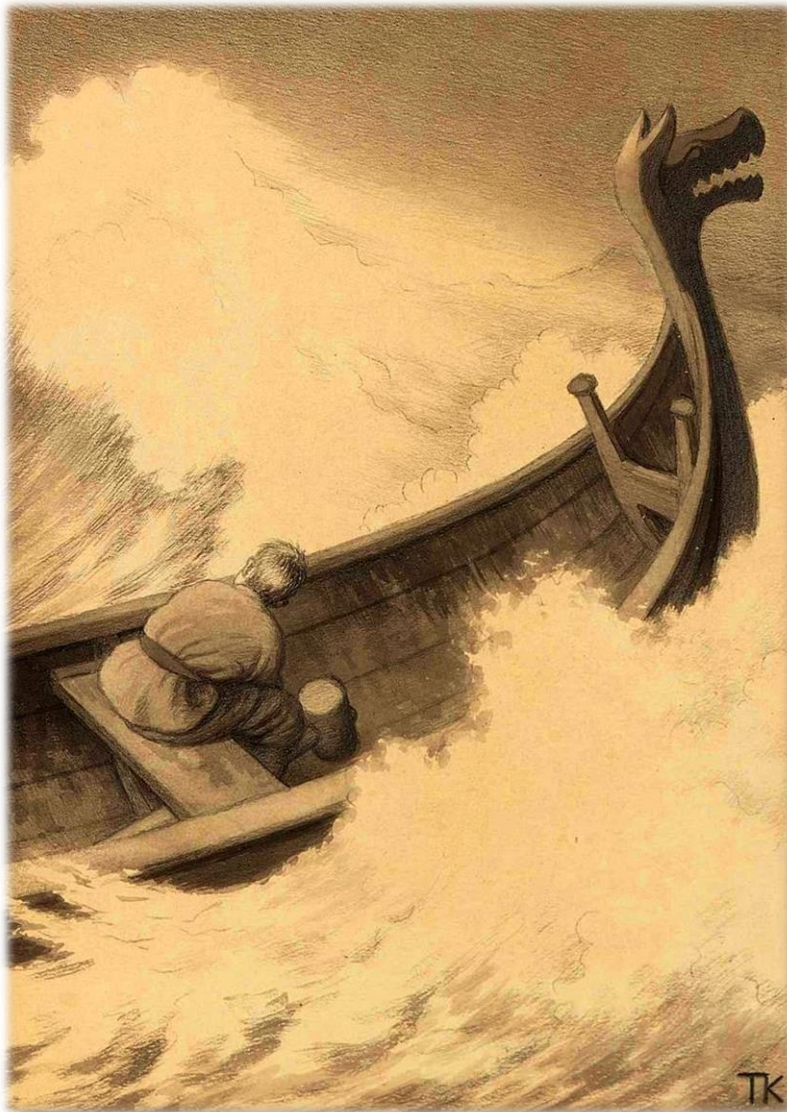
ULTRA-DETAILED RESOURCES

TIMBER (AND SHIPBUILDING SUPPLIES)

The following types of timber were typically used to make ancient, medieval and Renaissance-era ships in Europe and the Mediterranean region. All of these woods are used in shipbuilding, but not all are intended for use in bottoms, decks and/or main planks. Basically, it is enough for the GM to know that these woods are valuable to the realm's shipbuilding industry and that of nearby realms.

Further, in a pre-industrial world quality woods are indeed valuable enough that they will be transported out of landlocked areas (likely with the assistance of magic) to coastal regions.

[01-05]	Alder
[06-10]	Ash
[11-22]	Cedar
[23-27]	Chestnut
[28-32]	Elm
[33-44]	Fir
[45-49]	Ilex
[50-54]	Larch
[55-59]	Mahogany
[60-71]	Oak
[72-76]	Orangewood
[77-88]	Pine
[89-00]	Spruce



III-10-17

ULTRA-DETAILED RESOURCES:
WAR METALS

Note that whether metals such as nickel and zinc see considerable industrial use in the fantasy game world, or are viewed as “waste metal” byproducts incidental to mining, is left as an intellectual exercise for the GM. It is entirely possible that different races and

cultures, comprised of varying technology levels, will each value these metals quite differently from one another.

[01-04]	Low-Grade Iron Ore, Deep Deposit
[05-08]	Low-Grade Iron Ore, Shallow Deposit
[09-10]	Low-Grade Lead Ore with Trace Copper (90% Lead / 10% Copper), Deep Deposit
[11-12]	Low-Grade Lead Ore with Trace Copper (90% Lead / 10% Copper), Shallow Deposit
[13-14]	Low-Grade Lead Ore, Deep Deposit
[15-16]	Low-Grade Lead Ore, Shallow Deposit
[17-18]	Low-Grade Nickel Ore, Deep Deposit
[19-20]	Low-Grade Nickel Ore, Shallow Deposit
[21-22]	Low-Grade Tin Ore, Deep Deposit
[23-24]	Low-Grade Tin Ore, Shallow Deposit
[25-26]	Low-Grade Zinc Ore, Deep Deposit
[27-28]	Low-Grade Zinc Ore, Shallow Deposit
[29-32]	Medium-Grade Iron Ore, Deep Deposit
[33-36]	Medium-Grade Iron Ore, Shallow Deposit
[37-38]	Medium-Grade Lead Ore with Trace Zinc (90% Lead / 10% Zinc), Deep Deposit
[39-40]	Medium-Grade Lead Ore with Trace Zinc (90% Lead / 10% Zinc), Shallow Deposit
[41-42]	Medium-Grade Lead Ore, Deep Deposit
[43-44]	Medium-Grade Lead Ore, Shallow Deposit
[45-46]	Medium-Grade Nickel Ore, Deep Deposit

[47-48]	Medium-Grade Nickel Ore, Shallow Deposit
[49-50]	Medium-Grade Tin Ore, Deep Deposit
[51-52]	Medium-Grade Tin Ore, Shallow Deposit
[53-54]	Medium-Grade Zinc Ore, Deep Deposit
[55-56]	Medium-Grade Zinc Ore, Shallow Deposit
[57-58]	High-Grade Iron Ore with Trace Meteoric Iron (95% Iron / 5% Meteoric Iron), Deep Deposit
[59-60]	High-Grade Iron Ore with Trace Meteoric Iron (95% Iron / 5% Meteoric Iron), Shallow Deposit
[61-64]	High-Grade Iron Ore, Deep Deposit
[65-68]	High-Grade Iron Ore, Shallow Deposit
[69-70]	High-Grade Lead Ore with Trace Silver (90% Lead / 10% Silver), Deep Deposit
[71-72]	High-Grade Lead Ore with Trace Silver (90% Lead / 10% Silver), Shallow Deposit
[73-74]	High-Grade Lead Ore, Deep Deposit
[75-76]	High-Grade Lead Ore, Shallow Deposit
[77-78]	High-Grade Nickel Ore with Iron (70% Nickel / 30% Iron), Deep Deposit
[79-80]	High-Grade Nickel Ore with Iron (70% Nickel / 30% Iron), Shallow Deposit
[81-82]	High-Grade Nickel Ore, Deep Deposit
[83-84]	High-Grade Nickel Ore, Shallow Deposit
[85-86]	High-Grade Tin Ore with Trace Copper (90% Tin / 10% Copper), Deep Deposit
[87-88]	High-Grade Tin Ore with Trace Copper (90% Tin / 10% Copper), Shallow Deposit

[89-90]	High-Grade Tin Ore, Deep Deposit
[91-92]	High-Grade Tin Ore, Shallow Deposit
[93-94]	High-Grade Zinc Ore with Trace Copper (90% Zinc / 10% Copper), Deep Deposit
[95-96]	High-Grade Zinc Ore with Trace Copper (90% Zinc / 10% Copper), Shallow Deposit
[97-98]	High-Grade Zinc Ore, Deep Deposit
[99-00]	High-Grade Zinc Ore, Shallow Deposit

III-II

THE NAME GAME

If you need some help in naming the many cities, towns, forests, mountain ranges, lakes etc. in your game, the following random tables may be of use.

III-II-1

NAMES FOR CITIES AND TOWNS

You can generate interesting (and sometimes amusing) city and town names for an old school game world using the following system. First, decide if you want the city or town to have an “Anglicized” (English-sounding) or “Exotic” (foreign-sounding) name. Then, roll D100 twice, once for the prefix and once for the suffix. Consult the tables below, and merge the selected prefix and suffix together to create the name.

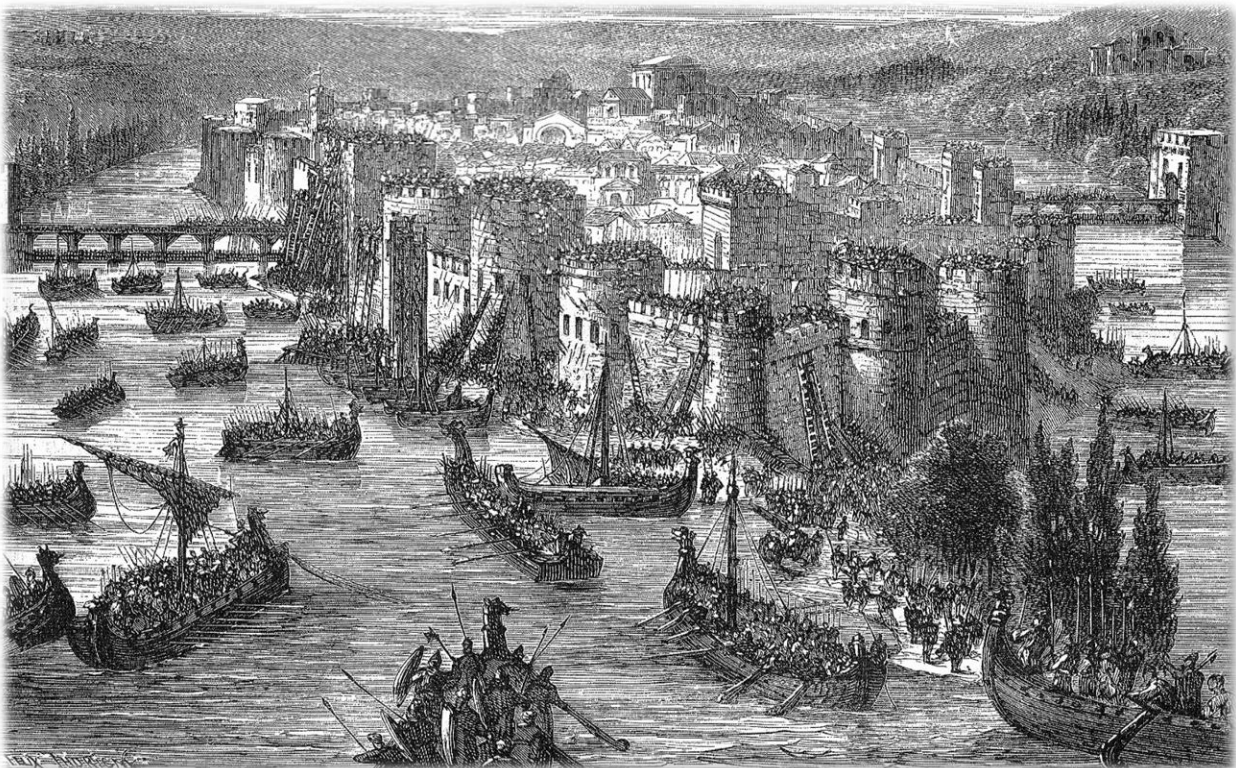
The name may require some re-spelling or modification before it sounds right. And if you don’t like the combination, simply roll again! There are thousands of possible combinations. Enjoy!

ANGLICIZED SETTLEMENT NAMES: PART I: PREFIXES

[01]	Anchor-	[02]	Ark-
[03]	Ash-	[04]	Bell-
[05]	Black-	[06]	Bow-
[07]	Brock- / Brook-	[08]	Brun- / Bryn-
[09]	Caer-	[10]	Cal-
[11]	Chat-	[12]	Cour-
[13]	Crest-	[14]	Crow(s)-
[15]	Cul-	[16]	Dark-
[17]	Del-	[18]	Dun-
[19]	Dux-	[20]	East-
[21]	Edge-	[22]	Eisen- / Isen-
[23]	Eld-	[24]	Elm-
[25]	Ess-	[26]	Est-
[27]	Ever-	[28]	Fax-
[29]	Fog-	[30]	Fox-
[31]	Gale-	[32]	Gam-
[33]	Gol- / Gold-	[34]	Green-
[35]	Grey-	[36]	Grim-
[37]	Hale-	[38]	Hammer-
[39]	Hex-	[40]	High-

[41]	Hol-	[42]	Hook-
[43]	Iron-	[44]	Iver-
[45]	Kell-	[46]	Key-
[47]	Kestrel-	[48]	Kings-
[49]	Knights-	[50]	Lake- / Loch-
[51]	Len-	[52]	Loft-
[53]	Lor-	[54]	Lords-
[55]	Mid-	[56]	Mist-
[57]	Mon- / Mont-	[58]	Moon-
[59]	Nel-	[60]	Nor-
[61]	Noth-	[62]	Oak-
[63]	Onn- / Ox-	[64]	Pale-
[65]	Pike-	[66]	Pit- / Pitch-
[67]	Ponte-	[68]	Quell- / Quill-
[69]	Raven(s)-	[70]	Red-
[71]	Rex-	[72]	Rift-
[73]	Riven-	[74]	Rook-
[75]	San- / Sand-	[76]	Scan-
[77]	Slag-	[78]	Soth-
[79]	Spine-	[80]	Steel-
[81]	Stone-	[82]	Storm-
[83]	Suss-	[84]	Tarn-
[85]	Templars- / Temple-	[86]	Ten-
[87]	Thorn-	[88]	Til-

[89]	Tri-	[90]	Trin-
[91]	Way-	[92]	Wess-
[93]	West-	[94]	White-
[95]	Wil-	[96]	Win-
[97]	Winter-	[98]	Wulf-
[99]	Yew-	[00]	Yon(d)-



ANGLICIZED SETTLEMENT NAMES: PART II: SUFFIXES

[01]	-bay	[02]	-bourn / -burn(e)
[03]	-bridge	[04]	-brin / -brine

[05]	-burg	[06]	-cairn
[07]	-castle	[08]	-c(h)ester
[09]	-crag	[10]	-cross / -crux
[11]	-dale	[12]	-dam(e)
[13]	-deep	[14]	-del
[15]	-den / -don	[16]	-dor / -dorion
[17]	-edge	[18]	-end
[19]	-ess(e)	[20]	-fall(s)
[21]	-fast	[22]	-fax
[23]	-fell	[24]	-field
[25]	-ford	[26]	-fort
[27]	-gard(e)	[28]	-gate
[29]	-glen	[30]	-gold
[31]	-guild(er)	[32]	-hallow
[33]	-harrow	[34]	-haven
[35]	-hawk	[36]	-helm
[37]	-hilm	[38]	-hold
[39]	-hollow	[40]	-holm
[41]	-holt	[42]	-horn / -hove
[43]	-hurst	[44]	-ible / -ibul
[45]	-keep	[46]	-kirk
[47]	-lock	[48]	-lon
[49]	-lond	[50]	-low
[51]	-luna	[52]	-mane

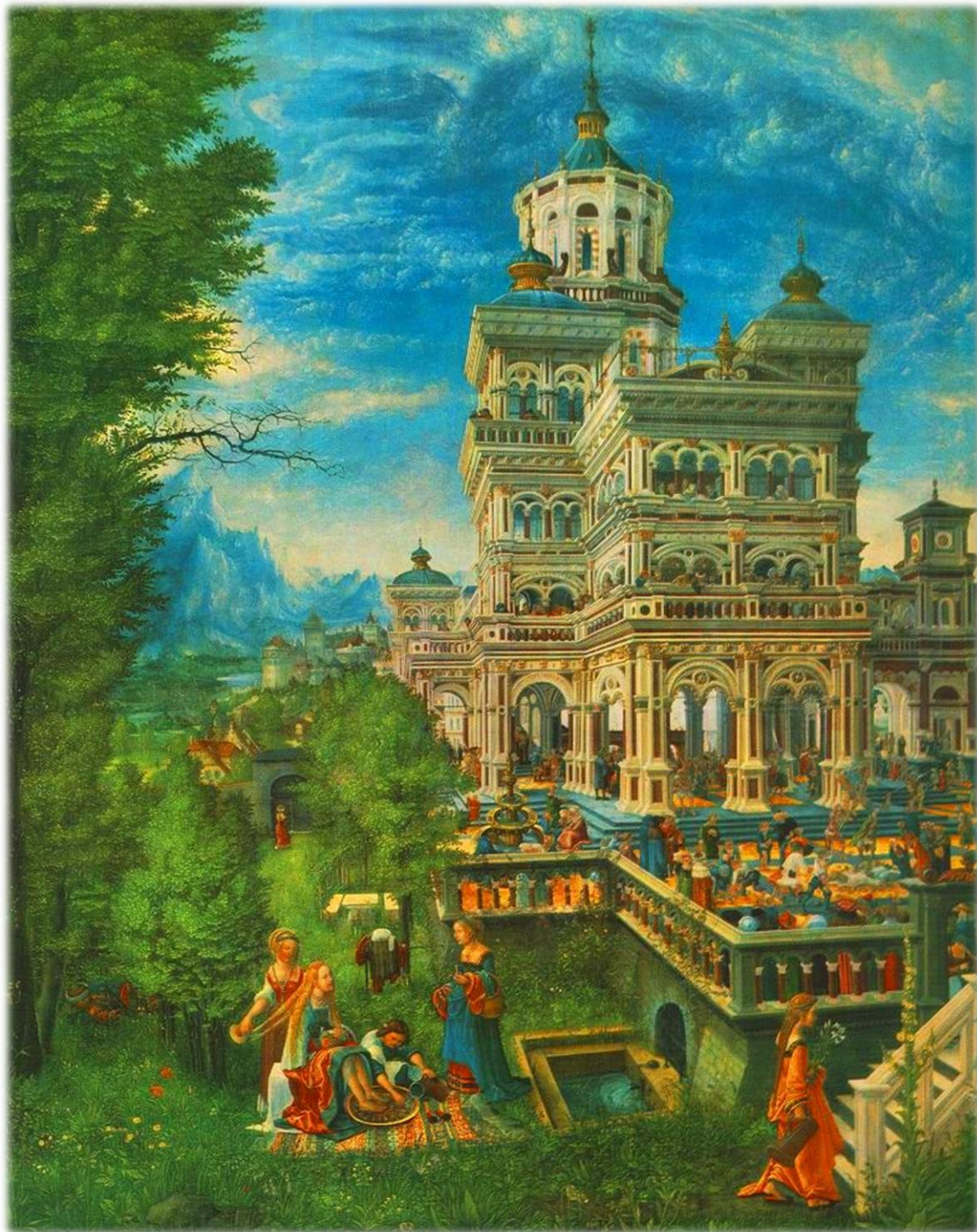
[53]	-mant(le)	[54]	-mead
[55]	-mede	[56]	-meet
[57]	-mere	[58]	-mond
[59]	-mound	[60]	-moor
[61]	-mor / -more	[62]	-moth
[63]	-mouth	[64]	-ond(e)
[65]	-orien	[66]	-peak
[67]	-point(e)	[68]	-pool(s)
[69]	-port	[70]	-reach
[71]	-rest	[72]	-rist
[73]	-rock	[74]	-roost
[75]	-rost	[76]	-rune
[77]	-shield / -shild	[78]	-shire
[79]	-silver	[80]	-span
[81]	-spire	[82]	-stead
[83]	-stone	[84]	-strand
[85]	-thorn	[86]	-ton
[87]	-tower	[88]	-vale
[89]	-vers	[90]	-ville / -vol
[91]	-wall	[92]	-ward
[93]	-water	[94]	-well
[95]	-wich	[96]	-wick
[97]	-wind	[98]	-wold
[99]	-wood	[00]	-wort(h)

EXOTIC SETTLEMENT NAMES: PART I: PREFIXES

[01]	Al-	[02]	Alm-
[03]	Ang-	[04]	Antre-
[05]	Armen-	[06]	Asp-
[07]	Ast-	[08]	Bae-
[09]	Barad-	[10-11]	Bas-
[12]	Bele-	[13]	Bir-
[14]	Cal-	[15]	Carn-
[16]	Cesh-	[17]	Chen-
[18]	Cret-	[19]	Cryl-
[20]	Dae-	[21-22]	Dantre-
[23]	Djed-	[24-25]	Dol-
[26]	Dora-	[27]	Dur-
[28]	Edo-	[29]	Egla-
[30]	Ehk-	[31]	Ek-
[32]	Elos-	[33]	Eru-
[34]	Esga-	[35]	Eth-
[36]	For-	[37]	Gala-
[38]	Grad-	[39-40]	Gren-
[41]	Gry-	[42]	Gul-
[43]	Hel-	[44]	Hess-

[45]	Him-	[46]	Hoch-
[47-48]	Isen-	[49]	Ist-
[50]	Jal-	[51]	Jhek-
[52]	Jur-	[53]	Kro-
[54]	Krol-	[55]	Leuk-
[56]	Lin-	[57]	Marn-
[58]	Med-	[59]	Mene-
[60]	Mit-	[61-62]	Mith-
[63]	Mithri-	[64]	Mol-
[65-66]	Mor-	[67]	Naol-
[68]	Naer-	[69]	Nar-
[70]	Nev-	[71]	Nog-
[72]	Og-	[73]	Ohl
[74]	Os-	[75]	Pell-
[76]	Perun-	[77]	Pur-
[78]	Raux-	[79]	Pyr-
[80]	Rel-	[81]	Rin-
[82]	Seph-	[83]	Sir-
[84]	Stol-	[85-86]	Stol-
[85-86]	Sul-	[87]	Sunn-
[88]	Tol-	[89-90]	Tor-
[91]	Trant-	[92]	Uhl-
[93]	Ular-	[94]	Vel-
[95]	Ver-	[96]	Vlek-

[97]	Wor-	[98]	Wom-
[99]	Xhar-	[00]	Zel-



EXOTIC SETTLEMENT NAMES: PART II: SUFFIXES

(Tip: Leave hyphenation in the middle of the name if the prefix and suffix do not otherwise work together.)

[01]	-aerdi	[02]	-aban
[03]	-agh	[04]	-agir
[05]	-ak	[06-07]	-aric
[08]	-astra	[09]	-at
[10]	-atha	[11-12]	-band
[13-14]	-bast	[15]	-bir
[16]	-boge	[17-18]	-bruin
[19-20]	-burg	[21]	-chan
[22-23]	-dhon	[24]	-dra
[25-26]	-dul	[27-28]	-dur
[29]	-duun	[30-31]	-egia
[32]	-ek	[33]	-elos
[34]	-eltar	[35]	-embel
[36-37]	-gard	[38]	-gil
[39-40]	-gol	[41-42]	-gost
[43-44]	-goth	[45]	-groth
[46]	-gul	[47]	-hir
[48]	-ia	[49-50]	-irion

[51]	-rr	[52]	-ix
[53]	-jatt	[54]	-kaa
[55-56]	-kand	[57]	-kar
[58]	-keril	[59]	-kuun
[60]	-la	[61-62]	-lond
[63-64]	-lor	[65]	-loru
[66]	-maida	[67]	-mar
[68-69]	-mord	[70-71]	-murg
[72]	-nost	[73]	-och
[74]	-oleth	[75-76]	-ombar
[77]	-ond	[78]	-or
[79]	-orim	[80]	-radd
[81]	-ras	[82]	-redd
[83-84]	-rex	[85]	-ring
[86-87]	-rond	[88]	-roth
[89]	-stad	[90]	-suul
[91]	-thang	[92]	-tra
[93]	-trik	[94]	-tuvar
[95]	-umbar	[96]	-unre
[97]	-uul	[98]	-va
[99-00]	-var		

III-II-2

EXAMPLE NAMES FOR TERRAIN FEATURES

DEPRESSIONS: Blindman's Leap, Boneclatter Plunge, Clawdelve, The Cragmoor Quarries, The Crookhollow Craters, The Dragonclefts, Emerald Gorge, The Fire Trenches, The Goblin Hollows, Gorechasm, The Infernal Mouth, The Maw of Cerberus, The Minotaur Pit, The Scardeeps, The Scraped Skull, The Valley of the Lost, The Viridian Rift, Whiteaxe Karst, Widow's Womb

FORESTS: Aladri Forest, Amberian Jungle, Boreal Reach, Briarwood, Celadine Holts, The Clutches, Dread Forest, Elkwood, the Feylond, Golden Timberland, Hatchetwood, Hendoraland, Jungles of Kush, Lofted Forest, Lost K'tai, Phosphor Wood, Royalwood, Tanglethorn Forest, the Troill Tangles, Twisted Holts, Vesper Forest, the Wild Arbors



HILLS: Abur Ozul, Black Tors, Cairn Barrows, The Crimson Bones, Dolmen Hills, Flintrock Hills, Hail-Hammer Hills, Highskull Hills, Hollow Hills, Howling Highlands, Kestrel Cliffs, Korion Hills, Lore Ridges, Mounds of Twilight, Orcskull Uplands, Steel Hills, Wyvern's Spine

LAKES: Balur's Dive, Cromian Reservoir, Dalothan Lake, The Depthless Murk, The Diamondmere, The Emerald Drowning, The Flooded Gorge, The Godsmirror, The Grave of the Sun, The Greatwater, The Greyshallows, Iceberth Lake, Lake of Ashes, Lake Xuur, Lake Tarien, Loch Perith, Mother of Rivers, The Reach, The Saltlochs, The Stormbrood, The Whitefoam Span

LOST CITIES: The Accursed City, The City Beyond the Veil, City of Omens, City of Shadows, City of Silence, The City of White Masks, The Doomed City, The Dread City, Forbidden City, Forgotten City, Unspeakable City, Unwhispering City; see also Exotic City Name Generator

MOUNTAINS: Barrier Reach, Clatter-Rock Range, Cloud Talons, Crystalreach Mountains, Daggermist Peaks, Drakonvigil, Glophian Mountains, The God Claws, Golamir Mountains, Hellgate Spires, The Highcastle Range, The Jade Razors, The Khoraji, The Marble Teeth, Roltirian Peaks, Sky Rakers, Thunder Spires

PLAINS: Arid Steppes, Blasted Heath, Cairn / Dolmen Heaths, Deathwhite Snowflats, Dry Moors, Field of the Chieftains, The Frigid Reach, The Hammered Land, The Irondelve Flats, Land of the (Tribe) Nomads, Lone Moor, The Nothing Land, Plains of the (Nomad Tribes), Vale of (Ruler Name), the Whirlwind Alleys



RIVERS: Amberglow River, Artonian River, The Bloodshed, Bracken Flood, Brunwater, Cataracts of (Lich Name), Coritos River, The Godling's Vein, The Goldenmouth, The Lifeblood, Lostros Flow, Obsidian River, River Davlar, Sheldorion River, The Shimmering Cascades, Thundering Torrent, The Tidelash Descent, The Wildwater, Zumlech Tributary

SEAS: The Basalt Pillars of Earth's End, Bay of Talons, The Boiling Sea, Depthless Sea, The Endless Waters, Gulf of (Warlord Name), The Icebones, Krakensmere, Lotus Sea, The Maelstrom, The Maw of Dawn, the Savage Shorelands, Sea of Clouds, Sea of Kings, Sirien Archipelago, The Straits of Charybdis, The Trident Isles, The Veil of Kelp, World's End, (Explorer's Name)'s End

SWAMPS: Blackrushes, The Bog of Creeping Things, Cloron's Quicksands, The Dead Flesh Slough, Deepmire, Doomed Man's Font, Drowning Sands, Endless Swamp, Gnat Mires, The Great Quag, Horthuul Marshes, Orc Fens, Pelsor Swamp, The Shadowed Murk, Stygian Wastes, Troll Pools, The Undermoors

WASTELANDS: Cremonian Badlands, Death Pit Hollows, The Demonland, Desert of Jewels, Frigid Marshes, Hyrcanian Wasteland, Land of the Acid Ice, Ocean of Dust, Parched Lands, The Poisoned Dunes, Scarlet Waste, Sea of Ashes, The Tusklands, The Wilder-Waste

WILDS: The Celadine Lands, Draconian Wilds, The Endlessness, Forlorn Wilds, Infernal Wilderness, Iridium Territory, The Lands Undying, Lost Reach, Savage Kingdoms, Unknown Wilds, Unreachable Lands, Untamed Lands, Untouched Lands, The Ver, The Wilderwild

III-12

PREDOMINANT HUMAN ALIGNMENT

The predominant alignment of each realm's human citizens affects the entire nature of that realm. Lawful realms tend to be rigidly organized, with harsh laws and strict military discipline in the soldiery. Neutral realms are generally more lax, but still based on the rule of law. Chaotic realms stress the importance of individual freedoms over centralized government; this is not to say that a chaotic realm will always be disorganized, but it will certainly be less organized than a lawful realm (and more open to corruption by evil individuals).

Similarly, good realms are strongly allied with demi-humans in the war against humanoids, demons, devils and the ever-encroaching forces of evil. The dwarves ward the mountains (and the nether), the gnomes and halflings patrol the hills, the elves defend the sylvan reaches, and so forth.



Their laws tend to be just, with due process and fairness being exemplified. Neutral realms are typically more isolationist and self-interested, with fair laws but less of a “crusade” mentality against the forces of evil. Evil realms are warmongering, violent and tyrannical. Laws do exist in evil realms, and are in fact very prevalent in lawful evil realms; but the laws are less focused on fairness and more focused on suppressing commoners, stifling dissent and crushing rebellion with violence and fear.

For obvious reasons, I strongly recommend that the realm your player characters begin the campaign in be either good or neutral, unless your players have specifically requested an evil campaign, focusing on the adventures of evil characters.

Alignments affect the long-term interactions between realms. Good and evil realms wage war against one another, with only occasional respites of mutual exhaustion. Even in times of “peace,” skirmishes are frequent across the borderland between the warring realms. Good realms will occasionally skirmish with one another (as rulers’ pride and

stupidity often know no bounds), but such conflicts will be brief and almost always followed by alliance. Similarly, good realms will always ally in the face of a superior evil.

Neutral realms tend to serve as buffer states, seeking to “play Switzerland” by at least outwardly proclaiming neutrality in most conflicts. They will however defend themselves with great vigor if attacked, and may form long-term alliances of mutual support with other nearby neutral realms. Over the long term, neutral realms tend to be friendly with good realms and antagonistic toward evil realms, simply because evil realms are much more likely to invade neutral territories.

Evil realms are typically at war with everyone, but intelligent leaders will rarely create situations in which war is necessitated on multiple simultaneous fronts. Evil realms war with one another, but will frequently form temporary alliances to destroy good.



Lawful evil realms can form lasting alliances with other lawful evil states; neutral evil realms always act in their own (superior) interest; and chaotic evil realms will almost never be organized enough to form lasting alliances with other evil realms, unless they have been temporarily unified by a single terror-inspiring force (such as a demon lord or chaotic evil demigod).

Beyond philosophical relations, realms interact in a subtler fashion through communication and trade. Trade will exist between all adjacent realms, even between good and evil kingdoms (although in such a case, trade will be illicit, “black market” and filled with danger). Trade will be discussed further in the RESOURCES section.

You are advised to select the predominant alignment of your starting realm by choosing it, not randomly rolling it. Further, you should only decide on an evil alignment if your players are rolling new evil player characters, and have expressed an interest in running an evil campaign. Otherwise, your starting realm’s predominant alignment should always be good or neutral.

The ruler of a realm will always be of the realm’s predominant alignment; it is the ruler’s ethos that influences that of all subjects and peoples within the ruler’s sphere of control.

For realms beyond the starting realm, you can select the predominant alignments of each realm by choice, or you can roll them randomly (or mix and match). The following percentages are recommended, roll 1D100 (percentile dice).

The predominant alignment of any non-starting realm can either be chosen by the GM, or randomly determined, as follows:

[01-10]	Chaotic Evil
[11-20]	Chaotic Good
[21-30]	Chaotic Neutral
[31-40]	Lawful Evil
[41-50]	Lawful Good
[51-60]	Lawful Neutral
[61-70]	Neutral Evil

[71-80]	Neutral Good
[81-00]	True Neutral

III-13

HUMAN NATURE:

DISTRIBUTION OF ALIGNMENT SUBCULTURES WITHIN THE POPULACE

Once you know the alignment of your realm's ruler (and therefore the predominant alignment of the people in that region), you can also calculate the percentages of each alignment represented within the populace. A predominant alignment tends to favor "adjacent" alignments; for example, a lawful good realm will of course have mostly lawful good persons living there, but lawful neutral and neutral good persons will be welcome as well. Human nature being what it is, all nine alignments will be represented in every population. However, the minority alignments will be secretive, oppressed, nomadic and/or imprisoned by the majority. In the continuing example of a lawful good realm, persons of chaotic evil alignment would be especially oppressed by the good majority.

These percentages are represented in the tables below. A D100 configuration is provided, so that you can roll the alignment of any random NPC encountered within that realm.

These percentages can also be used, as needed during the campaign, to indicate the proportion of the realm's human population that belongs to each alignment. Using the random ranges listed above, we can see for example that a chaotic evil realm has a population alignment spread as follows: 50% chaotic evil, 4% chaotic good, 10% chaotic neutral, 10% lawful evil, 4% lawful good, 4% lawful neutral, 10% neutral evil, 4% neutral good, and 4% true neutral.

If the population of this chaotic evil realm is 50,000 human souls, then the number of people of each alignment would be as follows: 25,000 chaotic evil, 2,000 chaotic good, 5,000 chaotic neutral, 5,000 lawful evil, 2,000 lawful good, 2,000 lawful neutral, 5,000 neutral evil, 2,000 neutral good and 2,000 true neutral. If the GM wants to stage a revolt in that realm, in which all of the good persons ally and fight against the evil government while the neutral people stand aside, the GM would then know that the 6,000 good rebels

would face 35,000 evil subjects, with 9,000 citizens remaining neutral. Clearly, with the rebels outnumbered almost 6 to 1, intervention by local demi-humans, adventuring heroes, and one or more good kingdoms would be of crucial importance, lest the rebellion be wiped out as it begins!

