

# RUINS

by Arn Ashleigh Parker

"Rough: Includes ruins within up to five miles of the party." So reads the *Dungeon Masters Guide*. And *that* is virtually all the AD&D™ rules say about the outdoor companion of the deep, dark dungeon.

The question arises: Why should a Dungeon Master include ruins in a campaign? Dungeons, one may point out, present a place for players to encounter the fantastic creatures of the *ADVANCED DUNGEONS & DRAGONS*® game. I concede that the dungeon provides a medium for the Dungeon Master to present tricks, traps, and monsters, but its scope is still limited. Many DM's and players alike scoff at dragons, and similar avian inhabitants of underground labyrinths. Therefore, the contention can also be made that ruins are as integral as dungeons to a well balanced game.

## *Rotted & risky — but rewarding*

The differences between a dungeon and a razed city are not world-shattering, but they are significant. The druid character class, for instance, has much more potential in an outdoor setting such as a ruin. Many ruins may once have had a park that would, in all likelihood, still thrive. This park, aside from presenting many opportunities for DM expansion, is ideal for the druid's operations. Other differences include weather, alleys and visibility. Storms, cold winds, or heat waves could change the situation somewhat. For instance, bundling up with warm bulky furs because of freezing winds may reduce the dexterity and/or "to hit" figures of a character.

Another unique feature of ruins is the alley. The alley connects main streets and side streets. This gives the party much more maneuverability, so they may not be channeled to a certain place as easily as in a dungeon. Also, the alley can be a place of adventure and danger for a character. Imagine a fighter

walking through a narrow alley, enshrouded by the shadows of buildings. Suddenly, he sees a tall, shadow-covered figure ten feet ahead. As the thing moves closer, he sees the sickly green color of troll skin....

A final important feature of ruins is visibility. The use of torches will be rare, since the party will rarely enter a devastated city in the evening or nighttime. Further, most (if not all) buildings will have windows, and light will usually enter via these portals. Of course, there are ways to combat this "all-seeing player" problem. Many windows could be boarded up or covered with a shade, cutting off light inside the buildings. Outside, however, the problem is much more complex. If no other logical means is apparent, a desperate DM could alter the normal weather patterns. A low, dense fog could curtail the range of characters' vision, or dense clouds could obscure the sun. Even though this can be done, weather patterns should only be allowed to change normally; a fog doesn't spring up every time a character sticks his head out a door.

After deciding to include ruins in his campaign, the DM must then draw out the destroyed city. Graph paper with one centimeter equal to ten squares (each small square equal to ten game yards), is suitable for a large city of, say, 10,000 people. A smaller scale should probably not be used unless the city is, in fact, a town. If this is the case, then the town should be completely designed by the DM, and the charts in this article should be ignored -they are only for use in large cities. Note that, despite the drawing's scale, the party should only be allowed to move 10 feet for each 1" of movement rate, and in all other respects as well the party should use dungeon scale (i.e., each 1" of spell range equals 10 scale feet, etc.).

The large destroyed city would include several potentially dangerous places. A graveyard, for instance, is essential. It could be in the center of the city, or at the outer wall, or even outside the city in a special cordoned-off burial place. As all DM's know, the tombs of the dead often present exciting AD&D scenarios.

Ruins should also contain a centralized government building. A palace could serve for a monarchic government, while a large conference room, with adjoining chambers, could serve for an oligarchic administration. This central building could presently be the center of some great malevolent force, or (perhaps) it could be controlled by a demented ogre mage.

After the DM has finished drawing the destroyed city, he may notice a couple of ways players may cause trouble. For instance, an invisible thief may climb a wall, and then, with map and pencil, proceed to map out the perimeter of the city. Actions like this can, especially in a large city, cause a DM quite a bit of consternation. There are ways to deal with this situation, however. First, as with all problems of this nature, the DM may disallow it on the basis of game logic, which may include reasons such as: It would take too much time; it would give too much information away too easily; and/or it would make an otherwise enjoyable game into a boring exercise in reality.

A second way to deal with this situation, if the playing session is almost over, would be to end the session; when the game resumes, the DM may give out a map of the perimeter of the city to the party, giving the map-making thief credit for mapping the perimeter but without making the entire playing group wait during the tedious process. A DM-provided map should include some deliberate errors, to approximate mistakes the character(s) might make if they developed the map themselves. When the map of the perimeter is drawn, the DM should not also map any inside part of the city just because players claim they can see down the roads into the interior. It is advised the DM tell the players that the roads, even if they extend straight into the center of the city, will only enable vision from the perimeter for 100 yards into the ruins. The shadows of buildings, the DM may say, prevents discerning what lies within the middle of the city.

