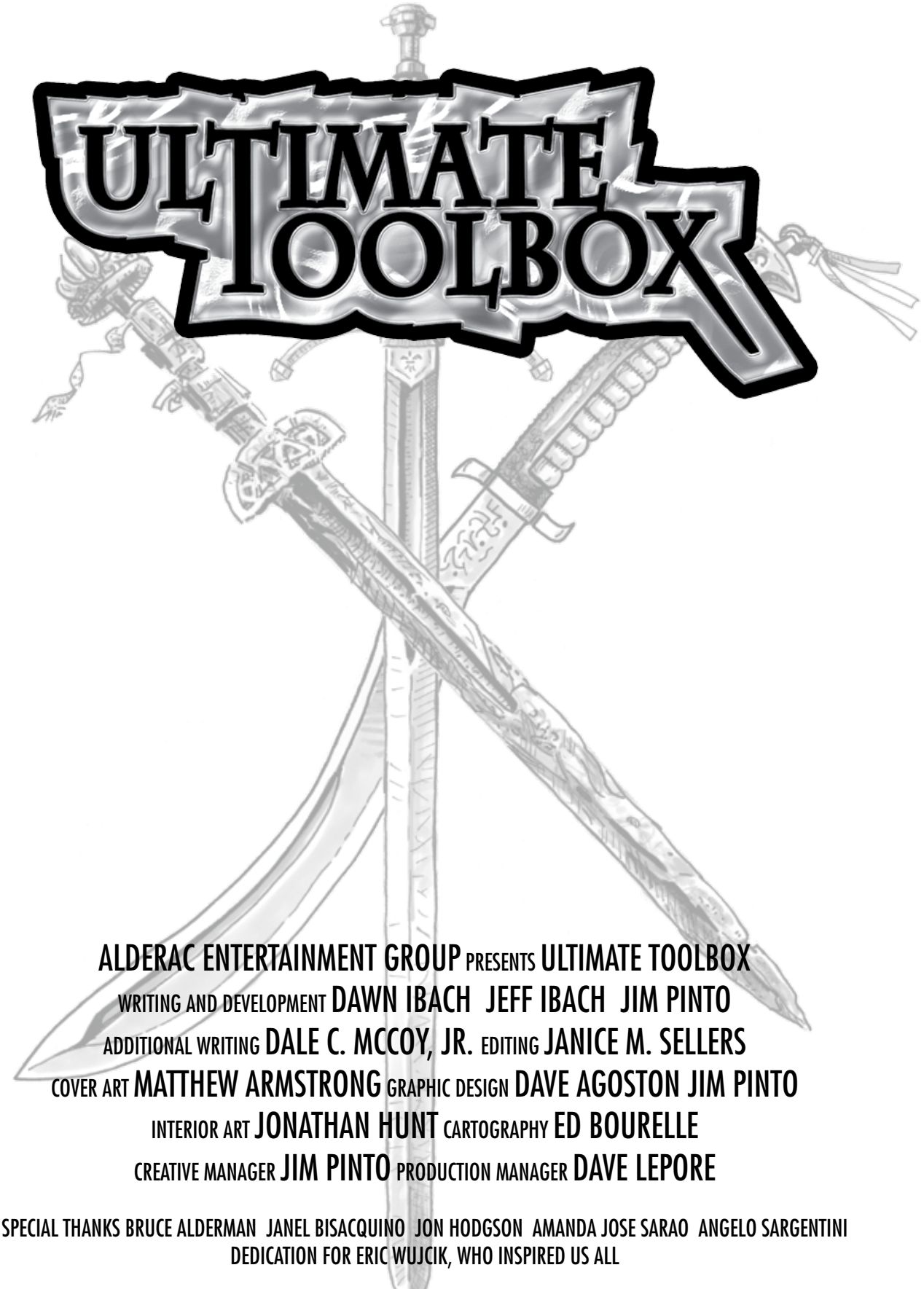
ULTIMATE TOOLBOX

IBACH · IBACH · PINTO



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Introduction

I don't work well in a void. Being an avid fantasy game master for nearly 30 years, I sometimes take my active imagination for granted. Indeed, we gamers all have the wonderful ability beyond the mundane to create worlds, stories and characters on par with authors and screenwriters.

And at other times… not.

I usually work at my best when my imagination is lit by a spark…just a little something to get me going. I've crafted entire adventures from a single piece of fantasy artwork. I've devised encounters and NPCs specifically off a good painted miniature that catches my eye. I've even crafted an entire campaign after listening to a song by Fleetwood Mac.

It was this need for *sparks* that initially inspired Dawn to write the articles known as "Miscellaneous Mishaps" for a certain magazine about Dragons. Being behind that screen is taxing enough, but adding in little details, description and unique trappings are part of the job, and expected by players. It was this logic that led to the development of the first *Toolbox* by our wise friends at AEG (and the lists we all knew we needed thanks to a book on the subject by Gary Gygax in 1979).

While the original *Toolbox* was designed for GMs, we found that players were mining it for character hooks to flesh out character backgrounds and histories. This book continues in that tradition and is even more valuable to both players and GMs like never before.

Here then — in development for nearly five years — is *Ultimate Toolbox*. At game conventions, email chats and online message boards, we've seen the original *Toolbox* appear again and again on favorite book lists and folks always asked if more lists were coming.

Here is that work.

Beleaguered game masters everywhere, rejoice. We think these tables complement the original but this tome alone should be enough to help add flavor and detail to any game session you run.

Enjoy!

— Jeff Ibach

I can remember my fascination with charts and tables going back to high school gaming. Even before that I had a love affair with baseball statistics and numbers. Heck, I used to read encyclopedia entries for fun. When I saw the potential for a random name generator in my fantasy roleplaying (at the age of 12), I didn't let my lack of understanding about dipthongs and bilabial tones stop me from making the world's *worst* graph of syllables, consonants, and vowels.

My fascination with charts died when I got to college where I wrote stories, rather than spend time building complex game worlds. Certainly they would always be my mistress, as some of my past designs and campaigns would suggest, but I never loved them with the same enthusiasm... only turning to them before a game, never during.

All of that changed when I started working on the *7th Sea* and *Legend of the Five Rings* roleplaying games. All of a sudden, I found myself buying reference books again, pouring over foreign language dictionaries, and letting myself get inspired by something as simple as a song title or lyric. Inspiration was everywhere and once again I was a sponge, soaking up the data that would be used for great adventures.

This book is a culmination of years of not just gaming, but the inspiration for that gaming — both my side of the table as well as Jeff's and Dawn's. This book is packed with stuff. I wish there was more, to be honest. As I write this, I can't help but imagine that we left out a chart about how to cook a wyvern or where to dispose of a mummy… hmm… hey Jeff!

— jim pinto

USING ULTIMATE TOOLBOX

Generic lists are everywhere. Some give you 2,000 species of parrots; some provide 3,000 kinds of trees. You get the idea. And while we appreciate levels of detail, this book offers a wider variety of subjects we felt were more vital at the game table itself or in preparation for running a game, not preparing a lecture on biology or botany. This book doesn't pretend to be anything more than an adventure and persona builder, GM's tabletop companion and writer's-block buster.

Some folks like to read *Toolbox* before a game. While waiting for players to arrive, they enjoy just flipping through, making mental notes, or jotting down some ideas that strike their fancy to include in the session. Sometimes reading through a section is enough to get your creative juices flowing and allows you to feel better prepared for improvisational narrative.

If you know the party is coming to a city, or about to explore a forest or take a sea journey, turning to the pertinent sections and perusing the entries gives you tons of ideas to add flavor and detail. Better yet, an unexpected twist or confrontation to the story.

When creating a new character or bit part for a roleplaying game, there is plenty here from naming it, to determining personality, background, quirks, and appearance, either randomly or by picking your favorite entry.

Last but not least, with a healthy dose of sticky tabs and easy access to this tome's index, this book suddenly becomes vital when the players either go off the beaten path or do something unexpected. By letting your eye catch an entry or with a simple roll of a 20-sided die, you can determine what they see, hear, smell, encounter and what other possibilities present themselves.

OVERVIEW AND INDEX

It's not always obvious where a table might appear in this book. Some chapters have vague sweeping themes and it may not make immediate sense that Black Market (for instance) is in the Maritime chapter, but once you realize that smugglers and pirates are, well…

We've tried to be logical and still make the book useful. On the next two pages, you can find an overview of each chapter, with some hint as to what you might find inside. And of course, at the end of the book, there's an index to cross-reference all the meaty bits.

CHAPTER ONE

Here we can help you visualize your game persona. A good character needs a name (actually these are in the appendix), a motivation, a good memorable quirk or two, and the details that make it stand out among the crowd. This chapter helps with all those things, and more; not just naming a character, but giving it a reason to adventure, helping flesh out a fear, and idiosyncratic details that make it come to life (even familiars, mounts, and pets). Keep an eye and marker here. Many times in different chapters the need for a name will arise, from a location, NPC or another special character from the past. These are just as useful for helping a GM prepare characters the players will meet as it is for players crafting memorable heroes.

CHAPTER TWO

This chapter helps you create worlds and flesh out campaign details. While it doesn't draw the map for you, it should trigger plenty of ideas and offer inspiration. If anything, it helps you realize some of the more overlooked features world builders sometimes leave behind. If you are about to cross over a mountain range to an unexplored area of your own home game or build a world from scratch, there are some valuable tools here to help in this endeavor.

Draw out an area shape on graph or hex paper using information in whatever game master book you're using. Don't forget the borders of nations. Name them, decide on their governments, and then fill them in with loads of choices from the various "map features" charts. Give each realm a personality based on some of the more flavorful entries of the campaign hooks, astrology, cataclysms, and years of importance, tailoring each decision to the realm to give it its own feel and history.

CHAPTER THREE

This chapter follows a distinct flow that may not readily be apparent. First, are tables that help a GM view and build a city. It answers the basic questions — how big is it, what is the population like, who rules (and who really rules). Next are descriptive tables that help the GM visualize and describe a city from a character's point of view, almost like a tour. This is a basic city description (perhaps as seen from a distance) and lore they may have heard, followed by the city gates and the initial architecture. There are sights, sounds and smells to help set the mood. Finally, the chapter delves into the different places the characters will explore and interact with — merchants, guilds, inns, taverns, and the like — and the various interests that naturally attract adventurers.

CHAPTER FOUR

This chapter collects all the information you'll need when the characters set sail for the high seas. The first part details various ports of call and dockside encounters and descriptions. This section is best used in conjunction with the cities chapter to build ports. The rest of the chapter delves into ships, maritime missions and interesting information and encounters while sailing. It's a grab-bag of nautical information, slang, treasure, and adventure hooks. Here you can name your ship, determine the wind and weather, use terms to liven up your role-playing and gather loads of lore to inspire seagoing PCs.

We realize the sea sometimes offers limited choices for characters and the types of encounters you can have. We also recognize that many game masters wish to inject something different or detailed in such a journey other than "you travel the high seas for three days and reach your destination." This chapters helps you explore the many game possibilities of high seas travel… with a healthy dose of pirates.

CHAPTER FIVE

More than any other chapter, these entries may come in most handy for fleshing out an unprepared section of a dungeon. When the "impassable passage" suddenly becomes clear, or the characters wander down a corridor the text reveals as "please extrapolate on your own, we ran out of room here," you're all set. How do they get in, what are the walls like, what's in the room, on the walls, in the chambers and how is it lit? What do they see hear and smell? How about the secret doors you know are there somewhere? It's all here.

Alternatively, if you are preparing for an adventure in a small dungeon environment, this chapter helps you map it out, decide what types of rooms, chambers, corridors and special features to include and some of the special treasures to be unearthed.

CHAPTER SIX

Have plenty of feudal knights and wily rogues but need some mysterious magic to shake up the campaign and keep it fantastic? This is the chapter to use. Helping expand your horizons and imagination when it comes to magic in your game, this chapter provides different magical power sources, loads of evocative names for magic items and devices, and various rituals and the like. Magic item creation flavor helps explore the interesting side of forging enchanted items and we provide you with magical mishaps, command words for items, spell component ideas and magical concoctions made from alchemy and nature.

Finally, this chapter delves a bit into extraplanar travel and the possibilities of devising your campaign's cosmos. From the portals, keys and hazards needed to travel the planes, to folk you might encounter there and the communities they live in, we try exploring a number of options for your design including alternative planes and planar factions.

CHAPTER SEVEN

We have already said that many treat *Ultimate Toolbox* as a cure for common writer's block. If that's the case, we hope this chapter will become vital in developing your own adventures, or better yet, tailoring premade adventures to your game group. There are literally thousands of ideas, sparks, and premade plots to steal from and make your own. We have tables allowing you to take a simple plot and diabolically twist it in new, surprising ways. Trying to avoid stereotypes and typical adventure fare when we can, we hope to liven up your stories with evocative locations, interesting encounters and developing and naming villains and henchmen. Recognizing the role religion plays in many campaigns, there is enough work in here to create pantheons, grand-scale plotlines and destinies to fulfill.

APPENDIX

At last we reach the extra GM goodies. Names, mostly, but we've thrown in a few random charts to flesh out places in the book where theme was more powerful than editing. And we put over 20 pages of names together (real and fantastic), all in one place.

And after that, there's an extremely useful index as well. How's that for door to door service?

Finally, we want to say thank you to some of the fans out there who loved *Toolbox* so much that you recommended new tables for this one. Your love of charts almost makes this worth it. But really, we do it for the millions of dollars and not the fame like so many people assume.

CHAPTER ONE

CHARACTER

BACKGROUNDS

Table 1–1: Character Beginnings

1	Abandoned by father
2	Abandoned by mother
3	Born at sea calling no land home
4	Born into a convent
5	Born into a mining camp
6	Born into slavery
7	Given over to a special school for raising
8	Grew up among nonhumans
9	Grew up an only child
10	Grew up an orphan
11	Grew up as a refugee with parents
12	Grew up in a large family—many siblings
13	Grew up in a small family—one/two siblings
14	Grew up into a guild or profession
15	Raised by a monstrous clan
16	Raised in the wild
17	Raised in poverty in a city or town
18	Raised in wealth in a city or town
19	Raised on a farm
20	Raised on a frontier homestead

Table 1–2: Family Composition

1	Both parents alive, 1 sibling
2	Both parents alive, 2 siblings
3	Both parents alive, 2d4 siblings
4	Both parents alive, 3 siblings
5	Both parents alive, 4 siblings
6	Both parents alive, no siblings
7	Neither parent alive, 1 sibling
8	Neither parent alive, 2 siblings
9	Neither parent alive, 2d8 siblings
10	Neither parent alive, 3 siblings
11	Neither parent alive, 4 siblings
12	Neither parent alive, no siblings
13	One parent alive, 1 sibling
14	One parent alive, 2 siblings
15	One parent alive, 2d6 siblings
16	One parent alive, 3 siblings
17	One parent alive, 4 siblings
18	One parent alive, no siblings
19	Orphaned
20	Unknown family and background

Table 1–3: Famous Ancestry

1	Artisan of amazing skill and precision
2	Created a potent magical weapon
3	Deeds were legendary but never proven
4	Discovered and named a great place
5	Exiled for crimes against the realm
6	Failed merchant or guild leader
7	Famous poet or entertainer
8	Fell in a titanic battle as the leader
9	Founded a cult to oppose local church
10	Founded a town or community
11	Great hero of the realm
12	Highly successful merchant or guild leader
13	Liar and cheat who died a pauper
14	Lost during a dangerous pilgrimage
15	Magical bloodline produced a powerful sorcerer
16	No ancestor of note
17	Political leader of note in city
18	Powerful cleric of a strange faith
19	Settled here from far away
20	Wizard who formed an academy

LET'S GET STARTED

You may notice that there are twenty items in every chart in this book. This makes using the *Ultimate Toolbox* that much easier. You can choose, roll, or blindly flip through the book and steal what you need from the hundreds and hundreds of ideas throughout. Along the way, you'll find sidebars like this one, giving helpful advice for alternative uses for even the most mundane charts. Just because it's a pickpocket chart doen't mean it's not also a "for sale" chart or a list of items in a dead man's pockets. Don't let the titles of the charts dissuade you from years of happy gaming and writing inspiration. We're going to say this a lot, but there is no wrong way to use this book.

Table 1–4: Character Backgrounds/Concepts 1

1	Addict. You are addicted to drugs, alcohol, adrenaline, tobacco, or some combination.
2	Albino. Your body lacks pigmentation; this can affect hair, skin, and eyes or just your eyes.
3	Allergies. You are allergic to some form of creature, dust, mold, plant oils or even perfumes.
4	Animals. You have a soft spot for strays and often feed them or leave food behind.
5	Aquatic. You have a great love of the sea; you swim or sail whenever possible.
6	Attention. You make a spectacle of yourself with theatrical speeches, grand entrances, or odd behavior.
7	Betrayal. You've been betrayed by a specific race member, never trusting a word any of them say.
8	Black sheep. Your family members are all pillars of society, except you.
9	Blades. You are fascinated by bladed weapons of all sizes and shapes.
10	Bloodlust. You get irritable if too long a time passes between battles.
11	Bodyguard. You feel protective of another member of the group, whether you're paid to be or not.
12	Boring. You believe your childhood was completely uninteresting, changing facts to liven it up.
13	Bullies. You can't wait to gain power and show the bullies back home who is boss.
14	Carouser. You find your way into both public and private parties whenever possible.
15	Children. You adore children, hoping someday to have a family of your own.
16	Clotheshorse. You just have to buy new clothes; some of them you only wear once.
17	Color-blind. You can't see the difference between red and green or blue and yellow.
18	Connoisseur. You eat and drink only the very best beverages and foods, no trail rations for you.
19	Crafts. You are handy and can make just about anything; pass the time while traveling with crafts
20	Demigod. You believe divine blood runs in your veins.

Table 1–5: Character Backgrounds/Concepts 2

1	Envious. You wish you belonged to the race/nation that borders your own.
2	Evil. You believe agents of evil seek you out for an unknown purpose.
3	Family. Your family expected much from you, but you have your own plans.
4	Famous. You have the youthful drive to be famous and follow any chance to do so.
5	Fascinated. You are fascinated by a particular form of creature, studying and tracking it.
6	Favor. Someone or something owes you a favor.
7	Feast. You never order less than one of everything on the menu, the beverage list or both.
8	Fickle. You are never happy with a choice and often change your taste at whim.
9	Fleeing. You are hiding from your friends and family, who insist on an arranged marriage.
10	Flying. You have a desire to fly and once these means are acquired, you will use them all the time.
11	Fortune-teller. You carry a divining tool (tarot cards, rune stones, rune sticks, bones, etc.)
12	Gambling. You can't resist the lure of games of chance—which doesn't mean you're good at them.
13	Ghosts. You see the spirits of people who have not passed on yet.
14	Good. You believe agents of good seek you out for an unknown purpose.
15	Gourmet. You always make meals out of whatever is available, encouraging others to try some.
16	Guilty. You believe you are to blame for the death of someone close to you.
17	Half breed. You suspect there is unusual blood running in your veins…
18	Hatred. There is someone in your past whom you despise, whether or not that person is aware.
19	Heartbreaker. You love them and leave them, it's just your way.
20	Hero. Someone in your family is a hero; you are on a personal quest to outdo their exploits.

Table 1–6: Character Backgrounds/Concepts 3

1	History. You have a love of antiquities; history and ancient lore fascinate you.
2	Honest. You can't tell a believable lie—which could be at odds with your ambitions.
3	Horror. You love to be terrified; the spookier and scarier things are the better you like it.
4	Hurt. You've been hurt by members of the opposite sex and now you distrust them.
5	Husbandry. You see to the group's mounts' needs even more carefully than to your own.
6	Hygiene. You often make your companions wait while you freshen up at all hours of the day.
7	Illegitimate. You are the bastard child of someone of importance.
8	Indigestion. You have a very delicate stomach and must eat the blandest of foods or suffer greatly.
9	Insane. You are either suffering from a form of insanity or you pretend to be afflicted.
10	Joker. You like to play practical jokes on your companions.
11	Journal. You keep a detailed log of all your endeavors.
12	Kleptomaniac. You just can't resist putting trinkets and baubles into your pockets.
13	Liar. You can't seem to tell the truth—which could make life difficult if you intend to be honest.
14	Lightweight. You have no tolerance for alcohol of any type; even the smallest sip will affect you.
15	Link. You have a mental link to a villain; in your dreams you see his crimes being committed.
16	Loner. You abstain from physical contact and "interaction."
17	Luck. You carry a charm, going to extreme measures to avoid losing it.
18	Macabre. You find death of great interest, often watching for departing spirits of those recently slain.
19	Married. You are either happily or unhappily married, with or without children.
20	Military. You once belonged to the King's men, local militia, or a regimented mercenary company.

Table 1–7: Character Backgrounds/Concepts 4

1	Miser. You find it very difficult to spend money; you'd much rather save it.
2	Mount. You have bonded with a mount; this creature is your best friend.
3	Mute. You can't or won't speak; you may know some form of sign language.
4	Night owl. You sleep half the day, spending the night awake.
5	Nightmares. You are often plagued by bad dreams that you can barely remember.
6	Nobility. You are somehow from noble blood and prefer the company of aristocracy.
7	Obsessive. You look for meaning in everything, sometimes even in trivial matters.
8	Oracle. You have dreams that you believe foretell the future.
9	Ordinary. You believe you are nothing special.
10	Orphan. Your kin are a mystery. You either search for them or prefer to remain in the dark.
11	Outcast. You were raised by a race different from your own.
12	Outlandish. You wear odd clothes and often (unknowingly) dress in clashing colors.
13	Patriotic. You respect and admire the local government. You don't like seditious speech.
14	People. You are a people person and never forget a name, a face or both.
15	Pious. You are not a priest, but you are a devout follower of a deity, perhaps even fanatic.
16	Polygamy. You are married to more than one person. They may or may not know about each other.
17	Posing. You pretend to be a member of the opposite sex.
18	Prodigy. You are of another class, but have some wizard spells available to you.
19	Prophecy. You believe that either you or someone you know will fulfill a prophecy, for good or ill.
20	Pursued. You are pursued—crime, mistaken identity—which threatens your independence.

Table 1–8: Character Backgrounds/Concepts 5

1	Pyromaniac. You build bonfires instead of campfires. You enjoy tending a fire, making sure it stays lit.
2	Ravenous. You are always hungry, often eating in the saddle and sometimes even during battle.
3	Ringer. Someone who looks like you makes your life difficult, generally ruining your reputation.
4	Rival. You have a rival of the same class and general level; you are always trying to outdo each other.
5	Shill. You size up people quickly and work with others to earn their confidence for your own ends.
6	Single parent. You have children being raised by family members while you adventure.
7	Slander. Someone works to ruin your reputation, coloring your exploits with unflattering lies.
8	Sleepwalker. You walk in your sleep and often find yourself in strange places when you awake.
9	Sleepy. You never sleep enough. Once in a city you can spend the entire day and night in bed.
10	Superstitious. You are always on the watch for omens; you see portents in the simplest of events.
11	Sweettooth. You love sweet foods and drinks, and sometimes make a meal of sweets.
12	Tattoos. You can't get enough of them; you either pay someone or you do your own.
13	Teacher. You quote words of wisdom, story morals, or sayings intended to provoke introspection.
14	Trophy. You collect trophies, either from foes or animals.
15	Underdog. You favor the downtrodden and will often take their views and goals as your own.
16	Villainy. You are fascinated by villains or folks with bad reputations.
17	Voices. You hear voices that don't seem to come from the people around you.
18	White sheep. Your family members are all unsavory types; you are the only one who isn't.
19	Witness. You've witnessed a crime and the culprits are looking for you.
20	Xenophile. You find yourself exclusively interested in a race you weren't born into.

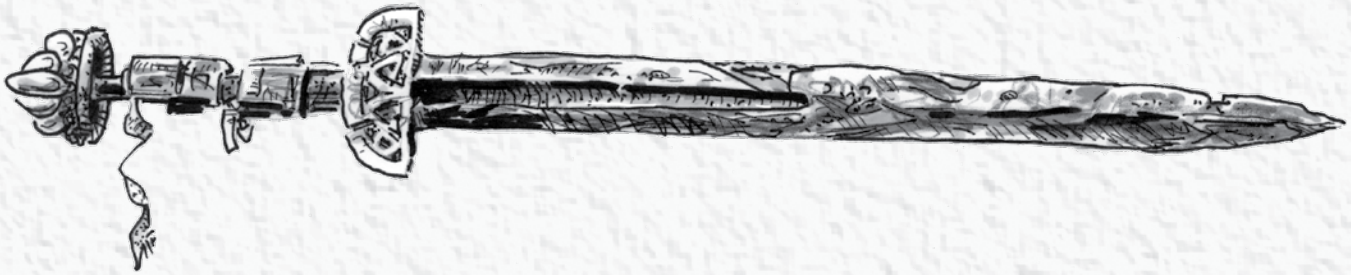


Table 1–9: Character Motivation 1

1	Access another dimension
2	Alleviate feelings of guilt
3	Amass an army
4	Assume another's identity
5	Attend an event
6	Attract a following
7	Attract another
8	Avoid responsibilities
9	Become a martyr
10	Become famous
11	Become happy
12	Become immortal
13	Become infamous
14	Become normal
15	Become sane
16	Become wealthy
17	Befriend another
18	Chronicle history
19	Complete a mission
20	Conquer a nation

Table 1–10: Character Motivation 2

1	Continue a legacy
2	Cure a disease
3	Damage another's reputation
4	Delay a wedding
5	Deliver a message
6	Destroy a relationship
7	Destroy an enemy
8	Discover the truth
9	Do good
10	Dominate a nation
11	Dominate the world
12	Earn money
13	Eliminate a pest
14	Eliminate a populace
15	Eliminate a race
16	Eliminate a threat
17	Eliminate a weakness
18	Enact revenge
19	End a relationship
20	End a rivalry

Table 1–11: Character Motivation 3

1	End a war
2	End own life
3	End suffering
4	Enforce the law
5	Entertain
6	Escape someone's homeland
7	Escape punishment
8	Establish a new identity
9	Establish a relationship
10	Exile someone
11	Explore new territories
12	Find a lost treasure
13	Find a missing object
14	Find a missing person
15	Find an antidote
16	Find someone
17	Find spiritual enlightenment
18	Frame someone
19	Frighten
20	Gain a reward

Table 1–12: Character Motivation 4

1	Gain an award
2	Gain approval
3	Gain attention
4	Gain power
5	Gain protection
6	Gain ransom monies
7	Gain trust
8	Hide a secret
9	Hide someone's identity
10	Hide someone's past
11	Imprison another
12	Improve someone's social status
13	Improve someone's quality of life
14	Increase a collection
15	Inspire emulation
16	Inspire rebellion
17	Investigate
18	Lead others
19	Learn someone's future
20	Limit someone's actions

Table 1–13: Character Motivation 5

1	Live vicariously
2	Make a sacrifice
3	Make someone angry
4	Make someone envious
5	Make someone fail
6	Make someone happy
7	Make someone ill
8	Make someone jealous
9	Make someone laugh
10	Make someone sad
11	Make someone succeed
12	Obtain weapons
13	Overcome a weakness
14	Overturn a decision
15	Pass an initiation
16	Pay a debt
17	Perform a religious ceremony
18	Predict the future
19	Prolong a war
20	Promote peace

Table 1–14: Character Motivation 6

1	Protect a reputation
2	Prove self
3	Prove someone's innocence
4	Reanimate the dead
5	Reclaim property
6	Regain control
7	Regain fame
8	Regain humanity
9	Regain someone's affections
10	Regain power
11	Regain wealth
12	Regain youth
13	Relieve boredom
14	Renew interest in something
15	Repair damage
16	Rescue someone
17	Research a project
18	Return home
19	Right a wrong
20	Ruin an event

Table 1–15: Character Motivation 7

1	Satisfy a desire or need
2	Satisfy an obligation
3	Satisfy a curiosity
4	Save another
5	Save face
6	Secure payment
7	Set an example
8	Silence someone
9	Solve a mystery
10	Spy on another
11	Start a castle
12	Start a family
13	Start a nation
14	Start a war
15	Subdue
16	Test someone's limits
17	Travel
18	Usurp someone's power
19	Win a bet
20	Worship a deity

Table 1–16: Common Rites of Passage

1	Acceptance to church/university
2	Accolade
3	Apprenticeship
4	Baptism
5	Become an adult (ceremony)
6	Building a home in community
7	Celebration of adulthood
8	Earns citizenship or voting rights
9	First tattoo or ritual scars
10	Graduation from class
11	Initiation to group or gang
12	Joining the watch or guard
13	Marriage/wedding
14	Membership in a guild
15	Naming ceremony
16	Performance of recital
17	Personal pilgrimage
18	Scarification
19	Spiritual epiphany or vision quest
20	Taking vows

Table 1–17: Character Quirks 1

1	Allergic to an animal or plant
2	Always adjusts clothes, weapons, belts
3	Always injects a laugh into conversation
4	Always keeps a shaved head
5	Cannot hear very well
6	Challenged fashion sense
7	Enjoys a unique hobby or pastime
8	Enjoys practicing a favorite skill, continually
9	Failing eyesight
10	Frequently enjoys alcohol
11	Frequently has trouble sleeping well
12	Frequently rubs holy symbol around neck
13	Gets along easily with animals and beasts
14	Inattentive to personal appearance
15	Insatiable flirt with the opposite sex
16	Keeps hair in a strange or exotic way
17	Known to be a casual liar
18	Name-dropper
19	Nervous habit shows itself at strange times
20	Never learned to read or write (maybe both)

Table 1–18: Character Quirks 2

1	Never without a favored item
2	Never eats meat or animal byproducts
3	No musical taste or ear and a terrible singer
4	Obsessive about certain foods
5	Old wound causes a slight limp in gait
6	Opinionated about any conversation or topic
7	Overweight from indulgence
8	Personal appearance is very important
9	Practices a favorite musical instrument
10	Recurring facial tick during stress
11	Smokes pipeweed or tobacco frequently
12	Speaks with a strange accent
13	Subscribes to a number of local superstitions
14	Suffers from long-term illness symptoms
15	Suffers from a phobia gained long ago
16	Thinks quite highly of oneself
17	Trouble seeing different colors
18	Wanderlust
19	Weak stomach for messy violence
20	Yearns for the outdoors

Table 1–19: Character Features 1

1	Always partially unshaven
2	Always wears at least one piece of jewelry
3	Bald, intentional or not
4	Bears a mighty scar in an obvious place
5	Body piercings cover face and chest
6	Broken nose from childhood accident
7	Criminal brand on forehead, hand, or neck
8	Deep, booming voice
9	Exceptionally short or tall for species
10	Extremely hairy arms and knuckles
11	Furrowed brow, wrinkled from worry
12	Generally ugly or haggard-looking
13	Gestures with hands when speaking
14	Healthy physique, but aged face and hands
15	Long braided hair and/or beard
16	Long slender fingers and soft palms
17	Missing a finger or toe
18	Missing tooth or teeth
19	Never without a companion or escort
20	Never without a drink

Table 1–20: Character Features 2

1	Over-explains everything, twice
2	Overall, thin and frail
3	Overly masculine or feminine features
4	Picks teeth incessantly
5	Slender eyes appear nefarious
6	Slow to respond to everything
7	Speaks with a strange, indiscernible accent
8	Strong and muscled physique
9	Strong chin, denotes authority
10	Suffers a low, gruff voice
11	Thick head of hair
12	Two different or exotic eye colors
13	Unusual tattoo* (see table 1–33)
14	Uses coarse or common language
15	Walks hunched with shame
16	Walks with a slight limp
17	Walks with a cane
18	Walks with a military stride
19	Wears exotic and expensive clothing
20	Wears eyepatch (whether or not it's needed)

Table 1–21: Superstitions and Taboos

1	Always feed food to the fire before eating
2	Avoid mirrors at all cost
3	Baths should only be taken in natural sources, such as lakes and streams
4	Cats can see the aura of good or evil in humans
5	Circle every home once before entering, or evil may follow you inside
6	Dew on the grass in the morning means no rain for the day
7	Exit any building by the way it was entered to avoid bad luck
8	Fingernail cuttings should be saved, burned, or buried
9	If a dead person's eyes are left open, he'll find someone to take with him
10	Keeping items in a person's possession imbues that item with part of his spirit
11	Must never cut hair
12	Never breathe near the dead or they may inhabit the living
13	Never follow in someone else's footprints or you will inherit their bad luck
14	Never kill a spider
15	Never kill or eat birds
16	Never look at the moon or suffer madness
17	Never sit on bare stone
18	Never start a trip on the last day of the week or misfortune will follow
19	Never whistle, it calls wind spirits
20	Throw back the first fish you catch then you'll be lucky the whole day fishing

Table 1–22: Nightmares

1	Abandonment by your deity or church
2	Being last in your party alive in an ancient castle, isolated and alone
3	Beloved magic item sundered or made useless
4	Caught for a crime against all you stand for which you didn't commit; penalty is death
5	Chased by an aberration through the woods while blinded
6	Dissolved by an ooze in a pit of skeletons, while still alive
7	Drowning under oppressive circumstances
8	Failed a party member and watched their death as a result
9	Failing at a game of skill, like the local fair or a jousting match
10	Failure or looking foolish to a beloved
11	Falling from a great height
12	Horse or beloved mount takes a mortal wound while you are riding
13	Involved in a lightning-storm shipwreck
14	Loss of magical power or knowledge
15	Lost in catacombs or sewers while chased by shadows
16	Overrun by a swarm of flesh-eating insects
17	Slowly gnawed in a dragon's maw while paralyzed
18	Suffering the effects of a wasting disease
19	Surrounded by the hungry undead with an appetite for eyes
20	Watching your business or dwelling destroyed by fire or magic

Table 1–23: Insanities

1	Amnesia. Loss of memory.
2	Antipathy. Lack of emotion
3	Catatonia. Fall into a stupor.
4	Delusions. Believe things that aren't true.
5	Dipsomania. Need for alcohol.
6	Hallucinations. See things that aren't there.
7	Hebephrenia. Foolishness.
8	Homicidal mania. Need to kill others.
9	Kleptomania. Need to steal.
10	Megalomania. Feeling of superiority.
11	Monomania. Obsession with one idea/subject.
12	Obsessive-compulsive. Repetitive behavior.
13	Paranoia. Fear that everyone's out to get you.
14	Pathological liar. Need to lie about everything.
15	Psychopath. Aggressive or amoral behavior.
16	Quixotism. Need to perform deeds for an irrationally romantic ideal of duty or honor.
17	Sadism. Need to harm others.
18	Schizophrenia. Paranoia, incoherent speech, delusions, emotional detachment, etc.
19	Sociopathy. Antisocial behavior.
20	Suicidal mania. Need to kill oneself.

Table 1–24: Phobias

1	Acrophobia. Heights.
2	Agoraphobia. Open places.
3	Autophobia. Being alone.
4	Bathophobia. Deep places.
5	Claustrophobia. Confined spaces.
6	Demophobia. Crowds.
7	Gephyrophobia. Crossing bridges.
8	Haphephobia. Being touched.
9	Hydrophobia. Water.
10	Hypnophobia. Sleep.
11	Hematophobia. Blood.
12	Necrophobia. Dead things.
13	Ophiophobia. Snakes.
14	Pyrophobia. Fire.
15	Sciophobia. Shadows
16	Scotophobia. Darkness.
17	Theophobia. Religion or god.
18	Vermiphobia. Worms.
19	Xenophobia. Foreigners.
20	Zoophobia. Animals.

Table 1–25: Hobbies

1	Animal study
2	Athletic competition
3	Brewing alcohol
4	Collecting items
5	Cooking unique dishes
6	Creative writing
7	Dart contests
8	Games of chance
9	Gardening
10	Glassblowing
11	Miniatures
12	Model building
13	Outdoor recreation
14	Painting scenes or portraits
15	Performing at theater
16	Performing with an instrument
17	Pottery making
18	Reading and literature
19	Sewing clothes
20	Woodworking or whittling

Table 1–26: Inheritance

1	Animals/Pets
2	Art
3	Business
4	Castle
5	Children
6	Coins
7	Collection
8	Gems
9	Gold
10	Guild
11	Home
12	Keep
13	Land
14	Library
15	Magical gear
16	Position of power
17	Servant
18	Slaves
19	Spellbook
20	Weapons

Table 1–27: Collections 1

1	Animals
2	Armor
3	Bones
4	Books/Journals
5	Bottles/Containers
6	Carvings/Drawings/Engravings
7	Clothing (general)
8	Clothing (specific)
9	Coats of Arms/Heraldry
10	Crystals/Prisms
11	Figurines
12	Flowers
13	Foreign items
14	Games
15	Gems/Jewelry
16	Helmets
17	Historical coins
18	Horses
19	Insects
20	Leather goods

Table 1–28: Collections 2

1	Lenses
2	Letters
3	Magical components/equipment
4	Maps or Scrolls
5	Medals
6	Music (written or instruments)
7	Omens/Prophecies
8	Paintings
9	Puzzles
10	Religious items
11	Scarves
12	Shackles
13	Songs
14	Stargazing charts
15	Statues
16	Stories
17	Tools
18	Trophies
19	Weapons
20	Wine

Table 1–29: Birthmarks

1	Beast (magical or otherwise)
2	Black circles around both eyes
3	Charging horse
4	Claw of an eagle
5	Comet
6	Crossed swords
7	Crude map
8	Falcon
9	Five words in Draconic
10	Gold dragon with its wings spread
11	Holy symbol
12	Image of an avatar of a god
13	Moon and three stars
14	Sigil of a wizard who lived 1,000 years ago
15	Skull
16	Spell written in an ancient language
17	Starburst
18	Symbol of a death cult
19	Symbol of a plague carrier
20	Tower or important location

Table 1–30: Tattoos (Basic Shapes)

1	Aberration
2	Animal
3	Archaic symbol
4	Dragon
5	Evil outsider
6	Flower
7	Good outsider
8	Holy symbol
9	Magical rune
10	Mystic rune
11	Mythical creature
12	Name
13	Reptile
14	Sea serpent
15	Ship
16	Skull
17	Starburst design
18	Tribal
19	Vine
20	Weapon

Table 1–31: Tattoos (Common Details) 1	
1	Anchor with rope
2	Arcane symbol or shape
3	Axe or crossed axes
4	Banner bearing the colors red and purple
5	Bow with a flaming arrow
6	Castle tower
7	Celtic knot
8	Charging bull
9	Crossed swords
10	Demon claws
11	Dragon (crouching, flying, or otherwise)
12	Flock of birds
13	Flying or hanging bat
14	Fox chased by a large dog
15	Giant fist
16	Growling grizzly bear head
17	Hammer and anvil
18	Heart with a dagger through it
19	Holy symbol of a god
20	Human or orc skull

Table 1–32: Tattoos (Common Details) 2	
1	Human or orc skull
2	Laid stones forming a wall
3	Letter "J"
4	Maul surrounded by dwarven braid
5	Musical instrument
6	Noose
7	Ornate rapier
8	Owl with three arrows clutched in its claw
9	Robed figure carrying a scythe
10	Rune (draconic, dwarven, or other)
11	Sailing ship
12	Shattered sword
13	Shield with a bird of prey in the middle
14	Ship on water
15	Skull and crossbones
16	Starburst
17	Sun with a hawk flying out of it
18	Swimming shark
19	Sword and circular shield
20	Three daggers with the points touching

Table 1–33: Tattoos (Unusual)	
1	Angel with wings spread
2	Black rose
3	Crows feeding on a dead body
4	Daggers within daggers within daggers
5	Dead goat hanging upside down
6	Deity fighting a massive serpent
7	Eye pierced by a dagger
8	Eyes (tattooed all over body)
9	Fire engulfing other tattoos
10	Forked tongue painted on tongue
11	Gates inside the mouth of a demon
12	Head of a praying mantis
13	Hippogriff chewing on banner/standard
14	Map
15	Number of a mercenary company (faded)
16	Prose (like a poem or list of names)
17	Skull with a snake through the eye sockets
18	Succubus with wings folded
19	Troll eating an elf, feet first
20	Undead

Table 1–34: Tattoos (Magical)	
1	Arcane sigil on tongue
2	Celtic braid on back or face
3	Draconic rune on shoulder
4	Glowing arcane mark on palm
5	Glowing compass
6	Glowing sigil over heart
7	Handprint on chest or back
8	Holy/unholy words on scalp
9	Maze of shapes and patterns across back
10	Runes across neck
11	Sacred name inside lip
12	Sanskrit proverb across forearms
13	Sanskrit rune on back of hand
14	Slyvan runes on stomach
15	Stars at key 'energy' points
16	String of numbers behind the knee
17	Third eye
18	Tribal band across back and pelvis or shin
19	The Unspeakable One/Thing
20	Words to a spell on arm

CHARACTER PATHS

Table 1–35: Barbarian Tribes 1

1	Bear Fury Tribe
2	Black Scar Clan
3	Blood Thorn Tribe
4	Bloody Pact Clan
5	Brotherhood of the Axe
6	Blue Scale Clan
7	Clan of the Fallen Towers
8	Clan Dragon Claw
9	Clutch of a Thousand Arrows
10	Devil's Horn Tribe
11	Fire Eyes Band
12	Gang of Seven
13	Green Mace Horde
14	Hag's Children
15	Hippogriff Feather Brotherhood
16	Horseman's Pride Clan
17	House of the Eldermen
18	House Long Saber
19	Iron Hammer Clan
20	Jade Flower Clan

Table 1–36: Barbarian Tribes 2

1	Kracken's Claw
2	Medusa's Children
3	Nomad's Lance
4	Northmen of Patience Plains
5	Order of the Last Scion
6	Pointing to the Sun Clan
7	Rage of the
8	Ruin's Home Tribe
9	Spider Tooth Clan
10	Stolen Fyre Tribe
11	Sullen Storm Clan
12	Tails of the Serpent Sect
13	Thundering Hooves Tribe
14	Tribe of Lost Faith
15	Tribe of the Sundered Moon
16	Tribe of the Wandering Sword
17	West Edge One People
18	White Dragon Marked Tribe
19	Wolf Hunter Brotherhood
20	Wyrm Rider Clan

Table 1–37: Barbarian Rites of Passage

1	Bring a relic back from a sunken ruin
2	Bring back the egg of a great flying creature
3	Bring back the head of a magical beast
4	Bring back the live young of a totem animal
5	Bring back the scalp of an enemy tribesman or animal totem
6	Craft a personal talisman baptized in blood
7	Craft weapon and armor from scratch
8	Drink the blood of the first solo kill
9	Find your way home from a place in the wild
10	Harvest a rare herb, useful to the tribe
11	Kill a totem animal or beast unarmed
12	Paddle a canoe up rapids
13	Perform a tribal self-scarring ceremony
14	Produce offspring with a chosen mate
15	Receive a vision quest after meditating in a medicine lodge
16	Steal from an enemy encampment
17	Survive for one week alone in the wilderness
18	Swim across a great river
19	Touch, with painted hand, a live totem animal
20	Track enemy tribe for two weeks, undetected

Table 1–38: Musical Instruments

1	Alphorn
2	Bagpipes
3	Cornamuse or Dulcian
4	Cittern or Guitar
5	Drums
6	Dulcimer or Organetto
7	Fiddle, Rebec, or Viol
8	Harp or Harpsichord
9	Horn*
10	Hurdy-gurdy
11	Kortholt, Rauschpfeife, or Recorder
12	Lizard or zink
13	Lute
14	Lyre
15	Mandolin
16	Pan pipes
17	Phorminx
18	Serpent
19	Shawn
20	Transverse flute

* too numerous to list

Table 1–39: Bard Song Names 1

1	Anthem for Griffon Company
2	Anthem of the Age of Dragons
3	Aria for a Lost Winter
4	Arietta for War's End
5	Ballad for Queen Ilsona of Ketinmach
6	Ballad of Bloodgulch
7	Barcarolle of Frail Leymaria
8	Cabaletta of the Shadow Empire
9	Call of the Raven
10	Canticle of Leland the Marked
11	Cantos VI of the Mirror Cycle
12	Canzone for Nabthaterol
13	Chant of the Battlemaidens of Utaris
14	Chorus for the Soldiers of Valor
15	Composition for a King
16	The Count's Solo
17	Duet of Misha and Kitara
18	Epic for the Empire of Talistalv
19	Epic of Wraxheinous the Dragon King
20	Hymn of the Brother Monks of Newall

Table 1–40: Bard Song Names 2

1	Hymnal for the Winter Solstice
2	Lament for Amrathreal
3	Lullaby for Antony, Boy King
4	Lyric for a Missing Son
5	Melody for a Bishop's Tear
6	Quatrain of the Lost Shepherds
7	Opus Dream Suite
8	Poems of Peace
9	Psalms of the Beggar Tree
10	Requiem of Yislean of Harrowford
11	Round for Brother Val
12	Roundelay for 'Morrow
13	Serenade for Fair Sheridan of One Thousand Romances
14	Song of the Whispering Moors
15	Sonata of the Pyramid Kings
16	Sonnet of Seven Summers
17	Symphony for Kings of Old
18	Tale of the Druids of Dunwell Grove
19	Threnody for the Sealost
20	Tune of Aidan the Hero Farmer

Table 1–41: Bard Performances

1	Back of a traveling cart
2	Before a marching army
3	Celebration, impromptu or annual
4	Ceremony, impromptu or regional
5	Deck of a ferryboat
6	Honoring someone of merit or esteem
7	In front of a fire
8	Outside a business
9	Part of a parade
10	Part of a traveling act
11	Platform stage at an inn
12	Raised stage at a tavern
13	Royal ball
14	Sitting in a tree
15	Sitting on the roof of a local business
16	Standing on a barrel
17	Store front on a street corner
18	Surrounded by a street crowd
19	While mounted
20	While strolling down a street

Table 1–42: Clerics	
1	Churchman Christophorus Stoutheart
2	Clergyman Rogar Mooria
3	Divine Servant Cydnus Heartstrong
4	Father Zared Stoneworthy
5	High Cleric Benedictus Perok
6	High Cleric Emeric Genosis
7	High Holiness Barten Lawfellow
8	High Holiness Kindam Wisewords
9	Minister Hadessa Brightsong
10	Minister Petris Kinkeeper
11	Mother Raphaela Talas
12	Parson Jeremiah Tringe
13	Parson Jukalia Zantys
14	Preacher Alexander Cyrian
15	Preacher Octavia Farreacher
16	Priest Davron Wisdomworker
17	Priest Marius Truesight
18	Saint Abigail Truewhisper
19	Saint Josetta Unbinger
20	Sister Gargi Wayseeker

Table 1–43: Divine Path	
1	Become part of something worldly
2	Born to a holy monastery
3	Draw out and smite heathens
4	Following in parent's footsteps
5	Forced to save face
6	Found a holy symbol in the wild
7	Got a calling to the religion during prayer
8	Heard the calling during a traumatic event
9	Left as an orphan to the church
10	Needed to shephard a "lost" community
11	Needed to show others god's glory
12	Oppose a god that battles your beliefs
13	Pacifist who wishes to help others
14	Received a vision while working the fields
15	Seek true enlightenment and inner peace
16	Serve a higher, immortal purpose
17	Someone who wishes to heal others
18	Spiritually advise a ruling family
19	Wanted a proper education
20	Wanted to learn to stop an undead plague

Table 1–44: Ceremonies	
1	Ambassador's greeting
2	Awarding a hero a medal
3	Being inducted into a church or religion
4	Birth of a prince or princess
5	Coming of age
6	Consecrating a new temple
7	Crowning of a king or queen
8	Death of a hero
9	Death of royalty
10	Graduating from a school or university
11	Launching of a ship
12	Marriage, peasants or nobles
13	Opening of a bridge
14	Opening of a building
15	Receiving knighthood
16	Return of an important group
17	Season change
18	Someone taking sacred vows
19	Victory of a great battle
20	Weekly holy day

Table 1–45: Holy Orders 1	
1	Baneful Disciples
2	Black Order of the Lich Worshippers
3	Blessed Crusade for Dwarves
4	Blessed Order of Sea Travelers
5	Bloody Crusade
6	Bloody Hands
7	Bringers of Death
8	Brothers of Enlightenment and Understanding
9	Builders of the Holy Light
10	Cloistered Students
11	Consecrated Musicians
12	Death Circle
13	Defiled Whip and Tarnished Chain
14	Deft Brotherhood
15	Deliverers of Sky
16	Devoted Followers of the Silver Goddess
17	Dwarf Monks of Fist and Festivity
18	Earthen Fellowship
19	Elf Prayerful Order
20	Faithful Order of the Heart

Table 1–46: Holy Orders 2	
1	Fellowship of the Dragon Scale
2	Fighting Brothers of the Sai
3	Hallowed Elf Society
4	High Holy People's Resistance
5	Holy Academy of War
6	Holy Dragon Monastery
7	Infernal Brotherhood of Wrath
8	Lawful Clan of Water
9	Masked Faithful of the Dark One
10	Meditative Order of Greenfern
11	Monastery of the Three Gods
12	Moonlight Crusade
13	Pain Seekers
14	Peaceful Monks of Tridius
15	Pure Fellowship of Joy
16	Sabian Brotherhood
17	Sanctified Purple Monks
18	Secret Sisterhood of the Salamander
19	Sect of Flame
20	Sisterhood of the Fist

Table 1–47: Paladin Orders	
1	Blessed Order of Silver Valkyries
2	Brazen Defenders of Peace
3	Defenders of the White Throne
4	Elven Seekers
5	The Exalted
6	Fearless Soldiers of the Forbidden Lance
7	Followers of the Blessed Skys
8	High Order of Justice Knights
9	Holy Defenders of Light
10	Honorable Dwarf Guard
11	Knights of Honor-Bound Duty
12	Legion of Good and Truth
13	Light Bringers
14	Peaceful Order of Greatsword Defenders
15	Right Arm of Justice
16	Royal Fellowship of Paladins
17	Royal Guardians
18	Ruby Paladin Order
19	Saviors of the Sun Shield
20	Shining Fellowship of the Golden Dragon

Table 1–48: Cults

1	Army of the True Righteous
2	Ascending Ones
3	Beastfriend Circle
4	Bringers of Truth
5	Children of the Gods
6	Dead God's Revenge
7	Deathgod's Children
8	Demon Lord Servants
9	Druids of Winterholme
10	Gathering of Timeend
11	Giant Lord Slaves
12	Lustful of Parradine
13	Monks of Enlightenment
14	One Prophet
15	Purifiers of Fire
16	River God's Way
17	Seasonal Might
18	Soldier's Planes
19	Soul Snatchers
20	World's End

Table 1–49: Cleric Quests

1	Act as ambassador to a neighboring church
2	Be considered worthy of promotion
3	Bring hope to a community touched by war
4	Build personal strength
5	Claim riches for the church
6	Cure a neighboring community of disease
7	Defeat a champion of an enemy church
8	Defeat infidels
9	Deliver a place from the undead
10	Deliver scriptures to a neighboring church
11	Discover your true name
12	Gain a holy weapon for use against foes
13	Protect the faithful on a pilgrimage
14	Quell a heretic before a community turns
15	Receive a vision
16	Reclaim a holy relic
17	Retrieve a book of holy script
18	Return an item used to craft a holy weapon
19	Search for a lost holy castle
20	See an exotic landmark for oneself

Table 1–50: Works of Mercy

1	Admonish sinners
2	Bear wrongs patiently
3	Bury the dead
4	Care for the aged and infirm
5	Care for orphans
6	Clothe the poor
7	Comfort the afflicted
8	Counsel the doubtful
9	Endure the faithless
10	Feed the hungry
11	Forgive offences willingly
12	Give drink to the thirsty
13	Grant absolution
14	Heal the sick
15	Instruct the ignorant
16	Lead other in prayer
17	Minister to prisoners
18	Pray over the condemned
19	Shelter strangers and the homeless
20	Visit the sick

Table 1–51: Acts of Faith*

1	Banish the wicked
2	Convert the faithless
3	Create food and water
4	Cure ailment or disease
5	Cure blindness
6	Curse or remove a curse
7	Darkness or light
8	Discern truth
9	End drought
10	Erect monument or shrine
11	Exorcise a spirit
12	Fly, levitate, or otherwise move without aid
13	Inspire the sick or infirm to walk
14	Natural disaster wrought
15	Raise the dead
16	Remove fear
17	Solar eclipse or movement of sun in sky
18	Structure razed
19	Turn or otherwise destroy undead
20	Walk on water

* Displays of power in one's faith/religion

Table 1–52: Virtues 1

1	Assertiveness
2	Cleanliness
3	Commitment
4	Compassion
5	Confidence
6	Consideration
7	Courage
8	Courtesy
9	Detachment
10	Determination
11	Diligence
12	Forgiveness
13	Friendliness
14	Generosity
15	Helpfulness
16	Honesty
17	Honor
18	Humility
19	Integrity
20	Joyfulness

Table 1–53: Virtues 2

1	Justice
2	Kindness
3	Love
4	Loyalty
5	Moderation
6	Modesty
7	Orderliness
8	Patience
9	Peacefulness
10	Perseverance
11	Reliability
12	Respect
13	Responsibility
14	Self-discipline
15	Tact
16	Thankfulness
17	Tolerance
18	Trustworthiness
19	Truthfulness
20	Understanding

Table 1–54: Vices 1

1	Addiction
2	Aggression
3	Alcoholism
4	Bigotry
5	Carelessness
6	Corruption
7	Cowardice
8	Cruelty
9	Dependence
10	Despair
11	Dishonesty
12	Dishonor
13	Disobedience
14	Disrespectfulness
15	Filthiness
16	Foolishness
17	Greed
18	Hatred
19	Ignorance
20	Immodesty

Table 1–55: Vices 2

1	Impatience
2	Indecision
3	Infidelity
4	Irresponsibility
5	Laziness
6	Lewdness
7	Pessimism
8	Prejudice
9	Procrastination
10	Rudeness
11	Ruthlessness
12	Secretiveness
13	Selfishness
14	Slothfulness
15	Stinginess
16	Stubbornness
17	Unfairness
18	Unforgiving
19	Unscrupulousness
20	Vanity

Table 1–56: Druid Ceremonies

1	Awakening of a treant to a section of forest
2	Birthsday, celebrating births of all that year; for those born this day, it is a portent of fortune
3	Blue Moon, dressed in nothing but silver
4	Daystar Rising, every morning
5	Dead Wick, honoring ancestors, visiting deceased, protection from evil spirits
6	Festival of Fall, observes the oncoming winter
7	Festival of Spring, return of life after winter
8	First rain of the season, celebrate the gift of rain, avoid drought
9	First snow of the season, welcome it like a friendly visitor
10	Full moon, usually celebrated peacefully with dances
11	Great hunt, beast is trapped and set free, honor the gift of flesh
12	Harvest and shearing with local towns who venerate nature
13	Initiation of a new member of the circle
14	Lastrite, celebrating the life of an elder druid before he begins his great journey alone
15	Midnight, moon's highest point
16	New moon, bonfire holds back the darkness and creatures in it
17	Noon, sun's highest point, symbolizing life
18	Planting, bounty of the land celebration
19	Sundown, night-blooming flowers
20	Vinechain, used against captive lycanthropes to help contain or purge their sickness

Table 1–57: Druidic Orders

1	Arbor Keepers
2	Breeze Riders
3	Copious Revel
4	Elemental Ideal
5	The Fair Escape
6	Feast of Rains
7	Feral Storm
8	Fertile Fathoms
9	The Flourishing Wild
10	Fruitful Illumination
11	Holy Holocaust
12	The Hunting Garden
13	Land's Favor
14	Prolific Junction
15	Restless Flood
16	Savage Hypaethral
17	The Storm Wardens
18	Vale Warders
19	Verdant Bower
20	Wings of Change

FOR DRUIDS

Summer Solstice is the longest day of the year and occurs around June 22nd. This day marks when the tilt of the Earth's axis is most orientated toward the sun. Midsummer's Day is usually June 24th, about three days after the solstice itself. Similarly December 25th is the day the sun begins to return to the northern hemisphere. The Winter Solstice sun is positioned directly over the Earth's equator on the shortest day of the year. The Fall equinox is September 23rd., when the sun is positioned directly over the Earth's equator, and the Spring equinox is March 20th, when night and day are nearly the same length of time.

Table 1–58: Monastic Orders

1	Abbey of Elemental Truth
2	Abbey of the Empty Hand
3	Ascetic Order of the Tiger
4	Bright Order of the Stone Guard
5	Contemplation of Dwarven Fighting Arts
6	Devoted Brothers of the Sai
7	Eagle's Glamor Meditation Hall
8	Elven Order of Ki
9	Great Zhu-Shin's Dojo
10	Humble Guardians of the Ruby Portal
11	Lawful Order of the Just Hand
12	Meditative Order of the Dragon
13	Monastic Order of Rigid Meditation
14	Monastery of Water and Earth
15	Monks of the White Raven
16	Order of Colored Dreamers
17	Order of the Respectful Warrior
18	Students of Serenity
19	Ten Bear Abbey
20	Water Hall of Meditation

Table 1–60: Monk Maneuvers 1

1	Adamantine Fist
2	Berserker's Punch
3	Blinding Strike
4	Boatman's Oar
5	Chase the Tail
6	Claw of the Crab
7	Climb through Water
8	Cobra Fang
9	Copper Basin Stance
10	Cross-Arm Python Strike
11	Double Hammer Punch
12	Droping Shadows
13	Elephant Slam
14	Elevated Fist of the Ancients
15	Falcon's Precision
16	Falling Crane Strike
17	Farmer's Rake
18	Fire Dragon Cradle
19	Fist from Heaven
20	Fist of a Thousand Screams

Table 1–60: Monk Maneuvers 2

1	Focus of the Master
2	Fox's Tail
3	Flying Dragon Punch
4	Flying Tiger
5	Goblin Bite
6	Gorgon Hold
7	Hand of the Giant
8	Hawk's Clutch
9	In Plain Sight
10	Iron Knee
11	Iron Palm
12	Lightning Fist
13	Lion's Leap
14	Monkey Flip
15	Northstar Stance
16	Oak Fist
17	Ogre Lock
18	Pounce of the Lion
19	Preying Mantis Clutch
20	Punch of the Drunken Sailor

Table 1–61: Monk Maneuvers 3

1	Rage of the Patient Warrior
2	Raptor's Claw
3	Rhino Charge
4	Rolling Leg Sweep
5	Running Hammer
6	Scorpion Sting
7	Snake Strike
8	Snapping Steel
9	Speed of the Viper
10	Spinning Fist of the Northern Winds
11	Steel KIck
12	Strike of the Hunter
13	Swiftness of the Snake
14	Through the Grass
15	Tiger Intimidating Charge
16	Titan's Palm
17	Triple Thunder Kick
18	Triton's Choke
19	Vaulting Leap of the Heavens
20	Wind at My Back

Table 1–62: Ranger Orders 1

1	Black Forest Strikers
2	Black Widow's Vengeance
3	Blood Harbor Brigade
4	Boar's Blood Hunters
5	Brotherhood of the Paired Bastard Swords
6	Claw Fighters
7	Crossbow Strikers
8	Deep Eye Woodsmen
9	Deerskin Defenders
10	Desert Wanderers
11	Devon's Crossing Protectors
12	Dragon Claws and Demon Horns
13	Fey Bane Striders
14	Fire Dagger Wardens
15	Free Women of the Jungle
16	Giant Slayers
17	Goblin Stalkers
18	Green Dragon Stalkers
19	Hunters of Humanity
20	Justicars of Tree Shadow

Table 1–63: Ranger Orders 2

1	Longbow Woodsmen
2	Mountain Pass Society
3	Orc Hunters
4	Order of Black Eyed Rangers
5	Order of Flame and Axe
6	Order of Treejumpers
7	Order of the Oakheart
8	Pick and Hammer
9	Ranger Order of Tyranny
10	Silent Arrow Strikers
11	Six-Fingered Bow Sect
12	Spider Climb Patrollers
13	Stone Arrow Archers
14	Sword and Axe Walkers
15	Thornbow Rangers
16	Twilight Guardsmen
17	Twin Dagger Troupe
18	Underground Liberators
19	Werewolf Hunters
20	Windrider Bowmen

Table 1–64: Ranger Titles

1	Archer
2	Bloodhound
3	Bowman
4	Explorer
5	Forester
6	Forsaker
7	Guardian
8	Guide
9	Hunter
10	Pathfinder
11	Ranger
12	Scout
13	Sniper
14	Stalker
15	Striker
16	Stryder
17	Wanderer
18	Warder
19	Windrider
20	Woodsman

Table 1–65: Ranger Tasks

1	Build a watchtower in remote locale
2	Dissuade or eliminate poachers and trappers
3	Enforce laws against over-hunting/foresting
4	Explore foreign or unexplored wilds
5	Guard a protected glade or grove
6	Guide an army through harsh terrain
7	Hunt down an unnatural beast or predator
8	Infiltrate enemy lines
9	Lead an expedition force to mountains
10	Lead enemy forces into an ambush
11	Make contact with a frontier keep
12	Map out a section of dangerous land
13	Pathfind a new forest road for merchants
14	Patrol a remote border
15	Protect a druid ceremony
16	Rebuild alliances with forestkin, in king's name
17	Scout out a known enemy watchtower
18	Stop a dangerous blight druid
19	Track an enemy agent
20	Train guerilla fighters

Table 1–66: Criminal Path

1	Apprenticed to a locksmith
2	Apprenticed to a master rogue
3	Born into a gang or guild of criminals
4	Discovered knack for sleight of hand, etc.
5	Enjoys causing others harm (sociopathy)
6	Enticed by the thrill
7	Forced to steal to survive
8	Framed and jailed for a time
9	Greedy — lives beyond his means
10	Grew up on the streets
11	Idolizes a master rogue
12	Joined a gang at an early age
13	Massive gap between rich and poor
14	Problems with authority
15	Raised by a family of thieves
16	Raised in a city flooded with crime
17	Selfish and self-important
18	Steals to feed a habit
19	Too smart to do anything else
20	Wants to become a hero of the poor

Table 1–67: Common Crimes

1	Adultery
2	Assault
3	Battery
4	Breaking and Entering
5	Bribery
6	Burglary
7	Counterfeiting
8	Destruction of property
9	Drunken conduct
10	Embezzlement
11	Grave robbing
12	Harboring a criminal
13	Illegal magic use
14	Kidnapping
15	Murder
16	Mutiny
17	Piracy
18	Resisting arrest
19	Selling shoddy goods
20	Trespassing

ROGUES

There's much more for rogue characters in the city chapter where we delve into pick pocketing, hidden or improvised weapons, crime, punishment, bribes, and more. Now you don't have to guess what's in those picked pockets. See tables 3–95 through 3–121 to help flesh out your rogue character with some minor details about his craft.

There are also contacts and guilds in the same chapter, helping to flesh out a well-rounded urban thief character or NPC. It's always a good idea to know *who* a rogue can trust and who he can lean on for favors.

Table 1–68: Rogue Guilds

1	Acrobats of Grace and Guile
2	Archers of the Silent Arrow
3	Black Dragon Monarchs
4	Eye and Lens Guild
5	The Gold Circle
6	Guild of the Dying Song
7	Hidden Dagger Guild
8	The Jade Hand
9	Kingsbane
10	Knights of the Underworld
11	The Lamplighters
12	Old City Raiders
13	Order of Midnight
14	The Quiet Night Guild
15	The Rapier's Point
16	Rogues of the Green Blade
17	Silver Shadow Swordsmen
18	Twin Daggers
19	The White Skull
20	Undercity Guardians

Table 1–69: Warrior Path	
1	Allied to numerous mercenary groups
2	Always been good at killing
3	Apprenticed as a blacksmith
4	Apprenticed to a knight or lord
5	Born into gladiatorial stock
6	Born with natural strength and speed
7	Conscripted/Drafted into army
8	Followed in a parent's warrior tradition
9	Forced to defend homeland against invasion
10	Grew up as a street thug
11	Lack of other options growing up
12	Jailer's apprentice
13	Joined a mercenary company
14	Joined local militia
15	Rose through the ranks of the city watch
16	Served as a bodyguard
17	Started off lazy, but developed knack for war
18	Taught self in private between chores
19	Too stupid for anything else
20	Trained by a wandering barbarian

Table 1–70: Warrior Quests	
1	Collect bounty of a threatening monster
2	Command or launch a strike force
3	Defend a caravan from attack
4	Discover secrets to ancient technique
5	Discover the secrets on an ancient forge
6	Exercise with trainer
7	Fight off or clear an area of creatures
8	Hunt down wanted criminal
9	Hunt for a unique metal for weaponry
10	Join the guard or watch
11	Learn battle tactics from a master
12	Learn the art of an exotic weapon
13	Perfect defensive fighting styles
14	Practice offensive fighting techniques
15	Protect royalty during special occasion
16	Research monster weaknesses
17	Retrieve a great weapon
18	Slay a dragon to win another's gratitude
19	Study gladiator styles
20	Volunteer for an army or navy

Table 1–71: Secret Weapons	
1	Belt pouch sap
2	Belt spike
3	Belt whip
4	Boot knife
5	Boot spike
6	Cloakblade
7	Club cane
8	Collapsible baton
9	Dagger boot
10	Hairpin dagger
11	Hat chakram
12	Hidden needle
13	Poisoned glove
14	Quill dart
15	Ring of venom
16	Sleeve arrow
17	Spiked fan
18	Stones
19	Sword cane
20	Throwing stars

Table 1–72: Sorcerer Path	
1	Ancestor communed with nature spirits
2	Ancestor made a fiendish pact
3	Birth attended by celestials
4	Birth attended by fiendish ambassadors
5	Blood of a powerful magic-wielding monster
6	Born with magical runes/tattoo on body
7	Born during an obscure astrological event
8	Branded by a witch or shaman
9	Could always communicate with the dead
10	Destined for magic
11	Exposed to powerful magic, too early in life
12	Father was a warlock
13	Found artifact buried in ruined
14	Made pact with an abyssal or fiend
15	No memory of past
16	Racial background is (extremely) mixed
17	Raised by a mystical beast
18	A sacrifice went horribly wrong, and then…
19	Stolen as infant and raised by fey
20	Survived a magical plague

Table 1–73: Magical Awakening/Trigger	
1	Coaxed by a dead sorcerer's familiar
2	Drowned and survived
3	Extreme emotions (love, etc.) turned inward
4	Fed elixir by an evil hag
5	Feelings of helpless turned into rage
6	Heard thoughts that were not your own
7	Intense physical pain wracked body
8	Left for dead, and then…
9	Located someone lost by concentrating
10	Nearly beaten to death
11	Prophecy was fulfilled
12	Raised from the dead by a powerful cleric
13	Saw someone die by magic
14	Spoke with the dead
15	Spurned by family or loved one
16	Struck by lightning
17	Survived attack from magical beast
18	Survived encounter with malicious fey
19	Unexplained visions of other worlds
20	Witnessed unspeakable atrocity

Table 1–74: Wizard Path	
1	Attended school through other's kindness
2	"Awakened" after touching an artifact
3	Came across a spell book during a quest
4	Chosen to attend a royal school of wizardry
5	Chosen as a wizard's apprentice as a contest
6	Destined for magic
7	Father had influence over local wizard
8	Followed a life-like dream to this place
9	Forced into alchemical servitude
10	Found wizard's staff and studied the runes
11	Idolized a famous wizard
12	Idolized the local hedge wizard
13	Inherited or discovered an ancient tome
14	Life-debt had to be repaid
15	Mother was a witch or infernal
16	Need for control
17	Ordered by local government or monarch
18	Orphaned and "bought" by a magic school
19	Parents encouraged arcane learning
20	Trained in secret and kept from "normals"

Table 1–75: Wizard's Test/Final Exam	
1	Add to a sacred tablet of unique wisdom
2	Cast a spell for maximum effect
3	Cast a spell under odd conditions
4	Craft own staff to particular spell or totem
5	Decipher a magical script from elder days
6	Decode another wizard's spellbook
7	Defend against a magic assault
8	Discover and name a new star
9	Make an accurate prediction
10	Memorize an ancient treatise on spell craft
11	Perfect an abjuration for a specific evocation
12	Recite an entire spellbook, backwards
13	Recite alchemical truths to council
14	Remain hidden from magical detection
15	Reverse-engineer a magical ring
16	Summon and bind a planar creature
17	Teach a new student a minor spell
18	Train and bond with familiar
19	Transform one thing into another
20	Weave own robes with special fabric

ANIMALS

Table 1–76: Animal Companions, Common

1	Badger
2	Bandog
3	Boar
4	Camel
5	Cat
6	Crow
7	Dog, hunting
8	Eagle
9	Falcon
10	Ferret
11	Hawk
12	Horse
13	Owl
14	Rat
15	Raven
16	Snake, constrictor
17	Snake, poisonous
18	Vulture
19	Weasal
20	Wolf

Table 1–77: Animal Companions, Exotic

1	Bear
2	Condor
3	Cougar
4	Coyote
5	Eagle, giant
6	Elk
7	Griffon
8	Hellhound
9	Hippogriff
10	Hyena
11	Lion
12	Lynx
13	Nightmare
14	Owl, giant
15	Pegasus
16	Tarantula, giant
17	Tiger
18	Wolf, dire
19	Wolf, winter
20	Wolverine

Table 1–78: Mount Names

1	Blackjack
2	Buttermilk
3	Caine
4	Comet
5	Destiny
6	Empress
7	Evening Mist
8	Gypsy Rose
9	Lady Cinnabar
10	Legacy
11	Masterpiece
12	Midnight Dancer
13	Moonbeam
14	Morning Glory
15	Mystro
16	Silverbright
17	Tangent
18	Tribulation
19	Wildfire
20	Windfall

Table 1–79: Familiar Names 1

1	Aegis
2	Bandit
3	Banshee
4	Barron
5	Border
6	Catcher
7	Colt
8	Creeper
9	Duke
10	Elegy
11	Ever
12	Firebrand
13	Firestarter
14	Goblin
15	Grace
16	Guilty
17	Gypsy
18	Haze
19	Hunter
20	Indigo

Table 1–80: Familiar Names 2

1	Iron
2	Jak
3	Jasmine
4	Jitter
5	Joker
6	Jubilee
7	King
8	Liberty
9	Lucky
10	Major
11	Masquerade
12	Master
13	Mauler
14	Mischief
15	Misery
16	Mugger
17	Parker
18	Pepper
19	Phantom
20	Queen

Table 1–81: Familiar Names 3

1	Quickling
2	Ransom
3	Rex
4	Savage
5	Scratch
6	Serendipity
7	Shadewind
8	Slim
9	Slink
10	Smoke
11	Sparks
12	Spitfire
13	Stalker
14	Streak
15	Thorn
16	Tracker
17	Valor
18	Whisky
19	Wicked
20	Wisdom

Table 1–82: Familiar Feature

1	Extra front and/or back toes
2	Exceptional fur pelt
3	Exotic-colored eyes
4	Hairless
5	Has burned skin patches
6	Has crossed eyes
7	Has fleas/mites
8	Missing half of tail
9	Mixed colored eyes
10	Notched ears
11	One eyed
12	Overly long feathers, whiskers, etc.
13	Oversized ears
14	Oversized tail
15	Overweight
16	Rippled fur
17	Tailless
18	Tufted ear tips
19	Two tails
20	Unnatural aura

Table 1–83: Familiar Personality

1	Always hungry
2	Always underfoot
3	Collects shiny objects
4	Demanding or pushy
5	Excessively brave or fearful
6	Extremely territorial
7	Flighty and forgetful
8	Friendly with strangers
9	Inquisitive
10	Jejune
11	Lazy
12	Likes/hates to hunt
13	Likes/hates to swim
14	Never where it should be
15	Overly needy or independent
16	Playful
17	Prone to violence
18	Sleeps more than normal
19	Suffers from a phobia
20	Unfocused

LOCAL COLOR

Table 1–84: Battle Cries 1

1	Bring it on!
2	By all that is holy!
3	By my ancestor's blood!
4	By my bones!
5	By my hand!
6	By my steel!
7	By the Gods!
8	By the souls of my ancestors!
9	Come and get some!
10	Death before surrender!
11	Death stands before you!
12	Eternal sleep awaits!
13	Fear me!
14	Feel my judgment!
15	Feel my wrath!
16	For Faith and Light!
17	For Good's sake, you must die!
18	For honor!
19	Have at you!
20	I am the instrument of your death!

Table 1-85: Battle Cries 2

1	I am your doom!
2	I'll make this quick!
3	I've a grave ready for you!
4	May Gods take you!
5	May I have this dance?
6	No quarter!
7	None shall avenge you!
8	On guard!
9	Scavangers will feast on you!
10	Take your place in Hell!
11	Taste my steel!
12	Time to die!
13	To the death!
14	To the hells with you!
15	Victory shall be mine!
16	Your cold grave waits!
17	Your death awaits!
18	Your time is through!
19	Your time is up!
20	You're next!

Table 1–86: Colorful Phrases 1

1	Ah, the sweet smell of desperation (when you are about to beat an opponent)
2	All will be apples (everything will be all right)
3	Before they come to roast the pig (before the law comes to collect you)
4	Caper can-do (I'll take the job, I can do it)
5	Come-hither Gilflirts (ladies out for an evening of fun)
6	Don't tell, crawl the shell (don't confess, hide out)
7	Easy the tongue, will you (cease your gossip)
8	Edge of the world (go to the limit)
9	For the ears of the goddess (hold your tongue)
10	For the love of the gods (exclamation)
11	Git soapy and nick (visit the bathhouse and barber)
12	Green around the gills (feeling ill)
13	Hay up the prancers (feed the horses)
14	He could teach a mouse timid (he's cowardly)
15	He'll be in the fess-house until he's cleared (wrapped up in court)
16	He's a well-rattled man (sturdy adventurer)
17	He's tipped and gypped (he's drunk on rotgut)
18	His glister is good but he's got no skill (all show)
19	Howbee berk (how are you today)
20	I'm clicking, let's smile (I have the coin for a night on the town)

Table 1–87: Colorful Phrases 2

1	I'm gritting steel (I am in pain)
2	Insist all the longer (we're still doing it my way)
3	I've just run some swag up (I've procured stolen goods for resale)
4	Laugh till you find the spark (chin up)
5	Look for the painted lich (seek the old woman with too much makeup)
6	May the shines grin on ya (may the gods smile upon you)
7	No bootlicking will save you now (in diplomatic trouble)
8	Not since I was ankle-biting (not since I was a child)
9	Precision is passion's enemy (stay abstract from intense feeling when working)
10	Sad escapes and lullabies go home (there's no good news)
11	Shark's oiling the bench (constable following orders)
12	Still by windows, some are running (they still think they can get away with it)
13	That's wrestling an elemental (it is an impossible task)
14	There's a devil guise aside for me (I've done questionable things)
15	These people are grey (there aren't evil guys and good guys, it's just a bunch of guys)
16	This place is tight as a tendriculos (security is high here)
17	This sit is crook (this situation is bad/wrong/poor)
18	Ware rum-lovers by the docks (be cautions of drunk pirates)
19	What doesn't kill you defines you (or makes you stronger)
20	You'll see the daisy-digger (you're going to be dead and buried soon)

USING CHAPTER ONE

Character Motivation 4
9 Hide someone's identity
Birthmarks
3 Charging horse
Inheritance
3 Business
Phobias
8 Haphephobia. Being touched
Character Quirks 2
1 Never without a favored item
Hobbies
18 Reading and literature

Here we have young master Elshyn, who's never without his favored item, a long-sleeved cloak. He wears it because he's trying to keep his own identity secret, which is not easy because of the tell-tale birthmark on his arm. If people knew he was the one who inherited a book shop with tomes of how to find a lost treasure, his life could be at an end.This makes him nervous about being casually touched. He spends his time pouring through the old tomes to find the clues and assemble a team to track down the treasure.

CHAPTER TWO

WORLD

WORLD BUILDER

Table 2–1: Shape of the World	
1	Braided Planes
2	Clouds
3	Cluster
4	Cube
5	Cylinder
6	Disc
7	Disjointed Planes
8	Eternal Plain
9	Elliptical Sphere
10	Ether
11	Flat-Earth
12	Hollow Earth
13	Nebula
14	Oblate Sphere
15	Oblong Spheroid
16	Prism
17	Sphere
18	Swirling Vortex
19	Threaded Portals
20	Void

Table 2–2: World Names	
1	Abaddon
2	Ærth
3	The Crucible
4	Earth
5	The Ever Realms
6	The Forge
7	Guardhome
8	High Earth
9	Land of the Earthwalkers
10	Land of the Mortals
11	Lasthome
12	Midgard
13	Middle Lands
14	Mortal Plane
15	Mortal Realm
16	Mother Earth
17	Nether Earth
18	The Realms
19	Sacred Earth
20	World of Worlds

Table 2–3: Constellations	
1	The Blinding Furnace
2	The Cloister
3	The Claymore
4	A Crown for Kings
5	The Dust of Heaven
6	The Great Fire Dragon
7	The Hermit
8	The Jaded Plowman
9	King and Queen
10	The Lantern-Bearer
11	Northern Ships
12	The Oxen
13	Raven's tongue
14	The Silver Rose
15	Sorrow's Halo
16	The Tree of Life
17	Twisted Iron Sky
18	The Vortex
19	Weathervane
20	Wings of the Gods

Table 2–4: Star Names	
1	Aegis
2	Brilliance
3	The Chalice
4	Destiny
5	Eagle's Eye
6	Firebrand
7	God of Light
8	Heresy
9	Io's Delight
10	Kingstar
11	The Minotaur
12	Morning Glory
13	Mystery
14	The Nadir
15	Opal
16	The Palace
17	Rising Heart
18	Summer Sight
19	Trident Star
20	Western Light

Table 2–5: Continental Maps 1

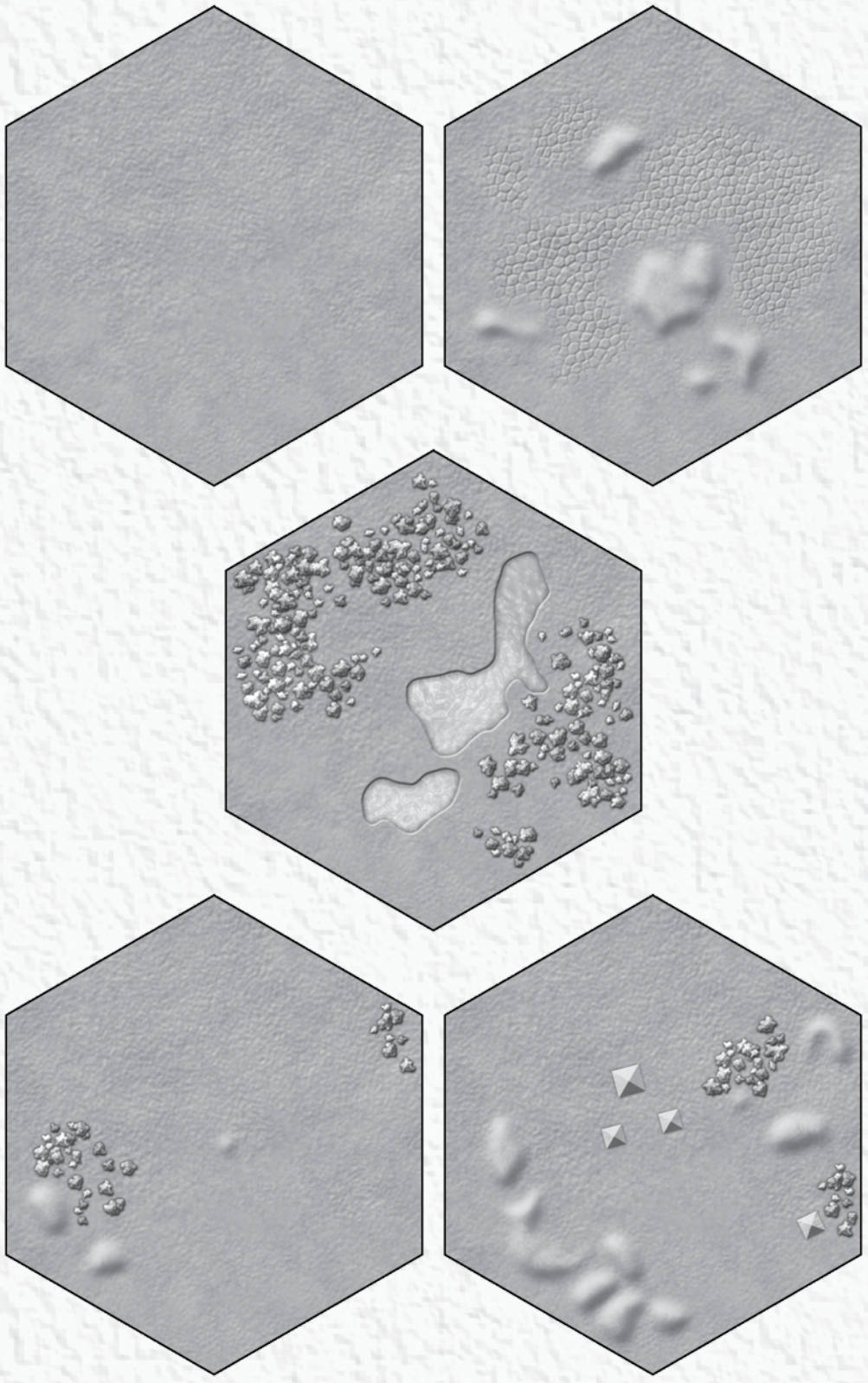


Table 2–6: Continental Maps 2

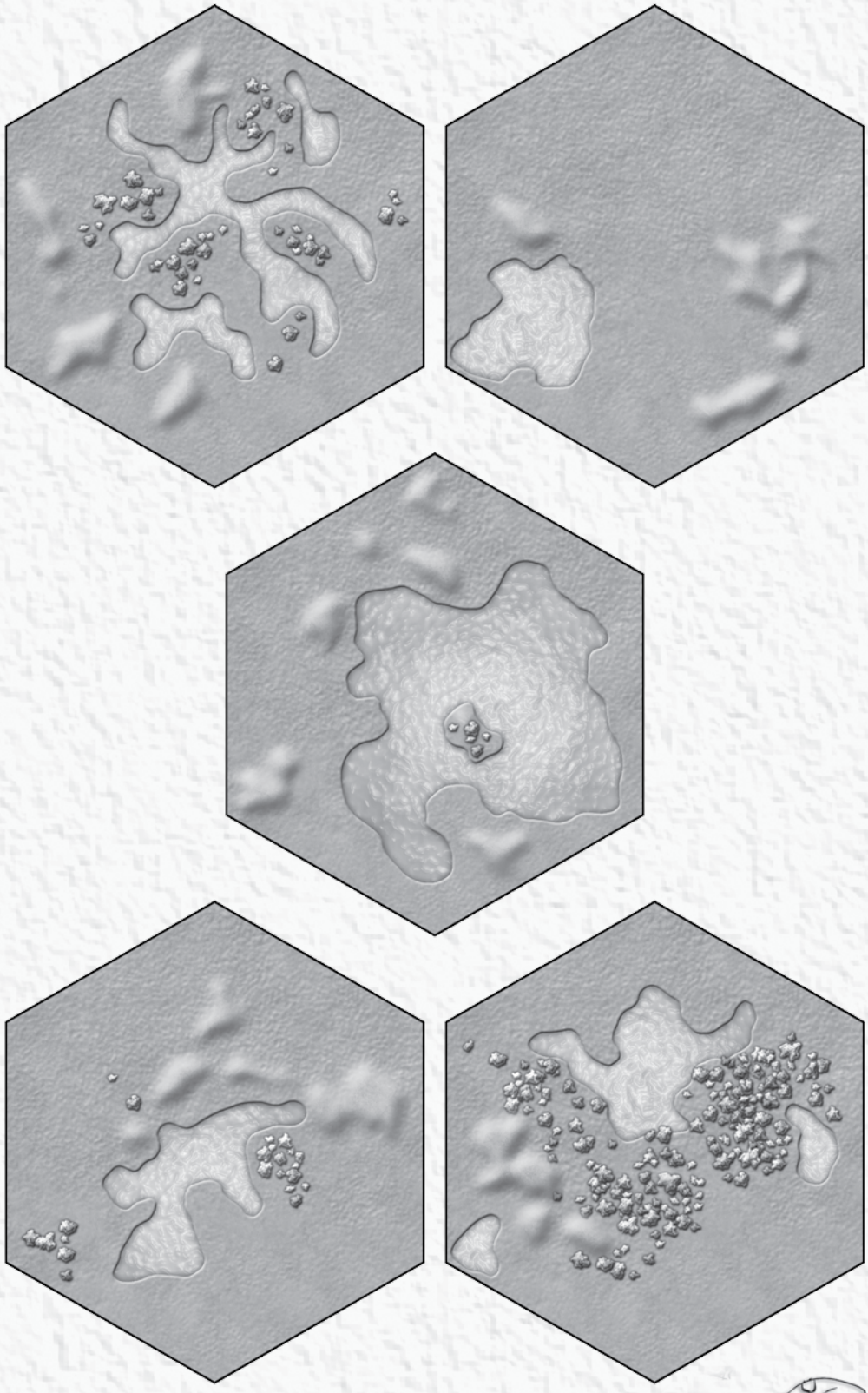


Table 2–7: Continental Maps 3

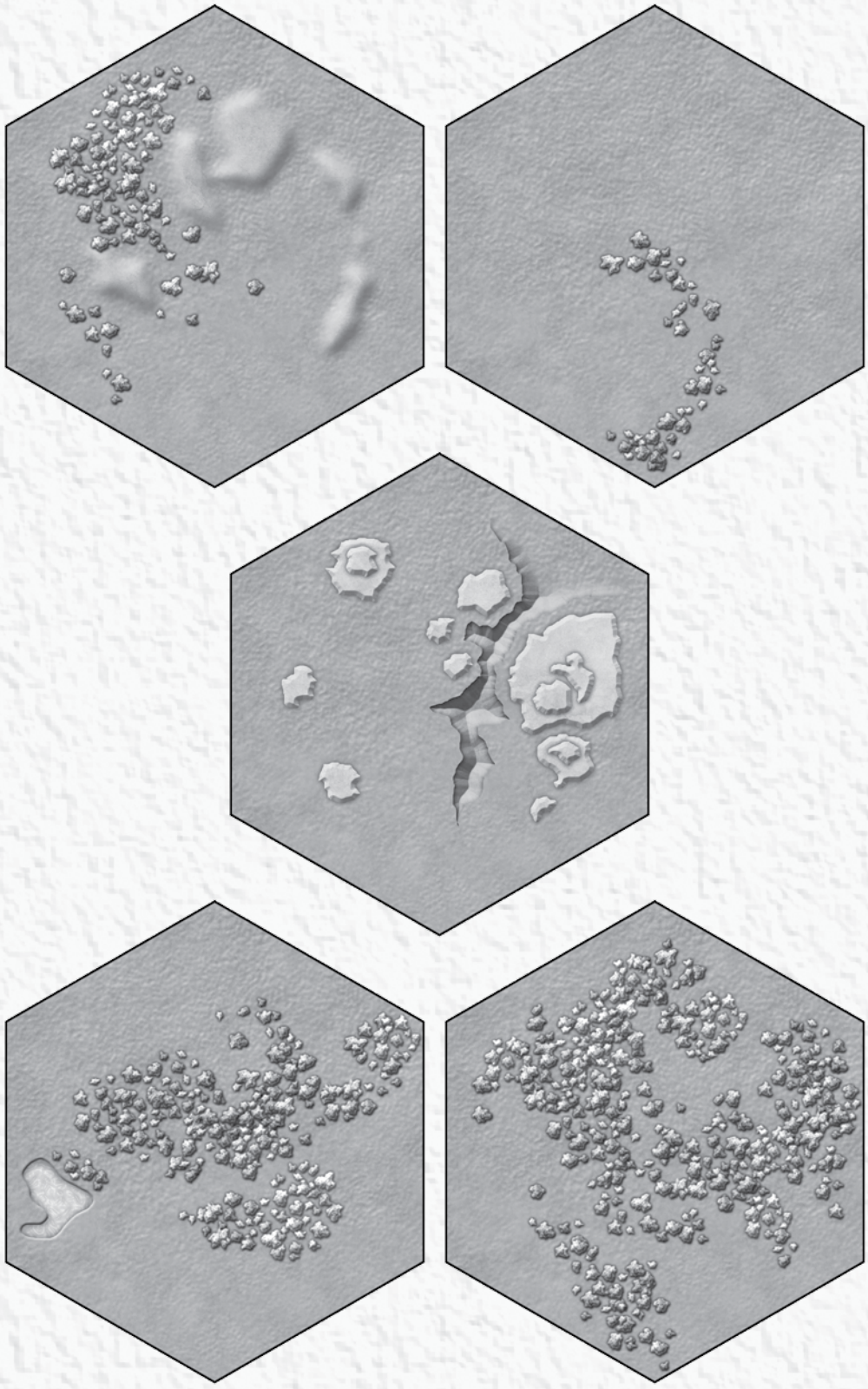


Table 2–8: Continental Maps 4

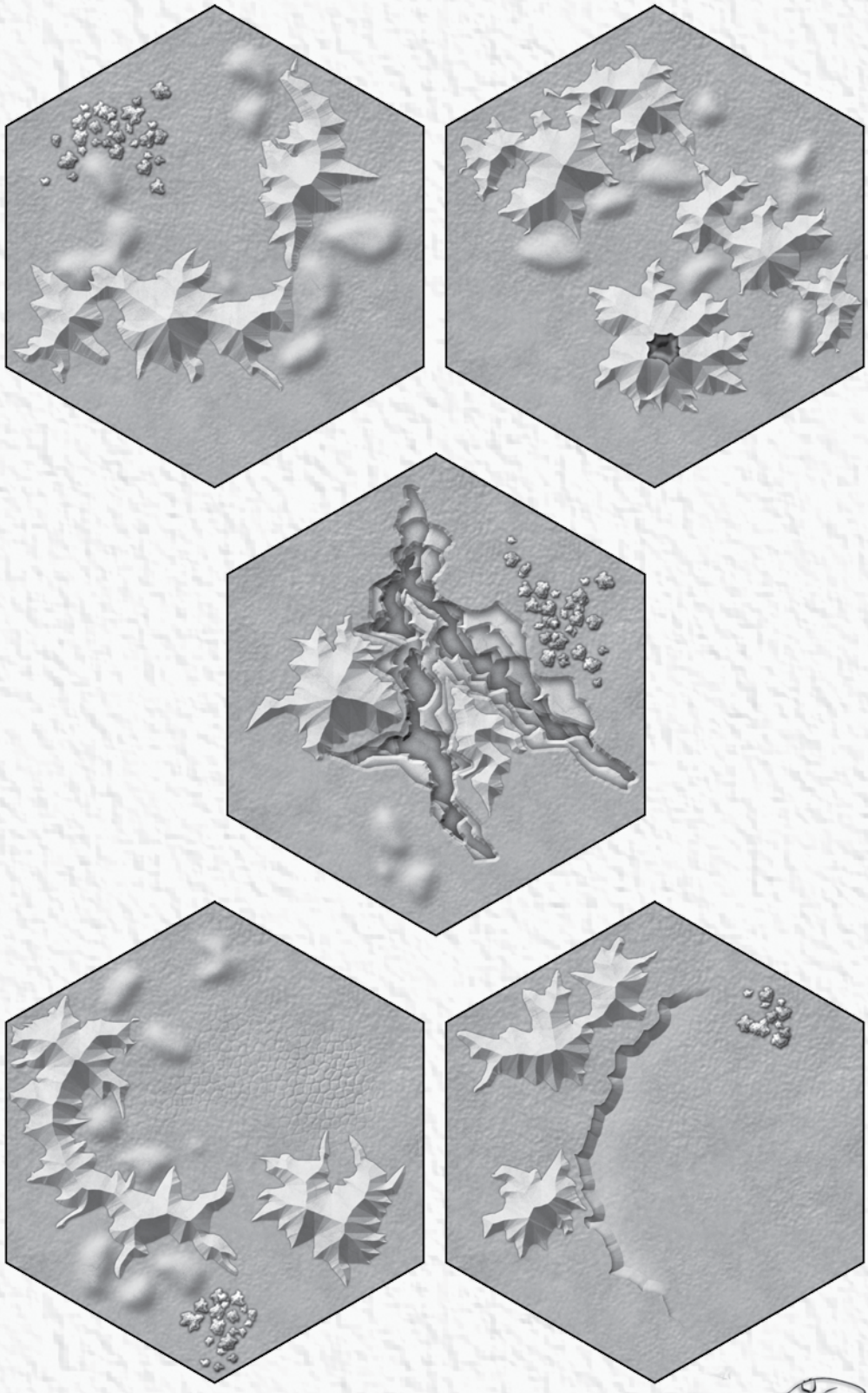


Table 2–9: Map Features 1

1	Arctic waste
2	Badlands
3	Bayou
4	Bog
5	Borderland
6	Bridge
7	Brook
8	Brush
9	Canal
10	Canyon
11	Cape
12	Capital
13	Castle
14	Cavern
15	Channel
16	Citadel
17	City, large
18	City, small
19	Cliffs
20	Coastland

Table 2–10: Map Features 2

1	Compass
2	Copse
3	Cove
4	Crag
5	Crater
6	Crevice
7	Dale
8	Dead lands
9	Desert, rock
10	Desert, sand
11	Escarpment
12	Everglade
13	Evergreen forest
14	Farmland
15	Fen
16	Flats
17	Foothill
18	Ford
19	Fortress
20	Gap

Table 2–11: Map Features 3

1	Glacier
2	Gorge
3	Grasslands
4	Grove
5	Gulch
6	Gulf
7	Gully
8	Hamlet
9	Harbor
10	Headland
11	High mountains
12	Hollow
13	Isthmus
14	Jungle
15	Knoll
16	Lagoon
17	Lair
18	Lake
19	Landmark/site
20	Loch

Table 2–12: Map Features 4

1	Low mountains
2	Marsh
3	Mesa
4	Metropolis
5	Mire
6	Mixed woodlands
7	Moor
8	Morass
9	Mound
10	Oasis
11	Ocean
12	Orchard
13	Outcropping
14	Outlet
15	Path
16	Peak
17	Peninsula
18	Plains
19	Plateau
20	Port

Table 2–13: Map Features 5	
1	Quagmire
2	Racial denotation
3	Ravine
4	Ridge
5	Rift
6	River
7	Road
8	Rolling land
9	Ruins
10	Sailing route
11	Salt flats
12	Savannah
13	Scrub
14	Sea
15	Sound
16	Standing stones
17	Steppe
18	Strait
19	Stream
20	Swamp

Table 2–14: Map Features 6	
1	Tangle
2	Temperate forest
3	Thorp
4	Timberland
5	Tor
6	Tower
7	Town
8	Trade route
9	Trade symbols
10	Trail
11	Tropical rain forest
12	Tundra
13	Tunnel
14	Vale
15	Valley
16	Village
17	Volcano
18	Wall
19	Wastelands
20	Waterfall

CREATING A CAMPAIGN MAP

If you are about to cross over a mountain range to an unexplored area of your own home game or building a world from scratch there are some valuable tools here to help in this endeavor. While it doesn't draw the map for you, it should trigger plenty of ideas and offer inspiration. Draw out an area shape on graph or hex paper using information in whatever game master book you're using. Don't forget the borders of nations. Name them, decide on their government, and then fill them in with loads of choices from the various 'map features' charts. Give each realm a personality based on some of the more flavorful entries of the campaign hooks, astrology, cataclysms and years of importance, tailoring each decision to the realm to give it it's own feel and history.

Table 2–15: Arctic Names

1	Bone Plains
2	Crystal Gorge
3	Frost Trial
4	Frozen Dale
5	Gelid Halls
6	Glacial March
7	Grimwhite Reaches
8	Hailloch
9	Icewane Cliffs
10	Iceshear
11	Ivory Waste
12	Mount Blizzard
13	The Pale
14	Regret
15	Savage Drifts
16	Snowbound Thorn
17	Soulhoard Crevasse
18	Stormfold Cornice
19	Vale of White Teeth
20	Wolf Run

Table 2–16: Arctic Water Names

1	Bay of Frost
2	Chillbrook
3	Crystal Lake
4	Diamonddeep
5	The Drift
6	Fishers' Ice
7	Fleetway
8	Frozen Run
9	Froth River
10	Gray Course
11	Hailing River
12	Hoarfrost Brook
13	Ice Bay
14	Lake of Glass
15	Mirrorflow
16	Mistlake
17	Sheer Lake
18	Sleet Pond
19	Streamwhisper Floe
20	Tundra Gulf

Table 2–17: Badland/Wasteland Names

1	Barren Flats
2	Blasted Plains of the Keeplands
3	Crags of the Deep
4	Dead Field March
5	Demonsteepe
6	Desolation Gorge
7	Dragon Wastes
8	The Forge
9	Harshlands
10	Ironbound Peaks
11	Jagged Peaks of the Crow
12	Lost Rocklands
13	The Maze
14	Merciless Wastes
15	Nadir Chasm
16	Pitted Craggs
17	Razorrock Peaks
18	Rugged Tract
19	Wasteland of the Wrack
20	Wyrmridge

Table 2–18: Bridge Names

1	Arch of the Elf War
2	Baron's Archway
3	Bravespan
4	Bridge of Accord
5	Bridge of the Gods
6	Bridge of Woe
7	Caravan's Crossing
8	Clifflink Bridge
9	Dread Overpass
10	Dwarfcraft Span
11	Godsarm Bridge
12	Orcsmarch Pass
13	Peacekeeper Bridge
14	Pillar Point Tunnel
15	Span of Harmony
16	Starspawn Reach
17	Thunderclap Bridge
18	Titan's Viaduct
19	Valleyspan Bridge
20	Warlord's Span

Table 2–19: Desert Names

1	Badlands of Everlasting Summer
2	Barren Fields of Sunder
3	Blasted Plains of the Dead Sun
4	Bonegrind Dunes
5	Desolation
6	Desert of Legion
7	Dunes of Gorebluff
8	Extinction Desert
9	The Furnace
10	Great Black Sand of Eternity
11	Lake of Sand
12	Mirror Sands
13	Onyx Wastes
14	Plague Dunes
15	Saltland Barrens
16	Sands of Despair
17	Scarlands of the Bladed Earth
18	Sunblight Wasteland
19	Wastrel Plains
20	Yeoman's Desert

Table 2–20: Evil Realm Names

1	Blackfyre Keep
2	Bonerot Plains
3	Borderlands of the Undead King
4	Broken Cliffs of Shadow
5	Darkwind Canyon
6	Eaglecrest Barrow
7	Falcon's Hallow
8	Festering Marsh of the Broken Lance
9	Gorgon's Crag
10	Ironwind Halls
11	Medusa Spire
12	Mountains of the Dead Hermit
13	Nevernight Keep
14	Obsidian Wastes
15	Scourgefell Ruins
16	Spiderkin Woods
17	Spires of the Harpy
18	Talon's Cove
19	Wastes of the Blight Mage
20	Winter's Hollow

Table 2–21: Forest Names

1	Arborfell
2	Avalon Forest
3	Darkscorch Wood of the Seven Stones
4	Deathglade
5	Feywind Glade
6	Fossmoor
7	Forest of the Nine Winds
8	Goblinreach Woodlands
9	Grimlock Thicket
10	Grindwood
11	Kossoch Forest
12	Kragwitch Woods
13	Nightmare Glen
14	Riverwood Copse
15	Savior's Grove
16	Serpentwood Trench
17	Traveler's Forest
18	Trollbrush Deep
19	Whispering Wood
20	Wildwood Hollow

Table 2–22: Grassland/Plain Names

1	Ardent Steppes of the Kingland
2	Cairns of the Tempest
3	Darkgulch Plains
4	Fairfield
5	Fields of Shadow
6	Godstretch
7	Grainbourne Field
8	Humble Downs
9	Horizon Meadow
10	Longstride Fens
11	Lowlands of the Eastwind People
12	Prairie of the King
13	Rockspot Stretch
14	Skybroad
15	Starpointe Plains
16	Stygian Grasslands
17	Sunspawn Savannah
18	Totem Field
19	Vulturefields
20	Wyld Steppe

Table 2–23: Lake Names

1	Assail Lake
2	Blackmere
3	Darkenmere
4	Dormant Lady
5	Dragon Lake
6	Eaglenest Loch
7	Greenmoor Lake
8	Griffin's Dive
9	Lake Abyss
10	Lake of Ages
11	Lake of Reflection
12	Loch Bargoun
13	Murk of Westhome
14	Shade Pond
15	Skyfire Lake
16	Sundown Lagoon
17	Tremor Lake
18	Trident Pond
19	Vigilant Mirror
20	Zephyr's Oxbow

Table 2–24: Landmark Names

1	Canyon of Righteous Fury
2	Cliff City of the Final Skykings
3	Devil's Tear
4	Elven Towers of Thundermight
5	The Emperor's Guardians
6	Giant Lighthouse of Darynkine
7	Glass Fields of Emberstroke
8	Goblin Totems of the Bluesky Kings
9	The Great Span of Seven Sword Rift
10	Killing Fields of the Dying Harpies
11	Library of Magetop Cairn
12	Obelisk Valley
13	Observatory of Lem the Mad
14	Orcpalm Standing Stones
15	Pyramids of the Blueblood Elves
16	Runebound Keep of the Fever Hag
17	Spired Palace of the Bane Lords
18	Sunken City of the First Dwarf Kings
19	Titan's Graveyard
20	Trollpits of Scarblight

Table 2–25: Lowland Names 1	
1	Ashwind Rest
2	Blindman's Ridge
3	Box Canyon
4	Brokenhall Narrows
5	Caldera of Sorrow and Wane
6	Caves of the Winter Beast
7	Crooked Vale
8	Crimsonhammer Esker
9	Cyclops Divide
10	Deadmoan Crater
11	Dire Swale
12	Despot's Chasm
13	Eagle's Warren
14	Falconhide Gorge
15	Feverwind Cirque
16	Gorgon Trench
17	Harbor's Rest
18	Helmet
19	Horror's Divide
20	Iceden Bottom

Table 2–26: Lowland Names 2	
1	Ironclaw Ravine
2	Jackal's Flat
3	Kingstone Wastes
4	Minotaur Valley
5	The Nadir
6	Obedience Combe
7	Slaughterking Trough
8	Piety Basin
9	Ravine of Decay
10	Restholm Glen
11	Sabrewind Gulch
12	Scarecrow Rill
13	Sister Hollow
14	Snaking Clough
15	Thunderhollow Bottoms
16	Trollskin Basin
17	Vale of the Lesser Gods
18	Valle of the Warpstone Keeps
19	Valley of the Dirge
20	Widowmaker Run

Table 2–27: Marshland Names	
1	Bayou of the Drowned
2	Bog of Lifeless Bones
3	Brackish Glades
4	Corpse Fen
5	Darkglade Slough
6	Darklight Bayou
7	Deadwitch Marsh
8	Doomwalk Fen
9	Druid's Marsh
10	Everglades of Defiance
11	Hag's Breath Morass
12	Hauntlight Swamp
13	Hightide Mire
14	Knaves' Quagmire
15	Morass of Hidden Paths
16	Quagmire of Suffocation
17	Shadowfen Bog
18	Shallowfoot Swamp
19	Slough of Lost Voices
20	Swamp of Deathrot

Table 2–28: Mountain Names 1	
1	Banner Peak
2	Battlestone Mountain
3	Bearfort Mountain
4	Blackstone Hills
5	Bucks Hill
6	Castletop Barrow
7	Cobb Hill
8	Copper Mountain
9	Dragon Hill
10	Everorc Mountain
11	Fox Hill
12	Goblinkeep Mountains
13	Gravel Peaks
14	Griffin Top
15	Hell Mountain Peaks
16	Hickory Mountain
17	Hill of the Fallen
18	High Rock Mountain
19	Horsehill Crest
20	The Iron Reaches

Table 2–29: Mountain Names 2	
1	Ironhome Mountains
2	Jadecliff Pass
3	Keepstone Foothills
4	Lookout Mountain
5	Mace Mountain Summit
6	Marble Mountain
7	Miller's Pass
8	Millstone Kop
9	Mount Defiance
10	Mount Pillar
11	Mountains of the Stag
12	Onyx Peaks
13	Patience Butte
14	Saint's Peak
15	Smiths' Hill
16	Snake Hill Mesa
17	Stag Foothills
18	Stonybrook Mountain
19	Sunrise Reaches
20	Thunderhome Mountains

Table 2–30: Ocean and Sea Names	
1	Abyssal Coast
2	Archer's Gulf
3	Ardent Sea
4	Arrow Tides
5	Barrowmere Sea
6	Cairn Sea
7	Cloudshadow Ocean
8	Corsair's Gulf
9	Deathdeep Stretch
10	Eighth Sea
11	Gulldown Sea
12	Mistshroud Ocean
13	Nightshade Sea
14	Ocean of Eternity
15	Sea of Mystic Fire
16	Sea of Riptide
17	Shallowsworn Sea
18	Sharkmoor Sea
19	Stormwell Deep
20	Tempest Bay

Table 2–31: River Names 1	
1	Bane River
2	Blood River
3	Calamity Run
4	Cardinal Stream
5	Cougar Run
6	Darkwater River
7	Devil's Vein
8	Dragonfall River
9	Estuary of the Giants
10	Everscar Ravine
11	Farmer Creek
12	Ferryman's Brook
13	Fever Brooklet
14	Forger's Runnel
15	Greatbear River
16	Gypsy Creek
17	Hawkhead Ria
18	Heaven's Falls
19	Jade River
20	Lance Creek

Table 2–32: River Names 2	
1	Lyre's Rill
2	Keen Narrows
3	Maiden's Crossing
4	Marble Tributary
5	Mad River Gorge
6	Miller's Branch
7	Moonstone Streamlet
8	Nightmare River
9	Plowman's Bend
10	Raven's Inlet
11	River of Sorrow
12	River of the Spheres
13	Snake Rivulet
14	Sorghum Creek
15	Spearman's Brook
16	Shimmer Rush
17	Trench
18	Trident Delta
19	Trout Run
20	Venom Falls

Table 2–33: Terrain 1

1	Abandoned farmland overgrown with wrecked home in the middle
2	Ancient, dried riverbed cuts a swath across an otherwise bleak landscape
3	Barren sand dunes as far as the eye can see
4	Broken ground torn asunder by a recent earthquake or magical activity
5	Chain of mountains single file nearly touching the clouds
6	Craggy mountain range with heavy snowfall atop and old hunter's trails leading around
7	Dead forest with no life of any kind
8	Densely wooded area, lower branches of the larger trees have been cut off
9	Dry, broken ground where an occasional tuft of dead grass sways in the breeze
10	Evergreen forest creating a maze-like field
11	Field littered with animal carcasses as if nature's grave
12	Fields of frost glitter in the sun and twinkle the eye
13	Fields of grass so brown a mere spark might cause the landscape to burn like kindling
14	Fields of loose dirt, shrubs and thorny bushes
15	Forest fire recently ravaged this sad grove of trees
16	Gentle sloping mountains, loose dirt and rocks make travel difficult
17	Hilly landscape with hair pin turns pockmarked with boulders
18	Large, still pond ringed by reeds is a respite for a flock of birds
19	Maple forest sways heavily as a strong storm approaches
20	Maze of rocks with various humanoid appearances carved into the stone walls

Table 2–34: Terrain 2

1	Mountain chain of densely packed dirt, solid rock and covered with trees
2	Muddy field covered in loosely packed grass that sinks underfoot
3	Old blasted stone tower with sections of mortar and blocks scattered across the field
4	Old low stone fence divides the borders of a once vibrant farm field
5	Old, unsteady wooden footbridge stretches across a short but deep gap
6	Partially logged forest with displaced wildlife looking for shelter
7	River valley with colorful flowerbeds causing a haze in vision and reflection
8	Rocky shoreline caked thick with black sand and housing the skeletal remains of an old shipwreck
9	Rolling farmland with bales of hay collected and dotting the fields, a single silo in the distance
10	Salt flats housing the skeleton and dried bones of some gargantuan beast
11	Sandy field covered with large, dry shrubs and crabgrass
12	Scattered copse of dried, dead trees—old cobwebs string among them and blow in a slight breeze
13	Serene field with scattered cairns of fallen heroes overgrown with wildflowers and willows
14	Shoreline to a large lake overrun with driftwood and loose water plants from a recent storm
15	Soft earth beneath waist high water and grass peaking above the waterline
16	Tall grass over fields of animal burrows and other dangerous divots
17	Thick hollow with old, knotted trees and weeping willows stretches across the horizon
18	Three knotted trees on top of a barren plateau
19	Very old trees tower high above provides a thick canopy
20	Wooded area with dense grass and underbrush covering the ground

Table 2–35: Weather 1

1	Blizzard worse than most local folks can remember
2	Breezy and sunny; gentle wind gives cool relief from heavy armor
3	Clouds so thick the sky darkens as a colossal shadow
4	Cloudy sky with several lightning bolts raining down on one area
5	Colorful lightning slides across the sky producing earth-shaking thunder rolls
6	Colossal clouds of cotton roll softly about the sky providing landscape shadows
7	Cool day with some clouds passing through the sky
8	Deep, purple sunset provides many long shadows across the land
9	Fierce rain storm mixed with hail clatters about on the ground
10	Flash flood as heavy rains effect a nearby river or canal
11	Flashes of lightning from the clouds nearby, but not a drop of rain falls from the sky
12	Gentle snowfall; the snowflakes are large and fall slowly from the sky
13	Heavy hailstones fall from the sky pock marking the land
14	Heavy rains and a flooding river sweep through the land
15	Light mist of rain, making the air feel even cooler
16	Long term rain has reduced the road ahead to mud and puddles
17	Mix of snow and rain makes the ground slushy and frigid
18	Mostly damp air permeates the area while a thick, heavy fog cloud rolls ahead on the horizon
19	Oppressive heat and humidity make it hard to breathe and tiresome over long distances
20	Rain so cold that it turns instantly to ice upon impact

Table 2–36: Weather 2

1	Relentless sun in a cloudless sky beats down
2	Several white clouds appear across the horizon; shapes of magical creatures can be seen
3	Steady windless snowfall coats all surrounding landmarks
4	Stiff wind tosses about high trees to and fro
5	Still and quiet, as if the weather has forsaken this day
6	Strong breeze brings with it a change in pressure, noting a season's passing
7	Strong winds blow about the trees, capes and hair making travel unfriendly
8	Strong winds blow clouds quickly across the sky bathing the ground in light and dark
9	Sunrise is muted by heavy, dark clouds hinting to midday rain
10	Sunrise sends bright light streaming across the landscape limiting visibility
11	Sunset turns the clear sky red as blood
12	Thin fog, able to see only a few dozen feet ahead
13	Thunderstorm ends as quickly as it began
14	Tornado funnel touches down on the horizon, blasting clouds of debris into the sky
15	Torrential rainstorms threaten to unleash a mudslide nearby
16	Traditional thunder and lightning storm wreaks havoc on the horizon
17	Warm, humid rainfall provides little relief from the hot temperatures
18	Weather seems to change every ten minutes
19	Whirlwind tossing stone and debris about
20	Wind blowing so hard the rain comes from the horizon

Table 2–37: Places of Note

1	Acdama: Fields of Blood
2	Bithron: The Broken Place
3	Cor-Ashan: The Smoking Furnace
4	Dan-Ylan: The Woodland Springs
5	Dishan: Wood of Rage
6	Dothan: Of the Two Wells
7	Ebonah: Mountain of Plenty
8	Elim: Land of Wolves
9	Ephedam: Borderland of Blood
10	Gehazi: Valley of Visions
11	Harhaiah: Domain of Shadows
12	Hasemunah: Hold of the Hated
13	Hodesh: Hold the New Moon
14	Hormah: The Wasteland
15	Jogli: The Blasted Plain
16	Kitron: The Burning River
17	Maroth: Land of Bitter Wine
18	Nekeb: Caverns of darkness
19	Shemesh: House of the Sun
20	Tiria: Fortress of Cold Fear

Table 2–38: Tribal Realm Names

1	Black Trees
2	Birdkill Home
3	Bloodking Lands
4	Bounty
5	Click-Claw Moors
6	Clifftide Fen
7	Darkmount Earth
8	Haven
9	Heart of the Bear
10	Honor's Price
11	Hornsaw
12	Hunter's Thicket
13	Iron Hammer Rock
14	Land of the Thousand Kings
15	Many Rivers
16	Moon River Grounds
17	Sevenstone Plains
18	Sever
19	Sun River
20	Thorn

Table 2–39: Realm Names, Macro-

1	Almyrah Caliphate
2	Archduchy of Ten Thousand
3	Bloodoath Confederacy
4	Commonwealth of Spires
5	Dynasty of Ash
6	Empire of the Damned
7	Kingdom of Last Spear
8	The Gray Dynasty
9	Holy Lands of the Nine Kings
10	Iron States of Myrrikhan
11	Malik'suldar Sultanate
12	The Middle Lands
13	Nations of the Cloak
14	The Plague Marshes
15	Realm of Deeperearth
16	Samhan Empire
17	Seven Time Seven Lands
18	Tamilkirk Republic
19	Tribes of Nuath
20	United Clans of the Severed Mountains

Table 2–40: Realm Names, Micro-

1	Barony of Salt
2	Borderheart Refuge
3	Broken Realms of the Janisary
4	City-State of Light and Valor
5	Duchy of the Black Ward
6	Dunwater Clan
7	Eagle's Crest City-State
8	Enlightened Republic of the Eldermen
9	Fallen Angel Caliphate
10	Hordelands of the Steepe Clans
11	Holy City of the Righteous Gods
12	Icewall Fens
13	The Ivory Dale
14	The Kine Veil Absolute
15	Loward Downs
16	Occupied Lands of the Gyrian Knights
17	Province of the White Sword
18	Thornwood Break
19	Quiet River Tribe
20	Winter Principality

Table 2–41: Dwarf Realms

1	Althing
2	Black Dwarven Citadel
3	Blackgate Kingdom
4	Citadel Helmhome
5	Clan of the Cudgel
6	Dundread Wall Keep
7	Dwarven Nations of the Hundred Truths
8	Everdrink Halls
9	Gemstone Caverns
10	Greybeard Empire
11	Hammerhome
12	The Iceheart Glaciers of 'Evernear
13	Keep of the Thousand Promises
14	Mithril Mountains
15	Shatterfist Lands
16	Shieldwall Hills
17	Silverhall Pledgelands
18	Titan's Hammer Kingdom
19	Underhalls of the Khan
20	Valhalla's Dynasty

Table 2–42: Elf Realms

1	Adgitarran Glade
2	Arasial Fortwood
3	Asreds Dominion
4	Balatgah Forest
5	Bitbriar Sea-City
6	Eldantien Towers
7	Elehihaes Park
8	Etanahldi Swamphaven
9	Forest of Ehlias
10	Gadiehal Wildwood
11	Lonarelc Circle
12	Narubruilt Sphere
13	Oduloubi Heights
14	Plainhives of Arulaban
15	Rahiash Plains
16	Realm of Lanroht
17	Spires of Hubaid-Hai
18	Tabatlaeli Wonderwoods
19	Wilderness of Halbaer
20	Woodtowers of Lilisdaht

Table 2–43: Exotic Realms

1	Celestial Summit
2	Cities of the Clouds
3	Darkholme Haven
4	Dragonfyre Kingdom
5	Empire of the Emerald Dawn
6	Fey Weald
7	Goldwall Quietus
8	Grace Home of Dictum and Purity
9	Hidden Caves of Kubla Khan
10	Lost Ruins of the Eternal Knights
11	Keeps of the Frozen Serpents
12	Mithril Kingdoms of Final Legion
13	The Oracle Clans
14	Pinnacle of Avarice
15	Sapphire Kingdoms
16	The Seven Thousand Nation of Ohm
17	Spires of Eternity
18	The Shadowlands of Sulphur and Lies
19	Tribes of the Forever Heart
20	White Palaces of the Forever City

Table 2–44: Goblin/Nonhuman Realms

1	Bird Lands Here
2	Bone
3	Eel Gut Hole
4	Empty Water
5	Fire Camp
6	Fish Stink Pond
7	Ghoulface Warrens
8	Gruk's Camp
9	Ick
10	Mud Mud
11	Murder Shelter
12	Scab Den
13	Scratch Earth Caverns
14	Slime Hill
15	Skulltop Place
16	Tall Tall Grass
17	Throttle Hills
18	Trollfist Home
19	Wart
20	Wet Dirt Cave

Table 2–45: Realm Size	
1	Isolated Realm, light population
2	Isolated Realm, moderate population
3	Isolated Realm, sparse population
4	Large Realm, high population
5	Large Realm, light population
6	Large Realm, moderate population
7	Large Realm, sparse population
8	Medium Realm, dense population
9	Medium Realm, high population
10	Medium Realm, light population
11	Medium Realm, moderate population
12	Medium Realm, sparse population
13	Small Realm, dense population
14	Small Realm, high population
15	Small Realm, light population
16	Small Realm, moderate population
17	Small Realm, sparse population
18	Sprawling Realm, high population
19	Sprawling Realm, light population
20	Sprawling Realm, moderate population

