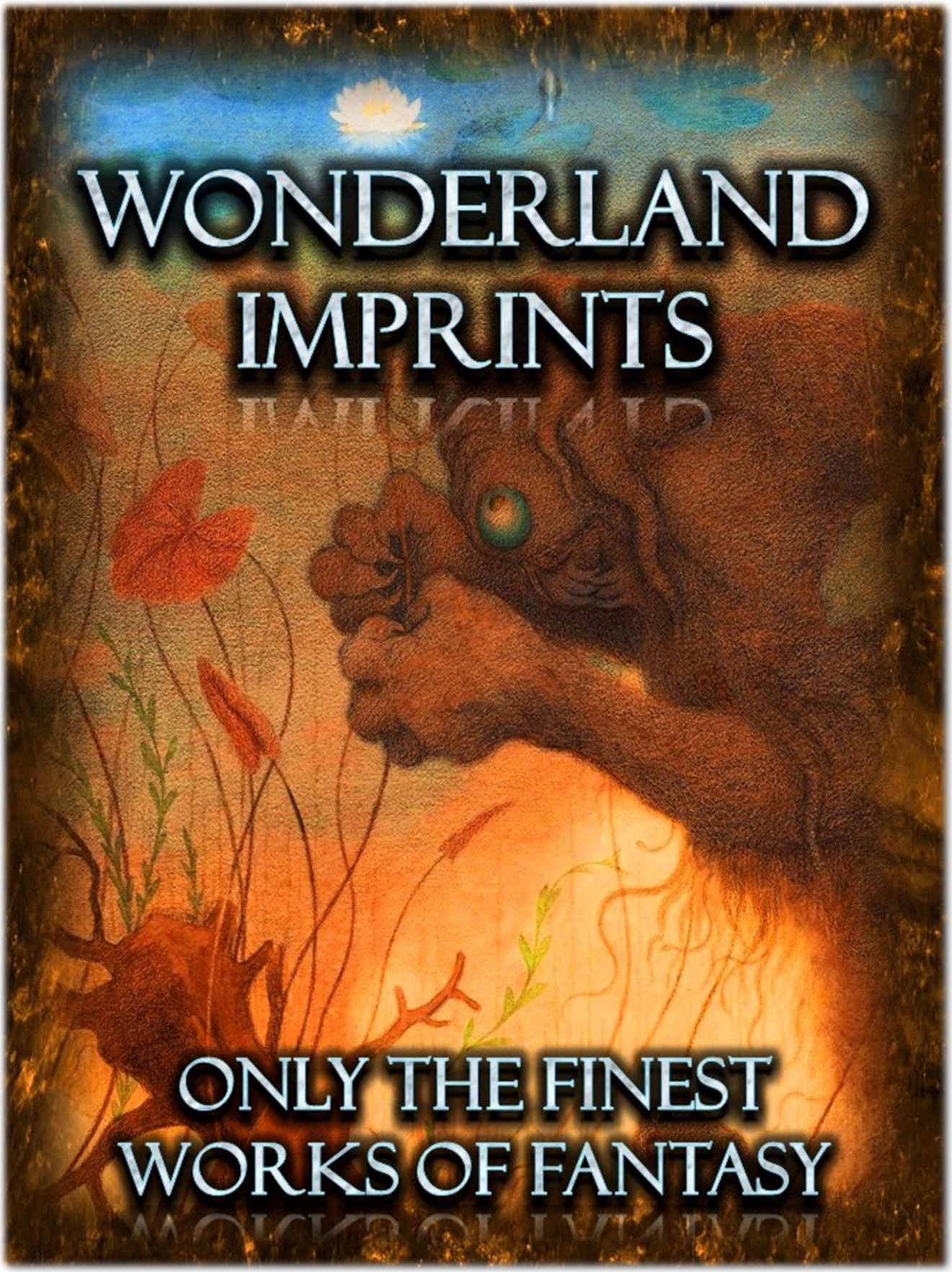
KENT DAVID KELLY

# GAME WORLD GENERATOR

## DELUXE EDITION


WONDERLAND
IMPRINTS
ONLY THE FINEST
WORKS OF FANTASY

# Game World Generator

## Revised and Expanded Deluxe Edition

**A Castle Oldskull Supplement**
**For Fantasy Role-Playing Games**

**Written and Edited By**
Kent David Kelly

**Cover Art By**
Edward Robert Hughes

**Interior Illustrations By**
Edwin Austin Abbey
Albrecht Altdorfer
Knud Baade
Jack Badashski
John D. Batten
John Bauer
Paolo Antonio Barbieri
John D. Batten
Jan Christian Bierpfaff
William Blake
Hanns Bolz
Jeff Brown
Pieter Bruegel the Elder
Luigi Castellani
Ulpiano Checa
Frederic Edwin Church
Harry Clarke
W. G. Collingwood
Jasper Frances Copsey
Walter Crane
Gustave Dore
Albrecht Durer
Adolf Ehrhardt
Mary Hallock Foote
Henry J. Ford
Eleanor Fortescue-Bricksdale
Miles Birket Foster
Caspar David Friedrich
Edmund Henry Garrett
Jean-Leon Gerome
Georg Geyer
John William Godward
Arthur Hacker
Carl Gustaf Hellquist
Wenceslaus Hollar
Rick Hershey, Empty Room Studios
Frans Huys
Claudius Jacquand
Christian Jank
Tony Johannot
David Lewis Johnson
Alois Kirnig
Theodore Kittelsen
Aaron Lee
Daniel Maclise
John Martin
Joyce Maureira
William McAusland
Bradley K. McDevitt
Gerald Fenwick Metcalf
John Milford

Thomas Edwin Mostyn
Ida Rentoul Outhwaite
Sebastian Pether
Maxime Plasse
Patrick E. Pullen
Howard Pyle
Arthur Rackham
Hubert Robert
Albert Robida
Joseph Sattler
Karl Friedrich Schinkel
Anton Seder
Tan Ho Sim
Sidney Sime
Wallace Smith
Lancelot Speed
Virginia Sterrett
Jan Van Goyen
Antoon Van Welie
Viktor Vasnetsov
Eugene Viollet-le-Duc
Ekaterinya Vladinakova
John William Waterhouse
*Et Alii*

**Some Art By**
© Jack Badashski, 2016

**Publisher's Choice Quality Stock Art ©**
Rick Hershey / Fat Goblin Games

**Some Artwork Copyright**
William McAusland
Used with Permission

**Wonderland Imprints**
**© 2013-2018**
*Only the Finest Works of Fantasy*

**OSR**

# Table of Contents

**Title Page** 3
**Table of Contents** 4
**Description** 9
**From Chaos, It Rises: An Introduction** 10
**Glossary of Major Terms** 12
~
**Part One: Twenty-Six Steps into the Dreamlands** 13
**The Path of Imagination** 13
**I-1:** Hex Paper 15

**I-2:** Continents of the Game World 15
**I-3:** Landform Creation 16
**I-4:** Game World Dimensions 16
**I-5:** Sector Placement and Landform Completion 18
**I-6:** Project Control 19
**I-7:** The Heartland 21
**I-8:** Hemisphere Selection 21
**I-9:** Scale and the World Dimensions 23
**I-10:** Continental Divides 24
**I-11:** Mega-Rivers 25
**I-12:** Mountain Ranges 25
**I-13:** Major Rivers 26
**I-14:** Great Lakes 27
**I-15:** Regional Divisions 27
**I-16:** Political Subdivisions 28
**I-17:** The Flow of the Wilderness 29
**I-18:** Regional Numeration 30
**I-19:** The Regional Overview 30
**I-20:** The Regional Summary 31
**I-21:** Wilderness and Civilization 32
**I-22:** Predominant Terrain 34
**I-23:** Common Subtypes of Terrain 36
**I-24:** Wilderness Classification 38
**I-25:** Classification of Civilized Realms 40
**I-26:** Starting Region Selection 45

~

**Part Two: Realm Development** 47
**Crystallizing Your Vision** 47
**II-1:** Defining the Starting Area 48
**II-2:** Paper Selection for Regional Maps 48
**II-3:** Calculating Scale for Regional Maps 49
**II-4:** Drawing the Starting Area Map 50
**II-5:** Considering Major Cities and Towns 51
**II-6:** Settlement Traits 59
**II-7:** Placement of Cities and Major Terrain Features 66
**II-8:** Running the Roads 67
**II-9:** Filling in the Terrain 68
**II-10:** Placing the Danger Zones 69
**II-11:** The Size of the Realm 76
**II-12:** Realm Overview: The Realm Detail Dossier 76

~

**Part Three: A Realm Worthy of Play** 81
**Manifesting the Dream World** 81
**III-1:** Realm Names 82
**III-2:** Realm Types 82
**III-3:** Size-Based Selection of Realm Types 83
**III-4:** Petty Realms 85
**III-5:** Small Realms 86
**III-6:** Medium-Sized Realms 87
**III-7:** Large Realms 89
**III-8:** Vast Realms 90
**III-9:** Realm Resources 91
**III-10:** Ultra-Detailed Resources 95
**III-10-1:** Cloth and Textiles 96
**III-10-2:** Copper 97
**III-10-3:** Electrum 98
**III-10-4:** Foodstuffs 99

**III-10-5:** Furs / Hides / Leathers 104
**III-10-6:** Gems (Ornamental) 105
**III-10-7:** Gems (Lesser) 106
**III-10-8:** Gems (Greater) 107
**III-10-9:** Gems (Jewels) 108
**III-10-10:** Gold 109
**III-10-11:** Ivory 110
**III-10-12:** Platinum 110
**III-10-13:** Rare Woods 111
**III-10-14:** Silver 113
**III-10-15:** Spices 114
**III-10-16:** Timber and Shipbuilding Supplies 116
**III-10-17:** War Metals 117
**III-11:** The Name Game 118
**III-11-1:** Names for Cities and Towns 119
**III-11-2:** Example Names for Terrain Features 122
**III-12:** Predominant Human Alignment 133
**III-13:** Human Nature: Distribution of Alignment Subcultures Within the Populace 136
**III-13-1:** Alignment Distribution in Chaotic Realms 137
**III-13-2:** Alignment Distribution in Lawful Realms 138
**III-13-3:** Alignment Distribution in Neutral Realms 138
**III-14:** Rulership of Humanocentric Realms 139
**III-14-1:** Ruler Classes in Chaotic Realms 141
**III-14-2:** Ruler Classes in Lawful Realms 142
**III-14-3:** Ruler Classes in Neutral Realms 143
**III-15:** Experience Level Ranges for Human Realm Rulers 144
**III-16:** Ruler Impact on Realm Culture and Beliefs 154
**III-17:** Human Populations 156
**III-17-1:** Human Populations in the Wilderness 156
**III-17-2:** Human Populations in Civilized Realms 157
**III-18:** Demi-Human Populations 162
**III-18-1:** Demi-Human Population Spreads 163
**III-18-2:** Demi-Human Numbers and Leadership 167
**III-19:** Humanoid Populations 168
**III-19-1:** Humanoid Population Types 171
**III-19-2:** Relative Power of Humanoids 176
**III-19-3:** Proportional Humanoid Populations 177
**III-19-4:** Placing Major Humanoid Lairs on a Region Map 179
**III-20:** Dragons of the World 179
**III-21:** Common Monsters of the World 182
**III-22:** The City Afar 185

~

**Part Four: The City State Design Guide** 187

**IV-1:** Introduction: An Example of City State Creation 187
**IV-2:** City State Design: The Fundamental Principles 191
**IV-3:** City State Inspiration: The Thematic Principles 196
**IV-4:** The Population of the City State 202
**IV-5:** The Powers That Be 204
**IV-5-1:** The Overlord 205
**IV-5-2:** The Grand Council 208
**IV-5-3:** The Hierarchs 209
**IV-6:** Minions of the Overlord 210
**IV-6-1:** The Inquisitors 211
**IV-6-2:** The Soldiery 212
**IV-6-3:** The Guard 213
**IV-6-4:** The Night Watch 214
**IV-6-5:** The Vigiles 215
**IV-7:** Concerning the Denizens of the City State 218
**IV-7-1:** The Urban Meaning of Law and Chaos 219
**IV-7-2:** The Urban Implications of Good and Evil 220
**IV-7-3:** The Races of the Urban Populace 220
**IV-7-4:** Further Considerations Concerning the City Alignment 223
**IV-7-5:** Nine Very Different City States 224
**IV-8:** Setting the Urban Scene 229
**IV-8-1:** A Method to the Madness 229
**IV-8-2:** The Terrain Surrounding the City State 230
**IV-8-3:** The Climate of the City State 232
**IV-9:** Gods and Devils of the City State 234
**IV-10:** Quarters, Wards, and Districts 240
**IV-10-1:** Planning Out the City and Its Quarters 242
**IV-10-2:** Working Within the Quarter Table's Limitations 253
**IV-10-3:** The Quarterless and the Homeless 254
**IV-10-4:** Counting a Quarter's Inhabitants 256
**IV-11:** The City State Economy 259
**IV-11-1:** The Golden Economic Principles of the City State 259
**IV-11-2:** Ranking the City's Economic Forces 260
**IV-11-3:** Implications of a Wealthy City State 262
**IV-12:** Of Urban Personages: Dominions of the Four Archetypes 263
**IV-12-1:** The Divine Dominion: The Temples of the Priests 264
**IV-12-2:** The Arcane Dominion: The Towers of the Magi 266
**IV-12-3:** The Martial Dominion: The Colosseum of the Warriors 268
**IV-12-4:** The Criminal Dominion: The Underworld of the Rogues 271

**IV-13:** Urban Factions and Secret Societies 273
**IV-14:** Consideration of the Trade Guilds 273
**IV-15:** Consideration of the Professional Guilds 278
**IV-15-1:** Understanding the Professional Guilds 279
**IV-15-2:** The Power of the Professional Guilds 281
**IV-15-3:** Preparing for a City-Centered Campaign: Considering the Complexity Inherent in Guild Campaigns 282
**IV-15-4:** Further Powers and Benefits Provided by the Guilds 283
**IV-15-5:** Professional Guild Obligations and Disadvantages 285
**IV-15-6:** Guildsman Honor and Guild Secrecy 286
**IV-16:** Other Edifices and Establishments in the City 287
**IV-17:** Specific Locales of Interest 290
**IV-18:** Shops, Merchants, and Service Providers 296
**IV-19:** Streets and Alleys 307
**IV-20:** Mastering the Puzzle Pieces 308
**IV-20-1:** Placing the Major Centers of Power 312
**IV-20-2:** Placing the Quarters into the City's Sectors 314
**IV-20-3:** Placing the Established Guilds and Faction Orders 319
**IV-20-4:** A Comprehensive Plan for Professional Guilds 321
**IV-20-5:** Placement of Other Establishments 325
**IV-21:** Moving Toward Mapping 329
**IV-22:** Notes on the Matter of Character Social Standing 330
**IV-22-1:** The Detailed Social Standing Ranks 333
**IV-22-2:** Assigning Social Standing Ratings to Quarters 353
**IV-23:** Brief Notes in Regards to Urban Adventuring 354

~

**Part Five: Appendices** 356
**Appendix A:** Forms of Government in the Realms 358
**Appendix B:** Priesthoods and Religion in the Realms 366
**Appendix B-1:** A Glimpse of the Mythic Deities of Tyrrhenia 371
**Appendix C:** Factions in the Realms 382
**Appendix D:** Magic in the Campaign World 387
**Appendix E:** Terrain Subtypes 393
**Appendix F:** Random Wilderness Hazards 420
**Appendix G:** Random Major Campaign Events 422
**Appendix H:** Developing a Realm History 427
**About the Author** 430
**Legal** 431

# Description

**Affordable excellence. A Platinum Medal Best Seller (DriveThruRPG & RPGNow), now fully revised and expanded with more than twice the original material.**

*Wolf-haunted wastelands of frigid tundra,*

*Veiling lost cities sunken and frozen into the ice …*

*Mist-wreathed mountains teeming with orcs,*

*Goblins, demons and dwarven underworlds …*

*Burning battlefields, reigned over*

*By imperious and ancient dragons …*

*Steaming jungles, filled with headhunters*

*And savage apes, guardians to ancient temples*

*Filled with accursed gold …*

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

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

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

The GAME WORLD GENERATOR is brought to you by Kent David Kelly of Wonderland Imprints, a role-player and Game Master with over 35 years of play experience. Best of all, if there are any other materials you would like to see relating to world or dungeon design, feel free to contact the author. I create the supplements that Game Masters want. Many more CASTLE OLDSKULL supplements are being prepared specifically to support the players, initiates and Game Masters of the Old School Revival (OSR). This book is your gateway to the realms of sword and

sorcery. Join us for the adventure! (A complete reference work designed to supplement existing pen-and-paper Fantasy Role-Playing Games. 5 parts, over 100 section topics, 161,100 words, over 430 pages; organized via a fully hyperlinked table of contents. Just one of the proud creations available now from Wonderland Imprints — *Only the Finest Works of Fantasy*.)

## From Chaos, It Rises: An Introduction

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

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

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

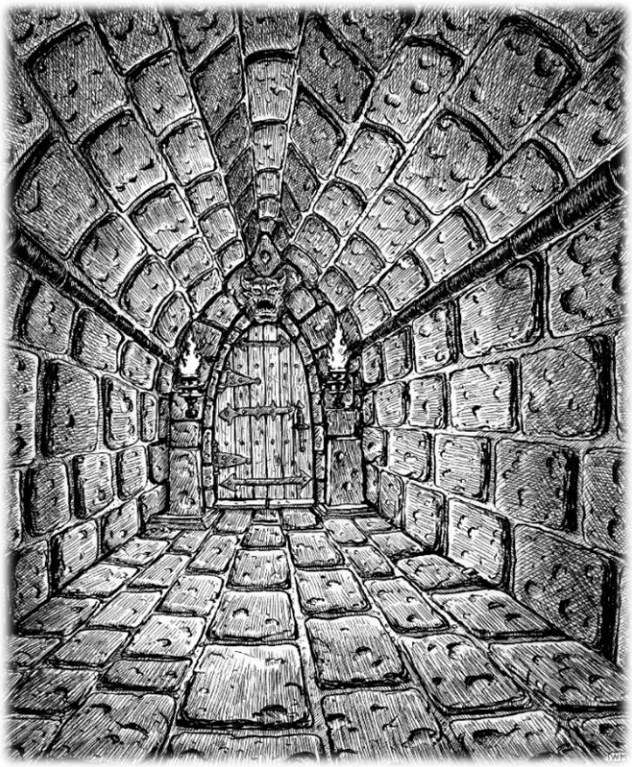
Worst of all, sometimes the advice provided is solely "Go let your imagination run wild!" and then the poor GM is kicked high out the proverbial door, through the gates of imagination, to land on his wilderness-harrowed ass.

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

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

Many Game Masters do heroically attempt the project, but few succeed. The sanity-saving trick (in my experience) is to sketch out the world with some wise and very broad strokes, and then to zero in on a

single feature-rich zone which will represent the starting region, where the Player Characters begin their first adventure. A noble goal, and easy to understand. But hardship inevitably arises at once when the GM is tempted to focus on every region in exacting detail (just like in all those published works!), which leads to an overwhelming mega-project that can never be completed.



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

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

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

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

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

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

# Glossary of Major Terms

This book defines all of these major terms individually where the ideas are first introduced. Nevertheless, you may find the following reference useful to paint the landscape. (And no, I do not believe a glossary in the back of a book, teaching you everything you wanted to know but only after you've already slogged through and learned it all on your own, is useful in the slightest.)

- **Axis:** The longest straight line that can be drawn through a realm. For example, if a realm is a perfect rectangle that is 2 hexes with and 4 hexes long, the axis is then 4 hexes.
- **Campaign:** An extended series of interconnected adventures, featuring the same game world, the same Game Master, and mostly the same players. It may or may not feature the same Player Characters over time, depending on casualties, resurrections, etc.
- **City State:** A major independent city surrounded by wealthy lands, forming a relatively small but important realm in the campaign world. City States are the classic "hearts" of FRPG campaigns, because they tend to welcome heroes and villains in equal measure.
- **Civilized:** A region status that indicates that a majority, but not all, of the region's land surface is controlled by humans and/or demi-humans.
- **Climate Band:** A rough designation of climate across the game world, which affects weather and monster populations. The five climate bands are typically cold, sub-arctic, temperate, sub-tropical and tropical.
- **Cold:** The coldest climate band. Cold climates can be Antarctic, Arctic, sub-Antarctic or sub-Arctic.
- **D100:** An abbreviation for "hundred-sided die," or percentage dice, indicating that a random roll between 1 and 100 should be generated to determine a single result from a set of options. A variant is D1000, a random number generated between 1 and 1,000.
- **Detail Map:** See Region Map.
- **Heartland:** The central core of the game world, where most of the interesting kingdoms are arrayed.
- **Mega-Dungeon:** Typically, an ever-changing dungeon with 10 or more levels.
- **Mega-River:** The largest river on a continent.
- **Milieu:** The game world setting, culture and time period that define a Game Master's campaign and play style.
- **Realm:** A civilized region.
- **Realm Detail Dossier (RDD):** A detailed, essay-format overview of all of a civilized region's pertinent details.
- **Region:** A section of the world, typically bordered by seas, mountains and/or rivers. Regions are generally designated as either civilized or wilderness.
- **Region Map:** A single-page, small-scale map which details the cities, towns, danger zones and terrain features of one region.
- **Region Summary Sheet (RSS):** A worksheet which allows the GM to

quickly determine the type of each region in the game world.

- **Resource:** A valuable commodity which is exploited and traded by a realm.
- **Scale:** A basic mathematical determination of how far across a hex or square is, typically in miles.
- **Sector:** A single page of the multi-page game world map.
- **Starting Area:** The region where the GM's campaign begins, and (possibly) bits and edges of the adjacent regions. A bit larger than a starting region (below).
- **Starting Region:** The region where the GM's campaign begins. For comparison, a starting area typically includes the starting region and the adjacent areas that fit on a sheet of map paper. A starting area has straight edges; a starting region has rough edges (borders).
- **Sub-Antarctic:** A cold climate band found in the south of the game world, between the temperate band and the Antarctic band.
- **Sub-Arctic:** A cold climate band found in the north of the game world, between the temperate band and the Arctic band.
- **Temperate:** The central climate band in most game worlds, bordered by a cold climate band on one side and a sub-tropical climate band on the other side (depending on which hemisphere the starting region is located in).
- **Terrain Barrier:** A vast and difficult to pass area which defines and partially divides the heartland. The barrier might be a mountain range, chasm, narrow set, or something else entirely.
- **Tropical:** The equatorial climate band, bordered by a separate sub-tropical band on each side (north and south).
- **Wilderness:** A zone which is dominated by monsters. Compare civilized, above.
- **Zone Control:** A careful placement of terrain by the GM which encourages the players' characters to move in a certain direction, without hindering the players' freedom of choice.

# Part One: Twenty-Six Steps into the Dreamlands

### The Path of Imagination

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

The steps involved in initial game world conception are as follows:

**Step 1:** Get a huge "canvas."

**Step 2:** Think about how many continents will be on your map.

**Step 3:** Start drawing the major landforms.

**Step 4:** Decide on the overall size of this project.

**Step 5:** Complete the major landforms and shorelines.

**Step 6:** Scale back your ambitions.

**Step 7:** Give the map a multi-kingdom heartland surrounding a terrain barrier.

**Step 8:** Decide on a hemisphere.

**Step 9:** Consider the scale and the total map size.

**Step 10:** Place a continental divide on each continent.

**Step 11:** Give each continent a mega-river.

**Step 12:** Put in some lesser mountain ranges.

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

**Step 14:** Put some freshwater great lakes on your map away from the terrain barrier.

**Step 15:** Divide your map into regions, with borders defined by the mountains and rivers.

**Step 16:** If any region is too large, consider subdividing it with a political border.

**Step 17:** Consider the potential wilderness flow of your map.

**Step 18:** Assign a number to each region.

**Step 19:** Look over your regions' varying sizes with a political eye.

**Step 20:** Prepare a Region Summary Sheet (RSS).

**Step 21:** Decide if each region is wilderness or civilized.

**Step 22:** Rough out all of the regions' terrain, for both wilderness and civilized areas.

**Step 23:** Start thinking about the terrain subtypes in your wilderness.

**Step 24:** Classify and/or name some of your wilderness regions.

**Step 25:** Rough out the civilized regions.

**Step 26:** Choose the one sector that you find the most interesting, and flesh out several of the regions in that sector. This will be your starting area.

Once these steps are complete, you will move on the more painful task of milieu refinement. The ideal goal of this guide is to get you from Step 1, to your gaming group's first play session, in less than 8 hours of work. There will be some devilsome issues to slay along the way, but I promise to make the process as enjoyable as I possibly can.

# I-1

# Hex Paper

**Step 1: Get a huge canvas.**

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

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

# I-2

# Continents of the Game World

**Step 2: Think about how many continents will be on your map.**

In my experience, a campaign map works best with either one mega-continent surrounded by islands, or two continents in close proximity, with one continent's culture being "traditional" (in the FRPG medieval European sense) and the other being "exotic." Remember, you are not mapping an *entire* continent, because if you do, you are limiting the sense of wonder generated by the unknown edges of the map. You are generating a significant portion of either one or two continents.

As an example of this "adventure-centric" map design, if you were making an adventure map of the New World, you would *not* want to map all of North America. You'd probably want a mariner's map, which would include the southern edge of North America, the northern edge of South America, and all of the Caribbean islands in between. When you are designing to keep players interested and engaged, ***the Unknown is frequently more important than the Known.***

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

glimpsed in one third of your map, and the terrain barrier central on the larger continent.

You can come up with other fun and creative layouts that work well for you.

# I-3
# Landform Creation

**Step 3: Start drawing the major landforms.**

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

And to be clear, the top of your sheet is north, the bottom is south, west is to the left and east is to the right. Feel free to draw yourself a compass rose if it helps!

You might end up rotating your map frequently when you're drawing the land line or an island in, and while doing so it is very easy to get yourself turned around.

You can create a gimmick poster map later on (with one of the other directions, such as east, toward the top), but for design work, keep it sensible. North is top, west is left, east is right, and south is to the bottom. If you tend to work with multiple sheets in a stack and they get twisted around, you might even want to write the four cardinal directions on the edges of each of your maps! Do what works for you. Don't make it pretty, make it *work*. Your initial maps are worksheets through and through; they are not glossy finished products.

Never be squeamish about getting your hands dirty when you're designing an entire game world.

# I-4
# Game World Dimensions

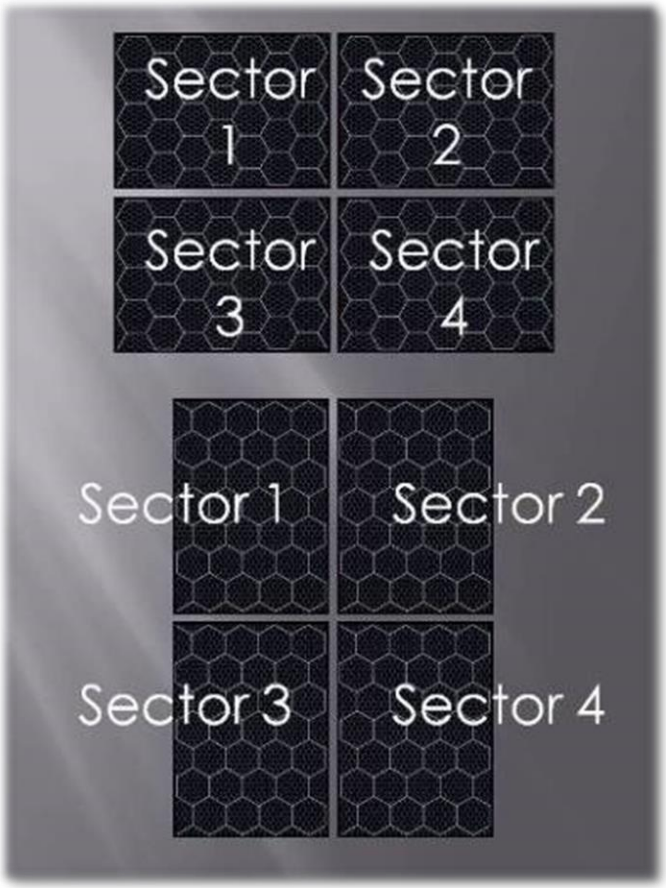
**Step 4: Decide on the overall size of this project.**

Next, you will need to determine the overall size and shape of your campaign region. Keep in mind that you are *not* drawing an entire globe, just major pieces of one or two continents. Some of your world map hex sheets (hereafter, "sectors") will be comprised of mostly water; most sheets should feature mostly land; and a few will be an even mixture of the two, with significant masses of land, sea, and island chains.

I recommend when scaling your first project that you select an easy world map configuration. Consider these five

potential sizes and layouts of your hex sheet sectors:

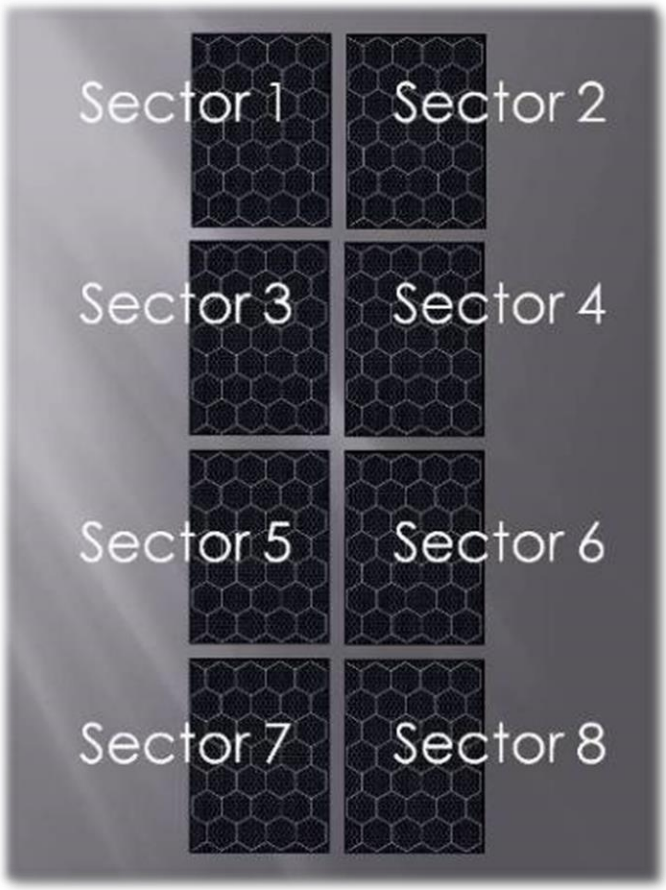
**A 4-sector game region:** This would involve creating a 2x2 grid of connecting map sheets, with total approximate dimensions — when lain side by side — of 17”x22”.




*Two examples of 4-sector game regions.*

**A 6-sector game region:** A 2x3 grid of sheets, either arrayed “portrait” or “landscape,” with approximate total dimensions of either17”x33” or 22”x25.5”.

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



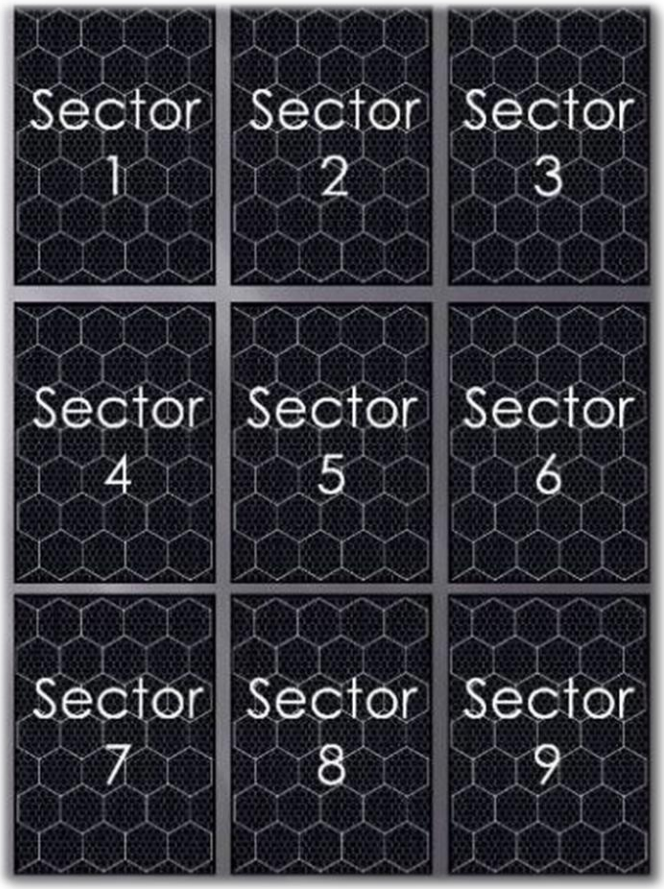

*An 8-sector game region.*

**A 9-sector game region:** A 3x3 grid of sheets. Please note that this is the largest region size I recommend for a workable initial game campaign! If you begin with a region bigger than this, you are going to get overwhelmed.

So how do you decide on an initial size? Think about how much work you want to do before you can play. An 8-sector map has twice as much gaming potential as a 4-sector one, but will take twice as long to design. If you’re pressed for time, you might want to limit yourself to a 4-sector design for now … and then you can expand your work by adding new map sheets beyond the borders later on.

Or, you can let your worktable or study decide the size of your game world; the limit would be how much workspace you

have to spread out in. Alternately, or you can decide based on either how much work you want to do, or the potential duration (in years) of your upcoming FRPG campaign. Any of these considerations might seem crucial or trivial to you, depending on your lifestyle, work preference, and expectations from long-term play.




*A 9-sector game region.*

By default, if you have no certain preference I recommend starting with a 2x3 grid. A 2x2 world feels small, and your players will probably question it at once. Going larger than 2x3 requires more time. Not a *huge* amount of time, though; working quickly using this guide, you should be able to roughly design a 12-sector game world in 12 hours or less. This guide makes the initial design pass very quick … it's the deep dives into detail that will crush your available time.

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

## I-5

## Sector Placement and Landform Completion

**Step 5: Complete the major landforms and shorelines.**

Next, you should lay out all of your sheets so that your full grid (2x3, 2x4, 3x3, whatever) is laid out in coherent fashion. Look for places where you feel there is too much water, and consider adding a few mysterious islands there. Look for shorelines that do not match up and correct them. (It's annoying to do this but it's much easier now than later, I promise you.) Also, look at the locations of your first two sectors, and draw shorelines on

your other sheets to match the earlier flow. When you are in doubt about how to proceed, put in a huge overall amount of land as opposed to water, because most adventures will take place over land. When you are later expanding this sector grid, it is much easier to add water (and potentially other continents) then it is to add more land!

Once you are done, color in all of the water quickly and lightly so that you have contrast and can easily see the major land mass. You can use watercolors, the side of a pencil, or the ever-popular crayon. You can skip this step if you're adverse to color at an early stage, but I have found that differentiating water and land masses early on makes the broad design decisions much easier.

Immediately before or after this step, you should strongly consider making a scan or photocopy set of your sectors and landform outlines. This allows you to work on one set of sheets, while setting the duplicate set aside in case you change your mind about various features. This also allows you to tape all of your early maps together (and remember to tape the *back* blank sides together, *not* the fronts!), and you can even hang your map up on an easel or wall if it is easier to work on that way. I personally find it inspiring to hang my taped-together poster map on the wall of my study so that I can view the landform flow at various distances, change and expand the flow as needed, and also torture my significant other with my strange and obsessive hobbies. Your mileage may vary.

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

# I-6
# Project Control

**Step 6: Scale back your ambitions.**

I will say it again to reduce psychic casualties as we approach our own reflections of R'lyeh: If you set out to create an entire fantasy world in elaborate detail, all at once, you *are* going to burn out. It is inevitable. Consider that J. R. R. Tolkien spent his entire life dreaming up Middle Earth, and by the time he passed away his work was far from complete. Keep your own design goals reasonable, and diminish your focus. There will be time to create more later … your goal right now is to create a playable framework, not a final masterpiece!

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

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

And a final word of warning in this regard: although the temptation will be omnipresent, I recommend that you stay focused on game concerns and do *not* create an epic history and then force your adventure ideas to fit into its overriding structure. Rather, create the world first and then the history ideas will come as you develop the campaign's details. Your players, sadly, are not going to be as interested in your game world's history as you are. They are going to be interested in its present, and its future, because those are the timeframes which they can experience and influence through their choices and heroic (villainous?) actions.

Your players will become co-creators of your world as their decisions, triumphs, failures and moments of truth continue to surprise you. Your goal is not to create a world for static fiction, where all actions are planned and reported by you; the goal is to create a world for role-playing, where the actions are *suggested* by you but will ultimately be determined by the players and their characters. Control of Player Characters' destiny is not the old school way. And the major history of this world is yet to be written!

# I-7
# The Heartland

**Step 7: Give the map a multi-kingdom heartland surrounding a terrain barrier.**

A good map has an interesting *terrain barrier* right in the middle of it. Classically, this is a large inland sea, with all of the major kingdoms surrounding it on every side. More fantastical options include an immense chasm, a radioactive post-apocalyptic wasteland, a dimensional rift, or a poisonous swamp that stretches for thousands of miles.

In placing a strategic barrier in the heartland, you unify the map with a shared and epic point of reference, a terrain feature that all of the "near kingdoms" acknowledge and front their territories upon. Meanwhile, however, due to the difficult nature of maritime or adverse travel, you will be subtly encouraging the adventurers to explore *adjacent* kingdoms and wilderness areas before crossing the barrier to get to the other side. With a central barrier that is ultimately traversable, but only through considerable effort, your design will serve to draw all of your lands together into a thematic whole. You will know that the PCs can go north, south, east, or west, but if west is blocked off and north is very risky, you can guess that they will go south or east first. You will also give your players the illusion of endless horizons, while subtly controlling the party's potential to "run wild" early in the game.

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

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

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

# I-8
# Hemisphere Selection

**Step 8: Decide on a hemisphere.**

I strongly recommend that you begin the game with the Player Characters located in

a kingdom with a temperate climate and considerable land borders. The reason for this is simple; the adventures can then journey not just east or west toward similar-climate kingdoms, but they can also travel north and south to other land areas with different themes. More importantly, north and south will represent entirely different adventure opportunities. One direction eventually leads to the sub-tropical jungles, and the other direction eventually leads to the cooler or frozen lands.

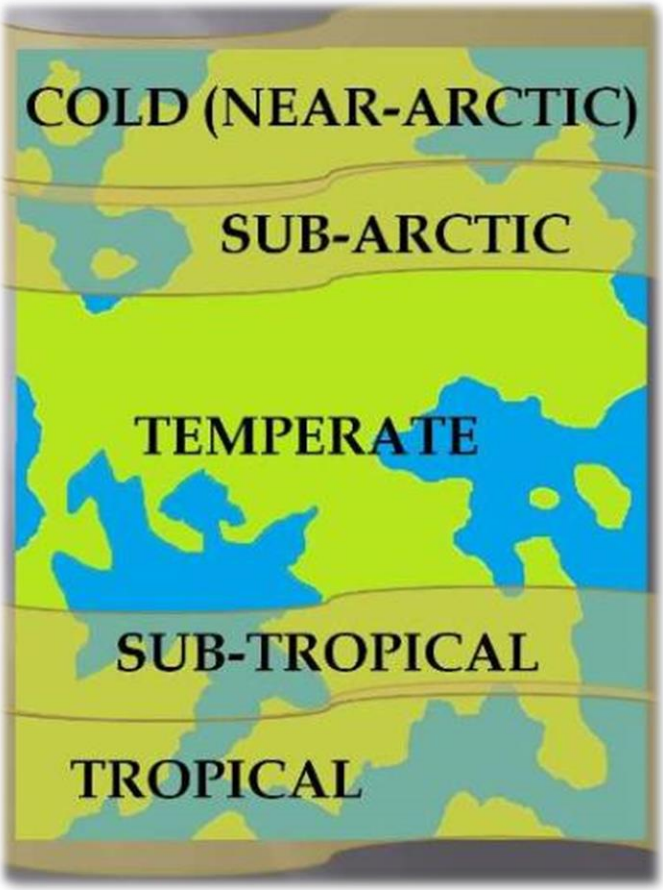
Climate zones and terrain in FRPGs serve to determine the variety in random monster encounters. If (for example) your game's monsters are 50% temperate-lairing, 25% cold-lairing, and 25% tropical-lairing, you are potentially limiting the future variety of opponents by placing your campaign in one of the cold or tropical zones.

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

By using a temperate starting zone and covering a total north-south distance of about 4,000 to 6,000 scale miles, you can include a wide array of tropical jungles, arctic wastes, temperate forests and great wildernesses of all varieties in your campaign. Remember, not all planets are the size of Earth, and most known rocky planets in our galaxy appear to be smaller! If you want to have a distance of only 3,000 miles between your fantasy planet's poles and the equator, that's perfectly fine. You just need to explain to the players that your planet is somewhat smaller than Earth in that circumstance.

You can always include gates to an alternate prime material plane ("otherworld") later on, if you need more room for your campaign to grow. Setting down your campaign world does not mean that you will be stuck with this map for years if you don't want to be. Always feel welcome to add new planets for future adventures, and lands in rifts afar.

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




(That's just a simple map-guide crafted for my readers and myself, which I whipped

up using translucent shape tools in PowerPoint. Don't overlook the modest tools at your own disposal!)

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

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

# I-9

# Scale and the World Dimensions

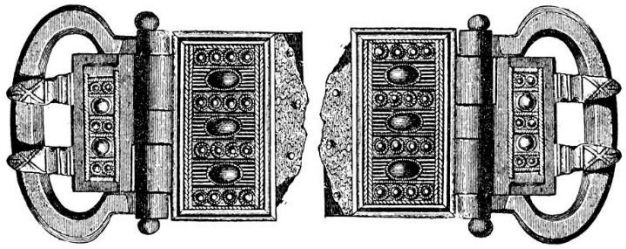
**Step 9: Consider the scale and the total map size.**

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

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

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

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



# I-10
# Continental Divides

**Step 10: Place a continental divide on each continent.**

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

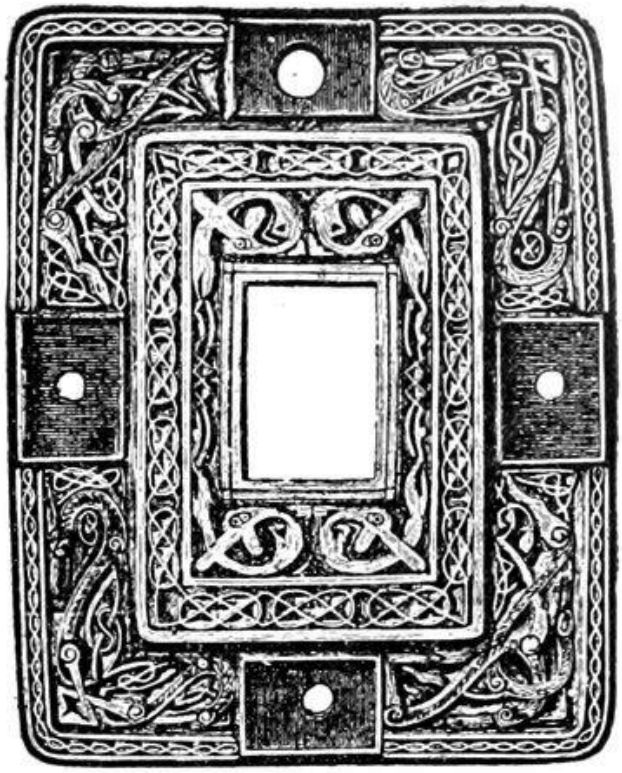
The easiest continental divides to map are either north-south (dividing your continent into a left half and a right half), or east-west (dividing your continent into a top half and a bottom half). The divide can "sway" from side to side for realism, but should traverse the entire continental region displayed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

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

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

For a purely gamist reason, I recommend that continental divides do not run from east to west. The reason for this is simply that you want your campaign to include adventures across all terrain and climate types. Traveling east and west results in different terrain, but a similar climate. Traveling north and south results in different terrain *and* a different climate. This gives you more variety in monster selection and terrain descriptions.

If your continental divide runs east-west, you make travel from the north to the south (and vice versa) very difficult, and limit the variety in your play group's adventures and encounters. North-south divides, or diagonal divides, work much better for a game in my experience.



# I-11
# Mega-Rivers

**Step 11: Give each continent a mega-river.**

When considering rivers, you need to acknowledge a simple fact: your flat map on paper (or a computer screen) will make it easy to create varying terrain, but will make it difficult for you to gauge differences in elevation. You need to remind yourself that rivers begin high up in the mountains, and end low down in the seas. All of your terrain runs down to sea level, defined by the line where you have divided the landmass from the ocean.

This is simple, and should be obvious, but it is so crucial and fundamental that it bears careful consideration. Look at your continental divide and get a sense of which directions your rivers are going to run toward the seas.

For example, if your major continent has a north-to-south continental divide, the rivers on the left half are going to run from the divide to the seas in the west, and the rivers on the right are going to run from the divide to the seas in the east. "West" in this case includes the northwest and southwest, and "east" includes the northeast and southeast. You can have your river on one side of the continental divide without touching the divide (for example, the Mississippi River), but if you do so remember that the river will never cross the divide!

Every continent should have one mega-river, a vast expanse which defines the entire continent and divides it into regions. (During adventures, rivers are much easier to cross than seas, so you can make the river a "barrier" of a sort with the expectation that it will eventually be crossed. Rivers will slightly discourage travel, but the Player Characters *will* cross them soon enough.)

Mega-rivers define the nature and culture of pre-industrial continents. North America for example is defined by the Mississippi, South America is defined by the Amazon, Africa is defined by the Nile, Europe is defined by either the Danube or the Volga (depending on the region!) and so forth. Your mega-river will define where your world's ancient cultures first arose, and will likely run through the heartland of your campaign. If you are using an inland sea as your terrain barrier, it is virtually certain that your mega-river empties into this sea, coming from the direction of your continental divide.

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

# I-12
# Mountain Ranges

**Step 12: Put in some lesser mountain ranges.**

Look at the blank land regions of your map, and decide whether you want to put more mountains there. Basically, if you have any large featureless expanse that is entirely mysterious to you, a small range of mountains down the middle can create

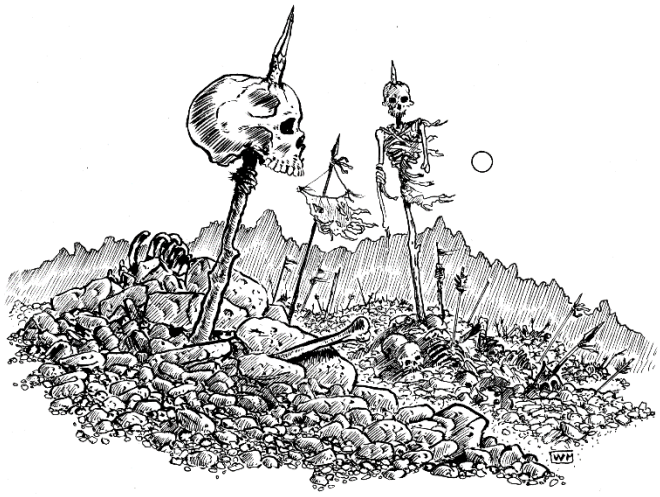
some interesting travel and strategic challenges for your players later on.

And to be clear, although the continental divide itself is a mountain range, we're talking about smaller mountain ranges now! Some of these small ranges might serve as branches of your continental divide, but most will be entirely separate from it.

Mountains are a double-edged sword, however. They are the most difficult terrain your adventurers will traverse, and will *always* be considered when a journey is being planned. But you can never tell when your players are going to choose to dare the mountains, or when they're going to say "screw it" and go around, or do something else. Be careful of surrounding crucial "must go" regions of your world with difficult and deadly mountains on every side! Your players might well surprise you by refusing to go across.

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

As a general rule of thumb, remember that most rivers will start in mountains, but once they leave the mountains they will not run into or through another mountain range beside the one they were born from. This is simply because water does not flow uphill, and mountains represent extreme elevation. However, you can create some interesting kingdom borders and terrain challenges if you have a river pass through a deep and narrow valley between two different mountain ranges, creating a stricture. Such places will be of extreme strategic importance, and are likely to be the locations of cities, or the sites of perennial battlegrounds.



# I-13
# Major Rivers

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

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

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

Civilizations tend to grow along rivers. So in any place you want to put down a major city, you will probably want to put a river in that area first.

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

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

# I-14

# Great Lakes

**Step 14: Put some freshwater great lakes on your map away from the terrain barrier.**

In several areas, you should also put in great lakes – bodies of freshwater that cover many more than just one "hex" (24-mile span) of blank terrain. Great lakes will typically, but not always, be synonymous with or near multiple river sources and / or mouths.

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

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

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

# I-15

# Regional Divisions

**Step 15: Divide your map into regions, with borders defined by the mountains and rivers.**

This step can be difficult for first-timers, because it is more of an intuitive *art* than an exacting *science*. Basically, assuming a 1 hex = 24 miles scale, and medium-sized hexes, you want to divide your entire set of world maps into roughly quarter- to fist-sized regions. By "pie-slicing" your entire world, you create kingdoms of various sizes.

The most obvious regions you place will be the coastal ones, where rivers flow into the sea. Rivers and sea coasts form the boundaries of your coastal regions. So if you have rivers A, B, and C all flowing into

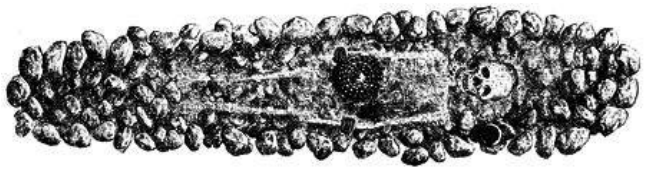
the same sea, there's very likely one kingdom between rivers A and B, and another different kingdom between rivers B and C. The shared border of river B between them will either be a major trade area (if the kingdoms are allied), or a front for frequent battles (if the kingdoms are at war).

You can alternately choose to have a river dominated on both sides by the same kingdom (like ancient Egypt with the Nile), although such situations in a battle-driven fantasy world should be uncommon. Players instinctively think of rivers as borders between different places, because they typically need to undergo a different a mode of travel to cross from one side of a river to the other. A bridge is the obvious exception, but the "feeling" of a river dividing two different types of places still remains.

Secondary borders between realms and regions are caused by mountain ranges. Go over your entire map, and sketch light lines connecting river and mountain features together into rough circles, squares, rectangles and triangles of land. As you carry this process throughout your sector maps, your landforms will begin to look like a set of interconnected puzzle pieces. This is a good thing.

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

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



# I-16
# Political Subdivisions

**Step 16: If any region is too large, consider subdividing it with a political border.**

If any undivided section of the map simply looks too massive now, you can put a relatively straight line (representing either a political border, fought over by nations, or an abrupt change in wilderness terrain) through the middle of that "mega-region." Keep dividing the big white space into sub-regions until you like the way it looks. This process is entirely optional, however, and again that's because of the nature of feudal society. Small realms are Baronies, medium-sized realms are Counties and Marches, large realms are Duchies, and the *really* big regions are either tracts of wilderness or entire Kingdoms. You can always subdivide a big Kingdom into provinces, fiefs and so on at a later date, so you don't need to cut up every mega-region in this manner just yet.

However, I do recommend that you subdivide about *half* of your map's big regions, and leave half of them as they are. The reason for this is that when you get busy, a single large region is going to get only a cursory consideration of the terrain, while smaller regions are going to feature more realistic mixed terrain. In

other words, if a giant mass on your world map is simply scrawled over as "mountains," that mega-region will probably not be as interesting as the same mass split up into six sub-regions which you will label as "mountains," "swamp," "forest," "mountains," "hills" and "forest." But the big blank spaces will give you room to change your mind about terrain and kingdoms later on. And even though you are not doing all of the campaign design tasks right away, you are planning for future work in an intelligent manner.

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

# I-17

# The Flow of the Wilderness

**Step 17: Consider the potential wilderness flow of your map.**

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

Whatever overall "wilderness flow" you decide to assign to your map, it is crucial that you include a fair number of *wilderness regions* as opposed to *settled lands* (realms). This is where many GMs tend to fall on their face and then wonder why there isn't "room" for any wilderness adventures. If every large space is a civilized kingdom, then where is the Great Unknown for the heroes to explore?

I recommend a number of wilderness regions between 25% and 50% of your total number of regions, whatever that number may be. Does that seem high? That's because this is an adventure game, not reality! It is a common mistake among world designers to fill the whole map with a massive clutter of civilized kingdoms, which gives a great amount of detail, but no opportunity for wilderness play.

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

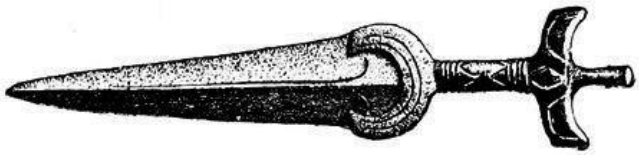
# I-18
# Regional Numeration

**Step 18: Assign a number to each region.**

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

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

If you have more than 200 regions, that's fine, but it will take you a longer time to rough out the world. But if you have fewer than 50 regions, you will probably want to put in some additional mountain ranges and rivers at this time, and create new "puzzle piece" subdivisions as you go. Or, if for some reason you still have only 20-30 or so regions, just divide them all in half now, and come up with terrain excuses (e.g., forest bordering barren hills) for these unexpected new regional divisions in the future.



# I-19
# The Regional Overview

**Step 19: Look over your regions' varying sizes with a political eye.**

As you are working on the basics of your campaign map, you will notice that your geographically-determined sections fall naturally into four general sizes: small (perhaps the size of a quarter), medium (one or two inches across), large (two to five inches across) and huge (six or more inches across). These sizes assume that you are using 24-mile hexes and multiple sheets of 8.5"x11" hex paper to represent your campaign world; modify these estimates proportionally if you are working in a different scale.

If you have no huge regions, that's fine. But if you have more than two, you might want to divide them at this time. Why? Because geopolitical regions that are that large are probably going to become

empires in your game world! And if you have more than two empires, the justification for dozens of small states and kingdoms becomes quite difficult to explain in a reasonable fashion.

But we're getting a bit ahead of ourselves here. It is now time to start planning a world metamorphosis. You will be turning many of the vague regions on your maps into civilized realms and kingdoms.