The alignment of other personages within a realm can be randomly determined based on the realm's predominant alignment, as follows:

III-13-1

ALIGNMENT DISTRIBUTION IN CHAOTIC REALMS

Proportionate Alignments / Random Determination in Chaotic Evil Realms

[01-50]	Chaotic Evil (50%)
[51-54]	Chaotic Good (4%)
[55-64]	Chaotic Neutral (10%)
[65-74]	Lawful Evil (10%)
[75-78]	Lawful Good (4%)
[79-82]	Lawful Neutral (4%)
[83-92]	Neutral Evil (10%)
[93-96]	Neutral Good (4%)
[97-00]	True Neutral (4%)



Proportionate Alignments / Random Determination in Chaotic Good Realms

[01-04]	Chaotic Evil (4%)
[05-54]	Chaotic Good (50%)
[55-64]	Chaotic Neutral (10%)
[65-68]	Lawful Evil (4%)
[69-72]	Lawful Neutral (4%)
[73-82]	Lawful Good (10%)

[83-86]	Neutral Evil (4%)
[87-96]	Neutral Good (10%)
[97-00]	True Neutral (4%)

Proportionate Alignments / Random Determination in Chaotic Neutral Realms

[01-10]	Chaotic Evil (10%)
[11-20]	Chaotic Good (10%)
[21-70]	Chaotic Neutral (50%)
[71-74]	Lawful Evil (4%)
[75-78]	Lawful Good (4%)
[79-82]	Lawful Neutral (4%)
[83-86]	Neutral Evil (4%)
[87-90]	Neutral Good (4%)
[91-00]	True Neutral (10%)

III-13-2

ALIGNMENT DISTRIBUTION IN LAWFUL REALMS

Proportionate Alignments / Random Determination in Lawful Evil Realms

[01-10]	Chaotic Evil (10%)
[11-14]	Chaotic Good (4%)
[15-18]	Chaotic Neutral (4%)
[19-68]	Lawful Evil (50%)
[69-72]	Lawful Good (4%)

[73-82]	Lawful Neutral (10%)
[83-92]	Neutral Evil (10%)
[93-96]	Neutral Good (4%)
[97-00]	True Neutral (4%)

Proportionate Alignments / Random Determination in Lawful Good Realms

[01-04]	Chaotic Evil (4%)
[05-14]	Chaotic Good (10%)
[15-18]	Chaotic Neutral (4%)
[19-22]	Lawful Evil (4%)
[23-32]	Lawful Neutral (10%)
[33-82]	Lawful Good (50%)
[83-86]	Neutral Evil (4%)
[87-96]	Neutral Good (10%)
[97-00]	True Neutral (4%)

Proportionate Alignments / Random Determination in Lawful Neutral Realms

[01-04]	Chaotic Evil (4%)
[05-08]	Chaotic Good (4%)
[09-12]	Chaotic Neutral (4%)
[13-22]	Lawful Evil (10%)
[23-32]	Lawful Good (10%)
[33-82]	Lawful Neutral (50%)
[83-86]	Neutral Evil (4%)

[87-90]	Neutral Good (4%)
[91-00]	True Neutral (10%)

III-13-3

ALIGNMENT DISTRIBUTION IN NEUTRAL REALMS**Proportionate Alignments / Random Determination in Neutral Evil Realms**

[01-10]	Chaotic Evil (10%)
[11-14]	Chaotic Good (4%)
[15-18]	Chaotic Neutral (4%)
[19-28]	Lawful Evil (10%)
[29-32]	Lawful Good (4%)
[33-36]	Lawful Neutral (4%)
[37-86]	Neutral Evil (50%)
[87-90]	Neutral Good (4%)
[91-00]	True Neutral (10%)

Proportionate Alignments / Random Determination in Neutral Good Realms

[01-04]	Chaotic Evil (4%)
[05-14]	Chaotic Good (10%)
[15-18]	Chaotic Neutral (4%)
[19-22]	Lawful Evil (4%)
[23-26]	Lawful Neutral (4%)
[27-36]	Lawful Good (10%)

[37-40]	Neutral Evil (4%)
[41-90]	Neutral Good (50%)
[91-00]	True Neutral (10%)

Proportionate Alignments / Random Determination in True Neutral Realms

[01-05]	Chaotic Evil (5%)
[06-10]	Chaotic Good (5%)
[11-17]	Chaotic Neutral (7%)
[18-22]	Lawful Evil (5%)
[23-27]	Lawful Good (5%)
[28-34]	Lawful Neutral (7%)
[35-42]	Neutral Evil (8%)
[43-50]	Neutral Good (8%)
[51-00]	True Neutral (50%)

III-14

RULERSHIP OF HUMANOCENTRIC REALMS

The leader of a realm will typically, but not always, be human. Leaders are NPCs who gain experience levels not only through the adventures in their younger days, but also through making strategic decisions, caring for their people, surviving assassinations and committing political intrigue. Rulers of realms will always have experience levels; they will never be normal humans with only a few hit points.

The class and details of a ruler are left for the GM to develop. Sometimes, the predominant alignment of the realm will be an indicator of the ruler's class. A true neutral realm might well have a high-level druid as leader, while an evil realm might have an assassin. A lawful good realm could have a paladin, or even a monk, as the ruler.

As a general guideline, most leaders will be either fighters (for most realms) or clerics (for prelaties, seas, theocracies, and so forth). Thieves are rarely rulers for kingdoms or provinces, but they are common in smaller realms (such as Baronies, petty holdings and especially City States) where political intrigues are focused upon a single town or city.

GMs who prefer random determination of ruler class can use the following tables, based on the predominant alignment of the realm.

If you want extensive advice on how to create interesting NPCs, I've written a 600-page supplement of millions of options addressing this topic directly: DDE1, the Dungeon Delver Enhancer. Otherwise, you can use your imagination, a literary or cinematic inspiration, or your chosen game system's random generation tables.



III-14-1

RULER CLASSES IN CHAOTIC REALMS**Predominant Realm Alignment:****Chaotic Evil**

[01-05]	Assassin
[06-24]	Cleric
[25-73]	Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land
[74-78]	Illusionist
[79-90]	Magic-User
[91-95]	Thief
[96-00]	Other (Alchemist, Anti-Paladin, Hunter, Jester, Mountebank, Mystic, Savant, Warlock / Witch, or other rare class at the GM's sole discretion)

Predominant Realm Alignment:**Chaotic Good**

[01-20]	Cleric
[21-67]	Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land
[68-85]	Ranger
[86-90]	Illusionist
[91-95]	Magic-User

[96-00]	Other (Alchemist, Anti-Paladin, Hunter, Jester, Mountebank, Mystic, Savant, Warlock / Witch, or other rare class at the GM's sole discretion)
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Predominant Realm Alignment:

Chaotic Neutral

[01-05]	Bard
[06-23]	Cleric
[24-70]	Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land
[71-75]	Illusionist
[76-90]	Magic-User
[91-95]	Thief
[96-00]	Other (Alchemist, Anti-Paladin, Hunter, Jester, Mountebank, Mystic, Savant, Warlock / Witch, or other rare class at the GM's sole discretion)

III-14-2

RULER CLASSES IN LAWFUL REALMS

Predominant Realm Alignment:

Lawful Evil

[01-05]	Assassin
[06-24]	Cleric
[25-71]	Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land

[72-76]	Illusionist
[77-89]	Magic-User
[90-91]	Monk
[92-95]	Thief
[96-00]	Other (Alchemist, Anti-Paladin, Hunter, Jester, Mountebank, Mystic, Savant, Warlock / Witch, or other rare class at the GM's sole discretion)

Predominant Realm Alignment:

Lawful Good

[01-19]	Cleric
[20-62]	Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land
[63-71]	Paladin
[72-76]	Ranger
[77-80]	Illusionist
[81-93]	Magic-User
[94-95]	Monk
[96-00]	Other (Alchemist, Anti-Paladin, Hunter, Jester, Mountebank, Mystic, Savant, Warlock / Witch, or other rare class at the GM's sole discretion)

Predominant Realm Alignment:

Lawful Neutral

[01-04]	Bard
[05-22]	Cleric

[23-69]	Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land
[70-73]	Illusionist
[74-88]	Magic-User
[89-90]	Monk
[91-95]	Thief
[96-00]	Other (Alchemist, Anti-Paladin, Hunter, Jester, Mountebank, Mystic, Savant, Warlock / Witch, or other rare class at the GM's sole discretion)



III-14-3

RULER CLASSES IN NEUTRAL REALMS**Predominant Realm Alignment:****Neutral Evil**

[01-04]	Assassin
[05-07]	Bard
[08-25]	Cleric
[26-72]	Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land
[73-76]	Illusionist
[77-91]	Magic-User
[92-95]	Thief
[96-00]	Other (Alchemist, Anti-Paladin, Hunter, Jester, Mountebank, Mystic, Savant, Warlock / Witch, or other rare class at the GM's sole discretion)

Predominant Realm Alignment:**Neutral Good**

[01-03]	Bard
[04-21]	Cleric
[22-68]	Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land
[69-73]	Ranger
[74-77]	Illusionist

[78-92]	Magic-User
[93-95]	Thief
[96-00]	Other (Alchemist, Anti-Paladin, Hunter, Jester, Mountebank, Mystic, Savant, Warlock / Witch, or other rare class at the GM's sole discretion)

Predominant Realm Alignment:

True Neutral

[01-05]	Bard
[06-23]	Druid
[24-70]	Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land
[71-75]	Illusionist
[76-90]	Magic-User
[91-95]	Thief
[96-00]	Other (Alchemist, Anti-Paladin, Hunter, Jester, Mountebank, Mystic, Savant, Warlock / Witch, or other rare class at the GM's sole discretion)

Reasonable application of these random guidelines must be adjudicated by the GM. As a few examples of anomalies, thieves are more common in City States than elsewhere; rangers are more common in Marches due to their borderland nature and the scouting, tracking and exploration missions involved in march governance; illusionists are more common in Byzantine / conspiratorial settings rife with political intrigue; and clerics are much more common in theocratic realms. Basically, if the randomly-selected class does not make sense for your campaign world, replace it with something that does.

III-15

EXPERIENCE LEVEL RANGES FOR HUMAN REALM RULERS

The following experience levels are recommended for leaders and rulers:

**KNIGHT
(Hierarchy I)**

Experience level 5 to 9. For random determination, use 1D6+4, and consider a roll of 6 to indicate experience level 9.

Equivalent titles for non-English themed realms include Chevalier (French), Elder (Clan / Tribal), Eques (Roman), Lovag (Hungarian), Marchog (Welsh), Master (Traditional) and Ritter (German).

Keep in mind that “Knight” does not necessarily mean “Cavalier or Paladin”; this is a rank of rulership and honor, and the bearer of the title can certainly belong to any class.

NPC Knight rulers should always have hit points equivalent to at least 60% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses. For example, if a level 7 ruling Knight has CON 16, indicating 7D10 hit dice and +14 CON bonus hit points, that would indicate a potential maximum of 84 hit points. When we round up, 60% of 84 is ($84 \times .6 =$) 51; so the ruler should have between 51 and 84 hit points. You can either select an appropriate number; or, you can roll 7D10+14 and accept a result of 51 if the sum is below 51; or, you can use an Excel macro =RANDBETWEEN(51,84) to determine the end result.

These “weighted” hit points indicate the divine — or infernal — influence by which a god, angel, demon lord, arch-devil, or other power (appropriate to the NPC’s alignment) instills the rightful ruler with manifest will and extra-planar might. The gods and higher powers do indeed dabble in the mortal tumults of the realms, especially in worlds as important as your own campaign world and the World of Oldskull!

KNIGHT COMPANION

(Hierarchy II)

Experience level 6 to 10. For random determination, use 1D6+5, and consider a roll of 6 to indicate experience level 10.

Equivalent titles include Honorable Master (Traditional), Knight Bachelor (English) and Knight Companion (Traditional / Folkloric).

NPC Knight Companion rulers should always have hit points equivalent to at least 63% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.

KNIGHT BANNERET

(Hierarchy III)

Experience level 7 to 11. For random determination, use 1D6+6, and consider a roll of 6 to indicate experience level 11.

An equivalent title is Supreme Master (Folkloric).

NPC Knight Banneret rulers should always have hit points equivalent to at least 66% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.

BARONET

(Hierarchy IV)

Experience level 8 to 12. For random determination, use 1D6+7, and consider a roll of 6 to indicate experience level 12.

Equivalent titles include Chief (Tribal), Efridder (Dutch), Knight Commander (English), Laird (Scottish), Mayor (Latin Derivative / Traditional) and Nobile (Italian).

NPC Baronet rulers should always have hit points equivalent to at least 69% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.

BARON / BARONESS

(Hierarchy V)

Experience level 9 to 13. For random determination, use 1D6+8, and consider a roll of 6 to indicate experience level 13.

Equivalent titles include Bey (Turkish), Boyar (Serbian), Decemvir (Roman), Dominus (Latin Derivative / Traditional), Don (Traditional), Freiherr (German), Great Chieftain (Tribal), Lord (Traditional), Seigneur (French), Thane (Anglo-Saxon) and Vapaaherra (Finnish).

NPC Baron rulers should always have hit points equivalent to at least 72% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.

VISCOUNT / VISCOUNTESS

(Hierarchy VI)

Experience level 10 to 14. For random determination, use 1D6+9, and consider a roll of 6 to indicate experience level 14.

Equivalent titles include Arch-Baron (Twin Cities RPG), Archon (Greek), Burgrave (German), Constable Mayor (Traditional), Free Baron (Traditional), Lord Mayor (Traditional), Magister (Latin Derivative / Traditional), Vidame (French), Warlord (Traditional) and Wicehrabia (Polish).

NPC Viscount rulers should always have hit points equivalent to at least 75% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.



COUNT / COUNTESS

(Hierarchy VII)

Experience level 11 to 15. For random determination, use 1D6+10, and consider a roll of 6 to indicate experience level 15.

Equivalent titles include Comte (French), Consul (Roman), Count Palatine (Traditional), Earl (Anglo-Saxon / English), Freigraf (German), Graf (German), Jarl (Scandinavian), Nomarch (Greek-Egyptian), Pasha (Turkish), Praetor (Roman), Prelate (Latin Derivative / Religious), Satrap (Persian), Serdar (Serbian), Subahdar (Mughal India), Triumvir (Roman), Vizier (Arabic) and Waldgraf (German).

NPC Count rulers should always have hit points equivalent to at least 78% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.

MARQUIS / MARCHIONESS

(Hierarchy VIII)

Experience level 12 to 16. For random determination, use 1D6+11, and consider a roll of 6 to indicate experience level 16.

Equivalent titles include Count Palatine (Lake Geneva RPG), Hierarch (Lake Geneva RPG), Landgraf (German), Landgrave (French / German), Margrave (German / Holy Roman Empire), Markgraf (German), Pfalzgraf (German) and Proprætor (Roman).

NPC Marquis rulers should always have hit points equivalent to at least 81% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.

DUKE / DUCHESS

(Hierarchy IX)

Experience level 13 to 17. For random determination, use 1D6+12, and consider a roll of 6 to indicate experience level 17.

Equivalent titles include Bishop (Latin Derivative / Religious), Duc (French), Duke Palatine (Traditional), Dux (Roman), Grand Vizier (Arabic), Great Hierarch (Lake Geneva RPG), Herzog (German), Overlord (Traditional), Tyrant (Traditional) and Vojvoda (Croatian).

NPC Duke rulers should always have hit points equivalent to at least 84% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.



PRINCE / PRINCESS

(Hierarchy X)

Experience level 14 to 18. For random determination, use 1D6+13, and consider a roll of 6 to indicate experience level 18.

Equivalent titles (of relative power, but not necessarily princely in nature) include Archbishop (Latin Derivative / Traditional), Archcleric (Lake Geneva RPG), Archduke (Traditional), Archduke Palatine (Traditional), Arciduca (Italian, Archduke), Crown Prince (Traditional), Dauphin (French, Prince), Despot (Byzantine), Dictator (Roman), Duke Palatine (Lake Geneva RPG), Emir (Arabic), Erzherzog (German, Archduke), Exarch (Byzantine), Furst (German, Prince), Grand Duke (Germanic), Granduca (Italian, Grand Duke), Hetman (Czech), Khedive (Turkish), Knyaz (Russian, Prince), Prince Palatine (Traditional), Prince Royal (Traditional), Prinz (German, Prince), Regent (Traditional), Tarkhan (Mongolian), Theocrat (Lake Geneva RPG) and Viceroy (Traditional).

NPC Prince rulers (and other powerful nobles of various ranks and titles, as noted in the list above) should always have hit points equivalent to at least 87% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.



KING / QUEEN**(Hierarchy XI)**

Experience level 15 to 19. For random determination, use 1D6+14, and consider a roll of 6 to indicate experience level 19.

Equivalent titles include Basileus (Byzantine), Brenin (Welsh), Grand Prince (Traditional), Ilkhan (Mongolian Splinter State), Khan (Mongolian), Konig (German), Koning (Dutch), Krol (Polish), Malik (Arabic), Raja (India), Rex (Pre-Roman Latin), Ri (Gaelic), Roi (French), Shah (Persian) and Sultan (Arabic).

NPC King rulers should always have hit points equivalent to at least 90% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.

HIGH KING / HIGH QUEEN**(Hierarchy XII)**

Experience level 16 to 20. For random determination, use 1D6+15, and consider a roll of 6 to indicate experience level 20.

Equivalent titles include Anax (Mycenean), Ard Ri (Gaelic), Bretwalda (Anglo-Saxon), Caliph (Arabic), Great King (Traditional), Gur Khan (Mongolian), High King (Traditional), King of Kings (Traditional), Maharaja (India), Nam-Lugal (Sumerian), Padishah (Persian), Pharaoh (Egyptian) and Shahanshah (Persian).

NPC High King rulers should always have hit points equivalent to at least 93% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.

OVERKING / OVERQUEEN**(Hierarchy XIII)**

Experience level 17 to 21. For random determination, use 1D6+16, and consider a roll of 6 to indicate experience level 21.

Demigods can be Overkings as well. Equivalent titles include Autokrator (Greek), and Khagan (Mongolian).

NPC Overking rulers should always have hit points equivalent to at least 96% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.

EMPEROR / EMPRESS

(Hierarchy XIV)

Experience level 18 to 22. For random determination, use 1D6+17, and consider a roll of 6 to indicate experience level 22.

Demigods and godlings can be Emperors as well. Equivalent titles include Aftokrator (Greek), Caesar (Roman), Empereur (French), Imperator (Roman), Kaysar (Ottoman), Perandor (Albanian), Samraat (India), Tsar (Bulgarian / Slavic) and Ymerawdwr (Welsh).

NPC Emperor rulers should always have hit points equivalent to at least 99% of their potential maximum (round up), in regarded to experience level, hit dice, and Constitution (CON) bonuses.

Keep in mind also that several classes in the classic FRPG have inherent maximum levels: assassins (level 15), druids (level 14) and monks (level 17). If an impossible level of experience is indicated by the random roll ranges provided above, simply reduce the level to the maximum level for that class, or select a different class for the ruler.

Or, even better, you can assume that the ruler is a character with two classes, and choose another appropriate class and apply the excess experience levels to the second class. For example, if you roll a level 20 assassin, then you can instead decide that the ruler is a level 15 assassin / level 5 magic-user, or even a level 9 assassin / level 11 magic-user for an even more powerful combination. Rulers did not become rulers by being weak, so be feel free to make their very important NPCs truly exceptional!

III-16

RULER IMPACT ON REALM CULTURE AND BELIEFS

The implications of class-based leadership are many. The following schools of thought / cultural motifs will be more prevalent in realms led by a ruler of that class:

- **Anti-Paladin:** Blood feuds, deception, demon worship, intimidation, unholy wars
- **Alchemist:** Experimentation, chemistry, elements and elementals, trophy hunting (for beast and monster parts)
- **Assassin:** Capital punishment, “gangster honor,” organized crime, territories and protection money, family vendettas
- **Barbarian:** Challenges of strength, shamanism, superstitions, survivalism, tribal honor, wilderness exploration
- **Bard:** Discourse, negotiation, poetry and songs, entertainment, traveling, veneration of history
- **Cavalier:** Chivalry, duels, heraldry, horsemanship, jousts, melees, processions and parades
- **Cleric:** Divination, interpretation of omens, magical (vs. medicinal) healing, theocratic rule, worship
- **Druid:** Animal preserves, herbalism and herbal medicine, nature worship, protection of forests and faerie realms
- **Fighter:** Dueling-based law systems, limited negotiations, martial structure, militancy, patriotism, strong authority
- **Hunter:** Beast mastery and taming, herbalism, hunting, map making, patrols and scouting, wilderness exploration
- **Illusionist:** Deception, disguise and changes in citizen appearance, subtle hand signals and colloquialisms, trickery
- **Jester:** Dance, duels of wit, feats of agility, masquerades, practical jokes, song
- **Magic-User:** Alchemy, development of academies and schools of magic, laws focused on magic use, research, scholarly thought
- **Monk:** Asceticism, psychic powers and interpretation, martial arts and mastery, physical contests, self-discipline
- **Mountebank:** Colorful lying, disguise, footraces, shady merchant practices, tall tales
- **Mystic:** Meditation, philosophy, planar exploration, research, rituals

- **Paladin:** Chivalry, crusades, honor, horsemanship, intolerance of evil, knightly orders
- **Ranger:** Adventuring, humanoid slaying, hunted fugitives, reconnaissance, wilderness exploration
- **Savant:** Research, study, esoteric knowledge, independent learning, and eccentric behavior
- **Thief:** Lax property laws, charlatanry (mountebanks, “snake oil” salesmen etc.), political intrigue, stealth, subterfuge
- **Warlock / Witch:** Celestial movements and holidays, herbalism, the occult, small animals (familiars), summoning

III-17

HUMAN POPULATIONS

The human population in each realm or wilderness area will depend on the GM’s campaign. I recommend population levels considerably smaller than those that were prevalent in the dark ages and medieval period of Earth, simply because the game is focused on danger, wilderness exploration and adventure. If your map is not filled with borderlands, ruins and vast wilderness areas, the player characters’ opportunities for adventure will be few.

Despite this, the universe of Castle Oldskull is also humanocentric. This means that humans are more common than demi-humans, and the strongest kingdoms tend to be human-dominated. Further, humans are found everywhere, even in the wildest polar reaches and savage jungles. Human populations will tend to be tribal (or at least clan-based) in the wilderness, and well-civilized in the populated realms.

Keep in mind that the presence of humans does not always indicate safety! A human nation can be lawful good, but it can also be chaotic evil. Wilderness areas can be known for noble (good) savages, but they are far more notorious for their evil and deadly headhunters, cannibals, cultists, raiders and bandits. Even small groups of NPC humans discovered in the wilderness can be very dangerous.

The recommended population levels for each of your wilderness areas is as follows:

III-17-1

HUMAN POPULATIONS IN THE WILDERNESS

Barbarian Lands: Generally, between 5,000 and 70,000, depending on the realm size. Specifically (if you wish to slow down for this level of detail), between 100 and 750 persons per 24-mile world hex. Civilized realms always seem to underestimate how many of the scattered peoples actually live in barbarian lands, which is why barbarian hordes are world-changing if a charismatic and powerful leader manages to unify them. Human groups will be tribal.

Nomad Lands: Generally, between 20,000 and 70,000, depending on realm size. Specifically, between 400 and 750 persons per 24-mile world hex. Nomad populations are large, but they typically avoid civilized realms to adhere to their own traditions and will thus rarely invade civilized kingdoms. Kingdoms that dare to invade nomad lands, however, are in for a rude surprise. Human groups will be tribe-, clan- or family-based wanderers.

Territories: Generally, between 1,000 and 25,000, depending on the realm size, the climate and the power of the monsters who lair there. Specifically, between 50 and 250 persons per 24-mile world hex. Human groups will be tribal, cultic, or secret societies (brutal or noble savages, cultists, cannibals, etc.). If the territory is being actively colonized, the population will be considerably higher (between 2,000 and 25,000, between 100 and 500 people per world hex), with 50% of them being invaders, soldiers, explorers, missionaries, scouts, trappers, hunters and colonists from the territory's controlling realm.

Wastes: Generally, between 0 and 10,000, depending on realm size. Specifically, between 0 and 100 persons per 24-mile world hex. Groups will consist of madmen, degenerates, escaped slaves, explorers, adventurers and exiles. A few especially hardy groups of cavemen or tribesmen may dwell here nomadically.

Wilds / Wilderness: Generally, between 1,000 and 25,000, depending on the realm size, the climate and the power of the monsters who lair there. Specifically, between 50 and 250 persons per 24-mile world hex. Human groups will be tribal or cultic (brutal or noble savages, cannibals, headhunters, etc.). If the monsters in the wilderness region are particularly powerful, the humans will have developed fortified villages to deal with the threat. Examples of fortified villages include: settlements surrounded by huge spiked walls, situated on sea coasts; fortified cave systems protected behind spikes, archers and traps; treetop villages, perhaps even with beast masters and tamed birds of prey for

protection; secret valleys or ruins protected by powerful magics and curses; and underworld lost cities with limited entries to the surface.



III-17-2

HUMAN POPULATIONS IN CIVILIZED REALMS

The recommended population levels for each of your realms, from smallest to largest, are as follows:

Honor Holds: Honor Holds feature only a single hamlet or village, and so their population is small. Population in a low-population campaign: 50 to 400 humans. For random determination, use $1D8 \times 50$. In a medium-population campaign: 150 to 650 humans. For random determination, use $(2D6 + 1) \times 50$. In a high-population campaign: 200 to 800 humans. For random determination, use $2D4 \times 100$.

Freeholds: Freeholds typically feature a large village, perhaps surrounded by very small settlements. Population in a low-population campaign: 500 to 800 humans. For random determination, use $(1D4 + 4) \times 100$. In a medium-population campaign: 600 to 900 humans. For random determination, use $(1D4 + 5) \times 100$. In a high-population campaign: 700 to 1,000 humans. For random determination, use $(1D4 + 6) \times 100$.

Knightmarks: Knightmarks center on an important large village or a small town. Population in a low-population campaign: 600 to 1,200 humans. For random determination, use $(2D4 + 4) \times 50$. In a medium-population campaign: 700 to 1,400 humans. For random determination, use $(1D8 + 6) \times 100$. In a high-population campaign: 900 to 1,800 humans. For random determination, use $(1D10 + 8) \times 100$.

Baronetcies: These minor realms will center upon a small town. Population in a low-population campaign: 3,000 to 6,000 humans. For random determination, use $(1D4 + 2) \times 1,000$. In a medium-population campaign: 5,000 to 8,000 humans. For random determination, use $(1D4 + 4) \times 1,000$. In a high-population campaign: 7,000 to 10,000 humans. For random determination, use $(1D4 + 6) \times 1,000$.

Baronies: Baronies usually have one major town, surrounding a castle. The remainder of the population lives in villages and settlements. Population in a low-population campaign: 5,000 to 10,000 humans. For random determination, use $(1D6 + 4)$

x 1,000. In a medium-population campaign: 11,000 to 20,000 humans. For random determination, use $(1D10 + 10) \times 1,000$. In a high-population campaign: 21,000 to 30,000 humans. For random determination, use $(1D10 + 20) \times 1,000$.

Viscounties: A Viscounty will usually have one large town or small city. Population in a low-population campaign: 5,000 to 10,000 humans. For random determination, use $(1D6 + 4) \times 1,000$. In a medium-population campaign: 11,000 to 20,000 humans. For random determination, use $(1D10 + 10) \times 1,000$. In a high-population campaign: 21,000 to 30,000 humans. For random determination, use $(1D10 + 20) \times 1,000$.

Arch-Baronies: Arch-Baronies typically have one large town or small city. This population center will be walled and fortified. Arch-Baronies tend to have richer resources and/or are situated in strategically important areas (such as dominating a valley or mountain pass). Their population is the same as a normal Barony, but even villages will tend to be walled and fortified. Population in a low-population campaign: 5,000 to 10,000 humans. For random determination, use $(1D6 + 4) \times 1,000$. In a medium-population campaign: 11,000 to 20,000 humans. For random determination, use $(1D10 + 10) \times 1,000$. In a high-population campaign: 21,000 to 30,000 humans. For random determination, use $(1D10 + 20) \times 1,000$.

Viscounties: A Viscounty will feature a small or medium-sized city, possibly walled and fortified. There will also be several small towns and many villages. The overall population will be as follows: Population in a low-population campaign: 11,000 to 20,000 humans. For random determination, use $(1D10 + 10) \times 1,000$. In a medium-population campaign: 21,000 to 30,000 humans. For random determination, use $(1D10 + 20) \times 1,000$. In a high-population campaign: 31,000 to 50,000 humans. For random determination, use $(1D20 + 30) \times 1,000$.

City States: City States feature a dominant major city, where approximately 90% of the human population lives. The remaining 10% are settled in the satellite villages, forts, mines and trading posts surrounding the city on every side. The population of a City State ranges as follows: Population in a low-population campaign: 25,000 to 35,000 humans. For random determination, use $(2D6 + 23) \times 1,000$. In a medium-population campaign: 35,000 to 45,000 humans. For random determination, use $(2D6 + 33) \times 1,000$. In a high-population campaign: 45,000 to 90,000 humans. For random determination, use $(1D10 + 8) \times 5,000$.

Counties and Free Counties: A county will have one or more major cities, and a large number of towns and villages. Counties tend to be internal “safe” areas in larger kingdoms, and population will be rather high even if the county is small. Overall population will be as follows: Population in a low-population campaign: 21,000 to 40,000 humans. For random determination, use $(1D20 + 20) \times 1,000$. In a medium-population campaign: 30,000 to 75,000 humans. For random determination, use $(1D10 + 5) \times 5,000$. In a high-population campaign: 50,000 to 200,000 humans. For random determination, use $(3D6 + 2) \times 10,000$.

Marches and Free Marches: A march will have one or more major cities, and a fair number of towns and villages. Note that although Marches are strategically more important than Counties (and therefore a marquis is more prominent than a count), they represent borderlands and not central civilized areas. As such, their population tends to be lower than that of a county, even though they are often larger. Population in a low-population campaign: 15,000 to 25,000 humans. For random determination, use $(2D6 + 13) \times 1,000$. In a medium-population campaign: 20,000 to 50,000 humans. For random determination, use $(1D4 + 1) \times 10,000$. In a high-population campaign: 35,000 to 125,000 humans. For random determination, use $(2D10 + 5) \times 5,000$.

Holdfasts and Lordships: Although highly variable, a Holdfast or Lordship will typically have several cities (although they might be separated by politics, terrain war conditions, etc.) Population in a low-population campaign: 15,000 to 25,000 humans. For random determination, use $(2D6 + 13) \times 1,000$. In a medium-population campaign: 20,000 to 50,000 humans. For random determination, use $(1D4 + 1) \times 10,000$. In a high-population campaign: 35,000 to 125,000 humans. For random determination, use $(2D10 + 5) \times 5,000$.

Duchies, Archduchies and Grand Duchies: A duchy will have several major cities, many towns, and innumerable villages. Duchies tend to be the heart of a major kingdom, with the lion’s share of the population. In most realms, a duchy will be central, but it is possible for a duchy to exist on the borderland if it is well-protected (for example, bordered by a vast swift river, or a great mountain range). Population will be as follows: Population in a low-population campaign: 40,000 to 80,000 humans. For random determination, use $(1D4 + 1D6 + 6) \times 5,000$. In a medium-population campaign: 75,000 to 150,000 humans. For random determination, use $(3D6 + 12) \times 5,000$. In a high-

population campaign: 210,000 to 400,000 humans. For random determination, use $(1D20 + 20) \times 10,000$.



Principalities: Simply put, a Principality is ruled by a blood relative of the reigning monarch. They are equivalent to duchies in composition and population, but likely to be higher in relative importance. Population in a low-population campaign: 40,000 to 80,000 humans. For random determination, use $(1D4 + 1D6 + 6) \times 5,000$. In a medium-population campaign: 75,000 to 150,000 humans. For random determination, use $(3D6 + 12) \times 5,000$. In a high-population campaign: 210,000 to 400,000 humans. For random determination, use $(1D20 + 20) \times 10,000$.

Kingdoms: A kingdom has several cities, many towns and innumerable villages. It is up to the GM whether each kingdom will initially be regarded as a single massive whole, or if it will be cut apart into a Principality, duchies, Marches, Counties and Baronies. Realistically, every fantasy-medieval kingdom will be a huge mishmash of these types of regions; but the degree of preparation required to “shard” a kingdom into its pieces is considerable and time-consuming. For this reason, it is recommended that the GM should only deeply detail the kingdom where the player characters begin the campaign. Other kingdoms can be fleshed out and detailed as the campaign progresses over time. Kingdom population will be as follows: Population in a low-population campaign: 250,000 to 550,000 humans. For random determination, use $(2D4 + 3) \times 50,000$. In a medium-population campaign: to 500,000 to 1,000,000 humans. For random determination, use $(1D6 + 4) \times 100,000$. In a high-population campaign: to 750,000 to 1,500,000 humans. For random determination, use $(3D6 + 12) \times 50,000$.

