

CITIES

**Encounters
City Populating
Character Catch-Up**

Create and Explore Your Own Fantasy Communities

by STEPHEN ABRAMS and JON EVERSON



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CITIES

Create and Explore Your Own Fantasy Communities

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Several years ago, Jon Everson and Conan LaMotte of our local fantasy roleplaying group embarked upon the design of a city that was to be more than a place to just get supplies, but which would be an adventure in its own right. Soon we all discovered that a well-run city was excellent fun and, for the battle-weary, often more entertaining than a dungeon or the wilderness.

The key term is *well-run*. In the bustle of a city, a gamemaster can't let players get bored, can't run a game with too many players, and can't afford to be distracted or unimaginative. By the same token, unless a gamemaster does an enormous amount of preparation or is very creative, the same encounters tend to crop up because the pressures on the gamemaster are considerable.

We tried to think of everything that could happen in a city, and put the results into table form, so that with a few rolls a gamemaster had the germ of a situation or an encounter. Our first result is the Encounters chapter of this book. Of course, encounters could not be the last word. We quickly saw that a way to randomly populate cities would be very useful. One of the best parts of roleplaying

is world-building. Any world needs cities but, while cities are fun, they are time-consuming to build. After the pleasure of deciding how and why the city grew comes the work of deciding what is in each building. The tables in the Populating chapter can make that task easier.

We created the Populating chapter for cities, towns, and villages with culture reminiscent of late medieval or early Renaissance Europe, especially northern Europe. Gamemaster requirements must differ in some respects, but these tables can be modified to fit any fantasy culture with little effort.

The final chapter, Character Catch-Up, tells what happened to characters during periods of time when they were not played, so that the characters in a campaign can uniformly age, gain experience, etc. Information includes jobs, missions, salaries, investments, people offended and befriended, military service, social standing, savings, marriages, and so forth.

— Stephen Abrams and Jon Everson.

DICE AND DICE NOTATION

To use these materials, the gamemaster will need two percentile dice (D100), a 20-sided die (D20) numbered 1-20, an 8-sided die (D8), a 6-sided die (D6), and a 4-sided die (D4).

Often, more than one of type of die will be called for, such as 2D20 or 4D4 — the first number is always the quantity of the die type to be rolled. After rolling, apply the total of the results to the situation.

Sometimes a die roll may be called for and added to (such as 2D4+2, 1D6+4, etc.), or subtracted from (1D4-1), or multiplied (such as 1D10 x4). Occasionally the notation may require an extra step, such as D6-1 x10 (roll 1D6, subtract 1 from the result, then multiply the remainder by 10).

A D3 die result is generated by rolling a D6 and halving the result: 1,2=1; 3,4=2; and 5,6=3. A D10 can be generated similarly, by halving a D20: 19,20=10; 17,18=9; etc. Likewise, a D4 can be generated by halving a D8, and a D50 made by halving a D100 roll.

MONEY AND PRICES

There are no fantasy roleplaying conventions regarding units of currency. There is no way to standardize purchasing-power between campaigns or between game systems. Prices in Cities are given in gold pieces, or tenths thereof. A gold piece is functionally the same sort of denomination as a penny, a pound, a mark, a lunar, a bezant, etc., as used in different game systems. Gamemasters must interpret as needed.

NUMBERS

Unless otherwise instructed, round down all fractions to the next whole quantity. Half of a 25% chance, for instance, is 12% in this book.

Unless otherwise instructed, a 1D100 result equal to or greater than a listed percentage chance is a failed roll: successful rolls of that type must be less than the stated chance.

REFERENCES

The table of contents is on the back cover of this book.

CITIES refers to chapters, tables, sub-tables, entries, and sub-entries. There are three chapters — encounters; populating villages, towns, and cities; and character catch-up.

Most materials are tabular. The encounters chapter has an encounter matrix and 28 tables, with 5 more appendix tables. The encounter tables have no letter prefix, just a title and number. The Villages portion of the Populating chapter has 5 tables, each with the letter code V. The Towns and Cities portion of the chapter has 6 tables with the letter code TC. The character catch-up chapter has 11 tables bearing the letter code CU.

Many tables are composed of several sub-tables. Sub-tables are not numbered; they are referred to by name and by the number of the numbered tables in which they are found.

An entry is always a particular die roll result or range of results in a main table. It is referred to by name, table number, and range: the random events table, Table CU-1, entry 01-10, for instance.

Sometimes an entry has several different results, or calls for an additional die roll. Each of the results is a sub-entry, again referred to by table and general entry, as well as the specific sub-entry range.

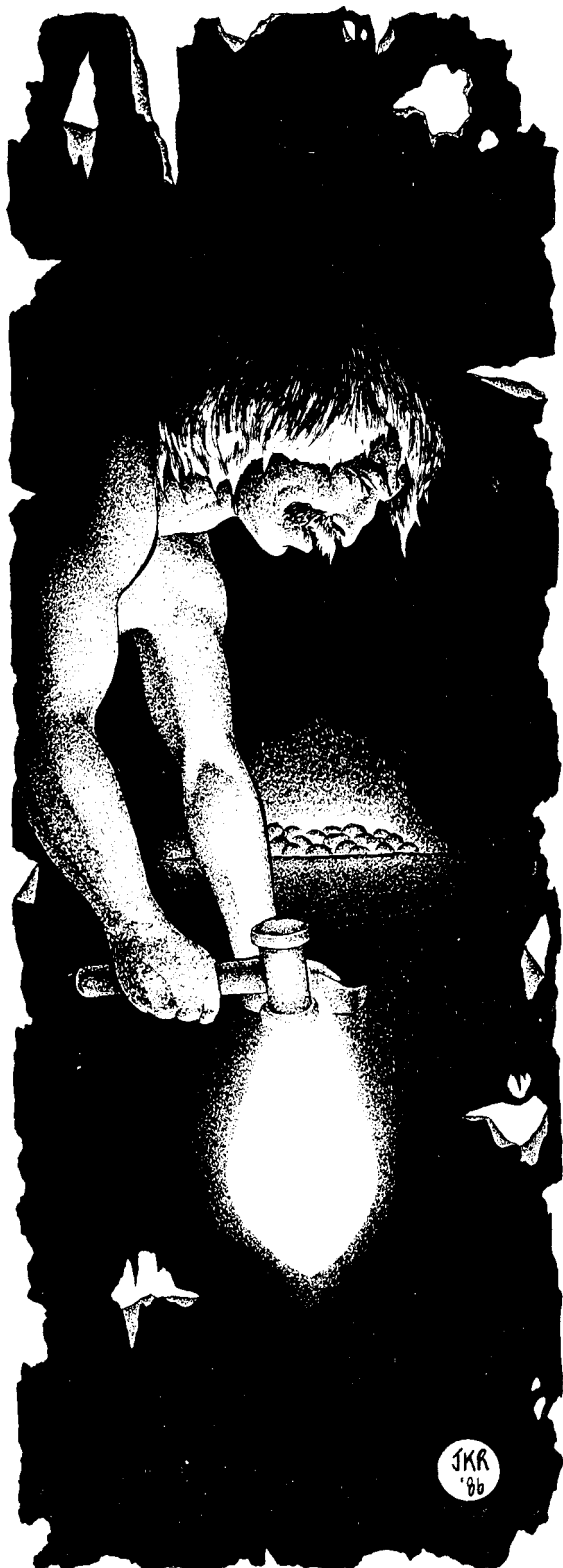
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Encounters



Forging a sword.

Comments And Instructions

The first rule is that gamemasters should use encounter tables only when the player-characters are uninvolved. Don't interfere while the players are having fun.

As gamemaster, try not to run more than three players at a time in cities. With a large group, someone is always bored while the gamemaster and some other player haggle prices, gamble, look for work, etc.

These tables are designed to be used every 10-15 minutes of real time, or as needed. A *no encounter* result reflects the likelihood that nothing of interest happens in a particular part of the city. A larger number of encounters will be witnessed by but not directly involve player-characters — unless they decide to join in.

A significant number of encounters read *accidental bump*, representing the jostlings a character would receive in a crowded street. This teaches players not to have their characters attack everyone at touch, and keeps cutpurses from being quite so conspicuous. Another frequent encounter is *recognizes player-character..mistakenly I correctly*. A non-player-character either imagines familiarity with the player-character or actually did know him or her. Even if the player doesn't remember, it could be an old buddy, sweetheart, rival, employer, slave, sidekick, etc., from somewhere in the player-character's past. The possibilities are many.

To use the encounter tables, follow these steps:

STEP 1: before attempting to roll up an encounter, note the time of day, the area of town (poor, merchant, wealthy) in which the player-characters find themselves, and whether they're on a main or a lesser street.

STEP 2: using this information, select the appropriate column on the encounter matrix. (Always consult the encounter matrix first; it leads to a specific encounter.) Roll percentile dice.

STEP 3: find the percentile dice result in the appropriate column, then read horizontally across to either side of the encounter matrix, where an entry (such as *1. Already Occurring*) is listed. The entry gives the number and name of the encounter table to be used.

STEP 4: the encounter tables are arranged like the encounter matrix entries, in the same numerical order, with the advisory that sub-tables are not listed in the matrix. Each encounter table requires an initial 1D20 or 1D100 roll; additional rolls of various kinds may or may not be needed. The result outlines an encounter for the player-characters. The gamemaster must tailor the encounter to his or her city and keep the encounter moving.

Encounter Matrix

CITIES:

POOR QUARTERS

<i>Encounter Table</i>	TOWNS			Main Streets			Lesser	
	<i>Day</i>	<i>Evening</i>	<i>Night</i>	<i>Day</i>	<i>Evening</i>	<i>Night</i>	<i>Day</i>	<i>Evening</i>
1. Already Occurring	01-02	01	01	01-04	01-06	01-06	01-02	01-02
2. Barbarians	03-08	02-04	02	05-08	07-08	07	03-06	03-06
3. Warriors	09-13	05-06	03	09-12	09-11	08-10	07-08	07-08
4. Town Watch	14-17	07-11	04-10	13	12-14	11-16	—	—
5. Slavers	18	12	11	14-15	15-16	17-24	09-13	09-16
6. Soldiers	19-20	13	12	16	17	—	14	—
7. Magicians	21	14	13	17-18	18	25	15	—
8. Government Official	22	—	—	19	19	—	16	—
9. Pilgrims	23-24	15	—	20-21	20	—	17	—
10. Beggars/Thieves/Urchins	25-29	16-18	14-15	22-28	21-29	26-33	18-26	17-22
11. Aristocrat	30	—	—	29	—	—	—	—
12. Slave Coffle	31	19	—	30-31	30	34	27	—
13. Workgang	32	20	—	32-35	31-32	35	28	—
14. Priests	33-34	21	16	36	33	36	—	—
15. Adventurers	35	22	17	37-41	34-38	37-39	29-30	23-24
16. Townspeople	36-56	23-42	18-31	42-60	39-51	40-46	31-48	25-37
17. Prostitute	57-58	43-45	32	61-62	52-56	47-50	49-50	38-40
18. Assassin/Spy	59	46	33	63-65	57-59	51-55	51-56	41-47
19. Major Personage	60	—	—	66	—	—	—	—
20. Local Character	61-71	47-55	34-41	67-71	60-66	56-61	57-66	48-53
21. Animals	72-73	56-57	42-46	72-75	67-69	62-66	67-69	54-55
22. Protesters, Strikers	74	58	—	76-78	70-72	67	70-71	56
23. Circus, etc.	75	59	—	79	73	68	72	57
24. Non-Humans	76	60	—	80-85	74-76	69-70	73-74	58
25. God/Goddess	77	61	47	86	77	71	75	59
26. No Encounter	78-96	62-92	48-90	87-93	78-94	72-96	76-90	60-91
27. Events	97-99	93-99	91-99	94-98	95-98	97-98	91-98	92-99
28. Special	100	100	100	99-00	99-00	99-00	100	100



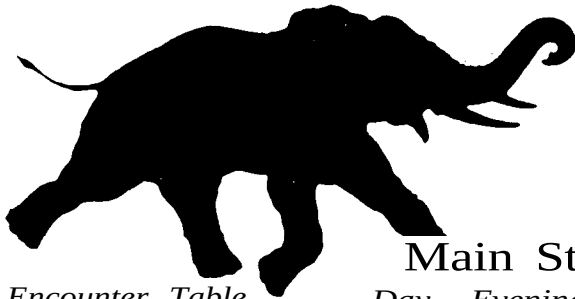
CITIES: MERCHANT QUARTERS

<i>Encounter Table</i>	Main Streets			Lesser Streets		
	<i>Day</i>	<i>Evening</i>	<i>Night</i>	<i>Day</i>	<i>Evening</i>	<i>Night</i>
1. Already Occurring	01-07	01-05	01-02	01-03	01-03	01-03
2. Barbarians	08-09	06-07	03-05	04-06	04-06	04-06
3. Warriors	10-14	08-13	06-10	07-11	07-08	07-08
4. Town Watch	15-22	14-21	11-26	12-17	09-12	09-11
5. Slavers	23-26	22-26	27-30	18-22	13-18	12-20
6. Soldiers	27-29	27-29	31	23-27	19-21	21-22
7. Magicians	30-33	30-33	32-34	28-31	22-24	23-25
8. Government Official	34-38	34-38	35	32-34	25	26
9. Pilgrims	39-41	39-41	36	35-37	26-27	27-28
10. Beggars/Thieves/Urchins	42-48	42-48	37-50	38-44	28-35	29-40
11. Aristocrat	49-51	49-50	51	45	36	—
12. Slave Coffle	52-55	51-54	52	46-47	37	41-42
13. Workgang	56-59	55-58	53-57	48-53	38-40	43
14. Priests	60-61	59-60	58	54	41	44



CITIES: WEALTHY QUARTERS

Streets	Main Streets			Lesser Streets			Encounter Table
	Night	Day	Evening	Night	Day	Evening	
01	01-02	01	01	01-03	01-02	01	1. Already Occurring
02	03	02	02	04	03	—	2. Barbarians
03	04-06	03-04	03	05-06	04	—	3. Warriors
—	07-12	05-12	04-15	07-11	05-11	02-16	4. Town Watch
04-15	13	—	—	12	12	—	5. Slavers
—	14-19	13-18	16-21	13-17	13-17	17-20	6. Soldiers
—	20-25	19-23	22	18-23	18-24	21-23	7. Magicians
—	26-30	24-27	23	24-27	25-27	24	8. Government Official
—	31	—	—	28	—	—	9. Pilgrims
16-20	32-34	28	24	29-30	28-30	25	10. Beggars/Thieves/Urchins
—	35-42	29-35	25-29	31-35	31-34	26-27	11. Aristocrat
—	43-53	36-39	30	36-40	35	28	12. Slave Coffle
—	54-56	40-41	—	41-44	36	—	13. Workgang
—	57-62	42-46	31-33	45-46	37	29	14. Priests
21	63-64	47	—	47	38	—	15. Adventurers
22-31	65-75	48-56	34-37	48-62	39-50	—	16. Townspeople
32	76	57-58	38	63-64	51-52	30	17. Prostitute
33-41	77-84	59-67	39-45	65-69	53-58	31-35	18. Assassin/Spy
—	85-87	68-69	46	70-73	59-60	36	19. Major Personage
42-46	88	70	47	74	61-62	37	20. Local Character
47-50	89	71-72	48-49	75-76	63-64	38-39	21. Animals
51	90	73	50	77	65	40	22. Protesters, Strikers
52	91-96	74-77	—	78	—	—	23. Circus, etc.
53	97	78	—	79	—	—	24. Non-Humans
54	98	79	51	80	66	41	25. God/Goddess
55-95	—	80-97	52-97	81-97	67-97	42-96	26. No Encounter
96-99	99	98-99	98-95	98-99	98-99	97-99	27. Events
100	100	100	100	100	100	100	28. Special



Encounter Table	Main Streets			Lesser Streets		
	Day	Evening	Night	Day	Evening	Night
15. Adventurers	62-66	61-62	59-60	55-59	42-44	45-46
16. Townspeople	67-77	63-72	61-65	60-68	45-50	47-51
17. Prostitute	78-80	73-77	66-67	69-71	51-54	52
18. Assassin/Spy	81-82	78-80	68-76	72-75	55-58	53-59
19. Major Personage	83-84	81	77	76	59	60
20. Local Character	85-86	82-83	78	77-80	60-63	61-62
21. Animals	87-88	84-85	79-81	81-83	64-65	63-66
22. Protesters, Strikers	89-90	86	82	84-85	66-67	67-68
23. Circus, etc.	91-92	87	—	86-87	68	—
24. Non-Humans	93-94	88-89	83-85	88-91	69-71	69
25. God/Goddess	95	90	86	92	72	70
26. No Encounter	—	91-94	87-96	93-94	73-93	71-94
27. Events	96-98	95-98	97-98	95-98	94-98	95-98
28. Special	99-00	99-00	99-00	99-00	99-00	99-00

Already Occurring Scene

The following scenes are witnessed by the player-characters, who may or may not become involved. Modify or omit as needed.

roll

1D100 result

- 01-10 Fire.
- 11-12 Wizard duel.
- 13-14 Street fight between religious or political factions.
- 15-22 Caravan progressing up street impedes progress.
- 23-25 Public trial.
- 26-28 Public execution.
- 29 Attempted overthrow of local government.
- 30-34 Traffic snarl impedes movement 1D10 minutes.
- 35-37 Road or gate is blocked. Guards question people as they pass. If player-characters pass, the guards question them about something the player-characters know.
- 38-41 Raid on a merchant by a rival.
- 42-47 Police raid on an underworld hangout or legitimate front.
- 48-56 Warriors are dueling.
- 57-58 A rabble-rouser incites the crowd to riot.
- 59-61 Assassination attempt.
- 62-63 Two nobles races their horses down the street, knocking aside commoners.
- 64-66 Attempted abduction.
- 67 Army called out on alert.
- 68-76 Player-characters witness a theft.
- 77-79 Body of a noble or a rich merchant or a high priest passes in state, with many bearers, mourners, and guards.
- 80-81 Wild mob or rampaging political faction surges down the street.
- 82 Player-characters witness mugging.
- 83-85 A caged monster or wild animal is carried into the city by hunters.
- 86-88 The town watch rounds up some prostitutes.
- 89-91 Two drunks are fighting.
- 92-93 Dead body poorly hidden behind wagon, under garbage, in alley.
- 94-95 Slave trying to escape from slavers.
- 96-97 Wild animal or rampaging ox, horse, mule, etc., loose in the streets or trampling handler.
- 98 Physician working in street on accident victim.
- 99-00 Secret society, religious sect, spy ring, assassins: roll 1D20. On a result of 1-5, player-characters stumble into their meeting; 6-10, one accidentally gives player-character a secret message, thinking him/her a member; 11-17, they think the player-characters are members of the opposition and follow them secretly; 18-20, they try to recruit player-characters.



Night in the city.

Barbarians

Roll 1D20 to determine the number of barbarian(s). On a result of 1-10, there is 1 barbarian; on 11-14, 2; on 15-16, 3; on 17-18, 6; on 19, there are 1D10+10;* on 20, there are 1D20+20.* The asterisked results include women, children, and one shaman, magician, or priest.

Half of the time an escort of 1D10+10 town watchmen keep discreet eyes on them.

Roll 1D20 to determine the home of the barbarian(s). On a result of 1-6, the origin is the mountains; on 6-9, it is the forest; on 10-13, the steppes; on 14-18, the swamps; on 19-20, the desert. Re-roll if the result is inappropriate.

roll 1D20	result
1-4	A barbarian bumps into a player-character. Roll 1D20: on a result of 1-4, he ignores him; on 5-10, he demands an apology; on 11-15, he accuses the player-character of being a thief; on 16-19, he is lonely and offers to buy the player-character a drink; on 20, he attacks the player-character.
5	A barbarian is being laughed at, insulted, mocked, etc., by street urchins/townsfolk.
6-7	Player-characters see a barbarian accost women in street, bar, etc.
8-10	Someone is insulted by a barbarian. Roll 1D20: on a result of 1-5, it is a nobleman or town official; on 6-10, a magician; on 11-12, a fellow barbarian; on 13-18, a member of the town watch; on 19-20, a player-character.
11-12	A barbarian is brawling with someone. Roll 1D20: on a result of 1-6, it is someone from another tribe; on 7-10, slavers; on 11-15, a member of the town watch; on 16-20, anyone convenient.
13-14	Lost and lonely, a barbarian tries to make friends with a player-character.
15-16	A barbarian is hunting down an enemy. Roll 1D20: on a result of 1-6, he needs help; on 7-15, he needs information; on 16-20, he is seen attacking enemy.
17	A barbarian is hiring for an expedition: see Table 29, the mission table, to define the expedition.
18	A barbarian is selling trade goods — furs, meats, trinkets, shrunken heads, worthless stones, etc.
19-20	This barbarian is a scout. Roll 1D20: on a result of 1-8, he seeks new land; on 9-12, he seeks jobs; on 13-14, he is on a sacred quest; on 15-16, he seeks vengeance (see Table 29, the mission table, to establish his enemy); on 17-18, he is gathering information for a raid on the town or city; on 19, he seeks food for his people; on 20, he seeks a savior for the tribe.

Mercenary Warriors Encounter Table 3

This table provides the number and status of warriors, as well as incidents relating to them. Examine the table carefully before use.

roll 1D20	result	number	WARRIOR STATUS: roll 1D20		
			on foot	foot and horse	horsed
1-3	Accidentally bumps player-character.	1D4	1-15	16-18	19-20
4-6	Warriors are drunk.	1D6	1-18	19	20
7	Warriors are looking for a fight.	1D6	1-14	15-16	17-20
8	Lonely warrior wants a friend.	1	1-18	—	19-20
9	Warrior is on a quest.	1-2	1-10	—	11-20
10	Warrior wants vengeance.	1	1-10	—	11-20
11-12	Warriors are muscle-men for a politico-religious faction.	1D20	1-10	11-15	16-20
13-14	Warriors are recruiting for an expedition: to define the mission, see Table 29, the mission table.	1D4	1-15	—	16-20
15	Warriors are being robbed.	1-3	1-19	—	20
16	Warriors are part of a merchant's guard.	1D4	1-5	6-10	11-20
17	Holy crusader leads any of 1-16 above.*	+1	1-8	—	9-20
18	Ranger leads any of 1-16 above.*	+1	1-8	—	9-20
19	Lord and retainers: roll on Table 11.	—	—	—	—
20	Any of 1-19 above: recognizes player-character: roll 1D20. If 1-10, mistaken; if 11-20 as rival, thief, friend, etc.	—	—	—	—

* Quality of Leader: roll 1D20. If 1-4, beginner; if 5-10, ordinary; if 16-18, good; if 19, excellent; if 20, superb.

Town Watch

There is a 50% chance that the watchmen encountered are the regular patrol of 2D6. Failing that, the number present is 1D12, and consult the table below.

roll 1D20	result
1-10	These guards are off-duty. Roll 1 D20: if the result is 1-5, they are drunk and disorderly; if 6-10, they are trying to start a fight; if 11-15, they are looking for a bribe or extorting protection; if 16-19, they accidentally bump a player-character; if 20, one recognizes a player-character (roll 1D20: if 1-10, then he is mistaken; if 11-20, he is correct).
11-12	Guards are chasing 1D6 street urchins. Roll 1D20: if the result is 1-12, the urchins have stolen something; if 13-17, the urchins are being questioned about a serious crime; if 18-20, the off-duty watchmen are working for slavers.
13-16	Player-character witness what appears to be a normal watch patrol, but is in reality a secret mission. Roll 1D20: on a result of 1-15, the watchmen ignore the witness; on 16-19, the watchmen notice the witness and pick him up later for questioning; on 20, the watchmen have the witness held for questioning on the spot or soon thereafter.
17-18	Player-character witnesses a raid on a building by 2D10 watchmen.
19-20	A watch patrol recognizes the player-character. Roll 1D20: on a result of 1-10, they mistake him; on 11-20, they correctly identify him as an old friend, enemy, wanted criminal, etc.