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

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

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

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

# I-20
# The Regional Summary

**Step 20: Prepare a Region Summary Sheet (RSS).**

You are now going to prepare some very general information about your world, and catalog it in an organized manner. This is where you are going to start taking notes to accompany your map(s). But meanwhile, congratulations: your first draft "poster map" of the world is now complete. You are now going to begin writing the outline to the "game booklet" that goes with the map, beginning a chronicle that will last you for years or even decades to come!

To prepare for this, I recommend making a simple table sheet (or an Excel spreadsheet) with at least the four

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

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

**CASTLE OLDSKULL**
**REGION SUMMARY SHEET**

| # | Wild / Civilized | Terrain | Realm Type |
|---|---|---|---|
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | |
| 5 | | | |
| 6 | | | |
| 7 | | | |
| 8 | | | |
| 9 | | | |
| 10 | | | |
| 11 | | | |
| 12 | | | |
| 13 | | | |
| 14 | | | |
| 15 | | | |
| 16 | | | |
| 17 | | | |
| 18 | | | |
| 19 | | | |

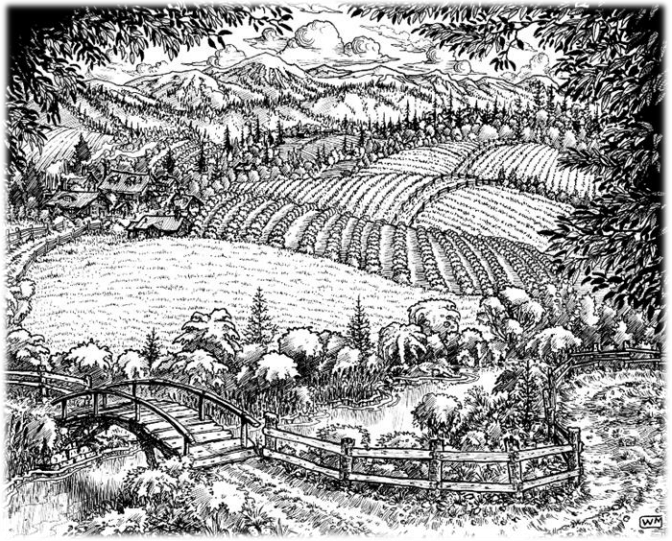
Note that this example only runs from # 1 to 19; you would keep extending rows here, with the number matching the number of regions you've counted out in all of your sector maps.

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

# I-21

# Wilderness and Civilization

**Step 21: Decide if each region is wilderness or civilized.**



To begin the detailing process, you should look at your map and key each of the regions throughout the world according to whether you think each region should be primarily a *wilderness* area (code W), or a relatively settled and *civilized* area (code C). Remember, you should start with having most of the heartland areas designated as *civilized*, and many of the map-edge areas designated as *wilderness*. And while the C codes should probably outnumber the W codes, the W codes should account for between one-fourth and one-half of all your designations.

As you go through all of your regions and make this W / C distinction, you can work with a purpose, but you can *also* create interesting random effects. You do *not* need to fill out the Region Summary Sheet line by line if you don't want to. You can work in patches and on individual sectors.

For example, first take your least-developed "edge" sector of the world and designate most of the regions there as wilderness. (I recommend writing a W on the map in each region, next to each region's number.) Then take your heartland sector, and designate most of the regions there as civilized. Next, take another sector at random and make it a hodgepodge mix of wilderness and civilized regions without apparent rhyme or reason. Then, look at your scatter work so far, and take a make careful approach with your fourth sheet, designating each wilderness / civilized as seems most appropriate. By taking a different design approach to each sector, you are giving the sectors a unique flavor that will become apparent later on.

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

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

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

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

**CASTLE OLDSKULL**
**REGION SUMMARY SHEET**

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

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

While you work away at your own world, keep in mind that the dividing lines between C-regions and W-regions represent *borderlands*, some of the most important and interesting adventuring areas in your campaign. ***The border lines between civilization (C) and wilderness (W) are where many of your dungeons are going to be situated.*** These regions are where heroes and villains fight to push back the wilderness in search of dungeons, ruins, glory, dragon lairs and ancient treasure. For an adventure-filled campaign, put in as many borderland areas as you possibly can!

When all of your map sheets are coded with C-regions and W-regions, the Wild / Civilized column of your Region Summary Sheet(s) should be fully coded with the corresponding information. If you have any blank Wild / Civilized fields on your sheet, look at your maps now and record the correct information from there. (The reason why we numbered the regions becomes more apparent now: we're making certain that no areas in your design go unconsidered, however briefly.)

Corresponding your sheets to your numbered maps at this point in the process will help to ensure that none of your map's details slip through the cracks.

When you're finished, the nature of your entire world map is defined. You will have a world filled with civilized realms, wilderness reaches, and borderlands where heroes will seek their fame and fortune in the weeks and years to come.

# I-22
# Predominant Terrain

**Step 22: Rough out all of the regions' terrain, for both wilderness and civilized areas.**

The next step is to go over all of the regions again, this time thinking about the landscape. Give each region a single *predominant* terrain type, and record that information on both your map and on your Region Summary Sheet. (Please note that this simplified coding does *not* mean that each region is filled with only that one terrain type, because that would make for a very boring map. It just means that around 50% of that region's terrain is of that single type. That terrain type will be detailed with dozens of varying subtypes later on.)

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

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

You can add additional code types for whatever special terrain types you want: broken terrain, crater lands, flood plains, salt flats, scrubland, shadow lands, volcanoes, and so forth. These recommended types of terrain are general approximations of significantly different landforms and adventure locales; how detailed you want to get in this initial assessment is entirely up to you.

I recommend using lower-case letter codes for terrain, so that you do not confuse the codes W (Wilderness) and w (Wasteland) on your maps. Again, you can create interesting maps just working at random on some of these decisions. Don't worry about restricting terrain types by climate! In the real world, there are indeed frozen swamps, tropical wastelands, and

temperate mountain regions directly adjacent to plains. Just give the map an interesting scatter effect, something that makes each region of the world an unusual place.

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

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

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

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

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

**CASTLE OLDSKULL**
**REGION SUMMARY SHEET**

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

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

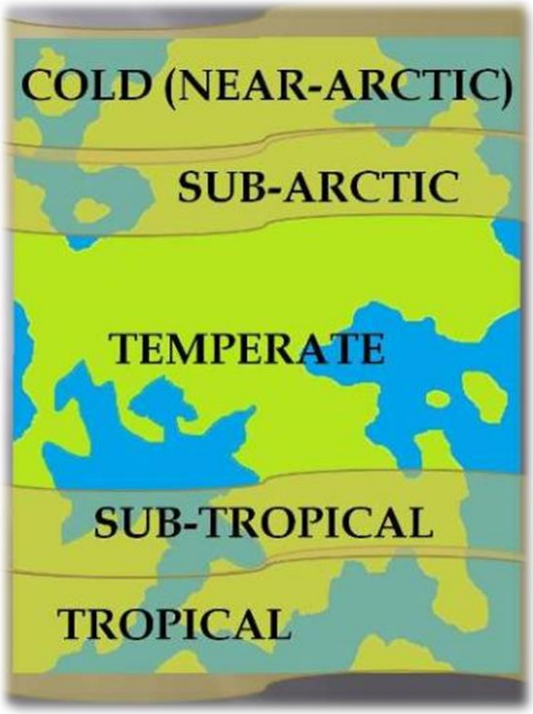
# I-23

# Common Subtypes of Terrain

**Step 23: Start thinking about the terrain subtypes in your wilderness.**

Your maps are now taking on a solid shape. It's time to take a breather and look over your work again, this time with a gamist eye. If you're already thinking of names or themes for some of your regions, or if you're trying to envision what the wilderness in your world actually looks like, try this: stop working for a while and take a look at your map flow with an eye beyond the codes, toward what wonders might actually *be* there in each region on the ground. What do you see?

It may help to mentally split your map into cold, temperate and tropical climate bands again, like this (as shown earlier):




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

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

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

**Common Subtypes of Cold Terrain**

- **Cold Forest:** Boreal forest, boreal wilderlands, coniferous forest, corrupted / twisted taiga, fog-filled geyser forests, taiga, timberland
- **Cold Hills:** Drifts, icecaps, icy hills, slag hills (from mining); see also temperate hill types below (cold hill types will typically be snow-covered)
- **Cold Mountains:** Avalanche peaks, dwarven holds, gateways to elemental air, glaciers, ice cave summits, ice spires, impassable peaks, Mountains of Madness
- **Cold Plains:** Enchanted ice, frostlands, frozen fields, glacial flats, ice flats, snowfields, tundra
- **Cold Swamp:** Frigid swamps, icy floodland, permafrost bogs
- **Cold Wasteland:** Ebony ice, frozen wastelands, geyser snowfields, polar deserts, windswept barrens

**Common Subtypes of Temperate Terrain**

- **Temperate Forest:** Backwoods, brackens, brushwood falls, bushland, coniferous forest, coppices (lumber-managed woodlands), corrupted / twisted forest, deciduous forest, faerie lands, forested hills, groves (artificial / magical forest-gardens), petrified forests, scrubland, stands, thickets, wilderlands
- **Temperate Hills:** Badlands, barrowlands, bluffs, buttes, cairn highlands, crags, crests, downlands, dunes (in wasteland), escarpments, geyser hollows, headlands, highlands, hogbacks, mesas, perilous hills (sinkholes), plateaus, precipices, ridges, rises, scarps, slag hills (from mining), slopes, tors, uplands
- **Temperate Mountains:** Alps, barren mountains, cave-filled mountains, dragon reach spires, dwarven holds, forested mountains, gateways to elemental earth, lost valleys, misty mountains, rocky summits, stormy mountains
- **Temperate Plains:** Bushland, countryside, dells, downs, farmland, fields, flatlands, forested plains, grasslands, heaths, hinterlands, lowlands, machair, meadows, moorland / moors, paddocks, pastures, prairie, rangeland, steppes, valleys, veldt
- **Temperate Swamp:** Bayous, bogs, brackish swamps, cypress swamps, everglades, fens, floodlands, fungal swamps, geyser flats, haunted swamps, holms, mangrove swamps, marshes, mires, morasses, mushroom swamps, mud flats, quagmires, quicksand swamps, river delta, salt marshes, shrub swamps, sloughs, swamps, wetlands
- **Temperate Wasteland:** Badlands, barrens, battlefields, burned forest wastes, deserts, desolation, dried mud flats, emptiness, geyser wastes, mirage wastes, monsoon deserts, poisonous deserts, salt flats, salted earth / Banelands, stony desert, trade wind deserts, wastelands

**Common Types of Tropical Terrain**

- **Tropical Forest:** Corrupted / twisted jungle, jungle, rain forest, Lost Worlds, scrubland, swampy forests
- **Tropical Hills:** Dunes (in wasteland), hilly jungle, montane forests, mudslide hollows, perilous hills (sinkholes); see also temperate hill types above (tropical hills will typically but not always feature heavy vegetation)
- **Tropical Mountains:** Gateways to elemental fire, Mountains of the Moon (endless mist and enormous plants), tropical summits, volcanoes
- **Tropical Plains:** Farmland, savanna, tropical grasslands, volcanic plains
- **Tropical Swamp:** Dinosaur ranges, gateways to elemental water, mud flats, peat swamps, quicksand flats, savanna marshland; see also temperate swamps listed above
- **Tropical Wasteland:** Ashen seas, barrens, battlefields, burned forest wastes, coastal deserts, dune seas, obsidian flats, rain shadow deserts, sandar / sandy deserts

**Common Additional Terrain Subtypes**

- **Depressions:** Basins, canyons, chasms, craters, defiles, delves, excavations, gorges, gullies, hollows, ravines, rifts, seasonal lakes, seasonal rivers, sinkholes, vales, valleys
- **Lakes:** Great lakes, lagoons, lakes, lochs, salt lakes, oases, reservoirs, seasonal lakes, shallows, springs, tarns, tide pools, watering holes

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

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

You may want to leave yourself some notes — another column entry along the right-hand side — as you define the subtype of each region's terrain on your Region Summary Sheets.

# I-24

# Wilderness Classification

**Step 24: Classify and/or name some of your wilderness regions.**

If you like, you can also take some time to name and/or sub-classify some of the more "reachable" wilderness areas on your map.

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

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

- **Barbarian Lands:** These are lands which are controlled by warlike tribes, but with limited over-arching control exhibited by any one power.
- **Nomad Lands:** Lands which are controlled by somewhat united wandering peoples, with no central controlling authority.

- **Territories:** Large reaches of wilderness which are claimed by a kingdom, but not sovereign, and sparsely settled (perhaps even only by missionaries, explorers and daring colonists).
- **Wilds:** Regions which no kingdom has lain claim to, because the land is too remote, too difficult to traverse, or too dangerous to conquer. The human population might consist of tribesmen, cultists, savages, cannibals, or even cavemen in a lost world setting.
- **Wastes:** Wastes are regions which are vast and exceedingly dangerous, ruled only by beasts and monsters. Wastes typically feature very rough terrain and terrible weather (deserts of ash, icy flats, poisonous swamps, volcanic plains and peaks, and so forth). Unlike wilds, they may be near civilized regions, but the reason they are unclaimed is because their resources are impossible to cultivate and no one wants them.

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

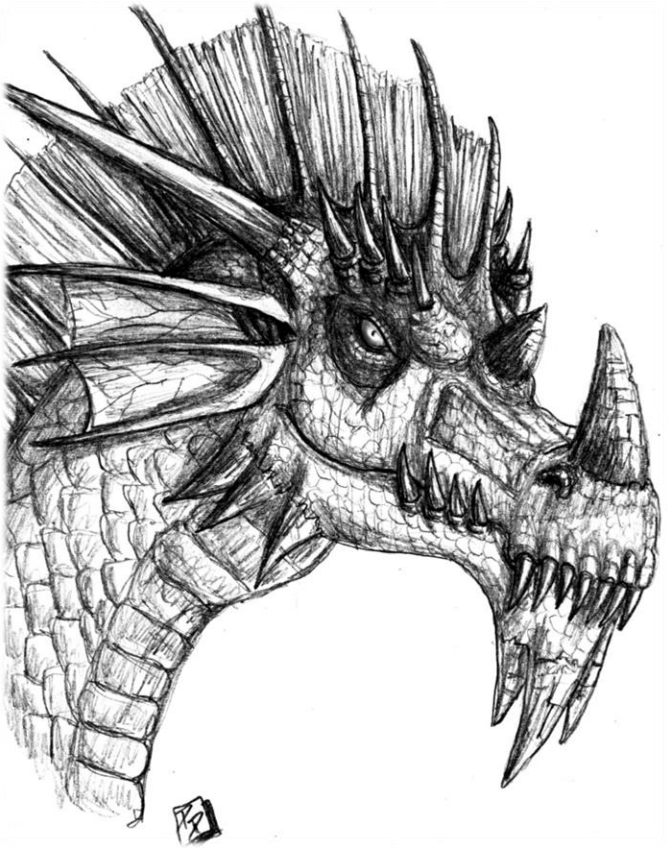
**CASTLE OLDSKULL**
**REGION SUMMARY SHEET**

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

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

As you are making these kinds of decisions, do not feel pressured to name every single wilderness region in your world right now! You're just doing enough to keep yourself interested; the detail for

the rest of your wilderness can come later. Detail a few interesting lands, next to your realms and kingdoms, and leave the rest for another day. After all, any wilderness on your map without a name can simply be labeled "HERE THERE BE DRAGONS," and that is often more evocative than any description could ever be.



# I-25

# Classification of Civilized Realms

**Step 25: Rough out the civilized regions.**

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

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

We assume — for the sake of game and kingdom variety — that the game world features either a crumbling empire, or a dead empire, and that nobles of different ranks and creeds (counts, dukes, etc.) frequently take their ancestral titles from that same imperial source, while paying little to no fealty to that source. So if you have a fading Empire of Tenuria, you could have Duke A in a Duchy and Baron B in a Barony, and they both claim Tenurian descent and hierarchy, while having little to do with one another. Baron B is weaker than Duke A, but both of their lands are probably sovereign unto themselves, without Baron B owing Duke A a single damn thing! (Duke A almost certainly disagrees with my assessment.)

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

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

So in your world, what is each realm's character, or mood? Here are a few dozen

examples of "Middle-Earth European/ Mediterranean" cultural themes which will fit well in an old school fantasy campaign:

**Suggested Cultural Themes for Realms**

**The Ancient Mediterranean**

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

**The Classical Mediterranean**

- **[2] Ancient Mesopotamian** (Ziggurats, floods, cedar forests, Epic of Gilgamesh, Babylonian mythos etc.)
- **[3] Ancient Phoenician** (Mariners, spice traders, cults of Dagon and Moloch etc.)
- **[4] Classical Africa** (Pygmies, monsters of Greek-African myth, cockatrices, basilisks, giant snakes, catoblepi, crocutae, gorgonian bulls, sphinxes, hawk demons etc.)
- **[5] Classical Asian** (Lycia, Pamphylia, chimaeras, Troy etc.)
- **[6] Classical Carthaginian** (republics, war elephants, Baal worship, heavy warships, ruling queens etc.)
- **[7] Classical Greek** (heroes, Olympians, phalanx warfare, monsters of Greek mythology, Spartans etc.
- **[8] Classical Macedonian** (Alexander the Great, conquest, fierce tribesmen, armored cavalry, war god worship etc.)
- **[9] Classical Mediterranean** (Cyclopes, Laestrygonian giant-demons, lotus eaters, portals to Hades, sorceresses etc.)
- **[10] Classical Persian** (God King, Immortal warriors, perfumed dancers, manticores, deva-angels, dragon-beasts etc.)
- **[11] Classical Roman** (Legions, emperors, Sibyls, Roman gods and cults, great cities, gladiatorial games, charioteering races etc.)
- **[12] Dark Age Anglo-Saxon** (Beowulf, mead halls, hero kings, lakes of fire, ogres, fire dragons etc.)
- **[13] Dark Age Byzantine** (Priest-emperors, crumbling empire, iconoclasts, decadence, riches, expeditions into the unknown east etc.)

**Folklore and Fairytales**

- **[14] Fairytale / Folkloric Arabia** (Arabian Nights, genies, ifrits, ghuls, thieves, sultanate / caliphate etc.)
- **[15] Fairytale / Folkloric English** (Arthurian knights and monsters, faeries, Jack the Giant Killer etc.)
- **[16] Fairytale / Folkloric French** (Perrault, Sun King, Faerie Queene, loup-garous and the Beast of Gevaudan, exotic palaces, etc.)
- **[17] Fairytale / Folkloric German** (Brothers Grimm, woodsmen, werewolves, witches, dark forests, haunted castles, Rhineland folklore etc.)

**The Lost Worlds**

- **[18] Lost World – Fantastical** (Giant beasts and insects, beastmen, insect swarms, waterfall kingdoms, carnivorous plants, great chalice lake of the imperious titans, etc.)
- **[19] Lost World – Ice Age** (Neanderthals, mammoth hunts, cave bears, carnivorous apes etc.)
- **[20] Lost World – Pleistocene** (Saber-tooth tigers, great beasts, huge flightless birds, tar pits etc.)
- **[21] Lost World – Prehistoric** (Dinosaurs, plesiosaurs, shallow seas, endless jungles etc.)
- **[22] Lost World – Pulp** (reptile men, dimensional travel, tamed dinosaurs, ape people, crystal obelisks etc.)

**Medieval Europe and Lands Afar**

- **[23] Medieval Arabia** (Deserts, oasis kingdoms, camel caravans, dervishes, astrologers etc.
- **[24] Medieval English** (Kings, god wars, knights, longbowmen, monasteries etc.)
- **[25] Medieval French** (Paladins, churches / cathedrals, holy relics, gargoyles etc.)

- **[26] Medieval German** (labyrinthine fiefs, political intrigue, rival princes and duchies, heavily armored knights and footmen etc.)
- **[27] Medieval Holy Land** (Crusades, pilgrimages, celestial and fallen angels, miracles, prophets, signs and beasts of the Apocalypse etc.)
- **[28] Medieval Indian** (Maharaja, nagas, rakshasas, assassins, spice caravans etc.)
- **[29] Medieval Irish** (Cimmeria, barbarians, bards, druids, dark faerie land, monsters of the Celtic Mythos etc.)
- **[30] Medieval Mediterranean / Islands** (pirate lords, treasure fleets, plague ships, knights templar etc.)
- **[31] Medieval Russian** (Baba Yaga, Koschei the Deathless, liches, firebirds, bogatyr knights, rusalkas, vampires etc.)

- **[32] Medieval Scottish** (Highlanders, rival clans, invasions, great wall, misty castles, saints, devil-beasts etc.)
- **[33] Medieval / Renaissance Spanish** (Inquisition, mad knights, elaborate architecture, daring nautical expeditions into the New World etc.)
- **[34] Medieval Swiss** (Cantons, mountain villages, pikemen, mountain villages, enchanted stags etc.)

**Medieval and Dark Age Northlands**

- **[35] Medieval / Dark Age Finnish** (Finnish Mythos, giant heroes, mages of Lemminkainen, gnomes, treefolk, sea monsters etc.)
- **[36] Medieval / Dark Age Norselands** (Asgard, Midgard, Thor, Loki, dwarves, elves, giants, trolls, valkyries etc.)

**Medieval and Renaissance Europe**

- **[37] Medieval / Renaissance Italian** (Warring City States, artist-inventors, clockwork beasts, assassinations, demons of Belphegor, Gothic ruins etc.)
- **[38] Medieval / Renaissance Transylvanian** (Tyrants, vampires, wolves, gypsies, misty forests etc.)

Beyond these ideas, other popular and more "exotic" (from a European perspective) realm themes for your outlands can include African, Australian, Aztec, Chinese, Eskimo, Hyborian, Incan, Japanese, Lovecraftian, North American Indian or Polynesian. Historical and mythological research will give you dozens, if not hundreds, of further intriguing examples. Take a look at the Wikipedia page entitled "List of Mythologies" if you'd like to drink from the firehose.

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

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

Consider too a few of the strange cultural assumptions in RPGs which we've come to take for granted. Where do martial artist monks come from? Their order was probably established in an Oriental-themed realm, which trades with your quasi-European heartland. Where do

druids come from? A Celtic realm, almost surely. Organized assassins? Perhaps from an Arabian realm, or an Indian one. Bards? They might be skalds, troubadours, or shamanic storytellers, or all three. And just exactly who is a barbarian? You will find that it's largely a matter of perspective!

The games we all enjoy also feature a mishmash of mythological influences which few GMs give any real thought to any longer. If you have a realm where you want to put some manticores, it might have a Persian or an Indian theme. A realm with basilisks might be North African. A realm with mummies might be Egyptian. And a realm with ki-rins might be Chinese, or Japanese. If you do a little research, you will find that just putting "Fire giants go here" on your map has some significant cultural implications that you might want to exploit … or ignore. The level of real world synergy in your game world is entirely up to you.

You are of course free to create your own *entirely* fantastical cultures, with no real-world basis whatsoever; but in my experience, a realm works best if it resonates with the players' dreams / reading / traditions / mythology, and then branches off unexpectedly from that classic source. You can easily feed a player's preconceptions, and then willfully subvert them, with a single twist to each cultural idea.

For example, you might have an isolated realm that is based on Norse mythology. But what if all of the civilized "people" there are chaotic good orcs, and all of the humans there are lawful evil berserkers? What if the giants of that land are good, and the humans there are evil?

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

# I-26

# Starting Region Selection

**Step 26: Choose the one sector that you find the most interesting, and flesh out several of the regions in that sector. This will be your starting area.**

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

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

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

Wait, what?

You might be saying, "Hey, wait a minute! This one land to the northeast only has the name 'Manticores,' and this huge empire doesn't even have any details yet beyond 'Forested' and 'Roman!'"

You know what? That's perfectly fine. Think about this carefully: ***All of those lands that you want to give more definition to right now, are away from where your game is going to be played.*** You've already selected a starting area; every other place is currently window dressing to that primary action scene.

Trust me … you can leave those areas partially developed for future sandbox play! Drop in a few more region names if you feel the need — spend no more than fifteen minutes doing this, or you'll get hopelessly sidetracked — and move on. The only place that needs a lot more detail right now is the starting region. So we choose the starting region now, we choose it wisely, and we move on.

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

# Part Two: Realm Development

**Crystallizing Your Vision**

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

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

**[1]** What and where is our homeland?

**[2]** What is our homeland's climate?

**[3]** What is our homeland's predominant terrain?

**[4]** What other terrain types are nearby?

**[5]** Who is our homeland's ruler?

**[6]** What is our homeland's culture?

**[7]** What is our homeland's predominant alignment?

**[8]** Are we, with our alignments, accepted, distrusted or hated?

**[9]** Where and who are our homeland's nearest allies?

**[10]** Where and who are our homeland's nearest enemies?

**[11]** What demi-humans live nearby?

**[12]** Are they friendly? Might they be allies?

**[13]** What humanoids live nearby?

**[14]** Are they actively hostile? Will they invade?

**[15]** What friendly or vile dragons are known to live here?

**[16]** What other types of monsters are common in each terrain type nearby?

**[17]** What town do we all first meet in as we begin to adventure?

**[18]** How big is this town, and how many of item X can we purchase there?

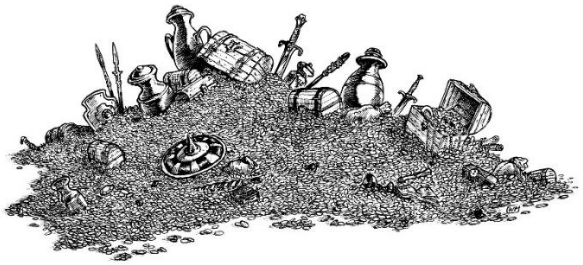
**[19]** Where is the nearest dungeon?

**[20]** How far away is this dungeon?

**[21]** Are there any other dungeons we know about?

**[22]** Is there a mega-dungeon that leads down into the netherworld?

**[23]** What resources and treasures are most easily found in our region?



**[24]** What is the nearest city?

**[25]** How important is it, how big is it, and who might we encounter there?

**[26]** How far away is the sea?

**[27]** Where do the rivers lead?

**[28]** Where are the borderlands?

**[29]** What's beyond those borders?

**[30]** What's rumored to lie in the distant wilderness and the world beyond?

And that's just for starters. How many of these questions do you think you can answer in game?

Not to worry. Once you're completed the work in this section, you should be able to answer all of these questions with a reasonable level of confidence. And then, you'll be ready for the first game to begin!

# II-1

# Defining the Starting Area

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

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

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

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

# II-2

# Paper Selection for Regional Maps

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

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

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

in-hex paper with a ruler and some patience.

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

**Blank paper** is either very easy or very difficult to work with, depending on how your mind works. It has no grid, which might either be a severe limitation (if you like to treat the map as a game board), or a wonderful benefit (if you like to treat the map as a picture of a place).

So which paper type is best? That depends on the way that you think, and the way that you design things. If you found that the hex grid was getting in your way and/or confusing you while you were designing your world, you're probably what I call an "artistic" or "open space" thinker. You want to focus on the lines you're drawing, not the grid lines on the paper which seem to limit your design.

If, on the other hand, you were using the hex grid during world design to help you figure out coastland and region shapes, you're probably a "gamist" or "grid" thinker. You want the paper's grid to serve as a tool, to guide your creation process and to make things easier to develop.

If you're an "artistic" thinker, a blank sheet is ideal for you. But if you're a "grid" thinker, a blank sheet will probably drive you mad due to vague distances, and should be avoided at all costs. If blank paper works for you, the only danger is that you need to very carefully gauge your detail map's scale (in millimeters or inches as you prefer) so that your detail map will correspond accurately with the dimensions on your world map. If that sentence just gave you a headache, I recommend *not* using blank paper for this part of your milieu design!

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

## II-3

## Calculating Scale for Regional Maps

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

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

For this reason, I recommend that you go back over your notes and recall the scale you used for your world design hexes (in part one of this book). I again *strongly* recommend that you use a scale of 24

miles to the world map hex. Not only is 24 evenly divisible by 2, 3 and 4 (for easy calculations of overland travel), it's also easy to split your 24-mile hexes into smaller hexes for the detail map.

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

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

If you decide that your area is still too small on the single-sheet regional map, you can double the number of hexagons and halve the scale. For example, if you want to "embiggen" an 18 x 30 small hex map, you would double the number of small hexes from 18 north-south and 30 east-west to 36 north-south and 60 east-west. This would mean that each big hex (six hexes across) represents 12 miles instead of 24, and each small hex represents 2 miles instead of 4.

Once I've decided on a scale, I would still need to tweak the inaccurate curve of the land mass to properly fit my world map, but that is easily done once the general shape is sketched out.

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

## II-4

## Drawing the Starting Area Map

Now that you have crunched the scale and size of your starting area's regional map, the hard calculating part of the process is over. You just need to roughly match the shapes and major terrain of your world map onto your detail map. Don't worry if your conversion is not exact, because your large-scale sector maps are only rough draft approximations of what someone in your starting region might know about the world.

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

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

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

Remember that if you make mistakes, or decide on different curvatures, the regional map should take precedence over the sector map. And why is that? It's because the sector map is just a guide for your reference, while the regional map will be used in initial play as you calculate PC travel routes, distances, wandering monster checks, exploration of terrain, and so forth.

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

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

# II-5

# Considering Major Cities and Towns

Congratulations … in roughing out the detailed regional map, you've gotten through one of the most finicky steps in the entire campaign-building process.

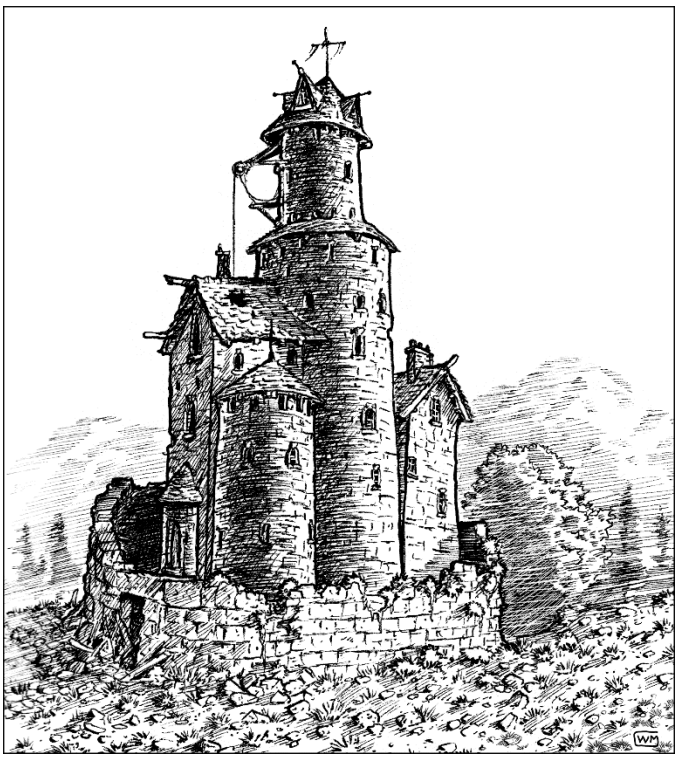
The next step is to tentatively place the major population centers on your map. Remember that you're going for an unrealistic human population which will be considerably smaller than that of medieval Europe, because you want lots of wilderness, borderlands, sparsely-populated frontiers and unlooted dungeons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

If this "low population in the name of good gameplay" paradigm is bothersome to you, you can justify it quite easily by saying that there was a major plague that wracked the realms only a generation ago. Consider that in the 1340s and 1350s, the Black Death ravaged Europe and cut the population in half … and by three-fourths in some areas. If you simply write out a history note that the Black Death in your world was magically assisted and accompanied by rising monsters and summoned demons, it becomes very easy to justify depleted population centers. The side effects of a ravaging plague include receding civilization, borderlands filled with desperate bandits and emboldened monsters, and quickly-abandoned towns and fortifications which are falling into ruin … with many hidden treasures left behind.

Considering further, using the historical plague explanation we can even somewhat justify the "murder hobo" outlook that is featured in most fantasy role-playing games. An entire generation of parents (and grandparents) was viciously wiped out, leaving behind a young generation that has learned to fend for themselves at all costs. These brave young survivors and upstarts — growing up in a faltering kingdom filled with ruins, monsters, and treasure — would place little trust in cities or in established cultures of hearth and home. They would rather put their faith in

smiting monsters, casting spells, swinging a strong sword arm, exploring the borderlands with aggressively competent companions, and the life-saving credo: "If you meet it unexpectedly and it's dangerous, kill it and ask questions later … and be sure to take its treasure."

Sound familiar?



I'm getting a bit astray in sociological considerations of your game world, however. Let's get back to the campaign design work.

Your regional map should be taking shape at this point. Consider not only the locations of towns and cities, but also the effects that a plague might have on those locations.

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

Even worse, a glorious City State can be a nightmare to design, but that's an entirely different topic from the world design focus of this supplement. It's a very complex procedure that can make general world design look like child's play; but I have developed a guide which should make the pain a bit more manageable. You will find that guide later on in this supplement. Additionally, you can use my City State Encounters book and other supplements to provide you with further detailed advice on creating and running encounters in urban settings between adventures in your campaign. ~K)

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

Feel free to disagree; I actually prefer a City State campaign to all others when I have an unlimited amount of preparation time. But in this day and age when play time is short and at a premium, I find that the "town start" paradigm works better for most groups of players. See Part Four of this supplement for a primer on how to begin designing a City State of your own.

In the Castle Oldskull town-and-city designation system, I classify settlements as follows. This is a little more detail than

you will need at this time, but nevertheless you will find the following figures useful to keep in mind.

Most towns and cities will be populated by humans, unless you decide otherwise. There will be a scattering of the other allies and cast-offs of human society, namely dwarves, elves, gnomes, half-elves, half-ogres (perhaps), half-orcs, and halflings. If you want more exotic PC races to be included in your terrain, now is the time to consider them and to tentatively justify their presence. If you want lizard men, you'll probably want to put a town on your regional map that is situated close to a swamp. And if you want dark elves, you probably want to put in a seedy and dangerous town that is next to a netherworld entrance (such as a chasm or an abandoned mine). And so on, and so forth.

For all settlement populations, the count you will be calculating is a *total* of men, women and children, including both humans and demi-humans. (In most cities, and depending on your campaign, the population will be about 75%-90% human; but you can adjust these figures in accordance to your play style. Remember that the Player Characters will be an unusual group under any circumstances, likely going against the prejudicial and societal grain.)

When estimating settlement sizes based on population, I recommend an average family size of 5 persons per dwelling, which means we are estimating two parents and three youths (not necessarily children). That is a generic medieval family in a world where most peasants don't have reliable access to healing magic, and youth mortality is high. (Consider again the plague, monsters, and general post-plague environment.) Some households will have only one or two souls in them, and others will have nine or ten, perhaps two partial families living and working together. But the average on a broad scale will be 5 for our calculation purposes. That rule of thumb tends to even out in a reasonable manner when you're detailing any city or town.

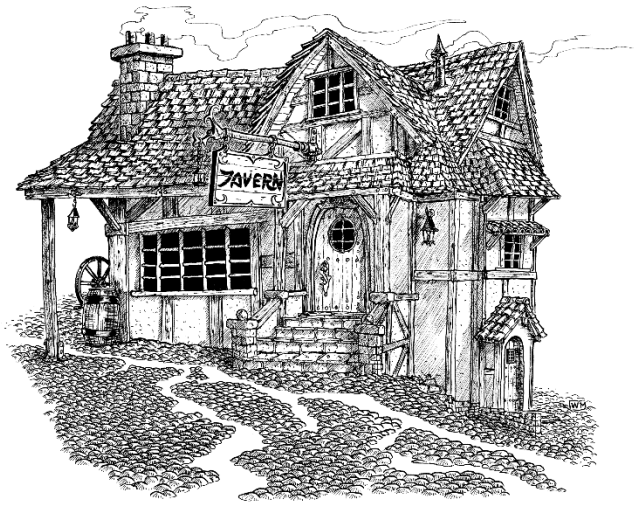
In general, settlements have arisen where there is fresh water, available food, and a defensible location. Sadly, in a fantasy world that has that decreased human population (which allows for all of those monster lairs and unknown realms ripe for exploration), vulnerable settlements are quickly wiped out. Wiped out settlements become ruins, dungeon entrances, undead breeding grounds, and/or monster lairs.

Surviving settlements will be situated on good terrain (for example, at the confluence of two rivers, or on a rocky prominence), and / or defended by arcane and divine protection. Small relatively unguarded settlements do still exist, but they are either (a) deep in civilized territory within a protected realm, or (b) about to get wiped off the map by evil forces … unless some heroes come along. That latter instance can always make for good adventure hooks, of course.

Settlements which are destroyed do not disappear overnight. They are either taken over by monsters (for example, orcs taking over a town and fortifying it and creating a crude unholy temple out of spiked timbers), or they become ruins atop subterranean cellars and undercrofts … being the "dungeons" which fill the world with monster-ridden and treasure-laden environments just waiting to be encountered by enterprising PCs.

Here is an overview of the surviving settlement sizes that I recommend. This system is a bit long the first time you review it, but I think you will find later on that its scale and comprehensiveness are very rewarding to your design efforts.

(Settlements are listed from the smallest surviving archetypes, up to the largest.)

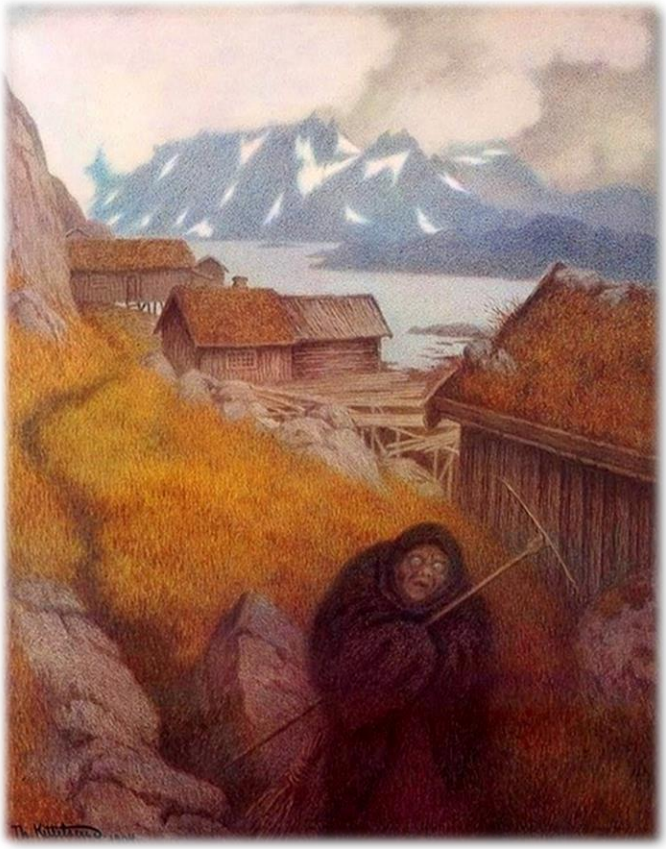



**Small Settlements**

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

This is a small and perhaps seasonally temporary locale. Population will range from 15 to 20 (which means 3 or 4 residences, considering our "rule of 5" household calculation). For random determination of the population size, you can use 1D6 + 14.

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



As far as services, the availability of tools, armor, weapons, and various pieces of adventuring equipment will be roughly as follows, unless the GM decides otherwise for any specific item: Common items (examples: shovel, padded armor, club, sack) have a 30% chance of being available for sale; Uncommon items

(crowbar, studded leather armor, battle axe, backpack) 20%; Rare items (thieves' tools, plate mail, two-handed sword, acid vial) 10%; and Very Rare items (magnifying crystal, field plate armor, long bow with 20 silver arrows, vial of fatal poison) 0%. The GM must decide how many of each item are available for sale, but it will almost never be more than 1D4.

You can override these general guidelines whenever you want, considering the nature of the place. A timber-focused establishment will have lots of axes; a skinning-focused building will have lots of knives and leather armor; a farming-focused building will have more food than you might otherwise expect; and so forth.

Supply replenishment rates are totally up to the GM, and there are too many factors for me to able to provide you much of a guideline; but in general, I would say that settlements are resupplied (in these calculation regards) about once every month (30 days). But when a scripted event occurs, such as a caravan or merchant train arriving at the GM's discretion, many supply replenishments would be automatically triggered at that tie.

**(II) Thorp**

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

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

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

**(III) Small Hamlet**

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

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

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

**(IV) Hamlet**

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

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

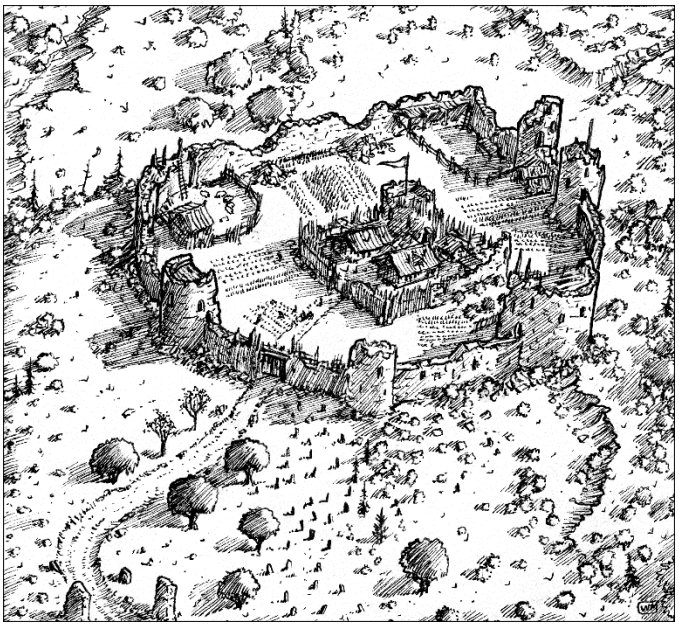
Availability of most basic non-magical items for purchase or trade: Common 60%, 3D4 available; Uncommon 50%, 2D4; Rare 25%, 1D6; Very Rare 15%, 1D4.

**Villages**

**(V) Small Village**

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

The layout of the village will depend on the denizens and the terrain. For example, the elven and half-elven hunters might live on the hilltop, while the humans live adjacent to the fields. Trades can cause this kind of clustering as well (e.g., the merchants live here and the shepherds live there). The village might even exist in the ruins of a formerly-conquered castle, offering a fair degree of protection.



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

**(VI) Village**

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

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

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

**Towns**

**(VII) Small Town**

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

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

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

**(VIII) Town**

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

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

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

**(IX) Large Town**

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

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

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

**Cities**

**(X) Small City**

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

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

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

**(XI) City**

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

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

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

**(XII) Large City**

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

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

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

**(XIII) Great City**

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

The city will be very confusing to newcomers, and will feature hundreds of streets. There will be an undercity (a subterranean locale where crime and black market services tend to thrive, as long as they don't break too many laws too

openly) and possibly an island (which serves as a stronghold, royal manorial residence, or perhaps even a plague prison). This type of city can almost never endure without a major river and access to the sea, or at least a great lake.

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

**(XIV) Incomparable City**

The center of your campaign most likely, and one of the largest and finest city states in the world. Population 62,000 to 100,000 (12,400 to 20,000 residences). For random determination, use (2D20 + 60) x 1,000. Always walled, and perhaps in concentric rings for additional fortification, depending on how quickly the city grew. If you want a population over 100,000, it can probably be justified; but I recommend keeping the city somewhat tumultuous and accepting of various alignments so that urban adventures (perhaps involving killing) can reasonably take place.

If you have a giant city with strict policing and complete intolerance for evil alignments, then hey, congratulations! You've just designed a perfectly logical and practical exercise in boredom as the center of your campaign. For the sake of your players, and the ideal of having fun in a game, you might want to rethink your design.

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

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

## II-6
## Settlement Traits

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

Personally, I prefer to make each settlement unique in some way, either its terrain, customs, superstitions, or reputation. You can roll 1D100 on the following table for some example "settlement traits" if you like … keeping in mind of course that you should either reroll unwanted results, or be ready to spring a surprise on your players. A city known for its assassins, for instance, is

probably not going to be a very nice place to visit!

**[01]** A certain kind of animal is beloved here, or even sacred (birds, cats, dogs, foxes, etc.).

**[02]** A certain monster type (dryads, lizard men, shape shifters, etc.) lives openly here, and they are peaceful with the populace.

**[03]** A certain type of plant grows in profusion here, and is celebrated (a flower type, healing herb type, "monstrous" plant type, etc.).

**[04]** A great battle took place here, and there is a monument, and it affects every aspect of life.

**[05]** A great event took place here (coronation, divine visitation, peace treaty, etc.), and there is a monument, and it affects every aspect of life.

**[06]** A renowned NPC lives here.

**[07]** Arguments and duels are a way of life here.

**[08]** Assassins are highly regarded, meaning this settlement has powerful nobles and a long history of two or more factions with hate one another. The vendettas and retribution killings may well go back for hundreds of years.

**[09]** Barbarians are highly regarded; the settlement will be unruly, and filled with taverns, brothels, arenas, and so forth.

**[10]** Canals are a prominent feature.

**[11]** Cavaliers are highly regarded; the settlement will either be the center of a knightly order, or (if too small for that) will be a site that was saved in the past by knights. In either instance, chivalry and honor will be deemed very important.

**[12]** Clerics are highly regarded, strong religious and ceremonial aspects.

**[13]** Druids are highly regarded; there will be sacred groves and nature festivals.

**[14]** Fighters are highly regarded; the settlement will be militant and well-guarded.

**[15]** Funerals and somber ceremonies are a way of life here.

**[16]** Gambling is a way of life here.

**[17]** Illusionists are highly regarded; this will be a city of entertainments, wonders, masquerades, jesters, and so forth.

**[18]** Mages are highly regarded; the common folk will greatly respect all spell casters, and those of arcane bent in particular. There will be one or more mage towers, depending on the size of the settlement.

**[19]** One of the settlement's types of services is very highly regarded (sage advice, theatrical performances, the pleasure industry, etc.).

**[20]** One of the settlement's types of trade goods is very highly regarded (food, drink, leathers, etc.).

**[21]** One or more hills are prominent features, or a great rocky outcropping (acropolis).

**[22]** Paladins are highly regarded; as for Cavaliers, above, but the settlement will also be Lawful and Good.

**[23]** Parties and celebrations are a way of life here.

**[24]** People here look strange due to a long-standing local custom (they all wear masks, everyone has clothes colored brightly on the left side and black on the other, etc.).

**[25]** People here look strange due to bloodlines and/or the possible influence of magic (everyone is blonde, everyone is very tall and thin, everyone has a severe aquiline nose, etc.).

**[26]** Rangers are highly regarded; the settlement will show a significant interest in hunts and herbalism, but also in border patrols, affairs involving invasions and migrations, and relations between borderlands and more civilized realms. If the settlement is in the middle of civilized territory, it has an ancestral reverence for to the "borderland" it once was.

**[27]** Something smells terrible here (alchemy stills, butcher works, forges, livestock, etc.).

**[28]** Something smells wonderful here (baked bread, flowers, perfumes, spices, etc.).

**[29]** Swamps are a prominent feature; this means that the settlement is known for its herbs, spices, or exotic animals.

**[30]** The gods are not worshipped here.

**[31]** The gods are only worshipped in private here.

**[32]** The majority of the populace is Chaotic Evil. Demons are worshipped here.

**[33]** The majority of the populace is Chaotic Good. Authority is stronghold questioned here, and non-violent resistance to laws (or even royal visits) is common.

**[34]** The majority of the populace is Chaotic Neutral. The Peganan Mythos (refer to my supplement PM1) may be openly worshipped here.

**[35]** The majority of the populace is Lawful Evil. Laws are fiercely strict, and minor crimes carry the death penalty (probably in an indirect way, such as through arena death matches).

**[36]** The majority of the populace is Lawful Good. Law is divine here, and the settlement may be visited (yearly?) by the avatar of a deity.

**[37]** The majority of the populace is Lawful Neutral. Laws are strict, but sentences tend to be fair. The magistrates, courts, and councils of elders likely preside here.

**[38]** The majority of the populace is Neutral Evil. The Great Old Ones might well be worshipped here.

**[39]** The majority of the populace is Neutral Good. All people are welcome here, but the populace is vigilant and well able to defend itself.

**[40]** The majority of the populace is True Neutral. The influence may be hierophantic (druids), monastic (monks of a non-martial philosophy) or even animalistic (the worship of animals and animal spirits, in supersedence of mortal law).

**[41]** The merchants here are corrupt, wealthy, and highly influential.

**[42]** The merchants here are honest to a fault. There might be a legal, fear-based, or underworld explanation for their curious scruples.

**[43]** The people here are known for their charming behavior.

**[44]** The people here are known for their very rude behavior.

**[45]** The people here think appearances mean everything, and dress far beyond their station.

**[46]** The people here think appearances mean nothing, or must be controlled; and there are sumptuary laws and very few displays of extravagance.

**[47]** The people worship a single mythos (Celtic, Greek, Norse, etc.).

**[48]** The people worship two mythoi, which were associated in real-world history (Babylonian-Sumerian, Central American-Native American, Greek-Roman, etc.).

**[49]** The people worship two or more different mythoi, and they are wildly different (for example, Finnish and Chinese). There are two populations, one of which is regarded as the immigrants / outsiders / untouchables.

**[50]** The ruler here is beloved, and the people are fanatically loyal.

**[51]** The ruler here is hated, and is of the opposite alignment when compared to the majority of the populace.

**[52]** The settlement has a famous / renowned type of useful animal it is known for (falcons, hunting hounds, riding horses, speaking ravens, war dogs, etc.)

**[53]** The settlement has a barely-hidden problem, which is surprising to foreigners (such as in a Lawful Good community, or a religious center which is against the exhibited behavior). Examples include beggars everywhere, disease everywhere, dead people in the streets, dueling to the death is legal, there is trash and filth everywhere, prostitution is rampant, and so forth. The exact issue is up the GM, as is the reason why it is instituted and protected here. It may be the result of a curse, mind control, oath, tradition, or even a situation where an isolated culture sincerely believes that the thing in question is perfectly normal.

**[54]** The settlement is built atop caverns, which might not be abandoned.

**[55]** The settlement is built atop vast ruins, which comprise an undercity.

**[56]** The settlement is highly magical (in the clouds, protected by a magical barrier, etc.).

**[57]** The settlement is home to a famous bloodline or family.

**[58]** The settlement is physically divided (by a river, wall, etc.).

**[59]** The settlement is very peaceful, and there are strict laws against violence and crime.

**[60]** The settlement is very violent and dangerous.

**[61]** The settlement was recently damaged (by violence, fire, storms, magic, etc.).

**[62]** The streets are very straight and orderly, implying the settlement was carefully planned out in advance.

**[63]** The streets are winding and wildly different from one another, implying that the settlement grew in surges and there has not been a major urban fire since.

**[64]** The use of magic is frowned upon, and superstitious people will become nervous or agitated.

**[65]** The use of magic is welcomed and encouraged, as long as it isn't violent.

**[66]** There are beautiful artworks and / or a monument here.

**[67]** There are major fortifications here which may seem excessive to foreigners. Even if the settlement is just a thorp, it has a ditch and a barrier-wall of sharpened timbers.

**[68]** There are mineral healing springs here.

**[69]** There are renowned artisans of one kind here (actors, painters, sculptors, etc.).

**[70]** There are renowned tradesmen of one kind here (armorsmiths, shipwrights, weaponsmiths, etc.).

**[71]** There is a great statue here, or a large number of lesser statues (magical and animated, honoring heroes, ancient and of unknown meaning, etc.).

**[72]** There is a great temple here (or the ruin of one).

**[73]** There is a major tomb here, such as a mausoleum, necropolis, or heroic funerary monument.

**[74]** There is a powerful and renowned guild here (Adventurers' Guild, trade guild (wool, dyes, etc.), or a Professional Guild (Warriors, Mercenaries, etc.).

**[75]** There is a renowned sage here.

**[76]** There is a sacred grove or forest here.

**[77]** There is a strange taboo here (do not speak during daylight, for instance) that can be very dangerous to foreigners (do not speak during daylight because that caused this city to be wiped out by the inter-dimensional horrors a century ago).

**[78]** There is an important institution of knowledge here (an archive, library, scholomance (school of magic), university, etc.)

**[79]** There is some kind of lower class subculture here, which no one talks about (beggars, plague victims, refugees, etc.).

**[80]** Thieves are highly regarded; this city will be wealthy and with very disparate conditions between rich and poor. The real battle will be not only between the guards and the thieves, but between freelance thieves and organized crime (the Thieves' Guild).

**[81]** Tourism and foreign commerce are a way of life here. (If there is no useful resource here, then the "tourists" are likely peregrines / pilgrims, coming to worship an ancient shrine, reliquary, site of ceremonial importance, etc.).

**[82]** When first approached, the settlement will be experiencing or recovering from a disaster of some kind (earthquake, fire, flood, plague, siege, etc.)

**[83]** The settlement has unusual dwellings and households (on stilts, with roofs open to the sky, every residence has a sacred offering pool, etc.).

**[84]** The settlement has unusual inns and taverns (no dwarves allowed and they have separate establishments, animals are allowed or even expected, bunking with strangers is the local custom, etc.).

**[85]** The settlement has unusual government buildings (with magical glass-steel windows, ancient ruins kept somewhat viable out of tradition, steampunk buildings from another dimension, etc.).