Table 2–46: State of the Nation	
1	Anarchy
2	Civil war
3	Economic progress
4	Economic recession
5	Election/regency
6	Enlightenment
7	External war
8	Foreign war
9	Heavy exporting
10	Heavy importing
11	Industrial progress
12	Martial law
13	Neighboring war
14	New freedom
15	New ruler
16	Peace
17	Police state
18	Revolution
19	Status quo
20	Trading

Table 2–47: National Boundary	
1	Desert or waste
2	Forest
3	Fortress line
4	Glacier
5	Guarded/patrolled
6	Hub villages
7	Lake or bay
8	Monuments
9	Mountain
10	Neutral nation
11	Ocean or sea
12	Ordained
13	Ridge or cliff
14	River
15	Roadway
16	Shifting
17	Standing stones
18	Treaty
19	Wall
20	Watchtowers

Table 2–48: National Strength/Weakness	
1	Art
2	Architecture
3	Colonies
4	Commerce
5	Education
6	Efficiency
7	Exploration
8	Gems/gold reserves
9	Iron/steel
10	Leadership
11	Libraries
12	Nationalism
13	Magic
14	Medicine/science
15	Military
16	Military training
17	Multiculturalism
18	Political structure
19	Religion
20	Trade

Table 2–49: National Transportation

1	Barge
2	Blimp/dirigible
3	Canal skiff
4	Caravan
5	Carriage
6	Cart
7	Elemental skiff
8	Ferry
9	Flying mount
10	Horse/mount
11	Ice sail
12	Magical flight
13	Portal
14	Riverboat
15	Sailing ship
16	Skyship
17	Sled/sleigh
18	Teleportation
19	Wagon
20	Walking

Table 2–50: National Trade Map Symbols

1	Alchemy
2	Alcohol
3	Armor/shield
4	Cloth/clothing
5	Coffee/tea
6	Fish
7	Gold/precious metal
8	Horses
9	Knowledge
10	Livestock
11	Magic
12	Mineral
13	Oil
14	Paper/parchment
15	Ships
16	Silk
17	Stonework
18	Tobacco
19	Weapons
20	Wood

Table 2–51: National Calamities

1	Civil war
2	Conquered
3	Crime
4	Earthquake
5	Economic collapse
6	Environmental collapse
7	Famine
8	Firestorms
9	Floods
10	Governmental collapse
11	Invasion/war
12	Magical blight/cataclysm*
13	Meteor crash
14	Overpopulation
15	Pestilence
16	Plague
17	Regicide
18	Storms
19	Undead
20	Volcanic eruption

Table 2–52: National Calamities, Magical

1	Arrival/death of a deity
2	Clouds touch down to the earth
3	Comet
4	Constellations shift form
5	Death of a god
6	Draconic awakening/enlightenment
7	Gate to lower planes ruptures
8	Inanimate objects animate
9	Lunar cataclysm
10	Magic null-zone
11	Meteor shower
12	Planar conjunction
13	Plants/vegetation wither and die
14	Polar shift
15	Second moon takes orbit in sky
16	Summoning of a demon/devil
17	Sun goes black
18	Undead rise from the grave
19	Unstable portal
20	Visions of the end times

Table 2–53: Road Type	
1	Clay and packed earth
2	Cobblestone pathway
3	Druid-tended road
4	Granite blocks
5	Heavily packed dirt
6	Incomplete and in progress
7	Laid bricks
8	Loose earthen trail
9	Loose rock covering
10	Muddy and overgrown
11	Patrolled by nearby noble lord
12	Poorly maintained with potholes
13	Riddled with weed growth
14	Rife with wildlife
15	Shaded by trees
16	Skulls and bones
17	Tended by permanent unseen servant
18	Thick stone tablets
19	Well tended
20	Wooden planks

Table 2–54: Road Names	
1	Brokeblade Trail
2	Cave Trail
3	Cliffside Road
4	Cloverfield Trail
5	Farmer's Path
6	Ferry Road
7	Forge Road
8	Gnoll Way
9	Hammerdwarf Path
10	Hunter's Path
11	King's Path
12	Kobold Trail
13	Moonlit Path
14	Mountain Road
15	Redwood Trail
16	River Road
17	Sundown Trail
18	Swamplight Trail
19	Tradesman Road
20	Trapper's Path

Table 2–55: Village Names 1	
1	Ash Grove
2	Black Gorge
3	Bowmantle
4	Dark Eel Creek
5	Davis Rise
6	Deerfield
7	Delta Springs
8	Devil Throne
9	Eagle's Point
10	Emerald Face
11	Glen Heights
12	Harbor
13	Hawthorne
14	Hyana View
15	Ivory
16	Knight Grove
17	Landling
18	Lucifer's Break
19	Miner's Gate
20	Mist Hollow

Table 2–56: Village Names 2	
1	Moor
2	New Raven
3	North Red
4	Orc Wall
5	Peirmen's Roost
6	Pine Bluff
7	Pike's Cairn
8	Quietwood Home
9	Resilience
10	Rising Cliff
11	Sandpointe
12	Slag Ford
13	Stoneville
14	Stormcall Ridge
15	Tarendale Helm
16	Village of Terrill
17	Warlock's Den
18	Whitethorn Creek
19	Witch Meadow Run
20	Wolfholme

Table 2–57: Town Names 1	
1	Brenton's Hope
2	Brynport
3	Burrwell Mines
4	Caervale
5	Castle Gherond
6	Curney Peak
7	Dyne Falls
8	Dunworth
9	Eisenburg
10	Ejdin Dale
11	Enisston
12	Fendon
13	Galekirk
14	Greywalk Reach
15	Halebury Brine
16	Highland Prairie
17	Ivory Downs
18	Janismoor
19	Killbourne
20	Knaves Hollow

Table 2–58: Town Names 2	
1	Lake Minor
2	Last Break
3	Lochstead
4	Lowton
5	Merrick
6	Millerhurst
7	North Bend
8	Norville
9	Old Brookdon
10	Palewind Shore
11	Port Newgate
12	Portwater
13	Ridgeglen Mill
14	Shadowoak
15	South Torisberg
16	Stonemill
17	Treason River
18	Tylengaard
19	Uncaster Keep
20	Yorkpoint

Table 2–59: City Names, Generic 1	
1	Accord
2	Battlefront
3	Breach
4	Briartown
5	Bridgespan
6	Castlecrest
7	City of Fire
8	City of the Last King
9	East Fretonn
10	Forked River
11	Goldgate
12	Gorgon
13	Greatport
14	Hammergate
15	Harborreach
16	Hawthorne
17	Laborton
18	Mammothport
19	Merchaton
20	Mithril

Table 2–60: City Names, Generic 2	
1	Montaigne
2	North Westvale
3	Northspire
4	Oak
5	Palisade
6	Port Deep
7	Portmouth
8	Rage
9	Ridgewood
10	Shadowstep
11	Slayer's Point
12	South Keyport
13	Standholm
14	Steel Keep
15	Stillwater Bay
16	Stone
17	Titan
18	Templeton
19	Trident Harbour
20	Wisdom Hall

Table 2–61: City Names, Specific 1	
1	Amanth
2	Amistiar
3	Anastriel
4	Cephenton
5	Dallisar
6	Dremeth
7	Drinnarin
8	Ephron
9	Erinam
10	Firalia
11	Irathmael
12	Jenrath
13	Kaplisia
14	Laudren
15	Leristage
16	Lis Aventar
17	Memend
18	Menthais
19	Meriel
20	Methrostan

Table 2–62: City Names, Specific 2	
1	Metrand
2	Millinar
3	Narimia
4	Neftazar
5	Nerinthar
6	Novi Ren
7	Orishend
8	Ovenburg
9	Pav Ature
10	Ramelev
11	Riliaf
12	Ristalier
13	Roceanne
14	Thirio
15	Thornholme
16	Vernoth
17	Volisor
18	Vrilltiac
19	Whisland
20	Yraltac

Table 2–63: Footbridges	
1	Bones, animal
2	Bones, humanoid
3	Boulders
4	Broken statue
5	Giant bone
6	Large rocks
7	Living saplings
8	Old fence pieces
9	Overhanging tree with rope
10	Sand bar
11	Several small saplings
12	Small rocks, piled
13	Small saplings supported by rock in center
14	Stone and mortar
15	Tree trunk, cut lengthwise
16	Tree trunk, fallen
17	Wagon wheel
18	Wood piling
19	Wooden footbridge
20	Wooden planks

Table 2–64 Castle/Fortress Names	
1	Castle Morningstar
2	Castle of Flames
3	Citadel Conjure
4	Citadel Triumph
5	Defiance Rock
6	Fort Determination
7	Fortress of Shieldmight
8	Fortress of Shieldwall
9	Fortress of the Garrison
10	King's Fortress
11	Lance Keep
12	Outpost of Swords
13	Presidio of Titans
14	Royal Redoubt
15	Safehold of Storms
16	Spikestone Bastion
17	Stronghold of Dark Orb
18	Stronghold of Might
19	Towers of Steel
20	Warhammer Battlement

Table 2–65: Stronghold/Watchtower Description	
1	Black vaulted tower in the middle of a swamp
2	Bowmen's towers watching over a perfect valley pass
3	Cave with a hidden entrance near a frequently traveled forest road
4	Elf guard platform resting on the branches of the oldest trees of the forest
5	Fortress Bones where locals keep watch over a nearby necropolis
6	Fortress of the outcasts of Crimson Company from a neighboring nation
7	Dwarfs manning an old goblin watch tower
8	Human keep carved directly into the side of a cliff
9	Illusion conceals underground listening post now occupied by orcs
10	Keep at the edge of the forest with orders to kill anything headed for the nearby town
11	Makeshift hilltop fortress to lure travelers out of hiding
12	Mountaintop dwarf watchtower with a good view of the entrances on both side of the pass
13	Single stone tower standing to alert the city of impending danger
14	Small shack quickly built atop ancient ruins to spy on creatures moving inside
15	Sprawling stronghold built near the traditional home of two warring barbarian tribes
16	Stronghold of a local group of powerful mercenary knights
17	Stronghold on a small island in the middle of the river armed with heavy ballistae
18	Symbolic keep of the human-dwarf alliance
19	Tree fortress of the Hunters of Aroveen and the druids of the Molt Mountain
20	Underground dwarf fortress made of steel and marble, carved with ancient runes of protection

Table 2–66: Stronghold/Watchtower Interior 1	
1	Armory
2	Auditorium
3	Barbican
4	Barracks
5	Bathhouse
6	Bedroom
7	Chapel
8	Common room
9	Courtyard
10	Dining hall
11	Dock
12	Dock house
13	Dungeon
14	Fountain or pool
15	Gatehouse
16	Greeting chamber
17	Guard post
18	Guest quarters
19	Kitchen
20	Laboratory

Table 2–67: Stronghold/Watchtower Interior 2	
1	Labyrinth
2	Larder
3	Library
4	Observatory
5	Planning room
6	Prison cells
7	Privy
8	Servant's quarters
9	Shop
10	Smithy
11	Stable
12	Storage
13	Study
14	Tavern
15	Throng room
16	Torture chamber
17	Tower
18	Training grounds
19	Trophy hall
20	Workplace

ECOSYSTEMS

Table 2–68: Trees 1	
1	Alder
2	Allspice
3	Almond
4	Apple
5	Ash
6	Avocado
7	Birch
8	Cactus
9	Cottonwood
10	Cedar
11	Cherry
12	Chestnut
13	Cottonwood
14	Cypress
15	Ebony
16	Elm
17	Fir
18	Hawthorn
19	Hickory
20	Juniper

Table 2–69: Trees 2	
1	Larch
2	Locust
3	Mahogany
4	Mangrove
5	Maple
6	Mesquite
7	Oak
8	Palm
9	Peach
10	Pear
11	Pecan
12	Pepper tree
13	Pine
14	Poplar
15	Rubber tree
16	Sequoia
17	Spruce
18	Teak
19	Walnut
20	Willow

Table 2–70: Flowers 1	
1	Asteriscus
2	Baby's Breath
3	Bellflower
4	Borago
5	Comfrey
6	Daffodil
7	Daisy
8	Dandelion
9	Deinanthe
10	Diascia
11	Dublin
12	Geranium
13	Goldband lily
14	Goldsturm
15	Hacquetia
16	Hellebore
17	Holly
18	Horned violet
19	Hosta
20	Hyacinth

Table 2–71: Flowers 2	
1	Iris
2	Lamium
3	Matilua
4	Meadow rue
5	Merrybells
6	Mugwort
7	Mullien
8	Peony
9	Persicaria
10	Poppy
11	Rodgersia
12	Rose
13	Snowdrop
14	Spurge
15	Sunflower
16	Thistle
17	Toadshade
18	Tulip
19	Wandflower
20	Wildflower

Table 2–72: Shrubs 1	
1	Alder
2	Azalea
3	Bayberry
4	Blackberry
5	Blackthorn
6	Blueberry
7	Caper
8	Chokeberry
9	Clove tree
10	Coca
11	Coffee
12	Cotton
13	Cranberry
14	Currant
15	Elder
16	Forsythia
17	Fuchsia
18	Furze
19	Gale
20	Gardenia

Table 2–73: Shrubs 2	
1	Genista
2	Gooseberry
3	Guava
4	Guayule
5	Hemp tree
6	Hibiscus
7	Holly
8	Huckleberry
9	Hydrangea
10	Indigo
11	Juneberry
12	Juniper
13	Kalmia
14	Laurel
15	Lilac
16	Locust
17	Magnolia
18	Mesquite
19	Milkwort
20	Misletoe

Table 2–74: Weeds 1	
1	Arrowhead
2	Barberry
3	Brake
4	Burr
5	Cat's ear
6	Chickweed
7	Crabgrass
8	Dandelion
9	Devil's thorn
10	Dock
11	Fireweed
12	Goldenrod
13	Horsetail
14	Jimson weed
15	Knotweed
16	Lady's thumb
17	Locoweed
18	Mallow
19	May weed
20	Mesquite

Table 2–75: Weeds 2	
1	Milkweed
2	Mustard
3	Nettle
4	Onionweed
5	Pigweed
6	Poison ivy
7	Poison oak
8	Poison sumac
9	Pokeweed
10	Ragweed
11	Sandbur
12	Scarlet pimpernel
13	Shepherd's purse
14	Skunk cabbage
15	Smartweed
16	Spotted spurge
17	Stinkweed
18	Thistle
19	Wiregrass
20	Witchgrass

Table 2–76: Bugs 1

1	Ant
2	Ant lion
3	Bedbug
4	Bee
5	Beetle
6	Bombardier beetle
7	Bug
8	Bumblebee
9	Butterfly
10	Caterpillar
11	Cicada
12	Cockroach
13	Cricket
14	Diving beetle
15	Dragonfly
16	Dung beetle
17	Firefly
18	Flea
19	Fly
20	Gnat

Table 2–77: Bugs 2

1	Grasshopper
2	Grub
3	Hellgrammite
4	Hornet
5	Horsefly
6	Katydid
7	Ladybug
8	Locust
9	Maggot
10	Mantis
11	Mosquito
12	Moth
13	Pond skater
14	Sand fly
15	Silverfish
16	Stink beetle
17	Termite
18	Walking stick
19	Wasp
20	Weevil

Table 2–78: Fish

1	Albacore
2	Anchovy
3	Bass, sea
4	Blue fish
5	Carp
6	Cod
7	Flounder
8	Grouper
9	Hake
10	Halibut
11	Herring
12	Mackerel
13	Ocean perch
14	Red snapper
15	Rockfish
16	Roughy
17	Swordfish
18	Tuna
19	Turbot
20	Yellowtail

Table 2–79: Game

1	Antelope
2	Bear
3	Caribou
4	Deer
5	Duck
6	Elk
7	Game hen
8	Gazelle
9	Goose
10	Hare
11	Impala
12	Moose
13	Musk deer
14	Musk ox
15	Quail
16	Pheasant
17	Rabbit
18	Reindeer
19	Turkey
20	Wild boar

Table 2–80: Wildlife 1

1	Alpaca
2	Baboon
3	Bear
4	Boar
5	Cheetah
6	Chimpanzee
7	Cougar
8	Coyote
9	Dingo
10	Elephant
11	Ferret
12	Finch
13	Fox
14	Giraffe
15	Gorilla
16	Hippopotamus
17	Hyena
18	Jackal
19	Jaguar
20	Leopard

Table 2–81: Wildlife 2

1	Lion
2	Llama
3	Lynx
4	Monkey
5	Mountain goat
6	Ocelot
7	Panther
8	Pony
9	Puma
10	Ram
11	Rhinoceros
12	Silver fox
13	Sloth
14	Snake
15	Tiger
16	Warthog
17	Wolf
18	Wolverine
19	Yak
20	Zebra

Table 2–82: Pack Animals/Mounts

1	Burro/donkey/mule
2	Camel, bactrian/dromedary
3	Cart horse
4	Charger
5	Courser
6	Destrier
7	Draft horse
8	Elephant
9	Gelding
10	Jade
11	Llama
12	Mare
13	Mustang
14	Ox
15	Palfrey
16	Pony
17	Reindeer
18	Stallion
19	Sumpter
20	Yak

Table 2–83: Pests/Small Animals

1	Armadillo
2	Badger
3	Bat
4	Buzzard
5	Chipmunk
6	Coyote
7	Crow
8	Dingo
9	Ferret
10	Gopher
11	Hedgehog
12	Mongoose
13	Muskrat
14	Opossum
15	Porcupine
16	Raccoon
17	Skunk
18	Squirrel
19	Vulture
20	Weasel

CITIZENS/GOVERNMENT

Table 2–84: Realm Types

1	Caliphate
2	Clans
3	Commonwealth
4	Confederation
5	Dominion
6	Duchy
7	Empire
8	Federation
9	Hegemony
10	Kingdom
11	League
12	Principality
13	Protectorate
14	Realm
15	Regency
16	Regime
17	Republic
18	State
19	Sultanate
20	Union

Table 2–85: Government 1

1	Anarchy (no government)
2	Aristocracy (ruled by nobility)
3	Autocracy* (absolute rule of one)
4	Bureaucracy (government of administrators)
5	Caliphate (ruled by a caliph/prophet)
6	Communism (all property as common)
7	Confederacy (alliance of rulers)
8	Democracy (ruled by masses-elected agents)
9	Despotism (absolute control/tyranny)
10	Dyarchy (ruled by two)
11	Dictatorship (absolute power to a dictator)
12	Dictatorship, Military
13	Duchy (ruled by a duke or duchess)
14	Emirate (ruled by an Emir)
15	Enlightened Absolutism
16	Fascism (authoritarian nationalism)
17	Feudalism (holding of land in a fief or fee)
18	Gerontocracy (ruled by council of elders)
19	Gynarchy* (ruled by women)
20	Hegemony (ruling of one nation over others)

Table 2–86: Government 2

1	Heteronomy (domination by outside power)
2	Hierarchy (religious feudal system)
3	Isocracy (everyone has equal power)
4	Kleptocracy (rule of theives and exploiters)
5	Libertarian ("rule" of free will)
6	Magocracy (ruled by magi or arcanists)
7	Matriarchy (community ruled by matriarchs)
8	Meritocracy (those with talent and skill)
9	Militocracy (ruled by the military)
10	Monarchy (ruled by a king or queen)
11	Monarchy, Absolute
12	Monarchy, Constitutional
13	Ochlocracy (ruled by a mass or mob)
14	Oligarchy* (ruled by a dominant class)
15	Panocracy (ruled by everyone)
16	Patriarchy (community ruled by patriarchs)
17	Pedocracy (ruled by learned, savants, scholars)
18	Police State (oppresses opposition to rule)
19	Plutocracy (rule of the wealthy)
20	Principality (ruled by a prince or chief ruler)

Table 2–87: Government 3

1	Puppet State* (ruled by other outsiders)
2	Regency* (rule in lieu of actual ruler)
3	Republic (ruled by elected officials)
4	Republic, Capitalist
5	Republic, Constitutional
6	Republic, Parliamentary
7	Republic, Socialist
8	Satrapy* (ruled by a satrap/governor)
9	Socialism (rule to benefit production and distribution of capital, land, etc)
10	Sultanate (ruled by a sultan/governor)
11	Syndicracy (ruled by business or guild)
12	Technocracy (ruled by engineers/scientists)
13	Theocracy (ruled by a church)
14	Timocracy (ruled by honor)
15	Totalitarianism (absolute control by the state)
16	Tribalism (ruled by a tribe)
17	Triumvirate (ruled by three magistrates)
18	Tyranny (ruled by a tyrant or absolute ruler)
19	Utopia (unrealistic but perfect society)
20	Viceroyalty (ruled by a viceroy)

* Roll again to determine base government

Table 2–88: Years of Historical Importance

1	The year of Cloudfall
2	The year of Dead Kings
3	The year of Demon's Rebirth
4	The year of Dragonborne
5	The year of Dreams
6	The year of the Fallen god
7	The year of Gentle Repose
8	The year of Grey Cultists
9	The year of the Great Flood
10	The year of the Guilds
11	The year of the Invaders
12	The year of Lost Crops
13	The year of Lost Kings
14	The year of Magical Pestilence
15	The year of Many Plagues
16	The year of Patience Folly
17	The year of the Rose
18	The year of the Scion
19	The year of Secret Heirs
20	The year of Warring Kingdoms

Table 2–89: Defining National Moment*

1	Annexed a long disputed land
2	Army conquered neighboring nation
3	Barbarian horde invaded and conquered
4	Blacksmiths forever branded with special sigils
5	Civil war destroyed many towns permanently
6	Everlasting trade treaty signed with Dwarves
7	Gold-mining ceased during reign of Mad King
8	Grand rebellion was finally crushed
9	High Cardinal murdered in royal palace
10	King waged a two-front war, successfully
11	Monarchy formed controlling police-state
12	Nation establishes republic and voting rights
13	Plague killed half of populace in one year
14	Queen declared herself empress
15	Rebellion squashed, forever outlawing swords
16	Royal vizier killed royal family and heirs
17	Shackles of hegemony cast off by pious Prince
18	Treaty signed with eldest Elf clan
19	Viceroy finally overthrown by regent Prince
20	Widespread famine; massive immigration

*These events can be historic, short-lived or ongoing

Table 2–90: National Race

1	Bugbears
2	Centaurs
3	Dwarves
4	Elves
5	Fey
6	Giants
7	Gnolls
8	Goblins
9	Halflings
10	Hobgoblins
11	Human Barbarians
12	Human Nomads
13	Human Settlers
14	Humans (mixed)
15	Lizardmen
16	Ogres
17	Orcs
18	Trolls
19	Undead
20	Werecreatures

Table 2–91: Racial Attitudes

1	Acceptance
2	Avoidance
3	Banishment
4	Befriend
5	Begrudging acceptance
6	Enslavement
7	Fear
8	Hate
9	Hostility
10	Ignorant
11	Indifference
12	Integration
13	Loathing
14	Mistreatment
15	Mistrust
16	Misunderstanding
17	Pity
18	Segregation
19	Trade
20	War

Table 2–92: National Renown

1	Amazing foods and sauces
2	Ancient elven ruins still stand
3	Annual competitions of strength and speed
4	Art and education praised above military
5	Canny merchants with exceptional goods
6	Capital is connected islands
7	Colossal ancient dwarven bridge
8	Disciplined armed forces
9	Equal mixture of all races
10	Exotic fashions and fantastic wines
11	Huge tower built atop a mountain
12	Land unfettered by civilization
13	Libraries and museums form cultural nexus
14	Monotheistic church
15	Outstanding theatrical performances
16	Strongest navy in the world
17	Superior weapons and armor
18	Towered cathedral of the all-gods
19	Weather controlled by elemental magi
20	Wild celebrations of holidays

Table 2–93: National Physical Traits*

1	Athletic physiques
2	Barrel torsos
3	Braided hair
4	Coarse body hair
5	Deep tans
6	Grim expressions
7	Healthy appetites
8	High foreheads
9	Large hands
10	Long faces
11	Long legs
12	Olive skin
13	Pale complexion
14	Peculiar dialect
15	Shaved heads
16	Short stature
17	Stable gait
18	Tall physiques
19	Thin but strong limbs
20	Very wide eyes

Table 2–94: National Social Traits

1	Adaptable to nearly any inhospitable climate
2	Afternoon naps part of their culture
3	Athletic and very competitive
4	Dancers of great renown
5	Diplomatic and peaceful
6	Excellent food (inventive chefs)
7	Fine brewers and vintners
8	Excellent stamina when imbibing alcohol
9	Extremely prejudicial and stubborn
10	Great farmers, but short citizens all-around
11	Known for their short tempers
12	Known for their very large families
13	Masterful entertainers, illusionists, storytellers
14	Overly proud and haughty
15	Patriotic citizens — more militia than farmers
16	Powerful merchant houses
17	Religious and extremely pious
18	Strangers are welcome, but carefully watched
19	Stubborn and unmoving on principles
20	Very tall and muscular

Table 2–95: Rumors and Stories

1	Army's true might is magical
2	Circus always leaves death in its wake
3	Crops grow by strength of druids
4	Deep dwarves cause mine disasters
5	Deity's avatar walks among us
6	Dragon is power behind ruler
7	Future savior awaits trigger
8	Guild leaders are in league with hell
9	King is old and about to die
10	Mountaintop leads to heavens
11	One city wants to defect
12	Rangers push sovereign to war
13	River is filled with godtears
14	Ruler is a vampire lord
15	Ruler(s) encourage heavy drug trade
16	Ruling family are shapechangers
17	Sorcerers keep a secret history
18	Storms come from a trio of hags
19	Thief's guild lead by gnoll lord
20	Wererats in all city sewers

Table 2–96: National Dress and Fashion	
1	Arm bands and leather shoes
2	Arm piercing and silk shirt
3	Bejeweled jacket and hairpin
4	Buttoned jacket and pantaloon
5	Cape and high boots
6	Cloak and monocle
7	Ear ornamentation and leggings
8	Felt cap and cane, gold and black
9	Flowing skirt and bare midriffs
10	Huge belts and facial piercing
11	Leather boots and helmet
12	Leather codpiece and rope belt
13	Leather headband and chain shirt
14	Leather jacket and scarf
15	Shoulder armor and heavy boots
16	Shoulder spikes and blade-boots
17	Silk sash and iron headband
18	Smock or apron and gloves
19	Spiked gauntlets and studded collar
20	Wool pants and ritual scarring

Table 2–97: National Weapon	
1	Bec de Corbin
2	Claymore
3	Crossbow
4	Cutlass
5	Gladius
6	Greataxe
7	Halberd
8	Longbow
9	Longsword
10	Maul
11	Pike
12	Pole arm
13	Quarterstaff
14	Saber
15	Scimitar
16	Spear
17	Trident
18	Unarmed or close-fighting weapon
19	Warclub
20	Warhammer

RELIGION

Table 2–98: Pantheons

1	The Architects
2	Demonic Influence
3	Devil Overlords
4	Elves as Immortals
5	Ghostworld
6	God-Kings
7	Gods of Rebirth
8	Gods of the Damned
9	Gods of the Dead
10	Gods of Slaughter
11	Kings of the Skies
12	Lords of the Hunt
13	Lords of the Underworld
14	Masters of Time
15	Nature
16	Pagan Gods
17	The Risen
18	Sorcerer-Kings
19	Spirit Lords
20	Witchcraft

Table 2–99: Gods 1

1	Ahroukin, god of the savage hunt
2	Aziel, god of conquest
3	Baaltrok, patron of orc kings
4	Barrachus, god of the savage storm
5	Belthafren, god of seafarers
6	Chemtec, god of privation
7	Delgwyer, goddess of the deep sea
8	Gaffein, mistress of battle
9	Garastus, god of the sword
10	Gianam, lord of runes and symbols
11	Grolluk the Devourer, deity of destruction
12	Hafulgin, god of mercy and temperance
13	Hellevar, patron of relentless pursuit
14	Istos, lord of marshland
15	Kalas of truescale sorcery
16	Koroth, lord of ambition
17	Lenellia the Avenging Blade
18	Mathalgrin, goddess of nature
19	Olgienar the Predator Lord
20	Parafor, twisted and stunted god

Table 2–100: Gods 2

1	Pentarlys, god of stars and moons
2	Prokyr, guardian of the afterlife
3	Rialu, goddess of the sky
4	Rychella, goddess of destiny
5	Shamad the Many-Limbed, patron of patchwork creation
6	Shemet the Scarred One, patron of healers
7	Shiga, goddess of peaceful darkness
8	Sylithia, queen of the dark wood
9	Theokahrm, patron of guilds/guild masters
10	Thorvath the Sunderer, god of strength
11	Thovis the Great Hunter
12	To'nihe, god of life and bounty
13	Torbalt the Great Judge
14	Umtala, goddess of giantkind
15	Urog, he of bloodlust and fury
16	Vendak the Keeper, patron of slavery
17	Waldiran the great hunter
18	Ythrin, the lady of eternal night
19	Zohlkahn, the god of smithies
20	Zolnahk, god of strength and fury

Table 2–101: Pagan Gods

1	Angus, god of youth
2	Aningan of the moon
3	Brigit, goddess of healing and craftsmanship
4	Caridwen, of the bards
5	Cernunnos, god of virility
6	Dagda, earth and father god.
7	Dispater, god of death
8	Donar, god of thunder
9	Dizan, the destroyer
10	Epona, horse goddess
11	Forseti, justice bringer
12	Ga'an, mountain god
13	Govannon, god of smith
14	Lug, of the sun
15	Michabo, god of tricksters
16	Morrigan, goddess of war
17	Nesaru, lord of the sky
18	Sedna, goddess of the sea
19	Sucellus, guardian of forests
20	Tuatha Dannan, of the druids

Table 2–102: Elf and Dwarf Gods

1	Azada, Elf goddess of persuasion, perfume, love and family
2	Bara, Dwarf goddess of joy, happiness, and song
3	Cyrcla, Elf goddess of flowers, beauty, spring, youth, and innocence
4	Dirror, Dwarf god of disease, weakness, death, and cave-ins
5	Dirthspar, Elf god of meditation, serenity, self-awareness, and silver smithing
6	Dofvam, Dwarf god of pride, family honor, tradition, and celibacy
7	Dosim, Dwarf god of beer, revelry, brawling, and passion
8	Duf, Dwarf god of intelligence, medicine, alchemy and fire
9	Eiriat, Elf god of destruction, vengeance, conspiracies, and map making
10	Firaliami, Elf god of the night, shadows, stalking, and death
11	Fraenihal, Elf goddess of slaves, servants, and humility
12	Gaeluath, Elf goddess of valor, honor, and horseback riding
13	Jaravela, Elf god of war, fencing, acrobatics, and dancing
14	Kithomore, Elf god of the ocean, sailing ships, castaways, and protection from sea monsters
15	Lafroini, Elf god of magic, flight and wonder
16	Nordete, Dwarf god of dreams, sleep, laziness, and longevity
17	Nyasali, Dwarf god of food, gluttony, lust and despair
18	Rethi, Elf goddess of wild animals, anger, fire, and hunting
19	Rhit, Dwarf goddess of anger, grumpiness, work and persistence
20	Rokrim, Dwarf god of greed, gems, ambition, and power

Table 2–103: Goblin/Nonhuman Gods 1

1	Alysuk, goblin god of spears and nets
2	Batikoda, troll goddess of blood and skulls
3	Baurflow, kobold god of runes and markings
4	Callow, orc goddess of omens and birds
5	Chuu, hobgoblin goddess of spiders and fables
6	The Fire King, goblin god of fire
7	Flayne, orc god of the hunt and surprise
8	Glut, goblin god of rivers and swamps
9	The Great Mage, goblin goddess of rebirth
10	Grim, orc god of death and shattering
11	Grindak, bugbear god of oppression
12	Hammer, goblin god of thunder
13	Iyakil, hobgoblin goddess of the hearth
14	Ice, kobold god of rocks and shade
15	Je, hobgoblin goddess of the rotten dead
16	Kargas, undying troll goddess of skin
17	Korhar, orc god of spirits and ancestors
18	Lizard, kobold goddess of eyes and touch
19	Lupaliak, gnoll god of warfare and stealth
20	Lurrik, gnoll goddess of the moon and stars

Table 2–104: Goblin/Nonhuman Gods 2

1	Magise, orc god of murder
2	Minos, troll goddess of hunger
3	Mul, bugbear god of lies and night
4	Mulare, bugbear god of skulls and teeth
5	Nhezin, orc goddess of portents and visions
6	Nulagiak, gnoll god of fevers and plagues
7	Onyx, bugbear god of climbing and warfare
8	Puralik, gnoll god of obedience and toil
9	Rage, troll god of slaughter
10	Ruis, kobold god of scorpions and venom
11	Ruull, hobgoblin goddess of authority
12	Skaab, troll goddess of disease and pus
13	Slyy, gnoll god of battlefields and axes
14	The Story King, goblin god of screams
15	Torigg, hobgoblin god of tactics and the sword
16	V'Vik, bugbear god of fear and loathing
17	Wise, goblin goddess of mud and the feast
18	Xevyk, hobgoblin god of righteous fury
19	Yarn, kobold god of waking dreams
20	Yag, orc goddess of brackish water

Table 2–105: Cults

1	Army of the True Righteous
2	Ascending Ones
3	Beastfriend Circle
4	Bringers of Truth
5	Children of the Gods
6	Dead God's Revenge
7	Deathgod's Children
8	Demon Lord Servants
9	Druids of Winter
10	Gathering of Timeend
11	Giant Lord Slaves
12	Lustful of Parradine
13	Monks of Enlightenment
14	One Prophet
15	Purifiers of Fire
16	River God's Way
17	Seasonal Might
18	Soldier's Planes
19	Soul Snatchers
20	World's End

Table 2–106: Cult Lords

1	Abraekhan, ice queen of final winter
2	Aegecca, blind god of idiocy and plagues
3	Annur, many-armed devil of madness
4	Bane, invisible god of nothing
5	Cenos, demon prince of hooks and misery
6	The Cloaked One, unholy god of whispers
7	Dagonor, dread lord of space and time
8	Gog, harbinger of the final days
9	Iron, dark dwarven demigod of shackles
10	Inuz, gnoll demon of the final moon
11	Krazul, unholy liche king of unmaking
12	Lucretia, witch-queen of sacrifice and ennui
13	M'gog, demon king of misery and despair
14	Murder, fallen angel of mourning
15	Nadir, elven devil queen of suicide
16	Roaug, miserly harvester of souls
17	Tyriis, personification of natural disasters
18	Uonnus, tortured goddess of destruction
19	Y'Gos, demon queen of gluttony
20	Yren, devil lord of the fading moon

Table 2–107: Domains, Generic 1

1	Air
2	Ambition
3	Animal
4	Art
5	Bad luck
6	Battle
7	Beauty
8	Betrayal
9	Blood
10	Chaos or law
11	Combat
12	Competition
13	Conquest
14	Corruption
15	Creation
16	Dancing
17	Darkness
18	Death
19	Desperation
20	Despair

Table 2–108: Domains, Generic 2

1	Destruction
2	Diplomacy
3	Disease
4	Domination
5	Earth
6	Fate
7	Fear
8	Fertility
9	Fire
10	Foraging
11	Forge
12	Fortune
13	Freedom
14	Fury
15	Gluttony
16	Good or evil
17	Greed
18	Guardian
19	Harvest
20	Hatred

Table 2–109: Domains, Generic 3

1	Havoc
2	Healing
3	Home
4	Hunting
5	Justice
6	Knowledge
7	Laughter
8	Leadership
9	Learning
10	Lightning
11	Love
12	Luck
13	Lust
14	Magic
15	Mental strength
16	Money
17	Moon
18	Music
19	Nature
20	Night

Table 2–110: Domains, Generic 4

1	Nobility
2	Pain
3	Pirates
4	Plague
5	Plant
6	Poison
7	Power
8	Protection
9	Purification
10	Rebirth
11	Retribution
12	Road and travel
13	Rot
14	Sea
15	Secrets
16	Slaughter
17	Solace
18	Soldiers
19	Song
20	Spirit

Table 2–111: Domains, Generic 5

1	Storm
2	Strength
3	Sun
4	Thunder
5	Travel
6	Trickery
7	Truth
8	Tyranny
9	Undead
10	Valor
11	Vengeance
12	Victory
13	War
14	Warriors
15	Water
16	Weather
17	Wind
18	Wine
19	Wisdom
20	Woodlands

RELIGION

It comes as no surprise that religion is the cornerstone of nearly every fantasy gaming world. Metaphysics teaches us that mankind is hardwired to create stories of his origins. Certainly the fantasy worlds our characters inhabit would have the same principles, developing numerous and complicated mythologies about the world they live in, explaining away the unexplainable.

In the *Ultimate Toolbox,* religion has its place in nearly every chapter of this book. It is inescapeable. We could not envision a character chapter or a world chapter without it. Nonetheless, some of these charts have cross-purposes and the Domains listed could be just as useful to a fledgling adventurer as any world-building GM.

Table 2–112: Churches 1

1	Abbey
2	Asylum
3	Basilica
4	Bethel
5	Bastion
6	Cathedral
7	Chantry
8	Chapel
9	Church
10	Cloister
11	Collective
12	Compound
13	Convent
14	Covey
15	Cult
16	Fane
17	Fellowship
18	Hall
19	Haven
20	Holy ground

Table 2–113: Churches 2

1	House
2	Kirk
3	Mission
4	Monastery
5	Mosque
6	Naos
7	Nunnery
8	Rectory
9	Refuge
10	Reliquary
11	Retreat
12	Sanctum
13	Sanctuary
14	Shrine
15	Stupa
16	Synagogue
17	Tabernacle
18	Temple
19	Tower
20	Wat

Table 2–114: Church Interior

1	Altar
2	Font
3	Holy object
4	Idol
5	Incense
6	Incense burner
7	Icon
8	Icon, triptych
9	Kneeling bench
10	Offertory dish
11	Picture/painting
12	Prayer book
13	Prayer wheel
14	Pew
15	Pulpit
16	Sacrament
17	Reliquary
18	Sacred text
19	Shrine
20	Symbol

Table 2–115: Clerical Titles

1	Abbot
2	Acolyte
3	Archbishop
4	Ayatollah
5	Bishop
6	Brahman
7	Cardinal
8	Cleric
9	Curate
10	Deacon
11	Guru
12	Imam
13	Minister
14	Missionary
15	Pastor
16	Priest
17	Prophet
18	Saint
19	Shaman
20	Shah

Table 2–116: Pagan Titles

1	Augur
2	Clairvoyant
3	Crone
4	Diviner
5	Enchanter
6	Fortune teller
7	Lamia
8	Medium
9	Mystic
10	Oracle
11	Prophet
12	Shaman
13	Sibyl
14	Soothsayer
15	Sorcerer
16	Seer
17	Termagant
18	Warlock
19	Wisdom
20	Witch

Table 2–117: Realms of the Dead

1	Banquet Hall: Eternal banquet set out for dwarves for the clever and resourceful
2	Cavern of Gold: Place where dead dragons find every gold piece and gem they ever lost
3	Cumulus: Cloud city afterlife of the winged creatures and others that fly
4	Dagran: Endless library of all wisdom recorded by every arcanist, alchemist, and wise man
5	Forge: Place where dwarven souls burn to fuel of the fires of the forge
6	Gallery of Bright Souls: Stellar home of homes transformed into the stars of the night sky
7	Garden Valley: Good elves become the caretakers of the plants, evil elves become the plants
8	Hades: Torture hall of evil men waiting to be sent to their final punishment
9	Hall of Heroes: Dwarven drinking hall where the brave drink their fill and tell tales
10	Ice Palace: Northern home of the great winter survivors and the wise that help others survive
11	Isle of Mist: Island home of great warriors and brave men who will return someday healed
12	Kastall: Endless fighting pit where orcs go to fight others, achieve glory and test strength
13	Milania: Hall where music performers, dancers and entertainers can perform to eternal audience
14	Olympus: Great mountain reaching above the clouds where those that ascend to godhood live
15	Pleasure Island: City island across the sea where every pirate's pleasure can be found
16	Rayvull: Dark dungeon where cruel greedy men are stripped of all their worldly possessions
17	Sea of Storms: Endless sea where dishonorable pirates are tossed about and never find land
18	Shangri-la: Hidden mountain home of ninjas unable to be found by anyone but the dead
19	Siverrylle: Druidic paradise of flowery meadows, babbling brooks and tranquil animals
20	Wasteland: Land of constant war and brutality where not even death is an escape

ENVIRONMENT

Table 2–118: Arctic Hazards

1	Animal attack
2	Avalanche
3	Dehydration
4	Dizziness
5	Exhaustion
6	Frostbite
7	Frostburn
8	Hallucinations
9	Hypothermia
10	Icefloes
11	Insect bites (mites and lice)
12	Lost
13	Pneumonia
14	Sinkhole
15	Snow blindness
16	Starvation
17	Sunburn
18	Thin ice
19	Trap (natural or man-made)
20	Trench foot

Table 2–119: Arctic Animals

1	Albatross
2	Arctic fox
3	Arctic hare
4	Caribou
5	Ermine
6	Lemming
7	Moose
8	Musk ox
9	Penguin
10	Polar bear
11	Ptarmigan
12	Puffin
13	Reindeer
14	Seal
15	Snow geese
16	Snow leopard
17	Snowy owl
18	Tundra wolves
19	Walrus
20	Wolverine

Table 2–120: Arctic Plants

1	Arctic azaleas
2	Arctic lupine
3	Arctic poppies
4	Arctic willow
5	Blueberry
6	Buttercups
7	Campanulas
8	Cinquefoil
9	Cloudberry
10	Cottongrass
11	Dwarf willow
12	Lichen
13	Monkshood
14	Moss
15	Moss campion
16	Mountain avens
17	Purple saxifrage
18	Red current
19	Wild crocus
20	Yarrow

Table 2–121: Desert Hazards

1	Animal attack
2	Contaminated water or food
3	Dehydration
4	Disease
5	Dust storm
6	Flash flood
7	Freezing night
8	Glare blindness
9	Heatstroke
10	Mirage
11	Poisonous vermin (in boots or bedroll)
12	Predator
13	Quicksand
14	Sand rash
15	Sand storm
16	Sand Worm
17	Scavengers
18	Sliding dunes
19	Sudden hail storm
20	Sunburn

Table 2–122: Desert Animals 1	
1	Bat
2	Big horn sheep
3	Black bear
4	Black widow spider
5	Bobcat
6	Burro
7	Centipedes
8	Chipmunk
9	Coyote
10	Ferret
11	Fire ants
12	Fox
13	Gila monster
14	Golden eagle
15	Great horned owl
16	Hare
17	Hawk
18	Killer bees
19	Lice
20	Mites

Table 2–123: Desert Animals 2	
1	Pheasant
2	Prairie dog
3	Quail
4	Raccoons
5	Rats
6	Rattlesnake
7	Ringtailed cats
8	Road runner
9	Rock squirrel
10	Scorpion
11	Snake, sidewinder
12	Snake, king
13	Spiny lizard
14	Tarantula
15	Toads
16	Tortoise
17	Turkey
18	Turkey vulture
19	Wild cow
20	Wild horse

Table 2–124: Desert Plants	
1	Barrel cactus
2	Century plant
3	Cholla cactus
4	Cliffrose
5	Crucifixion thorn
6	Desert dandelion
7	Desert paintbrush
8	Desert sunflower
9	Desert willow
10	Fan palm
11	Organ pipe cactus
12	Poison ivy
13	Ponderosa pine
14	Prickly pear cactus
15	Sagebrush
16	Saguaro cactus
17	Smoke tree
18	Stinging nettles
19	Tumbleweed
20	Yucca

Table 2–125: Forest Hazards	
1	Dangerous spores
2	Depression/sinkhole
3	Diseased insects
4	Diseased trees falling
5	Diseased vermin
6	Flood
7	Forest fire
8	High winds
9	Landslide
10	Lightning storm
11	Poison ivy/oak
12	Poisoned water source
13	Poisonous fruit/berries
14	Rabid animal
15	Sinkhole
16	Stinging nettles
17	Sudden coldsnap
18	Trap
19	Washed out trail
20	Widowmaker in tree

Table 2–126: Marsh Hazards	
1	Alligators/crocodiles
2	Ambushing black dragon
3	Covered sinkhole
4	Diseased water
5	Evil halflings riding boats
6	Falling tree trap
7	Frogmen
8	Getting lost beneath the thick canopy
9	Ghosts
10	Giant eels
11	Lizardfolk tribe
12	Man-eating trees
13	Mold
14	Plant monsters
15	Rats
16	River snakes
17	Sinking beneath the waters or soft soil
18	Swarms of disease carrying mosquitoes
19	Trolls
20	Undead skeletons

Table 2–127: Mountain Hazards	
1	Angry earth spirits
2	Anti-government fighters
3	Band of goblins looking for easy gold
4	Cave spiders
5	Deadly snow and ice storm
6	Dwarves leaving a mine, guard their treasure
7	Falling boulder trap
8	Giant bats out hunting
9	Giant eagles guarding nest
10	Gnoll raiding party
11	Lone ogre protecting his land
12	Mountain lions/bears
13	Orc hunters and rangers
14	Oozes and molds
15	Pack of wolves
16	Path crumbles and breaks beneath feet
17	Rock elementals
18	Thin road, steep drop
19	Three baby dragons working together
20	Well-hidden viper

Table 2–128: Forest Descriptions	
1	Apple trees dot the forest, bringing pockets of red to an otherwise drab landscape.
2	Beneath the fields of evergreens lie the dead, fallen from wars fought centuries ago.
3	Between the cold, crisp air and the dew covered ground, the forest feels almost magical and alive.
4	Carpet of ferns surround the pathway as the trees silently stand watch on either side.
5	Colorful fallen leaves conceal the pathway as the trees shelter the waning sun from sight.
6	Faint mist shrouds the tree trunks, making it difficult to see what awaits.
7	Fallen trees appear nice enough to sit on, a welcome rest from the thick underbrush.
8	Far off the trail, the trees and fallen leaves disguise a cave opening as being a mere hillside.
9	The feeling of death permeate the woods, from the simplicity of decaying lives or chill air.
10	Forest of maple trees seems somehow protected or watched over by guardians.
11	The forest is not made of wood, but from the dead who dare to pass into this haunted glen.
12	Gnarled Trees permeate the area creating a thick canopy denying light to reach the ground.
13	Leafless, dead trees without as much as a patch of green to be found despite a great search.
14	Snow weighs down tree branches to the ground, making the sun shine all the brighter in the forest.
15	Sporadic, thick oak trees and little undergrowth makes the forest look as though it goes on forever.
16	Tall, slender spruce trees line the reaches of the forest with patches of sun and sky peaking through.
17	Thick underbrush and low growing trees make it difficult to see a great distance ahead.
18	Underbrush has been cleared away near oak trees where the remnants of a camp can be seen.
19	With golden leaves and crystal twigs, these woods must have been created by powerful magic.
20	With little moonlight diffusing through the canopy above, every sound echoes all that much louder.

Table 2–129: Marsh Descriptions

1	Abandoned campground made in the hollows of logs and a group of small canoes remains.
2	Abandoned lizard man camp sits among ancient willows.
3	Blood red water of the iron bogs emanates a strong musty odor.
4	Cat tails and razor sharp wooden fragments stick out of the stagnant brackish water.
5	Emerging from the brackish water stands weeping willows, each looking grey and depressing.
6	Flies and gnats eat at all exposed flesh on all who travel the stale, stagnant water.
7	Foul shadows seen from dim dancing lights that skirt the region.
8	Foul smell of brackish water and dead things bubble up from under the surface.
9	Huge white cocoons hang from every tree in this circle, with no sign of their maker(s).
10	Insect sounds grow steadily louder the closer one gets to an old, abandoned vine-covered mansion.
11	Maze of waterways through wall of grass and flowery earth.
12	Moss covered hummocks spread out near the foothills.
13	Particular foul and dense swamp gas makes the breathing difficult and the visibility worse.
14	Patches of land peaking up through its watery surroundings.
15	Rice appears ready for harvesting as you walk through the waist high water.
16	Several fallen pine trees have their roots sticking out of the perpetually muddy land.
17	Stench of decay and the sight of bones and rotted flesh floating in muck.
18	Thin trail of land winds though the insect filled waters.
19	Water as far as the eye can see with islands of grass peaking up through.
20	Water here is exceptionally dark and lizard and animal carcasses float about.

Table 2–130: Mountain Descriptions

1	Barren slab of rock steadfastly standing in defiance of the wind and snow that beats upon its face.
2	Carved into the side of the mountain is a deep chasm dug by the melting snow and ice.
3	Darkened, scorched earth touches the clouds, reaching for the heavens.
4	Flat top lies above the perfectly vertical sides of this mountain.
5	Frozen wasteland rises above the earth, icy peaks reaching into the sky.
6	Gentle sloping mountains with rocky soil that breaks apart with every step.
7	Layers of rock and earth pushed up into the sky creating a nearly impenetrable barrier.
8	Maze of unending peaks makes navigation nearly impossible, save for scant evidence of civilization.
9	Mild mountain road quickly rises, becoming a steep, nearly impassable incline.
10	Northern side of the mountain shows evidence of centuries of harsh wind erosion.
11	Pathway for carts is lined by the mountain's sheer cliff from above and drop off below.
12	Rising sun silhouetting the dreaded mountain gives a feeling of foreboding and danger.
13	Rounded slopes form on all but one side of the mountain with a steep drop on the last.
14	Shaped like a titanic bird's beak, the craggy mountain top curves south, casting it's forked shadow.
15	Sharp peak tops the ever crooked rock and earth jutting straight up into the sky.
16	Sheer sides dare all those that come near to scale this mountain or die trying.
17	Snow covered peaks of the mountain chain contrast the warm, temperate climate of the base.
18	Southern side of the mountain is hidden by the lush fields of green basking in the sunlight.
19	Terrifyingly steep cliffs ending in a single point high above the clouds, desiring to touch the heavens.
20	Weather-worn sides of this mountain chain are masked by the trees that cover every peak.

WORLD BUILDING 101

In this chapter we attempt to help you create a world, and with that we will cover many (but not all) possibilities. More then the rest of the book, it's a piecemeal selection. You might not be using them all at once (in fact, you may not want to), but just glance over them and select the parts you need to flesh out what you already had in mind. In other words, it's possible you already have the basic ideas of a nation written down, and you just need to fill in the blanks, especially if the players begin asking questions. Keep in mind, however, that you will still have to breathe background into your work, deciding on a timeline to explain how the realm or nation became the way it is today.

If you were creating a campaign book chapter by chapter, however, when you come to the different nations and their quirks, you will find a true wealth of detail in here to bring each one to colorful life. In no time, you can have a complete game world for adventuring, story-telling, and monster-bashing.

USING THIS CHAPTER

GM: "You cross the mountains and see a border before you to the elven nation."
Players: "Tell us more!'

Elf Realms
13 Oduloubi Heights
Realm Size
5 Large realm, light population
State of the Nation
14 New freedom
National Strengths/Weaknesses
10 Leadership
Racial Attitudes
7 Fear
National Renown
10 Exotic fashions and fantastic wines
National Social Traits
4 Dancers of great renown
Rumors and Stories
9 King is old and about to die
National Transportation
9 Flying Mount
National Weapon
13 Quarterstaff
Road Types
15 Shaded by trees
Road Names
16 River Road
Trees 1
4 Apple
Trees 2
17 Spruce

The land is called the Oduloubi Heights, it's a large realm but with a light population. They just won their freedom from gnoll overlords in the past decade, thanks to their great leaders. Because of that, they may fear your presence, so it would be wise to tread cautiously. If you can befriend them, you will find their dances, exotic fashions and wines worthy of the effort. Still, rumor has it their old king is on his deathbed. And while travel is difficult, other elven nations journey to pay their respects. Continue down the shaded roadway locals call River Road. You'll recognize it by the green spruce and apple trees lining both sides of the roads. A scout waits with his pegasus mount, wielding a metal-tipped quarterstaff. He greets you with a stern nod.

CHAPTER THREE

CIVILIZATION

CITY

Table 3–1: City Names 1	
1	Accordport
2	Battlefront
3	Beachwood
4	Briartown
5	Bridgespan
6	Castlecrest
7	Forked River
8	Freebridge
9	Freefield
10	Hammerville
11	Harborreach
12	Havenbrook
13	Hawthorne
14	Hollymount
15	Holmedell
16	Huntersburg
17	Keyport
18	Laborton
19	Mammothport
20	Merchanton

Table 3–2: City Names 2	
1	Mithriltine
2	Mountainville
3	Northspire
4	Ogdenville
5	Port Deepwater
6	Portmouth
7	Rangerville
8	Ridgewood
9	Shadowood
10	Slayer's Point
11	Sorcerer Crest
12	Spellgrove
13	Staffville
14	Standholm
15	Stillwater Bay
16	Stonebridge
17	Swordburg
18	Treant Grove
19	Waretown
20	Woodbine

Table 3–3: City First Impressions	
1	Aging and outdated architecture
2	Bustling transportation of carts and canals
3	Busy and colorful
4	Chaotic and wild society
5	Crowded and unkempt
6	Foul-smelling and smoky
7	Heavily guarded and well armed
8	Heavily taxed but kept up
9	Heavy beggar population
10	Lawful and controlled society
11	Many large manors with nobles
12	Pride of citizens shows everywhere
13	Private and withdrawn
14	Quiet and sleepy in general
15	Racially diversified everywhere
16	Racially separated neighborhoods
17	Shame of citizens can be seen
18	Strong with industry of various sorts
19	Well patrolled neighborhoods
20	Wide streets with vendors

CITIES

This chapter's distinct flow may not readily be apparent. First, there are tables that help GMs view and build cities. They answer the basic questions—how big is it, what is the population like, who rules (and who really rules). Next, descriptive tables help GMs visualize and describe a city from a character's point of view, almost like a tour. This is a basic city description (perhaps as seen from a distance) and lore they may have heard, followed by the city gates and initial architecture. Then there are sights, sounds, and smells to help set a mood. Third, the chapter delves into the different places for characters to explore and interact with—merchants, guilds, inns, taverns, and the like and the various interests that naturally attract adventurers.

Table 3–4: City Gatehouses

1	Ancient stonework, with stone doors each with a lion head bas relief.
2	Ancient stonework towers. Foreboding gargoyle statues on each side. Fitted rock/iron gate.
3	Gigantic archway with massive darkwood doors set in place on massive hinges.
4	Iron towers and walls with an iron gate. Banners hang from the ramparts.
5	Loose stonework and shoddy craftsmanship make up the walls and gatehouse.
6	Masterfully carved and worked reinforced wooden towers and gate doors with iron rings.
7	Stone guardhouse with an iron portcullis worked into the city's coat of arms.
8	Stone guardhouses resemble dragon statues.
9	Stone towers and portcullis, with signs of dwarven craftsmanship.
10	Stone towers and walls with wooden gate. The sigils carved on the stone are elemental in nature.
11	Stone towers and drawbridge. The marks of a stone giant clan betray its origin.
12	Stone walls and gatehouse reinforced with steel bands. Stone golem gate doors.
13	Stone walls and iron gate. Blast marks show it has resisted battle sorcery.
14	Wooden gatehouse is a replica of the castle or keep which it guards.
15	Wooden gatehouse holds multiple side watchtowers and crenelations.
16	Wooden tower and gate with steel reinforcements.
17	Wooden towers and portcullis. Some portions are worked with druid magic.
18	Wooden towers with wooden gate built into and around giant trees.
19	Wooden towers, walls, and drawbridge. Flies flags of the city's emblem.
20	Wooden walls and gate topped with wooden spikes.

Table 3–5: Gatehouse Diversions

1	Bounty hunter watches everyone who enters
2	Cleric of a holy order is welcoming and inviting everyone to his house of worship
3	Contains a heavy patrol of town guards
4	Contains a light patrol of town guards
5	Crowd is being cleared to allow a coach to enter or exit
6	Guards check wagons and goods
7	Guards search all who enter
8	Members of the ruling family are here to greet all who enter
9	Members of the town guard check all who enter against a wanted poster
10	Merchants caught smuggling illegal goods into the city
11	Monks from another land look for someone specific in the crowd
12	Noble, surrounded by his entourage, passes easily into the city
13	Nonhuman is refused entrance
14	Pack animals in a caravan become alarmed
15	Patrol with a watch wizard
16	Pickpocket cases the crowd
17	Pilgrims set up camp outside the walls
18	Struggle begins when hooded figures are revealed to be nonhumans in disguise
19	Young woman passes out wooden tokens for free ale at a tavern just inside the gates
20	'Watchwizard' stands by and occasionally casts a divination (or other) spell as people enter

Table 3–6: City Location Background	
1	Built around a very wealthy noble estate
2	Built around prominent fortress
3	Built over ancient ruins
4	Built over tribal burial cairns
5	Built to conquer a river mouth
6	City was taken by current inhabitants from other people
7	Constructed near woodlands for foresting
8	Constructed to bring local towns together
9	Crafted around a set of ancient monoliths
10	Crafted on the site of a prosperous academy
11	Gradually built around a consortium of guilds
12	Location chosen to watch enemy lands
13	Once acted as a meeting locale for neighboring villages
14	One the sight of a great battle
15	Rebuilt completely after a terrible fire
16	Site chosen for its excellent defensible position
17	Site of a prosperous trading post
18	Site of an ancient peace treaty between warring neighbors
19	To help secure a border with a nearby nation
20	Was funded by wealthy adventurers where they chose to settle

Table 3–7: City History, Basic	
1	Corruption split the government, creating a vaccuum of power as disparate forces vie for control
2	Cultist plot caused many deaths and paranoia, leaving many commoners xenophobic and guarded
3	Destruction of local basilica created hopelessness, demoralizing even the least religious people
4	Economic recession caused hardship among the working classes and only now is the city recovering
5	Enemy invasion was barely repelled, leaving the leadership of the city in disarray
6	Flooding from a broken levee toppled walls and ruptured infrastructure
7	Frequent monster attacks against the city have forced an increase in taxes for guards and defenses
8	Guild collapse caused shift in goverment and financial problems that rippled throughout the city
9	Incurable disease ravaged every neighborhood, regardless of wealth
10	Magical disaster has citizens distrusting spell casters
11	Massive fire raged, destroying large sections of the city and leaving many people homeless
12	Monetary influx allowed time of great prosperity
13	Neighborhood battles once nearly tore city apart
14	Plague nearly wiped out the original founders
15	Racial animosity and war have marred every stage of the city's history
16	Residue and resentment from a recent civil war are still felt today, dividing the city into two camps
17	Religious upheaval turned the citizens against one another and threatened to cripple the city
18	Riots against the government destroyed civic centers, cultural halls, monuments, and prisons
19	Usurper conquered the city in a near-bloodless coup years ago
20	Wharf collapse caused the docks to be rebuilt anew with great care

Table 3–8: City History, Detailed

1 150 years ago an outcast dwarf clan set up a roadside smithy and business in this valley, used by transients from the surrounding human lands as a shortcut, chosen for its many hilly streams rumored to be rife with gold. This initial greed and spreading of rumors built up the community around the location, and while the gold has never made anyone rich, it still draws new prospects to its good location.

2 What began as a border town turned into a mass grave when merciless barbarians sacked and razed it to the ground. Once the nation reclaimed the border, the graves were marked and warded by a wall and monument. A settlement grew around the new trade and the city grew from the necropolis.

3 Built in a vale of great safety and beauty, a paladin order chose this spot to build their stronghold and move their families and friends. Soon, clerics of the paladins' faith flocked to visit and bless the site, and the same security and beauty that drew the paladins had many visitors relocate here permanently.

4 Built on the site where a great dragon was defeated not more than 20 years ago, a community sprang up to support the treasure seekers and hunters who comb the nearby mountains searching for the beast's supposed multiple lairs to this day.

5 A brotherhood of celestial monks cornered and put down a great demon on this spot over 300 years ago. Defeat did not come easily for the creature, and the monks had to settle for encasing it in a great rune in the earth forged by magic of obsidian. They built their monastery on the spot to guard it eternally, and soon drew curious support from surrounding lands to the spot.

6 A cliffside dwelling of an ancient civilization which was revealed by an earthquake over 50 years ago continues to impress newcomers and explorers with its strong architecture and winding passages. Bards and magi agree there are no curses or hauntings to be found, and declared that to be so, which began a boon of movers soon after discovery.

7 The community was built around a gigantic stone golem. While inert, scholars and bards agree its runes speak of a prophecy of protection. Now the towering figure of an ancient hero stands silently among a field of buildings and roadways all depending on it in a time of need.

8 Demand for a specific mineral clay found only in the nearby foothills drew miners, excavators, and dwarf ambassadors to this site long ago. The ability of the clay to be molded to replicate ivory and other materials keeps explorers of the mazelike tunnels around and beneath the city occupied. Numerous trade routes flow through the city, as well, increasing traffic.

9 Explorers found a great stone building containing a foundry, forge, and waterwheel, apparently run by elemental power. Sages eventually figured out the runes to command the trapped spirits, and a community built up around what has become a workhouse of industry and craft for the nation.

10 For 200 years this struggling border community tried to main a stable trading area for the northern realms, but barbarians and wild elves held that dream in check. A prince of an aging king of a nearby metropolis took his fortune and family and created a principality of the land, investing heavily in leading guilds here and creating a haven for trade caravans.

11 The great forest had long been exploited by the hobgoblin raiders of the western islands. An alliance between elves of the wood and men built a protective city at a natural harbor from which to launch patrol ships to keep the coast free of invasion.

12 Human engineers and their dwarf stone-guild allies spent a princely sum to complete a great stone bridge stone bridge connecting two interested but separated lands. The consortium collected large fees from anyone wishing to build at the new point of interest (either on a cliff bank or on the nearly 100 foot-wide bridge *itself*), and it grew very quickly thereafter.

13 Obsidian Crest was a growing trade town until the nearby volcano — believed to be dormant — erupted. Because of the stone architecture used and the nearby gully's leading to the lake, many of the structures survived. When rebuilding began, the city planners encouraged wizards to build towers and accompanying wards to protect the city below.

14 Once a countrywide, sprawling noble estate, eventually five children inherited the land, divided it into districts, and attracted parties interested in their whims to their lands, slowly filling in the community and populating the fields. Old farmland slowly spread outward from the central city, which today is run by great-grandchildren of the founding nobles.

15 Originally the site of a military border keep where patrols from the central land flocked in droves to ensure security, the site grew and expanded as guard's families and supply businesses natural migrated to the area. More than a few brutal conflicts have been fought there in years past. Now the city thrives, still basing most of its income on military spending.

16 Over 100 years ago the great hero Galston Magus led a small army against the forces of a neighboring nation that had been bolstered with demonic warriors. When the hero and his team finally won the day, a camp was erected from across the blasted battlefield. As support came for the troops and the border was determined, permanent buildings were finally set in place and Galston was named mayor.

17 Religious pilgrims, persecuted for their multi-pantheon faith, fled their homeland until they came to an ancient spiraled tower. It was abandoned, but contained runes of many gods. The faithful settled here and the curiosity slowly drew others. Buildings grew around and near the spire, which slowly grew to the city-state it is today.

18 Scholars came for years to study towering, monolithic standing stones until one university sponsored a field trip with its best decipherers. While still very little progress was made, the college built an outpost and soon a community to support it was built within the great ring.

19 A team of explorers discovered a portal beneath the surface in the darklands leading to other worlds. The last magical communication with their families before they vanished kicked off a decade of researchers, wizards, and rescuers studying the ancient device. Support soon formed a community and before long a city.

20 Upland communities finally had enough of the longship raiding from the land's northern barbaric neighbors. They gathered church and royal sponsors and built a protective wall to guard the mouth of the river and build up the nations' best ship manufacturer.

Table 3–9: City Description, Detailed

1	Amoeboid in shape, this irregular city straddles a fork in a great river. An irregular wall of many small towers tightly surrounds the community. A series of bridges and docks are found on the waterfronts. The quarters are castle, noble, commons and gold. The gold quarter is dominated by large mining and smithy businesses and guilds.
2	A circular city built on the side of a steep hill, the walls are stone and broken by many fortified towers. From top to bottom, the city has castle, nobility, market, and residential quarters. Large buildings are not in vogue; instead a small, simple dwelling or design is favored by all.
3	Built into a wedge cliff beside a tall mountain, this city has a single simple wall blocking the one mouth to the community. Towering stair sections lead up to the many districts in the cliffside itself, including guard and jail, red-light, guild, residential, and magic. Below on the ground the city is divided temple, keep, noble, and warehouse quarters.
4	The dock ward of this seaside city sits outside the common, irregularly-walled community, which is itself divided into two by a tall wall. In the smaller district are the market, warehouse, and caravan districts intermixed with slums. In the larger are the keep, guild, and wealthy residential districts. The outside docks sprawl with wooden buildings and act as another third of the city.
5	Hexagonal in shape, a single river runs directly through the city, and a sturdy simple stone wall surrounds it. One large bridge dominates the center of town and is part of the castle. Smaller docks can be found irregularly along the river. There is a park of considerable size in one quarter with a small lake. The districts are guard, market, military, slums, and aristocrat.
6	An irregularly shaped wall dominated by massive towers surrounds this city, which straddles a river mouth as it empties into a larger body. Docks line the entire open end, and the keep is in the northeast quadrant in the government quarter. Others quarters are residential, market, and warehouse (which is mostly in the dock quarter).
7	An "L" shaped city wall takes advantage of the mountainous hill where the castle sits surrounded by government buildings and mansions in the noble quarter. Below the city is divided into remaining quarters (business, residential, and temple) by extra wide, well-patrolled roads.
8	This multi-section walled city surrounds a natural cove harbor, with high points rising to the crest of each side of the bay. A keep acts as a gatehouse leading to the central section of town, where the castle and government buildings lie. The central city is used for market, taverns and inns, ship repair and warehouses. Two sections divided from the central city by low walls at opposite ends house the wealthy residents in one and the common folk in the other.
9	Nestled deep in a forest is this elf city, mostly consisting of elf businesses and homes built above in the trees and visitor's quarters of market, inn, magic, and temple on the ground below. A careful gully system filled with wooden traps surrounds the city in a natural way difficult to spot for invaders. In only three places does a large, natural-looking giant tree bridge span these defenses.
10	Nicknamed Five Points, this oval high-walled city acts as a crossroads for five major roads that pass through this community to the surrounding nations. The wide roads divide the city into temple, market, inn, embassy, and noble districts respectively.

11 No wall surrounds this city among the pines, with a combination keep and walled university at the center, slowly spanning out into other districts as allowed by the deep valleys nearby. Building styles are extra strong. The many small districts include embassy, tavern, noble, residential, guildhall, and marketplace.

12 Octagonal walls surround a high hill where the castle is situated, looking down on the city. Government buildings are nestled tightly around the hill. The tavern, guard, caravan, warehouse, wealthy, and common residential districts span out from the government buildings to the walls.

13 Oval in shape, this city straddles the north bank of a mighty river. Two levels of hill surround the community, each topped by a reinforced wooden wall with watchtowers. The keep is by the riverside, surrounded by the dock ward, marketplace, commons, red light district, and guild quarter.

14 Oval-shaped city with few but high towers dividing the wall. One edge of the city sits aside a great cliff face, with a natural caravan road leading down to the lowlands below. Two gatehouses lead visitors to the west and north from the city. The castle sits in the center, surrounded by the residential, guild, market, and caravan quarters.

15 A perfectly rectangular city built with double walls in many places was built ambitiously, for there are still open fields between the central community and the walls which 50 years have not yet filled. There are east and west gates only, as the city straddles a great trade route. Vegetation is plentiful in and around the buildings. The quarters are trade, residential, military, and market.

16 A sprawling city in a giant clearing uses the thick, oppressive jungle surrounding it as a defense, patrolled from many small watchtowers and guardhouses. A fourth side is a small natural harbor. A castle with a moat sits toward the center, surrounded by the inn, dock, guild, residential, noble, and ambassador's quarters. Small streams divide the quarters, with patrolled bridges to access each.

17 A sprawling metropolis built at the mouth of a river, no wall surrounds this community built in and among the various tributaries of the river. Bridges and spans cross the waterways, and docks and ferries are plentiful. The districts include dock, warehouse, market, wealthy and average residential, and castle (containing a number of fortress-like holds of the government).

18 A three-sectioned wall cuts off the entrance to this mountain community originally founded by dwarves (who remain the dominant population). Squat, stone buildings dominate the area outside and within the cavern, with residential areas on the cave walls. The keep and military quarter are outside, while the market, guild, and then noble quarters follow more deeply within the cave.

19 Triangular in shape, this small city is surrounded by wall and moat alike. A grand keep sits at the center, where a highway of three adjoining roads (each with its own towering wooden covered bridge) converge from outside the city. The crowded districts include caravan, inn and tavern, military, market, slum, residential, and temple.

20 The walls of the city square it off around a major crossroads between lands. The market district dominates the center of town at the crossroads, where the keep is also located. Surrounding it are the districts for guards, residential, slums, military, and theater.

Table 3–10: City Description, Basic 1

1	Alabaster and cobalt stone buildings present a beautiful facade, hiding the decayed city center.
2	Arches and raised bridges crisscross the multi-level city, with a palace at the apex. No outer walls.
3	Bright from a distance, with obvious great temples and churches. No wall. Patrolled by paladins.
4	Buildings and boardwalk roadways settle on stilts above a swamp. Lanterns flicker at each doorway.
5	Buildings built on hilly ground, nestled inside well-guarded walls. Central main tower complex.
6	Built and rebuilt over hundreds of years, the architecture is a hodgepodge of classic and neoclassic.
7	Built in a gigantic cave mouth. Sprawls to the surrounding territory. Old dwarf fortress at top.
8	Built on a cliff side. Wealthier citizens live at the top. Single, towering government building.
9	Built on a sloping field. Government buildings at the wall perimeter. Residents/businesses in center.
10	Built on rocky ground, a towering stone bridge spans across the river. Tall houses cluster together.
11	Business town. Elaborate guild manors, businesses, and workshops. Sprawling trade center.
12	Cobbled together with various stones and bricks. The city lacks cohesion or planning.
13	City straddles a giant rocky hill with buildings and roads winding around it. A castle sits at the apex.
14	Dull colorless buildings moist with dew from lakeside mist. Simple wooden palisade wall.
15	Gothic, spiked walls of black basalt surround this circular city with an abundance of watchtowers.
16	Gothic towers and monuments paint the city a dreary shade, as the walls pen in the citizens.
17	Half city, half wilderness. Bushes, trees, gardens, and lawns integrate perfectly with buildings.
18	Huge deepwater port lines one side of the city, and its river continues inland around the solid walls.
19	Large central city has a road leading down to a second, smaller city dock ward by the seaside.
20	Lower city lies in shadow of cliffside upper district with a single road leading between the two.

Table 3–11: City Description, Basic 2

1	Maze of walls intersect the city, combined with ancient monolithic walls of another age.
2	Mighty metropolis with a central park. Defensive walls and numerous well-guarded gate towers.
3	Multiple government buildings. Castle flies many flags. Archers walk the walls.
4	Narrow, twisting, forked roads cut through the two-story city blocks, making navigation difficult.
5	Nestled atop a large plateau overlooking a trade route. Buildings are sometimes set in the cliff.
6	Old and in need of repair. Walls crumble. No civic pride is evident. Brickwork lacks mortar.
7	On the edge of a peninsula, spanning out to all three sides and working inland.
8	Oval city with five equal and distinct wards surrounding a central keep, watchtower, and citadel.
9	Plenty of unique features grace the city, including a hedge maze and gap-spanning stone bridges.
10	Seaside port. New and old neighborhoods. Variety of clothing styles and market goods.
11	Set inside a huge gap along a mountain pass that guards all passers. The pass rests between nations.
12	Simple woodside town with clusters of like-minded businesses and a nearby garrison fortification.
13	Smoky and hazy from a distance thanks to numerous workshops, tanneries, and smithies.
14	Star-shaped ramparts protect the city from coastal invasion, with massive ballista pointing to sea.
15	Straddles a river. Tall outer walls. Castle on a southern hill. A grand university building at its center.
16	Two gate entrances lead into this defensible city. Strong buildings and a dark, towering castle.
17	Unwalled city sprawled over a hilly region. Well-maintained roads and patrols.
18	Unwalled small city at the base of a waterfall and lake. Numerous fishing outlets. Bustling dockside.
19	Unwalled smaller city. Borrows heavily from nearby elf nation for influence in design and structure.
20	Wide streets and tall buildings focus upon a massive embassy, where the terminating vista points.

Table 3–12: Government 1

1	Anarchy (no government)
2	Aristocracy (ruled by nobility)
3	Autocracy* (absolute rule of one)
4	Bureaucracy (government of administrators)
5	Caliphate (ruled by a caliph/prophet)
6	Communism (all property as common)
7	Confederacy (alliance of rulers)
8	Democracy (ruled by masses-elected agents)
9	Despotism (absolute control/tyranny)
10	Dyarchy (ruled by two)
11	Dictatorship (absolute power to a dictator)
12	Dictatorship, Military
13	Duchy (ruled by a duke or duchess)
14	Emirate (ruled by an emir)
15	Enlightened Absolutism (ruled by those embracing Enlightenment)
16	Fascism (authoritarian nationalism)
17	Feudalism (holding of land in a fief or fee)
18	Gerontocracy (ruled by council of elders)
19	Gynarchy* (ruled by women)
20	Hegemony (one nation ruling over others)

Table 3–13: Government 2

1	Heteronomy (domination by outside power)
2	Hierarchy (religious feudal system)
3	Isocracy (everyone has equal power)
4	Kleptocracy (rule of thieves and exploiters)
5	Libertarian ("rule" of free will)
6	Magocracy (ruled by magi or arcanists)
7	Matriarchy (ruled by matriarchs)
8	Meritocracy (those with talent and skill)
9	Militocracy (ruled by the military)
10	Monarchy (ruled by a king or queen)
11	Monarchy, Absolute
12	Monarchy, Constitutional
13	Ochlocracy (ruled by a mass or mob)
14	Oligarchy* (ruled by a dominant class)
15	Panocracy (ruled by everyone)
16	Patriarchy (community ruled by patriarchs)
17	Pedocracy (ruled by learned, savants, scholars)
18	Police State (oppresses opposition to rule)
19	Plutocracy (rule of the wealthy)
20	Principality (ruled by a prince or chief ruler)

Table 3–14: Government 3

1	Puppet State* (ruled by outsiders)
2	Regency* (rule in lieu of actual ruler)
3	Republic (ruled by elected officials)
4	Republic, Capitalist
5	Republic, Constitutional
6	Republic, Parliamentary
7	Republic, Socialist
8	Satrapy* (ruled by a satrap/governor)
9	Socialism (rule to benefit wealth distribution)
10	Sultanate (ruled by a sultan/governor)
11	Syndicracy (ruled by business or guild)
12	Technocracy (ruled by engineers/scientists)
13	Theocracy (ruled by a church)
14	Timocracy (ruled by honor)
15	Totalitarianism (absolute control by the state)
16	Tribalism (ruled by a tribe)
17	Triumvirate (ruled by three magistrates)
18	Tyranny (ruled by a tyrant or absolute ruler)
19	Utopia (unrealistic but perfect society)
20	Viceroyalty (ruled by a viceroy)

* Roll again to determine base government

Table 3–15: Size and Population

1	Thorp [10–50]
2	Thorp [51–100]
3	Hamlet [101–200]
4	Hamlet [201–300]
5	Hamlet [301–400]
6	Village [401–550]
7	Village [551–700]
8	Village [701–900]
9	Small town [901–1000]
10	Small town [1001–2000]
11	Large town [2001–3500]
12	Large town [3501–5000]
13	Small city [5001–7000]
14	Small city [7001–8000]
15	Medium city [8001–10000]
16	Medium city [10001–12000]
17	Large city [12001–18000]
18	Large city [18001–25000]
19	Metropolis [25000–50000]
20	Metropolis [50001–100000]

LORDS AND LADIES

Table 3–16: Rulers

1	August Illesoar Bodisava, placed on the throne in a deadly coup by assassins
2	Czar Logais Mandrake, works to clear the beggar wards (either with shelters or through exile)
3	Czarina Wanda Darkmare, secretly hides and funds a dark cult
4	Dictator Shagam Orpheus, know for abolishing the long-standing laws of slavery
5	Emir Altonas Panlier, hires trainers and monks to teach him martial defense
6	Emperor Valebor Kromwul, who secretly runs his cities' own black market
7	Empress Lena Avandell, works to keep her throne amid half-blood rumors
8	Governor Marcum Hirgor, planning on hiring an outside guild to manage taxes
9	King Ricar Starblade, working to forge an alliance with the barbarian dwarves
10	Lady Novak Kirmen, settling into her position at age 12 after father was killed
11	Majesty Jamar von Helwick, warrior who in his day put down the lich lord Migoul
12	Mayor Soloman Saffwyld, enforces very strict penalties for even minor crimes
13	Monarch Nikolos Demorrow, focuses all resources on military might
14	Prince Tyrel Cormaven, raising taxes to fuel his own debauchery
15	Princess Imelda Vaun, tasking suitors to pass her own bizarre tests
16	Queen Olivia Tsimron, formerly a practicing high cleric from neighboring land
17	Regina Alexandria Yeddime, survived three husbands and has a rep as a black widow
18	Satrap Sabir al-Battin, plots to murder his brother to take over his lands
19	Sovereign Sebastian Glain, planning for the marriage of his only daughter
20	Sultan Badr Rashid, works hard to end the riots near the trading camps

Table 3–17: Gentry

1	Abbess Ramona Malichai, calculating her way up the ministry to control the local church
2	Administer Terriss Dechtere, quickly disposing of assets after being investigated for tax fraud
3	Admiral Elmar Saveage, interviewing shipbuilders for his new flagship
4	Archbishop Gymen Guenloi, needs help exploring ancient sewer ways discovered under the church
5	Captain of the Guard Bedegrayne Wilhelm, searching for the horned assassin, his nemesis
6	Chancellor Varick Margawse, seeking to adopt a ward after the death of his wife
7	Counselor Wilhelmina Lysanor, seeking to remove her connections to local brothels
8	Governor Haldis Astolat, seeking to draft guard to defend against hostile barbarians
9	Grand Priestess Pastora Bedegrayne, getting rich by selling the dead to necromancers
10	Guildmaster Barrin Guanhumora, secretly searches outside guild for his replacement
11	Judge Eldred Argante, seeks to push for maximum sentencing against beggars and thieves
12	Justicar Chalmar Culhwch, makes his side money by helping a team shave coins
13	Magistrate Dulwark Dodinel, planning his upcoming marriage in grand style
14	Marshal Wallace Ban, seeking guards to escort him to the capital
15	Matron Ottilie Benoyce, has her nieces and nephews listing to the dark voices in her basement
16	Palantine Dagna Condira, has inherited a magical relic from the desert kingdom
17	Prelate Arrigo Cath, owns the true history of the first king of lost Nydoria
18	Seneschal Ilfarrin Brengwain, has memorized a map to a tomb with a working portal
19	Steward Henryk Turquine, pays others to discredit his peers in office
20	Vizier Sewell Royns, works hard to lure ambassadors into false security

Table 3–18: Power Behind the Throne

1	Advisor Ethaba Belkorae, formerly of the staff of the ruler's enemies
2	Captain Kand Nantura, doppelganger lord from Darkfael Glade
3	Commander Iranahr Insorro, she of dark knowledge granted by a devil usurper
4	Councilor Laugala Methvae, master of bribery and condemnation
5	Dock master Vanuuir Durramen, former pirate king of the Windskal Isles
6	Duchess Cassanda Coventar, the black widow, mistress of poison
7	Duke Goranor Kabari, master of the hunt and a favorite advisor
8	Governor Thant Vagilark, lord of charm magicians
9	Guild leader Shadar Morma, grandfather assassin
10	Guild master Aleyago Dotharme, merchant guild master, black market specialist
11	High Cleric Oteme Betule, actually the head of a shadow cult
12	High Wizard Namael Falrinan, whose mind is a slave to astrology
13	King's Sister Lenora Glanae, younger twin to the current sovereign
14	Lady Miligros Kane, a beautiful seductress with her eyes on power beyond the throne
15	Lord Zakrees Falconmire, former adventuring leader of the Shadow Company
16	Prime Minister Uson Illdrego, unknown bastard child of the current ruler
17	Prince Soltiel Shaul, miserly son of the current ruler
18	Princess Octavia Ethavarc, master socialite who commands information and goods
19	Queen's Brother Laugon Gandtur, poisons the king to keep him inept and lacking wit
20	Seneschal Karzhan Vankerkin, famous bounty hunter who always got his quarry

Table 3–19: Ambassadors

1	Balbard Dworbanin, ambassador of the dwarves, come to sign an accord with humans
2	Bella Cuillerer, diplomat of the necromancer holds, come to approve the necropolis
3	Black Dougal, thief's guild envoy, seeks an arranged meeting with his guild and the foreign beggars
4	Genshyn Furro, ambassador of the sea realms, come to meet with trade houses and shipbuilders
5	Gunila the Wry, ambassador from the sorcerous lands, come to negotiate a treaty with elementals
6	Harcourt, ambassador of the dales, come to negotiate about a border dispute with the ruler
7	Iradamolten, silver dragon sage, come to guide and shape the new university
8	Khamat Katephis, messenger from the east, come to accept marriage terms with the princess
9	Lady Selpenna, ambassador from noble lands, come to regulate trade disputes and business guilds
10	Lexus Thyhal, ambassador of the ancients, come to re-sign the ancient treaty of peace
11	Lord Hesus II, ambassador of the western kingdom, come to learn from the magi tower
12	Lucilus Bestia, acolyte of the great church, come to consecrate the new all-temple
13	Mildelgrim, ambassador of the pride lands, come to protest hunters and poachers of the city
14	Rugnuk, orc ambassador, come to deliver his tribe's demands to the city's hunters
15	Sciorachh, ambassador of an enemy land, come to study defenses in preparation for attack
16	Silael Ryneiri, liaison of the gray elves, come to peruse the claim of pirate activity
17	Ssurrak the Infamous, ambassador from the pirate kingdoms, come to negotiate off-limit sea routes
18	Synder Telloth, ambassador of the drow, come to deliver propaganda against the elf allies
19	Veleif Storolfsson, son of the khan from the northern lands, delivering a frost worm trophy to king
20	Ysnyr the Usurper, ambassador of the barbarian lands, come to seek change in sacrifice laws

Table 3–20: Legendary Heroes

1	Carthon. A famous bard whose exploits include calming a riot with his voice.
2	Corin Fiercemane. A knight who traveled the land with his warhorse, wielding a powerful magic lance to protect others on the road. There are tales of him in nearly every country.
3	Delanna Windwalker. An elf wizard who specialized in air magic, she stopped tornadoes created by an irate elder elemental from destroying a town that had offended it.
4	Elinian Bluebell. An elf ranger who tracked a corrupted druid and his fiendish dire bear companion across 300 leagues to avenge the destruction of a large forest town.
5	Felinda Demonbane. The high priestess of a small city was attacked by a demon summoner. She rallied her acolytes and won the day, defeating a demon-sorceress general.
6	Garen Steelfang. A half-orc pit fighter who never lost, and never took a life, even when the crowd demanded it.
7	Hergin Frosthammer. A dwarven defender who single-handedly held the entrance to his lord's hall against a squad of assassins while the royal family escaped, though it cost him his life.
8	Hestor Lionheart. A commoner who became a paladin, he fought social injustice as often as evil creatures, battling selfish lords and vile blackguards in equal measure.
9	Jelikar Grindall. A paladin whose exploits include raiding the tombs of great kings to ensure the current sovereign has the symbols of his forefathers.
10	Keeriden. A kobold sorcerer who nearly died defending a human village from a rampaging pack of trolls, he created peace between their people which is said to last to this day.
11	Landasner De Maris. A fighter from a corrupt noble family who led the people of his kingdom to throw down their rulers and replace them.
12	Shadern Ironveins. A dwarven cleric who defeated an incursion of extraplanar beasts who sought to take his people as slaves.
13	Sir Craddock of Trent. This fighter defeated the blackguard lieutenant of the lich king of the east in single combat, buying enough time for his companions to steal the lich's phylactery.
14	Ternian Feldstaff. A wizard whose has written first-hand account books on the planes. His battle against a death knight in a swirling vortex of chaos has been sung of by bards, far and wide.
15	Thorsun Hyerdaal. A barbarian chieftain who defeated the gnoll hordes of the lands of the north and freed the northern reaches for settlers.
16	Trenigar. This ranger led a squad of light infantry in hit and run attacks on an orc army that threatened to overrun an entire duchy. He and his troops demoralized the army, driving them off.
17	Turalna Diremantle. Once a slave to darkness, this sorceress threw off the yoke of evil and destroyed her master, a fiendish dragon-king who enslaved several cities near his mountain tower.
18	Tynden Von Enstrin. A paladin who entered a caldera to destroy a clan of fire giants terrorizing the surrounding area. He never returned, but the attacks ceased. No one has ever found his remains.
19	Yarva the White. A druid from the desert who slew a blue dragon that sought to poison the largest, most important oasis in the desert.
20	Zardog. A rogue whose bold exploits, including stealing the crown jewels and replacing them with livestock, inspired the overthrow of the cruel overlord of her nation.

Table 3–21: Local Legends 1

1	Ancient walls sometimes kill all vegetation growing nearby
2	Apples picked from certain tree during eclipse turn gold
3	Children born near a waterfall or under a full moon have tails
4	Cursed, deformed son of a prominent politician haunts countryside
5	Dire rodents eat local lettuce and dance to strange music
6	Dwarf clan adopts giant baby and raises it as a dwarf
7	Famed madman spouts secrets of kingdoms rising and falling
8	Famous beheaded warrior searches for retribution and head
9	Gang of lantern bearers works with the thieves' guild to lure victims
10	Ghost of a hanged innocent stalks the city offices
11	Ghost of child in red cloak in forest said to hunt other children
12	Ghosts of local lovers seen on opposite sides of a river
13	Great magical duel was once fought at the city prison towers
14	Horse with fiery hoofs rides into dreams and steals thoughts
15	Local lord is really a lich disguised by strong illusions
16	Local man's body damaged by angry spirits before being raised
17	Monsters are kept in the sewers to destroy trash and intruders
18	Old manor was the home of a grizzled necromancer
19	Pirate ship of a cursed crew cannot die in battle
20	Pretty wife of an ugly man said to be magically animated statue

Table 3–22: Local Legends 2

1	Princesses said to sneak out of the castle at night to go dancing
2	Queen raised her brother from the dead but did spell wrong
3	Rare coin making its way around the market is actually magical
4	Regional god shows displeasure by raining turtles from sky
5	Riots ages ago left many neighborhoods burned to the ground
6	Ripper killing beggars and homeless is actually a monstrous insect
7	Roadway cobblestone has powerful magic glyph on opposite side
8	Ruins where a church once stood can never be built on again
9	Ruling castle was built on ancient druid ruins
10	Seeing a snake in a home means it is targeted by rivals
11	Sewer system can lead into many secret basements and vaults
12	Shoemaker secretly assisted by fae during the night
13	Slime creature dwells in the sewers
14	Sometimes the ruler comes to carouse in disguise at local tavern
15	Song of wind through the willows calls people to their death
16	Swamp hag turns into a beautiful princess for one willing to kiss her
17	Wall once collapsed during ancient siege
18	War hero settled in a neighborhood
19	Wererat den lives in the old clock tower
20	Yearly mayor's party always *the* place for entertainment

CIVICS

Table 3–23: Noble Power Source/Interests	
1	Alchemy
2	Banking
3	Brewing
4	Construction
5	Education
6	Entertainment
7	Exploration
8	Investors
9	Jewelers
10	Landholders
11	Metallurgy
12	Politics
13	Protection
14	Religious
15	Shipbuilding
16	Smuggling
17	Sponsorship
18	Stonemasonry
19	Trade
20	Transportation

Table 3–24: Noble Dwellings	
1	Bastille
2	Castle
3	Chateau
4	Citadel
5	Enclave
6	Estate
7	Fortress
8	Grounds
9	Halls
10	Holdings
11	Keep
12	Lodge
13	Manor
14	Mansion
15	Palace
16	Redoubt
17	Rook
18	Stronghold
19	Towers
20	Villa

Table 3–25: Noble Households 1	
1	Anasiou
2	Bellford
3	Blackwalker
4	Botham
5	Brasswell
6	Canlarro
7	Cedarholm
8	Crimsonblade
9	DeGriffin
10	Deschene
11	Dragonguard
12	Eldridge
13	Fairlawn
14	Foxborough
15	Garlander
16	Goldright
17	Goodchild
18	Hartwhiler
19	Hellifax
20	Hildebrandt

Table 3–26: Noble Households 2	
1	Kademian
2	Knightsmark
3	Lindsmorrow
4	Maidenbrook
5	Mochrelum
6	Montcastle
7	Motekaita
8	Northbourne
9	Osmantel
10	Ringholt
11	Salvatore
12	Snowcott
13	Steadlass
14	Stouthammer
15	Todalsco
16	Whitworth
17	Windsoar
18	Wolfram
19	Xantheer
20	Zaragus

Table 3–27: Nobles	
1	Archduke Wyrzar, Baron of Kellendam, attends and hosts famous parties as often as possible
2	Baron Aronor, Baron of Mt. Althoth, is in hiding for tax evasion
3	Baroness Carister, Baroness of Helimdale, collects small statues of dragons
4	Count Ivan Thorne the Great, Baron of Dilemrise, wants recognition for valor on the Battle of Eve
5	Countess Carran, Mistress of the city of Mastorvyn, breeds fine racing horses
6	Demoiselle Kelfora, Mistress of the Katenzor Mountains, has been trained in martial fighting
7	Duchess Celeste Talos III of the Basalt Lands, has a pack of hunting dogs that rival all others
8	Duke Crysera Gromoth the Pious, Master of Krandolen, has a reputation for slumming for fun
9	Earl Crommard Armiis, Baron of the Principality of Cerrington, hires sages to teach offspring
10	Grandee Elgor Radrias, Master of Kellendale, dons guards in black armor to intimidate locals
11	Honorable Guivere Silver the Proud, given title for slaying Ghuulflaxx the red dragon
12	Ingenue Ola the Holy, Baroness of Seagate Isle, is rumored she can't tell a lie
13	Jeune Fille Oras the Red, Baroness of the Carrik Bay Region, rumored to have married a pirate
14	Lord Damis the Holy, Master of Korkar's Pass, collects exotic animals for his menagerie
15	Magnate Wynhearth of Abermere, Master of the Nolen Woods, secretly funding rebels against king
16	Majestic Incane IV, has groups of scribes documenting his many false adventures
17	Marquis Radpen the Black, Master of the Misty Forest, currently allied with elf rangers
18	Mogul Tristam, Baron of the Tanaze, seeks a route across the Sands of Time desert
19	Noble Velgath the Bastard, Baron of Saydarr, more a bastard for his temperament than his birth
20	Satrap Aliz, Master of Elendrose Forest, claimed the forest for his own exclusive hunting grounds

Table 3–28: Upper Class	
1	Archdukes, dukes
2	Barons, baronets
3	Counts, viscounts
4	Emperors, empresses
5	Great mages
6	Greater nobles
7	Guildmasters
8	Heads of state
9	High clerics
10	High knights
11	Honorary knights
12	Judges and magistrates
13	Kings, queens
14	Landed gentry
15	Landholders
16	Lord Marshals
17	Mayors
18	Princes, princesses
19	Royal officials
20	Viziers

Table 3–29: Middle Class	
1	Alchemists
2	Architects
3	City officials
4	Engineers
5	Esquires
6	Great scholars
7	Guild leaders
8	High military officers
9	Important clerics
10	Jewelers
11	Knights
12	Lawyers
13	Lesser nobles
14	Merchants
15	Royal officials
16	Ship owners
17	Stable masters
18	Substantial mages
19	Successful authors
20	Sword smiths

Table 3–30: City Official	
1	Accountant
2	Bailiff
3	Barrister
4	Captain of the Guard
5	Castellan
6	Chancellor
7	Clerk
8	Constable
9	Herald
10	Judge
11	Justicar
12	Knight
13	Magistrate
14	Majordomo
15	Minister
16	Notary
17	Reeve
18	Steward
19	Tax Collector
20	Treasurer

Table 3–31: Military Ranks	
1	Brigadier
2	Captain
3	Centurion
4	Chief
5	Commissar
6	Command Sergeant
7	Constable or High Constable
8	Decurion
9	Dragoon
10	Ensign
11	Equestrian
12	Field Marshall
13	First Sergeant
14	Legate
15	Lieutenant
16	Marshall
17	Major
18	Private
19	Second Lieutenant
20	Sergeant

Table 3–32: Coat of Arms	
1	Anchor on blue parchment
2	Boar on green cloth
3	Chalice on white field
4	Clover on red field
5	Crossed axes on checkered field
6	Crown against tan banner
7	Diamond on crossed flags
8	Dog against blue field
9	Feather on sea-blue field
10	Helmet on brown parchment
11	Rabbit against green field
12	Ring on silver and white field
13	Scepter against gold field
14	Seahorse against blue sky field
15	Ship against purple banner
16	Spear on red and black field
17	Stag against green and brown parchment
18	Sword on black and white field
19	Tiara against purple field
20	Unicorn on cloudy white field

Table 3–33: Lower Class/Peasantry*	
1	Apprentices
2	Beggars
3	Church tenders
4	Coachmen
5	Dock workers
6	Fishermen
7	Guardsmen
8	Healers
9	Hedge wizards
10	Herdsmen
11	Huntsmen
12	Laborers
13	Minor officials
14	Monks
15	Performers
16	Servants
17	Students
18	Tavern keepers
19	Tutors
20	Vendors

* For more commoner occupations, see page 384.

Table 3–34: Guards

1	Eight guards and a magi patrolling with spears and leather armor
2	Eight guards and two magi stationed at a guardhouse, each with long sword and leather armor
3	Eight guards with long swords and leather armor and shields
4	Four guards and captain patrolling, short swords and leather armor
5	Four guards and two dogs, leather armor and spears
6	Four guards patrolling with signal whistles, spears, and padded armor
7	Four guards with scimitars, chainmail, and bucklers
8	Four guards with signal whistles, heavy clubs, and leather armor
9	Four guards with spears and padded armor and shields
10	Six guards and captain patrolling, long swords and shields
11	Six guards and two dogs with a captain and magi, chainmail, and long swords
12	Six guards patrolling with a mage and carrying glaives
13	Six guards stationed with long spears and chainmail
14	Six guards, each with a dog, patrolling in leather armor
15	Six guards, two captains, and one mage patrolling with leather armor and glaives
16	Ten guards and two captains stationed at a tower
17	Ten guards stationed with heavy clubs, padded armor, and a mage
18	Two guards and a captain patrolling, clubs
19	Two guards and dog, padded armor and short swords
20	Two guards with clubs and shields

Table 3–35: Prisons, Exotic

1	Beacon of Hope: Run by staunch clerics and paladins, this prison reforms and "educates"
2	Black Oubliette: Hole in the ground barely large enough for a person, with a grate on top
3	Cells of Limbo: Cages hanging over a bottomless pit
4	Citadel Bingar: This old, run-down castle has been converted to a prison for the worst criminals
5	Despair: This offshore prison ship closely packs its prisoners in the hold
6	Dwarf Prison: Human political prisoners are sent into underground cells and held without light
7	Dwarf House: Originally built for dwarfs, this prison does not permit its inmates to stand up
8	Grim Gulag: Ancient dwarf work camp sends prisoners into deep mines to quarry hard granite
9	House of the Damned: Prisoners hang from their shackled arms inside abandoned tenements
10	Icemar Dungeon: Prisoners are kept alive as a blood source for the vampires that run the dungeon
11	Iron Bar Gulag: Iron works prison, where prisoners are forced to work the bellows in iron smelting
12	Pentae Prison: Hobgoblin work camp, from which captured humans and nonhumans never return
13	Prison Brimstone: Built into the sealed off-tubes of a volcano
14	Prison Deef: Prison famous for torture and disease; few ever return
15	Rat Cellar: Prisoners are chained to the walls of a rat-infested sewer
16	Sarron Hall: Special prison for wizards, built with anti-magic, walls of force, and electrified floors
17	Sunken Prison: Prison built on half-sunken swampland and known for vile diseases
18	Tower of Silence: Prisoners are magically blinded and deafened 23 hours a day
19	Vulture's Peak Stockade: Prison at the top of a high, shear mountain
20	Waterwheel: This small prison tortures its inmates by tying them to a waterwheel until they talk

Table 3–36: Prisoners

1	Alchemist for dangerous experiments
2	Beggar caught begging in the noble quarter
3	Drunk and disorderly dwarf
4	Dwarf who damaged an inn
5	Elven rogue with the two gems he stole
6	Gambler too heavily in debt to pay dues
7	Gentryman caught with illegal weaponry (and no coins for a bribe)
8	Guildhall treasurer accused of embezzlement
9	Half-orc bandit who is last of his gang
10	Half-orc mercenary arrested for harassment
11	Local merchant for not paying taxes
12	Mother caught stealing food for her children
13	One-handed thief (half his life in prison)
14	Sorcerer for casting a spell within city walls
15	Thief who runs a local racketeering ring
16	Thief who stole from a prominent noble
17	Town guard who abandoned his post
18	Wizard caught using charm on store owners
19	Woman caught spying in others' windows
20	Woman claiming innocence

Table 3–37: Local Criminal Gangs

1	Abbesses: Prostitution
2	Bully Bluffers: Racketeering
3	Clips: Pickpockets
4	Dimble Danders: Fences
5	Dunkaneers: Wharf thugs
6	Filching Morts: Coin shavers
7	Hedge Creepers: Spy network
8	Judicial Nippers: Witnesses-for-hire
9	Magsmen: Arsonists
10	Moon Men: Second-story gang
11	Natty Lads: Smugglers
12	Pincer Ladies: Safe house network
13	Rank Riders: Highwaymen
14	Savvy Birds: Knowledge brokers
15	Sharpshooters: Assassins
16	Spice Racketeers: Illegal substances
17	Thatch-Gallows: Hijackers
18	Vizards: Forgery
19	Whip Jacks: Blackmailers
20	Wild Rogues: Con Men

Table 3–38: Crimes 1

1	Accessory to a crime
2	Activity without proper license
3	Adultery
4	Aiding and abetting a criminal
5	Armed robbery
6	Arson
7	Assault
8	Battery
9	Breaking and entering
10	Bribery
11	Burglary
12	Coin shaving
13	Counterfeiting
14	Desecration
15	Destruction of property
16	Disobeying an order
17	Disorderly conduct
18	Embezzlement
19	Extortion
20	Fleeing arrest

Table 3–39: Crimes 2

1	Fleeing slavery
2	Forgery
3	Harboring a criminal or escaped slave
4	Heresy
5	Impersonation
6	Inciting a mob
7	Maiming
8	Manslaughter
9	Misuse of charm magic
10	Misuse of destruction magic
11	Murder
12	Mutiny
13	Perjury
14	Pickpocketing
15	Piracy
16	Prison break
17	Selling shoddy goods
18	Trespassing
19	Unarmed robbery
20	Unpaid debt

Table 3–40: Punishment 1

1	Banishment
2	Beheaded
3	Branded
4	Burned at the stake
5	Clubbed
6	Confiscation of worldly goods
7	Crucified
8	Drafted into military
9	Drawn and quartered
10	Excommunicated
11	Fed to insect swarm
12	Fight in the arena
13	Fined
14	Flogged
15	Hanged
16	Indentured servitude
17	Iron maiden
18	Jaw broken
19	Keel-hauled
20	Lose ear/eye/nose

Table 3–41: Punishment 2

1	Lose finger/toe
2	Lose limb
3	Magical mark
4	Magical curse
5	Magical transformation
6	Maimed
7	Placed in magical stasis
8	Poisoned
9	Prison sentence
10	Publicly humiliated
11	Publicly mauled by animals
12	Rack
13	Recompense to victim
14	Slavery
15	Starved
16	Stocks
17	Stoned
18	Thumb screws
19	Tongue removed
20	Whipped

LAW AND ORDER

Trials and Tribulations

In fantasy roleplaying, the various court systems and local laws can take on myriad forms. As a gamemaster, you have some choices to make. How detailed do you want the laws and justice system of a particular land or city? Do you base any of it on real-world ideals, or do you take a more fantastic approach from fiction or your own imagination? Regardless, here are some ideas to keep in mind, meant to be tailored to your own campaign.

Arrested for Trial

First, to have a trial you need living criminals… or do you? Right off we see some unique features. Is the city watch trained in subduing opponents first, defending themselves only with weaponry, or do they attack in full and anyone who survives is simply lucky enough to go to trial? Or, using special magic to communicate with the dead, does the city also bring in corpses for questioning and involvement? If so, at what cost to the city and taxpayers?

Held for Trial

A number of different lodgings are available to criminals, depending on the laws and disposition of the city and its law enforcers. Criminals not awaiting trial (for minor laws or public disruption) might face a night or two sleeping it off in a local watch outpost and maybe a small fine. For trial criminals, the city dungeons or special tower jails are used. Here they are provided with basic food and water and may or may not suffer any sort of collateral effects. To speed trials, magical questioning and probing may be employed, or in more draconian cities, torture for confession may play a part here.

The Trial Itself

Not every game needs a courtroom scene, but some amazing roleplaying stories over the years have come about from some important trial to further the plot. Trials consist of opening statements by a solicitor, barrister, or lawyer for the defendant and the prosecution. A judge, magistrate, or bailiff oversees the trial, possibly with a jury of peers of selected common folk and possibly magical aid for detecting lies or other magic in use. Witnesses may be called in to verify either side's story. Depending on the skullduggery and shady side of the city, "professional" witnesses paid for their point of view by either side may come into play. Once significant proof is reached closing arguments are heard by all, again by both sides.

Sentencing and Punishment

This is where the real diversity comes in (and the tables provided for you are used). Determining the punishment for a criminal may be specified (if you do *this*, *that* is your punishment) or determined based on the severity of the crime, jury reaction, and possible magistrate payoff. Certain magistrates gain reputations for tweaking punishments to fit the crimes they specifically abhor, and the outlook of a city's rulers (evil or good) can determine if the punishments lean toward further torture, disfigurement/violent death, or to fines, forced servitude, or banishment.

Magic

In a world of magic and spellcasters, the entire judicial system must take into account the effects. Special materials might be used as lining in jails or prisons to prevent scrying or teleportation. Perhaps special manacles prohibit spellcasting hand motions, or deliberate magic-dead zones are used for trials. Does the court allow or hire those who can sense lies, illusions, or other deception through magic? Are members of the clergy allowed to testify or officiate? Answering these questions can lead to a new twist on the subject.

Table 3–42: Trials

1	Bench trial, magistrate dispensing the law
2	Brought before king
3	Council advisory and vote
4	Inquisitional by council
5	Jury and execution in one
6	Jury of peers
7	Jury of professional jurors
8	Justice of the peace
9	King and advisor dispense justice
10	Law guild assemblage
11	Magical determination of innocence or guilt
12	Military declaration
13	Officiated by priests (god of law)
14	Officiated by barristers
15	Overseen by royal judge
16	Trial by combat
17	Trial by ordeal
18	Tribunal
19	Vote of nobles
20	Vote of witnesses

Table 3–43: Trial Complications 1

1	Accidental discrepancy in presenter's story
2	Ally/patron provides money/influence
3	Comments or important fact overruled
4	Conflicting laws cause arguments/tangents
5	Conflicting witness testimony raises questions
6	Confusing laws on subject must be navigated
7	Corruption exposed in defense/prosecution
8	Claims of racial bias or unfair treatment
9	Evidence goes missing
10	Evidence points to conflicting stories
11	Fight breaks out among witnesses/attendants
12	Fortunate loophole in law
13	General confusion from evidence/testimony
14	High-ranking priest perjures self
15	Hung jury
16	Impatient lawyers or barristers
17	Intimidation used on witness
18	Judge (overseer) confused by events/evidence
19	Judge declares a mistrial, mysteriously…
20	Judge declares trial censure

Table 3–44: Trial Complications 2

1	Judge has personal interest in case
2	Judge orders sequestering of jury/witnesses
3	Judge subpoenas gentry, noble, or royalty
4	Judge or jury biased against the defendant
5	Judge or jury requests magical evidence/scry
6	Judge or jury suggests a compromise to trial
7	Judge postpones trial and reschedules
8	Local cleric casts "truth" spell
9	Local cleric testifies as character witness
10	Magical evidence disputes witness testimony
11	Magical evidence is not allowed in case
12	Magical evidence points to numerous causes
13	Magical evidence unbalances evidence of case
14	Nervous witness is open to suggestion
15	New evidence presented
16	Normal proceedings without incident
17	Payoff occurs behind the scenes
18	Poor or insubstantial evidence
19	Profound testimony impresses judge
20	Prosecution/defense is a rival of the judge

Table 3–45: Trial Complications 3

1	Recent changes in local laws affect trial
2	Show of dazzling rhetoric stuns the jury
3	Someone else suddenly confesses to crime
4	Special witness interviewed in private
5	Surprise witnesses comes forward
6	Testimony is forgotten/ignored by jury
7	Testimony is stricken by judge
8	Unusual incident postpones trial
9	Violent outburst from victim or witness
10	Witness appears slovenly or untrustworthy
11	Witness arrives drunk and/or unintelligible
12	Witness badgered until he cracks
13	Witness caught in double-talk and cover-up
14	Witness caught in a lie or embellishment
15	Witness murdered before trial begins
16	Witness perjures self
17	Witness perjures self but isn't caught
18	Witness restrained by bailiff or judge
19	Witness threatens defendant openly
20	Witness testimony is stricken by judge

ARCHITECTURE AND ATMOSPHERE

Table 3–46: Building Descriptions

1	Complicated connections span a series of buildings all owned by a single landlord
2	Large business fortification for private arms maker
3	Large family home for extended relatives with two towers
4	Large family home with extended yard and family graveyard
5	Large government building housing judicial and tax papers and workers
6	Large guildhall for meetings with stage and secret entrance
7	Large manor home with servant quarters and private stable
8	Medium business hall for multiple craftsmen
9	Medium family home with two stores and private entrance
10	Medium family villa near park with second-story balconies
11	Medium government building for planning with secret entrance
12	Medium intricate market for nearby fishermen and trappers
13	Medium keep with collapsed tower in great need of repair
14	Simple large tower housing multiple students from nearby colleges
15	Simple one-family home with common room
16	Small craft business in need of repair
17	Small family home near a riverside with a private dock
18	Small government building for community meetings and votes
19	Small manor house with one tower
20	Small tavern or service building with simple stables

Table 3–47: Architecture

1	Ancient and influenced by dwarves
2	Angled towers accentuate smaller buildings
3	Close-quarter planning with little open spaces
4	Colorful and hardy stonework
5	Column worked into roofing and porches
6	Cramped and towering
7	High vaulted towers
8	Large grounds and whitewashed brick
9	Log walls and tree designs and motifs abound
10	Many domes in higher towers
11	Muted slate and stonework
12	Open with numerous doors and windows
13	Rounded buildings with curved intersections
14	Second-story structures with many windows
15	Simple houses designed to withstand coastal storms and heavy rains
16	Squared buildings with rigid angles
17	Stucco finish to most buildings
18	Thick, sturdy buildings withstand time
19	Treated wood integrated with greenery
20	Walls lack seams (mage craft and spell work)

Table 3–48: Districts and Quarters

1	Caravan quarter
2	Castle district
3	Guard and jail district
4	Inn and tavern district
5	Magic district with towers
6	Market district with open ground
7	Military quarter
8	Noble quarter
9	Prison district
10	Red-light district
11	Residential district
12	Residential district, wealthy
13	Slave quarter
14	Slum district
15	Tannery district
16	Temple district with graveyard or necropolis
17	Theater district
18	Walled keep
19	Warehouse district
20	Waterfront with docks

Table 3–49: Neighborhood Features	
1	City gate in the area
2	Businesses plentiful
3	Civic area with many official buildings
4	Dwarves prominent
5	Elves prominent
6	Embassies scattered about
7	Fine diverse shops
8	Garrison with siege weapons
9	Guild workshops gathered
10	Heavy security
11	High crime rate in alleys
12	Lightly patrolled
13	Nonhuman prominent
14	Numerous inns and taverns
15	Park district with wide streets
16	Plentiful gardens and flowerboxes
17	Poorly maintained
18	Riverside with docks
19	Shantytown and shelters
20	Simple and open, impoverished

Table 3–50: Monuments	
1	Arch
2	Catacombs
3	Cenotaph
4	Columns
5	Crypt
6	Druidic stone circle
7	Grave stones
8	Historic keep/watchtower
9	Mausoleum
10	Memorial
11	Obelisk
12	Palace
13	Pyramid
14	Shrine
15	Spire
16	Statue
17	Terminating vista
18	Triumphal arch
19	Tomb
20	War memorial

Table 3–51: Flag Symbols 1	
1	Anvil and bolt
2	Arcane sigil
3	Book and candle
4	Boot and coins
5	Bow and arrow
6	Box and barrel
7	Broken shield
8	Clashing armies
9	Cross and sunburst
10	Crossed swords
11	Demonic helmet
12	Dragon flying
13	Dragon and tower
14	Eagle and telescope
15	Field of stars
16	Fiery lance
17	Fist and dagger
18	Gate and spear
19	Griffon head
20	Griffon and snake

Table 3–52: Flag Symbols 2	
1	Hammer and anvil
2	Horse and wheat
3	Intricate coat of arms
4	King's head in profile
5	Lightning jags
6	Lock and key
7	Orc head on pike
8	Oriflamme and skull
9	Raised gauntlet
10	Ram's head
11	Runes
12	Scroll, ink, and paper
13	Scimitar and sun
14	Shield and helmet
15	Ship and sail
16	Sphinx
17	Sword and shield
18	Tower and sunburst
19	Wall and hippogriff
20	Wave and cloud

Table 3–53: Building Types 1

1	Abandoned structure
2	Amphitheater
3	Apartment block
4	Apothecary
5	Aqueduct
6	Archway (spanning)
7	Arena
8	Armory
9	Art gallery
10	Asylum
11	Bank
12	Barn
13	Barracks
14	Basilica
15	Bathhouse
16	Bazaar
17	Blockhouse
18	Brewery
19	Brickhouse
20	Bridge

Table 3–54: Building Types 2

1	Brothel
2	Bunker
3	Capitol
4	Castle
5	Cathedral
6	Chapel
7	Church
8	Circus (chariot racing)
9	Citadel
10	City gate
11	City hall
12	Collapsed structure
13	Coliseum
14	Concert hall
15	Condominium
16	Consulate
17	Cottage
18	Courthouse
19	Defensive wall
20	Docks/Harbor

Table 3–55: Building Types 3

1	Dumas
2	Embassy
3	Factory
4	Farm house
5	Fort
6	Fortification
7	Forum
8	Fortress
9	Foundry
10	Gambling den
11	Garden/Greenhouse
12	General store
13	Granary
14	Graveyard
15	Gristmill
16	Guardhouse
17	Guard tower
18	Guildhouse
19	Hay loft
20	Hospice

Table 3–56: Building Types 4

1	Hospital
2	Hostel
3	Imperial forum
4	Imperial palace
5	Inn
6	Insula
7	Jail
8	Keep
9	Kiln (outdoor)
10	Laboratory
11	Library
12	Livery
13	Manor house
14	Marina
15	Market (outdoor)
16	Market building
17	Meadhall
18	Mill
19	Mining
20	Monastery

Table 3–57: Building Types 5	
1	Mosque
2	Museum
3	Observatory
4	Opera house
5	Oratory
6	Pen
7	Prison
8	Residence
9	Ruined structure
10	Sanitarium
11	Senate house
12	Sewer
13	School
14	Shanty
15	Shed
16	Shop
17	Shrine
18	Silo
19	Smithy
20	Stable

Table 3–58: Building Types 6	
1	Stage (outdoor)
2	Stadium
3	Sty
4	Tavern
5	Teahouse
6	Temple
7	Theater
8	Tower
9	Trading post
10	Training grounds
11	Triumphal arch
12	University
13	Warehouse
14	Watchtower
15	Watermill
16	Well (exposed)
17	Well house
18	Windmill
19	Winery
20	Wizard tower

Table 3–59: City Sights	
1	Bard performs on a street corner with an animal friend
2	Castle decorated for local celebration
3	Children playing by waterside with a dog
4	City official tours the neighborhood under tight security
5	Dock workers offloading caged animals from ship
6	Exotic foreign ship pulling into harbor
7	Fountain square gathers women and children talking and cleaning
8	Funeral procession heading to cemetery
9	Guards arrest a shopkeeper while his family protests
10	Gypsy camp sets up in the middle of the street
11	Horse trainer has street demonstration
12	Local crowd partaking of a public stoning or execution
13	Local gang shouts threats at passerby
14	Procession for a local noble and entourage passes by
15	Public auctioneer draws an impressive crowd
16	Recently burned or weather-damaged building
17	Sanitation crews pass with full wagons of garbage
18	Street mountebank offers special elixirs for health and looks
19	Tall ivory walls mark a neighborhood transition; folks sit atop it
20	Tall marble statue of local war hero

Table 3–60: City Sounds 1	
1	Bard singing a song of sadness
2	Beggar asking for coin
3	Bell chimes
4	Bird cracking shell
5	Bird song
6	Boiling of water
7	Broom sweeping
8	Cat hissing
9	Child calling out
10	Cloth tearing
11	Clothes on line snapping
12	Crackle of a fire
13	Crowd of people talking
14	Dog barking
15	Dog digging
16	Glass breaking
17	Hammer striking wood
18	High-pitched laughter
19	Horse hooves on rocks
20	Leaves crunching

Table 3–61: City Sounds 2	
1	Lovers parting
2	Lute strumming
3	Meat sizzling
4	Merchant selling wares
5	Metal file scraping against stone
6	Metal splintering wood
7	Metal striking metal
8	Paper ripping
9	Parts of a loom moving
10	Person addressing a crowd
11	Puddle splashing
12	Sailor yelling to shore
13	Saw cutting wood
14	Scissors snipping
15	Shovel into dirt
16	Singing of a tavern crowd
17	Wagon wheels squeaking
18	Water dripping
19	Wind whipping
20	Woman yelling

Table 3–62: City Smells 1	
1	Blood
2	Body odor
3	Brandy
4	Bread baking
5	Burnt sugar
6	Candy
7	Charcoal burning
8	Cheap perfume
9	Cigar smoke
10	Cinnamon
11	Coffee
12	Cut grass or bushes
13	Decomposing food
14	Disease
15	Dust
16	Fish
17	Flowers
18	Forge
19	Freshly tanned leather
20	Fruit

Table 3–63: City Smells 2	
1	Garlic, onions, pepper, herbs, or spices
2	Hemp rope
3	Lemons and honey
4	Maple
5	Mead and yeast
6	Mildew
7	Musk
8	Oil
9	Roasting meat
10	Rotting flesh
11	Sea air
12	Sewage/trash
13	Skunk
14	Talc
15	Tar
16	Wet animals
17	Wet leaves
18	Wood burning
19	Wood shavings
20	Wood smoldering

Table 3–64: Monument Description

1	Arch, made of white marble and infused with lines of cobalt blue, formed at the apex like strong, gauntlet-covered hands in friendship or accord.
2	Catacombs, showing burial pits and ledges, various rites and symbols meant to protect the departed from thieves, historians, or necromancers.
3	Cenotaph, depicting Korov, a mighty general of the goblinkin wars from the Age of Deception, with his trio of mighty wardogs at his side.
4	Columns, with decorative lines as if a dragon's claws had grasped them and run down the sides, every line varying in width and depth.
5	Crypt, interring the many nameless and forgotten souls who have been found dead in the city over the years, sponsored by a suspicious ruler.
6	Druidic stone circle, each a slightly different oval shape with a single rune on them of a forgotten tongue, scarred where spellcasters have tried divining their meaning.
7	Grave stones, carved in the shapes of runes representing the birth signs of the deceased to protect them and as a tribute to their ages.
8	Historic keep/watchtower, with designs of shells and sea creatures in homage to the mermaid scions of the undersea kingdom of Arquatonia.
9	Mausoleum, of the Berkshire family and their servants, who helped give the current people their vision for the city and nation they call home.
10	Memorial, for the Company of the Fyrespyke Staff, defenders of the Prince of Ash, who became king after a revolt against the tyrannical Arychast the Usurper.
11	Obelisk, each side dedicated to one elemental god and its avatars, genies, or servants who helped shape the world by combining their might (from a creation myth).
12	Palace, with high spires meant by the builder to challenge (and pay homage to) the great monuments of the giant lords of old.
13	Pyramid, with the very top portion missing, making a small flat space deliberately left by the original architects for some unknown reason.
14	Shrine, for the goddess of magic, crafted of worked metal fused with stone, impervious to unhallowed curses and any misuse by her foes.
15	Spire, with a curve just enough to resemble a colossal beast's claw or tooth, reaching out from the earth, bone-chillingly realistic.
16	Statue, of an ancient knight with a star mark on his head, riding a six-legged horse atop the clouds, a truly marvelous representation by a master craftsman.
17	Terminating vista, the coliseum of the savage ancient tribes where great mock battles were fought for the gods' enjoyment and judgment.
18	Triumphal arch, with both edges bearing the family names and runes of the respective warriors who perished fighting to free the land from bugbear slavers.
19	Tomb, for the giant Boskir, who led the pilgrimage of the ancient gods to the lands of promise, as ordained by the god of prophecy.
20	War memorial, for the heroes of the dwarf war, honoring the greatest human and elf allied generals, who finally bought their people together as one.