Encounter Table 6

Soldiers

Roll 1D20: on a result of 1-5, they are private soldiers; on 6-16, they are city guard; on 17-20 they are national or regional army. Their number is always 3D8.

roll 1D20	result
1	A soldier accidentally bumps a player-character.
2-5	Player-characters see soldiers in escort. Roll 1D20: on a result of 1-5, they guard goods; on, 6-18 they guard a person; on 19, they guard a document; on 20, as 1-19, but they are being attacked.
6-7	Soldiers are trying to stop a civil disturbance.
8-9	Player-character see soldiers raid a business, residence, or underground hideout.
10-11	Soldiers are hiring civilians for an expedition; determine the mission on Table 29.
12	Street urchins taunt some soldiers.
13	Soldiers put on a show of power. Roll 1D20: on a result of 1-14, the show is very impressive but the soldiers act with restraint; on 15-20, the soldiers are rude and obnoxious.
14-15	Some soldiers insult the player-characters by making lewd remarks to any women present and belittling any men.
16	Off-duty soldiers are sightseeing.
17	Off-duty soldiers are drinking and carousing.
18	Off-duty soldiers are fighting with 1D10 warriors.
19	Off-duty soldiers are brawling. Roll 1D20: on a result of 1-10, they're fighting with other soldiers from a different unit of the same army; on 11-15, with soldiers from a different army; on 16-20, with soldiers from the same unit.
20	A soldier recognizes a player-character. Roll 1D20: on a result of 1-15, the soldier is mistaken; on 16-20, the soldier correctly recognizes the player-character as an old friend, enemy, etc.

Slavers

Busy Or Patrolled Street

There are 1D10 slavers present; 80% of them are guards.

roll 1D20	result
1-4	A slaver accidentally bumps into player-character.
5-7	A slaver intentionally bumps into player-character to ascertain if he is a good physical specimen. If any of the player-character's physical statistics are better than good, the slaver acts. Roll 1D10: if the result is 1-8, the slaver follows the player-character looking for a chance to capture him; if 9-18, the slaver tries to con the player-character into entering an alley or other deserted place in order to capture him; if 19, the slaver offers the player-character a job as his assistant; if 20, the slaver tries to hire the character for an expedition (see Table 29 to determine the mission).
8	A slaver is being harassed by a band of street urchins. Roll 1D6: if 1-5, they are doing it for fun; if 6, they are trying to distract the slaver and his men while another urchin tries to free a captured member of the urchin's family or gang.
9-15	A slaver seeks an escaped slave: 20% chance he thinks a player-character is the slave.
16-17	Player-characters see a slaver beating a slave.
18-20	A slaver recognizes a player-character. Roll 1D20: if the result is 1-12, the slaver is mistaken; if 13-20, the slaver correctly sees an old friend, business partner, ex-slave, etc.

Encounter Table 5-b

Quiet Or Unpatrolled Streets

There are 4D6 slavers present; 80% of them are guards.

roll 1D20	result
1-6	A slaver seeks escaped slaves: there is a 35% probability that the slaver thinks the player-character is an escaped slave.
7-10	A slaver tries to lure a player-character into a dark alley or tavern in order to capture him.
11-13	Player-characters are caught up in a slaver sweep, and herded along with unresisting people.
14-15	The slavers are chasing down street urchins in a round-up of children.
16-17	An intended victim resists the slavers. Roll 1D20: on a result of 1-15, they offer the player-characters 1 D4x20 gold pieces to help them subdue the victim; if 16-20, they turn their attention to seemingly easier prey — the player-characters.
18-19	Some slavers encounter the player-characters in the street; if they outnumber the player-characters by 3:1 or better, they attempt to overcome them by force.
20	A slaver recognizes a player-character. Roll 1D20: if the result is 1-15, the slaver is mistaken; if, 16-20, the slaver is correct.

Magicians

Roll 1D20 and match the time of day. *DAYTIME*: on a result of 1-12, go to *Sorcerers And Priests*; on a result of 13-20, go to table *Shamans And Sorcerers*. *NIGHTTIME*: on a result of 1-9, go to *Sorcerers And Priests*; on a result of 10-20, go to table *Shamans And Sorcerers*.

Sorcerers And Priests

Sorcerer or priest with 1D6-1 guards. There is a 30% chance that the figure is female. Roll 1D20: on a result of 1-3, the sorcerer or priest is of poor ability with magic; on 4-12, the sorcerer or priest is of average ability with magic; on 11-19, he or she is stronger than usual; on 20, the sorcerer or priest is very powerful.

roll
1D20 result

- 1-4 A sorcerer/priest accidentally jostles a player-character.
- 5-6 A sorcerer/priest wants to hire an adventurer to assassinate a rival.
- 7-8 A sorcerer/priest wants to hire a warrior to regain a magical item; see Table 29, the mission table, to establish the place.
- 9-10 A sorcerer/priest is hiring for an expedition; see Table 29, the mission table, to establish the place.
- 11-13 Player-characters see a sorcerer/priest taunting and hounding a scruffy-looking shaman in the street, a bar, etc.
- 14-15 A player-character sees a sorcerer/priest confronting the town watch.
- 16-17 A player-character sees a sorcerer/priest casting a spell.
- 18 A sorcerer/priest needs help; he has just had a magic item stolen.
- 19 A player-character witnesses a teleport. Roll 1 D20: on a roll of 1-6, the sorcerer/priest disappears in front of the player-character; on 7-20, the sorcerer/priest appears in front of the character and the sorcerer/priest seems to be clutching something. Roll 1D20 for this latter result: on a roll of 1-4, he actually holds nothing; on 5-9, he has 1D20 x100 gold pieces; on 10-16, he has a magic item; on 17-20, another person accompanies him.
- 20 The sorcerer/priest recognizes a player-character. Roll 1 D20: on a result of 1-15, the sorcerer/priest is mistaken; on 16-20, he correctly recognizes the player-characters a a friend, previous subject, competitor's agent, etc.

Shamans And Magicians

Shaman or magician with 1D6-3 guards or tribal/totem members. There is a 50% chance that the figure is female. Roll 1D20: on a result of 1-3, the shaman or magician is of poor ability with magic; on 4-12, the magician or shaman is of average ability with magic; on 11-19, he or she is stronger than usual; on 20, the magician or shaman is very powerful.

roll
1D20 result

- 1-4 A shaman/magician accidentally bumps player-character.
- 5-6 A shaman/magician is begging; if player-character gives him nothing, he will curse the player-character. There is a 20% chance that the curse takes effect.
- 7 A player-character sees the shaman/magician being hounded by a gang of street urchins.
- 8-11 A shaman/magician offers his services to a player-character.
- 12-13 A shaman/magician insults a player-character, provoking an argument. Roll 1D20: on a roll of 1-10, the mage is provocative merely for the joy of arguing; on 11-17, he's mad at the world; on 18-20, the player-character looks and acts like someone the shaman/magician hates.
- 14-15 A shaman/magician is trying to form an expedition and offers shares as an enticement to hire on.
- 16-18 The player-characters see the shaman/magician being pursued by the town watch.
- 19 Jostling a player-character, a shaman/magician slips him an item: see Table 29, the goods sub-table, for what it is. The shaman/magician then continues to flee his pursuers.
- 20 A shaman/magician recognizes a player-character. Roll 1D20: on a roll of 1 -6, the shaman/magician is mistaken; on a roll of 7-20, he correctly identifies the player-character.

Government Official

Roll 1D20: on a result of 1-10, he is alone; on 11-20, 1D8 guards accompany him.

roll 1D20	result
1-4	A government official accidentally bumps player-character.
5-10	An agent of the government reads a proclamation. Roll 1D20: on a result of 1-5, he announces a reward for the apprehension of a criminal; on 6-8, he announces a new law or tax; on 9-12, he announces a public execution; on 13-17, he announces that the government is hiring for an expedition — to define the purpose, refer to Table 29, the missions table; on 18-19, he announces that the government is recruiting soldiers (see Table 29 to define the reason); on 20, it is an official event (feast day, state marriage, state funeral, and so forth).
11-14	A player-character witnesses a government official shadowing an enemy agent.
15-16	A player-character sees a government official being assassinated.
17	Street urchins pester a government official. Roll 1D6: on a result of 1-4, they are begging for money; on 5-6, they are distracting him so they can steal his purse.
18	The player-characters see a government official having problems with official papers. Roll 1D20: on a result of 1-6, his papers are being blown about by the wind; on 7-15, his papers are being stolen; on 16-20, his papers have been stolen and the government worker enlists the player-characters' aid in recovering them.
19	A government official enlists player-character aid in tracking down a spy or a thief.
20	A government official recognizes a player-character. Roll 1D20: on a result of 1-10, he is mistaken; on a roll of 11-20, he correctly recognizes the player-character as a well-known figure, friend, enemy, etc.

Encounter Table 9

Pilgrims

roll 1D20	result
1-4	A pilgrim accidentally bumps a player-character.
5-11	Pilgrims are hiring an escort for a holy quest: see Table 29, the missions table, to determine particulars.
12-14	Player-characters see a pilgrim being hounded or mocked by street urchins.
15-16	Player-characters see a pilgrim being mugged by 1D10 muggers or thugs.
17	A pilgrim seeks others to accompany him on a pilgrimage.
18-19	Some pilgrims are lost, and ask directions from a player-character.
20	A pilgrim recognizes a player-character. Roll 1D20: on a result of 1-10, the pilgrim is mistaken; on 11-20, the pilgrim correctly recognizes the player-character as a friend, enemy, etc.



Irritating urchins.

Beggars, Thieves, Urchins

The 'number' column below indicates how many beggars, thieves, or urchins are encountered. A parenthesized number such as (1) means that there may be that many additional thieves or beggars lurking nearby.

Busy Day-lit Street

roll 1D20	number	result
1-2	1	Player-character is bumped accidentally by beggar, thief, urchin.
3-5	1D4	Beggar, thief, urchin is begging. If no money is given, roll 1D6: on a result of 1-2, he attempts to trip a player-character; on a result of 3-6, he insults a player-character.
6-9	1D4	Beggar, thief, urchin bumps and attempts to rob player-character.
10-11	(1)	Beggar, thief tries to lure player-characters in an alley to be mugged by 1D10 accomplices.
12-15	1	Beggar, thief, urchin tries to con the player-characters; roll 1D20+1 on the encounter matrix list for the disguise of the con-man; re-roll on a result of 10.
16-17	1D4	Beggar, thief is in trouble with the Thieves Guild and needs help.
18-19	2D6	Beggar, thief wants to hire player-characters for a mission: see Table 29 to define the mission.
20	1	Beggar, thief recognizes player-character. Roll 1D20: on a result of 1-12, he is mistaken; on 13-20, he is correct.

Quiet Day-lit Street

roll 1D20	number	result
1-5	1D4	Beggar, thief, urchin begs money.
6-9	1D4	Beggar, thief, urchin bumps and attempts to rob player-character.
10-13	(1)	Beggar, thief, urchin tries luring player-character into alley to be mugged
14-17	(1)	Beggar, thief tries to con player-character: roll 1D20+1 on the encounter matrix list for the disguise of the con-man. Re-roll on a result of 9.
18-19	1 D4	Beggar, thief is in trouble with his guild and asks player-characters for help.
20	1	Beggar, thief, recognizes player-character. Roll 1D20: on a result of 1-12 he is mistaken; on 13-20 he is correct.

Night On Any Street

roll 1D20	number	result
1	1 D4	Beggar, thief, urchin begs for money, curses player-character if nothing is given.
2-5	1 D4	Beggar, thief shams drunkenness to bump into player-character and try to rob him.
6-7	(1)	Beggar, thief, urchin tries to con player-character. Roll 1 D20 on the encounter matrix list for the disguise of the con-man. Re-roll on a result of 9.
8-14	4D4	Beggar, thief attempts to mug player-characters.
15-16	1 D4	Beggar, thief is in trouble with his guild and asks player-characters for help.
17-18	1D10	Beggar, thief approaches the player-characters to go on a special mission (see Table 29 to determine the mission).
19	(1D10) +1D10	Player-characters accidentally witness a Thieves Guild ceremony. If they are noticed (base chance 30%), the Guild will attempt to kill or capture the player-characters.
20	1	Beggar, thief, urchin recognizes player-character. Roll 1D20: on 1-14, he is mistaken; on 15-20, he is correct.

Aristocrats

Roll 1D00 for the incident: then roll on the rank, home, and retainers sub-tables as needed.

roll

1D20 result

- 1-4 Player-characters witness a spectacle: banners, trumpets, knights, warhorses, hunting birds, etc.
- 5 Aristocrat is on a quest with only his guards accompanying him. Re-roll on this table to see why the player-characters noticed him.
- 6-9 Aristocrat is hiring retainers or for an expedition (see Table 29 for particulars).
- 10-11 Aristocrat needs a deed performed. For what he offers, roll 1D20: on a result of 1-5, he offers his daughter's hand (find further details on the marriages table, Table CU-10); on 6-10, wealth; on 11-15, glory; on 16-20, a position of power. For the deed, roll on Table 29, the missions table.
- 12 Aristocrat solicits information. Roll 1D20: on a result of 1-8, he wants information about goods; on 9-16, he wants information on people; on 17-20, he wants information about places. See Table 29, the missions table, to determine particulars.
- 13 Player-characters witness an assassination attempt on an aristocrat's life.
- 14 Aristocrat wants to hire player-characters to fight in a war, feud, range war, etc.
- 15 Player-characters see an aristocrat and 1D10 guards. Roll 1D20: on a result of 1-10, they are relaxing in town; on 11-13, they are beset by bandits attracted to obvious wealth; on 14, they are arranging an abduction; on 15-17, they are searching for an abducted aristocratic relative; on 18-19, the aristocrat is about to be abducted; on 20, the aristocrat is about to be assassinated.
- 16 Player-characters encounter a deposed aristocrat (a baron or higher in rank) and 1 D4 retainers. Roll 1 D20: on a result of 1-5, they are drinking to forget; on 6-10, they are forming a mercenary band; on 11-15, plotting to regain lost lands; on 16-17, plotting vengeance; on 18-19, angry and ready to attack someone; on 20, in a fight with other guards, town watch, etc.
- 17 In the street, player-characters encounter an aristocrat with 1D10 retainers and 1D10 guards fighting against a band of ruffians. The aristocrat had intruded upon a Thieves' Guild ceremony.
- 18 Player-characters encounter an aristocrat's son or daughter who is lost and who needs help finding his/her father. There is a 20% chance that thieves have created the situation as a set-up for robbery.
- 19 Player-characters encounter an aristocrat. He has just escaped from his captors, who are hot on his heels. He needs help. There is a 15% chance that slavers have set up the situation.
- 20 The player-characters encounter an aristocrat who is on secret government business.

ARISTOCRAT'S RANK

1D100 result

01-05	merchant	87-92	count, earl
06-25	impoverished lordling	93-97	marquis
26-50	gentleman, lord	98-99	duke
51-75	knight	00	prince
76-86	baron		

ARISTOCRATS HOME

1D100 result

01-75	local
76-90	non-local
91-97	foreign
98-00	independent

ARISTOCRATS RETAINERS

aristocrat's rank	personal guards	squires	knights	men-at-arms	retainers
Merchant	1D10-1	—	—	—	1
Impoverished Lordling	—	—	—	—	1
Gentleman	1D3-1	—	—	—	1D2-1
Knight	0	0-1	—	—	1D4-11D6-1
Knight*	0	1	1D4-1	1D4-1	1D6-1
Baron	1	0-1	1D4	1D4	1D10
Baron*	1D4	1	1D4	1D4	2 + 2xP**
Count	1D4	1	1D6	—	1D10
Count*	1D6	1	2D4	1D8 + 2xK***	4 + P
Marquis	1D6	1	2D4	1D4	2D6
Marquis*	1D8	1	2D8	2D6 + 2xK***	2xP**
Duke	2D6	3	1D4x10	3xK***	2xP**
Duke*	3D4	4	1D6x10	5xK***	3xP**
Prince	4D4	5	1010x10	5xK***	3xP**
Prince*	4D8	8	1D10x10	5xK***	3xP***

Foreign aristocrats have twice the stated number in their parties.

*non-local.

** 2xP, 3xP: twice the number in the party; thrice the number in the party.

*** 3xK, 5xK: three times the number of knights; five times the number of knights.

Slave Coffle

The coffle includes 1-2 overseers, 3D10 slaves, 1 guard per 5 valuable slaves or per 10 common slaves. **SLAVE FUNCTION:** roll 1D20. On a result of 1-5, the coffle is of mixed plebians, artisans, and nobles for no specific function; on 6-10, they are laborers; on 11-15, galley slaves; 16-19, pleasure slaves; on 20, masons going to their deaths after building a secret passage. **INDIVIDUAL SLAVE ORIGIN:** roll 1D20. On a result of 1-8, the individual is a common slave, without important past; on 9-13, he is an enslaved noble; on 14-15, former important priest; on 16-17, former important magician; 18-19, former famous fighter; on 20, secret society member or non-human.* **PURCHASE OF SLAVES:** 80% of the time, slaves of common origin can be purchased on the spot; slaves of other origins cannot be purchased on the spot.

* This is not intended as a distribution of the general slave population, but rather as a table for specific and colorful individuals to become special elements in the scenario.

roll
1D20 result

- 1-3 Player-characters observe slaves being transported.
- 4-5 Player-characters see a slaver beat a slave.
- 6-8 Slavers are exhibiting slaves to enhance future sales.
- 9-10 Player-characters see a slave attempt to escape.
- 11-12 A slave bumps into a player-character and slips him a message. Roll 1 D20: on a result of 1-5, the message offers wealth; on 6-10, it offers power; on 11-13, it offers rank and prestige; on 14-16, it gives a warning; on 17-18, it is a message to a friend; on 19-20, it is nonsense.
- 13 A player-character is accidentally bumped. Roll 1D20: on a roll of 1-2, he is bumped by an overseer; on 3-14, by a guard; on 15-20, by a slave.
- 14 The player-characters notice that urchins are jeering at the slaves.
- 15-16 The player-characters recognize a slave. Roll 1D20: on a result of 1, he/she is a relative; on 2-4, a friend; on 5-7, an enemy; on 8-9, a close friend; on 10, of noble birth; on 11-13, a fellow countryman; on 14-15, a government employee; on 16-17, a secret society member; on 18, recognize an overseer as 1-17 of this entry; on 19, recognize a guard as 1-17 of this entry; on 20, mistakenly identify 1-19 of this entry.
- 17-18 A slave mistakenly recognizes a player-character: roll 1D20 on entry 15-16 above.
- 19 Overseers mistakenly recognizes a player-character: roll 1D20 on entry 15-16 above.
- 20 The slave coffle is a disguised party on a mission. Roll 1D20: on a result of 1-3, they are actually assassins; on 4-9, they are thieves; on 10-13, they are merchants transporting expensive goods; on 14-17, a faction going to a meeting or a fight; on 18-19, government officials on a secret mission; on 20, a noble and retainers.

Workgang

Encounter Table 13

The workgang consists of a foreman and 4D6 workers.

roll
1D20 result

- 1-3 Player-character is accidentally bumped. Roll 1D20: on a result of 1-18, it is by a worker; on 19-20, it is by the foreman.
- 4-6 Player-characters encounter a workgang cleaning the streets and sewers. There is a terrible smell, a chance of disease, and street urchins occasionally throw rocks at the sweating laborers.
- 7-8 Workgang is repairing a damaged building. Roll 1D20 to establish how it was damaged: on a result of 1-4, it was damaged by dueling magicians; on 5-10, by a collapsed thieves' tunnel; on 11-15, by a street battle between rival political factions; on 16-19, by fire; on 20, by a town watch raid.
- 9-12 Player-characters notice that the workgang is being paid. Roll 1D20: on a result of 1-4, a player-character sees that the stupider workers are being cheated; on 5-12, sees ruffians shaking down paid workers; on 13-19, mistakenly thinks he sees either cheating or a shake-down; on 20, sees foreman fraudulently pay non-workers — 50% chance that foreman notices the observation.
- 13-16 Rude workmen insult the player-characters.
- 17-19 Player-characters must detour because of road repairs ahead.
- 20 Roll 1D20: on result of 1-18, laborer thinks he recognizes a player-character; on 19-20, foreman thinks he recognizes a player-character. Roll 1D20 again: on a result of 1-15, the individual is mistaken; on 16-20, he is correct.

Priests

In some cases these priests may be armed and armored.

roll 1D20	result
1-4	One of 1D4 strolling priests accidentally bumps into a player-character.
5-6	Player-characters see 1D4 priests preaching. Roll 1 D20 for their subject: on a result of 1-4, their topic is damnation; on 5-10, it is salvation; on 11-18, it is conversion to a new religion; on 19, it is a secret message sounding like nonsense; on 20, it is nonsense.
7-11	1D10+1 priests want to hire player-characters to go with them on an expedition. Determine the mission on Table 29, the mission table.
12-14	Player-characters see 1D20 priests performing a religious rite.
15-17	Player-characters notice 1D20 priests acting as escort. Roll 1D20 to know what they escort: on 1-8, it is a holy relic; on 9-14, it is money in the form of 1D20x1000 gold crowns; on 15-16, it is a magic item; on 17-20, it is a very important priest.
18	Player-characters see 1D20+1 priests of separate faiths fighting one another.
19	The 1D4 priests are not priests. Roll 1D20: on a result of 1-5, they actually are noblemen; on 6-12, they are thieves; on 13-20, they are assassins.
20	A priest thinks he recognizes a player-character. Roll 1D20: on 1-8, the priest is mistaken; on 9-20, he is correct.



*A member of
the town watch..*

Encounter Table 15

Adventurers

There are 2D8 adventurers banded together, of which 1D10 will be fighting men, 1D4 shamans, priests, or sorcerers, and the rest of any suitable occupation.

roll 1D20	result
1-4	The adventurers want suitable work: 75% chance that they approach the player-characters for suggestions.
5-8	The adventurers want to enlist the player-characters for an expedition: see the mission table, Table 29, to determine it.
9-10	Adventurers are looking for a leader: they approach any player-character of strong personality.
11-12	Just back from an adventure, the adventurers are spreading wild stories: 50% chance that the stories are true.
13-15	Just back from an adventure, the adventurers are close-mouthed. The player-characters note their passage.
16-18	Drunken adventurers insult the player-characters.
19-20	The adventurers think they recognize the player-characters. Roll 1D20: on a result of 1-15, they are mistaken; on 16-20, they are correct.

Townspeople

This is a master table for Tables 16-b through 16-k. Roll 1D20 on the table below to determine the type of townspeople encountered, then consult the table referred to for details.

roll 1D20	result	
1-4	Random Townspeople: see Table 16-b.	13-14 Rumormonger: see Table 16-g.
5	Madman: see Table 16-c.	15 Sailors: see Table 16-h.
6-7	Drunk or Drugged Townsperson: see Table 16-d.	16 Prophet: see Table 16-i.
8-11	Peasants: see Table 16-e.	17 Holy Man: see Table 16-j.
12	Hag: see Table 16-f.	18-20 Merchant: Table 16-k.