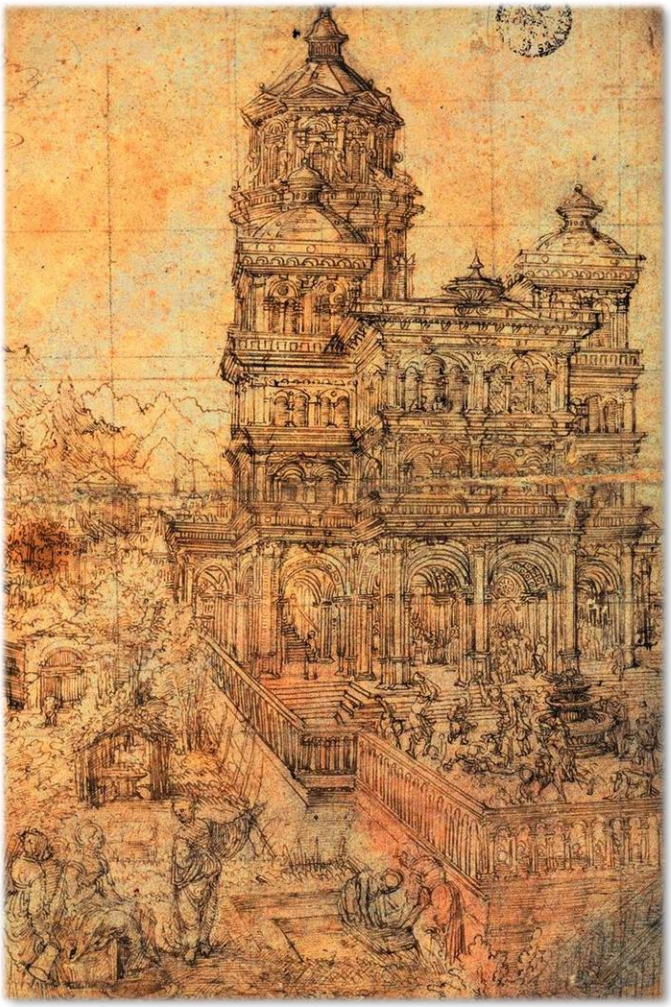
**[86]** The settlement has unusual locales for powerful or influential personages (towers filled with guardian beasts, moored airships, invisible buildings surrounded by hedge mazes, etc.).

**[87-95]** Roll twice, ignoring results above 86.

**[96-00]** Roll three times, ignoring results above 86.

And do feel free to put unusual cities and villages in unexpected places, especially

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



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

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

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

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

And should you design those cities in detail now if you don't have to? No. Instead, cities should be very generally described, and their details and personages should evolve through play as a result of adventure hooks and random encounters. Don't ever spend months designing something that is not a dungeon if you don't have to … your players might not appreciate your work, which will then be wasted. Keep in mind the precepts of the game, and the expectations of your players. This is not a medieval simulation, it's a set of quick action backdrops for episodic adventure play. Stay on target!

# II-7

# Placement of Cities and Major Terrain Features

And where do you place these misty cities? Unless your world is filled with extreme levels of magic, cities should almost always be placed upon a sea coast, a great lake coast, and/or a river bank. Medieval infrastructure and a population of many thousands will both demand at least one major water source, plain and simple. Larger cities should probably be situated at river confluences (where two rivers merge) or at river deltas (where the river meets a great lake or sea).

If by some twist of fate your selected starting region includes no shorelines and no rivers, you need to design a new major river right now. Make the river curve across most of your detail map, and then add a corresponding to-scale major river in the appropriate spot on your world map. If you want to include three cities on such a map, you will probably want to create one or two additional branches for your river as well; otherwise you might run out of water to center your cities upon.

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

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

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

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

You should make an exception if a village is going to be a potential target for an early adventure; for example, a haunted village where dark rituals are occurring, or a plague village where undead are arising. But in these cases the village is more of an adventure site than a settlement.

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

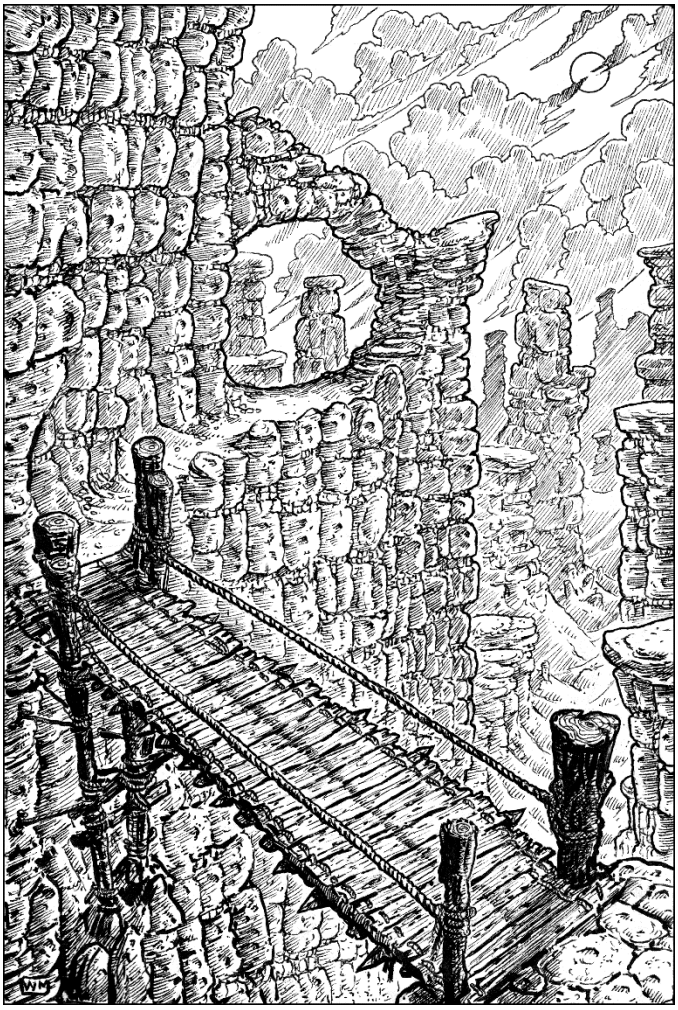
Whatever you do, however, you probably *don't* want the starting town to have easy access off of the map, because that means your players will make their characters wander off the map early on … and then you have a "I need to design more right away" problem yet again! Shoot for something in the middle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

## II-8

## Running the Roads

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

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



Roads make a lot of sense, but they imply a direction of travel, and travel from one civilized location to the next. Those aren't ideals that you want to emphasize during adventure play. Instead, consider the plague history which has depleted the

world's population, which means that you can make lots of dead end roads, roads to monster-filled ruins, overgrown roads, roads to nowhere, and so forth. Use roads as an adventure opportunity when you can.

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

# II-9
# Filling in the Terrain

The next step is to fill the map in with other types of terrain, besides rivers and mountains. Your goals here are twofold: [1] to diversify both the number and type of adventure opportunities which the characters can experience in the wilderness; and [2] to include as many terrain types as realistically possible. If you manage to include *all* of the different terrain types, that's great, because wilderness encounters with monsters are driven by terrain type, and diversity in monster encounters gives the game much of its character. Having a region that's "all forest" might sound cool at the start, but once you realize that this design cuts about 50% of the game's monsters out of the mix, it becomes less cool over time.

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

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

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

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

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

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

**[4]** Put in some **hills** at the edges of your mountains. Unless you want the "Himalaya effect" (where mountains shoot out almost vertically from sea level), or to illustrate a cliff face, I recommend putting hills around virtually all of your mountain ranges. Mountains placed immediately next to a seashore, plain, swamp, depression, wasteland, etc. imply a significant cliff drop. This isn't bad, but you should definitely keep it in mind.

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

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

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

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

**[8]** The next step is to put in some **wastelands**. Remember, wastelands are not just deserts; they can be salt flats, poisoned ground, accursed ground, magically-afflicted land, rain shadow hollows, dead valleys, or whatever. Wastelands are basically plains where the majority of humans don't want to live, because the conditions are too harsh. Humanoids and monsters therefore dwell there by default.

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

**[9] Optional:** Do you have any room left for new terrain on your region map? Because there is also a special terrain type, **depressions**, which you may want to add to your map (particularly in wide expanses of mountains or plains).

Depressions are lowlands where the terrain descends, either gradually or abruptly. Examples of depressions include valleys, gorges, chasms, canyons, rifts and "dead" seas.

I make them optional for your first detail map design, because changes in elevation on a flat map can be confusing and your mind is probably already whirling with all of the detail I'm throwing at you!

# II-10

# Placing the Danger Zones

The last touch your map needs, before we move on to more textual subjects concerning the starting realm, is a scattering of **danger zones**. A danger zone can be anything you want it to be: a dungeon, a mega-dungeon, a magical gate, a ruined castle, an abandoned town, a mine, an evil temple, a cave system, a dragon's lair, a humanoid warren, a lost graveyard, or whatever. (See the list of Realms of Entropy later in in this book, if you would like to have wilderness-themed danger zones with unusual themes.) You don't even need to know right away *what* these dangerous places are; you just need

to know *where* they are. Keep in mind that some of these zones might even be underwater, or invisible, or fading in and out between dimensions, or (in the case of deceptively alluring mirages, airships, or cloud castles) up in the sky!

Danger zones should frequently, but not always, be situated away from your population centers. If a danger zone is *too* close to a city, it is usually (realistically speaking) either wiped out by soldiers, or it wipes out the city. You can, however, place careful exceptions; a classic one is a haunted house or tower atop a hill, looming over a town, which no sane person enters because the place is known to be cursed.

Danger zones can also be hidden, underground, hidden in "abandoned" ruins, veiled by illusion, or even future-emergent (for example, "There's nothing here yet, but when it comes, the invading goblin horde is going to burrow out of the ground right *here*.")

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

If you need help coming up with an evocative idea for a danger zone besides merely thinking, "It's a dungeon," (but what kind?) I recommend using the following D1000 table for random selection. You can roll 1D4 times for a single site if you'd like even more variation, resulting in interesting combinations.

**[001 to 004]** Abandoned Farmhouse(s)

**[005 to 008]** Abattoir / Slaughterhouse

**[009 to 012]** Abbey

**[013 to 016]** Abyss

**[017 to 020]** Abzu (primal subterranean ocean)

**[021 to 024]** Active Volcano and Lava Tubes

**[025 to 028]** Aeolian Caves

**[029 to 032]** Aerariums and Treasure Vaults

**[033 to 036]** Aeries

**[037 to 040]** Alchemical and Magical Laboratories

**[041 to 044]** Altars and Shrine Chambers

**[045 to 048]** Anchialine Caves

**[049 to 052]** Anchorage

**[053 to 056]** Aqueducts and Bridges

**[057 to 060]** Archives and Libraries

**[061 to 064]** Archmage's Tower

**[065 to 068]** Arena / Colosseum

**[069 to 072]** Armories and Forges

**[073 to 076]** Arsenals and Forges

**[077 to 080]** Artificial Netherworld of Enchanted Grottoes

**[081 to 083]** Ash Pits and Cinder Caverns

**[084 to 086]** Assassins' Guild Hall

**[087 to 089]** Bandit / Brigand / Pirate Hideout

**[091 to 092]** Barbicans and Gatehouses

**[093 to 095]** Barracks and Bedchambers

**[096 to 098]** Barrow Mounds and Tumuli

**[099 to 101]** Bastions, Bulwarks and Guardian Halls

**[102 to 104]** Beacon / Lighthouse

**[105 to 108]** Beast Dens and Monster Lairs

**[109 to 112]** Beast Tamers' Pens and Pits

**[113 to 116]** Bone House and Burial Pits / Vaults

**[117 to 120]** Bottomless Pits

**[121 to 124]** Buried Ruined City

**[125 to 128]** Buried Ruined Stronghold

**[129 to 132]** Buried Ruined Temple

**[133 to 136]** Buried Treasure Complex

**[137 to 140]** Burrows and Warrens

**[141 to 144]** Cages and Slave Pits

**[145 to 148]** Cairns and Subterranean Shafts

**[149 to 152]** Canals and Ruined City

**[153 to 156]** Canyon and Wind Caves

**[157 to 160]** Canyonlands Labyrinth

**[161 to 164]** Carved Cave City

**[165 to 168]** Cascades, Pools and Waterfalls

**[169 to 172]** Castle or Stronghold

**[173 to 176]** Catacombs and Tombs

**[177 to 180]** Caves and Caverns

**[181 to 184]** Cellarage and Foundations

**[185 to 187]** Cells and Gaol Chambers

**[188 to 190]** Cesspits and Cesspools

**[191 to 193]** Chapel and Undercroft

**[194 to 197]** Chapter House

**[198 to 201]** Chasm Bridges and Drawbridges

**[202 to 204]** Clan Halls / Demi-Human Enclave

**[205 to 208]** Chasms

**[209 to 211]** Church or Cathedral

**[212 to 214]** Cisterns, Wells, and Reservoirs

**[215 to 217]** Citadel / Fortress

**[218 to 220]** Clan Hold / Subterranean Demi-Human Stronghold

**[221 to 223]** Cliff Face Caves and Dwellings

**[224 to 226]** Cloaca and Sewer Passages

**[227 to 229]** Cloud Castle

**[230 to 232]** Clutches and Mazelike Forest Paths

**[233 to 235]** Collapsing Dungeon Level

**[236 or 237]** Colossal Marching City

**[238 or 239]** Colossal Marching War Machine

**[240]** Crashed Spaceship

**[241 to 243]** Crater and Burrows

**[244 to 246]** Crematoriums

**[247 to 249]** Crowdes and Secret Crawlspaces

**[250 to 253]** Crystal Caves and Gardens

**[254 to 256]** Cysts, Hollows and Voids

**[257 to 260]** Death Maze / Proving Grounds

**[261 to 264]** Delves and Mine Shafts

**[265 to 268]** Deserted Lake / Raft Town

**[269 to 272]** Deserted Plague City

**[273 to 276]** Deserted Plague Town

**[277 to 280]** Deserted Plague Village

**[281 to 284]** Dolorous Garde

**[285 to 288]** Domed City of Enchantments

**[289 to 292]** Donjons and Tower Strongholds

**[293 to 296]** Dormant Volcano and Lava Tubes

**[297 to 300]** Dragon's Lair and Surrounding Labyrinth

**[301 to 304]** Drowning Pools, Cenotes and Sacrificial Caves

**[305 to 308]** Dungeon Cells and Torture Chambers

**[309 to 312]** Echo Chambers and Wind Tunnels

**[313 to 316]** Eerie Island

**[317 to 320]** Elemental Vortex of Air

**[321 to 324]** Elemental Vortex of Ash

**[325 to 328]** Elemental Vortex of Dust

**[329 to 332]** Elemental Vortex of Earth

**[333 to 336]** Elemental Vortex of Fire

**[337 to 340]** Elemental Vortex of Lightning

**[341 to 344]** Elemental Vortex of Magma

**[345 to 348]** Elemental Vortex of Mist

**[349 to 352]** Elemental Vortex of Mud

**[353 to 356]** Elemental Vortex of Steam

**[357 to 360]** Elemental Vortex of Water

**[361 to 364]** Enchanted Garden / Hedge Maze

**[365 to 368]** Enchanted Labyrinth

**[369 to 372]** Endless Labyrinth of Corridors

**[373 to 376]** Endless Stair and Side Galleries

**[377 to 380]** Entrance to the Hollow World

**[381 to 384]** Erosional Caves

**[385 to 388]** Excavations and Revealed Colossal … ?

**[389 to 392]** Execution Chambers and Mass Graves

**[393 to 396]** Extinct Volcano and Lava Tubes

**[397 to 400]** Faerie Manor of the Unseelie Court

**[401 to 404]** Flying City / Laputa Shard

**[405 to 408]** Forbidden Oracle and Sanctuaries

**[409 to 412]** Forbidden Stronghold of Madness

**[413 to 416]** Forgotten City

**[417 to 420]** Fountain Halls and Enchanted Pools

**[421 to 424]** Fracture Caves

**[425 to 428]** Fractures in Reality / Planar Maelstrom

**[429 to 432]** Fungal Caverns

**[433 to 436]** Fungal Forest Labyrinth

**[437 to 440]** Fungariums and Mushroom Gardens

**[441 to 444]** Gargantuan Spider Web

**[445 to 448]** Gates of Hell

**[449 to 452]** Geyser Pits and Cauldrons

**[453 to 456]** Ghost Ship

**[457 to 460]** Ghost Tower

**[461 to 464]** Giant Insect Colony

**[465 to 468]** Glacial Rift (or Magical Ice Rift) and Ice Caves

**[469 to 471]** Goblin Market and Subterranean Neutral Ground

**[472 to 474]** Graveyard and Crypts

**[475 to 477]** Great Inn / Hunting Lodge

**[478 to 480]** Great, Resplendent Underground Empire (GRUE)

**[481 to 483]** Great Sphinx and Interior Chambers

**[484 to 486]** Halls of a Knightly Order

**[487 to 489]** Hanging Gardens

**[490 to 492]** Haunted Battleground and Sappers' Tunnels

**[493 to 495]** Haunted Forest Grove(s)

**[496 to 499]** Haunted House / Mansion

**[500 to 502]** Haunted Palace

**[503 to 505]** Hollow Hill of Graves and Warrens

**[506 to 508]** Hollow World Threshold to the Planet's Core

**[509 to 511]** Ice Caves

**[512 to 514]** Illusory Terrain / Caves of Illusion

**[515 to 517]** Insane Asylum

**[518 to 520]** Inside of a Colossus

**[521 to 524]** Inside of a Dreamer's Mindscape

**[525 to 528]** Inside of a Gargantuan Creature

**[529 to 532]** Inside of a Madman's Mindscape

**[533 to 536]** Island Chain

**[537 to 540]** Isolated Hovel

**[541 to 544]** Isolated Plateau / Lost World Mountaintop

**[545 to 548]** Jungle / Vine-Filled Caves

**[549 to 552]** Karst and Limestone Caves

**[553 to 556]** Labyrinthine Swamp Paths

**[557 to 560]** Lava Tubes and Cysts

**[561 to 564]** Limestone Caves

**[565 to 568]** Littoral Caves

**[569 to 572]** Living / Animated Demon House

**[573 to 576]** Lost City

**[577 to 580]** Lost World Valley

**[581 to 584]** Lovecraftian / Dunsanian Dreamlands

**[585 to 588]** Lyceum / Sacred Archive

**[589 to 592]** Machine World / Fallout Shelter

**[593 to 596]** Mad City of the Yellow Sign

**[597 to 600]** Mad Wizard's Labyrinth

**[601 to 604]** Maelstrom / Whirlpools

**[605 to 608]** Magical Realm

**[609 to 612]** Magma Caverns

**[613 to 616]** Manor House / Mansion and Secret Passageways

**[617 to 620]** Mausoleum

**[621 to 624]** Maze of the Mad God

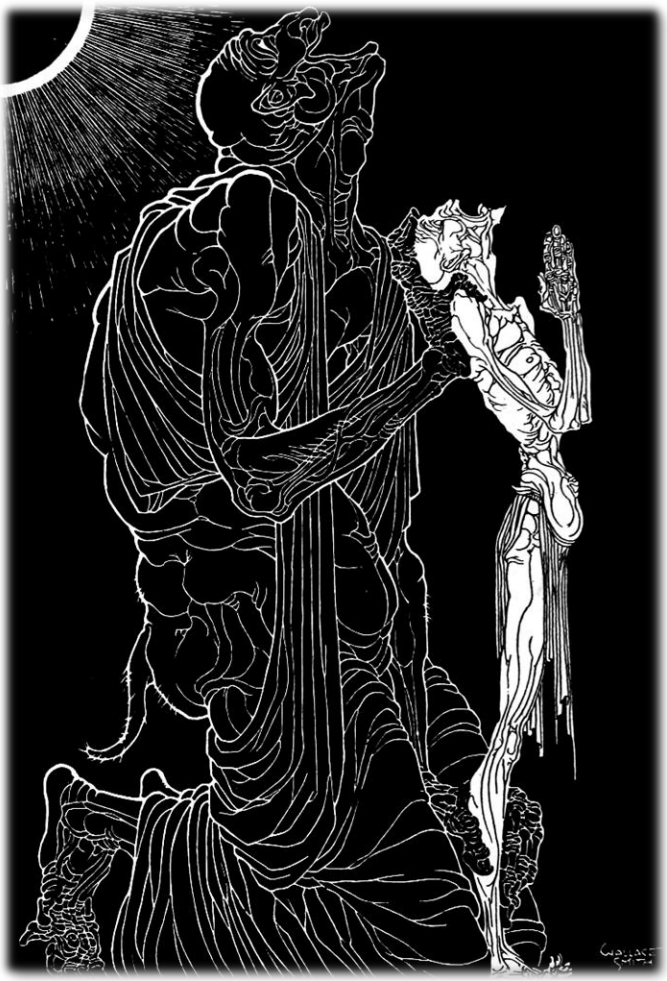
**[625 to 628]** Mi-Go Colony

**[629 to 631]** Mighty Elven Redwood Tree Fortress

**[632 to 634]** Mirrored Halls and Ballrooms

**[635 to 637]** Moats and Moathouse

**[638 to 640]** Monastery



**[641 to 643]** Mortuary

**[644 to 646]** Mountaintop Aeries

**[647 to 649]** Mud Volcano

**[650 to 652]** Museum of Eternal Ages

**[653 to 656]** Museum of Other Worlds

**[657 to 660]** Narrow Mountain Passes

**[661 to 664]** Necropolis

**[665 to 668]** Netherworld / Underworld

**[669 to 672]** Nightmare Labyrinth ("Hut") of Baba Yaga

**[673 to 676]** Nightmare Realm / Domain of Shadow

**[677 to 680]** Nunnery

**[681 to 684]** Oasis and Surrounding Fortifications

**[685 to 688]** Outpost of Alien / Dimensional Invaders

**[689 to 692]** Outpost / Walled Village

**[693 to 696]** Planar Nexus of Chaos

**[697 to 700]** Planar Nexus of Evil

**[701 to 704]** Planar Nexus of Good

**[705 to 708]** Planar Nexus of Law

**[709 to 712]** Planar Nexus of Neutrality

**[713 to 716]** Poison Garden Hedge Maze

**[717 to 720]** Primary Caves

**[721 to 724]** Prison

**[725 to 728]** Pyramid

**[729 to 732]** Quagmires and Quicksand Pits

**[733 to 736]** Reef and Coral Caves

**[737 to 740]** Reflecting Pools and Divination Chambers

**[741 to 743]** Riverbank Dwellings

**[744 to 746]** Ruined Asylum

**[747 to 749]** Ruined Bathhouse / Monumental Architecture

**[750 to 752]** Ruined Building(s)

**[753 to 755]** Ruined City

**[756 to 758]** Ruined Colosseum and Underworks

**[759 to 761]** Ruined Guild Hall

**[762 to 765]** Ruined Manor House / Mansion

**[766 to 768]** Ruined Moathouse

**[769 to 772]** Ruined Palace

**[773 to 776]** Ruined Prison

**[777 to 780]** Ruined Pyramid

**[781 to 784]** Ruined Scholomance (School of Magic)

**[785 to 788]** Ruined Stronghold / Castle

**[789 to 792]** Ruined Temple / Fane

**[793 to 796]** Ruined Tower

**[797 to 800]** Ruined Town

**[801 to 804]** Ruined Village

**[805 to 808]** Ruined Ziggurat

**[809 to 812]** Runic Chambers and Mosaic Halls

**[813 to 816]** Sacred Faerie Manor

**[817 to 820]** Salt Caves

**[821 to 824]** Sand-Filled Caves

**[825 to 828]** Scholomance (School of Magic)

**[829 to 831]** Scrapheaps and Junk Chambers

**[832 to 834]** Sea Caves and Tidepools

**[835 to 837]** Sea of Grass, Windswept Labyrinth

**[838 to 840]** Seismic Caverns

**[841 to 843]** Shipwreck / Airship Wreck

**[844 to 846]** Sinkholes and Collapsing Caverns

**[847 to 849]** Slime Pits and Sludge Cisterns

**[850 to 852]** Solutional Caves

**[853 to 856]** Spires, Shafts and Elevators

**[857 to 860]** Standing Stones and Druidic Underhalls

**[861 to 864]** Steading / Great Lumber Stockade

**[865 to 868]** Steam Geyser Mound / Steam Volcano

**[869 to 872]** Steam Vents and Clockwork Corridors

**[873 to 876]** Strip Mine / Quarry and Precarious Excavations

**[877 to 880]** Subterranean Canals and Waterwheels

**[881 to 884]** Subterranean Lost World

**[885 to 888]** Subterranean Reservoir and Shadowed Isles

**[889 to 892]** Subterranean Stronghold

**[893 to 896]** Subterranean Temple

**[897 to 900]** Sunken Caves

**[901 to 904]** Sunken City

**[905 to 908]** Sunken Stronghold

**[909 to 912]** Sunken Temple

**[913 to 916]** Sunless Sea and Netherworld Islands

**[917 to 920]** Swarm Hives

**[921 to 924]** Talus Caves

**[925 to 928]** Temple or Fane

**[929 to 932]** Thieves' Guild Hall

**[933 to 936]** Tholoi / Interconnected Surface Tombs

**[937 to 940]** Tiered Pools and Cascade Vaults

**[941 to 943]** Trap Doors and Puzzle Cells

**[944 to 946]** Trenches and Siege Works

**[947 to 949]** Trophy Halls and Hunting Labyrinth

**[950 to 952]** Undercity (Directly Below City)

**[953 to 955]** Underground City of the Dark Elves

**[956 to 958]** Underground City of the Deep Dwellers (Humans)

**[959 to 961]** Underground City of the Deep Ones

**[962 to 964]** Underground City of the Dvergar

**[965 to 967]** Underground City of the Dwarves

**[968 to 970]** Underground City of the Netherworld Gnomes

**[971 to 973]** Underground Kingdom

**[974 to 976]** Underground Lake

**[977 to 979]** Underground River's Course

**[980 to 982]** Underground Swamp and Quicksand Caves

**[983 to 985]** Underhalls / Subterranean Manor House

**[986 to 988]** Wasteland and Ancient Canals and Underworks

**[989 to 991]** Waterfall and Tidal Cliffs

**[992 to 994]** Wells, Cisterns and Reservoirs

**[995 to 997]** Wonderland / Looking-Glass Land

**[998 to 000]** Ziggurat

## II-11

## The Size of the Realm

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

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

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

## II-12

## Realm Overview: The Realm Detail Dossier

As you work through all of the details surrounding your starting realm, you will want to develop an organized written overview, which I call a Realm Detail Dossier (RDD). The RDD serves to collect all of the information needed to ensure that your starting campaign region is ready for play. It is not just a fill-in-the-blank form; it's basically a full design document which any GM could use to run your detail map for a group of players. In the beginning, you will only need an RDD for your starting realm.

As the campaign progresses, you will probably develop additional RDDs for adjacent realms, and you can (if you have the time and inclination) outline your entire game world at this level of detail to create a vibrant, virtually endless milieu which will serve you as a game world for years or even decades to come. (Most published settings are detailed at hits

level.) A world overview at the RDD level can easily exceed 1,000 manuscript pages in length; so it's *not* something you want to do entirely just yet! Focus solely on the one RDD for your starting region for now.

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

**Elements of the Realm Detail Dossier**

**(I) Overview**

**Realm Name:** The name you give your civilized region (for example, mine is "Golthorion"). If the realm has a more ancient name, you may consider that as well.

**Realm Type:** The size and power classification of the realm (Duchy, March, County, Barony, etc.). If you wish, you can also write in the realm which this realm is ultimately ruled by (e.g., a nearby King in a Kingdom, whom a Baron owes fealty to).

**Political Power:** The relative importance of the realm, enumerated between I (inconsequential) to XIV (world-dominating).

**Resources:** The number and type(s) of valuable commodities which the realm produces. These are general considerations such as food, metals, lumber, and so forth.

**Resource Detail:** A further elaboration of the realm's resources. For example, if one of the realm's resources is gold, this section will list the quality of the ore and the other metals found in the realm's gold mines.

**(II) Landscape**

**Predominant Terrain:** The terrain type that covers the majority of the realm's land area.

**Coasts:** Here you can note whether the realm borders an ocean, sea, inland sea and/or great lake.

**Forests:** Any names for the realm's forests, if any, can be listed here.

**Hills:** The names of various hill ranges.

**Lakes:** The names of any lakes. This section can also be used for other significant bodies of fresh water, such as artificial canals or reservoirs.

**Mountains:** The names of various mountain ranges.

**Plains:** The names of plains and grasslands.

**Rivers:** The names of major rivers. You can also record whether a river's source and/or mouth is found within the realm, or elsewhere. The direction of flow (south, southeast, etc.) can be listed as well.

**Swamps:** The names of any swamps.

**Wastelands:** The names of any deserts or wastelands. You may also wish to specify whether a significant portion of the realm's resources (gold, jewels, etc.) are located in the wastelands, which can make extraction more difficult and more threatened by monsters.

**(III) Ruler**

**Title:** The title of the realm's ruler (Duke, Marquis, Count, Baron, etc.). You may also wish to note if the ruler is a descendant in a continuing bloodline (III, IV, etc.), or the first of his / her ancestral line.

Remember too that the implied setting for old school gaming is a hodgepodge of city states and feudal states, surrounding (or built over) a lost, receding, decadent, or crumbling empire. This means that you'll have Barons who pronounce a rank in a hierarchy, without being subservient to (for example) a nearby Duke or King. Just because a noble is subservient to other nobles by implication does, *not* mean the weaker ruler is answerable to superiors! You will decide if those relationships exist, but you're not obligated to assume that they do.

**Hierarchy:** The relative power hierarchy of the ruler, enumerated between I (minor knight) and XIV (emperor). Power hierarchy reflects the realm importance, and determines the ruler's experience level.

**Class:** The class of the realm's ruler (cleric, fighter, etc.).

**Level:** The experience level of the realm's ruler.

**Alignment:** The alignment of the realm's ruler. Note that the ruler's alignment also affects the predominant alignment of the realm's human population.

**(IV) Population**

**(IV-a) Human Population:** The total number of humans who live in the realm.

**(IV-b) Demi-Human Population:** The total number of demi-humans who live in the realm.

**Dwarves:** The number of dwarves in the realm. You can also include their individual or maximum enclave populations if you so desire. If you wish, you can have sub-numbers for sub-races (hill dwarves, mountain dwarves, etc.).

**Elves:** The number of elves in the realm. Sub-races (faerie, sea, sylvan) and half-elven populations can be further delineated as well.

**Gnomes:** The number of gnomes in the realm. Sub-races (burrow gnomes, deep gnomes, forest gnomes, etc.) can be delineated.

**Halflings:** The number of halflings in the realm. You can also summarize the number of shires if you like; halflings tend to gather in pastoral areas of several hundred to 2,000 individuals. They're usually too rural-minded to make unified settlements larger than that.

**(IV-c) Humanoid Population:** The total number of humanoids who dwell in and below the realm (including major dungeon, ruin and netherworld populations). This number includes all of the humanoid races listed below, as well as any other personal favorites you want to include.

**Beastmen:** The number of beastmen in the realm. Beastmen are animal-man hybrids which tend to be barbaric and dangerous, but not necessarily evil. For each humanoid race, you can also include their major lair populations if you so desire.

If you have unique humanoids you want to use in your campaign, "Beastmen" can be replaced with "Those Weird Guys I Want in My Game" at this time.

**Bugbears:** The number of bugbears in the realm. These are large, furry goblins.

**Frogmen:** The number of frogmen in the realm. Frogmen are typically evil, but may also represent humans which are being corrupted by Deep Ones.

**Gnoles:** The number of gnoles in the realm. Gnoles are fanged and clawed beastmen, and may be part dog (Cynocephali), hyena, wolf, etc.

**Goblins:** The number of goblins in the realm. Goblins are small darkness-loving humanoids who are dangerous in large numbers.

**Headless Ones:** The number of headless ones (Acephali) in the realm. These fanged monsters tend to be rare, and are alluded to in Greek mythology and other sources. They are used in the World of Oldskull campaign, but in your own campaign you

can use this "slot" for a differing and unique humanoid race of rare or very rare frequency that you want to include.

**Hobgoblins:** The number of hobgoblins in the realm. These are larger, more aggressive, and more militant and organized goblins.

**Kobolds:** The number of kobolds in the realm. These are small mine-dwelling humanoids which are related to goblins.

**Lizard Men:** The number of lizard men in the realm. Lizard men are cultic, shamanic creatures which tend to be either Savage (unable to speak, superstitious, vulnerable to potential corruption, and violent), or Tribal (speaking, using weapons and armor, and possibly willing to trade with demi-humans … or maybe humans from time to time).

**Orcs:** The number of orcs in the realm. Orcs are vile, aggressively nasty humanoids which appear to be swine-human or boar-human (tusked) hybrids.

**(V) Human Population Centers**

**Cities:** The number of cities and/or City States in the realm, and their populations.

**Towns:** The number of towns in the realm, and their populations.

**Urban Population:** The sum of all of the city and town populations.

**Rural Population:** The total population of the realm, minus the urban population.

**Starting Town:** The name of the town where the Game Master will begin the campaign.

**(VI) Human Alignment Distribution**

**Predominant Alignment:** The alignment of the ruler, and the alignment of most of the human population.

**Human Population Alignment Spread:** The following figures provide firm estimates of the number of humans of each alignment who are present in the realm.

**Chaotic Evil:** The number of chaotic evil humans in the realm. You can also include the percentage of the total populace who are chaotic evil, if you desire.

**The 8 Other Alignments:** (etc.)

**(VII) Beasts & Monsters**

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

**Known Dragons:** The numbers of each dragon species present in the realm. If you wish, you can also determine their age categories and give them names.

**Common Encounters:** The following sections are used to list the most commonly encounter major encounters in the realm, by terrain. Note that trivial and incidental encounters with non-threatening beasts are typically not represented in the game.

**Forests:** The most common beasts, demi-humans, significant human types, humanoids and monsters found in the realm's forests.

**The Other Terrain Types:** (etc.)

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

# Part Three: A Realm Worthy of Play

**Manifesting the Dream World**

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

There is a haphazard and wild balancing act in designing a game world for play. Fiction writers (and some readers) tend to focus too much on NPCs and the past, to the exclusion of PCs and the future. Historians focus on realism, poo-pooing the fantastical, and game quality suffers as a direct result. Gonzo gamers focus on crazy ideas, but the chaos doesn't hold together on a cohesive world scale. And level-headed GMs often throw their hands up in despair at the sheer amount of design work involved. All of these approaches require separate cautions, encouragements, and curtailments to expectations to be kept on track. Anyone can design a game world for themselves, given an unlimited amount of time; it's the needs to design a useful game world for *others*, *quickly*, and with *enjoyment* that render things difficult for even a master-caliber Game Master.

Therefore this is not just a book of inspirational advice; it is a book about limitations, phased development, shortcuts, and self-restraint.

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

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

## III-1

## Realm Names

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

For initial encouragement, try searching Wikipedia's "List of Fantasy Worlds" page, the "Hyborian Age" page, or the Dictionary of Imaginary Places by Alberto Manguel and Gianni Guadalupi. You can also try searching for the thousands of existing Wikis and web lists that hearken back to your favorite (copyrighted) worlds by various authors, directors, and series designers. Reviewing a long list of interrelated realm names will give you an idea about naming conventions that you can borrow, without directly ripping off someone else's creative work.

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

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

## III-2

## Realm Types

Realm types are confusing. There are and were *many* different realm types in the real world. Ancient and medieval distinctions between peoples, regions and

time periods are further confused by *culture* as well. Everyone has heard of Duchies and Counties (which we still talk about a lot in the present day, despite a distinct lack of Counts and Countesses); but how many typical gamers have heard of Caliphates, Hetmanates, or Mamlakas?

You will want to use some of these evocative realm types throughout your world to distinguish your more exotic kingdoms, but the realm classification process can get confusing if you do not have a firm understanding of the classical western European realm types. You will need this foundation so that you can evolve your world's other cultures in a logical fashion.

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

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

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

Hereafter you will find a whirlwind tour of realm types for your consideration.

# III-3

# Size-Based Selection of Realm Types

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

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

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

For each realm, count the scale miles across the axis and consider the following guidelines:

**Petty Realms**

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

**Small Realms**

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

**Medium-Sized Realms**

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

**Large Realms**

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

**Vast Realms**

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

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

# III-4
# Petty Realms
# (Political Power I-IV)

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

Petty realms are also useful because you can add them to an existing regional map later on, with decent justification, and with very little disruption to the existing world order.

**Honor Hold**

**(Political Power Level I)**

An Honor Hold is merely a patch of land surrounding a small fortification, defended by an especially bold and prosperous Knight. The Knight, despite his quality, does not have significant standing upon the stage of the larger world.

Honor Holds are almost always controlled (distantly) by some noble or King, but the Knight is the one who is on the ground and keeping the area secure. This might mean that the Knight swears respectful yet token fealty to a distant King while, in practice, being almost completely on his own.

The center of the Honor Hold is probably only a hamlet or small village, defended by a tower, shell keep, or similar minor fortification. The fortification may still be under construction and the Knight may only be supported by a few dozen men-at-arms and/or a small group of militia. Or, the tower may be ancestral, and nearly a pastoral ruin, which the local Knight has only recently reclaimed.

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

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

**Freehold**

**(Political Power Level II)**

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

**Knightmark**

**(Political Power Level III)**

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

In practice, this means that the citizens within the Knightmark realize that any powerful noble response to a threat would come too save them. As a result, they feel a stronger loyalty and affection for the Knight than they do the ruler afar.

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

**Baronetcy**

**(Political Power Level IV)**

In the real world, a Baronetcy does not represent a certain land holding. It is mostly a political station of minor merit.

In the Castle Oldskull fantasy realm, however, a Baronetcy is a small "day's ride over" realm, ruled by a Baronet or similar ruler of Hierarchy IV (experience level 8 to 12). The Baronetcy probably has a fortified manor house as a "castle," and centers upon a small town. There may be one or more additional hamlets or villages as well. The Baronetcy is likely to be between 16 and 20 miles wide.

# III-5
# Small Realms
# (Political Power V-VI)

**Barony**

**(Political Power Level V)**

A Barony is a small region of a Kingdom, ruled by a Baron or Baroness. Or, it might be an independent realm.

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

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

**Viscounty**

**(Political Power Level VI-a)**

A Viscounty or Viscountcy is a minor County, and is ruled by a Viscount (Vice-Count). Viscounties may have lower population, poorer resources, difficult weather conditions or impassable terrain features which lessen their overall importance within the kingdom. Even a poor Viscounty, however, can be important if its primary city controls a river, great lake, or similar trade route juncture. Recommended longest axis, between 50 and 150 miles (but perhaps of irregular shape). Ruler Hierarchy VI (experience level 10 to 14).

**Arch-Barony**

**(Political Power Level VI-b)**

An Arch-Barony, or Free Barony, is a free and independent Barony, ruled by an Arch-Baron. The Arch-Baron holds considerable power and higher nobles might well (privately) regard him as an equal.

Arch-Baronies, while rare, tend to exist in lands which were long ago forsaken by a shrinking or defeated kingdom. Occasional bastions of power survive the tumult, and generations later find themselves as an isolated pocket of civilization within the

wilderness. Arch-Baronies can be highly eccentric and even dangerous, depending on the nature of the ruler. Recommended longest axis, between 48 and 72 miles (2 or 3 hexes). An equivalent realm type is the Canton. Ruler Hierarchy VI (experience level 10 to 14).

**City State**

**(Political Power Level VI-c)**

A City State, or Free City, is comprised of a single free and independent city, and the lands surrounding it within a day's ride. The City State is probably wealthy and densely populated. City States serve as crucial buffers between rival realms, and offer neutral ground for friends, rivals and even enemies to meet, conduct diplomacy, spy, and engage in trade. City States can have highly unusual government structures and will probably feature diverse people of all races and alignments living together (but not always in harmony). Due to these conditions, a City State is an ideal locale to become a fantasy adventure campaign.

Recommended longest axis, between 24 and 72 miles (1 to 3 hexes). Equivalent realms include the Magistracy (ruled by a Magister) and Polis (ruled by an Archon). Ruler Hierarchy VI (experience level 10 to 14), sometimes but not always a Constable Mayor or Lord Mayor. The most powerful independent City State in the realms is likely ruled by an influential Overlord of considerably higher experience level.

# III-6
# Medium-Sized Realms
# (Political Power VII-VIII)

**County**

**(Political Power Level VII-a)**

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

**Free County**

**(Political Power Level VII-b)**

A Free County is a County which long ago defied its King, and was granted sovereign independent rule (the Count rules but is not a subject of the King). Due to geographical realities, the Free County may well be surrounded by the King's other lands, and therefore is almost certain to be allied with them.

Utterly independent Free Counties, therefore, are actually quite rare. Most of them are "free in name only" due to the special relationship that frequently exists between Count and King. The truly independent ones are isolated lands which are adjacent, but not within, the birthing

Kingdom; perhaps situated on a promontory or nearby island.

Recommended longest axis between 50 and 150 miles. Ruler Hierarchy VII (experience level 11 to 15).

**March**

**(Political Power Level VIII-a)**

A March represents the important borderland region of a larger kingdom. Marches are ruled by Marquises or Marquesses.

By their nature, Marches can be dangerous places that are frequently beset by monsters or invading armies.

Recommended longest axis, between 50 and 150 miles, but the realm may well be long and narrow. Equivalent names for this realm type include Mark and Markgrafshaft. Ruler Hierarchy VIII (experience level 12 to 16).

**Free March**

**(Political Power Level VIII-b)**

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

**Holdfast**

**(Political Power Level VIII-c)**

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

# III-7
# Large Realms
# (Political Power IX-X)

**Duchy**

**(Political Power Level IX-a)**

A Duchy is a fief ruled by a Duke or Duchess, who is the subject of a King. Duchies are typically prominent due to population, position and resources, although it is entirely possible that a hereditary, once-important Duchy might be in decline.

Duchies tend to have strong law and order, but those that are in decline can be dangerous and unruly. Some corrupted Duchies are actually ruled by the criminal underworld, a Grandfather of Assassins, or some mysterious power behind the throne.

Recommended longest axis, between 50 and 250 miles. Equivalent realms include Dioceses (ruled by a Bishop) and Herzogswurdes (ruled by a Herzog). Ruler Hierarchy IX (experience level 13 to 17).

**Archduchy**

**(Political Power Level IX-b)**

In fantasy game terms an Archduchy is simply a Duchy of major importance, preeminent above other Duchies. They are always in strategic locations and are likely to be rich in resources.

Unlike normal Duchies — and due to the nature and power of their ruler — Archduchies are almost never corrupt or weak. Archdukes cannot afford to be fools, and those few who are outmaneuvered or assassinated tend to bring the Archduchy crashing down along with them.

Recommended longest axis, between 150 and 250 miles. Ruler Hierarchy IX or X (experience level 13 to 18).

**Lordship**

**(Political Power Level IX-c)**

A Lordship is a region which is controlled by several nobles (Dukes, Marquises, Counts, Viscounts, Barons) in accordance to their rank. Typically, a Lordship is necessitated by near-yet-divided regions, such as islands or isolated yet resource-rich valleys in impassable mountains.

Due to the sharing of power, Lordships are frequently chaotic in nature. They can be tense and unruly places, with simmering conflicts beneath the surface. Intrigues, spies, and power struggles within Lordships are very common.

Recommended longest axis, between 150 and 300 miles. Ruler Hierarchy variable; typically V, VI, VII, VIII and/or IX (experience level 9 to 17).

**Grand Duchy**

**(Political Power Level X-a)**

A Grand Duchy is a fief, ruled by a Grand Duke or Duchess, which is independent and sovereign. In other words, the Duke is not compelled to be a subject of the King, although a strong alliance may well exist. Some Grand Duchies are at war with their "parent Kingdom" and exist as splinter states, but this is rare.

Commonly, a highly charismatic Grand Duke will be more influential, and perhaps even more powerful, than a King. However Grand Dukes tend to have fewer resources and soldiers than Kings as a result of

more limited wealth, so these personages tend to be clever, patient, manipulative, charming, and/or wily.

Recommended longest axis, between 150 and 250 miles. Ruler Hierarchy X (experience level 14 to 18).

**Principality**

**(Political Power Level X-b)**

A land which is typically ruled by a Prince or Princess on behalf of a King and/or Queen. Equivalent realms include Archduchies (ruled by an Archduke), Emirates (ruled by an Emir), Grand Duchies (ruled by a Grand Duke) and Hetmanates (ruled by a Hetman). Recommended longest axis, between 200 and 300 miles. Ruler Hierarchy X (experience level 14 to 18).

# III-8
# Vast Realms
# (Political Power XI-XIV)

**Kingdom**

**(Political Power Level XI)**

A large realm controlled by a ruling hereditary monarch, typically a King and/or Queen.

Despite being far and away the most common type of land in fantasy literature, Kingdoms are rather boring places. The fact that a large swathe of land has the same ruler, character, culture, subjects, and laws can actually be detrimental to a game. Kingdoms certainly make sense in the real world, but in a game where the PCs are supposed to be the stars they can be irksome.

For that reason, I prefer to design Kingdoms that are crumbling, contested, decadent, subverted, or truly weird and struggling under a mad ruler's whim. Your mileage may vary.

Recommended longest axis, between 250 and 500 miles. Equivalent realms include Khanates (ruled by a Khan), Mamlakas (ruled by a Malik) and Sultanates (ruled by a Sultan). Ruler Hierarchy XI (experience level 15 to 19).

**Great Kingdom**

**(Political Power Level XII)**

A hegemonic (dominant) Kingdom of great size.

See above for my consideration of Kingdoms overall. A Great Kingdom might seem like a good place to put a heroic ruler, and it is. But it's also a *great* place to put a super-villain!

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

**Imperial Kingdom**

**(Political Power Level XIII)**

An uncontested and superior Kingdom of enormous size. Imperial Kingdoms often become Empires over time.

There are two major types of Imperial Kingdoms. An ascendant one will be on the rise, and will have a proud and powerful ruler who is a master strategist … someone who makes empires tremble. Conversely, a falling one will be on the

decline, and will be living off of past glories while the subjects are dividing into factions and preparing for the inevitable end of law. Either approach can be very interesting, depending on the themes you want to include in your game.

Recommended longest axis, between 1,000 and 1,500 miles. An equivalent realm is the Khanate Empire (Mongolian). Ruler Hierarchy XIII (experience level 17 to 21).

**Empire**

**(Political Power Level XIV)**

A vast realm comprised of multiple interwoven Kingdoms, typically united through conquest.

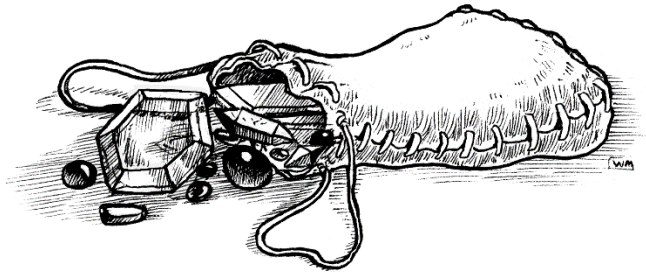
As mentioned previously, I recommend having no more than two empires in the sector-comprised entirety of your initial game world. Clashing multi-empires can be great for fiction or wargames, but the existence of too many of them simultaneously can potentially erode the "monstrous wilderness" feel of old school fantasy role-playing. When war and armies are everywhere, the Unknown is one of the first casualties as mystery fades and army battles hold sway across the map. Why does a world need adventurers and explorers when the armies and legions are all-encompassing?

I do realize that the new school, political, and operatic "Thrones" play style is all the rage these days, due to a certain television show, or book series, or slow beardy guy who watches football or some such. But games about people vs. people, instead of people vs. monsters, are something I would warn against. Are palaces more interesting than dungeons? Are emperors more amazing than dragons? It really depends on what you want out of the game.

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

# III-9

# Realm Resources



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

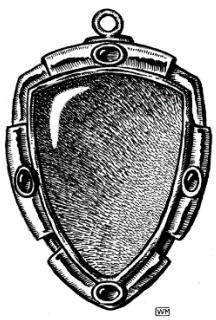
The discovery of new resources during the game can result in land and claim rushes, battles, and PCs being given upstart baronies that need to be cleared of monsters. But due to the frequent need to keep the PCs as the stars and the NPCs as the background, the game usually works best if these resources are eventual and *emergent* in the wilderness … which means you don't need to worry about them just yet.

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

The most common food fish for the medieval time period included cod, herring, pike, plaice, salmon, trout, turbot, and whiting. Of course, these stocks would vary significantly based on climate and region of the world. For preservation purposes, fish are frequently dried, salted, and/or smoked and can even be used as travel rations.

If you want to detail a realm's livestock for some reason, the precise animal types will depend on the realm's climate, culture, terrain, and relative equivalence with Earth's regions and history (according to your preference). The main types of animals to consider are typically the alpaca, addax, bison, camel, cattle, deer / stag, donkey, elk, goat, horse, kudu, llama, mule, moose, musk ox, pig, reindeer, sheep, water buffalo, yak, and zebu. For added fun, you can add more exotic and fantastical animals too, such as giant lizards, behemoths, or even giant worms or insects to the list.

The number of other non-livestock resources in a realm can be determined randomly, according to the following guidelines.



**Realm Resource Determination**

**[01-05]** No Resources (depleted in recent history; area is either currently war-torn, near political collapse, or will soon be subject to mass migratory exodus)

Note that a No Resources result can be changed later during the game, as emergent sources are discovered during play.

**[06-20]** One Resource

**[21-50]** Two Resources

**[51-80]** Three Resources

**[81-00]** Four Resources

More than four resources are certainly possible, but considering the number of realms in the world and the press of time, I recommend four as the usual maximum. Override as needed if you like.

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

**Random Resource Determination (General)**

**[01-10]** Cloth and Textiles

**[11-15]** Copper

**[16-20]** Electrum (a naturally occurring amalgam of gold and silver)

**[21-30]** Foodstuffs (indicating that the realm is known for fine foods, or produces enough excess food to generate exports)

**[31-35]** Furs / Hides / Leathers

**[36-40]** Gems (Ornamental; the least valuable)

**[41-45]** Gems (Lesser; the second tier of value)

**[46-50]** Gems (Greater; the third tier of value)

**[51-55]** Gems (Jewels; the most valuable)

**[56-60]** Gold

**[61-65]** Ivory

**[66-70]** Platinum

**[71-75]** Rare Woods

**[76-80]** Silver

**[81-85]** Spices

**[86-90]** Timber (and Shipbuilding Supplies)

**[91-00]** War Metals (Iron, Lead, Tin, etc.)

More detailed results for each of these options appear later in this supplement.

In addition to these random resources, you can also assume that the majority of lands will have some coal and stone resources as well. Valuable types of stone can include basalt, granite, marble, and so forth. These coal and stone resources should be sufficient to create a basic quasi-medieval industry and to support the construction of towns, cities, castles, strongholds and walls.

Coal, believe it or not, was rarely mined in medieval times. Most people used wood and charcoal for heat and burning material. In a fantasy word these needs are supplemented by magic as well. Coal is used mostly for industry but not in everyday life. In the World of Oldskull campaign, for example, coal is favored by dwarves and gnomes because living underground they have less access to wood, and more access to coal. Surface realms will probably not have much need for coal outside of major cities or places where a war / manufactory industry predominates.

The coal and stone resources might be mostly untapped, or even mostly unknown to the humans outside of general construction. Or, they might be tapped by powers beneath the earth (such as dark elves or netherworld gnomes), and become the source of future conflicts as the surface civilization mines, quarries, and further expands.

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

**Common Building Material Stone Types:**

- **Basalt:** Dark and dense, used to build large structures.
- **Concrete:** Artificial stone, built to prevent fractures, and perhaps to reinforce existing stone.
- **Gneiss:** A hard type of stone that is somewhat similar to granite.
- **Granite:** Well-known, although uncommonly used in the real world during medieval times.
- **Limestone:** Soft and not always the best choice for architecture, but what is available to many.
- **Opus Caementicium:** Roman concrete, advanced and very long-lasting in nature.

- **Sandstone:** Not the best choice, but what is available, particularly for desert cultures.

**Valuable Special-Purpose Forms of Stone (sculpture, tools, architectural details, ornamentation, etc.):**

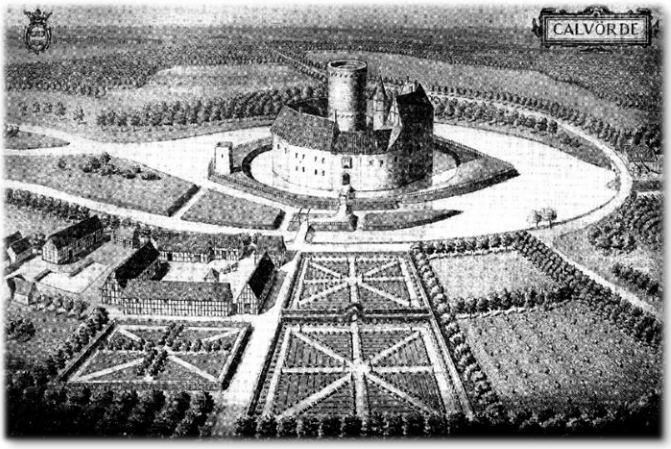
- **Alabaster:** White and translucent, favored by sculptors.
- **Bluestone:** A name that is actually given to many types of stone, depending on the region and time period being discussed. Within the game, we're mostly interested in "bluestone" as an adjective and nothing more! But you can research the technical particulars if you like. (Spoiler: They're all rather boring.)
- **Dolomite / Dolostone:** A sedimentary type of rock that is similar to limestone. More crystalline varieties are favored in ornamentation. Also, it can have numerous interesting fossils in it.
- **Granodiorite:** Similar to granite, but rarer in construction. It is used to make roads, and is also a good choice for a type of building stone used by subterranean cultures.
- **Marble:** A highly favored crystalline form of stone; can be used in mass construction, but rare in the medieval time period. Used for statuary and ornamentation as well.
- **Obsidian:** A prized ornamental stone, but difficult to work with on a large scale.
- **Serpentine / Serpentinite:** A mottled type of stone with interesting patterns, which is sometimes used in stone carving.
- **Soapstone:** A soft and pretty type of stone that is favored in carving and sculpture, but typically on a small scale.
- **Travertine:** An unusual type of limestone that is frequently associated with geothermal activity.

**Stone Types Used for Specialized Purposes (or by ancient cultures):**

- **Chert:** A dark-colored flinty stone, used for detailing and ornament.
- **Flint:** A type of stone that is fragile and easy to chip, which makes it perfect for arrowheads and lousy as a building material.
- **Gabbro:** A type of basalt that is highly sought after by ancient and medieval cultures, because it frequently indicates the presence of silver, gold, and/or platinum ore deposits.
- **Greenstone:** A hard, green-hued form of stone that is not always in abundance.
- **Porphyry:** A hard crystalline rock that is used to make statues, altars, and decorative features. A good choice for describing a magical shrine.
- **Pumice:** Lightweight volcanic "air stone," that can be used as a reagent or material spell component.
- **Quartzite:** Quartz sandstone, which interests some ancient sculptors because of its highly angular cleaving appearance.
- **Shale:** Petrified mud and clay. May indicate the aftermath of a very ancient (monstrous?) culture.
- **Slate:** A hard rock that is favored for ornamentation, due its ease of shearing into narrow (but sometimes fragile) plates.

- **Tuff:** An unpredictable and inconsistent form of volcanic stone, which can be a spell reagent but is not always favored for "modern" building or craftsmanship.