**Monsters and lairs**

The primary threat to characters in a ruined city will *not* come

from wandering monsters that may be encountered within, but from monsters who have *lair*s inside the city. But how does a DM choose which monsters will inhabit certain parts of his ruins? First, the DM should systematically go through the map of his city, determining which buildings will be the lairs of monsters. The DM should not, at this time, determine what specific type of building comprises each monster's lair. This should be done when the players are actually aware that it is some creature's lair, or at any other time when the party happens to be interested in knowing the building's type. To do otherwise would take too much time for most DM's (assuming that there are 30 or more lairs in an average-sized ruin). Note that an avian creature's lair should automatically be assumed to be an unusual personal residence, unless the flying creature is so small that its movement within a normal building is not impeded by the building's internal and external features.

The kind of creatures that should be allowed to have a lair within a razed city can be determined randomly using the DMG, choosing the wandering monster chart appropriate to the prevailing conditions, and then cross-indexing with the "rough terrain" category. However, this random determination should not be allowed to be absolute in its decision. Some creatures cannot lair in buildings, perhaps because they *have* no lair (e.g., wild dogs) or, perhaps because they are incompatible with the surrounding terrain (e.g., white dragon in a subtropical climate) or, possibly, because the number of creatures in the lair—which is always the highest possible "number appearing" that can be rolled according to the Monster Manual—is too great a number (e.g. a tribe of orcs, which would number 300). A final rule which must be observed, to offset the fact that the party must always face a maximum number of creatures in all lairs, is that all lairs must have treasure. This rule excludes other monsters (those who do not possess treasure) from lairing in razed cities, an example being the lion.

**Table I  
Monsters that may lair within ruins**

Anhkheg	Hippogriff	Rakshasa
Ant, Giant	Hydras (all)	Remorhaz
Ape, Carnivorous	Intellect Devourer	Rot
Basilisk	Jackalwere	Rust Monster
Beetle, Giant Boring	Jaguar	Salamander
Beholder	Ki-rin	Satyr
Blink Dog	Lamia	Scorpion, Giant
Brownie	Lammasu	Shadow
Bugbear	Leprechaun	Shambling Mound
Carrion Crawler	Leucrotta	Shedu
Catoblepas	Lich	Slithering Tracker
Centaur	Lizard, Fire	Spectre
Chimera	Lizard, Minotaur	Sphinxes (all)
Cockatrice	Lizard Man	Spiders (all)
Couatl	Lurker Above	Stirge
Displacer Beast	Lycanthropes (all)	Su-Monster
Doppelganger	Lynx, Giant	Sylph
Dragons (all)	Manticore	Titan
Dragonne	Medusa	Toad, Ice
Dryad	Minotaur	Trapper
Eagle, Giant	Mummy	Troll
Gargoyle	Naga, Guardian	Vampire
Ghast	Naga, Spirit	Wasp, Giant
Ghost	Nymph	Water Weird
Ghoul	Ogre	Weasel, Giant
Giants	Ogre Mage	Wight
Gorgon	Owl, Giant	Will-o-Wisp
Griffon	Owl bear	Wolf, Winter
Groaning Spirit	Peryton	Wraith
Harpy	Pseudo-dragon	Wyvern
Hell Hound	Purple Worm	Yeti



**Buildings**

A ruined city is made up of buildings, those still standing and

those that have been leveled. Those buildings that have been razed are of no particular use to the DM, but this is not true of the buildings that still stand. They are very useful. Following is a list of buildings that may be located within a ruins.

**Table II**  
**Building types**

d% roll	Building type	d% roll	Building type
01	Alchemist	47	Jeweler-gemcutter
02-05	Armorer	48-50	Leatherworker
06	Bank	51-53	Library
07-09	Barber	54-56	Liquor
10-13	Bowyer	57-58	Metal worker
14	Brothel*	59-60	Nursery
15-17	Butcher	61-70	Private residence
18-19	Candlemaker	71-74	Produce
20-22	Church	75	Sage
23	Ceramic molder	76-78	School
24-26	Clothier	79	Sheriff
27	Furniture	80	Specialty shop
28-32	General store	81-83	Stable
33	Glassblower	84-87	Swordsmith
34-35	Hardware	88-95	Tavern
36	Herb	96	Theater
37-41	Hospital	97-00	Weaponer
42-46	Hotel		*— Or roll again.

When the players investigate a building containing a monster, the DM should determine the building type using the chart above. Then, using the following explanations, the DM should describe the building to the group and await their reactions. The monsters will, of course, behave as the DM sees fit, and, accordingly, no restrictions will here be placed on their behavior.

#### Definition of terms

The following is a list of terms used repeatedly in the description of building types.

Term	Definition
Poison	Type A, Ingestive.
Books	See DRAGON #37 — <i>Libraries</i> by Colleen A. Bishop, but ignore the magical tomes, books, and scrolls.
Webs	Webs may be either thin, and go unnoticed, or thick, so that they thoroughly obscure vision. To determine the thickness of a web, roll d4: A result of 1 means total visibility, 2 means that parts of the room are obscure, 3 means that most of the room is covered with webs, and 4 means that the room is encased in webs. The webs can be easily pushed out of the way or burned.
Nothing of value	This term, while meaning that things of monetary value do not exist within a room, does not necessarily indicate that there is nothing <i>useful</i> inside a room. Forks, knives, furs, and pillows are just a few examples of the objects that may be found in a building.