Table 3–65: Statue Description

1	Blue and white marbled statue. When light shines on it, it captures and magically reflects the light back in a kaleidoscope of colors. "In honor of Oben Dreamweaver" is inscribed on it.
2	Elf Tree of Light. This pure white oak tree's leaves are platinum in color. The tree's girth is wider then the arm span of a dozen elves.
3	Gathrak's Lagacy. A statue of Gathrak the legendary troll of the northern marshes. Graffiti — written in several languages — covers part of it.
4	Golden statue of the king standing with his foot on the head of a dragon, based on an old tale often told by bards.
5	Huge anchor cast in bronze lies near the wharf. When touched, a name can be uttered and that name, providing it is of one who truly was lost at sea, appears on the massive base.
6	Huge fully armed figure cast in pure obsidian from top to base stands tall. Its armor is spiked and its hands rest on the hilt of its sword, which rests point down into the base.
7	Huge obsidian stone statue of a spider spans the street, forcing people to walk beneath its belly. Its origins are unknown.
8	Large silver unicorn statue acts as the centerpiece of a large fountain. At night the unicorn's horn glows brightly, providing a soft light to all those who tarry around it.
9	Marble statue of an elf rises from the base and roots of an ancient tree. The tree must have been massive while it lived, and the figure's meticulous craftsmanship suggests a nonhuman sculptor.
10	Monument of an elf riding a wolf and holding a book, its backpack overflowing with scrolls. It is titled Tristam's Legacy.
11	Pillar of souls, a monolith made entirely of skulls. Stark white in color, mist appears to spill out from the mouths rising to the sky. When wind blows the right way it sounds like it is moaning.
12	Primitive statue stands at the entrance to the city. Made of local stone and weathered by time it still stands its full eight feet tall. In goblin the plaque states *Uglemesh great leader and king of mighty clans.*
13	Serpent's Rock. This enormous rock is shaped like a dragon. On the belly is a memorial to a silver dragon that once defended the area.
14	Small stone, about the size of a large tome, lies half in and half out of the ground. It seems a marker of some sort but the writing is difficult to make out.
15	Statue of an armored knight. "To honor all those who fell before you" is inscribed at the base. Foul markings have been scribed on its surface.
16	Statue of a plate-armored figure with his sword raised high and the symbol of the god of valor on his shield. "In honor of Laramo who valiantly strove against evil no matter the odds."
17	Stones hang in a perfectly circular formation from their bases, each one carved with a historical scene which spirals down from base to tip in chronological order.
18	Tall, once pure-white obelisk rises to the sky. It is covered with strange ancient writings and is rumored to be only one of many.
19	Torren's Might: A statue of Torren the adventurer mentalist of Redlarch, longspear in hand, who died while killing a great black dragon.
20	Tree is actually a sculpture, living and growing. Its branches twist and turn in fanciful ways. Every tiny branch has been sculpted, even to the very top branches, suggesting it was done either by small winged creatures or is the work of magic.

Table 3–66: Gravestone Description

1	Aldeman Targath: Lived 68 years, died 2 months ago. *"Merchant, Mayor, Friend" is marred by graffiti that reads "Burn in Hell."*
2	Shane Ashar: Lived 82 years, died 47 years ago. *His headstone has fallen down and cracked in half. "Patriarch of the Finneran Clan."*
3	Brother Silas: Lived 47 years, died 73 years ago. *The weather-worn plaque on his gravestone reads, "May his next life be as full as this one was."*
4	Darlen Olafsdottir: Lived 23 years, died 19 years ago. *"A life for a life, mother to daughter. We miss you, always."*
5	Eldara Sinaralin: Lived 659 years, died 7 years ago. *An arrow trailing sparks behind it across a crescent moon is carved into her headstone.*
6	Esmeralda Tetkith: Lived 113 years, died 17 years ago. *"Best cook in the land," followed by "Always go easy on the basil. Too much can overwhelm the stew."*
7	Herrin Charlas: Lived 21 years, died 4 years ago. *"Beloved son, brave warrior. Evil took him from us too soon."*
8	Hettie Bonchell: Lived 38 years, died last week. *"Dearest soul mate, wondrous mother" is partially obscured by a flowered grave blanket.*
9	Ilsa Trueweave: Lived 482 years, died 26 years ago. *"World's Greatest Illusionist." A permanent illusion makes the words flash in different colors.*
10	Kanira Petal: Lived 12 years, died 14 years ago. *A single wildflower grows on her grave, and the angel-topped headstone reads, "Sleep well, little one. Our Lady holds thee now."*
11	Lerthan Hammerhand: Lived 178 years, died 87 years ago. *His sturdy, black stone monument has a carving of an anvil, a hammer, and tongs on it. It looks as though it is cleaned regularly.*
12	Oltar Keselmun: Lived 60 years, died 8 years ago. *This headstone is small and simple. It is overgrown with weeds and neglected.*
13	Phinean Kanter: Lived 34 years, died 8 years ago. *His simple marker is covered in filth. Beneath the grime, it reads, "May he know no peace."*
14	Rendril Batenford: Lived 211 years, died 28 years ago. *A baying wolf and a wickedly curved blade are carved on his monument.*
15	Seldin Ironhand: Lived 51 years, died 12 years ago. *A huge monument topped with a holy symbol and carved with accounts of his deeds marks this grave. The guards next to it, hired from a mercenary company in perpetuity, only reinforce this paean to his ego.*
16	Sir Carthon of Angare: Lived 52 years, died 6 years ago. *A shield decorated with a mailed hand holding a ball of flame is carved on this monument.*
17	Thog: Lived 32 years, died 2 years ago. *"The gentlest of giants, protector of our children." Toys, seemingly left in tribute, lie about the headstone.*
18	Tomas Alrain Ixelmeier: Lived 4 years, died 6 years ago. *A lamb is carved into this headstone, and fresh flowers lie on top of the grave.*
19	Yaniza El-Fariq: Lived 26 years, died 3 years ago. *A craven sigil is carved into the strange stone marker, defaced by the word "Witch" painted on it in red.*
20	Zyndris Farseer: Lived 96 years, died 10 years ago. *This is in the shape of a pedestal with a book on it. Inscribed on the book is a quote: "True wisdom flows from the heart, not the mind."*

ECONOMIC COMMERCE

Table 3–67: Prime Industry

1	Artists
2	Bakeries and brewing
3	Carpentry/construction
4	Cartwrights/wainwrights
5	Coal mining
6	Colleges/universities
7	Copper mining
8	Farming (surrounding land)
9	General mining
10	Gold mining
11	Guilds
12	Herding (surrounding land)
13	Iron mining
14	Libraries and museums
15	Masonry/construction
16	Mills
17	Shipwrights
18	Silver mining
19	Smithing
20	Trade

Table 3–68: Caravan Goods 1

1	Alcohol
2	Armor/barding
3	Barrels/baskets
4	Beans
5	Berries
6	Books
7	Bronze
8	Brushes
9	Canvas
10	Camel hair
11	Ceramics
12	Cloth
13	Clothes, finished
14	Coal
15	Cocoa
16	Coffee
17	Cookware
18	Copper
19	Cotton
20	Crafts, finished

Table 3–69: Caravan Goods 2

1	Decorative pottery
2	Dried food
3	Dye
4	Gems
5	Glassware
6	Gold
7	Grain (barley, oatmeal, rye, etc.)
8	Herbs
9	Honey
10	Incense
11	Ink
12	Iron
13	Jewelry
14	Lamps/lanterns
15	Linen
16	Livestock
17	Lye
18	Musical instruments
19	Nuts
20	Oil

Table 3–70: Caravan Goods 3

1	Ore, unrefined
2	Paper
3	Pelts
4	Perfume
5	Rawhide
6	Rope
7	Rugs
8	Sailcloth
9	Salt
10	Seeds
11	Silk
12	Silver
13	Slaves
14	Spices
15	Sugar
16	Tea
17	Tobacco
18	Tools
19	Weapons
20	Wool

Table 3–71: Special Market Goods 1

1	Animal Products
2	Baskets
3	Bells
4	Bolts of fabric
5	Candles
6	Carnivorous plant seeds or sprouts
7	Cheese, cow or goat
8	Colored inks or paints
9	Cure-alls, real or false
10	Cutlery
11	Dungeon loot
12	Dyed yarn
13	Exotic animals
14	Exotic foods
15	Fertilizer (fresh or dried)
16	Firewood
17	Flour (wheat, rye, or barley)
18	Fortune telling or tarot reading
19	Garden produce
20	Glass trinkets and baubles

Table 3–72: Special Market Goods 2

1	Herbs, fresh and dried
2	Honey or molasses
3	Horn (drinking horns and blowing horns)
4	Ivory and scrimshaw
5	Leather products (belts, sacks, water skins)
6	Local fruit (see Table 3–80)
7	Magical beasts' young or eggs
8	Maps and cases or books
9	Melons
10	Mushrooms (fresh, dried, or marinated)
11	Nonmetal jewelry (bone, coral, shell, stone)
12	Nuts (in shells, shelled, or in syrup)
13	Oils, flammable or edible
14	Perfume, scented oils, and soap
15	Pickled products (see Table 3–82)
16	Pipes and tobacco
17	Pots and pans (bread, cake, frying, pie, tea)
18	Rugs or tapestries
19	Trapper wares (unusual meats and pelts)
20	Wool products (socks, coats, and blankets)

Table 3–73: Domestic Animals/Pets

1	Bee
2	Camel
3	Canary
4	Cat
5	Dog, guard (bandog)
6	Dog, herding
7	Dog, hunting
8	Donkey
9	Dove
10	Horse, draft
11	Horse, riding
12	Llama
13	Mouse/Rat
14	Monkey
15	Reindeer
16	Mule
17	Snake
18	Spider/Tarantula
19	Ox
20	Yak

Table 3–74: Livestock

1	Alpaca
2	Bison
3	Buffalo
4	Bull
5	Calf
6	Cow
7	Deer
8	Game Fowl (see table 3–75)
9	Goat
10	Horse
11	Lamb
12	Llama
13	Mule
14	Ox
15	Pig
16	Rabbit
17	Reindeer
18	Rooster
19	Sheep
20	Yak

Table 3–75: Game Fowl	
1	Bittern
2	Duck
3	Finch
4	Game hen
5	Goose
6	Grouse
7	Guinea hen
8	Heron
9	Lark
10	Moorhen
11	Ostrich
12	Partridge
13	Pheasant
14	Pigeon
15	Plover
16	Quail
17	Snipe
18	Thrush
19	Turkey
20	Woodcock

Table 3–76: Fish	
1	Albacore
2	Anchovy
3	Bass, sea
4	Blue fish
5	Carp
6	Cod
7	Flounder
8	Grouper
9	Hake
10	Halibut
11	Herring
12	Mackerel
13	Ocean perch
14	Red snapper
15	Rockfish
16	Roughy
17	Swordfish
18	Tuna
19	Turbot
20	Yellowtail

Table 3–77: Bread Products	
1	Barley bread
2	Biscuit
3	Biscuit, ship's
4	Black bread
5	Corn bread
6	Croissant
7	Dumpling
8	Fruit bread
9	Hard roll
10	Hardtack
11	Muffin
12	Oatmean bread
13	Pancake
14	Roll
15	Rye bread
16	Sweet bread
17	Tortilla
18	Wheat bread
19	White bread
20	Whole wheat bread

Table 3–78: Basic Food	
1	Beef
2	Berries
3	Biscuit
4	Bread
5	Buttermilk
6	Cake
7	Cheese
8	Cookie
9	Dumpling
10	Egg
11	Fish
12	Fruit
13	Milk
14	Nuts
15	Oats
16	Pickles
17	Poultry
18	Rice
19	Sweet roll
20	Vegetable

Table 3–79: Garden Produce

1	Beans
2	Beets
3	Broccoli
4	Cabbage
5	Carrots
6	Cauliflower
7	Corn
8	Cucumber
9	Eggplant
10	Garlic
11	Lettuce
12	Onions
13	Peas
14	Potatoes
15	Pumpkin
16	Radishes
17	Spinach
18	Squash or zucchini
19	Tomato
20	Turnips

Table 3–80: Fruits (fresh, in jars, or dried)

1	Apples
2	Apricots
3	Blackberries
4	Black currants
5	Blueberries
6	Cherries, bitter
7	Cherries, sweet
8	Cloudberries
9	Elderberries
10	Gooseberries
11	Grapes
12	Loganberries
13	Peaches
14	Pears
15	Plums
16	Quince
17	Raspberries
18	Red currants
19	Strawberries
20	White currants

Table 3–81: Exotic Foods*

1	Avocado
2	Banana
3	Breadfruit
4	Coffee (tropical)
5	Coconut
6	Dates and figs (warm and arid climates)
7	Guava
8	Kiwi
9	Lemon
10	Lychee (Asian regions)
11	Mango
12	Olives (Mediterranean climates)
13	Orange
14	Papaya
15	Passion fruit
16	Pineapple
17	Pomegranate
18	Rhubarb (Asian areas)
19	Sweet potato (tropical)
20	Tamarind

* Fresh, dried, or in jars

Table 3–82: Pickled Foods

1	Asparagus
2	Beans
3	Beets/turnips
4	Cabbages
5	Capers
6	Chilies/hot peppers
7	Carrots
8	Cucumbers/gherkins
9	Eggplant
10	Eggs
11	Fish
12	Garlic
13	Ginger
14	Green beans
15	Mixed pickled vegetables
16	Mushrooms
17	Olives
18	Onions
19	Radishes
20	Sauerkraut

Table 3–83: Clothing 1

1	Apron
2	Blouse
3	Boots
4	Buskins
5	Cannon
6	Cape
7	Cassock
8	Coat
9	Codpiece
10	Cowl
11	Doublet
12	Dress
13	Frock
14	Gloves
15	Gown
16	Jacket
17	Jerkin
18	Jersey
19	Kilt
20	Leggings

Table 3–84: Clothing 2

1	Loincloth
2	Pantaloons
3	Pants
4	Parka
5	Petticoat
6	Pinafore
7	Poncho
8	Robe
9	Sari
10	Scarf
11	Shirt
12	Skirt
13	Slip
14	Slippers
15	Smock
16	Tabard
17	Tights
18	Trousers
19	Vest
20	Waistcoat

Table 3–85: Common Tools 1

1	Axe
2	Bit and brace
3	Broom
4	Brush
5	Chain-cutter
6	Chisel
7	Clamp
8	Crow bar
9	Cutters
10	Drawknife
11	Drill
12	File
13	Gouge
14	Grindstone
15	Hammer
16	Hammer, sledge
17	Hatchet
18	Hay fork
19	Hoe
20	Hook

Table 3–86: Common Tools 2

1	Knife
2	Mallet
3	Measuring line
4	Measuring stick
5	Mop
6	Pickaxe
7	Pliers
8	Pry bar
9	Punch
10	Rake
11	Right angle
12	Rope
13	Saw
14	Sawhorse
15	Scissors
16	Scythe
17	Shears
18	Shovel
19	Sickle
20	Spade

Table 3–87: Furs

1	Bear
2	Beaver
3	Cheetah
4	Cougar
5	Ermine
6	Fox
7	Jaguar
8	Lamb
9	Leopard
10	Lion
11	Lynx
12	Marmot
13	Mink
14	Otter
15	Puma
16	Rabbit
17	Sable
18	Seal
19	Tiger
20	Wolf

Table 3–88: Healer Goods

1	Balm
2	Bandages, gauze, etc.
3	Brace
4	Cream
5	Curative
6	Digestive
7	Elixir
8	Extract
9	Gel
10	Infusion
11	Lotion
12	Mixture
13	Oil
14	Ointment
15	Plaster
16	Poultice
17	Restorative
18	Salve
19	Tonic
20	Water

COMMERCE

Some haggling may liven an exchange with a merchant or store owner.

Guilds insist on a minimum set price from members who are guaranteed to sell quality goods. You can get it cheaper, but it might not hold up or be the best quality.

Remember supply and demand. If everyone wants an item, the price goes up. And if there is overstock or no one is intetrested, the price drops.

Some towns lack iron, grapes, and other staples. The local craft may be cheap, but weapons and "drink" are expensive to import. Frontier life is neither easy nor inexpensive.

Table 3–89: Medicinal Herbs

1	Angelica, a digestive tonic
2	Anise, for insomnia
3	Balm, as a skin purifier or sedative
4	Basil, an anti-inflammatory
5	Chamomile, for wounds and open sores
6	Foxglove, as a purifier
7	Garlic, as an antiseptic
8	Hawthorn, for blood pressure
9	Henbane, a poisonous narcotic and sedative
10	Laurel, as a tonic for soothing
11	Mallow, for swollen eyes or lung inflammation
12	Mandrake, for cough, asthma or hay fever
13	Mugwort, as a sedative
14	Nettle, as an anti-inflammatory
15	Nightshade, a poisonous remedy for fever
16	Rosemary, as a stimulant
17	Sage, as an antiseptic
18	Skullcap, for spasms or convulsions
19	Valerian, as a calming sedative
20	Wormwood, for gallbladder and liver

Table 3–90: Coin Names 1	
1	Candareen
2	Cent
3	Circlet
4	Condor
5	Cross
6	Crown
7	Denier/Dinar
8	Doubloon
9	Dragon
10	Dreyling
11	Ducat
12	Eagle
13	Falcon
14	Florin
15	Guilder
16	Guinea
17	King
18	Koban
19	Kroner
20	Laurel

Table 3–91: Coin Names 2	
1	Noble
2	Queen
3	Pence/Penny
4	Pinch
5	Pound
6	Prince
7	Real
8	Regal
9	Royal
10	Shilling
11	Skull
12	Sovereign
13	Stamp
14	Star
15	Stepple
16	Sun
17	Talons
18	Tirce
19	Warrant
20	Zehner

Table 3–92: Merchant Houses: Livery/Primary Goods	
1	Bosele Family. A black griffin on a silver background. *Precious metals and iron.*
2	Dasent, Harmunger, and Associates. A tome of gold on a red background. *Books and paper products.*
3	Deneldin Family. A sheep with a calligraphic "D" on it. *Wool and other fabrics.*
4	Fenin and Urelli. A gold coin on scarlet. *Precious metals and uncut gems.*
5	House Bairnbaum. A stylized sun rising over a tree. *Finished wood products.*
6	House Endiri. A heavily muscled arm holding a battleaxe. *Weapons and armor.*
7	House Engel. A silver needle threaded with gold on black velvet background. *Silk and fabrics.*
8	House Melarin. A yellow hippogriff against royal blue. *Paintings, sculptures, and exotic goods.*
9	House Orinion. A unicorn horn on a purple background. *Ivory, spices, and silk.*
10	House Wenteera. A white bull on a black field. *Livestock and horses. Secretly runs a slave trade.*
11	Ikoorl and Daughter. A stylized serpent holding a winged scepter in its tail. *Exotics and art objects.*
12	Ironhand Trading Co. A stylized dwarf holding a pick. *Iron, copper, lead, and base metals.*
13	Jarnour Family. A raven perched on the fin of a large fish. *Fish and other foodstuffs.*
14	Lartmunder and Sons. A stein clutched in a mailed fist. *Ale and spirits.*
15	Pendel and Sons. The silhouette of a pine tree sitting on an open palm. *Lumber.*
16	Ruggboden and Family. Three casks stamped with a gothic-style "R." *Ale, mead, and exotic beverages.*
17	Silineer, Frassus, and Yarl. Brilliant-cut sapphire on a red-trimmed, white cushion. *Gems and jewelry.*
18	Stonehammer Clan. A hammer and chisel. *Migrant dwarven workers, engineers, and architects.*
19	Venoriol Family. A wine glass sitting on a grape leaf. *Fine wines.*
20	Zentura and Larvin. Three horses pulling plows. *Foodstuffs, spices, and seeds.*

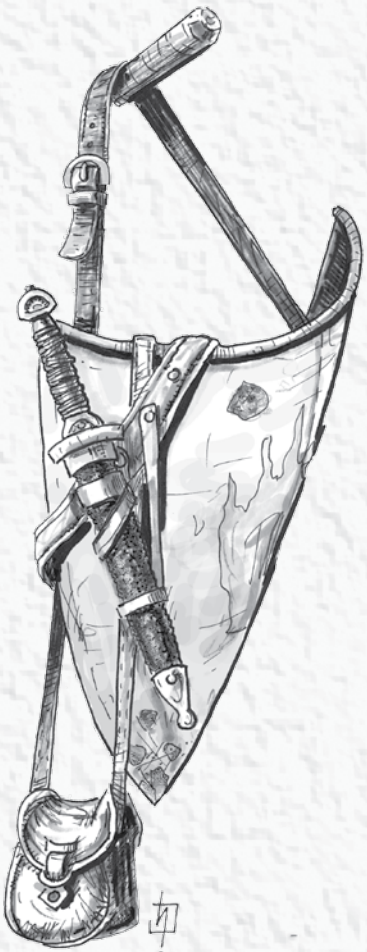
Table 3–93: Common Crafts/Professions

1	Barrelmaking
2	Bookbinding
3	Bowmaking
4	Bricklaying
5	Calligraphy
6	Carpentry
7	Casting
8	Cobbling
9	Gemcutting
10	Glassblowing
11	Leatherworking
12	Locksmithing
13	Needlework
14	Painting
15	Pottery
16	Sculpting
17	Smithing
18	Stonemasonry
19	Woodcarving
20	Weaving

Table 3–94: Magic item Availability

1	Item is not available and will not be.
2	Item is not available and will not be.
3	Item is not available and will not be.
4	Item is not available and will not be.
5	Item is not available, but name/location of someone who may be commissioned to make it is provided.
6	Item will be available in about two months.
7	Item will be available in about a month.
8	Item will be available in about two weeks.
9	Item will be available in about a week.
10	Item will be available in 1d4 days.
11	Item will be available in 24 hours.
12	Item is available*, 1 available
13	Item is available*, 1d4 available†
14	Item is available*, 1d6 available†
15	Item is available*, 1d8 available†
16	Item is available*, 1d10 available†
17	Item is available*, 2d4 available†
18	Item is available*, 2d6 available†
19	Item is available*, 2d8 available†
20	Item is available*, potentially limitless

* as economy and community stats, and the individual campaign dictate.
† this is for relatively inexpensive items based on community economy.



In Table 3–89 Medicinal Herbs we detail some of the more common herbs and their useful purposes in simple medicine that would no doubt be found in a city or community. For a full list of herbs and plants for such a purpose, see Chapter Six, tables 6–93 through 6–96.

CRIME

Table 3–95: Pick Pocket Yield 1

1	1d3cp
2	1d6cp
3	1d10cp
4	1d6cp, 1d6sp
5	1d10cp, 1d8sp
6	1d3cp, 1d8sp, 1gp
7	2d6sp
8	1d20sp
9	1d8sp, 1d3gp
10	1d3cp, 1d3sp, 1d3gp
11	1d6cp, 1d6sp, 1d6gp
12	1d10cp, 1d10sp, 1d10gp
13	1d20cp, 2d6sp, 1d12gp
14	1d6cp, 1d12sp, 1d20gp
15	1d4cp, 3d4sp, 3d4gp
16	1d12sp, 1d12gp
17	1d4cp, 1d4sp, 1d20gp
18	1d20cp, 1d4sp, 1d10gp
19	1d8cp, 2d8sp, 1d4gp
20	1d20cp, 1d20sp, 1d20gp

Table 3–96: Pick Pocket Yield 2

1	2cp
2	3cp
3	6cp
4	7sp
5	11sp
6	4cp, 3sp
7	5cp, 4sp
8	4sp, 2gp
9	8sp, 7gp
10	2cp, 2sp, 2gp
11	2cp, 3sp, 11gp
12	2cp, 4sp, 1gp
13	3cp, 8sp, 7gp
14	4cp, 3sp, 2gp
15	4cp, 7sp, 11gp
16	4cp, 9sp, 2gp
17	7cp, 6sp, 5gp
18	11cp, 2sp, 6gp
19	11cp, 7sp, 6gp
20	11cp, 10sp, 9gp

Table 3–97: Pick Pocket Yield 3

1	Archery gloves
2	Badge
3	Bell
4	Belt pouch
5	Bowl
6	Brooch
7	Cameo
8	Candle
9	Cape
10	Chalk
11	Charcoal
12	Cloth
13	Compass
14	Cup
15	Dagger
16	Dart
17	Decanter
18	Diamond
19	Diamond, flawed
20	Diamond, uncut

Table 3–98: Pick Pocket Yield 4

1	Dice
2	Flask (empty)
3	Flask of acid
4	Flask of alcohol
5	Flask of blood
6	Flask of fine wine
7	Flask of Greek fire
8	Flask of holy water
9	Flash of "moonshine"
10	Flask of oil
11	Flask of paint
12	Flask of perfume
13	Flask of powder/salt
14	Flask of spoiled milk
15	Flask of vinegar
16	Flask of water
17	Flint and steel
18	Foodstuff
19	Foodstuff wrapped in cheesecloth
20	Fork

Table 3–99: Pick Pocket Yield 5

1	Gem
2	Handkerchief
3	Hairpin
4	Healing salve
5	Holy symbol
6	Hunting knife
7	Iron rod
8	Iron spike
9	Jagged nails/metal shards
10	Jar (empty)
11	Jar of fine powder
12	Jar of food
13	Jar of spices
14	Jar of stewed vegetables
15	Jewelry
16	Jeweler's hammer
17	Key
18	Keys, ring of
19	Knife
20	Knucklebones

Table 3–100: Pick Pocket Yield 6

1	Leather cap
2	Leather strap
3	Letter, address
4	Letter, architectural drawing
5	Letter, arrest warrant
6	Letter, award
7	Letter, bill
8	Letter, building plans
9	Letter, code/cipher
10	Letter, contract
11	Letter, crier/script
12	Letter, crumbled*
13	Letter, deed
14	Letter, debt
15	Letter, directions
16	Letter, forms (filled)
17	Letter, forms (unfilled)
18	Letter, instructions
19	Letter, love
20	Letter, marriage certificate

Table 3–101: Pick Pocket Yield 7

1	Letter, military orders
2	Letter, music notes
3	Letter, newspaper sheet
4	Letter, open (torn or cut)
5	Letter, order
6	Letter, password
7	Letter, poem
8	Letter, plans
9	Letter, prayer
10	Letter, ransom
11	Letter, recipe
12	Letter, sealed
13	Letter, shoppping list
14	Letter, shipping manifest
15	Letter, sketch
16	Letter, spell
17	Letter, treaty
18	Letter, wanted poster
19	Letter, will
20	Letter, writ

Table 3–102: Pick Pocket Yield 8

1	Lock
2	Lock and key
3	Lodestone
4	Magnet
5	Magnifying glass
6	Manacles
7	Map, leather
8	Map, parchment
9	Map, vellum
10	Mask
11	Mason jar
12	Medal
13	Medallion
14	Metal brush
15	Mirror
16	Monacle
17	Mug, small
18	Necklace with charm
19	Orison charm
20	Opera sheet music

Table 3–103: Pick Pocket Yield 9

1	Page torn from book
2	Page torn from journal
3	Page torn from law book
4	Page torn from ledger
5	Page torn from newspaper
6	Page torn from novel
7	Page torn from opera/play
8	Page torn from prayer book
9	Page torn from spellbook/ritual
10	Page torn from unholy text
11	Pan pipes
12	Parchment
13	Pen
14	Pencil
15	Pendant
16	Perfume bottle
17	Pin
18	Piton
19	Potion
20	Prism

Table 3–104: Pick Pocket Yield 10

1	Pouch of biscuits/hardtack
2	Pouch of buttons
3	Pouch of clover
4	Pouch of coins
5	Pouch of charms/fetishes
6	Pouch of fine powder/flour
7	Pouch of gems
8	Pouch of glass beads
9	Pouch of herbs
10	Pouch of marbles
11	Pouch of metal shavings
12	Pouch of nails
13	Pouch of nuts and dried fruit
14	Pouch of rock/shell collection
15	Pouch of sand
16	Pouch of seeds
17	Pouch of small mammal teeth
18	Pouch of soot
19	Pouch of tea leaves
20	Pouch of trinkets

Table 3–105: Pick Pocket Yield 11

1	Quill
2	Religious icon
3	Ring
4	Ring, signet
5	Rope
6	Scarab
7	Scroll case
8	Sealing wax
9	Sewing needle and thread
10	Silk scarf
11	Silver dagger
12	Smokestick
13	Smoking pipe
14	Snuff box, ivory
15	Snuff box, jade
16	Snuff box, metal
17	Snuff box, ornate
18	Snuff box, wooden
19	Soap
20	Soap, perfumed

Table 3–106: Pick Pocket Yield 12

1	Spectacles
2	Spoon
3	Spell components
4	String
5	Thieves' tools
6	Tinderbox
7	Tobacco
8	Toy
9	Trinket
10	Vial (empty)
11	Vial of alchemical powder
12	Vial of antitoxin
13	Vial of dead insects
14	Vial of holy water
15	Vial of poison
16	Vial of rare herbs
17	Vial of unholy water
18	Waterskin/Wineskin
19	Whetstone
20	Whistle

Table 3–107: Adventurer's Backpacks 1

1	5 ft. of chain, iron rations (1 day), lead pipe, necklace with cameo, silver dust, waterskin (leaking)
2	10 ft. silk rope, black silk mask, chalk, dried apples (four), smoked meat, salt lick, steel mirror
3	50 ft. silk rope, acid vial, gold cloak pin, hardtack, jar of black grease, tattoo needle, unholy symbol
4	Acid vial, bag of fruit, half-eaten turkey leg, silk bedroll, steel trap, wooden box of caltrops
5	Arrow fitted with quill tip, map case filled with paintbrushes, small journal, small steel mirror, 4gp
6	Artisan's tools, book, gem (100gp), magnifying glass, map case, thieves' tools, vial of acid, vial of poison
7	Bandage rolls (two), brandy flask, breadcrumbs, mistletoe, pan pipes, thick leather belt, wooden box
8	Bar of lavender soap, fileting knife in sheath, hairbrush, hand mirror, manacles, wanted poster
9	Bar of rough soap, leather pouch with gem, oil flask, two matching broken arrows, wooden map case
10	Bedroll, iron rations (5 days), lockpicks hidden in seam, pipe and pouch of tobacco, vial of poison
11	Bell, blanket, dagger, diary, ink, merchant's scale, manacles, quill, pouch of nails, smoking pipe
12	Belt, belt pouch, fishhook, iron pot, mug, short bow, three arrows, vial (empty), whetstone, wineskin
13	Bone case (empty), dog collar and whistle, hourglass, ivory flute, map case with sheet music, 7sp
14	Book of poetry, personal journal, mapmaking tools, pen and ink, ring or keys, steel bracelet, 3gp
15	Boots, cape, chalk, crudely drawn map, dart, healing salve, iron spike, jar of grease, piton, two daggers
16	Blanket, folding stool, flint and steel, magnifying glass, silk pouch with 10gp, two empty potion vials
17	Bolt of silk, chipped knife, dice, holy water, musical instrument, snuff box, tongs, wooden bucket
18	Bottle of rum, navigation instruments, preserved creature's eye in jar of formaldehyde, tinderbox
19	Bottle of wine, fishing net, flask of fragrant oil, map case with map (several Xs), oil lamp, tinder box
20	Bread, comb, hatchet, ornate snuff box, mirror, soap, smoking pipe, wooden stake, wool cloak, 6sp

Table 3–108: Adventurer's Backpacks 2

1	Burn salve, coffer, decanter, flask of acid, healer's kit, helmet visor, hooded lantern, pillow, whetstone
2	Candle, dice, fruit, magnifying glass, mortar and pestle, silk scarf, vial of perfume, wineskin, 15sp, 3gp
3	Charcoal sticks, flask of rum, jar with a cricket inside, map case with parchment, small silver bell
4	Clay mug, dwarven runestone, gemcutter tools, hourglass, smoking pipe, spell component pouch
5	Cold iron lock and key, grappling hook (broken), note with address (crumbled), pungent cheese wrapped in oilskin, three white candles, signet ring, vial of perfume, vial of red ink, whetstone
6	Cooking utensils, dagger, fine silver thread, iron pot, shield (dented), short sword, spices, whetstone
7	Crowbar, gold and ruby earring, lockpick (broken), jar of buttons, needle, spool of black thread
8	Crowbar, four arrows, grappling hook, lantern, merchant log book, sickle, sword hilt, throwing axe
9	Crowbar, hunting knife, lock, parchment, pipes, short sword, scroll case, sealing wax, tuning fork
10	Dice, merchant gram weights, pliers, polished silver mirror, pouch of soot, silver ring, spyglass
11	Fish hook and string piercing a wine cork, grappling hook, loaf of bread, sack (empty), wine skin
12	Gold bar (1 pound), gold ingot (1 pound), hairpin, silk scarf, tartan cloth, torn page of journal, 17pp
13	Gold necklace (broken), flask of holy water, tiny silver dagger, spool of thin wire, whetstone
14	Hammer, iron pot, pitons (six), sack of marbles, skin of ale, throwing knife case (empty), 14cp
15	Holy symbol, poem, pouch of marbles, signet ring, silver necklace, silver dagger. spyglass, tobacco
16	Holy symbol (gold), leather belt pouch, roc feathers (seven), spyglass, 6gp hidden in seam
17	Iron rations (three days), love letter (crumbled), sack (empty), silver ink pen, vial of salt, vial of soot
18	Letter (to mayor), journal, pen, pencil, prism, silk pouch, snuff box, tabacco, toy, whistle, 4cp
19	Map, map case, pouch of glass beads, scarab, tinderbox, vial of antitoxin, vial of blood, vial of ink
20	Map, mirror, pouch of feathers, silk scarf, soap, tunic, vial (antitoxin), vial (empty), whistle, wineskin

Table 3–109: Unusual Thief Tools 1

1	Acid
2	Air bladder
3	Alcohol
4	Ash/soot
5	Ball of twine
6	Blade boots
7	Book
8	Bottle of dye
9	Caged sparrow
10	Caltrops
11	Candy
12	Cat stink
13	Chalk
14	Change of clothes
15	Charcoal
16	China marker
17	Compass
18	Dice or dice cup
19	Disguise kit
20	Drugged meat

Table 3–110: Unusual Thief Tools 2

1	Emergency rations
2	Empty glass vial
3	Eyeglass
4	Fake diamonds
5	Finger blade
6	Fishing wire
7	Forged identification papers
8	Garrote
9	Gem
10	Glass cutter
11	Gloves
12	Glue
13	Grappling hook
14	Hidden pouch
15	Holy symbol
16	Ink
17	Ink brush
18	Ink pen
19	Itching powder
20	Jewels for bribe

Table 3–111: Unusual Thief Tools 3

1	Knife
2	Lens
3	Listening cup
4	Little black book
5	Lockpicks
6	Lucky charm
7	Map
8	Marbles
9	Mask
10	Metal file
11	Money belt
12	Mug
13	Notebook
14	Oil
15	Paint
16	Paintbrush
17	Paper
18	Putty or clay
19	Raw meat
20	Rope

Table 3–112: Unusual Thief Tools 4

1	Sand
2	Sealed message
3	Seeds
4	Shaved coin
5	Shovel
6	Silver dust
7	Skin of water
8	Small sack
9	Smoke bomb
10	Sneezing powder
11	Spoiled meat
12	Spyglass
13	Thunderstone
14	Tindertwig
15	Umbrella
16	Various coins from various realms
17	Vial of bleach
18	Wig
19	Wire
20	Wire cutter

Table 3–113: Improvised Weapons 1

1	Barrel
2	Beer mug or bottle
3	Belaying pin
4	Belt
5	Boot or shoe
6	Boiling water
7	Brick
8	Broken glass
9	Broom or mop
10	Candelabra
11	Cane or walking stick
12	Cloak
13	Crockery
14	Fireplace poker
15	Frying pan
16	Hairpin
17	Handful of dirt
18	Helmet
19	Ice pick or icicle
20	Jeweler's tools

Table 3–114: Improvised Weapons 2

1	Lute or mandolin
2	Meat cleaver
3	Metal pipe
4	Metal platter
5	Mirror
6	Oar or paddle
7	Pen
8	Rock
9	Rope
10	Sewer grate
11	Shaving razor
12	Shovel
13	Sign
14	Stein or tankard
15	Table or chair leg
16	Umbrella
17	Umbrella cane
18	Unconscious person
19	Vial of ink
20	Wooden shiv

Table 3–115: Hidden Weapon Location

1	Arm/shoulder sheath
2	Behind ear
3	Belt
4	Boot
5	Boot heel
6	Bottom of foot
7	Disguised as common item
8	Fold of cloak
9	Glove
10	Glued to skin
11	Hair
12	Hem of clothing
13	Hollow scabbard
14	Inner thigh
15	Leg of breeches
16	Nape of neck
17	On back
18	Sleeve
19	Undergarments
20	Weapon grip

Table 3–116: Bribes, Basic

1	Act as double agent
2	Assassination
3	Chance for partnership
4	Coerce confession from another in jail
5	Discount on business
6	False promise*
7	Fence goods
8	Fine wines or ales
9	Frame someone
10	Info on more lucrative crime
11	Lookout
12	Passwords to criminal dens
13	Payment in coins or gems
14	Percentage of the take
15	Perform a favor
16	Protection
17	Remove a threat
18	Stool pigeon
19	Turn in superior
20	Turn over illicit goods

Table 3–117: Bribes, Advanced 1

1	Allow local tough guy to beat you up to impress someone
2	Arrange (with the jailer) for a short visit with someone currently inside a prison
3	Arrange for a day pass to a guild's library
4	Arrange for a large donation to your deity's temple
5	Arrange for a one-time "insider's rate" at the local armory or potion shop
6	Arrange for a shipment to be lost
7	Arrange for a weapon to be smuggled into a party/gathering
8	Arrange for all of the guests at a party/gathering to be mildly poisoned
9	Arrange for someone to display romantic interest in another
10	Arrange for someone to forget a romantic interest in another
11	Arrange for someone's case to be reopened/re-examined
12	Arrange for you to talk for a few minutes with an influential person
13	Convince a diviner to report a false reading
14	Convince a supplier of goods or services not to serve a particular individual
15	Convince a witness to give false testimony
16	Convince a perjurer to recant his false testimony
17	Frame someone for a crime
18	Get someone a job where he can gather information
19	Have a paperwork snafu and delay an execution for a few days
20	Help arrange a secret meeting

Table 3–118: Bribes, Advanced 2

1	Help obtain rare/banned items
2	Help person pass as someone of higher/lower ranking
3	Hold illegal goods for an allotted time
4	Lure goblins into town so you can *rescue* the town from them
5	Make sure the best suite at the inn is reserved for person
6	Obtain the correct password for a secret meeting
7	Provide an alibi
8	Provide a contact at the magistrate's office to cut through some red tape
9	Provide a detailed map of dungeon/manor house/tower
10	Provide a distraction
11	Provide a hiding place
12	Provide information on a cargo shipment
13	Provide inside information for a bet
14	Provide monetary reward
15	Provide a place to offload goods
16	Smuggle illegal weapons/goods into town
17	Smuggle wanted person out of town
18	Take care of someone's mount becoming *injured*
19	Tell an official's schedule
20	Wrangle an invitation to the local ball

Table 3–119: Safehouses

1	Alchemy shop that doubles as a gambling den
2	Basement beneath a church library
3	Behind a smithy with double tong emblem
4	Bolthole at the basement of Grim's Tavern
5	Cot hidden in the attic of a small home
6	Cottage at the end of Dusty Alley
7	Forgotten niche at the base of a keep
8	Hayloft above a legitimate livery
9	Hidden parlor inside a brothel
10	Lean-to hidden above a tavern
11	Magical scroll that creates an invisible tent
12	Moneylender's vault behind a greengrocer
13	Small room at the back of a meatlocker
14	Spare room above a jeweler's shop
15	Storage room at back of seamstress shop
16	Studio behind a secret door
17	Small apartment between two bakeries
18	Two-story apartment behind a cooper
19	Unattended wagon at the end of High Street
20	Under a brewery crawlspace

Table 3–120: Rogue Guilds

1	Acrobats of Grace and Guile
2	Archers of the Silent Arrow
3	Black Dragon Monarchs
4	Eye and Lens Guild
5	The Gold Circle
6	Guild of the Dying Song
7	Hidden Dagger Guild
8	The Jade Hand
9	Kingsbane
10	Knights of the Underworld
11	The Lamplighters
12	Old City Raiders
13	Order of Midnight
14	The Quiet Night Guild
15	The Rapier's Point
16	Rogues of the Green Blade
17	Silver Shadow Swordsmen
18	Twin Daggers
19	The White Skull
20	Undercity Guardians

Table 3–121: Rogue Guild Descriptions

1	Alliance of the Cloak. Multiracial league of spies, contract thieves, and discreet mercenaries.
2	The Black Cloister. An ancient order of thieves that can only be joined through familial bloodlines.
3	Broken Bones. Thugs, racketeers, and intimidation experts. No one wants them visiting their shop.
4	Cats' Claws Guild. Part intimidation and part burglary, this guild is notorious for charm and guile.
5	Crawling Eyes. Information hounds, the Eyes are everywhere and pay handsomely for gossip.
6	Cutpurse Moan. Mostly pickpockets, these rogues also steal from low-rent businesses and homes.
7	Fraternity of Mist. A complex order, complete with rituals, ranks, and blood oaths.
8	The Gauntlet. Mostly lockpickers and safecrackers, members of the Gauntlet work for anyone.
9	Glassmen. Thieves who also maintain skills in craftsmanship and weaving.
10	Gorgon and Fist Guild. A new guild using cryptic runes to mark their territory and safehouses.
11	Grey Knights. Thieves who have convinced themselves that their deeds are for the good of all.
12	The Hatsmen. Shopkeepers and community leaders who run/steal illegal goods behind the scenes.
13	Ivan's 40. A gang of thieves who dress similarly and work in tandem to evade guards.
14	Miner's Guild. A front for an otherwise disorganized group of thieves.
15	The Nevermen. A now-dead guild that rumor says sold its name to a mercenary company.
16	Orcs. A misnomer used to distract authorities from their true purposes…
17	The Orphans. Working mostly with crowds to find marks, shill for coin, and con everyone.
18	Sisters of Shadow. An all-woman's group of confidence tricksters and brokers.
19	Skull Ward. A mysterious group of thieves connected to almost everything.
20	Venom Shards. A poorly named group made up of young vagabonds with little direction.

Table 3–122: Church Descriptions, Detailed

1	All doors and windows of the church face south. It has a nave with three chapels, a choir alcove, two altars in the transept, and a main altar. To the north of the main altar are a belfry and a sacristy. The convent, which forms an annex to the church, now houses an archaeological museum where holy relics captured in crusades into evil lands in ages past are displayed.
2	Building is actually an ancient mansion left to the church, only recently secured by church funds. Inside are sprawling rooms dedicated to different aspects of the deity. The walls have been left intact, so while there is no one common hall of worship, many smaller ceremonies are simultaneously going on.
3	Building housing the church is shaped like a morningstar or mace, with a long entry hall showcasing many of the shields or banners used by the faithful when going to battle. At the business end, the building branches out like a star, with the main worship hall in the center and clerics' quarters, high priest's retreat, holy relics, and care and health halls branching outward.
4	Built into a gigantic tree in the center of the community which dwarfs all those around it. The tree is an icon of the deity and is said to have grown with the blessing of the god. Both naturally hollowed-out rooms and man-made additions on sturdy branches hold the various offices and prayer chambers of the faithful, a majestic natural stair winding up to all.
5	Church consists entire of connected towers, the main hall divided by a screen depicting saints and scenes from the religion's history. Gray slate and white beams are used to help support the towers and their multiple levels. There are no chairs or pews; during ceremonies all worshippers are expected to stand. Small towers toward the edges of the property house the church's popular meditation pools.
6	Church is built around the skeleton of an ancient dragon that perished trying to force the faithful from the land in years past. The skeleton acts as the framework for the walls; the head an atrium, its ribcage the worship hall, and the tail and limbs leading to clerics' chambers and rooms of solitude. Thin, clear ultra-thick glass windows all face the sunset.
7	Church of magic is built into the side of an ancient and now-dormant volcano, shaped through spells to form the volcanic glass into walls and towering spires dedicated to the deity. It all has a very organic feel; the magic used created ultra-smooth glass walls and flowing hallways rounded and calming to those who walk them. There are icons of the faith about, but they are small, leaving the majority of the place very open and accessible.
8	Church was destroyed in a magical storm and the current high cleric continues the services among the ruins. Stone walls with dangerous rubble removed are all that remains around simple tents used to house the clerics of the deity. They believe themselves unworthy and make amends to the deity. They refuse any outside aid, saying when they have atoned the church will rise again.
9	Designed in a simple disk shape, with a domed ceiling made of material to capture the light of the sun and keep it in at all times of day or night. Inside are many curved balconies, with stair and ladder access leading to study rooms with books, meditation chambers with resting facilities, and clerics' quarters.
10	Entrance of the church is full of fine wall paintings and the interior is entirely gold-painted. Domed towers encircle the main building at all points of the compass. The roof is ringed by gargoyles. The main atrium has an ivy-covered altar and marble floors flanked with nearly 20 alcoves, where eternal candles burn. The windows have been bricked up to form archer holes.

11 Hollowed-out stone cave by the shoreline with a path leading to it. Inside the walls are decorated with the paraphernalia of the deity and its faithful. While it is essentially one great worship hall, there are many side caves where clerics rest and goods are stored. Candles flickering from shore winds give the place a look of movement.

12 Monastery stands surrounded by huge pine trees. Many outbuildings have been converted to schools to teach the children of the land. It is partially famous for a statue of the god of learning, which is said to weep from time to time over the curse of ignorance.

13 Most of its buildings converted to a hospital during a time of war and its primary function shifted to this after that time. Within the walled perimeter can be found a small grove of ancient olive trees said to promote the healing magic of the faith. The church is not overly adorned with holy relics, but many chambers now serve a more practical purpose for patients of the land.

14 Part of a gigantic stone bridge, built by the faithful in ages past to connect two warring nations. Accessed by entrances on either side, its roof is crossed by marching soldiers and beast-drawn wagons. Underneath are the rooms of clerics, a great worship hall suspended over the waterway below, and facilities in the arches of the bridge for storing holy weapons and relics.

15 Part of this church was accidentally burnt down in recent times and is currently under reconstruction. Three small chapels are on the holy ground owned by the church, with a long pergola covered in grape vines between them and the main domed building, which houses cleric quarters and the main altar. The main building has marble floors.

16 A ruin, what stones remain are scorched, the land around it appears salted or cursed, the walls invaded by vines of ivy. There are several pikes with bodies impaled upon them. The church was burned down by a necromancer, lore says, and the bodies are his and those of his undead. The church followers were victorious over the defilers. However, the rebuiling effort has haulted, showcasing the dead as a warning to godless villains.

17 Ruler of the kingdom took a deep personal interest in the otherwise unremarkable church and commissioned a well-known artist to paint large imposing murals on the ceiling, columns, and walls of the square and rigid buildings and the atrium. The windows are all circular and filled with green and blue stained glass.

18 Shrine's first floor is halfway below ground level, judging by the low windows. The women of the church are multi-talented: some paint icons, others embroider vestments and items for liturgical use. Hand-painted eggs are famous around the land, as are the sisters' prayer ropes, bookmarks, and other crafts. The church members make incense for use in ceremonies and for private prayer, which is usually done in the many private alcoves.

19 Temple consists of the main building, both grandiose and towering, and several outbuildings built nearby which have been annexed by the church in its many years. It shows signs of obvious wealth, with grand chandeliers and luxurious tapestries woven by masters of the church. Statues of saints holding fonts of holy water, symbols of the faithful, and holy cloth are common and usually of bronze, silver, and even gold.

20 Two massive towers straddle the main building of this oval-shaped temple, with massive pillars holding up a partial roof around the circumference of the church. Inside the oval building is a large inner courtyard with a sundial, around which are a cloistered walkway and numerous cells and halls. The vaulted ceilings of the halls are tastefully painted with floral decorations and scenes from the church scriptures.

Table 3–123: Churches 1

1	Abbey
2	Asylum
3	Basilica
4	Bethel
5	Bastion
6	Cathedral
7	Chantry
8	Chapel
9	Church
10	Cloister
11	Collective
12	Compound
13	Convent
14	Covey
15	Cult
16	Fane
17	Fellowship
18	Hall
19	Haven
20	Holy ground

Table 3–124: Churches 2

1	House
2	Kirk
3	Mission
4	Monastery
5	Mosque
6	Naos
7	Nunnery
8	Rectory
9	Refuge
10	Reliquary
11	Retreat
12	Sanctum
13	Sanctuary
14	Shrine
15	Stupa
16	Synagogue
17	Tabernacle
18	Temple
19	Tower
20	Wat

Table 3–125: Clerical Titles

1	Abbot
2	Acolyte
3	Archbishop
4	Ayatollah
5	Bishop
6	Brahman
7	Cardinal
8	Deacon
9	Guru
10	Imam
11	Lama
12	Minister
13	Missionary
14	Pastor
15	Priest
16	Prophet
17	Saint
18	Shaman
19	Shah
20	Wise Woman

Table 3–126: Worshippers

1	Come for self-image
2	Come out of popular duty
3	Come to atone for religious wrongdoing
4	Come to pray for another's failure
5	Come to pray for another's success
6	Come to pray for communal well-being
7	Come to pray for personal gain
8	Come to pray for protection from others
9	Come to receive holy abjuration magic
10	Seek advice on current troubles
11	Seek advice on the future
12	Seek advice on the past
13	Seek confirmation of faith
14	Seek correct path of choice
15	Seek enlightenment
16	Seek holy healing
17	Seek holy water or blessing
18	Seek inner peace
19	Seek solace from the public
20	Seek to impress others

Table 3–127: Holiday Names 1	
1	All Saints Day
2	All Spirits Day
3	Ascension Day
4	Autumnyule
5	The Betrothing
6	Bluemoon
7	The Bounty
8	Calling of Luck
9	Clement's Advent
10	Conqueror's Day
11	Dawning Dead
12	Day of Receiving
13	Day of Romping
14	Day of Warding
15	Fallsend
16	Feast of Arts
17	Festival of Fire
18	Festivus
19	Fools Day
20	Games Day

Table 3–128: Holiday Names 2	
1	Harvestide
2	High Hills Day
3	Horror's Day
4	Innocence Day
5	King's Day
6	The Lucktide
7	Midsummer Moot
8	Morn of the Sea Queen
9	Naming Day
10	New Year Day
11	Night of Splendors
12	Queen's Fair
13	Ritual of Fathers
14	The Shearing
15	Starlight Celebration
16	Storm's Keeping
17	Summer Solstice
18	Trades Day
19	Twelve Nights of Magi
20	Winter Solstice

Table 3–129: Holiday Celebrations 1	
1	Celebrate the life of the deceased
2	Celebrate a bounty
3	Celebrate a great victory
4	Celebrate creation of a deity
5	Celebrate rare lunar or solar moment
6	Celebrate rise of a ruler
7	Celebrate the beginning of a new year
8	Celebrate the constellation and stars
9	Comet or death of a star
10	Contest of prowess
11	Day after harvest trading foodstuffs
12	Day of a great hero
13	Day of jesters, comics and practical jokes
14	Day of purifying fasting
15	Day when animals bred for fur are shorn
16	Day when weddings are announced or held
17	End of a dark time or great war
18	Establish a border
19	Fair showing strides in art or creation
20	Fair where new inventions are exhibited

Table 3–130: Holiday Celebrations 2	
1	Great triumph over evil
2	Harvest day
3	Holiday of cleansing
4	Honor city guards
5	Joyful holiday to raise morale
6	Midsummer festival
7	Midwinter festival
8	Passing of a deity
9	Religious holiday for blessings
10	Religious holiday for the saints
11	Remember a tragedy
12	Respect for a hero or group of heroes
13	Respect for an ancient order of magicians
14	Sacrifices for a mild winter
15	Scary holiday for children
16	Trade festivals and signing pacts
17	Treaty with an old enemy
18	Ward off bad luck and encourage good
19	Ward off bad weather
20	Winning independence

GUILDS

Table 3–131: Guilds 1

1	Accounting
2	Adventurers
3	Alchemists
4	Alloy
5	Animal Husbandry
6	Apothecary
7	Architects and Builders
8	Armorers
9	Artisans
10	Artists and Sculptors
11	Assassins
12	Bakers
13	Barbers
14	Barkeepers
15	Barristers
16	Beekeepers
17	Beggars
18	Blacksmiths
19	Bookbinders
20	Bounty Hunters

Table 3–132: Guilds 2

1	Bowyers
2	Brass
3	Breeding
4	Brewers
5	Bricklayers
6	Butchers
7	Captains
8	Carpenters
9	Cartwrights
10	Chimney sweeps
11	Chirurgery
12	Cloth workers
13	Coachdrivers
14	Cobblers
15	Cotton
16	Couriers
17	Courtesans
18	Criers
19	Curing
20	Custodians

Table 3–133: Guilds 3

1	Diviners
2	Dyers
3	Enchanters
4	Engineers
5	Entertainers
6	Explorers
7	Export
8	Fishermen
9	Falconry
10	Fighters
11	Foresters
12	Fortune Tellers
13	Foundation
14	Gemcutters
15	Glassworkers
16	Goldsmiths
17	Gravediggers
18	Grooming
19	Healers
20	Horse breeders

Table 3–134: Guilds 4

1	Hostlers
2	Hunting
3	Import
4	Innkeepers
5	Ironmongers
6	Lamplighters
7	Leatherworker
8	Livery
9	Locksmiths
10	Masons
11	Mercenaries
12	Merchant Marines
13	Merchants
14	Metalsmiths
15	Morticians
16	Millers
17	Miners
18	Navigators
19	Pages
20	Painters

Table 3–135: Guilds 5	
1	Painters
2	Pearl divers
3	Philosophers
4	Poison
5	Porters
6	Potters
7	Produce
8	Rangers
9	Roofers
10	Rope makers
11	Sailors
12	Salt
13	Scholars
14	Security
15	Servants
16	Shipwrights
17	Silversmiths
18	Slavers
19	Sorcerers
20	Stage

Table 3–136: Guilds 6	
1	Stewards
2	Stonemasons
3	Swordsmiths
4	Tanners
5	Teamsters
6	Thieves
7	Tinkers
8	Tool smithing
9	Traders
10	Vintners
11	Waggoners
12	Wainwrights
13	Weavers
14	Wenching
15	Whalers
16	Wheelwrights
17	Woodsmen
18	Wool
19	Wreckers
20	Wrights

Table 3–137: Fantastic Guilds	
1	Abjuring Guild. Concentrating on protective and shielding magic for both hire and consultation.
2	Arcana Guild. A guild that studies possible lost sources of magic power.
3	Conjuration Guild. Regulates and studies the possibilities of creation magic.
4	The Created Guild. A guild studying the uses and creation of golems, homunculi, and other created.
5	Divining Guild. Regulates fortune tellers, stargazers, and any using arcane methods for foresight.
6	Evocation Guild. Associated with battlefield magi and spells of harm.
7	Exorcism Guild. A guild overseeing the eradication of possessive spirits.
8	Fey Magic Guild. Associated with the esoteric and unexplained mysteries of seelie/unseelie arcana.
9	Fire Magic Guild. Regulates and oversees practical use of flame magic within civilization.
10	Fleshcrafting Guild. A guild associated with the academic study of fleshcrafting.
11	Glyphs and Wards Guild. Associated with abjurations specifically involving warding a settlement.
12	Healer Guild. Associated with arcane and divine magic involving healing.
13	Illusion Guild. Associated with the illusion school of magic.
14	Necrology Guild. A guild associated with the academic study of undead.
15	Necromancy Guild. Associated with the necromancy school of magic and its applicable uses.
16	Occultism Guild. A guild associated with the academic study of cults and the occult.
17	Prophecy Guild. Associated with divinations specifically involving future events.
18	Scrying Guild. Associated with divinations specifically targeting another person.
19	Summoning Guild. A guild associated with the academic study of conjurated and summoned beings.
20	Transmutation Guild. Associated with magic that provides for-changing magic.

Table 3–138: Monthly Guild Operations

1	Guild suffers a 25% setback in operations
2	Guild suffers a 20% setback in operations
3	Guild suffers a 15% setback in operations
4	Guild suffers a 10% setback in operations
5	Guild suffers a 5% setback in operations
6	Extraordinary circumstances decrease guild operations in many different ways
7	Guild neither gains nor loses money —seems to be in a holding pattern with dim prospects
8	No real setbacks, but guild sees a slight decrease in membership
9	No real setbacks, but guild sees a disturbing decrease in membership
10	Guild operates normally, meeting membership expectations. Maintains a balance with expenses.
11	Guild operates normally, meeting membership expectations. Maintains a balance with expenses.
12	No real gains, but guild sees a slight increase in membership
13	No real gains, but guild sees a promising increase in membership
14	Guild neither gains nor loses money—seems to be in a holding pattern with good prospects
15	Extraordinary circumstances increase guild operations in many different ways
16	Guild enjoys a 5% increase in operations
17	Guild enjoys a 10% increase in operations
18	Guild enjoys a 15% increase in operations
19	Guild enjoys a 20% increase in operations
20	Guild enjoys a 25% increase in operations

Table 3–139: Guild Complications

1	Bandits delay or capture shipment of goods, which needs to be returned.
2	External interest in the guild's operations are up, increasing membership interest.
3	Fire, flood, or storm damages guild house in significant way.
4	Fire, flood, or storm damages or delays goods by land or sea for manufacture and distribution.
5	Guild in a nearby city or community closed down or suffered collapse. Memberships rise locally.
6	Guild's products/services aren't of immediate use to the community, whose interests lay elsewhere.
7	Guild's interest meets the local authority's or rulers, and a large order comes in.
8	Influx of settlers to the area (general increase of population).
9	Large or extended noble family with many members in the guild uses leverage.
10	Local taxes on guild operations are high, membership benefits are lacking, or overall morale fails.
11	Members are suspected of selling out to rivals.
12	Mysterious benefactor or member makes increased donations to increase his standing in the guild.
13	Overall economy is suffering and purchases in general are down.
14	Propaganda from another guild makes belonging to the PCs' guild look unfavorable.
15	Rival guild is making a superior product or offering better services.
16	Rival guild is troubled or suffering setbacks and the PCs' guild becomes the favorite for its services.
17	Rival guild offers a better overall membership deal.
18	Sudden demand for goods through popularity increases revenue.
19	Trade or interest of the guild becomes synonymous with the community in general.
20	War or tragedy in a nearby land increases the need for the guild's products or services.

Table 3–140: Guild Adventures 1

1	Guild asks the PCs to investigate the city sewer system under certain guild houses to be sure they aren't using the ducts for purposes other than removing waste.
2	Guild claims innocence when a band of mercenaries begins roughing up its members for "shoddy workmanship." Who is behind this bullying?
3	Guild discovers two vital tomes missing from an until-recently neglected portion of its library. A former member turned swampland hermit is suspected, and the PCs are hired to retrieve the books at any cost.
4	Guild member approaches a PC. He believes a rival is trying to kill him. He asks the PC to investigate while he hides in the city.
5	Guild member is attacked by a lycanthrope and it's nearly a full moon. She wants the PCs to escort her to a priest in the next town who can help quickly, keep it quiet, and protect innocents.
6	Guild members who have their business cut by local humanoids who excel at their craft (dwarves for stonework and elves for bowmaking) demand action.
7	Guild rivalries are so strong, open attacks on the street are common. Recently a group of innocent bystanders were injured, and now the townsfolk want something done.
8	Guild rivalry turns bitter and violent when a high-ranking journeyman of one guild turns up dead. The PCs are asked to help intervene, but once involved find more culpable guild members.
9	Guild's contacts start to dry up in the city, being replaced or bought out by a rival or enemy of the guild. Once the economy is "locked down," no one will be able to operate without approval.
10	Guildmaster friend of the PCs is suffering from a seemingly incurable and painful illness. While healers have high hopes, he asks them to help him run the guild temporarily.
11	High-ranking guild member seeks out the PCs to sponsor him for the next rank. There is much at stake, and perhaps the PCs can't agree on who should sponsor the NPC.
12	High-ranking member of the guild hears of the PCs' exploits and wants to hire them for a "personal matter." He wants a family member escorted out of the city for protection.
13	Important specific trail maps have been stolen from a wayfarer's guild and the PCs are asked to retrieve them. Do they lead somewhere someone wants kept a secret?
14	It is said an astronomer's guild has uncovered a dire prediction for the land, but those few suspected of being members have disappeared.
15	It is suspected that caravans guarded by the guardsmen's guild are hit harder than others, and some members may be leaking route info to bandits.
16	Large numbers of flawed magic scrolls appear in the marketplace and links tie this back to the wizard's guild. But is the answer this simple?
17	Local respected bard is being paid by businesses (who don't respect the guild hierarchy) to plant tales of corruption among the townfolk.
18	Local respected bard is being paid by businesses (who don't respect the guild hierarchy) to plant tales of corruption among the townfolk.
19	Master of a craft has set up shop exactly two feet outside the limit of where the guild territory of his trade operates in the city. His work is so good many folk still risk the full day's journey to his shop. He refuses to join under any circumstances.
20	One of the PCs' teachers in the guild was overly harsh to three other apprentices in recent weeks. Now that instructor turns up dead.

Table 3–141: Guild Adventures 2

1	Outstanding merchant with consistent business refuses to join the guild. Some members want him pushed into joining, while others respect his privacy. Could he be using materials or practices that the guild forbids?
2	Paranoid and bitter guildmaster hires a group of wizards to help him run his guild, using divination magic to uncover traitors and spies. Unfortunately, some known honest merchants (even PCs' allies) are targeted.
3	PCs' guildmaster receives a promotion to a new city and must leave a successor, here. No one in this city is fit to govern, nor does he trust anyone. Without a guildmaster, the PCs must keep tabs on the infighting that follows.
4	PCs' guildmaster receives a blackmail note. It's something she didn't do, but the culprit claims to have evidence to the contrary.
5	PCs overhear that a group has learned of the next meeting place of a highly secretive guild. They plan to spy and sell the secrets if the can.
6	PCs are set up to "accidentally" overhear a plot to assassinate the guildmaster to test their loyalty.
7	PCs uncover a plot between guilds wherein stargazers' guild predicts a massive drought destroying crops so the various farm and food guilds can raise prices in response, giving the stargazers a cut.
8	Powerful evil creature seeks to usurp a guild to ensure control over a facet of business in which it has great interest, and the PCs run afoul of the plot.
9	Rotten guildmaster has been arrested. Many suspect there are many still loyal to him in the ranks. The PCs are asked to work with the jailed guildmaster to hunt down these remaining members.
10	Royalty whose coffers are running dry begins plotting to take over the nearest and most profitable guilds by planting relatives in key positions.
11	Several small guilds (with an equal number of members) each try to gain notoriety over the others. A famous adventurer might be the answer, and each guild aggressively tries to recruit the PC.
12	Small community guild slipping in power wants to lure masters from a nearby city to join its ranks and increase its prestige. They are willing to go (deeply) into debt to secure the right people.
13	Some merchants are getting too comfortable with the guild's advantages and as a result let their work slack off, much to the dismay of the honest merchants.
14	Someone on the inside, close to the guildmaster, is betraying the guild's secret signs to a bunch of thieves, probably for a cut.
15	Stubborn, rich noble wishes to start a rival guild to one already established because he wants to be guildmaster.
16	Two guildmasters, of vastly different organizations, consider joining their guilds as one despite the bizarre membership trials and complexity that would be involved.
17	Well-respected member of the community wins a long bid to become guildmaster, but a powerful adventurer comes to town hunting this person for crimes against his family long ago.
18	When many members are confronted with late dues, they all insist they already paid. Soon is it is learned that someone is posing as the guild's dues collector, having made off with the money.
19	While on route to a lucrative treaty meeting, two guildmasters are waylaid by highwaymen, who demand an outrageous ransom.
20	Young apprentice friend of the PCs injures himself or has a prize craft stolen and cannot pay his dues or rent. The guild does not extend *favors* to members of his rank.

TAVERNS, INNS, AND RECREATION

Table 3–142: Taverns and Inns 1

1	Admiral's. This place is run by a navy man, who uses many colorful sayings.
2	Ale Well. Only ale is served here.
3	Bean Inn. This place is covered with trellises during the winter and beans in summer.
4	Bell Tower. A tavern was built around the old bell tower.
5	Bellmaker's. This place is run by the town's bell maker. His shop is in the back of the building.
6	Black Portrait. A large portrait of black paint sits above the mantle.
7	Boomer's. The owner's bellowing voice shakes the rafters. His name is Tiny.
8	Brine Cat. Named for a mythical creature that lives in the brine and eats sea birds and urchins.
9	Bull's Horns. A large set of horns graces the front door, far too large for an ordinary bull.
10	Burrow. Caters to small patrons.
11	Chapel. This building was once a church. Some of the stained glass remains in the windows.
12	Cheaters. The owner loves retelling the tale of the green slime which robbed him of his arm.
13	Chessman. If a patron beats the owner at chess he gets free room and board for one night.
14	Cloister. Loud voices and noises are prohibited in this otherwise normal tavern.
15	Coop. The entire second floor houses chickens. Eggs and chicken dishes are served every meal.
16	Copper Drake. A copper dragon head leans out over the bar. It blinks occasionally.
17	The Corsair. Owned by an ex-merchant marine who spins tales of the sea (true or otherwise).
18	Cracked Pot. Cheap mutton and bear meat fill the menu, along with watered-down drinks.
19	Cricket's. Run by a bard named Cricket who plays one song for the crowd every night.
20	Cudgel. A huge wooden club hangs from the front of the building, with the rune for storm on it.

Table 3–143: Taverns and Inns 2

1	Dancer and the Dark Mage. This place is run by twin brothers who are exact opposites.
2	Dancing Bear. This place boasts a caged dire bear, which seems well treated if cramped.
3	Dart Room. Nightly dart-throwing contests bring in most of the business here.
4	Decimator's. The intelligent sword that hangs on the mantle sometimes tell tales of past glories.
5	Deer's Perch. A wooden carved deer perches on a pole jutting from the front of the building.
6	Dragon's Horn. This place is run by former prostitutes, of both sexes and different races.
7	The Eagle's Landing. Built atop a small knoll, the tavern is known for its all-night parties.
8	Ebby's Galley. Inside the place is furnished to resemble a ship's galley, including porthole windows.
9	Emporium. An ex-adventurer runs this place. It is decorated with odds and ends from his quests.
10	Endless Decanter. Named after the magic item of the same name that dispenses ale.
11	Errant Fighter. Though the owner is never around, the staff continue to work the tavern.
12	Fallen Star. A meteor fell through the roof here. The owner left it where it fell.
13	Feral Daughter. The owner refuses to serve anything from a farm, only wild game.
14	Father's Tavern. Shiny trinkets hang from the rafters on string. Contributions are welcome.
15	Fern's. Guard dogs are chained to the back door and to the cellar door. The windows are barred.
16	Fish Story. A sea serpent's head hangs above the bar. The owner loves to talk about it.
17	Fisher's. A large net covers the ceiling of the place; assorted nautical and beach finds adorn it.
18	Gladiator's Hole. Exotic weapons adorn the walls of this tavern.
19	Griffin's Nest. A nest, sized for a griffin, rests on the flat roof of this place. There are feathers in it.
20	The Gorgon's Grog. Named for an infamous (and potent) drink that no one can drink two of.

Table 3–144: Taverns and Inns 3

1	Hag's End. The proprietor is a comely young lass with a mysterious past.
2	The Harbinger's Stein. Rumors persist that the drinks here kill, but those are just rumors…
3	Hellgate. This place was built around a massive stone portal. One of the stones is missing.
4	Hero's Horne. Long ago the horn was used to rally the townsfolk against attacks.
5	Hive. A bakery run by beekeepers, they serve mead and honeyed cakes, and sell beeswax candles.
6	Hospice. This is an inn as well as a temple to the local deity of travelers.
7	Houndsman. The owner sets his hounds free at night to protect horses and guests from wolves.
8	Hunter's Blind. A tavern that serves as a mercantile for hunting supplies (blinds, nets, traps, etc.).
9	Iron Urn. Named for the ale that is served in a three-foot tall iron flask.
10	Jacques'. An effette and regal drinking hall for accomplished adventurers and gentry.
11	Jester's. The owner is rarely seen, but the inn's mainstay is Bremen, who always has a smile.
12	Kirin's Gift. There is only one barrel behind the bar, and all types of drinks can be taken from it.
13	Knaves. The jester head outside and the constant music make this a well-known "town secret."
14	Laurel's. Named for the blind old woman who sits near the fire, who was once a local hero.
15	Lazy Dog. Known for its extensive daytime drinking, poor lighting, and generous tab system.
16	Left and Right. A meadhall for military men and gladiators. There are no bards or minstrels here.
17	Lighthouse. Obviously once a lighthouse, it is now an inn, with a single suite at the top.
18	Logar's Helm. The first two floors are stone and the roof is a storm giant's metal helmet.
19	Lyre's Tale. Run by a one-legged bard, who specializes in riddles and puzzles.
20	Magog. A dank, horrid tavern catering to antisocial mitfits and the like.

Table 3–145: Taverns and Inns 4

1	Medusa's Garden. Stone statues can be found everywhere, but they are obviously crafted by hand.
2	The Midwife's. The owner is also the town's midwife and chief gossipmonger.
3	Mighty Quill. Run by a bear of a man who writes ballads during slow hours and may sing if asked.
4	Misty Tavern. Built in a depression, it fills with fog during morning and evening hours.
5	Mosaic Lantern. A six-foot-tall steel lantern sits outside; the panes are stained glass.
6	Mosaics. The walls, both inside and out, are covered with tile mosaics of fantastic creatures.
7	The Moor. Nowhere near water, the tavern still boasts all manner of shipping adornments.
8	Moss Room. Boasts four stories, two of them underground, where folks gather in the hot months.
9	Muddy Greyeye. No one knows the origin of this tavern's name, it having been built 100 years ago.
10	Mug. The owner is a wizard and sells or trades sobering spells for a high cost.
11	Museum. This place used to be a manor house and many antiques can be found within.
12	Ole Crick's. Old Crick has long since passed on, but the name remains.
13	Orange Cat. The place is overrun with cats, all orange.
14	Painted Hall. The tavern runs in the front, with gambling and escorts in the back (for a price).
15	Paper House. This place has Asian-style rugs and paper-paneled room dividers.
16	Pink Moose. Some joker keeps painting the wooden statue of a moose outside this place.
17	Piper's. The owner's blind daughter plays the pipes after dark.
18	The Pond. Sits on the bank of a large pond. The locals rave about the fish, eels, and frogs served.
19	Portland. The owner secretly trades in slavery and blackmarket goods, ferrying away drunks.
20	Post. Full-service stables take up most of the building and the interior is a *faux* stable.

Table 3–146: Taverns and Inns 5

1	Queen's Rounds. Known for ample portions and expensive drink. Not everyone is allowed in.
2	Rainbow Round. All the lanterns here have glass prisms, painting the room in rainbows.
3	Roost. Run by several older widows, who make quilts and crafts when business is slow.
4	Round World. Run by a man who believes the world is round. He brews the finest ale.
5	Rovers. A roadhouse at the edge of town, The drinks are cheap and the cots plentiful.
6	Rows and Weeds. Mostly a drinking hall for farmers and daylaborers, with no entertainment.
7	Rusted Drake. Run by a family that migrated from far across the sea with stories of lands beyond.
8	Rusty Anchor. Half of a large rusty anchor sits upon the mantle. The owner is free with the story.
9	The Safehouse. Run by smugglers and thieves, the tavern is among the safest places in the city.
10	Sand Pit. Instead of sawdust on the floor, this inn has sand nearly a foot deep.
11	Shelby's. The husband and wife owners both share the same first name.
12	Silent Dancer. The contortionist dancers here don't speak to anyone, but work for tips.
13	Silver Stone. Stones set into mortar shine like mica, brightening the common room.
14	Sleeping Dragon. The owner escorts patrons to the basement; a window shows a sleeping dragon.
15	Slippery Pig. The owner has the fastest pigs in town and provides them for greased-pig contests.
16	Spirits. For extra silver the barkeep will read fortunes with cards. The locals swear by him.
17	Spooky's. Each night the owner sits in the darkened common room and tells scary tales.
18	Squirrel's. Overrun by squirrels, which take food from patrons' hands, whether offered or not.
19	Stone Cow. The cow statue seems very lifelike, almost unnaturally so.
20	Stone Inn. Made entirely out of stone, with small wood stoves in each room for warmth.

Table 3–147: Taverns and Inns 6

1	Stone Maiden. There doesn't seem to be any statue here. The owner was once stone herself.
2	Stone Shoe. A giant shoe statue outside, rumored to belong to a giant who was turned to stone.
3	Stopover. Every hour on the hour an illusion appears in a closed-off booth for a few seconds.
4	Striped glass. A gaudy establishment that serves a special glass mug filled with layers of spirits.
5	Tangle. Looks grown from thick vines and roots. The locals claim it was a druid's retreat.
6	Tankard Flat. This mistakenly named tavern does suspiciously good business.
7	Tapestry. The tapestry shows a great battle, important to the locals and the owner.
8	Tempest. The staff here are all male of various ages and races.
9	Three Sisters. Run by three sisters who take turns at the various duties.
10	Tiny Wager. Won in a bet, the name of the tavern was changed as soon as the wager was won.
11	Tricky Turkey. A painted turkey sign hangs over the door; a circle of arrows rings the turkey.
12	Troll's Hand. A troll's hand sits in a sticky substance inside a thick glass jar. It moves occasionally.
13	U. Not so much a name as a horseshoe above the door; the owner is superstitious and pensive.
14	Vault. All the doors and windows on this building have excellent locks and the windows are barred.
15	Victory Garden. Travelers sit amid the flowers and plants inside the building.
16	Waystation. Once a small waystation, now built into a full-sized inn by two wayward rangers.
17	Werewolf's Rest. The owner claims he once killed a werewolf. The place sports silvered weapons.
18	Wild Cats. This place is rumored to be visited by the avatar of a deity of wines and spirits.
19	Wishing Well. A large, very deep well sits in the center of the common room.
20	Wyvern's. Visitors should order *firebreath*, a well-known single-malt Scotch, at 2gp per shot.

Table 3–148: Tavern Interior

1	Floor covered with straw, three long tables and five round tables, and a spiral stair leading to the balcony bar with ten stools where a number of wenches patrol for patrons.
2	Four long tables, one small table for dice, and one dart board. A statue of the local ruler is in the center surrounded by mighty columns
3	Four long tables, four round tables, and a short bar with six stools. There's also a trophy case with well-worn gear within from fallen adventurers.
4	Four long tables, six round tables, and a bar with eight stools crowd this smoky interior containing several game boards.
5	Four private booths, four round tables on the first floor, and four round tables on the balcony above the bar for gambling.
6	Four small booths, six small tables, two bar stools. There is a rack of exotic glasses behind bar. The help is well-groomed.
7	Hearth at one end with a number of sleeping dogs. Four long tables and a bar with seven stools are near a stage for singing.
8	Horseshoe-shaped bar with ten stools with a lowered interior; four booths and four long tables sport colored candles.
9	Many animal trophies are behind a large bar with twelve stools. Six round tables and a banquet table surround the huge hearth.
10	Oak bar is curved around one corner with eight stools. There are also two round tables and two long tables. A stage stands in the center of the far wall, with an ancient tapestry behind it.
11	One huge well-lit wagon wheel chandelier overlooks a central hearth. The room has six long tables and a stool for performances.
12	One long table, four small round tables, eight bar stools, and an extra-large stage for play performances grace this interior.
13	One round table, two long tables, and six bar stools are scattered haphazardly around a central brick hearth in need of repair.
14	Two private booths, two round tables, and two long tables fill this crowded and very dark taproom with black-curtained windows.
15	Six long tables are set around a central hearth. Two bars at each end are each heartily stocked with foreign ales and have six stools.
16	Six private booths, four round tables, and two long tables are lit by stained-glass windows nearby. There's a large hearth at one end. The help are all nicknamed for gemstones (Jade, Sapphire, etc.).
17	Smoky interior with four private booths, a performing stage, six round tables, and a central decorated stone hearth.
18	Three long tables, two tables, twin hearths, and a bar with twelve stools support a gaming environment.
19	Three round tables, two gaming tables, and three long tables surround an exceptionally large central brick hearth.
20	Wrap-around balcony with eight round tables. On the main floor are two small and four long tables and a bar with six stools.

Table 3–149: Tavern Population 1

1	Empty dilapidated table
2	Empty table
3	Five dwarves surrounded by empty mugs
4	Four human apprentice laborer/craftsmen
5	Four humans and a dwarf
6	Four humans and a member of exotic race
7	Four humans gambling and throwing dice
8	Four humans hiring an elf guide
9	Group of six adventurers arguing over the bill
10	One dwarf
11	One dwarf and one elf
12	One dwarf and one orc arm wrestling
13	One dwarf and three humans negotiating
14	One dwarf mumbling to himself
15	One dwarf, one half-orc, and two humans
16	One half-elf and two dwarves
17	One half-orc and one human
18	One half-orc and three dwarves playing darts
19	One half-orc and two elves arguing
20	One human

Table 3–150: Tavern Population 2

1	One human and elf dressed like hunters
2	One human and two half-elves
3	One human looking pensive
4	Three dwarves and a human
5	Three human merchants
6	Three human soldiers look for a place to sit
7	Three humans
8	Three humans and a half-elf
9	Three humans and a half-orc porter
10	Three humans and an orc prisoner
11	Three humans flirting with the barmaid
12	Two elves and a human dandy
13	Two elves searching the room for someone
14	Two human merchants telling tales
15	Two humans
16	Two humans and a dwarf sage appraise a ring
17	Two humans and a dwarven smith
18	Two humans and an elf reading a map
19	Two humans hiding out
20	Two humans, a half-orc, and an elven sage

Table 3–151: Tavern Crowd

1	All delving into a fine meal that seems out of character for the place.
2	Bad news must have passed, as the crowd is somber and quiet with their drinks.
3	Bar patrons are trying to outdo each other with loud, boastful toasts.
4	Colorful group of musicians has most of this crowd dancing away.
5	Crowd gathers around an adventurer's table swapping tales.
6	Drinking game already in progress with a few passed-out patrons.
7	Everyone is laughing and trying to get the owner's cat that is caught in the rafters.
8	Grumbling regulars complain about a missing or late performer scheduled to play.
9	Heated political debate has spread out to all corners of this lively crowd.
10	Jokes are traded as a toothless old man tries to woo a bar wench.
11	Lecherous patrons have offended a barmaid, and valorous patrons confront them.
12	Lively dart game in progress has drawn an interested, betting crowd.
13	Men and dwarves sing a favorite local drinking tune loud and strong.
14	Most of the patron's eyes turn to meet newcomers and they whisper among themselves.
15	Old man with a beard has a group of children enraptured with a tale by the fire.
16	Owner is trying to oust a con man who set up a table; patrons are rallying.
17	Patrons are in awe of a huntsman with his caged hunting bird of prey.
18	Rich gambling game table with gold piled high has drawn a gawking group.
19	Some generous patron just announced "drinks on the house" to a loud cheer.
20	Two men wrestle their differences away and the crowd provides the ring.

Table 3–152: Tavern Patrons 1

1	Abusive human drunk and a few of his companions shout occasional insults at other patrons.
2	Angry young man preparing himself for battle with a few hard drinks
3	Band of three outland farmer brothers taking a break before heading back home
4	Bar seems overstocked with help, as the barkeep trains a new crew among the many patrons
5	Beggar with a recently "found" coin pouch buying himself more drinks than he is used to
6	Commoner buying the best drink she can afford with her paltry few coppers
7	Dandy with a small entourage and a large bag of coins
8	Drunk dwarf arguing with every patron at the bar over every slight
9	Drunk dwarf loudly boasts of his latest adventure to any who can hear him
10	Drunken brawl is just about settling down
11	Drunken miners sing a local song in and out of tune
12	Dwarven merchant — buying a round of drinks — as he plans a journey through the mountain pass
13	Dwarven merchant planing for a trip across a hostile border, his maps and notes strewn on a table
14	Ex-spouse of the innkeeper demanding some of the past year's profits
15	Fellow adventurer looking for members of his old mercenary company and/or a new group to join
16	Gallant soldier trying to be civil while his comrades drink and act poorly
17	Half orc and a dwarf… the dwarf draws attention while the half orc pockets an item
18	Half-elven patron generously buys the entire house a free tankard of a local popular beverage
19	Half-elven traveler who is not drinking, but grilling the innkeeper for local information
20	Half-orc's table is covered with empty mugs, but he continues to down more

Table 3–153: Tavern Patrons 2

1	Human alchemist (facing bankruptcy) looks to recover a shipment of hijacked supplies
2	Human noble and his entourage take up all the help available to the detriment of the other patrons
3	Human woman who is really a lady of the evening sets her eyes on one of the patrons
4	Human tax collector (and bodyguards) sits in the corner counting the tithes
5	Innkeeper is arguing with an old friend, who thinks his standing means an extra discount
6	Innkeeper is kept busy by a group of humans, who apparently found a small sack of gold
7	Missionary from an exotic church preaches about the wickedness of drink
8	Nobleman and son slumming it in local watering hole
9	Plate-armored female warrior (with supplies) waits for the rest of her small mercenary band
10	Rough-looking rogue delivering a "protection plan" warning to the innkeeper
11	Slick diplomat from a neighboring country is haggling the innkeeper to wits end
12	Tiny woman tries to pay her tab with a fistful of nearly worthless gems
13	Town watch captain is standing in the corner eyeing the patrons
14	Two dwarves and two humans, all smiths or metal workers complain loudly about local policy
15	Two dwarves give the comely half-elven serving girl unappreciated compliments
16	Two elves talk in low tones, turning away from any who look at them for too long
17	Two half-orcs try to start a brawl with two patrons, who take turns holding each other back
18	Two human couples are sitting dangerously close to one another in the corner, laughing
19	Two human merchants whisper softly and nod as they scope out the other patrons
20	Woman with a frazzled appearance seems to be searching for her husband among the patrons

Table 3–154: Overheard Conversations

1	Ah, my friend. I have some terrible news to tell you tonight. Please, bear with me. This comes at an awkward time, I have meetings and speeches to be written.
2	Do you think she knows? I don't know how I ever let you talk me into this… No, and she won't either. There are plenty I've met who then never remember my face.
3	Fortune favors you, the stars tell us the Ritual of Astaghast must be done in three days. And if it doesn't I don't want to even think of the evils that will befall us all.
4	How much does he owe you now anyway and why do you keep letting this slip? Too much, but he's good for it. I have ways of collecting that he fears I'll use.
5	I can't meet with you later, I have an appointment with the Duke and you know him… He's no good; don't fall for his cheap lines and wealth, he's a shallow heel of a man.
6	I'm a dock worker not a priest. Stop being stupid and let me handle things. You're dealing with people out of your element, these are guardsmen of nobility!
7	I'm glad the old man is dead. If anyone had any idea of his recent activities… Why don't you tell them? Show Tutorilis' degradations to the world, the old monster!
8	Its terrible news, they said his head was missing and they can't find her either. She's got Family outside of town, but it's far away, she'll have to charter a coach or ship.
9	I've heard their bond is unnatural. It gives me the shivers to even think of it. They speak of an unholy alliance in his history, the blood of a devil is in his past.
10	Just give me two days to have this settled. I swear you won't have any complaints. But he was known to dabble in necromancy; my superiors won't wait any longer.
11	The Haunted Lady will be pleased. I look forward to working with you again. Not a chance, I nearly got caught and I'm out of this business as of right now, sorry.
12	The sword cut through the beast like butter. It is said to have runes of a god on the hilt. I don't care about that. I just want to know what I can get for it.
13	The prince is calling for a special audience. I'm sure he's going to name his bride to all. Good grief, I hope it's not that barbarian. He'll lose all respect from the nobles.
14	They are headed for the Hills of Skulldug, and they are bringing the scroll with them. If we leave now we can cut them off at Hangman's Crossing. Let's go!
15	They say you know how to contact Simand the alchemist, we have need for his specialty. Perhaps I do and perhaps I don't. You have my usual fee, I presume…?
16	They're saying the Oracle has been taken by the Red Cloak Clan, I feel sorry for her… Not as sorry as I feel for them, she sees all; she expected this and is using them.
17	So I said to him, the guild doesn't accept items like this, and he said oh… they will! He's taking an awful risk, but he knows his business. I envy him that leverage.
18	Take this. It's very dangerous so don't open it until the time is right and you won't be seen. You can trust me. I have never failed to deliver for you yet, relax. I mean it.
19	Twenty gold bars, it can't be traced, and all you have to do is keep your mouth shut. Twenty more and I'll make sure your brother never talks about it either.
20	You can't tell him you know what he will do. I'll be killed for certain… You told me you had an out, that all would be safe.

Table 3–155: Alcohol 1

1	Ale (brown, dark, pale, red)
2	Ale, dwarven
3	Applejack
4	Armagnac or Cognac
5	Barley wine
6	Beer
7	Beer, dwarven or orc
8	Bitters
9	Bourbon
10	Brandy (apple, apricot, blackberry, cherry)
11	Brandy, elf
12	Brandy, plum
13	Cider
14	Gin
15	Ginger beer
16	Grappa
17	Grog
18	Irish whiskey
19	Lager
20	Lambic

Table 3–156: Alcohol 2

1	Mead
2	Moonshine
3	Pilsner
4	Pomace brandy or wine
5	Port or sherry
6	Porter
7	Raisinjack
8	Rice wine
9	Rum, dark or light
10	Rye whiskey
11	Scotch
12	Sour mash
13	Stout
14	Stout, dwarven or ogre
15	Tulca
16	Vodka
17	Vodka, goblin or orc
18	Wheat beer
19	Whisky
20	Wine, red or white

Table 3–157: Tavern Menu 1

1	Apple crumble
2	Baked goose grill
3	Baked quail cakes with butter sauce
4	Banana surprise
5	Blueberry crumble
6	Boiled chicken goulash
7	Boiled duck roll
8	Boiled steak with honey bread
9	Cherry bake
10	Fried duck with cheese
11	Fried mushroom sausages
12	Fried quail and lentils
13	Fried steak potatoes
14	Grilled veal roll
15	Goose pastries and carrots
16	Grilled fish bake
17	Grilled liver roast
18	Lemon bake
19	Rabbit stew with potatoes
20	Roast beef kebabs

Table 3–158: Tavern Menu 2

1	Roast beef roll
2	Roasted liver sandwiches
3	Roasted vegetable goulash
4	Roasted goat stew
5	Spicy goose stew
6	Spicy quail parcels
7	Steak roll
8	Walnut crumble
9	Baked goat hash
10	Baked veal with marinade
11	Boiled boar with bread
12	Boiled quail under glass
13	Fish kebabs
14	Fried pigeon bake
15	Goose goulash
16	Grilled horse sausages
17	Smoked liver casserole
18	Spicy boar parcels
19	Spicy chicken pasties
20	Spicy quail hash

Table 3–159: Inn Diversions 1

1	Adventurers return after poor outing
2	Aggressive pet runs underfoot
3	Alcohol runs out
4	Ale turns sour
5	Arm wrestling contest
6	Bard sings unpopular song
7	Barkeep gets drunk with patrons
8	Barkeep has cold
9	Barkeep keeps an eye on specific customers
10	Barkeep offers taste of new ale
11	Barkeep works the counter slowly
12	Barmaid accosted by local thug
13	Barmaid quits in middle of busy shift
14	Barmaid stabs patron
15	Beggar stumbles in the door
16	Bloody chase ends at tavern doorstep
17	Bouncer getting too friendly
18	Bouncer catches patron in the act of a crime
19	Bounty hunter reading posters
20	Brawl erupts between two patrons

Table 3–160: Inn Diversions 2

1	Case of mistaken identity
2	Coach accident outside
3	Comedian takes act too far
4	Dancers outside drumming up business
5	Dart game grows louder
6	Dice game starts in corner
7	Dimwit stuffs beggar's bowl in patron faces
8	Disagreement over the bill
9	Domestic dispute turns ugly
10	Drinking contest open to everyone
11	Dropped tray filled with drinks and fine glass
12	Drunk being robbed
13	Drunk woman dancing
14	Dwarf wins a drinking contest, easily
15	Dwarven crowd begins cheer/song
16	Dust falls from rafters into food/drink
17	Elf harassed by racist patrons
18	Entire crowd boos/cheers entertainment
19	Fire erupts in kitchen
20	Firepit grows crowded in cold weather

Table 3–161: Inn Diversions 3

1	Fortune teller sets up at a corner table
2	Friendly game gets ugly
3	Gambler accused of cheating
4	Group of drunks sing poorly
5	Guards searching patrons
6	Hired assassin slips in the back door
7	Lady of evening soliciting
8	Lantern drops and cracks
9	Large group enters and demands service
10	Lost traveler wanders in, confused
11	Loud construction on second floor
12	Loud patron offers round of drinks
13	Mug shatters on floor
14	Old man begins to choke on food/drink
15	Old man begins story by fire
16	Old soldier recounts grisly war story
17	Orc shouts obscenities
18	Owner checking patrons
19	People turned away (too crowded)
20	Pickpocket (caught)

Table 3–162: Inn Diversions 4

1	Pickpocket (scanning the crowd)
2	Pickpocket (lifting from a patron)
3	Pickpocket (lifting from a PC)
4	Poor weather outside (crowded inside)
5	Press gang moves on weaker patrons
6	Proselytizer shouts impending omens
7	Rich merchant and guards make an entrance
8	Rock through window
9	Rogue flees through taproom
10	Roof leaks on patron
11	Simple magic spell goes awry
12	Sleazy patron approaches everyone in turn
13	Slumming nobles order local swill
14	Table tipped over by surly patron
15	Tax collector (and guard) collecting tithes
16	Two men fight over a woman
17	Unhired bard continues to sing
18	Unwanted orc refuses to leave
19	Watch patrol inspection/raid
20	Witch hunter stumbles in, wounded

Table 3–163: Tavern Entertainers	
1	Acrobat
2	Actor
3	Animal trainer
4	Artist
5	Bard/Minstrel
6	Coal walker
7	Dancer
8	Fortune teller
9	Gambler
10	Illusionist
11	Jester
12	Juggler
13	Mountebank
14	Musician
15	Orator
16	Poet
17	Sculptor
18	Singer
19	Storyteller
20	Sword swallower

Table 3–164: Tavern Games	
1	Arm wrestling
2	Aunt Sally
3	Backgammon
4	Billiards
5	Boxing
6	Cards
7	Charades
8	Chess
9	Checkers
10	Darts
11	Dice
12	Draughts
13	Faro
14	Horseshoes
15	Mumblety peg
16	Orc in the hole
17	Pins
18	Pitch penny
19	Roulette
20	Yard of ale

Table 3–165: Rooms for Rent (per night rate)

1	1d12 cots are available in the common room for 4 sp. A morning meal is 5 sp.
2	1d3 empty cots in the common room, 1 sp.
3	1d3 empty rooms, 1 gp.
4	1d4 empty two-bed rooms, 1 gp. Stabling services 2 sp per mount.
5	1d4 empty suites, 2 gp. Stabling services 3 sp per mount.
6	1d4 rooms are available for 7 sp. 1d4 cots in the common room are 2 sp.
7	1d4 rooms are available for 8 sp or 2 gp for three nights.
8	1d6 two-bed rooms are available for 1 gp. Rain barrel baths for 4 cp.
9	1d8 beds in the common room available for 2 sp. Rain barrel baths 2 cp.
10	1d8 small rooms are available for 4 sp. Stabling services are 5 cp per mount.
11	2d4 rooms available for 6 sp or 1 gp for two nights.
12	2d4 suites available for 3 gp, 4 gp with stabling services and private warm bath.
13	2d6 rooms available for 8 sp, 9 sp with stabling services, 1 gp with laundry and mending services.
14	2d6 rooms available here for 7 sp, 8 sp with a hot-water bath, 9 sp with stabling services.
15	2d6 rooms available for 1 gp. 1d4 suites are available as well for 2 gp. There are also stabling services for 3 sp per mount, private warm baths for 3 sp , and mending services for 3 sp.
16	2d8 cots available in the common room, 2 sp.
17	2d8 cots available in the common room for 3 sp, 5 sp with stabling services and small breakfast.
18	3d4 rooms are empty, 4 sp or 1 gp for three nights.
19	One empty suite, 8 gp.
20	One suite is empty, 1 gp. 1d4 rooms are also available at 4 sp.

Table 3–166: Room/Inn Amenities 1*

1	Armoire
2	Balcony
3	Bar, personal
4	Bath
5	Bath, attended
6	Bed
7	Bed, extra
8	Bookshelf
9	Boot cleaning
10	Breakfast
11	Bureau
12	Chambermaid, personal
13	Chaise lounge
14	Chest (with or without lock)
15	Closet
16	Coatrack
17	Concierge services
18	Courtesan services
19	Davenport
20	Discretion (no names for check-in, etc.)

Table 3–167: Room/Inn Amenities 2*

1	Fireplace
2	Fragrant oil
3	Fresh flowers
4	Fruit basket
5	Hot kettle and mug with tea leaves
6	Incense
7	Laundry service
8	Light fixture (lamp, sconce, etc.)
9	Luxuries (paintings, rug, tapestries, etc.)
10	Meals
11	Messenger services
12	Night cap
13	Night table
14	Nothing special
15	Padded chair
16	Pillows
17	Pouch of tobacco
18	Private entrance
19	Room divider
20	Room service

* Many of these services increase room rates.

Table 3–168: Room/Inn Amenities 3*

1	Shoeshine service
2	Servant bell
3	Sommelier
4	Stabling service
5	Steam room
6	Stove
7	Strongbox, iron
8	Suite
9	Towels
10	Towels, hot
11	Trap door in floor
12	Turndown service
13	Valet, personal
14	Wardrobe
15	Water basin and ewer
16	Window
17	Window, barred
18	Wine, complimentary
19	Woodstove
20	Writing desk

* Many of these services increase room rates.

Table 3–169: Room Features, Mundane 1

1	Bars on window(s)
2	Bed smells of old smoke
3	Broken mirror
4	Broken window, boarded
5	Candles burn a pleasant incense
6	Ceiling leaks in rain
7	Constant creaking of the floorboards
8	Decent bed with small strongbox and key
9	Drawers missing handles
10	Fresh flowers in vase
11	Fresh sheets and a feather mattress
12	Good beds and pillow but no sheets
13	Hastily cleaned blood stains on wooden floor
14	Immaculate fireplace, with wood
15	Lamps/furniture bolted to floor
16	Large mundane spider web
17	Letter under mattress
18	Loose floorboard
19	Loose grill in fireplace
20	Mark on wall where a missing frame hung

Table 3–170: Room Features, Mundane 2

1	Missing pillows or mattress
2	No curtains on the window
3	Odd assortment of furniture
4	Outside noise heard through walls
5	Rodents scuttle behind walls
6	Scorch marks under bed
7	Secret door or compartment
8	Small private fireplace
9	Small writing desk with ink and quill
10	Smells of pleasant tobacco
11	Spy hole in ceiling or wall
12	Still occupied by another patron
13	Strange smell
14	Straw mattress and one window
15	Two windows in this room are nailed shut
16	Thick layer of dust on everything
17	Two beautiful windows with iron bars
18	Unclean room
19	Uneven bedposts
20	Window recently replaced

Table 3–171: Room Features, Strange

1	Bits of rope scattered throughout the room
2	Curtainless windows face east and west
3	Dead body on the floor, recently murdered
4	Expensive art hangs on the wall
5	Glass double doors lead to a small balcony
6	Incredibly lavish room for the price
7	Inexplicable loud noises throughout the night
8	Luggage/weapons left by previous tenant
9	Markings from a ritual remain on the floor
10	Note remains, intended for someone else
11	Odd bolts and hooks in the ceiling
12	One of the beds is missing or damaged
13	One restroom for the floor. No chamberpots.
14	Roof leaks
15	Rumpled bed and broken chair
16	Scratching sound from inside the walls
17	Small pet left behind by last occupant
18	Smell of perfume hangs in the air
19	Two straw mattresses infested with lice
20	Thick layer of dust on everything

NPC

Table 3–172: Encounter Conditions 1

1	Angry
2	Arguing with someone
3	Bathing
4	Begging
5	Being chased
6	Being entertained
7	Belligerent
8	Bloodied
9	Bound and gagged
10	Branding an animal
11	Burying something/someone
12	Chasing someone
13	Climbing
14	Comatose
15	Confused
16	Conversing with someone
17	Counting something
18	Crazed
19	Crying
20	Dying/Dead

Table 3–173: Encounter Conditions 2

1	Deranged
2	Destroying something
3	Digging
4	Dirty
5	Dizzy
6	Drawing in ground
7	Drumming
8	Drunk
9	Dueling
10	Eating
11	Embarrassed
12	Engaged in art
13	Engaged in craft
14	Farming
15	Fatigued
16	Feverish
17	Fighting
18	Fishing
19	Frustrated
20	Hallucinating

Table 3–174: Encounter Conditions 3

1	Happy
2	Herding
3	Hiding something/someone
4	Hunting
5	Ill
6	Itching
7	Killing something/someone
8	Laughing
9	Learning
10	Lost
11	Mad
12	Meditating
13	Nauseated
14	Negotiating with someone
15	Nervous
16	On a quest
17	Overly insulting
18	Overly polite
19	Panicked
20	Paranoid

Table 3–175: Encounter Conditions 4

1	Planning
2	Playing a game
3	Playing an instrument
4	Plotting
5	Praying
6	Proud
7	Purchasing something
8	Questioning someone
9	Recently ambushed
10	Recently robbed
11	Relaxing
12	Resting
13	Riding a horse
14	Running
15	Saddling a horse
16	Scared
17	Searching for something/someone
18	Shamed
19	Shoeing a horse
20	Showing mercy

Table 3–176: Encounter Conditions 5

1	Sick
2	Singing
3	Sleeping
4	Smoking a pipe
5	Smoking an animal carcass
6	Sorting through pack(s)
7	Studying
8	Surprised
9	Tanning an animal hide
10	Tending a garden
11	Thinking
12	Tired
13	Tracking
14	Training
15	Tutoring
16	Unconscious
17	Whistling
18	Working
19	Worried
20	Wounded

Table 3–177: NPC Attitudes

1	Angry
2	Cautious
3	Cheerful
4	Content
5	Curious
6	Disinterested
7	Distracted
8	Distraught
9	Eager
10	Friendly
11	Gruff
12	Helpful
13	Hostile
14	Indifferent
15	Insulting
16	Overwhelmed
17	Sarcastic
18	Suspicious
19	Talkative
20	Unfriendly

Table 3–178: NPC Mannerisms

1	Adjusts glasses or hair
2	Fidgets
3	Hands in pockets or holding jacket
4	Keeps looking about
5	Mixes up words
6	Nods when talking
7	Rhymes when talking
8	Scratches nose
9	Sings to self
10	Slurs word
11	Smokes cigar
12	Speaks as little as possible
13	Speaks softly
14	Squints
15	Stutters
16	Taps foot or fingers
17	Tugs at chin or beard
18	Uses same word a lot
19	Very deep voice
20	Whispers

Table 3–179: NPC Motivations

1	Altruism
2	Avarice/Greed
3	Cursed
4	Discovery/Experience
5	Envy/Lust
6	Faith
7	Fame/Idolatry
8	Family
9	Freedom
10	Glory
11	Greed
12	Honor/Oath-bound
13	Joy
14	Love
15	Power
16	Pride
17	Respect
18	Revenge
19	Survival
20	Wealth

Table 3–180: NPC Encounters 1

1	Adkisor, squire, watching his liege practice
2	Alebard, conjurer, conversing with familiar
3	Allariar, disciple, preaching to converts
4	Ambrose, journeyman mage, seeks group
5	Antony, sailor, disembarking from journey
6	Ashalon, oracle, walking to the king's castle
7	Barmez, herald, handing out proclamations
8	Baut, butler, hunched as walking; looks guilty
9	Belliok, half-elf priestess, tending the diseased
10	Bendallo, falconer, feeding favorite bird
11	Benk, wagoneer, scolding his hired hands
12	Blothar, ogre fist, guarding rich slavers
13	Burnell, priest, tending the diseased and ill
14	Bykhan, dwarf mystic, studying magic gems
15	Caberyi, prophet, asking people to flee
16	Carnor, guard, looking for smugglers
17	Carter, baker, looking to set up shop
18	Cheol, scroll-keeper, hurrying to meeting
19	Clomen, merchant, changing prices on goods
20	Cyprian, fighter, sharpening his awl pike

Table 3–181: NPC Encounters 2

1	Dalreen, slave master, adjusting his skullcap
2	Danimer, chamberlain, bashfully retreating
3	Dansalig, dwarf berserker, hunting feral elves
4	Darius, watchmaker, setting all timepieces to the same time
5	Debichol, healer, caring for two young boys
6	Decima, bodyguard, flirting with his charge
7	Dedith-kyr, barbarian, chopping wood
8	Delaswar, elf sneak, inquiring about contacts
9	Dellor, woodworker, runs through crowd
10	Delon, fop, casing jade for possible theft
11	Depano, gourmand, accepting a bribe
12	Diongram, general, inspecting keep defenses
13	Doolan, stablehand, giving coin to a beggar
14	Ellerete, inquisitor, accusing elf of subterfuge
15	Englewulf, notary, falling down stairs
16	Errentin, knight, chasing a horse
17	Esfir-vislav, scout, hunting blacktalon lizards
18	Estou, crusader, mounting steed, riding forth
19	Forsythe, apprentice, getting very drunk
20	Forin, sorcerer, studying bloodlines at library

Table 3–182: NPC Encounters 3

1	Freskar, tanner, working to meet a deadline
2	Gaston, beekeeper, scalping tickets to theater
3	Ginnade, waiter, passing secrets to a spy
4	Glantoral, half-elf faithful, on first pilgrimage
5	Glau, dancer, listening to town crier intently
6	Golius, acrobat, purchasing poison in alley
7	Gortar, dwarf seer, seeking employment
8	Grendelit, ranger, customizing fletching
9	Gruk, half-orc guard, bullying dwarf children
10	Guis, tax collector, chastising guards
11	Halia, teacher, collecting children from crowd
12	Hehdis, carpenter, standing in line for healing
13	Heu, bottler, searching for homeless brother
14	Hja, bowyer, teasing men about her trophies
15	Holsman, alchemist, trying to perfect formula
16	Ianto, candlemaker, filling a big order
17	Imne, animal trainer, on her way to palace
18	Iolaus, sidekick, checking the wanted posters
19	Iunder, half-orc singer, scaring cats and dogs
20	Januez, high priest, blessing laymen followers

Table 3–183: NPC Encounters 4

1	Japheti, constable, considering hiring a bounty hunter
2	Jechevery, cook, learning from her aunt
3	Jessigo, elf weapon master, checking orders
4	Jierce, marshal, coordinating troops
5	Jjacob, treasurer, prepping wagon for trip
6	Jonte, herbalist, looking for assistant
7	Jorin, page, reading a book on magecraft
8	Jumali, spinster, trying to win a contract
9	Jwartz, numerologist, carrying abacus in case
10	Kerrik, steward, soliciting an escort
11	Kes, watchman, shadowing a suspected cheat
12	Knox, marine, purchasing cutlass from sailor
13	Kodur, gang member, scoping out alleyway
14	Konal, dwarf scout, seeking minotaur refuge
15	Krysullen, weaver, repairing her loom
16	Lagot, city guard, chewing his fingernails
17	Leda, bookbinder, researching an author
18	Leigh, diplomat, practicing the elf language
19	Lilth, serving girl, handing out cookies
20	Magare, engineer, purchasing (stolen) tools

Table 3–184: NPC Encounters 5

1	Marilyr, midwife, boiling water for a visitor
2	Markel, engraver, working strange silver rock
3	Martine, leatherworker, outfitting watchmen
4	Mayrayes, ritual-guardian, seeking translator
5	Mazelina, shipwright, arguing plans with buyer
6	Michalton, scribe, talking to young men
7	Millen, guildmaster, double-checking ledgers
8	Mino, warlock, absently tracing pattern in dirt
9	Moyr, potter, closing shop for the last time
10	Nagaris, battle magi, entering mage guild
11	Nate, barkeep, cleaning his ears
12	Nathan, actor, practicing his lines
13	Nechtor, gladiator, being led through streets
14	Nelias, playwright, shouting and yelling
15	Nelodie, wizard, copying spells into her tome
16	Nuemon, blacksmith, searching for coal
17	Nunjor, pirate, repairing ship's sails
18	Obedthorn, chronicler, writing king's story
19	Ornibe, blood magus, harassed by local clergy
20	Pairsiln, dragoon, buying drinks for all present

Table 3–185: NPC Encounters 6

1	Parcyn, berzerker, wrestling a half-orc
2	Parnelli, elf mystic, shunning clients
3	Pedgryme, cleric, preaching on corner
4	Polina, gambler, looking for an honest game
5	Quabin, scholar, purchasing supplies for office
6	Qula, sage, opening business in his home
7	Raier, conjurer, conversing at length with imp
8	Renn, herald, trying to decipher handwriting
9	Renoust, wine-steward, dying in an alley
10	Ricsek, minstrel, composing while intoxicated
11	Ryal, gemcutter, buying tools from dwarves
12	Salerine, swordmistress, practicing in the park
13	Saer, butler, smoking in public square
14	Seeyu-mar, monk, seeking equal
15	Sirion, outlaw, purchasing disguise kit
16	Sivis, toll collector, returning home with coin
17	Slortho, shop owner, shaving coins
18	Sreida, first mate, purchasing six coastal maps
19	Talon, ferryman, closing for the day
20	Tevenot, Lookout, asleep while upright

Table 3–186: NPC Encounters 7

1	Thero, dwarf protector, drinking away failure
2	Titewell, horse trainer, seeking mare
3	Tiwerth, dwarf clerk, purchasing ink
4	Torrenik, slaver, leading caged wagons
5	Tryellen, cutpurse, scoping tavern
6	Turquan, cultist, purchasing animal blood
7	Ulger, student, trying new lens in monocle
8	Unari, guildsman, counting and accounting
9	Vanminer, ornamentalist, decorating lantern
10	Vanne, heretic, denouncing popular city faith
11	Victor, noble, with entourage and silver cane
12	Waleron, templar, buying new plate armor
13	Warrick, chanter, gathering fetishes
14	Werken, beggar, following troupe
15	Worshaw, burglar, studying plans
16	Xephellyn, questor, searching for killer
17	Yamallis, half-orc thief, sharpening knife
18	Ysenda, chaos mage, concentrating
19	Zenar, arbiter, gathering scrolls
20	Zwerat, dwarf skald, composing battle hymn

Table 3–187: NPC Encounters, Detailed 1

1	Aar, old cook, rinses out pans in an alley and takes coins from a gang to gossip about a local politician who frequents the tavern where he works.
2	Adroth, nervous clothier, is certain the arbiter who is coming to collect a special request later today will be disappointed and punish him.
3	Amdan, foreign fortune-teller, sits at a lonely table with a deck of cards before her. A number of folks pass by but simply whisper and do not stop.
4	Chiash, known forester, buys a round of drinks for many of the underpaid consortium men who are sent out to help him for weeks at a time.
5	Clarina, skilled fishmonger, still manages to impress and turn the heads of local guardsmen, even with a smock covered in blood and guts!
6	Deliah, lord's gardener, saw a villainous visitor to her lord's estate last night and seeks someone to check on the safety of her master.
7	Enar, toothless gravedigger, goes from church to church collecting all manner of holy symbols no matter the religion they represent.
8	Fellynd, master huntsman, wants a strange crystal arrow he recovered on his latest expedition to the Tanglewood identified.
9	Flarrien, errant messenger, is winding through a crowd with a teak box under his arm and mistakes one of the characters as the recipient.
10	Furmail, pitiful storyteller, asks for help him. In acting out a scene he may have hurt his friend. He holds a bloody knife in his hands.
11	Gelnien, strong furrier, is drunk and picking a fight with a small group of dwarves. The dwarves try, but cannot talk their way out of the mess.
12	Glarcynd, bespeckled innkeeper, hastily describes the patrons in dark robes who stayed two nights, drank heavily, and disappeared without paying.
13	Gwuren, grizzled bouncer wraps, his hands in bandages as he relates the tale of the elf who managed to best him in a brawl last night.
14	Haland, weary miner, is trying to tell the tale of the yellow-eyed creatures he saw tunneling through the mine… but no one believes his story.
15	Henthel, ship's navigator, is carefully making subtle changes to a map he says he's selling for a magnificent fee to a group of pirates.
16	Idair, half-orc jeweler, is determined to find out a magical way of cutting diamonds, which he's sure is worth something if presented correctly.
17	Idnyr, young rat catcher, is running through the street with rats dangling from his pike, with an urban sewage-drenched druid chasing him.
18	Isior, witch hunter, says his father has a formula for a magic-detecting potion and needs help wrangling it away from his stepmother's guards.
19	Kalrora, matronly shoemaker, nervously keeps asking her patrons if they know anyone with diseases who can't seem to recover.
20	Kamdan, elf spy, seeks anyone who can provide him with plans to the black knight's fortress and details of the inner chambers and possible traps.

Table 3–188: NPC Encounters, Detailed 2

1	Lochel, drunken brewer, is being hauled away after a barrel of his Blackeye Bourbon poisoned a group of guardsmen at the Lonely Lantern tavern.
2	Marrisca, unsure artist, is trying to find the perfect warrior to pose with a particular troublesome horse for a painting commissioned by the local magistrate.
3	Methniel, one-eyed peddler, pushes his cart through town, sending a number of young women running as he openly displays orc fetishes.
4	Neliek, dwarf moneylender, thinks he knows who has been shaving coins, but being a longtime friend, needs to catch someone else in the act to assuage the guilds.
5	Norug, meticulous herbalist, is driving folks away from his business with the awful, eye-searing smells coming from his chimney day and night.
6	Ralthiel, leathered healer, is disgraced and sent out from the local guild when she speaks out on the uselessness of the leech therapy that all consider popular.
7	Raththien, dwarf jester, was seen using acid to dissolve bones in the royal garden and is now sought by the Realmknights for questioning.
8	Shirrar, arthritic locksmith ,says the plans for his most devious lock have been stolen by a group of dark dwarven bandits with shaved faces.
9	Thory, hairy jailer, says orders came through to let out "Mad Dog" Angenn a week early, and he did so. But his boss says no such orders came from him.
10	Tulrych, muscled stonecarver, was challenged to a fight by a competitor, but feels this person is going to cheat, maybe using poison or magic.
11	Varoth, deaf farmer, swears he's been hearing the scarecrows speak to him, asking him to collect animal horns for an ancient ritual.
12	Velair, incompetent alchemist, not only detonated a powerful elixir inside his own building, but a strange gray portal has erupted within the ruins, where his lab once stood.
13	Vulthar, veteran watch captain, is drinking away his disgrace from when he and his men mistook an innocent (old) woman for an assassin and attacked and killed her.
14	Warniel, magical adept, asks the party to please help him procure the Bark of Tyranny from the druid tree of Winterhale for an experiment.
15	Yarych, retired stoneworker, still tells tavern tales of the runes he found on the stones he cut, claiming they were walls of giant-kings.
16	Ygaenn, curious child, is chased through the streets by a man in nightclothes, waving a spiked long staff and shouting obscenities.
17	Ynthul, master thief, scouts a church. His guild intends to test his skill before promoting him. Ynthul knows somewhere inside the church agents of the guild wait to ambush him.
18	Ythorm, destitute archer, begs for someone to lend him money to replace his drake-crushed longbow, so he can again prove his worth to the high lord.
19	Zenik, one-armed thug, stands over the body of a beggar. He drops a glass vial to the ground. The vial erupts in smoke, and then he's gone.
20	Zolwyll, lady-in-waiting, is exiled for sharing scandalous gossip and scrolls about the lord's own wife. The wife herself spared Zolwyll's life, for reasons unknown.

