

A character with dark curly hair, a red headband, and a red tunic with a yellow pack on their back is walking away from the viewer through a narrow stone archway. The archway is flanked by grey stone walls with arched windows. In the distance, a city with colorful buildings and a green tower is visible through the archway. The scene is lit with warm, golden light.

DORTOKA

CITY ON THE SEA OF GLASS

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VAGABONDS OF DYFED is Powered by the Apocalypse,
and its design was heavily informed by
Apocalypse World and *World of Dungeons*

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DORTOKA

CITY ON THE SEA OF GLASS

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BASICS

This is a sandbox adventure and mini campaign setting designed for use with **VAGABONDS OF DYFED** and similar OSR or PbtA games. There's no metaplot, trigger, or called-out quests—instead, this supplement is all about Dortoka, a massive, destroyed city once ruled by demonically powered god-kings.

In this supplement, you'll find dozens of tables, tools for randomizing jobs and quests, new techniques, a new lineage, city randomization, rules for psionics, six example NPC factions, six example city wards, and more!

STYLE SEEDS, EVOCATIVE BITS

Keep these evocative details in mind when imagining Dortoka.

- ◇ An endless sea of melted, prismatic glass
- ◇ The smell of burning air and rusted steel
- ◇ Unimaginable structures long-toppled
- ◇ Hues and shades of blown glass, hot iron
- ◇ Purples, pinks, blues, and yellows
- ◇ Eroded, defaced runes of infernal power
- ◇ The fossilized bones of a titanic monster
- ◇ Pounding percussion of a trapped fiend
- ◇ Hungry, desperate, cruel salvagers
- ◇ The glint of a knife and bloodthirsty eyes
- ◇ Teams of scavengers hoisting and yelling
- ◇ Millions of empty, abandoned apartments
- ◇ Dusty cushions stuffed with dry flowers
- ◇ Glittering cathedrals and floating temples

DORTOKA

After a million years of usurpation, corruption, and malevolent sorcery, the land was ravaged and barren. The fabled empires of old, ruled by dragons and demons and sorcerer kings, collapsed and imploded as nature was corrupted around them.

All that's left is the profane steppe: a flat plane—a sea of glass—so bereft of shape or texture that it shimmers beneath the failing sun. All that's left, that is, except for Dortoka.

Dortoka, a crusty scab of a city. A stronghold against the onslaught of corruption and hellish storms. A lone turtle forever tucked in its shell, far larger and more impressive than its inhabitants; a final vestige of the glittering era long past.

USING DORTOKA

Dortoka can be placed in any barren wilderness. It's the last bastion of a harsh environment, of an empire that took its powers too far and too confidently. The people who live there now are small-time squabblers and squatters, little more than scavengers and adventurers who fill up a thimble's worth of space in the vast and ruined city.

In a way, Dortoka is a giant, mercurial dungeon that houses the last survivors of a magnificently, malevolently, magically powerful society. It is the ultimate ruin, and can be effectively infinite in size for your campaign.

INCORPORATING DORTOKA INTO A CAMPAIGN

Of course it's easiest (and arguably best) to make Dortoka the centerpiece and starting point of your campaign. Perhaps the PCs all belong to one of the scavenging factions plumbing the depths of the infinite ruin, or were born here to a family of ancient refugees and noble holdovers.

However, if you want to introduce Dortoka later in the campaign, or want to focus a few adventures in it, here are some ways to do so:

- ◇ **Legend:** The Dortokan Empire is of course legendary, and any adventurer or rogue worth their silver would've heard of the allegedly boundless depths of gold and gems and magic in the ancient city. The only trouble is getting there, as the Sea of Glass is a dastardly hazard on its own.
- ◇ **Accident:** Dortoka had an expansive network of portals, tunnels, and extraplanar contraptions. The city had mechanized and industrialized the harvesting of demonic energy, for gods' sake! As such, it's easy to assume that the PCs can enter a portal, a dungeon, or a random door and appear somewhere in the heart of the city.
- ◇ **On the Way:** If there are any massive stretches of wilderness (especially a giant desert of melted, glassed sand) in your campaign setting, Dortoka can be a festering wound deep in the heart of it, an obvious landmark that entices their greedy sensibilities.





DORTOKA MECHANICS

FOR VAGABONDS OR OTHER OSR + PBTA GAMES

PSIONICS

A distinct form of magic, psionics comes from the mental power and fortitude present *within* a psychic. With this capacity, psionics can tap into the discordant energies and harmonious vibrations latent in the universe—the same energies that form collective consciousnesses and crystals alike—to manipulate the world around them.

Psionics is wholly separate from the glamorous, the opulent, the arcane. It is a byproduct of natural mutations; raw power and unbridled insight; complete harmony with the universe and its forces. The psychic does not believe in the individual, seeing themselves as only a part of a collective whole—changing one part of that whole is just like changing their own body.

The most common, practical forms of psionics are:

- ◇ **Telekinesis:** You can move objects with nothing but the power of your mind. Your mental strength is limited to what a similarly capable person's physical strength would permit—a talented telekinetic could lift 500 pounds of stone with their mind, but not 5,000.
- ◇ **Telepathy / Empathy:** You can tap into the thoughts and feelings of others—not only people, but also inanimate objects such as areas and lands.

- ◇ **Temporalesis:** Time does not move in a linear sequence with a pure interpretation of cause and effect. Because of this, you can project your consciousness into potential futures or pasts, however abstract and opaque.

Brelyik is a hozka psionic warrior. Like all of her sisters, she's able to freely tap into the latent psychic energies surrounding the Sea of Glass, but she's taken extra steps and great pains to improve her mastery of mental powers.

As a warrior, she's focused more on the benefits of telekinesis, and on rare occasions is able to use it to stab a wedge of mentally projected force into an enemy, block an incoming arrow, or retrieve a dropped spear.

Once, she used telepathy to intuit that a skintrader and his friends were on the verge of ambushing her over a bounty. This experience drained her psyche, but saved her life.

While traveling out into the wailing dunes of the Sea of Glass, she experienced a strong force of temporalesis—she had a fever dream, a surreal vision of her own destiny. It was out of her control and profound, inspiring her to redouble her efforts at mastery.

GAINING PSIONIC POWERS

As with magic, not everyone can tap into psychic energies at will. It requires an insane amount of willpower, connectedness, or spiritual strength. Mechanically, the following character elements can provide psychic powers:

- ◇ Belonging to the **hozka** lineage
- ◇ The **psionacist** technique
- ◇ A **trait** related to psionic training or exposure, with the GM's permission

Since Brelyik is hozka, she already gains psionic abilities. That being said, her lizardkin comrade Gruggnar takes the psionacist technique upon leveling up in order to help his ally in the pursuit of psychic power. Gruggnar's player justifies it by explaining that Brelyik helped open the lizardkin's mind to the suffusive energy around him.

GAINING PSIONIC POWERS IN PLAY

Throughout play, a character that is subjected to significant psychic energies (such as traveling deep into the unshielded dungeons of the forgotten Mind Lords or traversing the massive Sea of Glass) might be able to open their mind enough to allow psychic energies to flow through them.

When this occurs, the PC suffers a permanent injury tag of [psychic connection], which lets them try to use *one* type of psionic power: telekinesis, telepathy, or temporalesis. This injury tag forever makes them more susceptible to enemy psychic powers and less perceptive to the physical world. This also counts as a second weakness tag.

Brelyik and Gruggnar's trusty smallfolk hireling, Yort, wanted nothing to do with the insane schemes and incomprehensible gibberish that psychics were spouting off about. Unfortunately, while delving in some ancient wizard's tomb deep in the underbelly of the city, the little curmudgeon got its mind blasted by a psychic trap.

This was enough for the GM to call for a task: Yort needed to roll to resist opening their mind to the psychic storm of the land. They rolled and failed, and gained the [psychic connection] trait. Eventually, as Yort experiments and learns more about their new powers, Yort's player chooses temporalesis, since it's helpful in reflexively dodging incoming danger.

GENERIC PSIONIC ACTIONS AND MOVES

When a psionist PC wants to use their powers, the GM can make them roll for the appropriate move below, if doing so would fit your game system of choice. Note that the **psionist** technique (page 17) allows broader application of psionic abilities.

Each of the abilities below are described in a PbtA “move” style and designed to be compatible with **VAGABONDS OF DYFED**.

TELEKINESIS

You can attempt to use your strength of will to lift, move, or crush an object without touching it. The object must be in line of sight and in short range.

- ◇ On a 6-, you don't affect the object and [enervate] yourself, serving as an injury tag. You can't attempt telekinesis again until you take a long rest.
- ◇ On a 7-9, you affect the object inaccurately, as with the [spray] tag, causing unintended collateral damage against allies or property.
- ◇ On a 10-12, you manipulate the object successfully (lift a hundred pounds, knock someone down, crush a door).
- ◇ On a 13+, as 10-12 but the effect is amplified (more weight lifted, greater speed or power, etc.).