#### Description of building types

In some of the following descriptions of building types, it is recommended that certain treasures be placed at designated locations within a building. These recommendations are meant only for buildings which serve as the lair of a monster, and, therefore, they should be ignored under other circumstances (i.e., when players investigate a building containing no monster), but any dangerous magic, items should be retained (poison included). However, if the players have access to this article (and thus would know that, if the building contains no monster's lair, no liquid substance could be of a beneficial nature), the DM may wish to leave certain beneficial potions within the building. It is important that the DM realize that any magic items recom-

mended in the listings below are in addition to those that may be part of a monster's hoard.

**Alchemist:** The residence in which an alchemist would once have lived is a round tower (90%) or a normal building (10%). The height of a normal building is always three stories, but the height of a tower is 4-6 stories. Normally, the tower has less floor space than a normal building, and, thus, the structures' volumes are approximately equal.

The first story of an alchemist's residence/workshop will usually be barren of furnishings, save for a series of small braziers that will typically line the walls. They were, at one time, used to burn incense. There should also be a torch holder somewhere on the walls. A spiral staircase (in the center of the room if a tower and in the corner of the room if a normal building) will lead to the second story.

The second story should contain shelves, overturned tables, chairs, broken vases, shattered urns, and a single window (two if in a normal building). There is a 10% chance that there will be a small cubbyhole set into the wall that contains 1-6 potions. There is a 25% chance that any given potion will be poison, and a 75% chance that it is a beneficial magical potion (use the random determination chart in the DMG). The spiral staircase should continue upward into the chambers above.

The third floor is the living chambers of the alchemist. A sundered bed, dresser, and desk should be found here, as well as shelves of books (if within a normal building). If the residence is a tower, then the fourth and fifth stories contain books. The sixth story, if it exists, should contain 1-10 flasks, 2-7 small plates, a basin, 1-4 jugs, 2 measuring devices, and two tables (upon which sit the furnishings listed above). There is a 25% chance that all of the materials found in such a place are broken and useless, and only a 10% chance of successfully locating a particular (undamaged) item being sought, if it is determined that some undamaged items do exist on the premises.

**Armorer:** The abode of an armorer ranges from one to two stories in height. In the case of a one-story building, 80% of the floor space should be partitioned off for a work area. The majority of this space will be taken up by the armorer's tools, now broken and useless. An anvil (or two), hammers, a bellows, a forge (once used for softening metals), and tongs should be just a few of the things still within the room. There should also be some rusted suits of mail. Any character with the secondary skill of *armorer* may, at the DM's discretion, find a sufficient number of usable tools to repair any damage in the armor worn by members of the group. The section of the room that has been partitioned off from the main room is the living quarters of the armorer. These two rooms may be joined by a door or by an open hall. The armorer's quarters will have been looted, and nothing of value should be found within it.

If the building is two stories in height, then the first story is not partitioned off and consists entirely of the tools of the armorer (in this case there *will* be two anvils and, perhaps, two forges). Somewhere in the room there should be a staircase leading to the second story. The second story is the former armorer's quarters. There may be a set of magical mail within this room (10% chance). If a set of magical mail exists, then there is a 50% chance it is *Ring Mail* x1 and a 50% chance it is *Ring Mail of Vulnerability* (tests as +1 armor, actually acts as -2; see Plate Mail of Vulnerability, DMG p. 165). Other than the magical mail that may be within the room, nothing of value remains inside the upper story.

**Bank:** Banks range from 2-6 (d10/2+1) stories in height. The first story should contain desks, chairs, tables, and countertops. This is where the normal business of the bank took place. There should be a spiral staircase at the back of the room that leads to the upper stories. The second story, and every additional story thereafter (up to the maximum number determined by the dice), contains a huge vault. Each vault has a chance of still being

intact (varying with how high it is from ground level) and, if it is, there is an additional chance that it contains coins, according to the following table:

Height in stories	Vault intact%	Copper* (% & #)	Silver* (% & #)	Gold*
2	40%	80%, 10,000	30%, 1,000	0%, 0
3	50%	70%, 8,000	30%, 1,200	10%, 300
4	60%	60%, 6,000	40%, 1,500	50%, 500
5	80%	20%, 2,000	60%, 4,000	80%, 1,000
6	90%	0%, 0	60%, 6,000	95%, 4,000

\*— If the vault is intact — and, of course, if the bank is a monster's lair — then there is a chance (as listed) that it will contain the specified number of coins of each type.

All vaults are extremely hard to open, some of them being virtually impregnable (thus, their high chance of being intact even amidst the ruins). The chance for a given thief to open the lock on a bank vault is computed by multiplying the height of the vault (in stories) by 20, and subtracting that number from the thief's normal percentage chance to open a lock. Thus, a 17th-level dwarven thief with a dexterity of 17, who would have an adjusted open-locks chance of 119% for normal locks, has only a 49% chance of cracking a third-story vault, and no chance to open a vault on the sixth story, because the adjustment for the vault's height (6x20=120) is greater than 119.