AROUND TOWN

Table 3–189: Street Names 1

1	Ajin Court
2	Alchemist's Plaza
3	Apprentice's Track
4	Arcane Avenue
5	Avenue of the Founder
6	Bailiff Drive
7	Barker Road
8	Bathaunt Place
9	Blackstem Street
10	Brandy Way
11	Bridge Street
12	Bridge Street
13	Canal Run
14	Carpenter's Row
15	Castle Way
16	Change Street
17	Cheapside Alley
18	Cloudy Path
19	Cold Snake Wind
20	Cork Drive

Table 3–190: Street Names 2

1	Crucible Street
2	Dagger Alley
3	Dark Road
4	Dartmouth Alley
5	Dock Street
6	Dockside Way
7	Dragon Boulevard
8	Eden Court
9	Elm Avenue
10	Fountain Road
11	Friar Way
12	Gemstone Boulevard
13	Godstreet
14	Grave Walk
15	Great Tree Alley
16	Guild Street
17	Guildsman Tradeway
18	Highcliff Trail
19	Highroad of the Gods
20	Horse Court

Table 3–191: Street Names 3

1	Humble Street
2	Jasmine Street
3	King's Way
4	Laborer Way
5	Lady's Walkway
6	Longbeard Street
7	Lord's Way
8	Main Cross
9	Manticore Avenue
10	Market Avenue
11	Market Street
12	Midnight Row
13	Military Row
14	Miner's Way
15	Monarch Trail
16	Monastery Heights
17	Monument Circle
18	Moonhigh Way
19	Mountain lane
20	Nadir's Cross

Table 3–192: Street Names 4

1	Noble Drive
2	Oak Street
3	Parliament Street
4	Pembroke Street
5	Pine Way
6	Prince's Path
7	River Road
8	Riverside Trail
9	Royal Promenade
10	Rum Street
11	Scrimshaw Street
12	Seacrest Walkway
13	Shade of the Tower Court
14	Shadow Path
15	Shadowknife Alley
16	Shaw's Folly
17	Shepard's Path
18	The Skids
19	Sopper's Lane
20	South Gold Lane

Table 3–193: Street Names 5

1	Speaker Avenue
2	Sundown Drive
3	Tavern Row
4	Thieves Alley
5	Temple Boulevard
6	Temple Row
7	The Promenade
8	Tiger Track
9	Timber Lane
10	Tor Terrace
11	Tower Boulevard
12	Treadmoor Alley
13	Tyrant Street
14	Unicorn Concourse
15	Veteran's Way
16	Wallwalk
17	Warehouse Walk
18	Warhammer Circle
19	Water Road
20	Wyrm Street

Table 3–194: Alley Names

1	Bastard's Fork
2	Beggar's Row
3	The Bent Dagger
4	Black Pass
5	Broken Tooth
6	Crow's Alley
7	Deadend
8	Dead Man's Path
9	Fates Warning
10	Grog's Path
11	Midnight
12	Off the Path
13	Shadow's Curve
14	Skids
15	The Skulk
16	Splinter's Row
17	Thresher's
18	Torment Street
19	Vagabond Alley
20	Wagon Wheel

Table 3–195: Blocked Path/Detritus

1	Barrels/cargo that has broken open
2	Blacksmith furnace eruption
3	Broken cart collapsed
4	Caravan pushing through
5	Children playing
6	Collapsed roof/wall
7	Corpse or large dead animal
8	Drunken beggar(s)
9	Drunken brawl
10	Elves being hassled by racist locals
11	Fire spread into street
12	Gypsies stopping to trade
13	King's men marching the width of the street
14	Monks walking slowly, heads bowed
15	Open sewer grate
16	Patrol breaking up a gathering
17	Sewage bubbling from below
18	Sick and infirm waiting for a healer to pass
19	Slow-moving livestock
20	Unexpected pile of rotting garbage

Table 3–196: Commoner Dwellings

1	Abandoned shop turned into a hovel
2	Brickhouse behind a stable
3	Broken-down block house for many families
4	Collapsed stone silo converted to quarters
5	Communal four flats with single bathroom
6	Creaking thatch-roof dwelling for two
7	Dirty byre converted to a dwelling
8	Disheveled half way house for the poor
9	Multi-cot hostel with a secret entrance
10	Old longhouse surrounded by shops
11	One-story flat with a broken chimney
12	Rebuilt asylum turned apartment structure
13	Refurbished stone insulae, previously burned
14	Reinforced cabin between two houses
15	Rowhouse with padlocked doors
16	Run-down cottage with thresh floor
17	Single-room loft above a bakery
18	Three-story house for orphans
19	Two-room apartment above a gambling den
20	Two-story duplex at the end of the block

Table 3–197: Rooms for Rent, Non-Tavern

1	Double, above fisherman's shack by wharf
2	Double, above business in market square
3	Double, back section of mill near river
4	Double, former market square display shack
5	Double, in apartment, overlooking street
6	Single, above barn in farmer's field
7	Single, above second story of business
8	Single, above shed on manor grounds
9	Single, apartment building overlooking alley
10	Single, apartment flat overlooking river
11	Single, basement of tavern keeper's home
12	Single, in back room of gambling den
13	Single, on second floor of smithy
14	Single, second story of a family home
15	Studio, above tool shed of graveyard
16	Studio, apartment above landlord's office
17	Studio, basement of beggar's shelter
18	Studio, corner of flophouse overlooking alley
19	Studio, private entrance to noble grounds
20	Studio, third floor of business

Table 3–198: Patrols

1	Bounty hunter scanning faces of commoners
2	Five greenhorn patrolmen and their trainer
3	Five guards doing a house-to-house search
4	Four greenhorn patrolmen stopping for lunch
5	Four soldiers inspecting merchants' wares
6	Guard captain taking role at intersection
7	Guard and prisoner pushing through crowd
8	Guards and dogs searching for someone…
9	Mercenary captain checking papers
10	Sellsword and captain gathering to talk
11	Single dirty patrolmen hassling locals
12	Single guard escorting beggar to district edge
13	Three guards arguing beside a dead body
14	Three guards and an archer kicking in doors
15	Two archers and a wizard marching
16	Two guards arresting a man and woman
17	Two guards taking down a report
18	Two well-armed guards scanning the crowd
19	Veteran watchman pushing through crowd
20	Watch wizard scanning the crowd, magically

Table 3–199: Urban Encounters, Mundane

1	Beggar rattles an empty cup
2	Bell tower chimes noon, incorrectly
3	Blacksmith pounds out sheets of metal
4	Carpenters hammer and saw wood
5	Children chase each other with muddy sticks
6	City guards drag away bloodied street tough
7	Crows feast on the body of a dead animal
8	Drago offers services to visitors as they enter
9	Eagle perches on the ledge of a nearby well
10	Fortune teller sets up a small tent
11	Miller and son pile sacks of flour on a wagon
12	Noodle cart salesman shouts specials
13	Poor family picks fruit from a public field
14	Produce vendor sells day-old vegetables
15	Seamstress sits on a street corner, mending clothes for a few coppers
16	Street proselytizer calls for "the end"
17	Tanners argue over the high prices of leather
18	A team of men chop away at a rotted tree
19	Town crier offers news of a diplomat's arrival
20	Two old men whittle sticks in silence

Table 3–200: Urban Encounters, Monsters

1	Annis hag
2	Aranea
3	Dire rat
4	Displaced treant
5	Doppleganger
6	Drow spy
7	Escaped animal
8	Gargoyle
9	Ghost
10	Ghoul
11	Giant insect
12	Imp
13	Insect swarm
14	Mimic
15	Night hag
16	Ogre
17	Rust monster
18	Skeleton
19	Vampire
20	Werecreature

Table 3–201: Sewer Encounters 1

1	Area of thick mud
2	Bats
3	Beggar(s), drunk or drugged
4	Beggar(s), dying
5	Beggar(s), hiding
6	Beggar(s), sleeping
7	Beggar, talking to a dead rat
8	Beggars, fighting
9	Beginnings of a rough tunnel
10	Blockage causing sewage to pool
11	Brick or stone wall blocking passage
12	Cat, hunting
13	Cats, fighting
14	Ceiling collapse, covered by wood
15	Ceiling collapse, to abandoned building
16	Ceiling collapse, to alley
17	Charcoal map on wall
18	Corpse(s), animal
19	Corpse(s), beggar
20	Corpse(s), guard

Table 3–202: Sewer Encounters 2

1	Corpses, mixed
2	Guard(s), taking a bribe
3	Guards, looking for thief
4	Haunted area
5	Hidden cache of food and supplies
6	Hidden cache of stolen goods
7	Horde of dead rats and/or bats
8	Insect swarm
9	Iron rungs in ceiling to cross an area
10	Ladder to a loose grate
11	Large insect carapaces
12	Large spider eggs
13	Large, locked iron door
14	Loose stone, empty cache
15	Maintenance worker(s), installing a grate
16	Maintenance worker(s), removing clogs
17	Maintenance worker, sleeping
18	Mermaid skeleton
19	Monster dung
20	Monster tracks

Table 3–203: Sewer Encounters 3

1	Muffled call for help, trap
2	Muffled call for help, victim
3	Mushrooms, edible
4	Mushrooms, hallucinogenic
5	Mushrooms, poisonous
6	Nest, refuse
7	Nest, skulls
8	Old wreath of flowers
9	Pile of empty wineskins
10	Pile of bones, organized
11	Pit filled with muck
12	Rats, feasting
13	Rats, hungry
14	Roaches skitter from the light
15	Rogue(s), dying
16	Rogue(s), hiding
17	Rogue(s), lookout
18	Rogue(s), sleeping
19	Rogue(s), waiting
20	Rogue(s), wounded

Table 3–204: Sewer Encounters 4

1	Rough-hewn tunnel leading down
2	Secret door
3	Sewage being diverted to floor crack
4	Silver coin
5	Skeletons, mixed
6	Spider web, filling passage
7	Symbols in blood
8	Teen(s), pretending to adventure
9	Teen(s), taking a dare
10	Trap, alarm
11	Trap, pit
12	Trap, poisoned
13	Unfinished brick or stone wall
14	Wall collapse, being rebuilt
15	Wall collapse, guarded
16	Wall collapse, to hidden tomb
17	Wall collapse, to root cellar
18	Wall collapse, to wine cellar
19	Water drains through crack in floor
20	Web-wrapped corpse

FANFARE

Table 3–205: Festival Activities 1	
1	Acrobats or juggler
2	Allegiance(s) renewed or tithes paid
3	Apprenticeships announced
4	Betrothal announced
5	Bully or thief working crowd
6	Children's game(s)
7	Dance contest
8	Discovery revealed
9	Exotic animal(s) doing tricks or for sale
10	Exotic dancing (belly dancing, etc.)
11	Exotic food or beverage for sale
12	Fight (hounds, locals, or roosters)
13	Fire breather(s)
14	Fireworks
15	Food or drink consumption
16	Formal declaration announced
17	Games of chance
18	Gypsies arrive
19	Human or animal race or catch
20	Hunt or trained animal show

Table 3–206: Festival Activities 2	
1	Jester or prankster
2	Judging, animal (farm or hunting)
3	Judging, beverage (ales, wines, etc.)
4	Judging, food (cakes, pies, sauces, etc.)
5	Judging, plant (food or beauty)
6	Kissing booth
7	Live chess match
8	Local celebrity in attendance
9	Local nobility arrives
10	Magician or hedge wizard
11	Musicians, standard or exotic (bagpipes, etc.)
12	Oaths or vows renewed
13	Official proclamations (grants or laws)
14	Puppet show
15	Reenactment(s)
16	Ritual performed
17	Theater show
18	Thief caught or escaping in crowd
19	Treasure or scavenger hunt
20	Weapons duel or missile accuracy

Table 3–207: Bard Song Names 1	
1	Anthem for Griffin Company
2	Anthem of the Age of Dragons
3	Aria for a Lost Winter
4	Arietta for War's End
5	Ballad for Queen Ilsona of Ketinmach
6	Ballad of Baden Hill
7	Barcarolle of Frail Leymaria
8	Cabaletta of the Shadow Empire
9	Call of the Raven
10	Canticle of Leland the Marked
11	Cantos VI of the Mirror Cycle
12	Canzone for Nabthaterol
13	Chant of the Battlemaidens of Utaris
14	Chorus for the Soldiers of Valor
15	Composition for a King
16	The Count's Solo
17	Duet of Misha and Kitara
18	Epic for the Empire of Talistalv
19	Epic of Wraxheinous the Dragon King
20	Hymn of the Brother Monks of Newall

Table 3–208: Bard Song Names 2	
1	Hymnal for the Winter Solstice
2	Lament for Amrathreal
3	Lullaby for Antony, Boy King
4	Lyric for a Missing Son
5	Melody for a Bishop's Tear
6	Quatrain of the Lost Shepherds
7	Opus Dream Suite
8	Poems of Peace
9	Psalms of the Beggar Tree
10	Requiem of Yislean of Harrowford
11	Round for Brother Val
12	Roundelay for 'Morrow
13	Serenade for Fair Sheridan of One Thousand Romances
14	Song of the Whispering Moors
15	Sonata of the Pyramid Kings
16	Sonnet of Seven Summers
17	Symphony for Kings of Old
18	Tale of the Druids of Dunwell Grove
19	Threnody for the Sealost
20	Tune of Aidan the Hero Farmer

Table 3–209: Performance Titles (Ballads, Operas, Plays, Songs)

1	Battle of the Amazons
2	Battle of Seven Year Valley
3	Bethrene's Triumph
4	Brother Jun's Pilgrimage
5	Damia's Crypt Wish
6	The Fable of Shardin's Journey
7	Fall of Castle Dunrock
8	Ghost of Durgim's Alley
9	Kane's Last Stand
10	Ladyknight's Epic
11	The Legend of Darkwood
12	Legend of the Starweaver
13	Lord Bhalon's Mercy
14	Moon's Legacy
15	Saga of Jacarra's Folly
16	Southern Empires Saga
17	Story of the Familiar
18	Tale of the Feymaster
19	Terror of Gaialain
20	Tide of Ancient Storms

Table 3–210: Marches/Parades

1	Annual march
2	Autumnal celebration
3	Calvacade of horses
4	Celebration of independence
5	Civic celebration
6	Criminal punishment/sentencing
7	Demonstration/protest
8	Drunken revelry
9	Flower parade
10	Holiday, secular
11	Honorarium
12	Military march
13	Military victory
14	Noble procession
15	Pageant
16	Religious festivity
17	Religious display
18	Seasonal fair
19	Traveling entertainers arrive
20	Walking day

Table 3–211: Mundane Diversions

1	Acrobats
2	Annual or seasonal fair
3	Annual or seasonal sporting event
4	Banquet honoring a special guest
5	Dart league
6	Dog fights (dog vs. dog or dog vs. rat pack)
7	Gambling den
8	Hunting large or special game
9	Local tavern, dancing girl(s)
10	Local tavern, musician
11	Local tavern, traveling minstrel(s)
12	Outdoor theater
13	Puppet show
14	Theater
15	Town crier delivers news
16	Trained animal show
17	Traveling jester
18	Victory banquet
19	Wedding or betrothal celebration
20	Weekly craft gathering

Table 3–212: Uncommon Diversions

1	Assassination
2	Baptism/conversion
3	Carnival
4	Display of force
5	Display of magic
6	Foot chase
7	Force of nature
8	Kidnapping
9	Mass holy event
10	Mass pickpocketing by urchins/robbery
11	Magical duel
12	Mob justice
13	Murder
14	Noble procession
15	Public execution
16	Riot
17	Street fight
18	Supernatural sighting
19	Swordfight/duel of honor
20	Thief leaping from second story to ground

The following is a list of NPC contacts, along with the roleplaying perks and benefits they grant PCs. These contacts can fit in any campaign setting. Each entry includes the contact's name, gender, race, and any benefits he or she can offer and what they want in return, if applicable.

CONTACTS

Table 3–213: Contacts 1

1 Agripa, servant and household slave, female human. A wise woman in the service of an important noble, Agripa knows when to keep her ears open and her mouth shut. She can reveal information about the goings-on of the noble family she works for in exchange for useful gossip.

2 Arianna, thespian, female human. This charismatic and deceitful girl can help a character disguise himself effectively when using makeup and costumes from her vast assortment as long as some disguise supplies are traded.

3 Barakas Brokennose, brewer, male dwarf. This brewer sells raw materials (mainly various types of grains) as well as fine mead and ale at a healthy discount for news on competitors.

4 Barnabas, Hunter, male human. This contact offers food and shelter when prepping for a journey in any type of terrain… to for a price. He is also a master tracker and has been known to sell his services.

5 Baromas the Powerful, carpenter, male human. This strong carpenter builds a solid structure like no other. As a contact, he builds anything for the cost of the raw material as long as he is fed, given a place to sleep, and a few coins are in his purse when he is finished.

6 Bertol, alchemist, male human. This master alchemist supplies special alchemical items and brews certain potions at cost in exchange of rare goods. He can also identify things for a portion of the price, provided a favor is done for him.

7 Biltanas Boatmaker, shipwright, male half-elf. This boat maker sells all manner of embarkations at a fraction of the price (between 25% and 50% off). He also provides good timber at a 25% discount. Tips on pirate activity are greatly appreciated, but what he really likes is exotic tobaccos.

8 Borda Missingtoe, chandler, female human. This shy contact sells candles at a 60% discount. She also has a hidden cellar in which she hides refugees and other people in need in exchange for gold and information on new shipping lanes.

9 Calberol Hardear, cobbler, male human. This cobbler knows how to keep his customers happy. As a contact, he sells reworked boots, shoes, and sandals at one third of the regular price. He can also inform a character on all manner of local lore for the cost of a few draughts of fine ale.

10 Cardomir of the Shire, cottager, male human. This cottager knows more lore about the region than anybody else. For a fine meal he provides amazing detail. For an after-dinner cigar, he draws maps.

11 Castanil, artist, female half-elf. A favorite at court, Castanil is a cunning woman who knows every important person in town. When questioned on certain individuals, she reveals how to act in their presence. She is always on the lookout for scandalous gossip.

12 Cori the Reckless, hostler, female human. This contact knows how to tame and train horses. Although she may not be able to offer a great discount on steeds, she trains horses for free and even purchases steeds from those who refer her business to others.

13 Cratos the Fat, innkeeper, male human. This contact grants good food and comfortable lodgings at 30% off for anyone who brings him exotic spices, trinkets, and stories.

14 Dardania the Unwielding, bailiff, female human. This strict lawwoman knows most criminals in the region. She helps identify, locate, and track down all manner of criminals. She has been known to pay for tips regarding escapees.

15 Dostoyana Ravenmane, soldier, female human. This contact works for the local militia. One of the best soldiers in her unit, she may find employment as a warrior, act as bodyguard, or even be hired as mercenary (for the cost of food and lodging, plus 10% of all monetary treasures found).

16 Drista the Bold, siege engineer, female human. This cunning engineer builds sound and reliable siege engines for the cost of raw materials plus 15%. Currently, she seeks a husband of noble birth.

17 Durdinas Armsmaker, armorsmith/weaponsmith, male human. This famous weapons crafter can sell masterwork items at 40% off to good friends. Occasionally, he may buy or sell enchanted arms and armor as well.

18 Duri Shortbeard, jeweler, female dwarf. This jeweler contact will purchase as many gems as one cares to sell to her. She also has access to a limited selection of enchanted rings, necklaces, and brooches, which she sells at half price. She needs someone to put in a good word to any and all human nobles about her shop, to hopefully increase business.

19 Eli the Librarian, bookkeeper, female human. This contact knows all sorts of information, and is an expert on useful trivia. She can also find informative volumes of arcane lore in exchange for books she's never seen before.

20 Estill Nightseeker, astrologer, female elf. Estill is an expert in the fields of astrology, fortune-telling, and magical theory. She currently wants to upgrade her stargazing equipment.

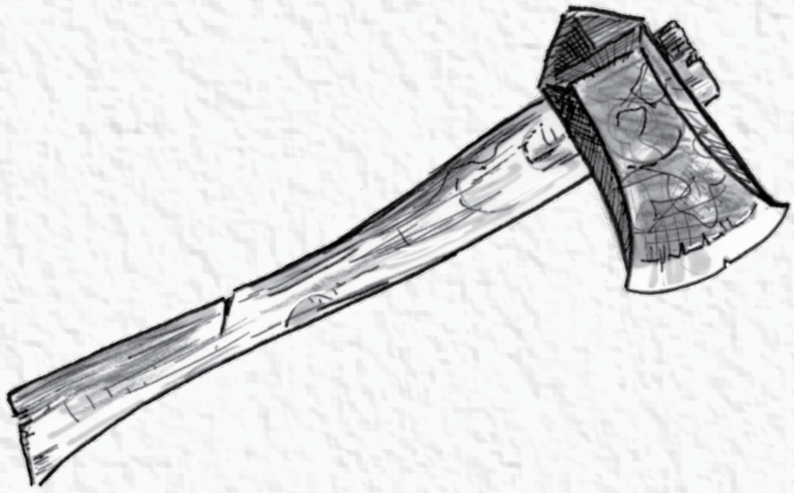


Table 3–214: Contacts 2

1 Etherson Oxfriend, teamster, male human. Etherson has driven caravan wagons for over forty years. He uses his spotless reputation to find employment, cuts deals on transportation fees on certain caravans, and occasionally dispense sales prices on selected merchandise. In return, he merely needs a few more coins to help with his retirement.

2 Evik the Noblehearted, squire, male human. This impressionable young man is eager to serve, and is on the in with a number of members of nobility and royalty. He is willing to introduce someone to a notable knight of the region if someone will speak highly of him (in certain circles).

3 Fahavan Nokodomi, cartographer, male human. This man supplies maps of all kinds. He knows how to imitate handwriting and may forge documents for those in need of such services. He of course, would never reject gold, or a good word to a local woman he courts.

4 Fat Faramos, cook, male human. This goodhearted cook works for an important local noble family. He offers good food for free and grants occasional shelter at his lord's manor (or stable, depending on the circumstances) in exchange for black market spices and wines.

5 Finirian the Dreary, embalmer, male human. This contact grants funeral services for a discount. He can also help someone disguise himself in exchange for anything made of silver.

6 Fritas the Fool, jester, male human. Although he has a perverted sense of humor, Fritas has a multitude of contacts at court. With his help, people can secure an appointment with a high-ranking member of the ruling council, so long as they speak favorably enough to someone who can get him out of chores.

7 Gorkas Darkmane, metalsmith, male human. Gorkas supplies metal items of superior quality at just above cost. Although he never produces arms and armor himself, he offers, with the help of his many contacts, a 25% discount on these items. Looking for a bard to record his tale of success.

8 Grak the Destitute, beggar, male half-orc. This untrustworthy half-breed knows the city like he knows the many scars marking his unattractive face. He can help a character find scraps of food and good shelter for free. Always on the lookout for shortcuts and hideaways.

9 Hakiun Horsetamer, rancher, male human. This independent rancher contact grants high-quality steeds at a 30% discount. He also teaches people how to handle or ride horses. Hakiun is looking for a wife to raise a family with.

10 Harkadir Safepassage, sea vessel pilot, male human. This first mate can procure passage on his ship for free. Through his friends, he also bestows a discount of up to 20% off the transportation fee of any seabound vessel if the customers also do small chores aboard the vessel.

11 Irkos One-Handed, locksmith, male dwarf. This discreet contact knows how to pick a lock and is familiar with most designs used in the city where he lives. He crafts specially made tools that grant benefits against one specific type of lock. He is always adding to his collection of unique keys.

12 Ivarnel, laborer and tenant farmer, male human. This simple and friendly farmer procures food, shelter, and mundane gear in exchange for a tale or two. He is intimately familiar with the region where he lives.

13 Jorian the Harper, musician, female elf. This charismatic character provides entertainment for free for friends who will spread the word of her talent.

14 Kiri the Craftsman, woodcrafter, female half-orc. Kiri supplies simple wood products for free. She can also craft any item made out of wood and offer a 25% discount on raw lumber. Her needs are simple and she enjoys company more than anything else.

15 Kratios, longshoreman, male human. This dockworker knows all sorts of rumors about the sea and is always willing to spin a yarn or impart sea lore for a good shave and haircut. He's also handy in a fight, especially if he takes a friend drinking anywhere in the harbor.

16 Kronak the Weary, tribal shaman, male human. This tribal priest performs ritual healing magic in exchange for a donation of blood to the spirits.

17 Lestor, Son of Bestoc, aristocrat, male human. This rich contact buys any sort of ancient relics, — magical or otherwise — from adventurers, paying good money. He seeks reaffirmation of his faith — real of otherwise — from clerics or the faithful.

18 Likharr of the Forest, herbalist, male human. This herbalist keeps all manner of plants and medicinal herbs in his small shop. He grants a 50% discount on all goods in his store if someone will help discredit his rival.

19 Liruelle the Notorious, guild thief, female elf. This cunning thief is an expert at appraising goods and has contacts within the black market. He's looking to impress a local crime lord.

20 Lord Grallas, retired paladin, male half-elf. This old adventurer has a golden reputation. As a contact, he uses his influence when dealing with city or royal officials who know him. He is always willing to help out good-hearted people and friends in need.

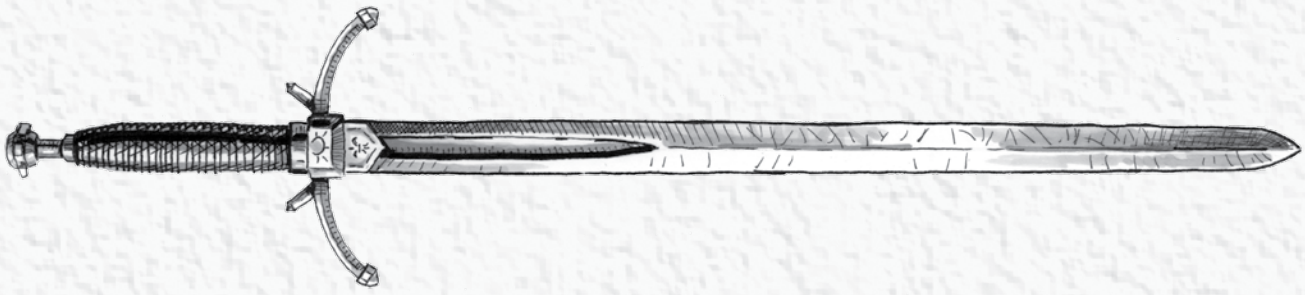


Table 3–215: Contacts 3

1 Manika the Beautiful, courtesan, female human. This ambitious woman works for one of the most prestigious courtesans' guild in the kingdom. Her profession allows her to learn all sorts of juicy information from her clientele or their immediate families. She loves fine clothing and jewelry.

2 Mirador the Snipe, fixer, male human. This short, keen-minded fellow has made gathering intelligence his profession. Through his own chain of contacts, he can also have items appraised (safely and discreetly). His fee is usually more information, but gold will also do.

3 Missana, perfumer, female human. This contact will buy any substance she can use to create new fragrances. She also supplies herbs, high-quality perfumes, and low-grade poisons at cost in exchange for gems, pearls, or any fine material that can be ground into a powder.

4 Murodikan, sheriff, male human. This stern sheriff can confer protection as well as information on all wanted criminals in the region for those who help him with his wanted poster collection.

5 Oneran Stronghand, master mason, male human. This mason can build houses, manors, and fortifications for the cost of materials and wages for his crew; especially if a few hearty meals are thrown in and they have a place to sleep at night.

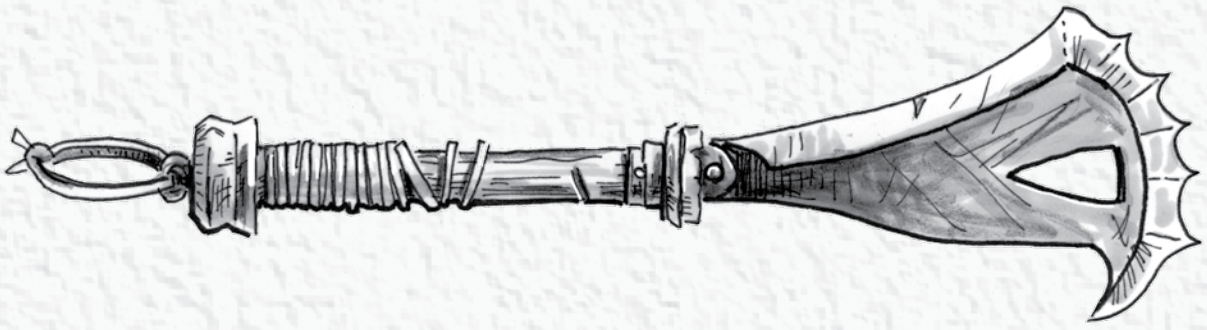
6 Pagvar Silverhammer, gemcutter, male dwarf. Pagvar has contacts throughout the Silverhammer clan and can put somone in touch with most craftsmen. He also offers fair prices on gemstones to any who have legitimate lore or books on other dwarf clans.

7 Rasputin, physician, male human. Rasputin administers short- or long-term care to those in need. He also finds healing herbs, potions, and salves in a relatively short time and for a very good price. He would appreciate help in collecting unpaid debts from patients who owe him money.

8 Rikanas, miller, male human. Rikanas is in charge of the village's gristmill. He can find work, food, and shelter for travelers. He loves company and is willing to reveal information on some of his patrons those who spend time with him, telling stories and doing chores.

9 Rostig the Humorless, monk, male human. This dreary monk is on a personal quest to find perfect harmony between mind, body, and spirit. He is an expert on ancient writings and enjoys deciphering old codes for those with enlightenment to share.

10 Salian, leatherworker, male elf. Salian supplies all sorts of leather goods for one third of the market price. He is interested in buying hide from various creatures someone may have killed, especially if a good story is attached.



11 Sheraam, sailor, male human. This traveler reveals all manner of rumors from distant lands and shores to anyone who will talk him up to the captain.

12 Sorik Varnavel, farmhand, male half-orc. This exemplary employee dreams of a life of adventure and romance. He will do almost anything for a contact — as long as the task is (or seems to be) honorable and worthy in exchange for true friendship.

13 Thesteron Two-Toes, negotiator, male human. This devious rogue is a negotiator for the guilds and knows a lot of important members belonging to other organizations. He's always on the lookout for scams, deals, shills, marks, or a new con.

14 Trista, seer, female human. Since childhood, Trista has had visions of the future — or at least what she believes are visions of the future. She warns of impending danger or uses her divinatory magic to guide people on the right path. This is her living, though, and she needs to be paid.

15 Unia, poet, female elf. This talented poet makes a living by telling stories. She relates local legends, quotes historical facts from various volumes, and even guides people to a secluded hamlet, a lost monument, or a forgotten ruin in exchange for ancient stories… and a few drinks.

16 Virandia, seamstress, female human. Virandia makes clothes of the finest quality. For a quarter of the price, she can help someone look as sharp as a prince. She can also manufacture specific costumes to aid in disguises for those with some exotic threads or silks.

17 Yariis, executioner, male human. When not on duty, Yariis is a jovial man who loves good ale and devious pranks (and those who will help him pull them off). His station gives him privileged access to the capital city's barracks, guard towers, and dungeon prison.

18 Zaros the Dark, guild mage, male human. This evil wizard uses his scrying and divining powers to help anyone who pays in gems. He can cast powerful spells and rituals.

19 Zebekian, priest, male human. This devoted cleric will willingly bless anyone for a donation worthy of his god.

20 Zergia the Blademistress, swordmaster, female human. This uncouth warrior made a name for herself in the Northlands. She reveals the location (or presumed location) of ancient ruins in that region, but only if she can claim a prominent share in any treasure.

UNIVERSITY

Table 3–216: University Names

1	Academy of Seekers
2	Church of the Deity of Knowledge
3	Citadel of Ancient History
4	College of Unique Process
5	Conservatory of Higher Thought
6	Convocation of the Magus
7	Eternal Mansion
8	Founding Father's Name
9	Fraternity of the Compass
10	Halls of Advanced Learning
11	King's College
12	Library of Creative Thought and Perpetuity
13	Mind's Eye Sanctum
14	Northern Lesgrave University
15	The School of Truth
16	Seminary of Saint Abdar
17	Tower of the Stars
18	Towers of Arcanum
19	University of the Mystical and Divine
20	Veritas Academy

Table 3–217: University Classes 1

1	Abjuring, Auguries, Omens, and Prophecies
2	Accounting and Tax Collecting
3	Advanced Medicine
4	Advanced Smithing and Ironlore
5	Alchemical Doctrine
6	Anatomy and Physiology
7	Architecture and Design
8	Astral Studies
9	Astrology
10	Astronomy
11	Bloodlines and Blood Magic
12	Cartography and Mapmaking
13	Chirurgery
14	Ciphers, Codes, and Secret Languages
15	Civics
16	Divination Theory
17	Elemental Binding
18	Engineering
19	Ethics
20	Fellowship Seminar

Table 3–218: University Classes 2

1	Genealogy, Heraldry, and Nobility
2	History
3	Interior Justice
4	Laboratory Arts
5	Logic
6	Magical Theory and Applications
7	Military Tactics and History
8	Musical Composition and Theory
9	Naprapathy
10	Necrology
11	Obscure Languages
12	Occult Symbology
13	Philosophy
14	Phlebotomy and Phrenology
15	The wPlanes
16	Rhetoric
17	Runes and Sigils
18	Sangoma
19	Scribner
20	Theology

Table 3–219: Historians and Sages

1	Avrego Wightman: Sieges and wars, has an eye for the ladies
2	Blad Bourassa: Architecture styles, an elder who thinks he's seen it all
3	Chiara Jabrayan: Elf history, always reminding people how skilled he is
4	Emad Nethercote: Nobility and royalty, tells long tales, loves to hear self talk
5	Fadi Thanheit: Giant history, treats foreigners poorly
6	Jennel Khnoperrick: Ancient empires, always double-checking with superiors
7	Kaslytis Price: Geography and locations, never without a snifter of brandy
8	Keita Esperance: Dragon history, always seems tired and drowsy
9	Kekara Lucente: Magic use and development, gossips about other people at length
10	Kent Vurton: Dwarf history, always finds exceptions to the work to extend his fees
11	Lacy Charabati: Culture migration, is always trying to sell himself and his peers
12	Lon Demtire: Skirmish battles, never seen without some sort of personal weapon
13	Masiri Genoff: Weaponry development, claims to know many great heroes
14	Moshe Hearonn: Religions and artifacts, always cheerful with a hearty laugh
15	Randall Kernchia: Cities and towns, depressed and determined to bring any mood down
16	Rhoa Witlock: Charts and cartography, prone to asking inappropriate questions
17	Sehl Lathome: Stargazing and constellations, always correcting other's grammar
18	Spence Soetaert: Prophecy, quick to argue his viewpoint or interpretation
19	Sybilla Weynant: Plays and songs, frequently hums or sings ancient songs
20	Voirinchek: Art and sculpture, always noting useless trivia associated with work

Table 3–220: Scribes

1	Alligray Boyd: Elven, speaks with an elf accent
2	Bellamy Chamdleson: Common, fan of local colorful phrases
3	Bendrison Matter: Draconic, squints and adjusts glasses while writing
4	Berculeck Konopat: Auld Common, smokes pipeweed
5	Betha Swantek: Celestial, absently twirls hair on finger
6	Derius Marchone: Common, very proper in manners and dress
7	Idone Kerrigan: Trade glyphs, twirls gold coin in off hand
8	Ifrat Wintermute: Druidic, shameful grin shows many missing teeth
9	Juliran Lebeck: Dwarf language, prone to whistling while he works
10	Kallay Gehrestill: Infernal, has two different eye colors, gray and green
11	Macke Grogan: Elven language, has elf tattoos on each hand
12	Mallery Slate: Draconic, nervously twitches while works
13	Maritz Detillion: Giantkin, has a deep, rich voice
14	Martique Leja: Fey glyphs, sits very cockeyed and comfortably in chair
15	Meiran Gilmartin: Common, lacking in neither skills nor looks
16	Ramson Setlock: Dwarf language, nods a lot while talking or working
17	Rolfe Hamman: Old One symbols, smiles to himself while working
18	Savitton Reed: Common, old scars didn't heal well on him, hurting looks
19	Stoll Passolo: Elven language, always seems cold, wrapped in extra clothing
20	Trevillian Martox: Trade tongue, talks a lot with hands and body movements

Table 3–221: University Professors

1	Amos Manthry: Heraldry and lineage
2	Cascadia Vincento: Riding, known for demanding hard work from the students
3	Digio Meier: Glyphs and symbols, claims his missing finger helps his work
4	Gale Mullenforth: Fencing and archery, said to have elf blood in him
5	Grady Wolfstone: Locksmithing, from dwarf family known for the work
6	Harlin Nezniak: Justice, frequently talks to himself as if to reassure his thoughts
7	Jaron Valardi: Religion, he himself never reveals his true faith, if any
8	Keint Lashbridge: Animal training, has a collection of exotic talking birds in his office
9	Kenna Killorn: Concentration, short on words but with a piercing gaze
10	Kolass the Great: Theater, always seen in colorful, casual garb
11	Lillica Rennis: Astrology, uses old suitor's notes to her as demonstration handouts
12	Loeffel Woodward: Languages, also known as "The Loafer," teaching the easiest class to pass
13	Morgan Ipekring: Ciphers, speaks of her time as an adventurer
14	Oliver Ramshaw: Arcane sciences, rumors says he is having an affair with another professor
15	Oxley Fairfield: Alchemy, also known as "The Ox," the university looks to replace this professor
16	Perek Barliadi: Nonmagical healing, speaks fondly of helpful necromantic magic
17	Rourke Ashwork: Music, has a following among his younger female students
18	Sammael Azar: History, an excellent teacher but with a very short temper
19	Seto Agudela: Civics and culture, has many maps of her extensive travels
20	Tandy Barago: The Planes, they say she's been to other worlds and it's affected her mind

Table 3–222: University Students

1	Adriana Perone: History, plans to become a professor once she feels she's learned enough
2	Amir Windless: The perpetual student of the school
3	Fedro Gabel: Languages, he and his wife, Dana, attend classes together
4	Heikki Halvarado: Arcane sciences, standoffish and a loner
5	Hugh Zivick: Mathematics, has a strange accent and spectacles
6	Kantiri: Philosophy, mature age, keeps hair long in braids and is handsome
7	Kelleron Dussel: Zoology, scruffy and unkempt, once broke up a fight between professors
8	Medgerdichian: Wars and strategy, stern and handsome
9	Mitro Mantaka: Magic, loves attention and very talkative
10	Moyal Triolo: Fey studies, daydreamer who has few friends
11	Orchant Farrokh: Astrology, strong-willed and highly motivated
12	Roy Tapia: Local hero, always making new friends
13	Sheldon Arronov: Metallurgy and alloys, has strange gray eyes
14	Sorgie Baranco: Chirurgery, presence stands out in a crowd
15	Tilton Caveglia: Economics, practical joker
16	Trice Tomanian: Taking only a single theater class, gold digger
17	Viago Moreta: Law and crime, brooding about a mysterious past
18	Werne Collado: Avoids most people since one of his parents is in an influential position
19	Zahdra Spathi: Divination, wants to understand the visions she receives
20	Zayas Pachana: Father is a professor at the school; prone to violent outbursts regarding the subject

CRAFTING A FANTASY CITY

It's no surprise this is the biggest chapter in the book. No one place contains as many elements to keep GMs and players on their toes as cities. We've tried to provide as much information as possible to either answer nearly any question or spark a writer's block. Over 90 pages, this chapter has everything you need to build a city from the ground up.

You may be using this chapter in two different ways, either sitting down to plan a city or caught with your britches down when the characters decided on an unexpected detour. Either way this section can help.

When building from scratch, it's important to name your city and then decide on its size. The governmental structure helps and once you know that, you can determine who rules the city… and who *really* rules from behind the scenes. Are guilds important to your city? Wizards? The local university? This chapter can answer all those questions.

From there, you can design a basic city shape. There are tables for First Impressions, Location, Background, and History, and even a Basic Description so that you only need to visit one chart, instead of ten. Use entries as inspiration and draw the basic shape of your city. Mark a number of entrances and exits and if your borders are just that or actual walls.

Next, do the district and quarters borders and mark their purposes or names. In between the neighborhoods are major streets; use that table to build those entries. Break up the neighborhoods with historic or special sites, and a monument or two. Make notes of which buildings are in which neighborhood or ward. Use the words in Building Types for ideas.

Make notes on the primary industry of the city and how that effects the layout. Note how commerce is handled, if there are any guilds to contend with, and who the mover-and-shaker nobles and merchants are.

Take a look at the various Crimes and Punishments and decide on a general system of law.

Decide what gods are worshipped and where their temples or shrines are located.

Are there any universities on hand? If so what are their specialties?

The remainder of the tables in this section help answer questions that players frequently ask during play. The tables help provide snappier responses than the ones you may have.

Characters will want to take in the local sights, pay a visit to the market (or black market) check in with guilds, do research, get rooms at an inn, take in a show, or find a fine meal. They can even meet locals or find company for the evening. It's all in here!

USING THIS CHAPTER

City Names 2
3 Northspire
City Description, Detailed
2 A circular city built on the side of a steep hill….
Gatehouses
7 Stone guardhouse with an iron portcullis…
Flag Symbols
5 Box and Barrel
Size and Population
10 Small City [6,000]
City Location Background
11 Gradually built around a consortium of guilds
Government 2
16 Patriarchy
Power behind the Throne
8 Governor Thant Vagilark, Lord of Charm Magicians
Street Names 1
9 Blackstern Street
City First Impression
5 Crowded and unkempt
Architecture
11 Muted Slate and Stonework
Districts and Quarters
4 Inn and Tavern district
City Sights
Public auctioneer draws an impressive crowd
Taverns and Inns 1
19 Crickets
Tavern Interior
8 Horseshoe-shaped bar…
Tavern Population 1
5 Four humans and a dwarf
Tavern Population 2
12 Two elves and a human dandy
Tavern Crowd
7 Everyone is laughing and trying to get the owner's cat that is caught in the rafters
Alcohol 1
16 Ginger Beer
Rooms for Rent
19 one suite for 8gp
Inn Diversions 3
3 Pickpocket caught

After a long journey you reach Northspire, a small circular city built on the side of a steep hill. The walls are stone, broken up by fortified towers with soldiers in each. Approaching the stone gatehouse, you notice the portcullis worked into the city's coat of arms — a stylized box and barrel. Rumor has it this city was built around a consortium of guilds, attracting out-of-luck folks to work the various shops. The oldest and most powerful guild leaders (all men, mind you) rule the city. Most are personal friends of Thant Vagilark, the head of the guild of enchantment magic, who makes frequent visits to this otherwise small city.

You stroll down the main thoroughfare — Blackstern Street — taking note of the crowded and unkempt dwelling conditions, all gray and unimaginative slate and stone structures. A huddled gang of workers talk among themselves outside a shop. Across the way a larger crowd gathers around a man shouting about different items being auctioned off from a corner residence.

A sign on one building welcomes you to Crickets, a local watering hole. Inside is a horseshoe-shaped bar with ten stools with a lowered interior; four booths and four long tables sport colored candles. Around the bar are four humans and a dwarf, along with a couple of elves and a human dandy. Everyone is laughing and trying to get a cat down from the rafters. A serving wench mentions the ginger beer is a local favorite and that only one room remains — a single suite at 8gp a night. Suddenly, there's a noise… as a burly patron stands up, having just caught a pickpocket.

CHAPTER FOUR

MARITIME

PORTS O' CALL

Table 4–1: Port Names 1	
1	Annex Bay
2	Bandar Point
3	Bargeton
4	Bridgetown
5	Cape Cristobol
6	Cape of Saints
7	Cape Yeoman
8	Colossus Gulf
9	Coral Bay
10	Darkwash Landing
11	Deepharbor
12	Dire Cape
13	Eagle Point
14	Glass Bay
15	Grim Cove
16	Hazzir Bay
17	Jamestown
18	Jericho Landing
19	Kingsport
20	Kirkdun Harbor

Table 4–2: Port Names 2	
1	Mammoth Point
2	Never Moor
3	Outrigger Dock
4	Port Behremij
5	Port Galtas
6	Port Haven
7	Port of Men
8	Princeport
9	Port Unique
10	Razor Landing
11	Reunion
12	Saint Marcus Marina
13	Saint Troix
14	Sonata Bandar
15	Thrace
16	Tildon
17	Valletta
18	Victory Channels
19	Vincennes
20	Waterford

Table 4–3: Ports at-a-Glance	
1	Busy and well-patrolled
2	Capital of country
3	Entertainment center
4	Excellent information and knowledge
5	Excellent weapon and armor smiths
6	Export center
7	Filled with king's troops
8	Filled with criminals and scum
9	Good repair facilities
10	Guild-run port
11	Import center
12	Military fortress
13	Pirate's den
14	Quarters strictly defined
15	Ramshackle
16	Saturated with industry
17	Scarcely populated
18	Significant magical activity
19	Smuggler's haven
20	Substantial humanoid population

Table 4–4: Port Intrigue	
1	Boasts pearl beds and divers
2	Deadly fog shrouds city at night
3	Flooded by bad storm
4	Founded by a pirate
5	Has a huge water clock in center of town
6	Houses a torturers' guild
7	Lit by magical torches
8	Mayor is reputedly a pirate
9	Mints coins for the government
10	Museum houses a dragon skull
11	Mysteriously abandoned recently
12	Quarantined for plague
13	Royalty has a home here
14	Ruled by mad priest of a sea deity
15	Run by a council of pirates or adventurers
16	Sand on the shore is black
17	Sea races openly walk the streets
18	Suffers the strain of tribute to local dragon
19	Tension between ruler(s) and local druid(s)
20	Trades freely with sea race(s)

Table 4–5: Dockside Personae

1	Alec the dock warden inspects ships for contraband outlawed by the local nobles.
2	Atrayu the seer forgets most of his own past but is outstanding at seagoing lore and stories.
3	Brushela Cauldron-Tamer, retired naval cook, now serves up her wares in the Studded Anchor.
4	Ditrik the warehouse owner and smuggler's contact and his regime of bodyguards.
5	Docan the shipwright and retired advisor to the imperial navy, available for advice.
6	Duthalik the dwarf siege-engine specialist, in both shipboard catapults and ballistae.
7	Dythellia the Seawitch, a druid of no little skill, speaks with sea creatures for news from afar.
8	Gaithlin Kraken-Slayer, bard of the high seas and former cabin boy of Captain Risella Redmane.
9	Grace the necromancer, known to have powered the Skullreaver with untiring skeletal rowers.
10	Jaitia, aquatic elf who travels from port to port in search of word of a lost city of her kind.
11	Johannus Coop, the retired shipwright who nitpicks ship imperfections that really don't matter.
12	Lukin the harbormaster, with logbook and writs of notice, is always accompanied by his assistant.
13	Martiorin, the matriarch of the local guild of innkeepers and taverns, who owns the Sailor's Rest.
14	Old Jorris the beggar who claims his ship wrecked here years ago and has a great pity craving.
15	Seti Irmal, cleric to the god of the sea, collecting alms and giving blessings to departing ships.
16	Solveig the half-ogre bosun recently expelled from the *Xenwind,* looking for new work on deck.
17	Sorgiss Redflesh, permanently sunburned sailor who survived 30 days in the Dreadmyth Sargasso.
18	Theldar the brawler, champion arm wrestler and freelance shipboard marine.
19	Urid the Grym, master pilot and chart-reader, with sack of sextants, measuring devices, and gear.
20	Xavier the master navigator's collection of ancient mariner's maps rivals that of the oldest captain.

Table 4–6: Dockside Diversions 1

1	Artist is making charcoal sketches of the docks
2	Band of musicians play to announce the arrival of a noble's ship
3	Battered ship enters port and the surviving sailors are few
4	Child covered with seaweed is chasing other children down the docks
5	Children have acquired a small mirror and are reflecting sunlight into the eyes of pedestrians
6	Coachman is refusing a fare; the angry customer begins kicking the coach
7	Couple of drunken salts are telling tales of sea serpents that they've "seen"
8	Couple of newlywed nobles are being sent off; the young bride weeps
9	Cowled figure is being escorted aboard a ship by several sailors and guardsmen
10	Crate on the docks explodes, releasing a hungry creature
11	Crew of a nearby ship sings as it prepares to set sail
12	Criminal is being escorted to a ship; the crowd hisses and follows behind the guards
13	Dark cloaked figures chase a small boy down the docks; the lad is heading for the water
14	Drunken sailors attempt to return to their ship, but board the wrong one; a scuffle ensues
15	Due to the displeasure of the sea goddess, the harbor has turned into a huge whirlpool; the town — desperate to make amends — considers tossing sacrifices into the harbor
16	Family, leaving town, carries all their belongings; a sailor scolds them about so much baggage
17	Famous bard entertains at a dockside tavern; the place is full with a crowd just outside the door
18	Figurehead is being repaired or replaced on a damaged ship
19	Fisherman and a young couple are haggling over the sale of a boat
20	Fisherman carefully cuts up and feeds his catch to a couple of fat cats

Table 4–7: Dockside Diversions 2

1	Fisherman is cleaning his catch and feeding nearby seagulls what he can't use
2	Fishing boat runs aground and cracks against the hull of a bigger ship in the marina
3	Fishing net animates and begins dragging pedestrians into the water
4	Giant dead sea creature has floated into the harbor
5	Guards are trying to arrest a ship's captain on charges of piracy; he is resisting
6	Harbor has turned the color of blood
7	Harbor is filled with floating dead fish; the smell is terrible
8	Harbor is quickly and quietly being emptied; no one will speak of why
9	Harbormaster has fainted and no one seems to notice
10	Horse has been spooked and is pulling a wagon down the docks at breakneck speed
11	House explodes; the inhabitants have been known to locals to experiment with unstable substances
12	Hungry sharks swim lazily in the harbor, waiting patiently for food
13	In the harbor a (plague) ship is being sent away; someone is sick aboard
14	Large chest is under heavy guard as it is loaded onto a wagon
15	Large chest on the deck of a ship seems to move toward the water
16	Large ship boasts several pirate flags hanging from its figurehead as trophies
17	Laughter can be heard from beneath the docks; the locals claim they can't hear anything
18	Local inventor tests an breathing apparatus for use underwater
19	Long line of people waits near a wagon; a sign with a picture of a steaming crab hangs on the side
20	Lucky cat has stolen a dock fisherman's catch; he begins chasing the culprit

Table 4–8: Dockside Diversions 3

1	Merchant is being visited by a couple of thugs
2	Merchant — hawking his wares — speaks in a foreign language, desperately clamoring for trade
3	Nearby figurehead seems to wink occasionally
4	Newly built ship is being lowered into the harbor today; if all goes well a christening will follow
5	Noble claims he's been insulted and challenges a young boy to a duel
6	Noble has caught her dress hem on a nail; she is trying to unobtrusively free herself
7	Noble uses a fisherman's pole to retrieve his hat from the water; a fisherman flips a coin, smirking
8	Old woman hobbles on a cane down the docks and the pedestrians give her a wide berth
9	Old woman sits in a rocking chair knitting; occasionally talks to "Oswald," but she is alone
10	One of the piers has been torn away and can be seen floating in the harbor
11	Pair of young women who are twins are fishing off the dock
12	Parrot familiar has flown onto a building sign; a sailor tries to coax it down
13	Peg-legged sailor is dancing with a woman to the tune only they can hear; they've just been married
14	Press gang hurries its catch to a ship with a few folks in tow
15	Pretty young woman is being harassed by a group of sailors
16	Priest silently prays at the docks; few notice and nudge him as they pass
17	Rat is chased by a cat nearby; it seems to squeak out "Help!" to pedestrians
18	Regal coach sits on the docks; no one is seen leaving or entering it
19	Rogue's hand is removed at a stall for stealing; locals cheer as the axe falls
20	Rowdy sailors have just been granted shore leave

Table 4–9: Dockside Diversions 4

1	Sailing ship enters port crewed entirely by an aquatic race
2	Sailor has hung himself from a docked ship's mast overnight; everyone is afraid to board the ship
3	Sailor going wild and breaking things after learning his girl has married another while he was at sea
4	Sailors from two rival ships have started to argue; this likely leads to fisticuffs
5	Scholar is unloading his library from a ship and is making the porters' job difficult by supervising
6	Seven cowled figures have taken positions on a ship in port and are standing very still
7	Several old men repair fishing nets while trading rumors
8	Shifty fellow offers his services as a guide to a group of naïve folks who have just disembarked
9	Ship has captured a magical aquatic beast… alive
10	Ship has caught fire and crews from nearby ships help put it out
11	Ship here with a huge hole in the side; it's a miracle it managed to reach port
12	Ship's entire crew refuses to sail out again on the ship they came in on; they won't say why
13	Ships and boats in the harbor are all being sunk from below
14	Ship's (magical) figurehead is arguing with the captain
15	Shouts can be heard from a ship whose crew is having trouble replacing torn sails
16	Sky has darkened quickly and everyone is closing up, getting to shelter and preparing for a storm
17	Small child is selling polished seashells from a basket
18	Small fishing boat has a large shark across the deck
19	Small group of children pick on a smaller child
20	Some crewmen claim they've captured a member of an aquatic race long thought extinct

Table 4–10: Dockside Diversions 5

1	Some sailors cracked open a casket of rum and now roll the empty casket along the dock
2	Someone has covered all the dockside windows of a ship with tar
3	Townsfolk are making repairs to one section of the docks
4	Travelers are trying to coax their horses on board a ship
5	Two fisherman argue and blame each other over some inconvenient and overblown slight
6	Two sailors are fighting over a woman while she is eyeing another man across the docks
7	Whales have beached themselves near the edge of the docks
8	While a ship departs several women stand on the docks and wave farewell to their sailors
9	Young apprentice crushes shells with a mortar and pestle, with her legs hanging out over the water
10	Young bard plays a worn and repaired lute, a beaten hat at her feet with a few coppers inside
11	Young boys throw rocks at seagulls
12	Young boys have tied a dead rat to string, using it and a few nets to gather crabs
13	Young fisherman is having a hook removed from his hand by another
14	Young man can be seen swimming in the harbor
15	Young man is feeding soup to a drunken beggar
16	Young man joins a crew as mother watches, weeping; the sailor pretends not to notice
17	Young pretty woman helps a drunken man leave a tavern and walk home
18	Young woman sells fried squid on a stick
19	Young woman — posing as a boy — applies for cabin boy position; the sailor sends her away
20	Young woman is using a long stick to collect seaweed; a basket filled with it is nearby

Table 4–11: Dockside Establishments 1

1	Apothecary
2	Bait shop
3	Bakery
4	Barber
5	Baths
6	Brothel
7	Butcher
8	Carpenter
9	Church
10	Cooper
11	Dock master
12	Fest hall
13	Flophouse
14	Flower girl
15	Gambling hall
16	General store
17	Glass blowing
18	Inn/tavern
19	Lumber mill
20	Map maker

Table 4–12: Dockside Establishments 2

1	Market
2	Mercantile
3	Merchant shop
4	Merchant stall
5	Moneychanger
6	Pawn shop
7	Rope/net maker
8	Sage
9	Sail maker/seamstress/tailor
10	Sailor's guild
11	Scribe
12	Shipwright
13	Smithy
14	Stable
15	Tattoo shop
16	Tinker
17	Tobacco shop
18	Trinket shop
19	Wagon maker
20	Warehouse

Table 4–13: Port Imports/Exports 1

1	Armor
2	Art
3	Cattle
4	Coal
5	Drugs
6	Exotic steeds
7	Fine fabrics
8	Fine furniture
9	Fine steeds
10	Fish
11	Fruits and vegetables
12	Furs or skins
13	Grain
14	Herbal remedies
15	Information
16	Ivory
17	Jewelry
18	Lace
19	Leather goods
20	Magic items

Table 4–14: Port Imports/Exports 2

1	Maps
2	Marine jewelry
3	Paper goods and books
4	Poisons
5	Porcelain
6	Potions
7	Pottery
8	Precious stones
9	Raw ore
10	Scrimshaw
11	Scrolls
12	Slaves (legal or illegal)
13	Spices
14	Stone
15	Unusual plants
16	Weaponry
17	Wild animals
18	Wines/spirits
19	Wood and lumber
20	Woven goods

Table 4–15: Black Market

1	Accoran Mathruis has illegal orc tobacco for sale in his attic.
2	Barot Torb, a dwarf, has a secret room under his smithy where he trades in smuggled metals.
3	Corithan Solomon runs a general store where you can contact a prostitution ring.
4	Cyrence Borouck sells illegal and outlawed magical items from his small boat.
5	Devinstance Eonmos can procure any type of contraband down by the Craven Tavern.
6	Dominus Gillid sells potions, but if you rub your chin he'll show you outlawed, rare poisons.
7	Dorivan Delgrath can get elven food served in the basement of his simple inn.
8	Dougrich Heward is a contact for the Crimson Wasp assassins, and can broker deals too.
9	Esrabeth Nominus can get small reams of the highest quality elf paper in his general store.
10	Evenrude du Builrend sells normal perfumes and has a small stash of dwarven perfume as well.
11	Hollique Fleur isn't just a barkeep but a font of specialized information on trade.
12	Lady Ventrasa Illimus has a slave trade running from her extensive estate grounds.
13	Lethony Velendra knows a band of diviners willing to cast divination spells on anyone for a price.
14	Malichai Durgen owns the magic guild but can get custom wards designed for any locale.
15	Marcah Caslar, leader of the Rotgut Men, offers all manner of protection, no matter where.
16	Nathaneth Doricon is a bookseller who also smuggles the outlawed true history of the monarchy.
17	Oliman Zabrandus deals in special outlawed pearls that can be ground into alchemical elixirs.
18	Patrem Mornrim can obtain magical components for spells long outlawed in the land.
19	Roderick "Justice" MacLachlan channels bribes and gifts to members of the court system.
20	Zachriam Munavian acquires healing potions that, while potent, exact a bizarre toll on the body.

Table 4–16: Establishment Supplies

1	Borigdarr Darkhorn runs a dockside shack that sells fishing supplies and bait.
2	Carsae Kalizan runs a potion shop out of a wagon that roams the docks.
3	Crigo Mylarn operates a blacksmith shop specializing in farm equipment.
4	Darlane Du Sara is a woodworker who makes and sells barrels and troughs.
5	Glaerim Sullendrach operates a jewelry store and also cuts gems himself.
6	Gurrion Korith owns one of the finest stables around, selling both horses and ponies.
7	Harish Findar runs an outstanding all-purpose bakery out of his simple home.
8	Jedder Kor is a scribe who transcribes books and writes special letters and forms.
9	Ketrick Jentha has a candle shop that specializes in all matter of illumination.
10	Lhaerus Levien owns a hobby shop with game pieces, tavern puzzles and toys.
11	Luzward Brynn is a bookseller and stocks both scholarly work and common tales.
12	Marias Heybor runs a dingy shop selling cheap clothing materials and silks.
13	Meith Arachar and her daughters own a simple desert shop with pies and cookies.
14	Moiran Gilath runs an apothecary that also dabbles in occasional snake oil.
15	Mythliam Dimitre is the proud owner of a tannery and grain shop.
16	Nerek Artinal runs the local woodworks and his brother Balis makes furniture.
17	Orikoff Goldbar owns a brewery and sells some of the finest homemade ales around.
18	Tiffon Belia owns a sword and knife shop and offers regular sharpening for free.
19	Trinio Levandar operates an armory with special items he obtains from dwarves.
20	Tyrkoth Jystuul runs the local clothier and offers both work gear and festival dress.

CREWING THE SHIP

Table 4–17: Nautical Equipment 1

1	Anchor
2	Air bladder
3	Astrolabe
4	Belaying pin
5	Bilge pump
6	Binnacle
7	Boatswain's whistle
8	Captain's log
9	Captain's speaking cone
10	Charting tools
11	Compass
12	Ditty bag
13	Diving grease
14	Diving helm
15	Goggles
16	Grappling hooks and line
17	Lifesaver
18	Log line
19	Maps and charts
20	Oar

Table 4–18: Nautical Equipment 2

1	Rope
2	Sail repair material
3	Sail, great lateen
4	Sail, great square
5	Sail, large lateen
6	Sail, large square
7	Sail, medium lateen
8	Sail, medium square
9	Sail, small lateen
10	Sail, small square
11	Sea rations
12	Sextant
13	Ship repair material
14	Ship's bell
15	Siege weapon and ammunition
16	Spyglass
17	Telescope
18	Timepiece
19	Water odometer
20	Weather glass

Table 4–19: Captain's Orders

1	Abandon ship: everyone overboard
2	All hands in: no night watches
3	Anchor's aweigh: let's set sail
4	Bear down: turn away from the wind
5	Bring alongside: pull beside another vessel
6	Bring to: use the sails to come to a halt
7	Cut and run: cease grapples on ship and flee
8	Full ahead: top speed straight course
9	Full and by: sail into the wind
10	Furl the sails: wrap sails around mast
11	Hard to aft: turn right
12	Hard to port: turn left
13	Haul wind: turn into the wind
14	Lay ahull: wait out a storm
15	Lay: to come and go, usually followed by a deck position
16	Outward bound: leave port of safety
17	Overbear: sail downwind, stealing another's wind
18	Pipe down: demand silence
19	Sound the bell: an alert
20	Toe the line: crew report on deck in line

Table 4–20: Ship's Crew

1	Artillerist
2	Bosun
3	Cabin boy
4	Captain
5	Carpenter
6	Consort
7	Cook
8	First Officer
9	Marines
10	Navigator
11	Officers
12	Purser
13	Sea wizard
14	Seaman, experienced
15	Seaman, green
16	Second Officer
17	Slave, new
18	Slave, veteran
19	Steward
20	Taskmaster

Table 4–21: Nautical Terms 1

1 Abeam: At right angles to, or beside, the boat
2 Aboard: On or in the boat
3 Aft: Toward the stern
4 Aground: When the hull or keel is against the ground
5 Aloft: Overhead or above
6 Amidships: The middle of a vessel, either longitudinally or transversely
7 Anchor: An object designed to grip the ground under a body of water
8 Astern: Behind the boat
9 Backstay: A support wire that runs from the top of the mast to the stern
10 Bail: To remove water from the boat
11 Ballast: Weight in the lower portion of a boat, used to add stability
12 Battens: Thin, stiff strips of wood, placed in pockets in the leech of a sail, to keep its form
13 Beakhead: A platform or projecting structure forward of the forecastle
14 Beam: The width of the boat at its widest
15 Bearing: A compass direction from one point to another
16 Belay: To make secure
17 Bight: A loop
18 Bilge: The lowest part of a boat, designed to collect water that enters the boat
19 Block: A pulley
20 Boat Hook: A device designed to catch a line when coming alongside a pier or mooring

Table 4–22: Nautical Terms 2

1 Boatswain/Bosun: An officer in charge of the rigging and sails and whistles the crew to their posts
2 Bolt Rope: A rope sewn into the luff of a sail for use in attaching to the standing rigging
3 Boom: The horizontal spar to which the foot of a sail is attached
4 Bore: Interior of a cannon barrel
5 Bow: The front of the boat
6 Bowsprit: A spar extending forward from the bow
7 Broach: To spin out of control, either causing or nearly causing a capsize
8 Broad Reach: A point of sail when the boat is sailing away from the wind
9 Breech: The part of a cannon behind the bore
10 Buoy: An anchored float marking a position or for use as a mooring
11 By the Lee: Sailing with the wind coming from behind, and slightly to the side
12 Capsize: To turn a boat over
13 Cast Off: To release lines holding boat to shore or mooring, to release sheets
14 Centerboard: A fin-shaped, removable board that extends from the bottom of the boat as a keel
15 Chainplates: Metal plates bolted to the boat to which standing rigging is attached
16 Chock: A guide for an anchor, mooring or docking line, attached to the deck
17 Cleat: A fitting to which a line is secured
18 Clew: The lower aft corner of a sail
19 Close hauled: A point of sail when the boat is sailing as close to the wind as possible
20 Cockpit: The area, below deck, more protected than the open deck, where the wheel is handled

Table 4–23: Nautical Terms 3

1	Companionway: A stairway or ladder leading from one deck to another
2	Displacement: The weight of the water displaced by the boat
3	Draft: The depth of the boat at its lowest point, also the depth or fullness of the sail
4	Drift: The movement of the ship when not powered, or being pushed sideways while powered
5	Ease: To loosen or let out
6	Fathom: A measurement relating to the depth of water; one fathom is six feet
7	Figurehead: A carved bust at the foremost extremity of the bow below the bowsprit
8	Forward: Toward the bow of the boat
9	Forecastle: A short, raised foredeck; forward part of the upper deck between foremast and stem
10	Foremast: The forward mast of a boat with more than one mast
11	Foresail: The jib; one of a few different sails at the foremast
12	Fouled: Entangled or clogged
13	Freeboard: The distance from the highest point of the hull to the water
14	Furl: To fold or roll a sail and secure it to its main support
15	Gallery: A balcony projecting from the stern or quarter of a large ship
16	Gimball: A device that suspends a compass so that it remains level
17	Ground Tackle: The anchor, chain, and rode
18	Gundeck: The deck where the guns are located
19	Gunport: Exit in a gunwale or bulwark for the muzzle of a cannon
20	Gunwale: The railing of the boat at deck level

Table 4–24: Nautical Terms 4

1	Halyard: The line used to raise and lower the sail
2	Hard Alee: The command given to inform the crew that the helm is being turned quickly leeward
3	Hatch: A rectangular opening in a vessel's deck
4	Head to Wind: The bow turned into the wind, sails luffing
5	Headsail: A sail forward of the mast, a foresail
6	Headstay: A wire support line from the mast to the bow
7	Headway: Forward motion
8	Heave To: To stop a boat and maintain position (with some leeway) by balancing rudder and sail
9	Helm: The tiller or wheel, and surrounding area
10	Helmsman: The member of the crew responsible for steering
11	Heel: The leeward lean of the boat caused by the action of the wind on the sails
12	Hoist: To raise aloft
13	Hold: The interior of a hull, especially of a merchant ship where cargo and ballast are stowed
14	In Irons: Having turned into the wind or lost the wind; stuck and unable to make headway
15	Jib: A foresail; a triangle-shaped sail forward of the mast
16	Jibe: A change of tack while going downwind
17	Keel: A fin down the centerline of the bottom of the hull
18	Knot: A unit of speed; one knot is (one nautical mile) 6,076 feet per hour
19	Lanyard: A line attached to any small object for the purpose of securing the object
20	Lateen: A triangular sail, or the style of rigging in which the sail is tied to a boom

Table 4–25: Nautical Terms 5	
1	Latitude: Degrees north or south of the equator
2	Leeward: Downwind
3	Lifeline: A rope fence surrounding the deck to help prevent crew from falling overboard
4	List: The leaning of a boat to the side because of excess weight on that side
5	Longitude: Degrees east or west from a fixed line which travels from the North to South Pole along the surface of the planet
6	Mast: A long pole or spar of timber set upright on a ship's keel to support the sails
7	Mizzen: The shorter mast behind the main mast
8	Mooring: An anchor or weight, permanently attached to the sea floor, with a buoy on the surface
9	Pinch: To sail as close as possible toward the wind
10	Point: To turn closer toward the wind (point up)
11	Port: The left side of the boat
12	Port tack: Sailing with the wind coming from the port side, with the boom on the starboard side
13	Privileged vessel: The ship with the right of way
14	Reach: Sailing with a beam wind
15	Ready About: Prepare to come about
16	Rhumb Line: A straight-line compass course between two points
17	Rigging: Standing rigging is the mast and support lines; running rigging is the lines for adjusting sails
18	Rudder: A fin under the stern of the boat used in steering
19	Running: Going directly downwind
20	Scull: Move the rudder back and forth in an attempt to move the boat forward

Table 4–26 Captain Names 1	
1	Arthur
2	Bainbridge
3	Barron
4	Berwick
5	Catesby
6	Charles
7	Chauncey
8	Cook
9	Cushing
10	Drake
11	Edward
12	Everett
13	Fryatt
14	Gendar
15	Halpin
16	Hazard
17	Hook
18	Jean
19	Joshua
20	Langer

Table 4–27 Captain Names 2	
1	Lawrence
2	Maynard
3	Mulzac
4	Nelson
5	Reid
6	Richmon
7	Roberts
8	Ronston
9	Samuel
10	Scarlet
11	Seyburn
12	Silver
13	Stockton
14	Thomas
15	Truxton
16	Van Durgen
17	Welch
18	Wilkes
19	Winslow
20	Woodget

Table 4–28: Rope Knots	
1	Artillery loop
2	Bowline
3	Clove hitch
4	Figure eight
5	Fisherman's knot
6	Halyard
7	Midhsipman‘s hitch
8	Monkey’s fist
9	Noose
10	Reef
11	Rigger’s bend
12	Running bowline
13	Sailor’s hitch
14	Sheepshank
15	Sheet
16	Span loop
17	Square
18	Studding sail
19	Timber hitch
20	Water knot

Table 4–29: Crow’s Nest (Vantage Point)	
1	Cliffs
2	Coral reef
3	Docks
4	Driftwood
5	Enemy ship
6	Floating island
7	Friendly ship
8	Kelp bed
9	Lighthouse
10	No features
11	Peninsula
12	Raft (with occupant?)
13	Sand dune
14	Sand island
15	Sargasso
16	Sea tower
17	Ship graveyard
18	Shoreline
19	Stone island
20	Tidal marsh

Table 4–30: Ship Mission	
1	Attack
2	Deliver or picking up cargo
3	Envoy to sea races
4	Exploration
5	Fishing or whaling
6	Mapmaking or star charting
7	Military maneuvers
8	Passage
9	Patrol
10	Pilgrimage or religious quest
11	Piracy
12	Prison transport
13	Rescue
14	Research
15	Salvage
16	Scouting
17	Secret mission for monarch
18	Smuggling
19	Trade
20	Treasure hunting

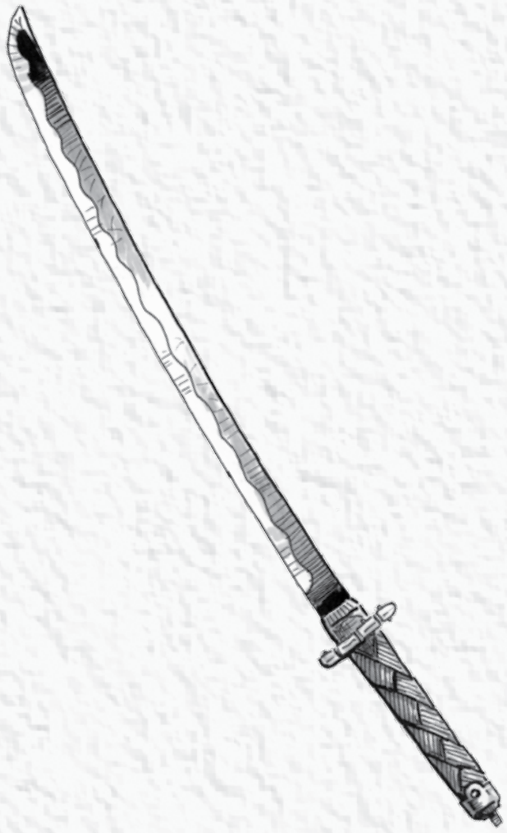


Table 4–32: Maritime Adventures

1	After being signaled to a small island, the survivors there claim to need a lift back to the mainland. Their ship, sunk nearby, is of an enemy nation and the grateful folks try a coup once the journey is underway.
2	All gossip is abuzz of an infamous pirate captain finally captured and set to be executed this day, with still no word on his famous treasure trove.
3	Creatures resembling weresharks are washing up on shore, dead, but lycanthropes revert to their human forms when they die.
4	Finding an underwater race at war with its own kind, the characters discover two family scions each laying claim to a map to a human pirate's treasure cache supposedly filled with magical riches.
5	Flocks of seagulls have been attacking anyone approaching a recently wrecked ship, driving them off with strange sounds and diving attacks.
6	Ghostly sailors lumber through the dock ward at night, but they are missing their heads.
7	Group of local fishermen have tales of catching strange, many-tentacled mutated air-breathing creatures in their nets.
8	Ocean waters the group sails on become red and are scalding to the touch, and begin warping the wood the ship is made of.
9	Pilgrims ask the group to bring them to an offshore monastery on a series of rocky islands, but the monastery is abandoned and the clergy and monks vanished.
10	Sea elves begin showing up in fishing nets poisoned or diseased, and yet the elves refuse help from a landlubber ambassador cleric who wants to help.
11	Sea witch claims an infamous lighthouse's beam from town is causing havoc, but no one knows why.
12	Series of storms have parked near a major and important shipping lane and shows no sign of moving on or stopping.
13	Ships coming into harbor all report a small island just out of view, an island no charts ever recorded before.
14	Shipwreck is spotted sailing on the ocean as if it were raised from the depths and somehow seaworthy again.
15	Shipyard suffers a series of setbacks after mysterious, instant fires seem to start on their near-completed work out of nowhere.
16	Toppled lord begs the group to see him safely to an underwater city where he can live out his remaining days safe from the assassins who pursue him.
17	Unscrupulous miser uses legal slaves to smuggle alchemical materials to an illegal guild, until one of them explodes coming off a ship at the docks.
18	Well-used trade route is being reported as a deathtrap. Ships are attacked from beneath with no chance to repel or see the attackers.
19	Whales sacred to a dockside temple to the sea begin showing up beached with signs of shark attack as the cause, in waters where no sharks have ever been reported.
20	With no wind, the group's ship drifts into a sargasso sea so thick you can walk on the kelp to other abandoned ships caught in the deathtrap.

Table 4–33: Maritime Legends

1	After heavy damage during a war, *the Sirocco* was abandoned and left to sink. The rescue ship was rammed later that night by the sinking ship, apparently unmanned. Both ships sank together.
2	Capt Voldmaar of the *Lady Shark* was forced to walk his own plank when his first mate started a mutiny. His ghost haunts the local waters, searching for other sailors of a betraying sort, and they are never seen again. "Taken by Old Vold" is a common muttering when a sailor goes missing.
3	Captain Remy Marlin of the *Slow Burn* made a profit from transporting passengers only to rob them and force them overboard. A crewmen killed him in his sleep and tossed his body into the sea.
4	Captain Zachariah Montaigne spent seven years building *the Twister* to only have her destroyed by storm on her maiden voyage. His ghostly ship is seen only on the anniversary of her destruction.
5	Evil water spirit took the form of a woman and was "rescued." She killed the entire crew and waited to be rescued again. She fell in love with a sailor and told him her true nature. He killed her and her ghost still gets "rescued" from empty ships while looking for him.
6	A frigate named *the Excellent Sinner* was a merchant ship famous for her speed. She sailed a long time before retiring. She was to be sold at auction, but vanished from dry dock the night before.
7	Galleon the *Familiar Demon* sails upside down, using the sails to collect water currents and only rights itself to attack. It is crewed by vampires.
8	Johan and Argenta, pirate lovers, fought over booty. He killed her in a rage and dumped her into the sea. Her ghost returned and killed him but could not pass on to rest. She now captains the ship.
9	Jilted tavern wench found a witch to curse the man who chose the sea over her. He and his fellow crewmen can never set foot on land ever again. It is rumored they still live.
10	Kraken Rock marks where Captain Fenwick's crew of the *Tireless Wench* were attacked by a ghostly kraken. Whenever a crewman has a bad night's sleeps, older sailors mention the legend.
11	Pirate ship *Black Thunder* and crew are invisible; the telltale wake is the only way to see them. They've plagued the sea for over a hundred years.
12	Pirate ship *Profane* was finally caught and sunk in these waters 27 years ago. Folks still find empty lifeboats from the ship on the coastline to this day.
13	Prisoners and criminals transported by sea often disappear, missing without a trace. The crew claim to never remember seeing the missing person. Traitorous seaman are most oft to disappear.
14	Razor Coast is riddled with shallows and deadly reefs. The legend says that the only true way to pass safely is to sacrifice a green sailor to the waters below.
15	Rowing barge called the *Lucky Monkey* was oared by slaves. Tired of being mistreated, they revolted and killed their master, but before Captain Zimmer died he cursed them to remain slaves forever.
16	A ship named *Sabrina* — a sturdy cog — was found with all hands missing and nothing odd noted in the captain's log. She was towed to port only to disappear the next night.
17	The Ship *Dire Nixie* of Lord Trevor and Lady Diana Ballestine, within sight of dock it suddenly exploded and a ghostly replica emerged from the flames. It is often seen at night and at a distance.
18	Stormwrack Isle is home for those lost at sea trying to save others. Ghosts of sailors lost to the sea congregate here, and warn ships of impending doom through small superstitious messages.
19	Three brothers joined the navy and earned Captain titles. Two were killed in the line of duty and their ghosts aid the survivor Captain Gabriel Slade in his interests. Disgruntled by the pointless loss of his kin he became a pirate, marauding the south seas in a pointless act of revenge.
20	White Towers of Woe appear randomly, jutting from the waves and the faint singing of women is heard for miles. These towers signifies the untimely death sailors and are considered an ill-omen.

SHIPS

Table 4–34: Ship Names 1	
1	Briny Baron
2	Cassandra
3	Clarissa
4	Coincidence
5	Consequence
6	Contrary Lady
7	Cruisecoral
8	Cyclone's Lament
9	Determination
10	Duty
11	Elizabeth
12	Firmament
13	Golden Opportunity
14	Gull's Friend
15	Honorable
16	Indomitable
17	Intrigue
18	Lady's Luck
19	Lady's Promise
20	Lost Love

Table 4–35: Ship Names 2	
1	Moon Glider
2	Nick of Time
3	Passion's First
4	Plot Thickens
5	Precocious
6	Quicksilver
7	Retaliation
8	Roundabout
9	Sharkbite
10	Stubborn Lass
11	Tenderfoot
12	Tide Tamer
13	Timeless
14	Vanity
15	Velocity
16	Wakebreaker
17	Waterflame
18	Wavecrest
19	Widow's Return
20	Wind's Embrace

Table 4–37: Ship's Cargo 1	
1	Alchemical supplies
2	Artwork
3	Ballast
4	Bolts of silk or satin
5	Bolts of velvet
6	Books
7	Cattle
8	Coal
9	Exotic pets
10	Fine tapestries
11	Fresh minted coins
12	Fruit
13	Furniture
14	Glassware
15	Healing salves and bandages
16	Ivory
17	Kidnapped noble
18	Leather goods
19	Livestock
20	Manure

Table 4–38: Ship's Cargo 2	
1	Marine jewelry
2	Monster
3	Noble dowry
4	Passengers
5	Porcelain
6	Pottery
7	Precious stones
8	Prize mounts
9	Raw ore
10	Scrimshaw
11	Slaves
12	Spices
13	Stone
14	Tea
15	Trade bars
16	Vegetables
17	Weapons and armor
18	Wild animal(s)
19	Wines and spirits
20	Wood and lumber

CARGO CAPACITY

The first 400 ships in the year 1812 included 88 ships of 100 tons or less, 174 from 101 to 200 tons, and 92 of 201 to 300 tons. 46 were over 300 tons.

Table 4–39: Ship Size

1	Length 100', Keel 70', Beam 33', Depth 20'
2	Length 130', Keel 100', Beam 16', Depth 6'
3	Length 140', Keel 100', Beam 45', Depth 23'
4	Length 150', Keel 120', Beam 25', Depth 10'
5	Length 150', Keel 120', Beam 25', Depth 11'
6	Length 150', Keel 135', Beam 25', Depth 8'
7	Length 160', Keel 120', Beam 35', Depth 26'
8	Length 180', Keel 130', Beam 47', Depth 32'
9	Length 200', Keel 170', Beam 30', Depth 16'
10	Length 240', Keel 210', Beam 70', Depth 14'
11	Length 35', Keel 30', Beam 10', Depth 4'
12	Length 55', Keel 40', Beam 16', Depth 8'
13	Length 60', Keel 40', Beam 18', Depth 15'
14	Length 60', Keel 50', Beam 15', Depth 8'
15	Length 70', Keel 50', Beam 22', Depth 20'
16	Length 70', Keel 60', Beam 17', Depth 6'
17	Length 75', Keel 50', Beam 25', Depth 18'
18	Length 80', Keel 55', Beam 26', Depth 17'
19	Length 80', Keel 60', Beam 25', Depth 9'
20	Length 90', Keel 65', Beam 24', Depth 10'

Table 4–40: Ship Type 1

1	Barque
2	Brigantine
3	Caravel
4	Carrack
5	Cog
6	Drakkar
7	Dreadnaught
8	Dwarf knorr
9	Dwarf skald
10	Elf assault ship
11	Elf man-of-war
12	Fishing boat
13	Frigate
14	Fusta
15	Galleass
16	Galleon
17	Galley
18	Grain ship
19	Great galley
20	Junk

Table 4–41: Ship Type 2

1	Keelboat
2	Ketch
3	Large carrack
4	Longboat
5	Longship
6	Man-of-war
7	Merchantman
8	Orc landing craft
9	Orc warship
10	Pinnace
11	Polacre
12	Rowboat
13	Royal galleon
14	Sail boat
15	Small carrack
16	Small galley
17	Towership
18	Warship
19	Xebec
20	Yacht

Table 4–42: Figurehead 1

1	Angel
2	Bird
3	Blacksmith and anvil
4	Bull
5	Buzzard
6	Captain's lady
7	Corpse
8	Deer
9	Dragon
10	Eagle
11	Faerie
12	Flirting woman
13	Hag
14	Hammerhead shark
15	Horse
16	King
17	Lion
18	Mermaid
19	None
20	Nymph

Table 4–43: Figurehead 2

1	Pegasus
2	Queen
3	Ram
4	Sea serpent
5	Shark
6	Shield with coat of arms
7	Ship's captain
8	Singing woman
9	Skull
10	Snake
11	Tavern wench
12	Triton
13	Unicorn
14	Valkyrie
15	War god
16	Warrior, female
17	Warrior, male
18	Water elemental
19	Wolf
20	Woman holding a child

Table 4–44: Ship Propulsion

1	Elemental driven
2	Magic ritual
3	Oars
4	Paddle wheel
5	Paddles
6	Poles
7	Propeller
8	Pulled by sea giant
9	Pulled by undead fish
10	Pushed by airborne creature
11	Pushed by aquatic creature
12	Rowed by the undead
13	Spell-assisted
14	Square sails
15	Towed by airborne creature
16	Towed by aquatic creature
17	Triangular sails
18	Triangular sails
19	Water jet
20	Waterwheel

Table 4–45: Hit Location/Ship Section

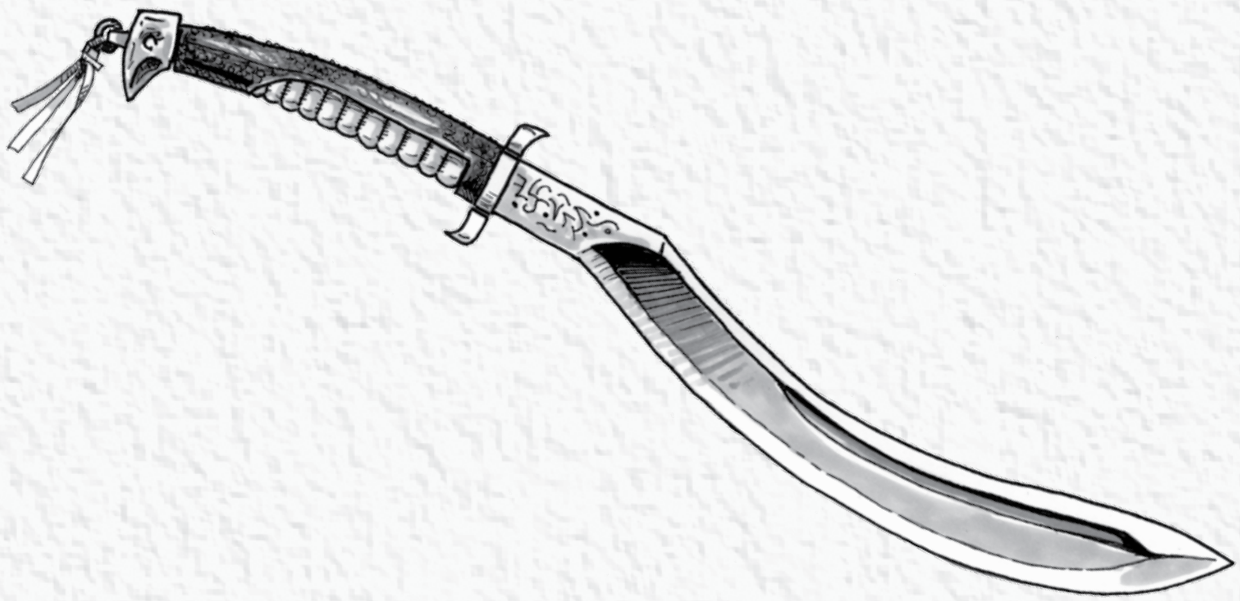
1	Anchor port
2	Cabin
3	Crew
4	Crow's nest
5	Deck, bow
6	Deck, midship
7	Deck, port
8	Deck, starboard
9	Deck, stern
10	Figurehead
11	Foresail
12	Hull, above water line
13	Hull, at water line
14	Hull, below water line
15	Main mast
16	Main sail
17	Rigging
18	Rudder or oars
19	Weapon
20	Wheel

Table 4–46: Ship's Owner

1	Adventuring group
2	Guildmaster
3	Dark personage
4	Local lord
5	Mages' guild
6	Mayor
7	Mercenary guild
8	Merchant house
9	Navy
10	Noble
11	Noble house
12	Nonhuman
13	Pirate
14	Poor wizard
15	Powerful evil entity
16	Private/unknown
17	Religious
18	Ship's captain
19	Ship's navigator
20	Thieves' guild

Table 4–47: Sunken Ships

1	Booby-trapped
2	Deserted
3	Ghostly wizard cabal
4	Home to poisonous coral
5	Inhabited, magic beast
6	Inhabited, natural predator(s)
7	Inhabited, normal sea life
8	Inhabited, sea race hermit
9	Inhabited, undead crew
10	Inhabited, unnatural predator
11	Magically preserved
12	Sea giant's hall
13	Sea serpent lair
14	Slave ship, animated skeletons
15	Slave ship, mundane
16	Surrounded by shadow
17	Trade vessel, ruined goods
18	Trade vessel, salvageable goods
19	Undead pirates
20	Unnaturally cold



THE HIGH SEAS

Table 4–48: Aquatic Creatures

1	Albatross
2	Dolphin
3	Eel
4	Fish, large
5	Fish, medium
6	Fish, small
7	Great white shark
8	Gull
9	Jellyfish
10	Otter
11	Pelican
12	Ray
13	Sea anemone
14	Sea snake
15	Seal
16	Shark
17	Sponge
18	Walrus
19	Whale, great
20	Whale, small

Table 4–49: Aquatic Plants

1	Alligator bonnet
2	Coral
3	Golden club
4	Gotu kola
5	Horsetail
6	Iris
7	Lotus
8	Milkweed
9	Oyster plant
10	Palm grass
11	Papyrus
12	Pickerelweed
13	Soft rush
14	Swamp mallow
15	Sweet flag
16	Taro
17	Umbrella sedge
18	Water hyacinth
19	Water lettuce
20	Yellow flag

Table 4–50 Undersea Communities

1	Air-filled cavern
2	Coral maze
3	Deep abyss cliffside
4	Deep fissure
5	Gargantuan skeleton
6	Giant clam shells
7	Giant shipwreck
8	Giant snail shell
9	Hot water jets
10	Inside a fallen giant construct
11	Kelp bed
12	Magical domes
13	Nomadic camps with bone and leather tents
14	Permanent air bubbles
15	Ruins of an old civilization
16	Seaweed field
17	Ship graveyard
18	Spire shoots out air and hot water
19	Under-seabed caverns
20	Undersea volcano

Table 4–51: Undersea Mounts

1	Aquatic centaur
2	Catfish, giant
3	Construct fish
4	Crab, giant
5	Eel, giant
6	Flounder, giant
7	Flying fish, giant
8	Killer whale
9	Lobster, giant
10	Octopus, giant
11	Pufferfish, giant
12	Ray
13	Sea snake, giant
14	Sea turtle, giant
15	Seahorse, giant
16	Shark
17	Squid, giant
18	Sturgeon
19	Undead fish
20	Whale

Table 4–52: Maritime Diversions	
1	Bad omen
2	Cabin boy is missing
3	Contraband is found
4	Crew member caught cheating
5	Crew member goes mad
6	Crew member jilted, seeks duel
7	Fire in the galley
8	Flag is missing
9	Foul weather
10	Mast has been sabotaged
11	Mutiny
12	Patrol demands fee for safe passage
13	Patrol frames crew for smuggling
14	Rum stores have been depleted
15	Sabotaged anchor
16	Someone has been murdered
17	Stores have been poisoned
18	Underwater bandits
19	Voyage chart has been stolen
20	Water has been poisoned

Table 4–53: Maritime Hazards	
1	Diseased fish
2	Fire
3	Food spoilage
4	Heavy winds
5	Monster attack
6	Mutiny
7	Omen of ill tidings
8	Pirates or enemy ship
9	Plague ship
10	Rats abandon ship
11	Rough seas
12	Rum gone
13	Saboteur
14	Sargasso
15	Small island
16	Spring a leak
17	Storm
18	Sudden rocks
19	Water spoilage
20	Whirlpool

Table 4–54: Visibility	
1	¼ mile
2	½ mile
3	¾ mile
4	1 mile
5	10 feet
6	100 feet
7	1000 feet
8	15 feet
9	2 miles
10	25 feet
11	250 feet
12	3 miles
13	5 feet
14	50 feet
15	500 feet
16	75 feet
17	750 feet
18	Greater than 3 miles
19	Less than 5 feet
20	None

Table 4–55: Weather	
1	Brief sunshower
2	Clear and breezy
3	Clear and windy
4	Disturbing cloud formations
5	Electrical storm
6	Heavy clouds
7	Heavy clouds and windy
8	Heavy rain
9	Heavy rain and windy
10	Light clouds
11	Light clouds and windy
12	Light rain
13	Light rain and windy
14	Moderate clouds
15	Moderate clouds and windy
16	Moderate rain
17	Moderate rain and windy
18	Patchy fog
19	Torrential rain
20	Torrential rain and windy

Table 4–56: Wind	
1	Changing winds
2	Crosswinds
3	Dead calm
4	East
5	East-northeast
6	East-southeast
7	Multidirectional gale
8	North
9	Northeast
10	North-northeast
11	North-northwest
12	Northwest
13	South
14	Southeast
15	South-southeast
16	South-southwest
17	Southwest
18	West
19	West-northwest
20	West-southwest

Table 4–57: X Marks the Spot	
1	10 feet below the sand at Deathknell Point
2	46 steps from the coast of Phorgh's End
3	At the mouth of Serpent River
4	Buried under a craggy rock shaped like a fist
5	Behind the pointed black stone boulder
6	Between the twin oaks of Barlgyr
7	Broken against the rocks of Ashur's Gap
8	Built into the walls of an orphanage
9	Carried and left at the mouth of a volcano
10	Crushed under a burned-down chimney
11	Dropped into an underground cave grotto
12	Erased from memory by a powerful spell
13	Hidden amid a bevy of garish replicas
14	Lost at the bottom of Grouger's Pond
15	Mixed into an iron smelting furnace
16	Planted under a thorny, poisonous garden
17	Sealed inside a waterproof casket
18	Sewn into the back of a tapestry
19	Traded for a hundred casks of rum and ale
20	Under the grave of King Ererd

Table 4–58: Sea Scene Descriptions	
1	Brisk wind catches the water spray, drenching everything on deck
2	Calm sea accompanied by dolphins racing the bow
3	Calm seas reflecting the sun to a blinding glare
4	Choppy waters and the sunset burns a line of orange fire across it
5	Clear sky and steady wind; a sea turtle watches the ship pass
6	Dark gray skies and several large forms under the waves
7	Dark storm makes its way from the west
8	Heavy cloud cover above, but no rain
9	Light rain and great gusts of wind make the water choppy
10	Overcast day and off the port bow a pod of whales surfaces
11	Red sky by morning, sailors take warning. Red sky at night, sailor's delight.
12	Sea is mostly calm and reflects the bright blue of the sky
13	Ship lists somewhat from a strong wind gust
14	Sky above is cloudy and brief rain showers are frequent
15	Sunshower and a large creature is swimming back and forth through a school of fish
16	Terrible thunder travels across the waves, but the sky is clear
17	Ship is sailing steady and a few hundred feet out on the starboard side birds dive for fish
18	The water is calm and shows many reflections of the clouds above.
19	Tornado in the distance, moving away from the ship
20	Wind suddenly furls the sails and rocks can be spotted in the distance

PIRATES

Table 4–59: Pirate Booty, Personal Items

1	Badge
2	Coin
3	Drug dose
4	Earring(s)
5	Gem
6	Insignia
7	Key
8	Lock of hair
9	Lockpick
10	Locket
11	Magic item
12	Map
13	Note
14	Poisoned needle
15	Ring
16	Seed(s)
17	Small flask alcohol
18	Un/holy symbol
19	Vial
20	Weapon

Table 4–60: Pirate Booty, Captain's Quarters

1	Case of fine wine
2	Coat of arms
3	Coffer
4	Desk
5	Exotic baskets
6	Flag/banner
7	Fresh fruit
8	Furs
9	Hanging lamp, oil
10	Magic item
11	Map case, ivory
12	Map-making kit
13	Maps
14	Mirror
15	Monocle with inlaid gem
16	Naval rival's hat
17	Rum
18	Scroll
19	Shark mandible trophy
20	Silk sheets

Table 4–61: Pirate Titles 1

1	Admiral
2	Avenger
3	Bane
4	Baron
5	Bastard
6	Bear
7	Betrayed
8	Betrayer
9	Black Dog
10	Black
11	Bloody
12	Brawler
13	Briny
14	Bull
15	Cheat
16	Clean
17	Crimson
18	Cruel
19	Cutter
20	Dark Prince

Table 4–62: Pirate Titles 2

1	Dark
2	Deadly
3	Demigod
4	Demon
5	Devil
6	Devil's Get
7	Dire
8	Diseased
9	Dreaded
10	Drunken
11	Eel
12	Executioner
13	Fiendish
14	Filthy
15	Forgotten
16	Foul
17	Gavel
18	God
19	Gorgon
20	Hammer

Table 4–63: Pirate Titles 3	
1	Hated
2	Honorable
3	Hook
4	Horrible
5	Hunter
6	Just
7	Lame
8	Lion
9	Leper
10	Mad
11	Miser
12	Nightmare
13	Noble
14	Osprey
15	Pirate King
16	Quicksilver
17	Rack
18	Rapier
19	Ravager
20	Ray

Table 4–64: Pirate Titles 4	
1	Reaper
2	Reaver
3	Red
4	Roach
5	Rummy
6	Saber
7	Saint
8	Savage
9	Scarred
10	Sea Devil
11	Sea Hawk
12	Sea King
13	Sea Lion
14	Sea Prince
15	Sea Serpent
16	Sea Wolf
17	Serpent
18	Shadow
19	Shark
20	Sifter

Table 4–65: Pirate Titles 5	
1	Slayer
2	Swift
3	Sword
4	Talon
5	Tar
6	Terrible
7	Tipsy
8	Trickster
9	Tyrant
10	Unholy
11	Unnatural
12	Untouched
13	Usurper
14	Vile
15	Whip
16	Wicked
17	Wild
18	Wind
19	Witch/Warlock
20	Wolf

Table 4–66: Pirate Captain Names	
1	Arramond Junra
2	Basil Essex
3	Benjamin Turkin
4	Bonny Pete
5	David Morgan
6	Glory Conndue
7	Henry Lucifer
8	Jack Ren
9	Jonas Fetter
10	Julia Swift
11	Lawrence Saltshadow
12	Marcus Rishtan
13	Monte Callisto
14	Murray Kruug
15	Peter Delander
16	Richard Pennant
17	Samuel Axelord
18	Thomas Dobson
19	Titus Blackwell
20	William Cromwell

Table 4–67: Pirate Crewman Names

1	Brudo Kidd
2	Bryant Straw
3	Camded Scarr
4	Carlos the Knife
5	Davy Bitter
6	Frem Worthblood
7	Harley Napier
8	Hillary Dawkins
9	Jack Straw
10	John Fowlers
11	Lazy Eye Baird
12	Lookout Looh
13	Mary Dregg
14	Obitar Spice
15	Randal Cutty
16	Sam Dirk
17	Scurvy Gunther
18	Smitty
19	Tom Snaggletooth
20	Ugly John

Table 4–68: Pirate Captain Reputations 1

1	Casts spells
2	Commands an undead crew
3	Covered in tattoos
4	Criminal contacts in every port
5	Cursed
6	Death wish
7	Deadly rivalry with a country
8	Deadly rivalry with a famous captain
9	Deadly rivalry with another pirate
10	Despises nonhumans
11	Drinks heavily
12	Drinks the blood of victims
13	Eats raw meat
14	Extremely superstitious
15	Feigns distress to lure victims
16	Fiendish allies
17	Filed teeth into points
18	Fondness for feeding live prisoners to sharks
19	Forces captives to replace fallen crew
20	Former adventurer

Table 4–69: Pirate Captain Reputations 2

1	Hair is formed into spikes with wax
2	Has the gods' favor
3	Has nonhumanoid blood
4	Hunts other pirates
5	Hunts sea serpents for sport
6	Immortal
7	Insane
8	Keeps mascot for good luck
9	Keeps small harem
10	Keeps sorcerer captive
11	Keeps wild beast chained in quarters
12	Kills all captives
13	Large appetite for debauchery
14	Magical link to ship
15	Never lost his ship
16	Never kills the innocent
17	Perverse interests
18	Pretends to be a priest
19	Rogue noble
20	Rumored to hold high rank in thieves' guild

Table 4–70: Pirate Captain Reputations 3

1	Runs ship with military precision
2	Sacrifices captives to deity
3	Seeks a legendary treasure
4	Sells captive ships
5	Sells captives as slaves
6	Sews the flags of captive ships to sails
7	Sinks captive ships
8	Slowly tortures captives
9	String of heads hung around ship rails
10	Suffers lycanthropy
11	Supernatural heritage
12	Takes trophies of prisoners
13	Undead
14	Vendetta against a noble house
15	Vendetta against navy patrol ships
16	Very lucky
17	Very secretive
18	Wears hair in long braids
19	Wears next to no clothing
20	Wears the finest in clothes

Table 4–71: Pirate Slang	
1	All hands ahoy: everyone on deck
2	Avast: look here
3	Black jack: leather tar-treated drinking cup
4	Black spot: mark someone with death
5	Cackle fruit: eggs
6	Dance the hemp jig: to hang by the neck
7	Duffle: a pirate's worldly possessions
8	Dungbie: the buttocks
9	Freebooter: fellow pirate
10	Go on account: becoming a pirate
11	Holystone: deck-scrubbing tools
12	Hornswaggle: cheat someone out of coin
13	In davy's grip: close to death
14	Landlubber: nonsailing folk
15	Monkey: small cannon or siege weapon
16	Picaroon: a real rascal
17	Powder monkey: gunner
18	Shiver me timbers: shock or disbelief
19	Swing the lead: check depth with weight/rope
20	Take a caulk: napping on deck

Table 4–80: Pirate Ship Names 1	
1	Abyssal Tide
2	Abyssal Tool
3	Abyssal Wake
4	Banshee's Heart
5	Black Hand
6	Black Heart
7	Black Serpent
8	Black Rook
9	Blade Sun
10	Briny Gallows
11	Ceaseless
12	Chimera
13	Choir Invisible
14	Coup de Grace
15	Crimson Veil
16	Crimson Wake
17	Crucifier
18	Dark Beast
19	Dark Fancy
20	Dark Lady

Table 4–81: Pirate Ship Names 2	
1	Dark Siren
2	Dark Promise
3	Dark Witch
4	Death's Glory
5	Death's Hand
6	Death's Ride
7	Demon's Echo
8	Devil's Deal
9	Devil's Own
10	Executioner
11	False Hope
12	Fathom Serpent
13	Fell Swoop
14	First Horseman
15	Fourth Horseman
16	Fruitless Flight
17	Fury
18	Gallows
19	Garrote's Eye
20	Ghost

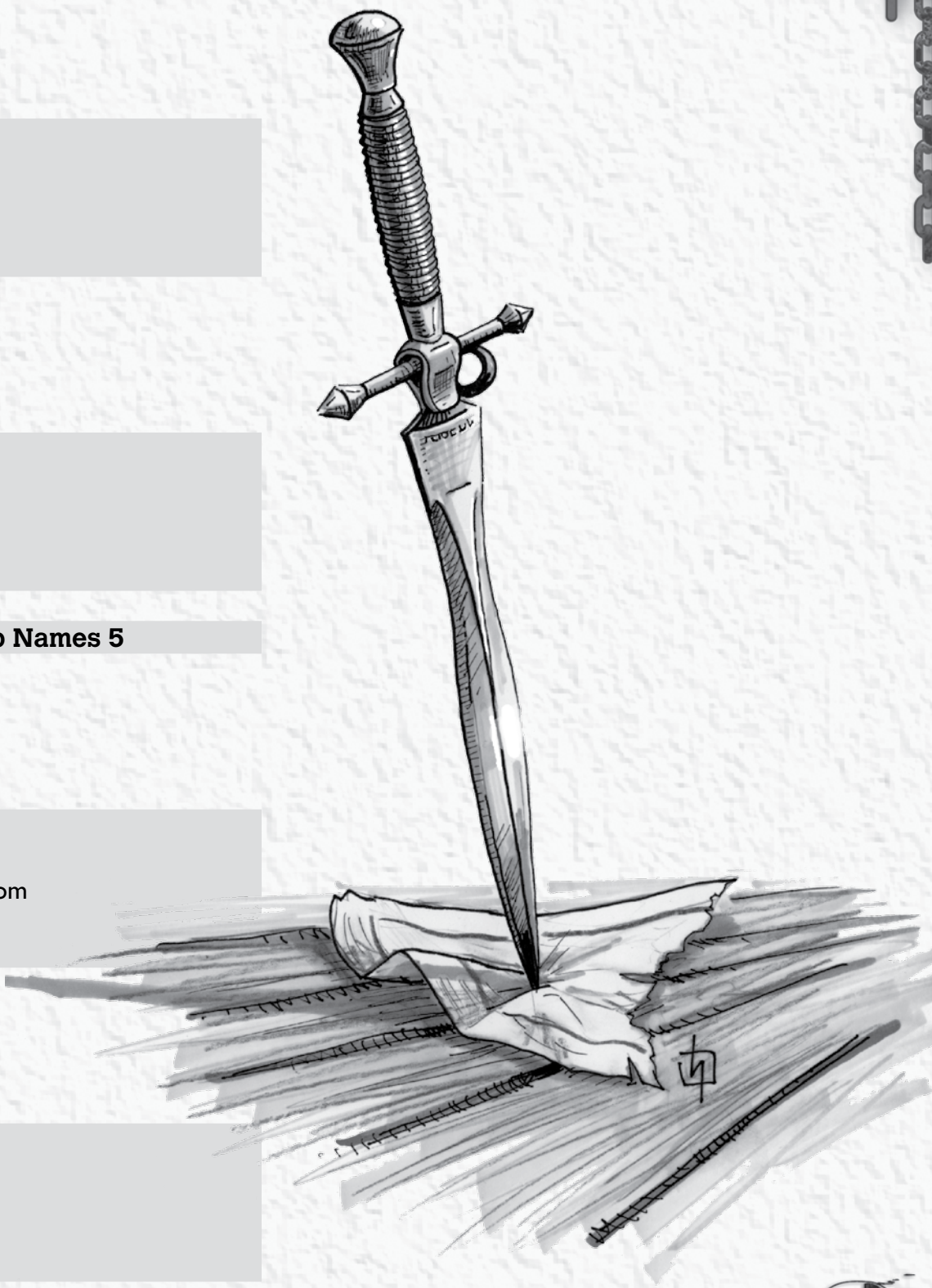
Table 4–82: Pirate Ship Names 3	
1	Gloaming Eye
2	Grindstone
3	Growler
4	Harm
5	Harvester
6	Hated
7	Hell's Heart
8	Horseman
9	Kraken
10	Last Breath
11	Loathsome
12	Malaise
13	Mandragora
14	Manticore
15	Midnight Hour
16	Moonshine
17	Mortal Coil
18	Murder
19	Night Stalker
20	Numbered Days

Table 4–83: Pirate Ship Names 4

1	Oblivion
2	Passing Bell
3	Perilous
4	Reaper
5	Reaver's Bane
6	Red Pool
7	Red Wake
8	Revenge
9	Rife
10	Scythe
11	Sea Reaver
12	Sea Scythe
13	Sea Viper
14	Sea Witch
15	Second Horseman
16	Shark
17	Silver Swarm
18	Siren's Storm
19	Soul Reaver
20	Soul Stealer

Table 4–84: Pirate Ship Names 5

1	Spectral
2	Spectre
3	Spite's Bite
4	Stark Rage
5	Storm
6	Terrible Truth
7	Terror's Eye
8	Teeth of the Maelstrom
9	Third Horseman
10	Timely End
11	Torture
12	Unassailable Lady
13	Unsundry Sow
14	Unthinkable
15	Venerable Wyrm
16	Vixen's Viper
17	Wailing Banshee
18	Widow Maker
19	Withered
20	Writhing Siren



PIRATE SHIP FLAGS

Most pirate flags are black with a white symbol in the center; other color combinations could include red and yellow, since these colors are also easy to see at a distance. Flags that might be flown in addition to the captain's flag are the plain black flag that indicates immediate surrender is demanded, an all yellow flag indicates a plague ship, the plain red flag that means no quarter will be given, and/or the plain white flag that is the flag of truce or surrender.

Table 4–85: Pirate Ship Flags 1	
1	Anchor of bones
2	Bleeding moon
3	Bleeding bones
4	Bleeding skull
5	Blindfolded skull
6	Bloody eye
7	Burning moon
8	Burning waves
9	Burning ship
10	Burning skull
11	Cracked skull
12	Crowned skull
13	Crystal ball
14	Cyclops skull
15	Dragon skull
16	Drop of blood
17	Empty hourglass
18	Fanged skull
19	Fire burst
20	Flaming sword

Table 4–86: Pirate Ship Flags 2	
1	Frosty sword
2	Giant eye
3	Horned skull
4	Magical, burning skull
5	Magical, flag burns
6	Magical, flying red dragon
7	Magical, hourglass empties and refills
8	Magical, skull shouts encouragement to crew
9	Pile of bones
10	Pile of skulls
11	Plain black flag
12	Red flames
13	Red sun
14	Ring of shark's teeth
15	Skeletal demon
16	Skeletal dragon
17	Skeletal fist
18	Skeletal merman
19	Skeletal rat
20	Skeletal snake

Table 4–87: Pirate Ship Flags 3	
1	Skeletal wolf
2	Skeleton
3	Skull biting another skull
4	Skull engulfing another skull
5	Skull in bone triangle
6	Skull in ring of arrows
7	Skull in ring of flames
8	Skull in ring of frost
9	Skull in ring of lightning
10	Skull in ring of sharp teeth
11	Skull in triangle of swords
12	Skull with crossed axes above
13	Skull with crossed axes below
14	Skull with crossed bones above
15	Skull with crossed bones below
16	Skull with crossed swords above
17	Skull with crossed swords below
18	Skull with reaching skeletal hands
19	Skull with scorpion tail
20	Skull with sword in teeth

Table 4–88: Pirate Ship Flags 4	
1	Skull with sword through it
2	Skull with top exploding
3	Skull with top missing
4	Skull with wings
5	Split skull
6	Unicorn skull
7	Wheel of bones
8	Whirlpool
9	White bat
10	White fin
11	White octopus
12	White rune
13	White shark
14	White snake
15	White spider
16	White squid
17	White tiger
18	White wolf
19	White worm
20	Worm-ridden skull

USING MARITIME TABLES

Port Names 2
18 Victory Channels
Ports-at-a-Glance
10 Laden with King's troops
Port Intrique
19 Tension between ruler(s) and local druid(s)
Dockside Persona
3 Brushela Cauldron-Tamer, retired naval cook, who now serves up her wares in the Studded Anchor
Dockside Diversions
14 Harbor has been turned the color of blood
Ship Names 1
12 Firmament
Ship Type 1
13 Frigate
Weather
6 Heavy clouds
Ship Propulsion
13 Spell-Assisted
Maritime Diversions
11 Mutiny

Once adventurers reach Victory Channels, it can become difficult to leave. Numerous ships come and go, but few want anything more than to carry cargo. The main port houses hundreds of ships, but most carry contraband or avoid the large contingents of troops that patrol the roadways and docks. Something is amiss to be sure.

Recently, with the harbor turning blood red, few captains will take on strangers. And with the added tension of the King and local druids arguing over expansion into the woods (and the continued lumber needed for ship-building), there is no telling what will happen next.

Once dockside, you find a woman named Brushela, whom you think can help you. Once a naval cook, she now works the Studded Anchor tavern. After a hearty meal with far too much grease and bread, you are directed to dock 24, where the *Firmament* — a retired naval frigate — is docked. After some negotition with the captain, you prepare for your journey, noting heavy clouds on the horizon. Despite the ensuing storm, the ship makes way to sail, but without fear of capsizing, as a sea wizard floats above the deck and casts a spell shrouding the ship in a protective bubble. The craft glides easily through the water.