TELEPATHY

You can attempt to pierce and read the thoughts of others in your line of sight and within short range.

- ◇ On a 6-, you [enervate] yourself, which acts as an injury tag. You can't attempt telepathy again until you've taken a long rest. Additionally, the target feels your probing attempt, and if they're also psychic, they can learn one of your secrets.
- ◇ On a 7-9, ask the GM one question from the list below. The GM must answer truthfully, but can be vague or abstract.
 - What is this person worried about right now?
 - What is this person afraid of?
 - How does this person feel about me or the party?
 - What's a secret held by this person?
 - What is this person's mental weakness?
- ◇ On a 10-12, as 7-9 but you ask two questions, and the GM must be more direct and clear.
- ◇ On a 13+, as 7-9 but you ask three questions, and the GM must ensure that you fully understand their answers.

TEMPORALYSIS

You can concentrate and attempt to visualize and interpret a different point in time. The longer you spend concentrating, the more powerful, clear, and distant your visions become.

- ◇ On a 6-, you temporarily lose consciousness and become [incapacitated], losing permission to do anything until an ally snaps you out of it. You can't use temporalesis again until you take a long rest.
- ◇ On a 7-9, the GM gives you one piece of obscure but helpful information that relates to the subject of your focus (such as "danger awaits at Crow's Eye Ridge").
- ◇ On a 10-12, as 7-9 but you choose whether the GM gives you two vague pieces of information or one clear piece of information (such as "A knot of bandits wait in ambush at Northman's Bluff, which resembles the head of a bird.").
- ◇ On a 13+, as 7-9 but three pieces of vague information or two clear pieces of information.



HOZKA LINEAGE

You're one of many in your clutch, looking through multifaceted eyes, clacking your mandibles, sensing the fear of those near you. Hozka appear as a frightening yet graceful amalgam of human, mantis, and spider. Their carapace hardens and desaturates with age; every year they molt, revealing a briefly beautiful and glittering soft structure beneath.

- ◇ You have an exoskeleton. You gain +1 natural armor (this stacks with worn armor).
- ◇ You have weak telepathy with other hozka, and supernaturally strong empathy with all sentient creatures. You never fail when determining someone's true emotions or intent (treat 6- as 7-9).
- ◇ You can leap 30' horizontally or 15' vertically, and have permission to attempt jumping tasks that would be impossible for other lineages.
- ◇ You can attempt to use psionics even without an appropriate trait, technique, or training.



DORTOKA TECHNIQUES

GLADIATOR

Roll with advantage when you fight in a high-risk stance and in a spectator-worthy manner that risks jeopardizing the fight or your safety.

IMPERIAL HISTORIAN

You have encyclopedic (albeit outdated) information regarding Dortoka as it was at the height of its power. This can help guide you through certain parts of the city as well as recognize symbols, languages, and similar pieces of info. You roll with advantage when you need to use this information.

MAGEHOUND

You can naturally sense—a smell of burnt air, a slight vibration on your skin—the demonic, arcane, or extraplanar. This is useful when searching for magical loot, portals, or similar. You roll with advantage when this sense is relevant.

PSIONICIST

You're able to marshal your willpower to extreme levels, manifesting as psychic powers—telepathy, telekinesis, temporalesis. You can even form tools and weapons out of pure energy.

- ◇ On a 6-, you unintentionally [enervate] yourself, causing yourself to be [stunned] and unable to use psionics again until you take a long rest.
- ◇ On a 7-9, you manifest your psychic energy, but with the [spray] tag, so it also affects nearby allies and unintended targets.
- ◇ On a 10-12, you manifest your psionics as normal.
- ◇ On a 13+, you manifest your psionics as normal, and you gain advantage on your next roll.

SCRAPPER

You can scrounge around in an urban environment.

- ◇ On a 6-, not only do you find nothing useful, but you bump into something dangerous and likely start a fight.
- ◇ On a 7-9, you find one broken or half-useful item.
- ◇ On a 10-12, you find something reasonable and relevant, as determined by the GM and the nature of your search.
- ◇ On a 13+, you find the exact thing you were hoping for, within reason.

STREETWISE

You know the gist of all the major factions, gangs, and crews running around the city; at the very least you can recognize their tattoos, colors, or turf. You never fail rolls to do so (treat 6- as 7-9).

PSYCHIC FEAST

You can gain sustenance from the mental energies of sentient beings. The energy of a semi-intelligent creature, like a dog or monkey, is equivalent to about one ration. A human is worth two, a master sorcerer three or four, and so on. The victim of this feast becomes [exhausted] and suffers incrementally worse memory loss each time they are feasted upon. To gain this technique, you must have natural or earned psionic abilities.

DORTOKA ENEMIES

ERRALDOI

HP: 20/SEGMENT **SPD:** -3, 0 **DMG:** +8 **ARMOR:** 4

A titanic, insectoid, ancient, terrifying behemoth

Trait tags: insatiable, terrestrial, hulking, patient predator, blind, nearly invincible

Abilities: critical weakness [torso] (can't be killed until torso is reduced to 0 HP); movement react [burrow, dig] (triggers once one segment reaches half HP); gargantuan, three segments (arms, head, torso)

◇ Arms: Pin with [blast] and [long range]

◇ Head: Swallow, psionic attack with [blast], [reach]

◇ Torso: special movement [burrow, dig]

Combat Notes: will attempt to keep burrowed as much as possible, pinning with its arms and swallowing those in its massive pit-like mouth

HOZKA

HP: 6 **SPD:** 3 **DMG:** +2 **ARMOR:** 1

An intelligent, bipedal, slightly telepathic insectoid

Trait tags: hive-mind, insectoid, bursts of speed, carapace, susceptible to psionics

Abilities: leap ([special movement] jumping up to 30' in one movement), psionic blast ([spray], [magical attack psionics]), [step]

Combat Notes: spears [reach], leap in, psionic blast, spear stab



INFERNAL DRAGON EMPRESS

HP: 50 / SPD: 0, DMG: +10
SEGMENT 5 FLY ARMOR: 5

An ancient dragon ruler, possessed by cruel demonic powers

Trait tags: flame and fury, wings of terror, cruel intelligence, enraged, possessed by demons, full of hate, unstoppable

Abilities: gargantuan, four segments (head, wings, torso, tail); invulnerable to fire damage; invulnerable to non-magical weapons; multiattack 3 (will attempt to attack with each head, wing, tail)

- ◇ Head: swallow, infernal breath attack with [blast], [reach], [AP5]
- ◇ Wings: knockback, special move [fly]
- ◇ Torso: become ethereal [smoke], special move [gaseous]
- ◇ Tail: trip [long range], Whip of Fear (PC that's hit must roll to resist fear, failure vs fear forces victim to attempt to flee)

Combat Notes: will rarely try to land, using its tail and breath weapon while flying. If it must land, it will keep opponents back with its wings and focus on a single target. Turns into smoke if notably wounded

SENTINEL AUTOMATON

HP: 30 SPD: -4 DMG: +7 ARMOR: 4

A steel and glass humanoid construct programmed to kill

Trait tags: killing machine, feels no fear or pain, haywire, indestructible

Abilities: alter environment (smash through walls and other barriers, throw heavy objects, etc.), multiattack 3, stun (any damage taken makes victim lose next turn)

Combat Notes: energy beam [long range], punch daggers [step], will focus on a single target until dead



DORTOKA TOOLS

FOR CREATING YOUR VERSION OF THE CITY

CREATING THE CITY

It would take a lifetime to map out Dortoka. Imagine magical Tokyo stacked on top of magical Mexico City mixed in with magical 13th-century Constantinople and you'd have a good chunk of the known bits of Dortoka.

It's only become more complex as various empires have conquered it, planar demigods have reshaped it, demons have burned it, and the slow and inexorable entropy of time has let it crumble into dust and shambles. As such, it's damn near impossible to make a meaningful collection of all the places you can go—therefore, it's best to focus on a smaller area and leave the rest as broad strokes.

Dortoka is segmented into **wards** and **blocks**. A ward is basically a town or a neighborhood made up of several blocks. If you're planning on running the game that's more linear, you only need to create and map out a few blocks or wards at a time. If you intend to run it as some kind of sandbox—hexcrawl, pointcrawl, whatever—then it's best to make a nice chunk of wards. Start off with three-by-three or five-by-five grid if you have time.

The sections in this chapter provide some rudimentary tools to help you create your version of Dortoka. Because the city is so massive and incomprehensibly complex, don't be shy about stealing liberally from your own favorite fantasy sources. You can even use real-life maps of some city far from home.