Vaults withstand damage in structural points equal to their height in stories; Knock spells will not work on vault doors.

**Barber:** The barbershop of old was a simple place, always one-storied and modestly furnished. Nothing of value should remain within the building, but there should be a few chairs and washbasins still inside the structure.

**Bowyer:** The bowyer's workshop is 2 or 3 stories in height. The first story was once the workplace of the bowyer. It should contain rotted wood, partially finished bows and arrows, and a completed bow or two. The condition of the completed bows depends on where they have been stored. If left out in the open, they are surely ruined, but if stored behind a glass case (for instance), they may be in good condition. The DM should decide, depending on the weapon needs of the adventuring group, whether the bows are ruined or not. There should be a staircase leading to the second story.

The second story was, at one time, the residence of the bowyer. It should be in decent condition, but nothing of value should be found within the lodging. However, the third floor, if it exists, could prove very useful to the characters, for it was once the storage house for the bowyer. As the characters throw open the trap door to the third floor, they should see lots of webs. After clearing the webs away (if they choose to do so), the group will behold a storehouse of 20-120 arrows in good condition and 1-6 usable (unstrung) bows. There should be an additional number of bows and arrows that are rotted and useless, equal to 100% and 200%, respectively, of the number of usable items found.

**Brothel:** If the city that is now in ruins had a moral fabric that would not permit a building of this sort to exist within its boundaries, then the DM may either reroll on the building type table or limit to one the number of brothels found within the ruins.

The brothel will range from 2-7 stories in height. The first floor contains a reception area (with once-beautiful tapestries and cushions that are now rotted and moldy) and a kitchen area. The upper stories contain bedrooms, often covered with webs. There is a 10% chance for each room that there is a secret cubbyhole (detected as a secret passage) containing either (25%) a potion or (75%) 10-60 gold pieces. The potion is poison (25%) or a random potion from the DMG (75%). Nothing else of value should be found within the brothel.

**Butcher:** A butcher shop is always one story in height, and it



contains a food locker as well as a table for cutting meat. A counter divides the front of the interior from the back. The back of the room contains the table and butcher knives (now rusted) that were once used in cutting meat. A small food locker, once kept cold by blocks of ice, also lies in the back of the room. Nothing else of value is within the building.

**Candlemaker:** A candlemaker's shop is one (75%) or two (25%) stories in height. The first story contains a counter, as do most shops, separating the room into two parts. The back part of the room contains instruments, unmelted wax, tables, tallow, and wood to make incense, torches, and, of course, candles. There will be from 1-10 usable pieces of incense, torches and/or candles within the room, and there will also be a great number of potentially usable items yet unfinished. Webs will cling to the walls, and nothing else of value will be in the room. The second story, if it exists, is the living quarters of the candlemaker, but nothing of value will be found within it.

**Church:** church is large and impressive; its height should be from 7-10 stories. The first story was once the site of all church ceremonies, and this should be reflected in the grandeur (Turn to page 70)

# RUINS

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of its windows and woodworks. A few of the windows may still be unbroken, and much of the woodwork should still show its one-time beauty. The double doors to the church should open onto rows of pews facing an altar. A podium should rest upon the altar, and there may be a golden candelabra (10% chance), valued at 500 gold pieces, yet within the room (lying on a table near the altar), The candelabra may be cursed (25% chance) to shock any character for 1-8 points of damage each round it is touched or held (a *Remove Curse* will cancel the curse, but not restore lost hit points). There may also be 1-6 silver crosses beside the altar (25% chance). There will be a door to the right of the altar, against the back wall of the church, that leads to both a conference chamber (which the church once used to coordinate its activities) and a stairway to the upper floors.

The second through sixth stories contain the rooms that were once the living quarters of the clergymen, but they will now be empty save for the room's furniture. There is a 10% chance (for each story containing living quarters) that 100 gold pieces will be found, providing that the players spend one hour searching each story (if there are monsters within the church, then this searching would give them the opportunity to strike at the group when the characters are least prepared)

The seventh through tenth stories were once storage places for the magic items gathered and made by the church. A series of spiral staircases should provide the means of ascent, each staircase ending at the door to the next story. Each door should have a *Glyph of Warding* on it (which one is the DM's decision). Every floor that exists has a chance to contain magic items, of the sort usable by clerics, according to the following table:

Height in stories	Chance for magic items	Type of magic item and #
7	10%	Potions (1-8)
8	15%	Shields (1-2)
9	20%	Weapons (1-4)
10	25%	Miscellaneous (1-2)

There is an 80% chance that any magic item found is of a harmful (to the owner/finder) nature, with specifics to be determined by the DM, using the DMG, and a 20% chance that each item is of a beneficial nature. The DM should not place magical maces or shields of greater than +1 enchantment within the church, because the clerics would not have left them behind when they left the city. (The rationale for any magic items being present at all is that the church had so many possessions to take that *something* had to be left behind). There should be a bell located at the top of the church, reachable only by ascending to the top story.