Stone is used to build castles, manor houses, fortifications, walls, and entire towns and cities too.




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

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

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

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

# III-10

# Ultra-Detailed Resources

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

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

# III-10-1

# Ultra-Detailed Resources:

# Cloth and Textiles

For the most part, industries can be divided between refined and unrefined materials. The existence of a refined material (such as cloth of gold) implies the existence of the composite materials as well within the realm (in this example, gold coupled with either silk, linen, or wool).

The existence of an unrefined material (such as camel hair) might or might not imply the existence of associated refined materials (e.g. woven haircloth or tent fabric) within the same realm; more likely, it means that the unrefined material is mostly sent elsewhere and to another realm for future refinement.

**[01-03]** Alpaca Hair

**[04-06]** Burlap

**[07-09]** Camel Hair

**[10-12]** Cheesecloth

**[13-15]** Canvas / Sailcloth

**[16-18]** Cloth of Gold

**[19-21]** Cloth of Silver

**[22-24]** Cotton

**[25-34]** Dyed / Painted Fabrics (see dye colors below)

**[35-37]** Goat Hair / Mohair

**[38-40]** Hemp

**[41-43]** Linen / Flax

**[44-46]** Llama Hair

**[47-49]** Nettle Stalks / Nettlecloth (cheaper and easier to find than flax for linen in many regions, but creates cloth of lower quality)

**[50-63]** Refined Fabrics in General (examples can include (D10) **[1]** Brocade, **[2]** Damask, **[3]** Fustian, **[4]** Samite, **[5]** Satin, **[6-7]** Serge, **[8]** Tabby, **[9]** Twill, **[10]** Velvet, etc.)

**[64-66]** Rushes

**[67-69]** Sackcloth

**[70-72]** Seaweed (only in coastal regions)

**[73-75]** Silk

**[76-78]** Sisal

**[79-81]** Spider Silk

**[82-84]** Twill / Serge

**[85-86]** Wool (Goat) (relatively rare)

**[87-89]** Wool (Sheep)

**[90-92]** Worsted / Yarns

**[93-00]** Miscellaneous Cloth-Associated Materials (e.g., dyes, embroidery, beading, plants or seedlings, livestock shearings, wood for buttons, etc.)

Dye colors, if you want to get down to that level of detail, can be summarized as follows:

- **[01-06] Black:** An uncommon color, from nutshells or oak-and-alum.
- **[07-16] Blue:** A common color, from lapis lazuli or woad leaves (Isatia Tinctoria).
- **[17-26] Brown:** A common color, from bark or walnut shells. Shades include “Abraham” and “Abram.”
- **[27-30] Crimson:** A rare color, from Brazilwood.
- **[31-34] Deep Blue:** A rare color, from indigo.

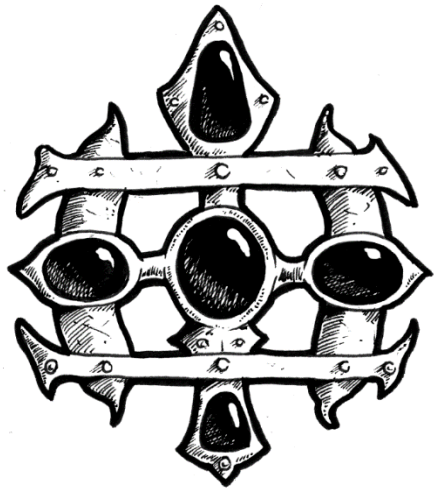
- **[35-38] Deep Purple:** A rare and expensive color, from Tyrian shellfish.
- **[39-42] Deep Red:** A rare and vibrant color, from crushed insects.
- **[43-46] Golden Yellow:** A rare and expensive color, from saffron.
- **[47-56] Gray:** A common color, which can be an after-product of the processes used to make black dye.
- **[57-62] Green:** An uncommon color from indigo, turmeric, verdigris, or weld.
- **[63-68] Orange:** An uncommon color, from bark or nutshells and tincture. Sometimes called "Aurnola."
- **[69-74] Pink:** A common color, which can be an after-product of the processes used to make red dye.
- **[75-78] Purple:** A rare color, from Brazilwood.
- **[79-88] Red:** A common color, from cinnabar or madder root (Rubia Tinetorum).
- **[89-94] Violet:** An uncommon color, from orchil / lichen.
- **[95-00] Yellow:** An uncommon color, from dyer's weed (Reseda Luteola), marigold, onion skins, or turmeric.

In some cultures, the existence of magic can make dye and color rarities irrelevant, but you as GM will need to decide if there are different cultural needs for magical vs. natural coloration. For example, dwarves and halflings (with their lack of magic-users) might demand natural colors, while elves (celebrating the arcane powers) might favor magically-tinted clothing over natural.

# III-10-2 Ultra-Detailed Resources: Copper

In the medieval game world, copper is of little inherent value. However, there are ancient mines (from the age before iron smelting) that are still useful, and primitive cultures which rely on copper or bronze, and associated gemstone finds. These supplementary facts all lead to the continued existence of copper mines of significant value in the world.

If you are looking for cultural implications as a result of random resource generation, you might consider the importance of copper in a realm to be indicative of a culture that is somewhat behind the times and perhaps highly traditional and fading in glory. There are other options to consider, however; perhaps (for example) the realm's subjects are mostly elven and half-elven, of a Taliesinian Caer Sidi bloodline that cannot abide the wearing or use of iron.



**[01-04]** Low-Grade Ore, Deep Deposits

**[05-08]** Low-Grade Ore, Shallow Deposits

**[09-11]** Low-Grade Ore Intermixed with Gold, Deep Deposits

**[12-14]** Low-Grade Ore Intermixed with Gold, Shallow Deposits

**[15-18]** Low-Grade Ore Intermixed with Silver, Deep Deposits

**[19-22]** Low-Grade Ore Intermixed with Silver, Shallow Deposits

**[23-26]** Medium-Grade Ore, Deep Deposits

**[27-30]** Medium-Grade Ore, Shallow Deposits

**[31-34]** Medium-Grade Ore Intermixed with Lead, Deep Deposits

**[35-38]** Medium-Grade Ore Intermixed with Lead, Shallow Deposits

**[39-43]** Medium-Grade Ore Intermixed with Zinc, Deep Deposits

**[44-47]** Medium-Grade Ore Intermixed with Zinc, Shallow Deposits

**[48-51]** High-Grade Ore, Deep Deposits

**[52-55]** High-Grade Ore, Shallow Deposits

**[56-59]** High-Grade Ore with Azurite Gems, Deep Deposits

**[60-63]** High-Grade Ore with Azurite Gems, Shallow Deposits

**[64-67]** High-Grade Ore with Malachite Gems, Deep Deposits

**[68-71]** High-Grade Ore with Malachite Gems, Shallow Deposits

**[72-74]** High-Grade Ore with Turquoise Gems, Deep Deposits

**[75-77]** High-Grade Ore with Turquoise Gems, Shallow Deposits

**[78-80]** Natural Bronze, Low-Grade Ore, Deep Deposits

**[81-84]** Natural Bronze, Low-Grade Ore, Shallow Deposits

**[85-88]** Natural Bonze, Medium-Grade Ore, Deep Deposits

**[89-92]** Natural Bonze, Medium-Grade Ore, Shallow Deposits

**[93-96]** Natural Bronze, High-Grade Ore, Deep Deposits

**[97-00]** Natural Bronze, High-Grade Ore, Shallow Deposits

**Brief Notes for All Mined Resources**

In a world without gunpowder, the functionality of non-magical explosives is considerably limited. This has a profound effect on the difficulty of mining operations. Mining is mostly performed by slaves, low-level laborers, humanoids, or (at considerably higher levels of quality) gnomes, dwarves, and giants. Mining is also supported by magic, both underground (enhancing light, safety, air, excavation, etc.) and in circumvention (e.g., transmuting or creating valuable metals so that mining becomes less necessary overall).

Shallow deposits, typically speaking, will be between 10' and 100' in beneath the surface. Deep deposits will be 110' or deeper … sometimes *much* deeper, particularly in dwarven lands or realms connected to the netherworld.

## III-10-3 Ultra-Detailed Resources: Electrum

**[01-10]** Balanced (50% Gold / 50% Silver), Deep Deposits

**[11-20]** Balanced (50% Gold / 50% Silver), Shallow Deposits

**[21-25]** Balanced and with Trace Copper (45% Gold / 45% Silver / 10% Copper), Shallow Deposits

**[26-30]** Balanced and with Trace Copper (45% Gold / 45% Silver / 10% Copper), Deep Deposits

**[31-35]** Balanced and with Trace Platinum (45% Gold / 45% Silver / 10% Platinum), Shallow Deposits

**[36-40]** Balanced and with Trace Platinum (45% Gold / 45% Silver / 10% Platinum), Deep Deposits

**[41-45]** Gold-Rich and Silver-Poor (70% / 30%), Deep Deposits

**[46-50]** Gold-Rich and Silver-Poor (70% / 30%), Shallow Deposits

**[51-55]** Gold-Rich and Silver-Poor with Trace Copper (65% Gold / 25% Silver / 10% Copper), Shallow Deposits

**[56-60]** Gold-Rich and Silver-Poor with Trace Copper (65% Gold / 25% Silver / 10% Copper), Deep Deposits

**[61-65]** Gold-Rich and Silver-Poor with Trace Platinum (65% Gold / 25% Silver / 10% Platinum), Shallow Deposits

**[66-70]** Gold-Rich and Silver-Poor with Trace Platinum (65% Gold / 25% Silver / 10% Platinum), Deep Deposits

**[71-75]** Silver-Rich and Gold-Poor (70% / 30%), Deep Deposits

**[76-80]** Silver-Rich and Gold-Poor (70% / 30%), Shallow Deposits

**[81-85]** Silver-Rich and Gold-Poor with Trace Copper (25% Gold / 65% Silver / 10% Copper), Shallow Deposits

**[86-90]** Silver-Rich and Gold-Poor with Trace Copper (25% Gold / 65% Silver / 10% Copper), Deep Deposits

**[91-95]** Silver-Rich and Gold-Poor with Trace Platinum (25% Gold / 65% Silver / 10% Platinum), Shallow Deposits

**[96-00]** Silver-Rich and Gold-Poor with Trace Platinum (25% Gold / 65% Silver / 10% Platinum), Deep Deposits

## III-10-4 Ultra-Detailed Resources: Foodstuffs

Foodstuffs as a resource indicate that the realm is known for fine foods, or that it produces enough excess food to generate exports which other realms depend upon. In general, when foodstuffs are indicated as a realm resource, the GM should roll between 3 and 6 times (1D4+2) on this table for a realistic result.

Random results can, to a point, be justified by terrain. For example, colder-climate foods can be grown in the mountains and hotter-climate foods in the lowlands. Magic can also account for some unusual combinations. However, if

*exacting* selections based on an Earthlike climate are desired, then that level of research and detail is left as an exercise for the intrepid GM.

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

**[001-030] Fish and Seafood in General:** Various types; dependent on climate, rivers and coastal regions.

**[031-060] Fruits in General:** Various types; dependent on climate and terrain (see notes on individual fruit entries). Frequently dried and preserved for trade and travel.

**[061-090] Grains in General:** Various types; dependent on climate and terrain (see notes on individual grain entries). In medieval times, wheat is regarded as an upper class and more lucrative grain, and is likely to be a valuable export.

**[091-120] Meats in General:** Various types; dependent on common livestock in the realm (see notes on individual meat entries). Will be dependent on the livestock and herd animals which are prevalent in the region (cattle, goats, pigs, reindeer, sheep, and so forth).

**[121-150] Vegetables in General:** Various types (see notes on individual vegetable entries); dependent on climate and terrain.

**[151-180] Alcohol:** Either overall, or particular types, such as brandies / meads / wines etc., to be determined by the GM.

If you want to get more specific, here are some interesting options which you might want to consider: [01] Absinthe, [02-06] Ale, [07-10] Aqua Vitae (not necessarily for consumption!), [11-15] Beer, [16-19] Braggot, [20-24] Brandy, [25-28] Cider (Hard), [29-32] Claret, [33-36] Gin, [37-40] Godale, [41-44] Honey Ale, [45-48] Kumis, [49-54] Mead, [55-58] Mulled Wine, [59-62] Nectar, [63] Netherwordly Liqueurs, [64-66] Perry, [67-70] Poset Ale, [71-74] Rum, [75-78] Small Beer, [79-82] Spice Liquor, [83-86] Spiced Wine, [87-91] Spirits, [92-93] Stout, [94-95] Whiskey, [96-00] Wine.

**[181-190] Apples:** A good choice for temperate realms. In medieval Earth, apples which were fresh and uncooked were regarded as peasant food.

**[191-200] Apricots:** A good choice for desert and plains realms. Most commonly found in realms with a climate similar to that of Armenia.

**[201-205] Artichokes:** Uncommon, because so little of the plant is edible.

**[206-215] Asparagus:** Regarded as both food and a medicine.

**[216-225] Barley:** A common grain used to feed the poor.

**[226-235] Beans:** Fava beans are popular in medieval realms. Kidney beans are from the New World.

**[236-245] Beef:** Implies that cattle are the primary livestock of the realm. In medieval times, consumption of beef is uncommon, due to the larger amount of land needed to keep cows (compared to pigs and sheep).

**[246-255] Beets / Beetroot:** Regarded as a food and medicine.

**[256-260] Blackberries:** Used in wines and juices.

**[261-285] Breads:** Very common. White bread is regarded as being finer, and for the upper classes (and more likely to be traded over distance); dark breads are peasant foods. The common breads are from barley, buckwheat, oat, and rye.

**[286-295] Buckwheat:** A fairly common medieval grain.

**[296-310] Cabbages:** A common medieval food.

**[311-315] Candies:** Preserved; typically made with honeys and fruits.

**[316-320] Capers:** Used as a seasoning, or pickled for the winter.

**[321-335] Carrots:** A common medieval food.

**[336-345] Cauliflower:** A warm realm food; in our world, introduced to Europe largely through Syria.

**[346-355] Celery:** Regarded as a savor (affordable spice) and cooking ingredient.

**[356-360] Chard:** A common medieval food.

**[361-380] Cheese:** A very common dairy product and trade food, due to resistance to spoilage.

**[381-390] Cherries:** Commonly thought of as peasant food.

**[391-410] Chicken:** A common meat in medieval times.

**[411-415] Chocolate:** On Earth, this food came solely from the New World; you may want to carefully consider the implications of this resource.

**[416-420] Citrons:** A good choice for warmer-climate realms.

**[421-430] Corn:** A good choice for temperate plains lands. On Earth, this is from the New World; see also Chocolate, above. Please note historically that "corn" was a general medieval word for "grain," but what we (USA) consider as "corn" would probably be termed "maize."

**[431-435] Cucumbers:** Relatively rare; in medieval times, cultivated in France and a few other places.

**[436-445] Dates:** (See also Figs entry.) Expensive imports / exports.

**[446-455] Fennel:** Found in arid and temperate coastal realms. Used as an aromatic savor (affordable spice).

**[456-465] Figs:** A good choice for desert, arid, and / or hilly realms. In our world, figs were made famous by desert lands and Greece. Expensive imports / exports.

**[466-495] Fish:** Rare in arid areas, but by no means unheard of. And, if rare, may be exquisitely spiced, prepared, preserved, etc. Typically smoked for preservation. Common medieval food fish include cod and herring (particularly in sub-arctic regions); elsewhere are bream, carp, perch, pike, and trout.

**[496-510] Game Meats:** This refers to meats from hunted animals (such as deer), and is favored by nobles. The hunts may be more about pageantry than they are about food acquisition, however!

**[511-520] Garlic:** A common medieval food and spice.

**[521-535] Grapes:** A highly in-demand fruit due to the wine trade. A good choice for temperate and hilly realms.

**[536-545] Honey:** Implies a heavy beekeeping trade. Expensive and in demand.

**[546-555] Legumes:** Frequently dried for travel and trade; not often consumed by the upper class. Chickpeas are common.

**[556-560] Lemons:** A good choice for warmer-climate realms.

**[561-565] Lentils:** Of many types; production in medieval Europe was not common.

**[566-570] Lettuce:** Relatively rare in medieval times. In many places, regarded as a medicinal herb more than a food.

**[571-575] Melons:** Uncommon in medieval times, coming to Europe chiefly via North Africa (warmer climes).

**[576-580] Milk:** A common source of medieval protein. Typically from cows, sometimes from goats or sheep. If involved in trade, there will be magic used to keep it from spoiling due to temperature and transit time. May be traded in the form of butter. Consumed as buttermilk, whey, or a cooking ingredient.

**[581-595] Millet:** A fairly common medieval grain.

**[596-605] Mulberries:** Used in wines and juices.

**[606-615] Mushrooms / Fungi:** Uncommon, but sometimes regarded in medicinal fashion. Imply either the cultivation of forests, or a robust trade with the netherworld.

**[616-630] Mutton / Lamb:** A fairly common meat in medieval times. Also implies the existence of a wool trade.

**[631-640] Nuts:** Dependent upon climate, and also terrain; for example, in medieval times Syria was known (to Europeans) for its pistachios. Almonds were popular as a soup thickener. Chestnuts are regarded as peasant food.

**[641-660] Oats:** A common grain used to feed the poor.

**[661-670] Olives:** A good choice for hilly and temperate realms. In our world, olives were made famous by Greece.

**[671-685] Onions / Scallions / Leeks:** A common medieval food; leeks are uncommon.

**[686-690] Oranges:** May be rare or exotic in a quasi-European realm; in our world, brought from China to Europe via Portugal and the ship trade. In Europe, bitter oranges are common; sweet oranges came later.

**[691-700] Parsley:** Regarded as a savor (affordable spice) and medicinal herb.

**[701-705] Parsnips:** Highly regarded, but rare in medieval times. Considered an upper class delicacy due to association with the fallen Roman Empire.

**[706-715] Pastries:** Common medieval pastries include crepes, fritters and turnovers.

**[716-720] Peaches:** Not widely cultivated in medieval times.

**[721-725] Peanuts:** On Earth, these are from the New World; see also Chocolate, above.

**[726-730] Pears:** A good choice for temperate realms. In our world, pears were popular in medieval Greece. Not widely cultivated in medieval times.

**[731-740] Peas:** Field peas (Pisum sativum) are common.

**[741-745] Pineapple:** A good choice for sub-tropical and tropical realms. On Earth, these are from the New World; see also Chocolate, above.

**[746-755] Plums:** A good choice for arid and desert realms. Dependent on climate and terrain. In Europe, plums were originally from Syria.

**[756-765] Pomegranates:** A good choice for warmer-climate realms. Used in wines and juices.

**[766-775] Pork:** Implies that the major livestock of the realm are pigs. A common meat in medieval times.

**[776-785] Potatoes:** A good choice for temperate plains lands. On Earth, not introduced in Europe until the 1530s; see also Chocolate, above.

**[786-790] Pumpkins:** From the New World; see also the Chocolate entry. The

medieval European equivalent is the Turnip.

**[791-805] Quinces:** A good choice for island realms. On Earth, European quinces originally came from the island of Crete. One of the more popular medieval fruits, used in marmalade and sweetmeats.

**[806-815] Rabbit:** A fairly common meat (and fur trade) in warmer temperate realms.

**[816-820] Radishes:** Uncommon; regarded as medicine and food.

**[821-830] Rare Meats:** Rare from a modern oddity perspective; examples include hedgehog and porcupine.

**[831-835] Raspberries:** Relatively rarely cultivated, but not unwelcome. Used in desserts and wines.

**[836-850] Rye: A common grain used to feed the poor.**

**[851-865] Seafood:** Appropriate for coastal areas only. Technically, you could have "seafood" coming from a netherworld sea, but this would require a specific regional design which you would need to accommodate for. Lampreys, mussels, oysters, and scallops are eaten in addition to fish.

**[866-875] Small Fowl:** In medieval times, this includes lark, linnet, partridge, pheasant, and quail. Popular because they can be eaten during some religions' holy festivals which forbid the consumption of "meat."

**[876-885] Spinach**: In medieval times, uncommon but becoming more widespread due to its growing season.

**[886-890] Squashes:** A good choice for temperate plains and forested realms. On Earth, these are from the New World; see also Chocolate, above.

**[891-895] Strawberries:** Uncommon, but a good choice for temperate realms.

**[896-910] Sugar:** In medieval times, expensive and in demand.

**[911-920] Sweetmeats:** Expensive delicacies, typically for the middle and upper classes.

**[921-930] Tomatoes:** A good choice for temperate realms. On Earth, from the New World; see also Chocolate, above.

**[931-935] Truffles:** Very rare and high-demand. Regarded as a royal delicacy.

**[936-940] Turnips:** Relatively uncommon peasant food.

**[941-950] Wheat:** A grain favored by the middle and upper medieval classes. In the medieval world, wheat would be common to temperate realms, but not to northern ones.

**[951-000] Other / Pairing:** GM's decision, or roll twice.

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

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

# III-10-5

# Ultra-Detailed Resources:

# Furs / Hides / Leathers

**[01-08] Hides and Leathers in General:** Types will be highly dependent on beast commonality, climate and predominant terrain. Leather usually comes from cattle rawhides, but it can also come from bison, buffalo, deer (buckskin), elk, goats (chamois, kidskin), onagers (shagreen), sheep, yaks, etc. More exotic options include alligators, eels, kangaroos, or ostriches. Hey, don't blame me for any "WTF?" here, I just report the weird things that turn up in my research!

**[09-12] Badger Pelts** (of normal and/or giant varieties)

**[13-17] Bear Furs** (of black, brown, cave, grizzly, and/or polar varieties)

**[18-22] Beaver Furs** (of normal and/or giant varieties)

**[23] Dimensional Beast Hides** (refer to supplement PM1, The Pegana Mythos)

**[24] Dimensional Hound Hides** (only harvested in evil realms; refer to supplement PM1, The Pegana Mythos)

**[25] Dragon Hides** (type dependent on climate and predominant terrain)

**[26-37] Ermine / Stoat Furs** (typically, ermine furs are gathered when the animal has its white winter coat)

**[28-30]** Exotic Beast Hides, or Exotic Beast Body Parts (valuable type(s) to be determined by the GM)

Possibilities include: Cheetah, Cougar, Crocodile, Jaguar, Leopard, Lion, Marmot, Ocelot, Puma, Snow Leopard, Tiger, etc.

**[31-33] Exotic Monster Hides, or Exotic Monster Body Parts** (valuable type(s) to be determined by the GM)

Possibilities include: Behemoth, false dragon (dinosaur), great (giant) serpent, hell hound, hydra, salamandra, wyvern, and so forth; or, this may refer to creatures who are prized by alchemists and spell casters for their body parts (e.g., gorgonian bull) or inks (e.g., giant squid).

**[34-37] Fisher / Weasel Furs** (of normal and/or giant varieties)

**[38-42] Fox Furs** (type of Vulpes may vary according to terrain and climate; examples include arctic, Bengal, cape, corsac, pale, red, etc.)

**[43-45] Golden Jackal Furs** (Canis aureus)

**[46-48] Lynx Furs** (of normal and/or giant varieties)

**[49-53] Marten Furs** (type of Mustelid may vary according to terrain and climate; examples include beech, pine, yellow-throated, etc.)

**[54-58] Mink Furs** (not only American and European; in a medieval world can also include the much larger sea mink, which is extinct in our own world due to the early fur trade)

**[59] Monstrous Wolf Furs** (typically in cold regions only; see also Wolf Furs)

**[60-63] Muskrat Furs** (coloration may vary according to region, brown, near-black, red, etc.)

**[64-68] Otter Furs** (of normal and/or giant varieties)

**[69-72] Possum Furs** (typically found only in forested realms)

**[73-76] Rabbit Furs** (many different patterns and varying levels of desirability, patterns may be regional)

**[77-80] Raccoon Furs** (may be prized overall, or valuable furs may only be albino, specially patterned, etc.)

**[81-85] Sable Furs** (typically found only in sub-arctic and arctic realms)

**[86-89] Seal Hides** (typically refers to the fur seal, although other species may also be prized for meat by certain cultures)

**[90-92] Skunk Furs** (of normal and/or giant varieties; difficult to cleanse without magic)

**[93-97] Wolf Furs** (of normal and/or giant varieties; see also Monstrous Wolf Furs)

**[98-00] Wolverine Hides** (of normal and/or giant varieties; difficult to cleanse without magic)

# III-10-6

# Ultra-Detailed Resources:

# Gems (Ornamental)

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

Potential magical effects are listed for each gemstone type where possible. This does not imply that each gem is magical; but it does show which gems are used to cast spells requiring components, as well as gems that are used in the crafting of potions, scrolls, and more permanent magic items. A realm which mines banded agates (for example) might well be known for its many “storm mages” who control the weather.

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

**[01-07] Azurite:** Used for the control of copper dragons and the summoning of earth elementals.

**[08-15] Banded Agate:** Used for protection from storm and lightning magics, and for control weather effects.

**[16-22] Blue Quartz:** Used to summon and control water elementals.

**[23-30] Eye Agate:** Used for wizard eye spells, and to hold vigil over a sleeper. Also provides protection from non-corporeal creatures and spirits.

**[31-37] Hematite:** Reduces damage, or provides regenerative power.

**[38-45] Lapis Lazuli:** Magically increases morale and intelligence. Also used in celestial magics.

**[46-52] Malachite:** Gives powers of levitation and protection from falling.

**[53-60] Moss Agate:** Used for protection against poison. Also gives powers to enhance and control plants.

**[61-67] Obsidian:** Gives powers of sharpness, vorpal weapons, and bloodletting.

**[68-75] Rhodochrosite:** Has the power to curse, or to inflict with weakness.

**[76-82] Tiger Eye:** Confers powers associated with great cats, including stealth, climbing, accurate strikes, etc.

**[83-90] Turquoise:** Gives powers of horsemanship, speed, and good fortune.

**Please note** that these (above) are the classic "pulp" ornamental gemstones, as featured in 20th century tales of adventure and the Lake Geneva campaigns of c. 1972-1979. If you want more semi-precious stones which are coveted in the real world, you can use the 91-00 results demonstrated below. You may need to do some research and image searches online to see what's what!

**[91-00] Unusual / Netherworldly Semi-Precious Stone:** At the GM's discretion. Examples include (D20):

- **[1]** Ammolite
- **[2]** Chrysocolla
- **[3]** Diopside
- [**4]** Elfbolt / Faerie Arrow
- **[5]** Geodes
- **[6]** Iceland Spar / Sunstone (gives protection from minor spells and magical effects)
- **[7]** Iolite
- [**8]** Kunzite
- **[9]** Labradorite
- **[10]** Moldavite
- [**11]** Olivine /Chrysolite (provides protection from spells and reflection of spells)
- **[12]** Petrified Wood
- **[13]** Rhodonite
- **[14]** Sodalite
- **[15]** Sugilite
- **[16]** Tanzanite
- **[17]** Tektite
- **[18]** Variscite
- **[19]** Zeolite
- **[20]** Something Bizarre (petrified fungi, opalized remains, otherworldly stones, etc.).

This category can be used to add any other types of semi-precious stone to the game.

## III-10-7 Ultra-Detailed Resources:

## Gems (Lesser)

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

**[01-05] Black Jasper:** Gives protection from magic.

**[06-10] Black Onyx:** Attracts monsters, instills rage.

**[11-16] Bloodstone:** Used in blood magics, regenerative powers, and the control of weather.

**[17-22] Blue Jasper:** Used in healing magic, and cures disease.

**[23-28] Brown Jasper:** Provides protection from attacks, increases armor class and saving throw bonuses. Also provides protection from poison.

**[29-34] Carnelian:** Provides protection from charm and evil, and removes fear.

**[35-40] Chalcedony:** Enhances strength, and provides protection from the undead.

**[41-46] Chrysoprase:** Confers powers of eloquence, charisma, luck, and invisibility.

**[47-52] Citrine:** Used (as eyes) in the creation of golems, automatons, and animated statues.

**[53-58] Moonstone:** Gives powers of the moon and lunar light, and also the powers of lycanthropy.

**[59-64] Rock Crystal:** Confers powers of cold and frost.

**[65-70] Sard:** Increases wisdom and intuition, ability to know alignment or emotions, etc.

**[71-76] Sardonyx:** Used to create, stabilize, or strengthen various types of potions; associated with alchemical power.

**[77-82] Smoky Quartz:** Gives magical powers of smoke, mist, fog, displacement, haziness, etc.

**[83-88] Star Rose Quartz:** Gives powers of light, radiance, illumination, etc.

**[89-94] White Onyx:** Causes confusion and discord.

**[95-00] Zircon:** Increases powers of deception, illusion, lying, alignment change, etc.

# III-10-8

# Ultra-Detailed Resources:

# Gems (Greater)

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

**[01-05] Alexandrite:** Used in divinatory and luck magics of good omen, and also to create enchanted jewelry of shooting stars.

**[06-10] Amber:** Used in the creation of lightning magics. Also gives protection from disease.

**[11-15] Amethyst:** Used in resurrection magics.

**[16-20] Aquamarine:** Used for magics of warning, and the protection of mariners and sea captains.

**[21-24] Black Coral:** Provides protection from poison. Found in coastal regions only.

**[25-28] Black Pearl:** Gives powers of longevity. Found in coastal regions only; areas in which black pearls can be reliably cultivated, as opposed to being intermixed with white pearls, are rare.

**[29-32] Blue Spinel:** Offers powers of truth, lie detection, and spiritual empowerment. Typically found with other spinels; blue-specific deposits are rare.

**[33-36] Brown Spinel:** Enhances earth magics.

**[37-40] Brown Garnet:** Resists powers of emotional control and mind control. Also

gives the powers of a dragon's sight, invisibility detection, infravision, etc.

**[41-44] Chrysoberyl:** Used to summon genies and air elementals. Also provides protection from possession.

**[45-48] Crimson Coral:** Provides protection from charms, fear, and evil. Found in coastal regions only.

**[49-52] Green Spinel:** Gives powers of resurrection and reincarnation.

**[53-56] Jade:** Empowers divination magics, and increases powers of music and musical instruments.

**[57-60] Jet:** Confers powers of the soul (possession, freedom, imprisonment, etc.).

**[61-64] Peridot:** Provides powers of healing, nullification, and the dispelling of magic.

**[65-68] Pink Pearl:** Gives powers of water breathing, and safety in or over water. Found in coastal regions only.

**[69-72]** Red Garnet: Gives powers of health, endurance, and constitution.

**[73-76] Red Spinel:** Associated with heat and control over fire creatures.

**[77-80]** Topaz: Protects the spirit from ill effects such as confusion, corruption, madness, etc. Also increases protection from magic.

**[81-84]** Tourmaline: Used in energy-based magics, such as the creation of magical missiles, walls of force, etc.

**[85-88]** Violet Garnet: Provides protection from alignment change, enhances faithfulness. Typically found with other garnets; violet-specific deposits are rare.

**[89-92] White Coral:** Used to summon and control sea creatures. Found in coastal regions only.

**[93-96] White Pearl:** Symbol of magical purity, wisdom, protection from poison, and purification. Found in coastal regions only.

**[97-00] Yellow Pearl:** Gives powers of water speed, celerity, swimming, etc. Found in coastal regions only.

## III-10-9 Ultra-Detailed Resources: Gems (Jewels)

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

**[01-05] Black Diamond:** Used to create poisons and death magic.

**[06-11] Black Opal:** Used for magics of darkness, night, and dark radiance (such as prismatic powers).

**[12-17] Black Sapphire:** Conveys powers of infravision or ultravision, or the detection of secret doors.

**[18-24] Blue Diamond:** Gives power to journey through the Dreamlands.

**[25-30] Emerald:** Confers powers of sight, detection, and memory enhancement.

**[31-36] Fire Opal:** Used in fire magics.

**[37-41] Gray Diamond:** Gives powers of invisibility and planar travel

**[42-46] Jacinth:** Abjures and dispels evil creatures. Confers luck in travel (reducing wandering monster checks) and protection from fire.

**[47-52] Opal:** Used in powers of chaos magic, wonder, and unpredictable effects.

**[53-57] Oriental Amethyst:** Used in the summoning and control of Oriental

creatures (nagas, ogre magi, rakshasas, etc.).

**[58-62] Oriental Emerald:** Increases powers of detection and psionics.

**[63-67] Oriental Topaz:** Affects powers of gold, wealth creation, treasure finding, etc.

**[68-74] Ruby:** Increases magics of defense, protection, and warning.

**[75-80] Sapphire:** Has the power to slay poisonous, vile, or wretched creatures. Also confers frost magic, or protection from fire.

**[81-85] Star Ruby:** Gives powers of luck and wishes.

**[86-90] Star Sapphire:** Gives powers of angelic protection, summoning, and celestial awareness. Also enhances magical power or spell casting.

**[91-95] White Diamond:** Provides protection from madness, demons, and devils. Also destroys undead or gives invincibility against them.

**[96-00] Yellow Diamond:** Gives reckless boldness, uncontrolled strength, or berserking power.

# III-10-10 Ultra-Detailed Resources: Gold

The gold standard is not very realistic for medieval gaming, simply because there is not enough gold to go around … silver is a more logical choice. But since gold is such a classic old school coinage by default, I mostly ignore this and say that the game world has much more gold (by its very nature) than the real Earth ever did.

Gold in the world is either mined, alluvial (from rivers), transmuted, or brought in from alternate dimensions.

**[01-10]** Low-Grade Ore, Deep Deposits

**[11-20]** Low-Grade Ore, Shallow Deposits

**[21-25]** Low-Grade Ore with Blue Quartz, Deep Deposits

**[26-30]** Low-Grade Ore with Blue Quartz, Shallow Deposits

**[31-35]** Low-Grade Ore with Rock Crystals, Deep Deposits

**[36-40]** Low-Grade Ore with Rock Crystals, Shallow Deposits

**[41-45]** Medium-Grade Ore, Deep Deposits

**[46-50]** Medium-Grade Ore, Shallow Deposits

**[51-55]** Medium-Grade Ore with Hematite, Deep Deposits

**[56-60]** Medium-Grade Ore with Hematite, Shallow Deposits

**[61-65]** Medium-Grade Ore with Smoky Quartz, Deep Deposits

**[66-70]** Medium-Grade Ore with Smoky Quartz, Shallow Deposits

**[71-75]** High-Grade Ore, Deep Deposits

**[76-80]** High-Grade Ore, Shallow Deposits

**[81-85]** High-Grade Ore with Star Rose Quartz, Deep Deposits

**[86-90]** High-Grade Ore with Star Rose Quartz, Shallow Deposits

**[91-95]** High-Grade Ore with Trace Meteoric Iron (95% Gold / 5% Meteoric Iron), Deep Deposits

**[96-00]** High-Grade Ore with Trace Meteoric Iron (95% Gold / 5% Meteoric Iron), Shallow Deposits

# III-10-11

# Ultra-Detailed Resources:

# Ivory

**[01-05]** Artifacts / Relics, Bestial (no longer produced, but excavated from a former culture)

**[06]** Artifacts / Relics, Monstrous

**[07]** Artifacts / Relics, Saurian

**[08]** Artifacts / Relics, Unknown

**[09-50]** Elephants

**[51-55]** Giant Boars (tusks of exceptional quality)

**[56-60]** Hippopotami (sub-tropical and tropical regions only)

**[61-65]** Mammoths (cold regions only)

**[66-70]** Mastodons (cold regions only)

**[71-75]** Narwhals (coastal regions only)

**[76-80]** Sea Monsters (coastal regions only)

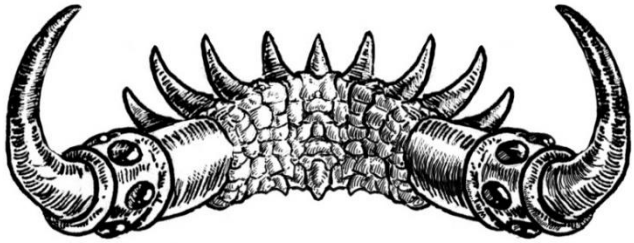
**[81-85]** Sperm Whales (coastal regions only)

**[86-90]** Walruses (cold regions only)

**[91-95]** Warthogs (tusks of exceptional quality)

**[96-99]** Wild Boars (tusks of exceptional quality)

**[00]** Something Truly Bizarre (typically a monster species)



A note on the above, outside of the Artifacts / Relics category: There is nothing really preventing the existence and trade of ivory outside of climactic concerns, simply because the trade might involve harvesting the ivory (or mineralized ivory) of a lost world which existed in the "before time." For example, a temperate or even a tropical realm might have frozen mammoth and mastodon remains from when the world was in an Ice Age.

# III-10-12

# Ultra-Detailed Resources:

# Platinum

In the real world, platinum is far too unknown, rare, and difficult to work with

… which means that there were never any platinum coins until much later on.

Magic and the netherworld to the rescue! We can assume that dwarven (and dark elven) forges can reach the heat thresholds necessary to work with platinum, and that magic can assist other races; but the difficulty and rarity serve as useful justifications for platinum to be the most valuable coinage metal in the game world.

**[01-05]** Low-Grade Ore with Copper (70% Platinum / 30% Copper), Deep Deposit

**[06-10]** Low-Grade Ore with Copper (70% Platinum / 30% Copper), Shallow Deposit

**[11-15]** Low-Grade Ore with Nickel (70% Platinum / 30% Nickel), Deep Deposit

**[16-20]** Low-Grade Ore with Nickel (70% Platinum / 30% Nickel), Shallow Deposit

**[21-25]** Low-Grade Ore, Deep Deposit

**[26-30]** Low-Grade Ore, Shallow Deposit

**[31-35]** Medium-Grade Ore with Gold (70% Platinum / 30% Gold), Deep Deposit

**[36-40]** Medium-Grade Ore with Gold (70% Platinum / 30% Gold), Shallow Deposit

**[41-45]** Medium-Grade Ore with Iridium (70% Platinum / 30% Iridium), Deep Deposit

**[46-50]** Medium-Grade Ore with Iridium (70% Platinum / 30% Iridium), Shallow Deposit

**[51-55]** Medium-Grade Ore, Deep Deposit

**[56-60]** Medium-Grade Ore, Shallow Deposit

**[61-65]** High-Grade Ore with Abundant Adamantite (90% Platinum / 10% Adamantite), Deep Deposit

**[66-70]** High-Grade Ore with Abundant Adamantite (90% Platinum / 10% Adamantite), Shallow Deposit

**[71-75]** High-Grade Ore with Trace Adamantite (98% Platinum / 2% Adamantite), Deep Deposit

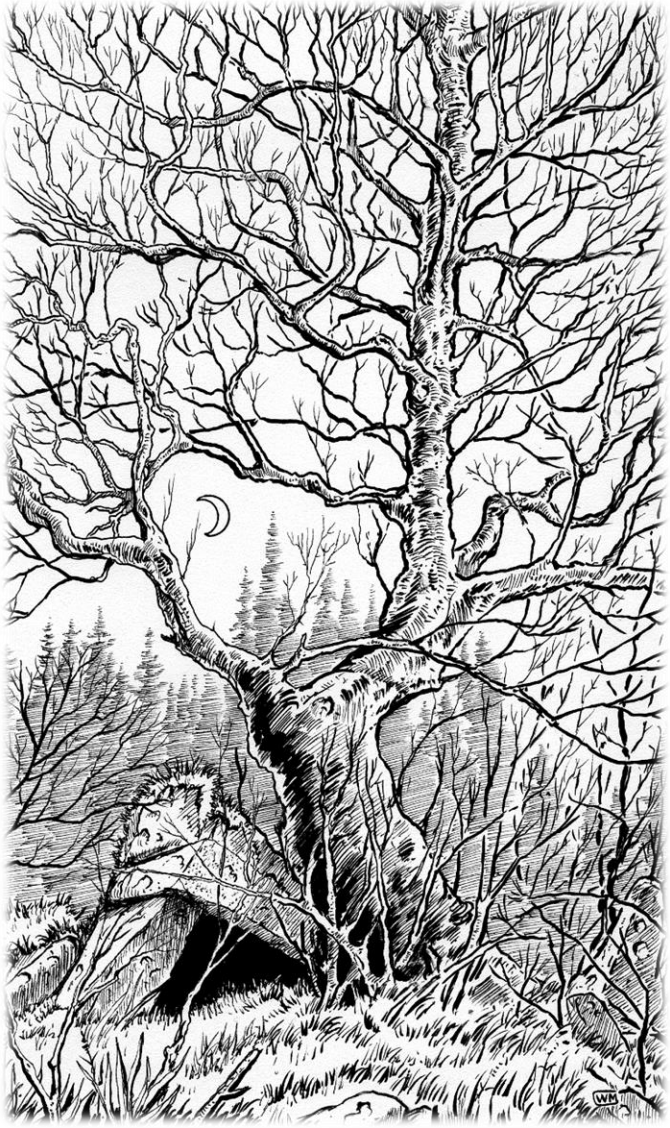
**[76-80]** High-Grade Ore with Trace Adamantite (98% Platinum / 2% Adamantite), Shallow Deposit

**[81-85]** High-Grade Ore with Uncommon Adamantite (95% Platinum / 5% Adamantite), Deep Deposit

**[86-90]** High-Grade Ore with Uncommon Adamantite (95% Platinum / 5% Adamantite), Shallow Deposit

**[91-95]** High-Grade Ore, Deep Deposit

**[96-00]** High-Grade Ore, Shallow Deposit



# III-10-13
# Ultra-Detailed Resources:
# Rare Woods

At the GM's discretion, the following real-world (and frequently tropical) woods can be replaced with climate-specific woods, or fantasy world woods of a similar nature.

Personally, I recommend using all of these names and simply saying that the real-world woods are not necessarily direct equivalents to the fantasy-world woods. The goal is to provide interesting names and differentiated entries for treasure and resources, not to precisely model Earth's modern flora and climatology. I provide a few interesting characteristics for those GMs who prefer a realistic approach.

**[01-04] Blackwood:** Dark red or black. Used to make excellent musical instruments. In ancient Egypt, it was used to make furniture as well. Highly valuable.

**[05-08] Bloodwood:** Used to extract dye, and for its medicinal leaves and bark.

**[09-12] Burl Wood:** This is not a type of tree, but rather a type of deformed growth. When carved and polished, it creates beautiful grain patterns that are highly prized in ornamentation.

**[13-16] Camatillo (Rosewood):** Used to make beautiful musical instruments, containers, and ornaments.

**[17-20] Cedar:** A prized aromatic wood that is favored for arbors, and also for the crafting of containers and holy symbols.

**[21-24] Ebony:** A very dark, hard, and dense form of wood that is used in sculpture, carving, and ornament.

**[25-28] Ivory Wood:** A hard, resilient type of wood that is used to make fine tools and weapons.

**[29-32] Jatoba:** A very hard wood that can be used to make strongboxes, magical weapons, perhaps even wooden armor, and so forth.

**[33-36] Katalox (Royal Ebony):** Prized for its beautiful and varied coloration. It is difficult for non-elves to work with, or without the influence of magic.

**[37-40] Kingwood:** A rare and esteemed wood that is demanded for ornamentation and architectural highlighting.

**[41-44] Lacewood:** Used for veneer work, cabinetry, paneling, and so forth due to its intricate grain.

**[45-48] Leopardwood:** A citrus tree wood that can be used to make ritualistic tools, staves, and symbols.

**[49-52] Lignum Vitae / Ironwood:** Extremely hard woods that can be used for edible gum, medicine, and particularly weapon making (arrow shafts, spear hafts, pole arms, etc.). Thick-hafted weapons made from ironwood are heavy, but nigh unbreakable.

**[53-56] Petrified Wood:** Prized ancient wood which has turned to stone. Used for alchemical reagents, material spell components, the creation of holy or unholy symbols, etc.

**[57-60] Purpleheart (Amaranth):** Wood that is very water resistant, and therefore prized in humid and rainy climates for construction and manufacture. Also in demand for its appealing violet hue.

**[61-64] Redwood:** A sacred New World wood, associated with strong spiritual and magical powers.

**[65-68] Sandalwood:** A highly aromatic wood prized for its oil. Used in incense, purification magics, etc. Very valuable.

**[69-72] Serpentwood (Serpentina):** A wood associated with healing and medicinal extracts. Also used in carving and idol sculpture.

**[73-76] Sunkwood:** various ancient / exotic trees from lake and river bottoms. In the game world, sunkwood usually implies that a realm has been heavily culled, with few forests remaining; the existing woods are in deep water and are now being salvaged for use. To be valuable, sunkwood must be resilient and prized in its own right; this means you should roll again to see which type of wood is being sought and gathered.

**[77-80] Teak:** A relatively light and versatile wood, which has the rare combined properties of being sturdy and easy to work with.

**[81-84] Tornillo (Mesquite):** A type of shrub-wood that is used in sacred carving, and also as firewood in arid regions. Its sugary seedpods are prized as well.

**[85-88] Tulipwood:** Wood that is very light and also very strong, which makes it highly in demand for just about anything (such as constructing a tall manor house).

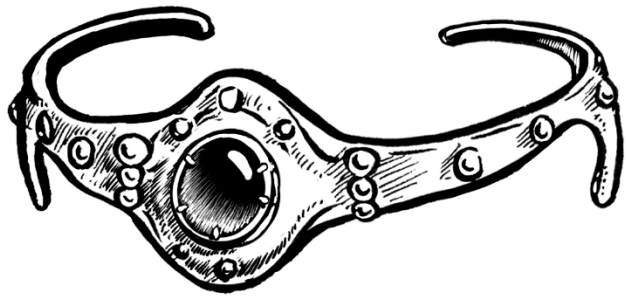
**[89-92] Wenge:** A dark tropical wood that is hard, heavy, and sturdy. Used to make long-lasting buildings, floors, staircases, etc.

**[93-96] Yellowheart:** A straight-growing sub-tropical wood that is easy to use in (limited) architecture.

**[97-00] Zebrawood:** A type of wood with a highly contrasted and easily-polished grain, which makes it popular in decorative designs (for weapon shafts, railings, paneling, some furniture, etc.).

# III-10-14 Ultra-Detailed Resources: Silver

As insinuated in the gold section (prior), the GM might want to make silver as the default coinage for the majority of civilization; with gold being rarer and used chiefly by merchants, nobles, and treasure-hunting adventurers. But I don't recommend a wholesale overthrow of the old school coinage system simply to make things more "realistic" in this regard.



**[01-05]** Low-Grade Ore with Copper (70% Silver / 30% Copper), Deep Deposit

**[06-10]** Low-Grade Ore with Copper (70% Silver / 30% Copper), Shallow Deposit

**[11-15]** Low-Grade Ore, Deep Deposit

**[16-20]** Low-Grade Ore, Shallow Deposit

**[21-25]** Medium-Grade Ore with Lead (70% Silver / 30% Lead), Deep Deposit

**[26-30]** Medium-Grade Ore with Lead (70% Silver / 30% Lead), Shallow Deposit

**[31-35]** Medium-Grade Ore with Zinc (70% Silver / 30% Zinc), Deep Deposit

[**36-40]** Medium-Grade Ore with Zinc (70% Silver / 30% Zinc), Shallow Deposit

**[41-45]** Medium-Grade Ore, Deep Deposit

**[46-50]** Medium-Grade Ore, Shallow Deposit

**[51-55]** High-Grade Ore with Abundant Mithril (90% Silver / 10% Mithril), Deep Deposit

**[56-60]** High-Grade Ore with Abundant Mithril (90% Silver / 10% Mithril), Shallow Deposit

**[61-65]** High-Grade Ore with Trace Mithril (98% Silver / 2% Mithril), Deep Deposit

**[66-70]** High-Grade Ore with Trace Mithril (98% Silver / 2% Mithril), Shallow Deposit

**[71-75]** High-Grade Ore with Uncommon Mithril (95% Silver / 5% Mithril), Deep Deposit

**[76-80]** High-Grade Ore with Uncommon Mithril (95% Silver / 5% Mithril), Shallow Deposit

**[81-85]** High-Grade Ore, Deep Deposit

**[86-90]** High-Grade Ore, Shallow Deposit

**[91-00]** Electrum (reroll on Electrum table)

In addition to the above, each silver resource should have a 50% chance of being found alongside somewhat valuable lead deposits. See the war metals section (hereafter) for a bit more on the topic of lead.

# III-10-15 Ultra-Detailed Resources: Spices

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

**[01-05] Black Pepper (Peppercorn):** A sharp, bitter spice that is omnipresent today, but quite valuable in the medieval world. Other specific options include: Green Pepper, Pink Pepper, and White Pepper.

**[06-10] Cardamom:** A very valuable Oriental spice, used in noble feasts. It is also used in healing salves, and in some forms of pipeweed.

**[11-15] Cassia:** An Oriental spice that is similar to cinnamon.

**[16-20] Cinnamon:** A prized and flavorful spice that comes from various types of evergreen tree bark (chiefly, Cinnamomum Verum).

**[21-25] Cloves:** Flower buds from the Syzygium Aromaticum tree. Used as a flavor, and in incense and pipeweed.

**[26-30] Cubeb:** A type of pepper, used to flavor pipeweed and spirits. Used medicinally as well.

**[31-35] Cumin:** Not only used as a spice, but also in mummification and longevity rituals, as well as rituals involving journeys into the Dreamlands.

**[36-40] Fine Salt:** Salt is very common, but various types might be unusually colored, alchemical, or brought up from arcane reaches of the netherworld.

**[41-45] Fine Sugar:** Sugar is common, but rare varieties might come from man-

eating plants, tropical regions tinged with magic, or netherworld fungi.

**[46-50] Galangal:** A favored cooking spice, but not deemed valuable in all areas.

**[51-55] Ginger:** The root of a flowering plant, famed for its unusual taste, palate cleansing, and reputed medicinal qualities.

**[56-60] Grains of Paradise:** A citrus-flavored and peppery spice, believed to balance the elemental humours of the body (and a mortal's attunement to the elements).

**[61-65] Healing Herbs:** Various plants reputed to have healing powers. General rule, if the GM does not want to get too technical: each dose will heal 1d6 points of damage if consumed; only effective once per 24 hours per person. Options for further detail (D20):

- **[1]** Aaron's Rod
- **[2]** Adder's Tongue
- **[3]** Aloe
- **[4]** Balm
- **[5]** Birthwort
- **[6]** Burdock
- **[7]** Chrysanthemum
- **[8]** Comfrey
- **[9]** Eucalyptus
- **[10]** Gardenia
- **[11]** Garlic
- **[12]** Henbane
- **[13]** Herb True-Love
- **[14]** Hyacinth
- **[15]** Juniper Berry
- **[16]** Marsh-Mallow
- **[17]** Saint John's Wort
- **[18]** Sphagnum Moss
- **[19]** Woundwort
- [**20]** Something else unusual, or from the GM's lore

**[66-70] Long Pepper:** Used as a medicine, and thought to cleanse the mind and psyche. Favored by psionicists and users of mental magic.

**[71-75] Mace:** A nutmeg seed derivative, with a delicate flavor. Believed to have preservative qualities.

**[76-80] Nutmeg:** A sweet evergreen spice, which is quite rare in medieval times.

**[81-85] Saffron:** In most worlds, the most valuable spice due to rarity and unique flavor. The spice of royalty.

**[86-90] Spikenard:** An aromatic spice that is frequently used in clerical rituals.

**[91-94] Tumeric:** Similar to ginger, but less medicinal and used primarily as a flavoring.

**[95-98] Vanilla:** Not nearly as common as it is in the modern world. In most worlds, the second most valuable spice between saffron (1st) and cardamom (3rd).

**[99-00]** Other (a more modern or exotic spice, depending on the GM's campaign and access to tropical islands)

# III-10-16

# Ultra-Detailed Resources:

# Timber (and Shipbuilding Supplies)

The following types of timber were typically used to make ancient, medieval and Renaissance-era ships in Europe and the Mediterranean region (and a bit afar). All of these woods are used in basic shipbuilding, but not all are intended for use in bottoms, decks and/or main planks. Basically, it is enough for the GM to know that these woods are valuable to the realm's shipbuilding industry and the industry of nearby realms. Getting more detailed than that might require a bit of in-depth research if you'd like a veneer of realism.

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

Questions of whether war-ravaged realms (with centuries-long shipbuilding endeavors occurring on a large scale) might feature increased levels of deforestation, elven enclaves defending woodlands, aggressive monsters due to destroyed lairs, etc. are left as an adventure hook-building exercise for the enterprising GM.

**[01-05] Alder:** An uncommonly used hardwood, but worthy.

**[06-10] Ash:** Relatively lightweight, and resistant to the elements.

**[11-22] Cedar:** A light yet sturdy wood, used to build defensive hulls.

**[23-27] Chestnut:** Durable and resistant wood, but known to slowly corrode iron.

**[28-32] Elm:** Resistant to splitting, and relatively easy to curve.

**[33-44] Fir:** A quality wood that is used to build fast ships. Combines acceptable weight with considerable strength.

**[45-49] Ilex:** Associated with magical effects, and used (but not to the exclusion of other wood types) for vessels with unusual powers or purposes. (Roll again for the type of shipbuilding timber the ilex is used with.)

**[50-54] Larch:** A softer wood, which is typically supplemented by the presence of another type of material (roll again for the second wood type).

**[55-59] Mahogany:** Believed to be blessed and to confer protection to mariners; whether or not this is true, it increases the morale of superstitious crews.

**[60-71] Oak:** Primarily used to build large and heavy ships.

**[72-76] Orangewood:** A hard and resilient wood, but believed to require the use of magic to be an effective shipbuilding timber.

**[77-88] Pine:** Abundant and affordable, but rots relatively quickly.

**[89-96] Spruce:** A relatively soft wood, but easily found.

**[97-00] Teak:** An oily wood that can be a bit difficult to build with. The oil delays rot, however, and is somewhat prized in Occidental realms.

Other and more specialized types of shipbuilding timber can be added at the GM's discretion.

# III-10-17 Ultra-Detailed Resources: War Metals

Note that whether metals such as nickel and zinc see considerable industrial use in the fantasy game world, or are viewed merely as "waste metal" byproducts incidental to mining, is left as an intellectual question for the GM. It is entirely possible that different races and cultures, comprised of varying technology levels, will each value these metals quite differently from one another. Such differentials in perceived value can make for some interesting trade and barter situations, to be sure!