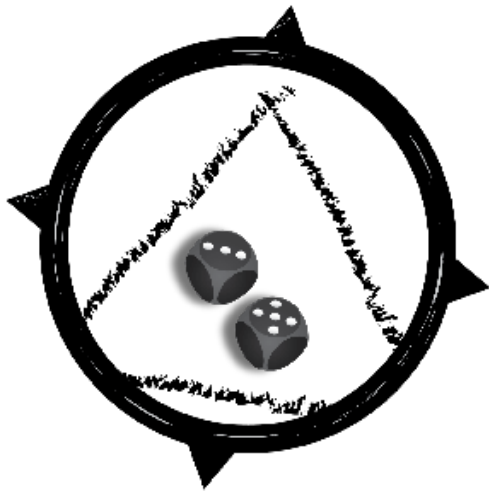
RANDOMIZING STREETS AND BLOCKS

These rules will produce a quick random street or block layout from a top-down, cartographic view. This is especially useful for an encounter in the dense streets.

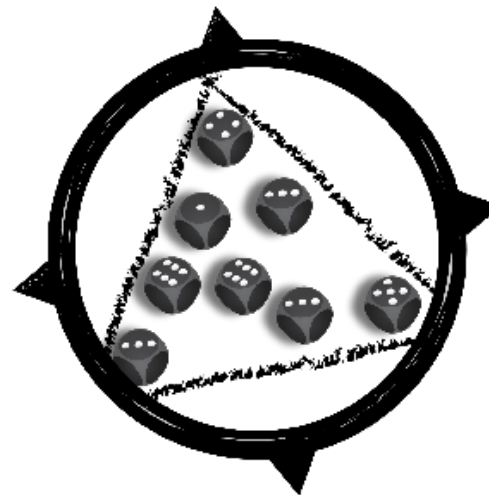
A ward is made up of blocks, which are smaller segments that share a look and feel. Dortokan blocks are much more chaotic and fluid than modern city blocks, as many of them are ruins and unplanned extensions.

In order to randomize a block and its streets:

- ◇ **Sketch** out the exterior **shape** of the block. If you can't decide, roll 1d6:
 - 1: an amorphous circle
 - 2-3: a rough triangle
 - 4-5: a rough rectangle
 - 6: two shapes stuck together (e.g., triangle + square)



- ◇ **Roll** to determine **how many structures** are in the block. The more dice rolled, the more complex the block will be, and the more alleys and streets it'll have. Sum the dice results to get the number of structures, and give each structure a number.
 - 2d6: simple
 - 3d6: dense
 - 4d6: convoluted



- ◇ Clear an area on the table or the paper you're using to draw the actual map. Then grab a die for each structure in the block.
 - **Drop**, cast, or otherwise roll all of the dice on this cleared area. If any dice fall outside the rough shape of your block, re-roll them or push them just inside it.
 - **Mark the location** and the **result** of each die, clearing the dice away as you go.
 - Each die's **result** defines the structure's **shape**:
 - 1: circular or amorphous
 - 2: a long, thin rectangle
 - 3: a triangle
 - 4: a rectangle
 - 5: several adjoining rectangles
 - 6: two or more adjoined but varied shapes



◇ **Draw** out each **structure** per the rolled results above, fitting them together per their location and shape. The more tightly packed the structures are, the smaller they are (at least in area). Dice that landed far from any others represent much larger structures that take up more area.

- Fill out the size and area of each shape as best as you can, paying attention to the overall size and shape of the block itself. Some buildings should practically touch, while others can have a larger gap as makes sense given the possibility of alleys, clearings, and yards.

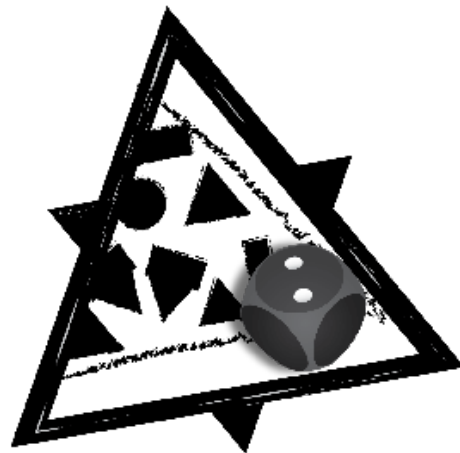
Multiple blocks can be randomized in this way to constitute an entire **ward**. Gaps between blocks should represent larger clearings, streets, sewers, waterways, or other passages.

RANDOMIZING A WARD'S LANDMARKS

An inelegant hack of Scenic Dunnsmouth's genius town mechanic

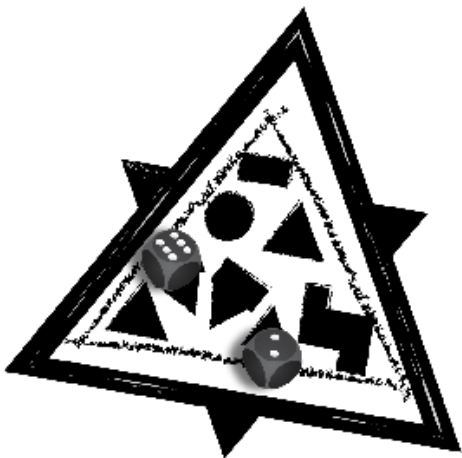
Unless you're mapping things in exacting detail, most parties traveling through Dortoka will move along major streets, on cleared paths through the rubble, or into specific wards. These areas are often marked by key landmarks; below are quick and easy rules for randomizing a ward's **landmarks**.

- ◇ Get out a piece of **paper** (hex is good, your **block** is better)
- ◇ Determine the **number** of key locations or **landmarks**. Roll 1d6 (minimum 2) or use your generated block



- ◇ Hold dice (usually d6) equal in number to your landmarks about a foot over the paper that you're using and **drop** them
- ◇ Roughly **mark** each die's location on the paper and note its number—this marks where and how dangerous this landmark is (align it with your block from above)
 - Decide which landmarks correspond with each location; for greater randomization, you can assign each die to represent a specific landmark (such as using a different color or polyhedral shape)

The result of each dropped die is its **threat level** (or, more simply, how contested or occupied it is). The higher the number, the more dangerous. If the focus PC's lowest rolled d6 to navigate to the landmark is **less than or equal to** the threat level of the landmark, there's danger or competition there.



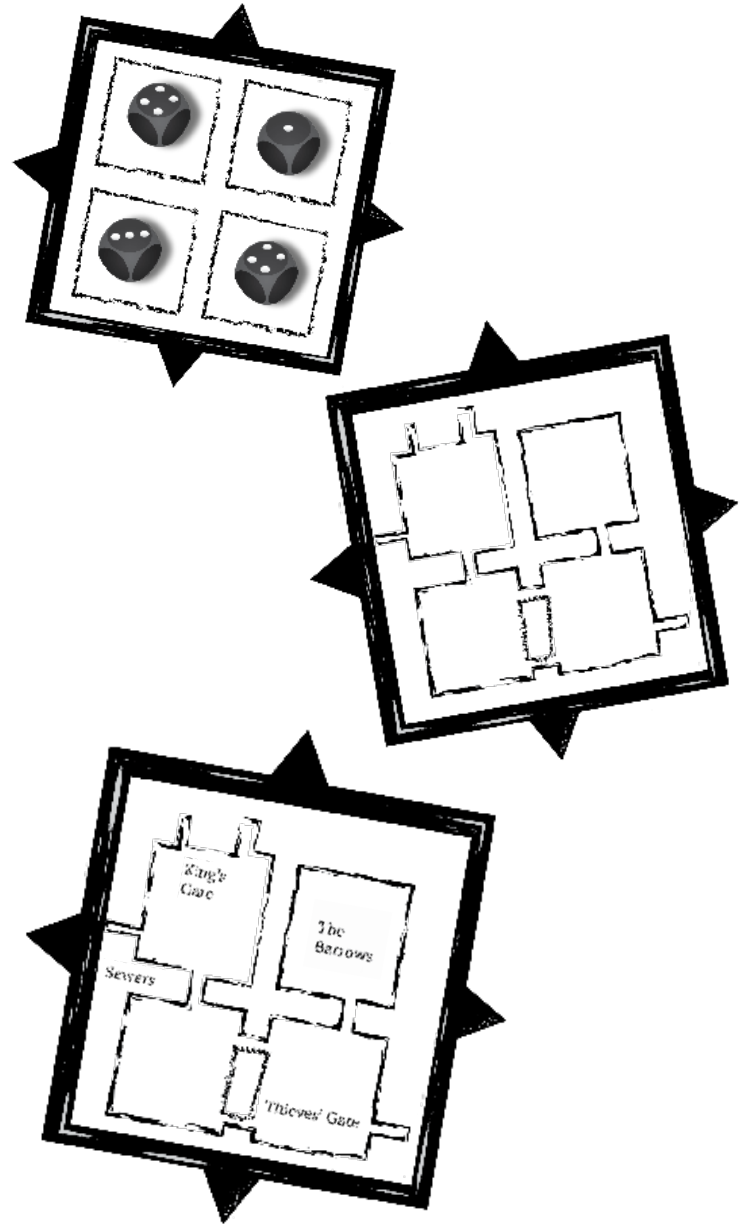
THE CITY AS A POINTCRAWL

A **pointcrawl** is a mapping technique that highlights certain defined areas of interest, or **points**, connected by distinct paths. Each point is only mapped out in relation to the others and the available paths connecting them; all of the “less” interesting bits are relegated to serve as backdrop or descriptive color.