Encounter Table 16-b

Random Townspeople

There are 1D4 townspeople. Roll 1D6 for their class: on a result of 1-3, they are plebian; on 4-5, artisan; on 6, noble. Consult Table 31, the occupations table, for what they do or are good at.

roll 1D20	result
1-5	Townsperson accidentally bumps or insults a player-character.
6-8	A town guild is hiring for an expedition: use Table 29, the missions table, to determine the expedition.
9-11	The player-characters are approached to recover goods that have been stolen from a townspeople or his guild.
12-13	Townsperson tries to pick a fight with a player-character.
14-15	A townspeople gets drunken and rowdy.
16-17	A townspeople who was just mugged approaches the player-characters and begs for help.
18	Player-characters see urchins harass a townspeople.
19	Lost, a townspeople asks for help.
20	Townsperson thinks he recognizes a player-character. Roll 1D20: on a result of 1-16, he is mistaken; on 17-20, he is correct.

Madman

Encounter Table 16-c

roll 1D20	result
1-3	Player-characters see a madman run screaming down the street. Roll 1D20 for what is happening: on a result of 1-6, he is being pursued by the town watch; on 7-10, a pack of dogs pursue him; on 11-20, no one is pursuing him.
4-7	The madman was the subject of a magician's experiments. Roll 1D20: on a result of 1-6, the player-characters see him being pursued by the magician; on 7-12, he is pursued by a large bat; on 13-20, he is unpursued and approaches the player-characters for help.
8-12	The madman seems to recognize a player-character and vaguely warns him of some impending doom: there is a 25% chance that the premonition is real.
13-16	The madman babbles whatever information that the player-characters seek. Couch it confusingly or obscurely.
17-18	The madman falls frothing at the feet of the player-characters.
19	It is not a madman but a drugged and kidnapped aristocrat who needs help.
20	The madman appears almost normal, merely twitching and drooling. He recognizes a player-character. Roll 1D20: on a result of 1-14, he is mistaken; on 15-20, he is correct.

Drunk, Drugged Townsperson

There are 1D2 townspeople present.

roll 1D20	result
1-10	A drunk accidentally bumps a player-character. Roll 1D20: on a result of 1-8, he is belligerent; on 9-12, he is apologetic; on 13-15, he ignores the player-character; on 16-20, he accuses the player-character of robbing him.
11-13	A drunk tries to start a fight with a player-character.
14	A drug dealer approaches a player-character and offers to sell him an illegal narcotic. Roll 1 D20: on a result of 1-7, it is the drug described, with a 20% chance of contamination leading to serious illness; on 8-10, the drug is very pure (the dealer is selling a shipment that should have been delivered to an important noble — 10% chance that the purchaser is pursued by the noble's men); on 11-20, the bag is full of cow dung and straw.
15-17	A player-character sees a drunk in trouble. Roll 1D10: on a result of 1-5, the drunk is being mugged; on 6-12, the drunk is being robbed but not physically mistreated; on 13-20, urchins are harassing the drunk.
18	A drunk approaches a player-character and babbles useless information.
19	It isn't a drunk. Roll 1D20: on a result of 1-5, it is an underground recruiter who tries to enlist a player-character into a political faction; on 6-9, it is an assassin on a mission (10% chance that a player-character is the target); on 10-15, it is a townspeople who is being pursued and who needs help; on 16-19, it is a dying townsman with a dagger in his back; on 20, it is an agent of the town watch.
20	The player-characters encounter a drugged noble who has managed to escape his captors and who needs help.

Encounter Table 16-e

Peasants

There are 1D20+1 peasants present.

roll 1D20	result
1-4	A peasant accidentally jostles a player-character.
5-10	Peasants need help. Roll 1D20: on a result of 1-3, monsters are attacking their village; on 4-6, bandits are attacking their village; on 7-9, an evil noble has seized the peasants' land; on 10-15, they're lost; on 16-18, a thief has stolen all their goods; on 19, they need jobs; on 20, they have information of interest to a player-character.
11-14	A peasant appears to be intoxicated; roll on Table 16-d for a situation.
15-16	Player-characters see peasants chasing a con-man who has bilked them of all their cash.
17-18	Peasants seek some of their relatives: have the player-characters seen them or do they know of them?
19-20	A peasant recognizes a player-character. Roll 1D20: on 1-10, the peasant is mistaken; on 11-20, he correctly discerns an old friend, relative, enemy, etc.

Hag

There are 1D3 hags present. There is a 20% chance that one hag actually is a powerful magician in disguise.

roll 1D20	result
1-5	A hag begs money. If none is given, she curses the player-characters: there is a 20% chance the curse is effective.
6-9	A hag offers advice to the player-characters.
10-12	A hag offers to tell player-character fortunes for a small sum. There is a 20% chance that the fortune comes true.
13-14	A hag offers warning to the player-characters.
15-16	A hag spits on a player-character.
17-18	A hag accidentally bumps into a player-character.
19	A hag prophesizes something about a player-character, an important town personage, the town, or the kingdom: 60% chance that the prophecy comes true.
20	A hag recognizes a player-character. Roll 1D20: on 1-15, the hag is mistaken; on 16-20, she correctly discerns an old friend, relative, enemy, etc.

Rumormonger *Encounter Table 16-g*

roll 1D20	result
1-10	A rumormonger offers to sell player-characters some common gossip.
11-13	For a price, a rumormonger offers reliable information to the player-characters about the whereabouts of some treasure.
14-16	A rumormonger gives the player-characters information about an assassination or a theft.
17-19	Gold coins in hand, a rumormonger offers payment to the player-characters for information about treasure, news from abroad, political gossip, etc.
20	A rumormonger offers business information to the player-characters which could get them rich quick. Roll 1D20: on a result of 1-10, the information is reliable; on 11-17, the information is bad or wrong; on 18-20, it is information that the player-characters could obtain anywhere. The player-characters could sell the information to a competitor and, if the information was good, the player-character receive 1D6 times what they paid. But if the information is bad, the player-characters will be accused of being con-men.

Sailors *Encounter Table 16-h*

There are 1D6 sailors present. If this is a non-port city, these men could be members of the city militia or town watch.

roll 1D20	result
1-3	A sailor accidentally bumps into a player-character.
4-6	A sneering sailor insults a player-character.
7-9	Here come some drunken sailors! Roll on Table 16-d, but identify the wobblers as sailors.
10-11	After a long voyage, some sailors are blowing off steam; they're rowdy and insulting as well as drunk.
12-14	The player-characters hear the sailors tell tales of treasure. Roll 1 D20: on a result of 1-10, the tales are true and a treasure exists; on 11-20, the tales were made up, but a treasure still may exist.
15-17	Sailors approach the player-characters to hire on for a sea voyage. See the missions table, Table 29, to discover its purpose or destination.
18-19	Sailors attempt to set up the player-characters to be shanghaied.
20	A sailor recognizes a player-character. Roll 1D20: on 1-15, the sailor is mistaken; on 16-20, he correctly discerns an old friend, relative, enemy, etc.

Prophet

roll
1D20 result

- 1-3 A prophet bumps into a player-character. Roll 1D20: on a result of 1-2, the prophet predicts that evil will befall the player-character; on 3-5, the prophet acts offended; on 6-8, he asks for a donation; on 9-11, he offers a prophecy for a donation; on 12-13, he gives the player-character a free prophecy; on 14-16, he apologizes; on 17-18, he blesses the player-character; on 19, he slips a secret note to the player-character; on 20, he recognizes the player-character (75% chance he is correct).
- 4-10 Player-characters hear a prophet harangue a crowd. Roll 1D20: on a result 1-10, he tells of doom; on 11-15, of salvation; on 16-20, of some obscure future.
- 11-12 Urchins gleefully harass a prophet.
- 13-15 A prophet offers to hire himself to lead a party seeking a treasure that was revealed to him in a dream.
- 16 A prophet falls into a trance at the player-characters' feet, awakening 1D10 minutes later.
- 17-18 The player-characters see the arrest of a prophet because of what he foretold. Roll 1 D20: on a result of 1-5, he spoke treasonously; on 6-10, he spoke heretically; on 11-15, he foretold the death of a major personage; on 16-19, he foretold civil insurrection; on 20, he foretold natural disaster.
- 19 A prophet recognizes a player-character from a future vision.
- 20 A prophet recognizes a player-character. Roll 1D20: on 1-15, the prophet is mistaken; on 16-20, he correctly discerns an old friend, relative, enemy, etc.

Encounter Table 16-j

Holy Man

The holy man comes equipped with breechclout, staff, and impressive beard; there is a 50% chance that 1 acolyte with a begging bowl accompanies him.

roll
1D20 result

- 1 Player-characters hear the holy man's prophecy. Refer to Table 16-i, entry 17-18, to learn the nature of the prophecy.
- 2-5 Player-characters hear the holy man trying to convert the crowd to some local deity.
- 6-11 Player-characters hear the holy man predict that the world ends in 1D20 days.
- 12-14 Holy man tries to persuade player-characters to go on a quest. Roll 1 D20: on a result of 1-15, the request is non-magical and can be ignored; on 16-20, the persuasion is a moderately-strong magical spell, and must be successfully resisted, countered, or saved against to ignore. See Table 29, the missions table, to determine particulars.
- 15-16 A holy man is preaching holy war. Roll 1D20: on a result of 1-10, the crowd ignores him; on 11-19, the town watch or regular soldiers haul him off for inciting to riot; on 20, the crowd roars for blood, ready to follow the holy man anywhere.
- 17-19 A holy man is preaching a new religion. Roll 1D20: on a result of 1-10, the crowd ignores him; on 11-19, the town watch or special temple guards are hauling him away for heresy; on 20, a small band of his converts attack the player-characters as non-believers.
- 20 Depending on how the gamemaster feels, the holy man blesses or curses the player-characters.

Merchant

The merchant is accompanied by 1D6-2 retainers.

roll 1D20	result
1	A merchant accidentally bumps into a player-character.
2-4	A merchant tries to buy something from a player-character.
5-7	The merchant is recruiting guards for a caravan, warehouse, display, etc.
8	The player-characters see a member of the town watch dragging a merchant toward them. The merchant loudly protests the indignity. Roll 1D20: on a result of 1-6, a crowd of urchins and others are laughing and pointing; on 7-10, the crowd is muttering and angry; on 11-20, the incident is being ignored.
9-10	An urchin being chased by a merchant tosses a sack to a player-character. Roll 1 D20: on a result of 1-8, the merchant notices and accuses the player-character of conspiracy; on 9-15, the merchant notices and assumes the character is trying to help; on 16-20, the merchant doesn't notice and the bag is found to contain money, gems, jewelry, etc., worth 1D20x100 gold crowns.
11-12	A player-character sees a merchant try to grab an urchin, who darts toward the player-characters. The merchant will claim that the urchin has been stealing, but the urchin will protest his/her innocence.
13-17	A merchant tries to sell goods to a party. Roll 1D20: on a result of 1-6, the price is a bargain; on 7-14, the price is market rates; on 15-20, the price is inflated.
18-19	Needing quick cash, a merchant tries to sell goods to the player-characters at a 1D6x10% discount. Unknowingly, he may have a special or magical item which he will sell as a normal item.
20	A merchant accuses a player-character of shoplifting. Roll 1D20: on a result of 1-10, the merchant can be mollified; on a result of 11-12, the merchant is angry and takes a swing at the player-character; on 13-16, the town watch arrives and dismisses the accusation; on 17-20, the guards hold the player-character for questioning for 1D10 hours.

Encounter Table 17

Prostitute



roll 1D20	result
1-8	A prostitute approaches a player-character. Roll 1D20: on a result of 1-7, she wants help because she is a streetwalker and is being harassed by a bouncer from a brothel; on 8-14, she is a streetwalker plying her trade; on 15-18, she works in a brothel and is trying to make a little on the side (20% chance that she will be caught by one of the guards trailing her); on 19-20, she is trying to drum up business for a brothel catering to exotic tastes.
9-13	A young, pre-adolescent girl approaches a player-character, advertising a brothel (but not soliciting for herself); a large guard discreetly accompanies her.
14-16	The player-characters see a fight between two prostitutes. Roll 1D20: on a result of 1-6, they are from the same brothel, fighting over alleged favoritism; on 7-11, they are from different brothels and have insulted each other; on 12-20, they are streetwalkers disputing rights to a choice corner.
17-19	A guard from a brothel thinks he recognizes a player-character — there is a 20% that the identification is correct. Roll 1 D20: on a result of 1-7, he accuses the player-character of abusing one of the girls; on 8-14, of stealing from one of the girls; on 15-20, of trying to steal one of the girls from the brothel.
20	A girl runs out of a brothel and up to a player-character. She claims she is being held prisoner and asks for help. Roll 1D20: on a result of 1-10, she is being chased by 1 D4 guards; on 11-16, she is not being chased but is frightened to the point of hysteria; on 17-20, she is being chased and slips a note to the player-character giving her name and offering a reward for help (40% chance that the note tells the truth).

Assassin Or Spy

Roll 1D6: on a result of 1-4, the character is an assassin; on a roll of 5-6, the character is a spy. Refer to the sub-tables below.

Assassin

There is a 15% chance that two assassins are working together.

roll
1D20 result

- | | |
|-------|---|
| 1-6 | An assassin tries to join the player-character party. Roll 1D20: on a result of 1-4, he wants to get information about a potential victim; on 5-8, he wants to recruit player-characters as partners in a murder; on 9-12, he wants to gain cover to allow him to get close to his victim; on 13-16, he wants to hide from the searches of the town watch; on 17-20, he wants to incriminate a player-character for a past assassination and thereby divert attention from himself. |
| 7-10 | A player-character notices an assassin getting ready to attack. Roll 1D20: on a result of 1-5, the assassin is on a high roof armed with a crossbow; on 6-10, the assassin is pacing off distances; on 11-15, the assassin is preparing a trap; on 16-20, the assassin is using the player-character as a dry run for the real thing. |
| 11-12 | An assassin is being pursued by the town watch or regular soldiers, and he bowls over a player-character in rounding a corner. |
| 13-17 | The player-characters witness an assassination attempt. Roll 1D20: on 1-3, the attempt is on a member of the watch; on 4-5, on a noble's personal retainer or guard; on 6-11, the attempt is on a noble; on 12-20, the attempt is on a towns person. |
| 18-19 | Player-characters overhear an assassin talking to his employer; if the assassin notices them listening, there is an 85% chance he will try to silence them. |
| 20 | An assassin thinks he recognizes a player-character. Roll 1D20: on a result of 1-4, he is correct; on 5-20, he is mistaken. For his mistake, roll 1D20: on 1-5, he thinks player-character is a fellow assassin; on 6-10, his employer; on 11-15, his victim; on 16-20, an unimportant towns person. |

Spy

There is a 40% chance that two spies are working together.

roll
1D20 result

- | | |
|-------|---|
| 1 | Startled by a player-character, a spy hurries off, but he sends an operative to tail the player-character. |
| 2-4 | A spy thinks he recognizes a player-character. Roll 1D20: on a result of 1-15, the spy is correct; on 16-20, he is mistaken. |
| 5-7 | A spy tries to recruit a player-character for undercover work. Roll 1D20: on a result of 1-10, the recruiter is an agent for the city they're in, and the player-character is to be sent to another city; on 11-20, the recruiter is an agent for another city and the job is in this city. |
| 8-11 | A spy wants to recruit a player-character for a job in another city as part of a trade mission, as a delegate, as a minor official, etc. Roll 1D20: on a result of 1-10, it's a real job; on a roll of 11-20, it's cover for a spy ring. |
| 12-17 | As per entry 8-11 above, but agent is from another city and wants the player-character to set up an operation in this city. |
| 18-19 | A spy tries to pass a stolen document to a player-character. Roll 1D20: on a result of 1-10, he thinks the player-character is a fellow agent; on 11-20, enemy agents are in hot pursuit and he needs to unload the document. |
| 20 | City counter-intelligence agents want to entrap the player-characters. Roll 1D20: on a result of 1-10, they think a player-character is an enemy agent; on 11-20, they're willing to frame anyone to look good for their boss. |

Major Personage

This encounter must be tailored to the individual city or town, and represents the encounter of a player-character with some important individual, such as a local noble or wealthy merchant. No table is provided. If you are unready to create such a personage, roll again on the encounter matrix.

Encounter Table 20

Local Characters

roll
1D20 result

- 1 Conrad, a laborer, is convinced he is a prince from a distant land.
- 2 Jake, a barfly, promises information about anything in return for enough money for drink.
- 3 Clouter Bill, a bully who enjoys pushing around people who are much smaller than he is. Clouter Bill is very large, but unarmed except for a club.
- 4 Auntie May, who insists she has a birthmark somewhere which identifies her as a missing heir.
- 5 Fast Rob, who, for any coin, promises not to curse passersby.
- 6 Nell the Ghost, a pale woman who approaches strangers at night or in shadow and warns them against evil deeds.
- 7 Rurik the Ready stands drunkenly at a corner with a quarterstaff and challenges all comers.
- 8 Fangs the 3-legged dog enjoys snapping at the heels of strangers. Fangs' master, a street urchin, protects Fangs by being an excellent marksman with his slingshot.
- 9 Broken Head Kate, an old woman, randomly hands out pieces of wax to whomever will take them.
- 10 Rorg the Yammer, a harmless lunatic, wanders the city reciting meaningless conversations. If they take a momentary interest in him, Rorg follows people for hours, talking all the time.
- 11 Evil Ed, a costermonger, angrily chases people from his apple cart if he thinks they've touched the apples improperly.
- 12 Lord Loud, a barker for a notorious tavern, beckons in player-characters to see wild events, which are always delayed for one more round of drinks.
- 13 Sir Dubme, a tramp who mockingly knights passersby who put nothing in his cup.
- 14 Scooter, a limbless beggar, has a tiny wheeled cart on which she sits all day. When she wants a different view, she shoves the cart with her hands up and down a particular wall. Deep grooves mark her regular oscillations.
- 15 Icy Annie, a middle-aged woman whose face has been slashed, spits without provocation on passersby.
- 16 Herle the Joker knows a magical story which the player-characters have never heard. The story is guaranteed to be hilarious the first time they tell it. But after that, everybody hates it and throw eggs and stones at the tellers. That's when Herle gets to laugh.
- 17 Rimerler the Trader always approaches strangers and makes them ridiculously low offers for their daggers, boots, etc.
- 18 Greeter welcomes everyone to the city, swearing he is an official of some consequence. If it is dark, Greeter may be believable for a few minutes.
- 19 Fridat likes to peep in through doors, windows, and keyholes.
- 20 Lurking about, Snatcher like to claim what someone puts down for a second, and then refuses to let go of it. He likes to whine a lot.

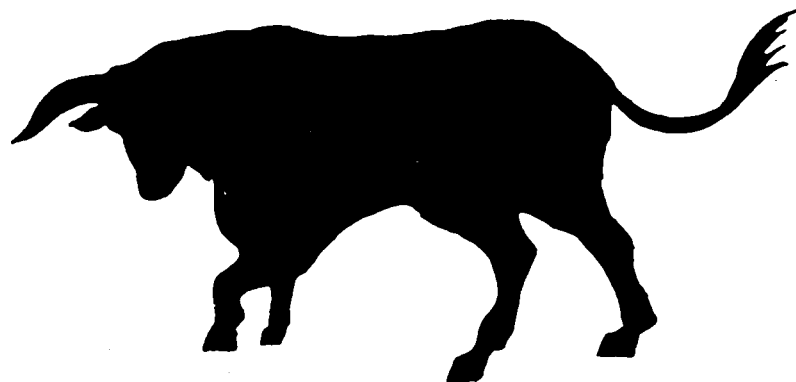
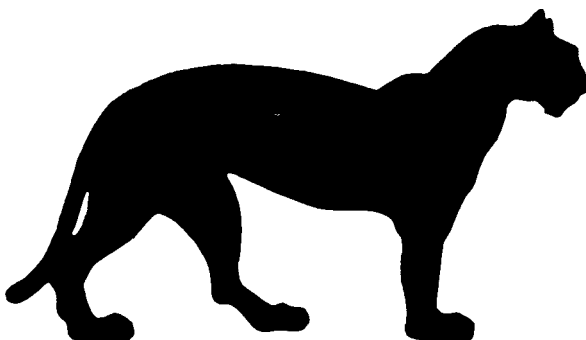
Animals

Roll on the large table to begin. If the statement roll for suitable animal occurs, roll on the sub-table as well.

roll 1D20	result
1-3	An escaped animal runs down the street toward a player-character — roll for suitable animal. Then roll 1 D20: on a result of 1-10, it is avoiding people where it is able to; on 11-14, it is panicked, smashing over obstacles and people in its path; on 15-19, it is being chased by 2D6 urchins; on 20, it is angry, and people scream and run from it.
4-5	The town watch has surrounded an angry animal to capture it — roll for suitable animal. Then roll 1D20: on a result of 1-10, they have cornered it against a wall; on 11-15, they are driving it toward an alley near the player-characters; on 16-17, the watch is recruiting townspeople to help capture the animal, and ask the player-characters to help; on 18-20, the animal is preparing to attack a woman near the player-characters.
6-9	An animal is wandering loose down the street — roll for suitable animal. Then roll 1D20: on a result of 1-7, people are looking, but not doing anything; on 8-16, a group of 2D6 urchins are following it curiously; on 17-20, two blocks away the owner is waving and shouting, running toward the animal.
10-11	An animal recognizes a player-character as its former master (20% chance he/she was or is) — roll for suitable animal.
12-16	The player-characters see a pack of 1D6+2 thin, mangy dogs. Roll 1D20: on a result of 1-7, they are fighting over scraps in the path of the player-characters; on a result of 8-11, they bark at and nip at any animals in the player-character party; on 12-17, they trail the player-characters, begging for food; on 18-19, one dog wets on a random player-character; on 20, the starving animals attack the player-characters.
17-18	A swarm of bees appears. Roll 1D20: on a result of 1-8, they are driving nearby caravan animals and drivers crazy, blocking traffic; on 9-15, they are swarming on the wall of a nearby shop and the shopkeeper is frantic; on 16-20, they pass the player-characters, scaring any of their animals into stampeding and threatening every player-character with a 20% chance of multiple stings.
19-20	A peddler tries to sell an unusual pet to a player-character. Roll 1D20: on a roll of 1-5, it is a trained giant rat; on 6-7, it is a hawk or an eagle; on 8-11, a snake; on 12-14, a monkey; on 15, a 4-armed monkey; on 16-17, a trained ferret; on 18-19, a parrot or exotic bird; on 20, a baby fire-drake or mini-dragon.

SUITABLE ANIMAL

roll 1D20	animal
1-6	horse (30% chance it is a war horse)
7-11	bull or ox
12-14	donkey or mule
15-17	billy goat or ram
18-19	boar
20	exotic (big cat, wolf, monster, etc.)



Protesters, Strikers

roll
1D20 result

- 1-5 The player-characters see a single merchant standing outside his shop arguing with workers. Roll 1D20: on a result of 1-10, the workers ignore the player-characters; on 11-19, both parties ask the player-characters' opinions about the merits of the arguments; on 20, the strikers attack the player-characters, thinking they work for the merchant.
- 6-10 Incidentally, the player-characters notice a strike against a particular industry, guild, etc., and deduce that soon certain goods will be difficult and expensive to get.
- 11-13 The player-characters see soldiers break up a strike. Roll 1D20: on a result of 1-10, the action is peaceful; on 11-19, force is used, and many are beaten and taken away; on 20, the soldiers attack the player-characters, mistaking them for strikers.
- 14-17 Outside a government building or a temple, the player-characters pass through a protest gathering. Roll 1D20: on a result of 1-10, it is a peaceful demonstration; on 11-19, agents take down descriptions (including those of the player-characters) and will round up the protesters later; on 20, a riot erupts around the player-characters.
- 18-19 Agents of both management and strikers attack the player-characters, each thinking they are part of the other side.
- 20 The player-characters come upon soldiers besieging a house or business where workers or slaves are holding their boss or master hostage. Roll 1D20: on a result of 1-10, the soldiers order the player-characters to move on; on 11-19, the player-characters are impressed into crowd control service while the soldiers storm the building; on 20, the soldiers hold back the crowd while ordering the player-characters to go in after the hostage.