Great Kingdom: A great kingdom needs to be placed with care. There should only be one great kingdom or empire in your initial campaign world, and perhaps none at all. If there were two such powers, the entire campaign would realistically be dominated by the endless warfare between these powers, and all of the smaller kingdoms would be either occupied or wiped out. And if there were more than two, the campaign would probably be entirely war-based and feature no dungeon or wilderness adventuring opportunities at all! You can include a great kingdom if you choose to do so, but I recommend that your first campaign should not include one. Great kingdom population will be as follows: Population in a low-population campaign: 500,000 to 1,500,000 humans. For random determination, use $(1D6 + 4) \times 100,000$. In a medium-population campaign: 1,000,000 to 2,750,000 humans. For random determination, use $(1D8 + 3) \times 250,000$. In a high-population campaign: 1,500,000 to 5,000,000 humans. For random determination, use $(1D8 + 2) \times 500,000$.

Imperial Kingdom: An imperial kingdom is similar to a great kingdom, with two major differences: [1] the kingdom has imperial aims of future conquest, and [2] the imperial kingdom is very likely comprised of disparate states due to an earlier age of war and triumph. Populations are recommended as follows: Population in a low-population campaign: 750,000 to 2,000,000 humans. For random determination, use $(1D6 + 2) \times 250,000$. In a medium-population campaign: 1,500,000 to 4,000,000 humans. For random determination, use $(1D6 + 2) \times 500,000$. In a high-population campaign: 1,500,000 to 7,000,000 humans. For random determination, use $(1D12 + 2) \times 500,000$.

Empire: An empire is similar to a great kingdom, but even more heavily populated. Empires tend to be more unstable than kingdoms, because they are the result of conquest and not growth over time. However, some rare empires (such as the Roman) can exist for centuries before they finally crumble under their own weight and diversity. For the reasons mentioned above, you should not have more than one empire, if any, in your beginning campaign map. Population will be as follows: Population in a low-population campaign: 1,000,000 to 3,250,000 humans. For random determination, use $(1D10 + 3) \times 250,000$. In a medium-population campaign: 1,500,000 to 5,000,000 humans. For random determination, use $(1D8 + 2) \times 500,000$. In a high-population campaign: 2,000,000 to 10,000,000 humans. For random determination, use $(1D4 + 1D6) \times 1,000,000$.

III-18

DEMI-HUMAN POPULATIONS

Demi-Human Kingdoms: Demi-human kingdoms are rare in the game world; typically, demi-humans live in a terrain type within a human realm or a wilderness area. Demi-human kingdoms should exist only if they are specifically chosen and situated by the GM. Therefore, no random roll will ever indicate the existence of demi-human kingdom. In any case, it is recommended that demi-human kingdoms should have populations of 30,000 or fewer individuals. The alignment of demi-human kingdoms tends toward good (60%), but can be neutral (30%) or even evil (10%). On the lawful-chaotic axis, dwarves tend to be lawful, elves are chaotic, gnomes are lawful or neutral and halflings are lawful.

Demi-Human Population Levels: For all other realms and wilderness areas, the number of demi-humans in each will be based on the GM's decision, or on a random roll:

Demi-Human Population-Driven Encounter Frequencies

[01-05]	None
[06-15]	Very Doubtful
[16-35]	Doubtful

[36-65]	Few
[66-85]	Some
[86-95]	Many
[96-00]	Considerable Numbers

Demi-human population levels are defined as follows:

None: Demi-humans are virtually non-existent here, and will never be randomly encountered unless as members of NPC adventuring groups.

Very Doubtful: Demi-humans are very rare here, and encountered groups will be very small (50 or fewer individuals). There will be fewer than 500 total demi-humans in the realm.

Doubtful: Demi-humans are very rare here, and encountered groups will be small (100 or fewer individuals). There will be between 500 and 1,000 total demi-humans in the realm.

Few: Demi-humans are rare here, and encountered groups will be small or of average size (200 or fewer individuals). There will be between 1,000 and 2,000 total demi-humans in the realm.

Some: Demi-humans are uncommon here, but encountered groups can be relatively large (350 or fewer individuals). There will be between 2,000 and 4,000 total demi-humans in the realm.

Many: Demi-humans are common here, and encountered groups will tend to be very large (500 or fewer individuals). There will be between 4,000 and 10,000 total demi-humans in the realm.

Considerable Numbers: Demi-humans are common here, and encountered groups can be extremely large (1,000 or fewer individuals). There will be between 10,000 and 20,000 total demi-humans in the realm.

III-18-1

DEMI-HUMAN POPULATION SPREADS

Demi-human types which are prevalent will depend on the climate of the realm, and the predominant terrain type.

DEMI-HUMAN POPULATIONS IN COLD REALMS

Cold Forest

[01-45]	Elves (45% chance of being dominant in the region, to the general yet not complete exclusion of other demi-human races)
[46-55]	Elves and Gnomes (10% chance of these two races being dominant etc.)
[56-60]	Elves, Gnomes and Halflings (5%)
[61-85]	Gnomes (25%)
[86-90]	Gnomes and Halflings (5%)
[91-95]	Halflings (5%)
[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Cold Hills

[01-40]	Dwarves (40%)
[41-60]	Dwarves and Gnomes (20%)
[61-65]	Dwarves, Gnomes and Halflings (5%)
[66-70]	Dwarves and Halflings (5%)
[71-90]	Gnomes (20%)

[91-95]	Halflings (5%)
[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Cold Mountains

[01-55]	Dwarves (55%)
[56-75]	Dwarves and Gnomes (20%)
[76-95]	Gnomes (20%)
[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Cold Plains

[01-75]	Elves (75%)
[76-85]	Elves and Halflings (10%)
[86-95]	Halflings (10%)
[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Cold Swamp

[01-70]	Elves (70%)
[71-85]	Elves and Gnomes (15%)
[86-95]	Gnomes (10%)

[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)
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Cold Wasteland

[01-75]	Dwarves (75%)
[76-85]	Dwarves and Gnomes (10%)
[86-95]	Gnomes (10%)
[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)



DEMI-HUMAN POPULATIONS IN TEMPERATE REALMS

Temperate Forest

[01-45]	Elves (45%)
[46-55]	Elves and Gnomes (10%)
[56-60]	Elves, Gnomes and Halflings (5%)
[61-75]	Gnomes (15%)
[76-85]	Gnomes and Halflings (10%)
[86-95]	Halflings (10%)
[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Temperate Hills

[01-20]	Dwarves (20%)
[21-35]	Dwarves and Gnomes (15%)
[36-40]	Dwarves, Gnomes and Halflings (5%)
[41-55]	Dwarves and Halflings (15%)
[56-70]	Gnomes (15%)
[71-95]	Halflings (25%)
[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Temperate Mountains

[01-55]	Dwarves (55%)
[56-70]	Dwarves and Gnomes (15%)
[71-80]	Dwarves, Gnomes and Halflings (10%)
[81-95]	Gnomes (15%)
[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Temperate Plains

[01-15]	Elves (15%)
[26-40]	Elves and Halflings (25%)
[41-95]	Halflings (55%)
[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Temperate Swamp

[01-70]	Elves (70%)
[71-85]	Elves and Gnomes (15%)
[86-95]	Gnomes (10%)
[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Temperate Wasteland

[01-75]	Dwarves (75%)
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[76-85]	Dwarves and Gnomes (10%)
[86-95]	Gnomes (10%)
[96-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

DEMI-HUMAN POPULATIONS IN TROPICAL REALMS

Tropical Forest

[01-30]	Elves (30%)
[31-40]	Elves and Gnomes (10%)
[41-50]	Elves, Gnomes and Halflings (10%)
[51-60]	Gnomes (10%)
[61-75]	Gnomes and Halflings (15%)
[76-90]	Halflings (15%)
[91-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Tropical Hills

[01-30]	Gnomes (30%)
[31-60]	Gnomes and Halflings (30%)
[61-90]	Halflings (30%)
[91-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Tropical Mountains

[01-70]	Gnomes (70%)
[71-90]	Gnomes and Halflings (20%)
[91-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Tropical Plains

[01-30]	Elves (30%)
[31-50]	Elves and Halflings (20%)
[51-90]	Halflings (40%)
[91-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Tropical Swamp

[01-60]	Elves (60%)
[61-80]	Elves and Gnomes (20%)
[81-90]	Gnomes (10%)
[91-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)

Tropical Wasteland

[01-80]	Gnomes (80%)
[81-90]	Gnomes and Halflings (10%)

[91-00]	Other (rare species of demi-humans at the GM's sole discretion, such as Children of the Horned God, dimensional outsiders, dragon-kith, fox folk, half-dryads, hawkmen, etc.)
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III-18-2

DEMI-HUMAN NUMBERS AND LEADERSHIP

Determining Proportions for the Demi-Human Population: The following guidelines can be used to calculate encounter percentages and overall populations for demi-humans within a region. If one race of demi-humans is indicated, 91% of encounters with demi-humans in the realm will be with that race; and 3% of encounters will be with each of the other races. (For example, if elves are indicated, encounters will be as follows: dwarves 3%, elves 91%, gnomes 3% and halflings 3%.) If two races of demi-humans are indicated, 45% of encounters will be with race A, 45% will be with race B, and 5% will be with each of the other races. (For example, if dwarves and gnomes are indicated, encounters will be as follows: dwarves 45%, elves 5%, gnomes 45% and halflings 5%.) If three races of demi-humans are indicated, 30% of encounters will be with race A, 30% will be with race B, 30% will be with race C, and 10% will be with the race not indicated. (For example, if elves, gnomes and halflings are indicated, encounters will be as follows: dwarves 10%, elves 30%, gnomes 30% and halflings 30%. Therefore, if there were 10,000 demi-humans in this realm, their approximate numbers would be as follows: 1,000 dwarves, 3,000 elves, 3,000 gnomes and 3,000 halflings.)

Demi-Human Enclaves and Council Leadership: The largest demi-human enclaves tend to number between 300 and 800 individuals. They are typically led by councils, as opposed to individual rulers. Councils will typically number between 3 and 13 individuals, and will usually have an odd number of members (to avoid deadlocks in voting and political decisions). Council members will frequently be fighters, clerics/druids, or multi-classed individuals (as appropriate to each race) of high or maximum level. Therefore, a typical elven leader would probably be a level 7/11 fighter/magic-user; a dwarf might be a level 8 cleric or level 9 fighter; a gnome might be a level 7 cleric or level 6/7 fighter/illusionist; and a halfling leader might be a level 6 druid or a level 6/8 fighter/thief. (Halfling societies tend to have neutral good thieves on their councils, as councils frequently feature retired adventures, and halfling burglars are renowned for their expertise.)

In similar fashion to ruling humans infused with the power of the gods, keep in mind that rightful demi-human rulers should have hit points equal to 75%-100% of their potential maximum, based on their experience level(s), class(es) and Constitution bonus.

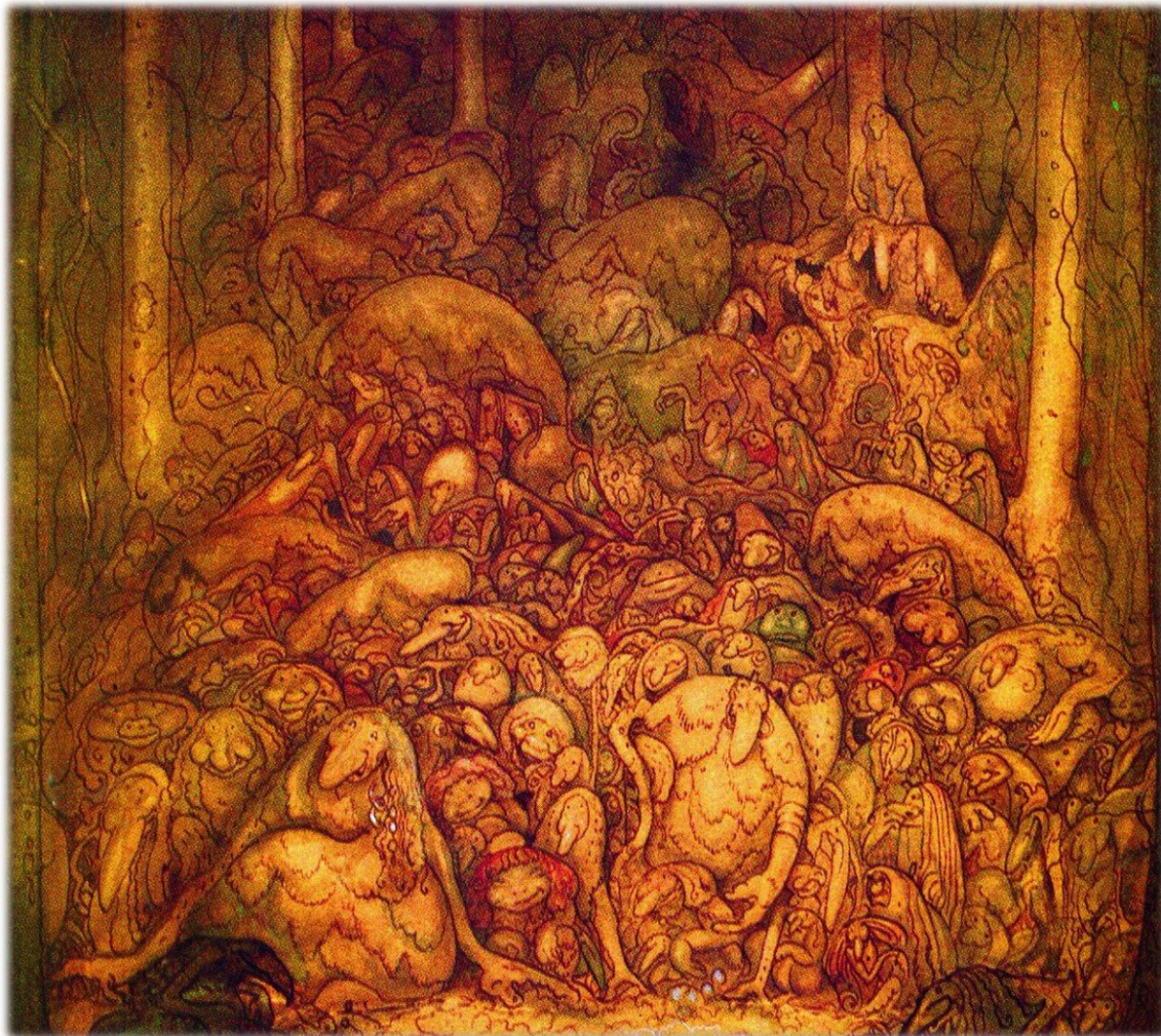
Considering Exceptional Demi-Human Rulers: If you allow for further advancement of demi-humans beyond level limits in your game, then I suggest that NPC rulers have a chance to have one or more exceptional ability scores (beyond 18). The exact ability scores will depend on the NPC ruler's class; for example, a Fighter might have unearthly (deity-granted) Strength, while a Cleric / Magic-User might have unearthly Wisdom and / or Intelligence.

The odds of an NPC ruler having an unearthly ability score should depend on the character's class(es), with a 5% chance for an unearthly score per experience level, checked for each class. As an example, if the NPC ruler was a level 6 Fighter / level 9 Assassin, then the character would have a (6 x 5 equals) 30% chance of having an unearthly score which benefits the Fighter class ... probably Strength, but perhaps Dexterity or Constitution at the GM's discretion. Similarly, the NPC ruler would also have a (9 x 5 equals) 45% chance of an unearthly score which benefits the Assassin class. With two lucky rolls, the NPC ruler might have two unearthly abilities.

Unearthly ability scores should either be (a) 18, if the race is typically unable to have an 18 score (for example, half-orc Charisma); (b) 19, if the race can have an 18 score naturally and the experience level is 9 or lower; or (c) 20, if the race can have an 18 score naturally and the experience level is 10 or higher.

If you are playing with the Unearthed rule set (c. 1985), these exceptional scores might well indicate that the NPC ruler could have a higher experience level than normal. If so, boost the ruler's experience level to the new maximum.

And yes, these scores are only for NPC rulers of demi-human enclaves who are instilled with the might and divine (or unholy) will of their deity.



III-19

HUMANOID POPULATIONS

Humanoid Kingdoms: Humanoid kingdoms (more appropriately, these areas consist of dozens of petty holdings, populated by many competing tribes) do not exist unless they are specifically chosen and situated by the GM. They are more common than demi-human kingdoms, however; and any classic game world should have at least one humanoid holding to serve as a significant threat to the kingdoms of men. Please note that the humanoid holdings should be relatively isolated (for example, on a peninsula, or separated from the human lands by mountains); otherwise, one or more of the human

kingdoms would likely already be overrun. Similarly, the GM should never place these vast humanoid holdings in or directly adjacent to the starting realm for the player characters. The holdings will serve to keep humanoids as dangerous threats in high-level campaigns, due to their extremely high population levels. A vast humanoid holding will typically contain between 40,000 and 70,000 individuals, depending on the GM's discretion. Small humanoids (such as goblins and kobolds) tend to exist in higher numbers than the larger ones (such as bugbears and gnoles). Leader types in a humanoid holding will feature a wide variety of individuals, such as humanoid kings, evil dragons, evil overlords, demons, devils and even eyes of Azathoth.

Humanoid Population Levels: For all other realms and wilderness areas, humanoids will almost always be in existence, but in considerably smaller numbers. However, the GM must keep in mind that humanoids are the sworn enemies of demi-humans. Humanoids have the advantage in numbers, and demi-humans (with their champions and leaders who have experience levels) have the advantage in power per individual. Humanoids will almost always outnumber demi-humans wherever they are found. However, due to the incessant wars and skirmishes between demi-humans and humanoids, humanoid numbers tend to be lower wherever demi-human numbers are relatively high. For this reason, the number of humanoids in a realm or wilderness area is dependent on the population level of the demi-humans in the same area, as follows:

If there are no **(None)** demi-humans in the realm, then the population level of the humanoids will be:

[01-30]	Some (30%)
[31-70]	Many (40%)
[71-00]	Considerable Numbers (30%)

If demi-humans are **“Very Doubtful”** in the realm, then the population level of the humanoids will be:

[01-30]	Few (30%)
[31-70]	Some (40%)
[71-00]	Many (30%)

If demi-humans are **“Doubtful”** in the realm, then the population level of the humanoids will be:

[01-30]	Few (30%)
[31-60]	Some (30%)
[61-00]	Many (40%)

If demi-humans are **“Few”** in the realm, then the population level of the humanoids will be:

[01-30]	Doubtful (30%)
[31-60]	Few (30%)
[61-00]	Some (40%)

If **“Some”** demi-humans are in the realm, then the population level of the humanoids will be:

[01-30]	Doubtful (30%)
[31-70]	Few (40%)
[71-00]	Some (30%)

If **“Many”** demi-humans are in the realm, then the population level of the humanoids will be:

[01-30]	Very Doubtful (30%)
[31-70]	Doubtful (40%)
[71-00]	Few (30%)

If **“Considerable Numbers”** of demi-humans are in the realm, then the population level of the humanoids will be:

[01-30]	None (30%)
[31-70]	Very Doubtful (40%)
[71-00]	Doubtful (30%)

Definitions of Humanoid Population Levels

Humanoid population levels are defined as follows:

None: Humanoids are virtually non-existent here, and will never be randomly encountered unless they are discovered in dungeons.

Very Doubtful: Humanoids are very rare here, and encountered groups will be small (100 or fewer individuals). There will be fewer than 1,000 total humanoids in the realm.

Doubtful: Humanoids are very rare here, and encountered groups will be small or of average size (200 or fewer individuals). There will be between 1,000 and 2,000 total humanoids in the realm.

Few: Humanoids are rare here, but encountered groups can be relatively large (400 or fewer individuals). There will be between 2,000 and 4,000 total humanoids in the realm.

Some: Humanoids are uncommon here, but encountered groups can be very large (700 or fewer individuals). There will be between 4,000 and 8,000 total humanoids in the realm.

Many: Humanoids are common here, and encountered groups will tend to be extremely large (1,000 or fewer individuals). There will be between 8,000 and 20,000 total humanoids in the realm.

Considerable Numbers: Humanoids are common here, and encountered groups can be hordes equivalent to small armies (2,000 or fewer individuals). There will be between 20,000 and 40,000 total humanoids in the realm.



Replacement of Humanoid Tribe Losses Over Time: These are very general numbers, but they may be helpful in a long-running campaign (or battles of attrition against tribes of humanoids). Assume that humanoids breed very rapidly, averaging a 6-month gestation and 2 surviving young per birth. If we assume further that 35% of humanoids are female (usually hidden away in the lair), then a tribe of 400 would have 140 females, producing 280 young every 6 months. This amounts to 560 new young a year, or ~47 a month.

Humanoids typically take about 15 years to mature, although this depends on the species and regional / lair conditions. All of this boils down to a tribe of 400 having perhaps ~37 coming of age ceremonies a year, or a replacement rate of about +3 per month (2 male warriors, and 1 female). If you need more numbers than that, just assume that the tribe assimilates new clans due to its successes, or that there is an infusion of numbers from the netherworld.

III-19-1

HUMANOID POPULATION TYPES

Humanoid types which are prevalent will depend on the climate of the realm, and the predominant terrain type. (Prevalent humanoids tend to dominate other humanoid races, resulting in diminished numbers of other-racial rivals.)

DOMINANT HUMANOID TYPES IN COLD REALMS

Cold Forest

[01-19]	Bugbears (Uncommon) (19%)
[20-31]	Goblins (Rare) (12%)
[32-43]	Hobgoblins (Rare) (12%)
[44-62]	Kobolds (Uncommon) (19%)
[63-90]	Orcs (Common) (28%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

Cold Hills

[01-13]	Beastmen (Rare) (13%)
[14-26]	Bugbears (Rare) (13%)
[27-39]	Goblins (Rare) (13%)
[40-57]	Hobgoblins (Uncommon) (18%)
[58-63]	Kobolds (Very Rare) (6%)
[64-90]	Orcs (Common) (27%)

[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)
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Cold Mountains

[01-19]	Bugbears (Uncommon) (19%)
[20-38]	Goblins (Uncommon) (19%)
[39-57]	Hobgoblins (Uncommon) (19%)
[58-62]	Kobolds (Very Rare) (5%)
[63-90]	Orcs (Common) (28%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

Cold Plains

[01-15]	Beastmen (Rare) (15%)
[16-37]	Bugbears (Uncommon) (22%)
[38-52]	Goblins (Rare) (15%)
[53-67]	Hobgoblins (Rare) (15%)
[68-75]	Kobolds (Very Rare) (8%)
[76-90]	Orcs (Rare) (15%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

Cold Swamp

[01-07]	Bugbears (Very Rare) (7%)
[08-21]	Frogmen (Rare) (14%)
[22-35]	Goblins (Rare) (14%)
[36-55]	Hobgoblins (Uncommon) (20%)
[56-62]	Kobolds (Very Rare) (7%)
[63-90]	Orcs (Common) (28%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

Cold Wasteland

[01-20]	Beastmen (Rare) (20%)
[21-30]	Bugbears (Very Rare) (10%)
[31-50]	Goblins (Rare) (20%)
[51-60]	Hobgoblins (Very Rare) (10%)
[61-70]	Kobolds (Very Rare) (10%)
[71-90]	Orcs (Rare) (20%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

DOMINANT HUMANOID TYPES IN TEMPERATE REALMS

Temperate Forest

[01-37]	Frogmen (Rare) (37%)
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[38-53]	Headless Ones (Very Rare) (16%)
[54-90]	Lizard Men (Rare) (37%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

Temperate Hills

[01-09]	Beastmen (Rare) (9%)
[10-18]	Bugbears (Rare) (9%)
[19-31]	Gnoles (Uncommon) (13%)
[32-40]	Goblins (Rare) (9%)
[41-46]	Headless Ones (Very Rare) (6%)
[47-59]	Hobgoblins (Uncommon) (13%)
[60-72]	Kobolds (Uncommon) (13%)
[73-80]	Orcs (Common) (18%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

Temperate Mountains

[01-15]	Bugbears (Uncommon) (15%)
[16-31]	Gnoles (Uncommon) (16%)
[32-37]	Headless Ones (Very Rare) (6%)
[38-53]	Hobgoblins (Uncommon) (16%)
[54-68]	Kobolds (Uncommon) (15%)
[69-90]	Orcs (Common) (22%)

[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)
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Temperate Plains

[01-10]	Beastmen (Rare) (10%)
[11-26]	Bugbears (Uncommon) (16%)
[27-36]	Gnoles (Rare) (10%)
[37-47]	Goblins (Rare) (11%)
[48-53]	Headless Ones (Very Rare) (6%)
[54-63]	Hobgoblins (Rare) (10%)
[64-74]	Kobolds (Rare) (11%)
[75-90]	Orcs (Uncommon) (16%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

Temperate Swamp

[01-05]	Bugbears (Very Rare) (5%)
[06-17]	Frogmen (Uncommon) (12%)
[18-29]	Gnoles (Uncommon) (12%)
[30-36]	Goblins (Rare) (7%)
[37-41]	Headless Ones (Very Rare) (5%)
[42-53]	Hobgoblins (Uncommon) (12%)
[54-61]	Kobolds (Rare) (8%)
[62-73]	Lizard Men (Uncommon) (12%)

[74-90]	Orcs (Common) (17%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

Temperate Wasteland

[01-15]	Beastmen (Rare) (15%)
[16-22]	Bugbears (Very Rare) (7%)
[23-37]	Gnoles (Rare) (15%)
[38-52]	Goblins (Rare) (15%)
[53-59]	Headless Ones (Very Rare) (7%)
[60-67]	Hobgoblins (Very Rare) (8%)
[68-75]	Kobolds (Very Rare) (8%)
[76-90]	Orcs (Rare) (15%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

DOMINANT HUMANOID TYPES IN TROPICAL REALMS

Tropical Forest

[01-11]	Bugbears (Uncommon) (11%)
[12-22]	Frogmen (Uncommon) (11%)
[23-33]	Gnoles (Uncommon) (11%)
[34-39]	Goblins (Rare) (6%)

[40-43]	Headless Ones (Very Rare) (4%)
[44-49]	Hobgoblins (Rare) (6%)
[50-60]	Kobolds (Uncommon) (11%)
[61-71]	Lizard Men (Uncommon) (11%)
[72-90]	Orcs (Common) (19%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

Tropical Hills

[01-10]	Beastmen (Rare) (10%)
[11-20]	Bugbears (Rare) (10%)
[21-32]	Gnoles (Uncommon) (12%)
[33-44]	Goblins (Uncommon) (12%)
[45-49]	Headless Ones (Very Rare) (5%)
[50-61]	Hobgoblins (Uncommon) (12%)
[62-73]	Kobolds (Uncommon) (12%)
[74-90]	Orcs (Common) (17%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)



Tropical Mountains

[01-13]	Bugbears (Uncommon) (13%)
[14-26]	Gnoles (Uncommon) (13%)
[27-39]	Goblins (Uncommon) (13%)
[40-44]	Headless Ones (Very Rare) (5%)
[45-57]	Hobgoblins (Uncommon) (13%)
[58-70]	Kobolds (Uncommon) (13%)

[71-90]	Orcs (Common) (20%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

Tropical Plains

[01-11]	Beastmen (Rare) (11%)
[12-28]	Bugbears (Uncommon) (17%)
[29-45]	Gnoles (Uncommon) (17%)
[46-56]	Goblins (Rare) (11%)
[57-62]	Headless Ones (Very Rare) (6%)
[63-73]	Hobgoblins (Rare) (11%)
[74-79]	Kobolds (Very Rare) (6%)
[80-90]	Orcs (Rare) (11%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

Tropical Swamp

[01-05]	Bugbears (Very Rare) (5%)
[06-22]	Frogmen (Common) (17%)
[23-34]	Gnoles (Uncommon) (12%)
[35-43]	Goblins (Rare) (9%)
[44-48]	Headless Ones (Very Rare) (5%)
[49-56]	Hobgoblins (Rare) (8%)
[57-61]	Kobolds (Very Rare) (5%)

[62-73]	Lizard Men (Uncommon) (12%)
[74-90]	Orcs (Common) (17%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)



Tropical Wasteland

[01-11]	Beastmen (Rare) (11%)
[12-22]	Bugbears (Rare) (11%)

[23-39]	Gnoles (Uncommon) (17%)
[40-50]	Goblins (Rare) (11%)
[51-56]	Headless Ones (Very Rare) (6%)
[57-67]	Hobgoblins (Rare) (11%)
[68-73]	Kobolds (Very Rare) (6%)
[74-90]	Orcs (Uncommon) (17%)
[91-00]	Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

III-19-2

RELATIVE POWER OF HUMANOIDS

There is an implied hierarchy of power among humanoids, based on their alignment and relative power (hit dice), as follows:

Chaotic Evil Humanoids: Chaotic evil humanoids include bugbears, frogmen, gnoles and headless ones. Bugbears dominate gnoles, and gnoles enslave headless ones. Both bugbears and gnoles war with headless ones out of fear. All of these races avoid frogmen and fear them, due to their corrupted and magically twisted nature.

Lawful Evil Humanoids: Lawful evil humanoids include goblins, hobgoblins, kobolds and orcs. Hobgoblins lead orcs, dominate goblins and enslave kobolds. Orcs bully goblins and enslave kobolds. Goblins ally with kobolds. Despite alignment, goblins will allow themselves to be led by bugbears due to a shared racial background.

Neutral Humanoids: Neutral humanoids are typically beastmen and lizard men. Beastmen dominate lizard men, who avoid the beastmen when possible.

III-19-3

PROPORTIONAL HUMANOID POPULATIONS

Based on this hierarchy and these behaviors, the general types of humanoids present can be defined as follows (except for cases where very rare humanoids are indicated, where you will need to decide the situation):

BEASTMAN-DOMINATED REGIONS

If **beastmen** are dominant in the region, proportional populations of humanoids will be as follows: 50% Beastmen, 6% Bugbears, 4% Frogmen, 6% Gnoles, 6% Goblins, 2% Headless Ones, 6% Hobgoblins, 6% Kobolds, 4% Lizard Men, 10% Orcs

BUGBEAR-DOMINATED REGIONS

If **bugbears** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 50% Bugbears, 2% Frogmen (displaced by bugbears), 6% Gnoles, 10% Goblins (encouraged by bugbears), 2% Headless Ones, 6% Hobgoblins, 6% Kobolds, 4% Lizard Men, 10% Orcs

FROGMAN-DOMINATED REGIONS

If **frogmen** are dominant in the region, proportional populations of humanoids will be as follows: 5% Beastmen, 2% Bugbears (wiped out by frogmen), 50% Frogmen, 2% Gnoles (wiped out by frogmen), 8% Goblins, 0% Headless Ones (wiped out by frogmen), 8% Hobgoblins, 8% Kobolds, 6% Lizard Men, 11% Orcs

GNOLE-DOMINATED REGIONS

If **gnoles** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 7% Bugbears, 2% Frogmen (but displaced by gnoles), 50% Gnoles, 7% Goblins, 2% Headless Ones, 7% Hobgoblins, 7% Kobolds, 4% Lizard Men, 10% Orcs

GOBLIN-DOMINATED REGIONS

If **goblins** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 10% Bugbears (population encouraged by goblins), 4% Frogmen, 6% Gnoles, 50% Goblins, 2% Headless Ones, 6% Hobgoblins, 6% Kobolds, 4% Lizard Men, 8% Orcs

HEADLESS ONE-DOMINATED REGIONS

If **headless ones** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 6% Bugbears, 4% Frogmen, 6% Gnoles, 6% Goblins, 50% Headless Ones, 6% Hobgoblins, 6% Kobolds, 4% Lizard Men, 8% Orcs

HOBGOBLIN-DOMINATED REGIONS

If **hobgoblins** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 6% Bugbears, 4% Frogmen, 6% Gnoles, 10% Goblins (population encouraged by hobgoblins), 2% Headless Ones, 50% Hobgoblins, 6% Kobolds, 4% Lizard Men, 8% Orcs

KOBOLD-DOMINATED REGIONS

If **kobolds** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 6% Bugbears, 4% Frogmen, 6% Gnoles, 10% Goblins (population encouraged by kobolds), 2% Headless Ones, 6% Hobgoblins, 50% Kobolds, 4% Lizard Men, 8% Orcs

LIZARD MAN-DOMINATED REGIONS

If **lizard men** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 6% Bugbears, 4% Frogmen, 6% Gnoles, 6% Goblins, 2% Headless Ones, 6% Hobgoblins, 6% Kobolds, 50% Lizard Men, 10% Orcs

ORC-DOMINATED REGIONS

If **orcs** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 8% Bugbears, 2% Frogmen (eradicated by orcs), 8% Gnoles, 8% Goblins, 0% Headless Ones (eradicated by orcs), 8% Hobgoblins, 8% Kobolds, 4% Lizard Men, 50% Orcs

As I noted above, regions which are dominated by very rare humanoids have populations tend to disrupted ecosystems which are not easily “modeled” as with the above data figures. Anything goes when the humanoids are beyond the expected. As a rule of thumb, I would say that 50% of the humanoids in the area of the very rare type, and all of the percentages above can then be easily divided by 2 to determine the numbers of the remaining local “normal” humanoid types.

As an example of these numbers in action, if orcs are calculated to be the dominant humanoids and there are a total of 13,000 humanoids in the region, then the humanoid populations in that region / realm will be numbered approximately as follows: 520 beastmen, 1,040 bugbears, 260 frogmen, 1,040 gnomes, 1,040 goblins, 0 headless ones, 1,040 hobgoblins, 1,040 kobolds, 520 lizard men and 6,500 orcs.

Do keep in mind that humanoid tribes are frequently in fierce rivalry with one another; those 6,500 orcs might well belong to three competing tribes (say, of population 3,000, 2,000 and 1,500), with each tribe represented by several different enclaves and lairs.

If you’re feeling especially ambitious, you can now sort all of these humanoids into your realm’s danger zones, or you can create new danger zones as a result of this information.