When mapping your pointcrawl of Dortoka:

- ◇ Create or randomize a list of **wards**
- ◇ Give each ward at least one **connection**—you can roll 1d6 to get a random number of connections to or from the ward
- ◇ Map out the connections between wards; some of them should serve as loops and connect multiple wards
- ◇ If a ward has just one connection, it's a dead-end or chokepoint—this is generally not recommended unless it's somehow important to your game

As GM, focus your attention on the interesting events that take place along each connection, along with unique and challenging setpieces at each point. Connections serve as a perfect time to use a **travel turn** (and possibly have a random encounter).



POINTS OF INTEREST

Each **point of interest** in your pointcrawl should contain:

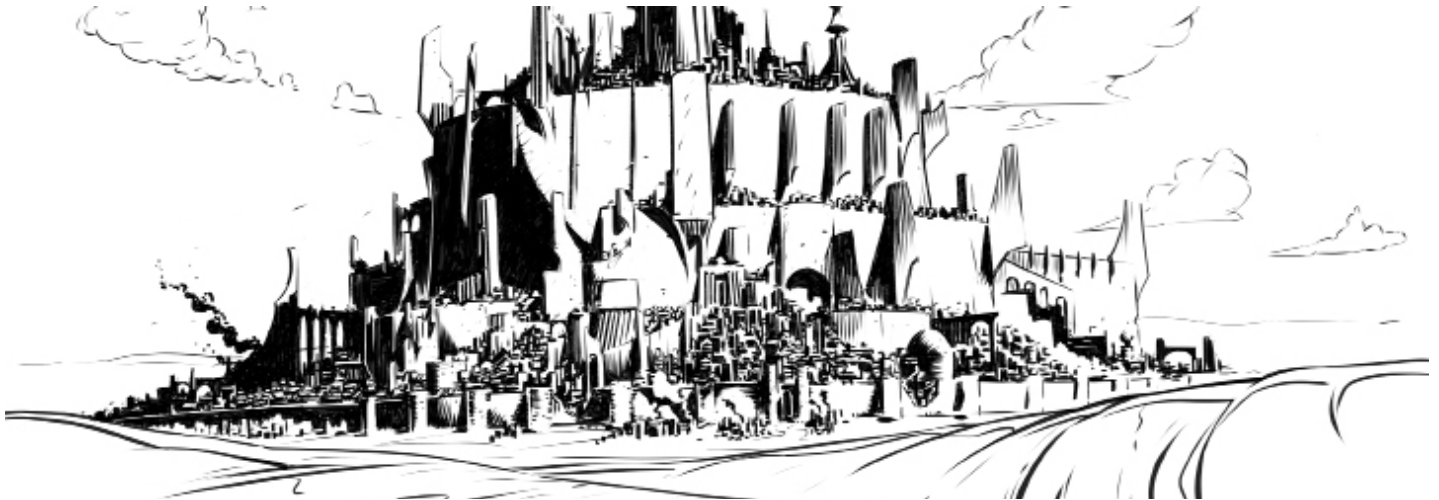
- ◇ A notable landmark or feature
- ◇ A setpiece of some kind—a unique building or locale
- ◇ An interaction with the setting, such as a competing faction, an encounter, or a puzzle to solve

When mapping out your points of interest, it's worth noting how each point might change depending on when it is encountered, or the specific connection the PCs came from. Entering a point of interest through the main gate will prompt a different scene and encounter than by emerging from the sewer.

CONNECTIONS OR LEGS

The **connections** (or **legs**, as in legs of a journey) between points of interest represent a specific narrative sequence, length of time, and obstacle. Each leg should have:

- ◇ A description of the type of journey it is (direct through the city, clambering across ruined blocks, fighting through ancient and rotten sewers, etc.).
- ◇ A distance, length of time, or number of travel turns
- ◇ A potential encounter, interesting decision, or new obstacle that can expedite the leg or provide benefits



CITY WARD INSPIRATION TABLES

Dortoka is too large, too alien to be defined explicitly. Your Dortoka will vary from mine or anyone else's, and you can use these tables and seeds as inspiration to generate your own interpretation—either by selection or rolling. Think of this as a setpiece for an encounter rather than the entirety of the ward.

3D6 PROMINENT WARD FEATURES, NOW FORGOTTEN AND DESTROYED

- | | |
|----|--|
| 3 | Hidden catacombs and secret passageways used to smuggle beneath the streets |
| 4 | A massive library with multiple wings caked with the rotten dust of old tomes |
| 5 | An arboretum; its once babbling brook and verdant garden dry and dead |
| 6 | Upscale homes built atop shops and covered bazaars, furnished and lavish |
| 7 | A barracks and training ground, once used as a dueling school and guild |
| 8 | A small gladiatorial coliseum, with hidden floors and steel cage cells |
| 9 | A cramped warren or cluster of residential buildings with narrow alleys |
| 10 | A dense multipurpose ward with workshops, apartments, and market squares |
| 11 | A public bathhouse with dry aqueducts, empty hot springs, buckled benches |
| 12 | A monastery overgrown and choked by dessicated roots and psionic runes |
| 13 | A series of wells, aqueducts, or fountains, hardly full of still and muddy water |
| 14 | A temple or church to multiple conquered pantheons, now long forgotten |
| 15 | Municipal towers overlooking walled wards and utilitarian, square structures |
| 16 | A university complete with lecture halls, quiet studies, and dormitories |
| 17 | A colossal statue, now defaced and beaten down by the ravages of war and time |
| 18 | A fortress once built for a religion, family, or guild of power and renown |

WARD DESCRIPTOR TABLES

You can roll on these tables to give more flavor and description to any ward, street, or area.

1D6 SOUNDS

- 1 Whistling wind
- 2 Crunching
- 3 Crumpling
- 4 Gurgling
- 5 Thrumming
- 6 Ringing

1D6 SMELLS

- 1 Blood
- 2 Hot iron
- 3 Rust
- 4 Burning ozone
- 5 Dry chalk
- 6 Decomposition

1D6 TEXTURES

- 1 Cracked glass
- 2 Cutting sand
- 3 Bubbling wax
- 4 Coarse stone
- 5 Splintered wood
- 6 Rusted metal

1D6 COLOR PALETTE

- 1 Light, near white
- 2 Vibrant, bright
- 3 Pinks and oranges
- 4 Blues and teals
- 5 Green and gold
- 6 Dark, near black

1D6 GENERAL VIBE

- 1 Pacifying
- 2 Intensifying
- 3 Unsettling
- 4 Comforting
- 5 Wondrous
- 6 Terrifying

1D6 FILTH LEVEL

- 1 Pristine
- 2 Dusty and dry
- 3 Sand and decay
- 4 Coated in sludge
- 5 Magic, toxic
- 6 Disgusting

1D6 EXTRAS

- 1 Permanent storm
- 2 Extremely hot
- 3 Extremely cold
- 4 All colors are gray
- 5 Heavily trapped
- 6 Weird gravity

1D6 CURIOSITY

- 1 Detailed patterns
- 2 Blinking lights
- 3 Smoke column
- 4 All these bugs?
- 5 All these bottles?
- 6 Glass everywhere

1D6 WHAT WAS THAT...

- 1 Sound?
- 2 Smell?
- 3 Glimmer?
- 4 Movement?
- 5 Thing?
- 6 Shadow?

STREET-LEVEL DESCRIPTOR TABLES

You can roll on any of these tables if you need to describe a block or street in a hurry.

1D6 STREET MATERIAL

- 1 Packed dirt
- 2 Cracked concrete
- 3 Cobblestones
- 4 Glass gravel
- 5 Dust and sand
- 6 Glass and steel

1D6 ROOFS

- 1 Masoned domes
- 2 Slanted tiles
- 3 Glass mosaic
- 4 Exotic concrete
- 5 Tarps and cloth
- 6 Bone and leather

1D6 CONTENTS

- 1 Clanging workshops
- 2 Scavenger tent town
- 3 Ad hoc bazaar
- 4 Abandoned shops
- 5 Destroyed homes
- 6 Piles of rubble

1D6 LANDMARK

- 1 Stone fountain
- 2 Big glass globe
- 3 Bronze statue
- 4 Colorful mosaic
- 5 Melted stones
- 6 Twisted spire

1D6 WHO'S HERE?

- 1 Hozka gang
- 2 Artisan caravan
- 3 Mercenary squad
- 4 Local scavengers
- 5 Pack of kids
- 6 Shadowy figure

1D6 WHAT'S HERE?