Encounter Table 23

Circus, Carnival, Gypsies

roll
1D20 result

- 1 Show member accuses a player-character of stealing from them during their last show.
- 2-4 Player-characters see show members putting on a lewd / ribald act. Roll 1D20: on a result of 1-10, the crowd is appreciative; on 11-20, the offended crowd throws things, boos, etc.
- 5-8 The player-characters see a good-quality show presented.
- 9-11 It's a terrible show, with old animals, bad dancers, stale jokes, etc. Roll 1D20: on a result of 1-8, the crowd is indifferent; on 9-19, the crowd is booing and throwing garbage; on 20, a near-riot breaks out and the town watch is on the way.
- 12-14 The circus is a front for a band of pickpockets; 1 D10 pickpockets of low to medium skill are working the standing crowd. For each pickpocket actually present, the chance increases by 5 percentiles that a player-character will be a target (for example, if 4 pickpockets are rolled, then a player-character has a 20% chance of being robbed).
- 15-17 The player-characters see a fortuneteller. Roll 1D20: on a result of 1-15, any fortune will be false; on a roll of 16-20, any fortune will be true.
- 18-19 The show-people ask the player-characters to act as guards while they travel to the next city.
- 20 The show is really a front for a group of spies. They mistake a player-character for a contact and pass him a message. Roll 1D20: on a result of 1-10, it's in code; on a roll of 11-20, it's in a random language. Opposition agents may observe the exchange, try to recover the message, etc.

Non-Humans

roll
1D20

result

- 1-3 1D6+1 elves come down the street. (They may be on a mission; if so consult Table 29, the missions table, for particulars.) Roll 1D20: on a result of 1-5, they seek a lost comrade; on 6-10, they are delivering a message; on 11-15, they are hiring members for an expedition; on 16-18, they seek wisdom; on 19, they are on a quest; on 20, one recognizes a player-character — roll 1D20: on 1-12, the elf is mistaken, on 13-20, the elf is correct.
- 4-9 1D3+1 dwarfs come down the street. (They may be on a mission; if so, consult Table 29, the missions table, for particulars.) Roll 1D20: on a result of 1-3, they seek a lost comrade; on 4-8, they are pursuing thieves who stole their treasure; on 9-10, they are tracking the murderer of their comrade; on 11-13, they are hiring for an expedition; on 14, they are buying supplies; on 15, they are blowing off steam; on 16-17, they have just been robbed; on 18, they are local smiths or armorers; on 19, they think they recognize a player-character (roll 1D20: on a result of 1-12, they are mistaken; on 13-20, they are correct); on a result of 20, the dwarfs are drunk and babbling. For this last result, roll 1D20 again: on a result of 1-5, they give real information about a treasure; on 6-15, the treasure information is false; on 16-20, they fall silent as the player-characters approach.
- 10 1D4+1 halflings come down the street; they quiz everyone about some thieves who stole their treasure.
- 11-14 1D20+1 orcs are present. Roll 1D20: on a result of 1-12, they are in a triumphal procession of orc captives led by 2D10 guards; on 13-15, they are on their way to be questioned at government headquarters; on 16-17, they are minions of a magician, accompanied by 1D10 guards; on 18, they are a workgang; on 19, they attempting escape disguised as result 1-18 of this entry; on 20, the player-characters see them raid a shop.
- 15 It is a were-animal: roll on Table 21, the animals table, above.
- 16 It is a magician in animal form.
- 17-19 They are undead: determine the type appropriate to your game.
- 20 The city is attacked by (choose one type) 1-2 dragons or wyrms, 1D4 balrogs, 1D6+2 giants, or 1D10+6 allosaurs.

Encounter Table 25

God, Goddess



roll
1D20

result

- 1-6 The player-characters hear of a deity present in the city, perhaps manifesting at a temple. Roll 1D20: on a result of 1-10, the rumor is unsubstantiated; on 11-20, the report comes from a reputable eyewitness.
- 7-12 A procession of honor, with a deity in attendance, travels down a major street or through an important plaza, etc.
- 13-15 On a lark, a deity is in a tavern, inn, bath, gambling house, etc. Roll 1D20: on a result of 1-10, no admittance is allowed and only the player-characters seem to know about it; on 11-19, there is open attendance, but with guards, temple priests, etc., scurrying about; on 20, the deity strolls unattended through the crowded streets.
- 16-18 For a limited time, a deity will hear petitions at a temple. Roll 1D20: on a result of 1-14, the player-characters can't get there in time or aren't admitted; on 15-20, they are admitted to the deity's presence. If they are admitted, roll 1D20 again: on a result of 1-12, the petition is turned down; on 13-19, the petition is granted; on 20, the deity grants a player-character a wish or kills him, depending on the nature of the petition.
- 19-20 The player-characters encounter a disguised deity who is in search of earthly amusement without interference from fawning worshipers. The deity may reward those player-characters who show it a good time, but may be very hard on those he/she doesn't like.

No Encounter

It seems silly to have a "no encounter" encounter table, doesn't it? Well, this matrix table entry really does mean that nothing significant happens. If you want something to happen, roll again on the matrix or roll on Table 27, events, which follows.

Encounter Table 27

Events

roll 1D20	result
1-3	Dishwater from an upper story falls on a player-character.
4	Falling from an upper story, the contents of a chamber pot are emptied onto a player-character.
5	Loose bricks and stones from a roof fall onto player-characters. There is a 30% that each character could be injured.
6-9	A player-character steps into a chuck-hole; there is a 20% chance that he sprains his ankle.
10-11	A player-character finds an item in the street. Roll 1D20: on a result of 1-3, it is a map to a place or to a treasure; on 4-10, a purse containing a moderate amount of money; on 11-15, an article of clothing; on 16-20, an obscure message.
12-13	A player-character loses a random item.
14-17	A passing wagon splashes mud and water onto a player-character.
18-19	The player-characters hear a scream from a nearby alley or building. If they investigate, they find a man with a torch in one hand and a bottle of whiskey in the other, bending over a man strapped to a table, while in the shadows lurk two armed warriors. The man on the table had a wound cauterized and the warriors will not appreciate interference.
20	The player-characters hear a scream from a nearby hovel. If they investigate, they find a beefy woman on her knees being struck by a large, drunk, angry man, with 1D4 children crying in a corner. If the player-characters distract the man, roll 1D20: on a result of 1-7, the woman remains on her knees and crying; on 8-10, runs crying to the children and hugs them; on 11-14, runs to the children and hustles them from the room; on 15-18, grabs a broom and starts beating the man; on 19-20, grabs a broom and starts beating the player-characters for interfering.

Encounter Table 28

Special

This should be an encounter specially designed for the particular town or city. Some possibilities are listed below, from an unusual event to a major political upheaval.

- *Suspecting them of involvement in an attempted coup or for trumped-up reasons, political agents of the government arrest the player-characters and begin to question them.*
- *By mistake the player-characters end up in the middle of a secret-society meeting or ritual, with no obvious way out.*
- *The player-characters notice partially-painted horses and pots of dye in a supposedly-abandoned warehouse. One of the horses is superb and is famous as the favorite steed of a local noble. The warehouse is used by a powerful group of thieves.*
- *The player-characters are trapped in a violent coup.*

Missions

If not previously specified, roll 1D20 for what the mission involves: on a result of 1-8, it involves goods; on 9-16, it involves people; on 17-20, it involves places. Goods, People, and Places are each made up of two sub-tables. Roll on what sub-tables apply.

Goods: Do What?

roll 1D8	result
1	recover
2	steal
3	transport
4	smuggle
5	guard
6	raid for
7	destroy
8	locate

What Are The Goods?

roll 1D10	result
1	a map or a book
2	precious metals or gems
3	jewelry
4	religious artifacts
5	magical items
6	traditional items or trade goods
7	message
8	animal(s)
9	a body
10	a ship

People: DO what?

roll 1D10	result
1	free
2	capture
3	guard
4	assassinate
5	find
6	transport (see Places)
7	lure
8	incriminate
9	seduce
10	terrorize

Who Is It?

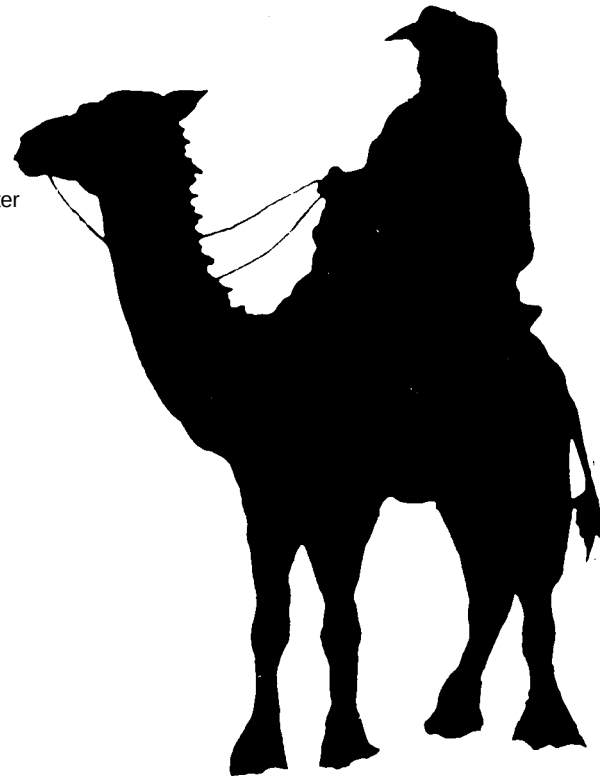
roll 1D20	result
1	employer's mistress
2	guild member (20% chance of guildmaster)
3	secret brotherhood member
4	friend
5	employer's rival or enemy
6	employer's fellow plotter
7	employer's retainer or master
8	noble
9	influential or informative person
10	employer's relative
11	government official
12	assassin
13	thief
14	merchant
15	member of town watch
16	warrior
17	non-human
18	magician
19	priest
20	noted person or character

Places: DO what?

roll 1D8	result
1	find it
2	capture it
3	map it
4	defend it
5	destroy it
6	hide it
7	build it
8	besiege it

What Is The Place?

roll 1D20	result
1	castle
2	town
3	swamp
4	river
5	pass or defile
6	mountain
7	valley
8	manor house
9	house
10	dock
11	guildhall
12	warehouse
13	dungeon
14	cave
15	palace
16	temple
17	stable
18	wall
19	forest
20	reef



Lodging

Lodgings are nearly always inns, taverns, and private homes; a private room may be nothing more than a room with a table, a bench, and a door. For a random result, roll 1D6.

QUALITY OF LODGING

quality	description
1-Bad	Common room; benches/table/floor for sleeping; no heat; no sanitary facilities; virulent vermin; filthy.
2-Poor	Common room; straw mats, benches/tables/floor for sleeping; fireplace (extra charge for fire); no sanitary facilities; lesser vermin.
3-Average	Common room and a dormitory room; fireplace in common room; rope cots and straw mattresses; no sanitary facilities; some vermin.
4-Good	Common room, dormitory room, and 1-2 private rooms; fireplaces; stuffed cloth mattresses; some sanitary facilities; incidental vermin.
5-Better	Common room; separate small dining/sleeping rooms; down or cloth mattresses and blankets available; normal sanitary facilities; attendant summonable; free of vermin and very clean.
6-Superb	Dining hall; separate individual parlors and nightchambers; down mattresses, satin sheets, down comforters; fireplaces and warming pans; elaborate sanitary facilities; appurtenances of fine workmanship; glass windows which open; several attendants on call.

QUALITY OF FOOD

quality	description
1-Bad	thin gruel, wormy meat, watered beverages.
2-Poor	Tasteless stew, coarse bread, old cheese, green beer.
3-Average	Fruits in season, eggs, black bread, chicken, pork, good beer, indifferent wine.
4-Good	Limited portions of fruits, stews and soups, chicken, pork, beef, fish, good beer, and good wine; dishes cooked to order.
5-Better	All of that listed for "good," in unlimited portions, plus freshness, cleanliness, earthenware bowls and platters, and care in selection and preparation of meals.
6-Superb	All of that listed for "better," plus an unlimited pantry and cellar, individual preparation of unusual dishes, personal service, fine crystal and metal goblets, platters, etc., and excellent and imaginative chefs.

FOOD AND LODGING PRICES, In gold pieces

item	quality of establishment					
	1-bad	2-poor	3-avg.	4-good	5-better	6-superb
Food & Lodging, nightly	0.5-1	1-2	2-4	4-6	5-7	15+
Food & Lodging, weekly	2-3	5-10	10-20	20-36	25-45	60+
Lodging, nightly	0.2-0.7	1-2	2-3	3-4	4-5	10+
Lodging, weekly	1-2	3-8	11-15	15-20	15-25	35+
Food Quality Range	1-2	1-3	2-4	3-5	5-6	5-6
Nominal Price Per Meal	0.2	0.5	1	2	4	10+
Nightly Chance of Robbery	50%	40%	20%	10%	5%	1%
Chance of Lodging Is Available	100%	80%	70%	75%	90%	95%
Bribe/Tip to Procure Item*	50%	40%	25%	15%	10%	5%
Size of Staff	1D4	1D8	2D6	2D8	2D10	2D10+

* in percentage of item's value.

NUMBER OF CUSTOMERS*

general location	morning 5am- 10am	day 10am-5pm	evening 5pm-11pm	night 11pm-5am
Poor Quarter	4D10	5D6	6D10	5D10
Low-Middle Quarter	5D6	1D20+20	6D10	1D20+20
Merchant Quarter	4D10	5D10	6D10	3D10
Upper-Middle Quarter	5D6	(D6-1)x10	6D10	1D20
Wealthy Quarter	2D10	5D10	6D10	1D10

* assumes 60 as a maximum capacity; modify as needed.

TAVERN AND INN CUSTOMERS

For random result, roll 1D6 to establish the quality of the establishment, then roll 1D100 to learn who is patronizing the tavern or inn.

patrons	quality of establishment					
	1-bad	2-poor	3-average	4-good	5-better	6-superb
Townsppeople**	01-75	01-47	01-36	01-29	01-15	01-04
Warriors	76-78	48-52	37-46	30-34	16-23	05-08
Magicians	79	53-54	47-50	35-37	24-28	09-13
Priests	80	55-56	51-53	38-40	29-34	14-21
Aristocrats (with Ladies)*	—	—	—	41	35-39	22-31
Townsppeople, Warriors	81-86	57-66	54-63	42-56	40-48	32-36
Townsppeople, Magicians	87-90	67-72	64-68	57-62	49-53	37-42
Townsppeople, Priests	91-92	73-78	69-72	63-67	54-58	43-49
Townsppeople, Aristocrats**	—	79	73-74	68-70	59-64	50-56
Townsppeople, Warriors, Priests	93-95	80-84	75-81	71-76	65-69	57-62
Townsppeople, Warriors, Magicians	96-97	85-90	82-87	77-81	70-74	63-68
Townsppeople, Warriors, Aristocrats	—	91	88-89	82-85	75-80	69-76
Townsppeople, Magicians, Priests	98	92-95	90-93	86-89	81-85	77-80
Townsppeople, Magicians, Aristocrats	99	96	94-95	90-92	86-89	81-85
Townsppeople, Priests, Aristocrats	—	97	96-97	93-95	90-93	86-92
All Types But Aristocrats	100	98-99	98-99	96-98	94-98	93-97
All Types	—	100	100	99-00	99-00	98-00
Percentage Chance of 1D4 Prostitutes	90%	85%	60%	40%	25%	05%

* To randomly determine townsfolk backgrounds, roll D100 on the appropriate sub-table below,

** To randomly determine aristocratic rank, roll D100 on the appropriate sub-table below.

TOWNSPERSON BACKGROUND

background	quality of establishment					
	1-bad	2-poor	3-average	4-good	5-better	6-superb
Thief	01-50	01-30	01-24	01-20	01-15	01-10
Laborer	51-80	31-60	25-55	21-50	16-30	11-25
Artisan	81-98	61-90	56-85	51-80	31-70	26-50
Noble	—	91-97	86-96	81-95	71-94	51-93
Spy, Assassin	99-00	98-00	97-00	96-00	95-00	94-00

ARISTOCRAT BACKGROUND

roll 1D100	result		
01-75	merchant	97-98	earl, count
76-90	knight	99	duke
91-96	baron	100	royalty



Occupational Background

As needed, use these tables to randomly determine character backgrounds. Some occupations appear more than once.

PLEBIAN OCCUPATIONS

<i>roll</i>							
<i>1D20 result</i>							
1	animal trainer	6	forester	11	laborer	16	servant
2	beggar	7	gambler	12	musician	17	slave
3	caravaneer	8	harlot/procurer	13	nomad	18	soldier
4	farmer	9	herder	14	peddler	19	storyteller
5	fisherman	10	hunter	15	sailor	20	thief

ARTISAN OCCUPATIONS

roll 1D50 result							
1	acolyte/hermit	14	engineer	27	mason	40	smith
2	alchemist	15	entertainer	28	military officer	41	tailor
3	animal trainer	16	fletcher	29	musician	42	tavernkeeper
4	armorer	17	forged	30	perfumer	43	teacher
5	baker	18	furrier	31	physician	44	torturer
6	bird trainer	19	gambler	32	potter	45	tradesman
7	builder	20	glassblower	33	preacher	46	veterinarian
8	carpenter	21	hawker	34	net/rope/sailmaker	47	weaver
9	cartographer	22	herald	35	scribe	48	wheelwright
10	clerk	23	interpreter	36	sculptor	49	winemaker
11	cobbler	24	jeweler	37	shipbuilder	50	winemaker
12	cooper	25	kennel master	38	ship master		
13	distiller	26	lawyer	39	slaver		

NOBLE OCCUPATIONS

<i>roll</i>							
<i>1D20</i>	<i>result</i>						
1	banker	6	landowner	11	military leader	16	religious leader
2	diplomat	7	lawyer	12	musician	17	scholar
3	gambler	8	linguist	13	orator	18	scientist
4	historian	9	mathematician	14	poet	19	spy
5	inquisitor	10	merchant	15	political leader	20	usurper

Street Traffic Density

Roll 1D20 and modify as appropriate, adding to or subtracting from the die roll result. Cross-reference with the area of town, then consult the left-hand column to find the relative number of people in sight. CUMULATIVE MODIFIERS: daytime 0; evening -2; night -4; rain -3; special event +2.

	AREA OF CITY			
<i>street density</i>	<i>poor</i>	<i>merchant</i>	<i>wealthy</i>	<i>town</i>
Empty	1-6	1-3	1-2	1
Light	7-10	4-7	3-10	2-6
Average	11-16	8-14	11-18	7-17
Heavy	17-19	15-18	19	18-19
Very Dense	20	19-20	20	20

Stables

Stables vary in space available, quality of provender and care, cost, and the number of animals for rent. The tables for Quality and Daily Level should be used in turn to modify the Animal Availability and the Food & Care tables. These tables are designed to assist gamemasters in deciding the type, quantity, and quality of goods and services available on a particular day.

QUALITY: roll 1D4 or choose the stable's quality; use the number of percentiles accompanying the result to modify the Daily Level table.

relative quality	description	percentile modifier
1	Poor	-10 percentiles
2	Average	0 percentiles
3	Above Average	+10 percentiles
4	Superior	+25 percentiles

DAILY LEVEL: roll 1D100 and add or subtract from the result any percentile modifier from the Quality table. Read across to determine the column to roll on for Animals Present and Food & Care.

final result	daily level	description
01-10	0	nothing available
11-30	1	below normal
31-84	2	normal
85-99	3	above normal
100	4	special

ANIMAL AVAILABILITY: locate the column number indicated by the Daily Level table above. For each animal type, make the die indicated to determine how many of that animal is present.

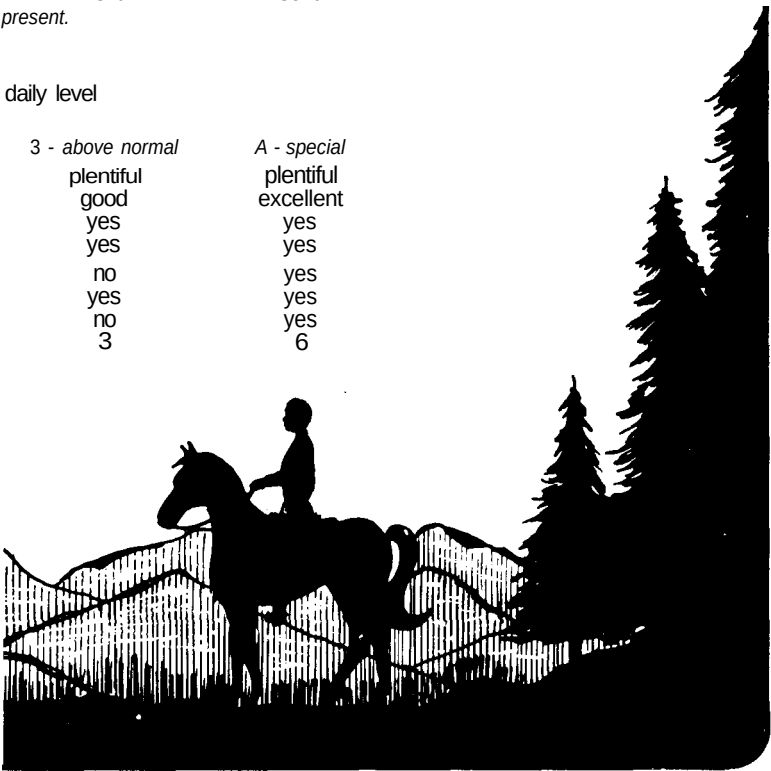
type of animal	1 - below normal	2 - normal	3 - above normal	4 • special
Mules	1D4-1	1D3	1D4	1D6
Ponies	1D4-2	1D4-1	1D6-2	1D3
Smaller Riding Horse	1D4-1	1D6-1	1D6	1D8
Draft Horse	1D4-1	1D4	1D4	1D6-1
Light War Horse	1D6-5	1D8-5	1D6-2	1D6-1
Heavy War Horse	1D8-7	1D6-4	1D6-3	1D6-2
Special*	1%	5%	15%	50%

* percentage chance for a unicorn, pegasus, enchanted horse, etc., present.

FOOD & CARE: locate the column number indicated by the Daily Level table above. Cross-index the appropriate daily level column with the item in question.

type of service	1 - below normal	2 - normal	3 - above normal	A - special
Quantity, Food & Water	limited	sufficient	plentiful	plentiful
Quality, Food & Water	poor	average	good	excellent
Animal Combed	no	yes	yes	yes
Hooves Cleaned	no	no	yes	yes
Minor Healing	no	no	no	yes
Tack Cleaning	no	no	yes	yes
Tack Repaired	no	no	no	yes
Daily Stabling Cost*	0.1	1	3	6

* cost in gold pieces or fraction thereof.



Populating Villages, Towns, and Cities

Wherein the authors tell how to randomly populate the buildings of your sample village, town, or city. Note that the tables coded with a V are for use in creating villages, and that the tables coded TC are for use with larger communities.

This chapter of **Cities** contains tables for populating villages of up to 400 people, and tables for populating larger towns and cities.

The village tables tell gamemasters what can be found in the smallest hamlet to larger villages. As size increases, the chance of taverns, blacksmiths, open markets, and other basic services also increases. Due to the small number of buildings in a village, gamemasters should determine the location of each business or residence.