III-19-4

PLACING MAJOR HUMANOID LAIRS ON A REGION MAP

Once you know the numbers of humanoids populating your realm, you can place the major lairs (or lair areas) as you prefer. At the beginning of the campaign, this process can be as simple or as complicated as you like. You can specify that one of your danger zones is a humanoid stronghold, or you can simply write the name of a humanoid type (“kobolds”) across a remote forest, swamp, range of mountains or range of hills). If you choose not to place some of these populations on your map, you then know by default that these populations are found underground. They will be situated either below a lost ruin, in a vast netherworld, or within a dungeon. Just leave yourself a note of the humanoid type and the number to be encountered, and then you can develop the dungeon(s) later on.

III-20

DRAGONS OF THE WORLD

As you're finalizing your realm dossier and preparing for play, you may find that this is a good time to consider what "Here There Be Dragons" really means when you put it on your map. In a classic FRPG, the wilderness is dominated by the few but ultra-powerful dragons. Here's a quick summary of the major dragon types by terrain and climate:

DRAGON SPECIES AND FREQUENCIES IN COLD CLIMATES

Cold Forest: White dragon (uncommon), green dragon (rare), gold dragon (very rare), red dragon (very rare). The typical dragon population will be 50% white dragons, 30% green dragons, 10% gold dragons and 10% red dragons.

Cold Hills: Bronze dragon (rare), red dragon (rare), white dragon (rare), gold dragon (very rare), green dragon (very rare). The typical dragon population will be 25% bronze dragons, 25% red dragons, 25% white dragons, 10% gold dragons and 15% green dragons.

Cold Mountains: White dragon (uncommon), red dragon (rare), bronze dragon (very rare), gold dragon (very rare), silver dragon (very rare). The typical dragon population will be 50% white dragons, 30% red dragons, 10% bronze dragons, 5% gold dragons and 5% silver dragons.

Cold Plains: White dragon (uncommon), gold dragon (very rare). The typical dragon population will be 80% white dragons and 20% gold dragons.

Cold Swamp: Black dragon (very rare), gold dragon (very rare), green dragon (very rare), white dragon (very rare). The typical dragon population, while small, will consist of 25% black dragons, 25% gold dragons, 25% green dragons and 25% white dragons.

Cold Wasteland: White dragon (rare), gold dragon (very rare). The typical dragon population will be 70% white dragons and 30% gold dragons.



DRAGON SPECIES AND FREQUENCIES IN TEMPERATE CLIMATES

Temperate Forest: Green dragon (rare), gold dragon (very rare), red dragon (very rare). The typical dragon population will be 70% green dragons, 10% gold dragons and 20% red dragons.

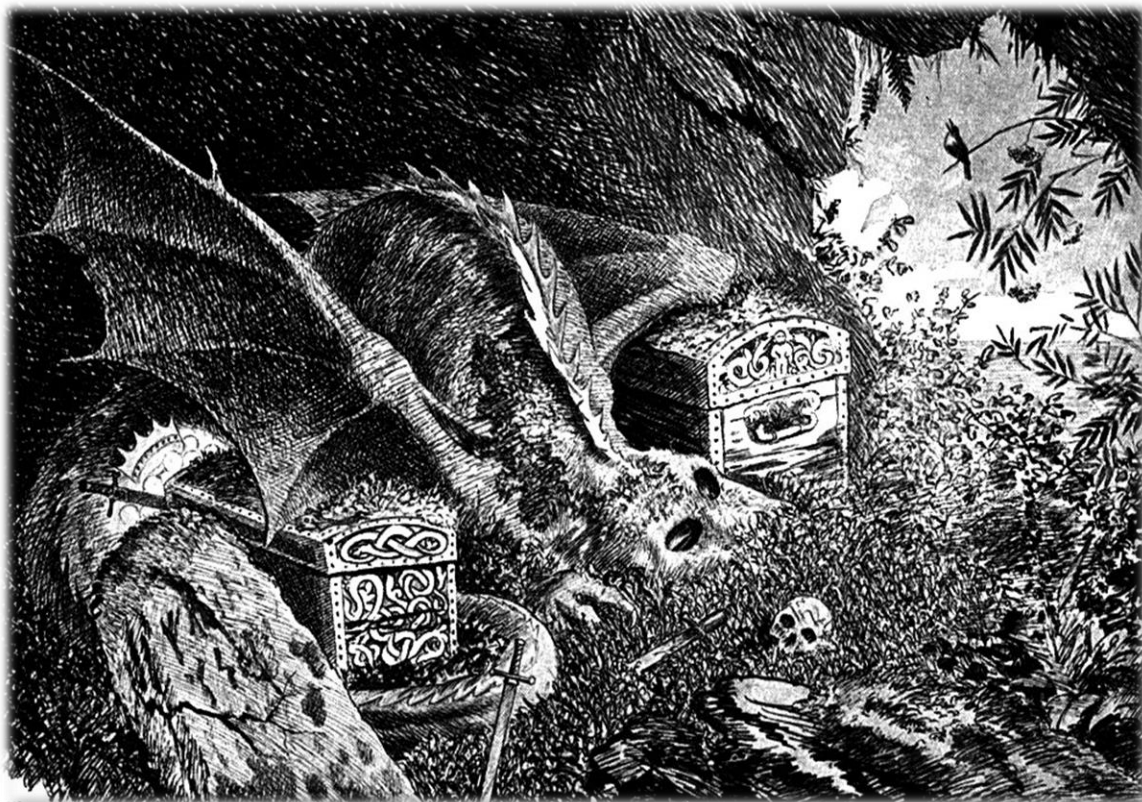
Temperate Hills: Bronze dragon (rare), red dragon (rare), gold dragon (very rare), green dragon (very rare). The typical dragon population will be 35% bronze dragons, 35% red dragons, 15% gold dragons and 15% green dragons.

Temperate Mountains: Red dragon (rare), black dragon (very rare), bronze dragon (very rare), gold dragon (very rare), silver dragon (very rare). The typical dragon population will be 65% red dragons, 10% black dragons, 10% bronze dragons, 5% gold dragons and 10% silver dragons.

Temperate Plains: Copper dragon (very rare), gold dragon (very rare). The typical dragon population, while small, will consist of 70% copper dragons and 30% gold dragons.

Temperate Swamp: Black dragon (rare), gold dragon (very rare), green dragon (very rare). The typical dragon population will be 70% black dragons, 10% gold dragons and 20% green dragons.

Temperate Wasteland: Blue dragon (rare), copper dragon (rare), gold dragon (very rare). The typical dragon population will be 45% blue dragons, 45% copper dragons and 10% gold dragons.



DRAGON SPECIES AND FREQUENCIES IN TROPICAL CLIMATES

Tropical Forest: Green dragon (rare), gold dragon (very rare). The typical dragon population will be 80% green dragons and 20% gold dragons.

Tropical Hills: Bronze dragon (rare), copper dragon (rare), red dragon (rare), gold dragon (very rare), green dragon (very rare). The typical dragon population will be 25% bronze dragons, 25% copper dragons, 25% red dragons, 10% gold dragons and 15% green dragons.

Tropical Mountains: Copper dragon (uncommon), red dragon (rare), black dragon (very rare), brass dragon (very rare), bronze dragon (very rare), gold dragon (very rare), silver dragon (very rare). The typical dragon population will be 50% copper dragons, 25% red dragons, 5% black dragons, 5% brass dragons, 5% bronze dragons, 5% gold dragons and 5% silver dragons.

Tropical Plains: Blue dragon (rare), copper dragon (rare), brass dragon (very rare), gold dragon (very rare). The typical dragon population, while small, will consist of 35% blue dragons, 35% copper dragons, 20% brass dragons and 10% gold dragons.

Tropical Swamp: Black dragon (uncommon), gold dragon (very rare), green dragon (very rare). The typical dragon population will include 80% black dragons, 5% gold dragons and 15% green dragons.

Tropical Wasteland: Brass dragon (uncommon), blue dragon (rare), copper dragon (very rare), gold dragon (very rare). The typical dragon population will include 50% brass dragons, 30% blue dragons, 10% copper dragons and 10% gold dragons.

If you like, you can already put any of these dragon types on your map, and/or on your Region Summary Sheet. You now know where all of the major non-dungeon, wilderness-based ancient dragon lairs are in your world! If you assume that there's between 3 and 30 ancient dragons in each and every wilderness region on your map (depending on region size and your sense of Schadenfreude!), you now have a good idea of just how impossible it would be for your player characters to run out of adventures in your lifetime.

For civilized realms, I recommend a number of ancient dragons approximately equal to the realm's political prominence, minus 4, and then multiplied by 2 (therefore, between 0 for an Honor Hold and 20 for an Empire). This is a wildly subjective figure, however, because (a) not every tiny realm should have a dragon, (b) some cultures will worship dragons and have vast numbers of them, and (c) most of the surviving ancient dragons

will live underground, either in dungeons or the netherworld. Please consider this number only a very general guideline.

This section is included for your consideration due to the importance of dragons in any fantasy role-playing campaign. Players will inevitably ask where the dragons are rumored to be, even if actually exploring a lair would mean certain death for their beloved characters!

III-21

COMMON MONSTERS OF THE WORLD

Typical Common Monsters and Adversaries, by Climate Band and Terrain

Note importantly that “common” simply refers to how frequently adventurers will encounter these monsters; not to how populous they are. For example, an encounter with orcs might consist of 10-100 individuals, while there might be only 2-20 ogres or 1-10 hill giants. The groups are frequently encountered, but the populations are quite different.

When you are selecting common monsters for your starting realm, remember that virtually no realm will include *all* of these monster types. Similarly, however, consider that no realm will be so bleak as to include *none* of these monster types either! Select the ones which seem appropriate to your campaign.

Also, keep in mind that the most common monster in any world is a “Normal Man.” That can mean anything from serfs and peasants, to cultists, escaped slaves, farmers, hillmen, hunters, mariners, militiamen, refugees, Roma wanderers, vagabonds and woodsmen. The only limits are your preferences and imagination.

COMMON MONSTERS IN COLD CLIMATES

(Antarctic, Arctic, Sub-Antarctic and Sub-Arctic)

General Cold Climate Encounters (All Land Terrain Types): Albatrosses, Arctic Foxes, Arctic Hares, Caribou, Ermines, Lemmings, Moose, Normal Men, Penguins, Polar Bears, Puffins, Reindeer, Seals, Snow Geese, Snow Leopards, Snowy Owls, Tundra Wolves, Walruses, Wolverines

Cold Forest: Bandits, Black Bears, Boars, Brown Bears, Centipedes, Falcons, Giant Bombardier Beetles, Hawks, Herd Animals, Mammoths, Normal Men, Ogres, Orcs, Rats, Ravens, Werewolves, Wild Dogs, Wolves

Cold Freshwater: Fanged Fish, Normal Men

Cold Hills: Bandits, Black Bears, Brown Bears, Dwarves, Herd Animals, Hill Giants, Normal Men, Ogres, Orcs, Ravens, Werewolves, Wild Dogs, Wolves, Woolly Rhinoceroses

Cold Mountains: Bandits, Bats, Dwarves, Falcons, Hawks, Mammoths, Normal Men, Ogres, Orcs, Ravens, Wild Dogs, Woolly Rhinoceroses

Cold Plains: Bandits, Boars, Camels, Centipedes, Falcons, Giant Rats, Hawks, Herd Animals, Mammoths, Normal Men, Ogres, Rats, Ravens, Wild Dogs, Wolves, Woolly Rhinoceroses

Cold Saltwater: Crabs, Devil Merfolk, Explorers, Fanged Fish, Merchantmen, Merfolk, Normal Men, Whales

Cold Swamps: Bandits, Centipedes, Giant Rats, Normal Men, Ogres, Orcs, Rats, Ravens, Wild Dogs

Cold Wastelands: Bandits, Camels, Herd Animals, Normal Men, Ravens, Wild Dogs



COMMON MONSTERS IN TEMPERATE CLIMATES

(Sub-Antarctic, Sub-Arctic, Sub-Tropical and Temperate)

Temperate Forests: Bandits, Black Bears, Boars, Brown Bears, Centipedes, Falcons, Giant Beetles, Hawks, Herd Animals, Normal Men, Ogres, Orcs, Rats, Ravens, Snakes, Spiders, Stags, Toads, Werewolves, Wild Dogs, Wolves



Temperate Freshwater: Fanged Fish, Normal Men

Temperate Hills: Bandits, Black Bears, Brown Bears, Dwarves, Herd Animals, Hill Giants, Normal Men, Ogres, Orcs, Ravens, Snakes, Spiders, Vultures, Werewolves, Wild Dogs, Wildcats, Wolves

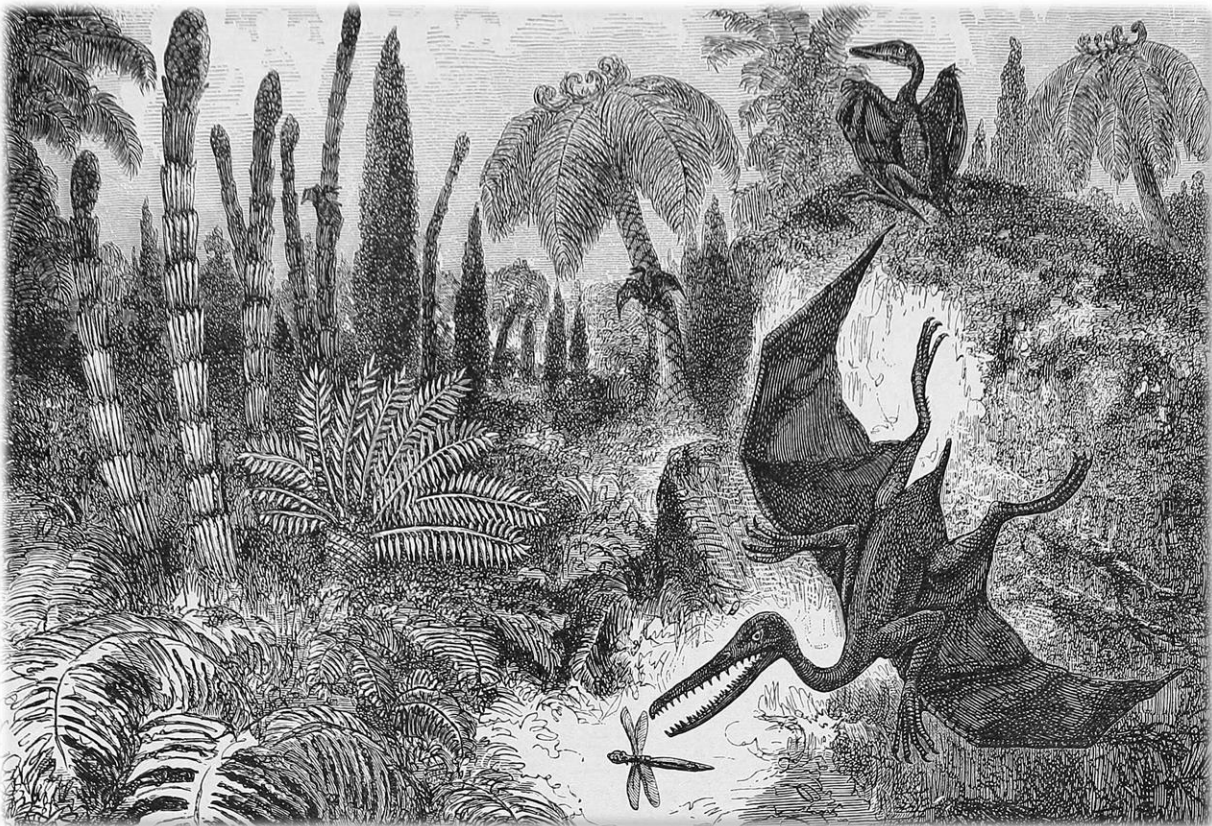
Temperate Mountains: Bandits, Bats, Dwarves, Falcons, Hawks, Normal Men, Ogres, Orcs, Ravens, Spiders, Vultures, Wild Dogs

Temperate Plains: Bandits, Boars, Centipedes, Falcons, Giant Beetles, Giant Rats, Hawks, Herd Animals, Normal Men, Ogres, Rats, Ravens, Snakes, Spiders, Toads, Wild Dogs, Wildcats, Wolves

Temperate Saltwater: Devil Merfolk, Dolphins, Explorers, Fanged Fish, Merchantmen, Merfolk, Normal Men, Sharks, Whales

Temperate Swamps: Bandits, Centipedes, Crocodiles, Frogs, Giant Rats, Leeches, Normal Men, Ogres, Orcs, Rats, Ravens, Scorpions, Snakes, Spiders, Toads, Vultures

Temperate Wastelands: Bandits, Bats, Bobcats, Camels, Centipedes, Coyotes, Ferrets, Fire Ants, Gila Monsters, Golden Eagles, Hares, Hawks, Herd Animals, Horned Owls, Jackals, Killer Bees, Lizards, Normal Men, Rats, Ravens, Scorpions, Snakes, Spiders, Toads, Tortoises, Vultures, Wild Cattle, Wild Dogs, Wild Horses



COMMON MONSTERS IN TROPICAL CLIMATES

(Sub-Tropical and Tropical)

Tropical Forest: Baboons, Bandits, Boars, Centipedes, Dinosaurs, Elephants, Falcons, Flightless Birds, Frogs, Giant Beetles, Hawks, Herd Animals, Normal Men, Ogres, Orcs, Rats, Ravens, Rhinoceroses, Spiders, Toads, Werewolves, Wild Dogs, Wolves

Tropical Freshwater: Crocodiles, Dinosaurs, Fanged Fish, Normal Men

Tropical Hills: Bandits, Dinosaurs, Herd Animals, Hill Giants, Normal Men, Ogres, Orcs, Ravens, Spiders, Vultures, Werewolves, Wild Dogs, Wildcats, Wolves

Tropical Mountains: Bandits, Bats, Dinosaurs, Falcons, Hawks, Normal Men, Ogres, Orcs, Ravens, Spiders, Vultures, Wild Dogs

Tropical Plains: Baboons, Bandits, Boars, Camels, Centipedes, Dinosaurs, Elephants, Falcons, Flightless Birds, Giant Rats, Hawks, Herd Animals, Hyenas, Jackals, Normal Men, Ogres, Rats, Ravens, Scorpions, Spiders, Toads, Vultures, Wild Dogs, Wildcats, Wolves

Tropical Saltwater: Buccaneers, Devil Merfolk, Dolphins, Explorers, Fanged Fish, Merchantmen, Normal Men, Pirates, Sharks

Tropical Swamps: Bandits, Centipedes, Dinosaurs, Frogmen, Frogs, Giant Rats, Leeches, Normal Men, Ogres, Orcs, Rats, Ravens, Scorpions, Spiders, Toads, Vultures, Wild Dogs

Tropical Wastelands: Bandits, Bats, Camels, Centipedes, Coyotes, Fire Ants, Hares, Hawks, Herd Animals, Hyenas, Jackals, Killer Bees, Lizards, Normal Men, Rats, Ravens, Scorpions, Snakes, Spiders, Toads, Tortoises, Vultures, Wild Cattle, Wild Dogs, Wild Horses

Please note that fully detailed lists of monsters in all commonalities (common, uncommon, rare and very rare) are far beyond the scope of this work. For assistance in this regard, please refer to Wonderland Imprints gaming supplements, as well as your game's Game Master's Guide. I will probably develop more elaborate random encounter tables by climate and terrain type in the future, but that will likely require a separate supplement of several hundred pages' length.

III-22

THE CITY AFAR

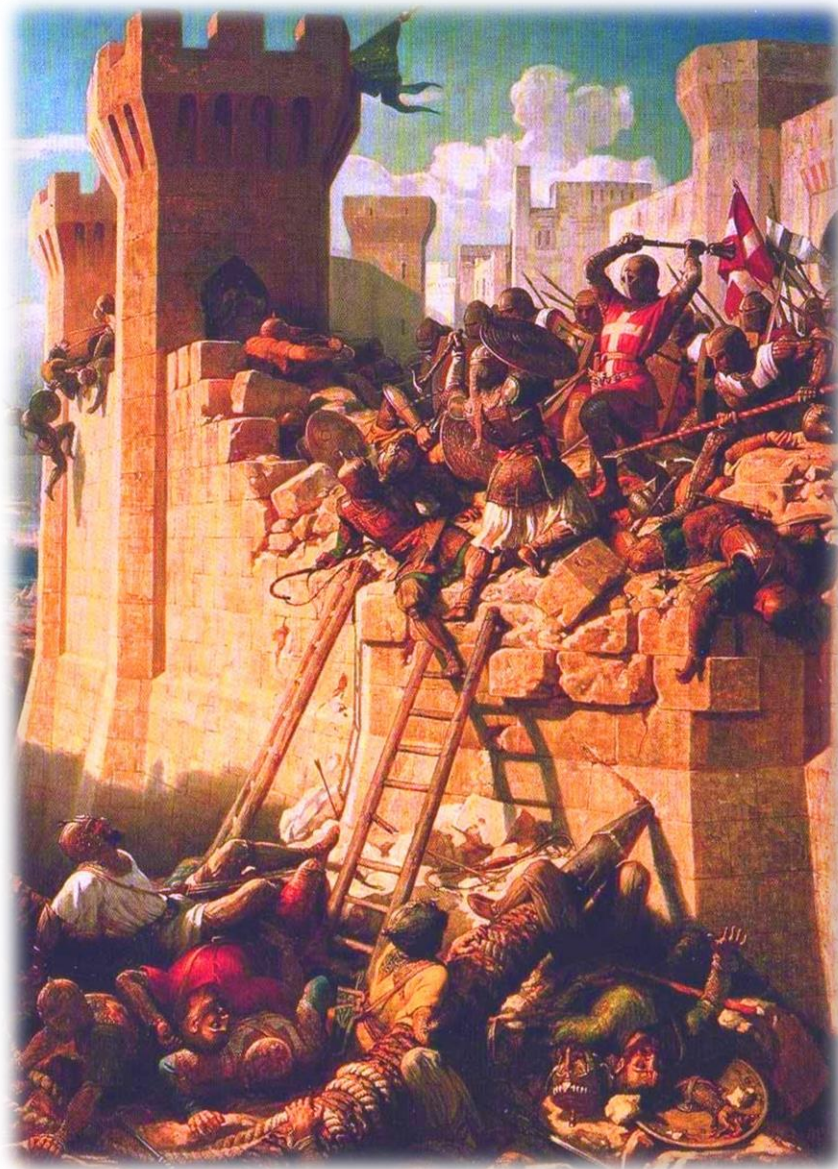
Believe it or not, you're almost done! If you've made it this far, your campaign milieu is not "complete," per se, but it is ready for play. Keep in mind that no plan survives contact with the enemy; in the same manner, your initial campaign world conception will not survive contact with the player characters the first time they step out into your world. They will want more detail, answers to everything, definitive encounters throughout the wilderness, and of course an endless number of ruins, lost cities and dungeons to explore.



The trick is to just stay one step ahead of them. If they wander off the map and you need to say "Hey guys, we need to stop playing for tonight so I can prepare this new region for you," then do so! Add more detail everywhere at a pace that both keeps you sane and entertains your players. As you gain more experience and confidence, you can

“wing it” and improvise wilderness, ruins, and even entire nations when they wander off the map.

The next step in your campaign, of course, is to design the mega-dungeon if you have not already done so. For that, I recommend CDDG1 and its companion works for dungeon stocking. If you need help populating the upper ruins of your mega-dungeon, you can refer to supplement MDMT1. Those three supplements will help you to begin an entire mega-dungeon campaign that will last for years. Whenever your players need a break from dungeon play, your campaign world will be waiting for them.



The missing link, after the players' characters first explore the dungeon, will be the town or city base they return to. Your heroes will want to heal their wounds, remove curses, resurrect fallen comrades, divide treasure and store goods in vaults, hire men-at-arms and henchmen, study new spells, identify magic items, and much more. All of these activities mean that they will be active in the primary urban setting in your campaign. While they're taking care of business, they will also find themselves subjected to encounters with nobles, criminals, madmen, merchants, jailers, thieves, dimensional travelers, subdued monsters, dark faires, jousting tournaments, calamitous campaign events (such as wars, plagues and assassinations), and much more. What do you do then? You design a City State, of course!

Designing the City State and villages is beyond the scope of this guide, and is featured in lavish detail in the Saga of the Elder City supplements from Wonderland Imprints (ELD1, ELD2, ELD3, etc.). You don't need the fully detailed city (as opposed to town) environment, after all, until after the first dungeon adventure at the very earliest. And after all, whenever you get stuck with a design gap in your campaign and your players are eager to play, you can simply begin a new campaign with the classic and fateful words:

"Finding yourself this evening amongst strangers, you each have chanced to meet with intriguing new companions in a boisterous mead-hall, a smoky and ale-stained hollow beneath the Inn of the Emerald Wyvern. Soon, your tongues loosened by drink, you all find yourselves sharing tales of wonder and adventure, wild stories of blood and gold which always seem to center upon that legendary ruined castle upon the hill, Castle Oldskull ..."



PART FOUR: APPENDICES

EXPLORING THE REALMS: FURTHER DETAILS

LACK OF DETAIL AS A FEATURE: SANDBOX, PRE-PROGRAMMED, OR IN BETWEEN CAMPAIGNS

And now, it is time for a helpful rant! We grognards are prone to them ...

Using this book, if you have come this far you have now made a very large portion of a continent, and you have decided upon the major factors — size, terrain, political power, population, settlements, rulership, resources, denizens, and so forth — which make a “sandbox” world ready for your players’ adventurers to explore.

For those who do not know, a “sandbox campaign” is an old school play style where the adventurers begin in a town or city, and simply decide to go wherever they want. They can descend into the dungeon, travel north through the city gates, hire a ship captain to take them to a foreign land, search for and explore the city’s undercity, buy a tavern and run it as a business, or wait for a caravan to arrive, offer to serve as guards, and see where it takes them in the world. There is literally nothing they cannot do, provided (a) the Game Master is ready for this style of play, (b) the GM is ready to improvise and to use random results to flesh out the details wherever needed, and (c) the players are patient and — instead of poking holes in the fabric of the game — they help to fill the blank areas in the world by providing the GM with further ideas, questions, hopes, fears, and indications of preferred environments and play styles.

The Game Master of course always remains in control of such a game; the players’ requests cannot become demands, which force the game in a specific direction that the GM is not willing for it to go. Any player who is a truly bad sport about it and who refuses to accept this state of affairs is more than welcome to become the Game Master themselves, either in the current campaign or a new one of their own; there they will find

that being the GM is far less forgiving and more demanding than they might have otherwise imagined. To each their own. Everyone learns at a pace of their own personal preference.

If you are eager to have your players' adventurers explore the unknown, your generated game world is now complete. You know the cities, the realms, the terrain, the directions of possible travel, the distances between locales, the alignment(s) of the people who will be encountered, the potential demi-human allies, and some of the most widely-known monsters — the humanoids, common monsters, and the dragons — which will be found in every realm. (Other encounters can be randomly generated, using the details of climate, terrain, challenge level, and your chosen game's bestiary of available monsters.) You can buy dungeon modules, or premade cities, or premade wildernesses of varying levels of completeness and plop them down just in case the adventurers find or seek out their locations. This is the exact level of detail which you will find in one of the most famous and revered sandbox supplements ever published: the *World of Greyhawk Folio* by E. Gary Gygax, with maps by Darlene Pekul (TSR, 1981, unaffiliated with Wonderland Imprints in any way but highly recommended).

And this is actually a sufficient level of detail for a sandbox campaign, where the lack of further detail is not a failure, it is a *feature*. The reason it is a feature is because the game is about exploring the unknown, and being surprised by what you find when you wander through the world. Further, a sandbox campaign allows the GM to be challenged and surprised as well, and to begin play without spending years developing a fully-detailed world which ends up holding very few surprises whatsoever. Sandbox play exemplifies the do-it-yourself, devil-may-care ideals of the classic game campaigns as they were first enjoyed by the designers and Game Masters we now celebrate as mentors (c. 1972-1979, in Wisconsin, Minnesota, Illinois and beyond).

If you would like to try sandbox play, but you are unfamiliar, I would recommend any or all of the following products to guide your way. Just pick up one of these books for your next game session, read from it, make some random tables using the contents, and go. These supplements are not affiliated with me, I just strongly recommend them because they form the core of my design library, and they have served me wonderfully over the years:

[1] *The Atlas of Legendary Places*, by James Harpur and Jennifer Westwood

[2] *The Atlas Maior*, by Joan Blaeu

[3] *The Atlas of Natural Wonders*, by Rupert O. Matthews

[4] *The Book of Lairs*, by James M. Ward and Mike Breault, TSR

- [5] The Book of Weird (aka The Glass Harmonica), by Barbara Ninde Byfield
- [6] Classic Dungeon Designer's Netbook #4: Old School Encounters Reference, by B. Scot Hoover
- [7] The Codex Seraphinianus, by Luigi Serafini
- [8] The Cthulhu Mythos Encyclopedia, by Daniel Harms
- [9] D30 Sandbox Companion, by Richard J. LeBlanc, Jr., New Big Dragon Games Unlimited
- [10] Daily Life in Medieval Times, by Gies and Gies
- [11] The Dictionary of Classical Mythology, Religion, Literature and Art, by Oskar Seyffert
- [12] The Dictionary of Imaginary Places, by Alberto Manguel and Gianni Guadalupi
- [13] The Dungeon Alphabet, by Michael Curtis, Goodman Games
- [14] The Dungeons & Dragons Expert Set (including The Isle of Dread), by Dave Cook, Steve Marsh and Tom Moldvay, TSR
- [15] The Encyclopedia of Mysterious Places, by Robert Ingpen and Philip Wilkinson
- [16] The Encyclopedia of Things That Never Were, by Michael Page and Robert Ingpen
- [17] The First Fantasy Campaign, by David Lance Arneson, Judges Guild
- [18] The Gods of Pegana, by Lord Dunsany
- [19] Grimm's Complete Fairy Tales, by The Brothers Grimm
- [20] Living Fantasy, by E. Gary Gygax, Troll Lord Games
- [21] The Majestic Wilderlands, by Robert S. Conley, Bat in the Attic Games
- [22] The Oxford Classical Dictionary
- [23] Ready Ref Sheets, by Bob Bledsaw, Judges Guild
- [24] The Shrouded Lands, as compiled by "Daztur"
- [25] The Stith Thompson Motif Index of Folk Literature
- [26] Strange Britain, by Charles Walker
- [27] The World of Greyhawk Folio, by E. Gary Gygax, TSR
- [28] Three Books of Occult Philosophy, by Henry Cornelius Agrippa
- [29] Through Dungeons Deep: A Fantasy Gamer's Handbook, by Robert Plamondon

[30] Ultimate Toolbox, by Dawn Ibach, Jeff Ibach and Jim Pinto, Alderac Entertainment Group

[31] Wilderlands of High Fantasy, by Bob Bledsaw, Judges Guild

[32] World Builder, by E. Gary Gygax and Dan Cross, Troll Lord Games

[33] World Builder's Guidebook, by Richard Baker, TSR

(I use many other hundreds of books and magazines to guide my research and writing, but those are the “generic” books which are most valuable to me for sandbox play.)

For those who do not enjoy sandbox play, or who might actually loathe it, I recommend the Forgotten Realms campaign setting. It is one of the most detailed campaign worlds that I know of, to the point where players cannot commit certain actions at certain times because (a) more powerful and interesting NPCs are doing all of the interesting things, (b) what you're trying to do might be in a novel that's in development and due to be released soon, (c) the time period is wrong, (d) your location is wrong, (e) your identity is wrong, (f) you're not allowed to kill that guy, (g) you're not allowed to break that law, (h) you're not allowed to take that treasure, or (i) the game's history, present and future have already been written out in supplements and novels, and the players — being less important than the setting itself — need to know their place and not act against the “canon” of the setting while the GM preaches at them about precisely what the setting entails, and why errant exciting actions made against the gospel are bad.

If that sounds fun, have at it! At last count, I believe there were hundreds of FR supplements and over 290 novels. Read them all, and you too will be ready to tell the players what they can do, where they can go, and when they can do it ... or not, and why they can't. ☺ Your players won't need any initiative or free will at all. Just sit them down, talk at them, keep them quiet, and tell them when they are allowed to roll the dice. Also tell them when the results of the dice are bad and wrong.

I'm being a bit facetious here for effect, but the point stands. If you want a completely ultra-detailed setting before you play with your friends and will accept nothing else, why are you reading this? The entire FR oeuvre can be had for less than \$30,000. Go get it.

If, on the other hand, you're somewhere in the middle of the new school — meaning that you're not ready to try sandbox play, and you want to create your own world instead of using the Forgotten Realms, and you want some guidance in adding more detail (at the expense of more time) to one or more realms in your newly-created world — then this part of the book is for you.

This section of the Game World Generator will discuss campaign events beyond the

players' control, cults, factions, government classifications, history beyond the players' control, politics (likely beyond the players' initial interest), religion (I try to keep the topic interesting), terrain sub-types (to give you the beginnings of wilderness setting and encounter design), and notes on the repercussions of magic in a fantasy society. You can pick and choose from these topics whenever you need to, borrowing and discarding what you will.

This section will not, however, discuss the contents of cities and towns to any significant degree. If you want that information, you can check out my supplement CSE1 City State Encounters, as well as my Saga of the Old City series (ELD1, ELD2, ELD3) which is available at the DMs Guild. These supplements deal with urban setting creation and city state campaigns. Similarly, if you are looking for advice on dungeon design, you won't find that here either; I recommend starting with CDDG1 The Classic Dungeon Design Guide, and then moving on to Raging Swan's GM's Miscellany: Dungeon Dressing, The Dungeon Alphabet, and similar sources. I do have over a thousand pages of advice in those regards, but those settings are not the topic of this book. This book is solely about game world creation at a high-level perspective.

When adding detail to your game world, please consider:

My personal advice is to keep the world you create player-focused, and intended for future adventures. You may think it's grand to fill out 100 pages of a realm's history, to make it "real"; but to be honest, you might be the only one at the table who has an interest in that material. Why? Because all of that material is passive and inert.