- 1 Ancient defenses
- 2 Stray animals
- 3 Demonic forces
- 4 Mundane artifacts
- 5 Magical relic(s)
- 6 Strange outgrowth

1D6 GEOMETRY

- 1 Straight, precise
- 2 Buckled, crooked
- 3 Shifting, weird
- 4 Concentric circles
- 5 Random hives
- 6 Complex fractals

1D6 LIGHT SOURCE

- 1 Glowing orbs
- 2 Arcane flames
- 3 Reflected sunlight
- 4 Blazing braziers
- 5 Throbbing runes
- 6 Loose lanterns

1D6 INCIDENT

- 1 Two gangs fight
- 2 Demon gets loose
- 3 Mad dash for loot
- 4 Mid-robbery
- 5 Ruins collapse
- 6 Locals arguing

WARD CREATION TABLES

These tables can help you flesh out a ward—how it looks, what it's made out of, etc. Roll once on each table for a given ward.

1D6 CLASS

- | | |
|---|-------------|
| 1 | Warrens |
| 2 | Slums |
| 3 | Low-class |
| 4 | Mid-class |
| 5 | Upper-class |
| 6 | Palatial |

1D6 SPACE

- | | |
|---|----------------|
| 1 | Cramped |
| 2 | Jumbled |
| 3 | Dense |
| 4 | Free-flowing |
| 5 | Highly visible |
| 6 | Wide-open |

1D6 CONSTRUCTION

- | | |
|---|--------------------|
| 1 | Wattle and daub |
| 2 | Carved from caves |
| 3 | Roughly hewn stone |
| 4 | Mortared brick |
| 5 | Dortokan concrete |
| 6 | Masterful masonry |

1D6 STATE OF REPAIR

- | | |
|---|-------------------|
| 1 | Dilapidated ruins |
| 2 | Scavenger shanty |
| 3 | Brink of collapse |
| 4 | Bad renovation |
| 5 | Damaged but full |
| 6 | Nearly untouched |

1D6 POPULATION

- | | |
|---|-----------------|
| 1 | Deserted |
| 2 | A few hermits |
| 3 | A dozen |
| 4 | Fifty |
| 5 | A hundred |
| 6 | Several hundred |

1D6 HAZARD LEVEL

- | | |
|---|-------------------|
| 1 | Low, rubble |
| 2 | Sprains, falling |
| 3 | Dangerous, slides |
| 4 | Bleeding, ruins |
| 5 | Maim, falling |
| 6 | Death, collapse |

1D6 VERTICALITY

- | | |
|---|-------------------|
| 1 | Flat, streets |
| 2 | Low-level shacks |
| 3 | 3-4 levels, shops |
| 4 | Several tiers |
| 5 | Tall towers |
| 6 | Dozens of stories |

1D6 LOOT

- | | |
|---|------------------|
| 1 | Picked clean |
| 2 | Ransacked |
| 3 | Hidden gems |
| 4 | Good amount |
| 5 | Haul-worthy |
| 6 | Nearly untouched |

1D6 KEY RESOURCE

- | | |
|---|------------------|
| 1 | Water |
| 2 | Food |
| 3 | Equipment |
| 4 | Steel or weapons |
| 5 | Gold or gems |
| 6 | Azoth or magic |

ADVENTURE SEEDS BY WARD CLASS

These tables offer small seeds for adventures in the six classes of wards that the party might find themselves in.

1D6 WARRENS

- 1 Hostile scavengipede infestation
- 2 The lone well is fetid and poisonous
- 3 People are trapped under rubble
- 4 Abandoned thieves' guild found
- 5 Slave king hosts gladiator pits
- 6 Hozka civil war in the sewers

1D6 SLUMS

- 1 A witch sells a magical cure-all
- 2 Young thugs start racketeering
- 3 Unknown predator stalks civilians
- 4 Warlords control all of the food
- 5 Escaped slaves fortify a camp
- 6 High-stakes gambling hall

1D6 LOW-CLASS

- 1 "Noble" clans war over territory
- 2 Human warlord commands goblins
- 3 A crypt overflows with feral undead
- 4 A hawker sells fake artifacts
- 5 An entire ward collapses into rubble
- 6 Mercenaries court clients with gifts

1D6 MID-CLASS

- 1 A marshal has instituted harsh law
- 2 Families retreat into sealed wards
- 3 A massive beast is unleashed
- 4 A dizzying, maze-like district
- 5 A wellspring of virulent vegetation
- 6 A magical menagerie breaks open

1D6 HIGH-CLASS

- 1 Abandoned guild halls full of loot
- 2 Fortified mansions host squatters
- 3 Powerful lodestone bends all metal
- 4 Ward shrouded in constant shadow
- 5 A cabal of warlocks starts a war
- 6 Innocents sacrificed to a demon god

1D6 PALATIAL

- 1 Titanic golems guard a fortress
- 2 An ancient, smoking alchemist's lab
- 3 A treasure vault incites a gold rush
- 4 A powerful demon trapped in a sigil
- 5 A magical machine causes mayhem
- 6 Faction forcibly seizes the "throne"

SAMPLE DORTOKA WARDS

Below is a collection of ready-made wards created from the tables from the previous sections. Each ward belongs to a different class but is otherwise completely randomized.

THE NARROWS

Class	Warrens
Space	Cramped
Construction	Wattle and daub
State of Repair	Dilapidated ruins
Population	Several hundred
Hazard Level	Low, rubble
Verticality	3-4 levels, shops
Loot	Hidden gems
Key Resource	Food

A decrepit and miserable hive; honeycombed tunnels and huts and alleys interconnected with the organization of a termite's nest. The Narrows are so named for their literally narrow spaces—hundreds of tiny wattle-and-daub huts and mounds nestled between the ancient and ruined structures of what were once the Dortokan waterways.

While water and waste no longer flow through the Narrows, the ancient stone pipes still stink of disease and sorrow. Tucked into the pockmarks of the worn stone lie magically fertile pods of succulents, producing floral and vibrant fruits that are as delicious and filling as they are aromatic. This strange dichotomy has led to a bustling—if poor—community in the city's underbelly. It grows daily, and trade has begun to thrive.



SPLINTER STREET

Class	Slums
Space	Wide-open
Construction	Masterful masonry
State of Repair	Damaged but full
Population	Several hundred
Hazard Level	Bleeding, ruins
Verticality	Several tiers
Loot	Good amount
Key Resource	Equipment

A formerly grand thoroughfare housing the city's elite smithing quarter; its prestigious forgers, armorers, and metallurgists hammered away at tools of death and gladiatorial glory. One could hardly walk through it without gagging on the pungent odors of burning iron and smoking sulfur; now it lies dormant.

Today the massive columns—twice as thick as a man can reach—are smashed and pockmarked from a thousand thousand battles. The titanic towers and broad shops are all but deserted, converted into tiny homes, guilds, and bases for a dozen little bands of scavengers.

Many of the old smithies are still functional; forges that'd fire with proper charcoal and bellows, swords that just need a bit of tempering. Armorgobblers and security golems battle here, leaving debris and rusted heaps as they contest shops and armories block by block, room by room.

THE STACKS

Class	Low-class
Space	Jumbled
Construction	Dortokan concrete
State of Repair	Bad renovation
Population	A few hermits
Hazard Level	Sprains, falling
Verticality	Dozens of stories
Loot	Haul-worthy
Key Resource	Azoth or magic

An infamous prison for a variety of slaves, gladiators, and criminals during the Dortokan Empire's reign; the Stacks was a massive complex full of thousands of cells, halls, training grounds, barracks, and chambers for its impressive population.

Many of the high-security sectors—including vaults for alleged sorcerers and their demonic thralls—were abandoned during the collapse of the empire. If an enterprising party of scavengers knew how to access these vault-like tombs, they might find an incredibly valuable supply of magic (or immortal demons).

While its construction was sufficient when kept up and managed by thousands of laborers, the Dortokan concrete used to construct the prison is crumbling and fragile. Most avoid it like the plague; the giant blocks of decayed concrete are liable to collapse in a million pounds of death if disturbed much.

FOREST OF CHAINS

Class	Mid-class
Space	Free-flowing
Construction	Carved from caves
State of Repair	Nearly untouched
Population	Fifty
Hazard Level	Maim, falling
Verticality	Flat
Loot	Picked clean
Key Resource	Water

The so-called Forest of Chains was a testament to the indomitable cruelty and power of the Dortokan Empire. Within the naturally formed caves in the mountainous lava tubes beneath the city, a sequence of truly gargantuan chains, weights, and snares were constructed to hold a menagerie of terrifying creatures. Erraldoi, dragons, and even greater fiends were rumored to be held for the amusement of and torment by the masses.

Now all that remains are the unbreakable chains—many of which stretch from floor to fifty-foot cave-ceiling—and the bones of the poor creatures who’ve perished within them. A series of small gurgling streams, naturally purified from the volcanic soil below, ooze from cracks and springs in the tunnels.

Few of the magical lanterns and beacons that once lit the passages still glow, but a small cabal of die-hard survivors makes this horrific place their home, harvesting the bones, water, and chains while avoiding much of the turmoil of the upper-city.