The primary metals included in this category are:

- **Iron:** Used by itself for weapons and armor forging, or to make steel. Virtually all cultures find iron to be valuable, but some sub-races of elves and faeries are highly adverse to its use due to an ancient afflictive curse.
- **Lead:** Used in plumbing and weights, as well as in crafting types of shot (sling bullets, darts, etc.). For magi, lead is also useful because it either blocks or significantly reduces psychic emanations, rending some forms of scrying (ESP, X-ray vision, etc.) rather difficult.
- **Nickel:** Can be used as plating to make things resistant to corrosion. Advanced cultures are more likely to value nickel than primitive ones are.
- **Tin:** Used with copper to make bronze. Also used to solder metal joints. In early and medieval Europe, tin was rare, in demand, and heavily traded; in your game world it might well be more common.
- **Zinc:** Used with copper to make brass, and also alchemically. Classical and advanced-level cultures are more likely to value tin than primitive cultures are.
- Other metals can be added to this list as you see fit.

**[01-04]** Low-Grade Iron Ore, Deep Deposit

**[05-08]** Low-Grade Iron Ore, Shallow Deposit

**[09-10]** Low-Grade Lead Ore with Trace Copper (90% Lead / 10% Copper), Deep Deposit

**[11-12]** Low-Grade Lead Ore with Trace Copper (90% Lead / 10% Copper), Shallow Deposit

**[13-14]** Low-Grade Lead Ore, Deep Deposit

**[15-16]** Low-Grade Lead Ore, Shallow Deposit

**[17-18]** Low-Grade Nickel Ore, Deep Deposit

**[19-20]** Low-Grade Nickel Ore, Shallow Deposit

**[21-22]** Low-Grade Tin Ore, Deep Deposit

**[23-24]** Low-Grade Tin Ore, Shallow Deposit

**[25-26]** Low-Grade Zinc Ore, Deep Deposit

**[27-28]** Low-Grade Zinc Ore, Shallow Deposit

**[29-32]** Medium-Grade Iron Ore, Deep Deposit

**[33-36]** Medium-Grade Iron Ore, Shallow Deposit

**[37-38]** Medium-Grade Lead Ore with Trace Zinc (90% Lead / 10% Zinc), Deep Deposit

**[39-40]** Medium-Grade Lead Ore with Trace Zinc (90% Lead / 10% Zinc), Shallow Deposit

**[41-42]** Medium-Grade Lead Ore, Deep Deposit

**[43-44]** Medium-Grade Lead Ore, Shallow Deposit

**[45-46]** Medium-Grade Nickel Ore, Deep Deposit

**[47-48]** Medium-Grade Nickel Ore, Shallow Deposit

**[49-50]** Medium-Grade Tin Ore, Deep Deposit

**[51-52]** Medium-Grade Tin Ore, Shallow Deposit

**[53-54]** Medium-Grade Zinc Ore, Deep Deposit

**[55-56]** Medium-Grade Zinc Ore, Shallow Deposit

**[57-58]** High-Grade Iron Ore with Trace Meteoric Iron (95% Iron / 5% Meteoric Iron), Deep Deposit

**[59-60]** High-Grade Iron Ore with Trace Meteoric Iron (95% Iron / 5% Meteoric Iron), Shallow Deposit

**[61-64]** High-Grade Iron Ore, Deep Deposit

**[65-68]** High-Grade Iron Ore, Shallow Deposit

**[69-70]** High-Grade Lead Ore with Trace Silver (90% Lead / 10% Silver), Deep Deposit

**[71-72]** High-Grade Lead Ore with Trace Silver (90% Lead / 10% Silver), Shallow Deposit

**[73-74]** High-Grade Lead Ore, Deep Deposit

**[75-76]** High-Grade Lead Ore, Shallow Deposit

**[77-78]** High-Grade Nickel Ore with Iron (70% Nickel / 30% Iron), Deep Deposit

**[79-80]** High-Grade Nickel Ore with Iron (70% Nickel / 30% Iron), Shallow Deposit

**[81-82]** High-Grade Nickel Ore, Deep Deposit

**[83-84]** High-Grade Nickel Ore, Shallow Deposit

**[85-86]** High-Grade Tin Ore with Trace Copper (90% Tin / 10% Copper), Deep Deposit

**[87-88]** High-Grade Tin Ore with Trace Copper (90% Tin / 10% Copper), Shallow Deposit

**[89-90]** High-Grade Tin Ore, Deep Deposit

**[91-92]** High-Grade Tin Ore, Shallow Deposit

**[93-94]** High-Grade Zinc Ore with Trace Copper (90% Zinc / 10% Copper), Deep Deposit

**[95-96]** High-Grade Zinc Ore with Trace Copper (90% Zinc / 10% Copper), Shallow Deposit

**[97-98]** High-Grade Zinc Ore, Deep Deposit

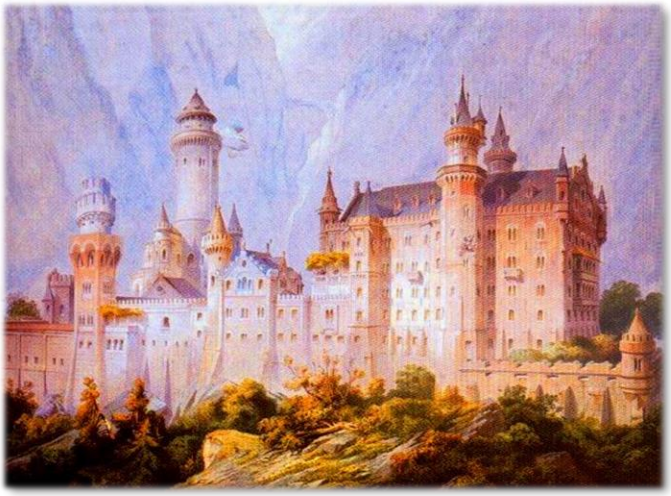
**[99-00]** High-Grade Zinc Ore, Shallow Deposit

# III-11
# The Name Game

Once your consideration of a realm's resources is complete, it's time to move on a much more creative and engaging topic: naming things!

Many GMs love coming up with their own names, depending on how they want their

world to "sound" atmospherically in the game. But if you ever need some help in naming the many cities, towns, forests, mountain ranges, lakes etc. in your game, the following random tables may be of use.



# III-11-1

# Names for Cities and Towns

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

The name may require some re-spelling or modification before it sounds right. And if you don't like the combination, simply roll again. There are over ten thousand possible combinations using this simple system. Enjoy!

**Anglicized Settlement Names:**

**Part I: Prefixes**

**[01]** Anchor-, **[02]** Ark-, **[03]** Ash-, **[04]** Bell-, **[05]** Black-, **[06]** Bow-, **[07]** Brock- / Brook-, **[08]** Brun- / Bryn-, **[09]** Caer-, **[10]** Cal-

**[11]** Chat-, **[12]** Cour-, **[13]** Crest-, **[14]** Crow(s)-, **[15]** Cul-, **[16]** Dark-, **[17]** Del-, **[18]** Dun-, **[19]** Dux-, **[20]** East-

**[21]** Edge-, **[22]** Eisen- / Isen-, **[23]** Eld-, **[24]** Elm-, **[25]** Ess-, **[26]** Est-, **[27]** Ever-, **[28]** Fax-, **[29]** Fog-, **[30]** Fox-

**[31]** Gale-, **[32]** Gam-, **[33]** Gol- / Gold-, **[34]** Green-, **[35]** Grey-, **[36]** Grim-, **[37]** Hale-, **[38]** Hammer-, **[39]** Hex-, **[40]** High-

**[41]** Hol-, **[42]** Hook-, **[43]** Iron-, **[44]** Iver-, **[45]** Kell-, **[46]** Key-, **[47]** Kestrel-, **[48]** Kings-, **[49]** Knights-, **[50]** Lake- / Loch-

**[51]** Len-, **[52]** Loft-, **[53]** Lor-, **[54]** Lords-, **[55]** Mid-, **[56]** Mist-, **[57]** Mon- / Mont-, **[58]** Moon-, **[59]** Nel-, **[60]** Nor-

**[61]** Noth-, **[62]** Oak-, **[63]** Onn- / Ox-, **[64]** Pale-, **[65]** Pike-, **[66]** Pit- / Pitch-, **[67]** Ponte-, **[68]** Quell- / Quill-, **[69]** Raven(s)-, **[70]** Red-

**[71]** Rex-, **[72]** Rift-, **[73]** Riven-, **[74]** Rook-, **[75]** San- / Sand-, **[76]** Scan-, **[77]** Slag-, **[78]** Soth-, **[79]** Spine-, **[80]** Steel-

**[81]** Stone-, **[82]** Storm-, **[83]** Suss-, **[84]** Tarn-, **[85]** Templars- / Temple-, **[86]** Ten-, **[87]** Thorn-, **[88]** Til-, **[89]** Tri-, **[90]** Trin-

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

**Anglicized Settlement Names:**

**Part II: Suffixes**

**[01]** -bay, **[02]** -bourn / -burn(e), **[03]** -bridge, **[04]** -brin / -brine, **[05]** -burg, **[06]**

-cairn, **[07]** -castle, **[08]** -c(h)ester, **[09]** -crag, **[10]** -cross / -crux

**[11]** -dale, **[12]** -dam(e), **[13]** -deep, **[14]** -del, **[15]** -den / -don, **[16]** -dor / -dorion, **[17]** -edge, **[18]** -end, **[19]** -ess(e), **[20]** -fall(s)

**[21]** -fast, **[22]** -fax, **[23]** -fell, **[24]** -field, **[25]** -ford, **[26]** -fort, **[27]** -gard(e), **[28]** -gate, **[29]** -glen, **[30]** -gold

**[31]** -guild(er), **[32]** -hallow, **[33]** -harrow, **[34]** -haven, **[35]** -hawk, **[36]** -helm, **[37]** -hilm, **[38]** -hold, **[39]** -hollow, **[40]** -holm

**[41]** -holt, **[42]** -horn / -hove, **[43]** -hurst, **[44]** -ible / -ibul, **[45]** -keep, **[46]** -kirk, **[47]** -lock, **[48]** -lon, **[49]** -lond, **[50]** -low

**[51]** -luna, **[52]** -mane, **[53]** -mant(le), **[54]** -mead, **[55]** -mede, **[56]** -meet, **[57]** -mere, **[58]** -mond, **[59]** -mound, **[60]** -moor

**[61]** -mor / -more, **[62]** -moth, **[63]** -mouth, **[64]** -ond(e), **[65]** -orien, **[66]** -peak, **[67]** -point(e), **[68]** -pool(s), **[69]** -port, **[70]** -reach

**[71]** -rest, **[72]** -rist, **[73]** -rock, **[74]** -roost, **[75]** -rost, **[76]** -rune, **[77]** -shield / -shild, **[78]** -shire, **[79]** -silver, **[80]** -span

**[81]** -spire, **[82]** -stead, **[83]** -stone, **[84]** -strand, **[85]** -thorn, **[86]** -ton, **[87]** -tower, **[88]** -vale, **[89]** -vers / -veris, **[90]** -ville / -vol

**[91]** -wall, **[92]** -ward, **[93]** -water, **[94]** -well, **[95]** -wich, **[96]** -wick, **[97]** -wind, **[98]** -wold, **[99]** -wood, **[00]** -wort(h)

Exotic names are a bit more difficult to work with, because we are attempting to emulate just about any non-English language that you can think of. These are "generic" fantasy syllables which you might recognize from various places which inspired the creation of the World of Oldskull.

Using my example system, you could also create separate emulators to create names with a Nordic sound, or Japanese, French, Native American, or what have you. If you have a special system that you would like to see for a specific culture, just let me know and I will try to include it in future editions.

**Exotic Settlement Names:**

**Part I: Prefixes**

(This is the easy part. There will likely be a bit of decision making to do when the prefix is joined to the randomly-determined suffix.))

**[01]** Al-, **[02]** Alm-, **[03]** Ang-, **[04]** Antre-, **[05]** Armen-, **[06]** Asp-, **[07]** Ast-, **[08]** Bae-, **[09]** Barad-, **[10-11]** Bas-

**[12]** Bele-, **[13]** Bir-, **[14]** Cal-, **[15]** Carn-, **[16]** Cesh-, **[17]** Chen-, [**18]** Cret-, **[19]** Cryl-, **[20]** Dae-

**[21-22]** Dantre-, **[23]** Djed-, **[24-25]** Dol-, **[26]** Dora-, **[27]** Dur-, **[28]** Edo-, [**29]** Egla-, **[30]** Ehk-

**[31]** Ek-, **[32]** Elos-, **[33]** Eru-, **[34]** Esga-, **[35]** Eth-, **[36]** For-, **[37]** Gala-, **[38]** Grad-, **[39-40]** Gren-

**[41]** Gry-, **[42]** Gul-, **[43]** Hel-, **[44]** Hess-, **[45]** Him-, **[46]** Hoch-, **[47-48]** Isen-, **[49]** Ist-, **[50]** Jal-

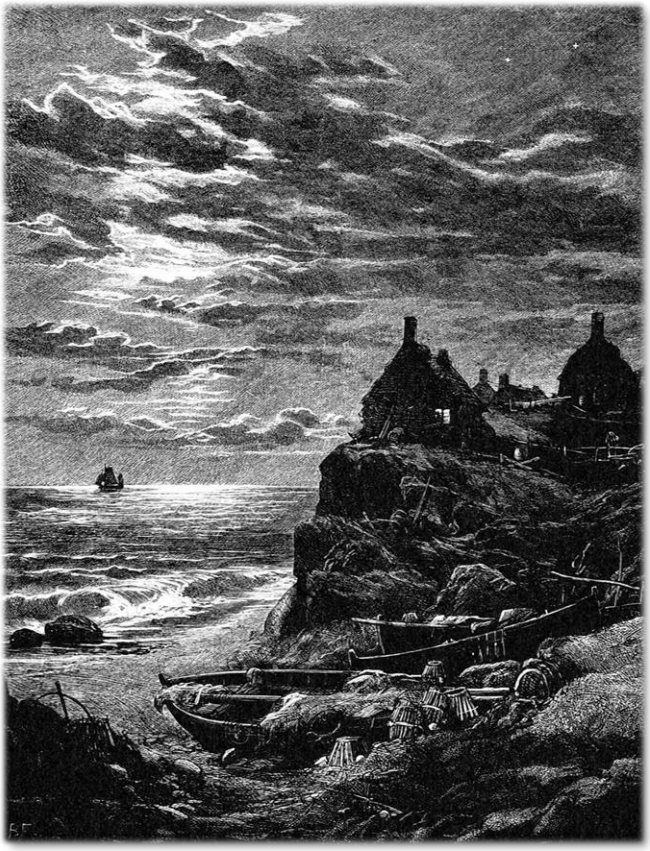
**[51]** Jhek-, **[52]** Jur-, **[53]** Kro-, **[54]** Krol-, **[55]** Leuk-, **[56]** Lin-, [**57]** Marn-, **[58]** Med-, **[59]** Mene-, **[60]** Mit-

**[61-62]** Mith-, **[63]** Mithr(i)-, **[64]** Mol-, **[65-66]** Mor-, **[67]** Naol-, **[68]** Naer-, **[69]** Nar-, **[70]** Nev-

**[71]** Nog-, **[72]** Og-, **[73]** Ohl, **[74]** Os-, **[75]** Pell-, **[76]** Perun-, [**77]** Pur-, **[78]** Raux-, **[79]** Pyr-, **[80]** Rel-

**[81]** Rin-, **[82]** Seph-, **[83]** Sir-, **[84]** Stol-, **[85]** Stol-, **[86]** Sul-, **[87]** Sunn-, **[88]** Tol-, **[89-90]** Tor-

**[91]** Trant-, **[92]** Uhl-, **[93]** Ular-, **[94]** Vel-, **[95]** Ver-, **[96]** Vlek-, **[97]** Wor-, **[98]** Wom-, **[99]** Xhar-, **[00]** Zel-



**Exotic Settlement Names:**

**Part II: Suffixes**

(This is the more difficult part to "program," linguistically and rhythmically speaking. Some results will be amazing; others will be silly. Reroll according to taste.)

Tips for exotic settlement name modification:

- Leave hyphenation or a gap in the middle of the name if the prefix and suffix do not otherwise work well together.
- If a suffix still does not work well, use the same roll and refer back to the Anglicized suffix table instead.
- And if a name ever sounds "short," you can roll D100 a third time, consult both the prefix and suffix table, and decide which entry sounds better as a tentative third syllable. For example, if I've generated the name "Dol-dra," and it sounds too short, I can roll D100 again (let's say my roll is 52) and add on either "Jur" or "Ix." To my ear, "Dol-dra'jur" sounds the best, so that is what I will go with. "Doldra'ix," perhaps respelled as "Doldraex," would be a second choice.

**[01]** -aerdi, **[02]** -aban, **[03]** -agh, **[04]** -agir, **[05]** -ak, **[06]** -ar, **[07]** -aric, **[08]** -astra, **[09]** -at, **[10]** -atha

**[11]** -band, **[12]** -bar, **[13]** -bast, **[14]** -bera, **[15]** -bir, **[16]** -boge, **[17]** -bor, **[18]** -bruin, **[19]** -burg, **[20]** -burn

**[21]** -chan, **[22]** -dhon, **[23]** -deru, **[24]** -dra, **[25]** -drol, **[26]** -dul, **[27]** -dur, **[28]** -durom, **[29]** -duun, **[30]** -egia

**[31]** -egol, **[32]** -ek, **[33]** -elos, **[34]** -eltar, **[35]** -embel, **[36]** -gara, **[37]** -gard, **[38]** -gil, **[39]** -gol, **[40]** -golm

**[41]** -gost, **[42]** -got, **[43]** -goth, **[44]** -gral, **[45]** -groth, **[46]** -gul, **[47]** -hir, **[48]** -ia, **[49]** -ir, **[50]** -irion

**[51]** -rr, **[52]** -ix, **[53]** -jatt, **[54]** -kaa, **[55]** -kal, **[56]** -kand, **[57]** -kar, **[58]** -keril, **[59]** -kuun, **[60]** -la

**[61]** -lond, **[62]** -loq, **[63]** -lor, **[64]** -lorn, **[65]** -loru, **[66]** -maida, **[67]** -mar, **[68]** -mord, **[69]** -morg, **[70]** -mura

**[71]** -murg, **[72]** -nost, **[73]** -och, **[74]** -oleth, **[75]** -oln, **[76]** -ombar, **[77]** -ond, **[78]** -or, **[79]** -orim, **[80]** -radd

**[81]** -ras, **[82]** -redd, **[83]** -rex, **[84]** -rith, **[85]** -ring, **[86]** -rolm, **[87]** -rond, **[88]** -roth, **[89]** -stad, **[90]** -suul

**[91]** -thang, **[92]** -tra, **[93]** -trik, **[94]** -tuvar, **[95]** -umbar, **[96]** -unre, **[97]** -uul, **[98]** -va, **[99]** -var, **[00]** -zir

If you'd rather not use a random generation, you can poke around and find inspiration elsewhere.

Examples of mythic cities and settlements described by real Earth cultures or sages of the past include: Agartha, Asgard, Atlantis, Biringan, Camelot, Cibola, the City of Brass, Cloud Cuckoo Land (look it up, it's interesting), Dis, El Dorado, Germelshausen, Halona, Hawikuh, Houssa, Irem (not really mythic!), Jabulqa, Jabulsa, Kalapa, Kiakima, Kitezh, Kwakina, Matsaki, Paititi, Pandaemonium, Quivira, Themiscyra, Trapalanda, Ys, Zerzura, and the Lost City of Z. (There are many others as well.) Each has its own real world lore, mysteries, and enchantments.

You can use any of these mythic names if you want, but you should probably either alter or research them first, because it is likely that one of or more of your well-read players might recognize the name and its magical (or otherworldly) implications.

Imaginary cities have a quite a history as well, if you'd care to do some reading. Exotic city and settlement names from literature and folklore which are in the public domain include: Abaton, Albraca, Auenthal, Babel (actually Babylon), Banza, Bou Chougga, Bunbury, Caerleon, Calnogor, Cameliard, the Celestial City, the City of Destruction, Cuttenclip, Egyplosis, Euphonia, Gnaphisthasia, Goldenthal, Grimmberg, Haranton, Ishtakar, Kinkenadon, Kioram, Kor, Laputa (a favorite), Liperda, Longjumeau, Lubec, Malacovia, Meroa, Milosis, Novogath, Perla, Saba, Selene the Vampire City, Sevarindia, the Sleepless City, Sorhaute, Stahlstadt, Stark-Wall, Sunchildston, and Ussula. Extra credit will be rewarded by the author if you already know the origins of several of these names … ;)

You might also find the city names developed by H. P. Lovecraft for the Dreamlands to be inspirational: Baharna, Celephais, The City of the Gugs, Dylath-Leen, Hlanith, Ib, Ilarnek, Inganok, Jaren, Kadatheron, Kiran, Ogrothan, Olathoe, Oonai, Rinar, Sarkomand, Sarnath, Selarn, Serannian, Sinara, Sona-Nyl, The Sunken City, Teloth, Thalarion, Thraa, Ulthar, Urg, Zar, and so forth.

## III-11-2

## Example Names for Terrain Features

Naming terrain features is one of the more enjoyable tasks a GM can partake in while designing a game world. I do not provide a random generation system for this process, because any system I could devise would be too limiting and leading in its results … thereby stifling GM creativity. Instead, I provide ~200 names for your

consideration, that you can use as examples in your own naming endeavors. Feel free to borrow from this section as needed. And have fun!

**Depressions**

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

**Forests**

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

**Hills**

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

**Lakes**

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

**Lost Cities**

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

**Mountains**

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

**Plains**

Arid Steppes, Blasted Heath, Cairn / Dolmen Heaths, Deathwhite Snowflats,

Dry Moors, Field of the Chieftains, The Frigid Reach, The Hammered Land, The Irondelve Flats, Land of the (Tribe) Nomads, Lone Moor, The Nothing Land, Plains of the (Nomad Tribes), Vale of (Ruler Name), the Whirlwind Alleys

**Rivers**

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

**Seas**

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

**Swamps**

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

**Wastelands**

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

**Wilds**

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

**Realms of Entropy**

A good game world does not just have normal terrain, however. It has weird and magical terrain, too.

If you want to include some strange, eldritch, or aberrant terrain to your game world, these highly unusual areas can usually be justified by the explanation that there are incursions of Chaos, Entropy, or dimensional rifts from other Prime Materials which cause odd anomalous regions (filled with bizarre monsters, of course!) to come into being. If this concept interests you, I recommend my 333 Realms of Entropy supplement as a guide for your inspiration.

Here is a list of the 333 Realms as featured in the World of Oldskull campaign; you can find more details concerning these bizarre places in the aforementioned supplement.

I have provided D1000 number selectors if you would like to use these realm selections at random in your campaign generation as well.

**[001-003]** Iridescent Devoured Glacier of the Snow Wonders

**[004-006]** Delta of the Nomadic Merfolk

**[007-009]** Battle Hollows of the War Cockatrice

**[010-012]** Defile of the Scuttling Corrosion

**[013-015]** Chaos Wastes of the Spawning Monstrosities

**[016-018]** The Meltwater-Drowning Mountains of Madness

**[019-021]** The Frosts of Nihil

**[022-024]** Redwoods of the Leaping Lynx

**[025-027]** Alps of the Swarming Pestilence

**[028-030]** Calcite Wilderland of the Piled Sculptures

**[031-033]** Frozen Moor of the Wicker Scarecrows

**[034-036]** The Wandlight Frostlands

**[037-039]** The Glittering Ice of Many Worlds

**[040-042]** The Vertiginous Moulin of Mama Skrechlech

**[043-045]** Mere Isle of the Aurochs Riders

**[046-048]** Parched Thicket of the Scorpion People

**[049-51]** Fire Cauldrons of the Horndelve Cabal

**[052-054]** Surreal Isthmus of the Infinite Tomb Spire

**[055-057]** Geyser Highlands of the Eaters of Flesh

**[058-060]** The Lotus Clutches

**[061-063]** Crimson Snowfields of the Withering Ones

**[064-066]** Grim Forest of the Headless Idols

**[067-069]** The Asgardian Strand

**[070-072]** Rust-Wrought Wasteland of the Insidious Betrayer

**[073-075]** The Defile of Lighted Entropy

**[076-078]** Ashen Sea of the Regent Sylphide

**[079-081]** Rain-Threaded Forest of the Entangler Jellies

**[082-084]** Bottomland of the Opalescent Hut

**[085-087]** The Adamantine Harrow

**[088-090]** Forested Skulls of the Faceless Lord

**[091-093]** Quicksand Slough of the Badgerbear Keepers

**[094-096]** Domes of the Mushroom Dryadlings

**[097-099]** Undefiled Bone Fields of the Faceless Clan

**[100-102]** The Boreal Murk

**[103-105]** Scintillant Cavelands of the Salt Dreamers

**[106-108]** Seeping Tumuli of the Melted Ones

**[109-111]** Death Moor of the Faceless Brigands

**[112-114]** The Mists Betwixt the Dragon's Teeth

**[115-117]** Erg of the Ten Thousand Ossuaries

**[118-120]** Bestial Cwm of the Plutonian Fountains

**[121-123]** Dripping Forest of the Acid Kisses

**[124-126]** Mirrored Forest of the Gated Adumbration

**[127-129]** Batrachian Lagoon of the Coralspear Tribe

**[130-132]** Bubbling Bogland of the Submerged Tablets

**[133-135]** Dells of the Great Storyteller's Solace

**[136-138]** Emerald Strand of the Challengers to the Puppet Master

**[139-141]** Frozen Reach of the Battle Wyverns

**[142-144]** Tidal Marsh of the Nested Abjuration

**[145-147]** Slime-Spun Barrowlands of the Great White Wyrm

**[148-150]** The Bloodstone Geyser Highlands

**[151-153]** The Unhallowed Meander

**[154-156]** Backwoods of the Echoing Anvils

**[157-159]** Spearpoint of the Tormented Unbeliever

**[160-162]** The Black and Flickering Desolation of Vigdis

**[163-165]** Jungle of the Seventeen Sinkholes

**[166-168]** Crevice of the Wingless Drakes

**[169-171]** Oxbow of the Raven Unicorn

**[172-174]** The Smoke-Filled Hoodoo Wasteland

**[175-177]** Treasure Gullies of the Death Gazers

**[178-180]** Forest-Lost Manufactorium Ruin of the Doom Brigands

**[181-183]** Shambling Londs of the Soul Ensnarers

**[184-186]** Flotsam-Scattered Beach of the Kobold Buccaneers

**[187-189]** Strait of the Fallen Phoenix

**[190-192]** The Abhorrent Spice Islands

**[193-195]** Lava Plain of the Chaunting Gaoleress

**[196-198]** The Breath of the Demigoddess

**[199-201]** Downlands of the Dust-Risen Asylum

**[202-204]** Festering Gorge of the Iron Drum

**[205-207]** The White Forgotten Countryside

**[208-210]** Volcanic Pinnacle of the Pyre Minotaurs

**[211-213]** Fossil Mire of the Bone-Mantled Jabberwock

**[214-216]** Montane of the Seven Talismans

**[217-219]** Gashes in the Madwoman's Veil

**[220-222]** Lost Loess of the Duskrune Grazing Grounds

**[223-225]** The Shimmering Forest of Huehueteotl

**[226-228]** Serpentine Gash of the Slithering Ones

**[229-231]** The Caterpillar Bottomlands

**[232-234]** The Glimmering Nexus Delves

**[235-237]** Decrepit Taiga of the Ancient Throne Guardian

**[238-240]** The Veldt of Gamesome Untruth

**[241-243]** Shadowparch of the Corpse Eaters

**[244-246]** The Ghoulish Grasslands

**[247-249]** The Rainbow-Vaulted Waterfalls

**[250-252]** Blood-Wrought Glen of the Unvanquished Executioner

**[253-255]** Deeping Sound of the Gluttonous Maelstrom

**[256-258]** Moor of the Crystalline Brotherhood

**[259-261]** Silvered Mounts of the Demon Hag

**[262-264]** The Leaping Cliffs of Sanguine Repentance

**[265-267]** Lichened Dells of the Vulture People

**[268-270]** Tombolo of the Musaeum Cabal

**[271-273]** Forking Waters of the Mad Striped Redeemer

**[274-276]** Perpetual Ice Cap of the Entombed Undercities

**[277-279]** The Honeyed and Chambered Peaks

**[280-282]** The Chimera-Haunted Cimmerian Uplands

**[283-285]** Fjord of the Tumbling Cliffside Spires

**[286-288]** Bloody Bushlands of the Kobold Wars

**[289-291]** Chasm of the Lemurian Idols

**[292-294]** Inland Sea of the Skittering Shipwrecks

**[295-297]** Silt-Spun Rapids of the Piled Colossus

**[298-300]** Viperous Voodoo Hill of the Mamba Masks

**[301-303]** Icelocks of the Hexer Tyrant

**[304-306]** Tomb Ravine of the Babbling Shibboleth

**[307-309]** Caldera of the Cliff Dancers

**[310-312]** The Coniferous Malformation

**[313-315]** Fractured Crevasse of the Brazen Oblivion

**[316-318]** Branching Thickets of the Treacherous Unveilings

**[319-321]** Scarp-Pages of the Gargantuan Basalt Libram

**[322-324]** Turlough of the Pallid Grin

**[325-327]** Arcadian Bluffs of the Fractured Oracle

**[328-330]** Pinnacle Gates of the Boreal Realm

**[331-333]** The Dune Vortex

**[334-336]** Bluffs of the Untouchable Cocoons

**[337-339]** The Egg-Tiered Heath

**[340-342]** The Hemlock Diablerie

**[343-345]** Greathold Ruin of the Polypous Standing Shapes

**[346-348]** Sacred Muskeg of the Oni Spice Traders

**[349-351]** Barrier Reef of the Marooned Mountebank

**[352-354]** Flood Mire of the Spear Beast Tamers

**[355-357]** Terraced Hills of the Tartarus Beasts

**[358-360]** The Runic Narrows

**[361-363]** The Bogland Grotesquerie

**[364-366]** Rainbow Marsh of the Thunder Clan

**[367-369]** The Breathing Emptiness

**[370-372]** The Crags of Quintessence

**[373-375]** Salt Reach of the Phosphorescent Council

**[376-378]** The Alchemist's Hollow Hills

**[379-381]** Tundra of the Wizened and Winged Tale Tellers

**[382-384]** Mist Bluffs of the Tittering Manakins

**[385-387]** Mirage-Filled Rills of the Fragmentary Aeon

**[388-390]** Steppes of the Becrimsoned Hawk

**[391-393]** The Viridian Algae Brushlands

**[394-396]** Resting Levee of the Hulk of the Black Freighter

**[397-399]** Gorge of the Most Glorious Cascading Goddess

**[400-402]** Peat Bog of the Heartless Ones

**[403-405]** The Uvala of Nyarlathotep

**[406-408]** Mantle of the Shadowed Moss

**[409-411]** Atoll of the Time-Lost Archonate

**[412-414]** Aurean Bornhardts of the Glorious King of Hawks

**[415-417]** Bog of the Horned Danse

**[418-420]** Fields of the Great Lens, Amaranthine

**[421-423]** The Ice Kennels of Berennar Trethom

**[424-426]** Crater Lake of the Deathless Octopoids

**[427-429]** Hadean Quagmire of the Bog Hounds

**[430-432]** Cove of the Carvings of the Seven Hundred Sons

**[433-435]** Veldt of the Lioness Heresiarch

**[436-438]** Snowdrifts of the Spriggan Lords

**[439-441]** The Bloodletters' Holms

**[442-444]** The Prairie of Endless Pendulums

**[445-447]** Weirding Headland of the Obsidian Knife

**[448-450]** Grey Wastes of the Grieving Moon

**[451-453]** The Island Upon the Map

**[454-456]** Hive Crater of the Ever-Encroaching Madness

**[457-459]** The Blasphemous Slough

**[460-462]** The Vale of Unwoven Prophecies

**[463-465]** The Vanished Dwarven Greatholds

**[466-468]** Glacial Peaks of the Brazen Dragon

**[469-471]** Twisted Defile of Princess Gythrae the Undaunted

**[472-474]** Tyrannical Waste of Nogg and Yogg

**[475-477]** The Great Dryadic Sea

**[478-480]** The Mad Carnival of Splendid Pyromancy

**[481-483]** Cloud Forest of the Blessed

**[484-486]** The Quagmire of Arachnidean Consequence

**[487-489]** Wing-Shadowed Citadel of the Glacier's Edge

**[490-492]** Bald Mount of Thelerissa, the Wailing Widow

**[493-495]** Potrero of the Jewel-Talon Caravansaries

**[496-498]** Lost Path of the Sinking Stars

**[499-501]** Sunken Petrified Forest of the Plague Perytons

**[502-504]** Chaparral of the Sardonic and Cindered Sycophant

**[505-507]** Alluvian Fan of the Many-Handed Serpents

**[508-510]** Bushland of the Vampire Flies

**[511-513]** Celestial Plain of the Majestic Cloud Temple

**[514-516]** Butte of the Unspeakable Besieger

**[517-519]** The Librarium of the Crimson Taiga

**[520-522]** Coral Key of the Thunder Queen

**[523-525]** The Spiny Outwash of Lord Andrealphus

**[526-528]** Dread Canyon of the Hammer Behemoths

**[529-531]** Brine Lake of the Contraption of Conflicting Wizardry

**[532-534]** The Inverted Emptiness of Hyaenoghul

**[535-537]** Desolate Downlands of the Cannibal Houndsmen

**[538-540]** Querex'reth, the Hills of Endless Mold

**[541-543]** Rain-Sundered Col of the Lizard Keepers

**[544-546]** The Centipede Fens

**[547-549]** Brushwood Falls of the Sacrificial Phial

**[550-552]** The Mausolean Valley of Tir Tirranon

**[553-555]** The Bubbling Pastures

**[556-558]** The Cloning Scrubland

**[559-561]** Plunge Pools of the Ever-Drowning

**[562-564]** Glacial Vault of the Cave Bear

**[565-567]** Pillared Sump of the Ivory Fane

**[568-570]** Wadi of the Filth-Ridden Invocation

**[571-573]** Cataract Pools of the Tentacled Scourge

**[574-576]** Illusory Reach of the Wraith Maiden

**[577-579]** Hyperborean Sandhills

**[580-582]** Surge Channel of the Dam Gnomes

**[583-585]** Mushroom Swamp of the Grand Experimenter

**[586-588]** Shrouded Aits of the Jotnar Cairns

**[589-591]** Crevasse of the Diseased Huntmaster

**[592-594]** Enmeshed Cay of the Spider Gnoles

**[595-597]** The Backswamp of Varath-Dur

**[598-600]** Crumbling Savannah of the Feasters Underneath

**[601-603]** Whorling Wasteland of the Last Man

**[604-606]** Spring of the Emerald Tusk

**[607-609]** Hollowed Flatirons of the Many-Taloned Dream Eaters

**[610-612]** The Argent Pastures of Epona

**[613-615]** The Palatial Spice Islands of Clymene

**[616-618]** Hanging Valley of the Tusk-Helm People

**[619-621]** The Augury Loch of Apshai

**[622-624]** Blasphemous Plain of the Ravaged Burial Pits

**[625-627]** Drumlin Spire of the Tigress Maiden

**[628-630]** Corpse-Piled Bog of the Poisoned Cairns

**[631-633]** Pine-Lost Temple of the Sinistral

**[634-636]** The Fading Bogland of Eradicated Shadowry

**[637-639]** Wastes of the Crumbling Spice Mounds

**[640-642]** Sump of the Forsaken Chapterhouse

**[643-645]** Corrie of the Storm Cauldrons

**[646-648]** Frigid Canal of the Wandering Tamarack

**[649-651]** The Bitter Mudslide Mountains

**[652-654]** The Splintering Stygian Ice Spires

**[655-657]** Gullies of the Iron Bells

**[658-660]** Peninsula of the Caged Ones

**[661-663]** Airy Shoals of the Grand Floating Caravansary

**[664-666]** Icy Canals of the Dilapidated Sphinx

**[667-669]** Polje of the Killing Cacklers

**[670-672]** Salt Licks of the Deluded Souls

**[673-675]** Perilous Basin of the Griff Stalkers

**[676-678]** Brackens of the Binding Fortress

**[679-681]** Grasses of the Many-Tiered Underpools

**[682-684]** Shifting Fens of the Mashing Mud Worms

**[685-687]** The Groves of Many-Legged Pain

**[688-690]** Reef of the Wind-Walking Moonbeasts

**[691-693]** Desolation of the Devil Slayers

**[694-696]** The Gibbering Barrens

**[697-699]** Trembling Turlough of the Many Glowing Paths

**[700-702]** Snowfields of the Colorless Maws

**[703-705]** The Barghest Pastures

**[706-708]** Silent Point of the Dimensional Narthex

**[709-711]** Evergreens of the Black Ale Brewery

**[712-714]** Foiba of the Silver Astrolabe

**[715-717]** The Netherward Harbor

**[718-720]** Putrid Ice of the Slithering Faces

**[721-723]** Tumbling Badlands of the Forsaken Familiars

**[724-726]** The Wilderlands of Eternal Mourning

**[727-729]** The Crevasse Ere to Yuggoth

**[730-732]** Frigid Highlands of the Daunted Ones

**[733-735]** Dead Shaft of the Spawning Pools

**[736-738]** Tropical Verdance of the Questing Beast

**[739-741]** Grey-Wrought Marsh of the Moss Entanglers

**[742-744]** Spires of the Abhorrent Grail

**[745-747]** Stony Desert of the Forsaken Exorcist

**[748-750]** Icy Hills of the Cataclysmic Augury

**[751-753]** The Undefiled Emptiness of Xolm

**[754-756]** Bottoms of the Eyes of Gerranon

**[757-759]** The Viperous Sands

**[760-762]** Sinkhole of the Thunder Beasts

**[763-765]** The Gossamered Lava Tubes

**[766-768]** Delve of the Grandiloquent Interrogator

**[769-771]** The Mirage Wastes of Ypolita

**[772-774]** The Ashen Pinnacle Gates of Elemental Air

**[775-777]** Cackling Headlands of the Queen-Tombs

**[778-780]** The Tunnel Valley of the Iridescent Spheres

**[781-783]** Salt Marsh of the Widow Makers

**[784-786]** Monsoon Wastes of the Violet Tusk

**[787-789]** Flesh-Wrought Malpais of the Thousand Traitorous Shapes

**[790-792]** Shipwreck Swirls of the Bloated Wights

**[793-795]** The Immaculate Island of Never-When

**[796-798]** Dunes of the Jeweled Sand Serpents

**[799-801]** Bloodstained Quarry of the Wicked Axe

**[802-804]** The Rift of Irreversible Omen

**[805-807]** Alkali Sink of the Crawling Beasts

**[808-810]** Dales of the Tunneling Prophets

**[811-813]** The Banelands of Enforced Tranquility

**[814-816]** The Box Canyon of Chthon

**[817-819]** The Forest of Misted Pools

**[820-822]** Barrowlands of the Entombed Frost Giants

**[823-825]** Barren Mountains of the Lords of Decadence

**[826-828]** Eroded Hogbacks of the Incarnations of Bereth-Lim

**[829-831]** Dismal Headlands of the Clawed Ones

**[832-834]** The Impassable Dusk which Ever Beholds

**[835-837]** Tide Pools of the Silent Ones

**[838-840]** Blue Hole of the Fathom Riders

**[841-843]** The Jungle of Glass Rings

**[844-846]** Diamond Aquifer of the Pillarine Dreamers

**[847-849]** The Bight-Isle of the Shrunken Head

**[850-852]** The Flooded Strip Mine of the Strangle Vines

**[853-855]** Arroyo of the Vengeful Invocation

**[856-858]** The Feathered Domes of Dolm-Thurai

**[859-861]** Graveyard of the Grand Sentinel

**[862-864]** Landslide Ayre of the Acheronean Burrows

**[865-867]** Acid Pools of the Witch Kobolds

**[868-870]** Sargasso Bight of the Crawling Thieves

**[871-873]** Pyre of the Ensorcelled Harbinger

**[874-876]** Strangling Jungle of the Rainbow Harpies

**[877-879]** Fey Escarpments of the Egg Stealers

**[880-882]** The Bizarre Waterfalls of Lord Toad-Throat

**[883-885]** Chiming Vale of the Puppet Conflagration

**[886-888]** Bewildering Jungle of the Prisoned Defilers

**[889-891]** Shoals of the Wading Winds

**[892-894]** The Loathsome Turlach

**[895-897]** Foaming Sound of the Skittering Shipwrecks

**[898-900]** Weeping Cenote of Ashmodai

**[901-903]** The Burbling Swale of Dread Birgitta

**[904-906]** Jungle of the Impudent Legion

**[907-909]** The Wulfen Groves

**[910-912]** Blight of the Unconquerable Stones

**[913-915]** Demon Coast of the Thirteen Shipwrecks

**[916-918]** Karst of the Dream Eaters

**[919-921]** Phantasmagorian Haunt of the Yellow Bear

**[922-924]** Slave Peaks of the Blood Reavers

**[925-927]** Flatirons of the Diabolic Centurion

**[928-930]** The Mephitic Greatholds

**[931-933]** Rift of the Inescapable Froth

**[934-936]** Collapsing Slopes of the Dread Manor

**[937-939]** High Glaciers of the Shielded Sanctuary

**[940-942]** The Valley of Stars' Treason

**[943-945]** Brazen Island of the Illustrious Hunt Royale

**[946-948]** Tenebrous Forest of the All-Revealing Fire

**[949-951]** Clacking Bones of the Frozen Thorns

**[952-954]** Phosphorescent Wetlands of the Bogwalker Tribe

**[955-957]** Floodland of the Ice-Locked Ruby Glories

**[958-960]** Ebony Veldt of the Scorching Reanimator

**[961-963]** The Copper-Filled Pits of Baba Yaga

**[964-966]** Flood Vaults of the Murderess Temptress

**[967-969]** The Tidal Marsh of Mykale

**[970-972]** Sentinel Colosseum of the Dire Meadows

**[973-975]** Fens of the Floating Spheres

**[976-978]** Faerie Realm of the Acid Beetles

**[979-981]** Gladewood of the Treacherous Fiend

**[982-984]** Lost Pampas of the Cerberus Cult

**[985-987]** Under-Dales of the Creeping Onslaught

**[988-990]** Court of the Tangles

**[991-993]** Crypt Defile of the Ever-Sought Repentance

**[994-996]** Prairie of the Thousand Ruined Spires

**[997-999]** Cavelands of the Jackal Nomads

**[000]** Dimensional Vergence of Chaos (Roll Twice)

## III-12

## Predominant Human Alignment

You now know your realm's natural resources and terrain features. But who dwells in that terrain, and who is exploiting the resources? Most of your game world's realms will feature human denizens of some sort. And it is your job to identify those cultures, and to determine how chaotic, lawful, or hostile they might be.

The predominant ethos (alignment) of each realm's human citizens will affect the entire nature of that realm. Lawful realms tend to be rigidly organized, with harsh laws and strict military discipline in their soldiery.

Neutral realms are generally more lax, but still based on the rule of law. Chaotic realms stress the importance of individual freedoms over centralized government; this is not to say that a chaotic realm will always be disorganized, but it will certainly be less organized than a lawful realm (and more open to corruption by evil individuals).

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

The good-aligned realms of the game world are strongly allied with demi-humans in the war against humanoids, demons, devils and the ever-encroaching forces of evil. Temporal disagreements — racial distrust and prejudices notwithstanding — will frequently crumble in the face of long-standing alliances, particularly when humans and demi-humans are faced with annihilation by endless waves of humanoids.

Each demi-human race has its own homelands to protect within the realms. The dwarves ward the mountains (and the netherworld), the gnomes and halflings patrol the hills, the elves defend the sylvan reaches, and so forth. Meanwhile, evil realms will either ally directly with humanoids, or use them as slaves and mercenaries against the forces of good. Neutral realms will serve as buffer states or sanctuaries, repelling the other extreme factions whenever they must in order to defend themselves.

Alignments also affect the long-term interactions between realms. Good and evil realms wage war against one another, with only occasional respites of mutual exhaustion. Even in times of "peace," skirmishes are frequent across the borderland between the warring realms. Good realms will occasionally skirmish with one another (as rulers' pride and stupidity often know no bounds), but such conflicts will be brief and almost always followed by alliance. Similarly, good realms will always ally in the face of a superior evil.

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

Evil realms are typically at war with everyone, but intelligent leaders will rarely

create situations in which war is necessitated on multiple simultaneous fronts. Evil realms war with one another, but will frequently form temporary alliances to destroy good.

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

As you can see, the alignment of a realm profoundly affects the civilizations that you will select to dwell there.

For obvious reasons, I strongly recommend that the realm your Player Characters begin the campaign in be either good or neutral, unless your players have specifically requested an evil campaign, focusing on the adventures of evil characters. Being "good" in a "bad" realm might sound exciting … until the players realize that tens of thousands of strangers want their PCs dead, and there is no place for them to hide. Such campaigns tend to end as soon as the PCs are badly wounded and seeking an inn or sanctuary where they can heal themselves. Wounded "good guys" will be dispatched and looted by one faction if not several, and then it's game over. Not very fun at all.

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

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

If you really feel the need to roll the predominant alignment for the starting realm randomly, roll 1D10: **[1-2]** Chaotic Good, **[3]** Chaotic Neutral, **[4-5]** Lawful Good, **[6]** Lawful Neutral, **[7-8]** Neutral Good, **[9-10]** True Neutral.

The ruler of a realm will always be of the realm's predominant alignment; it is the

ruler's ethos that influences that of all the subjects and peoples within the ruler's sphere of control.

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

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

**[01-10]** Chaotic Evil

**[11-20]** Chaotic Good

**[21-30]** Chaotic Neutral

**[31-40]** Lawful Evil

**[41-50]** Lawful Good

**[51-60]** Lawful Neutral

**[61-70]** Neutral Evil

**[71-80]** Neutral Good

**[81-00]** True Neutral

And wherever there are borders between realms of opposed alignments, you will probably want to make yourself some notes about the conflicts and terrain there … because skirmishes and battles are going to be commonplace throughout the borderlands!

# III-13

# Human Nature:

# Distribution of Alignment Subcultures within the Populace

**Quick alert:** Just because a realm has a predominant alignment now selected, that does *not* mean that everyone who lives there is an adherent of the same alignment! It should never be that easy for the players to figure things out. And humans are never like that, in reality or in fantasy, regardless …

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

These percentages of predominant, favored, and unfavored alignments are represented in the tables below. A D100 configuration is provided, so that you can

roll the alignment of any random NPC encountered within that realm as well.

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

If the total population of this chaotic evil realm is 50,000 human souls, then the approximate number of people of each alignment would be as follows: 25,000 chaotic evil, 2,000 chaotic good, 5,000 chaotic neutral, 5,000 lawful evil, 2,000 lawful good, 2,000 lawful neutral, 5,000 neutral evil, 2,000 neutral good and 2,000 true neutral.

If the GM wants to stage a revolt event in that realm, in which all of the good persons ally and fight against the evil government while the neutral people stand aside, the GM would then know that the 6,000 good rebels would face 35,000 evil subjects, with 9,000 citizens remaining neutral as much as possible. Clearly, with the rebels outnumbered almost 6 to 1, intervention by local demi-humans, adventuring heroes, and one or more good kingdoms would be of crucial importance, lest the rebellion be wiped out even as it begins!

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

# III-13-1

# Alignment Distribution in Chaotic Realms

**Proportionate Alignments / Random Determination in Chaotic Evil Realms**

**[01-50]** Chaotic Evil (50%)

**[51-54]** Chaotic Good (4%)

**[55-64]** Chaotic Neutral (10%)

**[65-74]** Lawful Evil (10%)

**[75-78]** Lawful Good (4%)

**[79-82]** Lawful Neutral (4%)

**[83-92]** Neutral Evil (10%)

**[93-96]** Neutral Good (4%)

**[97-00]** True Neutral (4%)

**Proportionate Alignments / Random Determination in Chaotic Good Realms**

**[01-04]** Chaotic Evil (4%)

**[05-54]** Chaotic Good (50%)

**[55-64]** Chaotic Neutral (10%)

**[65-68]** Lawful Evil (4%)

**[69-72]** Lawful Neutral (4%)
**[73-82]** Lawful Good (10%)
**[83-86]** Neutral Evil (4%)
**[87-96]** Neutral Good (10%)
**[97-00]** True Neutral (4%)

**Proportionate Alignments / Random Determination in Chaotic Neutral Realms**

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

## III-13-2

## Alignment Distribution in Lawful Realms

**Proportionate Alignments / Random Determination in Lawful Evil Realms**

**[01-10]** Chaotic Evil (10%)
**[11-14]** Chaotic Good (4%)
**[15-18]** Chaotic Neutral (4%)
**[19-68]** Lawful Evil (50%)
**[69-72]** Lawful Good (4%)
**[73-82]** Lawful Neutral (10%)
**[83-92]** Neutral Evil (10%)
**[93-96**] Neutral Good (4%)
**[97-00]** True Neutral (4%)

**Proportionate Alignments / Random Determination in Lawful Good Realms**

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

**Proportionate Alignments / Random Determination in Lawful Neutral Realms**

**[01-04]** Chaotic Evil (4%)
**[05-08]** Chaotic Good (4%)
**[09-12]** Chaotic Neutral (4%)
**[13-22]** Lawful Evil (10%)
**[23-32]** Lawful Good (10%)
**[33-82]** Lawful Neutral (50%)
**[83-86]** Neutral Evil (4%)
**[87-90]** Neutral Good (4%)
**[91-00]** True Neutral (10%)

## III-13-3

## Alignment Distribution in Neutral Realms

**Proportionate Alignments / Random Determination in Neutral Evil Realms**

**[01-10]** Chaotic Evil (10%)
**[11-14]** Chaotic Good (4%)
**[15-18]** Chaotic Neutral (4%)

**[19-28]** Lawful Evil (10%)
**[29-32]** Lawful Good (4%)
**[33-36]** Lawful Neutral (4%)
**[37-86]** Neutral Evil (50%)
**[87-90]** Neutral Good (4%)
**[91-00]** True Neutral (10%)

**Proportionate Alignments / Random Determination in Neutral Good Realms**

**[01-04]** Chaotic Evil (4%)
**[05-14]** Chaotic Good (10%)
**[15-18]** Chaotic Neutral (4%)
**[19-22]** Lawful Evil (4%)
**[23-26]** Lawful Neutral (4%)
**[27-36]** Lawful Good (10%)
**[37-40]** Neutral Evil (4%)
**[41-90]** Neutral Good (50%)
**[91-00]** True Neutral (10%)

**Proportionate Alignments / Random Determination in True Neutral Realms**

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

# III-14

# Rulership of Humanocentric Realms

So, who is leading all of these people with their differing beliefs, anyway? That would be the ruler, of course! Is the realm's leader strong (meaning the alignments frequently get along out of mutual self-interest), or is he weak (meaning there's lots of violence, and perhaps even civil war on the horizon)?

Generally, small realms have weaker rulers, and large realms have stronger ones. If this were not the case, the smaller realms would have more territory, while the larger realms would fragment. But a large realm might (for example) have a currently weak ruler, or a regent, which means that there will be troubles brewing on the horizon. Alternately, a small realm could have a surprisingly powerful and underestimated ruler if you want that small realm to become a future player on the world stage in your campaign.

Lawful rulers tend to be more in control (but not necessarily just), while chaotic rulers tend to be less in control (but not necessarily weak). True Neutral rulers tend to be the most subject to revolts and rebellions believe it or not, because they can't please everyone and each dissenting faction is relatively large as a ratio to the general population. Evil rulers are the most likely to be tyrannical or dictatorial, while good rulers are the most likely to be generous and defensively-minded. These are just general trends, however. You can mix and match as needed.

The leader of a realm will typically, but not always, be human. Leaders are NPCs who gain experience levels not only through the adventures in their younger days, but also through making strategic decisions, caring

for their people, surviving assassinations and committing political intrigue. These NPCs gain experience (before the game begins, of course!) and "level up" because they are facing risks on behalf of their people … not necessarily monsters and traps, but risks nonetheless. Therefore, rulers of realms will always have mid- to high experience levels; they will never be "normal humans" with only a few hit points.

The race, class(es), and details of a ruler are left for the GM to develop. Sometimes, the predominant alignment of the realm will be an indicator of the ruler's class. A true neutral realm might well have a high-level druid as leader, while an evil realm might have an assassin.

A lawful good realm could have a paladin, or even a good monk, as the ruler. Either choice would create a very different feel to the realm's beliefs and culture.

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

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

I recommend that around 10%-20% of a world's rulers be demi-human … but I can't really give you an automated system to make that decision for you, because that touches upon issues with demi-human level limits which not all Game Masters agree with. Generally speaking, if you want your ruler to be a demi-human of a particular race, do it … but don't *over*do it, and keep human rulers as the common baseline overall. (This advice hearkens back to the Gygaxian "humanocentricity" paradigm, one of the hallmarks of an old school fantasy game world).

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

Reasonable application of these random guidelines must be adjudicated by the GM. As a few examples of anomalies, thieves are more common in City States than elsewhere; rangers are more common

in Marches due to their borderland nature and the scouting, tracking and exploration missions involved in march governance; illusionists are more common in Byzantine / conspiratorial settings that are rife with political intrigue; and clerics are much more common in theocratic realms. Basically, if the randomly-selected class does not make sense for your campaign world, replace it with something that does.