Players of a game do not want a history lecture, and they don't really care what other imaginary people got to do that they cannot. The players want to know what they can do with their own characters, now and in the near future. Where can they go? What are their choices? How infinite can their choices be? Where are the dungeons, the monsters, the treasures, the undiscovered lands, the secrets and the unknown?

Try to make your setting not a filing cabinet for tales already told, but rather a world of imagination and opportunity, a setting for future stories which star the PCs and a few NPCs of especial significance. Your world should be only partially designed, **by design**, because you are not the agent of change which is going to turn the world into an unforgettable playground where the Player Characters' actions and their outcomes are never predetermined. That is the role of your players. Your role is to balance their characters' power, and to entertain them.

Create the playground, complete with blanks and mysteries. Don't tell your friends that the fun already happened; invite them in. Let them surprise you and have a voice in the unknown direction of your future adventure campaign.



APPENDIX A: FORMS OF GOVERNMENT IN THE REALMS

While I cannot with a still stomach go too far into the topic of government — the topic is basically the antithesis of heroic Swords and Sorcery — I can provide you with a quick way to determine a settlement's governmental basis for future development and broad

understanding. Basically, you can roll 1d100 on the table below and pay attention to the alignments which, in my opinion, lead to these forms of government.

You might know the realm's alignment already, based on what you're envisioning, or you might have rolled one of the nine alignment-themed settlement traits on the preceding table. If neither of these situations is the case, just roll on this table until you find a result you like, and then choose an alignment for the settlement based on the options provided.

You can also use this table to decide upon an entire realm's form of government, although the setting we are working with — a strongly implied medieval and feudal setting with fantasy elements — strongly suggests that "Feudalism" is the government of most of the realms in the game world. The *primary* purpose of the following table is to decide upon government types for settlements (villages, towns, cities) on an as-needed and individual basis.

[01-02]	Anarchy / Ochlocracy: The settlement has no government. Human nature being what it is, the evil elements of the former society take advantage and begin preying on the weak. This is not a sustainable form of government, but it can make for an exciting "city dungeon" where the PCs must enter for some reason and fight their way to an objective. ➤ Recommended Settlement Alignment: CE or CN
N/A	Aristocracy: (Listed for completeness.) The settlement is ruled by a high-ranking noble. See the ruler chapter of this supplement; in FRPG terms, this typically means that the settlement is ruled by a Count, Marquis, or Duke who is sworn to a King, which means that this is a variant term for a Feudalist Society. The real world picture is more complex, but you can use Wikipedia if you really want to go there with a modern (or post-modern) Aristocracy in your pulp fantasy realm. ➤ Recommended Settlement Alignment: Any
[03-06]	Autocracy: The settlement is ruled by one person. For cities, you can refer to the chapter on rulers later in this volume. For a village, this might be a respected village elder; or, it could be a madman. Whoever the ruler is, he's almost certainly the highest-level NPC in the settlement. ➤ Recommended Settlement Alignment: Any

[07]	Benevolent Dictatorship: The settlement is ruled by one powerful person, but he does so for the good of the people, perhaps even against their will. (I will provide the example of Frank Herbert's character Paul Atreides here, after the events of Dune, and during the events implied in Dune Messiah. Whether the God Emperor could also be regarded as a benevolent dictator I leave as an exercise to the reader.) Resistance is suppressed, but violence is only used as a last resort. Compare with Dictatorship. ➤ Recommended Settlement Alignment: LN or TN
[08]	Bureaucracy: (This option only works for towns and cities; reroll if the settlement is smaller than a mid-sized town.) The settlement is ruled by one, or several, administrative bodies. In medieval terms, these are usually the guildsmen and the guild masters. The existence of a bureaucracy implies the rule of law, but it doesn't necessarily imply good! ➤ Recommended Settlement Alignment: LE, LG, or LN
[09]	Cryptarchy: The settlement is ruled, but the vast majority of citizens do not know who the ruler is. This might be (for example) a city which has the long-standing tradition of its rulers being masked, or it might be governed by a cabal or secret society. Although very strange to outsiders, this is a long-standing tradition in the settlement; if it were not, this odd state of affairs would never have persisted. • Recommended Settlement Alignment: Any Non-Lawful
[10-11]	Confederacy / Confederation: In FRPG terms, this likely means a cluster of settlements — each controlling land a day's ride in every direction — which have a strong alliance with one another. It could also mean a strong alliance between two non-equal realms, for example a County and a March, both in defiance of a former (now tyrannical) King. ➤ Recommended Settlement Alignment: Any Non-Evil
[12-13]	Democracy / Isocracy / Panocracy: The settlement is ruled by a ruler (or ruling body), but the major decisions are decided by the vote of the people. The real question, of course, is what happens when the situation is dire and the ruler and the people disagree. In the Isocracy variant (rare), the ruler is widely respected, but holds no more real power than anyone else.

	➤ Recommended Settlement Alignment: Any Non-Evil
[14-17]	Despotism / Dictatorship / Tyranny: The settlement is ruled by one powerful person, and any resistance or rebellion is violently suppressed. Compare with Benevolent Dictatorship. ➤ Recommended Settlement Alignment: CE, LE, or NE
[18]	Dyarchy: This is a sub-form of Oligarchy, where there are two rulers ... no more, no less. In a fairytale-inspired context, this could mean (for example) two twins, one good and one evil, who are obligated to rule with one another by an ancestral curse or oath. In more practical terms, the Roman Consulate or something similar could be researched to provide the groundwork to define this system. In simplest terms, this could mean that there are two equal-level NPCs who rule together but don't always see eye to eye. ➤ Recommended Settlement Alignment: Any
[19-20]	Ethnocracy: Technically, this means that the settlement is ruled by one culture or human ethnicity (white people, French-like people, people with black hair, etc.) over all others. Less depressingly, for an FRPG recommend that this instead means that the settlement is ruled by a demi-human race (dwarves, elves, gnomes, etc.). This ruling caste is not necessarily in the majority. In a good Ethnocracy, everyone is largely content with the situation; for example, in a mining town situated in goblin-infested mountains, having the dwarves rule makes perfect sense. In a neutral Ethnocracy, the situation is tense but maintained; and in an evil Ethnocracy, there is tyranny and injustice which greatly favors the ruling caste. ➤ Recommended Settlement Alignment: Any, with the tenets given above.
[21-26]	Feudalism / Feudalist Society / Manorialism: This is a complex system involving protection and military service, the holding of lands, and the exchange of labor and services in accordance to noble rank and hereditary duties. Basically, there are obligations to superiors that need to be fulfilled and in return the nobles live well in accordance with their station. In game terms, this means knights, barons, dukes, kings, and armies comprised of many different small units from different allied lands (Baronies, Counties, Duchies, etc.).

➤ Recommended Settlement Alignment: Any



[27-29]	Gerontocracy: The settlement is ruled by the old. This might mean that there is a wise elder who knows what is best, and that the people carry out his will. It could also mean a council of elders, a priesthood of ancients who speak directly to a god, or even a community of humans and half-elves ruled by the longest-lived elf lord in the region. ➤ Recommended Settlement Alignment: Any
[30-34]	Hegemony: (This option only works for cities; reroll if the settlement is smaller.) The settlement rules itself, and also rules a league of smaller surrounding towns or minor cities. The lesser members belong to the hegemony either through military threat, or (more likely) out of necessity. Perhaps the capital hegemonic settlement controls a crucial resource, or temple, or rules the army that protects the league. ➤ Recommended Settlement Alignment: Any but LG
[35-36]	Heteronomy / Puppet Government: The settlement is ruled by a foreign power, but the people likely believe something else. (They might suspect, but they cannot yet prove.) The ruler might be (for example) a doppelganger or shape shifter, having replaced the legitimate ruler in the interests of the foreign power. A classic example is Rohan in LOTR. ➤ Recommended Settlement Alignment: Any Non-Good
[37-41]	Hierarchy: (This option only works for cities; reroll if the settlement is smaller.) The settlement is ruled by organizations which exist in a clear structure of tiered power. As an example, there might be the populace (Hierarchy I), the guilds they belong to or protect as men-at-arms (Hierarchy II), the temples they worship at and the priests who control them (Hierarchy III), a ruling council of nobles (Hierarchy IV) and an Overlord (Hierarchy V). You will have to get creative with the particulars, but people > commerce > religion > nobles is a fairly good structured guideline. ➤ Recommended Settlement Alignment: Any Non-Chaotic
[42-44]	Kleptocracy: The settlement is ruled by thieves. In a village, this might be a retired master thief who keeps his past and his skills “quiet” until they are needed in service to the people (up to and including “disappearing” troublesome foreigners). In a larger settlement, this is rulership by the Thieves’ Guild. Thieves are corrupt, and are interested

	in wealth over governance, but that does not mean they are incapable of governing when it's necessary. ➤ Recommended Settlement Alignment: CE, CG (rare village only), CN, NE, TN
[45-50]	Magocracy: The settlement is ruled by arcane spell casters. In a village, this might just be the benevolent hedge wizard up in his tower. In a town or larger, it probably means a council of magi (wizards, sorcerers, warlocks, illusionists) with the ranks sorted out by experience level. Government might be by mage vote; for example, a wizard might get 11 votes while an archmage gets 18. In a non-evil magocracy, the magi consider the will of the people. ➤ Recommended Settlement Alignment: Any
[51-54]	Matriarchy / Gynarchy: The settlement is ruled by women, to the exclusion of men. This might mean a society similar to the Amazons of Greek myth, where the militant women warriors rule and men are enslaved and perform labor; or, it might mean a benevolent structure where wise women rule (perhaps with hereditary or divine honor) while the men state their wishes and protect the land. ➤ Recommended Settlement Alignment: Any
[55-58]	Meritocracy: The worthiest persons rule. "Worthy" however is a loaded term, and could mean anything. This might mean that the various aspects of the settlement are ruled by the most appropriate person (the military is handled by the smartest and strongest warrior, the temple is controlled by the wisest priest, and so forth). Or, it might mean that rulership is dependent upon personal power and capability (meaning, the hierarchy is directly equivalent to the NPCs' experience levels). More ideally, it means that the most intelligent people rule. The way most FRPGs are set up, where intelligence is needed to cast arcane spells (making the most intelligent characters the magi), this means it is a Magocracy. ➤ Recommended Settlement Alignment: Any Non-Evil
[59-66]	Militocracy: The warriors' commanders rule. There may be other government organizations (a temple, a council of elders, advisors), but the highest level warrior rules the roost. In most cases, this means fighters, as they are the most common type of warrior. In borderland

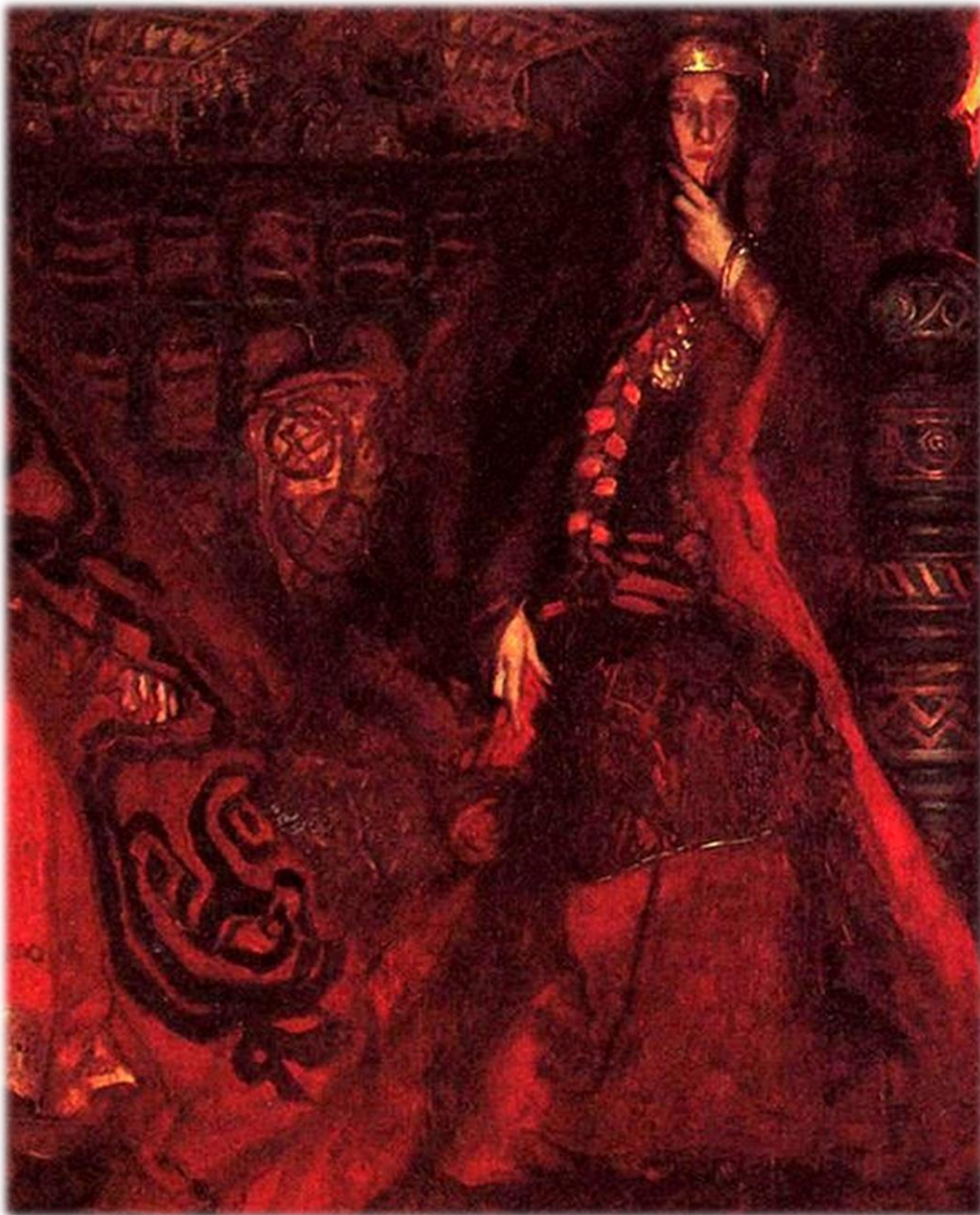
	regions, it might mean barbarians or rangers, while in cities it typically means cavaliers and / or paladins. ➤ Recommended Settlement Alignment: Any
[67-73]	Monarchy: Similar to an Autocracy (above), with the added caveats that the ruler belongs to a hereditary bloodline, there is a ruling family, and there is a clear line of succession. In technical terms this means a ruling King or Queen, but at the settlement level, the ruler might be (for example) an elder, seneschal, or minor noble who is directly related to the realm's King or Queen. ➤ Recommended Settlement Alignment: Any
[74-77]	Oligarchy: This is similar to an Autocracy, but instead of a single ruler, there are a few rulers. This could mean anything from (in a village) a retired mage and lord who are companions, to (in a city) a council of five high-level nobles. The mode of rulership, outside of "the few," is usually autocratic but it really depends on the alignment(s) of the ruling NPCs. ➤ Recommended Settlement Alignment: Any
[78-82]	Patriarchy: Identical to a Matriarchy (above), with the roles reversed: men rule and the women are subjects. A variant is the Benevolent Patriarchy, where men rule and women hold traditional roles; women could rule, but doing so would be non-traditional and disruptive ... at least at first. ➤ Recommended Settlement Alignment: Any
[83]	Plutocracy: The settlement is ruled by the wealthy. If the plutocracy is good (?), then it is benevolent and the money is shared with the populace for festivals, holy days, and infrastructure creation. Otherwise, this is basically a Kleptocracy with good intentions. ➤ Recommended Settlement Alignment: Any Non-Evil. I'm not saying that Plutocracy is good; I'm saying that if it's also evil, then it's either a Kleptocracy or a Dictatorship.
[84-88]	Republic: (This option only works for cities; reroll if the settlement is smaller.) This is similar to a Democracy, with the important distinction that elected officials vote on important matters, representing the will of the people. In a good Republic, they act in the people's interests. In a neutral Republic, they sometimes do. In an evil Republic (not

	sustainable), they may pretend to, but they really don't. If the Republic becomes evil enough that the will of the people is ignored forever, it's basically an evil Oligarchy. ➤ Recommended Settlement Alignment: Any, with careful consideration of the caveats provided above.
N/A	Satrapy: This government option is only included here for completeness. It does not refer to individual settlements, but rather to provinces (realms) within a larger empire. It is somewhat similar to Feudalism, although an Emperor is served rather than a King, and the reason that the Satraps exist is probably not because they are wanted, but because the empire is too large to function with a single capital that is likely very far away. ➤ Recommended Settlement Alignment: N/A (Empires can be of any alignment, but this form of government does not exist at the individual settlement level)
[89-91]	Syndicracy: The settlement is ruled by the guilds. This might be fairly organized; there might be a Warriors' Guild that serves as the military, a Woolmasters' Guild that controls the economy, and a Sages' Guild that governs. More likely, however, this is a highly factionalist settlement in which various guilds protect their own interests and squabble with one another for ultimate power. Each citizen would have a lifelong trade and the "protection" of a guild. ➤ Recommended Settlement Alignment: CE, CN, NE, TN
[92]	Technocracy: The settlement is ruled by the people (Oligarchs?) who have technology that no one else has. This might be a Steampunk city, founded by dimensional travelers from an Alternate Material Plane, who build mechs and airships. Or, it might be a "Gamma" society, ruled by people who (for example) discovered a crashed starship and use the laser weapons and computers to intimidate the populace. The direction you want to go with this is strongly dependent upon the kind of non-fantasy elements you want in your FRPG. ➤ Recommended Settlement Alignment: Any
[93-96]	Theocracy / Ecclesiarchy: The settlement is ruled by priests, and (inferred) by the deities they worship. Usually, this means clerics. More interestingly perhaps, for a True Neutral theocracy it means a druidic

	council and a powerful worshipped entity (such as a great elemental lord). ➤ Recommended Settlement Alignment: Any; see above for TN variant.
[97-98]	Tribalism / Tribal Settlement: The settlement is ruled by one or more tribes. Technically, a tribe is a relatively primitive society which is not governed by an outside power. In FRPG terms, this probably means that the settlement is highly factionalized, and shared by tribes which do not agree with one another very often. Relationships between tribes will depend upon alignment considerations. You could (for example) divide the settlement's population by 1,000 and round up to determine the number of tribes, and then choose the race (human, dwarf, half-orc, whatever). Each tribe would be of a different alignment, and each would have its own beliefs and territory. For example, a city of 20 tribes could have been conquered by barbarians a generation ago; the barbarians never left, but their unity fell apart when their high chieftain died. There is a tribe in the former merchants' district, another at the docks, and so forth. ➤ Recommended Settlement Alignment: Any (with a different alignment for each tribe)
[99]	Triumvirate: Similar to a Dyarchy, this is typically an Oligarchy variant. In this instance, there are three rulers (no more, no less). ➤ Recommended Settlement Alignment: Any
[00]	Utopia: This is a perfect society. Either the settlement is flawless, or everyone acts in the best wishes of the settlement and to the best of their ability (serving as soldiers, merchants, repairmen, etc. whenever needed). This society cannot exist in a world with flawed mortals, fantasy or no. But it might exist in some interesting way; for example, a city of illusions who do not know they are not real; or a city directly ruled by a Lawful Good deity who dwells there. Caution is needed if you place a Utopia in your game ... the PCs' disruption could well end the existence of the state. • Recommended Settlement Alignment: LG
N/A	Viceroyalty: (Included for completeness) This is very similar to a Satrapy, and is not recommended for random selection. A Viceroyalty

exists when a Kingdom rules a land from across the sea through a Viceroy. You can deliberately create this situation through careful development of your map and the realms within your world, but randomly selecting this option for a single settlement (or even a single realm, with no clear ruling state) would not make much sense.

➤ **Recommended Settlement Alignment:** Any



APPENDIX B:

PRIESTHOODS AND RELIGION IN THE REALMS

In my own games, I push organized religion into the background, because it tends to bring about many of the real-world religious woes which we tend to prefer to escape in the realm of fantasy: hate, intolerance, monotheism, religious wars, and genocide.

However, the game world can certainly benefit by having as wide (and pagan!) a range of world religions and deities as possible. It's cool when you can have the Norse deities worshipped in your realm's northlands, the Central American deities in a tropical realm, the Babylonian deities in an ancient desert realm, and so forth. I recommend using all of the deities that you can find any information on ... every deity is worshipped *somewhere* in the world, and this incredibly diversity of thought and faith will give your realms vivid cultural details with a minimum of effort.

In this chapter, I will provide a summary of the major deities in many different mythoi, so that you can have a quick overview of your world's faiths at a glance for later development. And don't worry if a mythos doesn't fit a realm's predominant alignment! If (for example) your desert realm which worships the Egyptian mythos is Lawful Good, there will still be cults worshipping Chaotic Evil deities in the netherworld, True Neutral priesthoods in the borderlands, Chaotic Good temples with small urban priesthoods, and so forth. Use all of the deities that you can and just know that a realm's predominant alignment indicates which priesthoods are large and powerful, and which are small, distant, and secretive.

You will of course need to do some research on these deities and primal entities if you want to include them in any level of detail in your campaign. I cannot give you all of the details here, as that would add several hundred pages to this already lengthy volume. But I can certainly point you in the direction of Wikipedia, as well as the works of Messrs. Kuntz and Ward. ;)

THE AFRICAN MYTHOS

Evil Deities and Worshipped Entities: Brother Death, Gauna, Kibuka, The Leopard, Olokun, Shango, Sonponno

Good Deities and Worshipped Entities: Ala, Ananse, Brother Kaizuki, The Elephant, Khonvum, Leza, Mawu and Lisa, Mukasa, Nyame, Oduduwan, Oran

Miyan, Orisha-Oka, Orunmilla, Osanyin, So, Tsui'Goab

Neutral Deities and Worshipped Entities: Bumba, Cagn, The Chameleon, Dongo, Eshu, The Hare, The Lake Gods, Mulungu, Musa, Ogun, Olu-Igbo, Olurun, The Rainbow, The River Gods, The Serpent of Eternity, Yemoja

THE AUSTRALIAN MYTHOS

Evil Deities and Worshipped Entities: Mamarangan

Good Deities and Worshipped Entities: Daramulun, The Mamandabari, Morkul-Kua-Luan, Yurlunggur

Neutral Deities and Worshipped Entities: Gidja, Kallin-Kallin, Ngunung-Ngunnut, The Numbakulla

THE BABYLONIAN MYTHOS

Evil Deities and Worshipped Entities: Anshar, Dahak, Druaga, Nergal

Good Deities and Worshipped Entities: Gilgamesh, Girru

Neutral Deities and Worshipped Entities: Anu, Ishtar, Marduk, Ramman

(See also the Sumerian Mythos)

THE CELTIC MYTHOS

Evil Deities and Worshipped Entities: Arawn

Good Deities and Worshipped Entities: Cairbre, Cian, Cu Chulainn, Danann, Diancecht

Neutral Deities and Worshipped Entities: Brigit, Cerunnos, Dagda, Dunatis, Goibhnie, Lugh, Manannan Mac Lir, The Master of the Wild Hunt, Math, Morrigan, Nuada, Oghma, Silvanus

THE CENTRAL AMERICAN MYTHOS

Evil Deities and Worshipped Entities: Camazotz, Huhuateotl, Mictlantecuhtli, Tezcatlipoca, Tlaloc, Tlazolteotl

Good Deities and Worshipped Entities: Chalchiuhtlicue, Hunapu and Xbalanque, Itzamna

Neutral Deities and Worshipped Entities: Camaxtli, Huitzilopochtli, Quetzalcoatl, Xochipilli

THE CHINESE MYTHOS

Evil Deities and Worshipped Entities: Chih-Chiang Fyu-Ya, Lei Kung, Lu Yueh, Ma Yuan, No Cha, Tou Mu

Good Deities and Worshipped Entities: Chao Kung Ming, Chung Kuel, Fei Lin and Feng Po, Huan-Ti, Kuan Yin

Neutral Deities and Worshipped Entities: Chih Sung-Tzu, Shan Hi Ching, Shang-Ti, Wen Chung, Yen-Wang-Yeh

THE CTHULHU MYTHOS

Evil Deities and Worshipped Entities: Cthugha, Cthulhu, Hastur, Ithaqua, Nyarlathotep, Shub-Niggurath, Tsathoggua, Yog-Sothoth

Good Deities and Worshipped Entities: (None; while Nodens and other dream gods can perform good acts, they are not “good” per se)

Neutral Deities and Worshipped Entities: Azathoth, Nodens, Bokrug

THE EGYPTIAN MYTHOS

Evil Deities and Worshipped Entities: Apep, Set

Good Deities and Worshipped Entities: Anhur, Anubis, Bast, Isis, Nephthys, Osiris, Ra, Seker, Shu, Tefnut

Neutral Deities and Worshipped Entities: Apshai, Bes, Geb, Horus, The Phoenix, Ptah, Thoth

THE FINNISH MYTHOS

Evil Deities and Worshipped Entities: Hiisi, Kiputytto, Kullervo, Louhi, Loviatar,

Surma, Tuonetar, Tuoni

Good Deities and Worshipped Entities: Ahto, Ilmarinen, Ilmatar, Lemminkainen, Mielikki, Ukko, Vainamoinen

Neutral Deities and Worshipped Entities: Untamo

THE GREEK MYTHOS

Evil Deities and Worshipped Entities: Ares, Hades, Hecate

Good Deities and Worshipped Entities: Aphrodite, Apollo, Athena, Demeter, Zeus

Neutral Deities and Worshipped Entities: Artemis, Dionysus, Hephaestus, Hera, Hermes, Nike, Pan, Poseidon, Tyche

(There are many dozens more; these are the major deities. As a general rule, due to the divine taboo against hubris, heroes such as Achilles, Heracles, Theseus, and so forth are not worshipped.)

THE INDIAN MYTHOS

Evil Deities and Worshipped Entities: Kali, Ratri

Good Deities and Worshipped Entities: Garuda, Karttikeya, Lakshmi, Surya, Ushas, Vishnu

Neutral Deities and Worshipped Entities: Agni, Indra, Rudra, Tvashtri, Varuna, Yama

THE JAPANESE MYTHOS

Evil Deities and Worshipped Entities: (Evil entities are rarely worshipped, but may be appeased when necessary)

Good Deities and Worshipped Entities: Aizen-Myoo, Amaterasu Omikami, Benten, Bishamon, Daikoku, Ebisu, Fudo-Myoo, Fukurokijo, Hachiman, Inari, Jurojin, Kishijoten, Oh-Kuni-Nushi, Raiko, Shoki, Suka-Na-Biko, Tenjin, Tsukiyomi, Uzume, Yamamoto Date, Yoshi-Iye

Neutral Deities and Worshipped Entities: Ama-Tsu-Mara, Fujin, Hotei, Izanagi

and Izanami, Kosensei, Raiden, Ryujin, Susanowo, Uke-Mochi

THE NATIVE AMERICAN MYTHOS

Evil Deities and Worshipped Entities: Hastsezini, Shakak, Tobadzistsini

Good Deities and Worshipped Entities: Heng, Hiawatha, Hotoru, Qagwaaz, Raven, Snake Man, Stoneribs, The Thunderbird

Neutral Deities and Worshipped Entities: Coyote, Hastsetsi, Yanauluha

THE NORSE MYTHOS

Evil Deities and Worshipped Entities: Angur-Boda, Gullveig, Hel, Jormungandr, Loki, Nidhogg, Surtur, The Tempests, Thrym, Utgard-Loki, Vafthrudnir

Good Deities and Worshipped Entities: Balder, Bragi, Egder, Forseti, Frey, Freya, Gerda, Grid, Heimdall, Idun, Magni, Mimir, Modi, Njord, Odin, Sif, Skadi, Thor, Tyr, Vidar, Volundir

Neutral Deities and Worshipped Entities: Aegir, Fjalar, Frigga, Hermod, The Norns, Ran, Uller

THE OCEANIA MYTHOS

Evil Deities and Worshipped Entities: Nakaa

Good Deities and Worshipped Entities: Alulei, Bue, Motikitik

Neutral Deities and Worshipped Entities: The Nareaus, Olifat, Palulop, Solang

THE PEGANA MYTHOS

Evil Deities and Worshipped Entities: Mung

Good Deities and Worshipped Entities: Kib, Limpang-Tung, Skarl

Neutral Deities and Worshipped Entities: Dorozhand, Hoodrazai, Mana-Yood-Sushai, Roon, Sirami, Sish, Slid

(Refer to my supplement PM1, The Pegana Mythos, for full details on their deities and their worship.)

THE PERSIAN MYTHOS

Evil Deities and Worshipped Entities: Aeshma, Ahriman, Akah Manh, Az, Azhi Dahaka, In-Dra, Saura, Taromaiti

Good Deities and Worshipped Entities: Ahura Mazda, Ardvi Sura Anahita, Armaiti, Asha, Haoma, Haurvatat and Ameretat, Kshathra Vairya, Mithra, Rapithwin, Sraosha, Tishtrya, Vohu Manah

Neutral Deities and Worshipped Entities: Atar, Vayu, Verethragna

THE POLYNESIAN MYTHOS

Evil Deities and Worshipped Entities: Pele

Good Deities and Worshipped Entities: Atea, Haumea, Hi-Iaka, Makemake, Papa, Rongo, Tane, Tangorua

Neutral Deities and Worshipped Entities: Haumia, Kampua'a, Miru, Tawhiri, Tinirau, Tu, Tumu-Ra'i-Feuna

THE ROMAN MYTHOS

Evil Deities and Worshipped Entities: Hecate, Pluto

Good Deities and Worshipped Entities: Apollo, Ceres, Cybele, Minerva, Mithras, Saturn, Serapis, Venus, Vesta

Neutral Deities and Worshipped Entities: Bacchus, Diana, Eris, Faunus, Fortuna, Janus, Juno, Jupiter, Mars, Mercury, Neptune, Silvanus, Victoria, Vulcan

THE SUMERIAN MYTHOS

Evil Deities and Worshipped Entities: Inanna

Good Deities and Worshipped Entities: Enlil, Nanna-Sin, Utu

Neutral Deities and Worshipped Entities: Enki, Ki, Nin-Hursag

(See also the Babylonian Mythos)

You will note that I include many real world mythoi, along with the Peganan Mythos of Lord Dunsany, and the Cthulhu Mythos of H. P. Lovecraft. You are more than welcome to draw pure fantasy mythoi out of the rules and sourcebooks for your preferred FRPG system, but unfortunately that intellectual property is not in the public domain, and so I really can't comment further on such things here. Just use your own game's sourcebooks for further information.

And while I have listed hundreds of names for your quick reference and perusal ... you will soon find that if you dig into a real-world mythos with any degree of dedication, that this sampling of deity and worshipped hero names is very sparse indeed. You could easily (for example) add 50 to 100 further entities to the lists for the Greek Mythos alone. Please use this section as a starting point to guide your research, not as the "be all, end all" of deities in your campaign. This is not a book about the gods, it is a book about world building where I try to touch on every major topic without going too deep!

APPENDIX C: FACTIONS IN THE REALMS

When you are developing your realm for adventure ideas, you will probably want to introduce some factions into play. As a broad definition, a faction is a realm-based organization which has a separate agenda outside of the realm's general interest. Some factions are good (such as a knightly order that goes on quests to slay monsters and gather relics), others are neutral (such as a monastery of battle monks who wander through the realms seeking youths to train), and others are evil (such as a secret society of assassins bent on overthrowing the realm's rightful government).

You can create as many factions as you want. They make good enemies, "quest givers," or background characters to a larger story. But because the Player Characters are supposed to be the stars of the game, you should be careful not to have the factions overwhelm the game. If you find yourself using the same faction over and over again in the game, and the PCs don't belong to it, you're probably overdoing it and should pull the starring NPCs out of the game for a little while ... or perhaps even permanently.

You can usually roll up a quick faction by determining their type, alignment, overall organization type, and their (secret?) goal. Here are some options which you can consider:

Types of Factions

Choose, according to intended location (city, isolated settlement, wilderness location, etc.) or roll 1D100.

[01-04]	Alliance: A faction comprised of several very different groups (for example, dwarves, assassins and botanists), banded together either for mutual survival (in a war-torn realm) or some esoteric mission of mutual interest. ➤ Common Alignments: Any, but Chaotic alliances tend to fall apart rather quickly ➤ Common Character Classes: Any
[05-08]	Cabal: A faction which is plotting something nefarious and not widely known. ➤ Common Alignments: CE, CN, LE, NE ➤ Common Character Classes: Anti-Paladin, Assassin
[09-12]	Camarilla: A faction which serves the ruler, but in a very secret or unofficial capacity which will never be openly recognized; for example, a group of assassins in a Lawful Good realm. ➤ Common Alignments: CE, CG, CN, NE, NG, TN ➤ Common Character Classes: Assassin, Illusionist, Thief
[13-16]	Circle: A group of NPCs who are evenly matched in power, or at least in voting power and influence. ➤ Common Alignments: Any ➤ Common Character Classes: Any
[17-20]	Consortium: A faction which has a very strong interest in wealth acquisition. (In the Goal / Mission table below, this faction will automatically have Wealth as its primary goal and a randomly-rolled goal as its secondary motivation.) ➤ Common Alignments: Any ➤ Common Character Classes: Any
[21-24]	Coven: A faction comprised solely of arcane spell casters (mages, illusionists, sorcerers, witches, etc.).