SHINY TOWN

Class	Upper-class
Space	Cramped
Construction	Wattle and daub
State of Repair	Scavenger shanty
Population	A hundred
Hazard Level	Dangerous, slides
Verticality	Low-level shacks
Loot	Nearly untouched
Key Resource	Gold or gems

An inexplicable morass of hardened concrete, thousands of corpses, bogs full of ancient waste and filth, all coated in rare metals and gems. A thriving mini-metropolis has formed here—the eye-roll-inducing “Shiny Town”—full of people looking to prospect through the deluge of junk and detritus.

As far as anyone’s been able to piece together, some sort of battle went down here during the fall of the empire. Sorcerers and golems and demons were involved, but they made an awful mess, forever petrified. The factions who’ve taken up shop on the outskirts of this ramp of rotten riches are fairly organized; they keep the killing to a minimum and try only to scam each other rather than full-out fight.

An enterprising party could easily come in and stake their claim, if they were willing to work through the muck. Otherwise, there’s plenty of work in this ward for those with the skillset.

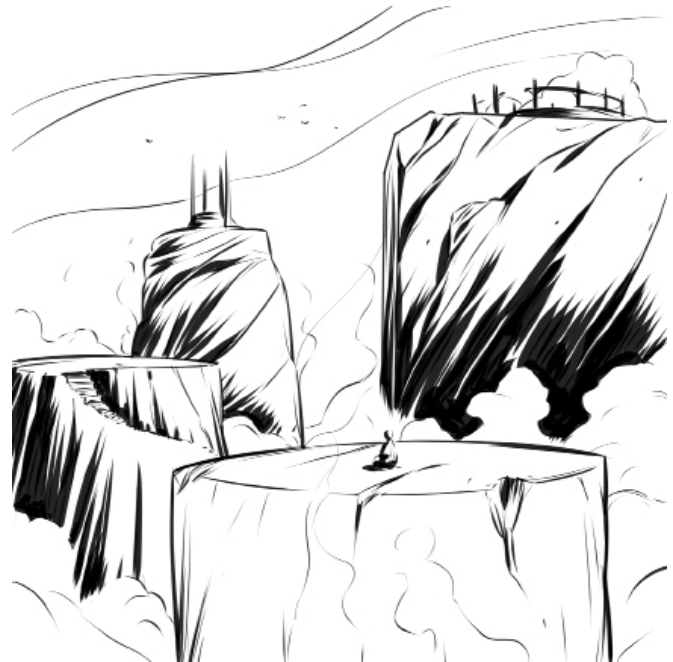
THE FLOATING SANCTUM

Class	Palatial
Space	Highly visible
Construction	Mortared brick
State of Repair	Nearly untouched
Population	A dozen
Hazard Level	Death, collapse
Verticality	Dozens of stories
Loot	Nearly untouched
Key Resource	Water

One of the many former seats of power in the Dortokan Empire, this ward was built atop an extraplanar waterfall, constantly misting the area with iridescent spouts and gently thrumming geysers. Simple, almost minimalistic siloes and towers were built amid these geysers, appearing to float and hover over the churning waves.

Seen as a palace to the modern scavengers and rogues picking over Dortoka's corpse, historians know that this ward was a sanctuary for monks and nuns of various psionic religious orders ordained by the Emperor. Many of these holy mentalists were allowed to meditate and live out their days in relative tranquility and isolation in the otherwise bustling city.

Hundreds of feet up and far removed from most of the common access points and ruined estuaries of modern Dortoka, it is nearly impossible to reach and all but deserted. A few powerful sentinels and "immortal" (read: undead) monks still sit here in silent contemplation, viewing the world changing below them.



CREATING FACTIONS AND LOCALS

Dortoka's basically empty—well, not *quite* empty, more like almost empty. While it's rumored that a billion souls could've lived in the city during its peak, now there are a few thousand (maybe ten thousand? a hundred thousand?) locals, scavengers, mercenaries, and other rogues who suckle its great decrepit teat. Most choose to live here (but many don't).

So, an easy way to fill your version of the city with inhabitants is to build out a series of **factions**. Factions help you categorize groups, develop motivations, provide easy and flavorful templates for NPCs, and offer up social and combat encounters for the party that they wouldn't otherwise have while simply delving into the old urban bones of this place.

The subsequent pages contain tables you can use to quickly generate factions, describe NPCs, and make a few starting points for your group.



FACTION TABLES

Roll on these tables to build out specific NPC factions. It's recommended to roll once per table per faction, though a particularly large or complex faction could have multiple cells, each with just a few rolls.

1D6 TYPE

1	Street gang
2	Warrior monks
3	Craft guild
4	Scavenger pack
5	Familial clan
6	Noble holdover

1D6 APPROACH

1	Destructive
2	Direct
3	Cautious
4	Logical
5	Duplicitous
6	Emotional

1D6 GOAL OR CAUSE

1	Power
2	Money
3	Safety
4	Comfort
5	Respect
6	Revenge

1D6 SIZE

1	Tiny (~5)
2	Small (~10)
3	Typical (~20)
4	Strong (~40)
5	Powerful (~80)
6	Dominating (99+)

1D6 ARMAMENT

1	Sticks and stones
2	Spears and helms
3	Light infantry
4	Heavy infantry
5	Elite specialists
6	Full war suite

1D6 RESOURCES

1	Poor (<100gp)
2	Decent (500gp)
3	Normal (1k gp)
4	Comfortable (3k gp)
5	Wealthy (5k gp)
6	Rich (10k+ gp)

1D6 CURRENT QUEST

1	Recruit
2	Expand territory
3	Acquire weapons
4	Secure resources
5	Train
6	Battle

1D6 TERRITORY

1	Alleys and nooks
2	A ruined hideout
3	A beat-up block
4	A fortified block
5	Several blocks
6	Entire wards

1D6 ORGANIZATION

1	Free-for-all
2	Ruled by strongest
3	Ruled by smartest
4	Hereditary rule
5	Secret cells
6	An elected council

1D6 PRIMARY LINEAGE

1	Human
2	Hozka
3	Smallfolk
4	Lizardkin
5	Dwarf
6	Mix

1D6 SPECIALTY SKILL

1	Combat
2	Stealth
3	Magic
4	Thievery
5	Crafting
6	Diplomacy

1D6 REPUTATION

1	Infamous, feared
2	Predictable, bad
3	Untrustworthy
4	Predictable, good
5	Respected
6	Universally liked

FACTION DETAIL TABLE

Roll on this table to help you flesh out the particulars of a faction's personality and aesthetic.

3D6 FACTION DETAIL INSPIRATION

- | | |
|----|--|
| 3 | A fervent cabal who worships—and sacrifices to—some forgotten demon-god |
| 4 | Mind-eaters who actively and loudly hunt, chase, and absorb enemy psyches |
| 5 | Another party of wandering adventurers who somehow crossed the Glass Sea |
| 6 | Go out of their way to be non-violent, or at the very least non-lethal |
| 7 | Despite vicious treatment of their enemies, they're incredibly kind to innocents |
| 8 | Have an intense, irrational hatred, fear, and prejudice toward one lineage |
| 9 | A simple pack of nomadic families. Close-knit, have packhounds and children |
| 10 | An unkempt, rowdy bunch. Eager to slit throats, loot, and get blackout drunk |
| 11 | A disciplined company that views itself as a rightful leader of the ward |
| 12 | None of them speak a language that is known to the party or local Dortokans |
| 13 | Claim to be arbiters of the "law," and will "judge" and punish those who violate it |
| 14 | Collect psionicists and spellcasters of all kinds, hoping to train and protect them |
| 15 | All ritualistically and horrifically scarred, call themselves "this one" or "no one" |
| 16 | Pride themselves on being the best. Will challenge anyone who thinks otherwise |
| 17 | Capture prisoners and force them to battle in the Blood Pits of Hell |
| 18 | An ancient order from the bygone age and height of Dortoka's power |

FACTION RUMOR TABLES

Roll on a table to overhear a rumor about a faction of the table's type. The rumor could come from someone within the faction in question or outside it.

1D6 STREET GANG

- 1 Hiding a stash of weapons
- 2 Plan on making a territory grab
- 3 Brokering a secret alliance
- 4 Capturing/recruiting kids to train
- 5 Barely holding together
- 6 Selling poisonous drugs

1D6 WARRIOR MONKS

- 1 Strength from azoth mutations
- 2 Origination mythology is a lie
- 3 Seek the ancient Forsaken One
- 4 Selfless asceticism is a facade
- 5 Plan on making a show of force
- 6 A splinter sect has infiltrated

1D6 CRAFT GUILD

- 1 Master faked ancient manuals
- 2 Supplies are dangerously low
- 3 Work both sides of a conflict
- 4 Half of their output is just salvage
- 5 Pay well for good materials
- 6 Looking to hire some muscle

1D6 SCAVENGER PACK

- 1 Heard about a faction's weakness
- 2 Willing to trade in secrets
- 3 Have a hidden, sealed-off base
- 4 Know hard-to-reach, high-value loot
- 5 Know the safest paths through city
- 6 Found mysterious powerful artifact

1D6 FAMILIAL CLAN

- 1 The heir apparent is illegitimate
- 2 Some in the family are bloodtraitors
- 3 None remember why we're at war
- 4 Demand a bloody rite of passage
- 5 The taboos keep demons at bay
- 6 Enemy breeds with demonkin

1D6 NOBLE HOLDOVER

- 1 Descendants from ancient rulers
- 2 Hiding immense wealth
- 3 Do anything to maintain rule
- 4 Susceptible to backstabbing
- 5 Start proxy wars with factions
- 6 Power from a profane host

QUICK NPC TABLE

These are details and names you can apply to nearly any NPC, regardless of lineage or class. If you need multiple details, just roll on the table multiple times.