## III-14-1

## Ruler Classes in Chaotic Realms

**Predominant Realm Alignment:**

**Chaotic Evil**

**[01-05]** Assassin

**[06-24]** Cleric

**[25-73]** Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land

**[74-78]** Illusionist

**[79-90]** Magic-User

**[91-95]** Thief

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

**Predominant Realm Alignment:**

**Chaotic Good**

**[01-20]** Cleric

**[21-67]** Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land

**[68-85]** Ranger

**[86-90]** Illusionist

**[91-95]** Magic-User

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

**Predominant Realm Alignment:**

**Chaotic Neutral**

**[01-05]** Bard

**[06-23]** Cleric

**[24-70]** Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land

**[71-75]** Illusionist

**[76-90]** Magic-User

**[91-95]** Thief

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

## III-14-2

## Ruler Classes in Lawful Realms

**Predominant Realm Alignment:**

**Lawful Evil**

**[01-05]** Assassin

**[06-24]** Cleric

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

**[72-76]** Illusionist

**[77-89]** Magic-User

**[90-91]** Monk

**[92-95]** Thief

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

**Predominant Realm Alignment:**

**Lawful Good**

**[01-19]** Cleric

**[20-62]** Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land

**[63-71]** Paladin

**[72-76]** Ranger

**[77-80]** Illusionist

**[81-93]** Magic-User

**[94-95]** Monk

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

**Predominant Realm Alignment:**

**Lawful Neutral**

**[01-04]** Bard

**[05-22]** Cleric

**[23-69]** Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land

**[70-73]** Illusionist

**[74-88]** Magic-User

**[89-90]** Monk

**[91-95]** Thief

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

## III-14-3

## Ruler Classes in Neutral Realms

**Predominant Realm Alignment:**

**Neutral Evil**

**[01-04]** Assassin

**[05-07]** Bard

**[08-25**] Cleric

**[26-72]** Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land

**[73-76]** Illusionist

**[77-91]** Magic-User

**[92-95]** Thief

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

**Predominant Realm Alignment:**

**Neutral Good**

**[01-03]** Bard

**[04-21]** Cleric

**[22-68]** Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land

**[69-73]** Ranger

**[74-77]** Illusionist

**[78-92]** Magic-User

**[93-95]** Thief

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

**Predominant Realm Alignment:**

**True Neutral**

**[01-05]** Bard

**[06-23]** Druid

**[24-70**] Fighter (or Cavalier; 25% chance below Baronet rank, 50% chance at Baronet rank and above) for a civilized realm; Barbarian for a relatively wild / untamed land

**[71-75]** Illusionist

**[76-90]** Magic-User

**[91-95]** Thief

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

# III-15

# Experience Level Ranges for Human Realm Rulers

The following experience levels are recommended for leaders and rulers. Some GMs might find these numbers contentious, but they are well-researched and have stood the test of time in my own campaign!

**A Brief Note on Ruler Experience Levels**

The experience levels provided are derived from 1980-1983 sources. Over the decades, a power surge has occurred in the gaming community where levels under 20 are considered relatively weak, and the game "really begins" for some groups at level 20. This concept has largely been fueled by videogames and MMOs, where frequent increases in power are required to hold a player's attention. Enough time has passed that the videogame paradigm is now frequently considered normal, and the old school paradigm might seem strange.

This escalation is a natural state of affairs over time. It simply is what it is. But here in the old school, we resist such things as a matter of course, while still giving you a reasonable array of options to consider!

If you feel the need, you can uniformly increase all listed experience levels by +3 (reasonable), +5 (not really old school), or even +10 (you're really far away from the old school paradigm now) if you feel it's truly necessary.

I'll bite my tongue and try not to preach on this matter, because I do understand that in the 21st century groups have less time to play, and want to reach higher experience levels more quickly, and groups which fortuitously "go longer" after accommodating such expectations tend to reach very high experience levels indeed.

That's a private matter for your individual play group and the players' preferred style. But I keep the old school baseline here as a matter of sanity! Expand upon if you feel the need … with caution.

The entries hereafter indicate ruler archetypes from weakest to strongest. Details are also provided for suggested experience level range, alternate titles, and hit points, with some additional notations.

**Knight**

**(Hierarchy I)**

Ruling knight experience levels range between 5 and 9, inclusive. For random determination, use 1D6+4, and consider a roll of 6 to indicate experience level 9.

For role-playing and descriptive purposes, I recommend the following in-game differentiations if required:

- Recognized (level 5)
- Established (level 6)
- Esteemed (level 7)
- Venerated (level 8)
- Powerful (level 9)

Equivalent titles for non-English themed realms include **Cabaleiro** (Galician), **Caballarius** (Latin / Late Roman), **Cavaliere** (Italian), **Chevalier** (French), **Dame** (female only), **Elder** (Clan / Tribal), **Eques** (Roman), **Kalores** (Albanian), **Lovag** (Hungarian), **Marchog** (Welsh), **Master** (Traditional), **Riddare** (Swedish), **Riddari** (Icelandic), **Ridder** (Danish / Dutch / Norwegian), **Ridire** (Irish), **Ritari** (Finnish), **Ritter** (German), **Ruttel**

(Estonian), **Rycerz** (Polish), **Vitez** (Croatian / Slovenian), and **Zaldun** (Basque).

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

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

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

**Knight Companion**

**(Hierarchy II)**

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

I recommend the following in-game differentiations if required:

- Recognized (level 6)
- Established (level 7)
- Esteemed (level 8)
- Venerated (level 9)
- Powerful (level 10)

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

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

**Knight Banneret**

**(Hierarchy III)**

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

I recommend the following in-game differentiations if required:

- Recognized (level 7)
- Established (level 8)
- Esteemed (level 9)
- Venerated (level 10)
- Powerful (level 11)

An equivalent title is **Supreme Master** (Folkloric). Also, **Dame Banneret** (female only).

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

**Baronet**

**(Hierarchy IV)**

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

I recommend the following in-game differentiations if required:

- Recognized (level 8)
- Established (level 9)
- Esteemed (level 10)
- Venerated (level 11)
- Powerful (level 12)

Equivalent titles include **Baronetti** (Finnish), **Buruzagi** (Basque), **Chevetaine** (Old French), **Chief** (Tribal), **Chieftain** (Tribal), **Efridder** (Dutch), **Hovding** (Danish), **Knight Commander** (English), **Kryetar** (Albanian), **Laird** (Scottish), **Madame** (female only), **Mayor** (Latin Derivative / Traditional), **Nobile** (Italian), **Taisech** (Irish), and **Xefe** (Galician).

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

**Baron / Baroness**

**(Hierarchy V)**

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

I recommend the following in-game differentiations if required:

- Recognized (level 9)
- Established (level 10)
- Esteemed (level 11)
- Venerated (level 12)
- Powerful (level 13)

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

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

**Viscount / Viscountess**

**(Hierarchy VI)**

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

I recommend the following in-game differentiations if required:

- Recognized (level 10)
- Established (level 11)
- Esteemed (level 12)
- Venerated (level 13)
- Powerful (level 14)

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

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

**Count / Countess**

**(Hierarchy VII)**

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

I recommend the following in-game differentiations if required:

- Recognized (level 11)
- Established (level 12)
- Esteemed (level 13)
- Venerated (level 14)
- Powerful (level 15)

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

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

**Marquis / Marchioness**

**(Hierarchy VIII)**

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

I recommend the following in-game differentiations if required:

- Recognized (level 12)
- Established (level 13)
- Esteemed (level 14)
- Venerated (level 15)
- Powerful (level 16)

Equivalent titles include **Ardalydd** (Welsh), **Count Palatine** (Lake Geneva RPG), **Hierarch** (Lake Geneva RPG), **Hierarcha** (Latin), **Landgraf** (German), **Landgrave** (French / German), **Marchensis** (Late Latin), **Marchese** (Italian), **Margrave** (German / Holy Roman Empire), **Markgraf** (German), **Pfalzgraf** (German) and **Propraetor** (Roman).

NPC Marquis rulers should always have hit points equivalent to at least 81% of their potential maximum (round up), in

regarded to experience level, hit dice, and Constitution (CON) bonuses.

**Duke / Duchess**

**(Hierarchy IX)**

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

I recommend the following in-game differentiations if required:

- Recognized (level 13)
- Established (level 14)
- Esteemed (level 15)
- Venerated (level 16)
- Powerful (level 17)

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

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

**Prince / Princess**

**(Hierarchy X)**

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

I recommend the following in-game differentiations if required:

- Risen (level 14)
- Ascendant (level 15)
- Mighty (level 16)
- Revered (level 17)
- Exalted (level 18)

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

**Theocrat** (Lake Geneva RPG) and **Viceroy** (Traditional).

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

**King / Queen**

**(Hierarchy XI)**

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

I recommend the following in-game differentiations if required:

- Risen (level 15)
- Ascendant (level 16)
- Mighty (level 17)
- Revered (level 18)
- Exalted (level 19)

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

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

**High King / High Queen**

**(Hierarchy XII)**

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

I recommend the following in-game differentiations if required:

- Risen (level 16)
- Ascendant (level 17)
- Mighty (level 18)
- Revered (level 19)
- Exalted (level 20)

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

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

**Overking / Overqueen**

**(Hierarchy XIII)**

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

I recommend the following in-game differentiations if required:

- Risen (level 17)
- Ascendant (level 18)
- Mighty (level 19)
- Revered (level 20)
- Exalted (level 21)

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

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

**Emperor / Empress**

**(Hierarchy XIV)**

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

I recommend the following in-game differentiations if required:

- Risen (level 18)
- Ascendant (level 19)
- Mighty (level 20)
- Revered (level 21)
- Exalted (level 22)

Demigods and godlings can be Emperors as well. Equivalent titles include **Aftokrator** (Greek), **Caesar** (Roman), **Emperador** (Catalan), **Empereur** (French), **Imperator** (Latin / Roman), **Kaysar** (Ottoman), **Keisari** (Finnish), **Kejsare** (Swedish), **Perandor** (Albanian), **Samraat**

(India), **Tsar** (Bulgarian / Slavic) and **Ymerawdwr** (Welsh).

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

As mentioned prior, experience levels can be adjusted with careful GM consideration depending on the power level of the campaign. Keep in mind also that several classes in the classic FRPG have inherent maximum levels: e.g., assassins (level 15), druids (level 14), and monks (level 17). If an impossible level of experience is indicated by the random roll ranges provided above, simply reduce the level to the maximum level for that class, or select a different class for the ruler.

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

**Brief Consideration of a Ruler's Edifice**

Most rulers will dwell in a fortified castle, manor house, etc. either within, or adjacent to, their realm's most populous town or city. You can envision that stronghold in whatever manner you like. If you would like to consider historical options for size, construction, and floor plans, the following list (D100) will be useful to you. These options will give you a good level of potential detail without requiring too much to notate for future reference.

Reroll as needed to acknowledge ruler power, realm size, etc. Keep in mind that castles are frequently built by one generation (or bloodline) and used by another, so you can certainly have (for example) an imperial palace that is somewhat dilapidated, and currently occupied by a mere count instead of an emperor. Such disparities can give you some interesting excuses to build up your realm's brief history profile as well!

**[01-02] Angular Blockhouse / Tower House:** A small castle whose overall floor plan is in the shape of the letter L (one major 90-degree turn). The two extremities will have towers.

**[03-04] Blockhouse / Tower House:** A small castle with a square or circular floor plan.

**[05-06] Bridge Castle:** A castle built over both sides of a river, guarding the crossing.

**[07-09] C-Plan Blockhouse / Tower House:** A small castle whose overall floor plan is in the approximate shape of the letter C (two major 90-degree turns). The two extremities will have towers.

**[10-11] Cave Castle (German = Hohlenburg):** A castle built into a large natural cavern, with only its foremost exterior facing out toward the surface world. The cave castle is probably elevated, in a cliff face etc.

**[12-14] Concentric Castle:** A castle (not necessarily with a circular floor plan) with two or more curtain walls, one inside the other.

**[15-17] Counter-Castle / Siege Castle:** A castle built to defend against invaders from another castle, or built as a staging

point to attack another castle. Found in tense, centuries-long border situations.

**[18-19] Crusader Castle:** A castle occupied by a knightly order. In game terms, crusaders are probably of good alignment (possibly paladins) or neutral alignment (cavaliers), not evil.

**[20-22] Enclosure Castle:** Technically, this is a rather broad and abused term; but the best definition is probably a castle which features several buildings inside its walls, but no single dominant keep. This means that the walls and outer towers are the main areas of defense.

**[23-24] Fantastic Castle:** A "fantasy" castle, built more as a folly / escape / madman's sanctuary than as a defensive edifice. A good prototype for the old school trope of the insane wizard's fortress.

**[25-26] Fortified Hunting Lodge (German = Jagdschloss):** A combination castle / manor house; built as a resort location for a ruler to stay near hunting grounds.

**[27-29] Fortified Manor House:** A locale that was originally built as a manor house, but was fortified by later generations.

**[30-31] Grotto Castle (German = Grottenburg):** A variant of a Cave Castle, where the natural cavern has been artificially extended to allow more building room.

**[32-33] Hillside Castle:** Simply, a castle built into the side of a hill for defensive purposes. A good design, because it means there are almost certainly subterranean areas.

**[34-35] Hilltop Castle:** Similar to a Hillside Castle, but the castle is built on the highest crown of the hill so that there is no direction where it can be assailed from above.

**[36-37] Imperial Castle (German = Reichsburg):** A castle built by an emperor, which (in a fantasy world, instead of the real world's Holy Roman Empire) implies that the stronghold is even larger than other kinds of castles. The emperor which built it might have been overthrown centuries ago.

**[38-39] Island Castle (German = Inselburg):** A castle built on an island.

**[40-41] Lowland Castle / Plains Castle:** A castle built in a plains / flatlands location. For defense, the castle will usually be bordered on at least one side by a river, and the bridge across the river is probably controlled by the castle's drawbridge. It probably has a moat as well.

**[42-43] Marsh Castle:** A castle built in a swamp or other wetland, which makes it very difficult for armies or siege engines to attack. The castle might also be surrounded by a moat, very easy to create in these environs.

**[44-45] Moat House / Moathouse:** A small castle with a deep moat as its primary form of defense.

**[46-47] Motte-and-Bailey Castle:** The motte is a raised artificial hill which the

castle resides on, and the bailey is a courtyard surrounded by the curtain wall. Basically, a hilltop castle upon an artificial hill.

**[48-50] Palace:** A stronghold built less for defense, and more as a luxurious royal residence. Its protection will come mostly in the form of guards, traps, and powerful magic … and if the palace ever falls, it will make a perfect dungeon setting.

**[51-52] Pleasure Palace (German = Lustschloss):** A small palace, built as a ruler's seasonal retreat away from state affairs.

**[53-55] Quadrangular Castle:** A square or rectangular castle, where the buildings are part of the outside walls and as a result there is no singular keep.

**[56-57] Refuge Castle (German = Fliehburg, Volksburg):** A crude defensive fortification which is built as a temporary retreat for villagers or townsmen in times of war. Very unglamorous, but there could well be a subterranean dungeon underneath. Also called "Giant Castle" (Hunenburg) because people believed they were built by giants, which in a fantasy world they could be.

**[58-59] Ridge Castle:** A castle built atop a ridge. Similar to a hilltop castle, but the castle is not built on a single isolated hill; it is built on a narrow height in a hill range or mountain range.

**[60-61] Ringwork Castle:** A castle with a courtyard and a single circular or oval curtain wall

**[62-63] Rock Castle (German = Felsenburg):** A castle which uses natural rock outcroppings as part of its defensive structure.

**[64-66] Shared Ancestral Castle (German = Ganerbenburg):** A castle distinguished not by its structure but by its circumstances: it is home to more than one clan / family / ancestral bloodline. This creates interesting opportunities for role-play and adventure (for example, a castle which is half controlled and half haunted).

**[67-68] Shell Keep:** A slightly more advanced motte-and-bailey design, with a stone wall around the circumference of the motte (artificial hill), instead of a wooden wall.

**[69-71] Sovereign Castle (German = Landesburg):** A castle built by a lord (duke, marquis, count, etc.) to rule and control his territory.

**[72-73] Spur Castle:** Similar to a rock castle, using the rock spur of a hilltop as part of its defense works.

**[74-75] Star Fort:** An advanced form of angularly-walled fortification, giving artillery or archers (or spell casters!) maximum fields of fire against invaders. First appeared in the 1400s and refined in later centuries. These fortresses make for beautiful maps that are challenging to create.

**[76-77] Stockade:** A crude wooden fort, with a wooden palisade wall and wooden structures. Typically square or rectangular.

**[78-80] T-Plan Blockhouse / Tower House:** A small castle whose overall floor plan is in the approximate shape of the letter T. There will likely be one or two towers at the extremities.

**[81-82] Toll Castle (German = Zollburg):** A castle built specifically to defend an important trade route (such as a mountain pass), and demanding payment from all passersby.

**[83-85] Tower Castle:** A small castle that has a single tower (instead of a keep and multiple towers along the wall).

**[86-88] Tower House:** A small castle which is basically a combination of a tower and living areas. Technically, a combination blockhouse / manor house.

Not as fancy inside as one might think … but magic can do pretty amazing things, yes?

**[89-90] Underworld Castle:** A fantasy type of castle, in which there is an immense castle built entirely underground.

**[91-94] Urban Castle (German = Stadtburg):** A castle which is situated in a city, or is large enough to encompass an entire village. In game terms, this could also be a ruined castle surrounded by what remains of a ruined city.

**[95-96] Water Castle:** A castle that is entirely surrounded by moats; a large Moathouse. A variant is a seaside castle, with only a single narrow walkway leading out to the sea- or bay-surrounded castle.

**[97-98] Wooden Fortress (Russian = Ostrog):** A small castle, or steading, made entirely of heavy wood. Somewhat similar to a Stockade, but much more established.

**[99-00] Zigzag Blockhouse / Tower House:** A small castle whose overall floor plan is in the approximate shape of the letter Z (two major 90-degree turns). The two extremities will have towers.

# III-16

# Ruler Impact on Realm Culture and Beliefs

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

**Anti-Paladin:** Blood feuds, deception, demon worship, intimidation, unholy wars

**Alchemist:** Experimentation, chemistry, elements and elementals, trophy hunting (for beast and monster parts).

**Assassin:** Capital punishment, "gangster honor," organized crime, territories and protection money, family vendettas.

**Barbarian:** Challenges of strength, shamanism, superstitions, survivalism, tribal honor, wilderness exploration.

**Bard:** Discourse, negotiation, poetry and songs, entertainment, traveling, veneration of history.

**Cavalier:** Chivalry, duels, heraldry, horsemanship, jousts, melees, processions and parades.

**Cleric:** Divination, interpretation of omens, magical (vs. medicinal) healing, theocratic rule, worship.

**Druid:** Animal preserves, herbalism and herbal medicine, nature worship, protection of forests and faerie realms.

**Fighter:** Dueling-based law systems, limited negotiations, martial structure, militancy, patriotism, strong authority.

**Hunter:** Beast mastery and taming, herbalism, hunting, map making, patrols and scouting, wilderness exploration.

**Illusionist:** Deception, disguise and changes in citizen appearance, subtle hand signals and colloquialisms, trickery.

**Jester:** Dance, duels of wit, feats of agility, masquerades, practical jokes, song.

**Magic-User:** Alchemy, development of academies and schools of magic, laws focused on magic use, research, scholarly thought.

**Monk:** Asceticism, psychic powers and interpretation, martial arts and mastery, physical contests, self-discipline.

**Mountebank:** Colorful lying, disguise, footraces, shady merchant practices, tall tales.

**Mystic:** Meditation, philosophy, planar exploration, research, rituals.

**Paladin:** Chivalry, crusades, honor, horsemanship, intolerance of evil, knightly orders.

**Ranger:** Adventuring, humanoid slaying, hunted fugitives, reconnaissance, wilderness exploration.

**Savant:** Research, study, esoteric knowledge, independent learning, and eccentric behavior.

**Thief:** Lax property laws, charlatanry (mountebanks, “snake oil” salesmen etc.), political intrigue, stealth, subterfuge.

**Warlock / Witch:** Celestial movements and holidays, herbalism, the occult, small animals (familiars), summoning.

# III-17
# Human Populations

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

Despite this, the universe of Castle Oldskull is also humanocentric. This means that humans are more common than demi-humans, and the strongest kingdoms tend to be human-dominated. Demi-human cultures in your game world might well be in retreat, fading from majesty as humanoids surge in power once again. At the same time, humans are found everywhere, even in the wildest polar reaches and savage jungles. Human populations will tend to be tribal (or at least clan-based) in the wilderness, and well-civilized in the populated realms.

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

Even small groups of NPC humans discovered in the wilderness can be very dangerous.

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

# III-17-1
# Human Populations in the Wilderness

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

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

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

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

**Wilds / Wilderness:** Generally, between 1,000 and 25,000, depending on the realm size, the climate and the power of the monsters who lair there. Specifically, between 50 and 250 persons per 24-mile world hex. Human groups will be tribal or cultic (brutal or noble savages, cannibals, headhunters, etc.).

If the monsters in the wilderness region are particularly powerful, the humans will have developed fortified villages to deal with the threat. Examples of fortified villages include: settlements surrounded by huge spiked walls, situated on sea coasts; fortified cave systems protected behind spikes, archers and traps; treetop villages, perhaps even with beast masters and tamed birds of prey for protection; secret valleys or ruins protected by powerful magics and curses; and underworld lost cities with limited entries to the surface.

## III-17-2

## Human Populations in Civilized Realms

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

**Honor Holds:** Honor Holds feature only a single hamlet or village, and so their population is small.

Population in a low-population campaign: 50 to 400 humans. For random determination, use 1D8 x 50.

In a medium-population campaign: 150 to 650 humans. For random determination, use (2D6 + 1) x 50.

In a high-population campaign: 200 to 800 humans. For random determination, use 2D4 x 100.

**Freeholds:** Freeholds typically feature a large village, perhaps surrounded by very small settlements.

Population in a low-population campaign: 500 to 800 humans. For random determination, use (1D4 + 4) x 100.

In a medium-population campaign: 600 to 900 humans. For random determination, use (1D4 + 5) x 100.

In a high-population campaign: 700 to 1,000 humans. For random determination, use (1D4 + 6) x 100.

**Knightmarks:** Knightmarks center on an important large village or a small town.

Population in a low-population campaign: 600 to 1,200 humans. For random determination, use (2D4 + 4) x 50.

In a medium-population campaign: 700 to 1,400 humans. For random determination, use (1D8 + 6) x 100.

In a high-population campaign: 900 to 1,800 humans. For random determination, use (1D10 + 8) x 100.

**Baronetcies:** These minor realms will center upon a small town.

Population in a low-population campaign: 3,000 to 6,000 humans. For random determination, use (1D4 + 2) x 1,000.

In a medium-population campaign: 5,000 to 8,000 humans. For random determination, use (1D4 + 4) x 1,000.

In a high-population campaign: 7,000 to 10,000 humans. For random determination, use (1D4 + 6) x 1,000.

**Baronies:** Baronies usually have one major town, surrounding a castle. The remainder of the population lives in villages and settlements.

Population in a low-population campaign: 5,000 to 10,000 humans. For random determination, use (1D6 + 4) x 1,000.

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

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

**Viscounties:** A Viscounty will usually have one large town or small city.

Population in a low-population campaign: 5,000 to 10,000 humans. For random determination, use (1D6 + 4) x 1,000.

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

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

**Arch-Baronies:** Arch-Baronies typically have one large town or small city. This population center will be walled and fortified. Arch-Baronies tend to have richer resources and/or are situated in strategically important areas (such as dominating a valley or mountain pass). Their population is the same as a normal Barony, but even villages will tend to be walled and fortified.

Population in a low-population campaign: 5,000 to 10,000 humans. For random determination, use (1D6 + 4) x 1,000.

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

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

*Cataclysm and plague have ravaged the known world's population.*

*Heroes must arise …*

**Viscounties:** A Viscounty will feature a small or medium-sized city, possibly walled and fortified. There will also be several small towns and many villages. The overall population will be as follows:

Population in a low-population campaign: 11,000 to 20,000 humans. For random determination, use (1D10 + 10) x 1,000.

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

In a high-population campaign: 31,000 to 50,000 humans. For random determination, use (1D20 + 30) x 1,000.

**City States:** City States feature a dominant major city, where approximately 90% of the human population lives. The remaining 10% are settled in the satellite villages, forts, mines and trading posts surrounding the city on every side. The population of a City State ranges as follows:

Population in a low-population campaign: 25,000 to 35,000 humans. For random determination, use (2D6 + 23) x 1,000.

In a medium-population campaign: 35,000 to 45,000 humans. For random determination, use (2D6 + 33) x 1,000.

In a high-population campaign: 45,000 to 90,000 humans. For random determination, use (1D10 + 8) x 5,000.

(See also the Incomparable City entry hereafter, as your one Incomparable City might also be a City State.)

**Counties and Free Counties:** A county will have one or more major cities, and a large number of towns and villages. Counties tend to be internal "safe" areas in larger kingdoms, and population will be rather high even if the county is small. Overall population will be as follows:

Population in a low-population campaign: 21,000 to 40,000 humans. For random determination, use (1D20 + 20) x 1,000.

In a medium-population campaign: 30,000 to 75,000 humans. For random determination, use (1D10 + 5) x 5,000.

In a high-population campaign: 50,000 to 200,000 humans. For random determination, use (3D6 + 2) x 10,000.

**Marches and Free Marches:** A march will have one or more major cities, and a fair number of towns and villages. Note that although Marches are strategically more important than Counties (and therefore a marquis is more prominent than a count),

they represent borderlands and not central civilized areas. As such, their population tends to be lower than that of a county, even though they are often larger.

Population in a low-population campaign: 15,000 to 25,000 humans. For random determination, use (2D6 + 13) x 1,000.

In a medium-population campaign: 20,000 to 50,000 humans. For random determination, use (1D4 + 1) x 10,000.

In a high-population campaign: 35,000 to 125,000 humans. For random determination, use (2D10 + 5) x 5,000.

**Holdfasts and Lordships:** Although highly variable, a Holdfast or Lordship will typically have several cities (although they might be separated by politics, terrain war conditions, etc.)

Population in a low-population campaign: 15,000 to 25,000 humans. For random determination, use (2D6 + 13) x 1,000.

In a medium-population campaign: 20,000 to 50,000 humans. For random determination, use (1D4 + 1) x 10,000.

In a high-population campaign: 35,000 to 125,000 humans. For random determination, use (2D10 + 5) x 5,000.

**Duchies, Archduchies and Grand Duchies:** A duchy will have several major cities, many towns, and innumerable villages. Duchies tend to be the heart of a major kingdom, with the lion's share of the population. In most realms, a duchy will be central, but it is possible for a duchy to exist on the borderland if it is well-protected (for example, bordered by a vast swift river, or a great mountain range). Population will be as follows:

Population in a low-population campaign: 40,000 to 80,000 humans. For random determination, use (1D4 + 1D6 + 6) x 5,000.

In a medium-population campaign: 75,000 to 150,000 humans. For random determination, use (3D6 + 12) x 5,000.

In a high-population campaign: 210,000 to 400,000 humans. For random determination, use (1D20 + 20) x 10,000.

**Principalities:** Simply put, a Principality is ruled by a blood relative of the reigning monarch. They are equivalent to duchies in composition and population, but likely to be higher in relative importance.

Population in a low-population campaign: 40,000 to 80,000 humans. For random determination, use (1D4 + 1D6 + 6) x 5,000.

In a medium-population campaign: 75,000 to 150,000 humans. For random determination, use (3D6 + 12) x 5,000.

In a high-population campaign: 210,000 to 400,000 humans. For random determination, use (1D20 + 20) x 10,000.

**Kingdoms:** A kingdom has several cities, many towns and innumerable villages. It is up to the GM whether each kingdom will initially be regarded as a single massive whole, or if it will be cut apart into a Principality, duchies, Marches, Counties and Baronies. Realistically, every fantasy-medieval kingdom will be a huge mishmash of these types of regions; but the degree of preparation required to "shard" a kingdom into its pieces is considerable and time-consuming. For this reason, it is recommended that the GM should only deeply detail the kingdom where the Player Characters begin the campaign. Other kingdoms can be fleshed out and detailed as the campaign progresses over time. Kingdom population will be as follows:

Population in a low-population campaign: 250,000 to 550,000 humans. For random determination, use (2D4 + 3) x 50,000.

In a medium-population campaign: to 500,000 to 1,000,000 humans. For random determination, use (1D6 + 4) x 100,000.

In a high-population campaign: to 750,000 to 1,500,000 humans. For random determination, use (3D6 + 12) x 50,000.

**Great Kingdom:** A great kingdom needs to be placed with care. There should only be one great kingdom or empire in your initial campaign world, and perhaps none at all. If there were two such powers, the entire campaign would realistically be dominated by the endless warfare between these powers, and all of the smaller kingdoms would be either occupied or wiped out. And if there were more than two, the campaign would probably be entirely war-based and feature no dungeon or wilderness adventuring opportunities at all! You can include a great kingdom if you choose to do so, but I recommend that your first campaign should not include one. Great kingdom population will be as follows:

Population in a low-population campaign: 500,000 to 1,500,000 humans. For random determination, use (1D6 + 4) x 100,000.

In a medium-population campaign: 1,000,000 to 2,750,000 humans. For random determination, use (1D8 + 3) x 250,000.

In a high-population campaign: 1,500,000 to 5,000,000 humans. For random determination, use (1D8 + 2) x 500,000.

**Imperial Kingdom:** An imperial kingdom is similar to a great kingdom, with two major differences: [1] the kingdom has imperial aims of future conquest, and [2] the imperial kingdom is very likely comprised of disparate states due to an earlier age of war and triumph. Populations are recommended as follows:

Population in a low-population campaign: 750,000 to 2,000,000 humans. For random determination, use (1D6 + 2) x 250,000.

In a medium-population campaign: 1,500,000 to 4,000,000 humans. For random determination, use (1D6 +2) x 500,000.

In a high-population campaign: 1,500,000 to 7,000,000 humans. For random determination, use (1D12 + 2) x 500,000.

**Empire:** An empire is similar to a great kingdom, but even more heavily populated. Empires tend to be more unstable than kingdoms, because they are the result of conquest and not growth over time. However, some rare empires (such as the Roman) can exist for centuries before they finally crumble under their own weight and diversity. For the reasons mentioned above, you should not have more than one empire, if any, in your beginning campaign map. Population will be as follows:

Population in a low-population campaign: 1,000,000 to 3,250,000 humans. For random determination, use (1D10 + 3) x 250,000.

In a medium-population campaign: 1,500,000 to 5,000,000 humans. For random determination, use (1D8 + 2) x 500,000.

In a high-population campaign: 2,000,000 to 10,000,000 humans. For random determination, use (1D4 + 1D6) x 1,000,000.

# III-18

# Demi-Human Populations

### Demi-Human Kingdoms

Demi-human kingdoms are rare in the game world; perhaps only 5%-10% of your realms — never randomly selected — should be dominated by demi-humans instead of humans.

Typically, demi-humans elsewhere will live in a terrain type within a human realm or a wilderness area. Demi-human kingdoms should exist only if they are specifically chosen and situated by the GM. Therefore, no random roll will ever indicate the existence of demi-human kingdom. In any case, it is recommended that demi-human kingdoms should have populations of 30,000 or fewer individuals. If a kingdom of larger population is indicated, humans would make up the difference (meaning that a land of 70,000 souls would have 30,000 demi-humans, and 40,000 humans).

The alignment of demi-human kingdoms tends toward good (60%), but can be neutral (30%) or even evil (10%). On the lawful-chaotic axis, dwarves tend to be lawful, elves are chaotic, gnomes are lawful or neutral and halflings are lawful.

### Demi-Human Population Levels

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

**[01-05] None or Virtually None:** Demi-humans are virtually non-existent here, and will never be randomly encountered unless as members of NPC adventuring groups.

**[06-15] Encounters with demi-humans will be "Very Doubtful":** Demi-humans are very rare here, and encountered groups will be very small (50 or fewer individuals). There will be fewer than 500 total demi-humans in the realm.

**[16-35] "Doubtful":** Demi-humans are very rare here, and encountered groups will be small (100 or fewer individuals). There will be between 500 and 1,000 total demi-humans in the realm.

**[36-65] "Few":** Demi-humans are rare here, and encountered groups will be small or of average size (200 or fewer individuals). There will be between 1,000 and 2,000 total demi-humans in the realm.

**[66-85] "Some":** Demi-humans are uncommon here, but encountered groups can be relatively large (350 or fewer individuals). There will be between 2,000 and 4,000 total demi-humans in the realm.

**[86-95] "Many":** Demi-humans are common here, and encountered groups will tend to be very large (500 or fewer individuals). There will be between 4,000 and 10,000 total demi-humans in the realm.

**[96-00] "Considerable Numbers":** Demi-humans are common here, and

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

# III-18-1 Demi-Human Population Spreads

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

### Demi-Human Populations in Cold Realms

#### Cold Forest

**[01-45]** Elves (45% chance of being dominant in the region, to the general yet not complete exclusion of other demi-human races)

**[46-55]** Elves and Gnomes (10% chance of these two races being dominant etc.)

**[56-60]** Elves, Gnomes and Halflings (5%)

**[61-85]** Gnomes (25%)

**[86-90]** Gnomes and Halflings (5%)

**[91-95]** Halflings (5%)

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

#### Cold Hills

**[01-40]** Dwarves (40%)

**[41-60]** Dwarves and Gnomes (20%)

**[61-65]** Dwarves, Gnomes and Halflings (5%)

**[66-70]** Dwarves and Halflings (5%)

**[71-90]** Gnomes (20%)

**[91-95]** Halflings (5%)

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

#### Cold Mountains

**[01-55]** Dwarves (55%)

**[56-75]** Dwarves and Gnomes (20%)

**[76-95]** Gnomes (20%)

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

#### Cold Plains

**[01-75]** Elves (75%)

**[76-85]** Elves and Halflings (10%)

**[86-95]** Halflings (10%)

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

**Cold Swamp**

**[01-70]** Elves (70%)

**[71-85]** Elves and Gnomes (15%)

**[86-95]** Gnomes (10%)

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

**Cold Wasteland**

**[01-75]** Dwarves (75%)

**[76-85]** Dwarves and Gnomes (10%)

**[86-95]** Gnomes (10%)

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

**Demi-Human Populations in Temperate Realms**

**Temperate Forest**

**[01-45]** Elves (45%)

**[46-55]** Elves and Gnomes (10%)

**[56-60]** Elves, Gnomes and Halflings (5%)

**[61-75]** Gnomes (15%)

**[76-85]** Gnomes and Halflings (10%)

**[86-95]** Halflings (10%)

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

**Temperate Hills**

**[01-20]** Dwarves (20%)

**[21-35]** Dwarves and Gnomes (15%)

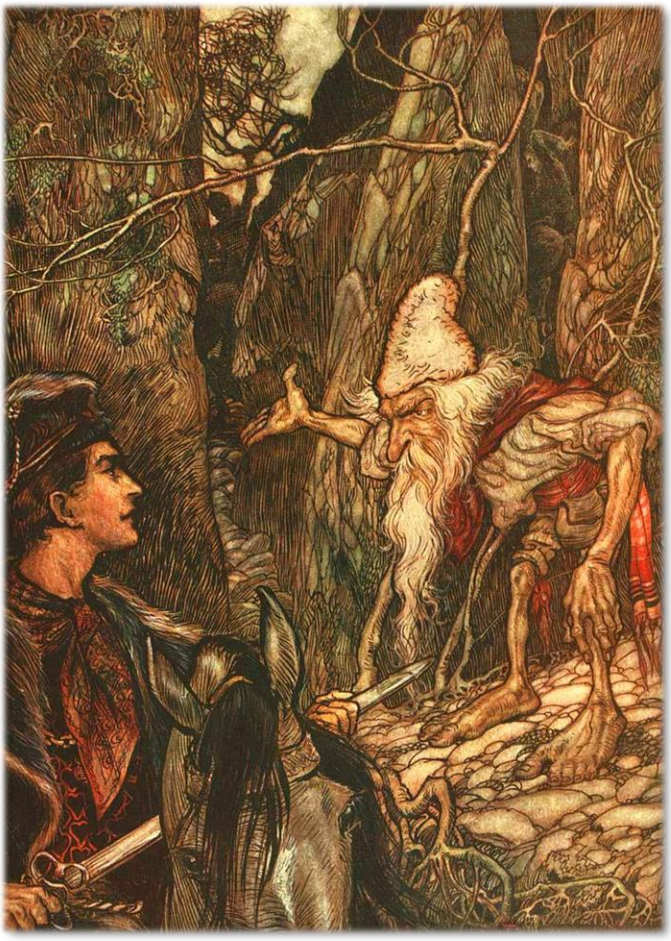
**[36-40]** Dwarves, Gnomes and Halflings (5%)

**[41-55]** Dwarves and Halflings (15%)

**[56-70]** Gnomes (15%)

**[71-95]** Halflings (25%)

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



**Temperate Mountains**

**[01-55]** Dwarves (55%)

**[56-70]** Dwarves and Gnomes (15%)

**[71-80]** Dwarves, Gnomes and Halflings (10%)

**[81-95]** Gnomes (15%)

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

**Temperate Plains**

**[01-15]** Elves (15%)

**[26-40]** Elves and Halflings (25%)

**[41-95]** Halflings (55%)

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

**Temperate Swamp**

**[01-70]** Elves (70%)

**[71-85]** Elves and Gnomes (15%)

**[86-95]** Gnomes (10%)

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

**Temperate Wasteland**

**[01-75]** Dwarves (75%)

**[76-85]** Dwarves and Gnomes (10%)

**[86-95]** Gnomes (10%)

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

**Demi-Human Populations in Tropical Realms**

**Tropical Forest**

**[01-30]** Elves (30%)

**[31-40]** Elves and Gnomes (10%)

**[41-50]** Elves, Gnomes and Halflings (10%)

**[51-60]** Gnomes (10%)

**[61-75]** Gnomes and Halflings (15%)

**[76-90]** Halflings (15%)

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

**Tropical Hills**

**[01-30**] Gnomes (30%)

**[31-60]** Gnomes and Halflings (30%)

**[61-90]** Halflings (30%)

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

**Tropical Mountains**

**[01-70]** Gnomes (70%)

**[71-90**] Gnomes and Halflings (20%)

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

**Tropical Plains**

**[01-30]** Elves (30%)

**[31-50]** Elves and Halflings (20%)

**[51-90]** Halflings (40%)

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

**Tropical Swamp**

**[01-60]** Elves (60%)

**[61-80]** Elves and Gnomes (20%)

**[81-90**] Gnomes (10%)

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

**Tropical Wasteland**

**[01-80]** Gnomes (80%)

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

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

Game Masters will need to determine the proportional ratios of sub-races (e.g. sea elves, sun elves, wood elves, etc.) on their own, depending on their game world's setup. That level of detail can probably wait for a later time.

Netherworld races (Dvergar, dark elves, netherworld gnomes, etc.) should also be considered, but because they dwell below the realms and not necessarily in them, those populations should be designed at a later date when the Player Characters sufficiently advance in level to explore the underworld. Netherworld populations will exist *in addition to* all of the population numbers give in this chapter.

# III-18-2

# Demi-Human Numbers and Leadership

### Determining Proportions for the Demi-Human Population

The following guidelines can be used to calculate encounter percentages and overall populations for demi-humans within a region. If one race of demi-humans is indicated, 91% of encounters with demi-humans in the realm will be with that race; and 3% of encounters will be with each of the other major demi-human races. (For example, if elves are indicated, encounters will be as follows: dwarves 3%, elves 91%, gnomes 3% and halflings 3%.)

If two races of demi-humans are indicated, 45% of encounters will be with race A, 45% will be with race B, and 5% will be with each of the other races. (For example, if dwarves and gnomes are indicated, encounters will be as follows: dwarves 45%, elves 5%, gnomes 45% and halflings 5%.)

If three races of demi-humans are indicated, 30% of encounters will be with race A, 30% will be with race B, 30% will be with race C, and 10% will be with the race not indicated. (For example, if elves, gnomes and halflings are indicated, encounters will be as follows: dwarves 10%, elves 30%, gnomes 30% and halflings 30%. Therefore, if there were 10,000 demi-humans in this realm, their approximate numbers would be as follows: 1,000 dwarves, 3,000 elves, 3,000 gnomes and 3,000 halflings.)

### Demi-Human Enclaves and Council Leadership

Enclaves are last bastions of demi-human power throughout the realms. They tend to be very racially pure, and will feature zero (or virtually zero) humans. The largest demi-human enclaves tend to number between 300 and 800 individuals. They are typically led by councils, as opposed to individual rulers.

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

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

### Considering Exceptional Demi-Human Rulers

If you allow for further advancement of demi-humans beyond level limits in your game, then I suggest that NPC rulers have a chance to have one or more exceptional

ability scores (beyond 18). The exact ability scores will depend on the NPC ruler's class; for example, a Fighter might have unearthly (deity-granted) Strength, while a Cleric / Magic-User might have unearthly Wisdom and / or Intelligence.

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

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

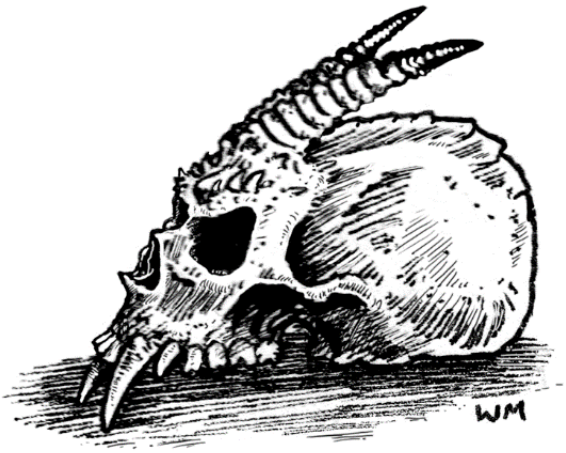
If you are playing with the Unearthed rule set (c. 1985), these exceptional scores might well indicate that the NPC ruler could have a higher experience level than normal. If so, boost the ruler's experience level to the new maximum.

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

# III-19
# Humanoid Populations

**Humanoid Kingdoms**

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




Similarly, the GM should never place these vast humanoid holdings in or directly adjacent to the starting realm for the Player Characters. The holdings will serve to keep humanoids as dangerous threats in high-level campaigns, due to

their extremely high population levels. A vast humanoid holding will typically contain between 40,000 and 70,000 individuals, depending on the GM's discretion. Small humanoids (such as goblins and kobolds) tend to exist in higher numbers than the larger ones (such as bugbears and gnoles). Leader types in a humanoid holding will feature a wide variety of individuals, such as humanoid kings, evil dragons, evil overlords, demons, devils and even eyes of Azathoth.

**Humanoid Population Levels**

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

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

**[01-30]** Some (30%)

**[31-70]** Many (40%)

**[71-00]** Considerable Numbers (30%)

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

**[01-30]** Few (30%)

**[31-70]** Some (40%)

**[71-00]** Many (30%)

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

**[01-30]** Few (30%)

**[31-60]** Some (30%)

**[61-00]** Many (40%)

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

**[01-30]** Doubtful (30%)

**[31-60]** Few (30%)

**[61-00]** Some (40%)

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

**[01-30]** Doubtful (30%)

**[31-70]** Few (40%)

**[71-00]** Some (30%)

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

**[01-30]** Very Doubtful (30%)

**[31-70]** Doubtful (40%)

**[71-00]** Few (30%)

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

**[01-30]** None (30%)

**[31-70]** Very Doubtful (40%)

**[71-00]** Doubtful (30%)

**Definitions of Humanoid Population Levels**

Humanoid population levels are defined as follows:

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

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

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

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

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

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

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

Keep in mind that these are *surface world* population numbers. In the dungeons deep and throughout the netherworld, there will probably be thousands or even tens of thousands of humanoids dwelling in various places!

**Replacement of Humanoid Tribe Losses Over Time**

These are very general numbers, but they may be helpful in a long-running campaign (or battles of attrition against

tribes of humanoids). Assume that humanoids breed very rapidly, averaging a 6-month gestation and 2 surviving young per birth. If we assume further that 35% of humanoids are female (usually hidden away in the lair), then a tribe of 400 would have 140 females, producing 280 young every 6 months. This amounts to 560 new young a year, or ~47 a month.

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

# III-19-1

# Humanoid Population Types

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

**Dominant Humanoid Types in Cold Realms**

**Cold Forest**

**[01-19]** Bugbears (Uncommon) (19%)

**[20-31]** Goblins (Rare) (12%)

**[32-43]** Hobgoblins (Rare) (12%)

**[44-62]** Kobolds (Uncommon) (19%)

**[63-90**] Orcs (Common) (28%)

**[91-00]** Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a

very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

**Cold Hills**

**[01-13]** Beastmen (Rare) (13%)

**[14-26]** Bugbears (Rare) (13%)

**[27-39]** Goblins (Rare) (13%)

**[40-57]** Hobgoblins (Uncommon) (18%)

**[58-63]** Kobolds (Very Rare) (6%)

**[64-90]** Orcs (Common) (27%)

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

**Cold Mountains**

**[01-19]** Bugbears (Uncommon) (19%)

**[20-38]** Goblins (Uncommon) (19%)

**[39-57]** Hobgoblins (Uncommon) (19%)

**[58-62]** Kobolds (Very Rare) (5%)

**[63-90]** Orcs (Common) (28%)

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

**Cold Plains**

**[01-15]** Beastmen (Rare) (15%)

**[16-37]** Bugbears (Uncommon) (22%)

**[38-52]** Goblins (Rare) (15%)

**[53-67]** Hobgoblins (Rare) (15%)

**[68-75]** Kobolds (Very Rare) (8%)

**[76-90]** Orcs (Rare) (15%)

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

**Cold Swamp**

**[01-07]** Bugbears (Very Rare) (7%)

**[08-21]** Frogmen (Rare) (14%)

**[22-35]** Goblins (Rare) (14%)

**[36-55]** Hobgoblins (Uncommon) (20%)

**[56-62]** Kobolds (Very Rare) (7%)

**[63-90]** Orcs (Common) (28%)

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

**Cold Wasteland**

**[01-20]** Beastmen (Rare) (20%)

**[21-30]** Bugbears (Very Rare) (10%)

**[31-50]** Goblins (Rare) (20%)

**[51-60]** Hobgoblins (Very Rare) (10%)

**[61-70]** Kobolds (Very Rare) (10%)

**[71-90]** Orcs (Rare) (20%)

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

**Dominant Humanoid Types in Temperate Realms**

**Temperate Forest**

**[01-37]** Frogmen (Rare) (37%)

**[38-53]** Headless Ones (Very Rare) (16%)

**[54-90]** Lizard Men (Rare) (37%)

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

**Temperate Hills**

**[01-09]** Beastmen (Rare) (9%)

**[10-18]** Bugbears (Rare) (9%)

**[19-31]** Gnoles (Uncommon) (13%)

**[32-40]** Goblins (Rare) (9%)

**[41-46]** Headless Ones (Very Rare) (6%)

**[47-59]** Hobgoblins (Uncommon) (13%)

**[60-72]** Kobolds (Uncommon) (13%)

**[73-80]** Orcs (Common) (18%)

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

**Temperate Mountains**

**[01-15]** Bugbears (Uncommon) (15%)

**[16-31]** Gnoles (Uncommon) (16%)

**[32-37]** Headless Ones (Very Rare) (6%)

**[38-53]** Hobgoblins (Uncommon) (16%)

**[54-68]** Kobolds (Uncommon) (15%)

**[69-90]** Orcs (Common) (22%)

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

**Temperate Plains**

**[01-10]** Beastmen (Rare) (10%)

**[11-26]** Bugbears (Uncommon) (16%)

**[27-36]** Gnoles (Rare) (10%)

**[37-47]** Goblins (Rare) (11%)

**[48-53]** Headless Ones (Very Rare) (6%)

**[54-63]** Hobgoblins (Rare) (10%)

**[64-74]** Kobolds (Rare) (11%)

**[75-90]** Orcs (Uncommon) (16%)

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

**Temperate Swamp**

**[01-05]** Bugbears (Very Rare) (5%)

**[06-17]** Frogmen (Uncommon) (12%)

**[18-29]** Gnoles (Uncommon) (12%)

**[30-36]** Goblins (Rare) (7%)

**[37-41]** Headless Ones (Very Rare) (5%)

**[42-53]** Hobgoblins (Uncommon) (12%)

**[54-61]** Kobolds (Rare) (8%)

**[62-73]** Lizard Men (Uncommon) (12%)

**[74-90]** Orcs (Common) (17%)

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

**Temperate Wasteland**

**[01-15]** Beastmen (Rare) (15%)

**[16-22]** Bugbears (Very Rare) (7%)

**[23-37]** Gnoles (Rare) (15%)

**[38-52]** Goblins (Rare) (15%)

**[53-59]** Headless Ones (Very Rare) (7%)

**[60-67]** Hobgoblins (Very Rare) (8%)

**[68-75]** Kobolds (Very Rare) (8%)

**[76-90]** Orcs (Rare) (15%)

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

**Dominant Humanoid Types in Tropical Realms**

**Tropical Forest**

**[01-11]** Bugbears (Uncommon) (11%)

**[12-22]** Frogmen (Uncommon) (11%)

**[23-33]** Gnoles (Uncommon) (11%)

**[34-39]** Goblins (Rare) (6%)

**[40-43]** Headless Ones (Very Rare) (4%)

**[44-49]** Hobgoblins (Rare) (6%)

**[50-60]** Kobolds (Uncommon) (11%)

**[61-71]** Lizard Men (Uncommon) (11%)

**[72-90]** Orcs (Common) (19%)

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

**Tropical Hills**

**[01-10]** Beastmen (Rare) (10%)

**[11-20]** Bugbears (Rare) (10%)

**[21-32]** Gnoles (Uncommon) (12%)

**[33-44]** Goblins (Uncommon) (12%)

**[45-49]** Headless Ones (Very Rare) (5%)

**[50-61]** Hobgoblins (Uncommon) (12%)

**[62-73]** Kobolds (Uncommon) (12%)

**[74-90]** Orcs (Common) (17%)

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

**Tropical Mountains**

**[01-13]** Bugbears (Uncommon) (13%)

**[14-26]** Gnoles (Uncommon) (13%)

**[27-39]** Goblins (Uncommon) (13%)

**[40-44]** Headless Ones (Very Rare) (5%)

**[45-57]** Hobgoblins (Uncommon) (13%)

**[58-70]** Kobolds (Uncommon) (13%)

**[71-90]** Orcs (Common) (20%)

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

**Tropical Plains**

**[01-11]** Beastmen (Rare) (11%)

**[12-28]** Bugbears (Uncommon) (17%)

**[29-45]** Gnoles (Uncommon) (17%)

**[46-56]** Goblins (Rare) (11%)

**[57-62]** Headless Ones (Very Rare) (6%)

**[63-73]** Hobgoblins (Rare) (11%)

**[74-79]** Kobolds (Very Rare) (6%)

**[80-90]** Orcs (Rare) (11%)

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

**Tropical Swamp**

**[01-05]** Bugbears (Very Rare) (5%)

**[06-22]** Frogmen (Common) (17%)

**[23-34]** Gnoles (Uncommon) (12%)

**[35-43]** Goblins (Rare) (9%)

**[44-48]** Headless Ones (Very Rare) (5%)

**[49-56]** Hobgoblins (Rare) (8%)

**[57-61]** Kobolds (Very Rare) (5%)

**[62-73]** Lizard Men (Uncommon) (12%)

**[74-90]** Orcs (Common) (17%)

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

**Tropical Wasteland**

**[01-11]** Beastmen (Rare) (11%)

**[12-22]** Bugbears (Rare) (11%)

**[23-39]** Gnoles (Uncommon) (17%)

**[40-50]** Goblins (Rare) (11%)

**[51-56]** Headless Ones (Very Rare) (6%)

**[57-67]** Hobgoblins (Rare) (11%)

**[68-73]** Kobolds (Very Rare) (6%)

**[74-90]** Orcs (Uncommon) (17%)

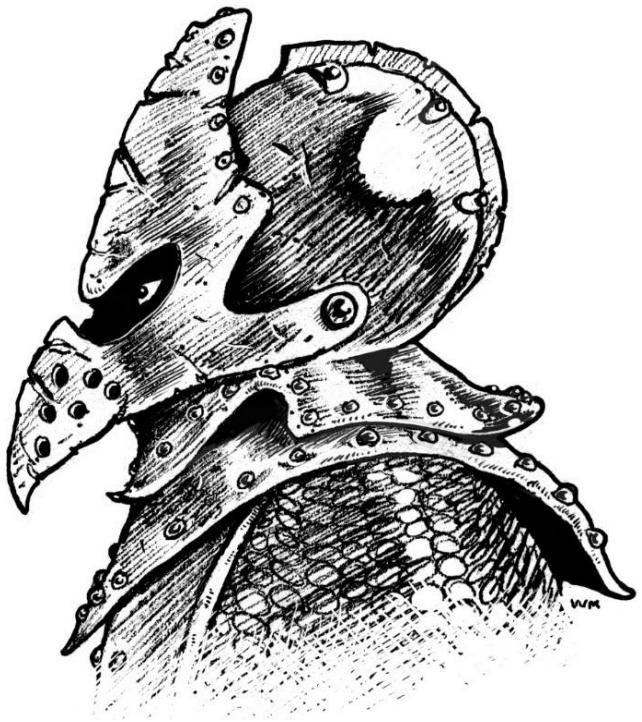
**[91-00]** Very Rare Humanoids (such as Morlocks, svart goblins, tricephali (three-headed horrors), tusker goblins, etc.; or, a very rare variant (blind cave goblins, draconian kobolds, huldrafolk, great white orcs, etc.)

# III-19-2

# Relative Power of Humanoids

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

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



**Lawful Evil Humanoids:** Lawful evil humanoids include goblins, hobgoblins, kobolds and orcs. Hobgoblins lead orcs, dominate goblins and enslave kobolds.

Orcs bully goblins and enslave kobolds. Goblins ally with kobolds. Despite alignment, goblins will allow themselves to be led by bugbears due to a shared racial background.

**Neutral Humanoids:** Neutral humanoids are typically beastmen and lizard men. Beastmen dominate lizard men, who avoid the beastmen when possible.