	➤ Common Alignments: Any ➤ Common Character Classes: Alchemist, Illusionist, Magic-User, Savant, Specialist Spell Caster Sub-Classes
[25-28]	Cryptic Alliance: A faction with a very ancient purpose, which has existed for thousands of years. Will have access to a knowledge source (lost city, archive, subterranean temple, etc.) which provides the underlying basis for the belief. ➤ Common Alignments: Any ➤ Common Character Classes: Any
[29-36]	Cult: In the FRPG, a cult is a religious sect — chiefly containing clerics and their servitors — which serves a deity or entity that is not widely recognized in the realm(s). May be apocalyptic. Examples include the Cult of Cthulhu, the Brotherhood of the King in Yellow, the Sisters of Shub-Niggurath, and so forth. ➤ Common Alignments: CE, CN, LE, LN, NE, TN ➤ Common Character Classes: Anti-Paladin, Cleric, Fighter (servitors), Monk, Mystic
[37-40]	Fellowship: A group of widely different friends, who have long-standing personal relationships with one another. Only friends of friends will be admitted to this faction. ➤ Common Alignments: Any (and may be highly varied between individuals) ➤ Common Character Classes: Any
[41-44]	Fraternity / Brotherhood: A faction with exclusively male members. ➤ Common Alignments: LE, LG, LN, NE, NG, TN ➤ Common Character Classes: Any
[45-48]	Gang: A faction that is mostly young, and mostly urban-based. Organization level may be unexpectedly high if there is a mastermind of some kind leading the group from a secret hideout. ➤ Common Alignments: CE, CN, NE, NG, TN ➤ Common Character Classes: Assassin, Fighter, Mountebank (hustlers), Thief
[49-52]	Gathering: A temporary faction, which may soon fall apart, accept new

	members, change its Goal / Mission, or turn into something much more. ➤ Common Alignments: CE, CG, CN, NE, NG, TN ➤ Common Character Classes: Any
[53-56]	Guild: A highly organized urban faction, which already enjoys considerable power and influence. The faction is non-violent within urban locales whenever possible. ➤ Common Alignments: Any (but tending toward neutrality, despite the disparate alignments of individual members) ➤ Common Character Classes: Any
[57-60]	Independent Enclave: A demi-human community (dwarves, elves, gnomes, halflings, etc., or a pairing of two races) which serves a Goal / Mission more than they serve the interests of their outside racial brethren. ➤ Common Alignments: Dependent upon the demi-human race(s) in question ➤ Common Character Classes: Barbarian (if available to demi-humans as a class), Cavalier, Druid, Fighter, Hunter, Ranger
[61-64]	Isolated Settlement: A thorp or village in the middle of nowhere, completely dedicated to the faction and its ends. Wanderers may set out from the hideout on missions, or to influence powers in urban areas. ➤ Common Alignments: Any ➤ Common Character Classes: Barbarian, Druid, Fighter, Hunter, Ranger
[65-68]	Knightly Order: An organized group of cavaliers, and possibly with either paladins (if good) or anti-paladins (if evil) as well. Normal fighters will likely serve as companion armsmen. ➤ Common Alignments: Any (but rarely Chaotic) ➤ Common Character Classes: Anti-Paladin, Cavalier, Fighter, Paladin
[69-72]	League: A large faction with numerous bases / edifices in far-flung settlements throughout the realm. ➤ Common Alignments: LE, LG, LN, NE, NG, TN ➤ Common Character Classes: Any

[73-76]	Mercenary Company: A wandering group of adventurous NPCs, taking on (usually violent) missions for wealth and glory. ➤ Common Alignments: CE, CG, CN, NE, NG, TN ➤ Common Character Classes: Any (and heavy on the warrior types)
[77-80]	Monastery / Nunnery: A faction which features a majority of priests and monks, working for either a religious or philosophical end. ➤ Common Alignments: LE, LG, LN ➤ Common Character Classes: Cleric, Monk, Mystic
[81-84]	Secret Society: A very secret faction, with limited membership, a hideout, passwords, members in disguise, reconnaissance, and so forth. ➤ Common Alignments: Any ➤ Common Character Classes: Assassin, Illusionist, Jester (spies), Magic-User, Savant, Thief
[85-88]	Sect: Generally, a priesthood splinter group which is either greatly disliked, or deemed heretical, by the main group of priests. The deity has different plans however, and the clerical members of the sect will be able to pray for and receive spells as normal. ➤ Common Alignments: Any (but True Neutral is rare) ➤ Common Character Classes: Cleric, Druid, Monk, Mystic
[89-92]	Society: An urban faction which is highly social, and although its goal is important, it is chiefly obsessed with fashion, relationships, appearances, and a very comfortable base of operations. ➤ Common Alignments: CG, CN, LG, LN, NG, TN ➤ Common Character Classes: Bard, Cavalier, Illusionist, Jester, Magic-User, Mountebank
[93-96]	Sorority / Sisterhood: A faction with exclusively female members. ➤ Common Alignments: LE, LG, LN, NE, NG, TN ➤ Common Character Classes: Any
[97-00]	Splinter Group: A faction which has separated itself from a larger faction, due to a fundamental disagreement. A Sect (above) is a priest-oriented Splinter Group, so the game definition of a Splinter Group is a non-priest faction with goals and / or alignment very different from the

	parent faction.
	➤ Common Alignments: Any (but rarely Lawful) ➤ Common Character Classes: Any (besides Cleric or Mystic)

Predominant Faction Alignment

When options are listed above (CE, CG, etc.), you should choose an appropriate faction alignment from the ones provided. But if the entry is “Any,” you can either choose what you prefer, or roll as follows: [01-10] Chaotic Evil, [11-20] Chaotic Good, [21-30] Chaotic Neutral, [31-40] Lawful Evil, [41-50] Lawful Neutral, [51-60] Lawful Good, [61-70] Neutral Evil, [71-80] Neutral Good, [81-00] True Neutral.

Goal / Mission

You can choose from this list based on what you believe the faction should believe in; or, you can roll completely at random for some interesting and amusing results. If you want a peculiar and unique faction, you can roll two or even three times. However, you may need to do a little creative thinking to justify potentially conflicting results. Or, there might be a splinter group within the splinter group ...

[01-04]	Apocalypse , preparing for (or hastening) the end of the world, with no hope of further earthly power. (Similar to Ascension, below, but probably not as rosy.)
[05-08]	Archaeology , finding lost cities and relics.
[09-12]	Ascension , gathering believes to attain a certain amount of powerful people (spell casters?) who are seeking to open a magical gate, or to “ascend” to a higher realm of existence.
[13-16]	Beastmastery , hunting and trapping beasts for taming (as mounts, guardian beasts, beasts of burden, menagerie subjects, etc.).
[17-20]	Cultural Solidarity , gaining membership and strengthening a subculture (such as all dwarves, all people of a certain lineage, all people who speak a certain language, etc.).
[21-24]	Divine Guidance , following the will of a deity who is not usually

	worshipped (for quests, missions, invasions, searches, or whatever).
[25-28]	Espionage , gathering information either for or against the realm's government; possibly for purposes of future revolt, subversion, or military action.
[29-32]	Experimentation , likely with either technology, alchemy, arcane magic, or magical creature manipulation.
[33-36]	Exploration , usually of a specific type (finding islands, exploring the netherworld, magical flight, and so forth).
[37-40]	Gathering , collecting a non-living resource of interest (art collections, herbalism, mining, etc.).
[41-44]	Illegal Trade , usually involving contraband, smuggling, unlawful manufacture, bribery, etc.
[45-48]	Influence , increasing the faction's social standing and power within the realm.
[49-52]	Killing , typically a type of creature (such as humanoids, or dragons, or Eldritch Horrors).
[53-56]	Knowledge , uncovering scrolls, archives and libraries.
[57-60]	Mercenary Employment , performing various tasks for realms or factions, as long as there is a tidy profit involved.
[61-64]	Outcasts , the group is unpopular and has little power, and is simply trying to band together before moving forward with a larger goal (such as establishing a settlement). Example groups might be diseased, frightening looking, shamed, socially undesirable, etc.
[65-68]	Power , growing the size of the faction and establishing a more permanent stronghold.
[69-72]	Protection , guarding the realm from secret threats (such as closing planar gates to prevent invasion).
[73-76]	Psychic Gathering , identifying and training psychics and psionicists to act together for some unknown greater goal.
[77-80]	Regression , living a simpler and isolated life without the influence of

	something that is deemed corrupt (arcane magic, divine magic, technology, wealth, etc.).
[81-84]	Rivalry , overthrowing or subverting another (specific) faction.
[85-88]	Subjugation , controlling the populace through enslavement, intimidation, mind control, etc.
[89-92]	Survivalism , developing skills and enlarging a stronghold — free of the realm’s governmental influence — in preparation of some future calamity.
[93-96]	Treasure , amassing wealth.
[97-99]	Wandering , moving between the realms and not staying too long in one place, simply for the sake of wanderlust. There may be a deeper motive (roll again).
[00]	Xenophobia , the faction exists because everyone in it is terrified of everyone who is not part of the faction.

APPENDIX D: MAGIC IN THE CAMPAIGN WORLD

When magic is usually used in the game, it is an immediate effect with repercussions ... perhaps the summoning of monsters, detection of a trap, or the detonation of a fireball. At the campaign level, however, the Game Master may want to consider the implications of magical use in the wider world and its effects on society, culture, and the environment.

To begin such a discussion, it helps to define what magic really is: it is the ability for specific mortal beings — or their created objects — to selectively manipulate the laws of physics in order to create a desired local effect. The World of Oldskull — or, your newly-created campaign world — is a magical one. This means that the laws of physics are more pliant here, and can be more easily manipulated by individuals. This results in the existence of magical spells, locales, monsters, and treasures. However, it also results in instability throughout the time-space continuum where your world resides. This, in turn, results in temporary dimensional gates, portals between realms, planar rifts, and even planar invasions from time to time.

The differences in physical laws between the fantasy world and Earth also provide the GM with a useful tool to explain away rules which exist in the name of thematic control and game balance. For example, we can say that although magic is widespread, the existence of gunpowder and explosive effects is highly disrupted. A dimensional traveler could (for example) bring the recipe for gunpowder into the magical world, but the combination of ingredients would simply not have the same chemical effect. The recipe might create fireworks, or colorful puffs of smoke, or even a thunderclap, but nothing more.

Similarly, we can say that breathable air is different in the magical world. This allows many breathing creatures to coexist in cramped subterranean spaces without ill effect, and also allows for the burning of smoky torches in 10'x10' rooms where a realistic result would be the asphyxiation of everyone in the immediate area.

One last physical effect involves the use of flaming oil. This might be a type of kerosene, or Greek Fire, or even alcohol. But whatever the substance is that allows for the hurling of Molotov cocktail grenades and immediate combustion, the effect is far more pronounced (and easily manufactured) in the game world than it is in the real one.

You can use a similar approach to hand wave other physical effects which either do or do not easily exist in our world, which must exist in the world of adventure ... in the name of fun in a game, if nothing else.

All right. Away from physical laws for now, and back to the discussion of magic in particular:

Certain spells which have a minor effect on an adventure tend to have a profound effect on societies. When we consider the existence of temples, with their magic-using priesthoods, and the existence of mage guilds and cabals the world becomes a very busy magical place indeed. The most disruptive types of effects on a world involve magical healing, food creation, wealth creation, monster summoning, and wishes. We will discuss all of these in brief in case something happens in your world where the wild and wide-reaching effects cause a major disruption.

Magical Healing: In a world where any wound can be easily healed, people are not as afraid of death. Also, in the magical world, all mortal creatures have anecdotal (if not direct!) proof that godly powers exist and influence the world. This means that regeneration, reincarnation, and even resurrection are not entirely unexpected. The question therefore becomes, how common is magical healing, and what effect does it have?

It should first be noted that adventurers are highly unusual and exceptional. Most people do not wander throughout the world, seeking death every day in the name of treasure collection. Most people also do not have a trove of healing potions, or a fanatical

cleric following them around to heal wounds at every turn. The majority of NPCs live in a city, or rural community, and worship at a local temple where the priests are using their magic to heal the diseased, save the lives of rulers, or healing adventurers (or the wealthy) in return for temple donations in gold.

This means that magical healing is very rare for the lower classes, uncommon for the middle class, and common for the upper class. The majority of people in the world will never have a wound magically healed, and their families will never be able to pay the massive amount of gold needed to have a (very rare) high-level spell caster resurrect a loved one. Further, most people believe in the natural order of things. A soul which does not want to be resurrected cannot always be forced back into the body! The GM can assume that most peasants who are killed will remain dead; but high-level NPCs, both villains and heroes, are very likely to return in some form after being slain.

Magical Food: Similar to magical healing, this is a valued effect which is not actually super-common in the NPC world. Magical food is suspect, and not everyone is willing to eat it. Tantalus-like myths teach children that magical food is a very dangerous temptation as well. Wealthy people love to eat magical foods, and armies on the march tend to have chaplains who feed and care for them so that they can accelerate their pace. But outside of feeding the beggars and the sick, and the habit of adventurers feasting on magical food when they don't feel like eating iron rations, the widespread creation and consumption of magical food and drink is actually quite rare.

Magical Wealth: Every clever wizard — and every wizard is clever, just not as clever as he thinks he is — flirts with the idea of creating excessive magical wealth. This is just a human instinct, because civilizations control the over-distribution of goods with coinage and the lack thereof. Even the alchemists of our real world were obsessed with turning base metals into gold. However, there is a problem with attaching profound value to an inert physical substance such as gold: the metal is not inherently valuable. Sentient beings assign a perceived value to the substance, and that value is based on scarcity. If everything in the world was made out of gold, the metal would be valueless!

With that being the case, the GM should decide why rare metals and gemstones are not mass-replicated by spell casters. The argument I provided above is intelligent, but humans overall tend to be greedy and stupid. At some point in time, an archmage would try to create an infinite amount of gold simply because he wants to temporarily enjoy an advantage before the metal's value crumbles to zero. What prevents the over-creation of wealth?

I recommend the "Star Trek Lantium" solution: the reason that gold, silver, platinum, and gems retain value is because they cannot be replicated. These are the substances which, by default, represent the foundation of wealth in the game world *specifically because* they are scarce.

This may seem like a cop out, but if you don't like this solution, you will need to come up with another one on your own.

Magical Summoning: Summoning, conjuration, and also polymorphing magic creates a massive problem in the game world when these efforts become too widespread. Basically, summoning involves the infinite generation of new lifeforms. And considering the fascination with power (much like human greed, as noted above), what king would not want 1,000 gold dragons at his command? What evil wizard would not want to be served by 100,000 fanatical orcs who will obey his every command?

These are not easy questions to answer. In my game, I have several solutions:

[1] Summoning is differentiated from conjuring. Summoning involves drawing already-existing creatures to the spell caster from another location, and simultaneously controlling their minds so that they serve the caster. In other words, when a wizard summons a wyvern, the spell grabs the nearest wyvern in the world and controls it and brings it to the wizard's location. This means that the population of the world never really increases; the creatures just magically move around.

[2] Following from the above, conjuration involves the creation of subservient magical beings out of nothing. I recommend that conjured monsters should be rare (as opposed to summoned ones), and that they should be illusory in nature. You cannot dispel an enemy's conjured monsters simply by disbelieving them, but they aren't really "there." Conjured monsters do not need food or drink, although they think they do.

[3] Polymorphing is a dangerous magic. These spells are temporary in nature. If a wizard were to sit for a year and change 365 gnats into red dragons, he would not have 365 dragons serving him. Instead, he would find that the dragons wander off and die in a matter of days, becoming gnats once more when the magical essence drains out of the putrefying body.

Using these general explanations, the GM will find that while magical summoning is a potentially huge problem, it doesn't have to be. Just don't overthink it and use the guidelines above.

Wishes: This is the most destructive magic in the world. You as an individual might think it's great that you can wish for superhuman strength, or a million pieces of gold, or a thousand beautiful maidens, but what happens when there are thousands of wish-speaking NPCs throughout the world using this magic to benefit themselves as many times as possible?

My personal recommendation is that weak wishes take full effect without repercussion. If a wisher wishes for 100 gold pieces, then 100 gold pieces pop out of thin air and suddenly exist. But if a wisher wishes for a million gold pieces, then those gold pieces came from somewhere else. This is the "water flowing downhill" effect of

reasonable magic: when there are many ways that a spell can work, it works in the least disruptive way possible.

So where do those million gold pieces come from? They come from the nearest treasure trove, straight to the wisher's location. That source locale is probably a king's treasure vault, a dragon's lair, or an archmage's tower. And you can be absolutely certain that the king, dragon, or archmage will be highly displeased with the wisher and using divination magics to locate the wish-thief at first opportunity!

When you enact this decision, you will probably want to warn your players: "Okay Joe, you've wished for a million gold pieces. Here's the deal. If you wish for 1,000 or even 10,000, they appear out of nowhere. But if you wish for a million, they're going to come to you from the arch-lich's treasure house and he's not going to be happy about it. Would you like to rephrase your wish before I rule that you speak it out loud?"

Whatever happens, this is typically a self-correcting problem from a game balance perspective.

Varieties of Magic

With all of the above restrictions in mind, you might be wondering about the kinds of magic that are widespread throughout the realms. Very generally, I rule that the use of magic in a realm is based primarily on the realm alignment. Why? Because in my world, mages tend to keep to themselves (outside of the rare cabal or coven), and priesthoods represent the largest conglomerations of spell casters in the world. This means that the realm's clerics are casting most of the magic, and their magic is coming from a worshipped deity, and therefore the alignment of the deity becomes a consideration in regards to what types of magic are forbidden or encouraged.

I recommend the following schools of magic be the most prevalent in a realm, based on the realm's predominant alignment among the citizenry. You will find very detailed listings of these spell types and schools in my supplement DDE1, *Dungeon Delver Enhancer*; but if don't have that supplement handy, you should be able to figure out what specific spells I'm talking about through insinuation.

Common Magic in Chaotic Evil Realms

Beasts & Monsters, Charming & Enthralling, Conjunction & Spirit Summoning, Curses & Afflictions, Darkness & Earth, Deception & Sorcery, Divination, Evocation & Creation, Fire & Heat, Necromancy & Corruption, Water & Cold (in arid and / or warm realms)

Common Magic in Chaotic Good Realms

Abjuration & Protection, Charming & Enthralling, Conjunction & Spirit Summoning, Divination, Evocation & Creation, Fire & Heat (in cold realms), Healing & Purification, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)

Common Magic in Chaotic Neutral Realms

Beasts & Monsters, Charming & Enthralling, Conjunction & Spirit Summoning, Darkness & Earth, Deception & Sorcery, Divination, Evocation & Creation, Fire & Heat, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)

Common Magic in Lawful Evil Realms

Beasts & Monsters, Charming & Enthralling, Conjunction & Spirit Summoning, Curses & Afflictions, Darkness & Earth, Deception & Sorcery, Divination, Evocation & Creation, Fire & Heat, Necromancy & Corruption, Water & Cold (in arid and / or warm realms)

Common Magic in Lawful Good Realms

Abjuration & Protection, Divination, Evocation & Creation, Fire & Heat (in cold realms), Healing & Purification, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)

Common Magic in Lawful Neutral Realms

Abjuration & Protection, Conjunction & Spirit Summoning, Darkness & Earth, Divination, Evocation & Creation, Fire & Heat (in cold realms), Healing & Purification, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)

Common Magic in Neutral Evil Realms

Beasts & Monsters, Charming & Enthralling, Conjunction & Spirit Summoning, Curses & Afflictions, Darkness & Earth, Deception & Sorcery, Divination, Evocation & Creation, Fire & Heat, Necromancy & Corruption, Water & Cold (in arid and / or warm realms)

Common Magic in Neutral Good Realms

Abjuration & Protection, Divination, Evocation & Creation, Fire & Heat (in cold realms), Healing & Purification, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)

Common Magic in True Neutral Realms

Abjuration & Protection, Charming & Enthralling, Conjunction & Spirit Summoning, Darkness & Earth, Divination, Evocation & Creation, Fire & Heat (in cold realms), Healing & Purification, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)

Consider also that druids will be relatively widespread in a True Neutral realm, so all of their schools of magic will be fairly common as well.

APPENDIX E: TERRAIN SUBTYPES

Sometimes, you want a lot more detail than what is provided by a realm's (or region's) basic terrain type — this refers to forest, hills, mountains, plains, sea, and so forth. Or, you may want to design a settlement around an unusual terrain feature; or you may want a bit of inspiration when designing a dungeon locale in the wilderness, a monster lair, a famous natural feature, or the basis for an encounter you have in mind.

You can also use this system as a differentiator, in the following way: roll once for each realm, and declare the selected terrain sub-type as the predominant feature in the realm. In this way, although you might have 5 saltwater-shore realms which have almost no differences between them, you can quickly say that the 1st (northernmost) one has coves (perhaps meaning pirates), the 2nd has jetties (implying a current robust shipping trade), the 3rd has islets (along the shore, perhaps monster-infested), the 4th has estuaries (meaning freshwater rivers flow into the salty sea and make unique ecosystems for animals and plants), and the 5th has headlands (making the coast more difficult to navigate, and journeys take longer there).

To inspire you in such situations, I have designed a very extensive system of terrain sub-types. This system is complex, but hey, this is the super-detail part of the book. You as customers asked for it, you got it!

To use this system, simply identify the locale in question that you want to flesh out. That locale should have a designated climate band (from arctic to tropical), and a designated basic terrain type (hills, plains, swamp, and so forth). Roll 1D100 on the appropriate following table, and select the terrain sub-type. For Arctic realms, roll on the Cold tables. For Sub-Arctic realms, roll on the Cold tables 50% of the time and the Temperate tables 50% of the time. For Temperate realms, roll on the Temperate tables. For Sub-Tropical realms, roll on the Temperate tables 50% of the time and the Tropical tables 50% of the time. And for Tropical realms, roll on the Tropical tables. If you don't like the result, choose what you like or reroll.

If you're not a geologist or professional cartographer, you will probably come across some unfamiliar terms. I know I did when I first developed this system for my campaign some years ago. I honestly recommend Wikipedia and Google image search as your two main resources to identify what a karst, montane forest, graben, lavaka or meander is. Have fun with the variety and your research! I believe this is the most detailed and comprehensive terrain system for a game world that is currently in existence.

THE BASIC TYPES OF TERRAIN

Depression: Any area of steep decline in elevation, where the predominant terrain is transformed and dominated by the remarkable change in earthforms.

Forest: Relatively flat land that is covered with trees and other thick vegetation. Forested hills are considered as forest if the elevation changes are minor (rolling), and as hills if the elevation changes are significant.

Freshwater: Major water sources of low salinity (rivers, lakes, inland seas, and so forth). For the sake of dungeon design, water regions are assumed to have nearby landforms, such as shores and islands.

Hills: Terrain that features many periodic increases in elevation, slowing travel and creating many areas of potential shelter (caves, ruins, towns, etc.). A raised area is not necessarily "hilly" if it has minimal elevation changes; for example, a very large flat plateau would probably be considered a ring of mountains (cliffs) with high-elevation plains in the middle rather than hills.

Mountains: Terrain that features many dramatic and dangerous increases in elevation. Such areas will frequently have severe weather, perilous cliffs, and very little civilization.

Plains: Flat lands with minor watercourses, and also minor vegetation (grasses, shrubs, creepers, and so forth) which does not intrinsically limit line of sight.

Saltwater: Major water sources of high salinity (particularly oceans, seas, and salt lakes).

Swamp: Muddy lands with a significant amount of shallow freshwater sources. These areas team with life but are difficult to traverse.

Wasteland: To most minds, “wasteland” immediately means “sandy desert.” But wastelands can also include any inhospitable area where limited access to easily drinkable water and precipitation are both limited. For example, frozen sheets of ice, inhospitable coastlines in rain shadows, and dead salted earth are all considered wastelands.

TERRAIN SUBTYPES I: COLD DEPRESSIONS

[01-10]	Cirque: A round, often deep valley which was created by glacial erosion.
[11-12]	Corrie: A Cirque which is home (or was once home) to a Scottish / Gaelic-influenced culture.
[13-16]	Crevasse: A Chasm in the ice (compare with Crevice).
[17-18]	Crystal Gorge: A Gorge with walls of solid ice.
[19-20]	Cwm: A Cirque which is home (or was once home) to a Welsh / Celtic-influenced culture.
[21-30]	Frozen Dales: Open Vales which are covered in ice and snow.
[31-36]	Glacial Rift: A deep Chasm in the ice, frequently with many tiers and hollows.
[37-41]	Glacier Caves: Ice Caves which are situated beneath a Glacier.

[42-48]	Ice Caves: Caves with walls of ice.
[49-53]	Ice Crater: An impact (or magical) Crater filled with ice.
[54-59]	Ice Rift: A Rift which is created when an Ice Sheet pulls apart.
[60-65]	Moulin: A vertical shaft in the ice through which water plummets into the underworld.
[66-71]	Tunnel Valley: A glacial U-shaped Valley.
[72-75]	Uvala: A Karst depression or icy Sinkhole.
[76-00]	Archetypal Depression: Roll on Temperate Depression Table, hereafter. Cold conditions will still predominate.

TERRAIN SUBTYPES II: COLD FORESTS

[01-05]	Alpine Montane Forest: A cold mountainous forest.
[06-15]	Boreal Forest: An area of dense Taiga.
[16-25]	Boreal Wilderlands: An area of dense Taiga which is heavily populated with monsters and beasts.
[26-40]	Cold Coniferous Forest: A snowy pine forest.
[41-42]	Corrupted Taiga: An area where the Taiga has been corrupted by disease, slimes, or fungi.
[43-48]	Evergreen Forest: A pine forest with minimal surface snow, due to the sheltering boughs above.
[49-60]	Taiga: A forest where pines and spruce predominate.
[61-68]	Tamarack: A forest where larch trees predominate.

[69-70]	Twisted Taiga: An area where the Taiga has been corrupted by magic or the undead.
[71-00]	Archetypal Forest: Roll on the Temperate Forest Table, below. Cold conditions will still predominate.

TERRAIN SUBTYPES III: COLD FRESHWATER AND SHORELINES

[01-09]	Fjords: A series of long, deep inlets lined with cliffs formed by glacial erosion.
[10-14]	Frozen Lake: A lake which has an icy surface and liquid water (and perhaps unusual monsters) beneath the surface.
[15-19]	Frozen River: A river which has an icy surface and liquid water flowing beneath.
[20-22]	Icy Canals: Artificial waterways (for example, connecting ruined cities from an earlier culture) which are filled with ice.
[23-30]	Kettles: A series of small lakes, created by glacial retreat.
[31-35]	Proglacial Lake: A Lake which forms behind a Glacier.
[36-00]	Archetypal Freshwater: Roll on the Temperate Freshwater Table, below. Cold conditions will still predominate.

TERRAIN SUBTYPES IV: COLD HILLS

[01-02]	Dirt Cones: Low hills made of glaciaded sediment and gravel.
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[03-05]	Drumlins: Mound-like hills which are built up from the sediment caused by glacial movement. The drumlins will be narrow and aligned with the glacier / cold water source. (For example, if the glacier is to the north, the drumlins will be long on the north-south axis and narrow on the east-west axis.)
[06-08]	Eskers: A series of long ridges made of glaciated sand and gravel.
[09-14]	Frigid Highlands: A frozen elevated plateau; an area of plains in a mountainous or very hilly region.
[15-19]	Frozen Foothills: Icy hills which border a range of mountains.
[20-23]	Ice Cap: A huge mass of ice (covering many hexes of a game world map) which never fully thaws.
[24-28]	Icy Crag: Frozen hills which have many cliff-like slopes and surfaces. Crag differ from cliffs in that they are easier to climb.
[29-31]	Icy Hills: Hills that are covered in ice and snow.
[32-34]	Moraine: Difficult land (either hilly, or flat but very difficult to cross) which is covered by glacier-borne debris.
[35-37]	Nunatak Hills: A series of “islands,” composed of sheer rocky cliffs, which rise from the snowfields / ice sheet.
[38-41]	Pingos: Odd small hills which have cores of ice, covered by gravel sediment.
[42-44]	Serpent Kame: A series of Eskers which follows a winding, sinuous course.
[45-50]	Vast Snowdrifts: Huge drifts of moving snow which temporarily freeze and then move on due as driven by the wind; i.e., “dunes” made of ice and snow.
[51-00]	Archetypal Hills: Roll on the Temperate Hills Table, below. Cold conditions will still predominate.

TERRAIN SUBTYPES V:

COLD MOUNTAINS

[01-02]	Arete: A high, thin Ridge caused by glacial erosion.
[03-07]	Avalanche Peaks: Steep windy mountains which are prone to deadly avalanches.
[08-11]	Dwarven Greatholds: Mountains which have been hollowed over centuries to house the great netherworld strongholds of the dwarves.
[12-14]	Glacial Horn: A steep, deadly, icy mountain peak. The Matterhorn is the classic example.
[15-18]	Glacial Peaks: Peaks which harbor glaciers in high valleys.
[19-22]	High Glaciers: A large glacial flat surrounded by mountain peaks.
[23-25]	Ice Cave Summits: Mountains sheeted with transparent and translucent ice, which has been formed into ice caves. Deadly monsters almost certainly reside here.
[26-27]	Ice Volcano: A volcano in frigid climes which erupts water and ammonia instead of magma. Ice Volcanoes have only been observed (in reality) on other planets, but could exist due to powerful frost magic.
[28-32]	Icy Peaks: High mountains sheathed in ice.
[33-36]	Icy Spires: High, narrow, cliff-faced mountains sheathed in ice.
[37-41]	Impassable Peaks: Mountains which are so hostile, cold, and steep that they cannot be crossed by mortals (except with powerful magic).
[42-43]	Mountains of Madness: Lovecraftian mountains which hide the vast netherworld ruins of the Old Ones.
[44-45]	Nunatak: A series of “islands,” composed of sheer rocky cliffs of very high elevation, which rise from the snowfields / ice sheet.

[46-47]	Pinnacle Gates of Elemental Air: Windy mountains which harbor magical gates to the Elemental Plane of Air.
[48-50]	Tuya: A large, flat-topped volcano which is surrounded by glacial ice sheets.
[51-00]	Archetypal Mountains: Roll on the Temperate Hills Table, below. Cold conditions will still predominate.

TERRAIN SUBTYPES VI:

COLD PLAINS

[01-09]	Alpine Tundra: High-altitude grasslands devoid of trees.
[10-14]	Antarctic / Arctic Tundra: Tundra which occurs at the game world's North Pole or South Pole; or, more broadly, tundra where extremely low temperatures are the norm.
[15-19]	Drift Lands: Plains which are perpetually covered in snowdrifts.
[20-21]	Enchanted Ice: Magical, deeply transparent ice which reveals foreboding things beneath its surface (frozen cities, unreachable caverns, flowing conduits of arcane power, etc.).
[22-24]	Frostlands / Frozen Lands: Windless lands with isolated trees and/or stony spires, where bizarre web-like formations of snow and frost form.
[25-29]	Frozen Fields: Petrified grasslands which have been frozen and killed by a sudden blast of ice.
[30-34]	Glacial Flats: The flat ice sheet of a slow-moving glacier.
[35-40]	Glacier: A huge regional block of ice which slowly grinds down into the lower elevations.
[41-44]	Glacier Foreland: The land between a Glacier and its Moraines.

[45-50]	Ice Flats / Ice Sheet: Plains which are covered by several feet of eerily transparent ice.
[51-60]	Snowfields: Plains where flurries perpetually fall.
[61-00]	Archetypal Plains: Roll on the Temperate Plains Table, below. Cold conditions will still predominate.

TERRAIN SUBTYPES VII: COLD SALTWATER AND SHORES

[01-05]	Frozen Isles: Islands covered with ice.
[06-10]	Ice Floes: Waters covered with patches of drift ice.
[11-15]	Iceberg: A huge mass of freshwater ice, floating in a sea or ocean.
[16-20]	Northern / Southern Passage: A narrow, icy strait of open water which offers a rare path through the frozen seas. Random encounters with intelligent races and monsters will be more common here.
[21-25]	Polar Ice: A great mass of regional ice at the game world's North Pole or South Pole. More broadly, a very cold region of ice which never melts.
[26-00]	Archetypal Saltwater: Roll on the Temperate Saltwater Table, below. Cold conditions will still predominate.

TERRAIN SUBTYPES VIII: COLD SWAMPS

[01-02]	Cranberry Fen: A Fen where cranberry shrubs grow in abundance.
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[03-10]	Frigid Swamp: A frozen wetland.
[11-16]	Icy Floodland: An icy Floodplain which is currently underwater and under ice, due to flooding.
[17-23]	Muskeg Land: A cold peat and moss marsh.
[24-30]	Peat Bog / Peatland: An alkaline marsh filled with peat moss.
[31-40]	Permafrost Bog: A cold swamp filled with thin plates of ice.
[41-00]	Archetypal Swamp: Roll on the Temperate Swamp Table, below. Cold conditions will still predominate.

TERRAIN SUBTYPES IX: COLD WASTELANDS

[01-14]	Arctic / Antarctic Waste: An icy region at the game world's North Pole or South Pole, where vegetation cannot grow. Alternately, a very cold region elsewhere where the same conditions predominate.
[15-18]	Ebony Ice: A magical, ancient area where very deep black ice mysteriously covers the earth.
[19-22]	Enchanted Ice of Many Hues: A magical area where crystalline, strangely-colored and highly transparent ice covers the earth.
[23-30]	Frozen Desert: A frigid stretch of stone and soil, largely devoid of ice and snow (perhaps due to wind).
[31-42]	Frozen Wasteland: A sandy Frozen Desert.
[43-45]	Geyser Snowfields: A snowy geothermal region.
[46-57]	Icy Barrens: A dry, frigid region of icy acidic soils.
[58-62]	Outwash Fan: A fan-shaped area of gravel and sediment, caused by the flow of streams or rivers from a glacier.

[63-67]	Polar Desert: A Frozen Desert at the game world's North or South Pole. Alternately, a very cold region elsewhere where the same conditions predominate.
[68-75]	Sandur / Outwash Plain: A huge area of gravel and sediment, caused by the flow of streams or rivers from a glacier.
[76-00]	Archetypal Wasteland: Roll on the Temperate Wasteland Table, below. Cold conditions will still predominate.