As the capitan retires to his quarters, however, grumbling resonates from the crew…

CHAPTER FIVE

DUNGEON

Table 5–1: Cavern Legends 1

1	Actually a giant colony for a civilization of insect people
2	An exit within empties on the other side of the continent
3	Birthplace of all monsters the world has ever known
4	Body of a dead god
5	Contains a great underground river that is big enough to sail
6	Contains an elder devil encased in a magic cocoon
7	Contains an iron-made deep dwarf fortress which guards the only passage to a greater mystery
8	Contains deep shafts and shattered mines with dangerous drop-offs and pits to Hell
9	Contains graffiti in an ancient undecipherable tongue
10	Contains great rifts said to be bottomless
11	Contains the ghosts of victims who died while exploring
12	Farm for oozes and fungi for some underdark race
13	Final resting place of skeletal remains of prehistoric monsters
14	Geysers can erupt nearly anywhere and cause strange mutations to those caught in them
15	Has a cave which is a mushroom forest of immense size
16	Has a great cavern of immense size large enough to hold a sunless sea
17	Has a single passage that leads straight to the Abyss
18	Has an area of absolute darkness which no known light may penetrate
19	Has never been mapped; somehow foils attempts
20	Has undetected portals which transport you to other parts of the caves

Table 5–2: Cavern Legends 2

1	Has untapped silver veins running throughout
2	Known as a torture den for demons
3	Known to have housed an evil cult during an earlier age
4	Leads to a cavern containing a dark elf city
5	Leads to an underdark lake with a lost civilization
6	Leads to the heart of a volcano and salamander halls
7	Littered with hidden, bottomless pits
8	May contain living folk from an earlier time period
9	Once the ancient crypts and tombs of a lost city of an underground civilization
10	Passages are actually arteries and veins of a dead god
11	Passages within can bring a person directly to the realm of the dead
12	Poisonous air of the lower caves is said to cause madness in any surface dweller
13	Rife with wild magic which can transport victims to far-flung locales
14	Some of the caverns are made of rock which is alive and sometimes "deals with" trespassers
15	Some passageways twist and turn on their own through sorcery
16	Sudden magic winds sometimes whip through passageways within
17	Was once mined heavily, which released something unnatural
18	Was once the nest for a mighty dragon
19	Was tunneled out by worm agents of a long-forgotten god
20	Where a great hero disappeared

Table 5–3: Dungeon Legends

1	Adventuring hero of many songs and tales finally fell within these halls
2	All the dwarves of the mining halls once vanished without a trace within
3	Battleground of two groups of monsters vying for control of the place
4	Contains a hidden one-way portal to the realm of elemental water
5	Contains giant-sized halls with enough space for a griffin to fly down
6	Houses a great weapon of a lost, evil god and also the mystery of its salvation
7	Located near a fault in the earth and suffers frequent rumbles and shakes
8	Long lost explorer hid a powerful artifact in a hidden chamber therein
9	Lower halls are said to have secret fissures leading into the underworld
10	Lower levels are said to be built just atop ancient lava pools just waiting to erupt
11	No nearby settlement has ever survived; the land around it is now dead for miles
12	Once housed a demigod and his demonic servants
13	Powerful, titanic, but sleeping monster is said to lair deep within
14	Said to contain the only shrine in the world to a lost deity whose cults once infiltrated all lands
15	Said to spell certain doom for any brave enough to penetrate the lowest halls
16	Shrine dedicated to a god of slime, oozes, and fungi who even today prowls the halls
17	Some say explorers who go in there have never come out
18	Twisted and rife with illusory magic and experimentation
19	Under the ruins of an ancient castle which acted as a vampire lord's lair
20	Was once used by an ancient now crumbled human empire

Table 5–4: Tomb and Crypt Legends

1	All of the original inhabitants are undead, walking the halls because of botched funeral rites long ago
2	Any who fall within will rise to be added to the tomb's selection of undead patrolmen
3	Beneath the tomb is a necromancer's lair; his minions tunnel up into the tombs for fresh fodder
4	Bodyguards of the interred royal couple were buried alongside their liege… alive
5	Commissioned by dwarves, filled with betrayers and liars, and guarded by devils
6	Contains rooms set up as if for the living, so in the afterlife the inhabitants can rest in peace
7	Everyone knows someone who went in but never came out, but can't recall any details
8	Final resting place of the Paladins of the Righteous Star, and defilers will be struck blind by the gods
9	Has more than its share of living statues, elementals, and undead guardians
10	In a secret chamber rest scrolls of true resurrection penned by a saint
11	Miserly royal advisor's spirit haunts the halls; it senses wealth and manifests ghosts to kill any within
12	Most of the ancient tomb has been looted, but a lost chamber holds the greatest treasure of all
13	Once housed an ancient preparation chamber still run today by the undead
14	One tomb contains an ancient cleric still grasping a tome that is the key to awakening a lost god
15	Purposeless undead find their way to the tomb and take up watching its halls as their eternal quest
16	Said to slowly erode the will of trespassers to the point where all hope is lost
17	Some say any heroes who enter will turn foul and scoundrels will have a change of heart
18	Those interred died from a magical plague that still contaminates the unhallowed halls
19	An unmarked tomb contains a great hero figure from the past in a state of magical suspension
20	Unmarked coffin contains the body of a tyrant; the ghost of his mistress still prowls the halls

Table 5–5: Castle Legends/Rumors	
1	Built atop a magic rift and sought by cultists to bring a dark creature to destroy the world
2	During the full moon ghostly spirits man the ramparts and were-creatures seek sanctuary
3	Falling star crashed into the castle, creating ruins; remains glow a haunted green on very cold nights
4	Fell to a months-long siege; the undead within are ravenous to eat the flesh of the living
5	Ghostly guards manifest on the walls and silently act as if to repel a siege
6	A hidden dungeon was never discovered, and contains ancient war studies and magical weapons
7	Highest tower said to contain a level to another plane, reached only by those with a true talisman
8	Horrible medical experiments were tried on prisoners within; ravaged spirits haunt the halls still
9	Local druid sect keeps agents within, but wolves and vultures prowl around the old stones
10	Long after being abandoned, an ancient dragon lord made this fortress its lair, leaving treasure behind
11	Most doors within open only to various magic passwords scattered throughout the upper floors
12	One room within has glyphs of such power, if disturbed the castle collapses on itself
13	Penetrating the dungeon and disabling magic sigils opens a tunnel and secret tower in the nearby hills
14	Razed centuries ago during the rule of great evil, only to be rebuilt by holy adventurers
15	Rife with traps laced with both poisons and gases, but not placed there by the original owners
16	Spirits of great tyrants who once lived there are trapped in the stones of the foundation
17	Surrounding land up to one mile out still lies dead from its original fall — nothing will grow there
18	Those who wrest the scepter of rule from the guardian within lays rightful claim to the castle lands
19	Used as a school for wizards, the inhabitants disappeared one night in a flash of eldritch light
20	While abandoned, the castle is *defacto* lord of the land for peasants who continue to toil around it

Table 5–6: Dungeon Names	
1	Asylum of the Horrid and Infirm
2	Blackrock Tomb
3	Catacombs of the Fallen Sepulchre
4	Chamber of Shadows and Torment
5	Chasm of Wretched Ire
6	Cloakwind Keep
7	Crypt of Dissolution
8	Darkpromise Warren
9	Deathwatch Lair
10	Devilmouth Caverns
11	Dragon Fissure
12	Fellspawn Dungeon
13	Gutterdoom Caves
14	Halls of Nightstone
15	Icetooth Maze
16	Labyrinth of Ghouls
17	The Maw
18	Mouth of Chaos
19	Pit of the Sorcerer's Lies
20	Vault of Insanity

Table 5–7: Dungeon Type	
1	Abandoned mine
2	Ancient crypt
3	Bandit hideout
4	Creature lair
5	Cultist temple
6	Demon/dragon hold
7	Dwarven vault
8	Guarded/hidden portal hold
9	Humanoid den
10	Lich's refuge
11	Magically-carved prison
12	Monster warren
13	Natural cave
14	Royal catacomb/crypt/mausoleum
15	Subterranean cavern
16	Undead tomb
17	Unholy vault
18	Vile catacomb
19	Wartime prison
20	Wizard's retreat

Table 5–8: Dungeon Entrances 1

1	Abandoned shaft
2	Accidental (weak ceiling gives way, etc.)
3	Alternative plane
4	Ancient lava tube
5	Animal cave or cavern entrance
6	Base of giant tree
7	Basement of a civilized structure
8	Behind magical or secret door
9	Behind waterfall
10	Bottom of a coffin
11	Bottom of a pit
12	Cave revealed only by tidal movements/pools
13	Chimney or airhole
14	Cliff face
15	Collapsed pit
16	Deliberately carved entrance
17	Earthquake-revealed tunnel
18	Escape tunnel from a prison cell
19	Giant monster skull
20	Half-buried structure

Table 5–9: Dungeon Entrances 2

1	Illusory-concealed portal
2	Inside a volcano
3	Inside the realm of dreams
4	Magical portal
5	Natural fissure or sinkhole
6	Natural stairwell
7	Naturally concealed cave
8	Passage at bottom of well
9	Pyramid base or cap
10	Ring of warpstones
11	Rune-covered stone
12	Shifting sands
13	Sliding shaft or chute
14	Statue mouth
15	Summoning circle
16	Trapped hunting pit
17	Under a rock formation
18	Underwater cavern
19	Waterflow frozen into archway
20	Worked circlet of metal with runes

Table 5–10: Dungeon Wall Contents

1	Alcoves
2	Animal skins
3	Banners
4	Bloodstains
5	Bookshelves
6	Charcoal stains
7	Curtains
8	Filth
9	Fireplaces
10	Mirrors
11	Mosaics (murals, paintings, tapestries)
12	Portents
13	Scrawlings
14	Secret doors
15	Shackles
16	Stuffed animal heads or trophy shelves
17	Victims
18	Wall lanterns or sconces
19	Weapon racks
20	Wood panels

Table 5–11: Unusual Brick/Stone

1	Broken glass mixed in
2	Colored with blood
3	Colored with ink
4	Crystalline
5	Darkened at one end
6	Hammerhead shape
7	Hollow
8	Honeycomb shape
9	Jagged and sharp
10	Leaves clearly mixed in mortar
11	Pebbles mixed in
12	Rounded and smooth
13	Shaped like hands, humanoid or monstrous
14	Shaped like skulls
15	Studded with bones or teeth
16	Studded with marbles
17	Studded with shells
18	Symbol impressed
19	Symbol protruding
20	Triangle

Table 5–12: Stonework and Lattice (Wall Details)	
1	Carved so that in low light the area looks like another corridor
2	Clay bricks embedded with kill trophies: bones, teeth and bits of clothing or flesh
3	Cloven hoofprints have been imprinted in the stone, forming some sort of ritual or dance
4	Elaborate maze of moss climbs the walls and towers
5	Elaborate tactile knots carved or worked into the stone by magic
6	Graffiti painted with blood; a bucket of blood and clump of scalp are nearby
7	Intricate carving of a dancing woman surrounded by hundreds of tiny flutists
8	Maze with no apparent solution
9	Mushroom and moss patterns fill everything, even replacing mortar
10	Mushrooms grown to resemble the pattern of an exposed brain
11	Painted to look like an exit (trapped)
12	Painted to look like another room or corridor is beyond
13	Painted to look like a wooden or stone door
14	Stalactites seem to be growing sideways from the wall
15	Standing stone circle, underground or indoors
16	Stone worked into many small alcoves, filled or empty
17	Stone worked to resemble an elaborate archway, but filled with stone
18	Wall is fitted with stone sarcophagi
19	Wall map of a dungeon
20	Wall map of local surface terrain

Table 5–13: Brick and Stone Patterns 1	
1	Alternating rows of bricks and stones
2	Alternating rows of rectangular/square stones
3	Basket weave
4	Carved to resemble detailed feathers
5	Colored pattern
6	Diagonally placed to showcase alcove/symbol
7	Diamond shaped in a floral pattern
8	Diamond shaped, horizontal
9	Diamond shaped, vertical
10	Herringbone, horizontal
11	Herringbone, vertical
12	Honeycomb alternating star shapes, horizontal
13	Honeycomb alternating star shapes, vertical
14	Horizontal and vertical panels
15	Horizontal sections framed by vertical
16	Inset square and protruding rectangles
17	Large stones mixed with bricks
18	Long, thin wavy lines, horizontal
19	Long, thin wavy lines, vertical
20	Mishmash of shapes and colors

Table 5–14: Brick and Stone Patterns 2	
1	Mixed colored and standard
2	Mixed rectangular and square, horizontal
3	Mixed rectangular and square, vertical
4	Moss growing on mortar creates a green net
5	Rectangular stones making concentric squares
6	Rectangular stones spiral from wall center
7	Rectangular, horizontal, some protruding out
8	Rectangular, vertical
9	Round stones making several small spirals
10	Round stones making concentric circles
11	Rows alternating with colored stones
12	Spiral designs like concentric circles
13	Square stones make a dragon scale formation
14	Star symbols overlapping
15	Stone and brick squares, diagonal
16	Stone arches and brick walls
17	Symbol cut into bricks or stones
18	Two colors form flat knots
19	Two colors form stars at human height
20	Vertical, cemented flagstone sections

Table 5–15: Frescoes

1	Adventurers exploring a cave; one looks similar to a member of the party
2	Aeriel view of a great human walled city with air patrols above
3	Army battling over hills with angels aiding one side and devils the other
4	Army of full mailed warriors ride into battle with a titanic beast with several tentacles
5	Bare-chested holy warrior striking down infidels with a mace
6	Collapse of some massive city, as if by earthquake disaster
7	Elves and nymphs dancing under starlit sky and a half-moon
8	Dwarven riverboats sailing downriver, scenes of merriment on deck
9	Dwarves offer stone rune tablets to human explorers in mountains
10	Line of archers and individual, intricate bows of each drawn back
11	Lineup of a group of guildmasters and scholars, some from different ages
12	Lone dragon flying in low over a wooded vale with folk in groups in fields
13	Lone wizard on a tower top raining lightning magic from the sky on invaders
14	Maidens sit near an open window showing a volcano erupting
15	Native people crossing a vast distance by foot and mounted on mammoths
16	Outlines of last royal family and throne room with court
17	Seven druids standing near seven standing stones with animals all about
18	The timed, planned assassination of a great leader, in intricate detail (and accuracy)
19	Two dragons locked in aerial combat over castle ramparts
20	View of a great seaport with many detailed ships coming and going from harbor

Table 5–16: Cavern Description

1	Cavern of stalactites stretches out, a small ledge climbing to great heights on the far side
2	Full of a strange purple fungus growing on the walls and in corners
3	Great columns of unworked stone show signs of cracking, crumbling, and sabotage
4	Half-finished frescoes of dwarf warriors are carved into the walls on one side of a cave
5	Metal rings holding old, thick candles hang above from spiked chains; some are lit
6	Multiple ledges work around a series of deep chasms, severely limiting the choices of passage
7	Mushrooms carpet the cavern, with occasional signs of civilization—broken tools and rope bridges
8	Natural stairwell leads down to a small pool where the back fins of some aquatic creature jut above
9	On the far shore of an underground lake, a series of stone buildings are worked into the cave walls
10	Ribcage of some colossal beast rises up from the uneven cavern floor
11	Series of cramped corridors ahead shows many shadows and ambush points
12	Series of shafts and pits which drop off into utter darkness; bizarre howling emanating from within
13	Set of obviously worked doors suddenly appears in the otherwise natural cave wall ahead
14	Small pockets of bubbling lava light up the room with a crimson glow like from the pits of Hell
15	Small stream divides the cave room in half; a simple but dangerous wooden bridge is set up
16	Treacherous ledge winds along a thin section of wall with a gaping gorge on the other side
17	Tree of stone intersects the passageway ahead, its roots providing a treacherous passage around it
18	Twinkling purple lights in a gigantic stalactite betray hollow living quarters therein
19	Underground sea shows a towline of rope leading out to a ship on the far horizon
20	Utterly smooth walls of this cavern betray water-eroded or worked into shape with magic

Table 5–17: Cavern Wildlife

1	Bat
2	Bear
3	Bobcat
4	Centipede
5	Crickets
6	Flatworms
7	Fox
8	Frog
9	Hellgrammit
10	Insects
11	Monkey
12	Packrat
13	Pikas
14	Raccoon
15	Salamanders
16	Sasquatch
17	Skink
18	Snake
19	Spiders
20	Vulture

Table 5–18: Room Types 1

1	Antechamber
2	Armory
3	Arsenal
4	Assemblage
5	Audience hall
6	Barracks
7	Collapsed
8	Combat pit
9	Dining hall
10	Forge
11	Foyer
12	Gallery
13	Grand hall
14	Kitchen
15	Laboratory
16	Larder
17	Library/study
18	Mine/workpit
19	Monster lair
20	Natural cavern

Table 5–19: Room Types 2

1	Pillared/columns
2	Planning/map
3	Pool/water room
4	Prison
5	Rift/bridge
6	Secret
7	Sentry post
8	Stable
9	Statue/trophy
10	Stockade
11	Storage
12	Summoning room
13	Temple/shrine
14	Throne/command
15	Tomb
16	Torture
17	Trapped
18	Treasury
19	Vault
20	Workshop

Table 5–20: Chamber Types

1	Advisor's
2	Alchemist's
3	Champion's
4	Cultist's
5	Diplomat's
6	Entertainer's
7	Financier's
8	Foreman's
9	Group leader's
10	Grunt's
11	Guard's
12	Henchman's
13	High cleric's
14	Leader's
15	Monster's
16	Researcher's
17	Servant's
18	Spy's
19	Visitor's
20	Wizard's

Table 5–21: Dungeon Tile 1

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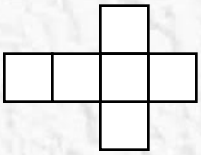

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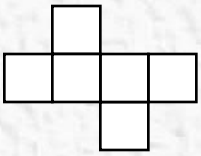

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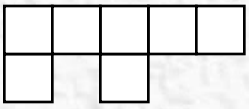

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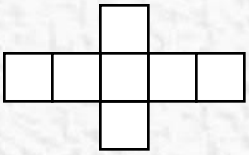

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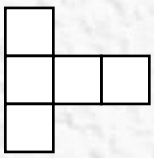

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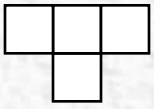

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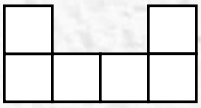

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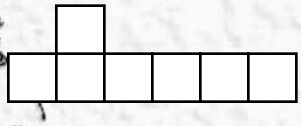

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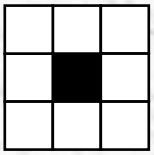

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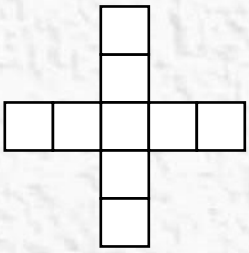

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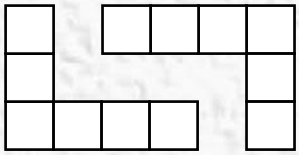

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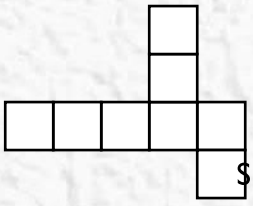

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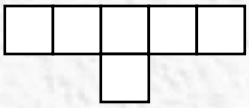

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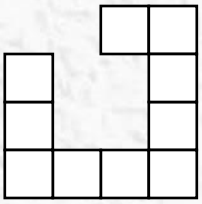

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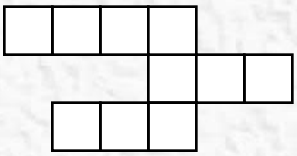

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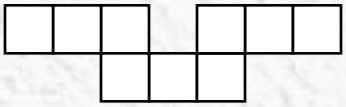

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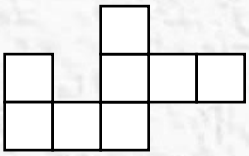

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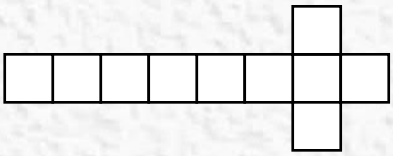

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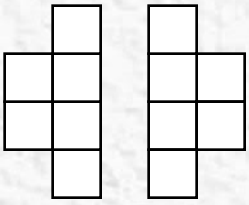

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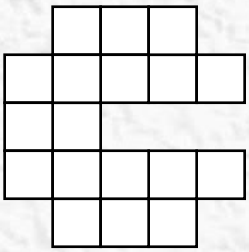

Table 5–22: Dungeon Tile 2

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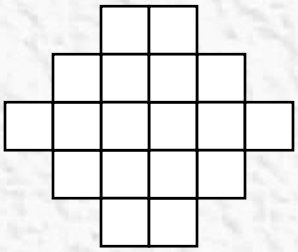

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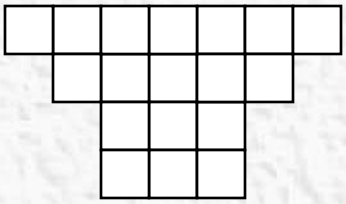

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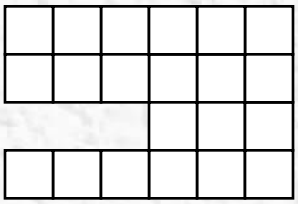

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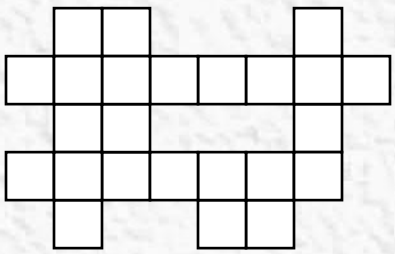

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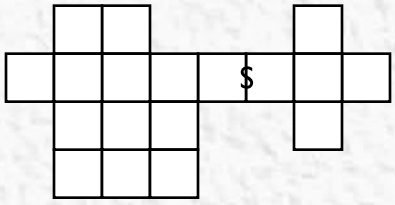

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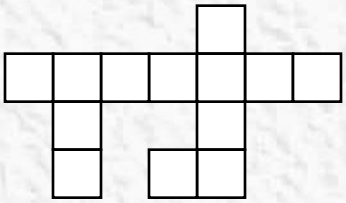

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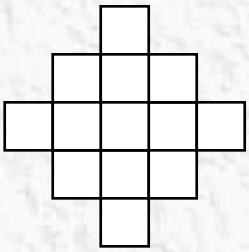

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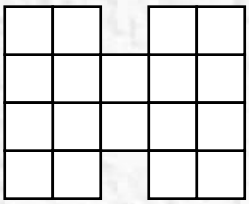

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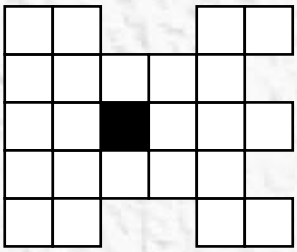

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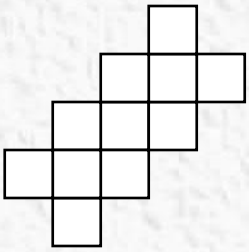

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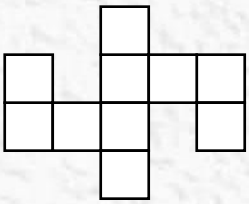

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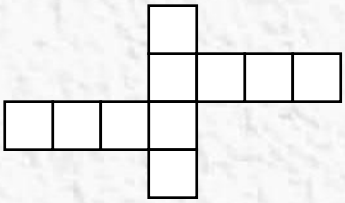

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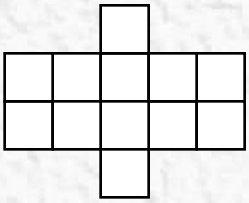

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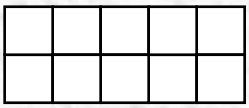

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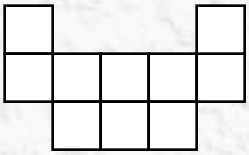

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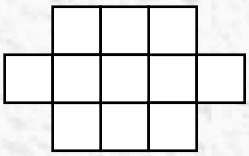

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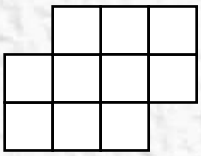

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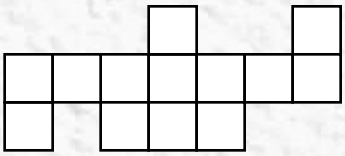

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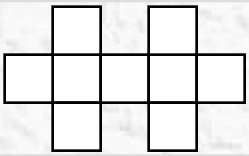

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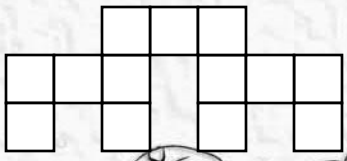

Table 5–23: Dungeon Tile 3

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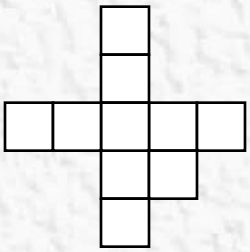

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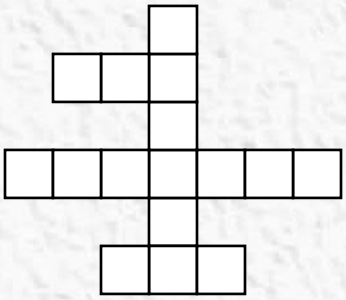

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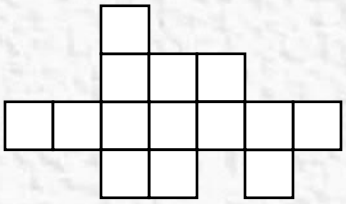

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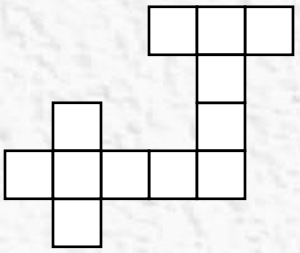

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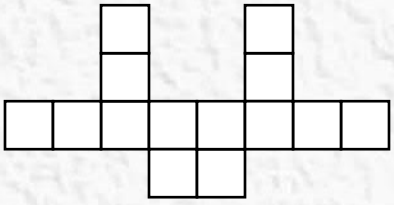

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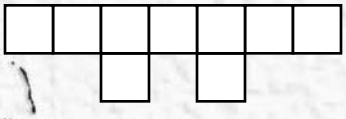

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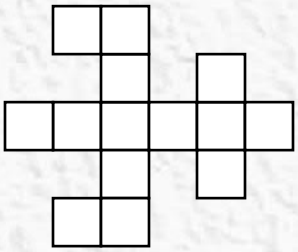

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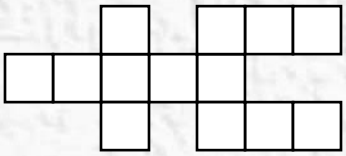

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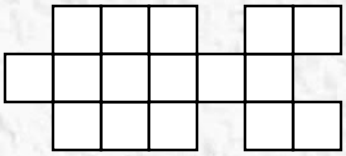

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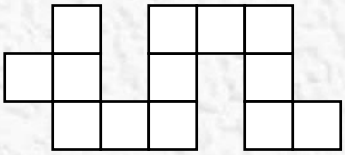

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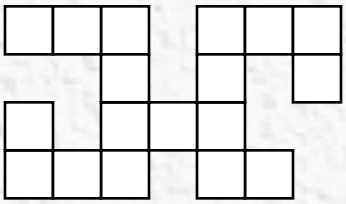

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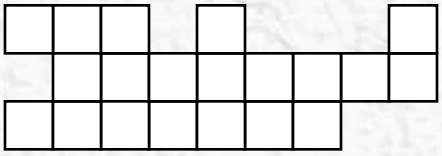

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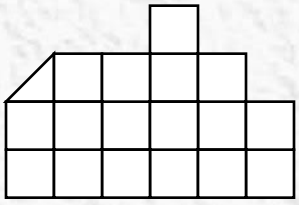

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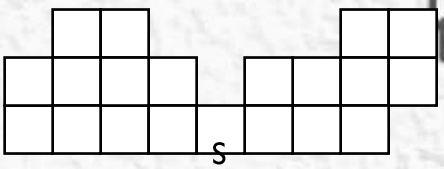

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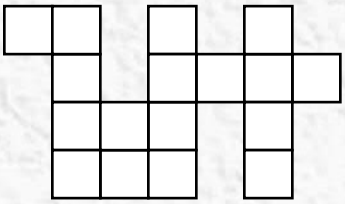

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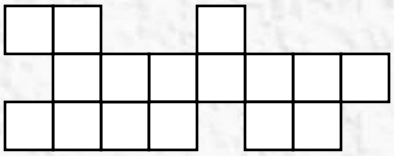

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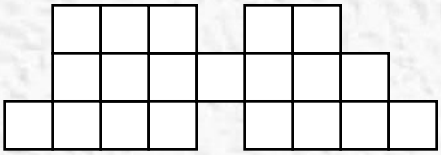

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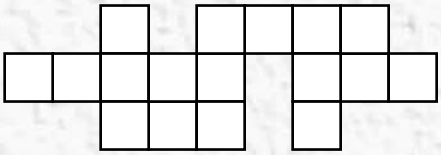

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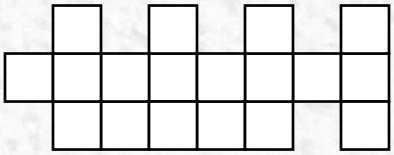

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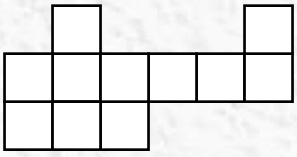


Table 5–24: Corridor Ending	
1	Alcove
2	Archway
3	Dead end
4	Door
5	Door, barred
6	Door, broken
7	Door, iron
8	Door, iron-bound wooden
9	Door, spiked open
10	Door, splintering
11	Door, magical
12	Door, trapped
13	Door, wooden
14	Portculis
15	Pit/slide
16	Sliding/spinning wall section
17	Secret door
18	Stairs
19	Trap door
20	Well

Table 5–25: Corridor Special	
1	Cage walls
2	Columns/pillars
3	Crumbling ceiling
4	Dais
5	Footholds
6	Gravel floor
7	Handholds
8	Handrail, metal
9	Handrail, rope
10	Handrail, wooden
11	Intersecting iron rod
12	Jutting stone
13	Short stairs
14	Short walls
15	Sloped floor
16	Sloped walls
17	Spiked floor
18	Studded walls
19	Water on floor
20	Wooden floor

Table 5–26: Chamber Exit	
1	Artifice
2	Balcony
3	Chimney/chute
4	Door
5	Door, broken
6	Door, iron
7	Door, iron-bound wooden
8	Door, spiked open
9	Door, wooden
10	Fountain
11	Ladder
12	Pillar (door)
13	Pit/slide
14	Rope
15	Secret door
16	Sliding bookcase
17	Spinning mantle
18	Stairs
19	Trap door
20	Well

Table 5–27: Chamber Special	
1	Bone wallmounts
2	Carpeted floor
3	Checkerboard tiles
4	Chimney
5	Clogged with webs
6	Corner pillars
7	Dirt floor
8	Furniture, destroyed
9	Furniture, exotic
10	Glowing archway
11	Magical lighting
12	Mirrored walls
13	Paintings directly on walls
14	Raised dias
15	Rope leading to ceiling exit
16	Rune circle in floor
17	Stairs leading down
18	Stairs leading up
19	Sunken pool
20	Trapdoor in floor

Table 5–28: Corridor Types

1	Brightly lit with torches
2	Central with many doors
3	Comes to a dead end
4	Contains invisible guard creature
5	Curved by design
6	Decorated with tapestries
7	Lined with cubby holes
8	Lined with holy fonts
9	Lined with mirrors
10	Lined with pillars
11	Lined with statues
12	Magically trapped
13	Mechanically trapped
14	Rugged intersection
15	Seems to go on forever
16	Temporary room
17	Thick carpet with runes on ground
18	Trophies on stands
19	Wall motifs of seasons
20	Zigzagging by design

Table 5–29: Corridor Hazards

1	Along the left wall are five small holes with small bits of ash in each
2	Behind the door is a spring-loaded trap that triggers if opened more than halfway
3	Brick on the ground seems to have a heavy acidic smell coming from it
4	Ceiling tile appears reflective, as if it wasn't really stone
5	Floor and walls are checkered; the light-colored ones are reflective, but produce a horrid image of the looker; if avoided and someone steps only on the black ones the trap is set off
6	Foul smelling breeze is coming through cracks and small holes in the wall
7	Ground feels very soft and roller-like, as if it would start to roll anyone standing on it forward
8	Ground is smooth but there are a lot of grains of sand all around
9	Hall is pitch black and rumbles loudly as light approaches it
10	In the middle of the floor, the cement is cracked as if something big keeps running down the middle
11	Large circular stone in the middle of the floor has debris around it, as if it had been spinning
12	Many holes on the ground look as though they contain spikes within them
13	Many small smooth holes look as through something has eaten away at the stonework
14	Stone debris on the ground and walls appears to have been struck repeatedly with something large
15	Stone is slightly discolored and smooth compared to the rest
16	Stone walls have a smooth feel to them, as if someone had sanded them down
17	Torch seems to have a small hole just underneath it that is emitting some heat
18	Wall has a lever; upon close inspection the wall is a trap that falls inward on anyone pulling the lever.
19	Walls are made of small perfect red bricks with mortar in between; mortar feels cold to the touch
20	Wooden floor feels hollow in places, as though no foundation lie beneath

Table 5–30: Door Types

1	Ancient clock designed to be easily moveable for those who know it is a door
2	Circular wooden door with circular brass strands
3	Clear door of glass cut with the emblem of a forgotten king
4	Door made of onyx with gem chips made to look like the night sky
5	Door of fired clay decorated with brass studs and a sketch of three dead men
6	Fiery barricade that parts when the password is spoken
7	Granite door carved in the image of an eye; door opens in the center
8	Grasping the handle of this door opens a disguised trap door in the floor
9	Ice door with three heads frozen inside; the eyes follow those near the door
10	Iron door decorated with three-leaf clovers painted black
11	Ivory door made from bones, with a skull for a knob
12	Marble door carved with the emblem of a long-forgotten kingdom
13	Opaque drapes of red, green, and blue, each with a draconic letter
14	Opulent door designed to resemble the king's flowing robes
15	Plain wooden door with iron bands and a small window
16	Portcullis made to look like a wooden door with a difficult lock
17	Solid iron door, difficult to dent with swords and rams
18	Thick, reinforced door, large enough for a giant to walk through
19	Tile door of a face that opens when both eyes are pressed in
20	Triangular door with a painting resembling dragon's claws

Table 5–31: Archways

1	Archway carved from a single piece of ice, clear as a sheet of glass topped with a swan ice sculpture
2	Appears as a giant skeletal maw, with prominent fangs above which seemed polished to a shine
3	Blemished with a few fossilized bugs within, these fused amber blocks in the grand old tree open into darkness
4	Carved out of a single piece of marble, this arch demonstrates the artist's dedication
5	Concealed by earth and time, this subtle arch is easily dismissed as a mere entrance to a cave
6	Constructed of hundreds of interlocking arm bones of all manner of humanoid creatures
7	Both sides of the gray stone archway contain a keyhole, and yet no door can be seen
8	Giant skeletons form the archway, grasping bony fingers more than 15 feet above
9	Made from granite blocks, the simple archway is large enough for a horseman to pass
10	Magical mists of unknown origin continually cascade down from above, blocking the view beyond
11	Magically molded out of a single piece of slate and colored with veins of silver throughout
12	More a whole in the wall than an archway, this iron arch is guarded by two eagle sculptures
13	Pillars of ancient kings stand at each side, raised swords touching high above to form the arch
14	Polished golden bricks form an arch of near-impossible angles, twists, and turns
15	Single piece of sandstone, made to look like multiple bricks, each with an ancient rune carving
16	Stairs lead to this perfectly square archway, four feet to a side and decorated with dwarf runes
17	Strange, rancid fungus clings to the sandstone archway, dripping occasional ooze to the floor below
18	Tarnished silver snakes twisting around each other, all trying to eat a raven at the top of the arch
19	Undecipherable glyphs of ancient origin glow when anyone passes through this basalt stone archway
20	Vine-covered granite carved into the shape of a black dragon's wings, which form the entrance

Table 5–32: Secret Doors

1 Bookcase swings away from the wall to reveal a passageway. Pulling a particular book back opens the door. It leads to a private study.
2 Brick wall behind a fireplace slides upward. Opens by pushing in the brick that sticks out a little more than the rest. Narrow staircase leads to a narrow space between the walls of the floor above.
3 Circular symbol on the floor pivots depending on how much weight is on it. Placing all the weight on one side reveals a secret passageway, while placing all the weight on the other side sets off a deadly trap.
4 Covered by both a floor rug and a desk, this secret door has a cast iron ring to open it. There is a poison trap, however. Door opens to reveal an old staircase leading to a silenced dungeon cell.
5 Fountain moves aside, revealing a five-foot-wide slide that descends into blackness. Door opens when anything in Abyssal is spoken within five feet. At the bottom is the lair of a giant cobra.
6 Front face of a tree swings inward to reveal a staircase into a well lit room. Trigger is stepping on a certain piece of root of that same tree. Below is a secure torture chamber.
7 Garden hedge leans to one side, revealing a passageway down. Hedge door opens by turning the sundial to face the south instead of north. Below the surface is the lair of a giant sentient plant.
8 Gazebo floor lifts, revealing a staircase of stones jutting out from a dirt wall. It's opened by first jumping up and down on it three times. At the staircase bottom lies a small shrine to a dark god.
9 Heavy block wall falls backward and magically rights itself back up ten seconds later. Opening it requires brute strength. Leads to a war room filled with detailed maps and intelligence reports of local military forces.
10 Inside of a closet is second door made to look like another section of wall. Door opens by removing a coat from a specific hook. Passageway leads to a dressing room with various outfits.
11 Mouth of massive dragon head opens enough for a human to crawl through. Activated by one person staring into each eye. Opens to the secret HQ of the Dual Dragon Assassins.
12 Picture on the wall slides downward. Opens by leaning back in one of the chairs in the room. Door opens to a narrow shaft going up and down with a ladder inside.
13 Piece of the wall simply vanishes to reveal a doorway. Door opens by turning a stone statue around backward to face the wall. Leads to an alchemist laboratory.
14 Rear panel of a nonfunctioning clock swings opens. Activate door by moving both hands to the number five. Door opens to a secret library with books detailing the various planes.
15 Removing the top of an elaborate bed reveals a small passageway and a ladder leading down. The mattress must be removed since the frame conceals it. Passageway is an emergency escape route.
16 Section of the ceiling near the bookshelf rolls back, revealing a passageway, triggered by lighting three specific candles on the nearby chandalier. It leads to the secret HQ of the local thieves' guild.
17 Several offset stone blocks from the wall swing inward. Opens by pushing in a loose brick several feet away. Door opens to a dark staircase leading downward.
18 Sunburst design on the floor descends to a staircase. Opens by crushing a gem in the mouth of golden ram statuette in the same room. Staircase leads to a lower level of the structure.
19 When removing the door knob from left side of the door and attaching it to the right, it opens to reveal a portal. The portal leads to a land thousands of miles away.
20 Wooden floor carefully conceals a hidden entryway. Door opens by lifting where the knothole is. Leads to a crawl space below the structure holding food, water, and a carefully preserved elf body.

Table 5–33: Light Source

1	Bonfire
2	Brazier of coals
3	Campfire
4	Candle
5	Continual flame/light
6	Dancing lights
7	Daylight
8	Fireplace
9	Holy relic
10	Lamp
11	Lantern
12	Lighthouse
13	Magical emanation
14	Moonlight
15	Phosphorescent lichen
16	Positive energy
17	Small elemental
18	Starlight
19	Sunrod
20	Torch

Table 5–34: Light Fixtures

1	Candelabra, standing
2	Candelabra, table
3	Chandelier (antler) with candles/lanterns
4	Chandelier (gold/silver) with candles /lanterns
5	Chandelier (horn) with candles/lanterns
6	Chandelier (iron) with candles/lanterns
7	Chandelier (wheel) with candles/lanterns
8	Hanging lantern
9	Hanging oil lamp
10	Hook (iron, stone, or wood)
11	Magic lantern
12	Magical torch
13	Mirrored sconce with candles
14	Shelf of candles
15	Standing brazier with candles or charcoal
16	Standing torch sconce
17	Table brazier with candles or charcoal
18	Table oil lamp
19	Wall brazier with candles or charcoal
20	Wall torch sconce

Table 5–35: Dungeon Sound, Common

1	Bubbling
2	Chains rattling
3	Crash
4	Echo
5	Glass shattering
6	Growling
7	Gurgling
8	Moaning
9	Pounding
10	Ripping
11	Rustling
12	Scraping
13	Scream
14	Shouting
15	Skittering
16	Sliding
17	Tapping
18	Whispering
19	Wind
20	Wood breaking

Table 5–36: Dungeon Sound, Detailed

1	Birds squawking
2	Ceaseless cackling laughter
3	Claws tap on stone and water
4	Crackle of fire from torches
5	Distant echoes of screams change direction
6	Drums beating
7	Echoes from the world outside
8	Footsteps echo, a door slams, and silence
9	Hushed echoes of voices chanting in time
10	Large, loud splash
11	Metal striking metal in a repeated pattern
12	Muffled voices right around the corner
13	Rats squeaking
14	Scratching noises behind a wall
15	Shrill from a swarm of bats
16	Silence: complete and total silence
17	Snake rattle
18	Some kind of crunching sound
19	Water dripping slowly into a pool of water
20	Water flowing continuously like a waterfall

Table 5–37: Dungeon Sound, Strange

1	Buzzing of thousands of cicadas threatens to drown out all but the loudest of conversations.
2	Clock ticks far more slowly than normal; each tick is followed by a deep, rumbling moan.
3	Distant tinkling as if from a number of small bells, faint but persistent, is carried on the wind.
4	Dozens of light, pattering footfalls accompanied by giggling childish echo.
5	Far-off echo of an ululating war cry resounds all around.
6	Hysterical, high-pitched laughter rings out, trailing off into quiet sobbing.
7	Jagged screech of sharp metal across hard slate ends with a ringing like the drawing of steel.
8	Jarring, discordant notes of a song played on several musical instruments all out of tune.
9	Long, sustained scraping noise is followed by a heavy, dull thud.
10	Loud slurping noise, like marrow being sucked from a bone, comes from up ahead.
11	Loud squealing is cut off abruptly just as it hits its crescendo.
12	Loud tick tock of an enormous, unseen clock keeps time with the party's footsteps.
13	Rhythmic thumping of drums rises from somewhere deep down in a cavern.
14	Sepulchral moan like the lament of a hundred sorrowful dead reverberates, with no clear source.
15	Shrieking laughter of excited children breaks the quiet.
16	Strangled cry of a beast is cut short, followed by a baying howl.
17	Sucking sound of heavy boots walking through clinging mud can be heard off in the darkness.
18	Susurrus of dozens of voices layer upon one another into an indecipherable noise.
19	Sweet song sung by an angelic voice drifts through the air in an otherwise dark, foul place.
20	Trilling whistle cuts through all other sounds, its pitch so high that it is almost painful.

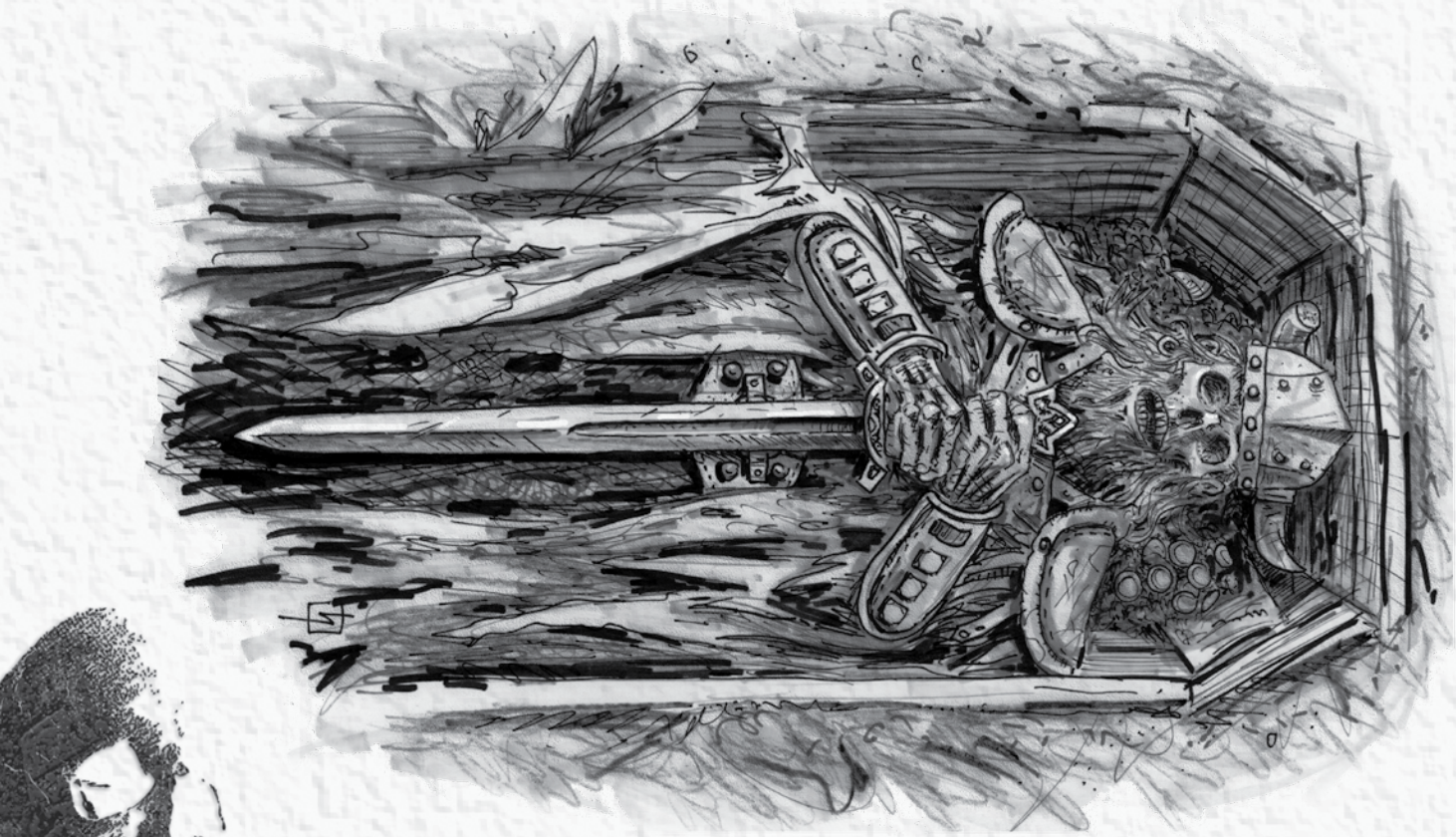


Table 5–38: Dungeon Smells 1

1	Almonds
2	Blood
3	Burning flesh
4	Burning torches
5	Burning wood
6	Cheap perfume
7	Cooked bacon
8	Cut weeds
9	Dead fish
10	Decayed vegetation
11	Fresh hay
12	Garbage
13	Garlic
14	Gas
15	Horses
16	Incense
17	Leather
18	Loose earth
19	Manure
20	Metalworking

Table 5–39: Dungeon Smells 2

1	Methane
2	Musk
3	Must and mildew
4	Offal
5	Oil
6	Onions
7	Pungent cheese
8	Rain
9	Recently cut wood
10	Rotten eggs
11	Rotting flesh
12	Salt water
13	Smoke
14	Spoiled milk
15	Stagnant water
16	Stale beer
17	Sulphur
18	Vinegar
19	Wax
20	Wet fur

Table 5–40: Dungeon Liquids

1	Acid
2	Ale
3	Blood
4	Hot wax
5	Ink
6	Oil
7	Ooze
8	Paint
9	Poison
10	Quicksilver
11	Rusty water
12	Sewage
13	Slime
14	Solvent
15	Stagnant water
16	Tar/pitch
17	Tonic
18	Unguent
19	Wasted potion
20	Wine

Table 5–41: Dungeon "Mysteries"/Illusions

1	Arcs of lightning crisscross the hall/chamber
2	Belch of fire erupts from cracks in doorway
3	Blood trickles from cracks in the walls
4	Candles seem to burn without end
5	Chamber appears old and unused, hiding its true purpose from those who enter
6	Children scream, followed by splashing water
7	Dead canaries line the floor
8	Doorways go missing
9	Floating lights always out of reach
10	Ghostly faces appear on banners
11	Indecipherable runes etched into stone
12	Inexplicable wail in an empty room
13	Mirrors reflect color but not shape
14	Lamps and small cages swing without breeze
15	Pit appears in an unpassable hallway
16	Scared prisoner who vanishes when rescued
17	Sounds of chains rattling/dragging on stone
18	Stairways leading to nowhere
19	Suits of armor vibrate as if possessed
20	Voices argue, howl, and then nothing

Table 5–42: Dungeon Dressing 1

1	Altar
2	Animal lair/nest
3	Antechamber
4	Anvil
5	Arch
6	Archway
7	Armor
8	Arrow slit
9	Astrolabe
10	Balcony
11	Barrel
12	Bed
13	Bench
14	Bin
15	Bolthole
16	Bookcase
17	Bookstand/lectern/podium
18	Box
19	Brazier
20	Bunk/cot

Table 5–43: Dungeon Dressing 2

1	Cage
2	Cauldron
3	Camp remnants
4	Candlestick, standing
5	Carpet
6	Carving/sculpture
7	Casket
8	Chamberpot
9	Chains
10	Chair/stool
11	Chandelier
12	Charnal house
13	Chest
14	Chute
15	Coat rack
16	Cooking instruments and utensils
17	Coffer
18	Coffin
19	Collapsed ceiling/wall
20	Column

Table 5–44: Dungeon Dressing 3

1	Compartment
2	Corpse
3	Cracked foundation/walls
4	Crate
5	Cubbyhole
6	Cupboard
7	Curtain
8	Debris/rubble*
9	Desecrated shrine
10	Dais
11	Dome
12	Door
13	Environmental effect* (dew, dust, mist, steam)
14	Evil symbol
15	Fighting pit
16	Firepit
17	Fireplace
18	Font (holy or unholy)
19	Forge
20	Fountain

Table 5–45: Dungeon Dressing 4

1	Fungus/lichen/lime/mold
2	Furnace
3	Furniture
4	Garbage
5	Glass, shattered
6	Gong
7	Graffiti
8	Grotto
9	Hay pile
10	Hole
11	Holy/unholy aura
12	Idol
13	Illusion/illusory feature**
14	Iron bars
15	Iron maiden
16	Kiln
17	Laboratory
18	Laboratory equipment
19	Ladder
20	Lamp/lantern

** A feature in the room is not real

Table 5–46: Dungeon Dressing 5	
1	Larder
2	Ledge
3	Library
4	Lice
5	Loom
6	Loose masonry/stonework
7	Magic circle
8	Magical light
9	Magical trap
10	Manacles
11	Mantle
12	Mirror
13	Mummy/mummified remains
14	Mosaic
15	Oven
16	Painting
17	Pedestal
18	Peephole
19	Pew
20	Pillar

Table 5–47: Dungeon Dressing 6	
1	Pipe organ
2	Pit
3	Platform/stage
4	Pool
5	Portal
6	Portcullis
7	Rack
8	Ramp
9	Rafters/vaulted ceiling
10	Recess
11	Relief
12	Rivulet
13	Room divider (permanent or temporary)
14	Runes
15	Rusted tools/weapons
16	Sand
17	Sarcophagi
18	Secret door
19	Sconce
20	Screen

Table 5–48: Dungeon Dressing 7	
1	Sewage/trash
2	Shaft
3	Shelf
4	Shrine
5	Sinkhole
6	Sliding wall
7	Smithy
8	Spiked iron rack (on wall)
9	Stairs
10	Stalactites/stalagmites
11	Stall/pen
12	Stand
13	Statue
14	Steam vent
15	Sunken area
16	Table
17	Tapestry
18	Taxidermy
19	Throne
20	Tools

Table 5–49: Dungeon Dressing 8	
1	Tilted/tilting floor
2	Trap
3	Trap, disabled
4	Trapdoor
5	Tripod
6	Trough
7	Tub
8	Two-way mirror
9	Unfinished brickwork
10	Vermin
11	Vermin nest
12	Wall basin
13	Wardrobe
14	Weapon rack
15	Well
16	Wheel
17	Winch and pulley
18	Wooden planks
19	Workbench
20	Worked metal

Table 5–50: Debris	
1	Box pieces
2	Broken glass
3	Caltrops
4	Crumbling statue
5	Fiery coals
6	Half-decayed body
7	Horse manure
8	Loose rocks
9	Mist hiding the floor
10	Pile of books
11	Rusted suit of armor
12	Scrolls scattered everywhere
13	Several small sharp spikes
14	Sheet of ice
15	Sinking mud
16	Slime dripping from ceiling
17	Slippery algae on a puddle
18	Smashed chair
19	Thick pile of bones
20	Uneven floor

Table 5–51: Environmental Effects	
1	Blood
2	Brambles/ivy
3	Cold
4	Condensation
5	Dew
6	Dirt/mud
7	Dust
8	Fungus
9	Heat
10	Ice
11	Lice
12	Lichen
13	Mist
14	Mold
15	Moss
16	Rust
17	Rubble
18	Steam
19	Vapor
20	Webs

Table 5–52: Fountains	
1	Basin of rock lies below a miniature replica of a great cliffside, water flowing down the sides
2	Casket with a sleeping vampire inside flows water from beneath the corpse
3	Cobra standing up with its mouth opens as if leaping forward to strike spitting water
4	Drunken man spilling his beer stein, from which water springs forth into a little pool below
5	Dwarf with rippling muscles slams his pickaxe into a rock from which springs water
6	Fountain the size of a large barrel is here, frescoes of woodland symbols carved within, but no fluids
7	Four dragon heads form the apex of this huge fountain, eternal water rushing from their maws
8	Head of a lion carved into the wall with water flowing from its eyes and mouth
9	Octagonal walls one foot high make up the basin; four metal pipes slowly leak a mucous-pulp inside
10	Open treasure chest with carved stones in the bottom (looking like gold pieces) shine in the water
11	Plain and unadorned circular well shows illusions of things to come to those who sip liquid directly
12	Pyramid made from black onyx has water emerging from its peak and flowing down the sides
13	Skull carved from the wall leaks clear water from its eyes into a stone basin below, filled with blood
14	Small cherub holding a bow from which water springs forth like an arrow into a silver basin
15	Square fountain with two-foot-high walls of basalt which continuously bubble, leaking itself full
16	Statue of bearded man dressed in a kilt playing bagpipes has water flowing out of the ends
17	Stone circular basin catches water flowing from a central, twisted pillar with angelic figures thereon
18	Three succubi detailed in carved granite, holding a jar with water continually pouring
19	Two-headed stone naga spills thick green fluid from both heads to a scaly-walled basin below
20	Wall of silver two feet high contains a bubbling clear liquid which occasionally sparkles from within

Table 5–53: Dungeon Captives

1	Adun Eltone. An important local merchant, he was abducted for ransom. He could reward the party well for his rescue.
2	Alsiril. This half-elf bard allowed himself to be captured. He wants to write an epic tale of suffering and loss, and felt that experiencing captivity would help his research.
3	Ciel'ra Lerein. A human assassin who has come here to study certain vile practices with the inhabitants. He stays in the dungeons because he likes it. All his possessions are within easy reach.
4	El-Setha. She is the only surviving member of an adventuring company that assaulted this dungeon a few weeks ago. She's a decent fighter, if weak from her time in captivity.
5	Einker Vasluit. A human warrior captured during a failed attack by a local lord on the dungeon inhabitants.
6	Fermus. A human rogue caught infiltrating the dungeon. He seems to have a reckless disregard for danger.
7	Hiroctas. A member of the same race as the owners of the dungeon pleads with the party to let him out. He is kept in here, and is let out only for battles, because he is a dangerous psychotic.
8	Jeremiah Jayson. A human farmer captured in a surface raid, he's been working as a slave for nearly a month, and looks much worse for the wear.
9	Joderine. A very, very old human who has been in the dungeons so long, she can't remember much more about herself than her first name. She clearly suffers from dementia, and has given names to all the vermin in her cell.
10	Kelsa No'Rath. A lady of the No'Rath noble house, her escorts were killed and she was captured while traveling nearby. She probably would have been eaten, but her appearance and belongings hinted at her wealth, so her captors are going to ransom her.
11	Kerg Ironwrack. A shaman of a rival humanoid clan eyes the party warily. His captors hope to ransom him to his tribe.
12	Ko-Ro'arn. A duergar who moved too near the surface in search of gold. He is more than a little surly, but can be a good source of information about the world below if approached correctly.
13	Lanilira Eliswosh. An elf archer and advanced scout from the nearby Whisltethyme clan. While spying on her captors, she got careless, and was caught and imprisoned. She has not been tortured, yet.
14	Petar Grailwatcher. Dwarf illusionist of some small renown, he has been here since his disappearance six months ago. He is well-treated and surprisingly hale; he has kept himself alive by entertaining his captors daily.
15	Sabol. A half-elf ranger who strayed too far into his captors' territory. He's languished for months.
16	Silva Moralin. A human cleric of a good deity, she is going to be sacrificed to the dungeon denizens' god. She is shackled and has already been partially prepped for sacrifice.
17	Sarynia. Bruised pixie with tattered wings, held in a tiny, dirty cage. She has a haunted look and was subjected to all manner of torment. The cage has some form of permanent invisibility purge on it.
18	Theskern. A member of the same race as the dungeon inhabitants, he is a dissident opposed to their ideals and will aid the party against the ruling members of his people if they meet whatever conditions are appropriate.
19	Thinduaal Pickaxe. A dwarf miner from the Blackrock clan, separated from his people on an expedition where he got too greedy. He followed a small vein of gold, kept secret from his fellows.
20	Wythri Odaemas. Formerly a human wizard, she died here in the dungeon and returned as a wraith, filled with hate for all living things. She attacks the party as soon as they try to free her from her chains.

BOOKS AND LABS

Table 5–54: Book Types 1	
1	Accounting ledger
2	Annal
3	Art
4	Autobiography
5	Bestiary
6	Bible
7	Biography
8	Catalog
9	Codex
10	Compendium/compilation
11	Cyclopedia
12	Diary
13	Dictionary
14	Dictionary, foreign language
15	Digest
16	Directory
17	Discourse/letter collection
18	Folio
19	Guide/handbook
20	History

Table 5–55: Book Types 2	
1	Journal/lab journal
2	Ledger
3	Lexicon
4	Librium
5	Manifest
6	Manuscript
7	Map collection
8	Miscellany
9	Novel
10	Poetry
11	Portfolio
12	Prayer book
13	Register
14	Roster
15	Scrapbook
16	Summary
17	Textbook/theories
18	Tome
19	Treatise
20	Volume

Table 5–56: Book Shape and Cover	
1	10 pages, 10 x 10, covered in thin beaten gold
2	10 pages, 10 x 12, patchwork leather cover
3	18 pages, 9 x 13, covered in dyed leather
4	20 pages, 9 x 5, humanoid skin cover
5	25 pages, 6 x 6, covered in silver scale
6	30 pages, 8 x 3, black leatherbound
7	32 pages, 5 x 5, covered in glued feathers
8	40 pages, 6 x 7, bound in sharkskin
9	49 pages, 10 x 6, covered in brocade
10	50 pages, 8 x 11, cover of bone
11	50 pages, 9 x 9, dragon painted on silk cover
12	62 pages, 6 x 6, covered in white leather
13	78 pages, 12 x 20, bark cover
14	88 pages, 10 x 10, cherry wood covered
15	91 pages, 12 x 12, bound in oilskin
16	100 pages, 14 x 14, bound in wolf fur
17	100 pages, 24 x 24, black velvet cover
18	127 pages, 8 x 11, small steel scale cover
19	150 pages, 13 x 17, cover of dragon hide
20	200 pages, 3 x 5, bound in red leather

Table 5–57: Book Ornamentation	
1	Beaded with half pearls
2	Bone cover with scrimshaw scene
3	Chainmail covered
4	Clawbones inlaid in glyph patterns
5	Contains a wraparound dwarf lock
6	Corners have attached arrowheads
7	Covered in gold scales
8	Crisscross silver chains
9	Demon's facial skin sewn on
10	Demonflesh bound bookmark
11	Dragonscale hide covering
12	Finger bones glued in spiral
13	Fresco of giant staring eyeball
14	Inlaid gemstones in cover
15	Long colorful feathers glued
16	Merchant scales etched in leather
17	Mithral-bound edges
18	Skeletal hands bind the edges
19	Teeth dangle from edges
20	Title enhanced with illusion magic

Table 5–58: Book Subjects	
1	Animals (domestic, foreign, game, habitats, magical)
2	Birds or insects (common, exotic, or magical)
3	Class/profession (cleric, coachman, druid, fighter, innkeeper, mage, paladin, ranger, tanner, thief)
4	Craft (blacksmithing, carpentry, cooking, dancing, glassblowing, singing, tanning, weaving)
5	Death and the afterlife (beliefs, cults, fables, mythologies, religion, theories)
6	Family (famous families of note, records of births, family trees, genealogy)
7	Fashion (by age, class, race, region)
8	Giant race (cloud, fire, frost, hill, jungle, ogre, stone, storm)
9	Goblinoid race (bugbear, gnoll, goblin, hobgoblin, kobold, orc)
10	Humanoid race (dwarves, elves, humans)
11	Lands (ancient, barbaric, civilized, distant, exotic, foreign, lost)
12	Life and living well (philosophy, religion, social beliefs)
13	Magic (calculations, demons, planes, power sources, rituals, schools, sigils, theories, wards)
14	Monsters (by location, common, exotic, terrain)
15	Mysterious person/figure (adventurer, hero, guildsman, noble, outlaw, religious figure, royalty, villain)
16	People (different folks of various civilizations and cultures)
17	Plants (common, edible/poisonous, foreign, fungus, indigenous, magical, moss, trees)
18	Skill (actions, codes, etiquette, survival, weapons)
19	Weather (occurrences, protection, prediction, type)
20	Wellknown person/figure (adventurer, hero, guildsman, noble, outlaw, religious figure, royalty, villain)

Table 5–59: Book Titles 1	
1	All About Ratmen
2	Art of Devoted Druids, by Rorlanna
3	Bounty Hunters Index
4	Castle, Memory, and Sun
5	Catalog of Eastern Weaponry
6	Child, Mage, and Demon
7	Collected Knowledge of Magic Portals
8	Currency and Trade of Nichel
9	Damia's Tablets Concerning Vampires
10	Dark Secrets of Sorcery
11	Demon God Rising, by Eingis
12	Desert and Light
13	Diary of the Southern Cults, by Alicruvv
14	Dragon and Master
15	Dragon, Apprentice, and Circle
16	Dream, Demon, and Night
17	Dwarven Battle Hymns
18	Earth and Light
19	Earth of Autumn Spells
20	Eastern Sunset of Fyndarias

Table 5–60: Book Titles 2	
1	Ebony War of Ordar
2	Ecology of the Gnoll: A Study in Three Parts
3	Egirgir's Ruby
4	Elfir's Catalog of Ancient Heroes
5	Emerald and Glory
6	Eniniof's Citadel
7	Eternal Fire
8	Faerie Moon of Eldon
9	Findrispin's City
10	Fire Sunset
11	Heart's Destiny
12	Herald and Legend
13	Herald of Desert
14	History of Ogres and Their Kin
15	Hunter's Doom
16	Illusion of Avindon
17	Inkeeper's Catalog on Fine Wine
18	Island Sunset of Amaldas
19	King, Bane, and Scourge
20	King's Legend

Table 5–61: Book Titles 3

1	Languages of the Far Coast Lands
2	Legend of Sitanor
3	Legends of the Gorgraz Hills
4	Life of Aghamclaug the Great Dragon
5	Life of Sir Maranyal II
6	Lodge's Crown
7	Logbook of *The Ole' Spirit*
8	Lotanor's Hero
9	Mage's Darkness, by Damcane the Learned
10	Magic Circle of Aranian
11	Magic Goddess of Loson
12	Magical Item Incantations
13	Marjil's Goddessess
14	Memory of Maiden
15	Mistress and Sorcery
16	Molyan's Herald
17	Momene Faerie Libriam
18	Moon and Legend
19	Mountains of the Kingdom of Demarna
20	Night of Illusion

Table 5–62: Book Titles 4

1	Nightmares and Portents
2	Northern Emerald of Sistforth
3	Power of Marriac
4	Prophecy of Xandowel
5	Pryvida the Highlander's Folio on Runes
6	Quaidon's Dragon
7	Quarterly Kobold
8	Rogue, Castle, and Herald
9	Rowia the Mentalist's Handbook of the Mind
10	Ruby of Sword
11	Sagework on Astronomy
12	Sea Demon of Syrallia
13	Sea of Fire Wizard
14	Sea's Illusion
15	Secret of Darkness
16	Secret Societies of the Everdark Woodlands
17	Secret Societies of the West
18	Secrets of Forbidden Magic, by Fata Wavestaff
19	Secrets of Necromancy
20	Seldas Wolfgrey's Tales of the Heavens

Table 5–63: Book Titles 5

1	Selected Tales from the Vagabond Inn
2	Seventh Heart of Valdigwas
3	Shining Sword of Systforth
4	Society of the Kingdom of Amritsaria
5	Spirit of Emerald
6	Spirit Wizard of Quailyan
7	Sun of Maiden
8	Tales from the Bear's River Inn
9	Tales of the Southern Cities
10	Terror of the Silent Sea
11	Theories of the Outer Planes, by Sister Myria
12	Tome of Desert and Sea
13	Tome of Ships and the Sea
14	Tome of the Grasslands of Nyrr by Vitarius
15	Transaction Log of the Griffin's Sanctum
16	Traveler's Legends of Poisons
17	Treatise of Myths and Legends, by Hadratyr
18	War Scourge Encyclopedia
19	Whitecleaver's Lexicon of Dwarven Weapons
20	Xanditzi Curse

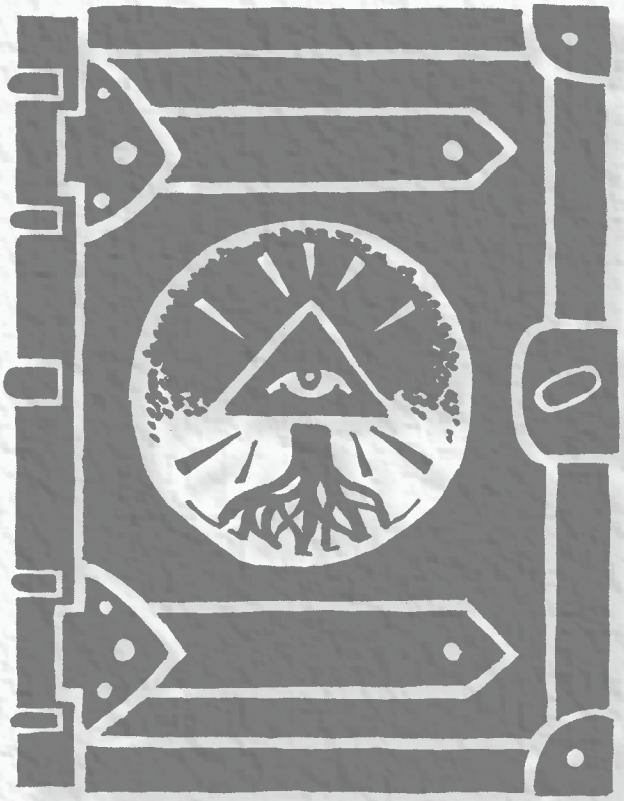


Table 5–64: Lab Equipment 1	
1	Animal remains
2	Apron
3	Beakers
4	Bench
5	Bricks
6	Burners
7	Charts
8	Clamps
9	Clay
10	Cloth
11	Divining/dowser rod
12	Droppers
13	Earthenware
14	Facemask
15	Funnel
16	Furnace
17	Gauze
18	Globe
19	Goggles
20	Hair/feathers

Table 5–65: Lab Equipment 2	
1	Iron plate
2	Lead
3	Metal plate
4	Minerals
5	Mortal and pestle
6	Quicksilver
7	Racks/shelves
8	Ruler
9	Sandstone
10	Scale
11	Shovel/scoop
12	Stoppers
13	Table
14	Tongs
15	Trough
16	Tubes
17	Vials
18	Watchglass
19	Water source
20	Whetstone

Table 5–67: Potion Tastes 1	
1	Ale/beer
2	Almonds
3	Ammonia
4	Ash
5	Berries
6	Blood
7	Burnt leather
8	Butter
9	Chalk
10	Charcoal
11	Chicken
12	Dirt/dust
13	Eggs
14	Fruit
15	Garlic
16	Goat's milk
17	Grapes/wine
18	Honey
19	Hot water
20	Ink

Table 5–68: Potion Tastes 2	
1	Jasmine tea
2	Lemon
3	Marble/stone
4	Metal
5	Mildew
6	Mint
7	Nothing
8	Onion
9	Pepper sauce
10	Rice
11	Salty
12	Sand
13	Sour
14	Sugar cane
15	Tobacco
16	Tar
17	Vodka
18	Walnut
19	Water
20	Whiskey

Table 5–69: Maps

1	Appears to be of a small underground trading post on the bank of a river
2	Betrays the general layout of a dark elven city with many locations clearly marked
3	Clearly marks the path to a room of portals to other planes or dimensions
4	Depicts a series of gear-shaped rooms connected by small short hallways
5	Depicts an area shaped like the head of an axe with outlying rooms
6	Depicts a twisting set of corridors marked with symbols for fungus, webs, and pools of water
7	Details that a certain set of chambers are for prisoners and extracting information
8	Details the different tunnels to take while sailing a narrow but treacherous underground creek
9	Displays a twisting array of tunnels leading to a cavern with an underground forest
10	Highlights the safest route to take through an area clogged with artificial passageways
11	Leads the way to a room showing an immense pyramid
12	Leads to a hall with tremendous pillars of carved beasts and a huge stairwell leading down
13	Reveals a clear path through a treacherous route of lava tubes, marked with salamander images
14	Reveals which room is really a hidden temple with idol and treasure
15	Shows a collection of wide, circular rooms but no obvious connecting hallways
16	Shows a near maze with dozens of very small chambers, possibly living quarters
17	Shows the hidden servant's entrances to a cavern marked as a dragon's lair
18	Shows the outline of a great chamber with a summoning circle on a dais
19	Simply contains average rooms but is marked with illusory script pointing out treasure
20	Torn scrap showing a way a prisoner was able to escape to freedom

Table 5–70: Poisonous Plants 1

1	Aconite
2	Apple (balsam)
3	Apple (bitter)
4	Baneberry
5	Bloodroot
6	Bryony, black
7	Bryony, european white
8	Bryony, white
9	Cabbage tree
10	Calabar bean
11	Calotropis cherry laurel
12	Clematis
13	Coca, bolivian
14	Cocculus, indicus
15	Dropwort, hemlock water
16	Foxglove
17	Gelsemium
18	Hellebore, black
19	Hellebore, false
20	Hellebore, green

Table 5–71: Poisonous Plants 2

1	Hellebore, white hemlock
2	Hemlock, water
3	Hemp, indian
4	Ignatius beans
5	Ivy, poison
6	Laburnum
7	Laurel, mountain
8	Lovage, water
9	Mescal buttons
10	Nightshade, black
11	Nightshade, deadly nux vomica
12	Paris, herb
13	Poppy, white
14	Saffron, meadow
15	Spurges
16	Stavesacre
17	Strophanthus
18	Thornapple
19	Wake robin, american
20	Yew

Table 5–73: Killing Blows 1

1	As the body collapses, a limb goes flying, causing another foe to duck or be hit
2	As you double-slash your foe's abdomen, he drops what he has to hold in his remaining lifeblood
3	As the foe's spine gives way, his body slumps around his bones
4	As you pierce his neck and head, your foe's eyes roll wide, his arms flail, and he falls fast to the floor
5	Blood and teeth go spraying in a cone from behind the opponent
6	The blow shatters your foe's hand down to a jagged stump; his only weapon now is splintered bone
7	Caving into the foe's leg and foot, bone bursts through his boot; he topples like a sack of wet mash
8	The creature flails the stump of his limb about is if it could regrow anew while his life fades
9	Crunching noises pervade the air as your blow sinks heavily into your foe's cranium
10	Cursing the gods as he slumps over, your foe reaches inside the wound to hold in his innards
11	Disbelief and confusion crosses the face of your foe even as he gurgles blood and falls limp
12	Fists of rage suddenly open as your foe's veins fail, releasing his maroon mess to the ground
13	Foe's arms fly wide as he realizes his mortal time is at an end, and falls backward in a bloodpool
14	Foe drops everything and collapses, shuddering and dying from shock and blood loss
15	Foe's face is no more, his nose and eyes driving into the far reaches of his skull
16	Foe quivers in a macabre dance of agony as its body slowly ceases to function
17	Foe releases an uncharacteristic high-pitched scream as he dies before hitting the ground
18	Foe spins from the force of the attack, sending an arc of crimson across nearby combatants
19	Force of your attack doubles your opponent over, his head cracking open on the ground
20	Gritting away the pain with a look of defiance, your foe slowly slides to the ground in his own juices

Table 5–74: Killing Blows 2

1	The head and neck sink into the torso as an overhead chop sends the foe immediately to the floor
2	In wide-eyed horror your foe grips the weapon still protruding from his torso, and falls
3	Lifeblood spills on the ground, causing your fallen foe to trip on his own entrails in his death throes
4	The lower jaw of your opponent is shattered; wide-eyed pain and despair ride his corpse down
5	The multiple cracking of ribs accompanies the grimace on the face of your foe as he falls
6	Nearby foes nearly fall from the slippery, shattered mass your foe has become from your final blow
7	Sanguine display showers the area as your foe quakes and topples over limp
8	A tremendous thud accompanies the blow into your foe's torso, followed by a gurgle and a wretch
9	You are awash in the remains of your foe, breaking the mortal cage which once held him together
10	You are sprayed with blood as your wide-eyed foe emptily grabs the wound to prevent his death
11	You sweep the legs out from under your foe, rending them and dropping his remains flat
12	Your awesome hit sends your foe somersaulting backward as teeth fly through the air
13	Your blow cleaves full into your foe's stomach, lifting him into the air
14	Your blow nearly rends your foe in twain as he releases a curdling scream and falls backward
15	Your blow sinks into flesh and bone alike; a muffled crunching sound echoes from the foe's maw
16	Your blow takes the leg out from under the victim as his body collapses downward into a mass
17	You cleave a limb and sink deep into his torso and your foe dies instantly from blood loss and shock
18	Your foe bites his own tongue off from the demonic pain heaped upon him by your true blow
19	Your weapon slides through your foe to the hilt; you kick him off your weapon into a quivering pile
20	The wound is clean, but a moment later in horror the foe gasps up a gallon of blood, drowning in it

Table 5–75: Corpses 1

1	Attached to a torture rack, stretched beyond all recognition
2	Body bloated with water, eyes and skin appear blue and clammy
3	Carefully preserved body with eyes and mouth sewn shut
4	Chest and stomach flesh completely rotted away, rest appears healthy
5	Collection of bones in a pile with the skull carefully set on top
6	Corpse burnt from the inside out still smells charred and cooked
7	Corpse propped up in chair with hands gripped around throat as if choking self
8	Dagger wound to the chest and one to the gut spew blood
9	Decapitated body parts scattered across room, sword still clutched in hand
10	Finger bones all cracked and smashed to impossible angles
11	Five two-inch wide holes pass through the body, as if impaled upon spikes
12	Flame side of a torch stuck in mouth, burned the head completely off
13	Flattened body, bones crushed into pieces no bigger then pebbles
14	Gripping a knife protruding from its chest
15	Hanging by its arm stuck in a side cistern, as if reaching in for something
16	Hangs in a corpse cage from a series of chains in the ceiling
17	Has obviously broken and smashed legs
18	Head severed from the body, head not in the same room
19	Impaled against a wooden door by a gigantic, broken-off talon
20	Large hole in the stomach covered in mass of maggots

Table 5–76: Corpses 2

1	Left leg cut off above the ankle, right leg torn off at the knee
2	Lies forward with arms spread out, leg mysteriously caught in the floor stones
3	Many humanoid figures fully clothed seem to be twisted around
4	Missing half the chest, as if something took a bite out of the person
5	Mouth twisted impossibly wide open in obvious terror with missing teeth
6	Noose suspends body over pool of acid, with the lower half missing
7	One arrow entered the left eye, right eye appears cut out
8	Pressed flat into pulp, spread out across a wide area
9	Ribcage of a single humanoid creature appears crushed
10	Seems almost to be sitting up, burned and propped up by full backpack
11	Seven arrows pierced the armor and entered the chest
12	Shows no outward signs of violence, actually died of natural causes
13	Single cut starting with the chin and ending below the stomach
14	Single meaty skeleton hovers by magic in a passage
15	Single, miniscule puncture wound at the base of the neck is only clue to death
16	Skeleton with head snapped off lies in full armor
17	Slumped over with axe embedded into skull, eyes look terrified
18	Small holes drilled in skull and brain recently removed
19	Small slit in the side of the neck with chest covered in blood
20	White bones protrude from flesh, as if someone reached in and pulled them out

Table 5–77: Scenes of Carnage 1	
1	Bloated corpses lie about the area, watery entrails leaking from their weapon-stabbed remains
2	Blood sprays at odd angles around the room, as if wounds came from all sides; yet no bodies remain
3	Blood streaks betray the multiple corpses in the room, indicating they were deliberately moved
4	Bodies line up evenly along a wall, stuck in place by giant metal barbs holding them upright
5	Bodies lie about with multiple teeth marks, chunks of flesh hanging from each other's maws
6	Bodies were purposefully hacked, even after death, their gear piled among gruesome remains
7	Burnt corpses lie scattered about with magical scarring on the stone walls suggesting magic at work
8	Corpses from both sides litter the area, and no signs of escape are evident
9	Group of well equipped bodies lie pierced under a fallen portcullis as if struggling to get out
10	Handful of corpses lie about with weapons out and in hand, all the eye sockets have been burnt out
11	Hanging from spiked chains, the bodies are connected to the chains by permanent surgical means
12	Most bodies show signs of careful examination and medical work, many disemboweled
13	Multiple bodies lie with weapons in hand, with various sunburst marks on the floor
14	Multiple corpses have their hands at their throats and no obvious wounds can be seen
15	Pulped and smashed bodies cover the floor with a display of both viscera and powdered bone
16	Sprays of blood and bone are scattered so widely it appears something detonated from within
17	Victims here seem twisted and warped, as if "wrung out" by some powerful magical force
18	Victims of an ambush are piled but failed to burn after set aflame; all equipment and clothing gone
19	Victims of mass whipping lie about, skin flayed and draped across the ground between the bodies
20	While no blood is here, multiple victims lie with missing limbs, the ends perfectly cauterized

Table 5–78: Stomach Contents, Large Creatures 1	
1	Assorted armor
2	Assorted equipment
3	Assorted skulls
4	Assorted tools
5	Assorted weaponry
6	Backpack
7	Book cover
8	Boot
9	Branch
10	Cauldron
11	Corpse
12	Creature horns
13	Dead fish
14	Door knob
15	Eyeglasses
16	Gemstones
17	Glasswork
18	Hair brush
19	Hat
20	Holy symbol

Table 5–79: Stomach Contents, Large Creatures 2	
1	Horseshoes
2	Ivory box
3	Jawbone
4	Jewelry
5	Magical cloak
6	Metal coins
7	Moss
8	Ogre hand
9	Piece of chain
10	Rib bone
11	Rotten fruit
12	Scalp
13	Silverware
14	Small rocks
15	Splintered bones
16	Tentacle
17	Torch
18	Toy
19	Troll foot
20	Vial

Table 5–80: Trap Detail 1

1	Area suddenly floods with water
2	Blade slices out of the wall/floor/ceiling
3	Box summons vermin swarm when opened
4	Darts fly from the walls when flagstone is tread upon
5	Door falls forward with great thrust to crush
6	Door under pressure which bursts out when opened
7	Floor drops away to reveal concealed pit with spikes/monster/other threat
8	Floor drops away to reveal concealed pit with water/acid/other liquid
9	Floor tilts into a sliding trap
10	Guillotine blade slides down once threshold is breached
11	Handle has carefully concealed razors or needles
12	Handle is coated with a contact poison
13	Head bas-relief spews poison or acid from open maw
14	Hollow door filled with acid waiting to be broken down
15	Iron bars slide down from ceiling
16	Ladder carefully designed to break apart when climbed
17	Lever which releases an electric jolt to victim grasping it
18	Limb-sized hole designed to entice someone to reach inside, trapping the limp
19	Locking mechanism relocks door once opened then closed
20	Magical gravity reversal

Table 5–81: Trap Detail 2

1	Magical spell shrinks target, then releases normal, hungry rats to feed
2	Magical wall suddenly appears
3	Magical webbing fills an area suddenly
4	Net projected onto area
5	Pin juts out to poke with poison tip
6	Poison gas leak when flagstone is tread upon
7	Portcullis drops down to hamper travel backward
8	Powerful lodestone pulls all metals to it and holds fast
9	Rope bridge is cunningly cut thin to break at first weight
10	Snare trap concealed to shackle limb
11	Spiked chains fall from ceiling to rake and capture
12	Spikes like caltrops jut suddenly from the floor, attacking feet
13	Statue releases lighting bolts down hallway with a thin layer of water on ground
14	Stone block from ceiling drops straight down
15	Sudden gust of wind with intense strength, extinguishing lights
16	Sudden, drastic temperature change via magic, causing pain and weakness
17	Torch is dropped from hidden panel into puddle of grease
18	Walkway coated with slippery substance to hamper movement
19	Walls crush in from both sides
20	Walls slide to change the configuration of an area

Table 5–82: Chest Composition	
1	Bronze
2	Carved wood
3	Cheap wood
4	Copper
5	Gold
6	Iron
7	Iron bound
8	Lead
9	Leather bound
10	Magical force
11	Marble
12	Silver
13	Slate
14	Steel
15	Stone
16	Sturdy wood
17	Unusual
18	Warped
19	With binding
20	Wrapped in chains

Table 5–83: Chest Contents	
1	Antique sword, sash, toy drum, wooden cane
2	Arcane tome, rune stones, sigil-covered cloth
3	Bag of ash, bones, homunculus in a jar
4	Black silk bag, metal skullcap, used wands
5	Bloodsoaked rug, crystal shards, silk mask
6	Book of omens, sack of dirt from exotic land
7	Box, coffer, jug, satchel, urn, vase (all empty)
8	Charred remains, pirate flag, treasure map
9	Copper coins, gold bars, silver dust, tongs
10	Costume jewelry, forged papers, wigs
11	Crow's beak, jar of dead ants, powdered horn
12	Crushed bones, dowser rod, fetish, runestick
13	Cursed sword, flame trap, poison gas, soot
14	Dead body, jar of nails, sacrificial dagger, teeth
15	Feathered cloak, matching boots, mirror
16	Glass beads, scalpel, taxidermy equipment
17	Jade statuette, silver knife, vial of acid
18	Leather longcoat, monacle, swordcane
19	Rotted food, silver tureen, spoiled wine
20	Soiled rag, unholy water, viscous fluid

Table 5–84: Locks and Keys 1	
1	Brooch lock and gem key
2	Candle lock and flame key
3	Chest lock and coin key
4	Chimera lock and key (missing one head)
5	Clover lock and rabbit key
6	Coin lock and pickaxe key
7	Crossbones lock and skull key
8	Dragon lock and misty breath key
9	Elephant lock and ivory tusk key
10	Fireplace lock and flames key
11	Flask lock and stopper key
12	Fox lock and hound key
13	Gem lock and magnifying lens key
14	Half-starburst lock and other half key
15	Harp lock, requires certain notes played
16	Headless troll lock and troll head key
17	Holly mouth and mistletoe key
18	House lock and flames key
19	Lyre lock and hand pick key
20	Measuring scale lock, requires two coin keys

Table 5–85: Locks and Keys 2	
1	Medusa lock and mirror key
2	Net lock and fish key
3	Open-fanged mouth and tongue key
4	Pentagram lock and unholy symbol key
5	Permanent lock and no key
6	Pommel lock and blade key
7	Scroll lock and quill key
8	Ship lock and anchor key
9	Skeleton lock and bony finger key
10	Skull lock and bone hand key
11	Storm cloud lock and lightning bolt key
12	Storm cloud lock and sun key
13	Suit of plate mail lock and dagger key
14	Sun lock and moon key
15	Tankard lock and barrel key
16	Thimble lock with pin inside
17	Unholy symbol lock
18	Wall sconce lock and torch key
19	Waves lock and fish key
20	Zombie lock and worm key

Table 5–86: Advanced Locks

1	Amazing recessed lock, elven made, vase shape, key instered in top of vase
2	Double amazing padlocks, both griffins joined in battle, separate key for each
3	Double average padlocks, human made, a tangle of thorns and a demon's head
4	Double simple padlocks, human made, both locks old and worn with age
5	Dwarven design, average padlock, two rings of steel with keyhole in center
6	Elven craftsmanship, two good padlocks, both shaped like silver snowflakes
7	Good padlock, elven make, gold ivy leaf with curling vine
8	Hidden amazing lock, false lock on front hides true lock, press lock in to release
9	Hidden average lock, key inserted into hole under left side handle
10	Hidden good lock, elven design, small key hole underneath
11	Hidden simple lock, released by pressing loose stud on steel binding
12	Multiple amazing padlocks, ring of small cubes joining in one lock, four keys needed
13	Multiple average padlocks, human craftsmanship, built with counterweights and thick chains
14	Multiple good padlocks, dwarven make, series of miniature gates and locks, with minor differences
15	Multiple simple padlocks, human design, crass bronze locks locking with each other
16	Padlock of amazing quality, human made, Celtic knot design
17	Recessed lock, average quality, human made, human fist sidewise
18	Recessed lock, good quality, elven design, phoenix rising from ashes
19	Simple padlock, human made, dragon shaped with tail forming loop
20	Simple recessed lock depicting yawning lion, dwarven made

Table 5–87: Secret Compartments

1	Behind brick
2	Behind mirror
3	Behind painting
4	Behind tapestry
5	Ceiling slot
6	False bottom
7	False drawer
8	Hidden with magic
9	Hollow book
10	Hollow hilt
11	Hollow leg
12	In secret door
13	In statue's base
14	In globe or ornamentation
15	In light fixture
16	In weapon handle
17	Loose floorboard
18	Loose stone
19	Trapped nook
20	Under a pillar

Table 5–88: Unusual Chests

1	Coated with poison
2	Contents coated with poison
3	Covered in dragon scales
4	Covered in human skin
5	Covered in ichor and ooze
6	Crafted to resemble armchair
7	Crafted to resemble barrel
8	Crafted to resemble bookcase
9	Crafted to resemble coiled snake
10	Crafted to resemble desk
11	Crafted to resemble door
12	Crafted to resemble mouth with jagged teeth
13	Crafted to resemble sarcophagus or coffin
14	Crafted to resemble sleeping unicorn
15	Crafted to resemble statue
16	Invisible
17	Lid has glass window
18	Lid is made of bone and skin
19	Lid is fitted with dozens of tiny locks
20	Lid is a field of electricity and magic

Table 5–89: Chest Lining	
1	Bronze
2	Clothing
3	Dragon scales
4	Fur
5	Hair
6	Hide
7	Iron/steel
8	Lead
9	Leather
10	Leaves
11	Linen
12	Maps
13	Mirrors
14	Parchment
15	Satin
16	Silk
17	Skin
18	Straw
19	Velvet
20	Woven reeds

Table 5–90: Secret Compartment Contents	
1	Clothing (one outfit)
2	Codebook/cipher
3	Crystal ball
4	Diary/journal
5	Disguise kit
6	Gemstones (cut or uncut)
7	Gold
8	Jewelry
9	Key(s) to lock(s)
10	Letter of marque
11	Map/scroll case
12	Ornate mirror
13	Potion vial(s)
14	Property deed
15	Skeleton
16	Small box
17	Trap
18	Treasure map
19	Weapon
20	Will and testament

Table 5–91: Gemstones 1	
1	Agate
2	Alexandrite
3	Amber
4	Amethyst
5	Ammolite
6	Aquamarine
7	Chalcedony
8	Chrysocolla
9	Chrysoprase
10	Citrine
11	Diamond
12	Emerald
13	Feldspar
14	Garnet
15	Hematite
16	Jade
17	Jasper
18	Jet
19	Kunzite
20	Lapis lazuli

Table 5–92: Gemstones 2	
1	Malachite
2	Obsidian
3	Olivine
4	Onyx
5	Opal
6	Pearl
7	Pyrite
8	Quartz
9	Ruby
10	Sapphire
11	Spinel
12	Sugilite
13	Tanzanite
14	Tiger's-eye
15	Topaz
16	Tourmaline
17	Turquoise
18	Variscite
19	Zeolite
20	Zircon

Table 5–93: Jewelry 1	
1	Amulet
2	Anklet
3	Armband
4	Badge
5	Bangle
6	Barrette
7	Belt buckle
8	Bracelet
9	Bracer
10	Brooch
11	Cameo
12	Choker
13	Circlet
14	Clasp
15	Collar
16	Coronet
17	Cufflink
18	Diadem
19	Ear cuff
20	Earring

Table 5–94: Jewelry 2	
1	Eyeglass chain
2	Hair pin
3	Locket
4	Medal
5	Medallion
6	Monacle
7	Neck chain
8	Necklace
9	Nose jewels
10	Ornamental tooth
11	Pendant
12	Pin
13	Piercing
14	Prayer beads
15	Ring
16	Signet ring
17	Tiara
18	Toe ring
19	Torque
20	Waist chain

Table 5–95: Art Objects	
1	Black helmet of an evil fallen knight whom the owner had personally slain
2	Chalk sketch on slate of a beautiful woman lying on her side asleep
3	Crossed scimitars connected by a standard of the desert knights of Solthfell
4	Crystal globe carefully crafted around an ink-injected form of a charging warhorse
5	Detailed painting of a warrior on bended knee holding his sword near a fallen comrade
6	Dot painting of an aristocratic woman enjoying a picnic with a castle in the distance
7	Marble statue of a barbarian tribe leader riding a giant lizard and wielding a spear
8	Mobile from which hang the severed heads of the owner's former opponents
9	Mummified heads of seven notorious criminals stacked on top of each other, forming a pole
10	Obsidian spearhead containing runes of the elemental genies of fire and sun
11	Painting of a famous bald wizard poring over his books while wearing a blue robe
12	Preserved skeletons dressed as jesters posed to look like they are dancing
13	Red-haired female pirate depicted in an oil painting of a boarding action
14	Sculpture of the four elements twisting around each other to form a single cord
15	Shield decorated with an montage of many different local nobles' household symbols
16	Small painting of a druid wearing all white bending down and talking to his dog
17	Statue of an elf engulfed in flames standing sternly and calmly, holding a whip
18	Statue of a rubenesque woman who appears half human and half fire elemental
19	Thirty-foot-tall painting of the head and shoulders of an infamous cruel king
20	Three rapiers, each with an ivory handle marked with delicate engraving, hanging behind a shield

Table 5–96: Art Pieces

1	Bouquet of roses made from wood shavings, each painted a different color
2	Bowl of fruit each made from a different precious stone
3	Clay plate, glazed with a blue image of a nation's champion
4	Collection of carved jade, five-inch-tall monsters
5	Crystal eye with a silver iris and red jade blood vessels
6	Decorative holy symbol of gold with silver inlay
7	Foot-tall statue, made of a light metal, of a particular child
8	Four-inch-long rectangular crystal with a woman's face carved into it
9	Golden spear with the handle wrapped in leather made from orc skin
10	Hand carved out of wood, painted to look like gold
11	Ivory statuette of a lion-man cradling a young lizardfolk
12	Moonstone carving of an angry man's face
13	Onyx coin with a holy symbol on it and a small carved depression in the center
14	Several concentric steel rings with a ball of gold in the center
15	Several pearls of red gold with a different gem in each
16	Silver skull with ruby eyes, missing its jaw
17	Snake carved out of serpentine with amber eyes and bloodstone fangs
18	Spider carved out of topaz with yellow jasper fangs
19	Twenty-sided sapphire object with a different rune carved into each side
20	Wooden mask traditionally worn by the shaman of a barbarian tribe

Table 5–97: Mosaics*

1	Broken mirror pieces randomly placed
2	Depicting a local noble's heraldic crest
3	Details of several unsolved murders
4	Directions to a dangerous location
5	Geometric, textured patterns that seem to serve no purpose
6	Great hunt for animal, humanoid, or monster
7	Great wall depicting a scene from a battle no one has ever heard of
8	Great wall depicting a scene from a famous battle**
9	Map of a city, current or long lost
10	Moral story or fable detailed in a number of different styles
11	Picture of a faceless, shadowy aberration, feeding on the dead
12	Picture of a great, ferocious beast with an indecipherable rune written underneath
13	Scene showing a battle between two galleons**
14	Scene shows a great battle between two underground races**
15	Series of Tarot card scenes
16	Several small scenes of random death and destruction
17	Showing a spell caster casting a spell at an unknown foe
18	Showing the resting place of a famous/infamous weapon of legacy**
19	Shows the death of an infamously evil creature by another evil creature**
20	Shows the horrible details of an aberration

* Glass, ceramic, marble, mirror, pebble, and shells

** Which might contradict the "known" historical "facts"

Table 5–98: Sculptures

1	Bone animal crouching for the attack
2	Bronze dragon rearing up with eyes closed
3	Clay bust of an ancient powerful queen
4	Copper demon skulking with staff
5	Crystal angel blowing a trumpet
6	Glass elemental with arms spread wide
7	Glazed clay mount and rider
8	Gold deity on knees with head raised
9	Granite holy item
10	Iron mask twisted on one side
11	Ivory luck symbol
12	Jade seahorse seemingly smiling
13	Limestone human woman with great sword
14	Marble human male in acrobatic pose
15	Platinum globe of the planet
16	Rusty iron centerpiece with jagged edges
17	Silver miniature castle with multiple towers
18	Stone bowl with drinking lip and runes
19	Terra cotta pillar with snake motif
20	Wooden weapon carved for ornamentation

Table 5–99: Portrait, Subject 1

1	Bounty poster
2	Busy marketplace
3	Coronation ceremony
4	Dark enchanted wood
5	Depicts a fable
6	Depicts a song
7	Dinosaur
8	Dire animal
9	Embroidery sampler
10	Family, current or years ago
11	Family member as adult or child
12	Family recipe
13	Favorite hound, living or dead
14	Favorite mount, living or dead
15	Festival
16	Funeral
17	Great stag
18	Group of heroes, living or dead
19	Head of noble household as adult or child
20	Hunt in progress

Table 5–100: Portrait, Subject 2

1	Joust
2	Joust winner
3	Lover
4	Magic weapon
5	Magical beast
6	Meadow or lake
7	Member of royalty as adult or child
8	Mirror
9	Old dungeon map(s)
10	Old treasure map(s)
11	Relic or artifact
12	Ruined castle
13	Saint
14	Sheet music
15	Ship
16	Significant magic item
17	Tournament
18	Tournament winner
19	Wedding
20	Words of a song

Table 5–101: Tapestry, Subject 1

1	Aerial creatures battling
2	Alien/exotic creature
3	Ancient castle, now ruins
4	Ancient rites
5	Ascension of a god
6	Birth of a god
7	Bloody battle
8	Bright green dragon engulfing town in fire
9	Constellation
10	Death of a dragon
11	Death of a god
12	Death of a hero
13	Death of a king
14	Death of a unicorn
15	Depicts adjacent room through doorway
16	Downfall of a religion
17	Family crest surrounded by surrounding lands
18	Family tree
19	Family tree of a noble house
20	Group of centaurs hunting a man

Table 5–102: Tapestry, Subject 2

1	Hanged Man Tarot card picture
2	Ivy-covered manor
3	Known world map
4	Large hound surrounded by his pack
5	Legendary animal
6	Legendary figure
7	Maiden meeting a unicorn
8	Map depicting a long, heroic journey
9	Map of surrounding lands
10	Mighty castle
11	Nursery rhyme
12	Religious monument
13	Stained glass window
14	Storm clouds over field
15	Sunbathing blue dragon
16	Sunrise over mountains
17	Sunset behind a great bay
18	Tall, dark god
19	Tree of Life
20	Young woman admiring a knight

Table 5–103: Portrait or Tapestry Features

1	A map is drawn on the back
2	Ancient and crumbling
3	Another subject on reverse side
4	Current subject painted over another
5	Hides a letter tucked into the frame
6	Hides a secret compartment or door
7	Hides an alcove
8	Hides an entrance to the next room
9	Hides spy holes to the next room
10	Is a portal to the subject
11	Painted by a famous artist
12	Painted by a hero
13	Painted by a magical beast
14	Painted with blood
15	Painted with magic paints, subject changes
16	Painted with magic paints, subject moves
17	Small gems highlight areas
18	Trapped with a poison needle
19	Trapped with an alarm
20	Woven with threads of precious metals

EMPTY ROOMS

For most of us, it goes like this… First, the GM spends time describing the area as an empty room before paranoid adventurers decide to explore it anyway. Second, the adventurers spend valuable time on minutiae preparing, going in, and exploring the room only to be finally rewarded with the worst words an adventurer can hear (unless they need a place to rest): *"You find nothing, it's really empty."*

We can imagine that a designer, constrained by word count or working off of a predesigned map, might log a few rooms as empty or simply leave them mysteriously blank for a fledgling GM to fill in later. We can also understand that a once-thriving location, which has fallen into ruin (with just a few rooms inhabited today), might have a number of "mostly empty" rooms. However, empty rooms are a pox on thorough GMs, many who want to create thriving and realistic environments for their players to explore.

The following pages change all that for you, providing six charts — that's 120 empty rooms (you read that correctly) — to drop into any ongoing adventure. Use these charts whenever the game needs a punch in the arm (figuratively).

EMPTY ROOMS

Table 5–104: Empty Rooms 1

1	Abandoned room used as a garbage pit and cesspool for nearby residents, the smell is both overwhelming and ripe.
2	Against the nearby wall is an ancient forge and foundry, the fires long cold and tools broken and shattered about as if in anger.
3	Ancient tapestries in need of repair crawl with ruinous vermin and must have been very valuable back in their time.
4	Angled corners built of wood try to turn this otherwise square room into a hexagonal chamber, but were unfinished.
5	Animal corpses lie against the walls, with massive marks from desperate claws scratched on the walls. The smell of ancient decay hangs in the air, adding to the gruesome nature of the scene.
6	Ash from burned wood lies in a pile in the center of the room as the aroma of a recent meal mixes with the wood fire smell.
7	Banners of a nearby kingdom preserved from days of old lie in tribute throughout this room lit by a faint magical glow.
8	Barrels cover the entire room;,with a single small passage between them leading to a far wall. It smells musty and decayed.
9	Bas-reliefs of ancient dwarven runes (warning and danger) are carved up and down the walls of this room with intricate precision.
10	Bat guano covers the floor of this room, heavily booted tracks lead about the room as if someone was exploring in earnest.
11	Below a floor of crystal lies a perfectly laid-out skeletal form of a dragon wearing a crown of bone and having eyes of gemstones.
12	Blast marks of sunburst power are splashed about the far walls as if someone had cast mighty combat spells at one time.
13	Bones piled in the shape of a pyramid are in the very center of this room, a single grinning fanged skull at the very top.
14	Bookshelves of moldy, forgotten lore sit piled haphazardly about. A teak box, no bigger than a skull, sits off to one side.
15	Careful examination shows that every corner of this room has deliberately been carved to be rounded and not have straight angles.
16	Carvings of a great volcano erupting and laying waste to an ancient city are masterfully executed in great detail into one wall.
17	Ceiling blocks appear to be slowly dislodging as plant roots peek through the cracks and water drips slowly onto the smooth stone floor.
18	Cell bars sit in the corner of this room, betraying its use as a prison or jail; the smell of sweat and decay is strong here.
19	Center of the floor is drawn has summoning runes drawn in charcoal and ash. Candles and small sharp serrated blades lie scattered.
20	Coarse rat hairs lie scattered about this room, and crumbs of food lie in the corners.

Table 5–105: Empty Rooms 2

1	Cobwebs of long dead spiders cling wistfully to all the corners, as spider corpses lie about the floor.
2	Construction of a door leading from this room began but was abandoned; no tools are found.
3	Cracks appear on all the walls as if pressure from above is both constant and aggressive.
4	Crude, simple benches face one bare wall, but no altar, dais, shrine, or holy monument can be seen.
5	Cubby holes built into the walls of this room each contain a personal study with desk, chair, and ink, all unused for some time.
6	Dark gray marble covers the mosaic floor with lines of bloodstone set like lightning bolts.
7	Dozens of black iron candle holders nearly three feet high are propped up, the candles long extinguished, melted wax all around.
8	Egress/portcullis set in the ceiling but no visible lever or catch to control its position.
9	Entire floor is warped and rippled across, making footing dangerous; wall sconces hang empty.
10	Exquisite statue of a human woman in plate armor stands in a corner; her hand poised up as if to cover her face from danger.
11	Faded words carved into the wall are still legible: "The gods will grant me justice."
12	Flecks of metal lie near a pile of burned wood, the smell reminiscent of a black smith's workshop.
13	Footprints in the dust show someone entering, walking along the perimeter and leaving…
14	For a moment listeners seem to hear faint footfalls echoing throughout this room as of someone dashing for cover, but there is nothing within.
15	Four two-foot-wide circular pits sit in opposite corners; faint scraping noises come from within
16	Four sarcophagi lean against a nearby wall, their lids loose but still covering whatever lies within
17	Garish emerald colors were sloppily applied to all the corners; sacks of dried leaves lie open
18	Gold food platters are fixed crudely to the ceiling by iron spikes driven in at odd angles
19	Grating covers a wide pit nearly the size of the room, with dark, oily water beneath
20	Hanging braziers in the corners of the room glow brightly from the materials within, the ceiling concealed by thick smoke

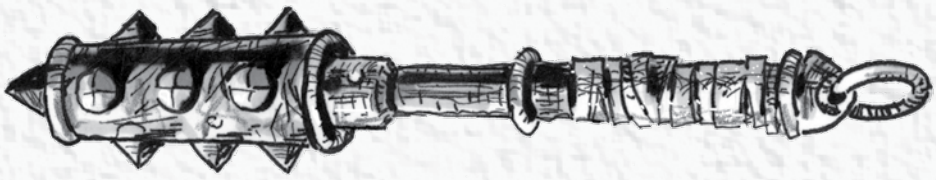


Table 5–106: Empty Rooms 3

1	Illusory sound and light play a quick dark tune on an unseen wind instrument, suggesting doom and despair.
2	In a small recess in the center of the room lies a book with covers of stone, a seven-pointed star carved into its face.
3	In one corner is the intact skeleton of some huge giant, still curled in a fetal position but bones completely stripped of meat.
4	Iron cauldron of immense size hangs suspended above an alchemical fire flashing different colors heating the liquid within.
5	Iron maiden leans against the far wall, a pair of wide-open eyes staring out of the facial slit in stark terror.
6	Large basin of hot coals burns slowly against the far wall, illuminating the entire chamber in a crimson hue of unease.
7	Large crudely-made wooden coffin is in the very center of the room, a padlock used to lock shut the heavy lid.
8	Leathery giant batlike wings from some poor creature have been nailed crudely against the walls providing gruesome covering.
9	Loose flooring has collapsed a section of the floor. Slime coats the far wall and an acidic liquid has collected in the uneven floor.
10	Loose tiles cover the floor in no particular order; in places the largest tiles have been shattered with a hammer or maul.
11	Magical light emanating from the room's center ceiling shines down on a meticulously detailed angelic statue resting there.
12	Marks of tar splatter about the aged and cracked stone floor and walls. After close inspection, the tar appears to be an unidentifiable ichor, fused to the stone.
13	Matching the horrible smell, one corner reveals a large pile of moldy food and sewage while another is the scene of carnage and butchery.
14	Mining tools and twisted maps lie about the chamber as if excavation work was about to begin, but no progress has been made.
15	Miniscule puncture holes in various places throughout the room exude a strange smoke akin to incense, but much stronger.
16	Mirrors in the corners reflect the light from many torches set in wall sconces and draw the eye to many dancing shadows.
17	Moisture from an unseen source permeates the room, coating clothing and flesh and dampening hair; animals are skittish.
18	Mold clings to the wall where a small trickle of water passes through a crack and runs onto the floor, making a puddle of mud and grime.
19	Mold clings to the walls of this room and watery slime runs down to the floor, where it collects in the center, which is slightly angled in and depressed.
20	Moldy old mattresses have been affixed to the ceiling, floor, and walls of this chamber in an attempt to "pad" it for some reason.

Table 5–107: Empty Rooms 4

1	Mushrooms and fungi cover the entire floor like some exotic, fantastic carpet, occasionally twitching and moving away from something underneath.
2	Near the door lie the remains of an old falling spike trap, long since sprung and never reset.
3	Oily rags and empty tin vials are thrown in a corner. A single workbench of immense size, missing a leg, is against the far wall. Random broken tools lie scattered on the bench.
4	Old barrels marked with an unknown stamp lie about; the strong vinegar smell of wasted wine permeates the room, mixing with decay and dust.
5	Old bookshelves are set into the walls. A pile of books lie together in the center of the room, dissolved by acid or magic.
6	Old wood cots rest against the walls. Vermin-infested blankets and sheets lie scattered about the room. On one cot sits a small barrel and on another a rusted sword.
7	Old rope bridge gives a way to cross this room with a deep and murky water-filled crevasse across the room's center. The rope is frayed in places, suggesting its overuse.
8	On a stone slab in the room's center lies an ancient parchment with arcane symbols and crude drawings of catfish lie in the margins. The slab is otherwise untouched.
9	Once a laboratory, a shattered table points to broken glass, rubber tubing, and colored powder about the room. No liquids remain, perhaps evaporated years ago.
10	Once-fine tapestries fill the room with now-faded scenes of battle glory and demonic figures. The rugs are soiled and the corners of the room filled with dust and lint.
11	One wall shows evidence of burns, except for the center of the wall with a humanoid outline. The room is otherwise clean, all the evidence of its use burned away.
12	Open crates marked with a well-known merchant house name are pushed to one side, hay and packing material scattered about.
13	Painted in blood with an unskilled hand stands the avatar of a dark god, as well as his holy symbol.
14	Perfect rendition of a spider has been cut into the floor, each leg stretching to touch a nearby wall segment.
15	Pieces of broken axe handles, great clubs, and other wooden objects appear tossed into the room.
16	Piles of rusted, crushed, and partially dissolved armor pieces and shields are in this chamber, some with surviving maker marks.
17	Pipes stick out of the walls at odd angles aiming into the room. They appear to be made of iron and faint wind whistling can be heard.
18	Planks of wood, finished doors with iron bands, and piles of finished hinge work lie about this chamber awaiting use.
19	Pool of perpetually bubbling lava lies in the center of this room; deep scented brimstone assaults the senses. Oddly, there is no heat, despite the rising vapors.
20	Poorly concealed false door hangs open against one wall; a thin rope attached to its handle lies limply in the room's center.

Table 5–108: Empty Rooms 5

1	Rats scatter at the intrusion here, making their way into tiny burrows gnawed into the room's corners and cubbyholes.
2	Recently a fire had to have wracked this chamber. The telltale smells of extinguished fire and flame are strong but nothing can be seen. It is actually hard to breathe.
3	Remains of a camp are evident. A sleeping bag and simple tools were left behind by a lone explorer not long ago. (See tables 3–107 and 3–108 for more).
4	Scratch marks on the floor and walls show someone was unwillingly dragged from this room.
5	Sections of the far stone wall have been worked by someone with magic trying to manipulate the shape or style of the stone.
6	Sets of torture equipment and tools of the trade lie scattered about. A whip encased in a glass box hangs on the far wall alongside a rack of tools, such as boards, pliers, thumbscrews, and tongs.
7	Several sets of shredded dwarven-sized outfits lie about the floor. There is no evidence of a scuffle, and no bodies or blood to be found.
8	Simple common objects like a lanter, quill pen, parchment pages, and a brass urn float softly throughout the room from unseen magic.
9	Simple dais against the far wall leads to an unfinished altar made of brown basalt with what appear to be dried blood stains thereon.
10	Single lantern burns with a magical light inside. An iron covering with cut-out shapes allows the light to (confusingly) project larger ghosts on all the walls.
11	Single piece of thick rope hangs from a stone in the center of the room, literally coming out of the ceiling itself, not on a hook.
12	Single stone sarcophagus seemingly has no lid. Ancient runes are carved around the room at the very top near the ceiling.
13	Single wall once dividing the room in half has recently crumbled down, littering the surrounding floor with loose rubble. A single pick axe protrudes from under the rubble.
14	Six pillars stretching from floor to ceiling hold up the ceiling of this large room. Rusted manacles dangle loosely from each pillar, the locks broken open long ago.
15	Skeletons suspended from the neck hang limply from the walls, as if their heads were melded with the stone and trapped.
16	Sliding flagstones in the floor reveal a nearly 30-foot-deep pit with old, moldy skeletons impaled on spikes below.
17	Slime runs from corner to corner, creating both treacherous footing and an odd, stinging smell that assaults the senses and attracts all manner of parasitic insects.
18	Small circle of runes no more than a foot around are off to one side, each rune a different color and of unknown origin.
19	Small darts lie scattered about the floor, each showing it was once coated with a filmy liquid. A wooden board on the wall suggests this was once a training room or interrogation chamber.
20	Small figurines of mounted humanoid figures each wielding a lance sit atop a table on some sort of mosaic game board

Table 5–109: Empty Rooms 6

1	Someone spent time hanging wire and tapestries attempting to divide this room into different sections for whatever reason.
2	Spots of ice mark the otherwise unadorned walls of this chamber. Icicles hang down from the ceiling and the room is somewhat cold, but not freezing.
3	Statues of what appear to be kings only four feet high are carved out of the room's walls, each wielding a different, unique weapon.
4	Stone slabs jut out at violent angles from the various walls, each big enough to support a human-sized body.
5	Strewn about the floor are dozens of helmets of various sizes and design, some from lost empires or nations that have sinced changed their army uniforms.
6	Thick layers of undisturbed dust reveal this room has not been used in quite some time despite the apperance of half-eaten food and bits of cloth.
7	Thin inch-wide canals zigzag, only an inch deep, across the floor acting as a reservoir for some forgotten ritual or experiment.
8	Three sets of rusted iron shackles line the wall with two long-since dried-out skeletons lying in a pile on the floor, the skulls crushed under a heavy weight of some kind long ago.
9	Two corpses lay face-down in a pile of coins, their long-dried blood staining the coins and treasures they have fallen into.
10	Two crumbled stone supports stand on either side of a rubble pile, bones peeking out from under the dirt and shattered stone.
11	Two stone statues guard the doorway. Nails mark the wall as if a great work of art once hung here.
12	Unnatural shade and gloom permeate this room; sometimes glimpses of shadows can be seen swimming within.
13	Various bones of small rodents lie along the floor, as does the shed skin of a small snake.
14	Various scrape marks of differing sizes crisscross the floor of this room, some barely scratching the stone and others carving deep.
15	Walls of this chamber are covered with gory, jagged spikes. A grate in the floor leads to a dark pit.
16	Weapon racks adorn the walls of this room, with quite a few holding intricately worked scythes with handles of bone.
17	What appears to be a living tree "grows" in the center of this room, no doubt kept alive by magic. Elven runes adorn the walls.
18	Wooden chest against the far wall was opened and looted long ago; poison spikes still protrude from the shattered lock.
19	Wooden man-size doll stands battered in the center of the room; one arm lies on the floor cleanly cut off.
20	Wooden table has been set to block entrance to this room; spikes are protruding through as if impaled from the rear.

MORE ADVICE

Far be it for us to tell you what is fun in your game (how pompous is that). Still, experience lends us a few tips to share when designing a practical dungeon for fantasy games. And you can never get enough sidebar advice in a book chock full of charts and… um… sidebar advice.

- Keep it focused. Nothing kills a dungeon exploration more that fighting through two or three rooms (*or more*) of the same exact creature in the same environment. It's boring and repetitive, and soon starts distracting players from the game when they experience nothing new. Keep the design smaller; edit out repetitive rooms or those that serve no purpose. Or use the previously mentioned Empty Rooms for flavor.

- Do it smart, but realistically. NPCs should react to the world in ways that make sense. Not every NPC knows every action of every character. But they do know when the orc guards they've hired stop showing up for roll call. Just because a room has 10 orcs in it, doesn't mean that a captain is going to leave his men unattended and without reinforcements. PCs who chew through the enemy like a shark through pudding, probably shouldn't have to face the same exact enemy every time.

- Give the bad guy an out. If it's the lair of a major villain or one with exciting role-play options, never let him hang out in a room with one exit. Always give the villain some escape route possibility, have some nearby minions to call upon when the going gets rough, and have as many props and terrain features as possible to make it exciting. And never let five PCs gang up on one wizard, regardless of level.

- Keep mazes rare. Unless most of your players really enjoy helping the mouse find his way to the end of the graph in a children's maze, don't use them, because this is what a maze usually amounts to. They are frustrating and time-consuming in play, confusing to map and set up, and troublesome to keep track of. So unless you need a small area to be a maze for a very specific plot point, try to avoid them. Alternatively, just ask for navigation rolls.

- Don't sweat the details of miniature mapping. No matter if you use cardstock dungeon tiles or printed PDF floor plans, or you scribble on a mat with markers, you want room setup to go quickly. It's exciting for players to discover new rooms. The longer it takes to reveal, the more momentum is lost. Just because a cartographer put lots of pointless twists, turns, and odd angles in a room, doesn't necessarily mean you have to. The room is 5x8 but you only have a 6x7 tile available? Guess what. The room just changed size.

- Sometimes the players will surprise you. Let them devise reasons for things. Use vague hints and clues (like those throughout this book) and listen to them come up with reasons why things are there. Become a reactive GM who adds things that reinforce the logic of the players and they will feel involved… or if nothing else, smart.

USING THIS CHAPTER

Dungeon Legends
15 Demigod and servants
Dungeon Names
14 Halls of Nightstone
Dungeon Entrances
11 Rune-covered stone
Unusual Brick
2 Colored with blood
Corridor Special
6 Gravel floor
Door Types
12 Marble with emblem of forgotten kingdom
Advanced Locks
5 Simple recessed lock depicting yawning lion, dwarven made
Dungeon Sound, Strange
7 Long metal scrape across stone and drawing of steel
Dungeon Tiles 3
1 Octagonal design
Empty Rooms 2
5 Cubby holes built into the walls of this room…
Scenes of Carnage
7 Burnt corpses lie scattered about, magical scarring on the stone walls…

You've heard of a place called the Halls of Nightstone, where a cult to a demigod and his demonic servants once held court. It is here the bounty hunter you seek may be hiding out. Following the directions given, you stand before the old entrance made of rune-covered stone. Making your way inside, the corridor of gravel floor crunches beneath your boots, and you notice swaths of blood on the walls. Eventually you come to a door made of marble, with the emblem of the ancient Kingdom of Aharr carved into it. A yawning lion face rests at the center of the door, hinting at the lock inside. The dwarven make immediately betrays it as a four-tumbler system that your rogue has opened many times before.

Sounds of steel scraping on stone echo in the background as you nervously manuever tools into the lock. The sound of weapons being drawn follows soon after, as the need to move quickly mounts. Moment later — which feel like hours — the door opens and the sound fades into the background. A 50-foot-wide octagonal room stands before you with cubby holes built into the sides. Your torch light flickers, catching shadows at the edge of your vision that hint at something hidden in the darkness. The faint smell of charcoal and burned flesh catches your nose.

What manner of evil hides therein?

CHAPTER SIX

MAGIC

Table 6–1: Magic Item Creation Flavor

1	Bind an incorporeal spirit to the item or hold it long enough to impart its knowledge or actual essence into the item's suite of powers.
2	Clear your mind of outside thoughts, stop all activities, and be away from companions in order to reach perfect concentration.
3	Contact your mentor or superior via magic for advice or blessings and perhaps to borrow some of his or her power.
4	If pious, create a shroud with runes of the appropriate deity to wrap the item in during its final creation process.
5	Keep accurate records with tablets, hourglasses, and candles for the exact length of time of each incantation for precision and perfection.
6	Take extra special care of any familiar or animal companion with whom your bond will be strained by putting all energies into item creation.
7	Meditate on command words, phrases, or item activation methods. The symbols or words may come to you in visions and will need to be deciphered.
8	Repeatedly chant special formulas over the item in whispers or other tongues, and with motions over the item with a fetish, focus, or holy symbol in hand.
9	Research ancient heroes or similar magic items from legend dealing with the powers of your item to imbue the item with the specific abilities of the original.
10	Send the item dipping briefly into the ethereal or astral plane (or singular demiplane) to absorb some of the passing powers of the multiverse.
11	Summon and harness a tiny or fine-sized inevitable or elemental servant to aid in the meticulous details in decorating the item.
12	Use magic to clean dust, keep out unwanted noises, or create superior surroundings for crafting the item in a perfectly pure environment.
13	Build a temporary sheath, vice, or rack to encase the item and help attract and attune magical energies; the container dissolves upon creation.
14	Carve exceptional runes of great deeds or people related to the power of the item in hopes of attracting the powers to the item.
15	Contact a celestial or infernal for the blessing or curse to use your own hair or blood to help infuse the item.
16	Deal with a djiin to impart some of its powers to enhance the item, and perhaps hold it while the final spells are placed within.
17	Deal with an elemental to place some of its essence into the item, perhaps even bathing the item in the element for a day.
18	Harness the power of the weather (wind, lightning, rain, sun) through summoning and command magic to bathe the item in.
19	Have an exceptionally strong fighter (weapon or armor), deft rogue or bard (wondrous item), fellow arcanist (staff or wand), or cleric of your faith (holy item or protection) try out, model, and offer insight to their ways.
20	Research ancient secrets using tomes, books, scrolls, and tablets, and use your creation skills to channel the lore directly through you into the item.

Table 6–2: Magic Items 1

1	Aquatic Buckler of Fins
2	Abyssal Buckler
3	Accursed Crossbow of Damnation
4	Ancestral Sword
5	Animals' Partisan
6	Animated Hauberk
7	Armguard of Lightning Strikes
8	Arrow of Thundercrash
9	Assassin's Shadow Scythe
10	Axe of Righteous Shielding
11	Axe of Time
12	Belt of Stone's Crush
13	Berserkers' Maul
14	Berserkers' Quilted Armor
15	Black Javelin of the Five Hells
16	Blasphemous Cudgel
17	Blowgun of the Hurricane
18	Bolt of Piercing Heart
19	Boomerang of the Golem
20	Bracelet of Lost Identification

Table 6–3: Magic Items 2

1	Bracers of Moondown
2	Bracers of Muse
3	Breast Plate of Queen's Blessing
4	Breast Plate of Selfish Whispers
5	Buckler of Cursed Invocation
6	Buckler of Health
7	Buckler of Ooze
8	Chameleon's Ointment
9	Claymore of Darkness
10	Cloak of Splendid Glamour
11	Crossbow of Hex
12	Crusaders' Bolt of Truth
13	Cube of the Mystic Codex
14	Cudgel of Ogre Charisma
15	Cutlass of Good Heart
16	Dart of the Rugged Ranger
17	Demons' Glaive of Dark Perfection
18	Drake Shield
19	Draught of Spirit Wrack
20	Drink of the Crazed Master

Table 6–4: Magic Items 3

1	Drum of Voidspawned Percussion
2	Eagle's Flail
3	Earrings of Etherealness
4	Earrings of Kingly Infamy
5	Elemental Healer's Buckler
6	Elixir of the Undertaker
7	Ethereal Axe of the Executioner
8	Gauntlet of the Archangel
9	Gods' Gown
10	Gothic Waraxe
11	Great Sword of Barbaric Fury
12	Harpoon of Scaled Dominance
13	Harpoon of the Sea Chanter
14	Harpsichord of the Angry Demon
15	Hatchet of Seeking
16	Hauberk of the void
17	Icy Scythe of the Unknowable Rites
18	Infernal Golden Bracelet
19	Javelin of Clever Serpents
20	Javelin of the Virtuous Hurler

Table 6–5: Magic Items 4

1	Javelin of True Bane
2	Knife of Villainous Illumination
3	Lizard's Cudgel of Smoke
4	Lost Shield of Control
5	Lute of the Beguiling Bastard
6	Master Cat's Voulge
7	Orb of Drakekind
8	Orb of the Everseer
9	Otherworldly Lyre
10	Pendant of Timeless Absorption
11	Periapt of Sadism
12	Pipes of Fey Seduction
13	Plate Mail of Eternal Runes
14	Plate Mail of the Grey Knight
15	Plate Mail of Ultimate Defense
16	Quilted Armor of the Wanderer
17	Rapier of the Fiery Barrier
18	Ring Mail of Foe Seeking
19	Ring Mail of Magic Claw
20	Sandals of Finality

Table 6–6: Magic Items 5	
1	Scimitar of Acid
2	Scintillating Bolt
3	Shield of Sapphire Lances
4	Shoes of Glorified Posturing
5	Spear of Absorption
6	Spear of Mighty Craftwork
7	Spear of the Godswar
8	Sphere of Serenity
9	Spined Hawk Hatchet
10	Tiara of the Hateful Crusader
11	Tome of Debilitation
12	Tome of Thought and Subtlety
13	Tonic of Courage
14	Unholy Periapt of Blasphemy
15	Unspeakable Dark Salve
16	Viper's Club of Poison
17	Voulge of the Saints
18	Waraxe of the Destroyer
19	Warclub of True Stance
20	Warhammer of Decapitation

Table 6–7: Artifacts	
1	Aegis of the Storm Lands
2	Amulet of Demons
3	Banewand of Blackfyre
4	Blightwyrm Commander's Helm
5	Chattermouth Prison
6	Crown of the Last Paladin
7	Crystal Mask of Fear
8	Fist of the First Dwarf
9	Green Elf Bones
10	Ice Crown of Serenity
11	Justice Blades
12	Mask of Vermin
13	Orb of the Four Winds
14	Prism of Defiance
15	Righteous Eagle's Wings
16	Sapphire Eye of All-Seeing
17	Scepter of Light
18	Statuette of the Eternals
19	Trident of the Three Kindgoms
20	White Orb of Unlife and Shadow

Table 6–8: Magic Weapon Traits	
1	The blade is curved and smooth and its opposite edge is serrated in a manner resembling fire.
2	The end is gilded in pure gold and the protruding spikes resemble the suns rays.
3	Gold inlays of vines entwine the shaft of this weapon. Emerald leaves are set into it.
4	The blade bears an intricately etched hunt scene.
5	The bone shaft is veined with mithral, pulsing a faint glow. Strange symbols dance between the veins.
6	The grip is wrapped in what appears to be hair, possibly from a fell creature of the Abyss.
7	The grip is wrapped in blue dragon hide, the pommel bears an amethyst of the brightest hue, and the crossguard is polished silver, molded to look like it's covered in dragon scales.
8	The grip is wrapped in multicolored cloth strips leading to a bright red tassel made of fox hair.
9	The hilt is split at both ends of the crossguard as if two forked tongues protruded from each end.
10	The hilt is wrapped in a blackish-red leather, dark as blood, which it most likely is stained with.
11	The pommel is carved into the shape of a ram's head.
12	Set into this weapon is an eye, an incredibly realistic eye, encased in glass or resin.
13	The shaft is solid oak with narrow bands of rune-marked, pliable metals wrapped at random points.
14	The silver pommel unscrews from the hilt, to reveal a secret compartment; inside is a key.
15	The swept hilt is fashioned to resemble briars.
16	A tattered rag wraps around the grip of this old, sturdy weapon, which is in turn wrapped in leather.
17	The weapon contains three gem settings. Only two of them are filled.
18	The wood is darkwood with strange markings intermixed with swirling patterns in ivory inlays.
19	The wood grip is hard as steel. Smooth curling lines are carved into the baying visage of a wolf.
20	The wood shaft is carved in an array of twisted and anguished faces; the uppermost face is demonic.