When a community grows to town or city size, the placement of each business or residence becomes significant because of business type (needing water, creating strong odors, making loud noises, using animals, etc.), or because of city/town/guild law, or because of geography, etc. This adds considerably to the time needed to populate the community. Therefore the city populating tables include information for determining what types of businesses and how many of a type will be found in a

city or town of given size. The populating procedure also includes tables which determine the location of each business.

In the initial design of a community, a gamemaster must consider why the town or city grew where it did, and the sort of people who inhabit it. Most if not all cities were trading centers even if they also began as manufacturing centers. All cities need fresh water. Many began near a river or on a coast, since water transport is vital to communication and commerce.

Many gamemasters underestimate the amount of farm land needed to feed a city. Based on medieval and Renaissance yields, it takes 3-5 acres of farmed land to feed one person. Usually one-third of the farming land was left fallow each season, so a square mile of farm land (640 acres) supported 80-130 people. If a city-builder maps his surrounding region on a sheet of hexagons each

representing five miles from side to side, then the area of one hexagon equals 22 square miles. Such a hexagon could feed 1750-2800 people, depending on soil quality and farming technique. The urban ratio for the pre-industrial period varied between about 5%-20%; this multiplied by the population of the farmlands gives a rough idea of the number of people in all the cities and towns.

The culture — the customs, traditions, and expectations of a city's inhabitants — determines the city's political, judicial, social, and religious structure, as well as fostering guilds, factions, secret societies, etc., which can flesh out the encounters chapter of this book. Often more than one culture is present in larger communities. Culture also determines population density, the average number of people per building. This factor can be used to discover the population of a community once an initial map has been drawn, and the number of buildings in it is the key to using this chapter to populate your community.

We suggest 6-8 people per building, and including every building in the average. This creates a density similar to an uncrowded western or northern European settlement. A denser population or a culture of Middle Eastern flavor probably will be 8-10 people per building. A culture housing extended or multiple families in compounds, such as in the more populated parts of China, might give an even higher density of 10-15 or more people per building.

The actual density of pre-industrial cities varies between 100 and 400 people per hectare, depending on a lot of factors which the GM may wish to fudge together. At higher population densities, there may prove to be a lack of buildings per unit population, representing the crowding of more than 10 residents per structure.

Though biased toward medieval Europe, these tables were designed to be useful over a wide range of cultures.

General Instructions

Before beginning to populate your community, read the instructions completely, including the suggestions at the end. Building a city can be a relatively long task and, even with the help of these tables, will take a while. Because businesses and shops did not occur randomly in medieval cities, the tables involve more than simply choosing a business and placing it on the map.

Use of the tables involves multiple rolls. In addition, parenthesized code letters next to some of the businesses may be used to make your community more realistic.

GENERAL STEP ONE: Draw a bird's-eye view of your village, town, or city. In mapping the community, decide where it grew up and why, since its history and culture(s) affect its plan.

GENERAL STEP TWO: Count the number of buildings in your community, and write down that number. If the community has 70 or fewer buildings, the tables in this book consider it a village, and the gamemaster should go to the Villages section nearby. If the community is of more than 70 buildings, go to the Towns And Cities section further on in this book.



At the slave auction.

Villages

Read these instructions in conjunction with the five village populating tables nearby. A comprehensive example concludes the instructions.

STEP ONE: Establish the number of buildings in your village, then proceed to the proper column on Table V-1, Composition Of Buildings. Roll percentile dice for each function or business listed. If the result is less than the listed chance, the entry is found in your village. Place it in a village building now.

The entries (NBS?) stand for Next Business the Same? and represent the probability that a second craftsman or function of the same type is located in the village. If the NBS? roll succeeds, halve the printed NBS chance and roll a third time; continue halving each successive chance until a roll is unsuccessful.

Do not assume that all buildings not populated from Table V-1 are residences; other permanent businesses can result from rolls on Tables V-4 and V-5, as discussed later.

STEP TWO: Use Table V-2, Frequency Of Open Market/Bazaar, to determine how often a farmer's market or open fair is held in your village.

STEP THREE: Tables V-3, V-4, and V-5 determine what businesses are at the fair. The gamemaster can re-roll the fair each time, or can assume that the same businesses appear there each market day. In either case, use Table V-3, Contents of the Open Market/Bazaar, to find the number of booths representing each business type at the fair.

STEP FOUR: After finishing step three, consult Table V-4 to learn what other craftsmen might be at the market. Continue to use the correct column for your number of buildings. If a Table V-4 craftsman is present, two further kinds of rolls may be made before leaving Table V-4.

The first set of chances appear on the table in parentheses. They are NBS rolls (Next Business is the Same), and are found on the table lines beginning (NBS?). Step One includes an explanation of them.

The second set of chances appear on Table V-4 in arrow <> brackets. Each such chance represents the probability that such a craftsman is permanently in the village. The chances are found on the table lines beginning <permanent?>.

STEP FIVE: To add interest to the village, there is also a chance that one or more craftsmen or businesses from the nearest town or city will visit the market. Use Table V-5 to learn three points:

(1) Should a roll on a town/city business table be made?

(2) If so, how many such rolls should be made?

(3) If a craft or other business from a town/city business table appears at market, is one of the business types rolled also among the permanent shops in the village?

Although the market booth businesses can be re-rolled every market day, do not repeat the permanent booth rolls — permanent means permanent.

CONCLUSION: After populating village buildings with permanent crafts and businesses, add any special buildings not included in the village population tables. Those buildings are ones unique to a particular culture or world. The remainder of the buildings are the residences of the remaining villagers, the farmers, laborers, fishermen, hunters, etc.

EXAMPLE: Populating A Village

Gamemaster Joe wishes to populate a village of 32 buildings and of about 200 people. Locating the column for 31-40 buildings, the gamemaster rolls 1D100 for each function on Table V-1, Composition Of Buildings.

Joe rolls a 45 for 'Communal Building/Equipment,' over the listed 40% chance, indicating that there are none in this village.

A result of 80 reveals that a temple/shrine is present. An NBS roll is listed for this function, and so another 1D100 roll is made. A result of 75 shows that no second temple/shrine is present, since the NBS chance was only 20%.

Joe's next three rolls establish the presence of a healer, a blacksmith, and a tavern/stable. An NBS roll for a second tavern succeeds. Since the NBS roll was successful, the NBS chance is halved: originally 50%, it is now 25%. Joe rolls again, this time a 31 — there is no third tavern/stable in the village.

Finishing Table V-1 after more rolls, Joe rolls a 1D10 on Table V-2 and gets a 6: an open market/bazaar is held once a week.

To learn what booths are at the market, Joe needs the remaining three village population tables. Beginning with Table V-3, Contents of the Open Market/Bazaar, Joe rolls 1D4 to determine how many of each listed booth type appear at the market: he learns that there are 5 (2+3) agricultural products booths (animal fodder, produce, crops, etc.); that there are 3 (2+1) milk/cheese booths; etc.

Joe rolls once per craft on Table V-4, Crafts Appearing at Market/Bazaar. A result of 76 shows one coppersmith present, but his NBS roll is 78, far over the 40% chance. Next, Joe rolls to find out if the coppersmith is permanently located in the village. His result of 11 indicates that one of the buildings does house a coppersmith. Joe's rolls for the other four craft entries fail; none of the rest are at the market.

Proceeding to Table V-5, Town/City Businesses Present at Market/Bazaar, and rolling a 35, Joe finds that 1D4 rolls should be made on Table TC-7. Turning to that table, Joe rolls a 2 on his D4: two rolls will be made on Table TC-7. With 1D100, Joe rolls up a candle/lampmaker and a potter, and immediately returns to Table V-5. Joe's first result was the candle/lampmaker, so he rolls for that on the Chance First Result Is Permanent line of Table V-5. His result of 18 shows that the candle/lampmaker has a permanent shop in the village. If Joe had rolled identical businesses on Table TC-7, he could have re-rolled the latter time (if he wished) to create variety.

Joe rolls on Tables TC-5 and TC-6 in the same fashion.

Finally, Joe finishes populating his village by putting in any special buildings or functions peculiar to his culture or world. His village outlined, he can insert non-player-characters as he wishes.



*Lud the Barbarian sees
his first 2-story building.*

Composition Of Buildings

This table gives the basic chance that certain functions and crafts exist in a village. Find the column appropriate to your village's number of buildings, then roll 1D100 against the percentage chances given in the column to see if the functions and crafts exist in your village.

craft, function, etc.	NUMBER OF BUILDINGS							
	3-10	11-15	16-20	21-25	26-30	31-40	41-50	51-70
Communal Building								
/Equipment	95%	95%	90%	85%	60%	40%	20%	10%
Temple/Shrine (NBS?)	80%	85%	90%	95%	95%	95%	95%	95%
	—	—	—	—	—	(20%)	(40%)	(60%)
Healer (NBS?)	50%	65%	75%	90%	95%	95%	95%	95%
	—	—	—	—	—	—	(30%)	(60%)
Blacksmith (NBS?)	25%	50%	80%	90%	95%	95%	95%	95%
	—	—	—	—	—	—	—	—
Tavern/Stable (NBS?)	25%	40%	75%	85%	95%	99%	100%	100%
	—	—	—	—	(20%)	(50%)	(80%)	(120%)
Mill	05%	05%	10%	20%	30%	60%	75%	85%
Carpenter/Boatwright	02%	03%	05%	10%	20%	45%	70%	85%
Mason/Stoneworker	02%	02%	03%	05%	10%	35%	50%	60%
Governmental Official	20%	35%	50%	75%	85%	90%	95%	95%

COMMUNAL BUILDING/EQUIPMENT: most villages owned some equipment or buildings in common, such as fisherman (nets and boats), farmers (workhorses/oxen and/or plows. (NBS?): the chance that the next business is the same as this; see the instructions for more information. HEALER: might be a shaman, priest, cleric, old woman, etc. CARPENTER/BOATWRIGHT: if on a river or seacoast, the craftsman is a boatwright; if a mining, farming, or lumbering community, he is a carpenter. GOVERNMENTAL OFFICIAL: might be the baron or knight in the nearby castle, the local mayor, or a tax collector — anyone representing local government.

Village Table V-2

Frequency Of Open Market/Bazaar

Roll 1D10 and correlate with the column having the appropriate number of buildings.

frequency	NUMBER OF BUILDINGS							
	3-10	11-15	16-20	21-25	26-30	31-40	41-50	51-70
none	1-8	1-7	1-3	1-3	1 - 2	1	1	—
once weekly	9-10	8-10	4-9	4-9	3-8	2-7	2-6	1-5
twice weekly	—	—	10	10	9-10	8-10	7-9	6-8
three times weekly	—	—	—	—	—	—	10	9-10

Village Table V-3

Contents Of Open Market/Bazaar

Find the column having the appropriate number of buildings, then roll 1D4 to find the quantity of each booth type in the market.

type of booth	NUMBER OF BUILDINGS							
	3-10	11-15	16-20	21-25	26-30	31-40	41-50	51-70
agricultural products*	1D4	1D4	1D4+1	1D4+2	1D4+2	1D4+3	1D4+4	1D4+5
milk, cheeses, etc.	1D4-2	1D4-2	1D4-1	1D4	1D4	1D4+1	1D4+2	1D4+2
livestock	1D4	1D4	1D4+1	1D4+1	1D4+2	1D4+2	1D4+3	1D4+3
prepared food	1D4	1D4	1D4	1D4+1	1D4+2	1D4+3	1D4+4	1D4+5
wine and ale	1D4	1D4	1D4	1D4+1	1D4+2	1D4+3	1D3+4	1D4+5

* includes grains, fruits, vegetables, roots, etc.

Craftsmen

Appearing At Market/Bazaar

Find the column having the appropriate number of buildings, then roll 1D100 to find whether or not such a craftsman is present.

craftsman	NUMBER OF BUILDINGS							
	3-10	11-15	16-20	21-25	26-30	31-40	41-50	51-70
Tinker/Coppersmith (NBS?)	35%	50%	65%	75%	85%	95%	95%	95%
<permanent?>	—	—	—	(40%)	(60%)	(80%)	<20%>	<50%>
Potter (NBS?)	25%	40%	50%	65%	80%	90%	95%	95
<permanent?>	—	—	—	—	—	(40%)	(60%)	(80%)
Horsetrader (NBS?)	25%	40%	50%	65%	80%	90%	95%	95%
<permanent?>	—	—	—	—	—	(60%)	(80%)	(80%)
Sharpener (NBS?)	10%	25%	35%	50%	75%	85%	95%	95%
<permanent?>	—	—	—	—	—	—	(40%)	(60%)
Leatherworker/Cobbler (NBS?)	10%	25%	35%	50%	75%	85%	95%	95%
<permanent?>	—	—	—	—	—	—	(40%)	(80%)

(NBS?) — if first roll for the craftsman succeeds, roll against this chance to see if a second such craftsman is at the market/bazaar.

<permanent?> — if first roll for entry succeeds, this represents the chance that a branch of the business is located in the village.

Town/City

Businesses Appearing At Market/Bazaar

Find the column having the appropriate number of buildings, then roll 1D100 for each of the three tables instanced here. If the result is less than the chance given, note the number of rolls and establish whether or not the first business rolled has a permanent branch in the village. If the village is primarily a small trading center, make the roll for each business rolled on TC-5, TC-6, and TC-7, not just the first.

chance to roll on town/city table	NUMBER OF BUILDINGS							
	3-10	11-15	16-20	21-25	26-30	31-40	41-50	51-70
Table TC-6	05%	05%	10%	20%	50%	80%	95%	99%
number of rolls	—	1	1	1	1	1D4	1D4+1	1D4+2
<permanent?>	—	—	—	—	—	<20%>	<50%>	<75%>
Table TC-5	02%	02%	10%	20%	50%	80%	95%	99%
number of rolls	—	1	1	1	1	1D4	1D4+2	1D4+3
<permanent?>	—	—	—	—	—	<20%>	<35%>	<60%>
Table TC-4	02%	02%	02%	10%	20%	35%	50%	75%
number of rolls	—	1	1	1	1	1	1	1D4
<permanent?>	—	—	—	—	—	—	—	<35%>

Towns And Cities

As used herein, the term 'business' refers to a shop, a place of trade, or to one of the professional residences indicated on the Table TC-4 sub-table. The term 'residence' refers to any building not specifically rolled up from Tables TC-4, TC-5, and TC-6: examples of residences are found in Table TC-3.

If your community has between 70 and 130 buildings, the regular city business tables generate too many businesses. Use Table TC-1-a (Small Towns) to calculate the number of businesses in your town. Assume there are actually 50 businesses in your town, and use Table TC-1-b (Total of Each Business Type) to, calculate how many of each type appear, then delete individual businesses until the total number of businesses matches the number on Table TC-1-a. That way each small town can be individualized. If the business types or their relative numbers appear incorrect, modify them until they look right.

If your community has more than 130 buildings, approximately half are businesses.

If your town or city is a manufacturing rather than a trading center, certain types of businesses are more common than indicated on the city business tables (TC-4,5,6). Assume that about 40% of the buildings are businesses, populated in the usual manner. An additional 10% of the buildings should be distributed among businesses related to the dominant manufacturing industry of the town or city. If your town or city is not a standard trading town on a large river or seacoast, always consider emphasizing certain business types.

If the business type totals appear to you to be incorrect, modify them until they feel correct to you.

Determining Business Types

In determining business types, the number for the total number of businesses is the important factor. Then Tables TC-1-b and TC-4,5,6 indicated what types and how many of each are in a larger town or city.

Turn to Table TC-1-b. That table gives four 'rate of appearance' groups, and each such group has 1-4 'lower limit' entries. To use this information, first go to Table TC-4, the list of businesses likely to appear in the wealthy quarter of the city. For each entry there, find the corresponding rate-of-appearance and lower-limit information on Table TC-1-b, and cross-index it with the

total number of businesses in your city: the cross-indexed number represents the actual number of that business type in your town or city.

Example: LARGE TOWN

Joe's town has 225 buildings in it (probably 1800-2200 inhabitants). Assume that there are 110 businesses. Joe first consults TC-4, wealthy-quarter businesses, to determine the rate of appearance and the lower limit for each business. He marks down that information on Table TC-4, under one of the "totals for your city." When Table TC-4 is finished, Joe repeats the process on Tables TC-5 and TC-6. When he's finished, a few of the totals from TC-5 have results like this:

ANIMAL TRAINER: 1 appears (rate of appearance is 1/100 and lower limit is 100). Table TC-1-b yields a total of 1 for Joe's large town.

ARMORER: 1 appears (rate of appearance is 1/100 and lower limit is 50). Table TC-1-b yields a total of 1 for Joe's large town.

CABINETMAKER: none appear, since the lower limit is 200 business, and there are 110 in Joe's large town.

COPPERSMITH/TINKER: 2 appear (rate of appearance is 1/100, but lower limit is 50+1: read table as lower limit is 50, which gives 1, then add 1 to give correct answer of 2.

Example: SMALL TOWN

Joe's small town has 89 buildings in it, and probably about 550 people. Since that number of buildings is between 50 and 130 buildings (the size of a small town in these rules), Joe needs to roll on Table TC-1-a to find out how many of the buildings are businesses. But first Joe rolls on Tables TC-4,5,6, making the assumption that there are 50 businesses. His results are the same as for the example of the large town. But the three tables give him 58 businesses: actually only 36 exist in his small town. Now he goes through the lists, deleting individual businesses until only 36 remain. This allows Joe to individualize his small town and, as the town is small, the process is quick.

The rate of appearance is that number of an indicated business type appearing per number of businesses shown: e.g., 1/50. The lower limit is the number of businesses that a town or city must contain before the indicated business type normally appears: e.g., 100.

Work through each entry on Tables TC-4, TC-5, and TC-6 until all have been complete. Note that certain business types are unlikely to show up in larger towns or smaller cities, while others may be very common.



Example: CITY

Joe's city has 780 buildings, yielding 390 businesses. Using the same tables, he finds that his city has 3 animal trainers, 4 armorers, 2 cabinetmakers, and 5 coppersmiths/tinkers.

Placing Each Business

Decide which areas are poor, which primarily merchant or artisan, and which are wealthy. Also decide if there are any special areas — a farmers' market or fairground, a red-light district with brothels and gaming houses, a shantytown, a fishermen's area, etc. Note which area of the city you are populating (special, poor, wealthy, artisan), select which building you are determining, and roll 1D100. Consult the appropriate part of Table TC-3: for reasons made clear in the next section, we recommend that determining businesses always begin in the richest quarter of the city, followed by the merchant and special areas, with the poor last.

If the initial roll result is anything but Table TC-4, Table TC-5, or Table TC-6, record the result and repeat the process for the next building.

An initial roll result from any part of Table TC-3 which refers you to Tables TC-4,5,6 indicates that a 1D100 roll is required on the appropriate table, and that

an actual business occupies the building (most shopkeepers live above or behind their shops with their families, although wealthy merchants might maintain separate residences). The percentile result indicates which business type occupies the building being populated. If the first roll calls for a business that doesn't exist in the city or if all of that particular business type has been used already, re-roll on the same table. Continue until all businesses are placed and all buildings in the town or city are populated.

Special Considerations

Due to smell, noise, requirements for water, etc., some businesses are likely to be found only in special sections of a city. Such businesses are identified by letter codes on Tables TC-4,5,6. You may wish to isolate such businesses in a particular section of town. If so, move the particular business to the nearest appropriate building which conforms to the code letters. If the business is moved to a new quarter, repeat the procedure outlined in Businesses Which Group Together, below, as needed in the new neighborhood. Once done with that step for that business, return to the original quarter and continue populating it until it is complete.

Businesses Which Group Together

The next column after each business entry in Tables TC-4,5,6 is headed *NBS roll*. An NBS roll (the chance that the next business is the same type) is made immediately after each business is placed, and the chance of it happening decreases by half each time a business actually recurs. If a gamemaster succeeds with an NBS roll by rolling 1D100 and getting a result less than the chance, he should immediately note the result. He then returns to the initial roll (TC-3) table appropriate to the area he is populating. He records as usual any results other than Tables TC-4,5,6.

As soon as a result for Tables TC-4,5,6 occurs, the gamemaster does not roll on the indicated table but populates the building with the same business type for which he made the successful NBS roll. He then repeats the NBS roll for the business type (the chance for which is now halved). If the NBS roll succeeds, he repeats the above procedure; if not, he returns to placing businesses from Table TC-3.

Keeping Track Of Businesses

As each business is located on your map, decrease by one the number recorded in the *totals for your cities* column for that particular city. Once this number of business reaches zero, further rolls calling for that business type should be re-rolled on the same table (Tables TC-4,5,6). The initial roll (Table TC-3) should not be repeated for that building, preventing an unlikely string of random numbers from badly skewing the distribution of businesses.

Some businesses appear on more than one town/city table. This is intentional. Treat them as usual on each table.

Example: NBS ROLLS

Joe is populating the wealthy quarter of his city. He makes the initial roll (Table TC-3) for the first four buildings to determine if each is a business. The first three buildings are residences, but then the first business is rolled — a tanner.

A tanner (from Table TC-6) has a code of O, indicating that it is particularly offensive, and is often found near other nasty-smelling businesses in the worst part of town. Joe allots the tanner to the poor quarter, the appropriate part of town, marks off one tanner on the *totals for your city* column on Table TC-6, and then makes the NBS roll.

The result is 72, less than the 80% chance for tanners, and so the next business will also be a tannery. (The new NBS will be 40%, half of 80%.) Since Joe placed the first tanner in the poor quarter, he continues populating the poor quarter, making initial rolls on the poor quarter sub-table of Table TC-3.

When an initial roll result calls for a new roll on one of the city business tables (Tables TC-4,5,6), Joe places a tannery in the building instead of making the indicated roll. After marking off the second tanner in the *totals for your city* column on Table TC-6, Joe halves the original NBS from 80% to 40%, and rolls 1D100. He rolls a 28 — the next business will also be a tanner.

He proceeds with initial rolls on the poor quarter section of Table TC-3 until the tannery is placed, checking the third

tanner from the totals column. The NBS is halved again, now to 20%. But Joe rolls a 34, meaning that the next business will not be a tanner.

Joe returns to populating the wealthy quarter, the quarter with which he began, making initial rolls from that part of Table TC-3. Joe also decides, since the first tanner was rolled up in the wealthy quarter, that the first tanner is a rich merchant. The gamemaster places the merchant's residence in the building in the wealthy quarter where the tanner was first rolled up, and notes this on his map.

Joe can finish populating the poor quarter when it comes up in his overall pattern of populating.

Suggestions

As a city grows, many of the same type of businesses appear. For example, in a city typical of medieval Northern Europe, with 4500 people and 600 buildings — a good-sized city by medieval standards, one might expect four leatherworkers. Not all of them would produce the same goods. One might be a saddlemaker, another might be a harness-maker, etc. In a city with only one or two leatherworkers, they probably would be less specialized, able and willing to do a variety of leatherwork, though each might still have a specialty.

Note that if this same city of 600 buildings existed in a culture with a more Middle Eastern flavor, it might house 6000 people. Always have a rough idea of the population density of the city being built. The densities may vary within a kingdom, and almost certainly will vary between cultures on a continent or world.

In some cultures, all businesses of a certain trade appear on a single street; this usually is enforced for ease of taxation. To replicate this using these tables, simply change the chances for NBS rolls on appropriate business types to 100% and don't halve the chances each time. The businesses so-treated will cluster without exception.

An entire city need not be populated before it is run. A few major streets may suffice, with others to be added later. In a pinch, a quick-thinking gamemaster could roll up a street during a five-minute break in a game. If you need a particular business where it hasn't been before, then put it in an empty building, for people start and lose businesses all the time. Because the contents of buildings in a city can change over time, we suggest you code your map with letter/number combinations, then record the codes, business types, and associated notes about the businesses in a loose-leaf binder.