**Ceramic molder:** The height of a ceramic molder's building is one to two stories (50% chance of each). The first story is the workshop, containing the remnants of tools, a potter's wheel, and ceramic molds. The second story, if it exists, was once the living quarters of the owner. Neither the first nor the second stories have anything of value.

**Clothier:** The height of a clothier's building ranges from 2-4 stories. The first story contains empty racks of clothes, webs, and uncurtained dressing booths. Nothing of value exists within the room. The upper stories each have a 25% chance of containing some clothes that are in good condition, and the upper levels will also contain a great amount of rotted and moth-eaten clothes. There are webs within the upper stories, and nothing else of value will be found.

**Furniture:** A furniture building is always two stories in height. The first story contains many (10-40, depending on the floor area of the building) different kinds of chairs, couches, tables,

and desks, as well as a few other smaller pieces of furniture. Most of these finely carved pieces of furniture are rotted and useless, but a very few of them (10% of the total number of items in the room) are in good condition. Their monetary value, if any, should be determined by the DM. A nearly vertical flight of stairs should lead to a trap door which opens onto the floor of the second story. The second story should contain all kinds of furniture, but all of it is decayed and worthless. Webs are present on both stories, and nothing of value (except what has already been mentioned) is of any value.

**General store:** General stores are always one story in height. The building should contain a sampling of all kinds of normally salable things, but most of them will have been rotted, rusted, or decayed away long ago. The building will contain webs, and nothing of value will be found within the store.

**Glassblower:** A glassblower's shop is always one story in height. It should contain a furnace, great amounts of unformed glass, tubes, and tools with which to form the glass. Broken glass should be found all about the room, but there may also be (at the DM's discretion) a couple of unshattered sheets of glass. Webs will hang from the walls, and nothing else found will be of any value.

**Hardware:** A hardware store is always one story in height. It should contain several shelves of nuts, bolts, screws, hammers, saws, and assorted kinds of equipment. Most of these tools will be rusted and worthless, but despite their loss of monetary value, many of them will still be able to perform their functions. Webs should be found everywhere within the building.

**Herb:** A herb shop is always two stories in height. The first floor contains, as might be expected, bottles of herbs sitting upon shelves. Many of the bottles will be broken, but there is a 25% chance for any given herb that the shop contains an unbroken container with a potent amount of the herb in question. The second story once contained the living quarters of the herbalist, but it, as well as most of the first story, now contains nothing of value. Webs can be found throughout both stories.

**Hospital:** The height of a hospital ranges from 2-5 stories. All of the floors contain small rooms within which patients were once housed (two cots in each room). Many different kinds of doctors' instruments should be able to be found within dressers that are located upon every story, but any medicines that may once have existed will have long since turned bad (85% chance that any medicine sampled is poison). Webs will be found on the walls and ceilings, and nothing of value will be found within the hospital.

**Hotel:** The height of a hotel ranges from 3-10 stories. The first story should contain a large living room, a kitchen, and a dining hall. Many things of interest may remain within the rooms of the first floor, but nothing of value will be able to be found. All of the upper stories contain rooms, now in very bad condition. There may be a pack of 11-20 rats in the upper levels of the building, if the DM so desires. With the exception of a few pieces of unrotted furniture, nothing of value should be found inside the rooms of the upper stories. Webs will be found everywhere within the building.

**Jeweler-gemcutter:** A jeweler's store is always two stories in height. The first story should contain a work table, many delicate tools, display cabinets (now empty but once filled with jewelry), a few chairs, a once-luxurious (but now moth-eaten) couch, and a flight of stairs leading to the second story. Aside from what has already been mentioned, there should be nothing of any value on the first floor.

The second story was once the living quarters of the jeweler. It should contain a bed, a dresser, and several shelves of books.

The room should also contain a large safe. The lock to the safe, being a complex combination lock, should take one turn for a thief to attempt to *open locks* upon it. It is recommended that there be a 10% chance for the safe to contain 1-6 gems (randomly determined according to the DMG). Webs should fill both stories, and nothing of value except for the safe should be found on the second floor of the building.

**Leatherworker:** A leatherworker's shop is always one story in height. It should contain several piles of rotted leather, a couple of chairs and tables, and the necessary tools for shaping leather. Webs will be found throughout the room, and nothing of value should be found in the building.