TERRAIN SUBTYPES X: TEMPERATE DEPRESSIONS

[01-02]	Arroyo: A seasonal stream bed, which is likely to be dry and situated in arid terrain. Flash floods are a danger here.
[03-04]	Basin: A Valley dominated by a river / stream and its tributaries, which together define the uniform direction of descent and flow. (Downhill direction can be randomly determined with 1D8, 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest).
[05]	Blowout (Dune Region): A hard, flat patch of low desert, temporarily exposed when a sandstorm blows all of the moveable sand grains out of the region.
[06-07]	Bottoms: Narrow depressions to either side of a river or other watercourse.
[08]	Box Canyon: A steep “trap” Canyon with a single opening in one direction. (Opening direction can be randomly determined with 1D8, 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest).
[09-10]	Caldera: A volcanic crater. In the game, calderas typically represent the craters of dormant or extinct (non-active) volcanoes, which can be explored in relative safety.
[11-12]	Canyon: Generally, a Ravine with cliffs on two sides (such as a river course).
[13-14]	Cavelands: An area of terrain which is riddled with caves.
[15-16]	Chasm: A deep Ravine with very steep sides.
[17-18]	Cove Valley: A Valley with two or three sides being surrounded by Ridges, and one or two sides relatively open.
[19]	Crater: A depression caused by the impact of a meteorite.

[20-21]	Crevice: A small, deep Ravine. Compare with Crevasse (a Crevice occurs in stone, while a Crevasse occurs in ice).
[22-24]	Dales: A series of gentle, open valleys.
[25-26]	Defile: A narrow Pass or Gorge, through an area of Mountains or Hills.
[27-28]	Dells: A series of small, forested valleys.
[29-30]	Delves: An area of deep artificial excavations (for example, dwarven mine lands).
[31-32]	Doline: A Sinkhole located in a Karst (limestone cave) region.
[33-34]	Dry Turlough: The locale of a seasonal lake in a Karst (limestone cave) region. A Dry Turlough is the waterless depression left behind when the water drains back into the underworld.
[35-36]	Excavations: An area filled with artificial excavations (for example, mines or treasure hunter pits).
[37-38]	Fault: A Ravine formed by seismic activity.
[39-40]	Fissure: A narrow Ravine, typically formed by collapse or seismic activity.
[41-42]	Foiba: A deep, dangerous Sinkhole which leads down into an underworld cave.
[43]	Geyser Hollows: Depressions and caves filled with geothermal water.
[44]	Gap: A windy low point (not a sheltered Valley) between two Mountain peaks or Hill summits.
[45-46]	Glen: A long, narrow Valley, typically with steep sides.
[47]	Gorge: A deep Canyon.
[48]	Graben: A trench-like depression between two raised fault plates.
[49-50]	Gulch: A steep eroded Valley, typically with creek(s) or stream(s).
[51-52]	Gullies: A series of natural ditches / trenches caused by erosion.

[53-54]	Hanging Valley: A small mountain Valley that is higher than another larger Valley.
[55]	Hollows: An area with many collapsed caverns open to the sky.
[56-57]	Karst Land: An area filled with limestone caves.
[58-59]	Lava Tubes: Tunnels leading underground, formed by the flow of lava.
[60]	Lavaka: A hole in a partially-collapsed hillside.
[61]	Lost Valley: In game terms, a Valley which contains a forgotten temple or city.
[62-63]	Maar: A large, shallow Caldera.
[64-65]	Mine Lands: An area filled with many in-use artificial excavations (goblin mines, kobold mines, human-run mines, etc.).
[66-67]	Pit Crater: A lava crater which was formed by collapse, rather than by volcanic eruption.
[68-69]	Pits: An area filled with many pits (due to hunters, headhunters, trap-setting humanoids, treasure or artifact hunters, etc.).
[70]	Polje: A large, shallow valley in a Karst (limestone cave) region.
[71]	Quarry: An artificial depression caused by valuable stone (marble, basalt, etc.) being dug out of the ground.
[72-73]	Ravine: A narrow, cliff-sided depression formed by erosion. There will typically be a river at the Ravine's bottom.
[74-75]	River Valley: A Valley which is dominated by a large river.
[76-77]	Rift: A natural trench, running for hundreds of miles.
[78]	Rift Valley: A very long natural trench, running for hundreds or thousands of miles.
[79]	Scowles: A forested area filled with natural pits (on Earth, this terrain is unique to the Puzzlewood region).
[80]	Seasonal Lake: A natural depression which is filled with water, but the water will drain away in months to come.

[81]	Seasonal Lake, Dry: A natural depression which is sometimes filled with water, but not when first discovered.
[82]	Seasonal Pools: A region filled with many small pools that form for a few months at a time (typically due to heavy rainfall).
[83]	Seasonal River: A long, serpentine depression caused by a river which will drain away in months to come.
[84]	Seasonal River, Dry: A long, serpentine depression caused by a river, but the riverbed is dry when first discovered.
[85]	Sink: A large Seasonal Lake.
[86-87]	Sinkhole: A depression caused by cave collapse, which leads into the underworld.
[88]	Strath: A broad and shallow river Valley.
[89]	Strip Mine: An open-air mine, where a huge pit has been dug to excavate valuable metals. Compare Quarry (in which valuable stone is excavated rather than metal).
[90]	Trenches: A series of many artificial ditches, likely a remainder of ancient warfare.
[91-92]	Tributary Valley: A side River Valley, where a small river runs down to a main river.
[93-94]	Vale: A small Valley.
[95-97]	Valley: A sheltering valley with gentle slopes.
[98]	Volcanic Vent: A dangerous shaft which leads down into a subterranean magma region.
[99]	Volcanic Vent, Dormant: A shaft which leads down into caverns which were formed by magma (which is no longer present).
[00]	Wadi: A desert Valley, typically the locale of a Seasonal River.



TERRAIN SUBTYPES XI: TEMPERATE FORESTS

[01-02]	Arbor Land: An area of artificial forest, where trees have been heavily replanted and protected (typically to heal burned, ravaged, or corrupted land). Such areas are typically created and guarded by elves or gnomes.
[03-04]	Backwoods: Deep forest located near to a region of villages or towns. Such regions are frequently raided by humanoids and protected by rangers.
[05-07]	Brackens: An area with few trees, but which is covered by ferns and shrubs.

[08-09]	Brushwood Falls: A forest area where many trees are down and unharvested (for example, a region ravaged by wind storms, dragon territorial ground, etc.).
[10-12]	Bushland: Land which has been damaged by past wars / cutting / civilizations, but which has partially healed. Differentiated from Brushland.
[13-14]	Clutches: A forest filled with old trees that have tangling roots and low-hanging branches.
[15-17]	Coniferous Forest: A forest filled with coniferous trees (pines, hemlocks, junipers, spruces, etc.).
[18-20]	Coppices: Managed forest land where trees are being cut down and replaced. Such land is typically controlled by woodsmen.
[21-23]	Copses: A plain / grassland filled with many thick, separate stands of trees with open ground between them.
[24-25]	Corrupted Forest: An area where the forest has been corrupted by diseases, slimes, or fungi.
[26-28]	Deciduous Forest: A forest filled with deciduous trees (oak, maple, beech, hornbeam, etc.).
[29-31]	Dells: A series of small, forested valleys.
[32-34]	Evergreen Forest: A coniferous forest with many shadowed areas, due to the sheltering boughs above.
[35-37]	Faerie Glades: An idyllic forest where faerie kith reside (centaurs, dryads, pixies, sprites, etc.).
[38-40]	Forest: A “general” woodland of mixed coniferous and deciduous trees.
[41-43]	Forested Hills: A forest region with many changes in elevation.
[44-46]	Glade Wood: A forest with many small clearings.
[47-48]	Groves: An area where many trees grow close together, unhindered by bushes or undergrowth.

[49-50]	Haunted Forest: A forest where many illusions, phantoms, and/or spirits can be found.
[51-52]	Montane Forest: A temperate mountain forest.
[53-54]	Old-Growth Forest: A forest filled with very large, old, uncut trees.
[55-56]	Orchards: Cultivated land where fruit and/or nut trees are grown by humans or demi-humans.
[57]	Petrified Forest: An ancient (natural, fossilized) forest which has turned to stone; or, a forest filled with the statue-remains of petrifying monsters (basilisks, cockatrices, gorgonian bulls, medusae, etc.).
[58-59]	Pine Barrens: A dry, acidic-soil coniferous forest, where large trees are scarce.
[60-62]	Pine Forest: A temperate coniferous forest where pine trees predominate.
[63-64]	Plantations: Cultivated land where trees and plants are grown by humans or demi-humans.
[65-66]	Redwood Forest: A forest of giant sequoia trees.
[67-69]	Scrubland: Land filled with shrubs and bushes.
[70-72]	A region of cultivated farmland with many thick, separate stands of trees with the open ground between them.
[73-75]	A region of dense, thorny Clutches.
[76-81]	Temperate Broadleaf / Mixed Forest: A tiered forest of small, medium, and large shadowy deciduous trees, including beeches, birches, maples, and oaks of various ages.
[82-84]	Temperate Needleleaf Forest: A tiered forest of small, medium, and large shadowy coniferous trees, including firs, larches, pines and spruce.
[85-86]	Temperate Rainforest: A very wet and humid deciduous forest. Mosses, ferns, and streams will be common here.

[87-89]	Thicket: A very dense forest, where one species of trees dominates the region. Thorns and briars will be common.
[90-92]	Timberland / Lumberwoods: A forest that is heavily cultivated by woodsmen along its border, but still wild (and likely monster-infested) at its core.
[93-94]	Twisted Forest: A forest which has been corrupted by magic or the undead.
[95-97]	Wilderland: A forest where many beasts and monsters dwell.
[98-00]	Woodland / Woods: A sunny forest of grasses, flowers, and widely-spaced trees.

TERRAIN SUBTYPES XII: TEMPERATE FRESHWATER AND SHORES

[01]	Aits / Eyots: A group of small forested islands found in the middle of a river.
[02]	Aquifer: A subterranean region of rock, permeated by water. In the game, these regions will be filled with various caves (submerged, partially flooded, and dry).
[03]	Braided River: A River which splits into three or more separate channels, which re-unify further downstream.
[04-05]	Brooks: An area of small streams, which likely all feed into the same River or Tributary.
[06]	Canals: An area of artificial waterways (for example, connecting cities or temples). The canals may be currently in use, or abandoned (leading only to monster-filled ruins).
[07-08]	Cataracts: An area of major rapids, boulders, and rocky islets in the middle of a river, blocking further water travel. Travel will be

	impossible or at least very dangerous. The area is likely to have portage paths where boats are moved around the blocking cataract.
[09-10]	Confluence: The point at which two rivers merge.
[11]	Crater Lake: A lake in the crater of an extinct volcano.
[12-13]	Creeks: An area of small streams, which likely all feed into the same River or Tributary. The creeks are probably not navigable by any watercraft due to shallowness.
[14]	Dam: An artificial structure which blocks a river to create a pool.
[15]	Eyot: A single Ait; that is, a small forested island found in the middle of a river.
[16-17]	Floodbank: The ridge along and above a river, which limits the extent of possible flooding.
[18-19]	Floodlands: A Floodplain which is currently underwater due to flooding.
[20-21]	Floodplain: The plains beside a river, where floods most frequently occur.
[22]	Geysers: Hot geothermal springs.
[23]	Great Lake: A huge, deep freshwater lake.
[24]	Holms: Small, round Islets (typically found in a river).
[25-26]	Karst Fenster: A place in a Karst (limestone cavern) region where a spring emerges on the surface, and then quickly plunges down into a sinkhole after a short distance.
[27-28]	Lake: A sizeable body of freshwater. Likely fed by one or more Rivers.
[29-30]	Lake Coast: The shores of a large and/or deep Lake.
[31-32]	Lake Foreland: A long, narrow finger of sandy terrain which pushes into a lake.

[33-34]	Lake Headland: A large region of land which pushes into a lake. Headlands are defined by rising elevation and by cliff drops overlooking the water.
[35]	Lake Tombolo: A roughly circular region of land inside a lake, which is connected to the mainland by a narrow piece of land.
[36-37]	Lakeshore: The shores of a small and/or shallow Lake.
[38-39]	Levee: An artificial Floodbank, designed to limit the flooding of a river.
[40-41]	Loch / Lough: A deep, cold lake.
[42]	Meander: A river with many bends and curves, which rarely stays on the same course over a long period of time.
[43]	Mere: A wide, shallow lake.
[44-45]	Mudflats: The muddy areas along a river which are not quite flooded, but always covered with puddles and rushes.
[46-47]	Oasis: A rare body of water in the desert (or more broadly, surrounded by an area of wasteland). Encounters with men, beasts, or monsters are a virtual certainty here.
[48]	Oxbow Lake: A U-shaped lake which is formed when a stretch of a Meander is cut off from the main river.
[49]	Plash: A temporary lake caused by heavy rainfall.
[50]	Plunge Pool: The deep, turbulent pool at the bottom of a Waterfall.
[51-52]	Ponds: A series of small lakes.
[53-54]	Pools: A series of small, shallow lakes; or, small bodies of water fed by underground springs.
[55-56]	Rapids: A dangerous area of whitewater. Similar to a Cataract region, but there will probably not be islets here.
[57]	Reservoir: A large artificial body of freshwater (created by a human or demi-human culture, which may or may not be extinct).

[58]	Rills: An area covered with tiny, shallow streams, which make the terrain muddy and difficult.
[59-62]	River: A relatively narrow watercourse, which flows from a high elevation and down toward a lake, ocean or sea.
[63]	River Archipelago: A series of small islands within a river, of various terrain.
[64-65]	River Delta: The place where a river deposits large amounts of mud and sand. Deltas occur where a river connects to a lake, ocean or sea.
[66-67]	River Island: A single island within a river, of random terrain type.
[68-69]	River Mouth: The part of the river that connects to a lake, ocean or sea. Compare with River Delta; the River Mouth is the water, and the River Delta is the sandy/muddy region adjacent to the mouth.
[70]	River Source: The place where a River begins.
[71-72]	River Tidal Flat: An area of Mudflats that sees periodically rising and falling water levels. (Generally, this action is slow and predictable enough to denizens that it is not considered "flooding.")
[73]	Rush: A river which follows an extremely fast course; for example, an area of steep decline (not quite Rapids or a Waterfall) or the place where a river is forced into a stony canyon.
[74-75]	Spring: The place where an Aquifer brings freshwater to the surface. Depending on size and flow, this may be a pool, the beginning of a river, etc.
[76]	Stopbanks: An area of small Levees.
[77-78]	Stream Pool: The area in a river or stream where the flow slows down and the water deepens before continuing on.



[79-81]	Streams: An area of small rivers / rivulets which probably all flow into the same larger River.
[82-83]	Tarn: A mountain lake.
[84]	Torrent: A long, dangerous Rush.
[85-86]	Tributary: A river which flows into a larger river.

[87-88]	Turlach / Turlough: A lake in Karst (limestone cavern) terrain, where the water tends to drain away into the underworld and then later return.
[89-91]	Underwater Caves: Caves which are submerged, or partially submerged, by freshwater.
[92-94]	Waterfall Lake: A large lake at the bottom of a Waterfall; the continuation of a Plunge Pool.
[95-97]	Waterfalls: A vertical cascade of river water over a cliff.
[98-99]	Waterfalls: A vertical cascade of river water over a cliff.
[00]	Roll Twice

TERRAIN SUBTYPES XIII: TEMPERATE HILLS

[01-04]	Badlands: Dry hills, typically made of eroded clays and sandstone.
[05-06]	Barrow Mounds: Artificial hills which hide barrows / tumuli / tombs beneath the surface.
[07]	Barrowlands: A region where many isolate Barrow Mounds stand, with plains / wasteland between them.
[08-09]	Bluffs: Steep hills and cliffs which overlook a body of water (such as a lake).
[10]	Bornhardts: Large, dome-shaped, stony hills.
[11-13]	Buttes: Barren and isolated stony hills with cliff-faced sides. The classic example is Monument Valley, Arizona.
[14-15]	Cairn Highlands: An elevated plateau; an area of plains in a mountainous or very hilly region. The plains feature cairns, which are stacks of ritual stones left by an earlier culture.

[16-17]	Cliffs: Sheer vertical faces of stone.
[18-19]	Craggs: Hills which have many cliff-like slopes and surfaces. Craggs differ from cliffs in that they are easier to climb.
[20-21]	Crests: A series of high-elevation Ridges.
[22]	Cuestas: A series of hills which have gentle slopes in one direction, and cliff-like stony slopes in the opposite direction.
[23-25]	Domes: Hills which have oval or round bases (at the lowest points of elevation).
[26-27]	Downlands / Downs: Ridges made of chalky soil.
[28-29]	Dunes: Wind-driven hills made of sand.
[30-31]	Escarpments: Steep Cliffs which were formed by seismic activity.
[32-33]	Flatirons: Large foothills or low peaks composed of eroded sandstone.
[34-35]	Foothills: Hills which border a mountain range.
[36-37]	Forested Hills: Hills covered in forest.
[38]	Geyser Highlands: Hills which feature many hollows and geothermal pools.
[39-40]	Headlands: Hilly Cliffs which descend into a major body of water, such as a lake, sea or ocean.
[41-42]	Highlands: An elevated plateau; an area of plains in a mountainous or very hilly region.
[43-45]	Hills: Rolling terrain of ascending elevation. In differentiated game terms, the general definition “Hills” most frequently applies when the elevated areas are different from one another, and/or not uniform in type. (Reroll on this table if you would prefer to classify the area as a single type of landform.)
[46-47]	Hillocks: Small Hills.
[48]	Hogbacks: A low “mountain” range of eroded rock.

[49-50]	Hollow Hills: Hills which feature many caverns, tombs, and/or dungeons.
[51-52]	Karst Landscape: Difficult terrain which is filled with limestone caverns.
[53]	Knobs: Low hills with difficult stony surfaces.
[54-55]	Knolls: Verdant Hillocks.
[56]	Lava Dome: A large volcanic protrusion. A new Lava Dome is a sign of an imminent eruption, but older Lava Domes also exist.
[57]	Lava Spine: Similar to a Lava Dome, but much more dramatic and elevated with cliff-like sides.
[58-59]	Mesas / Tableland: Flat-topped hills with difficult slopes.
[60-61]	Mogotes: Steep, isolated (and often forested) hills surrounded by plains.
[62-63]	Mounds: Small artificial hills. Mounds may be caused by ruins below the surface, or also tombs (see Barrow Mounds).
[64-65]	Mud Volcanoes: Dangerous small volcanoes which erupt with hot mud instead of magma.
[66-68]	Plateaus: An area of several plains situated in a mountainous or very hilly region.
[69]	Potrero: A long, sloped mesa. A Potrero is not flat, but rather slanted.
[70-71]	Precipices: Cliffs with more-than-vertical, overhanging faces.
[72-73]	Ridges: High hills, or low mountains, which have a long narrow shared summit which covers a considerable distance.
[74-75]	Rises: Slopes which rise in elevation at a uniform gradient.
[76-77]	River Cliffs: Simply, Cliffs overlooking a river.
[78-79]	Rolling Hills / Rolling Land: Hills with gentle, rounded slopes.
[80-81]	Sandhills: Dunes which rarely move, or which support significant arid vegetation.

[82-84]	Scarps: Escarpments which were formed by erosion.
[85]	Slag Heaps: Artificial hills which are caused (particularly in dwarven lands) by deposits of smelted ore.
[86]	Slag Hills: Huge Slag Heaps.
[87-89]	Slopes: Rises which have a gradual rise in elevation.
[90-91]	Spurs: Ridges which join with a higher range of mountains.
[92]	Stone Arches: Natural stone bridges with hollow cores.
[93]	Terraced Hills: Artificial hills made in “ziggurat” fashion to support farming. Terraced hills will be tended by, or left behind by, human or demi-human cultures.
[94-95]	Tors: Slopes which are crowned by steep, stony cliff-sided spires.
[96-97]	Tumuli: Small Barrow Mounds.
[98-00]	Uplands: Rolling Hills which border a region of plains.

TERRAIN SUBTYPES XIV: TEMPERATE MOUNTAINS

[01-03]	Alps: High snowy mountains with relatively flat summits.
[04-07]	Barren Mountains: Windy and/or dry mountains which are nearly devoid of vegetation.
[08-11]	Cave-Filled Mountains: Mountains which are riddled with caves that lead down into the underworld.
[12-14]	Col / Gap: The lowest point, with steep declines on either side, between two higher peaks.
[15-17]	Dormant Volcano: A volcano which is currently inactive, but not extinct.

[18-20]	Dragon Reach Spires: Mountains which are filled with numerous dragon lairs.
[21-24]	Dwarven Freeholds: Mountains which feature several minor dwarven clan strongholds. Compare with Dwarven Greatholds.
[25-27]	Extinct Volcano: A volcano which no longer erupts.
[28-30]	Flatiron Mountains: Peaks composed of eroded sandstone.
[31-34]	Forested Mountains: Mountains which are covered with significant forest (up to treeline).
[35-38]	Hogback Mountains: A high, stony mountain range of eroded rock.
[39-42]	Inselberg: A small, solitary mountain which rises from surrounding forest and/or plains. Compare Monadnock.
[43-45]	Misty Mountains: High, foggy mountains where giants, goblins, and other humanoids dwell.
[46-49]	Monadnock: A small, solitary mountain which rises from surrounding plains and/or wasteland. Compare Inselberg.
[50-53]	Mounts: Mountains which feature dramatic peaks, which are individually named for a unique feature or history. In the game, each mount is likely to have a separate theme for the denizens (a goblin mount, a dwarven mount, a dragon mount, etc.).
[54-61]	Mountains: General terrain with very high elevations, and dramatic changes in elevation.
[62-68]	Pass: A safe passage between mountain peaks. Passes are the mountain regions which will have the most frequent random encounters.
[69-71]	Peaks / Summits: Mountains with pointed tops.
[72-73]	Pinnacle Gates of Elemental Earth: Seismic mountains which harbor magical gates to the Elemental Plane of Earth.
[74-77]	Pinnacles: Peaks of very high elevation.
[78-81]	Razors: Mountains with extremely sharp and narrow Ridges.

[82-84]	Rocky Summits: Mountains with bare, blocky summits.
[85-91]	Spires: Mountains with narrow, flat-topped summits.
[94-96]	Stormy Mountains: Mountains which are legendary for their winds and storms.
[97-98]	Table-Top Mountains: Mountains with broad, flat surfaces (mesas) at the highest elevation.
[99-00]	Volcano: A mountain which is known to erupt with magma from time to time. Volcanos will erupt (seemingly at random) every 2D20 years.

TERRAIN SUBTYPES XV: TEMPERATE PLAINS

[01]	Alluvian Fan: A reach of sediment and gravel, caused by the passage of a former river. Vegetation will grow abundantly here nevertheless and so the area is technically not a Wasteland.
[02]	Bottomland: Plains interspersed with low-lying patches of wetland.
[03-05]	Brushland: Plains interspersed with stands of bushes and shrubs. Differentiated from Bushland.
[06-08]	Bushland: Land which has been damaged by past wars / cutting / civilizations, but which has partially healed. Differentiated from Brushland.
[09-11]	Chaparral: Arid Shrubland.
[12-16]	Countryside: Semi-cultivated rural lands, located adjacent to villages or towns.
[17-24]	Farmland / Cropland: Cultivated land, near to villages or towns.
[25-28]	Fields: Farmland where grains are grown and harvested.
[29-31]	Flatland / Flats: Plains with almost no variation in elevation.

[32-37]	Forested Plains: Plains interspersed with forest.
[38-39]	Geyser Flats: Plains where geothermal pools can be found.
[40-45]	Grasslands: Plains that are covered with grasses. Typically, these areas are windy and the grasses can be very high (from knee- to neck-level height).
[46-48]	Heath / Heathland: Shrubland with acidic soil and woody plants.
[49-51]	Hinterlands: The plains which are near to a lake, ocean, sea, or major river.
[52-54]	Lava Plain: Dangerous plains with nearly-flat lava flows.
[55-57]	Logged Land: Stump-covered plains which were once heavily forested.
[58-60]	Lowlands: Technically speaking, plains which lie below sea level.
[61-63]	Machair: Grassy plains along a coastline.
[64-68]	Meadows: Plains filled with flowering plants.
[69-71]	Moor / Moorland: Windy upland plains with low-lying vegetation.
[72-74]	Paddock Land / Rangeland: Cultivated plains with livestock, fences, and corrals.
[75-76]	Pampas: Fertile plains which mix wilderness and farmland.
[77-78]	Pastures: Cultivated grasslands which are used for grazing by livestock.
[79-85]	Plain / Plains: An extensive region of flat terrain.
[86-90]	Prairie: Relatively arid Grasslands.
[91-96]	Shrubland: Plains covered with low-lying shrubs.
[97-00]	Steppes: Grasslands which feature trees, but only bordering lakes and rivers.

TERRAIN SUBTYPES XVI: TEMPERATE SALTWATER AND SHORES

[01]	Anchorage: A safe place where ships can lower anchors.
[02-03]	Archipelago: A group of islands.
[04-05]	Ayre / Storm Beach: A steep-sloped cobble beach.
[06-07]	Barrier Bar: A sandbar which protects a bay from the outer sea.
[08-09]	Barrier Island: An island which protects a bay or lagoon from the outer sea.
[10-11]	Bay: A shore indentation which protects ships from the larger waves of the sea.
[12]	Baymouth Bar: A large Barrier Bar.
[13-14]	Beach: A relatively safe sandy Shore.
[15]	Bight: A large Bay.
[16]	Brackish Swamp: A saltwater/freshwater swamp.
[17]	Brine Lake: A saltwater lake.
[18]	Calanque: A narrow inlet surrounded by steep cliff walls.
[19-20]	Cape: A large Headland.
[21-22]	Channel: A relatively shallow reach of water between two landforms.
[23-24]	Coast / Shore: The fringe of an ocean or sea.
[25]	Cobblestone Beach: A beach covered in fairly large stones.
[26-27]	Cove: A small Bay.
[28]	Cuspate Foreland: A triangular Foreland.
[29]	Dead Sea: A shallow, inland saltwater sea.

[30-31]	Estuary: A mixed freshwater and saltwater region, where one or more rivers meet the sea.
[32]	Firth: The place where a large river meets the sea.
[33]	Fjard: A short, shallow Fjord.
[34]	Fjord: A long, deep inlet lined with cliffs formed by glacial erosion.
[35]	Flow: A shore area where the currents are altered by a river meeting the sea.
[36-37]	Foreland: A long, narrow finger of sandy terrain which pushes into an ocean or sea.
[38]	Gravel Beach: A beach covered in very small stones.
[39]	Gravelbars: Sandbars covered in gravel.
[40-41]	Gulf: A very large Bay.
[42-43]	Harbor / Haven: A Bay which is frequently used by ships.
[44-45]	Headland: A large region of land which pushes into an ocean or sea. Headlands are defined by rising elevation and by cliff drops overlooking the water.
[46]	Inland Sea: A sea which is completely surrounded by land.
[47-48]	Inlet: A long, narrow Bay.
[49-51]	Island: A fairly large piece of land completely surrounded by an ocean or sea.
[52]	Island Chain: A line of islands.
[53]	Island Group: A circle or cluster of islands.
[54-55]	Islands: Several fairly large pieces of land, completely surrounded by an ocean or sea.
[56]	Islet: A small Island.
[57]	Isthmus: A narrow piece of land, bordered by two seas, which connects two larger landforms.

[58]	Jetty: An artificial branch of land and/or stones, creating a barrier / anchorage within a Bay.
[59]	Landing: A place where ships anchor and drop off cargo.
[60]	Maelstrom: A huge, dangerous Whirlpool.
[61]	Mudflat: The muddy area along an ocean or sea which is not quite flooded, but always covered with puddles and rushes.
[62]	Narrow(s): A narrow Strait, or series of parallel minor Straits.
[63-65]	Ocean: A huge body of saltwater.
[66-67]	Pebble Beach: A beach covered in pebbles.
[68]	Peninsula: A large region of land which is surrounded by water on three sides. The classic example is the Arabian Peninsula.
[69]	Point: A tapering Headland.
[70]	Raised Beach: An elevated beach which is separated from the lower shore by a small cliff.
[71]	Reach: A very large region of a sea; perhaps differentiated from other Reaches by its depth, or its uniform currents or winds. Each Reach will be different from the others.
[72]	Ria: An inlet which was created by glaciation.
[73]	Rocky Beach: A beach covered in large rocks and/or boulders.
[74]	Salt Lake: A large saltwater Lake.
[75]	Salt Marsh / Salt Swamp: A saltwater swamp.
[76]	Sandbars: A series of sandy barriers which protect a Bay from the outer sea.
[77]	Sandspit: The coastal region of a Headland or Peninsula which is covered in sand.
[78-79]	Sandy Beach: A beach covered in sand.

[80-82]	Sea: A very large body of saltwater, which is smaller and shallower than an Ocean.
[83]	Sea Caves: Caves which are flooded, or partially flooded, by saltwater.
[84]	Seastacks: Vertical columns of rock in a shallow sea.
[85]	Shallows: The low-depth region of a sea.
[86]	Shingle Beach: A beach covered in pebbles and cobbles.
[87-88]	Shoals: Shallows formed by sandy ridges beneath the surface.
[89-90]	Sound: A large Inlet.
[91]	Strait: A reach of water between two landforms. Compare with Channel; a Channel is relatively shallow.
[92]	Strand / Strandflat: A flat beach.
[93]	Surge Channel: A narrow Inlet with a strong, forceful current.
[94-95]	Tidal Flat: The muddy area along an ocean or sea which is frequently covered in very shallow water.
[96]	Tidal Marsh: A swampy Tidal Flat.
[97]	Tide Pools: A Tidal Flat which is dotted with many life-filled pools.
[98]	Tombolo: A roughly circular region of land on the shore of an ocean or sea, which is connected to the mainland by a narrow piece of land.
[99]	Whirlpool: A dangerous, swirling region of downward-pulled water.
[00]	Roll Twice

TERRAIN SUBTYPES XVII:

TEMPERATE SWAMPS

[01-02]	Backswamp: The area of a Floodplain where silts and clays settle (and may form quicksand).
[03-05]	Bayous: Shallow forested wetlands, which are actually a broad and slow-flowing river.
[06-08]	Bog: A Peat Bog interspersed with open pools.
[09-11]	Bogland: A large Bog region.
[12-14]	Brackish Swamp: A saltwater/freshwater swamp.
[15-16]	Cranberry Fen: A Fen where cranberry shrubs grow in abundance.
[17-19]	Cypress Swamp: A forested and mossy swamp.
[20-22]	Everglades: Shallow-water wetlands filled with tall grasses and many reptiles.
[23-25]	Fens: Grassy swamps of shallow mineral water.
[26-28]	Flood Mire: A swamp which is prone to flooding due to a nearby river.
[29-31]	Forested Wetland: A forested swamp.
[32-34]	Fungal Swamp: A swamp filled with mushrooms, puffballs, and dangerous fungi.
[35-36]	Geyser Wetlands: A geothermal swamp.
[37-39]	Haunted Swamp: A swamp where non-corporeal undead lair.
[40-45]	Marsh: A swamp where herbs are the predominant plant life.
[46-50]	Marshland: A large Marsh.
[51-53]	Mire: A dangerous Bog or Fen.
[54-55]	Morass: A swamp with many mud and quicksand regions.

[56-57]	Moss: A swamp filled with clubmoss.
[58-60]	Murk: A misty, muddy swamp.
[61-62]	Mushroom Swamp: A swamp filled with mushrooms. When compared to a Fungal Swamp, a Mushroom Swamp has mostly edible mushrooms and very few deadly / poisonous / monstrous forms of fungi.
[63-67]	Peat Bog / Peatland: An alkaline marsh filled with peat moss.
[68-70]	Poisonous Swamp: A swamp where dangerous fogs and vapors are created due to rotting vegetation.
[71-73]	Quagmire: A deadly Mire, with mud and quicksand regions.
[74-78]	Salt Marsh / Salt Swamp: A saltwater swamp.
[79-82]	Shrub Swamp: A swamp where shrubs are the dominant form of plant life.
[83-84]	Slough: A shallow swamp with low muddy hills.
[85]	Sump: A dangerous swampy lowland where dangerous liquids collect (alchemical waste, magical waters, poisonous waters, slime-generating waters, etc.).
[86-87]	Swale: A relatively dry swamp, filled with rotting vegetation.
[88-94]	Swamp: A forested Wetland.
[95-96]	Tidal Marsh: A swampy Tidal Flat.
[97-00]	Wetlands: A region covered with shallow water and vegetation.

TEMPERATE SUBTYPES XVIII: TEMPERATE WASTELANDS

[01-02]	Alkali Flat: A dry, salty lake bed.
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[03-04]	Alkali Sink: A dry, deep, salty lake bed.
[05-06]	Banelands: Lands which have been corrupted and destroyed by chaotic evil magic. Monsters here may be possessed and/or driven mad.
[07-08]	Barchan Dunes: An area of low crescent-shaped dunes.
[09-11]	Barrens: A dry region of acidic soils.
[12-13]	Battlefield: A region where vegetation can no longer grow, due to an ancient battle which resulted in a curse, undead plague, and/or release of evil magic.
[14]	Battlegrounds: A region of many Battlefields.
[15-16]	Blight Lands: A land where the low surviving vegetation is corrupted, dying, and/or diseased.
[17]	Bone Fields: A Battlefield covered in bones and skulls.
[18-19]	Burned Forest Wastes: An ashy Wasteland caused by the recent destruction of a forest by fire.
[20-21]	Canyon Lands: An area with many shallow Canyons.
[22]	Chaos Wastes: Lands which have been corrupted and destroyed by chaotic or magic. Monsters here may be mutated and/or devolved.
[23]	Dead Lands: A large region of Emptiness.
[24-27]	Desert: A “general” dry, hostile region with very little rainfall.
[28-29]	Desolation: A gloomy, misty, and/or dying Desert.
[30-31]	Dried Mud Flats: A large region of Alkali Flats.
[32-33]	Dry Lake: A future Alkali Flat, where the lake has just recently evaporated.
[34-35]	Dune Lands: A Wasteland with many hilly Dune-covered regions.
[36-37]	Dune Sea: A very large region of Dune Lands.
[38-39]	Emptiness: A Desert completely devoid of vegetation.