These tables can make a tedious task relatively quick and easy, yet realistic. But they are only an aid. If a business does not seem reasonable in a location, move it. If the random numbers create a ridiculous area, re-roll it, but let the tables do the majority of your work. Your most interesting areas or businesses may come from rationalizing why a certain business is where the table placed it, even if the placing seems unlikely. Use your imagination and have fun!

Distribution Of Businesses

Use these sub-tables to find the number of businesses in your town or city. For towns of 130 or fewer buildings, use sub-table TC-1-a. For towns and cities of more than 130 buildings, use sub-table TC-1-b.

SMALL TOWN BUSINESS NUMBERS, TC-1-a

number of buildings	number of businesses
71-90	2D10+15
91-110	2D10+30
111-130	2D10+40
131 up	40-50% of the buildings (see instructions)

TOTALS FOR EACH BUSINESS TYPE, TC-1-b

rate of appearance	lower limit	total number of businesses in the town/city								
		51-100	101-150	151-201	201-251	251-301	301-351	351-401	401-451	451-500
1/50	50	1	2	3	4	5	6	7	8	9
	100	0	1	2	3	4	5	6	7	8
	150	0	0	1	2	3	4	5	6	7
1/100	50	1	1	2	2	3	3	4	4	5
	100	0	1	1	2	2	3	3	4	4
	150	0	0	1	1	2	2	3	3	4
	200	0	0	0	1	1	2	2	3	3
1/150	150	0	0	1	1	1	2	2	2	3
6/50	100(+4)	0	4	10	16	22	28	34	40	46

NOTE: for those businesses with a lower limit of 50(+1), not listed on this table, locate the proper column assuming a lower limit of 50, then add 1 to the result from the table.

Other Buildings

These are suggestions for who or what occupy buildings not included on the tables. The list includes residences and buildings which vary too much from culture to culture to include in the town/city business tables.

administration buildings	town, city watch offices, jail, barracks
temples	hired help for other businesses or shops
orphanages	caravanserai (outside town)
guild buildings	specialty shops (disguises, etc.)
schools, universities	hospital, infirmary
farmers	fishermen
miners	firewood sellers
charcoal burners	laborers on city projects
warehouses	industries, crafts unrepresented on the tables
wealthy shop owners	fine residences of the wealthy who own nasty-smelling businesses located in the poorer quarters

Initial Rolls

WEALTHY QUARTER

1D100	building type
01-02	empty
03-50	residence*
51-85	roll on TC-4
86-95	roll on TC-5
96-00	roll on TC-6

MERCHANT QUARTER

1D100	building type
01-03	empty
04-40	residence*
41-80	roll on TC-5
81-95	roll on TC-6
96-00	roll on TC-4

POOR QUARTER

1D100	building type
01-05	empty
06-50	residence*
51-60	tenement"
61-84	roll on TC-6
85-97	roll on TC-5
98-00	roll on TC-4

* other than the professional residences on Table TC-4.

** larger, multi-family buildings owned by a landlord.

The following special areas are considered to be poor areas when using the encounter tables.
Use only those special areas applying to your town or city.

Special Area: RED-LIGHT DISTRICT

1D100	building type
1-05	empty
06-25	pawnshop, money-lender
26-55	brothel
56-75	gambling hall
76-90	roll on TC-6
91-97	roll on TC-5
98-00	roll on TC-4

Special Area: OPEN MARKET/BAZAAR

1D100	building type
01-05	empty this day
06-16	wine or ale
17-30	prepared food
31-50	cheese, produce, meats, grains
51-72	roll on TC-5
73-92	roll on TC-6
93-00	roll on TC-4

NOTE: booths are not town buildings; roll each market day for occupants.

Special Area: SHANTYTOWN/FISHERMAN'S VILLAGE

1D100	building type
01-20	empty
21-50	resident*
51-85	tenement**
86-95	roll on TC-6
96-98	roll on TC-5
99-00	roll on TC-4

* other than the professional residences on Table TC-4.

** larger, multi-family buildings owned by a landlord.



Wealthy

Quarter Business Types

1D100	business type*	NBSrate of rollappearance	lower limit	totals for your cities
01-05	alchemist	—1/50	50	— — — —
06-07	artist	—1/100	150	— — — —
08-09	bird trainer	—1/100	200	— — — —
10-14	chandler (shipfitter) (P)	80%1/100	50	— — — —
15-16	clockmaker/locksmith	80%1/100	150	— — — —
17-21	exotic animals, pets	—1/100	100	— — — —
22-23	furrier	80%1/100	150	— — — —
24-28	goldsmith, silversmith	90%1/100	50	— — — —
29-33	jeweler	90%1/100	50	— — — —
34-38	miller (A or W)	—1/100	50	— — — —
39-40	music shop	—1/100	150	— — — —
41-45	physician	—1/100	50	— — — —
46-49	public bath	—1/100	50	— — — —
50-89	professional residence (roll on sub-table below for type)	—6/50	100(+4)	— — — —
90-92	stable (A, O)	—1/100	100	— — — —
93-00	tavern, inn, hostel, etc.	—1/50	50	— — — —

* NOTES: (A) — requires extra area.

(O) — particularly nasty-smelling business.

(P) — only found in a large river or coastal port.

(W) — requires large amounts of water, preferably a stream or river.

NBS roll — chance that next business is the same.

Rate of Appearance — the number of that business type appearing per number of businesses shown.

Lower Limit — the number of businesses which must exist in a town or city before the indicated business type can appear.

PROFESSIONAL RESIDENCES

1D100	profession
01-04	architect
05-18	astronomer/navigator
19-26	biologist
27-30	botanist
31-40	engineer
41-44	geologist
45-56	interpreter
57-64	lawyer
65-76	linguist (specialist in written languages)
77-80	mathematician
81-00	scholar

Professionals are often nobles who have additional means of support.



upper-class maiden

Merchant

Quarter Business Types

1D100	business type*	NBS roll	rate of appearance	lower limit	totals for your cities
01-02	animal/horse trainer (A,O)	—	1/100	100	— — —
03-06	armorer	80%	1/100	50	— — —
07-11	baker	—	1/50	50	— — —
12-13	boatwright (A)	80%	1/100	50	— — —
14-16	bowyer/fletcher	80%	1/100	50	— — —
17-21	brothel	40%	1/50	50(+1)	— — —
22	cabinetmaker	40%	1/100	200	— — —
23-25	carpetAapestry maker	80%	1/100	50	— — —
26-27	cartographer	—	1/100	100	— — —
28-30	coppersmithAinker	80%	1/100	50(+1)	— — —
31-32	engraver	80%	1/100	100	— — —
33-36	drayage, storage	—	1/100	50	— — —
37-41	general merchant	—	1/50	50(+1)	— — —
42	glassblower	40%	1/100	150	— — —
43-45	horse/cameltrader (A,O)	1/100	50(+1)	—	— — —
46-47	illuminator	—	1/100	100	— — —
48-52	leatherworker	80%	1/100	50(+1)	— — —
53-56	outfitter	—	1/100	50(+1)	— — —
57	perfumer (O)	—	1/100	150	— — —
58-61	produce, dairy products	—	1/50	50(+1)	— — —
62	public bath	—	1/150	150	— — —
63-66	scribe, scriptorium	—	1/100	50	— — —
67-68	shipbuilder's office	—	1/100	50	— — —
69-73	smith (A)	—	1/100	50(+1)	— — —
74	spice merchant	—	1/100	150	— — —
75-78	stable (A.O)	—	1/100	50	— — —
79-81	tailor	80%	1/100	50	— — —
82-89	tavern	—	1/50	50	— — —
90-91	veterinarian	—	1/100	100	— — —
92-94	weapons maker	80%	1/100	100	— — —
95-97	wheel/cartwright	60%	1/100	50	— — —
98	wineshop	—	1/150	150	— — —
99-00	woodcarver	80%	1/100	100	— — —

* NOTES: (A) — requires extra area.

(O) — particularly nasty-smelling business.

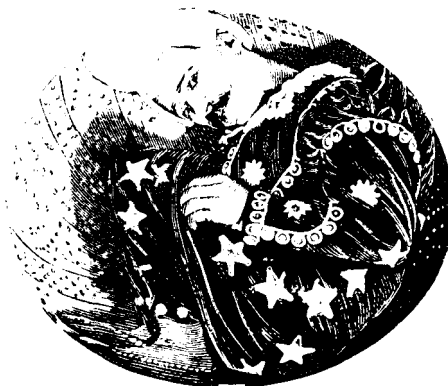
(P) — only found in a large river or coastal port.

(W) — requires large amounts of water, preferably a stream or river.

NBS roll — chance that next business is the same.

Rate of Appearance — the number of that business type appearing per number of businesses shown.

Lower Limit — the number of businesses which must exist in a town or city before the indicated business type can appear.



engraved pommel of dagger

Poor Quarter Business Types

1D100	business type*	NBS roll	rate of appearance	lower limit	totals for your cities
01-02	baker	—	1/100	50	— — — —
03-04	barber	—	1/100	150	— — — —
05-07	barrelmaker (cooper)	40%	1/100	50	— — — —
08-13	butcher (O)	—	1/50	50(+1)	— — — —
14-15	brewery (O)	—	1/100	100	— — — —
16-20	brothel	—	1/50	50	— — — —
21-23	candle/lampmaker	40%	1/100	50	— — — —
24-28	carpenter	40%	1/50	50	— — — —
29-31	cheesemaker	40%	1/100	50	— — — —
32-36	cobbler	80%	1/50	50	— — — —
37-38	distiller (O)	40%	1/100	100	— — — —
39-41	dyer	80%	1/100	100	— — — —
42-45	fishmonger (O)	—	1/50	50	— — — —
46-47	fortuneteller	—	1/100	100	— — — —
48-49	fuller (fabric-finishing) (O, W)	40%	1/100	100	— — — —
50-52	gambling hall	—	1/100	100	— — — —
53-54	laundry (O)	40%	1/100	100	— — — —
55-57	mason, brickmaker	40%	1/50	50	— — — —
58-60	money-lender	60%	1/100	100	— — — —
61-63	pawnshop	60%	1/100	50	— — — —
64	painter (buildings, marine)	—	1/100	150	— — — —
65	papermaker, inkmaker	—	1/100	150	— — — —
66-71	potter	80%	1/50	50(+1)	— — — —
72-74	produce, dairy, grains, etc.	—	1/100	50	— — — —
75-77	ropemaker, netmaker (A)	—	1/100	50	— — — —
78-79	sailmaker (A)	1/100	100	—	— — — —
80-82	sharpener	—	1/100	50	— — — —
83-84	sign painter	—	1/100	150	— — — —
85-86	stable (A,O)	40%	1/100	50	— — — —
87-88	stonecutter (A)	—	1/100	100	— — — —
89-91	tanner (O)	80%	1/100	50	— — — —
92-95	tavern	—	1/50	50	— — — —
96-98	weaver, spinner	40%	1/100	50	— — — —
99-00	undertaker	—	1/100	50	— — — —

* NOTES: (A) — requires extra area.

(O) — particularly nasty-smelling business.

(P) — only found in a large river or coastal port.

(W) — requires large amounts of water, preferably a stream or river.

NBS roll — chance that next business is the same.

Rate of Appearance — the number of that business type appearing per number of businesses shown.

Lower Limit — the number of businesses which must exist in a town or city before the indicated business type can appear.



a fortuneteller

Character Catch-Up

With these rules and tables, you can learn what your characters were doing while they were not being played. Remember to follow the step sequence at the end of page 47. These tables and procedures amount to a solo game. It is possible to beat the system and make big winnings, but it takes a little luck.

This section is the result of one night's inspiration and several months of Playtesting. The need for such tables became apparent in our own fantasy roleplaying game when players, who had characters which had run with different gamemasters and were in different time-frames, wanted to run those characters together. Normally this presents no problem, but in some cases several characters had profoundly influenced events in our campaign and could not be moved back in time, while others had investments to look over, important matters to take care of, etc., and couldn't be moved forward easily. As this situation became more frequent, we finally sat down to do something about it, and this chapter resulted.

At some point in their campaigns, all gamemasters who run a large number of players and characters find that the time-frames of certain characters become so badly out of synchronization that there is no logical way they can be played with specific other characters. Some will be far ahead of or far behind others in time, with those behind still facing campaign situations and events (wars, rebellions, quest results, deaths of important non-player characters, changes in the political climate, etc.) that other characters have already dealt with.

Occasionally this can be ignored — the characters viewed as having done nothing of consequence until the next adventure. But this is unsatisfactory for two reasons: first, those characters must have been doing something during that time, and should derive the benefits and penalties from their activities (investments, running a business, getting married, and so forth). Secondly, characters can and often do have profound effect on a

campaign, keeping the gamemaster from being the only creative force in the game and adding excitement and color to events.

Clearly it is to everyone's benefit to keep characters roughly within the same time-frame. This chapter is intended to be used by individual players before a game, before other players arrive, or while the other players are developing new characters, in lulls between games, etc. Not only can these tables bring dormant characters up to date, but they can also be used by gamemasters to create new situations with which the player-characters must deal. To this end, specific gamemaster information has been included in several of the tables.

Since these rules presuppose passage of time, to use them most effectively gamemasters may want to keep an active calendar so that time passes at a constant rate and all characters can stay current with each other. In our own game we found that a rate of two real days for each campaign day keeps characters from falling too far behind, yet still allows for the passage of seasons, major events, wars, and so forth.

The rules are designed primarily for use in a city. For this reason we recommend that the gamemaster leave characters in a city at the end of a distinct episode within a campaign. Smaller towns can be used, but more care must be taken in interpreting the results.

The gamemaster should inform the players of the current game date at the beginning and end of a game session, to insure that characters stay current. Characters left in the wilderness, underground, or in hamlets must remain on local time, and can only catch up with the rest

of the world by undergoing a wilderness adventure (where several game weeks can be compressed into a few real hours), or by a safe and (relatively) uneventful return to the city — traveling with a heavily-guarded caravan, being teleported by an accommodating magician, being picked up in a city for questioning by soldiers and then released, and so forth.

General Instructions And Notes

As you work through these tables, keep records on a separate sheet of paper. Put only final money tallies and important events (influence won or lost, enemies made, etc.) on the character sheet.

Characters who must flee town because of events generated from these tables normally are unavailable for adventuring. But they might return prematurely to go on an adventure at some risk of capture and triggering the event they left town to avoid. The risk factor is 10%, multiplied by the number of weeks of danger. For example, a player-character who offended an underworld character and left town to avoid trouble, but returned two weeks before the Offending People table indicated that it would be safe, risks a 20% chance of assassination before the adventure can begin. If a player-character stays out of town, he is considered to have found a safe hiding place unless the player insists on actually running his character, in which case normal wilderness rules apply.

In using these rules, we recommend strict adherence to the listed occurrences. In other words, if a character takes that dangerous mission and dies, he is dead. (After all, he would have taken the gold and the experience if he succeeded, wouldn't he?) There are no events that will directly kill a character unless the player permits the situation to develop — like going on a dangerous mission.

Preceding some tables are suggestions for modifiers. Modifiers which depend on the character's background (plebian, artisan, noble) may be affected by living conditions if the character has been in the city for more than a week. See the weekly costs table, Table CU-6 for further information.

If your character has no personal background, roll 1D6: on a result of 1-3 he is of plebian background; on 4-5 he is of artisan background; on 6 he is of noble birth. Then roll 1D8 to find his family rank: on a result of 7-8, he was a bastard child; any other result gives his relative position of birth — first-born, second-born, etc. A noble has a 25% chance of knowing how to read and write, and a 50% chance of knowing how to ride a horse. Other possible skills occur in the encounters chapter on Table 31.

As a strategy during catch-up play, characters may want to take some of their money out of circulation, using as much cash as they choose to buy *goods*. Goods cannot be stolen, and can be traded for 100% of their cash value, but it takes a full week to get cash back. While money has been secured in goods, that amount cannot be used for any other purpose on any of these tables.

We recommend no more than 20 weeks of catch-up between adventures. Assume that any events beyond that point had no lasting effect. If a gaming system employing

experience points is used, it is recommended that 25 experience points per week be awarded each character, excluding weeks in which the character was sick or in jail.

Specific Instructions

In the rest of the catch-up rules, the character being played will be referred to as 'you.'

For each character to use these rules, calculate the number of campaign days which have elapsed since the character was last run. Divide that total by 7, and round up any fraction. The dividend is the number of weeks which must be accounted for by the catch-up procedure.

For each week of the catching-up, use the following turn sequence and do not depart from it (you can't, for instance, make money on an investment and gamble with that money in the same week).

STEP ONE: roll once on the random events table (Table CU-1) and proceed as indicated.

STEP TWO: if unemployed, calculate this week's expenditures on the weekly costs table (Table CU-6), or accept one of the optional steps just below:

OPTION A — if you want a job, roll on the seeking employment table (Table CU-4) and on the savings table, Table CU-2.

OPTION B — if you already have a job, roll for your savings on Table CU-2.

OPTION C — if you are jobless and broke, roll on the living-with-no-money table, Table CU-7.

STEP THREE: if you wish, you may roll once on the gambling table, Table CU-3.

STEP FOUR: if you wish, you may purchase goods or other items. There are no price tables in these rules. Note that banking is done in step seven, below.

STEP FIVE: if you wish, you can attempt to learn new skills and weapons, or to improve existing ones on the new skills and new weapons tables, Table CU-6.

STEP SIX: if you have investments, you must roll for the week's result, for each investment that is currently active. Use the investments table, Table CU-5.

STEP SEVEN: if you have money, you may move it into and out of the bank. Then note that a week has passed, and start with step one again.

Random Events

Roll once on this table for each game week. If you are of higher than normal intelligence, luck, reasoning, etc., you may decide to add up to 5 percentiles or subtract up to 20 percentiles from the result on this table before you make the roll.

roll
1D100 result

01-10 You are offered a dangerous mission: roll 100 x1D20 to learn the actual number of gold pieces offered. Now choose whether to decline or accept the mission. If you decline, go to Step Two of the instructions. If you accept, there is a 10% x1 D6 chance that you die. (No, you can't back out now!) Make a 1D100 roll to find out if death occurs; there are no modifiers for this roll. If you survived, you also gain 100 x1 D20 experience points, get a chance to increase 1D2 combat skills, etc.

Since the mission takes less than a week, employed characters may be able to keep their jobs: plebians keep their jobs with 1D100 rolls of 01-14; artisans keep their jobs with 1D100 rolls of 01-19, and nobles keep their professions with 1D100 rolls of 01-39.

11-15 You fall ill, are unable to work, and lose your job. You must support yourself on the weekly costs table, Table CU-6 (excluding clothing), with your savings. If this is your first random event roll, ignore this result and roll again on this table.

living condition	length of illness		
1-bad	1D20 weeks	4-good	1D4 weeks
2-poor	1D8 weeks	5-better	1D3 weeks
3-average	1D6 weeks	6-superb	1D2 weeks

Skip random event, companionship, and gambling rolls for the duration of your illness. If you have insufficient savings, you are put immediately into debtor's prison (see Table CU-6, results 26-40) and increase your term of illness by 2 weeks. If you have befriended a townspeople, he puts you up for the duration of the illness, after which you and he are no longer friends.

Your length of illness may be modified if your stamina, constitution, etc., is greater than average (subtract half of the time to a minimum of 1 week), or is greatly below average (add 2 weeks). You may hire a physician once for 1D20 x10 gold pieces: his presence halves your illness to a minimum of 1 week.

You may go adventuring while ill, but decrease your health, stamina, constitution, etc., by 10% for each week remaining in the illness. When you return, you will not recover your full statistics until you have recuperated for that number of weeks equal to the remaining portion of your term of illness.

16-23 You have offended someone: turn to Table CU-8 and roll there to see who it is and what will be the consequences.

24-29 You are accused of a crime. Whether or not you are guilty, your chance of conviction is 50%: you must roll a 51 or better on D100. If you have befriended or offended someone on Tables CU-8,9, apply those modifiers to your chance of conviction roll. If you are a plebian, add 15 percentiles to your chance of conviction; if you are a noble, subtract 10 percentiles from your chance of conviction. NOTE: a potential loss of this modifier for nobles is caused by living at too poor a level; see the weekly costs table, Table CU-6.

GAMEMASTER NOTE: decrease the conviction chance if the charge is serious and would require better evidence. If the player-character actually has committed a crime, then the accusation should be for that crime.

If you are convicted, the jail term is 1D8 weeks (perhaps modified by results from Tables CU-8,9) or you can pay a fine in gold pieces of the number of your weeks in jail multiplied by 100.

You also lose your job if you have one, need make no random event, companionship, or gambling rolls, and improve no skills or get no experience while locked up. At any time while in jail, you or any of your friends who are in town may bail you out by spending 100 gold pieces per remaining weeks in jail. If you are bailed out, you'll still be recorded as having served the full term (note this on your record sheet because it might affect other events).

If you are in the military, this sentences you to the brig or stockade, and each week served decreases your salary by 10%. Thus 8 one-week terms decrease your salary by 10% eight times, but 1 eight-week term decreases it by 80% — a big difference.

30-35 Thieves or con-men steal a percentage of all your non-invested money. This includes all money in banks, hidden in the city, carried on your person, etc., but excludes money in property or goods — that wealth couldn't easily be converted to cash. Total your available cash, roll 1D100, and subtract that percentage of it. Example: Joe has 2500 gold pieces; he rolls a 20; he subtracts 20% of 2500, or 500; Joe has left 2000 gold pieces after the scam or theft.

36-40 A friend of yours offends someone and comes to you for help. Roll on the befriending table, Table CU-9, to see who your friend is and on the offending table, Table CU-8, to see whom he has offended. If you don't help your friend, there is an 85% chance to offend him, as per Table CU-8. If you do help him, the offended party is now offended by you, but you befriend your friend — again, see Tables CU-8,9. The choice is up to you, but you may not befriend the person offended by your friend.