Table 6–9: Magic Item Age

1	Within 1 year
2	No more than 5 years ago
3	No more than 10 years ago
4	No more than 15 years ago
5	Nearly 25 nears ago
6	Over 30 years ago
7	Almost 50 years ago
8	Just over 66 years ago
9	Nearly 75 years ago
10	Over 100 years ago
11	Exactly 101 years ago
12	Nearly 200 years ago
13	Close to 250 years ago
14	Nearly 500 years ago
15	Close to 1,000 years ago
16	Centuries ago
17	Well over a thousand years ago
18	From a past age
19	Eons
20	From outside time

Table 6–10: Forged By

1	Angels
2	Barbarians
3	Cabalists
4	Common man
5	Demons
6	Devils
7	Dragon(s)
8	Druids
9	Dwarves
10	Elves
11	Giants/titans
12	Goblinoids
13	Gods
14	Great hero
15	High priest
16	Humans of the east/north/south/west
17	King or queen
18	Madman
19	Magi
20	Master craftsman

Table 6–11: Forged Where/When

1	At a grand temple
2	By a frothing, tempest sea
3	By a towering waterfall
4	Center of a dark, gnarled forest
5	During an eclipse or lunar event
6	During a seasonal equinox/solstice
7	In an ancient grove
8	In an ancient shrine/temple
9	In the clouds
10	In a cliffside stronghold
11	In a deep, desecrated dungeon
12	In the eye of a storm
13	In a fey circle
14	In a forgotten gothic castle
15	In a great city or metropolis
16	In a seaside cave, buried by tidal pools
17	In a lost small town not found on any map
18	In a ritual of exactly seven wizards
19	In a volcano
20	On another plane

Table 6–12: Forged With

1	Alchemy
2	Celestial essence
3	Cold iron
4	Crystal
5	Dragon breath
6	Dwarven steel
7	Elven wood
8	Fire steel
9	Gemstones
10	Glassteel
11	Ice iron
12	Infernal materials
13	Meteor
14	Mithral
15	Mummified remains
16	Nothing special
17	Obsidian
18	Silver
19	Starstone
20	Trapped soul

Table 6–13: Magic Lore

1	Cast to the bottom of a storm-wracked sea
2	Determines the leader of a land or locale
3	Forged by another in disguise
4	Grants favor upon wielder from the gods
5	Hidden forever from a god's eyes
6	Linked with an ancient druid cabal
7	Lost in an ancient crypt
8	Lost in the storms of tyranny
9	Past is shrouded in mystery/misperception
10	Proved the heroics of an ancient hero
11	Quested for by heroes of a lost age
12	Stolen by wicked thieves
13	Sent an invading devil back to hell
14	Some say it was wielded in an ancient war
15	Sought by an undead cult of evil
16	Swallowed by a great monster
17	Thought to have been lost to time
18	Thought to have been permanently destroyed
19	Used in the slaying of a great villain
20	Used to put down an invading army

Table 6–14: Magic Last Locale

1	By the crypt of the lich lord, Daltariz
2	Deep in the bowels of Mount Rhazidaar
3	Deep in the Halls of Tyranny
4	Held by the minions of the cult of Zothani
5	Held by the wizards of Stargaze Towers
6	In the belly of the devil lord Ciraneom
7	In the caves of Bharan-dor
8	In the coffin of a vampire queen
9	In the crypt of Galisor the insane
10	In the dragon Tythraxil's horde
11	In the hands of King Tholgrym
12	In the treasury of the god of knowledge
13	Lost in the mountain pass of Drac's End
14	Lost to the pirate lord Thalixar
15	Protected by the druids of Orlimoor
16	Seen by the stone towers of Golinor
17	Used by the dark elves of Qualixmor
18	Used by the elves of Witchwood as a relic
19	Wielded by the King of Dalimbyr
20	Within the castle of Selgaard

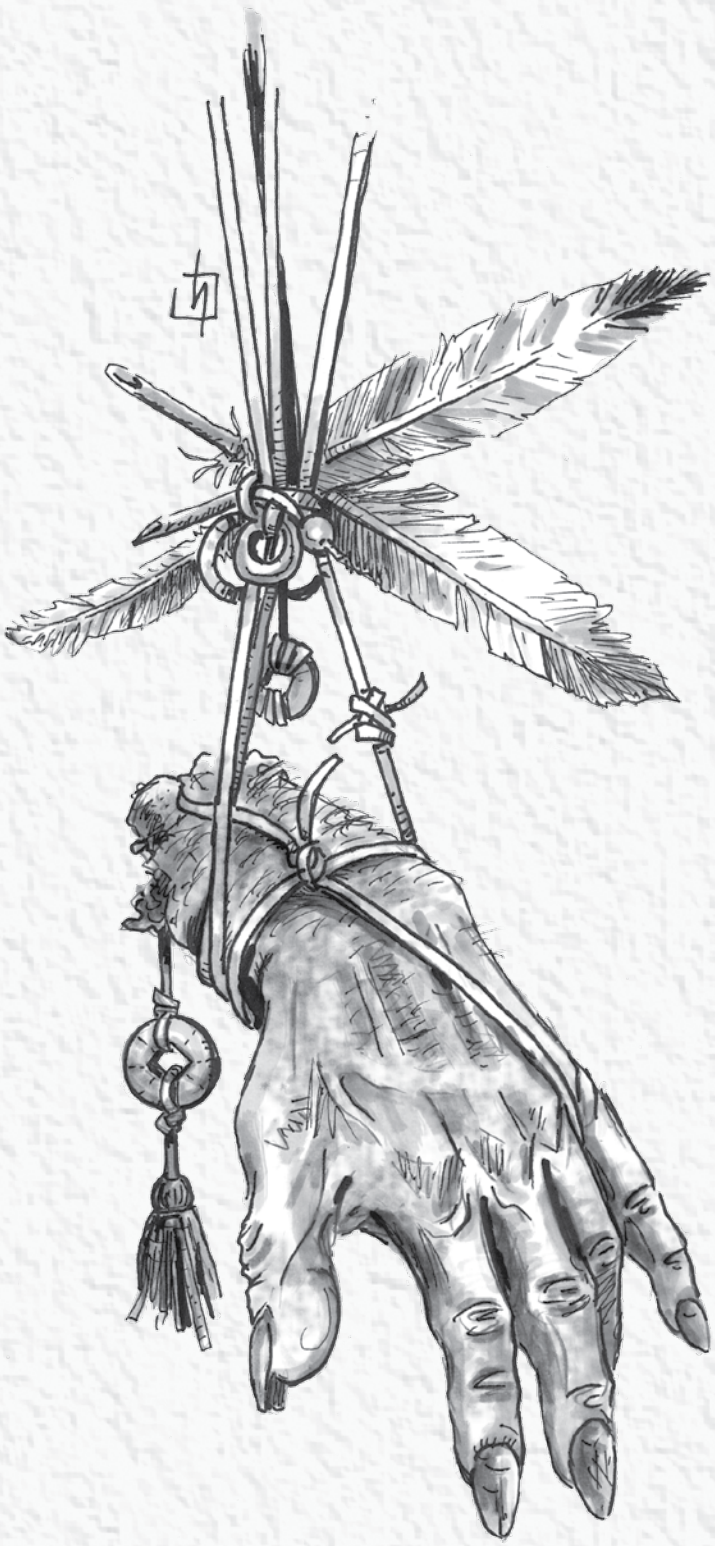
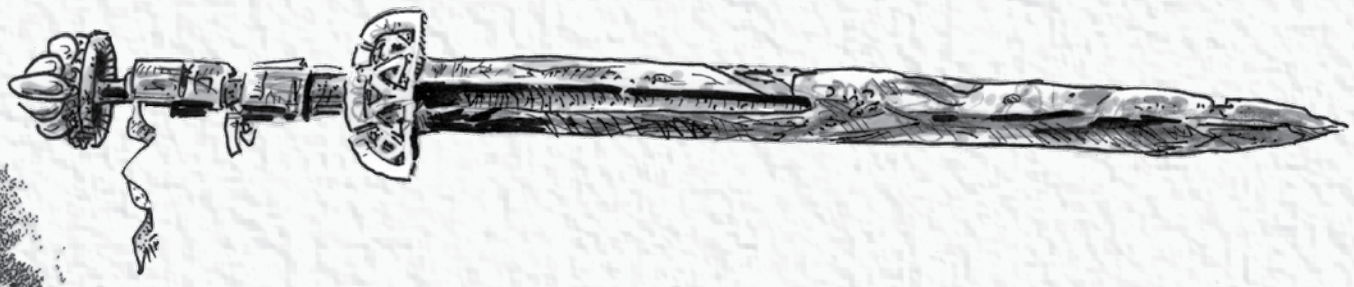


Table 6–15: Magic Item History

1	The item was made about 90 years ago. Forged by dwarves, the maker's name is a mystery. Dwarves tell the story of it slaying a great wyrm. It was thought destroyed by the Order of Righteous Atonement in the City-State of Helios. Bards think its maker was a dragon in disguise.
2	The item was created over 800 years ago. There does not seem to be any exotic material used in its creation. The item was forged by humans far to the east. Wise men say it took part in the slaying of a mighty lich. Lore links it with the wizard Kennul the Great, and sages say it is sought by the White Walkers Cult.
3	The item was forged nearly 850 years ago. There are slight traces of mithral in its manufacture. The item was forged by goblinoids near the town of Ballinstock. Legends have forgotten the blade, thinking it a mere toy of goblins. Lore links it to a druid named Wortimel. Who have even said it was forged under a full moon.
4	The item is probably over 400 years old. It was forged by the dwarven soulsmith Oribindu, near Old Kranalar. Eastern monks say it was used to banish a great lizard king or serpentine warlord. Whatever other secrets the item holds are lost.
5	The item is not old; estimated construction took place about 115 years ago. There does not seem to be any exotic material used in its manufacture. The item was forged by dwarves far to the southeast. Those dwarves say it took part in the downfall of a great vampire cult. It was last owned by the ambassador Gelda, the Binder of Truth.
6	The item's age is difficult to pinpoint. The item was forged by an unknown human hand, far to the west. The elf lord Rinlenial used the weapon during his crusade in the Forest of Woe. It was thought to have been destroyed by a monk, but rumors persist that it is buried in a tomb. It is still mentioned in song and story nationwide.
7	The item's age is hard to ascertain. Dwarves forged the item, possibly near Cryn Durnel. Some say its maker was a genius. A druid named Futhasol was last known to possess it, although it is unknown if he destroyed it or not.
8	The item is over 1,000 years old and there are traces of gemstones in its creation. The item was forged by orcs, possibly near Grymfog Hill. Orcs claim is was made to destroy dragons. Selayth, a sage, knows its true power.
9	The item's age seems impossible to divine, but it bears the signature of Alna Syllen, an elven smith near Erinwell. Elves say a human ranger, Belor, stole the item before it was lost to time.
10	The item is just over 400 years old. Sages record that a god's blood and claws were used in its creation, so that it might later be used to destroy a mighty demon. It is now sought by a holy order of nomads.



11 The item's age is hard to discern. There are slight traces of aberration essence in its manufacture. Dwarves forged the item near Kryn Karran. The creator etched "Falonak" in runes on the hilt, but songs say the maker was mad.

12 The item's age is hard to discern without advanced study, but there are no traces of special material used in its making. The item was forged by celestials, but exactly where is unknown. Tales say it took part in the legendary campaigns of the ghaele. Sages link it to the god of knowledge. What secrets this item holds are unknown.

13 The item's age is about 500 years old, when it was forged by dwarves, possibly near Anar Bhor. Gilkascral, the dwarven smith, crafted it. Poets say it was used to kill the hero Protus Nodor, who is remembered in songs. Lore links it with a rogue named Rosha the Red. Nothing else is known about the item.

14 The item could have been forged over 600 years ago. There might even be traces of a meteorite in it. Humans forged the item — the exact maker's name is lost to time — near Kragenmoor. Monks claim it took over a hundred men to craft it. History links it to Lyrvan the Commanding and his victories over the gnoll lord of Ulyag.

15 The item is over 400 years with traces of obsidian in its manufacture. The item's crafter is unknown, but elves say it was used to banish a devil and that the fey aided in its creation. Lore is slim at best, and attempts to find a last owner have been futile due to time and a lack of credible stories.

16 The item is over 700 years old. The item's manufacture is simple and almost elementary, which comes as no surprise, since it was forged by ogres, Chajkl to be exact, near the Forest of Athmore. Historians claim it was used to defeat a great lizardfolk cult which followed the black wyrm Dunig'graz (which few believe), while bardic lore links it with a hermetic cleric named Olafsool.

17 The item is less than 150 years old, with slight traces of infernal essence. Humans forged the item near Kalastan but the creator's name has been forgotten. Whispers tell of a demon stripping the man's name from history. History tells of three kings dying from its power. Yet there are those who still seek it.

18 The item's age is impossible to ascertain. Since no exotic materials were used in its creation, it's hard to tell where it even came from. Rumors persist of a dragon forging it, but no proof has ever existed. Tales range from evil men destroying cities with it to idealistic wizards rebuilding entire nations. It is though the weapon came from nothing.

19 The item's age is difficult to pinpoint, and with traces of dragon essence in its manufacture, it is impossible to scry. The item was forged by a now-extinct family of elves near Ardin-Narr. The rise of the villainous Herise the Torturer is associated with the item, but bardic lore links it with Cathlin the Wrecker. Lastly, legends claim the creator was no elf at all, but a dragon in disguise.

20 The item was created perhaps 500 years ago. There are traces of giant blood in its creation. Since it was forged by the dark elves of Athvar Fen, it is quite possible that demon eggs were used. There are no markings denoting the creator, however. Determining the true source of its power is difficult. Dwarves say it took part in the death of a powerful ice elf queen, which many suspect is simply myth and conjecture. Lore links it to a monk named Orlan. Sages claim that a true ice elven champion will rise, chosen by the god of battle and favored among her followers. She will take the item and become a new avatar. If such a thing were to happen, all elvenkind would fall.

Table 6–16: Magical Tome Names

1	Alternative Magical Material Components for Common Spells
2	Arcane Spells of the Outer Reaches
3	Art and Science of Staff Crafting
4	Binders and True Naming Spells
5	Book of Shadow and Flame: Demons and Devils of the Deep
6	Changing the Elements of Magical Spells
7	Comparative Study of the Magical Races
8	Counterspelling: The Definitive Works
9	Dancing Lamps: Guide to Animated Objects
10	Definitive Work on Creating and Breeding Magical Animals
11	Documented Divine Spells
12	Herbalism and Its Effect on Magic and Magical Spells
13	Holy Spells of the Great Sun God
14	Illusions and Shadow Magic
15	Kavakariad's Eldritch Knowledge
16	Learn Cantrips in Five Short Weeks
17	Regional Spells of the Wilderness
18	Ring and Potions: Their Unusual Interactions
19	Spells of Life and Death of Assassins
20	Witches and Other Unusual Eldritch Casters

Table 6–17: Ring Descriptions

1	As if made from living fire; this band magically displays flames burning from within
2	Band of gold with silver trim along the outside and emerald chips set along the middle
3	Beneath the recessed emerald lies the holy symbol of the god of the forest, accented in gold
4	Black onyx ring radiating a thin white smoke, smelling of sulfur, and engraved in orc writing
5	Braided band of copper with three illegible draconic letters along the inside
6	Carved green jade band with an inscription in an ancient language around the outside
7	Circlet of metal poorly engraved and with settings for three stones, all of which are missing
8	Despite inscriped orc symbols, this mithral ring bears all the hallmarks of dwarven make
9	Dwarf-made band of platinum with a recessed emerald surrounded by several smaller rubies
10	Elf ring of silver decorated with an engraving of a bow and a quiver full of arrows
11	Gold band with two needles pointing inward to stick the wearer's finger
12	Ivory ring of stone decorated with a circular-cut red gem and engraved with elf writing
13	Layered green dragon scales; no single scale is on top and no material joining the scales is visible
14	Masked by layers of dirt and tarnish, this silver ring has intricate detailing of a griffin's wings
15	Simple gold band with several cracks around the outside and a small bend on one side
16	Small black pearl set in a twisted band of untarnished silver, engraved in draconic
17	Strip of black leather curved to form a ring and held together with a few pieces of copper wire
18	Thick steel band with the image of a skull carved onto the face where a gem should be set
19	Thin tin ring that is surprisingly strong and is always sparkling clean and shiny
20	Three interlinking bands — gold, silver, copper — change appearance as the ring rolls on a finger

Table 6–18: Rod Descriptions 1

1	Aged oak pierced through at various points, with smooth grooves where rope or twine might go
2	Alabaster capped with silver rings; each ring holds several silver chains with bells on the ends
3	Black lacquered wood, smooth and unadorned, without seams or grooves
4	Brass rod depicting hundreds of tiny keys
5	Carved bone and shell rod with near-random grooves, which vary in pattern and width
6	Carved from the heart of a great oak, topped with a gargoyle whose face is twisted in pain
7	Cedar wrapped in gold wire; spray of tiny golden leaves caps each end
8	Cherrywood carved to look like a walking stick or cane
9	Coarse ivory carved like a lightning bolt and blackened from soot and ash
10	Crystal shard that looks like it was broken from an even larger piece of crystal
11	Dragon skull pressed into a two-foot-long, two-inch-square rod
12	Fragile oak stick with a small crystal ball filled with liquid, colorful stones, and tiny gems
13	Gems secured to each other to make up the entire length
14	Gigantic claw three feet long still showing the root at the tip
15	Gold shaft covered in long thin peacock feathers and flecks of mithril dust
16	Gold twisted like a braided hair, with elven runes drawn into the tip of each braid
17	Heavy stone rod detailed with dwarf runes and deep dwarven-style inlay
18	Hollow crystal rod filled with water and capped with a sapphire
19	Hollow crystal with leaves, nuts, and berries held in stasis within
20	Jade rod with faces carved into the shaft, as though a hundred spirits were trapped inside

Table 6–19: Rod Descriptions 2

1	Long horn capped with a golden bull's head, snarling and displaying sharp pointed teeth
2	Marble stick, eighteen inches long, with caps of ivory carved like chess knights
3	Massive beast's teeth configured one on top of the other to make the shaft
4	Obsidian covered in lacquered black feathers with precise claw marks along the shaft
5	Petrified cat or monkey tail capped on one end with a brass bell
6	Petrified poisonous snake with steel fangs and pearlized glass eyes
7	Petrified tentacle, gnarled and rotten to the touch
8	Polished hematite, with the edges rounded and smooth
9	Pure white ivory, tipped at each end with caps of silver furred claws holding a marble ball
10	Rod of ash, wrapped in braided and lacquered vine
11	Silver rod capped with a ball filled with quicksilver at one end and a pearl at the other
12	Skeletal forearm and fist from an exotic animal or beast fused with gold knuckles and joints
13	Slightly crescent-shaped rod of sandstone and gems baked with ceramic and clay inlay
14	Spine and skull of an aged elf wizard, the jaw removed and the eyes sockets filled with rust
15	Steel cables twist around a thin copper shaft, with elven runes at either tip
16	Steel capped at both ends with a cube; each face of both cubes has a glass eye, including the top
17	Steel rod covered in bits of raw precious metal ore and small gems
18	Steel carved like stones with a crenellated top
19	Twisted darkwood studded with magic sigils and rubies at alternating six-inch marks
20	Wooden rod fitted with the thin slender blades of several stilettos

Table 6–20: Scroll Containers	
1	Black leather case with claw stopper
2	Bone case, hollowed and magically sealed
3	Book of skin and ash, sewn shut
4	Dirty folded envelope tucked in a book
5	Gold coffer that opens with asp venom
6	Hollow wooden tube with no stoppers
7	Jeweler's toolbox, etched with glyphs/wards
8	Lacquer box with sliding top
9	Leather dagger sheath, branded with sigils
10	Locked wooden wand case, refurbished
11	Magically-sealed platnium case
12	Mundane mason jar; holes punched in the lid
13	Musician's pipe wrapped with leather straps
14	Ornate crystal tube with rococo inlay
15	Perfectly cut glass rod
16	Personal ledger with string holding it closed
17	Rusted metal rod with copper bolts
18	Shaft of an ornate, dwarven hammer
19	Silk pouch that magically holds one scroll
20	Twisted metal cables form a hollow tube

Table 6–21: Scroll Descriptions	
1	Brocade cloth with silver thread runes
2	Clay tablet carved with the claws of dragons
3	Dark gray skin, silver writing
4	Dragon hide with runes of silver paint
5	Dragon scale, acid-etched writing
6	Fold of silk with painted writing
7	Glass sheet, painted runes
8	Human skin, blood ink writing
9	Lambskin, crushed emerald runes
10	Large leaf, runes of drizzled wax
11	Leather, crushed glass writing
12	Pigskin, runes of molten gold
13	Plate of beaten gold, writing of mercury
14	Rabbit skin scroll, runes in charcoal
15	Sheet of ice with sigils of bloody rivulets
16	Silver rod with etched runes
17	Stone with runes in charcoal
18	Strip of ivory with scrimshaw runes
19	Strip of treant bark, burnt writing
20	Thick mottled skin, written in black wax

Table 6–22: Magic Reading Requirements 1	
1	At sunrise or sunset
2	Awash with tears
3	By committing a sin
4	By drowning
5	By a fountain or well
6	By forge light
7	By standing in a pool of fetid water
8	During a lightning storm
9	From across a room
10	Held with certain fingers
11	If bled on by an elf
12	If kissed
13	If red wine spilled upon
14	If rubbed with fey wings
15	In a mirror
16	In a temple
17	In full magical darkness
18	Must be sung
19	On deathbed
20	Only by a priest

Table 6–23: Magic Reading Requirements 2	
1	Rinsed with ink
2	Smeared with grease
3	Soaked in spirits
4	Sprinkled holy or unholy water upon
5	Stained with the blood from the creator
6	Through a crystal
7	Through amber-colored glass
8	Under a silk handkerchief
9	Under magnifying glass
10	Under running water
11	Upside-down
12	Using the fingertips
13	Wet with sea water
14	While burning
15	While drunk
16	While music is playing
17	With a sacrifice
18	With back against stone
19	With one or both eyes closed
20	With one hand in a blessed glove

Table 6–24: Staff Descriptions

1	Appearing as a knotted tree stem, with ever-growing buds and leaves thereon
2	Appearing as a petrified, straight devil's tail accompanied by the smell of brimstone
3	Coated with runes denoting the elements along the length
4	Crystal staff with the occasional blood drop suspended within along the length
5	Dark wood staff of exceptional girth and weight for heavy hitting and brutal combat
6	Exceptionally large staff, seven feet long and twisted with platinum end caps
7	Made with a metal coating with some waxlike lines of acidic melt down the shaft
8	Metal studs and plates are affixed the entire length of this battle master's staff
9	Scaled along the shaft with a dragon's open maw at the top with gems for eyes
10	Seemingly made of stone, although as light and serviceable as a wooden staff
11	Shaped like a lightning strike from the heavens; burnt ozone smell accompanies it when held
12	Shaped like a meteor on top, with its trail carved as the staff's shaft to the end
13	Smaller staff about four feet long with goblin runes and an eternal icicle on top
14	Splintered yew branches banded together with exotic vines and magical herbs
15	Straight and narrow, this staff feels exceptionally light and glows in the presence of undead
16	Strong stout oak staff with a miniature carving of a bear's head atop
17	Studded with gemstones along the shaft, as much for extra offense as styled for kings
18	Symbols and glyphs of insanity and unreason adorn the length of this black staff
19	Topped with the standard of the deity of the sun and destruction to undead
20	Wooden staff of exceptional strength, studded with wolf's teeth along the length

Table 6–25: Wand Descriptions

1	Alabaster shard cracked and painted with a holy symbol; it crumbles a little after every use
2	Alicorn dipped in the blood of an darkfiend and burned with runes of weather and hate
3	Brass candlestick bent out of shape, showing signs of tarnish; has initials GG on it
4	Broken spoke with splinters sticking out one end and the other end wrapped with cloth
5	Clear glass rod with a small rainbow-colored seashell set in one end
6	Gnarled arm bone painted black, with words of an ancient elf chant engraved in orcish
7	Green wooden stick, sanded smooth and inlaid with copper wires spiraling around the outside
8	Hardened palm leaves braided together, painted with the holy symbol of the god of nature
9	Maple wood branch, etched with the wizard's name who gave blood for the wand's incantation
10	Milky white glass wand that resembles a unicorn horn, with bands of black at increasing intervals
11	Notched twigs banded together, each from a different tree native to vastly different regions
12	Oak splinters patched together with mud and glass dust and wrapped with leather straps
13	Onyx and obsidian shards soldered to a thin copper rod and rolled in silver dust
14	Rune-covered, glowing crystal shard, resembling a bolt of magical energy
15	Shards of white stone and emerald chips held together with mortar, with a small ball on the end
16	Spell-stitched wooden shaft with a glowing blue tip and a gnarled splintered branch
17	Steel strands twisted together, ending in a ball engraved with the image of a dwarf skull
18	Stiff eagle's toe, straightened, has an elongated talon and is tied to an eagle's tail feather
19	This rusty iron nail, measuring four inches long, sheds flakes of rust and metal when used
20	Thorn-covered rose stem tied with red ribbon to a stiff twig from a dogwood tree

Table 6–26: Potion Container Descriptions 1

1	Aged iron magnum, peppered with amber flakes and etched with the creator's signature
2	Amber glass, stoppered with wax, the bottle is timeless with its classic design
3	Appearing mass-produced, this uninteresting glass vial smells of rotting apples and almonds
4	Bee's wax-stoppered glass bottle emanates a honey aroma mixed with lavender and sage
5	Brown ale bottle with a cork and string stopper has been repainted with ichor and blue dye
6	Brown clay jar made to resemble a wolf; the head twists on and off, sealing in its contents
7	Bulbous glass ampul which leaks from the neck when full; the bottom is stained brick red
8	Burned and brittle swirled clay jug with black and speckled green paint mixed with silver flecks
9	Clay bottle with a glass stopper, the bottom is wrapped in a blue-leaf shape made of a second clay
10	Clay bottle with a lead stopper; the bottle is painted in three colors and patterns, dazzling the eye
11	Clay jug painted with dull and muted colors, and adorned with brass fittings
12	Clay phial carved into the shape of a demon with a worn-leather strap for a handle
13	Clear blue glass candle jar with sealed wax stopper adorned with beads, smelling of old age
14	Clear glass flacon with the body of a black widow spider captured inside the glass wall
15	Common waterskin, carved on the inside with sigils and wards against seepage and evaporation
16	Cracked glass ewer, with fragile handle and faded insignia on all sides; it smells of stagnant water
17	Cube-shaped crystal vial with a cork stopper and a soapy smell; crude sigils etched into each side
18	Cut petals of a black lotus flower rest in the bottom of this clear, delicate lead-glass vial
19	Crude, wide-mouthed glass alembic missing its stopper; it smells of feathers and rotting flesh
20	Crystal decanter with inlay and etching, with a jaguar-shaped stopper made of sterling silver

Table 6–27: Potion Container Descriptions 2

1	Deep dwarven tankard with a secret compartment in the handle, stoppered with an ivory cap
2	Egg-shaped and hideous, this old clay jug was made by novice hands; the stopper is long gone
3	Emerald-green decanter made from cheap glass and stopped with wax and twine
4	Elven crystal phial with butterfly designs etched into the sides and a lead stopper on top
5	Fiery orange and red urn, etched and painted to reflect its elven heritage; the stopper is a single leaf
6	Filthy gray glass jar with a dented lid; dead bugs float in the dark ooze-like liquid within
7	Flat, wide-bottomed glass bottle encased in jade is shaped like a pyramid, with sigils on each side
8	Foul smell of death emanates from this bone container, stopped with a mummified finger
9	Geometric patterns adorn this faux-crystal phial with a leather cap and handle
10	Glassteel jar with demonclaw-hinged lid; infernal runes cut into the jar face, like claw marks
11	Green clay jar made to look like the leaves of a tree, corked with a red-brown colored stick
12	Half-baked ceramic flask with thick sediment inside; it smells of pine and burnt ash
13	Hollowed-out elk antler with a dull glass bead as the stopper; it smells of wet grass
14	Iconic human image peppered with arrows sketched on surface of a poorly-fired, green clay vessel
15	Iron capsule and cap match each other perfectly, making it hard to find the opening
16	Iron rod hollowed out and stoppered with a perfectly inset iron cap; looks like a perfect metal rod
17	Ivory phial hollowed out and engraved with one draconic, one infernal, and one abyssal rune
18	Jade flask fitted with dragonshead stopper, it is warm to the touch; inside the liquid smells of smoke
19	Large silver ring, hollowed out to hold a liquid that can be poured from the hinged stopper on top
20	Leather-capped bronze draught stoppered with a rusty nail and painted with horrid orc faces

Table 6–28: Potion Container Descriptions 3

1	Leather-wrapped silver-plated jorum with a metal cap and a working compass set into the face
2	Limestone jug with jagged edges and shapes cut into the face; it smells of dirt and sea water
3	Marble-encrusted iron flask with brass fittings and a maze of runes and sigils on all sides
4	Metal tube painted white with red elven symbols, sealed with a cork stopper and wax
5	Mimicking bourbon, this leather-bottomed glass bottle is painted brown and stoppered with cork
6	Misshapen and rounded bottle made of bubble-filled blown glass, the stopper is lead and cork
7	Nearly spherical crystal orb that must be broken open to retrieve the liquid inside
8	Novelty-gift glass jar shaped like a wizard with a cap for a stopper and peeling paint
9	Nozzle-tipped, icy glass bottle shaped like an angel and marked with runes, numbers, and dates
10	Obsidian flask shaped like an almond with an iron stopper; the bottom is scored with crude names
11	Overpowering aroma of nutmeg radiates from a clay bottle with paintings of fey and gypsies
12	Perfectly sealed glass container with a soft clay stopper and feathers sticking out from the neck
13	Perfectly spherical glass bottle, its only imperfection the small stoppered opening at the top
14	Pewter-topped, pear-shaped bottle with flecks of pewter baked into the glass sides and bottom
15	Plain glass tube with thick black sediment at the bottom, which always resettles to the bottom
16	Plain, light green bottle without a stopper, and a random pattern etched into the neck
17	Prism-shaped flacon, with rolling beads of glass baked on the outside; the stopper is faux diamond
18	Poorly made bronze flask, wrapped in leather and embossed with the intials A. T. P.
19	Rosy red cruet shaped like a flattened sphere with a cork stopper sealed with wax
20	Rune-etched glass and a sturdy iron cap reveal the dwarven craftsmenship of this ancient phial

Table 6–29: Potion Container Descriptions 4

1	Rust congeals around the neck of this glass vial; it lacks a stopper and shows signs of wear
2	Signed by the craftsman, this palm-sized vial bears no other markings; the stopper is weighted glass
3	Six-sided bottle made from hollowed-out quartz crystal, stopped with a rotting goblin's finger
4	Small flecks of gold embedded into the wall of this dirty glass bottle give it a yellow hue
5	Smoky, wispy white glass bottle with a sunburst symbol faded into the face; marble stopper
6	Solid brass flask, etched with owner's name and wrapped in finely stitched leather
7	Star-shaped crystal matrass, with a stopper built into the center body instead of the top
8	Stone bottle with iconic animal images all around and a green stained swirl across its face
9	Studded with bronze and silver, this thick metal flask appears both sturdy and haphazard at once
10	Sturdy glass jar with a weighted and ornate stopper; the glass never seems to fade or get dirty
11	Thin, tall vial made of translucent glass and quartz; the stopper is cork and resin, rotting from age
12	Three ivory serpents coil around this long, narrow glass vial, topped with a fanged metal stopper
13	Twisted gray canister with speckled brown and white stars painted onto its crude face
14	Umber-colored carafe with a platinum and crystal stopper and a chaotic swirl on the bottom
15	Weathered iron draught etched with ominous octopi and stoppered with a massive pearl
16	Wine bottle with the label removed and cork replaced with wax; it smells of wheat and oak
17	Wrapped in wicker, this crude stein smells of berries; the handle and head are adorned with crows
18	Wrapped with a twisted cord, this simple pear-shaped jug is made of soapstone and pewter
19	Years of use betray this aged leather-wrapped glass draught, which shows great fragility
20	Yellow glass costrel with four red circles painted along the outside, resembling a holy/unholy symbol

Table 6–30: Magic Item Activation

1	Bind item to the wielder's hand with a blessed red cloth and hold it there for three days
2	Boil item in blood and remove it with your bare hands while chanting the sacred words of creation
3	Call upon the wind to bless the creation, as silver dust is spread over every inch of the item
4	Hold item aloft in right hand while heretic priests flagellate the wielder
5	Hold item to chest and then thrust outward, holding it far from the body, eyes closed
6	Hold item in left hand and wind around right fist, quickly for two rotations
7	Hold item out in front with both hands, thumbs touching, blink three times, then spit
8	Hold item with the left hand as artificer casts final gouts of fire into the item, completing the ritual
9	Hoist item with one hand, while the other writes the final words of creation onto a secret scroll
10	Raise item to the mouth and quickly blow on it twice, before making reciting your name backward
11	Shatter glass stone against face of the item before reciting its command name in draconic
12	Single drop of the wielder's blood is touched against the item, bonding them together
13	Smash item against an unholy altar before placing item inside a tarnished gold chest for six days
14	Stomp right foot strongly against the ground, thrust item forward with left hand
15	Swing the item as if stirring a large pot once and then hold high over head
16	Swing the item high over head and thrust once toward the ground, chanting the command word
17	Twist a blessed phylactery around the item, over and over, until the sun sets
18	Whisper item's purpose in the elf tongue while holding item in a gnarled claw hand pose
19	Wipe item with a black silk cloth in a circular pattern three times, then thrust into boiling water
20	Write the rune for "know" in the air with the item in the writing hand of the wielder

Table 6–31: Magic Item Malfunction

1	Airburst, all creatures within twenty feet are knocked prone
2	All weapons within a ten-foot radius become flaming weapons
3	Blinding light radiates in all directions from the magic item
4	Closest undead creature becomes encased in ice and no longer moves
5	Creature closest to wielder confuses right and left
6	Explodes with a loud bang, causing damage to all those nearby
7	Gives wielder stripes like a zebra for remainder of day
8	Hair all over target's body begins growing at incredible rate
9	Illusion of a random summoned monster appears and "attacks" nearest creature
10	Item emits sound like a dwarf battle cry and shoots beer
11	Item turns into snake for one minute, attacks closest creature
12	Lasts for half the time or does half the damage/healing, or similar
13	Magic item crumbles in wielder's hand and cannot be used again
14	Magic item emits smoke that fills twenty-foot radius
15	Magical enhancements to armor are negated for one hour on target
16	Target's feet make loud noises when moving for next hour
17	Two random creatures within thirty feet at go bald
18	Water within five feet of wielder turns to blood and is undrinkable
19	Wielder believes ants are coming out of his ears
20	Wielder is confused for minutes on end

ARCANA

Table 6–32: Magic Types 1

1	Abjure
2	Apportion
3	Astrology
4	Binding
5	Blood magic
6	Bone magic
7	Charm
8	Crystal magic
9	Dark arts
10	Death magic
11	Demonology
12	Destruction
13	Divination
14	Elemental
15	Fetish/totem magic
16	Fey magic
17	Gem magic
18	Illusions
19	Lifeforce/soulforce
20	Lightning

Table 6–33: Magic Types 2

1	Math magic
2	Moon magic
3	Nature
4	Necrology
5	Nexus/node magic
6	Phantasms
7	Pox magic
8	Protection
9	Rune magic
10	Sangoma
11	Shadow magic
12	Spirit magic
13	Sundering magic
14	Summoning
15	Sun magic
16	Thunder
17	Transformation
18	Unholy
19	Venom magic
20	Weather magic

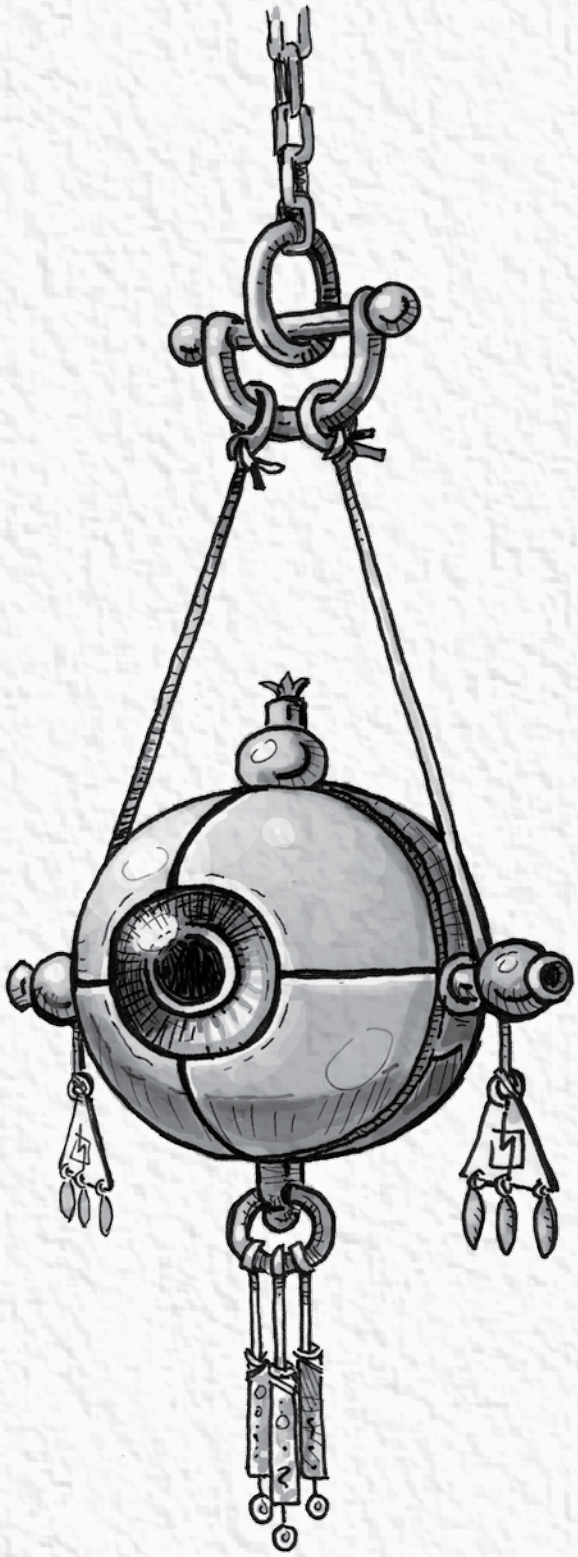


Table 6–34: Magic Practitioners

1 Anointed Wanderer: Known to travel on caravan with others who desire to see justice done. Dispenses justice by either curing or inflicting wounds on creatures.
2 Bridenmyre Jollylaugh: Traditional family home is the Paskin Manor House. Stories tell of Jollylaugh holding back a fey menace with magic.
3 Demonic Summoner of Good: Commonly found at the Shrine of Gold and Justice. Summons devils and makes deals with them to do good acts.
4 Dragonscale Oracle: Said to be found in the haunted tunnels of Devil's Claw. Able to see into the future, for a small fee.
5 Esmerelda Janize: Lives in the High Tower of Mist in the middle of a swamp. Tales tell of her compelling men to come to her tower from far away.
6 Farenth: Wanders the jungles to the south. Stories tell of an elf appearing out of nowhere when someone says they are lost and helping them to safety.
7 Gelid "Timeskeeper" Savvenrae: Lives in Gelid's Clocktower. Sends chaotic extraplanar creatures back to their home planes.
8 Greenskin Shaman: Travels with the Blood Axe Tribe. There are tales of him cursing large areas with blight and plague if the tribe cannot take the land by force.
9 Harold of Light: Supposedly lives in a tower of light in a land of shadows. Seeks out his dark enemies and fights them with bursts of light.
10 Kendall Klas: Legends say this fey lives in a rainbow mushroom house near a nature ring. Brings those who pass near her to see the world from a fey's size.
11 Kriksten: Lives in Castle Blackhound surrounded by strange magical creatures. Supposedly creates new magical beasts to find the perfect combination.
12 Megra Steelblade: In the Steelblade Clan's traditional home. Forged some of the dwarf army's finest magical blades and suits of armor.
13 Mesmen: Lives in the Tower of Karthwright high in the western mountains. Known for creating rare and unusual potions and elixirs for those who seek her out.
14 Panthin Greenscale: Legends say she lives on an invisible island on a large lake. Believed to be able to make anything disappear.
15 Red Skull Wizard: It is said he wanders the plains of the north. He uses magic and other means to compel his enemies to fight for him.
16 Sarengoth: Tales say she dwells in a great tree deep in the forest. Infamous for repelling civilization's encroachment on the wilderness.
17 Schmeegren Roundturnip: Travels with her family's river caravan. Tales tell of her being the greatest pickpocket who never used her own fingers.
18 Skavian "The Singing Protector": Said to travel from tavern to tavern to seek out all the places where the weak are hurt. Wounds the aggressors with song and spell.
19 Tharian Saffron: Lives out the remainder of his days in exile in the village Sparrow's Nest. Dethroned king of a now conquered city-state, ruled justly.
20 Warendo Sumdarean: Lives on the road, never sleeps in the same town twice. Makes illusions of dragons and gargoyles to cover for his pranks.

Tables 6–35: Arcane Spell Names 1

1	Acid Lash
2	Arcanum of Flesh
3	Avatar's Wisdom
4	Bargain of Midnight
5	Blade of the Angel/Devil
6	Chains of Glamor
7	Chaos Sphere
8	Coils of Night
9	Claws of the Reaver
10	Cloak Meld
11	Cloud of Thoughts
12	Cloudwalker
13	Command the Legion
14	Crawling Chaos
15	Curse of the Damned
16	Crow's Flight
17	Dark Portal
18	Deafening Roar
19	Destiny's Sight
20	Doom of the Eternals

Tables 6–36: Arcane Spell Names 2

1	Eldritch Knot
2	Eldritch Reveal
3	Eldritch Shield
4	Emerald Strike
5	Emperor's Throne
6	Eyes of the Nymph Queen
7	Fey Whispers
8	Fire Daggers
9	Fire from the Heavens
10	Flayed Servant
11	Fog of War
12	Godshout
13	Golem Fist
14	Ghostsight
15	Ghostweave
16	Gravedigger's Chill
17	Hermit's Quest
18	Hunter's Visage
19	Ice Wreath
20	Impshade

Tables 6–37: Arcane Spell Names 3

1	Jade Hammer
2	King's Voice
3	Lich's Touch
4	Mana Gloom
5	Merciful Repreive
6	Monk's Perfection
7	Mystic Eye
8	Mystic Stallion
9	Mythic Words
10	Planewalker's Strife
11	Rack of Pain
12	Rage of the Magi
13	Righteous Fury
14	Robes of the Chameleon
15	Sage's Reveal
16	Sanguine Reap
17	Savior's Gaze
18	Scale of the Serpent
19	Shadow Claws
20	Shadowy Eyes

Tables 6–38: Arcane Spell Names 4

1	Sign of the Herald
2	Skin of the Titan
3	Sleep in Darkness
4	Slithering Darkness
5	Spiritkin
6	Steal Mind
7	Steelform
8	Thunderclap
9	Throes of the Pit Fiend
10	Torment
11	True Arcanum
12	True Foresight
13	Vampiric Clutch
14	Visions of the Gorgons
15	Warlock's Hunger
16	Warrior's Strength
17	Wave of Forbiddance
18	Witch's Feast
19	Zephyr's Might
20	Zone of Venom

Table 6–39: Command Words, Damaging

1	Addicere
2	Condemno
3	Consumptus
4	Damnare
5	Devovi
6	Dis
7	Funeris
8	Inferno
9	Interfecti
10	Morteum
11	Morto
12	Necis
13	Occidi
14	Orci
15	Perago
16	Perdo
17	Rumpere
18	Rutus
19	Sustuli
20	Tollo

Table 6–40: Command Words, Healing

1	Adstrictus
2	Amomon
3	Auctus
4	Colere
5	Curare
6	Emendo
7	Emplastri
8	Factus
9	Ligiminus
10	Medens
11	Medicus
12	Melisphyllum
13	Noscomium
14	Panacis
15	Refectio
16	Reficio
17	Reparum
18	Resarsi
19	Sanavi
20	Xenosis

Table 6–41: Command Words, Generic 1

1	Abigo
2	Anthanae
3	Aspernari
4	Beltath
5	Brutoch-noshaminar
6	Cachinno
7	Calufh-shigg'tul
8	Cuuln'tanar
9	Delabi
10	Depuli
11	Dissero
12	Dormio
13	Fabricus
14	Falca
15	Finxi
16	Fugere
17	Garthax
18	Habeo
19	Inrideo
20	Leporis

Table 6–42: Command Words, Generic 2

1	Luxorum
2	Maceries
3	Magipe-noshan
4	Malik-mah
5	Mulcere
6	Muri
7	Nelthrall og mignaru
8	Ninusu
9	Peperi
10	Putavi
11	Risi
12	Rowanos
13	Ruliden
14	Sorcar, moshana-sorcar
15	Suatha
16	Tenere
17	Trosingehr
18	Twoarra shinzhul
19	Verrak-khosira
20	Volavi

Table 6–43: Magical Triggers

1	Burning parchment
2	Clicking heels
3	Closing eyes
4	Defying ward
5	Eating item
6	Inserting key
7	Manipulating lever
8	Placing bricks
9	Reading a rune
10	Reading scroll
11	Sampling water
12	Seeing a symbol
13	Sign with hands
14	Smashing crystal
15	Snapping fingers
16	Snapping wand
17	Stepping on glyph
18	Stepping through arch
19	Stomping foot
20	Twisting ring

Table 6–44: Magic Academies

1	Black Hall of Necromantic Arts
2	Blessed Center of Eldritch Magical Casting
3	Bloodthorn School of Wards and Incantations
4	Center of Elemental Might
5	Clerical Hall of Arcane Studies
6	Dreusadict School of Evokers
7	Dwarven Transmutation University
8	Hall of the Five Elements
9	Holy Arcane School of Krisanasa
10	Library of Saerona
11	Luminous Pool of Divination
12	Merdalin's Wizardry Hall
13	Secluded Hall of Arcane Studies
14	Shadow Tower of Illusionary Studies
15	Summoning School of Devil's Claw
16	Tower of Defensive Eldritch Arts
17	University of Fire and Ice
18	Ursa's School of Animal Wizardry
19	Wishing Ring Academy
20	Wood Elf School of Casting

Table 6–45: Magical Prisons, Place

1	Cells of Perdition
2	Chantry of the Impure
3	Darklight Tree
4	Demiplane of Maze
5	Devilbound Cloister
6	Dungeon of Despair
7	Endless Stair
8	Gorgonbound Cave
9	Ice Cave of Stasis
10	Lone Dark
11	Mew of Misery
12	Oubliette of Loss
13	Pits of the Bound
14	Rotating Prison of the Damned
15	Sea Cave of Bound Tides
16	Spellward Island
17	Tower of Grasping Hands
18	Tree of Woe
19	Trueclutch Caves
20	Unholy Sanctum of Fire

Table 6–46: Magical Prisons, Item

1	Bonds of Eternity
2	Cageforce of Woe
3	Chain of Soulbinding
4	Crown of Simple Thoughts
5	Crystal Egg of the Void
6	Enslavement Irons
7	Fetters of isolation
8	Footbind Stone
9	Gemstone of Solitude
10	Lamp of Entrapment
11	Mirror of Trapping
12	Mythral Cube of Control
13	Pillar of Condemnation
14	Prism of Binding
15	Reins of the Righteous
16	Scroll of Incarceration
17	Shackles of Suppression
18	Soulsnare
19	Tapestry of Capture
20	Ties of Lost Hope

Table 6–47: Ritual Names 1	
1	Abjuration of Signs and Portents
2	Banishing Exorcism
3	Berserker's Circle of Rage
4	Ceremony of Demonic Falsehood
5	Circle of Bodily Decimation
6	Command the Soul
7	Communion of Eternity
8	Conjuration of the Abyssal Tongue
9	Consecrate the Land
10	Curse the Land and Sky
11	Cursed Process of Purgatory
12	Dreams and Nightmares
13	Ethereal Formation Rite
14	Evocation of the Diamond Throne
15	Fog of Stone
16	Grow the Plant Portal
17	Influence the Minds
18	Invocation of Bane
19	Mystic Conjuration of the Black Soul
20	Observance of the Decaying Cult

Table 6–48: Ritual Names 2	
1	Plague of Raging Rats
2	Practice of the Thousand Eyes
3	Protection from Everything
4	Raise the Naming Undead
5	Reveal the Hidden
6	Reveal the Material Form
7	Rite of Hidden Shadows
8	Rite of True Deception
9	Ritual of Apocalypse Days
10	Ritual of the Plagues
11	Sacrament of the Unholy Hour
12	Sacrifice of Angelic Knives
13	Specter Divination
14	Stunt the Artifact
15	Summon Meteor
16	Summoning of Spiritual Suffering
17	To the Flames of Hell
18	Touch of the Gods
19	Transfiguration of Wind and Rain
20	Working of Moral Disruption

Table 6–49: Ritual Effects 1

1	All vermin within the target area become enraged, swell in size, and gain a plague bite
2	Alter time or mass memory modification of group with specific ties
3	Banish or erase a prophecy from records and memory
4	Bind a rightful ruler to the land to help ward and warn usurpers
5	Bless the land, damage undead, and make it difficult for undead to be raised
6	Bring about a natural disaster that doesn't appear magical
7	Catch a soul of a dead creature and force it to do caster's bidding in afterlife
8	Change weather over a mass area
9	Condemn a soul to torturous prison
10	Create a portal between two different locations large enough for a creature to walk through
11	Create nonmoving fog that stays for a month; all creatures within the fog for a day turn to stone
12	Direct moons and planets into alignment to falsify prophecies
13	Everything in the target area will eventually grow barren and die early
14	Force magical event to happen out of normal time
15	Force someone to obey and do things against his normal actions
16	Forge a weapon to slay a great power or creature
17	Fortify an army with enhancements over their foes
18	Grant protection from all types of harmful energy
19	Grant great strength and rage to a willing group
20	Imbue a magic weapon with godly power

Table 6–50: Ritual Effects 2

1	Invade the dreams of the target and gain control over what he experiences
2	Know exactly where something is, regardless of how far away it is or what protects it
3	Partially block an artifact's power from serving its purpose
4	Pull possessing demon out of a creature and banish it to original plane
5	Purge magic from a person to rid him of benefit or bane
6	Purge magic from an area to deaden it for others
7	Raise a magical barrier against anyone who would trespass
8	Raise a mountain or create a canyon, change the landscape
9	Raise an undead creature and bind a fire elemental to it, immune to fire damage
10	Restore target to full health; heal all diseases and regenerate missing parts
11	Restore virginity to a soul who has been spoiled
12	Send everything within 1,000 feet to a fiery plane and leave scorched land in place
13	Summon a meteor from the skies to land into a desired location
14	Summon and bind a devilish agent for bidding of the group
15	Summon and bind an abyssal agent for bidding of the group
16	Summon and bind an angelic creature for bidding of the group
17	Transport large group to far location or time
18	Turn creatures from ethereal figures into material creatures permanently
19	Turn creatures from material creatures into ethereal figures permanently
20	Variety of plagues brought upon a chosen land

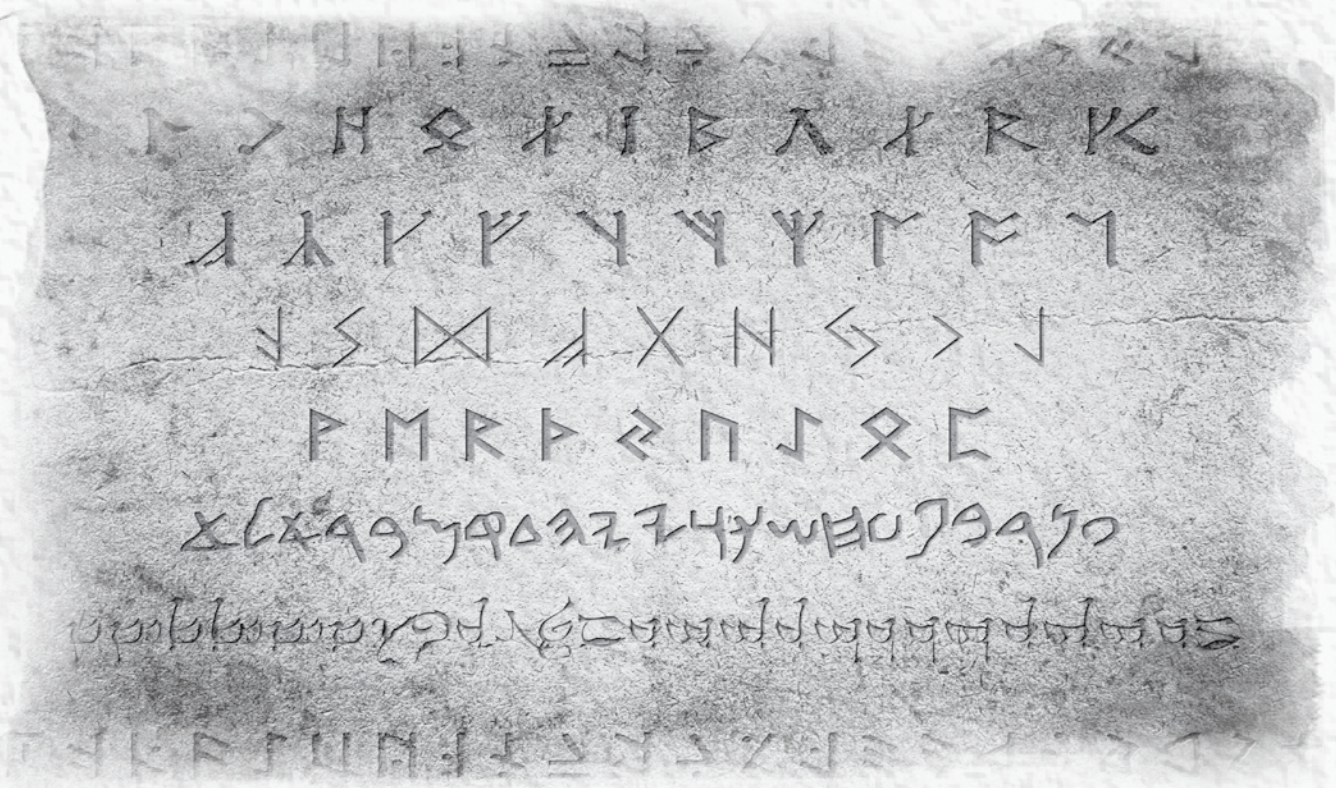


Table 6–51: Runes 1

1	Air
2	Betrayal
3	Black Magic
4	Blood
5	Cairn
6	Clan
7	Conflict
8	Death
9	Dragon
10	Dwarves
11	Earth
12	The Elementals
13	Elf
14	Eternity
15	Evil
16	Father/Mother
17	Fire
18	Fortune
19	Freedom
20	Giant

Table 6–52: Runes 2

1	Glory
2	The Gods
3	Gorgon
4	Hammer
5	Harpy
6	Hatred
7	Home
8	Honor
9	Injustice
10	Justice
11	Khan
12	Kingdom
13	Law
14	Life
15	Lightning
16	Magic
17	Murder
18	Necromancy
19	Orc
20	Omen

Table 6–53: Runes 3

1	Piety
2	Plague
3	Protection
4	Punishment
5	Redemption
6	Resentment
7	Sanctuary
8	Scorpion
9	Sorcerer
10	Seer
11	Sin
12	Temple
13	Thunder
14	Titan
15	Truth
16	Undead
17	Virtue
18	Water
19	Wisdom
20	Witch

Table 6–54: Magic Sigils

1	Black and white against a red diamond shaped background
2	Bones, feathers, and other fetishes inside the mouth of a black skull
3	Bright-blue eye hovering over a body of water, which in turn reflects the eye
4	Constellation over a dark background; a tower below it reaches to the sky
5	Dark sun over dark moon with wavy line separating them
6	Griffon, in profile, on a shield of black and green, surrounded by stars and pierced by arrows
7	Hand awash in flames; at the base of the hand is an open tome
8	Large gear makes up the bulk of this sigil, with each spoke marked with a different school of magic
9	Metallic claw rise from a dark purple circular frame, a ball of crackling blue lines hovering above it
10	Roaring dragon with three stars over its head, each star is stylized and different
11	Silhouette of a raven with a scroll in its beak against a pale blue moon
12	Silhouette of an owl on a tome, encircled by two large feathers which barely touch at the tips
13	Simple, crude painting of a circle with numerous arrows pointing inward surrounding a chimera
14	Skull, flowers pouring forth from the mouth, rests in a "hammock" of rope suspended by two ravens
15	Snarling brown dire boar with a small robed humanoid atop it; dust encircles the pair
16	Staff stands upright and crackles with energy as cracks move out in all directions from its base
17	Stylized burnt orange scorpion whose tail drips flaming liquid against a dark background
18	Three dark lines, intersecting in a specific pattern that only a wizard would understand
19	Tree with figures hanging from its branches while the barren ground below it seems to steam
20	White snowflake over a dark background; among the delicate lines of the sigil hides an arcane name

Table 6–55: Prophecies

1	An army of orcs led by a fire-wielder will descend from the mountains, burn its way to the sea.
2	A beautiful, fair-haired man brings an unspeakable evil in his wake.
3	A dark woman will be the bane of a virtuous knight, leading him to his doom.
4	An enemy must become an ally, or darkness will cover all the land.
5	Envy shall consume every heart and the days of want will never end.
6	A glass stone that none can carry, holds the key a kingdom's salvation.
7	The ground will tremble, the wind will roar, and death will walk the streets.
8	A half-breed of great power seeks to conquer all she sees in the name of vengeance and destiny.
9	Hate shall become the new laws and mankind will turn on itself when there are no more skies.
10	On a horse of smoke, pestilence rides in the final days of the darkest March.
11	A hideous crone waits for her hour of blood, to sanctify the Tome of Unmaking and her destiny.
12	Lying in darkness, it waits, for the hour of the beast comes when the moons are strong.
13	A man with a hundred eyes will sunder the greatest palace and sit upon its throne.
14	A righteous son will rupture the line between life and undeath, in the hour of the crow.
15	A mighty scion will fall from the sky, killing he who usurped the throne of the rightful king.
16	If snow falls on winter solstice, the beasts of the forest will issue forth in fury, seeking human blood.
17	The sun will burn the sea, and a great fleet of black ships will seek the city's most loved treasure.
18	Three warriors will come, needing the aid of a sorceress whose race they would normally avoid.
19	Two warring brothers will lay waste to all they hold dear unless shown the error of their ways.
20	When shadows fall at midnight, the restless dead will rise to slay the living.

Table 6–56: Fortunes

1	Believe not what your eyes betray
2	Betrayal and lies come with the next tide
3	Bury grudges and weapons alike
4	Challenge not what cannot be challenged
5	Deny yourself nothing and everything
6	Forge yourself a new weapon of ice
7	Forget the words of your ancestors
8	Hidden secrets require study to decipher
9	In moral choices, best let fate decide
10	Indulge now, for the lean years loom
11	A long sea journey is in your future
12	A lost friend shall return in the hour of need
13	A messanger awaits. A deed lies unfulfilled
14	A new moon brings madness
15	Remove weakness, in all its parts
16	The sage is right when the water are stilled
17	Seek out your cause; your fate awaits
18	Seek the tainted orc bearing the mark of eyes
19	Violence does not solve everything
20	Your hands bear the curse of circumstance

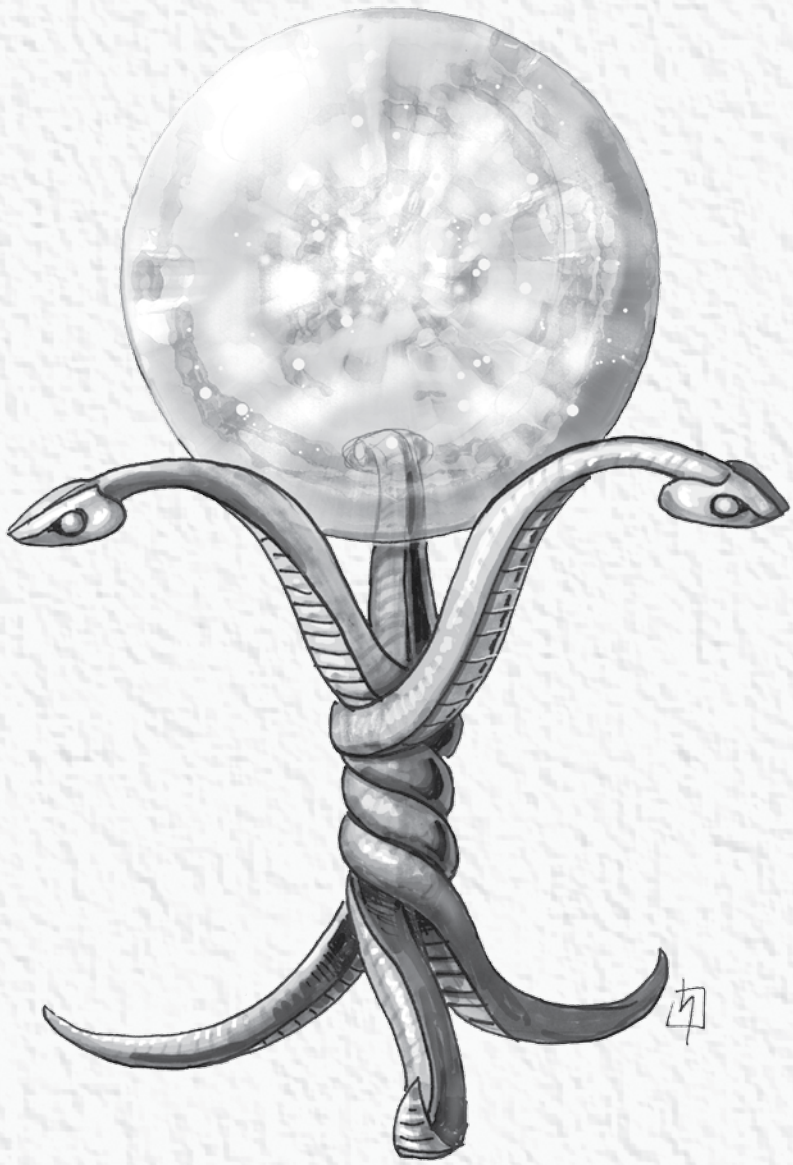


Table 6–57: Omens	
1	All knives in house are dull at the same time
2	All the plants in the house are dead
3	Buzzard or crow not eating the dead
4	Clothes hanging inside out
5	Comet visible by day
6	Cracked mirror
7	Failed crops
8	Frost in the summer
9	Gold coins are all face down
10	Insect swarm
11	Milk turns sour
12	New moon turns red
13	Open wine bottle given as a gift
14	Raven squaking in the morning
15	Sick animals of any kind
16	Smell roses in bloom, during winter
17	Tea leaves forming a circle
18	Unescorted woman crying
19	Waking up inside of a dream
20	Water that won't boil

Table 6–58: Signs and Portents*	
1	Beast/Monster attacks the town
2	Bird peck on a nearby window
3	Cries of children and/or animals
4	Death of a chief, shaman or elder
5	Earthquake, flood, or storm
6	Falling star visible to all
7	Fires erupt or are mysteriously snuffed out
8	Ghost visits the home
9	Horses break free and run amok
10	Lightning without thunder
11	Lunar or solar eclipse
12	Member of a strange, exotic race arrives
13	Mirror on the wall cracks
14	On an established holy day
15	Powerful storm breaks and sun comes out
16	Rain suddenly ends a long drought
17	Visions of a local hero or saint
18	Water clock mysteriously stops working
19	Wild animals approach
20	Wild animals flee in panic

* For any event

Table 6–59: Cryptic…	
1	Absolutes can be found within a barrel
2	Begin this day with words and deed
3	Creation is the lie of history's regret
4	Do not remain in the way of yourself
5	Eagerness and youth are virtueless prides
6	Forgive the sightless who bear no malice
7	Gains and rewards are hollow measures
8	Gray and white betray the shadows
9	Heaven cannot be lost through gamble
10	How silent the murmur of joy has become
11	Keep these words, nothing more
12	Never is always and thoughtless is this
13	Now is not memory, nor is time
14	Only now can we see what was never there
15	Patience is a luxury of the dying
16	Quiet the stillness and again extolled
17	Remind the sinners of sin, alike and anew
18	Take from here, that nothing comes after this
19	The skies are night, the kings are pawns
20	Wicked is the is man without sin

Table 6–60: Mystic Answers	
1	Bring together the two halves of the whole
2	Forge for yourself the missing pieces
3	Go to the shrine where this question began
4	The gods are displeased with your judgement
5	The gods believe what you do is just
6	A lost friend will return in the darkest hour
7	Never forget the oaths you took
8	No one remains for your question's weight
9	Nothing can be gained or lost without change
10	On the fourth moon, trouble stirs
11	Redemption will change your course
12	Return what was lost, begin what was done
13	Seek out the templars, they know your quest
14	That which you seek is lost forever
15	The Sisterhood of Mercy bears your oath
16	There is no place left for riddles to hide
17	The truth is found at the end of your journey
18	The wind alone carries your message
19	You cannot lose what you do not possess
20	You cannot seek what has already been lost

DRUIDS AND WITCHES

Table 6–61: Druid Circles

1	Copse of scrub pines, ringed with dry sage grass, near a secluded fen
2	Copse of aged and dying trees at the center of an over-lumbered and soon to be extinct forest
3	Crooked stand of maples at the foot of a mountain, hidden from the cities on the other side
4	Forty towering white ash trees spaced out in a great circle a quarter mile in diameter
5	Grove of moss-covered larch lean toward a nearby waterfall filled with dozens of fish species
6	Grove of oak trees, twisting over and around a babbling brook
7	Lost, sunken cavern filled with slick, multi-hued stalagmites and stalactites
8	Maze of tangled branches gnarled around a massive granite boulder deep inside a forbidding forest
9	Natural spring surrounded by wildflowers deep in a primeval forest
10	Octagon-shaped ring of cobalt standing stones in a field of heather
11	Patch of bright, healthy scrub in the tundra, ringed by low, brightly colored stones
12	Pentagon-shaped ring of enormous, rune-etched standing stones resting on a misty moor
13	Range of mangroves and cypress trees, jutting up from a vast and dense bayou
14	Ring of brightly colored fungi nearly 100 feet across, with a great oak tree in the center
15	Ring of glowing lichen, moss, and mushrooms near an underground grotto of frothing, pure water
16	Riot of colorful flowers in the high mountains, shielded by unnatural rock formations
17	Small stand of holly just below the tree line, climbing up a sparse and steep mountain face
18	Tangled skein of sargassum kelp three miles off shore surrounded by shallows
19	Wildly-angled standing stones in a tight square, deep in the badlands, scrub grass/thistle underfoot
20	Wide stretch of laurel and sage, bordering the edge of an overgrown and unpassable forest

Table 6–62: Witch Cairns

1	Ancient cliffside overhang provides shadow to a free-standing column of gnarled crystal spikes
2	Ancient staircase leading to gnarled creek guarding a small shelter ringed with stones and fetishes
3	Ancient tribal hut somehow preserved with eternal candles in the windows
4	Cave covered with a door of vines, which twitch and convulse despite the lack of a strong wind
5	Coven tower, buried under a mudslide, with a secret magical door as the only entrance
6	Crumbling old guard tower with iron grates and broken glass situated in circles
7	Hollowed-out, sunken ship carcass moored against rune-covered rocks and filled with antlers
8	Hundreds of elven bones strung between rocks inside a glade of dying and falled trees
9	Ghostly hollow enshrouded in mist and guarded by the cries of shrill victims and heretics
10	Large iron cauldron set in the center of a sunken crater surrounded by net fetishes
11	Old stone cottage ruins; only the fireplace remains — an archer's rune etched into the stone
12	Pale stone golem sentinel guards a shallow cave entrance filled with debris and corpses
13	Protected cave, hidden in the hills above an ancient, unmarked graveyard
14	Protected cave, filled with five-foot-tall crude stone statues acting as pagan guardians
15	Sacrificial altar, swallowed by sprawling vines and tree roots, deep in a black, virgin forest
16	Square net — covered with animal skins, bark, leaves, and fetishes — draped over a fresh earth pit
17	Standing stones curved overhead in a circle, projecting seven arcane sigil-shaped shadows
18	Thirteen gravestones situated around a pile of skulls, each grave marked with a different rune
19	Twin caves, side by side, each marked with bloody, ancient runes; hay littering the cave mouths
20	Unearthed dungeon room with chains on the walls and bones scattered on ichor-drenched floors

Table 6–63: Eldritch Stone Formations

1	Black stone with crude and ornate carvings
2	Bridge of layered and interconnected stones
3	Egg-shaped granite boulder painted red
4	Flat, gypsum obelisk, covered in pictographs
5	Grooved flint boulder resting on granite
6	Hook-shaped boulder made of marble
7	Identical quartz boulders next to each other
8	Large, pyramid-shaped pumice stone
9	Limestone boulder, runes etched everywhere
10	Massive jade boulder, impervious to tools
11	Massive, smooth, contoured slate stone
12	Moss-covered jagged coal stone that floats
13	Obsidian boulder shaped like a bench
14	Pear-shaped chalk boulder unaffected by rain
15	Perfectly round onyx, too heavy to move
16	Piles of scoria, miles from a volcano
17	Rust-colored, arrow-shaped azurite boulder
18	Square basalt boulder with black runes
19	Slab of warm, cracked, red-veined jasper
20	Unnatural, unidentified black rock that hums

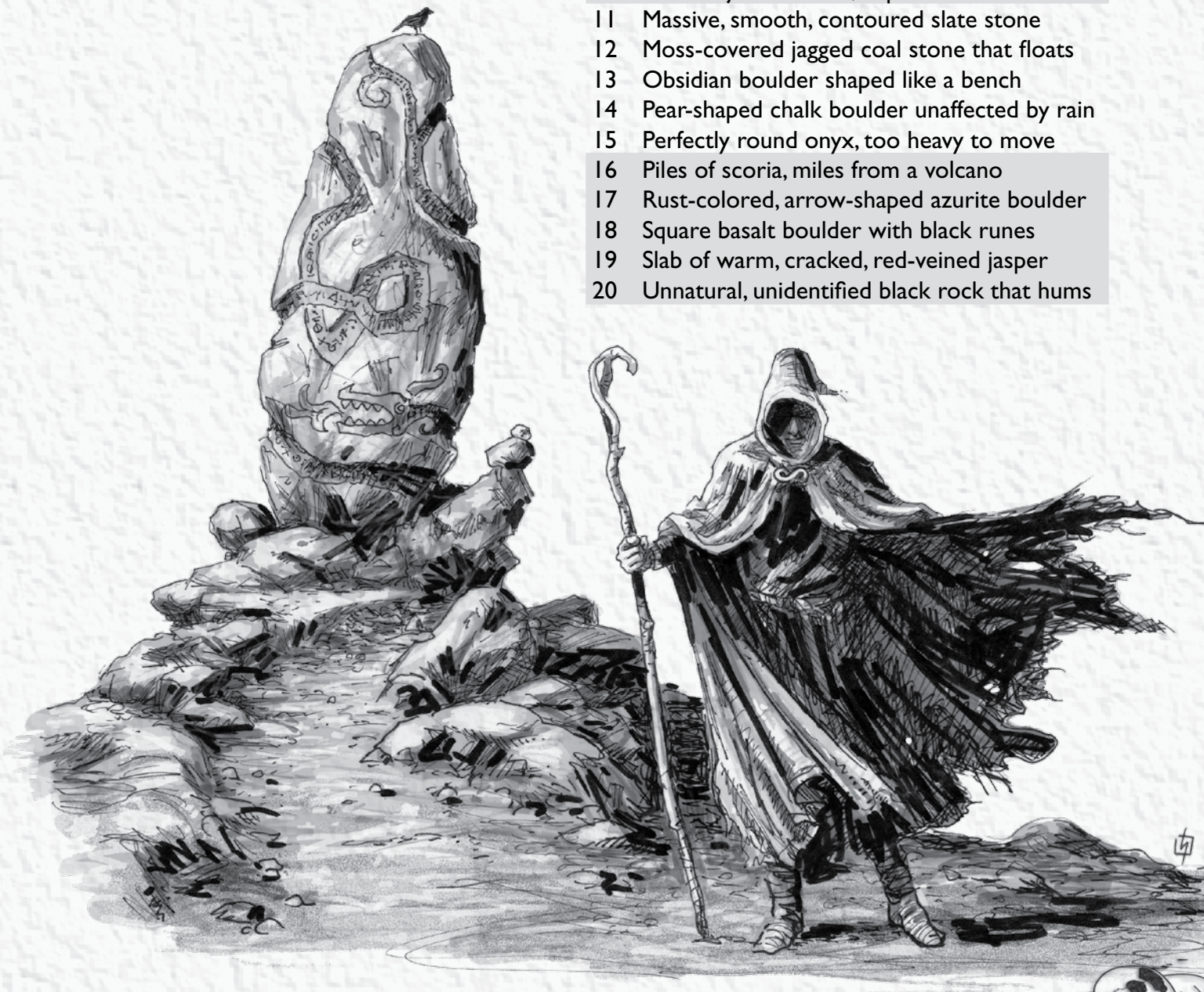


Table 6–64: Pagan Divination Methods 1

1	Abacomancy, by dust
2	Acultomancy, by needles
3	Adromancy/alomancy, by salt
4	Alectromancy, by rooster sacrifice
5	Anthracomancy, by burning coals
6	Anthropomancy, by human sacrifice
7	Archeomancy, by sacred relics
8	Aspidomancy, by sitting in a drawn circle
9	Astragalamancy, by casting dice
10	Astrapomancy, by lightning
11	Astrology, by celestial bodies
12	Auramancy, by auras
13	Austromancy, by wind
14	Augury, by the flight of birds
15	Brontomancy, by thunder
16	Capnomancy, by smoke
17	Carromancy, by melting wax
18	Cartomancy, by cards
19	Catoptromancy, by mirrors
20	Causimancy/causimomancy, by burning

Table 6–65: Pagan Divination Methods 2

1	Cephalomancy (also craniognomy), by skulls
2	Ceraunoscopy, by thunder and lightning
3	Ceromancy, by dripping wax in water
4	Chalcomancy, by striking gongs/copper bowls
5	Cheiromancy/chiromancy, by palms
6	Cineromancy/ceneromancy, by ashes
7	Cleromancy, by casting lots
8	Cometomancy, by comet tails
9	Conchomancy, by shells
10	Cryptomancy, by omens
11	Cyclicomancy, by swirling water in a cup
12	Demonomancy, by demons
13	Dowsing, by a divining rod
14	Dracomancy, by dragons
15	Dream interpretation
16	Driromancy, by dripping blood
17	Elaeomancy, by oil
18	Empyromancy, by burning
19	Favomancy, by casting beans
20	Gastromancy, by crystal ball

Table 6–66: Pagan Divination Methods 3

1	Genethlialogy, by birth dates
2	Geomancy, by earth
3	Graptomancy, by studying handwriting
4	Haematomancy, by blood
5	Hakata, by bones or dice
6	Hydromancy, by water
7	Iconomancy, by icons
8	Idolomancy, by idols
9	Knissomancy, by incense
10	Lithomancy, by precious stones
11	Lychnomancy, by candles
12	Necromancy, by speaking to the dead
13	Nephomancy, by clouds
14	Numerology, by numbers
15	Numismatomancy, by coins
16	Ogham, by casting Ogham letters
17	Oneiromancy, by dreams
18	Oomancy, by eggs
19	Osteomancy, by bones
20	Pallomancy, by pendulums

Table 6–67: Pagan Divination Methods 4

1	Pessomancy, by pebbles
2	Phrenology, by the configuration of the brain
3	Pyromancy, by fire
4	Rhabdomancy, by rods, sticks, or wands
5	Runecasting/Runic divination, by casting runes
6	Sciomancy, by shadows or spirits
7	Scrying, by gazing
8	Selenomancy, by the moon
9	Sikidy, by drawing sixteen lines in sand
10	Solaromancy, by the sun
11	Sortilege, by the casting of lots, or sortes
12	Stareomancy, by the four elements
13	Stigonomancy, by burning writing onto bark
14	Taromancy/tarotmancy, by tarot
15	Tasseomancy, by tea leaves or coffee grounds
16	Tephromancy, by cremation ashes
17	Theomancy, by oracles
18	Uranomancy/ouranomancy, by the sky
19	Xylomancy, by burning wood
20	Zygomancy, by weights

Table 6–68: Fetishes 1	
1	Animal blood in small vial
2	Animal-shaped totem painted red and black
3	Blessed candles
4	Bundle of twigs wrapped in hair
5	Buzzard's claw blessed under the moon
6	Carved stone trinket
7	Ceramic wolf
8	Chicken bone wrapped in vines
9	Crow feather tied to a stick
10	Crystal prism necklace
11	Dreamcatcher
12	Dwarven beard wrapped in twine
13	Eagle feather
14	Elk antler, splintered
15	Elven blood smeared on a bronze dagger
16	Elven bone wrapped in laurel
17	Femur
18	Fish bones wrapped in a silk cloth
19	Glass bulb (on leather strap) filled with blood
20	Goblin blood in an iron flask

Table 6–69: Fetishes 2	
1	Grizzly bear fur
2	Jawbone of a human or demihuman
3	Knucklebones
4	Hair of a giant, knotted
5	Hollowed-out stone medallion
6	Jade pendant
7	Jagged stone tied off with spiderwebs
8	Jar of fingernails
9	Orc teeth hanging in a wool sack
10	Rune-bearing polished stone
11	Runestones in a blessed bag
12	Python fangs in a sealed vial
13	Quartz medallion on crude twine
14	Snakeskin stretched across wooden stakes
15	Small animal pelt
16	Splintered horse hoof wrapped in chain
17	Swampy brine stored in a clay jug
18	Tarot cards wrapped in blessed silk cloth
19	Water from a sacred grove
20	Wooden spirit-shaped fetish

Table 6–70: Shaman Curse Stones	
1	Asphyxiation
2	Blisters, boils, and cysts
3	Blood curse
4	Delusions
5	Fatigue
6	Fertility curse
7	Fever
8	Geas
9	Hallucinations
10	Insanity
11	Insomnia
12	Loss of appetite
13	Loss of stamina
14	Memory loss
15	Nightmares
16	Profuse sweating
17	Pronouced phobia
18	Ulcers
19	Vertigo
20	Vomiting

Table 6–71: Shaman Divination "Stones"	
1	Animal bones
2	Beans
3	Bird bones
4	Coals
5	Coins
6	Crystal shards
7	Dice
8	Dowsing rod
9	Eggs or eggshells
10	Fossilized remains
11	Glass beads
12	Obsidian tears
13	Pebbles
14	Runestones
15	Salt
16	Seeds
17	Shells
18	Sticks
19	Teeth
20	Thirteen-stone bag

Table 6–72: Mystic Stones	
1	Agate cures hunger
2	Amber lights in the darkness
3	Aquamarine breaks a fever
4	Beryl can become unbreakable
5	Chalcedony improves general health
6	Crystal reveals lies
7	Emerald promote longevity
8	Jade protects against spirits
9	Lapis Lazuli improves vision
10	Moonstone improves balance
11	Onyx wards against possession
12	Opal increases strength and bloodflow
13	Pearl counteracts poison
14	Peridot numbs pain
15	Quartz grants communication with the dead
16	Ruby wards away unwanted visitors
17	Sapphire breaks all other other charms
18	Spinel wards off undead
19	Topaz binds an oath
20	Tourmaline detects evil

Table 6–73: Magic Circles	
1	Apple, blue silk scarf, small sword, three eggs
2	Ash, nightshade flowers, rat tail, rotting fruit
3	Ash branch, empty vial, small broom, salt ring
4	Aventurine, green candle, moss, silver fork
5	Black candle, iron bowl, dead rat, crow feather
6	Broken white candle, monocle, vial of oil
7	Broken mirror shards, pile of ash, spilled wine
8	Buckled belt, one key, red candle, white candle
9	Carnelian, gold coin, paper ashes, white candle
10	Clay statue of woman, glass ball, silver chalice
11	Deck of cards, gold coin, white candle
12	Fresh boneset, hematite, pile of sea salt
13	Gold ring, perfume vial, red candle, red rose
14	Hair, jar of cat whiskers, three black candles
15	Lyre strings, pearl, silver bell, silver dust
16	Mistletoe, oak wand, robin eggs, white stone
17	Small basket, cloven orange, star of bones
18	Perfume vial, poppies, red candle, small mirror
19	Torn sash, broken glass, crushed roses, acorn
20	Twelve white candles, dove in a golden cage

Table 6–74: Ley Line Power Node	
1	Caves of Chaos, area of wild magic deliberately created by planar entities
2	Cliffside of Wrath, coterminous to the realm of the dark fey
3	Daystar Summit, a flat mountain where the sun always rests at noon
4	Dragon Graveyard, dragon lich rules and animates the fallen
5	Dragon Grotto, gateway to the palace of the efreeti lord Xintellvor
6	Druid's True Grove, twelve standing stones enhancing flora and fauna
7	Fallen Star Crevasse, mile-long ditch, but the meteor itself is missing
8	Great Permanent Whirlpool, graveyard of a thousand ships fueled by the angry dead
9	Halls of Malkentnor the Barghest, protects a gateway to the realm of the dead
10	Heldeth the Volcano, portal to the City of Brass during the summer equinox
11	Lost Island of Crystal, beacon of a dozen ley lines, possibly the source of their power
12	Moonmirror Pool, at the moon's zenith the waters become magical
13	Observatory of Bedlam, star observatory which provides prophecies at the risk of madness
14	Pyramids of Living Trees, growing atop burial mounds acting as living headstones
15	Ruins of an Unknown Temple, destroyed from within when a ritual offended the gods
16	Stone of Storms, the birthplace of tornadoes, tsunami, and lightning
17	Toadstool Forest, thick tree canopy provides shelter for fungus and degenerate races
18	Tomb of Queens, family of nobles where the females were the masters of magic
19	Valley of Obelisks, gigantic stalactites said to have fallen from the ceiling of the gods
20	Waterfall of Night, the stone beneath is so dark the cascading water looks inky

COMPONENTS

Table 6–75: Material Components 1

1	Adder's stomach
2	Amber crystal
3	Amber dust
4	Basilisk eyelash
5	Bat fur
6	Bit of bone from an undead creature
7	Bit of earth from a grave
8	Bit of fleece
9	Bit of fleece and powdered jade worth 100 gp
10	Bit of fur
11	Bit of gauze
12	Bit of green plant
13	Bit of honeycomb
14	Bit of horsehair
15	Bit of phosphorous
16	Bit of pork rind or butter
17	Bit of powdered rhubarb leaf
18	Bit of powdered silver
19	Bit of spider web
20	Bit of sponge

Table 6–76: Material Components 2

1	Bit of tallow
2	Bit of the item to be created
3	Bit of wool or a small lump of wax
4	Black dragon's blood
5	Black onyx worth 50 gp
6	Black sapphire of at least 1,000 gp
7	Brass key
8	Brimstone and oil
9	Burning incense
10	Chip of mica
11	Clear crystal or mineral prism
12	Copper piece for each eye
13	Crushed black pearl worth 500 gp
14	Crushed lime
15	Crystal prism
16	Crystal rod filled with phosphorescence
17	Dart
18	Dram of whitewash
19	Drop of mercury
20	Drop of molasses

Table 6–77: Material Components 3

1	Drop of oil
2	Drop of pitch
3	Drop of sweet oil
4	Drop of water or a pinch of dust
5	Dusting of powdered iron
6	Eyelash encased in gum arabic
7	Eyelash of a spell-using creature
8	Feather
9	Few drops of water
10	Few grains of sand
11	Fire source
12	Firefly or a piece of phosphorescent moss
13	Forked twig
14	Four strips of ivory worth 50 gp
15	Gem of at least 1,000 gp value
16	Gem or crystal worth 100 gp
17	Glass cone
18	Glass eye (seeing)
19	Glass or crystal rod
20	Glove of snakeskin

Table 6–78: Material Components 4

1	Glowing stick of incense
2	Gold dust worth 25 gp
3	Granite
4	Grasshopper leg
5	Ground mica
6	Gum arabic
7	Hair or dung from a bull
8	Handful of clay
9	Handful of crystal marbles
10	Heart of a hen
11	Hemispherical piece of clear crystal
12	Hummingbird's feather
13	Incense worth 250 gp
14	Ink consisting of squid secretion
15	Iron filings
16	Item distasteful to the subject
17	Ivory plaque worth 50 gp
18	Jacinth worth 1,000 gp, silver bar worth 5 gp
19	Jade circlet worth no less than 1,500 gp
20	Jade dust worth 250 gp

Table 6–79: Material Components 5

1	Knotted string
2	Laboratory supplies worth 1,000 gp
3	Lead-based ink worth 50 gp
4	Leather glove
5	Live firefly (or glowworm)
6	Lodestone
7	Lodestone
8	Lump of alum soaked in vinegar
9	Mercury
10	Metal bar or rod
11	Mineral spheres
12	Miniature brass hearing trumpet
13	Miniature cloak
14	Miniature platinum sword worth 250 gp
15	Miniature portal carved from ivory
16	Mixture of soils (clay, loam, sand) in a bag
17	Ointment made from mushroom, saffron, fat
18	Pair of small bar magnets
19	Part of the subject
20	Piece of amber

Table 6–80: Material Components 6

1	Piece of bone
2	Piece of tooth
3	Piece of chameleon skin
4	Piece of coal
5	Piece of cured leather
6	Piece of flesh
7	Piece of honeycomb and jade dust
8	Piece of iron pyrite and special dust
9	Piece of parchment rolled into a cone
10	Piece of polished marble
11	Piece of raw meat
12	Piece of string
13	Piece of string and a bit of wood
14	Piece of sunstone
15	Piece of tentacle of giant octopus or squid
16	Piece of tortoise or turtle shell
17	Pinch of bloodhound's fur
18	Pinch of brimstone
19	Pinch of cat fur
20	Pinch of diamond dust worth 50 gp

Table 6–81: Material Components 7

1	Pinch of dried carrot or an agate
2	Pinch of dust
3	Pinch of earth and drop of blood
4	Pinch of earth from ghoul's lair
5	Pinch of mushroom spores
6	Pinch of powder made from a clear gem
7	Pinch of powdered iron
8	Pinch of red sand, pinch of blue sand
9	Pinch of salt
10	Pinch of sesame seeds
11	Pinch of sulfur
12	Pinch of talc
13	Pinch of wool
14	Pinch of yellow sand
15	Powdered corn extract
16	Powdered garlic
17	Powdered herring scales
18	Powdered iron or iron filings
19	Powdered lime and carbon
20	Powdered ruby worth 100 gp

Table 6–82: Material Components 8

1	Powdered silver
2	Quicksilver
3	Rose petal
4	Rotten egg
5	Ruby dust worth 1,500 gp
6	Ruby dust worth 50 gp
7	Sapphire worth 1,000 gp
8	Scale from any snake
9	Scrap of cloth from a ghoul
10	Set of three identical nutshells
11	Several grains of sand
12	Several skunk cabbage leaves
13	Several splinters of wood
14	Shaving of licorice root
15	Short piece of copper wire
16	Short reed or piece of straw
17	Silver dust
18	Silver pin
19	Silver rod
20	Small amount of mercury and phosphorus

Table 6–83: Material Components 9

1	Small ball of guano and sulfur
2	Small block of granite
3	Small clay model of a ziggurat
4	Small crystal bead
5	Small crystal sphere
6	Small horn (hearing)
7	Small mirror
8	Small piece of flint
9	Small piece of phosphorus
10	Small piece of quartz or similar rock crystal
11	Small piece of shell from a tortoise or turtle
12	Small replica of the caster
13	Small silver mirror
14	Small sprinkling of powdered silver
15	Small square of silk
16	Small straight piece of iron
17	Small wooden replica of an archery target
18	Small, forked metal rod
19	Snake's tongue
20	Soft clay

Table 6–84: Material Components 10

1	Soft glove
2	Square chip of stone
3	Strip of beast hide twisted into a loop
4	Sturdy leather gloves with stone gems
5	Thread
6	Tiny bag and small (not necessarily lit) candle
7	Tiny bit of bat guano and sulfur
8	Tiny leather bellows
9	Tiny silver spoon
10	Tiny silver whistle
11	Tiny tarts
12	Twig
13	Twisted loop of parchment
14	Undead bone fragment or grave dust
15	Unicorn horn chip
16	Water stirred by an iron bar
17	White feather
18	Will-o-wisp essence
19	Wing feather from any bird
20	Wisp of smoke

Table 6–85: Wizard's Workshop 1	
1	Anatomy sketches, animal or humanoid
2	Animal fur, teeth or claws
3	Apron with numerous pockets
4	Assembled human skeleton
5	Bag of glass marbles
6	Blackmail letters to owner of workshop
7	Book of detailed ancient history, generic
8	Book of detailed ancient history, specific
9	Book of magical runes, incomplete
10	Book on alchemy
11	Book on pentagrams and summoning
12	Book on plants and herbs
13	Book on spell theory
14	Box turtle and grass in a drawer
15	Brazier with demonic runes
16	Broken mirror pieces is a thick leather pouch
17	Broken walking stick of staff
18	Bug repellant oil (rosemary and geranium)
19	Burial shroud, very old
20	Candles of colors and scent

Table 6–86: Wizard's Workshop 2	
1	Carnivorous plant, live
2	Carnivorous plant, dried and preserved
3	Carved sticks of wood wrapped in silk
4	Chain of precious metal
5	Charcoal sticks in an ivory box
6	Clay pot filled with dirt from a grave
7	Coal and bin with shovel
8	Colored glass vials of strange shapes
9	Comprising letter from local noble to a lady
10	Contract to create a magic item
11	Copper dagger wrapped in oilskin
12	Corks, with or without holes in centers
13	Creature hooves, whole or powdered
14	Crystal ball, non-magical
15	Crystal rod in clay square
16	Cursed potion in black glass vial
17	Cursed scroll
18	Cutting block and knife
19	Dark elf dagger in a wax sealed wooden box
20	Divining tools with pouch

Table 6–87: Wizard's Workshop 3	
1	Dowser rod
2	Dragon scale, lacquered
3	Dried herbs in ceramic jar
4	Elemental substance in a vial
5	Embalming notes
6	Empty scroll case
7	Expensive bottle of wine
8	Explosive experiment in progress
9	Eyeballs in preservation jar
10	Familiar's resting place
11	Famous hero's nonmagical shield or weapon
12	Flask of dragon's blood, marked with name
13	Floating stone
14	Fresh herbs, hung on a string
15	Fresh poison ivy in an oilskin pouch
16	Glass cone with handle
17	Glass jar of empty cocoons
18	Glass prism, hung by string
19	Glass vials and flasks, labeled or not
20	Gloves of snakeskin

Table 6–88: Wizard's Workshop 4	
1	Glue in special application vials
2	Gold holy symbol to the god of artifice
3	Hair or nail clippings in small unlabeled jar
4	Half-eaten meal
5	Half-finished minor magical item
6	Healer's kit stuffed with supplies
7	Hollow glass balls, hung from string
8	Human skull, polished clean
9	Humanoid blood
10	Incense sticks and burner
11	Jar of dead fireflies
12	Jar of monster slime
13	Jar of rose petals alchemically treated
14	Jar of sulfur, labeled
15	Leather bag of moist clay
16	Leather pouch of coarse salt
17	Leather pouch of eyelashes
18	Leather pouch of ground bone
19	Live herbs in a pot
20	Lost piece of famous artwork

Table 6–89: Wizard's Workshop 5

1	Lump of alum, in vial of vinegar
2	Magic mirror
3	Magical beast blood
4	Magical invisible ink
5	Magnets of various size
6	Magnifying glass in felt pouch
7	Map marking various pits of hell
8	Maps to nearby realms
9	Mithral fillings
10	Mortal and pestle
11	Mouse in small cage or trap
12	Mushrooms, edible or poisonous
13	Musical instrument covered with runes
14	Nails and small hammer
15	Notebook of experiments
16	Notes on a potion concocted
17	Notes on a specific magic item's creation
18	Notes on spell creation with a new spell
19	Parchment of holy or unholy text
20	Perfume in a violet colored jar

Table 6–90: Wizard's Workshop 6

1	Phosphorescent moss
2	Pipe with pouch of tobacco
3	Poisonous plant in a pot
4	Potion in a clay flask, labeled
5	Potion in a vial of gold
6	Potion in a vial of silver
7	Potion in colored glass vial
8	Pouch of elven ears
9	Powdered gem, in a clear vial
10	Powered metal, in a clay pot
11	Precious stone lens
12	Purified water from a distant land
13	Quartz stones, powdered or not
14	Quills and ink
15	Raw ore in precious metal container
16	Red leather pouch of sawdust
17	Religious artifact, non-magical
18	Ring made of a gnarled demon's claw
19	Rune stones, finely crafted
20	Scales and weights

Table 6–91: Wizard's Workshop 7

1	Scrap of parchment, folded but blank
2	Secret compartment
3	Seeds, folded in a parchment
4	Shiny rocks in a leather pouch
5	Silk shawl with gold lining
6	Silver dagger with snakehead pommel
7	Silver pins
8	Sleeping gas in an unmarked jar
9	Small magical bell, rings on the hour
10	Small pouch of snake or fish scales
11	Small vial of spores, harmless or dangerous
12	Snake fangs in a small jar
13	Snow, magically preserved in a glass box
14	Soil/sand from a distant land in silk pouch
15	Sprigs of mistletoe, in a jade box
16	Sprigs of wolves bane
17	Squares of sealing wax
18	Stargazer charts and graphs
19	Statuette of an onyx mastiff
20	Strip of boiled leather

Table 6–92: Wizard's Workshop 8

1	Sturdy heavy gloves
2	Taxidermy equipment
3	Telescope and astrolabe
4	Tentacle from an octopus or squid
5	Tree sap spread between two strips of wood
6	Unfinished potion
7	Unfinished scroll formula
8	Unholy candle made of foul ingredients
9	Universal cleaner, diluted
10	Utilitarian minor magical item
11	Vial of green fuzz, unlabeled
12	Vial of green slime
13	Vial of mercury
14	Vial of rusty water
15	Vial of smoke
16	Wand with a single charge remaining
17	Wand with no charges
18	Waterclock
19	Wire made of precious metal
20	Wooden box of flint and steel

Table 6–93: Herbs and Medicinal Plants 1

1	Abrus precatorius. Rosary pea
2	Aconitum. Aconite, monkshood, or wolfsbane
3	Actaea. Baneberry, doll's eyes, snakeberry, white cohosh
4	Aesculus. Buckeye, horse chestnut
5	Agrostemma githago. Corn cockle
6	Aleurites fordii. Tung oil tree
7	Allium. Chives, onions, swamp onions, wild onions
8	Amanita. Death angel mushrooms, death cap, monkey agaric, panther cap
9	A. muscaria. Fly agaric
10	A. pantherina. Panther
11	A. verna. Destroying angels
12	Amaranthus. Pigweed
13	Amsinckia intermedia. Fiddleneck
14	Apocynum. Dogbane
15	Argemone mexicana. Mexican poppy, prickly poppy
16	Arisaema. Brown dragon, Indian turnip, Jack in the pulpit
17	Asclepias. Milkweed
18	Astragalus and Oxytropis. Locoweed
19	Atropa belladonna. Belladonna or deadly nightshade
20	Brassica spp. Broccoli, cabbage, mustard, rape, turnips

Table 6–94: Herbs and Medicinal Plants 2

1	Caltha palustris. Cowslip, marsh marigold
2	Cannabis sativa. Cannabis
3	Centaurea solstitialis. Yellow star thistle
4	Chelidonium majus. Celandine
5	Chenopodium album. Lamb's quarters
6	Cicuta. Cowbane, water hemlock
7	Claviceps. Ergot
8	Conium maculatum. Poison hemlock
9	Coronilla varia. Crown vetch
10	Convallaria majalis. Lily of the valley
11	Daphne. Daphne
12	Datura. Angel's trumpet, downy thornapple, devil's trumpet, jimsonweed
13	Delphinium. Delphiniums, larkspurs
14	Dicentra. Bleeding heart, dutchman's breeches, squirrel corn
15	Digitalis purpurea. Foxglove
16	Equisetum arvense and other. Horsetail
17	Eupatorium rugosum. White snakeroot
18	Euphorbia. Poinsettia, snow on the mountain, spurges
19	Fagoypyrum esculentum. Buckwheat
20	Festuca arundinacea. Tall fescue

Table 6–95: Herbs and Medicinal Plants 3

1	Gelsemium sempervirens. jessamine
2	Glechoma. Creeping charlie, gill over the ground, ground ivy,
3	Halogeton glomeratus. Halogeton
4	Helleborus. Christmas rose
5	Hyoscyamus. Henbane
6	Hypericum perforatum. Klamath weed, St. John's Wort
7	Iris. Irises
8	Laburnum anagyroides. Golden chain, laburnum
9	Lantana camara. Lantana, red sage, yellow sage
10	Lathyrus. Caley pea, everlasting pea, singletary pea, sweet pea, and tangier pea
11	Leucothoe axillaris and leucothoe davisiae. Drooping leucothoe, sierra laurel
12	Linum usitatissimum. Flax
13	Lobelia. Cardinal flower, great lobelia, Indian tobacco
14	Lotus corniculatus. Birdsfoot trefoil
15	Lupinus. Lupine
16	Menispermum canadense. Moonseed
17	Nerium oleander. Oleander
18	Onoclea sensibilis. Sensitive fern
19	Ornithogalum umbellatum. Star of bethlehem
20	Papaver. Various poppies

Table 6–96: Herbs and Medicinal Plants 4

1	Phytolacca americana. Pokeweed
2	Pinus ponderosa. Ponderosa pine
3	Podophyllum peltatum. Mandrake, mayapple
4	Prunus. Bitter cherry, black cherry, choke cherry, pin cherry, wild cherry
5	Pteridium aquilinium. Bracken fern
6	Quercus. Oak trees
7	Ranunculus. Buttercups, crowfoot
8	Rheum rhaponticum. Rhubarb
9	Ricinus communis. Castor bean
10	Sambucus canadensis. Elderberry
11	Sanquinaria canadensis. Bloodroot
12	Solanum. Black nightshade, buffalo bur, common nightshade, horse nettle, potato
13	Symplocarpus foetidus. Eastern skunk cabbage
14	Taxus cuspidata. Yew
15	Trifolium. Alsike clover, red clover, white clover
16	Vicia. Broad beans, common vetch, hairy vetch, narrow-leaved vetch, purple vetch
17	Veratrum californicum. Corn lily, false hellbore
18	Wisteria. Wisteria
19	Xanthium strumarium. Cocklebur
20	Zigadenus. Death camas

UNDEAD

Table 6–97: Bound Spirits	
1	Adnan, sailor, haunts inn where he was killed
2	Armigar, tinker, trapped inisde a golem
3	Belfius, wizard, trapped inside his own rings
4	Byrent, saint, watches over his church
5	Delleria, pirate, bound to the ship she died on
6	Eniggi, wizard, cursed to fix a broken spyglass
7	Forredain, centaur, protects sacred falls
8	Gerae, pixie, bound to the sword that killed it
9	Jorien, druid, guards grove of rare trees
10	Khanor, lich, trapped inside his own soul jar
11	Lutior, elf illusionist, believes he is still alive
12	Majeleron, cardinal, sworn to serve forever
13	Mazrath, jannisary, guards family as a spirit
14	Ordent, wizard, bound to magical figurine
15	Ox, nomad, wanders the wastes, searching…
16	Razathon, gravekeeper, roams his cemetery
17	Saratine, angel, bound to a great holy sword
18	Sevron the Tyrant, bound to a crumbling keep
19	Thronn, dwarf general, moored to a runstone
20	Thaddeum, senator, cursed to never be free

Table 6–98: Undead Origins	
1	Betrayed by someone loyal
2	Biten by a vampire
3	Buried in desecrated grave
4	Completed complex ritual to become undead
5	Cursed
6	Dead body was never found
7	Died in honor-bound service to a king
8	Died under intense circumstances
9	Drained by a mummy or wraith
10	Drowned
11	Hell doesn't want you
12	Left behind something of value
13	Magic
14	Murdered in particular violent fashion
15	Oath to serve forever
16	Returned to protect wards left behind
17	Ritual sacrifice or murder
18	Terrified (to dead) by a ghost
19	Unavenged death
20	Unfinished task or unfulfilled oath

Table 6–99: Undead Types	
1	Apparition
2	Created
3	Ghast
4	Ghost
5	Ghoul
6	Grudge Spirit
7	Haunt
8	Lich
9	Mummy
10	Poltergeist
11	Revenant
12	Shadow
13	Skeleton
14	Soulforged
15	Spectre
16	Spirit
17	Vampire
18	Wight
19	Wraith
20	Zombie

Table 6–100: Undead Sustenance	
1	Anger
2	Blood
3	Brains
4	Chaos/Discord
5	The Dead
6	Divinity
7	Envy/Greed
8	Eyes
9	Fear/Terror
10	Flesh
11	Hatred
12	Hearts
13	Hope
14	Innocence
15	The Living
16	Magic
17	Piety/Purity
18	Sadness/Tears
19	Souls
20	Violence

Table 6–101: Apparitions and Ghosts

1	Almost invisible, light blue glow, young man, mostly eaten
2	Appears alive and solid, kindly old man, no signs of death
3	Dark shadow, tall scruffy man, noose around neck
4	Dim white glow, male farmer, half of head missing
5	Faint red glow, female sailor, covered in swollen red welts
6	Faint yellow glow, handsome man, disemboweled, organs missing
7	Fiery glow, burning man, sheds light, smell of burning flesh
8	Flickering white glow, pudgy man, sodden clothes
9	Semi solid, short round man, rotting flesh, slight smell
10	Semi transparent, stout wrinkled woman, rocks in pockets
11	Semi transparent, young pretty woman in night clothes, throat cut
12	Soft violet glow, young woman holding her severed head
13	Solid, old woman, covered with horseshoe imprints, fear aura
14	Solid, older woman in wedding dress, entrails trailing behind
15	Solid, scantily clad pretty woman, drawn and quartered
16	Strong white glow, young man, current fashions, chest crushed
17	Transparent, burly man, chain weighted ankles, cold aura
18	Transparent, wolf, skinned and partially eaten
19	Transparent, young male fop, torso bitten almost in half
20	Wispy gray smoke, no distinct form, howling with no sound

Table 6–102: Revenants

1	Abarenth, haunts his brother who killed him for an inheritance
2	Alteniat, wealthy merchant killed by debtor to cancel debt
3	Anio, young groom killed accidentally, kills any man close to bride
4	Artenios, framed by family and seeks their downfall
5	Doniar, guild lied by omission and caused his untimely death
6	Ellema, brother was cursed and killed her; he won't let her pass on
7	Fromion, overcome by priests and hates their religion and followers
8	Jorathan, murdered by wife's lover, seeks both still
9	Lotemvar, locked in an oubliette and left to starve to death
10	Manarette, seeks the man who let her drown
11	Marwond, accidently killed by adventurers, hunts them now
12	Onlortus, betrayed by fellow adventurers for his treasure
13	Prisema, lost her love to a black widow noble, wants to stop her
14	Salivar, bard killed so another could claim his creativity
15	Saranar, spies on bandit that killed him, needs hero to help
16	Schemastria, husband killed her to marry another, hates all men
17	Sparial, sadistic serial killer victim tries to warn future victims
18	Tremestar, killed so another could claim his identity
19	Trinella, burned to death, seeks to purge fire from the world
20	Turestos, died in prison and haunts all involved in his sentence

Table 6–103: Haunted Locales

1 Arbor Wood: The spirits of this wood have caused the trees and shrubs to warp into unnatural archways. Trespassers and their remains can be found hanging in the arches from thorny vines.

2 Butcher's Mire: A brutal killer was chased into the woody swamp and executed by the guard. The locals say he still preys on anyone foolish enough to enter the swampy forest.

3 Chessup Barn: Old man Chessup's son went mad and killed himself in this huge red building, the house and outlying buildings haven't been used since due to unexplained occurrences.

4 Crazy Quinn's: This huge tree has the remnants of a house in its branches — once the home of a slightly mad hermit that traded with locals. His body was found missing its head.

5 Dark Grove: This stand of stones was once a druid's grove. Now it is twisted and defiled. No one admits to the deed, Nature spirits once guarding the shrine are trapped there, crying for release.

6 Darken Fields: Locals advise not to travel this section of road at night; ghostly forms fly by and take off with the unwise.

7 Esfir's Mark: A gypsy caravan was killed and burned in this secluded spot by an angry mob. The ground is scorched and dark to this day. The nomad spirits remain trapped until vindicated.

8 Frostfire's Rest: A mountain cave where an old red dragon with two breath weapons was killed by adventurers for its unique qualities and riches. Ever since then the mountain rumbles…

9 Ghoston: All the villagers here claim they have at least one ghost living with them in their homes. The spirits are generally friendly, but anyone threatening them risks their displeasure.

10 Graven's Wood: A bandit king buried treasure in this wood, when he was about to pass on he went back there and guards it even now.

11 Kevril's Library: This place is not a hall of books at all, but a forest. Ghostly abominations can be seen at night and those that enter the forest seeking 'to learn' never return.

12 Liberator's Rest: The entire population has recently been sacrificed to the Cult of Pestilence. A cultist introduced a potent disease that spread through town. The ghosts want peace.

13 Lover's Leap: Two lovers were chased to this ridge by bandits, the young man died defending the woman and she leapt off the cliff rather than get captured.

14 Nightmare Run: This dark section of road haunted by the spirit of a black horse, no one claims to remember why, but the creature tries to spook mounts and run them off the road.

15 Old Well: The buildings surrounding the boarded up well are abandoned. They say a dead body poisoned the water. When retrieved they found signs of wrongful death on the corpse. The victim's ghost wants revenge.

16 Rosewood: Many years ago during a war this forest was en route to a military base. It was entered by a unit of soldiers who stripped it of anything they found useful, destroying even things they didn't need. The forest fought back and killed them almost to a man. It still doesn't welcome visitors.

17 Sephra's Gem: Named for a traveling mapmaker, this small unassuming lake is filled with the sounds of frog calls during the day. At night this place houses the most terrifying sounds: screams, howls and cries for help can be heard at some distance.

18 Slaver's Ride: Once the well used road of a slave caravan, it's now usually called Freedom's Ride. A rebellious slave was once beaten to death and his ghost now guards the area.

19 Trenk's Rule: An orc scouting patrol lead by a particularly smart and ambitious orc was ambushed and killed here. The patrol's leader Trenk Stonerival couldn't accept his own death and now his ghost rules the area, killing any one, even other orcs and leaving grisly markers around his territory.

20 Wayfarer's Rest: A roadhouse that now lays abandoned. The name still hangs over the door and noise can be heard from within, but there haven't been any visitors in years.

Table 6–104: Undead Warrens

1	Abandoned keep, now controlled by a wraith lord and his army of loyal, merciless shadow soldiers
2	Ancient, forgotten cottage, where a vampire and his brood wait for the portents to come true
3	Catacombs filled of undead vermin, constantly scratching away at the walls and foundation
4	Crypt of ghouls, skeletons, and zombies all guarding the sacrophogus of a tormented mummy priest
5	Desecrated lair of the wight lord and his queen, consuming all travellers and expanding their army
6	Dungeon filled with wraiths and spectres, passing through walls and trapping their victims inside
7	Ghoul warren crawling with ghasts and plague gaunts, all vying for dominance and control
8	Graveyard where a vile, unstoppable revenant makes his home, each night in a new grave
9	Haunted glade where damned and evil fey spirits prey upon travellers and forestkin
10	Labratory of vile created — golems, homunculi, and so on — living long after their creator's death
11	Hollow of apparitions, ghosts, haunts, and spectres, all the victims of a ghastly massacre
12	Nest of elven ghasts, moving at inhuman speeds and killing everything living in the forest
13	Oubliette imprisoning condemned and shackled undead — gaunts, skeletons, and spirits
14	Pallisade serving as home for haunts and wraiths, all serving a god-like vampire sorcerer-king
15	Shrine to a fallen god, now overrun by sentient ghouls and wights, focused on immortality
16	Submerged reliquary where the souls of the damned have broken free and hunt the living
17	Sunken ship filled with the undying souls of tormented and vile crewmen
18	Tomb of a great lich lord, who turned all of his servants into undead sentinels
19	Underground cave inhabited by ghouls, working in consort to destroy down the city above
20	Venerable throne room littered with undead zealots, still serving their unclean gods

Table 6–105: Undead Hunters

1	Angeline, has secret desire to become immortal
2	Baldeth, fighter raised by the church of the god of death
3	Brion, specializes in slaying incorporeal foes
4	Dorun, watched the demise of former group to undead
5	Excanore, seeking revenge for the death of his family
6	Florette, exiled cleric seeking redemption
7	Gaspard, ghost companion leads him to lairs
8	Harris, ranger able to rack ghosts and wraiths
9	Kavanaugh, seeks wife who became a vampire
10	Liam, mercenary who favors undead hunting offers
11	Maloria, necromancer that destroys what she can't control
12	Miracla, specializing in occult wards and protection
13	Ricoldas, fire wizard who has a hidden grudge
14	Stegiar, paladin of deity of light and healing magic
15	Synwise, bard seeks to capture/spread evils of undeath
16	Teichmann, necromancer learning along the way
17	Venkmar, leader of group of ghost slayers
18	William, undead who hunts his own kind
19	Willow, master loremaster and vampire slayer
20	Wulmar, raised from the dead and vowed to destroy undead

THE PLANES

Table 6–106: Alternate Planes 1

1	Blasted Plains of Waste and Fire
2	Castle Glade of Celestials
3	Centrality of the Unborn
4	Chaotic Gauntlet of Sinners
5	Cities of the Down
6	Countless Burning Regions
7	Courthouse of Love
8	Dam of the Unknowable
9	Dark Void of Turmoil
10	Dark Water Realm
11	Depths of Lost Hope
12	Draconic Observatory
13	Eternal Dungeon of Rebirth
14	Eternal Chasm of the Pitiless
15	Ethereal Gauntlet of Good
16	Fantastic Library of Hideous Truths
17	Field of Dreamscapes and Nightmares
18	Forbidden Kingdom of the Insane
19	Halls of Final Judgment
20	Infernal Muse of Wicked Bards

Table 6–107: Alternate Planes 2

1	Judgment of the Reborn
2	Kingdom of Eternity
3	Lost Dead Maze
4	Plane of the Unholy
5	Plane of Ultimate Order
6	Prison Realm of Lust
7	Prison World of Demons
8	Questing Fields of Eternity
9	Realm of Creation
10	Realm of Slaughter
11	Silent Realm of Color
12	Solitary Plane of Loneliness
13	Soul Tree of the Multiverse
14	Stars and Planets of Time
15	Story Realm of Creativity
16	Time and Dimensional Observatory
17	Titanic Pit of the Damned
18	Unthinkable Hall of the Eternals
19	Wicked Planes
20	Zone of Decay

Table 6–108: Planar Community Names

1	Celesward
2	Clovedorp
3	Corpsetown
4	Deamonsburgh
5	Euphorton
6	Exaltation
7	Feybourgh
8	Glasstow
9	Godsgate
10	Hellion
11	Herdslet
12	Hivemine
13	Internis
14	Megalopolis
15	Shadowspire
16	Silverfound
17	Slaughterborrow
18	Styxville
19	Thunderfall
20	Touchstone

Table 6–109: Planar Community Features

1	Along a thin stretch going for miles
2	Crooked towering metropolis
3	Elves, dragons and man meet to study magic
4	Entryway to a portal or planar conjunction
5	Filled with observatories and learning houses
6	Floating conglomeration of ships
7	In a great bowl-shaped pit of glass
8	In the decaying corpse of a titan
9	Inside a howling cave and up the walls
10	Merchant crossroads of the multiverse
11	On a slowly rotating, floating asteroid
12	On the back of a giant living monster
13	On the edge of a magically-sealed volcano
14	Perfect square plateau next to a chasm
15	Prison city of oppression; secure reputation
16	Spanning a great river like a bridge
17	Star-shaped formation near a great spire
18	Time stands still and/or means nothing
19	Undead granted status as the living
20	Undead rule over the living

Table 6–110: Planar Landscapes 1

1	Abandoned coliseum of black stone
2	Blasted crags with town on horizon
3	Blasted, crater-filled battlefield
4	Cathedral of gears swarming with insects
5	Celestial castle high on monstrous spire
6	Celestial ocean coast with feathered boats
7	Celestial pillared hall of rainbow hues
8	City of angled, horned towers
9	Clouds above form into frowning faces
10	Community huts made of giant's skulls
11	Firestorms cascade over blasted hills
12	Forest of mushrooms stretches forth
13	Giant iron cubes litter the hilly grassland
14	Gigantic arch of bones reaches tall
15	Gothic castle with twisted towers
16	Great orbs of light lie in nests across the land
17	Hills littered with twisted ivy
18	Horned spires jut up all around
19	Hovering circular hamlet in distance
20	Huge canyon cuts across horizon

Table 6–111: Planar Landscapes 2

1	Island towers high above an acid ravine
2	Large grassy hill with gargantuan brazier atop
3	Latticework walls of iron
4	Monstrous proboscis trees spire overhead
5	Moon-sized orb poised atop a mountain peak
6	Petrified titan's skull in crater
7	Planar crossroads with signs
8	Rune disks lie scattered about a lonely plain
9	Rune-rock basalt bridge spans a chasm
10	Scorpion tails rise from the ground like trees
11	Single tower circled by winged things
12	Skeletal birds rush across plains
13	Smoky ruined field with small fires
14	Statues of stone litter an open field of grain
15	Stone stairways lead into the sky
16	Strong winds blow burnt feathers across hills
17	Tentacle-weeds billow in the wind
18	Town gate shaped as a jaw
19	Watchtower of skulls
20	Winged horses graze in field

Table 6–112: Planar Encounters 1

1	Agent of a deity delivering a message
2	Antlered girl selling maps of the area
3	Beastmen searching for renegade
4	Caravan of planar tradesmen and merchants
5	Celestial falsely accuses an adventurer
6	Celestial seeks a mortal champion
7	Collector of elements from each plane
8	Criminal offering reward for asylum
9	Demon army on the "march"
10	Demon scouting force skulking about
11	Demon swarm intent on malicious mischief
12	Devil claiming to have been redeemed
13	Devils bargaining over a dwarven soul
14	Djinn offering a wish so he may return home
15	Doomed lovers who cannot go home
16	Elemental out of element, angry and confused
17	Escaped prisoner from the plane of dungeons
18	Explorers out to map the impossible
19	Fey envoy to realms of the undead
20	Grounded celestial, sobbing

Table 6–113: Planar Encounters 2

1	Ivory sphinx posing riddles to all who pass
2	Massive automaton standing guard
3	Miners digging for a rare material
4	Mummies (monks) on a pilgrimage
5	Multi-planar bounty hunters camping
6	Old man offers reward to take him home
7	Planar faction seeking converts and followers
8	Planar faction wishing peaceful passage
9	Planar travelers hunting
10	Political posse moving from town to town
11	Satyr-led group seeking hedonism
12	Seven priests who have taken a vow of silence
13	Silverhall guardians seeking cure for multi-dimensional plague
14	Slavers seek victims for demon-woman's hall
15	Terrified woman muttering about bubbles
16	Traveling pariah cursed to always lie
17	Vilespawn twins in a prank-war
18	Warrior searching for demonic parent
19	Woodsman and a pack of devil dogs
20	Zealous priest seeking umbrage

Table 6–114: Planar Conditions

1	All creatures can breathe water
2	All creatures have or grow wings
3	Breath freezes into solid crystals
4	Colors are muted to shades of gray
5	Elemental magic reversed
6	Emotions are vastly heightened
7	Everything has an exact double
8	Everything sheds its own pale light
9	Gravity is higher, lower, or reversed
10	Movements leave trace shadows
11	No one leaves footprints anywhere
12	Questions are answered with questions
13	Shadows move on their own or do not exist
14	There is no sound at night
15	Thoughts are projected out loud (no secrets)
16	Two suns and no moons
17	Voices and noises echo more than normal
18	Water flows back to the source
19	Winds blow up from the ground
20	Wounds heal quickly or not at all

Table 6–115: Planar Factions

1	Assembly of Light
2	The Astronomers
3	Blackgate Punishers
4	Crusaders of the Plague
5	Eternal Hunters
6	Fellowship of the Damned
7	Flame of Eternity
8	Godsdoom
9	Hive of Domination
10	Legion of Souls
11	Masters of the Orion Curse
12	Mystic Revolution
13	Mythweavers
14	Remnants of the Reaver
15	Omnus Libram
16	Order of Prophecy
17	Poison Brigade
18	Time Assassins
19	True Architects of the Mirror
20	Violent Dawn

Table 6–116: Celestial Agents

1	Abadiel, harbinger of danger
2	Bethorah, revealer of deceivers
3	Cassial, defender of innocents
4	Dynmur, infiltrator of the hells
5	Gazaiya, messenger of celestials
6	Hafasia, scribe of heaven
7	Hemiar, guardian of virtues
8	Ithuriel, scout of heaven
9	Je'hoel, angelic muse of bards
10	Kalka'il, ward of the departed
11	Masteme, prosecutor of evil
12	Melkyal, lord of seasons
13	Nothaniel, answerer of prayers
14	Ormazi, punisher of pagans
15	Puriall, warden of heaven's gate
16	Rafoa, healer and comforter
17	Sarsosha, guide to lost souls
18	Urialah, prince of prophecy
19	Yazatam, agent of cats
20	Zenphur, celestial guardian

Table 6–117: Fiendish Agents

1	Agathori, misleader of cultures
2	Andhokal, patron of lust
3	Dalhanat, disruptor of family
4	Dumeas, assister of necromancers
5	Eligahr, bringer of battle
6	Forias, leader of deceivers
7	Ghulark, master tracker and scout
8	Ipos-Thon, keeper of the past and future
9	Jezebelk, mercenary to evil
10	Maskahm, disruptor of nature
11	Naboris, guardian of hell
12	Orialn, lord of shadow and night
13	Proflus, forger of armies
14	Rimmok, spark of cruel judges
15	Semisaz, tactical genius
16	Shasx, harbinger of floods
17	Thumus, lord of conspiracy
18	Vanthar, demon of death
19	Zaebis, muse of the fickle
20	Zaphan, lord of fear

Table 6–118: Planar Faction Purpose

1	Act as bounty hunters for the god of the dead
2	Celestial hunters who use nearly any method to hunt their quarry
3	Determined to gain audience with every god there is
4	Forever sailing the River Styx as pirates of the damned
5	Guards, watches, and catalogs portals, their keys, and supposed destinations
6	Hunts down the man who will one day sire a god
7	Members search the multiverse for their exact twin to become one
8	Merchants of the City of Brass determined to discover the most valuable object
9	Monstrous members seek the secrets to forcing Ragnarok
10	Plays a game with a board set on each plane and its own guardian
11	Quests for the most perfect and utterly flawed items to join them as one
12	Quests to uncover the true way to defeat a dragon god
13	Searches for the knowledge to speak the language of creation
14	Searches for a true champion to lead an army
15	Seeks a way to return their dead god to life and belief again
16	Seeks to consume a cooked creature from every plane
17	Tends the plants and gardens of any plane where such things grow
18	Test their creations against guardians of the planes
19	Tries to catalog and name lost transient planes and demiplanes
20	Working to discover the true mysteries of a particular race

Table 6–119: Planar Objects

1	Angelic coral compass with red feather as the pointer within
2	Boiled leather headband with living eye affixed, looking about
3	Chess set of fiendish and celestial sides formed from jade and pewter
4	Clockwork spider spy and abdomen secret compartment
5	Crystal skull that speaks of the ages and provides knowledge
6	Demon's claw divining rod decorated with silver runes of damnation
7	Directional astrolabe affixed inside an hourglass casing
8	Fiendish air skiff made of bones and powered by elementals
9	Flesh-like map of the tributaries of the lower hells river
10	Golden chain harness decorated with key-shaped runes and glyphs
11	Golden lantern decorated with obsidian alit with dozens of stars
12	Hairband of sinew, treated with resin and studded with gems
13	Hand-held facial mask of a celestial visage that seems alive
14	Mummified cloven hoof with horseshoe of flame-licked iron
15	Open purple flame, can be carried or put down, sheds light but no heat
16	Petrified demonic tail used as a walking sick or cane
17	Small stone turret on wheels powered by small bound devils
18	Staff with affixed jawbone; an ever-burning light shines from within
19	Star-shaped potion container, a different elixir in each point cap
20	Three-legged, lidded cauldron of black metal with veins of red ore

Table 6–120: Planar Portals

1	Artist's rendition of a door on an otherwise brick wall
2	Black marble pillars form the sides of this portal
3	Circle of brass set into a circular fixture
4	Conglomeration of cogwheels that spin open upon activation
5	Dead end of a city alleyway
6	Golden man-sized mirror affixed to a golden stand
7	Metal rod in shallow pool; lightning strikes to activate
8	Mouth of a gigantic statue's head
9	Natural pathway leading up to a bent-over tree providing an arch
10	Oval pool of light in the floor
11	Perfect square portal bordered in stone pillars etched with glyphs
12	Runes outline the portal doorway on a stone wall
13	Setting sun shines through an oval outline to project on a wall
14	Seven-foot-tall slowly spinning crystal of color
15	Stone archway seemingly leading into the stone wall
16	Three wooden staves which must form a triangle on the floor
17	Twin nearby braziers must be lit at the same time
18	Upright rune-covered coffin
19	Vast marble archway, bedecked with golden statues and symbols
20	Vertical suspended pool of rainbow water in an oval shape

Table 6–121: Planar Travel

1	Blinding bursts of light circle all around you, fading to reveal the destination
2	Bone-crushing pain sears through you but suddenly ends as you arrive
3	Everything around you becomes blurry, and then your destination is in focus
4	Everything fades to black, and then, like waking, your destination comes into view
5	Everything swirls around in a blur before slowly revealing the destination
6	Ground underfoot sinks away as you seem to rise into a starlit sky
7	Gusts of searing hot air billow around you and then cease as you arrive
8	Instantaneous moment of gray mist gives way to the new landscape before you
9	Objects around sink into the ground and the new landscape rises around you
10	Sense of vertigo pulls at your senses, and within a second you are through
11	Sound of a thunderclap shakes your ribs, and suddenly you are elsewhere
12	Streaks of rainbow colors assault your eyes and with a flash you have arrived
13	Tornado winds swirl up around you and slowly sink to show your new landscape
14	Walk for several heartbeats through dark shadows before you arrive
15	Waves of cold seem to bombard you from every direction and then you arrive
16	Weightlessness takes you, pinpoints of stars blink, and suddenly you arrive
17	You are forced to the ground and night lifts to signal that you have arrived
18	You are forced through a corridor of watchful eyes and suddenly arrive
19	You are pulled through a tunnel of water and spray and suddenly arrive
20	You suddenly are whisked through a tunnel of blazing white light to the end

Table 6–122: Planar Portal Keys 1

1	Adamantine cleaver
2	Adamantine flask of green slime
3	Alchemical silver perfume bottle
4	Alchemical silver skeleton key
5	Amber flask of rose petals
6	Ball of silk string
7	Braid of elf and dwarf hair
8	Broken broom of ash bound with brambles
9	Broken magnifying glass
10	Brush of manticore hair
11	Caltrop made of adamantine
12	Candle made of human fat
13	Child's hair wrapped in red ribbon
14	Cold iron animal brand
15	Cold iron bell
16	Cold iron egg
17	Cold iron scissors
18	Copper wire wrapped around jade wand
19	Darkwood arrow with griffon fletching
20	Darkwood holy symbol

Table 6–123: Planar Portal Keys 2

1	Darkwood paintbrush with dragon hair
2	Darkwood Pan pipes
3	Darkwood rattle with teeth inside
4	Darkwood rod wrapped in silver wire
5	Desecrated holy symbol of good deity
6	Dragon runes on dragonskin in dragon blood
7	Dragonhide cut like lace
8	Empty key ring
9	Fishhook wrapped with maiden hair
10	Five-foot rope of giant's hair
11	Flute of ghoul bone
12	Gift from a celestial
13	Glass rod dipped in gold
14	Glass shards in a cup of wine
15	Glass tube of dried poisonous plants
16	Glove woven of unicorn tail hair
17	Gnomish puzzle lock
18	Gold piton wrapped in grape leaves
19	Griffon bone flute
20	Holly and mistletoe, dipped in holy water

Table 6–124: Planar Portal Keys 3

1	Hourglass filled with dust of illusion
2	Human skull with moonstone eyes
3	Hyacinth bulb in a black silk pouch
4	Infant's hair wrapped in beeswax
5	Ink vial filled with human blood
6	Inkpen filled with faerie blood
7	Iron flask of holy water and acid
8	Ivory scroll case with both ends sealed
9	Jade dagger with a draconic rune on hilt
10	Kaleidoscope of shattered gemstones
11	A kiss between lovers
12	Map soaked in wine
13	Marionette without a head
14	Masterwork ebony hairbrush
15	Mithral chisel
16	Nail from a crucifixion
17	Negative energy from a good person
18	Oil lamp of mithral made by elves
19	Paper made from a treant
20	Parchment of undead skin

Table 6–125: Planar Portal Keys 4

1	Pieces of seven broken mirrors
2	Platinum holy symbol of god of magic
3	Poem in Celestial
4	Poisoned Elixir of Love
5	Positive energy from an evil person
6	Powdered demon horn in a silk pouch
7	Pressed darkwood tree leaves
8	Red dragon scale with silver studs
9	Red oak leaf with Unguent of Timelessness
10	Ripped magic spell scroll
11	Ripped oil painting
12	Robin egg shards in a silk pouch
13	Set of silver dissecting tools
14	Sewing needle of alchemical silver
15	A shared confidence
16	Shattered alchemist fire vial
17	Ship in a glass bottle
18	Signal whistle of cockatrice bone
19	Signet ring of a family that never existed
20	Signet ring of copper and mithril

Table 6–126: Planar Portal Keys 5	
1	Silver gardener's trowel
2	Silver goblet sipped from by an elf maiden
3	Silver masterwork shuriken
4	Silver pin of shattered hearts
5	Silver vial of poison labeled Antitoxin
6	Small silver mirror reflective on both sides
7	Spellbook with pages drawn with locks
8	Spell scroll that becomes a doorway
9	Spent magic wand
10	Spider silk sash dyed red
11	Spyglass of darkwood and jade
12	Three dragon orbs and a fetish/trinket
13	Torn contract
14	Two empty potion vials melted together
15	Vampire teeth in unholy water
16	Vial of ink with black cat whiskers
17	Wheat sheaf covered in human blood
18	Whetstone that has never been used
19	Willow switch threaded with silver
20	Writing quill made from a phoenix feather

Table 6–127: Planar Portal Hazards	
1	Causes confusion and dizziness
2	Contract disease
3	Delivers elemental damage to user
4	Develop irrational phobia
5	Draws nearby creatures upon activation
6	Guardian creature summoned upon activation
7	Guardian creature waiting
8	Health affected
9	Key consumed in activation
10	Limited users per day or activation
11	Magic item drain
12	Magic item sacrifice
13	Memory affected
14	Mental ability drain
15	Physical ability drain
16	Random destination
17	Random mundane item consumed
18	Requires answering a riddle
19	Requires combination of keys
20	Spell power diminished

THE BIZARRE

Table 6–128: Bizarre Titles

1	All-Masterful Sovereign
2	All-Mighty Wisdom
3	Beatific Piety
4	The Benign Lady
5	Dracononian Everseer of the Immaculacy
6	Ever-Seeing Lordship
7	His Generous Audaciousness, Triumphant
8	Illustrious Infinity
9	Imposing Ascendency
10	His Lordly Perfection, Grace of Grace
11	Militant Righteousness
12	Most Astute Preponderance
13	Most Celebrated Primacy
14	Most Stupendous Primacy
15	Peerless Majesty of the Forever Places
16	Puissant and Cogent Genius Incarnate
17	Queen Superior, Mistress of Domains
18	Refulgent Wonder
19	Unyielding Luminosity, Brilliance Above All
20	Worthy and Enduring Benevolence

Table 6–129: Bizarre Places

1	Archway of Sainthood
2	Astrolabe of Nothing Space
3	Caverns of Blistermyre
4	Clocktower of Black Eternity
5	Crystal Mansion of the Bloodborn
6	Everending Staircase
7	Fey Fields of the Burning Seelie Courts
8	Gothic Prison of Abyss' Reach
9	Hellish City of Forlorn Shade and Doubt
10	Impenetrable Fortress of Kine
11	Judicial Halls of Trialward
12	Library of Thurmatage Enlightenment
13	Magical Towers of Planar Alignment
14	Ringed Spire of the Dead Keepers
15	Rockholme of Daemonroost
16	Slave Pens of Boundless Woe
17	Standing Stones of Godsmeet
18	Sunken Crater of Devilscar
19	Treehome of Elf Muse Warren
20	Volcano of Flamemaw

Table 6–130: Bizarre Monsters

1	Acid eel, strikes from the storm clouds
2	Blink pudding, phases in and out of reality
3	Bloomsnare, awaiting unsuspecting travelers
4	Celestial howler, heralds impending demons
5	Chillgloom, feeds on the hope of mortals
6	Coffinwing, carries the dead home
7	Dimension wisp, slips over planar borders
8	Doom lord, guards the planar gateways
9	Dreameater, visits unsuspecting motals
10	Emerald beetle, always finds its way home
11	Golemghost, soulshattered minion
12	Grimstalker, tirelessly hunts planar criminals
13	Illusionsnare, misdirects "food" to itself
14	Lich lichen, sleeps inside a lich's rotten skull
15	Mirrorskin, perfect chameleon
16	Murder lurker, hides between moments
17	Songbolt muse, undead manifested from song
18	Spawnbrood, hoards minion of the nine hells
19	Stingskin, mask of flesh that floats on air
20	Toothspore, tiny beast feeds on flesh

Table 6–131: Bizarre Relics

1	Amulet of Ineffable Goodness
2	Brazier of the Coolspawn
3	Chains of Truth and Liquidity
4	Crown of the Doombow Thane
5	Gray Obelisk of Lorefont
6	Harp of the Banesidhe Crone
7	Headpiece of the Broken Magi
8	Helm of the First Tyrant
9	Iron Shield of Solaris
10	Lens of Fate
11	Music Box of Twilight
12	Obsidian Coffer of the Cyclops
13	Reaper's Shadowblade
14	Scarab of Everwinter
15	Shroud of the Enchantress
16	Sphere of the Storm
17	Staff of Fatal Conquest
18	Throlyn's Box of Memories
19	Tome of Demonic Convocation
20	Wings of the Redeemed

USING THIS CHAPTER

This chapter is not designed like the others. Unlike Chapter Three, for instance, which allows a GM to design an entire city or the create a complex tavern, Chapter Six is a mix of charts, with no single thread tying them together — well, except magic. Instead of building a complex world of magic, this chapter's real purpose is to help keep whatever magic system you are using flavorful and (most of all) mysterious and exciting to the players.