**Library:** The height of a library ranges from 2-4 stories. Webs are prevalent throughout the building, and many of the books are in disarray. All of the stories contain many shelves of books, but the first floor also contains a catalog of the books in the library. Any character may use the catalog to look up a book on a certain subject, but the amount of time (in minutes) to find a listing in the catalog is equal to the character's intelligence subtracted from 20. After a book's approximate location is determined by use of the catalog, the character still must search the proper shelf to find it. At this point, the DM should roll to see if the book has been lost or stolen (35% chance of its not being on the premises), or misplaced (15% chance of being in the library, but not where the catalog indicates). Except for locating it by magical means, a book misplaced within the library is as good as lost. The kind of books that may be located within the library is for the DM to decide, but it is recommended that nothing pertaining to monsters' lairs, and the like, be allowed (i.e., only topics of a "normal" nature should be permitted to be found on a library's shelves). Aside from its books, the library contains nothing of value.

**Liquor:** A liquor store is always one story in height. It should contain several shelves laden with bottles of liquor and other beverages, some bottles broken or opened and some intact. Bottles of liquid that are still intact, and properly sealed, will be drinkable. Otherwise, the liquid will act as quarter-strength poison. Webs will be found within the building, and nothing of value (save for the liquor) should be found within the store.

**Metal worker:** A metal worker's building is always one story in height. Except for an anvil, a few hammers, a furnace, a couple of sheets of metal, and some half-finished metal items, the building contains nothing of value. Webs will be found throughout the building.

**Nursery:** A nursery is always one story in height. It is usually a greenhouse (90%), but occasionally it is a stone building with many windows (10%). In all likelihood (90%), the plants within the nursery will have long since died, but it is possible (10%) that most of the plants will have survived by extending their roots into the ground. If the plants have survived, the entire nursery will be filled with greenery, but if the plants have died, nothing but webs will fill the room. Nothing of value should be found within the building.

**Private Residence:** Private residences are divided into normal residences (90%) and unusual residences (10%). Normal private residences range from 1-4 stories in height. They should contain the usual furnishings a home would have, although much of the furniture will be in poor condition. Webs should be found throughout.

Unusual private residences are also filled with webs. They contain nothing of value except what is mentioned in the descriptions below. The following table determines the specific kind of unusual residence that the party has happened upon.

## SPACE OPERA

Character generation which includes the influence of conditions on the character's planet of origin \* many racial types available as Player-Characters and NPCs \* over 175 skill areas \* advancement of character skills by a logical-system which allows for development of chosen skills \* characters built with initial skills chosen to fit a given profession \* 6 basic character classes in each of 12 starting areas of service or profession \* a detailed psionic system with over 90 talents \* realistic system for learning skills and psionic abilities \* a complete and rounded character with skills chosen in a non-random fashion to meet his or her needs



### THE COMPLETE S.F. ROLE PLAYING SYSTEM

StarShip construction & maintenance rules \* equipment and systems breakdown rules \* StarShip movement with advanced technology \* faster than light travel \* non-vectoring sub-light travel \* StarShip system generation \* economics & taxes & ground combat \* wounds \* medicine \* morale \* banks & loans \* StarPorts \* NPC races \* Bug-Eyed Monsters \* NPC expertise \* animals & creatures \* rental of vehicles \* living costs \* everything needed to create a complete and 'realistic' universe with workable and complete systems \*

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Coming This Month: MARTIGAN BELT  
Adventure scenario for use with Space Opera.

d% roll	Former owner
01-10	Magic-user/Illusionist
11-40	Politician
41-00	Merchant

**Magic-user/Illusionist:** The height of a magician's residence ranges from 7-10 stories, and the building is always a round tower. The first six stories consist of the former living quarters of the magician (there is a 70% chance that the tower was a magic-user's and a 30% chance it was an illusionist's). If the owner was once a magic-user, there is a 95% chance for any given door to be Wizard Locked, but if the owner was an illusionist, everything should appear very luxurious (an illusion, of course), and there may be traps disguised by illusions (at the DM's discretion). The living quarters should include an extensive library. The lower six stories have no apparent windows, but air is circulated within the tower (probably magically). The upper stories contain many ornate windows and elaborate decorations that were once the trappings for many important and entertaining parties. The highest story, as well as being luxuriously decorated, should also contain a second desk (the first being located between stories one and six) which might contain some important papers (to be decided by the DM). The DM may wish to include a magic item or two among the 1-6 potions (50% chance for each to be poison) that should be somewhere within the tower.

**Politician:** A politician's home is 4 or 5 stories high. It is usually constructed of expensive wood, and it will have at least one terrace. The first story was once the living room, and the second and third stories were once the living quarters. The fourth floor was once the kitchen and dining area, while the fifth, if it existed, was another living room (parties were once given on this floor, so there should be a library and a bar somewhere within it). If the DM wishes, there may be a few valuable items yet inside the building (up to a total of 1,000 gold pieces worth), but they

should be extremely hard to transport (e.g., a large stone statue).

**Merchant:** A merchant's abode ranges from 5-10 stories in height and is composed of stone. It should have either a terrace on every floor higher than the first, or several circular platforms that extend out from the sides of the building, supported by stone beams (each angled at twenty degrees up from the horizontal). The stone beams are structurally sound, and each one of them can take one full structural point in damage before collapsing to the ground. Each stone beam also serves as a flight of stairs to its circular platform (steps have been cut into its skyward face). The circular platforms are formed of stone, and they range from 5-20 feet in diameter. A three-foot-high wall of stone surrounds each platform everywhere but where the stairs provide entry onto the platform.