- 41-51 You have befriended someone: roll on the befriending people table, Table CU-9, to see who it is and what he or she will do for you. Favor obtained can be saved for a later time, but when used there is a 5% chance of discovering a fair-weather friend.
- 52-54 You receive a proposal of marriage: roll on the marriage proposals table, Table CU-10, for particulars.
- 55-57 A philanthropist, someone who admires you, or someone who wishes to impress you gives you a gift of 1D20 x100 gold pieces.
- 58-67 You have a chance to invest any amount of money up to your total cash on hand. Do not borrow before investing, nor may you use money tied up in property or goods. Roll on the investments table, Table CU-5.
- 68-72 Muggers have stolen all the wealth — cash, rings, clothes, magic items, etc. — that you carry on your person. The loss does not include property, goods, and money in the bank. The muggers dumped you in an alley; you return to consciousness in the city infirmary. Unless you own a residence in town or have previously established connections by befriending someone, you risk a 35% chance of being tossed into debtor's prison for 1 week (see Table CU-7, entry 26-40), regardless of your actual wealth.
- 73 You have inadvertently witnessed a secret ceremony. Roll 1D100 again:
 01-12 — A member of a secret society has seen you and unless you leave town or hide out for 1D4 weeks, there is a 60% chance you'll be assassinated (underworld influence is useless — these are religious fanatics!)
 13-39 — The secret police see you and do something. Roll 1D20: on a result of 1-9, they decide you are unimportant; on 10-14, they question you; on 15-19, they arrest you and accuse you of a crime (go to Table CU-1, entry 24-29); on 20, they detain you for 1D10 weeks without cause and with no chance for escape or bail.
 40-66 — A government worker questions you. If you have high attractiveness, charisma, appearance, etc. (the 3D6 equivalent of 14+), you may choose to add 10 to the roll requested below; if you have very low attractiveness, charisma, appearance, etc., you may choose to subtract 10 from the roll requested. Roll 1D100: on a result of 01-20, you offend him and go to Table CU-8; on 21-40, you befriend him and go to Table CU-9; on 41-55, he accuses you of a crime and you must go Table CU-1, entry 24-29; on 56-00, he questions you for 20 minutes.
 67-75 — Someone saw you and threatens to expose you to the secret society unless you pay blackmail of 50 x1 D20 gold pieces. If you refuse to pay, you risk a 60% chance of going to sub-entry 01-12 above.
 76-00 — Nothing happens.
- 74-78 You helped an aristocrat during the week: roll 1D100.
 01-50 — You befriend him; go to Table CU-9.
 51-70 — He gives you 50 x1 D20 gold pieces.
 71-94 — He thanks you.
 95-00 — Re-roll 1D100, and compare with the following results. On a result of 01, his superb connections get you landed and titled (baron or the equivalent); on a result of 02-05, his connections get you knighted; on a result of 06-30, he suggest his son/daughter as a marriage partner (if you accept, go to Table CU-10 — if you decline, treat result as 31-80 following); on 31-80, he offers you a permanent job as a retainer at a noble's salary (see Table CU-4); on 81-00, he offers a loan of 1D6 x1000 gold pieces and a chance to invest (see Table CU-5). The loan must be paid back in ten weeks but, while there is no interest, there is an 80% chance you will be assassinated if you show no intention to pay it back.
- 79-83 You can enlist in the military. If you want to, go to Table CU-9.
- 84 Your living quarters burn down. You get a 50% chance to save all belongings. If that fails, you have a 90% chance to rescue half, but the half must be random.
- 85-86 Your trainer falls ill. If you have no trainer, treat this entry as no event. If you have a trainer, roll 1D8: on a result of 1-3, any outstanding balance is refunded; on 4-8, your training will be resumed in 1D4 weeks. Note loss of accrued time from Table CU-6.
- 87 You are approached by an individual offering to be your servant in exchange for a plebian's wages and board.
- 88-89 You notice that you are under surveillance. Roll 1D6: on a result of 1, it is an assassin or spy; on 2-3, it is a thief casing your residence, learning your routines, etc.; on 4-5, it is the town watch; on 6, you think it is one of the above, but in fact you are not being watched at all.
- 90 Your living quarters become infested with vermin.
- 91 You meet the person of your dreams. There is a 40% chance that he/she feels the same about you, and a 25% chance that he/she already is married. Lacking obstacles and if you desire marriage, go to Table CU-10.
- 92 You have a dream. Roll 1D8: on a result of 1, a deity tells you of a quest that you must undertake. There is a 40% chance that this dream comes from a god. If it does, and if you ignore it, there is a 60% chance that the displeased god kills you. On a 2, you see your own death, which so distracts you that for the next four weeks you treated any successful befriendings as offendings, instead. On a 3-5, you have a prophetic vision which so catches you up in worrying and telling people about it that there is a 20% chance you lose your job if you have one. On a 6, the dream was so involved that you slept the entire day, with a 30% chance you lost your job if you have one.

- 93 The town watch or other police agency enters your living quarters. Roll 1D10: on a result of 1-3, they are looking for a fugitive; on 4-7, they are searching for contraband or stolen items; on 8, they are conducting a census; on 9-10, they are thieves casing your house — there is a 30% chance you are robbed as per entry 30-35 above.
- 94 Your residence is condemned. You have 2D6 days to find a new place in which to live.
- 95 You have a major argument with your spouse or lover. You risk a 5% chance that the break is permanent. Otherwise, things cool down in a week.
- 96 You are invited to an important social event and will meet many people if you go. If you choose to go, you will meet 1D6+2 new people. For each new person, roll 1D100: on a result of 1-50, nothing important comes of it, but you may roll on Table CU-9 to see who they are; on 51-80, you befriend them on Table CU-9; on 81-00, you offend them and roll on Table CU-8 for each.
- 97 A death occurs in your family. There is a 30% chance that you are expected to attend the funeral.
- 98 You have been impressed into the military. You can avoid serving by paying a bounty of 1D6 x100 gold pieces. If you want to join, go to Table CU-9. You must serve a minimum of 2D20 weeks.
- 99 Called into court as a witness, you have a 30% chance of being offered a bribe of 1D6 x50 gold pieces to speak in favor of a guilty defendant. Roll on the offending people table, Table CU-8, to learn who is on trial. If you testify against him, there is a 25% chance he is offended. Again see Table CU-8 for the effect. If you help him, there is a 35% chance that you will befriend him; see Table CU-9 for the effect. GAMEMASTER NOTE: if the player-character lies to free the defendant, there is a chance that others might take special interest in the player-character.
- 00 You have an accident. Roll 1D10: on a result of 1-2, you received bruises that will last 1D4 weeks; on 3-4, you were seriously burned and should treat the incident as an illness for 1D6 weeks (see Table CU-1, entry 11-15, for details), and you lose 10% of your charisma, appearance, physical beauty, etc.; on 5-6, you suffered a major cut or a lost a tooth, etc., reducing your charisma, appearance, physical beauty by 20%; on 7, you broke a bone requiring 1D6 weeks recovery; on 8-10, as in sub-entries 1-7 above, but you also must pay 1D20 x10 gold pieces for damages or be accused of a crime.

Savings *Catch-Up Table CU-2*

Consult this table each game week that you are employed. Determine any applicable modifiers on the first table, then add or subtract them from your 1D100 roll on the second table. Treat modified results greater than 00 as 00. Note that the modifiers do not affect a 01-05 result. Modifiers are cumulative.

modifier	3D6 equivalent	percentile adjustment of 1D100 roll		
low intelligence, logic, etc.	3-6	-30	living conditions 1-bad or 2-poor	— +10
mediocre intelligence, logic, etc.	7-8	-15	living condition 3-average	— 0
good intelligence, logic, etc.	13-15	+10	living condition 4-good	— -2*
excellent intelligence, logic, etc.	16+	+20	living condition 5-better	— -10
			living condition 6-superb	— -20
			(unless noble)	

SAVINGS TABLE

roll
1D100 result

- 01-05 You lost your job. You have a 1D6 x10% chance that you can find one this week. If not, you must spend money to support yourself on the weekly costs table, Table CU-6. If you have too little cash for that table, go directly to living with no money, Table CU-7. If you are in the military and have been previously convicted of a crime, this result means that you have been cashiered and thrown out: you cannot rejoin the military for one year, and you must treat the experience as though the military is an offended aristocrat (see Table CU-8, entry 2)
- 06-25 You saved no money this week.
- 26-50 You saved 10% of your weekly salary.
- 51-80 You saved 30% of your weekly salary.
- 81-90 You saved 75% of your weekly salary.
- 91-97 You saved all of your weekly salary.
- 98-00+ You have a chance to invest. Either go to investments, Table CU-5, or choose to save all of this week's salary.

Gambling

First examine the first, *small table* to see if your gambling roll is to be modified in some fashion. Then roll 1D100, apply any modifications to the roll, and find the result on the larger table below.

You may gamble with any amount of money up to your total cash on hand, excluding goods and property. You make one roll; the result represents an entire week's gambling. Do not change your money totals until after you make the roll. The most you can win on a modified roll is four times your bet.

On all winnings a chance exists equal to 1% per 500 gold pieces won that you will be accused of cheating, as per entry 01-09 on this table. The chance of such accusation never rises above 90%. If you are so accused, you may leave town for the next week (forfeiting all winnings but retaining your original bet), or you can stay in town, keep 1D100% of your winnings, and risk a 60% chance of assassination. The assassination can be stopped before you know the result if you have underworld influence from Table CU-9 that you can use up.

If at any time you win 50,000 or more gold pieces in a single week, you get a reputation for luck or canniness, and will not be allowed to gamble in town for the next year.

GAMBLING MODIFIERS modifier	3D6 equivalent	percentile adjustment of 1D100 roll
low intelligence, logic, etc.	3-8	-10
very good intelligence, logic, etc.	13-17	+5
very high intelligence, logic, etc.	18+	+10
gambler skill or background	—	+20

GAMBLING TABLE

roll
1D100 result

- 01-09 You lost your bet and are accused of cheating. There is a contract to kill you and you must leave town for 1D8 weeks or you risk a 60% chance of being killed. If you have underworld influence from Table CU-9, you can have the assassination attempt canceled before you roll the result. If your bet was only between 1-100 gold pieces, you only run a 60% chance of being severely beaten: the beating costs you 1D4 x10% of your health, stamina, constitution, etc., which you gain back to your original total at a rate of 10 percentiles per week.
- 10-24 You lost double what you bet. If you can't or won't pay that amount, choose one of these two penalties: (1) you lose your job if any and must leave town for 1D4 weeks; or (2) you have a 40% chance of being assassinated or beaten as in entry 01-09 above.
- 25-39 You lose your bet. Mark it off your money totals now.
- 40-64 You break even, with no gain and no loss.
- 65-79 You win an amount equal to half again what you bet (for instance, if you bet 100 gold pieces, you get back 150).
- 80-89 You win an amount equal to twice what you bet (for instance, if you bet 100 gold pieces, you get back 200).
- 90-95 You win an amount equal to four times what you bet.
- 96-99 On unmodified rolls, you win an amount equal to ten times your bet; on modified rolls, you win four times your bet.
- 00+ On unmodified rolls, you win an amount equal to 100 times your bet; on modified rolls, you win four times your bet.

EXAMPLE: Alfonso has both high intuition, logic, intelligence, reasoning, etc., and considerable skill at gambling; he can choose either a +5 or a +20 modifier. Choosing to use his gambling skill and betting 50 gold pieces, he rolls an 88, modified to 108 with the 20 percentiles for gambling. Since the most he can win on a modified roll is four times his bet, he collects 200 gold pieces. The next week he rolls a 97% and collects 500 gold pieces for his bet of 50, since the gambling modifier couldn't change this roll. He does not roll 01 as noted in the prefacing notes, and so is not accused of cheating. The third week, feeling pretty good, Alfonso bets 200 gold pieces and rolls 06. If he had used his +5 modifier for good intuition, logic, intelligence, reasoning, etc., instead of his gambling skill, he would be in less trouble. Using gambling, he cannot modify the 01-09 range, and now Alfonso has big problems.



Sea-captain nearing port.

Employment

If you desire employment, determine modifiers and roll 1D100 on the class-standing table to determine the sort of job found. Turn to encounter appendix Table 31. Examine the list of occupations under the class you rolled, and write down the skills you have within that class. Then use the salary modifiers and salary table to find out how much you make per week.

The job you find represents the only job you find this week. If you have no skill in that class, then you found no work at all, and must either support yourself on the weekly costs table, Table CU-6, or on the living-with-no-money table, Table CU-7. For characters with more than one skill in the rolled class, roll randomly for the specific job found.

If you are already working and want a different job, you must quit your present job to search for a new one.

Every week that you are employed, roll on savings, Table CU-2.

CLASS MODIFIERS

modifier	percentile adjustment of 1D100 roll
plebian background	-20
noble background	+10
first child	+10 (optional)
bastard child	-5
each job already lost*	-2 cumulative
each job already quit*	-2 cumulative
read/write skill	+10 (optional)
each week worked	cancels one job lost/quit

* if you lost or quit your job this week you have only a 1D6 x10% chance of being able to use this table this week.

CLASS STANDING OF JOB

roll 1D100	result*
01-40	plebian-status job found
41-75	artisan-status job found
76-00+	noble-status job found

* your minimum result cannot be below 01.

SALARY MODIFIERS

Instructions: roll 1D100. Your job-skill ability equals 1D50+25%; you may roll for each skill you find on encounter appendix Table 31, or roll only for the selected job skill. Then examine the table below.

modifiers	result
job-skill is 01-35%	you're fired after one week
job-skill is 36%-84%	you keep working
job-skill is 85%+	add 10% to your weekly pay

N.B. — it as much matters what your employer thinks you can do as what you really can do.

SALARY TABLE

job status	weekly wages
plebian	1D12 gold pieces; includes maintenance at living condition 2-poor.
artisan	3D8 gold pieces; includes maintenance at living condition 3-average.
noble	3D20 gold pieces; includes maintenance at living condition 4-good

MAINTENANCE: includes food, room, and clothing (but not companionship) at listed living condition. Living at a lower standard result in additional savings on Table CU-2 but, if a higher living condition is used, the difference in cost must be paid. Companionship is necessary once every five weeks unless married; see Table CU-6.



Investments

This table is accessible through Tables CU-1, CU-2, and CU-9. You are required to use this table only for existing investments; starting new investments is always optional.

From the random events table, you can invest any amount of gold up to your total cash-on-hand, but excluding money tied up in goods and property. From the savings table, you can use up to 10 times your weekly salary, or up to 25% of your cash on hand, whichever is greater.

To use this table, determine applicable modifiers, then roll 1D100 and modify the result, and then find the result below.

Roll separately for each investment. This roll applies to this week's return. Unless otherwise indicated, all returns come as cash.

Whenever you make a new investment, a one-time chance exists of fraud. If you roll 01-10 on 1D100, you lose all of your cash in the new investment (only). Indicate how much money you will invest before you make the 1D100 roll. If the investment is an honest opportunity, stop. You should roll on the following table next week and each week thereafter that you retain the investment.

GAMEMASTER NOTE: if run for generating encounters, optionally allow the character a chance to join a gang of con men.

EXAMPLE: Alfonso rolled between 58-67 on the random events table and decided to invest 1000 goldpieces. His roll of 45 indicated his investment was no con, and he breathes a sigh of relief. His better-than-average logic, intelligence, intuition, etc., gives him a +2 modifier. Since he is not employed, there is no other modification. The first week, he rolls a 75 (+2) for a 77 result, and notes that next week he gets a 5% return on his investment (50 goldpieces on 1000 invested).

The second week he collects his 50 gold pieces and gets a result of 53, no change and an unaffected return.

The third week he collects his 50 gold and rolls an 08 (+2) for a result of 10. He chooses to hire an assassin, which costs him 1,100 goldpieces. The maneuver succeeds and, though Alfonso loses his 5% return this week, he keeps the investment at least until next week.

INVESTMENT MODIFIERS

cumulative modifiers	3D6 equivalent	percentile change
low intelligence, logic, intuition, etc.	3-8	-20 percentiles
better-than-average intelligence, logic, etc.	13-17	+2 percentiles
very high intelligence, logic, etc.	18	+5 percentiles
each week on your current job*		+1 percentile

* but no more than 10 weeks

INVESTMENT TABLE

roll

1D100 result

01-06 Bankruptcy. You lose this investment.

07-09 Your investment is failing. You have three options:

OPTION ONE: forego your investment, and lose all the money you invested.

OPTION TWO: fight to salvage as much as possible. You save 1D100 of your investment in cash; add 20 to your roll if you have very high intelligence, logic, charisma, etc. Because you were fighting off creditors and partners, you have a 25% chance of being accused of a crime (see Table CU-1, entry 24-29, and you have a separate 33% chance of offending someone on Table CU-8. If either of these disasters strike, you lose this investment in the scramble.

OPTION THREE: you can sink a percentage of your original investment into the business. You must decide to do this before you roll for the amount needed. Roll 1D100 and subtract this amount from your cash on hand (if you have insufficient cash, go to option two after subtracting the money. Additionally, your roll next week is lowered -10 percentiles, and the re-invested money does not add to the amount invested.

Options Two and Three negate the week's return for this particular investment.

10-11 Your investment is threatened by competitors. You have three options:

OPTION ONE: forego your investment, and lose all the money you invested.

OPTION TWO: hire an assassin for 1D20 x100 gold pieces, or use any underworld influence you may have. The assassin has a 1D6 x10% chance to fail. If he does, you lose the cash but still have three options.

OPTION THREE: you can do the assassination yourself and have a 1D6 x10% chance of dying in the attempt. Decide before rolling for the actual risk; if you survive, you did the job successfully, and you can choose to add 10 percentiles to next week's roll for this investment before you actually roll.

Options Two and Three negate the week's return for this particular investment.

12-14 Your investment comes on hard times. Either subtract 20 percentiles from next week's roll or go to work for the business without pay for 1D10 weeks. During this time you must support yourself on the weekly costs table (Table CU-6) even if the business is sold before the time is up. This result negates the week's return for this particular investment.

15-25 Business is slow. This result negates the week's return for this particular investment.

26-75 Your investment seems sound. No new action need be taken this week. You collect the same weekly return as last week, if you got a return last week. If not, you get no return.

- 76-80 This week you realize a return of 5% on your current investment. You can take the money, or use it to increase the size of this investment.
- 81-85 This week you realize a return of 5% and have an opportunity to work for the business. You cannot lose this job as long as you retain the investment; if the investment is liquidated, the job becomes a normal one. Roll 1D6 to establish your pay scale: on a result of 1,2, you get plebian pay; on 3,4 you get artisan pay; on 5,6 you get noble pay — see Table CU-4, the salary sub-table.
- 86-90 This week you realize a return of 5% on your current investment. You can take the money, or use it to increase the size of this investment. Alternately, you can sell your investment for the current amount of cash you have in it, plus a 1D100% profit, making a total amount of 101-200% of your current investment.
- 91-93 This week you realize a return of 10% on your current investment.
- 94-96 Your investment is liquidated. Roll 1D6: on a result of 1,2 you get back your investment's current value; on 3,4 you get back double your investment's current value; on 5,6 you get back triple your investment's current value.
- 97-98 A wealthy merchant offers to buy your investment for 1D6 times its current value: roll 1D6 to establish the amount before you decide to accept or decline.
- 99 You receive two offers to buy out your investment. You may accept one or decline both.
 OFFER ONE: in cash, 1D20 times your investment's current value. You may roll for the actual amount before accepting.
 OFFER TWO: for the next ten weeks, you may add 100 gold pieces each week to your weekly returns for this investment, if any, and also add 10 percentiles to your weekly rolls for this investment.
- 00 You can reinvest up to the current amount in this investment, and still maintain the same returns, if any, potentially doubling your weekly profits. If this investment is not currently making a weekly return, treat the roll as a new chance to invest, as if rolling from the randoms events table.

NOTES ON REALITY

by **Anders Swenson**

Gamemasters should run their campaigns as they wish. After all, any roleplaying game is merely a contract between the gamemaster and the players, and details of social forms in play which are agreeable to those concerned always serve well. Some players prefer to see the game world as some sort of simulation of historical facts and relations, and it is to them that these notes are directed.

In our history, there was no pre-industrial middle class as we know and expect it. Cities were differently organized. We know the stereotype of the starving peasants struggling to survive the taxes of a grasping aristocracy who meanwhile lived in comfort and relative luxury in manors and castles. The accurate view of city life is not much different than our vision of the country—cities were places of hunger, disease, crowding, and bad smells.

As classes, only the aristocracy and the laborers much existed. In some cases a third, outcast class survived by doing work not permitted to respectable people. A sort of middle class of master artisans and merchant magnates did exist, but more by default than as a positive social force: their numbers were vanishingly small, and they were important only for the liquid money they commanded. No important middle class existed because there was almost no surplus left after ruling class needs had been met, and therefore very few people could follow the traditional middle-class pursuits of capital formation and economic investment.

The encounter tables of this book emphasize the middle class, both in terms of merchants and of artisans. One could justify the relative prominence of these types by their unusual numbers: perhaps the use of magic has resulted in greater productivity and wealth, or perhaps adventurers hauling great treasures from the ground have added to the monetary base and created greater opportunities for trade with other areas.

In most pre-industrial societies, the ruling class consists of titled nobility and the higher-ranking members of the dominant religious hierarchy (the latter were likely born into the ruling class as well). To enter the ruling class, one needed to become rich enough to afford the life-style of the ruling class and then to gain enough political influence to obtain noble rank for some family member, probably a child.

continued on page 63

Costs

LIVING COSTS You must maintain yourself at level one or higher in each required category if you have any cash. If you have no cash, you must immediately attempt to get a job using Tables CU-4 and CU-5, or attempt to live without money on Table CU-7. You must furnish yourself living quarters, food, and clothing. If you are employed, all but companionship are provided as part of that employment.

Artisans living at less than living condition 3 are treated as plebians for all modifiers. Nobles living at less than living condition 4 are treated as artisans for all modifiers.

item	LIVING CONDITION PRICES, in gold pieces					
	1-bod	2-poor	3-average	4-good	5-better	6-superb
Inn, room & board	3	10	20	30	45	80
Inn, room only	2	7	13	18	23	45
Food, uncooked	0.3	1	3	5	8	20
House, monthly rental	1.2	40	75	125	190	250
Clothing, maintenance	0.5	1	2	4	7	15
Companionship	2	4	12	20	100	300

NOTES FOR THIS TABLE: **BOARD** — consists of two meals daily. **UNCOOKED** — inns normally do not allow guests to cook. **MONTHLY RENTAL** — cost is for four weeks, paid in advance. **COMPANIONSHIP** — optional. Characters must have companionship at least once every five weeks, or see their abilities to concentrate, study, and cast magic steadily deteriorate. Relevant characteristics and skills might drop by a few percentiles or a point or a level a week until companionship is obtained. 1-Bad companionship gives a 30% chance of disease. 2-Poor companionship gives a 15% chance of disease. 3-Average companionship gives a 5% chance of disease. 4-Good, etc., companionship gives no risk of disease. Such a disease lowers constitution, stamina, health, etc., by a point or 5 percentiles per week until cured magically or by a physician. The physician charges 1D10x10 gold pieces.

NEW AND IMPROVED SKILLS During any catch-up period, a player-character may attempt to acquire a new skill or to improve an existing one. If your game system uses levels and classes as guides to your player-characters' capabilities, ignore this section. If your game system has a time-cost system for acquiring new skills, use it rather than this table. The times and costs listed in the table below assume full-time training. If the skills are acquired while the character works, three times the stated time is needed. If training is interrupted for more than one week, the listed loss of accrued time is suffered.

The desired skill is automatically instructed if at all available in the area. Weekly costs remain constant for a given instructor unless more than one week is missed, in which case the cost must be re-rolled. You may pay the total instruction fee in advance, but if you miss more than two weeks you forfeit the balance.

After acquiring a new skill, your ability in that skill is 1D50+5%. To improve an existing skill, roll 1D100 greater than your present percentage in the skill. If successful, you improve by an amount equal to one-third of the difference between your present percentage and 100%.

your status	weeks needed for skill	cost per week	loss of accrued time
plebian	1D4	1D20 gold pieces	1 week
artisan	1D10+1	1D20 x5 gold pieces	1D6 weeks
noble	2D10	1D20 x20 gold pieces	1D10 weeks

ACCRUED TIME: loss of time cannot exceed actual time studied, but it can equal it. In any case, you must repeat the weeks of instruction lost.