[40-41]	Erg: A windy, dangerous Dune Sea.
[42-43]	Geyser Wastes: A Wasteland where occasional geothermal pools can be found.
[44-45]	Gibber: A Desert paved with gravel and pebbles, as opposed to sand.
[46-47]	Harrow: A Desert which has formed where arid Farmland has dried out.
[48-49]	Hoodoo Wasteland / Ventifact Wasteland: A Wasteland filled with eerie, strangely-shaped rock pillars (caused by wind).
[50]	Irradiated Wasteland: An ancient Wasteland created by a nuclear war which occurred thousands of years ago.
[51-52]	Loess Desert: A desert filled with silty outcroppings.
[53]	Malpais: An ancient, but largely un-eroded, volcanic Wasteland.
[54-55]	Mirage Wastes: A salty, reflective Desert which creates mirages.
[56-57]	Monsoon Desert: A Desert which occasionally sees torrential rainfalls.
[58-59]	Playa: A large Alkali Flat.
[60-61]	Poisonous Desert: A Desert where the remaining withered plants are poisonous, and perhaps even monstrous.
[62]	Reg: A large, stony Gibber.
[63-64]	Rock Desert / Stony Desert: A Gibber which is covered with large rocks, as opposed to gravel and pebbles.
[65]	Sabkha: A large region of Salt Flats.
[66-68]	Salt Flats: A white, radiant reach of salt Desert.
[69-70]	Salted Earth: A Wasteland caused by ancient warfare, where the victors salted and magically contaminated the conquered people's soils to make certain that nothing could grow there.
[71-72]	Salt Pan: A small region of Salt Flats.
[73-74]	Sand Sea / Sand Sheet: A Dune Sea where the Dunes are low-lying.

[75-79]	Sandy Desert: A Desert with very few rocky formations.
[80-81]	Scarred Lands: Violently magical Wastelands, where an ancient cataclysm has left fractures in reality.
[82-84]	Scree Land: A Desert of low cliffs and rocky slopes.
[85-88]	Tradewind Desert: A Desert which is frequently crossed by caravans.
[89-92]	Waste: A small Wasteland.
[93-98]	Wasteland: A bleak desert where lifeforms (and therefore random encounters) are infrequent.
[99-00]	Yardang Desert: A windy desert filled with tiered rock formations.



TEMPERATE SUBTYPES XIX: TROPICAL DEPRESSIONS

[01]	Elephant Graveyard: A valley filled with bones, where pachyderms come to die. The graveyard will of course be filled with elephant, mammoth, and mastodon ivory.
[02-06]	Lost World Valley: In game terms, a Valley which contains dinosaurs or primeval beasts.
[07-15]	Mudslide Hollows: A dangerous area of collapsed ground regions, where mudslides have opened holes into the underworld.
[16-00]	Archetypal Depression: Roll on Temperate Depression Table, above. Tropical conditions will still predominate.

TEMPERATE SUBTYPES XX: TROPICAL FORESTS

[01-10]	Cloud Forest: A forest of heavy mists and fogs.
[11-12]	Corrupted Jungle: An area where the jungle has been corrupted by diseases, slimes, or fungi.
[13-16]	Hilly Jungle: A jungle region with many changes in elevation.
[17-25]	Jungle: A very dense tropical forest, teeming with wildlife.
[26-30]	Lost World Forest: A forest which is populated by dinosaurs and/or primeval beasts.
[31-32]	Plantations: Cultivated land where trees and plants are grown by humans or demi-humans.

[33-34]	Quicksand Forest: A forest filled with sediment falls, mudslide ledges and quicksand pools.
[35-37]	Thorn Forest: A thorny Jungle.
[38-41]	Tropical Coniferous Forest: A rare forest type typically found on islands, where tropical pines and firs predominate.
[42-45]	Tropical Dry Forest: A vine-filled, patchwork forest which sees only seasonal rains.
[46-51]	Tropical Forest: Similar to a Jungle, but less dense (and perhaps less dangerous).
[52-57]	Tropical Rainforest: A Jungle which never has a dry season.
[58-62]	Scrubland: Tropical land filled with shrubs and bushes.
[63-65]	Swampy Forest: A forest / wetland area filled with pools, bogs, streams and quicksand pools.
[66-69]	Tropical Montane Forest: A mountainous tropical forest.
[70]	Twisted Jungle: A Jungle which has been corrupted by magic or the undead.
[71-75]	Untamed Jungle: A Jungle which is virtually unexplored by humans and demi-humans.
[76-00]	Archetypal Forest: Roll on the Temperate Forest Table, above. Tropical conditions will still predominate.
[01-10]	Cloud Forest: A forest of heavy mists and fogs.
[11-12]	Corrupted Jungle: An area where the jungle has been corrupted by diseases, slimes, or fungi.
[13-16]	Hilly Jungle: A jungle region with many changes in elevation.
[17-25]	Jungle: A very dense tropical forest, teeming with wildlife.
[26-30]	Lost World Forest: A forest which is populated by dinosaurs and/or primeval beasts.

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[71-75]	Untamed Jungle: A Jungle which is virtually unexplored by humans and demi-humans.
[76-00]	Archetypal Forest: Roll on the Temperate Forest Table, above. Tropical conditions will still predominate.

TERRAIN SUBTYPES XXI: TROPICAL FRESHWATER AND SHORES

[01-05]	Cenote: A water-filled sinkhole in a limestone cavern region.
[06-10]	Lost World River: A river that is inhabited by dinosaurs and/or aquatic primeval beasts.
[11-15]	Tropical Lake: A sizeable body of freshwater. Likely fed by one or more Tropical Rivers.
[16-30]	Tropical River: A relatively narrow tropical watercourse, which flows from a high elevation and down toward a lake, ocean or sea. Tropical rivers tend to be filled with beasts.
[31-00]	Archetypal Freshwater: Roll on the Temperate Freshwater Table, above. Tropical conditions will still predominate.

TERRAIN SUBTYPES XXII: TROPICAL HILLS

[01-18]	Hilly Jungle: Hills covered in Jungle.
[19-23]	Lost World Plateau: An isolated Plateau where dinosaurs and/or primeval beasts dwell.
[24-30]	Mudslide Slopes: Hills which receive heavy rainfall and which are prone to dangerous mudslides.
[31-35]	Tepui: A huge isolated tabletop mesa, which almost is almost a “Lost World” inhabited by dinosaurs and/or primeval beasts.
[36-00]	Archetypal Hills: Roll on the Temperate Hills Table, above. Tropical conditions will still predominate.

TERRAIN SUBTYPES XXIII: TROPICAL MOUNTAINS

[01-05]	Jungle Volcano: A volcano with Jungle growing over its slopes.
[06-09]	Lost World Spires: Mountains where dinosaurs and/or primeval beasts dwell.
[10-14]	Mountains of the Moon: Mountains which feature various plants (ferns, ginkgoes, creepers, etc.) which grow to tremendous size.
[15-23]	Mudslide Mountains: Mountains which receive heavy rainfall and which are prone to dangerous mudslides.
[24-27]	Pinnacle Gates of Elemental Fire: Multiple volcanoes, which harbor magical gates to the Elemental Plane of Fire.
[28-33]	Tepui Mountain: A huge isolated tabletop mesa, of significant elevation, which almost is almost a “Lost World” inhabited by dinosaurs and/or primeval beasts.
[34-50]	Tropical Peaks / Summits: Jungle-sloped mountains with pointed tops.
[51-00]	Archetypal Mountains: Roll on the Temperate Hills Table, above. Tropical conditions will still predominate.

TERRAIN SUBTYPES XXIV: TROPICAL PLAINS

[01-05]	Lost World Lowlands: Plains where dinosaurs and/or primeval beasts dwell.
[06-19]	Savanna: Grasslands covered with widely-spaced trees.

[20-24]	Tropical Farmland: Cultivated tropical land, near to villages or towns.
[25-34]	Tropical Grasslands: Tropical plains that are covered with grasses. Typically, these areas are windy and the grasses can be very high (from knee- to neck-level height).
[35-45]	Veldt: Land covered with low thorny grasses.
[46-50]	Volcanic Plains: Plains where volcanic activity is occurring near to (or sporadically on) the surface.
[51-00]	Archetypal Plains: Roll on the Temperate Plains Table, above. Tropical conditions will still predominate.

TERRAIN SUBTYPES XXV: TROPICAL SALTWATER AND SHORES

[01-03]	Atoll: A ring-shaped Coral Reef which encircles a lagoon.
[04-06]	Barrier Reef: A large, wide Coral Reef.
[07-08]	Blue Hole: A very deep underwater sinkhole.
[09-11]	Cay / Key: A low sandy island on top of a Coral Reef.
[12-13]	Coastal Desert: An arid region bordering a sea or ocean, which sees very little rainfall due to unusual wind patterns.
[14-18]	Coral Island: A large Cay / Key.
[19-22]	Coral Reef: A long, narrow underwater structure formed by corals.
[23-26]	Lagoon: A shallow region of saltwater, separated from the sea by a Barrier Island, Barrier Reef or Coral Reef.
[27-30]	Reef: As differentiated from a Coral Reef, a long, narrow underwater structure formed of rock.

[31-33]	Spice Islands: Islands which harbor rare, valued types of herbs and spices.
[34-40]	Tropical Island: An island covered with palm trees and/or Jungle.
[41-00]	Archetypal Saltwater: Roll on the Temperate Saltwater Table, above. Tropical conditions will still predominate.

TERRAIN SUBTYPES XXVI: TROPICAL SWAMPS

[01-02]	Deeping Gates of Elemental Water: A pure-water swamp of magical springs, where gates to the Elemental Plane of Water can be found.
[03-07]	Lost World Swamp: A swamp where dinosaurs and/or primeval beasts dwell.
[08-10]	Mangrove Swamp: A tropical saltwater swamp with large bushes and shrubs.
[11-14]	Quicksand Flats: A swampy region filled with many deep pools of quicksand.
[15-18]	Quicksand Forest: A forested swamp filled with many deep pools of quicksand.
[19-26]	Savanna Marshland: A hybrid Savanna and Marsh region.
[27-30]	Sweltering Quagmire: A hot, foggy Quagmire region.
[31-40]	Tropical Peat Swamp: A hot, misty Peat Bog.
[41-00]	Archetypal Swamp: Roll on the Temperate Swamp Table, above. Tropical conditions will still predominate.

TERRAIN SUBTYPES XXVII: TROPICAL WASTELANDS

[01-06]	Ashen Sea: An apocalyptic Dune Sea, made of ash instead of sand. Deadly storms and drowning pits will be common here.
[07-10]	Burned Jungle Wastes: An ashy Wasteland caused by the recent destruction of a Jungle by fire.
[11-15]	Lost World Wasteland: A Wasteland where dinosaurs and/or primeval beasts dwell.
[16-20]	Obsidian Flats: An ancient volcanic reach of sharp rocks and black glass.
[21-25]	Rain Shadow Desert: A nearly waterless Desert adjacent to a windy sea.
[26-00]	Archetypal Wasteland: Roll on the Temperate Wasteland Table, above. Tropical conditions will still predominate.

APPENDIX F: RANDOM WILDERNESS HAZARDS

This book is not really about wilderness exploration per se, but so as to not leave you hanging as you develop encounter ideas ...

Here is a small sampling of terrain-specific environmental hazards which you can expand upon as you develop your campaign's wilderness adventures.

Cold Terrain (in General): Animal Attack, Avalanche, Blizzard, Dehydration / Thirst, Disease / Illness, Drifting Snow, Dying Beast of Burden (or NPC Hireling), Earthquake, Exhaustion, Frostbite, Frostburn, Getting Lost, Ice Storm, Lost Item, Hypothermia, Random Encounter, Shifting Ice, Snowblindness, Starvation, Windstorm

Temperate Terrain (in General): Animal Attack, Contaminated Food, Contaminated Water, Dangerous Fungi / Molds, Disease / Illness, Dying Beast of Burden (or NPC Hireling), Earthquake, Exhaustion, Getting Lost, Hail Storm, Insect Bites / Parasites, Insect / Vermin Swarms, Lost Item, Random Encounter, Starvation, Thunderstorm, Windstorm

Tropical Terrain (in General): Animal Attack, Contaminated Food, Contaminated Water, Dangerous Fungi / Molds, Dangerous Plants, Dehydration / Thirst, Disease / Illness, Dying Beast of Burden (or NPC Hireling), Earthquake, Exhaustion, Getting Lost, Heatstroke, Insect Bites / Parasites, Insect / Vermin Swarms, Lost Item, Random Encounter, Starvation, Sunburn, Thunderstorm, Windstorm

Forest: Forest Fire, Forest-Dwelling Humanoids, Forest Monster Lair, Treefall

Freshwater: Becalmed (if Sailing), Capsized (if Sailing), Flooding, Freshwater Monster Lair, Heavy Fog / Mist, Leak (if Sailing), Portage / Rapids / Barrier, Shipwreck (if Sailing), Sudden Fall into Water (if Walking), Whirlpool

Hills: Chasm, Cliff, Mudslide / Rockslide, Hill-Dwelling Humanoids, Hill Monster Lair, Lightning Strike, Sinkhole, Washed-Out Trail

Mountains: Chasm, Cliff, Climbing / Scaling Surface, Collapsed Trail, Dead End, Lightning Strike, Mountain-Dwelling Humanoids, Mountain Monster Lair, Mudslide / Rockslide, Sinkhole, Washed-Out Trail

Plains: Dust Storm, Exposure, Grass Fire / Wildfire, Plains-Dwelling Humanoids, Plains Monster Lair

Saltwater: Becalmed (if Sailing), Capsized (if Sailing), Fata Morgana, Heavy Fog / Mist, Leak (if Sailing), Mutiny (if Sailing), Quicksand, Reef, Riptide, Saltwater Monster Lair, Sandbar, Shipwreck (if Sailing) Tidal Wave, Waterspout, Whirlpool

Swamp: Drowning, Poisonous Gases, Quicksand, Sudden Fall into Water, Swamp-Dwelling Humanoids, Swamp Monster Lair, Tar Pit

Wasteland: Cloudburst / Unexpected Rainfall, Dust Devils, Dust Storm / Sandstorm, Mirage, Poisoned Oasis, Wasteland-Dwelling Humanoids, Wasteland Monster Lair, Water Loss, Water Shortage

APPENDIX G:

RANDOM MAJOR CAMPAIGN EVENTS

To make your world seem truly alive, you may also want to surprise your players (and yourself!) with campaign events. These are major triumphs and calamities which occur in the game world, beyond the players' divination, input, or control. I actually discourage an over-reliance on such things, simply because while the GM is having fun disrupting the world, the players are trying to have their adventurers impact the world with through player skill, interaction, planning and creativity. If major random events take too much of the center stage, players can feel "small" or believe that their PCs' actions don't amount to anything truly significant. Worse, if the GM is constantly rolling up "earthquake," "forest fire" and "invasion," the players might be dissuaded from having their heroes ever set foot in the wider world again. Back to the dungeon they go, and there goes a lot of your interactive game world.

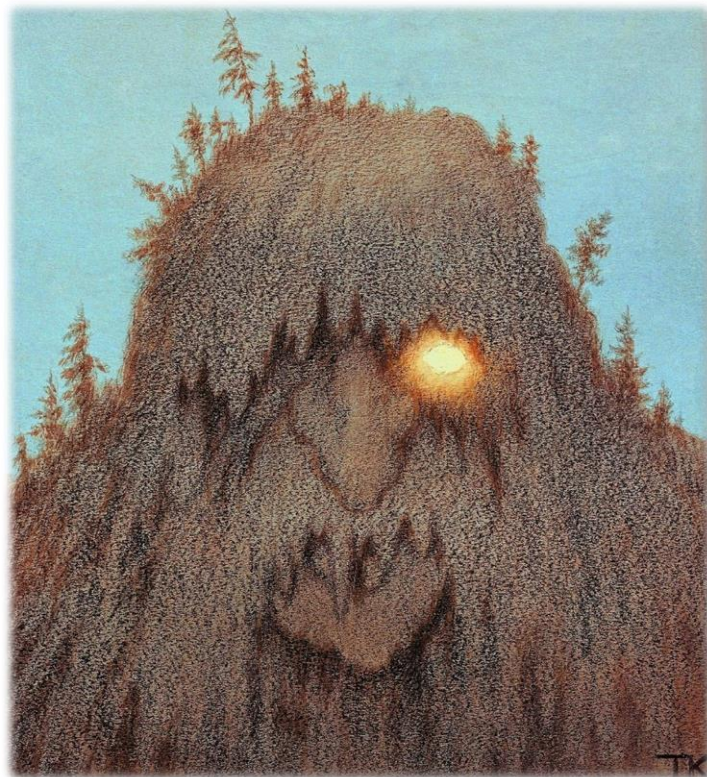
However, despite these warnings it can be useful to have some random guidance on how to set your world into motion. I recommend rolling on the following campaign events table once a month, in advance (you need preparation time!), and then rolling 1D30 to determine the day of incident. This guideline is subject to your game world's calendar, of course. But as a crude example, if it is currently Februarius 13 in your world and you roll up a natural disaster for next month with a D30 roll of 22, that means the event will hit on Marius 22.

As a rule of thumb, I suggest that you have the first events in your game occur "one realm over" from the PCs' current location. Then, you can gauge the players' interest in the event, their caution, their willingness to change course and to investigate (or flee), and the overall impression the event leaves on them. If your players are like mine, they will instantly decide that (a) the random event is a major plot hook, and they need to drop everything (including a prepared six-level dungeon) to go to the event location so they can all look for some new thing I haven't created yet, or (b) it's time to play a board game instead, because I'm out to kill them all.

If your players are interested in the random major events and the implied wider world of unpredictable activity, then you can roll up more events and decide if they will occur one realm over, or in the PCs' current location. Do be careful, however, because the players are very likely to derail your adventure plans if they believe you are given them a strong indication that they should be elsewhere!

[01]	Alien / Dimensional Visitation
[02]	Angel Omen / Visitation
[03]	Arch-Devil Wrath / Destruction
[04]	Artifact or Magical Realm Masterwork Destroyed
[05]	Artifact or Magical Realm Masterwork Found
[06]	Artifact or Magical Realm Masterwork Lost
[07]	Artifact or Magical Realm Masterwork Stolen
[08]	Assassination / Abduction Attempt on Ruler Fails
[09]	Battle, Crushing Defeat
[10]	Battle, Defeat
[11]	Battle, Imminent
[12]	Battle, Overwhelming Victory
[13]	Battle, Pyrrhic Victory
[14]	Battle, Victory
[15]	Crusade / Holy War Proclamation
[16]	Death of a Major Personage, Natural
[17]	Death of a Major Personage, Unnatural / Violent
[18]	Declaration of Allegiance / Peace
[19]	Declaration of War
[20]	Deities in Conflict
[21]	Deity Omen / Visitation
[22]	Deity Wrath / Destruction
[23]	Demon Lord Wrath / Destruction

[24]	Discovery of a New Land, Cloudland / Island / Shadowland
[25]	Discovery of a New Land, Dimensional Gate
[26]	Discovery of a New Land, Lost City / Lost World
[27]	Discovery of a New Land, Netherworld
[28]	Discovery of a New Land, Planar Gate
[29]	Discovery of New Monster Species, Friendly
[30]	Discovery of New Monster Species, Hostile
[31]	Discovery of New Monster Species, Ominous / Unknown
[32]	Dragon (or Titan) Allegiance
[33]	Dragon (or Titan) Attack / Destroyed Settlement
[34]	Dragon (or Titan) Slain / Treasure Rush



[35]	Fall of a Major Organization / Secret Order
[36]	Fall of a Realm Ruler, Abdication / Dethronement
[37]	Fall of a Realm Ruler, Abduction / Kidnapping
[38]	Fall of a Realm Ruler, Mysterious Disappearance
[39]	Fall of a Realm Ruler, Natural Death
[40]	Fall of a Realm Ruler, Unnatural / Violent Death
[41]	Fallen Angel Wrath / Destruction
[42]	Financial Disruption / Mass Devaluation
[43]	Humanoid / Monster Invasion
[44]	Insect Plague / Locust Swarms / Spider Swarms
[45]	Magical Visitation, Omen of Evil
[46]	Magical Visitation, Omen of Good
[47]	Magical Visitation, Omen of Uncertain Meaning
[48]	Major Animal Extinction / Migration
[49]	Major Demi-Human Conflict, One Race (Dwarf Clans at War etc.)
[50]	Major Demi-Human Conflict, Two Races (Elves vs. Gnomes etc.)
[51]	Major New Institution (Arenas, Jousts and Melees, Traveling Menageries, etc.)
[52]	Major Trade Glut (prices for trade good crash)
[53]	Major Trade Shortage (prices for trade good soar)
[54]	Mass Hysteria / Madness / Dancing Plague / Witch Hunts
[55]	Mega-Dungeon Discovery, Cloud Castle / Dolorous Garde
[56]	Mega-Dungeon Discovery, Lost Temple Ruin

[57]	Mega-Dungeon Discovery, Massive Cave System
[58]	Mega-Dungeon Discovery, Materializing Haunted Manor House
[59]	Mega-Dungeon Discovery, Unique (GM's Choice; see also supplement CDDG1)
[60]	Monster Invasion / Migration
[61]	Monstrous Plague Outbreak (Lycanthropy, Vampirism, etc.)
[62]	Natural Disaster, Avalanches / Mudslides / Rockslides / Sinkholes
[63]	Natural Disaster, Earthquake
[64]	Natural Disaster, Falling Star / Rain of Fire
[65]	Natural Disaster, Flooding / Tsunami
[66]	Natural Disaster, Forest / Plains Fire
[67]	Natural Disaster, Storm (Blizzard, Deadly Thunderstorm, Hurricane, Sandstorm, etc.)
[68]	Natural Disaster, Tornado / Waterspout(s) / Whirlwind(s)
[69]	Natural Disaster, Volcanic Eruption
[70]	Nature Disaster, Drought / Famine / Heat Wave
[71]	Plague Outbreak
[72]	Rebellion / Riots / Unrest
[73]	Refugee Crisis / Mass Human Migration
[74]	Resource Depletion (Existing Trade Good)
[75]	Resource Discovery (Existing Trade Good)
[76]	Resource Discovery (Potential New Trade Good)
[77]	Rise of a Major Organization / Secret Order
[78]	Rise of a Realm Ruler, Challenger or Rebel Leader

[79]	Rise of a Realm Ruler, Impostor or Pretender
[80]	Rise of a Realm Ruler, Rightful Partner or Reagent
[81]	Rise of the Dead / Zombie Apocalypse
[82]	Siege of a City
[83]	Siege of a Stronghold
[84]	Sign of the Apocalypse



[85]	Terrain Feature Created / Unveiled
[86]	Terrain Feature Vanishes / Destroyed
[87]	Time Anomaly, Falling Back to the Past / Time Slowed
[88]	Time Anomaly, Leap to the Future / Time Accelerated
[89]	Time Anomaly, Time is Halted / Stasis
[90]	Unnatural Disaster, City Destroyed / Fleet Sinking
[91]	Unnatural Disaster, Collapse / Industrial Accident
[92]	Unnatural Disaster, Magical Phenomenon
[93]	Unnatural Disaster, Planar Aberration
[94-98]	Roll Twice (Cause / Phase 1 and Effect / Phase 2)
[99-00]	Roll Twice (Random and Separate Events)

APPENDIX H: DEVELOPING A REALM HISTORY

I know that you might love to have a complete realm history system which covers every single possible type of event, with lots of lead-ins into various subtables for personage names, actions, downfalls, and so forth; but such a system would be impossible to create with any level of detail. Rather, I here provide you with an abstract and basic system which you can use to develop a chronological sequence of very general ideas which you can elaborate upon to develop your realm. Remember, this is a Role-Playing Game. It is not a storytelling session in which the Game Master regales the players with long tales about things which have already happened, which do not involve their adventuring PCs in the slightest!

If you want to develop an ultra-detailed history for one or more of your campaign realms, my sincere advice is to play the game, and record the PCs' actions out in the world. After the adventure is complete, write a story about it. If the story about the PCs'

heroics and tragedies is compelling enough, and on a large enough scale, then voila! There is your realm's living history. But if the PCs are not yet powerful enough to greatly influence the course of your world, then why do you need to worry about the realms' histories yet? The players have no reason to be interested in such things when there's a world of unpredictable adventure out there waiting for them, with their Player Characters as the stars of the show.

That being said, here are a few hundred ideas for realm history. Simply roll 1D1000, record the general idea, and then elaborate upon it.

Keep rolling until you have however many events you want (10, 20, 100, whatever), and then create a chronicle which ties the events together in the sequence you rolled them in. Remember, however, that cause and effect between disparate events is frequently an illusion created by historians. You don't need to have one event logically follow as a direct result of an earlier action, unless you want to. If you would rather have your realm's history be a seemingly random hodgepodge of sequential events, that is actually more realistic than writing a narrative framing every event as an interlocked series of episodes.

[01-02]	Bloodline Alliance (Co-Rulership / Marriage etc.)
[03-04]	Change / Founding of Capital City
[05-06]	City Destroyed
[07-08]	City Founded
[09-10]	Distant Empire Falls, Calamitous Effects on Realm
[11-12]	Distant Empire Rises, Mixed / Positive Effects on Realm
[13-14]	Establishment / Extinction of Mythos Worship
[15-16]	Extinction of Ruling Bloodline
[17-18]	Formative Alliance, Absorbed by Neighboring Realm
[19-20]	Formative Alliance, Territorial Expansion
[21-22]	Formative Contact with the Netherworld, Mixed Results
[23-24]	Formative Contact with the Netherworld, Negative Effects

[25-26]	Formative Contact with the Netherworld, Positive Effects
[27-28]	Gate Contact with Another World, Alternate Material Plane
[29-30]	Gate Contact with Another World, Future / Past
[31-32]	Gate Contact with Another World, Planar
[33-34]	Great Cultural Change, Alignment / Ethos
[35-36]	Great Cultural Change, Population Disparities (Flux in Human Ethnicities)
[37-38]	Great Cultural Change, Population Disparities (More or Fewer Demi-Humans)
[39-40]	Great Cultural Change, Wealth / Economy
[41-42]	Legendary Battles with Dragons / Titans
[43-44]	Legendary Battles with Humanoids
[45-46]	Legendary Battles with Monsters
[47-48]	Magical Invention / Discovery, Mixed Results
[49-50]	Magical Invention / Discovery, Negative Effects
[51-52]	Magical Invention / Discovery, Positive Effects
[53-54]	Mass Migration, Demi-Humans, Population Decrease
[55-56]	Mass Migration, Demi-Humans, Population Increase
[57-58]	Mass Migration, Humans, Population Decrease
[59-60]	Mass Migration, Humans, Population Increase
[61-62]	Mega-Dungeon Discovery / Finding / Exploration
[63-64]	New Ruling Bloodline
[65-66]	Rise / Fall of Legendary Hero
[67-68]	Rise / Fall of Legendary Nemesis

[69-70]	Technological Development, Mixed Results
[71-72]	Technological Development, Negative Effects
[73-74]	Technological Development, Positive Effects
[75-76]	Trade Resource Discovered / Developed
[77-78]	War, Ending in Defeat / Territory Loss
[79-80]	War, Ending in Peace (no appreciable territory gain)
[81-82]	War, Ending in Victory / Expansion
[83-84]	Wilderness Discovery / Finding / Exploration
[85-00]	Roll on Random Major Campaign Events Table



ABOUT THE AUTHOR

Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy depths of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981. Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time. Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation. Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come. In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects. At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grogardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web. There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

OTHER BOOKS

BY KENT DAVID KELLY

This book was a labor of love, and like all of my works it has been self-published. Notoriously, online vendors do not always play nicely with one another, and sadly you must know that I cannot provide you with exhaustive links to the various sites where all of my various books are sold. (And I kindly ask that you please not pirate my works, as that takes money and security away from my family.) But I can provide you with the titles, and you can go exploring on your own to discover my other works! Google is a beautiful thing. My available books, as of early 2017, include:

[1] **Arachne: A Pyre of Angels**

CASTLE OLDSKULL FRPG GAMING SUPPLEMENTS

[2] **City-State Encounters (CSE1)**

[3] **The Classic Dungeon Design Guide (CDDG1)**

[4] **Dungeon Delver Enhancer (DDE1)**

[5] **Game World Generator (GWG1)**

[6] **The Great Dungeon Bestiary (CDDG2)**

[7] **Mega-Dungeon Monsters & Treasure (MDMT1)**

[8] **Treasure Trove: The Book of Potions (TT1)**

[9] **The Complete Alice in Wonderland**

(and many other public domain author editions, published under the Wonderland Imprints blazon)

[10] **Cthulhu in Wonderland**

DUNGEON MASTER'S GUILD GAMING SUPPLEMENTS

[11] **Chaos Picatrix 1: 167 Shards of Chaos (CP1)**

[12] **City State Creator I (ELD2)**

[13] **City State Creator II (ELD3)**

[14] **Dungeon Crucible: 1,000 Dungeon Names (DC1-B)**

- [15] Dungeon Crucible: Random Dungeon Name Generator (DC1)
- [16] Guy de Gaxian's Dungeon Monsters: Level 1 (GG1)
- [17] Old School Dragons: Molting Wyrmlings (DR1)
- [18] Oldskull Rogues Gallery I (ORG1)
- [19] Oldskull Rogues Gallery II (ORG2)
- [20] 1,000 Rooms of Madness (DC2-S)
- [21] Random City State Events (ELD1)
- [22] Random Treasure Trove Generator (RTT1)
- [23] Spawning Pool of the Elder Things (SP1)
- [24] Treasure Trove 1: Challenge 1 Treasures (TT1)
- [25] Treasure Trove 2: Challenge 2 Treasures (TT2)
- [26] Treasure Trove 3: Challenge 3 Treasures (TT3)
- [27] From the Fire: An Epic Novel of the Nuclear Holocaust

HAWK & MOOR: THE UNOFFICIAL HISTORY OF DUNGEONS & DRAGONS

- [28] Book 1: The Dragon Rises
- [29] Book 1: The Dragon Rises, Deluxe Edition
- [30] Book 2: The Dungeons Deep
- [31] Book 2: The Dungeons Deep, Deluxe Edition
- [32] Book 3: Lands and Worlds Afar
- [33] Book 4: Of Demons & Fallen Idols
- [34] Book 5: Age of Glory
- [35] The Steam Tunnel Incident

THE LYRIC BOOKS OF SHADOW

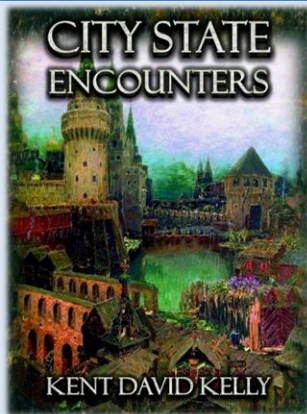
- [36] I: For the Dark Is the Light
- [37] II: The Summoning of Dark Angels
- [38] The Necronomicon: The Cthulhu Revelations

(Various other books are out of print, being reworked, stuck in a closet half-completed, or stuck inside my head ...)

Please consider telling at least one friend about my books, and please leave me a review if you particularly enjoyed a title! Authors live and die by their reviews, and I appreciate your readership! Until next time ...

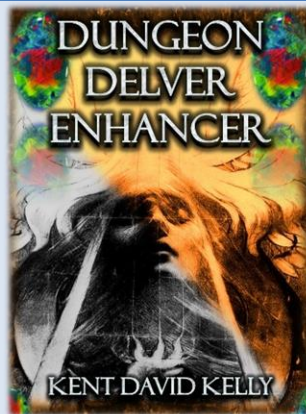
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Castle Oldskull – Old School FRPG Supplements (at DriveThruRPG.com)



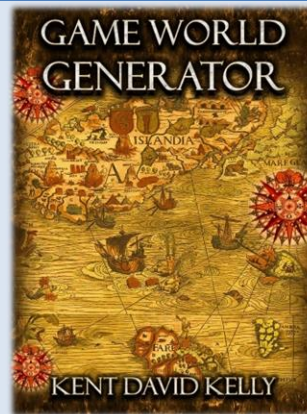
[CSE1](#)

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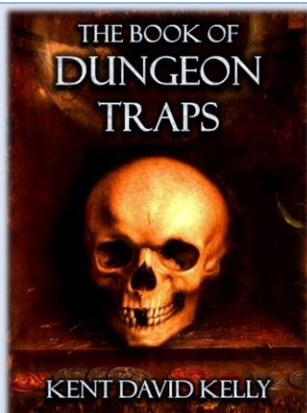
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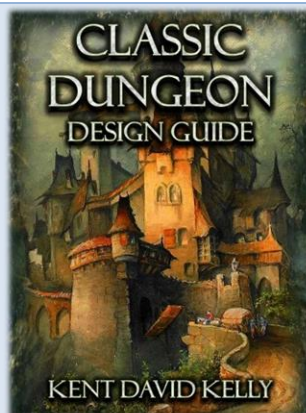
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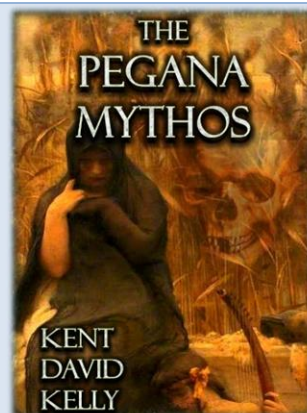
[BDT1](#)

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