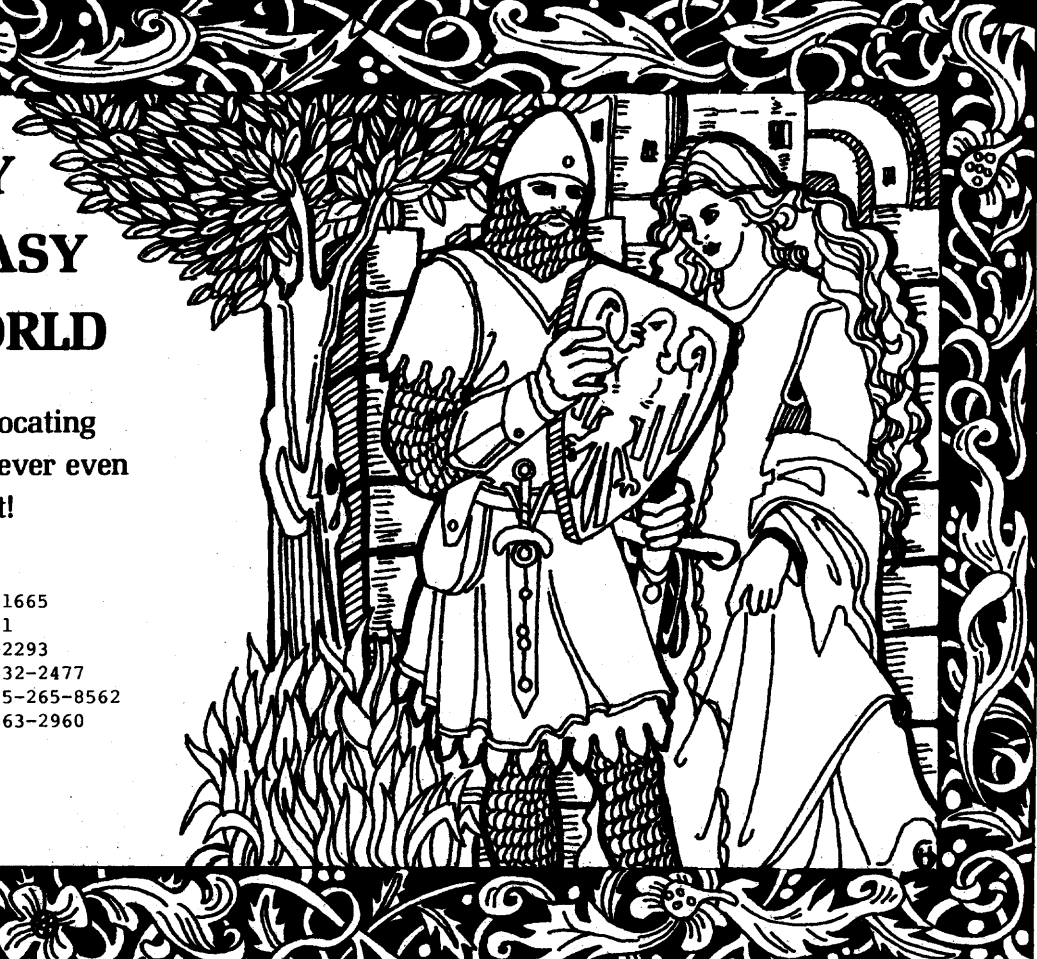
The first four stories of the building are the living quarters of the merchant. They should contain lavishly furnished suites, a large library, and several washrooms. The upper stories contain many well decorated rooms, a large dining hall, a kitchen, and another extensive library. The upper stories once served as the location for many parties and social functions (the key to success for any merchant). There may be, at the DM's discretion, a total of 2,000 gold pieces worth of antiques within the building (in the form of hard-to-move objects, as with the politician's home).

**Produce:** A produce "building" is not really a building at all, but an outdoor marketplace. Several large stalls should form the perimeter of the marketplace, and within the area nearly entirely surrounded by the large stalls there should be an additional number of smaller stalls. All of these stalls once held fresh vegetables and fruits, but these natural foods have long since rotted away. Nothing of value should remain near or around the marketplace. A produce "building" should only be allowed to be

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the lair of monsters that are either very few in number or very small in size.

**Sage:** The height of a sage's home is from 5-7 stories. The building is always made of stone, and there are no windows on the third floor or below it; above that point, they are prevalent but vision in and out is blocked by webs. The first story once served as the reception room for the sage's customers. It should contain the decayed remains of beautiful pieces of furniture and similar items. The second and third stories contain a very extensive library of tomes that are all beyond the comprehension of most characters who attempt to read them. A character with 18 intelligence has a 30% chance of knowing what a certain book is about (up to a limit of 5 books) and if the subject matter is understood, there is a 25% chance that the character will be able to learn something substantial by a close examination of a passage or chapter. Most of the books will be moldy, unreadable, and valueless; however, a few tomes (from 10-40 in an average-sized library) will still be valuable. If transported to a city of 5,000 or more people, the books that are in good condition will bring a total of from 500-5,000 gold pieces. The floors above the third served as the sage's quarters, but they now contain nothing of any value.