Alternative sources of power can fuel a player's spellweaving character or a GM's sorcerous villain. There are plenty of exotic descriptions of spell effects, sigils, and events to spark the imagination. A plethora of possible new magic items are presented for your campaign — books, rings, wands, staves, rods, scrolls, and the usual host of weapons and armor (including possible side effects, command words, and an entire system for working up its history). In this way the chapter can help you prepare a massive treasure horde or the details on a single particular magic item you're introducing to your story.

Some entries are meant to springboard your imagination, like the source of a wizard's powerful fireball. Other entries help define the minutiae that expound on mundane magic (potions and scrolls, for instance). There's no right or wrong way to use these ideas, and providing a single guideline for doing so would be irresponsible.

Lastly, we added the great planes of creation to the magical landscape of this tome. These can expand your cosmology, spark planar adventures, or just pepper your campaign with spiritual background. Don't forget to check out Chapter Two for pantheons of gods and mysticism as well, in case you're into that sort of thing.

SAMPLE ONE

GM: "Shrapnel erupts from the massive explosion of the wizard's lair. A swirling vortex forms, drawing everything to it. You are sucked into a another plane by its powerful magic."

Alternate Planes 2
8 Questing Fields of Eternity
Planar Community Features
7 In a great bowl-shaped pit of glass
Planar Encounters 2
6 Old man offers reward to take him home

GM: "You appear on a great battlefield, a surging volcano in the background. You stand just outside a great bowl-shaped pit of glass where a community is built. An old man rushes up, welcoming you to the Questing Fields of Eternity. 'I am lost,' he says. 'Can you help me return to my home? I do not have much, but I can share with you my wealth if you can guide me there.'"

SAMPLE TWO

GM: "As break down the door, you hear chanting. While your eyes adjust to the warm red glow of the room, you see a small group of hooded snake-men standing in a circle. They hold blades to their palms, draining their blood into a cauldron, obviously completing a ritual of some kind."
Player: "Ah ha! I've studied all sorts of magic. What are they doing?"

Ritual Names 2
2 Practice of the Thousand Eyes
Ritual Effects 1
6 Brings about a natural disaster that doesn't appear magical

GM: "They are at the end of the Practice of a Thousand Eyes, a ritual meant to call a great tsunami to strike the pirate isles!"

SAMPLE THREE

Magic Weapon Traits 11
The pommel is carved into the shape of a ram's head.

GM: "Opening the ornate chest, you find an old and weathered sword. It looks solid. The runes on the blade shimmer in the torchlight. The pommel is made of ivory and stone and carved into the shape of a ram's head."
Player: "I give it to the sage to tell me what the runes mean."

Magic Item Age
8 Just over 66 years ago
Forged By
9 Dwarves
Forged Where
11 In a deep, desecrated dungeon
Forged With
19 Starstone
Magic Lore
7 Stolen by wicked thieves
Magic Last Locale
15 Protected by the druids of Orlimoor.

GM: "The sword was made just over 66 years ago by dwarves of the neighboring kingdom in a deep, desecrated dungeon. The sage thinks starstone was used in the manufacture. Last he heard it had been stolen by thieves and found its way into the circle of the druids of Orlimoor, who kept it hidden. How it got here is unknown. The true mystery is what does it do…"

CHAPTER SEVEN

PLOT (GM ONLY)

Table 7–1: 36 Writer's Plots 1

1 Abduction
Abductor, Abducted, Guardian
2 Adultery
Deceived Spouse, Two Adulterers
3 All Sacrificed for Passion
Lover, Object of Passion, Person or Thing Sacrificed
4 Ambition
An Ambitious Person, Coveted Thing, Adversary
5 Conflict with a God
Mortal, Immortal
6 Crimes of Love
Lover, Beloved, theme of Dissolution
7 Daring Enterprise
Bold Leader, Goal, Adversary
8 Deliverance
Unfortunates, Threatener, Rescuer
9 Disaster
Vanquished Power, Victorious Power or Messenger
10 Discovery of Dishonor of a Loved One
Discoverer, Guilty One
11 An Enemy Loved
Beloved Enemy, Lover, Hater
12 Enigma
Interrogator, Seeker, Problem
13 Familial Hatred
Two Family Members who hate each other
14 Familial Rivalry
Preferred Kinsman, Rejected Kinsman, Object
15 Fatal Imprudence
Imprudent person, Victim or Lost object
16 Faulty Judgement
Mistaken One, Victim of Mistake, Author of Mistake, Guilty Person
17 Involuntary Crimes of Love
Lover, Beloved, Revealer
18 Loss of Loved Ones
Kinsman Slain, Kinsman Witness, Executioner
19 Roll twice, pick one
20 Roll twice, combine

Table 7–2: 36 Writer's Plots 2

1 Kinsman Kills Unrecognised Kinsman
Killer, Unrecognised Victim, Revealer
2 Madness
Madman, Victim
3 Mistaken Jealousy
Jealous One, Object of Jealousy, Supposed Accomplice, Author of Mistake
4 Murderous Adultery
Two Adulterers, the Betrayed
5 Obstacles to Love
Two Lovers, Obstacle
6 Obtaining
Two or more Opposing Parties, Object, Arbitrator
7 Pursuit
Fugitive from Punishment, Pursuer
8 Recovery of a Lost One
Seeker, One Found
9 Remorse
Culprit, Victim, Interrogator
10 Revenge
Avenger, Criminal
11 Revolt
Tyrant, Conspirator(s)
12 Rivalry Between Superior and Inferior
Superior, Inferior, Object
13 Sacrifice of Loved Ones
Hero, Beloved Victim, Need for Sacrifice
14 Self Sacrifice for an Ideal
Hero, Ideal, Person or Thing Sacrificed
15 Self Sacrifice for Kindred
Hero, Kinsman, Person or Thing Sacrificed
16 Supplication
Persecutor, Suppliant, a Power in Authority
17 Vengeance by Family upon Family
Avenging Kinsman, Guilty Kinsman, Relative
18 Victim of Cruelty or Misfortune
Unfortunates, Master or Unlucky Person
19 Roll twice, pick one
20 Roll twice, combine

THIRTY-SIX PLOTS

Chances are you read page 303 and the chart of thirty-six plots. But now what? Suffice to say, there are nearly unlimited ways to interpret each of the plots and a myriad of options for the structure of the plots themselves (more on this later). It would take a lifetime to explore them all… and this book has less than 100 pages left… so, we can't do that. Instead, let's look at one of the plots and devise as many "options" as possible for it.

Looking at the second chart, we've selected *Remorse,* because it's not a typical fantasy adventure plot and because we like the number 9. This plot requires three major players — a culprit, an interrogator, and a victim — one of which can be a single PC or the entire party. Spending just a few minutes brainstorming, we came up with the following plot possibilities.

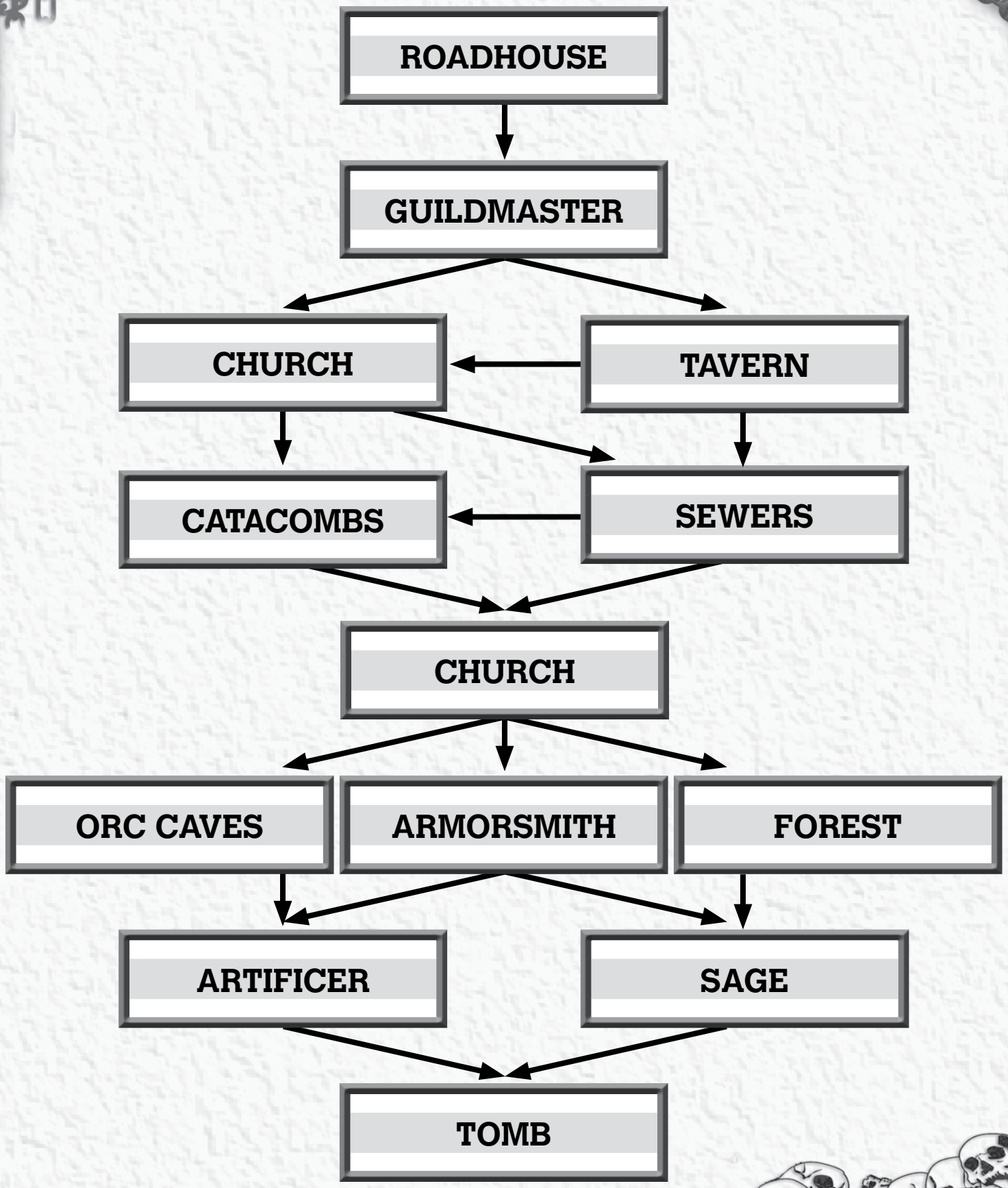
- Church-sponsered *interrogators* must arbitrate an accord between *culprit* and *victim.*
- A *culprit* admits to a crime, but the *interrogator* must determine who the *victim* is.
- The (PC) *culprit* is visited by a *interrogator* spirit demanding penance for a *victim.*
- The (PC) *victim* must prove his innocence to an *interrogator* and find the true *culprit.*
- A *victim* (also an interrogator in this scenario) holds the *culprit* hostage, demanding recompense.

As you can see, many of these plots play with the notion of PCs as protagonists vs. antagonists, mixing up the roles — and by extension — the structure of the story. The fourth plot can open with the PC already in shackles, with a portion of the game played solo (before everyone else arrives), forcing the party to prove her innocence. Alternately, this is a great adventure when one of the player's cannot make it that week, forcing the other PCs to round up evidence and/or the real culprit, while their ally wallows in prison.

The first plot is most-likely low on combat and the fifth plot can put the PCs in either role, giving them a lot of power in either instance. Exploring the fifth plot further, imagine a five-hour game session where the PCs not only interrogate and torture the villain they've sought for three months, but also get him to confess to his crimes and admit his culpability in other nefarious intrigues. What effect does this have on their morality and ethics?

When using tables 7–1 and 7–2, it's important to define that theme of the plot [what exactly is at stake with the recovery of a loved one?], list out each of the important roles of the story [seeker, one found], and then the relationships those characters have to one another [does an NPC seek the PCs? Is it their loved one or an important noble's spouse?].

Using the thirty-six plots means more than just handing the PCs a mission and telling them "fetch." It's about cultivating stories you normally couldn't tell in other mediums and prompting the PCs to take a more *personal* stake in the events of their characters' lives. The adventurer who sits in a tavern waiting for a wizard to hand him something to do, is less likely to be moved by the events of his life than the adventurer who strikes out to right the wrongs going on in his own backyard.


ROADHOUSE
GUILDMASTER
CHURCH
TAVERN
CATACOMBS
SEWERS
CHURCH
ORC CAVES
ARMORSMITH
FOREST
ARTIFICER
SAGE
TOMB

DRAWING THE EVENT MAP

There's nothing more boring that drawing a dozen boxes showing the various places that PCs might go during an adventure just to keep it all straight. Especially, when they have a bad habit of writing their own adventures and going wherever they want. Who can go where after what event or before which encounter is an often monotonous venture, especially when you've already written 100 other notes for yourself. But it can be well-worth the price when you have a limited range of locations (using chapter two) or a small selection of NPCs (from nearly every chapter).

But, the best part of this exercise is the structure it lends to story-building. If you take a dozen or so boxes and align them in a pattern similar to this one (see page 305), you could fill them with tons of ideas from this book. Seriously, pick a page at random, choose an entry, drop it into a box, and move on. Keep going until you've filled up the chart and have about half-again as many alternates. Remove any entries that violate your themes. Then fill in the gaps.

Who at the roadhouse knows the guildmaster? What's the guildmaster's connection to the local priest? Are the catacombs under the church a secret? Is there no way into the sewers from there? And why? Is there a second church? Or a different priest? Whatever is found in the catacombs must be interpreted, which explains three separate possible leads, all of which bring them back to either a sage or artificer (most likely because of a time consideration). Finally, the GM needs to explain the tomb. Why is it there? What is inside and why do both the church and guildmaster seek it's contents.

In just an hour or two, an industrious GM will not only have a fully-defined chart with names, locations, and plot threads, but the borders of the page will most like be filled with more questions than answers…

… which is great, because the PCs are here to answer those questions.

That's right.

The PCs are going to fill in the gaps. Not the GM.

Grab a pencil. You don't want to miss this.

We are actually telling you NOT to fill in the blanks of this Mad-Lib quest, but instead hand the reigns to the PCs. Hopefully, by the time you finish this chapter, you'll agree with our estimation before starting your own adventure in exactly this manner.

Don't believe us? Keep reading.

Seriously. You paid a lot for this book. Keep reading.

THE PATHS

Buried in most adventures is the idea that the path from one location to another is either a simple teleportation spell or nuisance to be avoided — sometimes both with the addition of random encounters that have no bearing on the story at all.

In this instance, the path represents much more. Between each location is an opportunity for the PCs to take the driver's seat. Rather than letting the GM have all the fun, each PC can develop subplots and explore story threads that would otherwise be ignored. And depending on the RPG you're playing, this can lead to in-story advantages, NPC plot development, or just simple experience points to make everyone else jealous. Here is an example of the path.

Between the Roadhouse and Guildmaster, X miles must be traversed. Player A is given the opportunity to explore a subplot of her own devising *en route*. Playing a devout priest, she decides to explore a less-travelled rote of gaming — proselytizing. Working the GM, it is determined, there are indeed *sinners* just outside the roadhouse, gaming away their wages and drinking in front of children; an act that most assuredly requires a clergywoman's even hand.

A bit of roleplaying later and the PCs are off, heading to the Guildmaster who lives in a lush cottage outside the city. Learning that the guildmaster needs to remind the local church of their legal obligations to payback a loan, the party strikes out to meet the head of the parish…

… the next path is explored by Player B, who is a crafty, opportunistic rogue. Given the chance to develop the new Path, he decides to visit a couple of informants to see what anyone knows about the local guildmaster and his association with the church. The GM takes the player aside privately for 5–10 minutes of networking and information gathering. Learning what he needs, the adventure cuts to the Church, where the PCs are able to corner Father Michel about his debts.

Player C has taken the path reigns at this point and declares that he thinks the catacombs are the most logical next step for helping Father Michel get out of trouble with the guilds and earn the party some renown with the church. A subtle wink to the GM indicates that he wants a few physical obstacles during the next arc of the story, which will surely allow his warrior to shine. The GM, expertly sprinkles a few encounters both before and during the catacomb chapter of the adventure, in order to keep the brave adventurers guessing.

Now, we could certainly explore all the avenues of adventure available to the players and GM, but that would be another book, entirely… and we can neither confirm nor deny that brainstorming on said book is or is not happening already. Instead, refer to tables 7–55 through 7–68 for clues, paths, and campaign diversion seeds for adventuring groups looking to explore alternate routes of *story*. There, you will find more than just a few tricks to throw at a slow-moving adventure, but rather a bevy of adventure ideas that will ensure your gaming group will never scratch their collective heads and ask… "what next?"

QUICK AND DIRTY

Table 7–3: Twenty-Nine Second Plots 1

1	Assassins strike at an abandoned temple with a fervor and destructive magic, then slink away.
2	Band of hobgoblins mysteriously camp around an ancient wizard's tower, waiting…
3	Beggar Guild leader proclaims seers have seen him as a king or emperor when he grows old.
4	The blood of the men in a particular village turns black as coal, with no ill-effects.
5	A book of impossible power rests in the belly of an ancient, unfathomable beast.
6	By an oceanside cliff, a ritual to banish a demon goes awry, rupturing into shards of escaped vermin.
7	Cryptic sigils (in an undecipherable language) appear on coins marking directions to a secret cabal.
8	Dead orcs mysterious crawl up from their graves only to die again half buried in earth.
9	Demonsteward guards assault a citadel of the goblin king, releasing a child oracle of light and truth.
10	Dwarves and elves gather together for a sacred holiday, unwritten in any book.
11	A dying monk's last words are "halls of Julesca." No magic or healing will revive him.
12	An elemental-infused statue requests tribute to protect the city from an upcoming evil.
13	An emaciated dwarf dies at the gates of a city, his body covered in tattoos, runes, and sigils.
14	Graverobbers unearth a skeleton still clutching an ancient scroll.
15	A holy order, having recently lost a member, approaches the party asking for aid in their noble quest.
16	Hunters of the dead stake everyone from a cursed village. The bodies are burned and cleansed.
17	Hundreds of pigeons hurl themselves to the earth, plummeting to their death in a sick, ironic omen.
18	Mad cultists shed their clothes, seeking sanctuary in a holy church, their flesh covered in sigils.
19	Magistrate is found in magic-sealed quarters; a suicide note in hand and a dagger in the back.
20	Minotaur slavers collect strange bones, exchanging valuables for any hints alluding to their quest.

Table 7–4: Twenty-Nine Second Plots 2

1	On the grounds of a famous battle, fires spout from the ground suddenly and then fade.
2	Orc raiders razed a village recently carrying a weapon far beyond their primitive intellect.
3	A peace summit goes awry as rebel bands break into bloody skirmish and attack mercilessly.
4	A priest wakes from horrifying visions of a possible future, speaking in a foreign tongue or riddles.
5	Recently escaped illusionist seeks help in proving his innocence to the church that convicted him.
6	A renowned hunter has tracked a criminal mastermind to the city and demands resources.
7	Sacrificial altar is desecrated by priests, then cursed to prevent it from being consecrated anew.
8	The scales of an ancient dragon are found buried with a lich and a tome, untouched by time.
9	Slaves rebel and kill their masters in a ancient (cursed) mine, before fleeing across the wilderness.
10	Strange tattoos and brands mark the bodies of dead wizards only after burial.
11	The town quilting circle is a witch coven with secret messages and incantations sewn into the quilts.
12	Unable to destroy an unholy heretic, he is entombed in a massive mausoleum, with constant vigil.
13	Unmarked gravestones circle a blotchy patch of earth where a single gold ring lies untouched.
14	Villagers engaged in quiet conversation grow silent when strangers near.
15	White lights emanate from the eyes of a dying old man and then his body turns to ash.
16	An urban druid is tempted by an arch-devil and seeks to confess to those who could help him.
17	A wanderlust dragon scouts obscure realms seeking a runestaff and consuming everything.
18	Whispers of a fallen god, angel, devil (or worse) betray the true beliefs of gnostics and pious alike.
19	Widespread corruption sends heretical clerics into exile, only to find the city besieged by plague.
20	Young nobleman is forced to take the throne from his brother due to excesses of vice.

Table 7–5: Adventure Awakening/Discovery

1	Animal: Familiar, animal companion or strange animal leads party to patron or place
2	Childhood friend: Old friend suddenly reappears and asks for help for old times sake
3	Clue: The party finds a clue leading them to the meeting place or job at hand
4	Conscription: The party is roused by agents of the patron, forcing them into service
5	Courier: Someone delivers a personal message of meeting or employment
6	Cursed item: Someone is forced to seek out information on the task at hand
7	Dream: Someone receives a dream vision of a place or thing
8	Favor: Someone owes another person a debt that cannot be denied
9	Geas: A magical quest is placed on the party by higher powers
10	Ghost: An apparition appears and delivers the job request as part of their haunting
11	Intermediary: A neutral person delivers non specific instructions on what to do next
12	Letter: A mysterious letter arrives detailing a meeting or the job in question
13	Magical Message: One of the party receives a magical message in his mind for the job
14	Necessity: A party member is in a fix and needs to act now before something bad happens
15	Post: A public post asking for the meeting or job to be completed
16	Punishment: Someone has committed a crime and the only penance is to aid in this task
17	Relative: Someone related to the party asks for help, leaning heavily on their blood-ties
18	Right Place: The one hiring needs to act now and directly approaches the party right then
19	Spirit: A spirit animal or creature bound by a shaman type delivers the request to the party
20	Vision: Comes upon party member at inopportune time to lead them

Table 7–6: Meet Me At The…

1	Abandoned building
2	Bazaar
3	Castle gates
4	Church/shrine/temple
5	City gates
6	Civic building
7	Crossroads
8	Edge of town
9	Guildhouse
10	Marketplace
11	Public grounds
12	Private residence
13	Roadhouse
14	Ruins
15	Stone bridge
16	Tavern
17	Town square
18	Training ground
19	Warehouse
20	Watchtower

KNOW YOUR PLAYERS

The best adventure, with the darkest villain involved in a storyline of most amazing twists and turns and battles to draw the attention of the gods is wasted if the players aren't interested.

Before using this chapter (or any other), ask your players what kind of adventure they like.… rank these likes into catagories (action, intrigue, puzzles, and so on). Don't bend to their will, but work their ideas into your campaign. Soon, you'll find them helping you build the campaign with you, adding guild chapter houses, orc nations, and even wrecked undead hordes. Nothing in your game should be in a vacuum, You don't game in one, right?

Table 7–7: Getting the PCs Together

1	All related or from the same village
2	Bound by charter or contract
3	Common goal or membership
4	Common social class
5	Conscripted or press ganged
6	Down to last few coppers
7	Former/current rivals
8	Grew up in orphanage
9	Hand-picked by king
10	Highly patriotic
11	Hired by local lord known for his fairness
12	Owe favor to a particular NPC
13	Paying off a debt
14	Received a mysterious letter/invitation
15	Rival families working off blood-oath
16	Served in army or aboard a ship
17	Serve the same church or patron
18	Survived the same tragic event (ambush, etc.)
19	Worked together before
20	Wrong place at the wrong time

Table 7–8: Adventure Instigation

1	Asked to do it for the group
2	Begged to do it by an NPC
3	Blackmailed into doing it
4	Decided to beat another group to it
5	Gain membership in a guild or gang
6	Group attacked by rivals without provocation
7	Hired to do it
8	Just passing through
9	Learn of it from news heard on the road
10	Learn that another group failed at the task
11	Need a treasure map
12	Overhear a rumor in a tavern
13	Prove oneself to a lord or noble
14	Prove oneself to a loved one
15	Religious institution approaches group
16	Magic item required by mysterious group
17	Respond to a help wanted notice
18	Someone going wants group to join them
19	Someone known is in danger
20	Vital information is in the adventure location

Table 7–9: Adventure Location Table A1

1	Cairn of
2	Castle of
3	Catacombs of
4	Caves of
5	Chasm of
6	Citadel of
7	City of
8	Cliffs of
9	Crypt of
10	Den of
11	Desert of
12	Dungeon of
13	Empire of
14	Forest of
15	Fortress of
16	Gates of
17	Halls of
18	Hills of
19	Keep of
20	Kingdom of

Table 7–10: Adventure Location Table A2

1	Land of
2	Lost Kingdom of
3	Monuments of
4	Mountain of
5	Plane of
6	Plains of
7	Prison of
8	Rifts of
9	River of
10	Ruins of
11	Sanctuary of
12	Sea of
13	Swamp of
14	Tomb of
15	Tower of
16	Town of
17	Tundra of
18	Village of
19	Walls of
20	Woods of

Table 7–11: Adventure Location Table B1

1	Agony
2	Amber/Gold/Silver
3	Ancients
4	the Apocolypse
5	Betrayal
6	Blood
7	Bloodshed/Slaughter
8	Chaos/Dissent
9	the Damned
10	Darkness/ Vile Darkness/Shadow
11	Death/Undead
12	Demons/Devils
13	Desolation
14	Dragons
15	Doom
16	Dreams/Nightmares
17	Eternity/Forever
18	Fear
19	Feral Beasts
20	Fools

Table 7–12: Adventure Location Table B2

1	Goblins/Orcs
2	the Gods
3	Gorgons/Titans
4	Hatred
5	Horror/Terror
6	Insanity
7	the Kings
8	Lies
9	Magic/ Wild Magic
10	Omens/Prophecy
11	Pestilence/Plagues
12	Regret/Remorse
13	Sand
14	Sorrow
15	Thunder
16	Torment
17	Tyranny
18	the Underearth
19	the Unknown
20	Venom

Table 7–13: Story Goal (the "MacGuffin")

1	Be the first to see an area or thing
2	Deliver an item, person, or treasure
3	Discover a relic or lost magic
4	Disrupt enemy plans
5	Draw or procure a map
6	Find proof of innocence or guilt
7	Gain experience to write a book
8	Gain glory and station
9	Gain valuable information
10	Infiltrate a difficult location
11	Kill an enemy
12	Liberate the oppressed
13	Locate a weapon
14	Procure a unique magic item
15	Procure important scrolls
16	Protect an object or person
17	Redemption
18	Rescue a person
19	Return a relic or symbol
20	Scout for information

RECYCLING

Don't throw out that old module. This chapter has hundreds of uses (2300 to be exact). Not only can it help you devise a good plot from scratch, it can help breathe new life into an old, tired module (or one that didn't live up to expectations).

Grab old adventures and use these tables to give the villains new goals, hidden agendas, underlings… even a new name. Roll up a new plot twist or adventure complication. Write in a bizarre connection between the villain and the party's patron. Suddenly, that ragged module from yesteryear has a whole new purpose. With the right work, even players who've experienced the adventure will find it refreshingly new… yet hauntingly familiar.

Table 7–14: Patrons, Generic 1*

1	Angry hermit
2	Anxious widow
3	Ardent woodsman
4	Baudy rogue
5	Biased judge
6	Bloodied pitfighter
7	Boisterous templar
8	Brave marshall
9	Brazen gentry
10	Calm assassin
11	Cold-hearted chirurgeon
12	Concerned parent/spouse*
13	Craven butcher
14	Cruel blacksmith
15	Desperate shepherd
16	Despotic bishop
17	Deviant warlock
18	Dim-witted trainer
19	Diseased oracle
20	Double-dealing magistrate

* The person offering work, most often represents someone more important

Table 7–15: Patrons, Generic 2*

1	Eager cultist
2	Evil priest
3	Fang-toothed orc
4	Fiendish bard
5	Flamboyant shopowner
6	Forward-thinking mercenary
7	Foul-tempered innkeeper
8	Fanatical witch
9	Gallant watch commander
10	Greedy merchant
11	Gregarious knight
12	Handsome aristocrat
13	Hated noble
14	Idealistic druid
15	Ignoble orator
16	Inventive steward
17	Jejune commoner
18	Laconic scout
19	Lazy artificer
20	Lying guildmaster

Table 7–16: Patrons, Generic 3*

1	Love-struck falconer
2	Manipulated prince
3	Merciless warden
4	Miserly administrator
5	Mysterious stranger
6	Murderous soldier
7	Noble monk
8	Oblivious brewer
9	Obnoxious civil servant
10	Opportunistic sorcerer
11	Over-attentive assistant*
12	Pleasant alchemist
13	Poisoned noble
14	Quixotic barrister
15	Secretive cardinal
16	Seemingly kind wizard
17	Short-sighted ranger
18	Sieve-fisted commander
19	Sinister king
20	Small-minded prophet

Table 7–17: Patrons, Generic 4*

1	Soft-hearted queen
2	Strategic merchant
3	Stuttering lady-in-waiting
4	Suspicious bodyguard
5	Tenacious collector
6	Thick-skinned herbalist
7	Tireless paladin
8	Tyrannical captain
9	Ugly mercenary captain
10	Unkempt sage
11	Venerable courtier
12	Wanted criminal
13	Wealthy merchant
14	Worldly captain
15	Worrisome teacher
16	Xenophobic dwarf
17	Wandering cleric
18	Wide-eyed vizier
19	Wise mage
20	Zealot priest

Table 7–18: Patrons, Specific 1*

1	Anaga Cedarsilver, fletcher seeks worth
2	Argath Blacksword, hunter seeks relative
3	Bellinus, miner seeks happiness
4	Bulgrai Blacktooth, seeks justice
5	Byulnak Ivorykeeper, smith seeks freedom
6	Dagwold, thane seeks a spouse
7	Deogol, Ship Captain seeks redemption
8	Ersa of the Three Winds, druid seeks peace
9	Eyjolf "Dragon," crime boss seeks glory
10	Fysin the Bold, seeks a challenger
11	Gelonir, merchant seeks guild membership
12	Gherond the Pig, soldier seeks independence
13	Girithron, fighter seeks companions
14	Jgorl the Saber, mercenary seeks mastery
15	Josev Icetongue, teacher seeks virtue
16	Kaaras, performer seeks religion
17	Keyum, guardian seeks magical secrets
18	Locuss the Inform, seer seeks lost brother
19	Lord Baliqua of Golgethga, seeks an heir
20	Luician Bluearrow, rogue seeks anarchy

* A patron may have a secondary objective beyond what he or she hires a PCs to do

Table 7–19: Patrons, Specific 2*

1	Maabar, medium seeks answer to mysteries
2	Maccus, apprentice seeks wisdom
3	Moraanon, war veteran seeks refuge
4	Nakavi the Heartless, warlock seeks death
5	Norik, gambler seeks vengeance
6	Osric the Pale, servant seeks enlightenment
7	Pjovke Spiritwind, seeks knighthood
8	Pozikt, spoiled noble seeks hedonism
9	Pyrinn the Eye of Storms, seeks the truth
10	"Red," innkeeper seeks wealth
11	Rheg of the Dagger, thug seeks information
12	Rjolf Thorissen of Wolfland, seeks harmony
13	Saisa, neophyte seeks deadwind sage
14	Serena, prophet seeks lost clan of dwarves
15	Sergei, commoner seeks utopia
16	Sogentae Myrthwind, mage seeks rituals
17	Temij, khan seeks return of his crown
18	Vechen the blade, murderer seeks forgiveness
19	Wolfgar, noble seeks power
20	Yuris, renegade seeks asylum

Table 7–20: Personalized Rewards

1	Absolution
2	Criminal record expunged
3	Execution of enemy
4	Family honor restored
5	Favor of the king
6	Forgiveness
7	Freedom
8	Gift of magic or immortality
9	Grant from a noble
10	Group charter established
11	Innate power
12	Magic healing (curse, poison, etc.)
13	Membership in a guild or order
14	Pardon
15	Personal (and well-trained) guard or servant
16	Recommunicated with church
17	Relocation
18	Shortcut through bureaucratic redtape
19	Wealth
20	Writ

Table 7–21: Unique Rewards

1	Access to a library or sage
2	Ancient or forgotten song
3	Answer to a troublesome riddle
4	Citizenship or voting rights
5	Council seat
6	Family heirloom or rare antique
7	Forgotten book or lost lore
8	Glory (parade in your honor, etc.)
9	Hidden truth or terrible secret
10	Honorary medal or title
11	Land or estate
12	Magical secret
13	Monument in honor of deeds
14	Mount/Steed of impeccible breeding
15	Rare formula or ritual
16	Religious relic or unholy artifact
17	Seat at table of the king (or important noble)
18	Ship, with or without crew
19	Slaves or concubines
20	Treasure map

Table 7–22: Getting There, Simple

1	Barge
2	Blimp/dirigible
3	Canal skiff
4	Caravan
5	Carriage
6	Cart
7	Elemental skiff
8	Ferry
9	Flying mount
10	Horse/mount
11	Ice sail
12	Magical flight
13	Portal
14	Riverboat
15	Sailing ship
16	Skyship
17	Sled/Sleigh
18	Teleportation
19	Wagon
20	Walking

Table 7–23: Getting There, Detailed

1	Above the clouds
2	Along a road littered with the dead
3	Along a road miles from anywhere
4	Along the marching armies of Libertine
5	At the feet of a unforgiving Titan
6	Between the Pillars of Eternal Midnight
7	Between the Sundering Rocks of Sinn
8	Between two warring nations
9	Down the face of Shepherd's Mountain
10	Down the spiraling stairs of ancient tomb
11	Inside the belly of an ancient dragon
12	Inside the Castle Gates of Nighmoor
13	Inside the Crypt of Fallen Saints
14	On the altar of the tempest god
15	On the back of massive, elder roc
16	Over Condor Pass into Mt. Caldera
17	Over ocean teaming with sea monsters
18	Through a forest infested with orcs
19	Through the eye of a raging storm
20	Through the Gates of Kings

Table 7–24: Getting There, Abstract

1	Basilica, assassin's guild, guard tower, inn, sewers, forest, abandoned shrine
2	Camp, shrine, catacombs, ruins, dungeon, cathedral
3	Castle, foreign kingdom, palace, embassy, watchtower, marsh, cottage
4	City, tavern, smithy, graveyard, secret chamber, catacombs, crypt, tomb
5	City, tavern, workshop, library, wizard, wizard, rogue, rogue's guild, tomb, tomb, watchtower, ruins
6	Crossroads, village, carvan, roadhouse, oasis, brothel, tavern, church, catacombs
7	Dungeon, portal, alternate plane, waterfall, portal, dungeon, hamlet
8	Fighting pit, gambling den, hostel, inn, brothel, guardtower, river, grotto, cove, abandoned mine shaft
9	Frontier, outpost, abandoned keep, chasm, crags, caves, citadel, khan
10	Hamlet, medium, oracle, metropolis, fortune teller, smith, artificer, cardinal, wizard, lich-king
11	Hostel, training grounds, captain's quarters, prison island, monastary, spire
12	Mausoleum, centotaph, triumphal arch, palace, cottage, magistrate, vizier, prince, king
13	Roadway, city, bazaar, guild, palace, dungeon
14	Ruins, tomb, thorp, wizard's tower, spire, shrine, city, castle
15	Smithy, battlefield, badlands, orc camp, gnoll camp, elven city, forest, glade, another plane
16	Small village, lost ruins, library, palace, badlands, undead tomb, small village, tower
17	Tavern, alehouse, winery, sage, library, sage, caverns, orc stronghold
18	Thorp, forest, orc village, goblin village, dwarven mine, outpost, mauseleum, origina thorp, tomb
19	Tribal leaders, borderlands, dwarven thane, gnoll khan, elven princess, fey court, temple, reliquary
20	Town, lost highway, ruins, hidden well, cairn, wizard's tower, ruins

ACT TWO?

It should be noted that traditional fantasy games lack an act two. The second act is usually defined as the "rising action" of a story. Since a majority of published game adventures involved the sequence — here's what you need to kill, here's where it is, now go kill it — the only rising action that takes place is the fight scenes en route to the villain's lair.

This hardly constitutes player involvement in the story.

But the question that you might be asking is… isn't the journey to the villain's lair the second act? Isn't that called the *Hero's Journey?* And on the surface, you might be right. But the huge difference between *The Odyssey* and the *Fractured Halls of the Goblin King* is that Odysseus' journey revealed a great deal about Odysseus' character, much more than his stats and great combination of powers. The typical Act Two journey of an adventuring party is nothing more than a series of random encounters or puzzles designed to consume the PCs' resources so the villain has a better than average chance of winning the final battle in Act Three (something he never does).

The second act is an opportunity to explore the characters' ranges, determine why people are on the journey, what possible reason they have for fighting the villain, and a host of other personal "adventures" that embellish and flesh out an otherwise rote story structure. We know that Hamlet is going to get his revenge (in one way or another) at the end of the story, but what we don't know is why he's such a coward and so tormented. His inner turmoil makes up the bulk of the story. Without it, you've got a dead king and a whiney son who wants to punch someone in the eye.

But roleplaying games are not Shakespeare. Where roleplaying games succeed and *Hamlet* fails, is we have much more inspiration to draw upon for great stories than Bill did. Get enough creative minds together at the gaming table, all eager to play out an intricate three (or five) act story, and even the Bard can't compete with the story you've all built together.

A number of roleplaying games released in recent years break this stereotype, placing more story-emphasis in the players' hands. But these games are rarely set in fantasy Europe with magic swords and +17 unholy artifacts. So while the advice and structure in these games is sound, there is often a logical pause when trying apply these same tenets to a dungeon-crawl.

Use Act Two to explore what can't be explore during the other acts. Avoid trite, railroad exposition (*read aloud text*) in the first and third act, and use the second to explore (through dialog) what it is that the lich is truly up to, or why the king wants him dead so badly. Allow the PCs to explain their own reasons for joining the adventure beyond gold and glory. Reward PCs who reveal hidden agendas or personal information in measure with the tone of the journey. Don't just treat plots like connect the dot puzzles and you'll amazed at how much more you get out of them. Your design time is more richly rewarded, because you spend more time exploring what you've built. And how can that be bad?

THE RELATIONSHIP MAP

An alternative to a plotting out an adventure/campaign is the relationship map and threading method. Basically, relationship mapping is the idea that the game world is a fluid, living thing that exists with or without the PCs interference, but once they begin interacting with that environment and the things in it, the world mutates. An extremely simple example of this is any fantasy RPG where the NPCs sit and wait for the PC to come along and trigger other events. A more complex version might be found in TV shows like *Brotherhood* or *Deadwood*.

Before an adventure or campaign begins the GM devises any number of NPCs — no fewer than seven and no more than fifty — each with their own goals, agendas, and aspirations. They are, in effect, real characters competing with the other characters in the world. They do not exist merely to be foiled by (or foil) the PCs. Instead, they exist to make the environment *real*.

Imagine your own neighborhood. There are people living there that you know and others you do not. Each is an NPC in the story of your life. One day, you learn that a neighbor intends to run for mayor, but wants to keep it quiet, intending to reveal his candidacy at the right moment. You have an opportunity to do something with this information, but chances are, you don't… you're not a jerk after all. Maybe the neighbor is though, and you know he'd make a horrible mayor. Now you have a conundrum. Extrapolate this problem into a fantasy setting, with characters who can endure the cause and effect of political subterfuge better than you could (if you ran to the paper with this information) and now you have a story where there wasn't one before.

When you relationship map, you allow the PCs to cherry-pick the stories that directly affect their personal ambitions and you avoid "moralizing" every issue of gameplay — I want to help the lich, not hurt him… how do I do that? If every NPC on your block has his or her own personal threads written ahead of time, it would make it a lot easier to decide who you wanted to be friends with and who you would avoid. Having the GM write these threads into the campaign world can short-cut a lot of problems and get PCs focused on what's important to them… them.

On the next page is a sample relationship map. It has four NPCs on it, each with a name, title, goal, and thread. Your map will be more complicated than this, pointing to full-page NPC write-ups. In this example, I've not included how they know each other, but your chart might, depending on the scope of the game. If they all belonged to the same guild or lived in the same thorp, they would know each other and even know a little about one another. My chart, instead, lists who they are and what they intend to do, even showing the steps they need to climb to get there.

How you build your relationship map is up to you. The key here is to build a working society that PCs can interact with, without the stricture of a plot that devalues individual choices. Each thread or step in the map should be something the PCs have a chance to encounter… even if it's just a simple goal like "meet with the king," the PCs should have an opportunity to overhear or learn of this plan, if they go looking for it.

SEBASTIAN

Fabrics Merchant

Develop Trade with Lancaster

- Bring gift to guildmaster
- Set up meeting with counselor
- Grease palms
- Favor*
- Secure contracts
- Secure underlings
- Secure bodyguards
- Establish charter

* It is unknown to Sebastian what favors the guilds and Lancaster will ask of him

RENIK

Pitfighter

Buy Freedom

- Develop friendship with Syrhina
- Bank and/or hide earnings
- Keep plan a secret
- Stay out of Thais' way*
- Win 30 fights*

* This is an ongoing thread that involves constant work on Renik's part. PC involvement can increase/decrease the likelihood of Renik's plans falling short

SYRHINA

Lady in Waiting

Protect Lady Juno's Interests*

- Maintain clout/status*
- Advise Lady Juno
- Attend pitfights

* Syrhina has no plans of her own, other than to marry well. Her role in the narrative would be small, if not for Renik's need to keep her involved. This means when the PCs meet Renik, there's a good chance Syrhina will be there "visiting."

KORDILLAN

Renegade

Kill Prince Khalu

- Buy new identity
- Get job with chamberlain*
- Work for several months
- Devise escape plan
- Murder Prince
- Flee city

* This is a complex step that can go many ways. Kordillan will most likely seek help from others that he can trust.

VILLAINS

Table 7–25: Villains

1	Bangorot: Master cultist who seeks the means to destroy a powerful artifact of good and light
2	Bella Gnor: Former cleric of the god of valor who grew corrupt and greedy
3	Bitarra: Fireball throwing wizard that wants to burn everything down to the ground
4	Ceratin: Thief wronged by one too many dwarves who now wages a secret war
5	Commander Sabian: Military leader from a now conquered nation leading an insurgent campaign
6	Cryntona: Corrupt priest who seeks to destroy all knowledge eon a ancient trapped god of good
7	Drognor: Former physician became obsessed with death and now is the master of poison
8	Hiirta: Blight druid of the Bleak Cabal who seeks to corrupt a power node lay line to darkness
9	Jadesinger: Witch in the mountain that seeks a way to maintain eternal youth
10	Khalvok Estendis: Corrupt magistrate of large city who helps release caught thieves from the guild
11	Klopfen Bloodguard: Champion of a dark god, raised to follow the cult's dark desires
12	Longekalt Staze: Pirate of the high seas, raised to value the coin more then the value of close friends
13	Lungalis: Seeks to raise an army to defeat a leader that once humiliated him long ago
14	Mercutio Tramtola: Wields sorcerous powers from a demonic pact for hire against nobility
15	Mishka Hakira: Jealous student of arcane arts who uncovered a book of forbidden spells
16	Nascarlith: Master illusionist who uses both sorcery and alchemy to hide any traces of crimes
17	Rhumtal Lectrotis: Former high priest of the god of the dead turned necromancer at large
18	Skiltar Rhume: Lecherous puppetmaster of local beggars and owner of a seedy theatre house
19	Wykurt Sevian: Accidentally drank a poison and survived but it drove him insane
20	Yuntaris: Peerless archer of the east, now hires out his crew as a long-range assassins

Table 7–26: Nonhuman Villains

1	Agorthex: Demon muse to dark bards and geniuses gathering a force of darkest knowledge
2	Carnallure: Seductress devil who seeks to dispel a pact by converting 99 men to evil ways
3	Daktalkun: Kobold seer who divined a great vistory for his people while using strange chemicals
4	"Fireeyes" Brickhammer: Red-eyed dwarf kicked out of clan for murdering one of his own
5	Folikos: Snakeman infiltrator and spy, master of knowledge and lore brokering for the right price
6	Greenbaum: Creature that looks like a cross between an orc and a troll who will eat anyone
7	Grimmaw: Gobin shaman who collects tribes to his banner with coercion from his devil spawn
8	Karthtallisgod: Dragon of immense power who uses others as pawns in a great game with another
9	Krotstan Unger: Dwarf rogue who convinced several dark elves to help him destroy his people
10	Mallithorn: Awakened vulture who unblocked a gate to the dark fey realm to corrupt the forest
11	Mientile Steelblade: Troll mercenary commander known for bringing in others to do his dirty work
12	Parensee Greyface: Bugbear fringe-land hunter who hates all civilized folk with zeal
13	Raveshaar: Half orc renounced for his uncontrollable rage that brings forth unheard of powers
14	Saturi: Rakshasa infiltrator now acts in disguise as the royal advisor to corrupt from within
15	Shabego: Orc dark druid entered into a pact with a dark god to bend weather to his will
16	Silisinor: Naga hypnotist who has an entire thief and beggar's guild under his vile sway
17	Spistia: Hobgoblin who hates all humanoids, works to avenge abused nature upon them
18	Ugorthas: Minotaur barbarian commanded elemental to construes most insidious maze ever
19	Velishen: Fallen Angel who seeks those who can enact revenge on his old church
20	Wegor: Giant of a lost Rune Tribe seeking to rebuild an army to conquer human lands

Table 7–27: Henchmen 1	
1	Blackmailed by the villain into service
2	Bounty hunter who nearly captured the villain
3	Brainwashed sycophant
4	Brooding youth earns respect with position
5	Child, spouse, or lover of the villain
6	Childhood accomplice of the villain
7	Crime boss who has much to gain
8	Dwarven savage devoid of morals
9	Elf blood-cursed to betray his people
10	Former adventuring companion
11	Former army general or watch commander
12	Former mercenary found permanent position
13	Ghostly undead spirit bound by magic
14	Gnoll brute with a chip on his shoulder
15	Golem forged in demonic or unholy fires
16	Hated-filled orc looking for vengeance
17	Heir apparent to the villain's machinations
18	Highpriest of the villain's deity
19	Hobgoblin tactician seeking glory
20	Honor-bound to the cause

Table 7–28: Henchmen 2	
1	Idealist, twisted by virtues and naïveté
2	Intelligent undead seeking same goals
3	Liberated from captivity by the villain
4	Local lord gains much from "association"
5	Magic using advisor or seer of the villain
6	Monster beaten into submission
7	Mythical beast created by the villain
8	Ogre brute chained to the villain's entrance
9	Orc chieftain beaten in combat by the villain
10	Pariah finds comfort in villain's companionship
11	Pitfighter who owes the villain a debt
12	Power-hungry mage bidding his time
13	Sage using resources for own personal goal
14	Sociopathic brute capable of anything
15	Someone who the villain saved the life of
16	Sibling, twin, or other relative
17	Tribal shaman without a tribe
18	Warren of ghouls acting in concert
19	Well-paid leader of merchant family/house
20	Well-paid public servant or soldier

Table 7–29: Brute Details	
1	Agebaloen "Lock Picks" Diveeye: Half-elf street rat who spent most of his youth in various prisons
2	Aralcuag "Dead Shot" Dawntracer: Elven archer who fights for coin instead of racial honor
3	Braighn "Cutman": Hobgoblin axe-wielder known for hacking at his foes long after they are dead
4	Eradin "Scars" Kaulman: Human sword thrower covered with scars who brags of his many kills
5	Frelk Slatefighter: Hairless human brawler known for his signature "Unarmed Death Strike"
6	Heinrick Jameson III: Human rapier fighter who frequently wears flamboyantly-colored clothes
7	Ilurars "Bruiser" Coralbane: Slow and dimwitted half-orc with the strength of two men
8	Jamie "Blood Dagger" Farhunter: Human (with ogre blood) known for her murderous past
9	Kayle "Raven Hair" Risian: Half-elf archer known for her precise shots and signature fletchery
10	"Little Torr" Steelbattler: Dwarf almost as tall as a human and an excellent sword fighter
11	Lyle "White Skull" Proudbarrel: Bald dwarf with a white skull painted on his head
12	Nidohuit "Quiver" Shothunter: Human adopted by an elven barbarian tribe; hunts dwarves for sport
13	Penel "Bloodloss" Greenbottle: Angry human woman whose rosy lips are frequently poisoned
14	Reenreen "Pigaxe" Brownbarrel: Fur covered troll said to have a wild boar for a father
15	Rotob "One Ear" Gembuilder: Hobgoblin axe man who lost an ear when a bugbear bit it off
16	Tireghaeb "Double Daggers" Jadeflame: Elf known for plucking out the eyes of her victims
17	"Two Punches" Grimbreaker: Human ravager, well-trained in the art of bare-handed fighting
18	Ungar "Long Beard": Dwarf said to have strangled two men with his beard before it was shaved off
19	Wykirk "Tattoos" Simien: Bugbear who tattooed the faces of her first three victims on her back
20	Zhang "Green Tooth": Half-orc who's physical strength is only matched by his horrid teeth

Table 7–30: Villainous Names	
1	Bilholl the reckless
2	Blackdirge the gatherer
3	Braxil the conquer
4	Bronwyn the bold
5	Chinaliar the deceiver
6	Damtanress the enchanter
7	Darleni the unholy
8	Diazan the destroyer
9	Emerikol the chaotic
10	Gitario the faithless
11	Jekathian the temptress
12	Kaine the barbaric
13	Kalgroth the slayer
14	Lieseer the visionary
15	Lykarius the usurper
16	Norgrath the planner
17	Oprochtus the performer
18	Ozmandius the traveler
19	Salariaus the infiltrator
20	Trensessa the fallen

Table 7–31: Evil Cultist Names	
1	Angemid Bloodsworn
2	Barador Dakhallow
3	Bloodcus Shem
4	Cadavim Skerl
5	Cleris Valkoth
6	Crazkel Barthwed
7	Demstench Grothis
8	Etuturn Ignarix
9	Glamid Tonsel
10	Kakeeg Lichtus
11	Kelspin Horric
12	Kremsen Drul
13	Lustbak Snakus
14	Malgathar Sensinew
15	Necrom Falslug
16	Pusmoss Crepit
17	Rakauri Thuir
18	Uladric Darfectis
19	Vauriar Snelsik
20	Wendrim Drork

Table 7–32: Evil Cults and Churches	
1	Children of the Demon Prince
2	Church of Sigil Insight
3	Church of the Triumphant
4	Cult of Hideous Knowledge
5	Elf Liberation Order
6	Emissaries of the Darkest Light
7	Followers of the Walking Worm
8	Forsaken Academy
9	Formation of Monarch Lords
10	Gatekeepers of Infinity
11	Gatherers of One True Text
12	Lifewell Deceivers
13	Mediators of Freed Insanity
14	Order of the Unhallowed
15	People's Temple of Wrath
16	Society of Ignoble Intention
17	Sovereignty of Absolutes
18	Ten Tribes of Baba Yaga
19	Union of Planar Truths
20	Witnesses of End Times

Table 7–33: Evil Priest Names	
1	Afkonesec
2	Balecrom
3	Balthon
4	Bontumor
5	Deltorot
6	Donttarrok
7	Gedethit
8	Gotzael
9	Helkerzar
10	Igmanoc
11	Ilettick
12	Ilsadress
13	Injaplate
14	Juderich
15	Kemmenis
16	Lemaftus
17	Maleficius
18	Myclefrin
19	Naltharig
20	Telfas

Table 7–34: Evil Rogue Names

1	Arogya Septak
2	Bauthak Theftwel
3	Chizra Rallem
4	Dalek Bonds
5	Gitan Jali
6	Hasini Tadhara
7	Janmadine Sancay
8	Jiban Dakghar
9	Kaspra Sesher
10	Kavita Rollis
11	Leander Xantz
12	Naived Siam
13	Natashnir Kelb
14	Racyni Solence
15	Rakhan Confort
16	Shadowthaq Karis
17	Shansal Poisanis
18	Tagor Navida
19	Valkiki Daggermor
20	Vidal Cromshel

Table 7–35: Evil Warrior Names

1	Aeron Valesworn
2	Baelin Blacktongue
3	Blackheart the barbarian
4	Celebron Twinblades
5	Daraman Ironheart
6	Darktan the beheader
7	Derad Buutchar
8	Geegis Boltz
9	Gorghrid the slayer
10	Grafhar Vengus
11	Harkonian Giantbelt
12	Kear Stonestaf
13	Lord Trenswill
14	Mindeye Trueshot
15	Omnus Tyrian
16	Sarcopha Torb
17	Slayson Terik
18	Thayer Grindbone
19	Tregis Maulman
20	Vormyr Dwarfbane

Table 7–36: Evil Wizard Names

1	Aduiz the Visionist
2	Agnakir Chamari
3	Aleshian the Cabalist
4	Bondiak Seeneye
5	Casonlon Apparition
6	De'Tlakar Circalis
7	Derelith Conjuris
8	Girithiav Oozemein
9	Inklooria Magicztome
10	Klamentile the Theurgist
11	Kylvayne Windmaster
12	Lycias Veinweaver
13	Mariuk Spellbinder
14	Pentalis Boneburner
15	Serefyn Furyflame
16	Skelryn Mistmaster
17	Solnaryz Phantasmist
18	Succent Blooddry
19	Thasalian Onecast
20	Wuiliar Curseman

Table 7–37: Evil Dragon Names

1	Ashlatar the Unkind
2	Cloudcleaver the Great
3	Coaldeath the Eruptor of Black Flame
4	Devilwing the Cloaked Serpent
5	Drachalla, Unholy Beast of the Forever City
6	Firegulch Everdoom the Mighty
7	Glaumarch, Denizen of Despair and Greed
8	Gnawbones the Aged and Deformed
9	Hiszgorr the Poisonous
10	Horntalla the Hoarder
11	Iozul, Last of the Plague Kings
12	Jarhavok, King of Kings
13	Mountainreaver Sunderhome
14	Restivon the Redscaled Death
15	Renix Serpentail, Sorrowreaver
16	Stormwing Thunderclaw
17	Talonsword the Feared
18	Venomwyrm the Ravenous
19	Vorpalwing, Lord of Kobolds
20	Windeath Kingslayer

Table 7–38: Villain Goals 1

1	Appease Deity
2	Atonement
3	Class/Racial Superiority
4	Dark/Secret Magical Supremacy
5	Despotism/Tyranny
6	Destruction
7	Disorder
8	Divinity/Immortality
9	Domination
10	Entertainment
11	Expand Empire
12	Eternal Youth
13	External Expectations
14	Expose Injustice or Untruth
15	Fear
16	Freedom/Independence
17	Hatred
18	Honor
19	Humiliation of Enemy
20	Infamy/Notoriety

Table 7–39: Villain Goals 2

1	Idealism or Misguided Ethic
2	Identity Criss/Loss of Faith
3	Insanity/Paranoia
4	Inspire Others
5	Isolation/Remain Hidden
6	Knighthood/Nobility
7	Love/Lust
8	Mastery (of some kind)
9	Military Might
10	Misery
11	Political Influence
12	Power
13	Pride
14	Respect
15	Revenge
16	Self-Preservation
17	Societal Upheaval
18	Teach Lesson
19	Undeath
20	Wealth

Table 7–40: Hidden Agenda

1	Acquire political power seat
2	Alliance with evil faction or race
3	Bound by blood oath or debt
4	Confusion
5	Deconstruction or societial experiment
6	Destruction of local church
7	Disorder
8	Earn favor of a cult or secret society
9	Enslavement of particular peoples
10	Genocide
11	Keep army busy, fed, or trained
12	Main goal is a diversionary tactic
13	Overthrow of local government
14	Placate an even more powerful villain
15	Quietly usurp the magical power of another
16	Revenge for an unperceived slight
17	Spread fear of the unknown
18	Universal mysteries
19	Unknown (magically coerced or otherwise)
20	Unleashing a powerful ritual

Table 7–41: Villain Trigger*

1	Acts of kindness or selflessness
2	Arrogance
3	Authority (church, nobility, etc.)
4	Being coerced or threatened
5	Being judged or criticized
6	Being talked down to (lack of respect)
7	Being touched
8	Betrayal, lies, or untrustworthiness
9	Bureaucracy, debate, or inaction
10	Critical memories of the past
11	Elitism (guilds, wealthy, etc.) or prejudice
12	Hero worship
13	Ignorance or naïveté
14	Incompetence
15	Loved one in danger
16	Nonhumans (or humans if nonhuman)
17	Righteousness
18	Sensitive about height or appearance
19	Service to deity
20	Ultimatums

*What sets the villain off; "hot-button"

Table 7–42: Villain Weaknesses

1	Affection for someone that does not return their feelings
2	Afraid of the cursed item the villain's station requires him to wear
3	Cannot make decisions without puppet/special coin/pet/etc
4	Custom magic spell prevents anyone from seeing villain is a lich
5	Drinks excessively and compulsory
6	Excessive faith in incompetent friends and followers
7	Fear of fire causes easy distraction
8	Fears loosing command of the cult
9	Has no immunity to poison made from a lotus blossom
10	Has trouble dealing with loud noises
11	Ignorant to magic and its uses
12	Loses confidence in sword fights when unable to speak
13	Loves child and would stop evil acts for child
14	More concerned with the appearance of lair than the details of conquest
15	Needs to eat a rare herb once a day
16	No one knows villain is actually blind
17	Overconfident in their magical abilities
18	Prefers demonic companionship to human
19	Refuses to kill cats and cat-races
20	Split personality, alternate personality is peaceful and truthful

Table 7–43: Villain "Tricks"

1	Able to make heroes appear evil when magically detected
2	Another rival villain alone can stop current villain's plans
3	Bribes local law enforcement to arrest heroes
4	Built lair to incinerate at will
5	Captives are converted, not enchanted and attack heroes when released
6	Concealed poisoned hand dagger in belt under cloak
7	Creates a thick fog that covers escape
8	Custom magic effect active which transfers consciousness to a duplicate body in the event of death
9	Demon waits for villain's command to come out of hiding and cover escape
10	Hires an evil adventuring party to hunt down heroes
11	Leaked layout of the secret lair lead heroes into a trap
12	Magical boots that allow the villain to move at great speeds
13	Obtained personal item to make affecting heroes with magic easier
14	Possess destructive magic item that activates upon death of holder
15	Possesses a magic item that allows villain to grow wings and fly
16	Secret exit hidden with illusory magic
17	Trap with a floor trigger that villain can set off when he falls to the ground
18	Turns into a shadow or a gas to make escape
19	Villain solely knows key to the puzzle the heroes need to solve
20	Villain wears a veil that can turn him invisible

Table 7–44: Villain Lairs

1	Abandoned goblin mine, cleared out years ago by adventurers, thought to be empty
2	Abandoned noble's home, basement tunnel leads right under the king's castle
3	Ancient pillared and vine-covered library seldom visited, but filled with arcane knowledge
4	Apartment near a tannery, the smells mask evidence of villain's crimes
5	Basement under a brothel, visitors come and go unnoticed, some never leave
6	Cellars below an abandoned tower, the tower is illusory and is really a large tree
7	Collapsed building hides entrance to small series of tunnels under a graveyard
8	Courtyard filled with alcoves and fiendish statues, hidden behind a massive and sturdy iron portculis
9	Gutted warren, once a series of family burial plots, now used to hide evidence of villain's crimes
10	Invisible third story of manor house, protected against scrying and guarded by invisible gargoyles
11	Lavish townhouse hidden amongst the squalor of the old section of the outer city
12	Maze like thicket of briars outside town, with many switchbacks and deadly dead ends
13	Old warship permanently docked at the wharf, no longer seaworthy but sturdy all the same
14	Orc caverns, once occupied by dwarves, have been cleared out and reinforced with magical wards
15	Secret cabal chamber lies behind a sliding panel in a dark, forgotten cell of the city dungeons
16	Series of townhouses gutted and made into one connected warehouse, only one door works
17	Several partially burned down buildings serve to hide a wide spanning tunnel system
18	Sewer sections with intersecting passages under the wealthy section of town; thought collapsed
19	Temple (perhaps a front) known for exemplary security, has locks changed regularly and often
20	Warehouse in a seedy section of city, lacks ground-level entrance; everything is sealed

Table 7–45: Villain Affectations, Personal

1	Artificial limb or missing appendage
2	Broken nose
3	Bruised knuckles of "ham hands"
4	Condescending vernacular
5	Constant entourage of underlings
6	Exaggerated accent or foreign language
7	Exaggerated sneer of facial tick
8	Extremely handsome or beautiful
9	Eyepatch or missing eye
10	Goatee or van dyke
11	Incredible strength of speed
12	Jet black hair or unusual hair do
13	Loud, hacking cough
14	Menacing or far-away stare
15	Odd or inexplicable limp
16	Pale or otherwise unattractive skin
17	Repetitive body action (cracks, knuckles, etc.)
18	Scar on cheek
19	Seeping wound that does not heal
20	Small horns protrude on brow

Table 7–46: Villain Affectations, Objects

1	Animal skin belt and boots
2	Badge of station or superiority (orb, etc.)
3	Chains worn as bandoliers
4	Decorative arm bracers
5	Expensive clothing or impeccable dress
6	Falcon on his arm
7	Gold-rimmed monocle
8	Ineffective, but ornate breastplate
9	Inlaid and ornate iron crown
10	Intelligent, loyal, and sentient familiar
11	Obnoxious jewelry (rings on every finger, etc)
12	Ornate jewelry
13	Pair of massive hunting dogs on a chain
14	Personalized, exotic, high-quality weapon
15	Pocket watch or timepiece
16	Signet ring with personal mark
17	Top hat
18	Unholy or desecrated symbol
19	Walking stick with hidden blade
20	Well-used book of quotations and prose

Table 7–47: Connections (NPC/PC/Villain) 1

1	Affection: One has great personal affection for the other and will follow orders to prove that love
2	Alliance: One seeks an alliance between groups and follows orders as an act of good faith
3	Blackmailed: One blackmails the other to perform limited service or aid during the plot
4	Coerced: One uses attraction, lies and other tools to convince another to do their bidding or will
5	Competitve: One cannot resist a bet or dare, taking up the task to prove they can
6	Contracted: Through a misleading contract, one must now complete an order by another to fulfill it
7	Criminal: One is a criminal conscripted by another to earn their true freedom by following orders
8	Deception: One goes along with another's plans to learn enough to take the original's place
9	Direct Relative: Two are close family, direct blood of a parent or sibling or grandparent/grandchild
10	Doctor: One saved the life of the other or helped cure an affliction and suddenly calls in a favor
11	Duplicity: One lies to another about the true purpose or part they have to play in the plot at hand
12	Experience: One willingly helps another not for the cause but to experience the plot and survive it
13	Faithful Follower: One blindly follows the order of the other because of the faith they have in them
14	Favor: Long ago one helped another and now asks that it be repaid in kind with a new task
15	Fortuned: Through mundane or magical means, one believes they are destined to play a part
16	Friend: One developed a recent friendship with the other and may not yet truly know them fully
17	Friend of a Friend: One helps out another at the request of another mutual friend to them both
18	Glory: One sees the greater picture and wants to be involved in something great
19	Guilt: One uses psychology and anguish to convince another to serve based on past guilt
20	Roll twice or choose two, combing results in insidious ways

Table 7–48: Connections (NPC/PC/Villain) 2

1	Hireling/Retainer: One is paid to do a task and simply is doing his duty
2	Insane: One believes that supernatural beings commanded him to follow another
3	Magic: One is under magical compulsion to obey another, perhaps through ritualistic magic
4	Mercenary: One is paid by the other who has no personal investment in the situation
5	Old Time's Sake: Two know another from old academy, organization, or just childhood friends
6	Organization: Two are part of an organization that is required to work together and aid one another
7	Owed Favor: One owes the other a favor, and by aiding may be able to wipe that dept clean
8	Paid Accomplice: One is paid by the other to do the job, but who still has a direct interest
9	Personal: For reasons unknown, an alliance is formed, the true reason perhaps never revealed
10	Promised: One promises (either by truth or lie) great power and riches for helping in the plot
11	Prove Self: One has a need to prove himself capable, not only to the other but to themselves
12	Relation: Two have family ties through marriage, contract or distant blood, even aunt/uncle/nephew
13	Revenge: One has a need to enact his anger on another
14	Self-destruction: One wishes his own demise and gets involved to go out in a blaze of glory
15	Spy: One joins another to secretly spy on the persons involved to report actions to another
16	Student: One is a student of another, who follows orders as part of their learning and study
17	Supplier: One is the only source for some exotic goods the other wants or needs
18	Turncoat: For personal reasons, one joins the other against his master to aid in the downfall
19	Wanted: One feels a need to belong to an organization or group involved with the plot
20	Roll twice or choose two, combing results in insidious ways

GOSSIP

Table 7–49: Gossip About Adventure Hooks

1	Billowing smoke; if investigated, find no fire and smoke dissipates
2	During midnight terrible screams can be heard from within, no one will investigate
3	Entire adventuring group went missing from location just last year
4	Entire forest seems to be moving south, towards or away from something
5	Ghostly man in full plate cries and then suddenly attacks people by that place
6	Gray Monk died there, but wasn't as poor as he appeared
7	Grisly remains of local monsters are often found in the area
8	Large dragon dropped its hoard in that lake long ago
9	Local fey attack travelers, robbing them then letting them go
10	Monster graveyard said to be there, with recent nocturnal activity
11	Only place you can find a needed medicinal herb
12	Place was once used by a demonic cult, but abandoned
13	Predatory vegetation is found there as well as random magic
14	Several rich merchants were never heard from again after passing through
15	Several unusual suicides were committed in that area
16	Small dragon was seen burying something there
17	Sounds of merriment followed by strange lights in the darkest hours; three children are missing
18	Spontaneous fires start around there, day and night, but don't spread
19	When the howling begins all the children in town cry until it ends
20	Wishing well in vicinity sometimes tells the future

Table 7–50: Gossip About a City/Town

1	Almost wiped out by disease a few years ago
2	Best or worst brothels in miles
3	Best or worst manners and hospitality
4	Buildings have unusual architecture
5	Cemetery has a high rate of undead
6	Citizens known for violent tempers
7	Filled with cheats and liars
8	Flooded every spring
9	Has an assassin's guild
10	Home to the most beautiful woman
11	Makes the most deadly poisons
12	Makes their own spirits
13	Mayor is a scoundrel
14	Outrageous taxes on imports
15	Regularly attacked by nearby monsters
16	Retired adventurer(s) live there
17	Starting a gambling hall
18	Visited by a series of unsolved murders
19	Weapons are banned from confines
20	Won't deal with outsiders

Table 7–51: Gossip About a Ruler/Noble

1	Been replaced by a shape changer
2	Can't produce an heir
3	Caught cheating by spouse
4	Cruel and black heart
5	Cursed by a witch
6	Dispatches spies everywhere
7	Fathered several bastards
8	Favors deviant hobbies
9	Hides a tragic secret
10	In love with a peasant
11	In love with a rival
12	Knows the location of a great treasure
13	Madness runs in the family
14	Never sleeps
15	Never tells a lie
16	Personally tortures prisoners
17	Polishes a weapon or jewelry every night
18	Questioned regarding a murder
19	Really a dragon in disguise
20	Refuses to be in the same room as spouse

Table 7–52: Gossip About a Group/Guild

1	Butters up the local politicians
2	Caves in to bribes easily
3	Claims to be able to sway judges and jailers
4	Has a taboo about magic
5	Has an embarrassing initiation process
6	Has an outpost in a faraway land
7	Is a front for an evil cult
8	Is in league with an outside political force
9	Makes deals with an underdark race
10	Makes generous donations to the church
11	Members use blackmail and intimidation
12	Mints their own bogus coins
13	Replaces members with shapechangers
14	Secretly a thieves' or assassin's guild
15	Sells useless apprentices as slaves
16	Tries to pass off painted copper as gold
17	Unimpeachable honor
18	Uses magic to dupe patrons
19	Uses seers to decide business deals
20	Will offer sanctum to escaped prisoners

Table 7–53: Gossip About a Person

1	Came into lots of money
2	Denounces the king
3	Gambles recklessly
4	Has a secret child
5	Has more than one spouse
6	Has renounced his faith
7	Having illicit affair
8	Is a secret avenger
9	Is about to go bankrupt
10	Joined a rogue guild
11	Makes anonymous donations
12	Once killed when younger
13	Purchases black market goods
14	Secretly defies ruler
15	Seeks to join a church
16	Shirks duties for personal vice
17	Spreads lies about rivals
18	Steals from businesses
19	Underpays his taxes
20	Worships in secret cult

Table 7–54: Gossip About Nonhumans

1	Also acts as a tribal spellcaster
2	Cannot be killed; is immortal
3	Commands fanatical devotion from underlings
4	Consummate tracker and tactician
5	Demented, feral version of his kind
6	Defeated a superior foe in single combat
7	Had a single wish granted
8	Has blood of a demon/devil/dragon
9	Has distant blood of a godling or avatar
10	Has a lookalike twin relative
11	Has a secret weapon to employ if cornered
12	Has predictions or visions of the future
13	Hunted by his own kind
14	Maintains connections with powerful humans
15	Maintains connections with criminals
16	Never backs down from a challenge
17	Never takes prisoners
18	Once a human who became transformed
19	Relishes uneven battles
20	Wields a mighty weapon of his people

IN OTHER WORDS...

Ricardo Montalban realized early in his career that the best type of villain does not see himself as villainous. He may do villainous things, but the character feels that he is doing them for righteous reasons. Likewise, with heroes, Montalban said he always tried to find a flaw in the character because no one is completely good or completely evil.

The best antagonists think themselves the protagonists of a story. Many tragedies explore dark characters, showing vile people getting away with the worst crimes. There is so much gray between absolute good and absolute evil, it is impossible to define anyone with these terms. The best villains started in a tavern just like you.

ACT TWO: THE PATH

Table 7–55: Clues 1

1	Abadoned horse and cart
2	Abandoned well with rune etchings
3	Animal prints across a marble floor
4	Animal prints turn into footprints
5	Arcane tome on an ordinary shelf
6	Blood trail…
7	Bloody tunic
8	Book of ciphers and codes
9	Book with notes written into end pages
10	Branded livestock far from home
11	Broken door or door handle
12	Broken walking stick handle or knob
13	Broken spear tips discarded in a firepit
14	Broken strongbox, emptied save one gem
15	Building is burned down
16	Burned or desecrated holy/unholy symbol
17	Burned page with eight words still legible
18	Bust of a noted or famous local figure
19	Carpet (rolled up) with blood stain
20	Complex ritual (on scroll) written in elven

Table 7–56: Clues 2

1	Courier's package (with address)
2	Cracked magnifying lens
3	Cryptic and/or dangerous bible/prayer book
4	Crude directions drawn on stone
5	Crude map drawn in mud or firepit ashes
6	Crushed monocle with intricate design
7	Custom fixture or craftsmanship
8	Dead animal or guard dog
9	Dead bodies of mysterious foreigners
10	Dead body (see tables 5–75, 5–76, and 5–77)
11	Dead ranger, peppered with arrows
12	Deed to abandoned land or cottage
13	Dictionary of herbal remedies
14	Disguise kit in private wardrobe
15	Drawing of a fortification or remote village
16	Dwarven hammer with owner's name
17	Dwarven tools with clan symbols
18	Dying man's last words
19	Elven arrows with glyphs and runes
20	Empty vial with number code or initials

Table 7–57: Clues 3

1	Enveloped closed with mysterious wax stamp
2	Esoteric dreams or visions
3	Especially dark (black) cloak
4	Exectutioner's hood tucked into pocket
5	Folded scrap of paper inside bookbinding
6	Footprints suddenly stop or change shape
7	Fortune teller reads the "bones"
8	Frayed or severed rope
9	Gem that blocks scrying devices
10	Gold chain with locket and painting inside
11	Gold coins with strange markings
12	Gravestone with dates and epithets
13	Guard logs with discrepancies/inaccuracies
14	Hidden basement under floor
15	Hidden panel in floor/wall reveals diary
16	Holy/unholy symbol from a dangerous order
17	Hotel ledger with names and dates
18	Household tool with end shaped as key
19	Incomplete order form or manifest
20	Inexplicable hatchet where it does not belong

Table 7–58: Clues 4

1	Inexplicable lights in the darkness
2	Ivory cameo depicting someone important
3	Jar filled with brine and ringed fingers
4	Journal of calculations
5	Journal listing contacts, dates, and locations
6	Key marked with a number
7	Large collection of weapons
8	Large, inexplicable money cache
9	Ledger filled with meeting places and times
10	Ledger of names of local "services"
11	Ledger with dates and numbers
12	Letter (see tables 3–100 and 3–101)
13	Letters or runes stitched into a cloak
14	Lock of hair tied with colored twine
15	Locked journal filled with "alibis"
16	Locked swordcane with intricate mechanism
17	Lockpick set in private coffer
18	Loose brick in fireplace hides a message
19	Magic circle drawn on the floor
20	Magic guarding an otherwise mundance place

Table 7–59: Clues 5

1	Mausoleum with runes on archway
2	Merchant house symbol branded on crate
3	Merchantile ledger with delivery dates
4	Merchantile ledger with exports and imports
5	Message hidden inside of a glove
6	Message left at tavern from stranger
7	Message written in blood (scene of slaughter)
8	Misplaced fireplace poker
9	Muddy leather shoe or missing shoe
10	Note in orcish handwriting
11	Omen written in foreign language or runes
12	Oracle or medium found murdered
13	Overly-detailed bill from a tavern or inn
14	Overly-detailed shipping manifest
15	Overturned and emptied desk
16	Overturned chairs and broken tables
17	Page of formulas ripped from book
18	Page of notes ripped from journal
19	Page of spells ripped from spellbook
20	Patron seen with mysterious stranger

Table 7–60: Clues 6

1	Personal journal with suspicious notes
2	Playing cards or specially-marked dice
3	Pile of broken glass no where near a window
4	Poem with mysterious gaps in structure
5	Potion that allows someone to lie, unchecked
6	Prisoner who is covered in tattoos
7	Prisoner who is dead
8	Prisoner who speaks a foreign language
9	Prisoner who is unable to speable
10	Prisoner with vital information
11	Private (angry) diary filled with specifics
12	Prophecy written on a tattered scroll
13	Ransom note with names and locations
14	Recently-corrected inventory forms
15	Recently-used magical staff with maker's rune
16	Receipt for recent "donations"
17	Remains of a ritual slaughter
18	Request for reinforcements in orcish
19	Ring of jailer's keys
20	Ring with arcane runes inside the band

Table 7–61: Clues 7

1	Ring with gemstone missing
2	Ring with poison dispenser (now empty)
3	Robe of a notorious and murderous cult
4	Scalp or other barbaric trophy
5	Scroll beyond a normal person's power
6	Scroll with instructions for a curse
7	Scraps of bone and food
8	Secret words painted on church wall
9	Severed ear or nose in teak box
10	Shadowy figure follows person of importance
11	Shattered potion vial
12	Shield bearing symbol of baron's armor
13	Shoes with lifts inside them
14	Signed request for money (prominent person)
15	Signed tapestry of haunted ruins
16	Signet ring with king's heraldry
17	Silver chain with monogram pendant
18	Small dart or poisoned blade stuck in wall
19	Smashed crystal ball
20	Someone returns to the scene of the crime

Table 7–62: Clues 8

1	Specially-ordered perfume/cologne
2	Specific book missing from library
3	Spell book with wizard's private sigil
4	Spell components for a specific charm
5	Spell components for a specific illusion
6	Tattoo indicates affiliation or magic
7	Torn banner with clan symbol or heraldry
8	Torn scroll with address
9	Unfinished letter to loved one
10	Unfinished novel with locations and names
11	Unfinished painting with hidden meaning
12	Unfinished song on an old parchment
13	Urn with message painted around lip
14	Visit from a mysterious interloper
15	Wagon wheel tracks lead up to wall
16	Water spills between cracks in stone floor
17	Wax impression of a key
18	Wax stamp with monogram or heraldry
19	Well-made, custom mask or disguise
20	Withered old map to someone's home

Table 7–63: Paths/Personal Objectives 1

1	Acquire tools for a task
2	Acquire wealth
3	Alliance with a more powerful person
4	Attend or lead a secret meeting
5	Build a monument to something important
6	Complete stages of a ritual
7	Create secret code for guild
8	Deal with a critical past event or trauma
9	Defend an ideology or position
10	Develop connections
11	Develop rapport with locals
12	Earn favor of vizier
13	Expand borders of empire
14	Expand knowledge or realms of study
15	Expand sphere of influence
16	Forget something of importance
17	Gain attention of a faction or guild
18	Honor a forgotten "glory"
19	Improve relations with contacts
20	Locate sage to explain past events

Table 7–64: Paths/Personal Objectives 2

1	Maintain a difficult and straining secret
2	Make peace between two factions or people
3	Meditate
4	Moment of crisis
5	Obey a relative's wishes
6	Oppose the will of a given church or deity
7	Pay back a debt of honor
8	Perform marriage ceremony
9	Philosophize
10	Proselytize
11	Protect family interests
12	Prove theory
13	Prove worth to others (or self)
14	Research (personal or otherwise)
15	Search for a spouse
16	Spread word of deity
17	Support a friend's political ambitions
18	Sycophantic acts
19	Unearth a mystery
20	Win favor of a lord or rival

Table 7–65: Plot Complications

1	Contractor or patron dies
2	Disease swipes through area
3	Everything is a lie
4	Guild funds the losing side
5	Innocent family member becomes involved
6	King intervenes (not always for good)
7	Lines of communication are cut
8	Map lost or directions are incorrect
9	Moral quandary arises
10	New laws enacted, complicating matters
11	NPC dies unexpectedly
12	Payment will not be coming
13	Party or resources split up
14	Powerful magic comes into play
15	Soldiers begin active pursuit
16	Someone goes missing or comatose
17	Someone switches sides or betray promise
18	Supply lines cut or borders shift
19	Villains learns of adventurer's location/plans
20	Weather or natural disaster impedes progress

Table 7–66: Whodunit/Scapegoat

1	Alchemist
2	Animal handler
3	Apprentice
4	Architect
5	Artisan
6	Butler
7	Cavalry
8	Clerk
9	Cook
10	Craftsperson
11	Guard
12	Laborer
13	Maid
14	Officer
15	Performer
16	Sage
17	Scribe
18	Servant
19	Smith
20	Soldier

Table 7–67: Plot Twists

1	Expected weather suddenly takes a dramatic turn for the worse
2	Kidnap victim is actually working with the villain to lure the characters into a trap
3	Massive illness sweeps the area causing health havoc with many people
4	NPC formerly known as one sex is revealed to be a member of the other
5	NPC suspected to be vital to the story suddenly dies from collateral damage
6	Object the PCs have been tasked with retrieving is now legally in the hands of a rightful owner
7	Object vital to the story is stolen by a party who doesn't understand the true value
8	Otherwise normal NPC is actually revealed to be insane
9	PCs mode of transportation is suddenly disabled in the story
10	PCs must team up with hated foes to stop an even greater evil that could destroy them both
11	Primary villain is actually an evil intelligent magic item
12	Relative of a PC suddenly dies and leaves a vital clue or item to the PC in their will
13	Safe area or building is actually a dangerous haunt for vile fey outcasts
14	Someone previously indisposed to the PCs takes a liking to them and their mission
15	Someone suspected to be dead is actually alive and well
16	Sudden reversal of fortune halts many plans in progress
17	Suspected villain is actually an ally to the PC's cause
18	Trusted NPC betrays the group after otherwise faithful service
19	Vital information on the weakness of the villain is incorrect
20	While working to clear an innocent of crime, they discover proof of his guilt

Table 7–68: Surprise Endings

1	Entire quest turns out to be a tale being told to the party by a bard
2	Group is suddenly transported to a faraway land
3	Henchman or ally of the villain is the true mastermind behind the plot
4	Object of the quest turns out to be a fake or nonexistent
5	Object of the mission is missing a portion or is otherwise incomplete
6	Object of the quest was just a diversion away from the true evil brewing
7	Object turns out to be a person or person turns out to be an object
8	One of the characters is actually in league with the villain
9	Quest is only the first in a small series of quests
10	Reason for revenge turns out to be a falsehood
11	Retrieving an object isn't enough it must suddenly be taken elsewhere
12	To truly stop an evil plan someone must be sacrificed
13	Trusted ally turns out to have been the villain all along
14	Villain actually does not exist, was an elaborate plot to confuse the characters
15	Villain is actually a ghost working from beyond the grave
16	Villain is actually dead and another is using their name for infamy
17	Villain seems to have sudden amnesia and cannot remember anything
18	Villain turns out to be a celestial testing the party for another mission
19	Villain turns out to be related to one of the characters
20	Villain turns out to be the one who hired the characters in the first place

URBAN INSPIRATION

The following selection of tables can help a GM run any type of urban adventure with flavor and interest. Dungeons are for fighting in (more often than not), but in cities, depriving players of an opportunity to show off the atmosphere and get in some really meaty roleplaying is a cardinal sin! Yet too often players can be stunned when they hear: "You're inside the city gates, what do you do now?"

We've discovered the best way to keep up an interesting tempo and the action moving is to always take a round-robin approach, don't open activity up to the entire table at once, pick one character, give them a few moments, and then move on to another. If a player is having trouble, go on to the next one but never forget to come back and give that one character an equal time in the spotlight. If the player is strapped for something to do while some of the more creative types delve right in, have them take a look at the Urban Inspiration tables below.

Practice ad-libbing, because it's going to come in handy. The more lively and entertaining you can make a character's city time the easier it is for other players to not only enjoy it but sit through it. Face it; waiting for your turn to act during roleplaying usually takes longer than in a combat. Keep the table engaged by rotating the spotlight and making descriptions energized and useful.

While a city environment breaks up the party almost by necessity, you should take every advantage to make links between the characters to keep them connected as well. Defying logic, have some characters en route from one place to another 'bump into each other' on the street so they can share their updates while you move onto another player. When one character heads to the local library, it should be (conveniently) the same location another character is studying so they too can interact. After being apart for a while, when two characters go to purchase goods, they can both be steered toward the same store. This allows them their own personal time but keeps a reminder for them that there is still a group to consider!

Keep a handful of index cards — pre-made and ready to roll. No doubt you will have plenty of locations already in mind, but for the time a player goes off on a tangent, these can be a life saver. Each card should have a place, name, description, hook, and item on them (easily assembled from the various lists in this book).

Lastly, don't reinforce the player's belief that you are there to entertain them. Rather, allow the players an opportunity to entertain themselves (and each other), with proactive activities and goals. Seeking out the perfect, well-trained master blacksmith to make a sword should be a fun process for the PC, but shouldn't be prompted by the GM who tells a character, "okay, now you're looking for a better sword." The same can be said of other mundane city activities — seeking out a fortune teller, talking to civil servants about permits and so on. Each of these activities can help expand the threshold of the campaign, allows the PCs noticeable impact (personal or otherwise) on the campaign, without derailing or ruining any overarching meta-plots in store.

URBAN INSPIRATION

Table 7–69: Urban Inspiration: Any

1	Arrange passage and purchases supplies — survival gear, maps, food and drink, etc
2	Become fast friends with the locals by offering help whenever possible
3	Cash in the party's art objects, gems and jewelry or vice-versa
4	Explore a personal subplot or agenda, making sure to expand spheres of influence
5	Find supplies for your hobby and secure a place to work at it (coat of arms, art, music, etc)
6	Get a bath, haircut, change of clothes, and a good day's rest doing nothing but sleeping on a bed
7	Get armor repaired, weapons sharpened, clothing mended, and boots resoled
8	Make tithes to the church, manor lord, or local government — with or without citizenship
9	Pay off debts, bounties, fines, or any legal entanglements weighing over the party's collective heads
10	Purchase appropriate imports/exports to make a profit at your next destination
11	Purchase gems with coins and squirrel them away with a broker or moneylender for a rainy day
12	Sample the best of the local cuisine and drink
13	Secure lodgings to match the party's needs and affordability
14	Seek out religious guidance or spiritual education
15	Set up a place or seek out a business where you can ply your skills for pay or respect
16	Stable and care for the party's mounts and beasts of burden
17	Take in a show at the theatre, or a gladiatorial fight at the local arena
18	Update recent maps with local copies or knowledge to ensure accuracy or to add new discoveries
19	Visit a fortune teller or medium to make sense of unexplainable events
20	Write letters or otherwise correspond with someone in another city with whom you keep in touch

Table 7–70: Urban Inspiration: Divine

1	Advise local rulers or guild masters on actions which comply with your church doctrines
2	Check in with the local church of your deity to pay homage and make offerings
3	Check local laws to be sure the party's interests or habits are within the legal limits
4	Clean and care for the church, shrine, and personal holy garb
5	Creation of a magic item for your group or church
6	Help a young person with their chores or cope with difficult situation
7	Inspire others with tales from your faith at a local show
8	Make sure you are wearing proper symbols, garments, and other accoutrements of the faith
9	Offer to officiate at church functions like funerals, honoraries, and weddings
10	Pray for guidance and strength on an upcoming mission
11	Register name(s) with local rulers/guilds/ law enforcement as the customs apply
12	Research (holy or unholy) recovered items for consecration or destruction
13	Research of any local indiscretions against the church (tithes missing, relics taken, etc)
14	Research upcoming holidays and expected actions to comply and celebrate
15	Search out local library and read for knowledge and fun
16	Seek out worthy cause and donate time in the church's name
17	Upgrade holy symbol and research new knowledge or lore on the destruction of undead
18	Visit the sick, injured and needy, collect donations for same
19	Visit the tomb or grave of a local hero or ruler or family member or friend
20	Write a log of lessons learned during adventures to inspire others of the faith

Table 7–71: Urban Inspiration: Rogue

1	Check on upcoming local festivals and holiday celebrations to attend or large parties to crash
2	Check out the local beggar's guild and any relations or working deals with the city rogues
3	Crash parties in an overwhelming way, pick pockets, play practical jokes
4	Expand your circle of influence — get to know more contacts, do more favors for people, etc.
5	Get involved in local games of chance or skill for a wager
6	Learn the local layout of alleys, streets and sewers aid in quick escape
7	Learn news from the roads leading to the city or neighboring lands
8	Offer to break into a secure place for pay to test the place's defenses
9	Pick pockets and lift items for personal wealth and to hone skills
10	Present yourself as a different person to everyone you meet during your stay
11	Research foes and friends of the city to aid with future encounter
12	Research local guild law to discover if you need to register or can work freelance
13	Research the local black market and contacts
14	Seek out information on local secret societies and power party's and what they are up to
15	Set up a place or seek out a business where you can ply your skills for pay or respect
16	Sneak into high society parties and charm the lords and ladies with your dance, wit and wily ways
17	Tell tales of all the group's deeds for respect or free drinks
18	Visit local specialty shops to check for new inventions, tools or devices to make your job easier
19	Visit the seedy, law-skirting section of town to stay sharp
20	Win friends and influence people. Buy the house a round of drinks

Table 7–72: Urban Inspiration: Warrior

1	Arrange travel with another group headed in the same direction in order to pool resources
2	Brag of defeating a local villain who you did not defeat, to draw him out in the open
3	Buy drinks for locals to learn legends of magical weapons or armor nearby
4	Care for weapons and armor with the likes of oil, whetstone, kick repair, etc
5	Check for rewards posted for the capture or killing of criminals or monsters
6	Enter local contest or competition for reward and respect
7	Find a personal trainer and learn a new weapon or fighting style
8	Find a warrior's guild or training facility to hone battle skills
9	Get involved in local games of chance or skill for a wager
10	Help the watch or military clear out a disorderly neighborhood or section
11	Hire and/or fire henchmen and hirelings for the party's next adventure
12	Hire on as a bodyguard or temporary guard or bouncer
13	Look into local taxidermy to get on of your recent exceptional monster kills stuffed and mounted
14	Offer skills to demonstrations in the local arena or theatre
15	Seek out retired master to learn unknown, forgotten, or forbidden fighting technique
16	Pick a fight in a tavern or inn to test your mettle and gain a few new scars
17	Spread your name around and tales of your deeds for fame and infamy
18	Upgrade armor and /or weapons with better materials to enhance aesthetics and function
19	Volunteer for the city watch or guard for extra coin
20	Work out to develop tone, muscle and reflexes

Table 7–73: Urban Inspiration: Wizard

1	Aggressively research the *powers that be*; arrange a meeting and chances to further the party's goals
2	Check for wanted posters someone who needs a spell cast for coin
3	Check in with any magical guild to comply with their outlook
4	Craft a magical item in solitude or a special wizard's laboratory for accuracy and perfection
5	Gather information or rumors about local powerful lost magic lore
6	Gather rare or obscure material components hard to find in the wild
7	Look into purchasing unique magic items made by a local practitioner of the art
8	Offer advice or council to rulers or nobles
9	Offer minor magic to help attract a crowd to a theatre show or special event
10	Offer to teach an apprentice something at a local college or guild
11	Research local bloodlines and genealogy to map background and history
12	Research spells, and magic item creation formulas and procedures and search out components
13	Research the city laws on magic use and any restrictions to them cast within city walls
14	Search out a local teacher or trainer to help you hone or learn a skill or talent
15	Search out local library and read for knowledge and fun
16	Set up a business to cast simple hedge wizard magic for fees
17	Study monster lore for strengths, weaknesses, and immunities useful to know in the field
18	Study signs, portents, or the stars for divinatory purpose
19	Study your spell book; offer to swap spells with local friendly practitioner
20	Temporarily take a class or classes at a local arcane institution

Table 7–74: Urban Inspiration: Racial

1	Act as ambassador to important figures
2	Attempt disguise as to hide racial features
3	Begin a council of racial elders to gain a community voice
4	Check notices pertaining to race limitation or benefits
5	Discredit racial stereotypes wrong with skill or story
6	Frequent shops owned by fellow race to pass news
7	Learn new skill, one your race is not known for
8	Make good with the local guards to be recognized
9	Offer or sell racial skills to human craftsmen
10	Perfect a racial skill from an elder or master
11	Register with an embassy
12	Research race's history in town
13	Secure goods your homeland needs in trade
14	Visit family or friends
15	Visit leaders of your race in council or guild
16	Visit neighborhoods catering to race
17	Visit shops selling race's armor or weapons
18	Visit Shops selling race's clothing and decoration
19	Visit shops selling race's food and drink
20	Visit young person of your race to provide wisdom

QUESTS AND SECRETS

Table 7–75: Quests

1	Charter a ship to a dread sargasso to discover the fate of a legendary pirate's lair
2	Discover a lost oasis and return an ancient hero's flesh to stone
3	Discover the fate of a needed sage and wizard by searching the remains of his tower
4	Discover the ingredients to an antidote for a poison which has been resistant to healing
5	Dispose of a ruler's scepter in a whirlpool of lava to break his tyranny
6	Escort a powerful merchant group to a town of wealthy pirates in seas of danger
7	Explore an old dragon's cave to verify stories of its demise
8	Explore the tunnels unearthed by a previously hidden secret door
9	Find a riverside cave hinted at in bard's song to discover a lost lake of prehistoric creatures
10	Follow a map created by a blind astrologer to learn the truth of a prophecy
11	Follow a map to a supposed abandoned or lost dwarven gold mine
12	Free a mountain pass from the marauding of some giant cave insect and its brood
13	Pass through the Ice Caves to discover the lost well of the rainbow pool, a key to immortality
14	Penetrate the deepest glade of a nearby forest to gain an audience with the treant and dryads there
15	Rescue a powerful weapon smith jailed in a rival city and return him to forge an item of rule
16	Slay a dragon large enough to craft dragonscale shields for the king's personal elite guardians
17	Steal the all-seeing eye of a trio of hags for manufacture in a powerful magic item of redemption
18	Stop an evil satyr's blood curse on a forest stream to win an audience with the elf princess
19	Travel to an imprisoned island to return someone or something turned to gold at the shrine
20	Traverse a maze of the vampire crypts; find the mummy buried in an ancient tomb of a lost empire

Table 7–76: Epic Quests

1	Alter reality to conform to a new paradigm
2	Ask greater powers for help, against a foe of terrible power
3	Build a navy to repel invaders from another realm
4	Capture a star to power an ancient magical artifact
5	Cause or quell a disaster to prevent a greater cataclysm
6	Close a lower planar portal to prevent a demon army from approaching
7	Depose of a giant king to make a mountain realm safe again
8	Destroy a holy artifact to prevent corruption from evil forces
9	Destroy an evil island nation with designs on raising a mortal to divinity
10	Join two continents in peace to prevent thousands of deaths
11	Kill a greater demon planning on usurping a good god's power
12	Kill a master dragon to cease his mysterious plans with younger drakes
13	Meet with a deity to discuss follower's ideals and true purpose
14	Overthrow a tyrant with designs on ruling all of the coastland
15	Quest for a magical artifact to bring to a kingdom in need of a symbol of faith
16	Raise an army to conquer a tyrant neighbor cavorting with devil servants
17	Rescue someone from the planes taken my mistake from an elder god
18	Take back a kingdom usurped by barbarian hordes from the steppes
19	Travel in time to alter a great wrong or disaster from occurring
20	Travel to another dimension to bend reality in your own to normal

Table 7–77: Personal Quests 1

1	Avenging the death of a loved one, even if it means taking a long time to complete
2	Become the hero of a downtrodden people or sect by proving your passion with deed
3	Build wealth to gain magic to cure an old affliction or regenerate a lost limb
4	Channel your wrath and anger into useful tools of combat to fight for good
5	Clear away land and gain enough money and followers to raise a keep or castle
6	Complete a pilgrimage to fulfill an oath and gain spiritual enlightenment
7	Defeat a monster or creature that nearly destroyed your childhood home
8	Devote your life and work to a greater cause, be it lord, king or god
9	Discover a truth or learn knowledge hidden away for ages
10	Discover a way to return a lost family member or friend from the dead
11	Discredit a rival family who spent years building up propaganda against your own
12	Earn enough respect and wealth to become part of the nobility
13	Earn respect for an elder or mentor who taught you everything you know
14	Experience adventure to write an epic song or story about great heroes and villains
15	Explore a place heard about in your younger years that enthralled and intrigued you
16	Exposing a corrupt official who made it very hard for your people to thrive
17	Free an area of land of an affliction of evil creatures or horde of a warlord
18	Impress a patron who may bring you into their prestigious organization or guild
19	Make contacts and allies to help build and grow your family's business
20	Persevere even in the wake of some great defeat or setback

Table 7–78: Personal Quests 2

1	Prevent an ancient prophecy you discovered or learned from ever coming to pass
2	Prove someone guilt of a crime that tore your family relations apart
3	Prove your valor and worth to earn the hand of another
4	Recover enough of your sanity to lead a normal life after your homeland was ruined
5	Redeem or corrupt someone who was very important in your upbringing
6	Regain a lost commission or position once held by your family
7	Retrieving a family heirloom proving your bloodline's worth but lost to the ages
8	Reunite with a lost or missing important friend from childhood
9	Ridding a forest homeland on an evil plaguing it since your childhood
10	Risk all to expand your own glory and legend to others as inspiration
11	Seek to perfect and art or trade you learned to become the best in the land
12	Study hard enough to become master of the knowledge that interests or evades you
13	To forge a bond of friendship with a tight-knit group to have a sense of security
14	To learn an ancient lost knowledge to be able to pass it on to others
15	Travel far and wide to se new lands, people and sites of interest
16	Try to find redemption in yourself for evil deeds committed long ago
17	Use every means at your disposal to prove someone you doubt is who they really are
18	Work hard and stash away wealth to get your family out of debt or poverty
19	Work through life with a lust for adventure and getting the upper hand on rivals
20	Work to do good but conceal your own true identity to gain no personal glory

Table 7–79: Secrets 1

1	Access to the hidden level of Arnsel's tomb is granted by pressing the release on the statue's crown.
2	Ancient hero Tharos was actually a villain.
3	Ancient rune stones left by surface dark elves allow one to pass through time.
4	An ancient statue of a naga near the Thatmos Grove hides an entrance to a lost shrine.
5	Answer a riddle in the Kingdom of Fentaugh and the hand of the princess is yours in marriage.
6	Anyone who survives being struck by lightning becomes immune to dragon breath.
7	Ariana the ranger's mother was an elemental sorcerer and her father a necromancer.
8	At the bottom of Dark Lake is a gateway to the underworld.
9	Bethrene of Karamek is being eyed by the god of freedom as his replacement.
10	The blackguard Intrepis is raising an army of orcs, trolls, and gnolls.
11	The blacksmith's mute son in the town of Norus reports visions of doom.
12	Breaking the sword of the tyrant Zsengaal releases the trapped celestial Celron.
13	The canals of the city of Bendarin are in the shape of a fell rune.
14	Casting power word kill on a vampire returns it to life.
15	Certain guests suffer terrible nightmares after a stay at the Emirikol's Inn and tavern.
16	The chaotic cult of Rengahl has the scrolls to release a dead god.
17	A child in the city of Hellgate has the rare gift of healing any wound by touch.
18	All children born on the coast are half-fiends.
19	Children blessed by a bard at birth are destined to have songs written about them.
20	Children who perish near the Vadder Sea are reincarnated as fish.

Table 7–80: Secrets 2

1	The church of the god of rogues is fighting a subtle war with the church of the assassin gods.
2	The city of Barnacus is overrun by the planetouched.
3	The city of Grendon rests atop a titan.
4	The dark god of murderers, Kelzon, is bound under the northern mountains.
5	Diamond dust mixed with mirthral produces weapons that ignore most damage reduction.
6	Dire animals haunt Crestvale, where a meteor recently fell.
7	Drinking from the King's garden well gives the drinker visions.
8	Drinking poison while staring at your reflection in a pool of tainted blood reverses the effects.
9	Elven bards who displease the god of song become harpies.
10	The elven diviner Athanae Moondown has been bestowed gifts of knowledge by an imp.
11	Elven druids of Mirthwood all have giant eagle animal companions.
12	The elven oracle of Danivar is now in league with devils.
13	Elven wine is made from distilled moonlight.
14	The elves of Narfell craft bows as strong as any sword for melee.
15	The empire of Acarra once used trapped elementals as slaves.
16	Emperor Stephan is a lich.
17	Every member of the adventuring group " Sinners" is a shape changer.
18	Everyone with blood ties to the former kingdom on Drachus is being assassinated.
19	Everyone's nightmares come true in the land of the forsaken.
20	Evoke the name "Bahk-shuul" upon your death to be considered for a second chance at life.

Table 7–81: Secrets 3

1	The eye tyrant Kazbuul knows everyone's true name.
2	Falling stars of the remnants of a nearby planet that exploded long ago.
3	The Far Coast has fields where entire civilizations of fey dwell.
4	Favored druids can interpret omens by reading the patterns of moonlight on the forest floor.
5	The fighter Dara has a bounty on her head from a far away land.
6	Finding four parts of an ancient riddle can discover a lost treasure resting under a volcano.
7	The fountain in the city of Dougal is said to grant a wish every 15 years.
8	The goddess of nature personally visits the grove of the Tenakus druids every full moon.
9	A gnoll army gathers under the leadership of the werewolf king Talabek.
10	The Great Wall of Kathandalis is made of the bones of their fallen soldiers… many still animated.
11	The leader of the thief's guild in the city of Grasnor is a powerful monster.
12	The hero Pendukas is addicted to alcohol.
13	If you stare too long at a flame or fire you attract the interest of evil entities.
14	In an ancient elf-orc war, giant stone arches were gates that could teleport armies.
15	In the Darkwood forest craftsmen sometimes discover runes or spells on the trees.
16	In the town of Westcrag everyone worships a different deity.
17	The infamous lover Awltolikus was actually a dragon assuming human form.
18	The innkeeper Cemet is haunted by the wife he murdered.
19	Ioun stones are actually dragoneyes treated with sorcery.
20	Kobolds are all spawned from a great multi-headed dragon god.

Table 7–82: Secrets 4

1	The Land of Kaloria is so cold everyone who dies there finds their spirit trapped in crystals of ice.
2	The Land of Turnbel trains Eldritch Knights to one day fight the armies of the apocolypse.
3	Loremasters of Kryton possess the knowledge to speak the true language of arcana.
4	Making an arrow tip from the rib bone of a dragon creates a dragonslaying arrow.
5	The mayor of Loftwick is the only man to ever escape from the prison of Abreinth.
6	The mayor of Serdoon 'honored' the woman who spurned him by petrifying her in his garden.
7	Mirrors crafted with silver frames are gateways for devils.
8	Mixing holy water and wine heals wounds from fiends as a potion of cure moderate wounds.
9	Moskos the wizard has perfected a potion to cure lycanthropy.
10	The mysterious assassin "The Cloaker" is actually the illusionist Atlorn.
11	The noble family Khyyrst hires bards to tell false tales of their greatness.
12	On the scalp of the pirate Tharus Belgrun is a treasure map leading to Diamond Isle.
13	Rangers of the Vormus Craggs can meld into stone.
14	The dark red fog over the plains of Karlainth corrupts all who touch, turning them to chaotic beasts.
15	Rengarth Abbey teaches monks a mystical style of sorcery and martial arts.
16	The Ruins of Gnar were once a great fortress commanded by a mortal who ascended to godhood.
17	Ruland the druid has a pair of dire leopards as animal companions.
18	Satyrs brew an alcohol that can mimic any alchemical elixir.
19	Scribing arcane spells with the feather of a phoenix produces empowered versions.
20	Seven elder air elementals wait to dispense wisdom to those who ascend Mount Hollai.

Table 7–83: Secrets 5

1	Singing in the caves of chaos produces a never-ending echo.
2	The skull of a dead hag enhances divinatory spells.
3	The small dragon statue in Rorish Valley is actually a reduced, petrified great wyrm.
4	Some orc shamans know a ritual to allow them to see through their scout's eyes . . . alive or dead.
5	A special dwarven mineral lost to time is rumored to still have a small deposit in the mountain.
6	Stirges of Thestle Forest have become so numerous they are developing a hive mind.
7	Tables and chairs in the library of Thanyritis are animated objects that act as guardians.
8	There is a land of animals who have elves, dwarves and humans as their familiars.
9	Three hags from Kaloria weild the spine scepter of Acarra.
10	Tides are controlled from a underwater city.
11	The town of Bellinger is cursed but none remember how or why or who did it.
12	Two major priesthoods are preparing to wage a holy war on one another.
13	Using a demon's hand as a spell focus causes the spell to become unholy.
14	Viridian soldiers use drugs to control their emotions in battle.
15	Visiting every brothel in the city of Collisaire endears you to the succubus queen Melicious.
16	The warlord encampment of Thredon is built on an ancient temple to good powers.
17	Wearing a minotaur's horn as jewelry allows you to pass safely through their lands.
18	Whistling in the town of Nayt attracts the spirits of the dead.
19	The wind in the Valley of Tennebris carries on it whispers of the dead.
20	A wizard, known only as Zolutar, was buried under his hometown of Lidcott in an unmarked tomb.

Table 7–84: Secret Keepers 1

1	Ahlir Kesh. An elf innkeeper from Bethis who has been living in exile/seclusion for 300 years.
2	Alokofolys the imp. Possessor of the secret scrolls of true divination.
3	Alusair the Naïve. Knows intelligent desert eagles, and their price for transport.
4	Alyth of Blackspine Gap. Keeper of the keys to Tralia manor.
5	Ameer Subhi. Master of the winds, knows the secrets to elemental teleportation.
6	Annis Gor, the Brave. A paladin from Atwind who slew a dragon and opened its belly with his sword.
7	Armorer Baldwick. One of ten brothers who are master craftsmen in different lands.
8	Arnora. Was separated from her twin sister, the princess, at birth to live life as a commoner.
9	Atissi Bensley. Knows where an ancient altar rests behind a waterfall.
10	Azaria of the elves. Secretly learns all her arcana from a human necromancer.
11	Barrakul of Darton. He owns a sword that speaks a lost language.
12	Barrintek Greyfang. Dwarven keeper of the runestones of Belan.
13	Benny the fence. Was once able to sell off a lich's phylactery.
14	Benwyk Thag. A half-orc mercenary who once traversed the seelie court.
15	Borin Elkhar. Knows of the resting place of the all-powerful archlich.
16	Botolf the Pig. Knows the secret entrance to the thief's guild.
17	Brand the Mace. Know the passwords to various guilds in the kingdom of Nalshena.
18	Bulvora of Norwood. Writing a book collecting various famous bowmen's hunting lore.
19	Cerdic Staffthrasher. Teaches forbidden martial arts at the Kelmid Academy.
20	Cryace the devout. Oversees and settles disputes between churches and clerics of opposing faiths.

Table 7–85: Secret Keepers 2

1	Damiana of the Dead. Holds the secrets of true resurrection.
2	Dar Ruben. Knows the best ports of call to sell off booty from the ancient empire.
3	Demon Wregansson. Giant of the Tor Mountains, knows the location of a lost, crashed airship.
4	Durso Preis. Master merchant who is said to be able to procure anything one could want.
5	Elendaria Denicim. An elf brewer who has mastered the art of elf winemaking.
6	Elroana Sordia Half-Elven. Says her elven mother was celestial and her human father fiendish.
7	Eneko the Elementalist. Knows of an underwater cave leading to the plane of water.
8	Equalina the cleric. Said to have set foot in every kingdom in the realms.
9	Eria the cleric. A devout worshipper of "death" who knows in advance those who will pass on.
10	Erian Stillthorn. Knows the signal for Borden Cragmantle's troops to attack.
11	Ethilmar Loruen. Knows who has a ring of wishing with charge remaining.
12	Fazul Ibn Khardun. Keeper of the lore on drawing arcane energy from the constellations.
13	Felthara Silverbolt. Knows the secrets to unveiling lycanthropes with a glance.
14	Gaia the anatomist. Studies humanoid bodies to optimize her sneak attacks.
15	Galdor Bravearm. Knows of eight dopplegangers operating in Farvus city.
16	Gar Twinblades. A ranger who knows the location of a fountain of immortality.
17	Glardring of Westwood Ravine. Has a collection of white dragon body parts.
18	Gred the sailor. Knows where Captain Iludun buried his treasure, but fears the shadowy guardian.
19	Gudrid Peacewalker. Has been an ambassador in most of the free kingdom's courts.
20	Hallfred Leok. Farmer, communicates with the goddess of nature through omens and sacrifice.

Table 7–86: Secret Keepers 3

1	Hassan the poor. A beggar from Neth who knows the grandmaster of the assassins' guild's identity.
2	Havard Stronglance. Knows of a wooded glade where he prays to his fallen brethren for strength.
3	Hedra Benal. Knows the secrets of stealing knowledge and skills from the dead.
4	Heshrok the barbarian. Knows the unique tracks of over a hundred fell beasts.
5	Hunis Arkon. A traveler from the world's past.
6	Jalie Roundfoot. Knows the location at sea to an entrance to hell.
7	Jargeth Rommel. Knows the magical properties attributed to gemstones.
8	Jean-Paul of Cassentia. A noble paladin who sings uplifting battle hymns which bring orcs to tears.
9	Jesharin Fell. Studied the possessive abilities of incorporeal undead.
10	Jhiraagh Zayid. Master of transmutation, can turn lead into gold.
11	Jubil. A dead necromancer whose spirit is bound to a tome on anatomy hidden in an ancient shrine.
12	Kaiser Wishnick. Secret owner of a plethora of businesses along Darkmantle Street.
13	Kari Hogfoot. Knows the location of an entrance to a dark dwarven city.
14	Kedrith Wynn of Areron. Secret contact for the infamous Red Dragon Archers mercenary band.
15	Korag Shane. Warlord of Dentara, knows the secret language of the thulls.
16	Korian of the Eight Colors. Knows where Tarid the usurper is keeping Princess Dellandra.
17	Linlith Aslan. A mistress in the city of Shadow who studied under a succubus.
18	Lutharian Belandra. Knows a place to craft magic items on the astral plane.
19	Lyon Elzad. Knows all magic comes from a single god.
20	Maore of Telgat Keep. Knows the secrets of the bloated, undead lord of Kaloria.