3d6	NPC DETAIL
3	Aitor: an unnatural and terrifying darkness, a blank stare that chills one's blood
4	Ander: a face full of laughter and acceptance, with bright and appraising eyes
5	Asier: half-melted face, exposed bits of skull, skin warped like candle wax
6	Eneko: unusually short and squat, with nuggety muscles and stout bones
7	Gorka: speaks with a husky tone as if always burdened or secretive
8	Koldo: a cynical worrywort, constantly complaining, always dissatisfied
9	Amaia: a kind but firm leader, understated but capable of quieting a room
10	Arantza: quiet and windswept, with permanently chapped lips and furrowed brow
11	Eduarne: furtive and suspicious, dark eyes full of uncertainty and piercing study
12	Josune: a grizzled warrior missing a finger and an eye, a rotund but ironhard belly
13	Maialen: an elegant and graceful specimen, always moving, always alluring
14	Maite: incalculable intellect, speaking in half sentences and multiple parallel ideas
15	Nekane: a passionate zealot, full of belief and life and energy, anger and mirth
16	Oihane: a towering giant with a sonorous voice, hollow cheeks, and long fingers
17	Txomin: an enigma, wrapped in roughspun cloth, eyes aglow with intense power
18	Iban: an otherworldly lineage, a countenance that can give pause to demigods

NPC DESCRIPTOR TABLES

Roll on any of these tables to give a few bits of flavor to any NPC the party comes across.

1D6 LINEAGE

- 1 Human
- 2 Hozka
- 3 Dwarf
- 4 Lizardkin
- 5 Smallfolk
- 6 Other

1D6 BUILD

- 1 Thick and stout
- 2 Hugely muscular
- 3 Thin and lanky
- 4 Lithe and limber
- 5 Broad and heavy
- 6 Tall, powerful

1D6 TEMPERAMENT

- 1 Paranoid
- 2 Violent, aggressive
- 3 Cautious, subtle
- 4 Two-faced
- 5 Stern, charismatic
- 6 Jovial, witty

1D6 VOICE

- 1 Wet gravel
- 2 Wheezy, dry
- 3 Melodic singsong
- 4 Thunderous
- 5 Calm, coaxing
- 6 Sinister, sniveling

1D6 CLOTHES

- 1 Practically naked
- 2 Thin, simple robe
- 3 Layered silks
- 4 Heavy leathers
- 5 Fine raiment
- 6 Hodgepodge

1D6 COLOR PALETTE

- 1 Light, near white
- 2 Pink and purple
- 3 Orange and red
- 4 Brown and tan
- 5 Black and maroon
- 6 Iridescent myriad

1D6 NOTABLE QUIRK

- 1 Missing an eye
- 2 Blue face tattoos
- 3 Silver teeth
- 4 Missing nose
- 5 Weird skin color
- 6 Prosthetic limb

1D6 NOTABLE QUIRK

- 1 Pet monkey
- 2 Lots of rings
- 3 Wears chains
- 4 Strums a lute
- 5 Smokes a pipe
- 6 Fidgets coins

1D6 NOTABLE QUIRK

- 1 Hums and sings
- 2 Subtly vibrates
- 3 Slightly magnetic
- 4 Glowing eyes
- 5 Sharpened teeth
- 6 Constantly stares

SAMPLE DORTOKA FACTIONS

The factions in this section are designed to be put right into a Dortoka campaign. Each was made using the random faction tables found earlier in this book and fleshed out a bit to be more immediately useful.

HILTZAI BROTHERHOOD

Type:	Street gang
Approach:	Duplicitous
Goal or Cause:	Power
Size:	Tiny (~5)
Armament:	Full war suite
Resources:	Normal (1k gp)
Current Quest:	Battle
Territory:	Entire wards
Organization:	Secret cells
Primary Lineage:	Lizardkin
Specialty Skill:	Stealth
Reputation:	Respected

The Hiltzai are a highly respected cabal of warriors: four orphaned, poor thugs thieving and conniving to survive in the streets. As part of their nomadic wanderings they uncovered an armory of *intensely* enchanted armor, possessed of fiendish power and a cruel sentience. Each of the lizardkin youths was subsumed by the demonically forged plate and harness, making them nearly invincible centurions in the streets of Dortoka.

They now lurk, nearly invisible, throughout collapsed halls and ancient wards, constantly fighting, killing, absorbing the power of those they defeat in combat. Their locations, base, and motivations are often hidden—only that they seek to kill the other petty, squabbling gangs that they used to struggle against.

The few who do speak to them know them to still maintain the childish exuberance and chuckling immaturity of the youths now entrapped within the shifting, demonic, shadow-like armor.

LANTZA MERCENARIES

Type:	Warrior monks
Approach:	Direct
Goal or Cause:	Safety
Size:	Typical (~20)
Armament:	Spears and helms
Resources:	Poor (<100gp)
Current Quest:	Secure resources
Territory:	A beat-up block
Organization:	Ruled by smartest
Primary Lineage:	Hozka
Specialty Skill:	Diplomacy
Reputation:	Predictable, bad

These hozka mercenaries take a sacred oath to obey their edicts: to only fight for gold, to always master the art of the spear, to always negotiate for the best offer. Disaffected and lonely hozka sign up for the infamous Lantza; while they might not be the most respected faction in Dortoka, at least they'll earn a bit of coin and stab some people.

Many don't genuinely buy into the "sacred" oaths, but its rulers are quite clever, diplomatic, and capable of negotiations. Despite being predictably unreliable, they still manage to convince traveling newcomers to pay for their services-in-violence (services which are often bungled or executed with feral unprofessionalism).

MAILUA SMITHING CLAN

Type:	Craft guild
Approach:	Logical
Goal or Cause:	Revenge
Size:	Dominating (99+)
Armament:	Sticks and stones
Resources:	Normal (1k gp)
Current Quest:	Acquire weapons
Territory:	A fortified block
Organization:	Hereditary rule
Primary Lineage:	Dwarf
Specialty Skill:	Crafting
Reputation:	Untrustworthy

The dwarven Mailua family arrived at Dortoka over a century ago and had grown to a respectable crafter's guild. Over time, they repaired, masoned, and constructed their Hall of the Hammer as a small fortress, one of the best furnished and defended structures in the ancient city.

But then, a group of thieving "bankers" convinced the clan to store their impressive wealth and artifacts with them, only to run off with it all. Now the dwarves are destitute, and are putting their considerable crafting abilities to task to make weapons. Lots of weapons. They will find the bankers and extract their wealth in pain and blood. Now they're wild and inconsolable—anyone wise will stand aside while they're on their quest of vengeance.

THE BILDU

Type:	Scavenger pack
Approach:	Cautious
Goal or Cause:	Comfort
Size:	Typical (~20)
Armament:	Light infantry
Resources:	Wealthy (5k gp)
Current Quest:	Expand territory
Territory:	Entire wards
Organization:	An elected council
Primary Lineage:	Mix
Specialty Skill:	Thievery
Reputation:	Universally liked

A highly capable company of scavengers, thieves, and rogues, the Bildu are the city's premier reacquisition specialists. Rappelling into catacombs, collecting treasures, and looking to better their position, the Bildu will venture into the deep caves and dangerous rubble that others balk at.

They've been around for a long time and make a habit of not getting in the way of the more violent factions. The more demanding factions, they can buy off with gold or services. Killing a Bildu often earns the ire of more than a dozen allied factions and groups who rely on their unique talents; do so with care.

Their expansive territory is governed by a single elected "boss" in each ward. Once every few weeks, all of the bosses gather up and discuss the state of the business, what injustices need to be solved, and who they can steal from.

EKAITZA BLOODLINE

Type:	Familial clan
Approach:	Emotional
Goal or Cause:	Safety
Size:	Small (~10)
Armament:	Heavy infantry
Resources:	Rich (10k gp+)
Current Quest:	Train
Territory:	A fortified block
Organization:	Free-for-all
Primary Lineage:	Human
Specialty Skill:	Magic
Reputation:	Infamous, feared

A family of sorcerous humans, rumored to descend from the ancient, malevolent, monolithically powerful summoner kings. They view each other as equals—at least equally above and more powerful than the plebeians—but constantly battle and bicker and connive against each other. They only unite when it suits them, and are terrifying when they do.