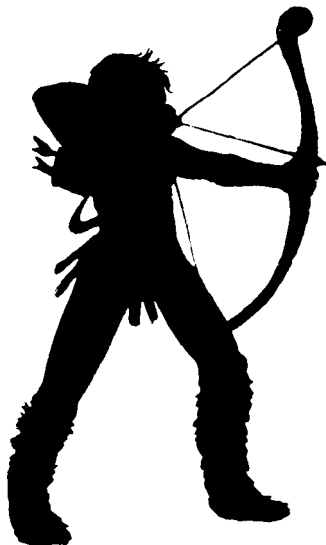
Living With No Money

Roll on this table each week you have no money and no job. A priest, cleric, etc., has a 50% chance of being housed and fed in a temple of his own god but each week there is a 10% chance he will be sent on a dangerous mission (see Table CU-1, entry 01-10). Sorcerers, thieves, etc., have a 25% chance of being put up temporarily by respective guilds. A thief has an accumulating 10% per week chance to locate the local thieves' guild.

modifiers	3D6 equivalent	percentile adjustment
low intelligence, logic, etc.	7 or less	-10 percentiles
better than average intelligence, etc.	13-17	+05 percentiles
very high intelligence, logic, etc.	18	+10 percentiles
noble background	—	+05 percentiles
plebian background	—	-05 percentiles

roll
1D100 result

- 01-10 Starving, you begin to beg. Lose 5% or 1 point from your health, constitution, stamina, etc., each week that you roll this entry, until you die.
- 11-25 Your creditors are hounding you. You owe them 1D10 times last week's salary. If you were unemployed last week, roll on Table CU-4, the salary sub-table, as a plebian to learn the amount of the debt. You must leave town for 1D10 weeks, or until you have the money, or go to debtor's prison for 1D6 weeks. For each person that you have befriended in the past (from Table CU-9), there is a 10% chance that one will loan you the money — roll separately for each even if you've previously used their influence in the past. If you have retained a befriended person's influence, you can convert it into money at this time.
- 26-40 You are sent to debtor's prison for one week. You now have a permanent record; note modifications caused by offended and befriended government officials from Tables CU-8 and CU-9.
- 41-65 You are picked up and sentenced to a work gang for one week. There is a 20% chance that an unscrupulous overseer sells you into slavery (but this can also be modified by befriended and offended government workers).
- 66-80 If you are a fighter, you have joined the military; go to the military career table, Table CU-11. If you are not a fighter, ignore this result and roll again on this table.
- 81-90 For this week only, a stranger or a temple priest has mercy on you and takes you in. You have no opportunity to stay longer unless you randomly re-roll this entry next week.
- 91-97 You have found 1D20 x10 gold pieces. Spend some of it to support yourself on weekly costs, Table CU-6, or save that money and roll again on this table.
- 98-00 A wealthy patron takes you in. He or she give you your own room and an allowance of 1D10 x10 gold pieces per week. You are free to adventure this week. To keep this relationship each week, you must make a weekly 1D100 roll and get a result over 25; once you fail, the relation is severed.



Offending People

Roll 1D20 to determine the person offended. Most results will modify subsequent chances of imprisonment if you should be accused of a crime, so write down who you offended and how much each offense changes the roll for Table CU-1, entry 24-29 — those changes are permanent for this city.

GAMEMASTER NOTE: usually offended people are quite obvious, but occasionally a character may not even know of the new enemy until an assassin's bolt strikes home. If you require a reason, use the following table. Roll 1D10 for a random result, or just pick one.

1D10 offence committed

- 1 player-character bumped into him on the street
- 2 an imagined slight
- 3 a protocol error, improper etiquette, lack of respect
- 4 player-character interfered with his plans
- 5 the offended person is jealous of the player-character's successes
- 6 the offended person doesn't like the player-character's looks
- 7 the person is in a bad mood and the player-character was handy
- 8 there are religious differences
- 9 he/she is jealous of the player-character's spouse, family, etc.
- 10 he/she misunderstands the player-character.

roll
1D20 result

- 1 You offend someone with whom you have a commercial relation. The exact person offended depends on your status.
If you are a student, it was your trainer. You are kicked out of your course (50% chance of a refund for any prepayment). Either you will be unable to train under this master again or you will have to pay him 1D20 x10 gold pieces before he will accept you again. (-2 percentiles from your actual conviction roll result)
If you are employed, you offended the guildmaster: you lose your job and cannot get the same job in this city or you must pay him 1D20 x10 gold pieces. (-5 percentiles from your actual conviction roll result)
If you are self-employed, you offended a business rival. You must pay him 1D20 x10 gold pieces or he has a 40% chance to get the government to close you down. (-2 percentiles from your actual conviction roll result)
If none of the above apply, you offended a wealthy merchant. There is a 10% chance he accuses you of a crime. (-3 percentiles from your actual conviction roll result)
- 2 You offend an aristocrat. You must pay him 1D100% of your total worth, or go to jail for 1D6 weeks, or leave town for 1D10 weeks. (-10 percentiles from your actual conviction roll result)
- 3-4 You offend a government official. If the particular official is important, he adds 2 weeks to any jail term, and 1 week to debtor prison stays, and 15 percentiles to the chance of being sold into slavery from a work gang. (-10 percentiles from your actual conviction roll result)
- 5 You offend a criminal. Roll 1D6: on a result of 1-3, he is a common criminal and there is a 40% chance that he steal one item of value from you. On a result of 4-6, he is an important underworld figure: you must leave town for 1D8 weeks or there is a 60% chance that you will be assassinated (use any underworld influence before rolling to learn if the assassination chance succeeds).
- 6 You offend your employer/employee. If it is your employer, he cuts your salary by 1D6 x10%, or you quit. (-2 percentiles from your actual conviction roll result) If it is your employee, he demands a 1D6 x10% raise or he quits. (-1 percentile from your actual conviction roll result)
If you are unemployed and are not an employer, treat this entry as 8-9 townspeople, below.
- 7 If you are employed, a fellow worker causes your work to appear 25% worse than it is. If this lowers your current job skill percentage to less than 35%, you lose your job at the end of this week. (-1 percentile from your actual conviction roll result)
If you are in training, a fellow student interferes, requiring 2 extra weeks to complete your training.
In all other cases, treat this result as 8-9 townspeople, below.
- 8-9 Lower your actual conviction roll result by 1 percentile.
- 10 Roll 1D4. On a result of 1, an offended rumormonger causes a permanent modifier of -25 percentiles to any marriage rolls. (-5 percentiles from your actual conviction roll result)
On a result of 2, an offended storyteller tells unflattering tales which (although obviously about you) don't explicitly name you. This causes a permanent modifier of -10 percentiles to marriage rolls. (-1 percentile from your actual conviction roll result)
On a result of 3, an offended beggar curses you. There is a 10% probability that the curse has real effect.
On a result of 4, an entertainer satirizes you in a song or a play. This causes a permanent modifier of -20 percentiles to your marriage rolls. (-1 percentile from your actual conviction roll result)

- 11 You offend your landlord. *(-2 percentiles from your actual conviction roll result)* Roll 1D8: on a result of 1, you are immediately evicted; on 2-5, you are evicted with 1D4 weeks notice; on 6-8, your landlord raises your rent 1D8 x20%. If you have no landlord, treat this result as entry 8-9, above.
- 12 You offend a merchant. *(-1 percentile from your actual conviction roll result)* Roll 1D4. On a result of 1-2, a tavernkeeper throws you out and forbids you to return; if you do return, there is a 50% chance that his bouncers do you 1D10 damage. On a result of 3-4, there is a 30% chance that he accuses you of shoplifting (go to Table CU-1, entry 24-29), but otherwise he throws you out and will no longer sell to you.
- 13 You offend people in the military. Roll 1D10. On a roll of 1-8, the town watchmen beat you up; you take 1D10 damage.
On a roll of 9, an officer of the town watch accuses you of a crime; go to Table CU-1, entry 24-29. *(-10 percentiles from your actual conviction roll result)*
On a roll of 10, an army officer impresses you into his unit to perform an unpleasant task. It takes 1D6+1 weeks to complete. *(-3 percentiles from your actual conviction roll result)*
- 14 You offend some pious people. If you are not a member of their cult, they refuse to do further business with you. If you are a member, you must go on a dangerous mission (see Table CU-1, entry 01-10). *(-5 percentiles from your actual conviction roll result)*
- 15 You offend a friend. You lose all benefits of one befriended person. Choose him or her randomly if you have more than one. Lacking friends, treat this entry as entry 8-9, above.
- 16 You offend your family. There is a 20% chance that they disown you, believing that you have disgraced them. If so, you lose any allowance you were collecting and cannot inherit from your family.
- 17 You offend a professional or an artisan. Turn to Encounter Appendix Table 31, and roll 1D6. On a result of 1-3, you offend an artisan. On a result of 4-6, you offend someone of a 'noble' profession. Then roll on the relevant table to discover of what occupation the offended person is. There is a 10% chance that members of that trade will not wish to deal with you. Roll each time thereafter that their services are required. *(-3 percentiles from your actual conviction roll result)*
- 18 You offend a barbarian, who demands a duel. You suffer 1D10 damage.
- 19-20 You offend an important person in town. Unless the gamemaster wishes otherwise, treat him as an aristocrat and go to entry 2 above.



Having a beer at the Main Gate.

Befriending People

Roll 1D20 to determine the person befriended. Most results will modify subsequent chances of imprisonment if you should be accused of a crime, so write down who you befriended and how much each offence changes the roll for Table CU-1, entry 24-29.

GAMEMASTER NOTE: often a player-character knows immediately who has taken a liking to them, but occasionally someone of high status may not tell the character that he or she has taken a liking to him, and the first knowledge of this is when the player-character is bailed out of jail.

roll
1D20 result

- 1 You befriend someone with whom you have a commercial relation. The actual person depends on your status. If you are in training, it was your trainer. He offers you one week of free training. (+2 percentiles to your actual conviction roll)
If you are employed, it was the guildmaster: his favor decreases your chance of job loss on Table CU-2 by 3 percentiles and increases your salary by 10% or gives you 1D20x10 (choose before you roll for the actual amount). (+5 percentiles to your actual conviction roll)
If you are self-employed, a business rival leaps at the chance to buy out one of your investments for 1D6 times its value, or gives you a new chance to invest (as per Table CU-1, entry 58-67). (+3 percentiles to your actual conviction roll)
If none of the above apply, you befriend a merchant who offers to sell goods to you at a 25% discount. If you want to know what sort of goods, choose something appropriate from Encounter Appendix Table 31, artisan occupations, or roll randomly on that table. (+2 percentiles to your actual conviction roll)
- 2 You befriend an aristocrat. He gives you 1D20 x100 gold pieces or gives you a job of your choice at double normal salary, regardless of your ability, or will add 15 percentiles to future marriage rolls, or for adventurous souls will arrange a dangerous mission paying 1D6 times normal. (+10 percentiles to your actual conviction roll)
- 3-4 You befriend a government official. He decreases any jail term by 1D6 weeks and eliminates any record of debtor's prison and reduces your chances of enslavement by a work gang to 5%, or he gives you 1D20 x5 gold pieces because you are so nice. (+10 percentiles to your actual conviction roll)
- 5 You befriend a criminal. Roll 1D6. On a result of 1-2, the common criminal gives you a stolen item worth 1D20 x40 gold pieces.
On a result of 3-6, the important underworld character cancels one assassination before it occurs, or hides you when circumstances seem to force you to leave town, or will arrange protection for you and your business, or will give you an item worth 1D20 x100 gold pieces.
- 6 You befriend your employer/employee. If it is your employer, he gives you 1D4 times your normal salary and guarantees that you won't lose your job, or he offers you a chance to invest in the business as per Table CU-5, or to give you 1D20 x10 gold pieces as a bonus. (+2 percentiles to your actual conviction roll)
If it is your employee, he offers to put in free overtime or to work without pay for 1D6 weeks — add an extra return of 5% to that number of consecutive investment rolls for an appropriate investment. (+1 percentile to your actual conviction roll)
If you are unemployed or have no employees, treat this entry as 8-9 townspeople, below.
- 7 A helpful fellow worker makes your work appear better, or a fellow student decreases your training time by 1 week. Both decrease by 10% the chance of a successful assassination of you and will provide you with a free home if you should become ill, or will give you 1D10 x5 gold pieces because you are so nice. (+1 percentile to your actual conviction roll)
- 8-9 A townspeople offers to give you free room and board should you become ill. (+1 percentile to your actual conviction roll)
- 10 Roll 1D4. On a result of 1-2, a rumormonger spreads tales which add 20 percentiles to all future marriage rolls.
On a result of 3, a storyteller tells exaggerated versions of your adventures which increase any of your marriage rolls by 10 percentiles for 1D20 weeks.
On a result of 4, an entertainer offers you a job as an actor or singer at artisan wages, or popularizes your exploits in a song or a play, which adds 15 percentiles to your marriage rolls.
- 11 Your landlord reduces your rent by 1D8+1 x10%, or gives you a rebate of 1D10 x10 gold pieces. (+2 percentiles to your actual conviction roll)
- 12 Roll 1D4. On a result of 1-2, a tavernkeeper gives you free drinks and in the future lets you sleep off their effects by his fire. (+1 percentile to your actual conviction roll)
On a result of 3-4, a shopkeeper gives you a 10% discount on everything he sells: roll or choose an appropriate shop type on Encounter Appendix Table 31, artisan occupations. (+1 percentile to your actual conviction roll)
- 13 You befriend people in the military. Roll 1D10. On a result of 1-8, the members of the town watch turn their backs on your shenanigans unless they see you actually committing a crime.

On a result of 9, an officer of the watch allows you to escape if you are convicted of a crime (+4 percentiles to your actual conviction roll)

On a result of 10, an army officer offers you the chance to enlist as an officer, or (if you already have an investment) makes you an official army shipper for additional 15% weekly return on the investment. (+3 percentiles to your actual conviction roll)

- 14 A priest blesses you (which lets you shift all 1D00 rolls by 5 percentiles for the next week), or he offers to let you become an initiate in his cult, or he offers you a dangerous mission (see Table CU-1, entry 01-10) at 1D6 normal price (you may roll to establish the amount before accepting). (+5 percentiles to your actual conviction roll)
- 15 If you haven't already collected, you are offered your share of the inheritance now, or all is forgiven if you were previously disinherited
- 16 A randomly-rolled artisan or noble-level professional (roll on Encounter Appendix Table 31, if you want to establish the type) gives you a 25% discount on services or goods, or offers you a job at artisan pay, or gives you 1D20 x10 gold pieces because you are so nice. (+2 percentiles to your actual conviction roll)
- 17 A person whom you have previously offended forgives you. Cancel all permanent effects from that offense. If you have offended no one, treat this entry as 8-9 townspeople, above.
- 18 A barbarian offers to be your companion on one dangerous mission (see Table CU-1, entry 01-10). If you accept the mission and the 1D100 roll indicates that you died, there is a 50% chance that he died instead.
- 19-20 You befriend an important person. Unless the gamemaster rules otherwise, treat him as an aristocrat, entry 2 above.



Amazon off-duty.

Marriages

There are separate sub-tables for male and for female characters. The modifiers apply to males and females alike. All modifiers are cumulative. To learn the relative rank of nobility, you may roll on the aristocrat background table, Encounter Appendix Table 30.

reason for modification	percentiles modified		
plebian background	-20	charisma, appear, more than 80% (12)*	+05
noble background	+20	per 1000 gold pieces spent"	+05
first child	+05	if titled	+10
bastard child	-05	reputedly a cad or loose woman	-40
charisma, appearance less than 20% (7)*	-15	offended, befriended modifications	as accumulated
* to a maximum of 5000 gold pieces.			

MALE CHARACTERS

1D100 result	female's background	chance of a dowry	amount of dowry
01-40	plebian	20%	1D100 x10 gold pieces
41-70	artisan	50%	1D100 x100 gold pieces
71-00+	noble	85%	1D100 x500 gold pieces

If you proceed with a marriage, see the sub-table below, time till wedding. You receive any dowry your spouse brings, but you weekly costs (Table CU-6) double, except for companionship and house rental or ownership. If you choose not to support your spouse once you are married, obey the next paragraph.

For a wife of noble background, examine offending people, Table CU-8. You have offended two aristocrats; see entry 2 on that table. For a wife of artisan or plebian background, there is a 15% chance that her parents or relatives succeed in killing you. Regardless of background, you also gain a reputation as a cad.

FEMALE CHARACTERS

1D100 result	male's background	chance of gifts	amount of gifts
01-40	plebian	35%	1D10 x50 gold pieces
41-70	artisan	60%	1D100 x50 gold pieces
71-00	noble	95%	1D100 x250 gold pieces

Before deciding on marriage a female character must roll to see if she can remain independent (continue adventuring) after the marriage. If she cannot, and still chooses to proceed with the wedding, she will have to leave the active game and go home with her new husband. The chance of remaining independent depends on the background of the spouse (see independent marriage sub-table, below). Should she later leave her husband, she can choose to keep any gifts but thereby earns the reputation of loose woman. Should she choose not to proceed with the wedding, there is a 10% chance that she can keep 50% of the gifts.

FEMALE'S CHANCE, INDEPENDENT MARRIAGE

TIME UNTIL THE WEDDING	female's background	Male Spouse Background
background	time until wedding	plebian artisan noble
noble male or female	2D10 weeks	plebian 10% 05% 01%
neither is noble; either is artisan	1D4-1 weeks	artisan 20% 15% 10%
both parties are plebian	immediately	noble 70% 40% 25%

If the marriage is agreed upon, the prospective spouse often can influence the female's chance of conviction when accused of a crime on Table CU-1, entry 24-29. But such an accusation may also influence the chance for the marriage to occur.

PRE-WEDDING CONVICTION MODIFIERS FOR FEMALES

male's background	if accused, chance marriage occurs	modification of conviction roll	if convicted, chance marriage occurs
plebian	95%	none	80%
artisan	90%	+5	50%
noble	80%	+20	30%

If the wedding has already happened, the spouse may help to keep her out of jail. Each time that she is accused of a crime, she may add the following modifier in addition to any already deserved: if her husband is plebian, there is no modification; if an artisan, there is a +7 percentiles increase; if noble, there is a +36 percentiles increase.

If she is convicted of a crime, she must immediately re-roll her chance to remain in an independent marriage.

Military Career

The military is open to all, regardless of sex, race, or species. Frequently, though, available openings may not be as desirable as you might wish. For your initial rank, find your last rank and note the percentile modifier, then roll 1D100 and add that modifier. Find the range which includes your total on the same line as your background.

Within each rank, you always start at the lowest grade.

your last rank	percentile modifier
none	0
enlisted man	+05
non-commissioned officer	+10
officer	+20
nobleman	+15

STARTING RANK

your background	enlisted	non-com	officer
plebian	01-60	61-90	91-00
artisan	01-35	36-70	71-00
noble	01-10	11-40	41-00

WAGES — as per Table CU-4, the salary sub-table.

Roll on savings, Table CU-2, as normal, except that you cannot lose this job unless you both roll 01-05 there and you previously have been convicted of a crime.

Each week you are in the military, you have a 10% chance of promotion. There are 3 enlisted grades, after which you become a non-com; 3 non-com grades lead to an officer; the highest of the 5 officer grades is as far as you can go without title of nobility. Each promotion increases your pay by 20%. While in the military, you are taken care of during any illness. You can always get one week off for adventuring, but per additional week requested there is a 10% chance per week that you will not be allowed to go. The military is a secure, well-paying career. However, the player should realize that while within its ranks he is subject to the whims of the gamemaster as far as unappetizing missions go.

You can resign from the military at any time, with 2 weeks notice. However, if you roll on 01-15 when resigning, then an emergency situation forces you to stay an additional 1D6+1 weeks, after which you must roll again for release.

continued from page 55

There was social mobility of a sort, and rich merchants did have more power than poor merchants, but often even the richest merchants had status and influence not as respectable as the poorest noble.

Other features of pre-industrial society are worth thinking about. Banks as such were non-existent. There was not enough spare capital to charter banks; further, banks as institutions represent the triumph of law over birth—for banks to exist and prosper they would need to enforce payments, foreclose upon collateral, etc., possibly to the disadvantage of the nobility. It might be, though, with the increase of wealth represented by the gleanings of dungeon-delvers, that this situation could change.

The gamemaster needs creative sociology here. Remember that gems and gold do not by themselves bring real wealth—they represent money with which to buy other people's surplus goods. Lacking such surplus or the productivity to create such a surplus, then prices simply rise to make use of the increased money supply.

Those interested in the topic are directed to three of many books on the subject:

Russell, Josiah Cox. **Medieval Regents and Their Cities**. Indiana, 1972.

Sjoberg, Guideon. **The Pre-industrial City: Past and Present**. Free Press of Glencoe, 1960.

Vance, James E., Jr. **This Scene of Man**. Harper's College, 1977.

Player-Character Catchup Form

experience

[illegible]

Urban Aid for Fantasy Roleplaying

CITIES

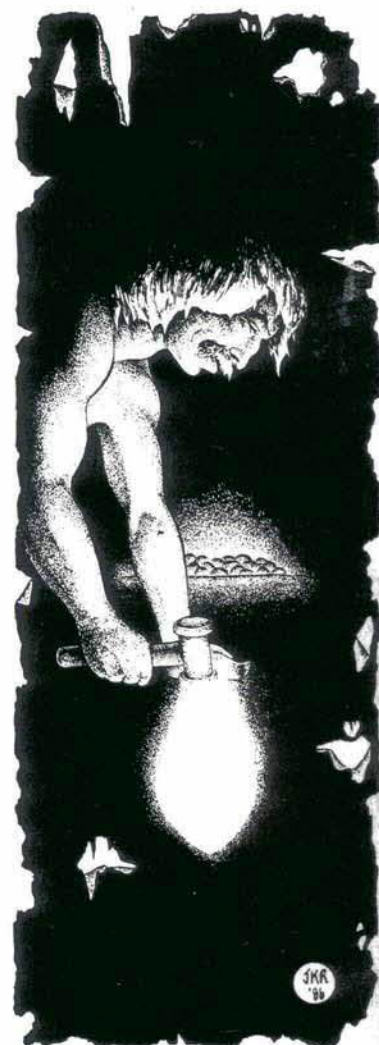
Natural arenas for fantasy roleplaying adventures, city temptations are the greatest; city alleys the darkest; city dangers the most horrid; city pleasures the most lurid.

A unique handbook of urban possibilities, CITIES is designed for gamemasters using any game system. Clear instructions support more than 60 tables and dozens more sub-tables.

- Get handy access to hundreds of random encounters, from wandering fools to high-level magicians; turn random meetings into the seeds of new, exciting adventures.
- Realistically populate hamlets, towns, and cities of every size, so that the logic of your communities can become part of the fun of play.
- Account for what player-characters do when they are not in play for longer periods of time — you'll be surprised at what goes on when your back is turned!

CITIES: entertaining, systematic, indispensable

CITIES: third edition, revised and reset, published by Chaosium Inc.



C O N T E N T S

Preface, Constants	2	Random Townspeople	16	Special	26	Merchant Q. Business Types	44
ENCOUNTERS		Madman	16	Missions	27	Poor Q. Business Types	45
Instructions	3	Drunk, Drugged Townsperson	17	Lodging	28-29	CHARACTER CATCH-UP	
Encounter Matrix	4-5	Peasants	17	Occupational Background	30	TABLES	
Already Occurring Scenes	6	Hag	18	Street Traffic Density	30	Instructions	46-47
Barbarians	7	Sailors	18	Stables	31	Random Events	48-50
Mercenary Warriors	7	Rumormonger	18	POPULATING VILLAGES,		Savings	50
Town Watch	8	Prophet	19	TOWNS, AND CITIES		Gambling	51
Soldiers	8	Holy Man	19	General Instructions	32-33	Employment	53
Slavers	9	Merchant	20	Instructions for Villages	34	Investments	54-55
Magicians	10	Prostitute	20	Composition of Buildings	36	Costs	56
Government Worker	11	Assassin or Spy	21	Frequency of Market	36	Living With No Money	57
Pilgrims	11	Major Personage	22	Contents of Market	36	Offending People	58-59
Beggars, Thieves, Urchins	12	Local Characters	22	Craftsmen at Market	37	Befriending People	60-61
Aristocrats	13	Animals	23	T/C Businesses at Mrkt.	37	Marriages	62
Slave Coffle	14	Protesters, Strikers	24	Town/City Instructions	38-40	Military Career	63
Workgang	14	Circus, Carnival, Gypsies	24	Distribution of Businesses	41	Player-Character Form	64
Priests	15	Non-Humans	25	Other Buildings	41		
Adventurers	15	God, Goddess	25	Initial Rolls	42		
Townspeople	16	No Encounter	26	Wealthy Q. Business Types	43		
		Events	26				