Table 7–87: Secret Keepers 4

1	Melbalorne the archer. Knows of a grove where the trees make the best arrows and bows.
2	Melkot Rangarus. Prince of Dukas, has blackmail information on all the lords of Tenbul.
3	Mikhail Egoran. Knows how the prince of Treldara knows his brother isn't going to claim the crown.
4	Na'ila of the desert. Has mind powers and is said to be a descendant of the caliph's queen.
5	Naldsul Blackheart. Knows the location of the Crown of Acarra.
6	Nerian Cedartree. Master of ciphers has invented a code invulnerable to deciphering magic.
7	Nordrath Kayne. Leader of a band of traveling performers who who also work as assassins.
8	Obberon Remik. The last surviving member of a group who battled a pit fiend.
9	Olezka the Crafty. Studies the lineages of noble families and knows who is truly not an heir.
10	Ornaskar the magi. Has learned secrets to deflecting and turning back arcane spells.
11	Otiluk Tereth. Knows the best trade routes through the Kalafar Mountains.
12	Oewaen, Paladin of Justice. He evokes a word shared with him by his god to shield him from scrying.
13	Qadir Mansur. Traveled the Banshee Wood and knows of the war between Serpent Men and Orcs.
14	Rath Mok'Dhul. Quests for the secret to unite the orc tribes of Thessia.
15	Rayab Blume. Warchief of Kelgar, knows the battle tactics for fighting celestials.
16	Rhalimon of Ilimis. Has explored a cave said to have passages leading to a dark elf city.
17	Rheged Copperblade. Master artisan, can manufacture weapons of unearthly strength and balance.
18	Romoch the Wanderer. Speaks the giantkin tongue and knows the location of their city.
19	Sevaleyr the free. Once broke the northern slaver's ring and is today hunted by its remains.
20	Sir Khrysandahl the defender. Paladin who believes of a secret wererat cult infiltrating a city.

Table 7–88: Secret Keepers 5

1	Snorri the Hare. Knows of a river where a sisterhood of river nymphs dwell.
2	Starkad the Pike. Militarist of Rendia, Knows the weaknesses of the seven lords of Kayne.
3	Starkad Tralloc. Knows the properties of the moonstone of Aharr.
4	Stefan the Poisoner. Has lorebooks detailing the weaknesses of over 100 different creatures.
5	Summer the elf. Knows of the hidden minotaur pyramid.
6	Tallia Markavian. A city rogue said to know how to gain favor of the goddess of luck.
7	Talratha Harkim. Knows the black dragon Venarus personally; she's his consort when he's human.
8	Tatya of the eastern desert. She is able to guide anyone across its treacherous dunes for a price.
9	Teth Semal. Former advisor to King Dorn, knows the secret catacombs to the castle.
10	Thelvan the ranger. Knows the location of the hidden fortress city of the northern slavers.
11	Thendas Mirian. An inkeeper from Brolyn who once defeated a devil with his bare hands.
12	Thord Saberwielder. Knows the sailing lanes of the merchant clan ships from Vargus.
13	Thormod Diamondmark. Knows the dwarf secret of forging mithral.
14	Thovir Runeshadow. Master craftsman of Durendar Halls how can tunnel to hell.
15	Tok Megem. Fought at the Hellgate River battle and knows where the survivors hold up to this day.
16	Torren Abolean. A bard who knows the bounties posted on over men's heads.
17	Torrisair Magehand. Knows where the troll kings of Durak worship their dark god.
18	Valerik Lazhan. Master of lightning, is said to know how to control storms and clouds.
19	Yaov Shao. Knows a martial fighting technique to bypass silver invulnerability in creatures.
20	Yeagle Modigson. Knows the location of a pool which can wash away curses.

Table 7–89: Secret Handshakes

1	Both hands clasped close while shaking
2	Clasping hands gently rotated instead of shaking
3	Embracing in a hug with a handshake followed by uttering the name of an enemy god
4	Fingers curl together, palm of the hands never meeting
5	Hand clasp followed by asking the other if they had heard the cry of a bear at midnight
6	Handshake with the ring finger and little finger curled up in between the hands
7	Hilt of the diggers concealed inside the sleeves meet in the middle of the handshake
8	Kiss on the right cheek followed up by a kiss on the left
9	Left handed shake while winking and glancing left
10	Locking elbows and twisting arms around to clasp hands
11	Middle finger clasp and shake, then arms pulled in close
12	Quick handshake followed up with their hands pulling apart and those same hands meeting as fists
13	Right handed shake, left handed shake and an embrace from the right hands
14	Rubbing elbows close, then adjusting sleeve
15	Rubbing cheeks while pretending to whisper
16	Shaking hands while grabbing the other's elbow with the left and giving two short squeezes
17	Shaking hands while reciting a modified version of the child's poem "Meric Rides the Drake"
18	Single shake followed up by grabbing the other's wrist and shaking that only once
19	Tips of swords meet, followed up with a clasp of the right hands
20	Winking eyes followed up by pat on each other's back and finally shaking hands

SECRETS

The secrets revealed here can be used to jump-start an adventure, provide a inspiration for a night of gaming which has gone off track, or were simply overheard in a tavern, used for color, never meant to actually find their way into an actual game. Are they true or false? Is someone planting the secret or is it real uncovered lore we just haven't seen before? Some secrets are small and simple in nature while others are epic quests. Some of the secrets are better left unsaid…

QUESTS

Many of the charts in the following section can easily be turned around to benefit the villain or cause a completely different plot to form. Take the tables Quests or Epic Quests for example. Instead of assigning it to the characters, make it the mission or purpose of the villain! It opens up new questions and concerns that a straightforward hiring of the characters could never achieve. Also, it's not always necessary to use them as-is. If a better idea or purpose crosses your mind while reading a basic entry, then we have done our job providing inspiration.

Table 7–90: Secret Meetings

1	Adventuring band meets with former villain henchman to learn the villain's weakness
2	Captain of a frontier outpost meets with local barbarian tribes to buy peace
3	Employees from a shipping company meet with a band of local raiders to coordinate inside theft
4	Five thieves discuss stealing money from their former fellow *thief-turned-traitor*
5	Five wizards meet in a secret tower to determine the use of an unknown artifact
6	General and a crime lord meet to arrange payment for his family member's release from prison
7	Head of the watch and head of the thieves' guild meet to figure how both can profitably coexist
8	Hobgoblin tribe leader, orc raid-master and human politician discuss coordination of attacks
9	Human and elven leaders meet with goblin tribes to discuss invasion strategies against the dwarves
10	King and man-at-arms meet the chief interrogator while secretly torturing a man for information
11	Nobleman and a band of pirates meet to plan the ruination of another nobleman
12	Seer meets a king in his dreams to discuss the fate of his nation and the entire kingdom
13	Power-hungry noble meets with a servant of his rival to buy the servant's loyalty
14	Seven assassins meet to discuss the contract killing of a popular leader
15	Shipping company head meets with pirate captains to give information on a competitor's ships
16	Spy meets a city officer outside of town to discuss the inner workings of the thieves' guild
17	Three different group leaders meet at a weaver's house to plot the overthrow of the government
18	Three miners meet with a government official to inform them of corruption and treachery
19	Town watch meets with a known smuggler, forcing her to turn over evidence on another criminal
20	Young elves and human cabalists meet in a dark glade to summon infernal servants

Table 7–91: Secrets of the Universe

1	Blood is the objectification of the soul; those that die in battle never see heaven
2	Diseases are nothing more than toxic thoughts made real
3	Everything affects everything and chaos theory is very close to the truth
4	Faith in the unknown is what makes superstitions come true… the most powerful magic of all
5	Freedom is an illusion and everything is pre-ordained
6	Giants, trolls, and other beasts are nightmares made real, punishment by the gods for mankind's folly
7	The gods died long ago, their divine energy left as residue inside the earth; someday it too will die
8	Heaven is a physical place that can be reached through the planes, before or after death
9	Magic is dying and the most powerful mages scramble to find a cure
10	Magic is ever-changing and even benign spells are becoming dangerous and wild
11	Nightmare realms merge with this world, changing our world for the worse; dreams herald the end
12	Nothing is certain or ordained, all divinations are false and can change quickly and drastically
13	The only true demons and gods are the storms, sent to earth to rid the land of life
14	Orcs were the first race, but were cursed by their elven kine, forever
15	Pagan magic cannot be countered or stopped, because it is drawn from the very earth itself
16	The spirits of the dead cannot pass on and the sky is darkening from them
17	The sun is actually a colossal molten dragon… waking up from a long sleep
18	Time is sphere, viewed from all directions at all times, once the keys to understanding are possessed
19	The world was forged by the dwarven gods before they fell asleep inside the earth
20	Undead can drink a person's memories from their neck or skull

Table 7–92: Unique Campaign Hooks	
1	All characters are students at a magical university trained in a different arcane art
2	All characters begin as slaves in an underdark dark elf city or citadel
3	All insects on the planet are of large, huge or gargantuan size, there are no animals
4	All magic is divine in nature, no arcane casters (or vice versa)
5	Campaign valley is in an aquarium tended by titans for amusement
6	Campaign world is overrun by an army from a portal to another world
7	Chaos curse on the world, each morning everyone wakes up with a random alignment
8	Dragons are very common and are found in the entire world in all roles and walks of life
9	Each character is the young aspect of a god wishing to explore mortal life by proxy
10	Everyone born in the world is identical looking twins with mirrored personalities
11	Good gods have all abandoned the world; all gods are evil or neutral
12	Intelligent magic items rule the world's empires, kingdoms and countries
13	Lessened gravity, strength suffers, weapon ranges and jumps checks double
14	Maritime campaign, taking place entirely on underdark lakes, seas and rivers
15	Moon explodes and throws entire campaign world in barbarism where all magic is wild
16	Oppressive gravity; strength suffers, ranged weapons are nearly useless
17	Portals to the campaign world's moon are discovered where a new world awaits
18	Small pantheon of gods wants replacements and makes this challenge known to mortals
19	Surface world is scourged, entire campaign on floating islands and cloud castles
20	Surface world is scourged, entire underdark campaign with mushroom forests

Table 7–93: Holy Relics	
1	Altar of Weather
2	Armor of Redemption
3	Armor of the Avatar
4	Bible of Fiery Death
5	Compass of True Life
6	Elder Scrolls
7	Lantern of Lost Days
8	Lens of Traitorous Revelation
9	Rod of Sunfall
10	Rod of Supremacy
11	Scripture of Absolutes
12	Scrolls of Invincibility
13	Shield of Halav
14	Staff of Lost Faith
15	Staff of Oceans
16	Staff of Saints
17	Sword of Enlightenment
18	Sword of Higher Planes
19	Tome of Celestial Language
20	Vestment of Certainty

Table 7–94: Unholy Relics	
1	Brick of Dark Glass
2	Cloak of Illusory Shadows
3	Cup of Fiend Blood
4	Diamond of Hopelessness
5	Flayed Flesh of the Godling
6	Gateway of the Hells
7	Helm of Domination
8	Jeweled Eye of Unseeing
9	Maul of Thunderquakes
10	Robes of Eternal Night
11	Rod of Torment
12	Scripture of Absolute Defeat
13	Scrolls of Rapture
14	Skullcrown of Elemental Destruction
15	Staff of Undoing
16	Symbol of Fallen Will
17	Tome of Insanity
18	Vestments of Rule
19	Volumes of Demonic Mastery
20	Wings of Assassinated Angels

Table 7–95: Heroic Happenstance

1	Bard asks character to recite brave tales for song inspiration
2	Blood found on weapon but no recent combat has taken place
3	Caravan traveling with suddenly comes under attack
4	Character summoned to aid another by a miscast spell of aid
5	Fleeing thief smashes into character, spilling goods (perhaps loosing item he's chased for)
6	Innocuous item someone carries begins to emit strange magic (cold, heat, noise, etc.)
7	Magical message (with unfamiliar voice) requests character travel to specific locale
8	Merchant rushing store — bruised and beaten — begging for aid
9	Mistaken for a criminal, authorities place character under arrest
10	Mistaken for someone else, suddenly the target of an assassination attempt
11	Person suddenly falls from above into character's path
12	Person talking with suddenly lurches forward and collapses
13	Pouch of never-before seen gems or riches is on the character's belt
14	Press gang steps from the shadows and threatens with recruitment
15	Scroll not before seen appears in character's pack with instructions and map
16	Stopped by authorities to undertake mission for the realm
17	Summoned to a ruler's advisor's side for an emergency meeting and mission
18	Wagon or building character is guarding or near suddenly bursts into flames
19	Walk into an area and suddenly witness a murder or theft in progress
20	Woman suddenly runs to the character and uses him for cover

Table 7–96: People in Distress

1	Absent minded cleric has lost or misplaced important scrolls to the faith
2	Apprentice wants to discover why his master never appeared for work
3	Band of merchants need help crossing a flooded river
4	Creature normally known for evil needs chance to prove change of heart
5	Guild leader needs their kidnapped sire rescued
6	King needs to discover who in court may be spying
7	Local cleric and healer needs rare herb for antidote
8	Local natural healer and adept is being accused of necromancy by townsfolk
9	Merchant needs to prove innocence in smuggling charges
10	Merchant's son or daughter needs to be cleared of blackmail
11	Princess desires her fathers' item of rule returned to her
12	Prominent shopkeeper needs someone to watch his business suddenly for a week
13	Ship captain needs to hire on protection for important cargo
14	Tax collector is being harassed by a mob
15	Wealthy shop owner is accused of using magic on them during transactions
16	Wizard needs his captured familiar returned
17	Woman needs help with runaway carriage with kids onboard
18	Woodsman has lost his hunting animal companion
19	Young royal needs a lesson in humility
20	Young student is accused of belonging to an illegal gang and needs clearing

Table 7–97: Plot Triggers 1

1	About to serve drinks, a barmaid quickly drops the contents of a small vial into one flagon
2	Argument is suddenly silenced when one figure seems to faint, leaving the other standing nervous
3	Confused witnesses debate the details of a recent crime with one another and a city guard
4	Dark figure creeps to a doorway, leaves an object, knocks, and then flees as quickly as possible
5	Down a long alley in darkness, a murder by silhouette, the victim human but the murderer has a tail
6	Fast-moving woman dressed in black speeds from a shop, and yet no one follows in pursuit
7	Gang of toughs openly brawls with another… and then a blade emerges, turning the display bloody
8	Group of young ruffians eyes another across the street; they seem to be angrily passing signals
9	Handsome young man suddenly pulled into an alley, several figures surround him quickly
10	Hobgoblin raiders erupt from a sewer grate and begin to raze the city from within
11	Hooded figure makes great haste in posting a note to a pillar, then slinks back off into the night
12	Horseman suddenly loses control of his horse as it races away from him
13	Hunter holding a bloody weapon stands confused as he's been thrown off the scent of his quarry
14	King's attendents, en route to a royal event, are attacked/mugged, their ceremonial gifts stolen
15	Knight in armor dismounts and declares a simple bystander a heretic and enemy of the state
16	Large gathering of people, one of them throws an object to divert attention, and then quickly leaves
17	Man faking a sneezing attack suddenly runs into an alley and climbs over a rickety fence
18	Man walking his dog suddenly has to hold dog back from attacking random pedestrian
19	Meditating monk suddenly opens his eyes wide with horror and runs from the area
20	Merchant pays his taxes, but continues to by time while another lifts coins from the tax collector

Table 7–98: Plot Triggers 2

1	Nobleman's carriage suddenly lurches forward out of control through the streets
2	Normal-looking pedestrian is suddenly whisked into a coach wagon which hastily speeds off
3	Oddly dressed man is being followed by several local maidservants, they seem dazed and quiet
4	Older woman ushering several children drops a package into a sewer grate and moves away quickly
5	Pair of young lovers is watched by an older man, there is no family resemblance to any of them
6	Pedestrian reacts as if struck by a great arrow and falls lifeless, but no item can be seen on the body
7	Performer juggling knives moves closer to a known noble and begins eyeing him up
8	Priest performing a public rite turns when finished with a wicked smile on his face before leaving
9	Rider practically kills several pedestrians while heading through town, wears a mask over face
10	Small group of men shadow another who lifts a tool from the belt of an unsuspecting laborer
11	Someone doing chores by a window indoors is suddenly whisked away from view
12	Someone ducks into a one-way alley but if investigated there is no sign of the person
13	Someone is questioning a person they know but seems to have recently forgotten everything
14	Someone quickly hops out a second story window, closes it, then climbs to the roof out of sight
15	Town watch struggle to get a criminal in irons when their prisoner suddenly vanishes
16	Trying to stay silent and still, a spell-caster betrays his intent as a spell goes off in a crowd of people
17	Two men leave an item just inside an alley to be spotted and picked up, then move to ambush
18	Two men surreptitiously exchange a small package; another figure watches them from nearby
19	Two women share a drink, and they both suddenly gasp and drop forward to the ground
20	Woodsman sets a snare trap along a road, conceals it, then hides in ambush

Table 7–99: Job Postings 1

1	Additional guards needed for trade convoy leaving tomorrow
2	Adventuring party needs a good healer
3	Band of bards and their followers need protection as they travel
4	Bodyguards for a controversial bard who sings politically incorrect tunes
5	Bodyguards for a wedding where jealous rivals may cause havoc
6	Bodyguards for the ruler as he tours the land
7	Bring to justice to a rival band of adventurers
8	Bring to justice an elf black marketer
9	Carry a message to someone in the next town
10	Catch whoever continually spoils the vegetables in Farmer Ewan's fields
11	Church of the Sun needs some able bodied adventurers for a mission of holy cleansing
12	City magistrate's office needs some additional investigators for several new cases
13	Clear out monsters from aristocrat's ancestral home
14	Deliver special cargo to dwarf city
15	Determine if a villain is operating in a certain area
16	Determine the source of the corruption of a powerful church
17	Discover the assassin behind a recent political murder
18	Discover the source of a magical plague unleashed
19	Discover the source of lights from an abandoned seaside mansion
20	Discover who and why someone poisoned the well

Table 7–100: Job Postings 2

1	Discover who poisoned a recent shipment of wine
2	Discover why a barbarian tribe attacks travelers moving through a valley
3	Encode secret messages for the King and help keep our country safe
4	Escort aristocrat to find lost pirate treasure
5	Escort dwarf merchant on trip to neighboring city
6	Explore a recently discovered island
7	Explore a tower others say moves across the landscape
8	Explore and map ruins of an ancient city
9	Extra guards needed for a local celebration
10	Find out why wolf pack attacks on nearby farms have suddenly increased
11	Find the pass through the mountains that the goblin tribes use
12	Flood washed away family heirlooms; need someone to locate and return objects
13	Get back stolen wizard's spell book
14	Goblin translator needed for court case
15	Guard an important caravan train heading across borders
16	Guard nobles while hunting
17	Help bolster the city watch as important ambassadors come to town
18	Help clear out Kobolds and their traps out of the new mine to earn a great reward
19	Help quell riots over recent overthrowing of the ruler
20	Hunt down a monster that has been plaguing local roads

Table 7–101: Job Postings 3

1	Hunt down an escaped criminal gang leader
2	Infiltrate a craftsmen's guild where plans have been stolen are kept
3	Interested in entertaining for a living? Come sing or play your instrument at the Yellow Lamp Tavern
4	Investigate Mrs. Mooney's Pie Shop for the real source of the meat used
5	Investigate the truth of a coming prophecy
6	Investigate what creature is destroying farmland
7	Join the town watch and learn to fight off orcs
8	Magic academy needs skilled adventurers to test new magical defenses
9	Map an unexplored cave
10	New bouncers needed at Brown Leather Tavern
11	Procure a recently stolen item from a dragon's horde
12	Protect a frontier outpost
13	Put your thieving skills to honest work and collect for the tax office
14	Rats infest sewers; someone needed to clear them out
15	Recover a sword said to bring luck and bounty to a town
16	Recover goods from a shipwreck in dangerous territory
17	Rescue a princess from a dragon in a distant land
18	Retrieve holy symbol for Cult of the Squid
19	Retrieve stolen sword from a gnoll tribe
20	Return with the head of the leader of a troublesome barbarian tribe

Table 7–102: Job Postings 4

1	Reward for anyone finding proof that will hold up in court to a local crime lord's activities
2	Root out local cult which may be behind recent kidnappings
3	Royal Navy will pay handsomely anyone that can locate a hidden pirate cove
4	Scribe needed to help preserve the record of our town
5	Scroll scriber needed for a large order
6	Search out ingredients for a wizard's rare special potion
7	Search out the dungeons revealed from a recent sinkhole collapse
8	Show off your muscles and earn prize money at the fighting arena
9	Sink a troublesome pirate ship
10	Solve the mystery of the shoreline mist lights
11	Spy on mysterious and secretive noble household
12	Stop a cabal intending on opening a gateway to the lower planes
13	Test the security of a bank vault
14	Track down an elusive but young gang who uses the poor section rooftops
15	Track down an elusive dwarf smuggler
16	Track down who is blackmailing a prominent noble
17	Travel aboard to bring back a former hero wrongly banished by false evidence
18	Travel to a nearby town where a meteor was said to have hit
19	Watch the graveyard to determine who is behind recent grave robbing
20	Weapon smith apprentice needed immediately

Table 7–103: Wanted Posters

1	Anyone that can return Sheppard Book's flock of sheep as well as turn in the group that stole them to the authorities will be blessed by priests of the holy shrine just outside of town.
2	Bross Markson, 5'11" short blonde hair, black eyes, human, horribly crooked teeth, unblinking stare, wanted for acts of anarchy, theft, and peaking into women's bathhouses.
3	Captain Bernard Jericho has had his ship stolen while in our port. Anyone able to return his ship to him along with the heads of everyone that stole his ship will be most richly rewarded.
4	Dagnal Wickaxe, 4'2" braided red hair, red eyed dwarf, wanted for breaking into the temple and stealing the urn carrying the remains of the cities most honorable warrior.
5	Devon Burgdul, 3'2" brown straight hair, blue eyed dwarf, wanted for the theft of vegetables from Farmer Oak's field.
6	Francus Greenleaf, 5'8" blond hair, green eyed half elf, wanted for questioning in connection of the death of the mayor's wife.
7	"Gabriel", about 6 feet tall, eye color unknown, race unknown, typically seen in black robes jumping from rooftop to rooftop, wanted for the murder of Lord Mathis and three members of the town guard, extremely dangerous. Reward for information leading to his capture.
8	Hailey Starfall, 6'1" brown haired, green eyed half elf, tattoo of a rose on her neck and a dragon on her right hand, wanted for the theft of gold from the official tax collector. Reward for her capture and return of the money.
9	Information leading to the arrest of the unknown person or creature that stole livestock from local barns this week will be handsomely rewarded.
10	Raniero Tramtola, human male, short dark hair and uneven eyes, sought in connection to his father's infernal powers and a possible contract with the church of an unholy spirit or demon.
11	Reward is being offered for killing the creature that as been snatching random people and gnawing their faces and fingers. See the constable for more details.
12	Samual Greenwren, 3'4" light brown curly hair, brown eyes, wanted for killing a cat of the local church.
13	Several red skinned kobolds have been setting traps in the mines. 20gp for every kobold killed and their heads returned to the captain of the dwarf guard for more information.
14	Sokab "Grey Shadow" Tailfalcon, grey skin, green eyes, brown hair with a mix of grey, elf, dark circles around both eyes, speaks wanted for the torture and slaughter of the young cleric and eight worshippers at the Shrine of Light.
15	"Spears" Magil, 6'2" raven black hair, red eyes, olive green skin, half orc, wanted for the death of a child, smuggling, and criminally bad singing.
16	Jerin Colbertus, 5'7" short brown hair, brown eyes, human, wears glasses, wanted for sedition; spreading lies masqueraded as truth and illegal hunting. Do not approach unprepared: her words are believed to enchant any that listen to her.
17	The Rightful Hand of Vengeance wants the criminals that stole the altar's silver candlesticks. Return of the candlesticks and the heart(s) of those responsible will be in great favor of our order.
18	Tyler Logan, 4' 11" black hair, brown eyes, human, burn scars on the left side of his face, wanted for setting fire to three buildings in town, including The Rusty Rod Tavern.
19	Unknown figure about 7 feet tall killed the captain of the town guard. Returning the creature's dead body and proof that it was behind the murder will be most generously rewarded.
20	Wyatt Jameson, former human noblewoman with long blonde hair, high cheeks and piercing eyes, wanted for tax evasion, supplying information to thieves guild and cavorting with a warlock.

Table 7–104: Adventure Detail

1	Caravan coming from the nearby kingdom carries a new flag and soldiers escorting them claim the old kingdom is no more and goods and services must be donated to help the transition of rulers.
2	Circus troupe moving from land to land houses a group of master alchemists and assassins who kill through poison, not weapons.
3	Cult is murdering saints of the deity of the sun believing their dread rituals, when complete, will darken the sun forever.
4	Cursed sorcerer goes about locating and destroying powerful magic items in hoping of disrupting the way magic works in the realm.
5	Demanding rogue's guild leader hires the party to discover who murdered his family. An insider already confessed and seemed to know about the murder but divinations declare him innocent. Who is really behind it and why?
6	Drow group employing enchanters infiltrates a city and charms folk into selling themselves as escorts to nobility to become masters of information brokering.
7	Dwarves need aid in retaking their ancient citadel's halls overrun by beings making use of a wayward portal that originates in another land.
8	Giant eagles have joined forces with a goblin gang after their emissary warned the humans of a nearly town to cease mining the mountainside caves and was ignored.
9	Group's meal tastes funny; someone comes in and tells them the antidote to the poison they just ate will be rewarded as soon as they bring proof a powerful guild leader is dead.
10	King's son goes missing in the neighboring land during war and must be found. The son actually sided with the enemy under disguise to seize his homeland.
11	Noble family matriarch returns home and causes panic in her family as they all believed her dead. Exhuming the grave turns up an empty coffin. The family asks the heroes to investigate.
12	Order of paladins falls to bickering and infighting as their missions are betrayed from a traitor within consorting with a fiend disguised as a celestial.
13	Royal wizard's wife pays the group to fake her death and escort her and her unborn son to a nearby realm to live in peace after the wizards read astrological signs showing the child had a destiny to fulfill with a planar being.
14	Smuggler's path through a huge mountain range is discovered by the lord's men and the group needs to traverse it, root out survivors and regain any stores within.
15	Someone using alchemy is giving strength enhancing potions to beggars enabling them to mug and steal what they need but is also causing increased aggression and madness.
16	Superstitious sovereign hires the group to perform four seemingly unrelated tasks as prescribed by his astrologer to bring about the continuation of his line.
17	Cleric to the element of fire hires the group to escort him safely to the a temple dedicated to water elements to change faiths after a disastrous ritual left him scarred, but his ex brethren cannot afford the loss.
18	Two lizardfolk tribes with giant frog mounts dam up a river and prevent barge transport of medicine to an ill town farther inland. Are the lizardfolk controlled by an outside force?
19	Underground magical cyst pollutes a forest and its inhabitants turn feral and begin attacking the noble ranger border group that's protected it for a decade.
20	Work crews from two peaceful nations trying to build a bridge need defending from a local orc gang who can't have the work completed for their own good.

ENCOUNTERS

Table 7–105: Roadway Encounters 1	
1	Acting troupe
2	Adventurers
3	Apprentice on errand
4	Bandits
5	Bounty hunter
6	Cattle rustlers
7	Craftsman with wares
8	Domestic animal
9	Family
10	Farmers
11	Fisherman
12	Foreign Merchant
13	Gypsies
14	Hangman's tree with victim
15	Healer and wagon
16	Herdsmen
17	Horse merchant
18	Horse thieves
19	Humanoid outcast
20	Hunter

Table 7–106: Roadway Encounters 2	
1	Laborers
2	Lone man
3	Lone woman
4	Mercenary
5	Merchant with cart
6	Messenger
7	Military patrol
8	Noble and friends
9	Outlaw(s)
10	Post with hanging cage
11	Prisoner wagon
12	Prospector(s)
13	Refugees
14	Religious Pilgrims
15	Resting traveler
16	Royalty and guards
17	Tinker
18	Toll collector
19	Wealthy citizen in carriage
20	Young couple

Table 7–107: Encounter Conditions 1	
1	Angry
2	Arguing with someone
3	Bathing
4	Begging
5	Being chased
6	Being entertained
7	Belligerent
8	Bloodied
9	Bound and gagged
10	Branding an animal
11	Burying something/someone
12	Chasing someone
13	Climbing
14	Comatose
15	Confused
16	Conversing with someone
17	Counting something
18	Crazed
19	Crying
20	Dying/Dead

Table 7–108: Encounter Conditions 2	
1	Deranged
2	Destroying something
3	Digging
4	Dirty
5	Dizzy
6	Drawing in ground
7	Drumming
8	Drunk
9	Dueling
10	Eating
11	Embarrassed
12	Engaged in art
13	Engaged in craft
14	Farming
15	Fatigued
16	Feverish
17	Fighting
18	Fishing
19	Frustrated
20	Hallucinating

Table 7–109: Encounter Conditions 3

1	Happy
2	Herding
3	Hiding something/someone
4	Hunting
5	Ill
6	Itching
7	Killing something/someone
8	Laughing
9	Learning
10	Lost
11	Mad
12	Meditating
13	Nauseated
14	Negotiating with someone
15	Nervous
16	On a quest
17	Overly insulting
18	Overly polite
19	Panicked
20	Paranoid

Table 7–110: Encounter Conditions 4

1	Planning
2	Playing a game
3	Playing an instrument
4	Plotting
5	Praying
6	Proud
7	Purchasing something
8	Questioning someone
9	Recently ambushed
10	Recently robbed
11	Relaxing
12	Resting
13	Riding a horse
14	Running
15	Saddling a horse
16	Scared
17	Searching for something/someone
18	Shamed
19	Shoeing a horse
20	Showing mercy

Table 7–111: Encounter Conditions 5

1	Sick
2	Singing
3	Sleeping
4	Smoking a pipe
5	Smoking an animal carcass
6	Sorting through pack(s)
7	Studying
8	Surprised
9	Tanning an animal hide
10	Tending a garden
11	Thinking
12	Tired
13	Tracking
14	Training
15	Tutoring
16	Unconscious
17	Whistling
18	Working
19	Worried
20	Wounded

Table 7–112: Riddles 1

1	As I walked, I saw something with four fingers and one thumb. It was not flesh, fish, bone, or fowl.
2	Barrel of water weighs 20 pounds. What must you add to it to make it weigh 12 pounds?
3	Give it food and it will live; give it water and it will die.
4	He has married many women but has never married. Who is he?
5	I have holes on the top and bottom. I have holes on my left and my right. And I have holes in the middle, yet I still hold water. What am I?
6	I look at you, you look at me, I raise my right, you raise your left. What is this object?
7	I run, yet I have no legs. What am I?
8	I went into the woods and got it, I sat down to seek it, I brought it home because I could not find it.
9	If you have it, you want to share it. If you share it, you don't have it. What is it?
10	It has no top or bottom but it can hold flesh, bones, and blood all at the same time. What is it?
11	It is weightless, you can see it, and if you put it in a barrel it will make the barrel lighter?
12	It's been around for millions of years, but it's no more than a month old. What is it?
13	Light as a feather, there is nothing in it; the strongest man can't hold it for much more than a minute.
14	No sooner spoken than broken. What is it?
15	Remove the outside, cook the inside, eat the outside, throw away the inside.
16	Take off my skin, I won't cry, but you will. What am I?
17	Take one out and scratch my head, I am now black but once was red.
18	The more there is, the less you see.
19	The more you take the more you leave behind.
20	They come at night without being called and are lost in the day without being stolen.

Table 7–113: Riddles 2

1	What belongs to you but others use it more than you do?
2	What can fill a room but takes up no space?
3	What can go up and come down without moving?
4	What can run but never walks, has a mouth but never talks, has a head but never weeps, has a bed but never sleeps?
5	What comes once in a minute, twice in a moment, but never in a thousand years?
6	What do you fill with empty hands?
7	What do you throw out when you want to use it but take in when you don't want to use it?
8	What gets wetter the more it dries?
9	What goes up and down stairs without moving?
10	What goes up and never comes down?
11	What has a foot on each side and one in the middle?
12	What has to be broken before it can be used?
13	What is it the more you take away the larger it becomes?
14	What kind of coat can be put on only when wet?
15	What kind of room has no windows or doors?
16	What question can you never answer "yes" to?
17	When one does not know it, then it is something; but when one knows what it is, then it is nothing.
18	Who spends the day at the window, goes to the table for meals and hides at night?
19	You answer me, although I never ask you questions. What am I?
20	You can't keep this until you have given it.

Table 7–114: Answers 1

1	Glove
2	Holes
3	Fire
4	Priest
5	Sponge
6	Mirror
7	Nose
8	Splinter
9	Secret
10	Ring
11	Hole
12	Moon
13	Breath
14	Silence
15	Corn
16	Onion
17	Match
18	Darkness
19	Footsteps
20	Stars

Table 7–115: Answers 2

1	Your name
2	Light
3	Temperature
4	River
5	Letter M
6	Gloves
7	Anchor
8	Towel
9	Carpet
10	Your age
11	Yardstick
12	Egg
13	Hole
14	Coat of paint
15	Mushroom
16	"Are you asleep?"
17	Riddle
18	Fly
19	Door
20	Promise

ENCOUNTER DESIGNER

Especially useful for fleshing out a travel sequence or making a city or community come to life, this form focuses ideas and themes for interesting encounters that showcase your world, make a trek seem worthwhile, or liven up a city when a character gets sidetracked. The best part—most of the answers to this form can be found by flipping to any page in this book.

This chart was originally designed to bridge the gap between the quick travel sequence (the "Indiana Jones" red-line style) or the detailed (and often bogged-down) trip where the GM describes every mile in excruciating detail. The party can travel just long enough until it comes upon some part of the world you want to showcase. It's specifically designed so that every encounter card should not (and need not) lead to combat. When the players are presented with options and decide to move on or ignore the encounter, that's their loss.

First, decide what type of encounter it is (it could have multiple entries). Is it a *Challenge,* likely to lead to combat and confrontation? Is it strictly a *Roleplaying* encounter where no real combat stats are required at all? Is it *Static,* set in a singular location only, or is it *Dynamic,* occurring anywhere the PCs are at the time it's needed?

Then, what is the encounter for? Is it an interesting scene to show off something important to the players? Who is the opponent or roleplaying encounter with? Is it some sort of trap or pitfall? What is the goal or purpose of the thing in question? Is it providing or hampering passage through an area? Is it imparting or withholding important information or resources? Does it want to encounter the party or simply avoid it?

Where is the encounter taking place, a city or town? The wilderness? By a river, at the base of a mountain, along a well-worn road? Some of the charts in here could even suggest another plane or by a dungeon entrance!

Then there are the how and when of the encounter. This is where you can throw in a little plot twist or complication to make the encounter more interesting. This also includes interesting environmental effects.

In your encounter notes include a summary of the purpose and use for the encounter or a page reference for pertinent rules.

Take the information sparked above by the different categories and write yourself a little narrative at the bottom summing up the purpose and use of the encounter, or a note to jog your memory to a page in a rulebook with information pertaining to the encounter.

Finally, think about some generic non-combat skills that may come into play and circle them and brush up on their use.

ENCOUNTER DESIGNER

Ø Challenge
Ø Static
Ø Roleplaying
Ø Dynamic

OPPONENT

WHO

Monster / NPC
Scene / Trap

GOAL

WHAT

Passage / Info
Resources / Avoiding

LOCATION

WHERE

City / Forest
Dungeon / Other

MOTIVE

WHY

COMPLICATION

WHEN

HOW

ROLEPLAYING SKILLS

PLOT OUTLINE

Campaign Name _____
Unique Campaign Hook _____
_____

GM _____
Campaign Theme/Tone _____
_____

Plot

Plot _____
Adventure Core Location _____
Meeting Location _____
Instigation _____
Story Goal _____
Patron _____
Reward _____
Relevant Gossip _____
_____
_____
Secrets _____
_____
Secret Keepers _____
_____

En Route

Getting There _____
_____
_____
_____
Clues _____
_____
Paths _____
_____
Complications _____
_____
Twists _____
_____
Surprise Ending _____
_____

Villain

Villain _____
Vilain's Goal _____
Hidden Agenda _____
Trigger _____
Weakness _____
Tricks _____
Lair _____
Affectations _____

Henchmen _____
Brute _____

Encounters

_____
_____
_____
_____
_____
_____
_____
_____

_____
_____

Misc

_____
_____
_____
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_____

_____
_____
_____
_____
_____

USING THIS CHAPTER

Adventure Awareness
15 Post: A public post asking for the meeting or job to be completed
Meet Me At The…
15 Stone bridge
Patrons, Generic 4
18 Wide-eyed vizier
Adventure Instigation
18 Someone going wants group to join them
Connections
8 Deception: One goes along with another's plans to learn enough to take the original's place
Adventure Location 2
4 Mountain of
Adventure Location 3
17 Eternity/Forever
Getting There, Detailed
8 Between two warring nations
Story Goal
10 Infiltrate a difficult location
Villains
5 Commander Sabian: Military leader from a now conquered nation leading an insurgent campaign
Villain Goals 2
15 Revenge
Villainous Names
10 Gitario the faithless
Henchmen
3 Brainwashed sycophant
Villain Affectations, Personal
8 Extremely handsome or beautiful
Personalized Reward
5 Favor of the king

The adventures notice a posted parchment asking for interested scouts to meet someone at the old bridge at midnight. There, they meet Johan, a wide-eyed vizier bearing a badge of the kingdom. "You will be escorting his ward, Hoscath, to the Mountain of Eternity far to the west between two warring kingdoms." [Secretly, Hoscath is going along to learn enough to return and take old Johan's place at court.] Johan ensures the party a favor of the king. Johan tells the party the evil Commander Sabian is there plotting something evil, and he wants the group to infiltrate the place. Sabian was in the army of one of the warring nations until late. In the mountain lair he's attended by his loyal bodyguard, Gitario the faithless, little more than a brainwashed sychophant. Sabian is very charismatic and likely has many followers.

APPENDIX

Anglo-Saxon Female	
1	Aethelthryth
2	Bearrocscir
3	Beornia
4	Bodicea
5	Catherine
6	Chelsea
7	Cwen
8	Daedbot
9	Darelle
10	Elva
11	Elvina
12	Etheswitha
13	Linette
14	Meghan
15	Mildred
16	Orva
17	Rheda
18	Rowena
19	Sulis
20	Sunniva

Arabic Female	
1	Adila
2	Aiesha
3	Akilah
4	Almira
5	Amira
6	Anisa
7	Azra
8	Dirran
9	Fatima
10	Hadiya
11	Iman
12	Isra
13	Jala
14	Jazlyn
15	Kamil
16	Karima
17	Latifa
18	Leila
19	Lilith
20	Lina

Arabic Male	
1	Abdul
2	Adnan
3	Ahmed
4	Akram
5	Amal
6	Ansari
7	Ashraf
8	Asim
9	Basim
10	Burhan
11	Emir
12	Faisal
13	Fazil
14	Gamal
15	Habib
16	Hakim
17	Hassan
18	Jamal
19	Kalid
20	Kasim

Anglo-Saxon Male	
1	Acwellen
2	Aethelbert
3	Aiken
4	Aldhelm
5	Athelstan
6	Bordan
7	Cuthbert
8	Deman
9	Drefan
10	Eldrid
11	Faran
12	Hengist
13	Iuwine
14	Modig
15	Ord
16	Putnam
17	Scowyrhta
18	Tolucan
19	Wright
20	Wyne

Arabic Female	
1	Malika
2	Maryam
3	Maysa
4	Naimah
5	Noor
6	Noya
7	Oma
8	Raja
9	Rihana
10	Safia
11	Salima
12	Samirah
13	Shahira
14	Shamara
15	Sumehra
16	Tahira
17	Thara
18	Zahara
19	Zara
20	Zohra

Arabic Male	
1	Majid
2	Masud
3	Melek
4	Mohammad
5	Nasir
6	Nuri
7	Omar
8	Rafi
9	Raman
10	Sabir
11	Salah
12	Sammon
13	Sarni
14	Sayed
15	Selim
16	Shaifiq
17	Shakar
18	Suleiman
19	Talib
20	Zaki

Aztec Female	
1	Chalchiuitl
2	Citlalmina
3	Coaxoch
4	Eleuia
5	Eloxochitl
6	Ichtaca
7	Icnoyotl
8	Ixcatzin
9	Mahuizoh
10	Nahuatl
11	Nenetl
12	Nochtli
13	Patli
14	Teicuih
15	Xiloxoch
16	Xochicotzin
17	Xocoyotl
18	Yaotl
19	Yolotli
20	Yoloxochitl

Basque Female	
1	Arana
2	Auriola
3	Bidane
4	Domeka
5	Elisabete
6	Erguia
7	Estebeni
8	Gadea
9	Gurutze
10	Hua
11	Igone
12	Iriuela
13	Jasone
14	Katerin
15	Koru
16	Larraza
17	Legarra
18	Loza
19	Martie
20	Mendiete

Basque Male	
1	Agosti
2	Alain
3	Andolin
4	Asier
5	Basajaun
6	Batista
7	Bazkoare
8	Bikendi
9	Diagur
10	Dunixi
11	Eguntsenti
12	Erlantz
13	Estebe
14	Firmo
15	Gabirel
16	Gabon
17	Gerazan
18	Gizon
19	Hegoi
20	Iban

Aztec Male	
1	Ahuiliztli
2	Cipactli
3	Cuetzpalli
4	Huitzilli
5	Ihuicatl
6	Ilhicamina
7	Ilhuitl
8	Itotia
9	Mahuizoh
10	Moyolehuani
11	Nahuatl
12	Nelli
13	Nochtli
14	Nopaltzin
15	Ollin
16	Tepiltzin
17	Tlexictli
18	Xicohtencatl
19	Yaotl
20	Yolyamanitzin

Basque Female	
1	Munia
2	Naiara
3	Nora
4	Oihane
5	Olaria
6	Oria
7	Orrao
8	Pelela
9	Pilare
10	Saioa
11	Soskao
12	Terese
13	Uba
14	Urdina
15	Ursola
16	Usoa
17	Ximena
18	Zabal
19	Zubia
20	Zuza

Basque Male	
1	Ilixo
2	Isidor
3	Jakue
4	Lehior
5	Luken
6	Mattin
7	Nahia
8	Oihan
9	Perrando
10	Piarres
11	Sabin
12	Sasoin
13	Sustrai
14	Tristan
15	Txaran
16	Ubarna
17	Urbez
18	Xabat
19	Xefe
20	Zeledon

Bulgarian Female	
1	Albena
2	Bilyana
3	Darina
4	Emiliya
5	Galina
6	Iskra
7	Katerina
8	Lidiya
9	Magdalena
10	Milena
11	Nedelya
12	Polina
13	Radka
14	Silviya
15	Svetlana
16	Tereza
17	Varvara
18	Yana
19	Zharina
20	Zora

Chinese Female	
1	Bao Ji
2	Chen Juijuan
3	Cheng Yi
4	Dao Juefeng
5	Fang Weihong
6	Fong Lin
7	Gai Chyou
8	Guo Li-Mei
9	He Xiang
10	Heng Jia
11	Hsia Zhen
12	Hsaio Yong
13	Jiang Lingjuan
14	Kong Mei
15	Lai Qiurui
16	Lee Jiani
17	Lu Cai
18	Ma Zi
19	Mao Shuang
20	Pan Mei-Xiu

Chinese Male	
1	Chan
2	Chang Kong
3	Chen Fa
4	Chiang Keng
5	Fong Tao
6	Gao Loo
7	Guan Meng
8	Hsaio Hu
9	Hsu Yeung
10	Huang Xiao
11	Jiang Shiping
12	Lau Feng
13	Lee Kuang
14	Lee Jian
15	Lee Cong-Min
16	Liang Da-Xia
17	Lau Wu
18	Lo Zhou
19	Lu Chang
20	Luo Xiao

Bulgarian Male	
1	Andrei
2	Bogdan
3	Chavdar
4	Damyan
5	Dragomir
6	Evgeni
7	Gavril
8	Hristo
9	Iordan
10	Ivaylo
11	Kiril
12	Lmladen
13	Lyudmil
14	Ognian
15	Penko
16	Rayko
17	Stanislav
18	Toma
19	Yasen
20	Zhivko

Chinese Female	
1	Qiu Peipei
2	Shen Yue-Yan
3	Shih Lan
4	Shu Kuan-yin
5	Su Yuefang
6	Tan Jing
7	Tsai Qiurui
8	Wan Xiu
9	Wei Juefeng
10	Wu Hong
11	Xiu Juijuan
12	Xu Ping
13	Xue Jiang-Li
14	Yang Hai
15	Ying Jun
16	Yi Yueqin
17	Yu Lin-Na
18	Yun Xiaobo
19	Zheng Jianping
20	Zhou Yanjun

Chinese Male	
1	Kwong Chi
2	Ma Tao
3	Ng Xun
4	Ouyang Yi-Min
5	Qau Peng
6	Qiu Yu
7	Quan Xing
8	Song Zhu
9	Tang Guo
10	Tong Yue
11	Sun Yifu
12	Tan Kuang
13	Wei Sze
14	Wu Yu Yuejiu
15	Xiang Kung
16	Xiu Wei
17	Xu Weiqiang
18	Yip Chih
19	Zheng Yang
20	Zhuge Kuen

Dutch Female	
1	Alva
2	Anika
3	Annemie
4	Arabella
5	Brandy
6	Francisca
7	Griseldis
8	Grushilda
9	Lien
10	Mahault
11	Meranie
12	Mina
13	Muaeve
14	Neve
15	Rozamond
16	Sibylla
17	Skye
18	Skyla
19	Sofie
20	Sybylla

East African Female	
1	Adhiambo
2	Amanishakhete
3	Amara
4	Ashia
5	Assaggi
6	Ayana
7	Aziza
8	Azmera
9	Berhane
10	Esiankiki
11	Fatuma
12	Fowsia
13	Iyangura
14	Japera
15	Jwahir
16	Kamaria
17	Loiyan
18	Marwe
19	Massassi
20	Muthoni

East African Male	
1	Abdikarim
2	Abdimelech
3	Asad
4	Berhanu
5	Dalmar
6	Daniachew
7	Desta
8	Ghedi
9	Iniko
10	Iskinder
11	Jimiyu
12	Jiri
13	Kaleb
14	Kamau
15	Kenyatta
16	Kimane
17	Kimathi
18	Korfa
19	Labaan
20	Lusala

Dutch Male	
1	Ambrosius
2	Clementius
3	Espen
4	Gottfried
5	Gregor
6	Harold
7	Henrick
8	Koenraad
9	Lauritz
10	Neils
11	Nicolaas
12	Schuyler
13	Smid
14	Stille
15	Stieor
16	Tiebout
17	Van Aken
18	Vanderpool
19	Vromme
20	Wevers

East African Female	
1	Nadifa
2	Nagesa
3	Najja
4	Naliaka
5	Nangila
6	Ndila
7	Nehanda
8	Nigesa
9	Seble Wengel
10	Sekai
11	Selam
12	Selamawit
13	Sharufa
14	Sisay
15	Teru
16	Wagaye
17	Wambui
18	Wangari
19	Yeshi
20	Zauditu

East African Male	
1	Mekonnen
2	Menelik
3	Muenda
4	Mureithi
5	Nadif
6	Njau
7	Nyasore
8	Odero
9	Othieno
10	Sule
11	Tamirat
12	Tegene
13	Tewodros
14	Wachiru
15	Wamocha
16	Wangombe
17	Wanjohi
18	Wekesa
19	Yekuno Amlak
20	Zere

Egyptian Female	
1	Chione
2	Hatshepsut
3	Ife
4	Isis
5	Maibe
6	Monifa
7	Mukamutara
8	Mumatra
9	Nathifa
10	Nekhbet
11	Nephthys
12	Oni
13	Oseye
14	Sabah
15	Subira
16	Tefnut
17	Yaminah
18	Zalika
19	Zaliki
20	Zesiro

Finnish Female	
1	Anna
2	Annikki
3	Anttiri
4	Dorotea
5	Eeva
6	Helli
7	Ingria
8	Inkeri
9	Jaana
10	Jonna
11	Jurma
12	Kalwa
13	Katri
14	Katrikki
15	Maiju
16	Maikki
17	Paeivi
18	Russu
19	Ruta
20	Vellamo

French Female	
1	Angevin
2	Berenice
3	Celestine
4	Didiane
5	Elise
6	Felice
7	Genevieve
8	Giselle
9	Idette
10	Jolene
11	Josette
12	Liliane
13	Margot
14	Marjolaine
15	Nadine
16	Odette
17	Osanne
18	Riva
19	Sabine
20	Veronique

Egyptian Male	
1	Abayomi
2	Abubakar
3	Amun
4	An-Her
5	Atsu
6	Baruti
7	Cheops
8	Fenuku
9	Gahiji
10	Ishaq
11	Khaldun
12	Khepri
13	Lukman
14	Mbizi
15	Nuru
16	Sekani
17	Sethos
18	Sifiye
19	Sobk
20	Tum

Finnish Male	
1	Antti
2	Eljas
3	Heikki
4	Ilmari
5	Jarvi
6	Jussi
7	Kaarlo
8	Kirkkomaki
9	Kivi
10	Leevi
11	Mustanen
12	Rikkard
13	Santtu
14	Seppanen
15	Severi
16	Talo
17	Tapio
18	Tuomas
19	Tarlid
20	Yrjo

French Male	
1	Arnaud
2	Baptiste
3	Cesaire
4	Damien
5	Edouard
6	Fabrice
7	Gascon
8	Goddard
9	Henri
10	Jacques
11	Julien
12	Lothaire
13	Marcel
14	Odilon
15	Papillion
16	Pierre
17	Reynaud
18	Sebastian
19	Severin
20	Thibault

Gaelic Female	
1	Aithne
2	Alma
3	Briana
4	Bridget
5	Brina
6	Caitlin
7	Colleen
8	Cordelia
9	Dara
10	Deirdre
11	Dina
12	Edma
13	Eileen
14	Emogene
15	Enid
16	Erin
17	Fiona
18	Iona
19	Keira
20	Kelly

Gaelic Male	
1	Aidan
2	Angus
3	Arthur
4	Bran
5	Brendan
6	Brom
7	Cameron
8	Connor
9	Declan
10	Devlin
11	Diarmud
12	Donnell
13	Donovan
14	Dougal
15	Duncan
16	Ewan
17	Fergus
18	Finnegan
19	Flynn
20	Gavin

Germanic Female	
1	Adelina
2	Anneliese
3	Arabelle
4	Berit
5	Dorothea
6	Erika
7	Faiga
8	Frederika
9	Gisela
10	Greta
11	Gretchen
12	Heidi
13	Helma
14	Helmine
15	Ilse
16	Julya
17	Karel
18	Katrine
19	Klara
20	Laraine

Gaelic Female	
1	Kyla
2	Leah
3	Leslie
4	Lindsey
5	Lorna
6	Maeve
7	Malise
8	Mona
9	Muriel
10	Raelyn
11	Rowena
12	Sabrina
13	Shannah
14	Shayla
15	Sheena
16	Sheila
17	Sheridan
18	Sinead
19	Treva
20	Vanora

Gaelic Male	
1	Glenn
2	Keane
3	Kyle
4	Lachlan
5	Liam
6	Logan
7	Lorne
8	Maxwell
9	Murray
10	Niall
11	Orrin
12	Patrick
13	Quinn
14	Reardon
15	Riley
16	Roarke
17	Rory
18	Seamus
19	Sullivan
20	Tristam

Germanic Female	
1	Lena
2	Liese
3	Lorelei
4	Magda
5	Marlene
6	Mathilda
7	Morgen
8	Natalya
9	Neleke
10	Olga
11	Richelle
12	Roberta
13	Romy
14	Rosalind
15	Roslyn
16	Senta
17	Sofie
18	Tryne
19	Ursula
20	Zelinda

Germanic Male	
1	Aldrich
2	Alphonse
3	Alric
4	Anton
5	Brandeis
6	Carl
7	Claudius
8	Cuthbert
9	Dieter
10	Dietrich
11	Dimitri
12	Franz
13	Fritz
14	Gunther
15	Hans
16	Hartmut
17	Heimdall
18	Heinrich
19	Helmut
20	Hugo

Greek Female	
1	Aileen
2	Amaryllis
3	Angela
4	Aretina
5	Battista
6	Charis
7	Circe
8	Clio
9	Dionne
10	Eileen
11	Erasma
12	Evangelina
13	Kolina
14	Maeve
15	Neoma
16	Ophira
17	Theodora
18	Tienette
19	Yolanda
20	Zosima

Hebrew Female	
1	Abira
2	Adelaide
3	Asenette
4	Basha
5	Bathsheba
6	Beshella
7	Eleora
8	Else
9	Emmuna
10	Geva
11	Hedva
12	Ivy
13	Janna
14	Mangena
15	Mara
16	Madiva
17	Nina
18	Rayna
19	Simone
20	Zeanes

Germanic Male	
1	Jakob
2	Johann
3	Josef
4	Kasimir
5	Kiefer
6	Klaus
7	Konrad
8	Konstantine
9	Kurt
10	Lothar
11	Ludwig
12	Nicholai
13	Oleg
14	Oskar
15	Rayner
16	Reinhold
17	Roth
18	Stephan
19	Strom
20	Viktor

Greek Male	
1	Angell
2	Anker
3	Argus
4	Bemus
5	Damian
6	Eudor
7	Giles
8	Juliun
9	Lander
10	Lykaios
11	Otis
12	Quant
13	Quinn
14	Theodore
15	Theophilus
16	Tibalt
17	Timon
18	Timothy
19	Zero
20	Zeth

Hebrew Male	
1	Abbott
2	Acacio
3	Agabo
4	Ahmik
5	Baruch
6	Eisig
7	Gabai
8	Gersham
9	Matthew
10	Palti
11	Ravid
12	Reuel
13	Samson
14	Seth
15	Uehudah
16	Yadon
17	Yaron
18	Zakai
19	Zann
20	Zedekiah

Indian Female	
1	Adya
2	Ahisma
3	Amaravati
4	Anga
5	Annapurna
6	Charumati
7	Damayanti
8	Diti
9	Ishani
10	Jivanta
11	Kalindi
12	Kumari
13	Leya
14	Manjula
15	Mehadi
16	Pandara
17	Ruma
18	Sandhya
19	Shakini
20	Sur

Italian Female	
1	Andria
2	Aria
3	Carlotta
4	Delanna
5	Donata
6	Donna
7	Esta
8	Farfalla
9	Mariabella
10	Mia
11	Neroli
12	Niccola
13	Prima
14	Quorra
15	Romana
16	Sienna
17	Venetia
18	Vita
19	Viviana
20	Zola

Japanese Female	
1	Akane
2	Asuka
3	Chihiro
4	Haruka
5	Kaeda
6	Manami
7	Mayu
8	Miho
9	Miyu
10	Mizuki
11	Momoko
12	Nanako
13	Nanami
14	Natsuki
15	Natsumi
16	Reina
17	Saika
18	Sakura
19	Shiori
20	Yuuka

Indian Male	
1	Acey
2	Albinus
3	Cenwalh
4	Cynewulf
5	Dreogan
6	Eddison
7	Josha
8	Kabir
9	Lais
10	Lucan
11	Nara
12	Nodens
13	Oswy
14	Paige
15	Paige
16	Prasutagus
17	Russell
18	Shelley
19	Theomund
20	Visha

Italian Male	
1	Dante
2	Giovanni
3	Mario
4	Marius
5	Matteo
6	Nek
7	Neroli
8	Nico
9	Nino
10	Pancrazio
11	Rocco
12	Romeo
13	Salvatore
14	Santo
15	Taddeo
16	Tancredo
17	Uberto
18	Vittorio
19	Zanebono
20	Zanipolo

Japanese Male	
1	Daichi
2	Daiki
3	Kaito
4	Kazuki
5	Kazuya
6	Kenta
7	Naoki
8	Naoto
9	Riku
10	Ryouta
11	Ryuu
12	Shou
13	Shouhei
14	Shouta
15	Takahiro
16	Takumi
17	Tatsuya
18	Tsubasa
19	Yuudai
20	Yuuto

Korean Female	
1	Bo-Bae
2	Cho-Mi
3	Chung-Sook
4	Dae-Sun
5	Ha-Neul
6	Hea-Ok
7	Jeon-Ja
8	Jeung-Oh
9	Jin-Soon
10	Joo-Eun
11	Ko-Bun
12	Kyong-A
13	Min-Ja
14	Moon-Hee
15	Seo-Yul
16	Shin-Su
17	Soo-Young
18	Sun-Sung
19	Yon-Im
20	Yun-Kyu

Latin Female	
1	Abrienda
2	Alessandra
3	Alisa
4	Andria
5	Bianca
6	Caprice
7	Cara
8	Carmela
9	Chiara
10	Delanna
11	Dolores
12	Elena
13	Felice
14	Giacinta
15	Ginevra
16	Isabella
17	Jolanda
18	Lia
19	Liani
20	Linda

Latin Male	
1	Agosto
2	Alessandro
3	Alonso
4	Carlo
5	Claudio
6	Dante
7	Diego
8	Emilio
9	Enrico
10	Enzo
11	Esteban
12	Felipe
13	Gianni
14	Giovanni
15	Giulio
16	Giuseppe
17	Iago
18	Ilario
19	Javier
20	Lorenzo

Korean Male	
1	Byeong-Uk
2	Byung-Tae
3	Chan-Wook
4	Chi-Yul
5	Chul-He
6	Chung-Bae
7	Eun-Sung
8	Ha-Neul
9	Hyun-Gi
10	In-Chul
11	Jae-Kyung
12	Jun-Shik
13	Jung-Gu
14	Ki-Wan
15	Kyung-Hoon
16	Nam-Soo
17	Sang-Hyun
18	Tae-He
19	Ung-Jin
20	Yong-San

Latin Female	
1	Loretta
2	Lucia
3	Luisa
4	Manuela
5	Maribel
6	Marietta
7	Mariposa
8	Marta
9	Ondine
10	Ortensia
11	Perla
12	Phebe
13	Pilar
14	Pomona
15	Rosa
16	Sienna
17	Silvana
18	Solange
19	Tia
20	Viviana

Latin Male	
1	Lucio
2	Luigi
3	Marcello
4	Massimo
5	Noe
6	Octavius
7	Ossian
8	Pascal
9	Paul
10	Peregrine
11	Quirino
12	Raniero
13	Remus
14	Saben
15	Scipio
16	Saviero
17	Tomas
18	Vencentio
19	Vittore
20	Ximenes

Native American Female	
1	Ayita
2	Bly
3	Cheyenne
4	Dyani
5	Etania
6	Fala
7	Lakota
8	Malila
9	Mansi
10	Minda
11	Nirvelli
12	Orenda
13	Sakari
14	Shako
15	Taborri
16	Tadi
17	Tama
18	Tarsha
19	Tiponya
20	Wapeka

Native American, Other	
1	Cloudcatcher
2	Coyote
3	Cries for Summer
4	Crow's Eyes
5	Daughter/Son of the Moon
6	Defies the Heavens
7	Earthwalker
8	Father Talker
9	Fights with Fist
10	Firebearer
11	First Born Wisdom
12	Fist over Heart
13	Ghost of my Father
14	Ghost Whisperer
15	Ghosteyes
16	Greyheart Hunter
17	Hawkeye
18	Horserider
19	Last of the Dogmen
20	Mother of the Rain

Norse Female	
1	Aegileif
2	Andras
3	Brit
4	Dagny
5	Greip
6	Grimhilda
7	Hekja
8	Hela
9	Hilda
10	Ingibjorg
11	Lin
12	Maeva
13	Oddveig
14	Ragna
15	Rona
16	Ronnaug
17	Saehild
18	Thorbiartr
19	Tordis
20	Vaetild

Native American Male	
1	Dakota
2	Delsin
3	Elu
4	Halian
5	Helaku
6	Jacy
7	Kers
8	Len
9	Motega
10	Nalren
11	Nantan
12	Nodin
13	Paco
14	Patamon
15	Pilan
16	Sahale
17	Tadi
18	Wyome
19	Yakecan
20	Yana

Native America, Other	
1	Night Eyes
2	Raven-King
3	Red with Anger
4	Runs with Deer
5	Shaman Spirit Son
6	Shouts at Nothing
7	Sister of Midnight
8	Son of a the Plains
9	Skydancer Child
10	Slow-Tongue
11	Spirit Dancer
12	Standing-Bear
13	Thousand Spirit Hate
14	Thunder Climber
15	Two Spirits
16	Walks with Quiet Heart
17	Wendigo-Child
18	White-Faced Spirit
19	Windrunner
20	Windtalker

Norse Male	
1	Alviss
2	Anderson
3	Arngrim
4	Blund
5	Brand
6	Geirrod
7	Gunnlaug
8	Hakon
9	Hallbjorn
10	Hrolf
11	Ingjald
12	Ingolf
13	Odell
14	Rotland
15	Skeggi
16	Thorgils
17	Tjasse
18	Vali
19	Ymir
20	Yngvar

Persian Female	
1	Akram
2	Arghavan
3	Asa
4	Avizeh
5	Bahar
6	Baharak
7	Darya
8	Elaheh
9	Elham
10	Fakhri
11	Farah
12	Ghazaleh
13	Gita
14	Golshan
15	Hamideh
16	Hoda
17	Iman
18	Jamileh
19	Khandan
20	Kimiya

Persian Male	
1	Amir
2	Asha
3	Assim
4	Bahram
5	Balthazar
6	Bijan
7	Dareh
8	Darioush
9	Darius
10	Ebrahim
11	Farzad
12	Fereydoon
13	Hamid
14	Jahandar
15	Javeed
16	Kasra
17	Kia
18	Kiumars
19	Kouros
20	Mazdak

Romanian Female	
1	Adela
2	Alina
3	Bianca
4	Carmelia
5	Dana
6	Elisbeta
7	Flavia
8	Gabriela
9	Ileana
10	Liliana
11	Marcela
12	Nicoleta
13	Olimpia
14	Petronela
15	Rahela
16	Sabina
17	Sonia
18	Tatiana
19	Valeria
20	Violeta

Persian Female	
1	Lida
2	Mahla
3	Mahkameh
4	Mariam
5	Marzieh
6	Nadereh
7	Pouran
8	Rana
9	Roya
10	Saba
11	Salma
12	Sanam
13	Sayareh
14	Sita
15	Shanar
16	Suri
17	Touca
18	Vida
19	Yasaman
20	Zoya

Persian Male	
1	Maziar
2	Mehrab
3	Mehran
4	Mohsen
5	Navid
6	Nima
7	Nouri
8	Parham
9	Parsa
10	Payam
11	Rakhshan
12	Rasheed
13	Salar
14	Salman
15	Saman
16	Sattar
17	Taher
18	Xerses
19	Vafa
20	Vahid

Romanian Male	
1	Andrei
2	Artur
3	Bogdan
4	Claudiu
5	Dionisie
6	Dorin
7	Emil
8	Fane
9	Gavril
10	Horia
11	Ilie
12	Lucian
13	Marcel
14	Mitica
15	Nelu
16	Petru
17	Remus
18	Sebastian
19	Stefan
20	Viorel

Russian Female	
1	Aleksandra
2	Alina
3	Alyona
4	Anastasiya
5	Antonina
6	Anzhelika
7	Dariya
8	Dina
9	Ekaterina
10	Elena
11	Elizaveta
12	Galina
13	Inga
14	Inna
15	Irina
16	Klara
17	Larisa
18	Lidiya
19	Lyudmila
20	Margarita

Russian Male	
1	Aleksandr
2	Andrei
3	Anton
4	Arkadiy
5	Artur
6	Artyom
7	Averiy
8	Denis
9	Dmitriy
10	Eduard
11	Evgeniy
12	Gennadiy
13	Georgiy
14	Igor
15	Il'ya
16	Ivan
17	Kirill
18	Konstantin
19	Leonid
20	Lev

Scottish Female	
1	Ainsley
2	Akira
3	Annie
4	Bonnie
5	Ellen
6	Florie
7	Grear
8	Gwen
9	Hextilda
10	Isabel
11	Kyla
12	Kyle
13	Logan
14	Maisie
15	Mariot
16	Minna
17	Nairne
18	Swannoc
19	Vanora
20	Ysenda

Russian Female	
1	Marina
2	Nadezhda
3	Nataliya
4	Nelli
5	Nina
6	Oksana
7	Olesya
8	Polina
9	Raisa
10	Rozaliya
11	Tamara
12	Tatiyana
13	Valentina
14	Valeriya
15	Vera
16	Veronika
17	Yelena
18	Yelizaveta
19	Yuliya
20	Zinaida

Russian Male	
1	Maksim
2	Nikita
3	Nikolai
4	Oleg
5	Pyotr
6	Rodion
7	Rustam
8	Semyon
9	Sergei
10	Stanislav
11	Timofei
12	Vadim
13	Valentin
14	Viktor
15	Vitaliy
16	Vladimir
17	Vladislav
18	Yaroslav
19	Yegor
20	Yuri

Scottish Male	
1	Alastair
2	Athol
3	Dallas
4	Davis
5	Douglas
6	Finlay
7	Irvin
8	Irving
9	Laird
10	Leith
11	Macauley
12	Malcolm
13	Monroe
14	Murdock
15	Nairne
16	Ogilvy
17	Ross
18	Tavis
19	Tearlach
20	Tormod

South African Female		South African Male		Spanish Female	
1	Dikeledi	1	Ayize	1	Aracelle
2	Dziko	2	Baruti	2	Belicia
3	Kagiso	3	Bongani	3	Bianca
4	Kefilwe	4	Darakai	4	Carmelita
5	Lerato	5	Dingane	5	Delores
6	Lesedi	6	Ganya	6	Encarnación
7	Lindiwe	7	Gogo	7	Estella
8	Lungile	8	Fenyang	8	Fortunata
9	Mandisa	9	Kefentse	9	Juana
10	Manyara	10	Kgosi	10	Lavina
11	Masego	11	Kopano	11	Madra
12	Mbali	12	Lefu	12	Mariposa
13	Mosa	13	Lenka	13	Marisol
14	Naledi	14	Lesedi	14	Nevara
15	Nbushe	15	Letsego	15	Olevia
16	Nkosazana	16	Mamello	16	Reyna
17	Nobanzi	17	Masamba	17	Sierra
18	Nomalanga	18	Melisizwe	18	Sonora
19	Nomble	19	Mosegi	19	Tia
20	Nomusa	20	Moswen	20	Yamile

South African Female		South African Male		Spanish Male	
1	Nomuula	1	Mothudi	1	Abejundio
2	Nonyameko	2	Nkosana	2	Amato
3	Nosizwe	3	Nkosi	3	Ciro
4	Ntombi	4	Nku	4	Concepcion
5	Nyarai	5	Nolizewe	5	Emilio
6	Puleng	6	Nonceba	6	Enrique
7	Rufaro	7	Paki	7	Esteban
8	Rumbidzai	8	Shaka	8	Jacián
9	Sarafiiia	9	Sigidi	9	Luis
10	Sekai	10	Sipliwo	10	Marcelo
11	Sethunya	11	Sizwe	11	Miquel
12	Siboniso/Sibonakaliso	12	Tau	12	Otilio
13	Siphiwe	13	Tebogo	13	Paciano
14	Tapiwa	14	Thaba	14	Ramón
15	Tariro	15	Thandiwe	15	Renaldo
16	Tendai	16	Themba	16	Raphael
17	Thandiwe	17	Thulani	17	Santiago
18	Thulile	18	Tichaona	18	Sevastián
19	Tsholofelo	19	Tumelo	19	Vega
20	Zola	20	Uuka	20	Xaviar

Turkish Female	
1	Aga
2	Almas
3	Ayla
4	Ayesel
5	Baharah
6	Ceren
7	Dilara
8	Ebru
9	Emel
10	Gona
11	Hanife
12	Harika
13	Ilkay
14	Lale
15	Muge
16	Nergis
17	Ozge
18	Rafat
19	Sevde
20	Yagmur

Ukranian Female	
1	Anastasiya
2	Bohdana
3	Bohuslava
4	Boyka
5	Daniela
6	Daryna
7	Kalyna
8	Kateryna
9	Lyudmyla
10	Mikhaila
11	Mykhaila
12	Nataliya
13	Natalka
14	Oksana
15	Olena
16	Oxana
17	Sofiya
18	Vasylna
19	Viktoriya
20	Wasylyna

Welsh Female	
1	Anwen
2	Bethan
3	Branwen
4	Cerys
5	Delyth
6	Eigr
7	Enit
8	Ffion
9	Glenice
10	Gwenyth
11	Hafren
12	Heledd
13	Lynn
14	Megan
15	Meinwen
16	Nimue
17	Olwen
18	Rhiannon
19	Siani
20	Tegwen

Turkish Male	
1	Ahmet
2	Asil
3	Aydin
4	Bajram
5	Diyanat
6	Ediz
7	Ekrem
8	Enes
9	Gokhan
10	Hasad
11	Karamet
12	Koray
13	Murat
14	Ramazan
15	Rifat
16	Sedat
17	Seref
18	Serkan
19	Timur
20	Umit

Ukranian Male	
1	Andriy
2	Bohdan
3	Borysko
4	Danilo
5	Dmytro
6	Fedir
7	Hedeon
8	Kyrylo
9	Lyaksandro
10	Matviyko
11	Mykola
12	Olek
13	Oleksiy
14	Pavlo
15	Symon
16	Taras
17	Vasyl
18	Volodymyr
19	Yakiv
20	Yosyp

Welsh Male	
1	Aeron
2	Bran
3	Cadeyrn
4	Cai
5	Drystan
6	Elyan
7	Garreth
8	Glynn
9	Halwn
10	Idris
11	Ieuan
12	Llyr
13	Logress
14	Madog
15	Meuric
16	Ofydd
17	Pryce
18	Rhydderch
19	Siorus
20	Tudyr

West African Female	
1	Adama
2	Adjoa
3	Agbenyaga
4	Akpena
5	Anulika
6	Atsukpi
7	Ayo
8	Azinza
9	Bela
10	Binata
11	Chinaka
12	Chinara
13	Dela o Kande
14	Ebiere
15	Effiwat
16	Esi
17	Gyamfua
18	Gzifa
19	Iverem
20	Jaineba

West African Male	
1	Abrafo
2	Adjatay
3	Adom
4	Ahmadou
5	Akintunde
6	Akinyemi
7	Babatunde
8	Cheikh
9	Chinua
10	Danso
11	Diara
12	Domevlo
13	Dzigbode
14	Essien
15	Ezeji
16	Fodjour
17	Gyamfi
18	Idrissa
19	Jawara
20	Kashka

West African Female	
1	Kambiri
2	Kanika
3	Makemba
4	Mawunyaga
5	Monifa
6	Naki
7	Nkechi
8	Ola
9	Onaedo
10	Sadio
11	Saran
12	Sela
13	Sroda
14	Tafui
15	Tarana
16	Uchenna
17	Ulu
18	Urenna
19	Zinsa
20	Zola

West African Male	
1	Kayin
2	Kofi
3	Kwabena
4	Kwame
5	Lumumba
6	Manu
7	Morenike
8	Ndulu
9	Obasi
10	Obike
11	Odion
12	Ohini
13	Ojo
14	Senghor
15	Tonye
16	Tunde
17	Yavu
18	Yesuto
19	Yohance
20	Zebenjo

NAMES

Many fantasy worlds have nations or places that mimic real-world locales in terms of flavor and naming conventions, and we followed suit. We've included the familiar, the fantastic, and the exotic. We know linguistics inform us that a name like Minthra would never appear in the same village as Timothy, but that sort of balance just won't fit into a book like this.

Think of the list in this chapter like a "salad bar." Take what you want and leave the rest. Intermix barbarian and tribal names for individuals or for entire tribes. Use nicknames or deeds done when developing surnames.

And, throughout the book are hundreds of NPCs with very weird fantasy names, ideal for cherry-picking through.

Traditional Female Names	
1	Abigail
2	Adriane
3	Alaine
4	Alana
5	Alarice
6	Aleen
7	Alexa
8	Alexandra
9	Alicia
10	Althea
11	Amalthea
12	Amanda
13	Amberjill
14	Amelia
15	Anastasia
16	Angela
17	Anne
18	Antoinette
19	Ariana
20	Ariel

Traditional Female Names	
1	Brooke
2	Calista
3	Candace
4	Carmel
5	Carmen
6	Carol
7	Carolyn
8	Cassandra
9	Cecilia
10	Cecily
11	Celene
12	Celeste
13	Charlize
14	Charlotte
15	Chelsea
16	Cherilyn
17	Chloe
18	Christabel
19	Christina
20	Constance

Traditional Female Names	
1	Dominique
2	Eden
3	Edith
4	Elaine
5	Elenore
6	Eliana
7	Elise
8	Eliza
9	Elizabeth
10	Ella
11	Ellen
12	Emily
13	Emma
14	Eunice
15	Evelyn
16	Faith
17	Frances
18	Francesca
19	Gia
20	Gianna

Traditional Female Names	
1	Astrid
2	Audra
3	Audrey
4	Ava
5	Averill
6	Avery
7	Barbara
8	Beatrice
9	Beccalyn
10	Bella
11	Bernadette
12	Bernice
13	Bethany
14	Beverly
15	Bianca
16	Blythe
17	Bonnie
18	Braylyn
19	Brenda
20	Brielle

Traditional Female Names	
1	Cora
2	Corlis
3	Corrine
4	Courtney
5	Crystal
6	Cynthia
7	Daena
8	Daeni
9	Danielle
10	Daphne
11	Daralis
12	Daria
13	Darlene
14	Dawn
15	Dayanarah
16	Deborah
17	Della
18	Delilah
19	Denise
20	Diane

Traditional Female Names	
1	Gloria
2	Glory
3	Grace
4	Gracelynn
5	Guinevere
6	Gwendolyn
7	Hailey
8	Halle
9	Hannah
10	Hazel
11	Heather
12	Helen
13	Hermia
14	Hillary
15	Holly
16	Hope
17	Irene
18	Iris
19	Isabella
20	Isabelle

Traditional Female Names	
1	Isolde
2	Ivy
3	Jacqueline
4	Jamie
5	Janelle
6	Janice
7	Jayden
8	Jayne
9	Jenna
10	Jennifer
11	Jessica
12	Jillian
13	Joanna
14	Jordan
15	Joyce
16	Judith
17	Juliet
18	Juliana
19	Karen
20	Karis

Traditional Female Names	
1	Lina
2	Lois
3	Lorena
4	Louise
5	Lucille
6	Lydia
7	Mabel
8	Madeline
9	Madison
10	Mae
11	Makayla
12	Mallory
13	Margaret
14	Mariah
15	Marilyn
16	Marjorie
17	Marrissa
18	Matheny
19	Maura
20	Maxine

Traditional Female Names	
1	Nyssa
2	Odessa
3	Olivia
4	Opal
5	Ophelia
6	Orianna
7	Paige
8	Pamela
9	Patrice
10	Patricia
11	Paula
12	Paulina
13	Penelope
14	Petra
15	Phoebe
16	Priscilla
17	Rachel
18	Rae
19	Raina
20	Raquel

Traditional Female Names	
1	Karly
2	Kate
3	Kay
4	Kelsey
5	Kerrie
6	Kiara
7	Kiersten
8	Kimberley
9	Kyra
10	Laela
11	Lana
12	Lara
13	Larissa
14	Laura
15	Lauray
16	Laurel
17	Lauren
18	Leanne
19	Lillian
20	Lily

Traditional Female Names	
1	Maya
2	Megan
3	Melanie
4	Melissa
5	Meredith
6	Merrill
7	Mia
8	Michelle
9	Miranda
10	Miriam
11	Monica
12	Nadine
13	Naema
14	Nancy
15	Naomi
16	Natalie
17	Nicole
18	Nina
19	Noelle
20	Nora

Traditional Female Names	
1	Rebecca
2	Regina
3	Renee
4	Rhianna
5	Rhiannon
6	Rochelle
7	Romilly
8	Rosa
9	Rosalie
10	Rosemary
11	Rowena
12	Ruby
13	Rumer
14	Ruth
15	Sabine
16	Sadie
17	Samantha
18	Sarah
19	Sasha
20	Selma

Traditional Female Names		Traditional Male Names		Traditional Male Names	
1	Seraphina	1	Aaron	1	Carmine
2	Serena	2	Abraham	2	Carter
3	Sharon	3	Adam	3	Cecil
4	Shauna	4	Alan	4	Cedric
5	Shelby	5	Albert	5	Charles
6	Sibyl	6	Alden	6	Charlton
7	Silvia	7	Alexander	7	Chauncey
8	Simone	8	Alfred	8	Chester
9	Sloane	9	Alister	9	Christopher
10	Sonja	10	Alvin	10	Clarence
11	Stephanie	11	Amos	11	Clark
12	Stockard	12	Andre	12	Claude
13	Sussana	13	Andrew	13	Clayton
14	Skylar	14	Anson	14	Clement
15	Sydney	15	Anthony	15	Clifton
16	Tabitha	16	Armon	16	Clinton
17	Talia	17	Arnold	17	Clyde
18	Tamara	18	Arthur	18	Colin
19	Tanya	19	Ash	19	Colm
20	Tarryn	20	Aurek	20	Connor

Traditional Female Names		Traditional Male Names		Traditional Male Names	
1	Tatum	1	Austin	1	Conrad
2	Taylor	2	Axel	2	Constantine
3	Teresa	3	Bacchus	3	Cornelius
4	Tessa	4	Barnabas	4	Cortland
5	Tiffany	5	Bartholomew	5	Corwin
6	Trina	6	Basil	6	Cosgrove
7	Trista	7	Benedict	7	Cosmo
8	Tyler	8	Benjamin	8	Craig
9	Tyra	9	Bennett	9	Curtis
10	Valentina	10	Bernard	10	Cyril
11	Valeria	11	Bertram	11	Dale
12	Vanessa	12	Blake	12	Damian
13	Verena	13	Boris	13	Damon
14	Veronica	14	Brennan	14	Dane
15	Veronique	15	Brody	15	Daniel
16	Verra	16	Bruce	16	Darin
17	Vianti	17	Burton	17	Darius
18	Victoria	18	Buster	18	Darwin
19	Viola	19	Byron	19	Daryl
20	Vivian	20	Caleb	20	David

Traditional Male Names	
1	Davion
2	Davis
3	Dean
4	Decker
5	Demetrius
6	Dennis
7	Derek
8	Dexter
9	Dillon
10	Dirk
11	Dixon
12	Doan
13	Dominick
14	Douglas
15	Doyle
16	Drake
17	Dugan
18	Duncan
19	Dwight
20	Earl

Traditional Male Names	
1	Floyd
2	Forbes
3	Francis
4	Franklin
5	Frederick
6	Fuller
7	Gabriel
8	Gallagher
9	Galt
10	Gareth
11	Garth
12	Gaius
13	Gene
14	George
15	Gerald
16	Gerard
17	Gideon
18	Gilbert
19	Giles
20	Godfrey

Traditional Male Names	
1	Howard
2	Hugh
3	Humphrey
4	Ian
5	Ingram
6	Ira
7	Isaac
8	Ivan
9	Ives
10	Jacob
11	James
12	Jared
13	Jason
14	Jasper
15	Jeffrey
16	Jeremy
17	Jerome
18	Jesse
19	Joel
20	John

Traditional Male Names	
1	Edgar
2	Edmund
3	Edward
4	Edwin
5	Egor
6	Eli
7	Elliot
8	Ellis
9	Emmett
10	Eric
11	Ernest
12	Ethan
13	Etienne
14	Eustace
15	Evan
16	Falkner
17	Faust
18	Ferdinand
19	Fitch
20	Fitzgerald

Traditional Male Names	
1	Gordon
2	Graham
3	Granger
4	Grant
5	Gray
6	Gregory
7	Griswold
8	Grover
9	Gus
10	Guy
11	Hale
12	Hannibal
13	Harding
14	Harold
15	Harris
16	Henry
17	Herman
18	Hogan
19	Homer
20	Horace

Traditional Male Names	
1	Jonah
2	Jonathan
3	Joseph
4	Joshua
5	Julius
6	Justin
7	Kane
8	Karl
9	Keith
10	Kirk
11	Kyle
12	Lawrence
13	Leonard
14	Lester
15	Lionel
16	Logan
17	Louis
18	Lucas
19	Luther
20	Lyle

Traditional Male Names	
1	Malcolm
2	Marc
3	Marcus
4	Martin
5	Maurice
6	Maximillian
7	Micah
8	Michael
9	Milos
10	Montgomery
11	Morgan
12	Mortimer
13	Murphy
14	Murray
15	Nathaniel
16	Nicholas
17	Oliver
18	Orson
19	Osric
20	Oswald

Traditional Male Names	
1	Royce
2	Rykard
3	Samson
4	Samuel
5	Saul
6	Scott
7	Sebastian
8	Seth
9	Simon
10	Solomon
11	Spencer
12	Stephen
13	Stewart
14	Sylvester
15	Terence
16	Thomas
17	Timothy
18	Titus
19	Tobias
20	Trent

Female Dwarf Names	
1	Barynd Goldsure
2	Dalshar Shielddeath
3	Duerif Fanghigh
4	Eldred Redblade
5	Eraral Deathflame
6	Farinkyr Clawsinger
7	Glandred Flamewind
8	Glanser Highlion
9	Glimjak Wiseheart
10	Gloril Stormstone
11	Harlynd Starbane
12	Helgunmalk Shieldstrong
13	Marfhig Hearthammer
14	Marismek Hornflame
15	Nalanest Bearshadow
16	Obryn Fangweaver
17	Reiaerg Shadowgold
18	Therhildvin Runewise
19	Vongyth Bonechanger
20	Werdrid Cleaverhorn

Traditional Male Names	
1	Otis
2	Owen
3	Paul
4	Peter
5	Philip
6	Phineas
7	Randolph
8	Randy
9	Raymond
10	Reece
11	Reuben
12	Richard
13	Robert
14	Rodney
15	Roger
16	Roland
17	Rory
18	Roscoe
19	Ross
20	Roy

Traditional Male Names	
1	Troy
2	Tyler
3	Ulric
4	Ulysses
5	Vaughn
6	Vincent
7	Wade
8	Wallace
9	Walter
10	Ward
11	Warren
12	Wayne
13	Wesley
14	William
15	Wyatt
16	Wynn
17	Xavier
18	Zachariah
19	Zane
20	Zeke

Male Dwarf Names	
1	Barrintek Greyfang
2	Belgrim Liondark
3	Dalduum Singsilver
4	Deldalgirn Stormheart
5	Droakgirn Brotherhammer
6	Farvir Speargold
7	Glortack Runespear
8	Helinack Highdeath
9	Kilgen Bladestar
10	Nalicral Slyslayer
11	Norchig Runecarver
12	Norgyth Bowshield
13	Nurgath Axehigh
14	Oksten Hammerclaw
15	Ovthald Fistwise
16	Therllagg Heartblade
17	Thorvir Runeshadow
18	Thrabar Freehelm
19	Urnvillilyr Clanbrother
20	Yurrim Strongflame

Female Elf Names	
1	Aral Elari
2	Aerlan Lirisen
3	Allith Nielynlynlan
4	Dorathor Githmar
5	Eien Myrareirion
6	Elroana Sordia
7	Gilthani Thanmar
8	Linlith Aslan
9	Linly Meryon
10	Lorauen Thieldel
11	Lyri Farsil
12	Lyrlith Niellyn
13	Merion Rinor
14	Meryrian Syliri
15	Nielial Linlal
16	Seldalerya Ignirya
17	Silry Lyrri
18	Sortha Condia
19	Synarian Narril
20	Synril Yilian

Generic Sylvan Names	
1	Althainis Silverleaf
2	Ariana
3	Ash Fireblight
4	Bellows Halftooth
5	Delis Manbane
6	Dulcinea Laughingwind
7	Falla Moonsong
8	Honeydew
9	Jayli Treeskimmer
10	Lilly Highlock
11	Luft Twitterbow
12	Melody
13	Miska Dalewind
14	Misty Shadowwood
15	Pappilion Snowdreamer
16	Quilan Ardenmirth
17	Spitfyre Gloíwing
18	Sylvanus Blueglade
19	Thistleberry Briarwing
20	Vale Swiftblade

Tribal Names, Exotic	
1	Bakota
2	Chokwe
3	Dogon
4	Ekoi
5	Fang
6	Guro
7	Ishan
8	Jukun
9	Khota
10	Kran
11	Luba
12	Mambunda
13	Nalu
14	Oron
15	Pende
16	Senufo
17	Tabwa
18	Urhobo
19	Wongo
20	Yoruba

Male Elf Names	
1	Athath Brimdormar
2	Cirmardon Thanentor
3	Coanor Ethilfin
4	Elnar Allylan
5	Ethilmar Loruen
6	Eysion Rilnor
7	Hinrond Eloltor
8	Lirlir Lini
9	Lorath Ralordor
10	Merrieth Ninnal
11	Nimfin Elogol
12	Rilial Elliael
13	Riyal Narlir
14	Rinarril Lan
15	Ronial Synirlen
16	Rynlenial Erylor
17	Rylael Anion
18	Synnal Niela
19	Suelinar Enishal
20	Tricalis Shothonora

Tribal Names	
1	Ak'ten the Blood Drinker
2	Black Horn
3	Boory the Fire Bringer
4	Fellkirk the Basher
5	Gooresh the Rock Thrower
6	Gruff the Loud
7	Hk'toon the Spear
8	Jak'talak Little Dragon
9	Krasjak the One Ear
10	Kreetona the Ugly
11	Kri the Fast
12	Magdela Strong Fist
13	Mishkar the Sly
14	Miskar Razor Tooth
15	Parig the Bowsworn
16	Red Fist of the Hammer
17	Reton the Green Eye
18	Rexor the Maul
19	Rontik'thar Blood Red
20	Thogdar Axe Smasher

Adventuring Group Names	
1	Band of Strength
2	Ebon Boarsmen
3	Emerald Delvers
4	Emissars of Justice
5	Fellowship of the Skull
6	Friends of Chaos
7	Glorious Adventurers
8	Golden Adventurers
9	Keepers of Bloody Coins
10	Laughing Warriors
11	Lucky Knights
12	Mercenaries of Light
13	Mysterious Vagabonds
14	Mystic Followers
15	Raiders of Shining Secrets
16	Seekers of Truth
17	Strangers of Fangs
18	Travelers of the Road
19	Unlikely Company
20	Vagabonds of the Standard

Animal Names	
1	Amber
2	Angel
3	Bishop
4	Blossom
5	Buddy
6	Captain
7	Dodger
8	Empress
9	Fangs
10	Ginger
11	Growler
12	Hunter
13	Indigo
14	Ivory
15	Jack
16	Jasmine
17	Karma
18	Lady
19	Lucky
20	Magnolia

Celestial Names	
1	Adna Peacebringer
2	Barqtel the Hospitaler
3	Carael Truthtender
4	Dalphon the Purewarden
5	Elenjie Hearthkeeper
6	Epheres the Heart of Song
7	Famtel Hopebringer
8	Favashea Sincleaver
9	Framardin Sweetlaughter
10	Kafthi the Kind
11	Makzian Redeemer
12	Marentia the Wrongbearer
13	Minthra the Content
14	Nathanael Heartkeeper
15	Nermiah the Forgiver
16	Rakael Honorbinder
17	Shauli Hopeminister
18	Summansiles Illbalm
19	Tethiel the Teacher
20	Vherin the Heavenly Light

Nicknames	
1	Big
2	Boomer
3	Bricktop
4	Bucky
5	Bulldog
6	Buster
7	Cracked
8	Diamond
9	Digger
10	Dipsy
11	Dizzy
12	Dragon
13	Duchess
14	Dunker
15	Fast
16	Fat(s)
17	Ginger
18	Goldie
19	Grumpy
20	Ironsides

Animal Names	
1	Max
2	Natasha
3	Onyx
4	Oscar
5	Princess
6	Queen
7	Rascal
8	Sable
9	Samson
10	Shadow
11	Taboo
12	Thunder
13	Uzuri
14	Valentia
15	Vixen
16	Whiskers
17	Whisper
18	Xia
19	Yardley
20	Zasha

Infernal Names	
1	Admosell the Cloven
2	Azaphilim the Lie of Mercy
3	Balbaddon the Deviant
4	Balberyiah the Shameless
5	Carnivart the Heartless
6	Fokotal the Doubter
7	Gressilon, Prince of Filth
8	Lezerean Falsehope
9	Malazel, Reaper of Hope
10	Marlik the Disobedient
11	Marviah Hatebringer
12	Murneas Lieking
13	Nelrau Sinbringer
14	Olimael Vowbreaker
15	Phenial the Just Culler
16	Pridemonger
17	Rolacof Hopeblighter
18	Saligress the Obscene
19	Samadon the Impatient
20	Vermine the Afflicted

Nicknames	
1	Jolly
2	Junior
3	Lefty
4	Mad
5	Old
6	Pop
7	Preacher
8	Red
9	Rusty
10	Shorty
11	Slick
12	Smokey
13	Spinner
14	Stout
15	Stubby
16	Sunny
17	Tapper
18	Tinker
19	Tiny
20	Trapper

Tavern Names	
1	Archer and Moon Inn
2	Ashen Elf Inn
3	Bailey's Portcall
4	The Baron's Alehouse
5	Black Dragon Tavern
6	Brimmed Jeweled Alehouse
7	Broken Horn Inn and Stables
8	The Cauldron
9	Crest of the Griffon
10	Chimera and Pony
11	Connor's Well
12	Crossroad and Maiden Lodge
13	The Dancing Mare
14	Dark Paladin Hall
15	The Demon's Cellar
16	Dragon and Guardian
17	The Duke's Goblet
18	Dwarf and Lantern Alehouse
19	Earthly Delight's Inn and Bathhouse
20	The Everful Chalice Tavern

Tavern Names	
1	Khylan's Place
2	The Kinsman
3	The Knightman's Pub
4	The Last Stop
5	The Lazy Huntsman
6	The Lucky Vicar
7	The Man-at-Arms
8	Murky Bear Lodge
9	Nightman's Brother Tavern and Inn
10	Nine and Six
11	North Ship Hall
12	The Ogre and the Knave
13	Pelican Flight and Shield Roadhouse
14	The Plowman's Furrow
15	The Pointed Rabbit House
16	Quiver and Stallion Inn
17	Pemin's Lament
18	Ram's Head
19	The Roc's Nest
20	The Rogue's Arms

Tavern Names	
1	Falconcall Pub
2	Fiery Hound Guesthouse
3	Flask and Flail
4	Four Orcs Lodge
5	Giant's Saddle Inn
6	The Gold Obelisk Tavern Hall
7	Golem and Gander Tavern
8	Gorgon's Breath Brewery
9	The Gilded Goose
10	The Green Sage
11	Greyhound's Folly and Whistle
12	Griffon's Roar Tavern and Stables
13	Growling Bag Inn
14	Harpy's Breath Tavern
15	Hearty Buxom Wench
16	Howling Siren Alehouse
17	The Huntsman's Rest
18	Ivory Flute Roadhouse
19	The Jackal and the Stag
20	Janik's Watering Hole

Tavern Names	
1	Rook's
2	Ruhgar's House
3	The Sceptre and the Rose
4	The Sheriff's Stein
5	Sleeping Hawk Inn
6	Squire and Knight Brewery
7	The Stonemason's Fist
8	The Stocks
9	Tall Flagon Tavern
10	Tankard and Gull
11	Tiger's Teeth Inn
12	The Traveler's Mug
13	Troll's Head Inn
14	The Warrior and Jester Meadhall
15	Whispering Winds
16	White Wyrm Pub
17	Witch Meadow Run Inn
18	Worthy Centaur Lodge
19	The Wounded Boar
20	Wyvern's Watch and Stable

NPC Hirelings	
1	Acrobat
2	Actor
3	Animal trainer
4	Anvilsmith
5	Apothecary
6	Appraiser
7	Architect
8	Arbiter
9	Armorer
10	Artist
11	Baker
12	Barrister
13	Basketweaver
14	Barber
15	Bargeman
16	Beekeeper
17	Blacksmith
18	Bookbinder
19	Bowyer
20	Brewer

NPC Hirelings	
1	Dancer
2	Diplomat
3	Dockmaster
4	Dockworker
5	Driver
6	Dyer
7	Embroiderer
8	Engineer
9	Engraver
10	Executioner
11	Falconer
12	Farmer
13	Farrier
14	Fencer
15	Fisherman
16	Fletcher
17	Forester
18	Fortune Teller
19	Furrier
20	Gardener

NPC Hirelings	
1	Lamplighter
2	Laundress
3	Leatherworker
4	Librarian
5	Locksmith
6	Maid
7	Mason
8	Mercenary
9	Merchant
10	Messenger
11	Midwife
12	Miller
13	Miner
14	Minstrel
15	Moneychanger
16	Musician
17	Navigator
18	Needleworker
19	Noble
20	Notary

NPC Hirelings	
1	Brickmaker
2	Butcher
3	Candlemaker
4	Carpenter
5	Cartographer
6	Cartwright
7	Charcoalmaker
8	Cheesemaker
9	Chimney sweep
10	City Official
11	Clerk
12	Clothier
13	Cobbler
14	Coinminter
15	Cook
16	Cooper
17	Coppersmith
18	Courtesan
19	Crier
20	Cutler

NPC Hirelings	
1	Glassblower
2	Goldsmith
3	Gravedigger
4	Guardsman
5	Guide
6	Haberdasher
7	Haymonger
8	Helmsman
9	Herald
10	Herbalist
11	Hornsmith
12	Horsebreeder
13	Hostler
14	Houndsman
15	Hunter
16	Innkeeper
17	Jailer
18	Jester
19	Jeweler
20	Lacemaker

NPC Hirelings	
1	Nursemaid
2	Painter
3	Perfumemaker
4	Porter
5	Potter
6	Playwright
7	Prostitute
8	Ropemaker
9	Sage or Scholar
10	Sailor
11	Seamstress
12	Servant
13	Shepherd
14	Ship's Captain
15	Shipwright
16	Shoemaker
17	Silversmith
18	Soapmaker
19	Spy
20	Stonecarver

NPC Hirelings	
1	Storyteller
2	Tailor
3	Tanner
4	Tattooist
5	Tavernkeeper
6	Taver wench
7	Tax collector
8	Taxidermist
9	Teacher/Trainer
10	Thatcher
11	Toll collector
12	Torturer
13	Vermincatcher
14	Vintner
15	Wainwright
16	Weaponsmith
17	Weaver
18	Wheelwright
19	Woodcarver
20	Woolmaker

NPC Hirelings, Exotic	
1	Defender
2	Delver
3	Diviner
4	Dragoon
5	Duelist
6	Elementalist
7	Enforcer
8	Exemplar
9	Exorcist
10	Explorer
11	Forgemaster
12	Geomancer
13	Gladiator
14	Guard
15	Harbinger
16	Harrier
17	Hedge Wizard
18	Herald
19	Highwayman
20	Hospitaler

NPC Hirelings, Exotic	
1	Outlaw
2	Pitfighter
3	Prefect
4	Protector
5	Purifier
6	Raider
7	Ranger
8	Reaver
9	Reeve
10	Rider*
11	Runesmith
12	Runner
13	Scourge
14	Scout
15	Seer
16	Sentinel
17	Sergeant
18	Shieldbearer
19	Shieldbreaker
20	Siegemaster

NPC Hirelings, Exotic	
1	Alchemist
2	Archer
3	Artificer
4	Artillerist
5	Assassin
6	Avenger
7	Beastmaster
8	Berserker
9	Blademaster
10	Bounty Hunter
11	Captain
12	Cavalier
13	Champion
14	Channeler
15	Chaplain
16	Charger
17	Chirurgeon
18	Corsair
19	Crusader
20	Curate

NPC Hirelings, Exotic	
1	Hunter*
2	Infilitrator
3	Initiate
4	Inquisitor
5	Interrogator
6	Justicar
7	Keeper
8	Knight
9	Lancer
10	Legionnaire
11	Liberator
12	Mage
13	Man-at-Arms
14	Marauder
15	Marine
16	Mauler
17	Militiaman
18	Mystic
19	Necromancer
20	Oracle

NPC Hirelings, Exotic	
1	Skald
2	Slayer*
3	Smuggler
4	Sniper
5	Soldier
6	Spy
7	Spymaster
8	Squire
9	Tactician
10	Templar
11	Thief
12	Thug
13	Outrider
14	Warden
15	Warlock
16	Warlord
17	Warmaster
18	Warpriest
19	Warrior
20	Witch

* Usually a hunter/rider/slayer of something (giant, troll, witch, etc.)

Diseases and Plagues

1	Anthrax
2	Botulism
3	The Black Death
4	Cholera
5	Dengue fever
6	Diphtheria
7	Dysentery
8	Encephalitis
9	Leprosy
10	Malaria
11	Plague
12	Pneumonia
13	Polio
14	Rabies
15	Rheumatic fever
16	Scarlet fever
17	Smallpox
18	Tuberculosis
19	Typhoid fever
20	Typhus

Wartime Objectives	
1	Attack Enemy Bunker
2	Attack Enemy Flank
3	Attack Enemy Stronghold
4	Capture enemy commander
5	Capture enemy soldier
6	Deliver a valuable item
7	Deliver message
8	Destroy valuable item of the enemy
9	Escort friendly ambassador
10	Ferry prisoner(s) of war
11	Locate a valuable item of the enemy
12	Locate an ally to your cause
13	Locate an enemy position
14	Reconnaissance of terrain
15	Recruit aid from locals
16	Report on enemy movement or position
17	Rescue prisoner(s) of war
18	Retrieve a body of friend or foe
19	Retrieve valuable item of the enemy
20	Steal enemy plans

Siege Engines	
1	Archer Tower
2	Ballista
3	Battering ram
4	Bellfry
5	Catapult
6	Cheiroballista
7	Fire thrower
8	Helepolis
9	Mangonel
10	Mantlet
11	Onager
12	Petard
13	Petrary
14	Ram catcher
15	Scorpion
16	Siege tower
17	Sow
18	Tortoise
19	Trebuchet
20	Warwolf

Wartime Encounters	
1	Animal hunting
2	Abandoned campsite
3	Battle-addled soldier
4	Battlefield scavengers
5	Body-littered battlefield
6	Civilian survivors relocating
7	Enemy battle force
8	Enemy commander unit
9	Enemy encampment
10	Enemy patrol
11	Friendly battle force
12	Friendly commander unit
13	Friendly encampment
14	Friendly patrol
15	Impassible terrain
16	Incoming catapult shot
17	Injured soldier
18	Lost civilian
19	Lost item
20	Monster encounter

Military Ranks	
1	Brigadier
2	Captain
3	Centurion
4	Chief
5	Commissar
6	Command Sergeant
7	Constable or High Constable
8	Decurion
9	Dragoon
10	Ensign
11	Equestrian
12	Field Marshall
13	First Sergeant
14	Legate
15	Lieutenant
16	Marshall
17	Major
18	Private
19	Second Lieutenant
20	Sergeant

Ambushes

1	Area is filled with puddles; some quite deep. Many hide foes who can breath underwater.
2	Attacker pretends to be poisoned, sick, or wounded
3	Attacker waits for victim at the bottom of a concealed pit
4	Attackers drop on vines from heavy foliage above
5	Attackers used magic to disguise themselves as natural objects
6	Attackers wait by roadside with apparent trouble with their transportation
7	Branches of the brush have been coated with a paralytic contact poison
8	Cave entrance is camouflaged to look like surrounding terrain, the foes wait until the prey is close
9	Creatures leap out from dense underbrush covered in camouflage
10	Field or meadow with depressions dug in the dirt, then covered tarps with dirt, grass and flowers
11	Foes drop entangling bombs before leaping down from above
12	Foes drop poisoned barbed nets before attacking in force
13	Foes seem to step out of the trees themselves thanks to illusion magic
14	Hollowed-out boulders hide snipers covering the area
15	Several caves have been dug in the earth under the trail with stone trapdoor ceilings
16	Single attacker sets off a series of traps from a distance
17	Single wounded foe leads group to mire where its accomplice fire ranged weapons
18	The area has been carefully cultivated with carnivorous plants
19	The trail has been mined with pouches of sleeping gas: foes wait nearby to capture victims
20	Tree or other object is poised to block the road at a given signal

Outdoor/Wilderness Traps

1	Bait with net above
2	Bait with net underneath
3	Blinds that force prey into pit
4	Covered pit of leaves and twigs
5	Covered pit with spikes
6	Leg snare to pull victim straight up
7	Noose trap, head height
8	Spring snare
9	Spring snare at head height
10	Spring snare with bait
11	Steel trap to trap leg or foot
12	Trip wire with deadfall of wood or stone
13	Trip wire on ground with hamstring scythe
14	Trip wire on ground with spiked deadfall
15	Trip wire with bent (poisoned) sapling
16	Trip wire with bent sapling propelled spear
17	Trip wire with bow and arrow
18	Trip wire with crossbow and poisoned bolt
19	Wooden or stone deadfall
20	Wooden or stone deadfall with bait

Camp Happenings

1	Fire suddenly goes low
2	Flock of bats flies overhead
3	Fog slowly rolls in
4	Insects suddenly grow quiet
5	Large animal chases smaller one by the camp
6	Large animal invades camp for food
7	Monster roams by at a distance
8	Monster roams by fairly close
9	Mount(s) or night bird(s) gets spooked
10	Nothing unusual happens
11	One on watch accidentally falls asleep
12	Owl swoops low over camp
13	Party member has nightmare
14	Party member says something in their sleep
15	Party member starts snoring
16	Rain/snow (may disrupt sleep)
17	Small animal invades camp for food
18	Sounds of animals/insects provide backdrop
19	Sounds of animals/insects suddenly stops
20	Strong wind picks up

Campsite Descriptions

1	Frame of lashed together fairly mature saplings, covered with brush
2	Abandoned druid grove with several standing stones to block weather
3	Abandoned nest of some magical beast
4	Abandoned wagon or cart overturned needing minor repairs
5	Abandoned way station for patrols
6	Adequate overhangs among abandoned ruins
7	Den lined with tree branches, grass twigs
8	Depression in a stream or river bed with an overhang of debris from the last flood
9	Fallen tree provides shelter from some wind and a small depression to be filled with bedding
10	Fallen tree with a carefully carved out arch of shelter
11	Former shelter of a woodland race
12	Hollowed tree mostly overgrown and camouflaged
13	Huge living tree with natural depressions for sleeping
14	Hunter or woodcutter's log cabin
15	Large woody shrub with natural mulch bedding underneath
16	Roadside shrine of a deity of travelers
17	Several fallen trees have been collected and stacked to form a low roof
18	Shallow cave with a manufactured wooden dome like frame extending shelter
19	Tall evergreen tree (branches pushed aside or cut) provide a ring like tent of shelter
20	Water run off provides depression in the ground

Camps Remains

1	Cleft on the side of a mountain with four beds of straw
2	Eight bedrolls around a camp fire
3	Five burnt tents with flicks of flint near each
4	Four tents made of cloaks and sticks and a bedroll, each tent has a small ditch surrounding them
5	Hollowed out, half of a fallen huge tree next to a camp fire
6	Rather sturdy lean-to with enough room for four bedrolls very close together to be covered
7	Semi permanent lean-to fortified with sod and earth
8	Seven small bedrolls surround a camp fire, with small bones scattered around the perimeter of site
9	Several hammocks tied up very high between the branches of trees
10	Several small saplings staked to the ground and covered with brush
11	Several wooden lean-tos with oilcloth, the fastenings have come loose and flap in breeze
12	Shallow cave with a wooden dome-like frame extending the shelter to accommodate more people
13	Shredded bedrolls, blood and scattered claw marks
14	Simple lean-to with two bedrolls underneath next to a camp fire
15	Single lone tent, it is trapped to fire crossbow bolt if opened
16	Six bedrolls all in a row with the feet pointed downhill
17	Three bedrolls and warding glyphs around the perimeter
18	Two one man tents, waterproofed, the men inside are dead
19	Two wide tents surround ancient runes that look like burnt earth — but there are no ashes
20	Worn depression in a rock surrounded by wards and glyphs carved into the stone

Uses for Rope	
1	Bending bars
2	Drag an object/person
3	Fuel for a fire
4	Handhold over poor footing
5	Hang food from a branch
6	Impromptu grapple
7	Impromptu whip
8	Lowering someone down a cavern
9	Mark a floor trap area
10	Making a lasso/noose
11	Making/Repairing a net
12	Measuring distances
13	Open a door
14	Poor man's fishing line
15	Securing a door (albeit poorly)
16	Setting off a trap
17	Setting up a tent
18	Tying up belongings
19	Triplline
20	Water depth gauge

Uses for Cloak	
1	Add flair to an attack
2	Aid in grappling with foe
3	Arrange on floor to give suspicion
4	As a quick net
5	As blindfold
6	Attach as sail to a raft
7	Blanket during camp
8	Carry a comrade as stretcher
9	Carry treasure as sack
10	Catch a falling friend
11	Cover a pit
12	Cover harmful magic runes
13	Extinguish flames
14	Hang in threshold if no door
15	Makeshift tent
16	Pillow for head when sleeping
17	Soak up liquids
18	Swish to disarm opponent
19	To trip a foe
20	Use strips to bind wounds

Uses for a 10-Foot Pole	
1	Aid in climbing
2	Aiding in a jump
3	Balance across a pit
4	Brace against door or wall
5	Carry lantern on end
6	Crutch or walking stick
7	Detect angles and slopes
8	Dismount opponents
9	Firewood
10	For balance
11	Gauge water depth
12	Hold up tent
13	Manipulate item from distance
14	Open a door or window
15	Prod ceiling area for safety
16	Prod someone awake
17	Push a barge/raft in shallows
18	Rope a prisoner to
19	Triggering trap from distance
20	Trip someone

Uses for an Iron Spike	
1	Boundary marker
2	Breaking up firewood
3	Chisel
4	Climbing tool
5	Counter
6	Counterweight
7	Depth gauge
8	Divining rod
9	Firestarter
10	Hanging food in a tree
11	Improvised weapon
12	Hammer
13	Holy symbol
14	Pit spike
15	Spell foci
16	Staking down horse reins
17	Tent stake
18	Test for traps
19	Trail marker
20	Wedge open/close a door

Useless Chart One	
1	eight
2	eighteen
3	eleven
4	fifteen
5	five
6	four
7	fourteen
8	nine
9	nineteen
10	one
11	seven
12	seventeen
13	six
14	sixteen
15	ten
16	thirteen
17	three
18	twelve
19	twenty
20	two

Places to Store this Book	
1	10-foot by 10-foot room
2	Back pocket
3	Backpack
4	Backseat of car
5	Backseat of rental car
6	Barrel
7	Bathroom
8	Box
9	Coffee table
10	Crate
11	Desk
12	Gamestore
13	Kitchen sink
14	Place mom won't find it
15	Secret compartment
16	Shelf
17	Shoe
18	Totebag
19	Under hat
20	Under table leg

Spoons	
1	Spoon, berry
2	Spoon, bouillon
3	Spoon, coffee
4	Spoon, demitasse
5	Spoon, desert
6	Spoon, fruit
7	Spoon, ice cream
8	Spoon, iced tea
9	Spoon, jelly
10	Spoon, salt
11	Spoon, service/table
12	Spoon, serving
13	Spoon, serving, bonbon
14	Spoon, serving, ice
15	Spoon, serving, large
16	Spoon, serving, pierced
17	Spoon, serving, rice
18	Spoon, soup
19	Spoon, sugar
20	Spoon, tea

Useless Chart Fore	
1	Yes
2	No
3	Maybe
4	Indifferent
5	Age 14–39
6	Okay, fine
7	Never
8	Only for you
9	Glasses
10	Imported
11	I said, yes
12	What was that again?
13	Spoon
14	Left
15	Up, Down, X, X, Y
16	Quincy Jones
17	Hanger 18
18	Force Majeure
19	Mrs.
20	Ask again later

Search for Traps	
1	Yes
2	Yeah
3	Sure
4	Over there
5	No, there
6	Maybe
7	Yep
8	Uh huh
9	Two
10	Sorry. Yes.
11	Again. The answer is yes.
12	Aye
13	Spoon
14	Left
15	Affirmative
16	Indeed
17	You are correct, sir
18	+
19	Oui
20	No

Uses for Gnomes	
1	
2	
3	
4	
5	
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DESIGNERS' NOTES

So now you've looked through the book, perused the sidebars, and been inspired, and amused enough, to begin planning your next roleplaying campaign. With over 1,000 charts, this book has more gaming tools than you'll ever need, and you know this because you read them all already.

But we would be remiss, if we didn't try one more time to tell you just how many ways you can use this book. From naming charts, to magical adaptations, to dungeon hallways, and taverns, there is just no way to quantify everything this book is… only that is more than just twice the size of the original.

The *Ultimate Toolbox* is your gateway to a level of detail and enrichment that will only improve the gaming experience. But before you start using every single chart for every single portion of your adventures and campaigns, consider this…

… what kind of GM are you?

That sounds like a loaded question, so here's another perspective. With so many discussions on the various play styles (munchkin, power gamer, rules lawyer, storyteller, and so on) little has been said about the myriad of gamemaster "administrative" styles. It may be they are such a diverse bunch that they defy description. In which case, it becomes harder to answer the question what kind of GM are you… and it become more important to define the roles that the GM plays. Below is a list of various hats a GM can wear and the role he takes on while wearing them. Feel free to add your own in the margins.

Director: This GM type has a story to be told and intends to fully immerse the players in the world, the drama, and their consequences on the setting. He has a variety of strong NPC cast members waiting to spring on the players and the plot is well under control. He know the ins and outs of his game world and can lead the players back to the elements he deems most important to the campaign,

But the director can be controlling about what he wants to accomplish and rarely let's a campaign shoot off course.

With *Ultimate Toolbox,* the director is no doubt drawn to chapter seven, with it's immersive plots and extensive gaming advise. Entire campaigns can be built from one chapter for the GM with the right frame of mind.

Make sure to get the most out of the rest of the tome as well. Take your plot elements and add extra details to the dungeon or city, the players will truly appreciate it when doing your set decorating. Don't miss out on all the gaming seeds in chapter seven, where plot and narrative collide.

Free-Form: Free-form GMs prepare almost nothing before a game. Most are energetic and don't mind thinking on their feet, in fact they relish it. But they rarely go into a single game session with anything more than a note or two and maybe a handful of encounter ideas or NPC names.

Sorry, guys. It looks like we just outed you.

Free-form GMs might have a vague idea of how they want a story to unfold, but relish when players approach it from any angle so they can improvise their way through the game. This can be a lot of fun, especially when the players realize they are in control of their destinies and can try anything they want.

But, they have to be careful not to paint themselves into a corner with a story that is impossible to conclude — *so we need to kill eleven dragons in two days before the arch-mage throws the Icewash nomadic tribes into the fiery pits of his home planar realm with a silver hammer.*

Some preperation will help, but note-taking and a careful eye for detail are even more important.

With *Ultimate Toolbox,* we suspect Free-form GMs will crack the book open and just read it through, soaking in the ideas and filing them away for later; perhaps even adding a few more weapons to their arsenal of ideas.

Player in Disguise: This type of GM wishes he could roleplay but somehow always winds up GMing. They like to develop villains and allies with good backgrounds, and relish both combat and interaction as it lets them add flair and go wild with portraying them to the players. They might even like to roll the dice out in the open and share some of the surprises that come along with playing a game where fate can turn on a dime… and they need to react.

These GMs often times upstage the players, however, and refuse to let their NPCs and villains die too easily, which is usually the antithesis to the player's wants.

With *Ultimate Toolbox,* there are a ton of uses for the player in disguise. There are ways to develop your stable of NPCs with backgrounds, features, and in-depth concepts. There are over 1,000 named NPCs in this book, with details on how they become involved in the world.

We're pretty sure you will have stick tabs on the pages of characters you want to use in your next game.

Producer: These GMs prepare for their game in a variety of ways. Not only do they read the adventure ahead of time (or even *study* it), they gather the miniatures or props, print out maps and handouts, and makes notes for themselves so the game runs smoothly. Ever contingency is taken into account and their shouldn't be any hiccups to detract from the plot.

Usually this level of over-preperation is a good thing, but there is a danger. This type of GM might convert 500 pages of home-brew gaming material to a new edition of rules or different system when 450 of those pages are irrelevant to the story. That's a lot of production and time better spent on other parts of a campaign.

There's also the danger of becoming attached to your prep work so that if the players go off the beaten path so the GM does everything to contain the PCs to the area prepared for. Producers are more inflexible than other GMs

With *Ultimate Toolbox,* you can look through your notes and spend a few extra minutes looking up charts to help expand ideas and descriptions when the game comes. Keep the book handy at the table and don't be afraid to let the players wander off the beaten path.

We have you covered.

WAIT... THERE'S MORE

A good GM is not an absolute, but rather borrows from each of these stereotypes. Perhaps he likes to plan a lot for the game world, like a producer, but once the game gets going, everything is loose and freeform and the rules don't mean much.

A good GM doesn't just prepare and arbitrate decisions of dice-rolls. A good GM also knows when it's time to sit back, shut-up, and let the players play.

There are dozens of gaming articles and books available specifically for GMs. We have no intention of trying to compete with or reiterate any of the advice written within. In fact, we lament even giving any at all… we're sorry. But we really need a segue to this last section… and well, that was it.

Allow us to humbly offer one final chart culminated over 60 years of GM experience.

GM Advice

1 Keep details about where the PCs are alive and fresh. Set stages. Describe sounds, smells, textures, etc. Keeping a comfortable, fully detailed level of descriptions will bring alive empty dungeon rooms, boring old commoners, and .

2 Bring NPC's alive with voices, accents, motives, quirks, and background. Use inspirations from movies, books, and even relatives, it really only takes a second to develop them into believable characters in your world.

3 Know the immediate world area in which your player's characters dwell. Rivers, nobles, mountains, outlaws, etc. Keep the world flowing and changing around them so they don't feel as if the world exists solely for their benefit.

4 Be alert, responsive, and well-timed behind that screen. Pacing and timing are very important to keeping your game fresh and the players excited and enthused. If things drag, turn up the heat, if things are going at a breakneck pace, give the PC's a small rest.

5 Don't just know the game system, be one with it. Don't ever let rules dictate to you, but do not bend them without just cause. Know the system so when situations come up they don't deal with, *you can*.

6 Use your tools well. Use your time well. What good is a long, detailed history if it never gets integrated into your campaign? What good is an adventure you spend two weeks writing if no players are interested in it? Take any published material and mold it to your player's characters wants and desires!

7 Don't humiliate your players or their heroes. Give the player who doesn't know all the rules some slack. Make sure to involve everyone at the table, quiet or loud. The players have come to play heroes. Let them accomplish that with some dignity. It's not necessarily "you against the players".

8 Be flexible with character decisions. You already know not to say "you can't go there because I haven't made it up yet", but this extends elsewhere. Be prepared to allow the players free will, or at least the illusion thereof. Be ready to improvise.

9 Decide on the flavor of your game and do the best you can to stay consistent with that theme, be it epic struggle, slightly comedic or light, or the medieval tapestry that hangs in the backdrop over the adventure.

10 Use the flavor in your mannerisms, NPC's, descriptions and adventures to make the world real and involved so the players and their characters never forget where they are.

11 Don't allow players who don't get along or mix well with your group or cause trouble to stay. Life is too short, and all the others are depending on you to run a good game. Trouble players cannot be ignored.

12 Don't waste time in the game. Don't allow players to question every decision and rule at the table. Don't waste time using careless mechanics. Why call for dice rolls for something you need to have happen anyway (like an important clue or secret passage)? Rolling behind the screen is great for this…

13 Know thy players. Make sure to spend time getting to know their goals and hopes for the game, and what really eats them up or gets their blood going so you can integrate these things into the game. Make travel detailed and event filled or quick and descriptive depending on their style of play.

14 Do your homework and just before the game session, spend time looking over your notes and the adventure one more time to have it al fresh in your head. Heck, peruse this book too, to get the ideas flowing!

15 Make your own GM screen tables. No screen knows what is most important to you and your players, but you do, so have the rule page reference numbers and most important charts at your fingertips.

16 Don't let the PCs lollygag around when it is painfully aware the party is stuck and waiting for the next plot hook. It reeks of lazy prep.

17 Explore the game world with the players; don't just present it to them. Don't be afraid to try new things in the game. It might even be worthwhile to run an adventure you normally "wouldn't touch with a 10-foot pole" just to give you a chance to expand your own horizons.

18 Show, don't tell. Or, at the very least, remember that most players, like their characters, have five senses, (not just one or two) and all of them deserve attention to fully bring a setting or situation to life.

19 Make it a point to play at least once a year. I mean, really be a player, not the GM. Join a one-shot at a con or local hobby shop or let another take the reins once in a while. You need to appreciate being on both sides of the screen to fully appreciate the work and interests of both sides.

20 Regardless of the genre of game you are playing, watch the movies Predator and Die Hard (for pacing and action), Serenity (for party dynamics), From Hell (for plot and mystery) and The Empire Strikes Back (for all of the above).

And as a parting note, if you are of the age when you recall sitting alone with the GM's Guide for the First Edition of the World's Most Popular Roleplaying Game and using the charts to randomize yourself through a dungeon, spend a rainy day with us and read through this tome, which might just take you across country, to a port city, charter a ship across the ocean to another land, learn of an ancient evil *and* explore the dungeon. All you need to do is add some monsters.

Good Gaming!

#

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