# III-19-3

# Proportional Humanoid Populations

Based on this hierarchy and these behaviors, the general types of humanoids present can be defined as follows (except for cases where very rare humanoids are indicated, where you will need to decide the situation):

### Beastman-Dominated Regions

If **beastmen** are dominant in the region, proportional populations of humanoids will be as follows: 50% Beastmen, 6% Bugbears, 4% Frogmen, 6% Gnoles, 6% Goblins, 2% Headless Ones, 6% Hobgoblins, 6% Kobolds, 4% Lizard Men, 10% Orcs

### Bugbear-Dominated Regions

If **bugbears** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 50% Bugbears, 2% Frogmen (displaced by bugbears), 6% Gnoles, 10% Goblins (encouraged by bugbears), 2% Headless Ones, 6% Hobgoblins, 6% Kobolds, 4% Lizard Men, 10% Orcs

### Frogman-Dominated Regions

If **frogmen** are dominant in the region, proportional populations of humanoids will be as follows: 5% Beastmen, 2% Bugbears (wiped out by frogmen), 50% Frogmen, 2% Gnoles (wiped out by frogmen), 8% Goblins, 0% Headless Ones (wiped out by frogmen), 8% Hobgoblins, 8% Kobolds, 6% Lizard Men, 11% Orcs

### Gnole-Dominated Regions

If **gnoles** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 7% Bugbears, 2% Frogmen (but displaced by gnoles), 50% Gnoles, 7% Goblins, 2% Headless Ones, 7% Hobgoblins, 7% Kobolds, 4% Lizard Men, 10% Orcs

### Goblin-Dominated Regions

If **goblins** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 10% Bugbears (population encouraged by goblins), 4% Frogmen, 6% Gnoles, 50% Goblins, 2% Headless Ones, 6% Hobgoblins, 6% Kobolds, 4% Lizard Men, 8% Orcs

### Headless One-Dominated Regions

If **headless ones** are dominant in the region, proportional populations of

humanoids will be as follows: 4% Beastmen, 6% Bugbears, 4% Frogmen, 6% Gnoles, 6% Goblins, 50% Headless Ones, 6% Hobgoblins, 6% Kobolds, 4% Lizard Men, 8% Orcs

**Hobgoblin-Dominated Regions**

If **hobgoblins** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 6% Bugbears, 4% Frogmen, 6% Gnoles, 10% Goblins (population encouraged by hobgoblins), 2% Headless Ones, 50% Hobgoblins, 6% Kobolds, 4% Lizard Men, 8% Orcs

**Kobold-Dominated Regions**

If **kobolds** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 6% Bugbears, 4% Frogmen, 6% Gnoles, 10% Goblins (population encouraged by kobolds), 2% Headless Ones, 6% Hobgoblins, 50% Kobolds, 4% Lizard Men, 8% Orcs

**Lizard Man-Dominated Regions**

If **lizard men** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 6% Bugbears, 4% Frogmen, 6% Gnoles, 6% Goblins, 2% Headless Ones, 6% Hobgoblins, 6% Kobolds, 50% Lizard Men, 10% Orcs

**Orc-Dominated Regions**

If **orcs** are dominant in the region, proportional populations of humanoids will be as follows: 4% Beastmen, 8% Bugbears, 2% Frogmen (eradicated by orcs), 8% Gnoles, 8% Goblins, 0% Headless Ones (eradicated by orcs), 8% Hobgoblins, 8% Kobolds, 4% Lizard Men, 50% Orcs

As I noted above, regions which are dominated by very rare humanoids have populations tend to disrupted ecosystems which are not easily "modeled" as with the above data figures. Anything goes when the humanoids are beyond the expected. As a rule of thumb, I would say that 50% of the humanoids in the area of the very rare type, and all of the percentages above can then be easily divided by 2 to determine the numbers of the remaining local "normal" humanoid types.

As an example of these numbers in action, if orcs are calculated to be the dominant humanoids and there are a total of 13,000 humanoids in the region, then the surface humanoid populations in that region / realm will be numbered approximately as follows: 520 beastmen, 1,040 bugbears, 260 frogmen, 1,040 gnoles, 1,040 goblins, 0 headless ones, 1,040 hobgoblins, 1,040 kobolds, 520 lizard men and 6,500 orcs.

Do keep in mind that humanoid tribes are frequently in fierce rivalry with one another; those 6,500 orcs might well belong to three competing tribes (say, of population 3,000, 2,000 and 1,500), with each tribe represented by several different enclaves and lairs.

If you're feeling especially ambitious, you can now sort all of these humanoids into your realm's danger zones, or you can create new danger zones as a result of this information. Or, you can leave those details for future development … while warning the players (and their PCs) that evil stalks the realms, frequently in great numbers.

# III-19-4

# Placing Major Humanoid Lairs on a Region Map

Once you know the numbers of humanoids populating your realm, you can place the major lairs (or lair areas) as you prefer. At the beginning of the campaign, this process can be as simple or as complicated as you like. You can specify that one of your danger zones is a humanoid stronghold, or you can simply write the name of a humanoid type ("kobolds") across a remote forest, swamp, range of mountains or range of hills).

If you choose not to place some of these populations on your map, you then know by default that these populations are found underground. They will be situated either below a lost ruin, in a vast netherworld, or within a dungeon. Just leave yourself a note of the humanoid type and the number to be encountered, and then you can develop the dungeon(s) later on.

# III-20

# Dragons of the World

As you're finalizing your realm dossier and preparing for play, you may find that this is a good time to consider what "Here There Be Dragons" really means when you put it on you map. In a classic FRPG, the wilderness is dominated by the few but ultra-powerful dragons. Here's a quick summary of the major dragon types by terrain and climate.

The "orthodox" chromatic and metallic dragons are featured here; you can add more exotic types (brown dragons, cloud dragons, lindworms, shadow dragons, etc.) according to your preference. I recommend that a D100 roll of 96-00 be used to indicate these more unusual dragon types. In dungeon and netherworld environments, unusual dragons will be significantly more common.

**Dragon Species and Frequencies in Cold Climates**

**Cold Forest:** White dragon (uncommon), green dragon (rare), gold dragon (very rare), red dragon (very rare). The typical dragon population will be 50% white dragons, 30% green dragons, 10% gold dragons and 10% red dragons.

**Cold Hills:** Bronze dragon (rare), red dragon (rare), white dragon (rare), gold dragon (very rare), green dragon (very rare). The typical dragon population will be 25% bronze dragons, 25% red dragons, 25% white dragons, 10% gold dragons and 15% green dragons.

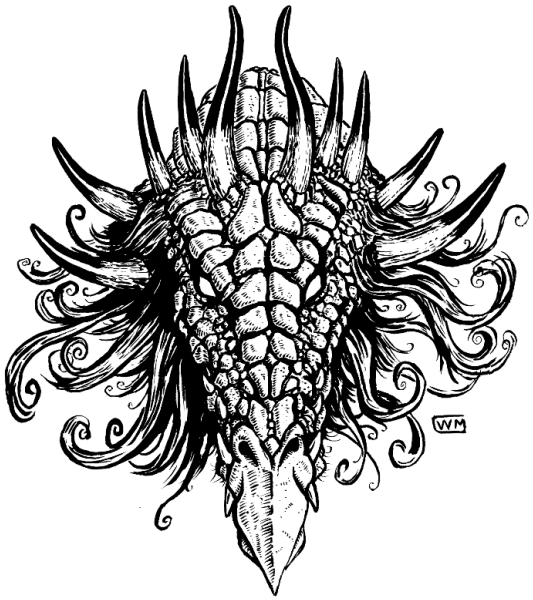
**Cold Mountains:** White dragon (uncommon), red dragon (rare), bronze dragon (very rare), gold dragon (very rare), silver dragon (very rare). The typical

dragon population will be 50% white dragons, 30% red Dragons, 10% bronze dragons, 5% gold dragons and 5% silver dragons.

**Cold Plains:** White dragon (uncommon), gold dragon (very rare). The typical dragon population will be 80% white dragons and 20% gold dragons.

**Cold Swamp:** Black dragon (very rare), gold dragon (very rare), green dragon (very rare), white dragon (very rare). The typical dragon population, while small, will consist of 25% black dragons, 25% gold dragons, 25% green dragons and 25% white dragons.

**Cold Wasteland:** White dragon (rare), gold dragon (very rare). The typical dragon population will be 70% white dragons and 30% gold dragons.



**Dragon Species and Frequencies in Temperate Climates**

**Temperate Forest:** Green dragon (rare), gold dragon (very rare), red dragon (very rare). The typical dragon population will be 70% green dragons, 10% gold dragons and 20% red dragons.

**Temperate Hills:** Bronze dragon (rare), red dragon (rare), gold dragon (very rare), green dragon (very rare). The typical dragon population will be 35% bronze dragons, 35% red dragons, 15% gold dragons and 15% green dragons.

**Temperate Mountains:** Red dragon (rare), black dragon (very rare), bronze dragon (very rare), gold dragon (very rare), silver dragon (very rare). The typical dragon population will be 65% red dragons, 10% black dragons, 10% bronze dragons, 5% gold dragons and 10% silver dragons.

**Temperate Plains:** Copper dragon (very rare), gold dragon (very rare). The typical dragon population, while small, will consist of 70% copper dragons and 30% gold dragons.

**Temperate Swamp:** Black dragon (rare), gold dragon (very rare), green dragon (very rare). The typical dragon population will be 70% black dragons, 10% gold dragons and 20% green dragons.

**Temperate Wasteland:** Blue dragon (rare), copper dragon (rare), gold dragon (very rare). The typical dragon population will be 45% blue dragons, 45% copper dragons and 10% gold dragons.

**Dragon Species and Frequencies in Tropical Climates**

**Tropical Forest:** Green dragon (rare), gold dragon (very rare). The typical dragon population will be 80% green dragons and 20% gold dragons.

**Tropical Hills:** Bronze dragon (rare), copper dragon (rare), red dragon (rare), gold dragon (very rare), green dragon (very rare). The typical dragon population will be 25% bronze dragons, 25% copper dragons, 25% red dragons, 10% gold dragons and 15% green dragons.

**Tropical Mountains:** Copper dragon (uncommon), red dragon (rare), black dragon (very rare), brass dragon (very rare), bronze dragon (very rare), gold dragon (very rare), silver dragon (very rare). The typical dragon population will be 50% copper dragons, 25% red dragons, 5% black dragons, 5% brass dragons, 5% bronze dragons, 5% gold dragons and 5% silver dragons.

**Tropical Plains:** Blue dragon (rare), copper dragon (rare), brass dragon (very rare), gold dragon (very rare). The typical dragon population, while small, will consist of 35% blue dragons, 35% copper dragons, 20% brass dragons and 10% gold dragons.

**Tropical Swamp:** Black dragon (uncommon), gold dragon (very rare), green dragon (very rare). The typical dragon population will include 80% black dragons, 5% gold dragons and 15% green dragons.

**Tropical Wasteland:** Brass dragon (uncommon), blue dragon (rare), copper dragon (very rare), gold dragon (very rare). The typical dragon population will include 50% brass dragons, 30% blue dragons, 10% copper dragons and 10% gold dragons.

If you like, you can already put any of these dragon types on your map, and/or on your Region Summary Sheet. You now know where all of the major non-dungeon, wilderness-based ancient dragon lairs are in your world! If you assume that there's between 3 and 30 ancient dragons in each and every wilderness region on your map (depending on region size and your sense of Schadenfreude!), you now have a good idea of just how impossible it would be for your Player Characters to run out of adventures in your lifetime.

For civilized realms, I recommend a number of ancient dragons approximately equal to the realm's political prominence, minus 4, and then multiplied by 2 (therefore, between 0 for an Honor Hold and 20 for an Empire). This is a wildly subjective figure, however, because (a) not every tiny realm should have a dragon, (b)

some cultures will worship dragons and have vast numbers of them, and (c) most of the surviving ancient dragons will live underground, either in dungeons or the netherworld. Please consider this number only a very general guideline.

This section is included for your consideration due to the importance of dragons in any fantasy role-playing campaign. Players will inevitably ask where the dragons are rumored to be, even if actually exploring a lair would mean certain death for their beloved characters!

# III-21

# Common Monsters of the World

**Typical Common Monsters and Adversaries, by Climate Band and Terrain**

Note importantly that "common" simply refers to how frequently adventurers will encounter these monsters; not to how populous they are. For example, an encounter with orcs might consist of 10-100 individuals, while there might be only 2-20 ogres or 1-10 hill giants. The groups are frequently encountered, but the populations are quite different.

When you are selecting common monsters for your starting realm, remember that virtually no realm will include *all* of these monster types. Similarly, however, consider that no realm will be so bleak as to include *none* of these monster types either! Select the ones which seem appropriate to your campaign.

Also, keep in mind that the most common monster in any world is a "Normal Man." That can mean anything from serfs and peasants, to cultists, escaped slaves, farmers, hillmen, hunters, mariners, militiamen, refugees, Roma wanderers, tribesmen, vagabonds, and woodsmen. The only limits are your preferences and imagination.

**Common Monsters in Cold Climates**

**(Antarctic, Arctic, Sub-Antarctic and Sub-Arctic)**

**General Cold Climate Encounters (All Land Terrain Types):** Albatrosses, Arctic Foxes, Arctic Hares, Caribou, Ermines, Lemmings, Moose, Normal Men, Penguins, Polar Bears, Puffins, Reindeer, Seals, Snow Geese, Snow Leopards, Snowy Owls, Tundra Wolves, Walruses, Wolverines

**Cold Forest:** Bandits, Black Bears, Boars, Brown Bears, Centipedes, Falcons, Giant Bombardier Beetles, Hawks, Herd Animals, Mammoths, Normal Men, Ogres, Orcs, Rats, Ravens, Werewolves, Wild Dogs, Wolves

**Cold Freshwater:** Fanged Fish, Normal Men

**Cold Hills:** Bandits, Black Bears, Brown Bears, Dwarves, Herd Animals, Hill Giants, Normal Men, Ogres, Orcs, Ravens, Werewolves, Wild Dogs, Wolves, Woolly Rhinoceroses

**Cold Mountains:** Bandits, Bats, Dwarves, Falcons, Hawks, Mammoths, Normal Men, Ogres, Orcs, Ravens, Wild Dogs, Wooly Rhinoceroses

**Cold Plains:** Bandits, Boars, Camels, Centipedes, Falcons, Giant Rats, Hawks, Herd Animals, Mammoths, Normal Men, Ogres, Rats, Ravens, Wild Dogs, Wolves, Wooly Rhinoceroses

**Cold Saltwater:** Crabs, Devil Merfolk, Explorers, Fanged Fish, Merchantmen, Merfolk, Normal Men, Whales

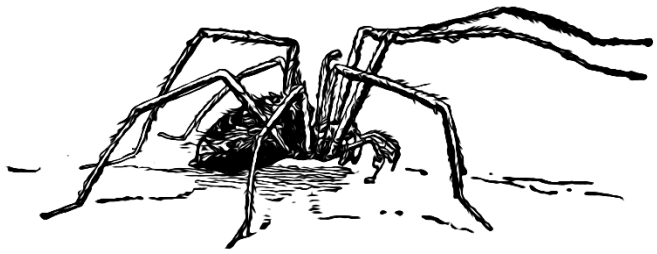
**Cold Swamps:** Bandits, Centipedes, Giant Rats, Normal Men, Ogres, Orcs, Rats, Ravens, Wild Dogs

**Cold Wastelands:** Bandits, Camels, Herd Animals, Normal Men, Ravens, Wild Dogs

**Common Monsters in Temperate Climates**

**(Sub-Antarctic, Sub-Arctic, Sub-Tropical and Temperate)**

**Temperate Forests:** Bandits, Black Bears, Boars, Brown Bears, Centipedes, Falcons, Giant Beetles, Hawks, Herd Animals, Normal Men, Ogres, Orcs, Rats, Ravens, Snakes, Spiders, Stags, Toads, Werewolves, Wild Dogs, Wolves



**Temperate Freshwater:** Fanged Fish, Normal Men

**Temperate Hills:** Bandits, Black Bears, Brown Bears, Dwarves, Herd Animals, Hill Giants, Normal Men, Ogres, Orcs, Ravens, Snakes, Spiders, Vultures, Werewolves, Wild Dogs, Wildcats, Wolves

**Temperate Mountains:** Bandits, Bats, Dwarves, Falcons, Hawks, Normal Men, Ogres, Orcs, Ravens, Spiders, Vultures, Wild Dogs

**Temperate Plains:** Bandits, Boars, Centipedes, Falcons, Giant Beetles, Giant Rats, Hawks, Herd Animals, Normal Men, Ogres, Rats, Ravens, Snakes, Spiders, Toads, Wild Dogs, Wildcats, Wolves

**Temperate Saltwater:** Devil Merfolk, Dolphins, Explorers, Fanged Fish, Merchantmen, Merfolk, Normal Men, Sharks, Whales

**Temperate Swamps:** Bandits, Centipedes, Crocodiles, Frogs, Giant Rats, Leeches, Normal Men, Ogres, Orcs, Rats, Ravens, Scorpions, Snakes, Spiders, Toads, Vultures

**Temperate Wastelands:** Bandits, Bats, Bobcats, Camels, Centipedes, Coyotes, Ferrets, Fire Ants, Gila Monsters, Golden Eagles, Hares, Hawks, Herd Animals, Horned Owls, Jackals, Killer Bees, Lizards, Normal Men, Rats, Ravens, Scorpions, Snakes, Spiders, Toads, Tortoises, Vultures, Wild Cattle, Wild Dogs, Wild Horses

**Common Monsters in Tropical Climates (Sub-Tropical and Tropical)**

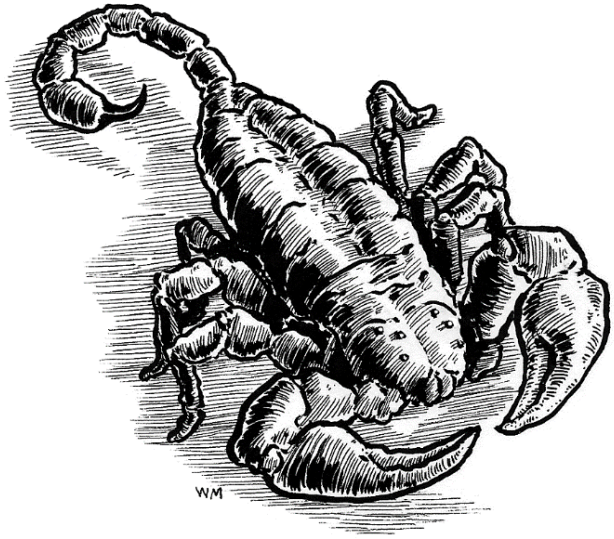
**Tropical Forest:** Baboons, Bandits, Boars, Centipedes, Dinosaurs, Elephants, Falcons, Flightless Birds, Frogs, Giant Beetles, Hawks, Herd Animals, Normal Men, Ogres, Orcs, Rats, Ravens, Rhinoceroses, Spiders, Toads, Werewolves, Wild Dogs, Wolves

**Tropical Freshwater:** Crocodiles, Dinosaurs, Fanged Fish, Normal Men

**Tropical Hills:** Bandits, Dinosaurs, Herd Animals, Hill Giants, Normal Men, Ogres, Orcs, Ravens, Spiders, Vultures, Werewolves, Wild Dogs, Wildcats, Wolves

**Tropical Mountains:** Bandits, Bats, Dinosaurs, Falcons, Hawks, Normal Men, Ogres, Orcs, Ravens, Spiders, Vultures, Wild Dogs

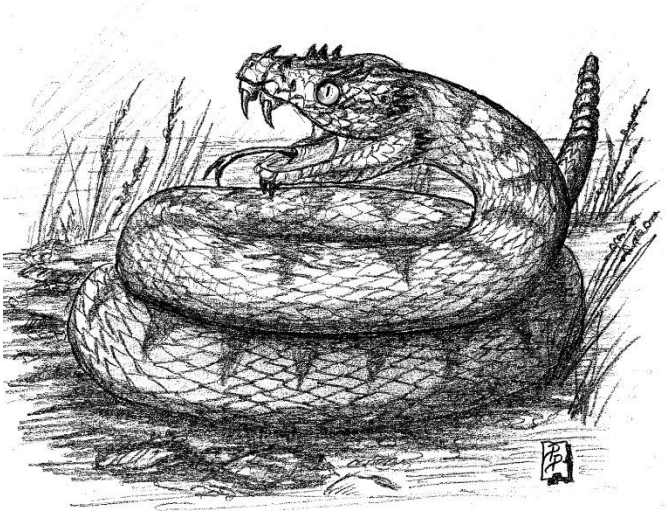
**Tropical Plains:** Baboons, Bandits, Boars, Camels, Centipedes, Dinosaurs, Elephants, Falcons, Flightless Birds, Giant Rats, Hawks, Herd Animals, Hyenas, Jackals, Normal Men, Ogres, Rats, Ravens, Scorpions, Spiders, Toads, Vultures, Wild Dogs, Wildcats, Wolves



**Tropical Saltwater:** Buccaneers, Devil Merfolk, Dolphins, Explorers, Fanged Fish, Merchantmen, Normal Men, Pirates, Sharks

**Tropical Swamps:** Bandits, Centipedes, Dinosaurs, Frogmen, Frogs, Giant Rats, Leeches, Normal Men, Ogres, Orcs, Rats, Ravens, Scorpions, Spiders, Toads, Vultures, Wild Dogs

**Tropical Wastelands:** Bandits, Bats, Camels, Centipedes, Coyotes, Fire Ants, Hares, Hawks, Herd Animals, Hyenas, Jackals, Killer Bees, Lizards, Normal Men, Rats, Ravens, Scorpions, Snakes, Spiders, Toads, Tortoises, Vultures, Wild Cattle, Wild Dogs, Wild Horses



In addition to these considerations, realms will also have "Common" encounters with non-combatant creatures. These include deer, songbirds, squirrels, small herd animals, and so forth. Such things can be developed as background color by researching the climate and terrain of any realm. For example, if your world's starting realm is based on mythic Africa, you might want to research "fauna of Africa," "wildlife of Kenya," "animals of Egypt" or something similar to provide a reasonable array of realistic critters for your realm's monsters to feast and prey upon.

Please note that fully detailed lists of monsters in all commonalities (common, uncommon, rare and very rare) are far beyond the scope of this work. For assistance in this regard, please refer to Wonderland Imprints gaming supplements, as well as your game's Game Master's Guide. I will probably develop more elaborate random encounter tables by climate and terrain type in the future, but that will likely require a separate supplement of several hundred pages' length.

# III-22
# The City Afar

Believe it or not, you're almost done with the basic design work! If you've made it this far, your campaign milieu is not "complete," per se, but it is ready for play. Keep in mind that no plan survives contact with the enemy; in the same manner, your initial campaign world conception will not survive contact with the Player Characters the first time they step out into your world. They will want more detail, answers to everything, definitive encounters throughout the wilderness, and of course an endless number of ruins, lost cities and dungeons to explore.

The trick is to just stay one step ahead of them. If they wander off the map and you need to say "Hey guys, we need to stop playing for tonight so I can prepare this new region for you," then do so! Add more detail everywhere at a pace that both keeps you sane and entertains your players. As you gain more experience and confidence, you can "wing it" and improvise wilderness, ruins, and even entire nations when they wander off the map.

The next step in your campaign, of course, is to design the mega-dungeon if you have not already done so. For that, I recommend CDDG1 and its companion works for dungeon stocking. If you need help populating the upper ruins of your mega-dungeon, you can refer to supplement MDMT1. Those three supplements will help you to begin an entire mega-dungeon campaign that will last for years. Whenever your players need a break from dungeon play, your campaign world will be waiting for them.

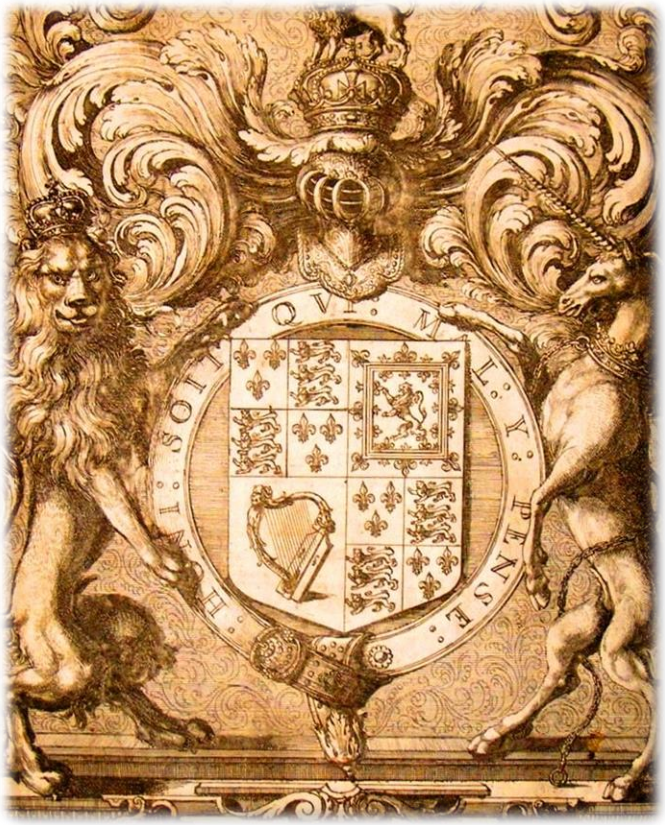
The missing link, after the players' characters first explore the dungeon, will

be the town or city base they return to. Your heroes will want to heal their wounds, remove curses, resurrect fallen comrades, divide treasure and store goods in vaults, hire men-at-arms and henchmen, study new spells, identify magic items, and much more. All of these activities mean that they will be active in the primary urban setting in your campaign. While they're taking care of business, they will also find themselves subjected to encounters with nobles, criminals, madmen, merchants, jailers, thieves, dimensional travelers, subdued monsters, dark faires, jousting tournaments, calamitous campaign events (such as wars, plagues and assassinations), and much more. What do you do then? You design a City State, of course!

Designing the City State and it surrounding villages is beyond the scope of general world design, but I provide you with some detailed insights in the next chapter of this volume. This framework should be sufficient for beginning play. You don't need a *fully* detailed city environment until the PCs hit the mid-level experience levels, at the very earliest. And if you ever get stuck with a design gap in your campaign and your players are eager to play, you can simply begin a new campaign with the classic and fateful words:

*"Finding yourself this evening amongst strangers, you each have chanced to meet with intriguing new companions in a boisterous mead-hall, a smoky and ale-stained hollow beneath the Inn of the Emerald Wyvern. Soon, your tongues loosened by drink, you all find yourselves sharing tales of wonder and adventure, wild stories of blood and gold which always seem to center upon that legendary ruined castle upon the hill, the Manor Ushir, known to many only as Castle Oldskull …"*

# Part Four: The City State Design Guide




## IV-1

## Introduction:

## An Example of City State Creation

Welcome to the City State Design Guide!

By popular demand over the years, I have been asked to provide extensive details on city state creation. I've been loath to provide such in full, because the level of intricacy required is a degree of magnitude higher than I think most readers would be expecting. The task is inherently complex and very time-consuming. But having been asked many, many times, I feel it is indeed a vital and necessary adjunct to this Deluxe Edition of the Game World Generator.

In the original edition of this book, I left readers hanging on that particular subject, because I wanted GMs to go straight from the work of game world design, into the work of dungeon design. But in doing so I greatly underestimated the number of modern GMs who want their campaigns to feature full-scale urban adventures, politics, intrigue, social climbing, interative guilds, and undercity endeavors. So to answer that enduring call to urban adventure, I need to tilt my design cap a fair bit askew and rethkink my directive, so that I can give the readers what *they* want, instead of what I *expect* and encourage them to want.

Please, therefore, excuse the changes in tone, approach, and guidance in this part of the book. What you're about to read is basically a massive supplement within a supplement. If you consider your world sector maps as game world design level 1, and your regional detail map as design level 2, then this guide will serve as design level 3.

In the original Game World Generator I discouraged readers from setting their campaigns in a city state to begin with; but if you're reading this, you probably either want to begin your game in a city, or you want your city to feature as a major destination within the first few months of dungeon play. If that is not the case, you can skip this section and go straight to the Appendices, which provide more detail on the larger matter of game world design. But if you want to consider designing a city right now, you should prepare yourself and read on.

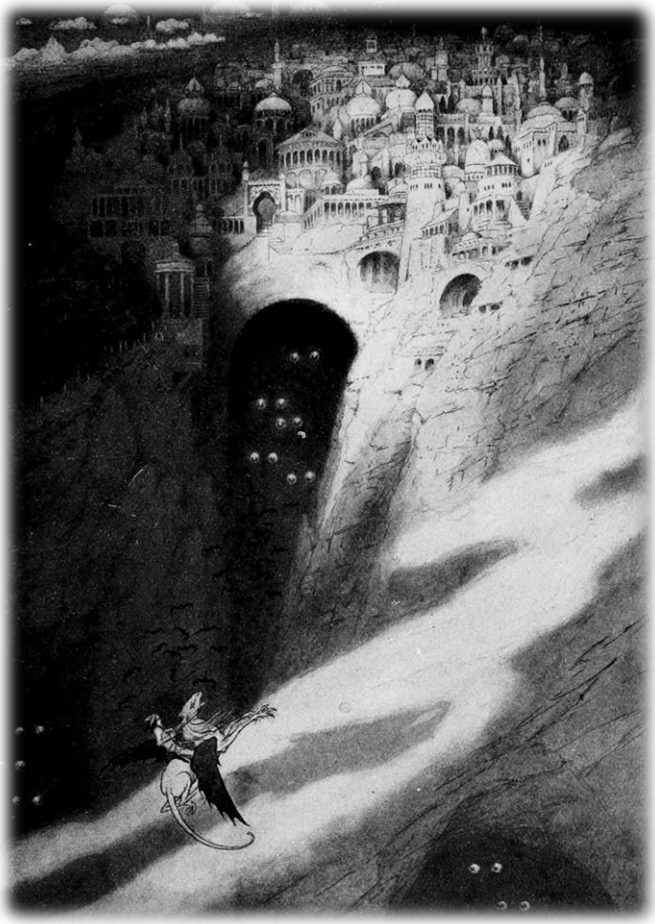
Firstly, you might remember that I initially stated that you could create a game world framework in twelve hours or less by using this supplement step-by-step. The good

news is, that's very true. The bad news is, if you consider this city state featurette as part of the world-designing whole, then you'll very soon come to realize that I lied to you! It's going to take you a lot longer than that to create a workable city state. In fact, designing a rudimentary city will probably take you *even longer* than the time you've spent designing your entire game world so far. The labor involved in fantastic city creation is more oblique, less systematic, and considerably more conceptual than concrete. There are a lot of moving pieces that require generation. But if you really want to try it, you're in luck, because this guide will cut your upcoming workload down significantly.

In this featurette we will occasoinally be using the guiding example of the Free City of Grimrook, which is the largest and most dominant independent city state in my own World of Oldskull campaign. Within the World of Oldskull, Grimrook is directly adjacent to the Castle Oldskull mega-dungeon within the mythic land of Tyrrhenia. That city has been rebuilt over the plague- and humanoid-ravaged ruins of Roma (late medieval Rome). As such, it pairs excellently with the detailed Roman mythos which I have provided for you elsewhere in this book.

You can either use Grimrook as an example while designing your own city, or you can simply rip the city up and out from my campaign and plop it down in your own. Make whatever adjustments you like. As an alternate approach, you can design your own completely new city while I discuss Grimrook as a parallel to your own endeavors, and draw from my example while ignoring the advice that does not interest you. Choose the approach that works best for you, while acknowledging that the more you move against the grain of my suggestions, the more work and time you're deliberately taking on for yourself! This isn't a bad thing, but it is something to be mindful of if you're pressed for time.

Before we go further, you will need to manage your expectations. You will not find detailed city maps herein, or endless rosters of NPCs. I'm not going to go to that level of detail because my game notes for the city run well over 1,000 pages … and those notes are *nowhere* near a publishable state. You might eventually see my own personal Grimrook published in this mortal lifetime, but I really wouldn't bet on it. I would need to forego publishing a dozen or so other books that I want write in order to do that. And my city wouldn't be useful to you if you were to disagree with many of my assumptions, either.



So instead, we are going to go over the fundamentals of city design, which you can use to "wing it" and to improvise a unique city setting for use between your own campaign's dungeon and wilderness adventures. If you combine this development guide with my additional supplement CSE1, City State Encounters, you'll then be significantly on the way to having a living and breathing fantasy city of your very own. And what GM worth his or her salt can ever resist the allure of creating something that your players will love and appreciate for many shared years of play?

This guide is filled with the best quick advice I can give you from over 35 years of intermittent play in the urban fantasy setting. To create an evocative pulp feel which maximizes atmosphere, adventure scenario opportunities, and the potential conflicts which collectively define the urban setting, I have made some *narrow and specific assumptions* that might be at odds with your own conception of what a city state should be.

For example, I feel that a successful fantasy city state setting must involve **a mysterious and powerful independent ruler**, **a representation of each of the nine alignments** in the game, very **unpredictable politics** and plotting, a mix of **aggressive policing and runaway crime**, and most importantly **a vast chaotic urban landscape** that is heavily influenced by the interplay of magic, poverty, corruption, wealth, waste, capricious demigods, cultists, factionalism, and intrigue.

You can either discard or modify these preconceptions and suggestions as you will. I present the material here as I do, and as a cohesive whole, simply because [1] these systems and suppositions work well in my own campaign, [2] they honor the great creators of the past who gave us the role-playing hobby in its more primordial forms, and also [3] together these ideas maximize the opportunities for new and surprising adventure hooks to flourish in your game.

The city I recommend that you design is not a peaceful place. It is a violence place filled with adventure. And whenever I am personally made to choose between medieval emulation and the promise of fun and exciting gameplay, I invariably choose the latter.

To be forthright, the city state is portrayed herein as a vast and unruly place because many players tend to quickly become bored with "realistic" medieval cities. Players who seek in-game action and violence are often determined to simply avoid the city due to the presence of law enforcement and various authorities. After all, consider that the game world is filled with dungeons, where the PCs can kill anyone or anything they want … and they will frequently gain lucrative rewards for doing so. When that's the case — built directly into the game's DNA — then why would power-hungry players want their PCs to adventure in a city, where their kill targets are legally restricted, punishments are everywhere, and the existence of valuable or magical "ownerless" loot is questionable at best? To those savvy players, the city does not represent opportunity; it represents a severe restriction upon the preferred play style of dungeon crawling.

The big problem here is that the risk-to-reward ratio is completely unbalanced in a medeival city, particularly if your city is "nice" and peaceful … which means that the authorities are everywhere.

And that is not the only issue with urban adventuring. Various other players will see the city only as a necessary rest stop, a lackadaisical healing station plopped down between dungeon adventures. To those players, the city is not a place for adventure either; it is a purgatory, or a

waiting station, an interlude where adventure-hungry PCs are kept in a boring holding pattern until they can heal and get to leave for the dungeons again.

These preconceptions are unfair, but they certainly exist. Your mission as the Game Master is to make a city that is not only fun for you, but for your players as well. This is a long way of saying that the city needs to be filled with illegal activity, as well as treasure that can be easily lifted by the PCs' sticky fingers. Our design mission will be to craft that sordid place, instead of some squeaky-clean metropolis where law and justice reign supreme.

Using this guide, you should certainly be able to **make your players interested and invested in the city state**, on a personal level, perhaps even to the eventual point that they prefer the vibrant and exotic city to the dungeons or the wilderness. Getting to that point however will require you to demolish many comfortable preconceptions regarding a fantasy city's rulership, safety, organization, legal system, ethics, services, urban design, populace, and overall sense of harmony. All of those things are great for us to experience in the real world, but they are a caustic bane to the exciting urban fantasy adventure.

In other words, when you are building a city state, never plan for a Utopia. You never want the city state to be *safe*. Quite the opposite. You want it to be dangerous, exciting, unpredictable and rewarding. This is *not* a polite Renaissance Faire "merry towne" amusement park, where crucial aspects of the game (dungeons, monsters, magic, fighting, exploration, gaining treasure) are destined to be set aside; no. This is where *all* of those aspects will intermingle in a new setting, and in unexpected ways.

To make the primary city in your game world interesting, I therefore must ask that you reorient your preconceptions. Outside of this guide you can find inspiration in some of the choicest existing source material. Get yourself a stack of Lancer Conan novels and Fritz Leiber anthologies. Add in some old school comics, too. Throw in a few 70s-80s issues of *Heavy Metal* for extra spice. (The artist Moebius, for example, is a great guide to fantastical urban mayhem.) As you begin to envision your dangerous city, turn your PG-13 dial up to a soft and politically incorrect R. Read, dream, commingle, and remember these basic precepts to guide your way:

[1] When you are designing an epic city, "clean" is bad. Clean is safe, and it doesn't invite investigation.

[2] "Good" is bad, too. Good does not create conflict, it eliminates it.

[3] "Peace" is very, *very* bad. Peace makes murder and other crimes exceptional and rare, thereby making new crimes sensational when they occur. This, in turn, means that it's much harder for PCs to get away with questionable behaviors that are associated with adventuring.

[4] And don't get me started on the concepts of suburbs, easy transportation, and basic civil amenities. These are incidental background trappings, not

design goals! Modern suburbs are safe; modern transportation is convenient; and modern amenities are comforting. We want our city to be unsafe, difficult to explore, and frequently uncomfortable as well.

Indeed, traversing the seedier parts of the city at night should be a dangerous gambit for the adventurers. If a PC doesn't own a trusty flying carpet or a war griffon, then they will likely be crawling through the alleys from shadow to shadow, avoiding the agents of powerful enemies. Going down a street at night should be exciting, and fairly dangerous. Seeing the city watchmen patrolling nearby should bring adventurers a mix of relief and anxiety. This is because the PCs won't typically be criminals, but they won't be lily white citizens of good faith either! Most often, they will be enterprising nocturnal agents of opportunity. They will either be undertaking lucrative missions for powerful people, or they will be looking for evil scum (or shape-shifted monsters) who can be put down … and looted.

"Legal" is also a pretty boring and terrible concept when we're designing this kind of city, now that we're thinking about it. Because you see, "legal" is just the opposite side of the golden coin, the obverse of "opportunity." And when one side of that coin is watching the Player Characters, then the other side is watching their less daring rivals and their public-minded enemies. You will need to let your players know that in the city their PCs *can* indeed sometimes get away with murder, as long as they're murdering the right people.

And yes, they will need to get very good at hiding the bodies, too.

# IV-2
# City State Design:
# The Fundamental Principles

To get into the proper state of mind that will allow you to quickly conceive a fantasy city state, you will first need to consider some brief background material. This overview (I promise I will keep it interesting!) will provide some reasonably pliant confines for your brainstorming.

The most important rule here is what I call the Urban Rule of Pulp Swords & Sorcery, which I must stress again: *The city is not safe*. Only parts of it are, and those heavily secured parts are reserved for the boring, the paranoid, the powerful, and the rich. *Everyone* wants the treasures those protected people hold, by the way. Money brings security, and a host of greedy interlopers and thieves who are seeking to take that money-holder's place. The city as a result is a place of endless circles of want, envy, fear, desire, and reprisal, ripe for conflict and adventure.

Urban environments and adventure hooks are special: the rules are different, the locales are different, and killing someone for the wrong reasons can have grave repercussions. The undercity, the sewers, and the slums outside the walls tend to be the lawless places where "kill missions" can take place with relative frequency. And there are always ways around the laws, of course. For example, if your party is on an assassination mission to kill an evil Hierarch's minions, and you have the top secret favor of the Overlord himself, then a little murder and mayhem are simply part of the plan. But you will need to learn how to kill the right people, and either bribe or threaten many of the survivors!

Here are some of the other concepts that you will need to consider while you begin to envision your future city state:

**Fundamental Principle I:**

**Centricity**

***This will be the heart of the campaign.***

One of the things that can always drag down a GM's urban aspirations is actually quite sad: you can never know if the PCs (meaning, their players) are going to want to hang around. The way to change that is to make this one and only city, repeatedly and demonstrably, the most glorious, dark, and exciting locale in the entire campaign.

All of the best treasures, the finest role-playing opportunities, the most exciting action scenes, and the most intriguing powerful NPCs are all here … at least some of the time. Your dungeons, as you develop the city further, will eventually become an epic *sideshow* to the main adventure: the city state itself. Everything else in the campaign is going to radiate around this city as you detail the place further throughout the months to come. Most of the adventure hooks to the far wilderness, the deepest dungeons, the netherworld, and even the planar realms are going to begin in the city as rumors … and perhaps even reached through urban magical gateways.

By contrast, all of the other cities in your campaign will merely be hazy interludes. When you make one city that is everything you have ever wanted a fantasy city to be, and plunk it down in the middle of your world map, as the players become more comfortable it will become the heart of the campaign. You won't even need to work at it. It will just happen. Begin every session of the game (that is, whenever the adventurers' location is not predetermined by the previous session) deep in the heart of the city state. When an adventure ends, the next one begins there in the inns, the taverns, the alleys, and in the halls of power.

**Fundamental Principle II:**

**Autonomy**

***The city state is free and independent.***

The Overlord who rules the city with an iron fist is by necessity one of the most powerful, mysterious, and unpredictable NPCs in your campaign. Despite his unreliable focus and unpredictability he is stronger than most kings, and some emperors as well. If he was not, the city state would have been conquered by one of the surrounding kingdoms long ago. But instead, he and his co-ruling Exarchs have masterfully played the greater powers off of one another for decades. And all of the exiles, untouchables, heretics, and outcasts of those envious kingdoms are welcome in the Overlord's domain … provided they follow the laws, or hide in the shadows, and don't create too much of

a mess. Some of these people are mere scapegoats, some are spies, and some are double agents. All of these individuals lend the city its swirling maelstrom of rumors, espionage, and intrigue.

The city state of Grimrook — as our prototypical example setting — is itself surrounded and permanently watched by these larger kingdoms and rival city states, and the city controls the lucrative river mouth which leads between the inland merchant reaches and the outer sea. (You may need to get creative to fit these details into your world, but once you do, you will find that the world map naturally develops around this crucial travel conduit with the city state at its center.) All of the interesting trade, treaties, deceptions, and interventions tend to happen here. Basically, the city state is a combination of Venice and Byzantium, with a heavy dose of fantasy and chaos to keep things interesting.

**Fundamental Principle III:**

**Dichotomy**

***This will be a city* state, *not just a city.***

Crucially, the city you are going to develop is *not* just the walled urban area itself. It also consists of controlled borderland between the great river's tributaries, where farming villages, mining towns, and perhaps even an armada-protected harbor citadel reside. The city *state*, as opposed to the city proper, is a small nation ruled by the Overlord. The villages within this state surround are filled with even more spies, scouts, escaped slaves, bandits, impostors, runaways, and plain ol' simple folk, who accidentally create a perfect backdrop setting for more sneaky and desperate people to enter the city and to blend right in.

For classic inspirational examples of this state of affairs, you can consider the city states of ancient Sumeria, the squabbling nomes of Egypt (whenever the Pharaoh was weak), classical Athens, classical Sparta, and the cities of the Maya. Think of mythic Greece with competing heroes, but with one city dominating the landscape. Consider also the papal states of Italy, which were the prime inspiration for my mythic Tyrrhenia campaign. This historical state of affairs is going to be used and then disordered during our design phases.

Consider these historical sources as you like, pick and choose from the various cultures and eras, and borrow what you find most interesting.

**Fundamental Principle IV:**

**Inclusivity**

***All alignments are embraced within the city.***

Lots of Game Masters tend to think of the game's dungeons as the places of ultimate evil, and the cities as the places of ultimate good. This is fine, but only if you want your city to be an uninteresting sanctuary. Purely good cities are perfect as quiet, boring interlude scenes between adventures.

But let's try something completely different, shall we? Let's go with Robert E. Howard's basic premise for the Conan stories: *All of civilization, with its decadence and comforts, is deceitful, unnatural, emasculating, and corrupt.* That is a much more interesting idea to start with when you're designing a city of adventure.

When you have that many shades of gray, you end up with good, neutral, and evil people living and working side by side. They hide their beliefs and secrets from one another, prying and holding grudges until passions boil over. They're each lodged away in their own little worlds, but sometimes those worlds clash. And sometimes, those worlds meet and work together in surprising ways. (Yet, in that way it is exactly like our real life.) People who hate one another might become fast allies for a time whenever they are sufficiently desperate, terrified, or greedy. These alliances fall apart … but not until they wreak considerable change.

We will discuss this "all alignments rubbing shoulders" concept a bit further on in this book, when we look at the concepts of walled city quarters, Temple Wards, and the squabbling Hierarchs who rule the Temple Wards, held in check by the Overlord and his whims.

The **Temple Wards** by the way are sanctuary districts, or parts of districts, where the religions adhered to by an alignment (Chaotic Evil, Neutral Good, etc.) are allowed to thrive so long as they do not interfere with the will of the Overlord.

In Grimrook, *all* of the Roman deities are worshipped to avert a prophesied supernatural apocalypse … which might not or might not ever come to pass. Therefore demon and Hades worship (for example) is actually tolerated, so long as it does not involve rampant violence or human sacrifice, and so long as its tenets remain within preordained sanctuaries

sheltered away from the vast majority of the populace. Evil therefore is seen as a *necessary* evil in a very literal sense. But as always, there are limits to even the eccentric Overlord's embrace of religious tolerance! The Temple Wards exist because they *push* the limits of political, but never break them.

**Fundamental Principle V:**

**Subterranea**

***The city will be the gateway to the mega-dungeon.***

In my campaign, the city frequently *is* the adventure. The dungeons and the wilderness are the scenes for side quests. The major side quests will probably involve your campaign's mega-dungeon as well.

What, you don't have a mega-dungeon? Well, if you follow the "Black Marsh" example of David Arneson, the mega-dungeon is the monstrous and subterranean undercity hidden right beneath the town. Or, to follow Gary Gygax's idea, the mega-dungeon is under the old castle ruin atop the hill … and that hill overlooks the city from just a few miles away. In the World of Oldskull campaign, Castle Oldskull is just to the west of Grimrook, but it is divided by a reach of illusions, ancient haunts, and a hedge labyrinth that regrows and changes itself every time part of it is cut down. You can come up with a similar concept if you find this "near yet far, approachable yet locked away" dichotomy to be interesting.

When you keep the mega-dungeon and the city close to one another, your players will feel less tension as they attempt to switch play from one environment to the other.

**Fundamental Principle VI:**

**Ancientry**

***The city state is new, and it is ancient.***

The design of your city should be haphazard, sprawling, and definitively chaotic. Medieval cities tended to grow in rings, with a castle, tower, or powerful manor at the center. A great wall was (usually) built when the burgeoning city attained significant wealth, attracting the envy of thieves, raiders, and even greedy kings. Then, the city would grow further beyond these walls, and either new wall(s) would be built to surround the newer district(s), or an era of peace would intervene to make the very concept of walls obsolete … for a time.

Considering this, your city should probably have the Overlord's Citadel in the city's approximate center. This oldest area — the literal Old City — is a high-walled and protected place, where a combination of strongholds, manors, new mansions, and colleges have grown up to surround the prestigious acropolis. (An acropolis, by the way, is a secure area of elevated cliffs … it was where the people first decided

that a stronghold would fit perfectly to protect and overlook the town.) This area does not just feature soldiers and nobles, however. It also has sage towers, archives, libraries, and perhaps even a wizarding school or a Lyceum (a temple devoted to education; you might want to study Aristotle's library if you want that model for inspiration).

The city is *quite* old as well. Naturally, the current century's peoples were not the first to build here. The elven elders will certainly remember that entirely different people, perhaps even a different race, thrived there many centuries ago. The location at the river mouth between the inland and the outer seas is simply too perfect for anyone to ignore. This in turn means that the current city is built over multiple (now subterranean) sealed levels of ancient ruins, where the lower classes and criminals have built surprising structures and subcultures of their own. You can use the ruins of Troy and the Sumerian city state "mounds" as real-world models of this concept. These concepts are combined with the idea of Edinburgh's Mary King's Close, which you will also want to research as you're designing your own undercity.

History gives us some great ideas in this manners. Considering that the game takes place in the fantasy world of magic and dungeons, however, I encourage you to take this perfect opportunity to put an entire multi-level dungeon (if not several) under the city streets. This will represent the *deeper* undercity in your domain. You can outline that region now, or you can make a note to develop it in the future using the Classic Dungeon Design Guide series of Castle Oldskull supplements.

The Deep Undercity is a dungeon unto itself, atop the "civilized" undercity which in turn is below the surface city proper. There will be tombs, temples, treasure vaults, cisterns, and perhaps entire caverns beneath the earth. The sewers, wells, prisons, cellar pits, and undercrofts of the current city all lead down into this elder world. The city's smugglers, thieves, outcasts, and assassins know some of these areas very well … but no one person knows exactly how deep the undercity levels really go.

Or do they?

## IV-3

## City State Inspiration: The Thematic Principles

Now that you have the basic ideas that you want to incorporate into your city state, you are probably hungry for further inspiration. Where can you begin such a major design project? My old school answer and advice, as always, is this: **Look to the past.** Now that we've considered aspects of old history, it's time to glean some good ideas from old fantasy, too.

You can look to the works of the masters whom you admire, and see how they tackled the idea of an adventurous urban locale. Here are six people whose creativity I personally admire to get you started. (I quote from public domain sources when I can.) These sections are designed to give you ideas about a city's history, mysteries, description, mood, and atmosphere.

**Thematic Principle I:**

**Dreamlike Allure**

***Inspiration from Lord Dunsany.***

In Lord Dunsany's *Dreamer's Tales*, a fantasy city is a place of unthinkable wonders, ancient lore, and forbidden mystery. The city should be opulent, unforgettable, wondrous, musical, wealthy, alluring, and secretive. There should also be a hint of dread, and the coming of some future apocalypse which echoes the past.

Consider this, describing the city of Bethmoora in remembrance, following its fall:

I had hoped to see Bethmoora once again. It is many a year ago, they say, when the vintage [*wine*] was last gathered in from the vineyards that I knew, where it is all desert now. It was a radiant day, and the people of the city were dancing by the vineyards, while here and there one played upon the *kalipac*. The purple flowering shrubs were all in bloom, and the snow shone upon the Hills of Hap. Outside the copper gates they crushed the grapes in vats to make the *syrabub*. It had been a goodly vintage.

In the little gardens at the desert's edge men beat the *tambang* and the *tittibuk*, and blew melodiously the *zootibar*.

All there was mirth and song and dance, because the vintage had been gathered in, and there would be ample *syrabub* for the winter months, and much left over to exchange for turquoises and emeralds with the merchants who come down from Oxuhahn.

[…]

All that day three men on mules had been noticed crossing the face of the Hills of Hap. […] They carried staves, such as messengers bear in those lands, and seemed sombrely clad when the dancers all came round them with their green and lilac dresses. […] It was the hour when a light would have appeared in some high tower, and window after window would have poured into the dusk its lion-frightening light, and the copper gates would have been fastened up.

But no lights came out in windows there that night and have not ever since, and those copper gates were left wide and have never shut, and the sound arose of the red fire crackling in the vineyards, and the pattering of feet fleeing softly. There were no cries, no other sounds at all, only the rapid and determined flight. They fled as swiftly and quietly as a herd of wild cattle flee when they suddenly see a man. It was as though something had befallen which had been feared for generations, which could only be escaped by instant flight, which left no time for indecision.

And here is a description of the fabled city of Perdóndaris, as featured in *Idle Days on the Yann*:

And as I sipped the wine and the captain talked, I remembered me of stalwart noble things […]

Certainly Perdóndaris was a powerful city; it was encompassed by a wall of great strength and altitude, having in it hollow ways for troops to walk in, and battlements along it all the way, and fifteen strong towers on it in every mile, and copper plaques low down where men could read them, telling in all the languages of those parts of the Earth — one language on each plaque — the tale of how an army once attacked Perdóndaris and what befell that army.

Then I entered Perdóndaris and found all the people dancing, clad in brilliant silks,

and playing on the *tambang* as they danced. For a fearful thunderstorm had terrified them while I slept, and the fires of death, they said, had danced over Perdóndaris, and now the thunder had gone leaping away large and black and hideous, they said, over the distant hills, and had turned round snarling at them, showing his gleaming teeth, and had stamped, as he went, upon the hill-tops until they rang as though they had been bronze. And often and again they stopped in their merry dances and prayed to the God they knew not, saying, 'O, God that we know not, we thank Thee for sending the thunder back to his hills.'

And I went on and came to the market-place, and lying there upon the marble pavement I saw the merchant fast asleep and breathing heavily, with his face and the palms of his hands towards the sky, and slaves were fanning him to keep away the flies. And from the market-place I came to a silver temple and then to a palace of onyx, and there were many wonders in Perdóndaris, and I would have stayed and seen them all, but as I came to the outer wall of the city I suddenly saw in it a huge ivory gate. For a while I paused and admired it, then I came nearer and perceived the dreadful truth. The gate was carved out of one solid piece!

**Thematic Principle II:**

**Eerie Opulence**

***Inspiration from H. P. Lovecraft.***

Inspired in part by Lord Dunsany, Lovecraft's Dreamlands tales feature cities that each possess a very evocative yet very different atmosphere. Lovecraft's dream realms are not only places of wonder; they encompass lost dreams, tragic dreams, and nightmares as well. A city might (for example) have incomprehensible laws and ceremonies that exist because something happened in ancient times, something that must be honored forever … even if that reverence is no longer fully understood.

*The Dream-Quest of Unknown Kadath* is one of the best Lovecraftian sources for city inspiration (which you can easily find online). Consider also this, from *Celephaïs*:

Down the hill amid scented grasses and brilliant flowers walked Kuranes, over the bubbling Naraxa on the small wooden bridge where he had carved his name so many years ago, and through the whispering grove to the great stone bridge by the city gate.

All was as of old, nor were the marble walls discoloured, nor the polished bronze statues upon them tarnished. And

Kuranes saw that he need not tremble lest the things he knew be vanished; for even the sentries on the ramparts were the same, and still as young as he remembered them.

When he entered the city, past the bronze gates and over the onyx pavements, the merchants and camel-drivers greeted him as if he had never been away; and it was the same at the turquoise temple of Nath-Horthath, where the orchid-wreathed priests told him that there is no time in Ooth-Nargai, but only perpetual youth. Then Kuranes walked through the Street of Pillars to the seaward wall, where gathered the traders and sailors, and strange men from the regions where the sea meets the sky.

There he stayed long, gazing out over the bright harbour where the ripples sparkled beneath an unknown sun, and where rode lightly the galleys from far places over the water. And he gazed also upon Mount Aran rising regally from the shore, its lower slopes green with swaying trees and its white summit touching the sky.

Here is another memorable passage from *The Doom That Came to Sarnath*. You might not want your city to be this fantastically opulent, but the details are compelling nevertheless:

The wonder of the world and the pride of all mankind was [*the city*] Sarnath the magnificent. Of polished desert-quarried marble were its walls, in height 300 cubits and in breadth 75, so that chariots might pass each other as men drave them along the top. For full 500 stadia did they run, being open only on the side toward the lake; where a green stone sea-wall kept back the waves that rose oddly once a year at the festival of the destroying of Ib.

In Sarnath were fifty streets from the lake to the gates of the caravans, and fifty more intersecting them. With onyx were they paved, save those whereon the horses and camels and elephants trod, which were paved with granite. And the gates of Sarnath were as many as the landward ends of the streets, each of bronze, and flanked by the figures of lions and elephants carven from some stone no longer known among men.

The houses of Sarnath were of glazed brick and chalcedony, each having its walled garden and crystal lakelet. With strange art were they builded, for no other city had houses like them; and travellers from Thraa and Ilarnek and Kadatheron marvelled at the shining domes wherewith they were surmounted.