**School:** The height of a school building ranges from 2-4 stories, and webs should be found within it. All of the floors are identical in construction, each having a few large classrooms. Nothing of value should be found within the building.

**Sheriff:** A sheriff's office is always one story in height, but it will also have a dungeon (jail) beneath it. The dungeon, damp and web-filled, should be from one to four levels deep. At one time it served to incarcerate prisoners, but its chains and cells now hold nothing but the remains of a few bodies. The office itself should have a desk and a few chairs, but nothing of any real value should be found within it.

**Specialty shop:** All specialty shops are one story in height, contain webs, and should have nothing of value within them. The DM may choose from businesses dealing in such things as hats, glassware, antiques, clocks, figurines, and pets, as well as pawn shops and other types that provide a special service.

**Stable:** A stable is always a large, one-storied building. Its web-filled interior will contain many fair-sized stalls and a number of blacksmith's tools (i.e., a furnace, many hammers, and an anvil), but the stable should contain nothing of any real value.

**Swordsmith:** A swordsmith's smithy is always one story in height. It should contain a furnace, a number of hammers, and an anvil, as well as a few swords that are in good enough condition to use; however, each sword found here has a 5% chance (cumulative) of breaking every time it scores a hit upon an opponent. Aside from what has been mentioned, nothing of value should be found within the building.

**Tavern:** A tavern is from 1-3 stories in height. Its first story was once the restaurant/bar, while its upper stories (if any) once contained rooms that were cheap (both in quality and money charged for rent). A pack of 5-20 giant rats may, at the DM's discretion, be found within these rooms. Nothing of value will be found within the building.

**Theater:** A theater is usually (80%) two stories high, otherwise one story, and nothing of value should be found within it. A theater is essentially an auditorium with a stage, and there should be a few box seats (on the second level, if there is one) overlooking the stage. A theater is typically not huge, and it would not be unusual for one to contain only 50 seats, though 100 seats is an average capacity.

**Weaponer:** A weaponer's shop is always one story in height. It should contain a furnace, a couple of hammers, an anvil, and woodcutting tools. There should be a few (non-sword and non-bow) weapons that are still in usable condition, with a 5% cumulative chance of breaking, as with those found in a swordsmith's shop. Nothing else of value exists within the building.

### Searching for building types

Eventually, whether or not they read this article, players will evince interest in searching for a specific building type. They may wish to find a sword; thus, they will tell the DM that they are passing by all buildings which do not appear to be a swordsmith's shop. How should the DM handle this situation? The table below can be used to determine how long it will take a party to find the desired building type, and to determine the ratio of people to the number of buildings of the specific type in question. Thus, in a city which had a population of 10,000 before it fell into ruin, there would be approximately 10 alchemist's shops to be found, and locating any one of them would take an average of 10 turns of searching.

Table III  
Searching for building type

Building type	# of turns	People to buildings
Alchemist	10	1,000 to 1
Armorer	6	600 to 1
Bank	10	1,000 to 1
Barber	7	700 to 1
Bowyer	6	600 to 1
Brothel	10	1,000 to 1
Butcher	7	700 to 1
Candlemaker	8	800 to 1
Church	7	1 per religion
Ceramic molder	10	1,000 to 1
Clothier	7	700 to 1
Furniture	10	1,000 to 1
General store	5	500 to 1
Glassblower	10	1,000 to 1
Hardware	8	800 to 1
Herb	10	1,000 to 1
Hospital	5	500 to 1
Hotel	5	500 to 1
Jeweler-gemcutter	10	1,000 to 1
Leatherworker	7	700 to 1
Library	7	700 to 1
Liquor	7	700 to 1
Metal worker	8	800 to 1
Nursery	8	800 to 1
Private residence	1	10 to 1
Produce	6	600 to 1
Sage	10	1,000 to 1
School	7	700 to 1
Sheriff	10	1,000 to 1
Specialty shop	10	1,000 to 1
Stable	7	700 to 1
Swordsmith	6	600 to 1
Tavern	2	200 to 1
Theater	10	1,000 to 1
Weaponer	6	600 to 1

### "Empty" buildings

As a final note, if characters regularly enter buildings that do not contain monsters' lairs, the DM may wish to begin rolling for a wandering monster encounter (using the normal percentage chance for an encounter within the ruins) every time the group enters an unoccupied building. The monster could be hiding within the room (if it heard the approach of the group) or it might be in an upper story and, hearing the group searching beneath it, would attack when the situation is most advantageous. In any case, the additional risk of encountering a monster should make characters think twice before entering unoccupied buildings.