They've pushed too hard and too fast, and now creatures (even demons) roam the ancient Dortoka streets and undercrofts, making enemies of a great many scavengers. Now they flee deeper and higher and farther, seeking safety and power, and perfecting the innate powers of their demonic bloodline.

THE SANDTALONS

Type:	Noble holdover
Approach:	Cautious
Goal or Cause:	Revenge
Size:	Powerful (~80)
Armament:	Elite specialists
Resources:	Normal (1k gp)
Current Quest:	Battle
Territory:	Several blocks
Organization:	Hereditary rule
Primary Lineage:	Hozka
Specialty Skill:	Combat
Reputation:	Respected

During Dortoka's Seventh Age and the reign of the hozka hives, the Atzapar—or Sandtalon Clutch—was a feared and respected family so steeped in the bloodrites of battle, duels, and gladiatorial games that their name became synonymous with carnage in war. How far they have fallen in the collapse of their lineage's once great empire, now a mere shadow of their former glory.

Now their eldest daughters raise their spiked forelimbs and shriek through blood-soaked mandibles as they seek to conquer Dortoka once again. All who stand in their path must die, for the impure weaklings who squat upon their lands are nothing but infidels and meat.

The Sandtalons are large and powerful enough to rival nearly any warrior faction in Dortoka. Their current territory is small, but they're on the verge of marching to war. The only chance to stave them off—potentially—is to unite or run.



RANDOM BOUNTY OR JOB GENERATOR

Dortoka's ruins are a lawless cesspit ruled by a fractured panoply of hundreds of factions. It's a cash-driven society, and the exchange is often blood for gold. Roll on each table to generate a single bounty or job.

Most of this information can be made available to the PCs before they start the job, but the wrinkle remains secret throughout the mission until the PCs least expect it.

The party goes to a faction leader that the GM didn't anticipate—they try to curry favor and offer their services. The GM rolls some dice to see the faction's issue:

Goal:	1.	Kill or destroy
Target:	2.	A specific monster
Danger:	3.	High
Reward:	1.	Gold or gems
Wrinkle:	5.	External disaster
Info:	2.	Loose summary

The GM looks at these results and compares them to the faction's current interests and goals. She comes up with the idea that a sentinel automaton has malfunctioned and is "guarding" an area that the faction once controlled, killing all of their members on sight. There's a small stockpile of coin left behind—if the party can destroy the thing.

Once the party agrees and heads out there, the GM leaves the "external disaster" wrinkle in her back pocket. At a later moment of high tension, she triggers an earthquake, causing the whole area to start crumbling apart.

1D6 GOAL

- Kill or destroy
- Capture or steal
- Protect or defend
- Transport or retrieve
- Learn or locate
- Distract, engage, or solve

1D6 DANGER

- Reasonable (few or weak)
- Moderate (several or capable)
- High (several and capable)
- Formidable (many & capable)
- Insane (several and deadly)
- Suicide (many and deadly)

1D6 WRINKLE

- The intel was wrong
- A surprising mismatch
- Sudden reinforcements/danger
- An unexpected third party
- An external disaster or event
- A personal stake or conflict for PCs

1D6 TARGET

- A specific person
- A specific monster
- A specific item
- Any of a certain faction
- Any of a certain species
- Any of an item type or value

1D6 REWARD

- Gold or gems
- Information
- Favors or alliances
- Items or equipment
- Access to place or people
- Open to negotiation

1D6 INFO

- Just one piece
- A very loose summary
- Some broad strokes
- Enough for good chance of success
- A solid amount of detail
- Details, places, times, forces

QUICK NAME GENERATORS

IN-LANGUAGE NAMES

Sometimes you'll need to quickly name an NPC, location, or artifact with an appropriate name, or at least one that can pass minor scrutiny from your players. Roll once on each table below to create a name from starting, middle, and ending sounds.

1d6	STARTING SOUND
1	Ah
2	Bah
3	Ye
4	Gr
5	Jhe
6	Shi

1d6	MIDDLE SOUND
1	Eeh
2	Hoh
3	Lek
4	Chek
5	Lum
6	Roll twice

1d6	ENDING SOUND
1	Ahk
2	Narr
3	Uss
4	Eth
5	Ehm
6	Ort

For example, a roll of 3, 3, 3 will yield “Ye-Lek-Uss.” With a bit of phonetic finagling, you can smooth it out and pronounce it more like “Yeleckiss.”

Similarly, a roll of 1, 6 (1, 4), 6 would yield “Ah-Eeh-Chek-Ort.” You might sound it out and translate the “Ah-Eeh” into more of a “Hehh” sound, and shorten the distance between “chek” and “ort” into a single sound more like “chekrt.” So, the entire name would sound more like “Hehchekort.”



EVOCATIVE TITLE GENERATOR

Roll two dice on each table to quickly name titled places, people, quests, and objects like “The Shimmering Glass of Ashes.”

2D6	THE...	NOUN	OF...
1.1	Shimmering	Glass	Ashes
1.2	Glowing	Rod	Leaves
1.3	Iridescent	Wand	Clouds
1.4	Prismatic	Staff	Gusts
1.5	Vaporous	Orb	Storms
1.6	Chameleon	Shield	Steel
2.2	Shifting	Blade	Bronze
2.3	Humming	Hammer	Stars
2.4	Thundering	Spear	The Void
2.5	Tuning	Cloak	Howling
2.6	Triumphant	Crown	Pain
3.3	Valiant	Bite	Joy
3.4	Vicious	Wreath	Madness
3.5	Guileful	Ring	Wisdom
3.6	Quaking	Shroud	Time
4.4	Doomed	Helm	Ferocity
4.5	Blessed	Chassis	Sight
4.6	Bloodied	Refuge	Creation
5.5	Visceral	Totem	Growth
5.6	Unbreakable	Sigil	Enervation
6.6	Immutable	Beast	Decay

For example, rolling 2.2, 3.6, 2.2 would be “The Shifting Shroud of Bronze.” You can even roll once and use the result on all three tables: for example, rolling 2.4 would yield “The Thundering Spear of the Void.”

RANDOM ARTIFACT TABLE

Dortoka is an ancient city, one full of history and a hundred fallen nations. Even after centuries of looting, it's teeming with bounty and treasure and relics of a bygone age.

3D6 ARTIFACT

- | | |
|----|---|
| 3 | A veil that makes magical energies visible, like octopod ink underwater |
| 4 | A silver collar that forces its wearer to be silent or speak on command |
| 5 | A thick leather girdle that inspires confidence in allies and fear in enemies |
| 6 | A ring that slowly leaks water unless plugged with a finger; feels wet when worn |
| 7 | An oversized gauntlet that produces intense heat when in contact with any metal |
| 8 | A spear of peace; incapable of ever landing or striking a lethal blow upon its target |
| 9 | A cowl of pelts and scales that grants power and command over beasts and lizards |
| 10 | An ornate helm full of feathers and mantles, jewels and iridescent flecks |
| 11 | A bracer and grip to an invisible shield, manifesting once engorged with psionics |
| 12 | A bow that summons a bolt of hellish energy with every draw of the string |
| 13 | A desiccated staff of nefarious flesh, cracked and oozing with evil pus and power |
| 14 | An opaque purple orb; it "speaks" distant sounds when used as a focus for psionics |
| 15 | A fist-sized crystal that gravitates toward and "clicks" into fixed points in space |
| 16 | An enigmatic little machine that converts distilled azoth into small chewy nuggets |
| 17 | A smooth gray pebble; absorbs colors on contact with psionic concentration |
| 18 | A simple clay mask that retains the dying memories of those who wore it at the end |

RANDOM ENCOUNTER TABLE

Outside of the specific dangers and story-appropriate obstacles in any given ward, block, or street, you might just want to have a random encounter crop up, especially during a travel turn or something similar.

3d6	ENCOUNTER
3	A desiccated sorcerer-king lich stumbles out of an alley, coughing and wheezing
4	A tiny, impish demon, trapped in a glass ball, rolls up to the party, scratching
5	A cabal of psychics sits in meditation, attempting to lift stones with their minds
6	A hive of hozka meander by in single file, carrying their young and supplies
7	An exotic, immortal creature, likely from an aristocrat's zoo, casually grazes
8	1d6-2 (minimum 1) sentinel automatons plod into view, assessing threat levels
9	Several gladiators in a practice duel spill into the party and deal collateral damage
10	A pack of 3d6 desperate robbers, starving and wild-eyed, accost the party
11	A small, pathetic "orphan" or other "innocent" person tries to dupe the party
12	Multiple caravans are stuck in a roadblock, arguing about the cause
13	A distorted, massive image of a cruel face glares and shouts judgment at passersby
14	A highly coordinated ambush by a competitive faction or group of mercenaries
15	An ancient runic defense activates, trapping, confusing, or causing hallucinations
16	A battle between two factions, slinging spells and arrows, spills into the street
17	A strange object, like a glass tuning fork, falls from above, lands, and chimes
18	An erraldoi awakes from its slumber, stretching and knocking over buildings