But more marvellous still were the palaces and the temples, and the gardens made by Zokkar the olden king. There were many palaces, the least of which were mightier than any in Thraa or Ilarnek or Kadatheron. So high were they that one within might sometimes fancy himself beneath only the sky; yet when lighted with torches dipt in the oil of Dothur their walls shewed vast paintings of kings and armies, of a splendour at once inspiring and stupefying to the beholder.

Many were the pillars of the palaces, all of tinted marble, and carven into designs of surpassing beauty. And in most of the palaces the floors were mosaics of beryl and lapis-lazuli and sardonyx and carbuncle and other choice materials, so disposed that the beholder might fancy himself walking over beds of the rarest flowers. And there were likewise fountains, which cast scented waters about in pleasing jets arranged with cunning art.

[…]

Lofty and amazing were the seventeen tower-like temples of Sarnath, fashioned of a bright multi-coloured stone not known

elsewhere. A full thousand cubits high stood the greatest among them, wherein the high-priests dwelt with a magnificence scarce less than that of the kings. On the ground were halls as vast and splendid as those of the palaces; where gathered throngs in worship of Zo-Kalar and Tamash and Lobon, the chief gods of Sarnath, whose incense-enveloped shrines were as the thrones of monarchs. Not like the eikons of other gods were those of Zo-Kalar and Tamash and Lobon, for so close to life were they that one might swear the graceful bearded gods themselves sate on the ivory thrones. And up unending steps of shining zircon was the tower-chamber, wherefrom the high-priests looked out over the city and the plains and the lake by day; and at the cryptic moon and significant stars and planets, and their reflections in the lake, by night.

Here was done the very secret and ancient rite in detestation of Bokrug, the water-lizard, and here rested the altar of chrysolite which bore the DOOM-scrawl of Taran-Ish.

**Thematic Principle III:**

**Dangerous Ignobility**

***Inspiration from Robert E. Howard.***

Howard's stories — particularly those featuring Conan, Kull, or Red Sonja — are very interesting from a city state perspective, because they (in part) inspired Gary Gygax's conception of the "Gray Kingdom" city which held together the original Lake Geneva FRPG campaign.

Howard put forth the novel idea that barbarians are good people, no matter how violent they are. This is because they have forthright codes of honor, and they follow a baser nature instilled with respect between strong, violent peoples of different beliefs. Cities, on the other hand, are corrupt places where weak people dwell because they cannot handle the savagery of the wilds.

Therefore, a "Howardian" city might feature decadent nobles, guards used as cannon fodder, dread magic, temples to gods that are actually demons (or aliens), and "great" men of power who hide behind walls, keeping all of the wealth for themselves while misery and turmoil rein throughout the city's slums.

Consider for example this excerpt from *The Tower of the Elephant*:

The lurid lights and drunken revelry fell away behind the Cimmerian.

[…]

He had entered the part of the city reserved for the temples. On all sides of him they glittered white in the starlight — snowy marble pillars and golden domes and silver arches, shrines of Zamora's myriad strange gods. He did not trouble his head about them; he knew that Zamora's religion, like all things of a civilized, long-settled people, was intricate and complex, and had lost most of the

pristine essence in a maze of formulas and rituals. He had squatted for hours in the courtyard of the philosophers, listening to the arguments of theologians and teachers, and come away in a haze of bewilderment, sure of only one thing, and that, that they were all touched in the head.

His gods were simple and understandable; Crom was their chief, and he lived on a great mountain, whence he sent forth dooms and death. It was useless to call on Crom, because he was a gloomy, savage god, and he hated weaklings. But he gave a man courage at birth, and the will and might to kill his enemies, which, in the Cimmerian's mind, was all any god should be expected to do.

His sandalled feet made no sound on the gleaming pave. No watchmen passed, for even the thieves of the Maul shunned the temples, where strange dooms had been known to fall on violators. Ahead of him he saw, looming against the sky, the Tower of the Elephant. He mused, wondering why it was so named. No one seemed to know …

**Thematic Principle IV:**

**Deathly Opportunity**

***Inspiration from Fritz Leiber.***

Leiber's stories tell the sordid swashbuckling adventures of Fafhrd (a fighting man) and the Gray Mouser (basically a duelist / thief). Unfortunately Leiber's work is under stern copyright, but I can say that you would do well to hunt down his works. The stories which inspired that sourcebook are many and varied. I recommend beginning with *Ill Met in Lankhmar*, which involves the infiltration of a thieves' guild; and *Bazaar of the Bizarre*, in which two urban adventures accidentally become intertwined.

In Leiber's stories, the city is a place where daring adventures take place … typically, to steal treasure or cause trouble for someone powerful. The city is where the best treasures, the scariest monsters, the deepest mysteries, and the most alien attention are centered. The city is therefore the perfect place to tell the tales of human destiny, ultimate heists, and the manipulation of the fates.

**Thematic Principle V:**

**Omnipresent Evil**

***Inspiration from David Arneson.***

Again, I don't think I can quote directly from Mr. Arneson's chief works due to copyright issues. But I can say this:

The city (actually, the small town and citadel) of "Black Marsh" is the only major protected area in the region. It is surrounded by powerful evil interspersed with a few isolated bastions of light. The fearful citizens and adventurers are therefore basically piled on top of each other, because outside of the town's walls and those few other hard-pressed baronial states, death reigns.

This means that the "city" is constantly being harassed by evil. The citadel has fallen in the past, and it will fall again in the near future. The only reason the castle exists at all is because the forces of good scored a temporary victory over evil, conquering the surface of an orcish stronghold. This means that there are lots of dungeons just below, and dangerous legions of humanoids lurking beneath the surface.

If "Black Marsh" sounds interesting, you might be interested in my FRPG history series *Hawk & Moor*, where I can talk about these topics more freely (as matters of historical record) than within the creative constraints of the OGL.

**Thematic Principle VI:**

**Counterbalanced Themes**

***Inspiration from E. Gary Gygax.***

Gary was the man who took all of the above influences, and made them into a city that was wholly his own. I recommend that you take the same approach: Combine all of these ideas, emphasizing what you love while downplaying anything that makes you uncomfortable. This personal selection process will give you a creative basis which will allow you develop an epic city state of your very own.

I can't be too specific in this general guide about Gary's endeavors, but I can say that he stated (as early as 1975) that the Game Master's city should draw from Howard's Conan and Leiber's Lankhmar, with a powerful Thieves' Guild and counteracting powers of law. You would do well to follow his advice, mixing equal measures of law and corruption so that the city is a place of wonder and opportunity, being peaceful from place to place yet also dangerous for the unwise to explore.

# IV-4

# The Population of the City State

By choosing to develop a nonesuch city state, you are by default designing the Incomparable City of your game world. As you may recall, this is the largest and most influential city in all of the mapped sectors in your world design. It might even be the most powerful and influential city in all the world … but that is for you to decide. Who knows? There might be an even more majestic city, thousands of miles away, on the other side of the globe that will be discovered during play. But for now, and perhaps forever, this city state will be the greatest metropolis in all the realms you have created.

As you may recall, I recommend a population of between 62,000 and 100,000 souls ([2D20 + 60] x 1000) for the Incomparable City. You want the city to be big enough for adventurers to always get lost in, yet small enough for high-level PCs to have an impact upon its political machinations.

If you'd rather not roll randomly, a nice round figure of 100,000 will serve you well. And hey, it makes the math easier too!

**City State Population Density**

Remember that the city state includes both the city proper, and the lands and villages surrounding it. So let's say that you have a population of 100,000 selected. How many of those people live within the city, and how many live outside of it?

As a quick rule of thumb, I recommend a 75% / 25% split. In this example, that would mean 75,000 people within the city and 25,000 within the surrounding state. But if you want a more varied and unpredictable effect, you can roll 1D20 and consult the following entries:

**[1] Greatly Pastoral City State:** The population is 50% urban, and 50% non-urban. This culture believes in preserving the traditions of agriculture and pastoral idealism, even while the industrial thrives. Of all the options, this state will have the lowest level of magic affecting its harvests. But make no mistake, the non-urban population will need to have magically-affected harvest yields to keep the city viable. The Incomparable City will always require clerics creating and purifying food, imports of finer luxury food and drink, and a rural work ethic which maximize harvest yield. Even weather control might be used to make the Incomparable City have a longer growing season, justifying the fact that the city is bigger than any other.

**[2] Pastoral City State:** The population is 55% urban, and 45% non-urban.

**[3] Heavily Agricultural City State:** The population is 60% urban, and 40% non-urban.

**[4-5] Agricultural City State:** The population is 65% urban, and 35% non-urban.

**[6-9] Dispersed Trade City State:** The population is 70% urban, and 30% non-urban. This is a happy medium approach to the city state civilization, where a large outlying town (or guardian port) brings in virtually of the incoming trade to the city as a "gatekeeper." Below this threshold, the gatekeeper effect is minimized; above this threshold, the effect is increased.

**[10-12] Hierarchical Trade City State:** The population is 75% urban, and 25% non-urban.

**[13-15] Industrial City State:** The population is 80% urban, and 20% non-urban. At this tier and above, the city is likely to have magic-assisted machinery, automatons, golems, clockworks, etc. assisting industries, forges, dam control, canal lock control, and so forth. By default, cities at this level and above will be more "magic-tech" in nature.

**[16-17] Heavily Industrial City State:** The population is 85% urban, and 15% non-urban.

**[18-19] Urbanized City State:** The population is 90% urban, and 10% non-urban. At this level and above, there will be cultural stigmas, shames, obligations, or untouchable status which keeps a small labor force outside of the city, serving the "worthy" population of the metropolis. Discord will likely be brutally

suppressed, and the Overlord of such a city is likely neutral or evil … not good.

**[20] Fully Urbanized City State:** The population is 95% urban, and 5% urban. There are significant levels of magic and automation which keep the massive city viable despite the relatively tiny non-urban infrastructure surrounding it.

About half or two-thirds of the non-urban civilization will be centered within a town, or a Piraeus-like port which serves the city. (Piraeus was the connecting port which allowed the city of Athens to thrive in classical times.) So if you have a city state population of 100,000, and a hierarchical trade city state (population 75,000 for the city and 25,000 outside the city), then approximately 16,650 of those 25,000 will live in the port town that serves as a seaward gateway to the city. The remaining 8,350 souls will be split into thorps and villages, scattered within a day's ride of the walled city and its citadel.

The maximum population of the huge secondary town (as opposed to the city) will be 20,000 souls. Any "overflow" non-urban population beyond this number should be added to the total population of thorps and villages in the surround.

## IV-5

## The Powers That Be

Now that I have provided you with some fictional sources of inspiration, and some rough guidelines on population distribution, I can give you my personal advice on creating the powers and authorities of the city state.

From my design work over the years, I can say that this is one of the most difficult things to invent, and one of the hardest aspects to provide general advice on. For those reasons, I have decided to simply share my own material with you in the hope that you find it interesting. Feel free to borrow any or all of these concepts; or, use this chapter to inform your own creative endeavors.

Basically, your city state will need a ruler, a cadre of powerful NPCs at his / her beck and call, a set of rival rulers / nobles with differing agendas, and extensive tiers of minions, sub-leaders, and disaffected individuals at various levels of authority. This will give your city a sense of realism, a source for law, a list of people for the PCs to regard as (corrupted?) authorities (to respect or to fear), and a vast array of "quest givers" for future adventures within the city and beyond.

You can use my Dungeon Delver Enhancer supplement, along with the D100 NPC Generator, to create as many NPCs as you will ever need. But how do you specifically design authority figures that will keep the players on their toes?

Here's how I personally like do it. Please note that this is not meant to be a "realistic" or (ugh!) "idealistic" mode of government; it is meant to be dangerous, unpredictable, adventurous, mysterious, and fascinating.

The purpose here is to demonstrate imperious power along with shifting political factions, caught up in an ever-churning, slow-boil power struggle. This will allow the PCs to serve as paid agents serving many differing agendas, conducting lucrative and dangerous missions as they please. Is it realistic? Gods, no. But just go with it because *it works the best*. Help me out, I'm trying to make your urban campaign amazing here!

# IV-5-1
# The Overlord

Elsewhere in this book, I have provided detailed guidelines for ruler experience levels, from knight all the way to emperor. But when you're designing your world's unique Incomparable City, you need a uniquely powerful ruler to go along with it. The city state is uniquely powerful for its size. So instead of following "the rules" in this particular instance, I recommend placing an enigmatic Overlord NPC of experience level 24-28 at the center of your campaign. He or she will be one of the most powerful mortals in your world. And because the city itself is unique in power and factionalization, there are significantly more high-level NPCs present here as well beyond the Overlord himself.

Because after all, the intensity, character, and atmosphere of your fantasy city state will be exemplified by the Overlord, the ultimate ruler of your creation. It is therefore worth taking some time to describe him, and how his personality affects the nature of your campaign setting.

Let us consider the ruler of Grimrook in the World of Oldskull campaign as a guiding example …

**The Mysterious Khom Orthrul**

The Overlord of Grimrook is a level 25 human fighter. He is of Lawful Neutral alignment, but he is erratic and he deviates in his devotion to that philosophy. Over the next few decades he will shift to True Neutrality, and then to Chaotic Neutrality during the final year of his reign. He is more charismatic and intriguing than he is beautiful. He is extremely powerful, intelligent, and eccentric, and the players will probably come to have a love-hate admiration of him.

You can name him (or her) whatever you want. In my campaign, he is Khom Orthrul, the Guardian of the Two Hundred Idols.

He is a retired adventurer and planar explorer, and is certainly one of the most powerful people in the world. He is whispered to be either a demigod (literally, with a god parent and a mortal parent) or

a “Hero” of the elder age, which means he is likely the son of a demigoddess. Which of these origin scenarios is actually the full truth is up to you. But what is certain is this: he never sleeps, only meditates; and some say that he eats only to pretend that his body is still tied to mortal and earthly needs.

He has fifteen loyal companions, who are known as the Exarchs. The Exarchs are either former Hierarchs (rulers of the city’s Temple Wards), or the Overlord’s trusted former adventuring companions. The Exarchs are of randomly-determined races and classes, and of one of the neutral alignments (20% chance of Chaotic Neutral, 20% Lawful Neutral, 20% Neutral Evil, 20% Neutral Good, 20% True Neutral). Their experience levels range between 21 and 24.

As one might well imagine, there are many philosophical differences, grudges, love affairs, rivalries, lifelong friendships, oaths, inside jokes, and broken promises between the individual Exarchs. They rarely get along with one another if more than three are assembled in any one place. However, they are united in their loyalty to the Overlord, who plays no favorites … at least not in public. And in times of duress, they famously unite to defend the city state as a single valorous force of exceeding heroism. The Exarchs have slain invading dragons, liches, titans, and many mighty demons and devils in the past.

The Overlord does have several known and distinct personal weaknesses, and his enemies are fairly predictable in broadcasting and attempting to exploit these idiosyncrasies. He is sensitive to light. He is blind in his left eye. For some reason, he fears magical cold. And most intriguingly of all, he displays strange emotional reactions to song, as if he had lived many lifetimes as a man, a woman, an elf, a dwarf … no one truly knows what he once was, but in his vulnerable moments he seems to exist as more than “one man.”

When he is alone with close friends and rivals in attendance, he is said to experience melancholy bouts of what the *Dictionary of Obscure Sorrows* terms as *sonder*: “The realization that each random passerby is living a life as vivid and complex as your own — populated with their own ambitions, friends, routines, worries and inherited craziness — an epic story that continues invisibly around you like an anthill sprawling deep underground, with elaborate passageways to thousands of other lives that you’ll never know existed.”

Through some eldritch power, the Overlord still appears to be in his thirties. But he is known (by elves, sages, dimensional travelers, and the avatars of the gods) to be at least 170 years old.

He has no known heir, and no bride. But he has many consorts, and every bastard in the city loves to say that they are his long-lost son or daughter. Some of these caitiffs are not lying, but even they themselves do not know this.

It is said that one day, a great hero(ine) will rule as the city state’s second Overlord / Imperatrix. This shall occur (so sayeth the prophecies) in the decades to come, and the age of the Hierarchs, the nine represented alignment philosophies, and the glory of the Temple Wards will soon come to an end. The Overlord himself has vowed before an avatar of his goddess to relinquish his city state to a worthy heir on the eve of his 200th winter. Everyone believes in their heart of hearts that he will do so, but no one knows exactly when that will be.

The Overlord revels in combat, but not in killing. During great festivals and the Saturnalia, he appears in the Colosseum to battle with great monsters, freed arch-

villains from the donjon, and all manner of daring challengers. Those who are bold and who manage to defeat him one on one — a rare feat, but by no means unheard of — are showered by him with gold, honor, and adoration. At least one of the Exarchs is a former enemy who defeated the Overlord in brutal arena combat … but only barely.

He respects strength even more than he does decadence; indeed, one of the currently ruling Hierarchs gained her position by defeating the Overlord in *unarmed* combat. She used magic, of course; but the Overlord has been known to face death in many forms, and he has proven time and again to his people and to his enemies that he is willing to die in unjust circumstances if doing so will ensure that his legend and his honor will live on.

The Overlord has many powerful magic items, including ancient Gothic plate armor (forged by no known nation), a great ball and chain war flail, and an intelligent great sword of incredible power. He also possesses a gauntlet christened the Lion Bringer, which in turn has only minor magical powers. But it also possesses a dire curse: anyone who kills the Overlord will in turn die, without hope of resurrection, as will all of the slayer's currently living siblings, first family, and children. Somehow also the gauntlet *knows* when an assassin against the Overlord has been hired, or coerced; and in such a case, the true person to blame shall suffer the same fate of the curse as well.

This fabled curse was displayed once in recent decades, when the Hierarchs united against the Overlord in the thirteenth year of the elder city. And although the Overlord perished, poisoned, all of the guilty Hierarchs and their entire bloodlines died. The Overlord was then raised by a Shadow Angel, a Lawful Neutral spirit of time and destiny that is almost never seen on the Material Plane. Clearly, although no love is lost between the Overlord and the deities of good, some higher (or lower?) power has foreordained that the Overlord and his rightfully chosen heir are both intended to have some epic and unforeseen role in the near future history of the Middle World, the domains which lord the lands about the Inner Sea.

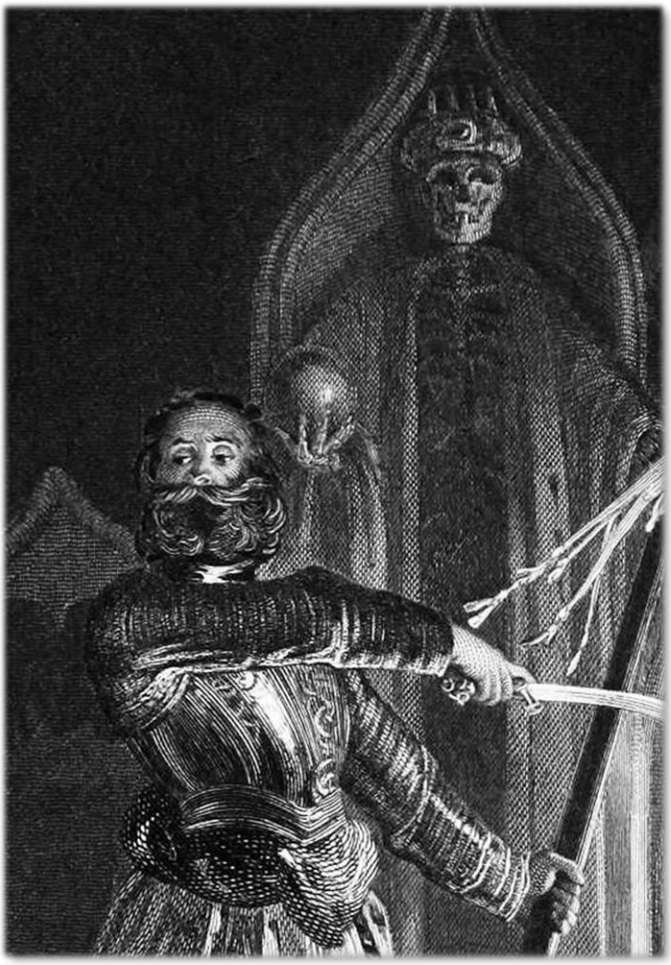
Needless to say, not only do the current ruling Hierarchs never dare to plot assassination, but they actively root out one another's agents and kill / imprison them to prevent foolhardy attempts by underlings. The Overlord treats these frequent blood scandals and sordid revelations as a grand game. He loves to see the Hierarchs blaming one another for the latest bungled infiltration of his Citadel. In fact, he invites anyone who dares to try the mettle of his men, and his own sleepless vigilance, and to come "visit him" within his court before the iron throne.

The soldiery is thus accustomed to bizarre intrusions, wild schemes, and elaborate break-ins to the point that any adventurers found wandering the Citadel's halls might either find themselves pilloried (if they break something or kill someone), mocked (if they are immediately caught) or feasting with the Overlord (if they impress him with how far they managed to get before being caught).

Whether this sardonic and capricious Overlord is actually fit to rule remains an open question. But he rules nonetheless, as he has for over a hundred years. Every living human king and queen of the surround was born during his own lifetime.

Many rulers say that he must live, and the two hundred gods must be worshipped, or the Cataclysm will cause this age of the world to end. The survival of the Overlord is key to that belief. He is by no means

infallible, however. Will he reign to the fated end, or will he fall? That is a great question that only the Game Master, and the players, can ever answer.



## IV-5-2
## The Grand Council

As mentioned, the Hierarchs are the rulers of the **Temple Wards** within the city. These are the walled sanctuaries where each alignment (Chaotic Evil, Chaotic Good, and so forth) is in turn honored, worshipped, and protected from the rival divergent philosophies.

As there are nine fundamental alignments, there are eight Temple Wards, and nine Hierarchs. Why eight and nine? This is because the predominant alignment of the city is everywhere that the Temple Wards are not. Therefore, if the majority of your city's populace is Chaotic Good, then every alignment that is *not* Chaotic Good would have its own Temple Ward, would Chaotic Good would have everything else. The alignment of Chaotic Good will still have a Hierarch to represent its religion, however, as well as at least one great temple in the Old City.

The nine Hierarchs of the alignments are known as "The Nine."

An assembly of the Nine can, by law, be convened by the Overlord at any time. And also by law, no Hierarch can use magic to enter or approach the Citadel of the Overlord. Requests and grievances to be considered by the Overlord must be aired in person. Great processions to the Citadel after midnight, therefore, are by no means uncommon.

The Hierarchs meet under the name of the Grand Council. They always meet under truce, under the watchful eyes of the Overlord and his Exarch companions.

The Grand Hierarch (the Hierarch for the currently most powerful alignment and gods in the city state) wields 3 votes in all proceedings. Every other Hierarch wields only 1. The Overlord gets 9 votes, which means that it takes a near-unanimous dissent for the Hierarchs to overrule him. The only known law (but there are *Secret* Laws as well) against the Hierarchs' voting is that they cannot vote to depose the Overlord.

The Overlord does find himself at times outmaneuvered and outvoted, typically once or twice a year. When this happens, the reaction can seem unpredictable. The Overlord is known for his profound wisdom, eccentric mirth, and especially for his passionate rages and wild proclamations at the height of his fury.

None of these things can change a Hierarch vote majority. However, temporary alliances of convenience between Hierarchs almost always collapse (considering their alignments), and even the wiliest of scheming Hierarchs have been shocked to find themselves defeated in a second vote over a "random" matter in the weeks after such an upset.

Not all votes are passionate, however. When the Overlord does not want to bother with something (non-violent rivalries, matters of the arts, things he sees as petty, or issues of perceived injustice caused by his Inquisitors), he simply does not vote. These wily meetings between the maneuvering Hierarchs are observed by the Overlord in bemused silence.

The votes of the Hierarchs are always made public, typically when city criers are yelling out some new proclamation. The populace knows that the Grand Council generally votes along expected good-vs.-evil lines. But they also sometimes vote along law-vs.-chaos lines, and there are frequent alliances of political convenience which make their proclamations seem quite random. Even temporary agreements between the Lawful Good and the Lawful Evil Hierarchs are surprisingly common. Most votes end up with narrow majorities, much political wrangling, and the diametrically opposed good and evil powers trying to sway the five neutral (CN, LN, NE, NG, TN) Hierarchs to their cause.

Needless to say, the Kings and Queens who rule the kingdoms and crumbling regions surrounding the city state believe that that the free city's "representational" political system is truly mad. But they wisely never forget that the Overlord has ruled, and remained in power, longer than any of them.

## IV-5-3
## The Hierarchs

Each of the nine Hierarchs is a person of extreme daring, perception, tact, charisma, intelligence, and allure. Those who do not possess all of these gifts never make it to this upper echelon of power.

Most, but not all of them, are priests. In game terms, that means clerics, druids, and monks. They are frequently nobles from other lands, who have chosen to relinquish foreign power for the glory of the peerless city state. Most of them have traditional noble titles — Duke / Duchess, Marquis / Marchioness, Count / Countess, Baron / Baroness — although some have curiously exotic titles such as Hetman, Herzog, Amier, or even Shaman-Chieftain.

As with the Exarchs, their experience levels typically range between 21 and 24. They are of "random" sex, race, and class (from the players' and the public's perspective, as determined by the GM). Each of them is extremely well-equipped, resourceful, careful, and protected. Those

who are not tend to suffer "accidents" within their first year of reign.

The violent killing of a Hierarch is extremely rare, and it is always an epic scandal which leads to city-wide violence and riots for a time. But nevertheless, old age, sickness, and honest accidents do happen, and the exile or promotion of a Hierarch is a rather common event. In any given year, at least three Hierarch positions will change even without the PCs' machinations or the GM's long-term plans.

And yes, if you want to dive into an epic kingdom-running campaign in the years to come, you could easily rule that any PC who reaches experience level 20 can run for Hierarch of their alignment … provided, of course, that they are a titled champion of their deity. That doesn't mean that they're a cleric; it means that they have completed an epic alignment quest of such notoriety that many of the world's kingdoms briefly take notice. Make of that what you will!

## IV-6
## Minions of the Overlord

It is true that the Overlord, the Exarchs (through their influence), and the Hierarchs rule the city state. However the alignment situation, and the appearance of godly avatars from time to time creates a wild and nigh-miraculous urban landscape that — from the point of view of a lawful outsider — seems volatile to the point of insanity. How can a Lawful Neutral Overlord let madness reign? How can he let every alignment coexist, and celebrate every cause that obeys the city's laws?

It's almost as if instability is the very foundation of his city's power. Every power feels welcome here, but no one power can ever achieve a majority for the purposes of influence, revolution, or revolt.

Wait a minute. Maybe he's actually smarter than anyone else. He has ruled and thrived this way for over a hundred years, after all. And he only died once …

This controlled madness is kept in check by the *considerable* forces at the Overlord's beck and call. The city state is by far the most militarized power, per capita, in the entire region of the Inner Sea. The surrounding kingdoms do have larger armies, certainly, but no one King or Queen ever feels so confident of victory that the idea of outright war against the Overlord can be seriously entertained.

There are five major branches of the Overlord's power, his "fist" within the lion

gauntlet: the Inquisitors, the Soldiery, the City Guard, the Night Watch, and the Vigiles.

# IV-6-1
# The Inquisitors

The true purpose of the Inquisitors, although it is never openly acknowledged, is to instill *fear of the law* and *fear of reprisal* in every powerful citizen. Inquisitors rarely bother with the weak or the inconsequential. They don't have the time … and that's what the Guard and the Watch are for.

Each Inquisitor is an NPC of "random" (GM-determined) race, sex, and class. Their experience levels generally range between 7 and 14 inclusive. There is only one individual of level 15, and that is the Grand Inquisitor who leads the order.

The alignment of the Inquisitors is open to question, depending on the needs of your city state design. If the population of your city is mostly Good, they are Lawful Good. If the population is mostly Evil, they are Lawful Evil. Otherwise, they are all Lawful Neutral.

Inquisitors are the entrusted special agents who investigate rumors of treason, sedition, heresy (e.g., threatened violence or disrespect against the avatar of a god), and so forth. They openly observe demonstrations, rituals, processions, speeches, improvised public events, and even the occasional honor duel. In more secretive circumstances, they also investigate the more serious murders (and other heinous crimes) that the Guard and the Watch are too fearful or unimaginative to solve.

There are only 66 Inquisitors at a time, including the Grand Inquisitor. They are not true commanders of armed forces; they are special officers with special powers. They frequently take bodies of the Guard (during the day) or the Watch (at night) when they are making raids, searching for someone, or "on a mission" to places unknown.

By law, no one is supposed to speak to an Inquisitor unless spoken to. Foreigners are famously oblivious to this law (until an Inquisitor points it out to them, and everyone standing around goes all whispery and bug-eyed).

There is lots of potential here for role-play, secret missions, heists, foreign blunders, and abject mayhem featuring the Inquisition. Be sure to have fun with all of that.

(And here's a bit of secret GM information: The Inquisitors are under orders from the Overlord himself to only kill as a last resort. He loves to question every suspected heinous criminal personally.)

# IV-6-2
# The Soldiery

The Soldiery of Grimrook — sometimes called the Lion's Claws — are the troops who defend the city state. They do *not* patrol the city or conduct law enforcement; again, that's what the Guard and the Watch are for. They *do* patrol the state's roads and borders, wipe out humanoid outposts, wage skirmishes, battle with bandits and pirates, and defend the realm. When the Overlord goes out to slay monsters or to secure the borderlands (which is a surprisingly common thing), cohorts of the Soldiery always ride with him.

There are perhaps between 5,000 and 10,000 troops active in the formal Soldiery. Many more thousands of "Watchmen" (actually, well-trained citizen militiamen and men-at-arms) are available to the Overlord within 48 hours of a crisis. A grim and common jest throughout the surrounding kingdoms is that if you ever meet a city-state dweller who is *not* a ready Watchman, it's because he didn't yet get a sword for his fifth birthday.

In play terms, the exact number of soldiers depends on what you decide, and how martial and warlike your campaign is. The figure probably shouldn't exceed 10,000 because then we're begging the question of why the Overlord doesn't conquer a nearby kingdom outright on a whim.

For the sake of convenience, and considering the gaming needs of a pulp fantasy world, I prefer to pretend that the troops all have formal *ranks associated with experience levels*. This makes it easier for the GM to avoid terms such as "level 2 guard-fighter," "level 3 watch-fighter," or whatever. When we replace these clumsy distinctions with "Lieutenant," "Senior Sergeant" and "Master at Arms," the potential for role-playing and player understanding is very welcome.

Here are the Soldiery ranks that I recommend:

**Warrior / Troop Hierarchy**

- **Soldier** (Fighter Level 0, Man-at-Arms)
- **Veteran** (Fighter Level 0+, Man-at-Arms with combat experience)

**Petty Officer / Low Command Hierarchy**

- **Junior Lieutenant** or **Petty Sergeant** (Fighter Level 1)
- **Lieutenant** or **Sergeant** (Fighter Level 2)

- **Senior Lieutenant** or **Sergeant** (Fighter Level 3)

**Officer / Sub-Command Hierarchy**

- **Commander** or **Sergeant at Arms** (Fighter Level 4)
- **Captain** (Fighter Level 5)
- **Senior Captain** (Fighter Level 6)
- **Captain at Arms** or **Master of Arms** (Fighter Level 7)
- **Champion** or **Vaunted Captain** (Fighter Level 8)

**Commander Hierarchy**

- **High Champion** or **Lord Commander** (Fighter Level 9)
- **Grand Champion** or **Lord Captain** (Fighter Level 10)
- **Warlord** (Fighter Level 11)
- **High Warlord** (Fighter Level 12)

**Force Commander Hierarchy**

- **General III Silver / Tertius** (Fighter Level 13), "Argent General"
- **General II Gold / Secundus** (Fighter Level 14), "Aurean General"
- **General I Platinum / Primus** (Fighter Level 15), "Aquilan General"
- **General of the War Archonate** (Fighter Level 16)
- **Vice Marshal** (Fighter Level 17)

**High Command Hierarchy**

- **Marshal** (Fighter Level 18)
- **High Constable or Lord Marshal** (Fighter Level 19)
- **War Archon and Grand Marshal** (Fighter Level 20)

## IV-6-3
## The Guard

And now, we come to the stereotypical "guards" who walk around the city, bugging and chasing the Player Characters. The City Guardsmen are professional men-at-arms who patrol the city (*not* the surrounding state, just the city itself) from dawn to dusk. From dusk to dawn, their duties are taken over by the more flexible force that is known as the Night Watch. A formal "changing of the guard" occurs throughout the city at sunset.

The Guardsmen and Guardswomen possess general powers of law

enforcement. They are perhaps between 1,000 and 2,000 in number. Their ranks are increased with entrusted militia in times of need, and times of need are common. Examples of "hard times" for the Guard include: religious holidays and festival days; Colosseum and arena days; treasure fleet, treasure caravan, and faire arrival days; visiting days for foreign nobles and ambassadors; and whenever small battles or naval actions are being fought by the Soldiery.

The vast majority of Guardsmen are either level 0, or level 1 fighters. A level 0 guard is termed a Man-at-Arms or Woman-at-Arms. A level 0+ guard is termed either a Guardsman or a Guardswoman. A level 1 guard (equivalent to a level 1 fighter with decent ability scores) is termed a Veteran Guard, or informally a "Helm." These men and women are in turn led by ranking officers who follow the ranks of the Soldiery, as Guard Lieutenants, Guard Sergeants, Guard Commanders, Guard Captains, and so forth. There are surprisingly few officers, and sometimes guards are forced to make judgment calls on the spot without superior authority. The High Captain of the Guard is only level 10 … as the position has traditionally proven in the past to have been quite nettlesome to the Overlord, who secretly prefers to rely on other forces and advisors whenever possible.

Guards are always overworked. They vary wildly in their goodness, competence, intelligence, empathy, patience, and superstition. They are cops in a fantasy world, doing the best they can. Play them as such. And don't let the players get away with stupid things! (Much.)

## IV-6-4
## The Night Watch

The Night Watch are widely (and unfairly) regarded as being more intelligent, courageous, unpredictable, creative, and well-humored than their City Guardsmen colleagues are. It is true that Night Watch duty pays wages half again as high from week to week, but their imperilment and casualty ratings are through the roof. Not everyone is cut out for this duty.

They patrol the city at night, while pretending they are nowhere. They are fewer in number, more experienced, more powerful, and are forced to take on a more intuitive and investigative role in every venture. These positions demand détente,

cleverness, and initiative, as well as bold devotion to the Overlord.

There are perhaps 1,000 Night Watchmen and Watchwomen in a good-aligned city-state; 750 in a neutral one; or only 500 in an evil one. In other words, the overall alignment of the city state is in part *caused and engendered by* the law enforcement, or lack thereof, which is present in the night.

Only about 50% of the Night Watch are male. Their experience levels range between 1 and 4. Suggested ranks are Night Watchman (level 1), Night Sentry (level 2), Night Protector / Protectress (level 3), and Night Constable (level 4). They are led by a few officers (levels 5-14), and these officers serve "in rank and file" and never advertise their special presence until required. Officer ranks include Watch Commanders, Watch Captains, and so forth. Night Watchers dislike formal ranks of any kind (and their full ranking system is indeed unknown), and habitually refer to one another by last name.

Not all of them are fighters. All classes are represented. All of them, regardless of class, are fairly skilled duelists, fencers, climbers, jumpers, runners, and wrestlers.

A surprisingly large number of demi-humans serve in the Night Watch, especially as opposed to the humanocentric City Guard. Their powers of infravision, enhanced senses, low-level magic, resistances, and / or small size are greatly in demand. For obvious reasons, intrepid gnomes and halflings do very well in the Watch's investigatory ranks.

These are the badass detective-warriors and street heroes of your city. Use them well.

## IV-6-5
## The Vigiles

The "Sardaukar"-like Vigiles are special elite troops of the Overlord. They serve as bodyguards, Citadel guards, firefighter commanders, and at level 5+ (throughout the state, outside of the city) as judge-jury-executioner "gunslingers" on special enforcement and investigative assignments. They try to be everywhere, and throughout the state, outside the city, they are greatly respected and feared. *Within* the city, even some citizens don't understand what exactly it is they do. Until all hell breaks loose, and the gunslingers reveal themselves …

Most of them are warrior-spell casters; all are characters with two classes, with the initial class typically being fighter. If your campaign has firearms, they have them.

Even the lowest of them have superior ability scores, especially Dexterity, Constitution, and Intelligence. Every Vigile has at least one 18 ability score. There are approximately 200 bloodlines represented in these hereditary posts, and traditionally only 300 individual posts exist at any one time.

They are not only a fighting force, they are a secret society. Their origin is known only to the Overlord. Collectively, they regard death in the service of the Overlord as the ultimate honor, the attainment of eternal glory, and *cannot* by law be resurrected if they die violently. To resurrect a Vigile "away" from his final glory is a grave religious offense. (If resurrected by force in some way, the desecrated Vigiles will ritually kill themselves at first opportunity.)

Those who survive the Vigile initiation and low-level experience gain ranks based on their prowess (attained personal glory). In game terms, the Vigile with the lowest XP total is on the bottom of this hierarchy, and the one with the highest XP total is on the top. Ranks are fluid due to personal accomplishment, and there is a great deal of competition within the order for exaltation.

Vigiles never need check morale. They never retreat unless the Overlord commands them to do so, and they are somehow immune to magical fear and some forms of mind control.

The second generation of Vigiles were those troops who left the Eld Empire with the Overlord, well over 100 years ago, to found the City State. It is a time still shrouded in mystery, and little spoken of by the Overlord or his companions. It is known that the Vigiles have Romanesque ranks, which hint that they must hail from the ancestral warrior bloodlines of the now-crumbling Empire. These ranks have been retained by the Overlord as honorable badges of superior station.

The Overlord owes a great debt to the Vigiles, but no one knows exactly what it is. It is however known that they all committed ritual suicide when the Overlord was assassinated long ago, and the order was then rebuilt in some mysterious hereditary fashion.

The Vigiles are rarely seen in the city outside of the Citadel. If they are not on guard duty, they are "on the road." If they are within the city walls for some reason, it is because there is serious trouble brewing and they are serving as the "Eyes" of the Overlord. Elder citizens generate a wild rumor mill on those rare occasions when organized troops of Vigiles are moving through the districts. Something *huge* is happening, but whatever it is, it

might entirely happen in silence and in secrecy.

Infamously, the Vigiles are also known to be present when an assassination attempt on a person of power is rumored to be in the offing. (Targets are typically Hierarchs, priests, guild masters, noblemen, visiting unpopular officials from foreign lands, and so forth.)

Although not always individually powerful, the Vigiles bear considerable authority and mystique. Each carries a personally-granted heirloom of the Overlord on a silver chain about his or her neck. Even the Inquisitors tend to get nervous when the Vigiles are out of the Citadel, mucking about in "casual" formation.

And here is an interesting role-playing note for you to consider: It is forbidden for Inquisitors of any rank to openly question a Vigile in public, regardless of the circumstances. If an Inquisitor expresses an urgent need to speak to a Vigile, the Vigile can in turn insist that the conversation must take place in a private audience attended by the Overlord.

These are the "secret service" of your campaign. I could tell you more about them, but it is better if I don't. You should come up with the mysterious details yourself. The suggested ranks of the Vigiles are as follows:

**The Bodyguards**

- **Vigile:** Perhaps 150 in number, experience level (typically fighter / spell caster) 1/1
- **Tesserarius:** 30 in number, experience level 2/1 or 2/2
- **Decanus:** 20 in number, experience level 3/2
- **Praetorian:** 30 in number, experience level 3/3

**The Senior Vigiles**

- **Signifer:** 20 in number, experience level 4/3 or 4/4
- **Vexillarius:** 5 in number, experience level 5/4 or 5/5

**The Elite Officers**

- **Centurion:** 15 in number, experience level 6/5
- **Optio Centurion:** 15 in number, experience level 6/6
- **Centurion Pilus Prior:** 3 in number, experience level 7/6

**The Grand Officers**

- **Centurion Primus Pilus:** 1 in number, experience level 8/6
- **Tribunis Militum:** 5 in number, experience level 9/6

**The Vigile Commanders**

- **Praefectus Castrorum:** 1 in number, experience level 10/7
- **Tribunus Laticlavius:** 1 in number, experience level 11/7

**The Force Commanders**

- **Praetor:** 1 in number, experience level 12/7
- **Legatus Legionis:** 1 in number, experience level 13/7

**The High Command**

- **Legatus Pro Praeteore:** 1 in number, experience level 14/7
- **Golden Lion of the City:** 1 in number, experience level 15/8

Above experience level 15/8, the Vigiles — in times of war — are under the overall command of the General of the Archonate, who acquiesces whenever possible to the presence of the Overlord himself.

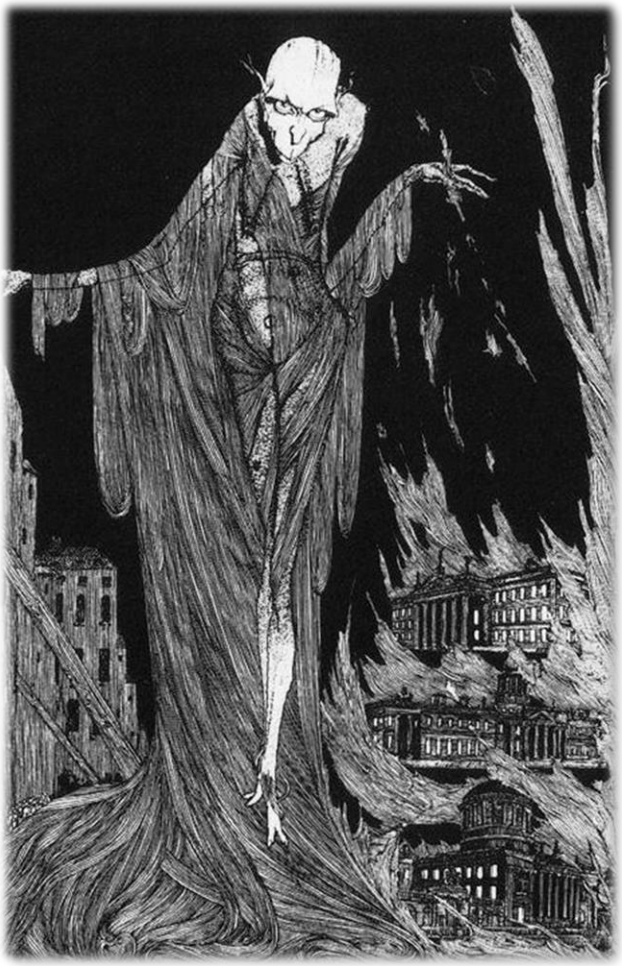
# IV-7

# Concerning the Denizens of the City State

Beyond the commanders, you will have a massive cast of Non-Player Characters. I can generalize some trends for you as you work to outline who lives within the city state.

Any city state that you create will remain lifeless until you define the general character and culture of the people who dwell there. You might think that the task of developing a cast of thousands of NPCs is an impossibly taxing trial, and you'd be right. But you don't need to individualize every person in the city! At this point in the game, you don't even need to design a single NPC in detail at all. Rather, you can define the *alignment* of the overall populace — the majority opinion of belief and temperament, if you will — and use that decision to convey the entire human character of your city. The detailed persons, and the outliers beyond the norm (such as heroes and villains), can be devised later on an individual basis.

The **predominant alignment** of your city's folk will resonate in every other aspect of your design. This is similar to selecting a predominant alignment for your starting realm, with one important exception … namely, the predominant alignment of the city state does *not* need to be identical to the predominant alignment of the starting realm. In fact, it will add color and interest if the alignments are quite different from one another!



If you want the city to be a welcoming place, you can make the predominant alignment good; if you want the city to be threatening (perhaps so players don't feel bad when they need to kill villains during an urban adventure, for example), you can make it evil. Be careful with evil, however, as I don't feel it's a good choice unless that is the type of game that your players want to play.

Generally, I recommend that the city be *Neutral* in nature for maximum play potential, but the final choice remains entirely up to you. The Free City of Grimrook for example is Lawful Neutral

while harboring factions of all nine alignments simultaneously.

You should now choose one of the nine major alignments to define the predominant belief system that is held by the majority of zero-level NPCs within the city state. If you don't want to choose, you can roll 1D100: **[01-10]** Chaotic Evil, **[11-20]** Chaotic Good, **[21-30]** Chaotic Neutral, **[31-40]** Lawful Evil, **[41-50]** Lawful Good, [**51-60]** Lawful Neutral, **[61-70]** Neutral Evil, **[71-80]** Neutral Good, **[81-00]** True Neutral.

Change the percentages as necessary to reflect your own game world. You can also use this D100 guideline when you are forced to come up with a new city, town, or hamlet on the fly during improvisatory play. Just roll up the alignment and go. Variety is good, and evil places — even the tolerated ones, just like those in our own world — are everywhere, if that's what you want in your game!

Now, consider what your selected predominant alignment actually *means* in regards to an entire city and its culture.

# IV-7-1

# The Urban Meaning of Law and Chaos

If your city's majority populace is **Chaotic**, the people will celebrate free will, personal liberties, choice, and the quiet breaking of minor laws behind closed doors. There will be tensions with law enforcement. When dealing with the city guard or the watch, citizens will typically become morose and serious in compliance — even if they are not guilty and are let go — and then will grumble about mistreatment later on.

Resentments will fester, and there will be demonstrations against oppressive order from time to time. If the Overlord is ever forced to be out of the city (due to warfare, plague, or an epic calamity) during these trying times, there may even be riots or outright rebellion.

If your city's majority populace is **Lawful**, there will be very few people who are willing to break the law. Even in private, people will fear either the Inquisitors or the presence of their own pantheon's avatar and worshipful priests. Laws will be followed to the strict extent that even jests and minor breaches in etiquette may be "monitored" for informal propriety. Of course, in such an environment the fringe criminals and rebels will be largely *Chaotic*, rebellious, seditious, and self-serving.

Ergo — considering human nature — there is likely to be a curious side effect of subconscious antihero worship, where those on the tempted fringe (along with

the children, dreamers, philosophers and the like) will be fairly sympathetic to non-violent criminals and the "freedom" inherent in their cause.

If your city's majority populace is **Neutral** (in regards to law vs. chaos), there will be a consensual balance between personal freedoms and social responsibility. Demonstrations will be uncommon, and riots will be rare … unless there is a prolonged period of injustice. Conversely however, forthright compliance with the law will be softer and more reluctant than it would be in a Lawful society.

Inns, taverns, guilds, and society houses will be popular havens where people will feel that they can express themselves more freely. The criminal underground will probably be either Lawful Neutral or Lawful Evil, and highly codified, with a strong Thieves' Guild and perhaps gang activity as well. (Think *Godfather* and criminal honor and hierarchies). Those persons seeking more societal structure will probably join the underworld if they tend toward evil, or the guard / watch / soldiery if they tend toward good.

## IV-7-2

## The Urban Implications of Good and Evil

In an **Evil** city, the Overlord — due to his alignment, policies, and philosophy — is not seen as weak (he is far from it), but he is said to be "soft" and incapable of using a gauntleted fist when it is needed. The few good people in this city tend to cluster in the good-aligned Temple Wards, and the streets are extremely dangerous.

In a **Good** city, the Overlord is regarded as overly stern and domineering. The populace needs him, however, because the undercity and slums are dangerous places. Also, the protected evil Temple Wards do still exist! They are regarded with superstition, resentment, and fear. But even those brave souls who speak against the Devil are reluctant to speak against the Devil's priests, when the Devil is real and his avatar is summoned monthly down the street …

In a **Neutral** city (in regards to good vs. evil), the Overlord is regarded as tough but fair and widely admired despite his flaws. He is further regarded as the balancing force between the many good and evil factions.

Using the above guidelines, you can now discern the general mentality of the majority populace in the city, based on the predominant alignment you have rolled.

## IV-7-3

## The Races of the Urban Populace

Once you know the city's predominant alignment, you can calculate the percentage breakdown of the races that are present. Cities tend to have much more varied racial mixes than rural areas do, due to the realities of trade, migration, travel, pilgrimage, and sanctuary.

As a general rule of thumb, **good cities** will be filled with humans and demi-humans, and even "freeborn" humanoids will not be well tolerated except under extraordinary circumstances. **Neutral cities** will be similar, but humanoids might be regularly tolerated under some circumstances and in specific social conditions.

For example, humanoid gladiators, slaves, mercenaries, and perhaps even servants might be present. And in an **evil city**,

humanoids and evil demi-humans will be very prevalent. Good citizens who live there will not be strung up in the streets on a daily basis or anything, but the nights will certainly have a very "Batman vs. the orcs" vibe with rampant criminal activity and a few courageous heroes to pummel them down.

Recommendations for races appear in the next section. You can modify these results as needed if these old school tenets do not fit well with your campaign. If you need Chaotic Neutral hobgoblins, or whatever, you can do that.

I have again made explicit use of Gygax's "humanocentric" ideal, which reminds us that humans are the predominant race in the civilized world, and demi-humans are relatively rare. Player Characters can still be of any race desired by the player, but demi-human PCs (especially half-orcs and such) might well be looked upon with grave curiosity within the city's confines.

You can override these expectations if you are specifically building a dwarven, elven, gnomish, or other demi-human city-state where humans are rare; but that should be a choice that you make on your own, because the "classic" FRPG city state is a place where humans are in the considerable majority and others are there to provide the exceptional local color.

**Additional Notes for All Populace Entries**

When thinking about your city's population of humans, demi-humans, and humanoids, consider:

You can include any kind of sub-races that you want, according to your game's racial composition (tinker gnomes, gully dwarves, whatever). The significant complexity of sub-racial ratios is not considered in this general supplement.

The "Other" category I mention below typically means the unlisted demi-human races (for example, if dwarves are not listed in an entry, then dwarves are "Other" along with some other races). However, "Other" can also mean any other civilized sentient races you feature in your campaign.

Note also that cities which feature significant populations of subterranean demi-humans (Dvergar, dark elves, etc.) are almost certain to be cloaked in magical darkness, and lit by phosphorescent beetles, glowing mist, and faerie fire. There may be wandering "monsters" who are actually venerated or left as guards (spiders, wolverines, cave lizards, whatever).

"Humanoids" in this context can mean orcs, lizard men, and so forth, depending on the predominant alignment of the city. If these options do not fit your campaign, you can use this category to mean half-orcs and half-ogres.

**Recommended Denizens for Chaotic Cities**

In a typical **Chaotic Evil** city, 75% of the population will be human. The remaining 25% will include 10% dark elves and half-dark elves (who may be regarded as outcasts / untouchables), 5% half-ogres, 5% Chaotic Evil humanoids (of various races), and 5% total of all other races.

In a **Chaotic Good** city, 85% of the population will be human. The remaining 15% will include 3% gray elves and gray half-elves, 4% high elves and high half-elves, 3% tall halflings, and 5% total of all other races.

In a **Chaotic Neutral** city, 80% of the population will be human. The remaining 20% will include 5% arcane elves and half-elves, 5% Chaotic Neutral frogmen, and 10% total of all other races.

**Recommended Denizens for Lawful Cities**

In a **Lawful Evil** city, 75% of the population will be human. The remaining 25% will include 5% Lawful Evil Dvergar, 5% half-orcs, 10% Lawful Evil humanoids (of various races), and 5% total of all other races.

In a **Lawful Good** city, 80% of the population will be human. The remaining 15% will include 4% Lawful Good gnomes, 3% small halflings, 4% hill dwarves, 2% mountain dwarves, 2% dwarf-kin halflings, and 5% total of all other races.

In a **Lawful Neutral** city, 80% of the population will be human. The remaining 15% will include 10% Lawful Neutral gnomes, and 10% total of all other races.

**Recommended Denizens for Neutral Cities**

In a **Neutral Evil** city, 75% of the population will be human. The remaining 25% will include 5% Neutral Evil Dvergar, 5% half-orcs, 10% Evil humanoids (of various races and alignments), and 5% total of all other races.

In a **Neutral Good** city, 80% of the population will be human. The remaining 25% will include 5% Neutral Good aquatic elves and half-elves, 4% Neutral Good gnomes, 3% Neutral Good netherworld gnomes, 3% tall halflings, and 5% total of all other races.

In a **True Neutral** city, 70% of the population will be human. The remaining 30% will include 5% Neutral aquatic elves and half-elves, 5% gnomes (of Good and Neutral alignments), 5% Neutral netherworld gnomes, and 15% total of all other races.

As an example of applying these figures, let us say that your city has a total population of 100,000 souls. This means that if you have a Chaotic Good city state, the population (referencing the above) will consist of 85,000 (85%) humans, 3,000 gray elves and gray half-elves (perhaps 2,000 purebloods and 1,000 half elves), 4,000 high elves and half-elves of high descent (perhaps 2,500 purebloods and 1,500 half-elves), 3,000 tall halflings, and 5,000 total of all the other races. In that 5,000 figure you could include a few of your favorite races, and even a few aberrant alignments too.

There's no reason that you couldn't have (for example) a trading enclave of 1,000 Neutral lizard men lairing in the "Deepmarsh District," an additional 1,000 half-orcish gladiators and prisoners in the arenas, and perhaps even 250 Chaotic Good salamander men (long since forsaken by their kin) who harbor a strong ancestral tradition within the city. Keep these special populations relatively small and rare to generate significant player interest in their existence.

Modify the overall figures as necessary until you are happy with the results, and always remember that you can design prominent NPCs of any race and alignment for future use. These figures are for the normal populace, not the exceptions!

## IV-7-4

## Further Considerations Concerning the City Alignment

When you are finishing setting up the predominant alignment of the city, don't forget that commonality is actually pretty boring. You can certainly tell your players something like, "After a few days of talking to various people, you come to the general understanding that most of the populace is Lawful Neutral." But after you do so, your players will naturally gravitate in curiosity toward those individuals who differ from the norm. The exceptions, good and bad, are what attract player interest.

As a general guideline here, I recommend that about 76% of your "no-name" NPCs in the city should follow the predominant alignment. This category includes most guards, shopkeepers, commoners, farmers, merchants, mariners, and the like. The other 24% should then be a completely random mix of the other 8 alignments.

And why would I recommend 76%, and not 75%? That's because you can then create a handy D100 table to determine the random alignment of any new NPC within the city while keeping the "other" threshold at a uniform 3%. Continuing the above example, let us say that you have a Chaotic Good city state. This would result in a 76% Chaotic Good / 24% "equal other" breakdown, as follows:

**[01-76]** Chaotic Good, **[77-79]** Chaotic Evil, **[80-82]** Chaotic Neutral, **[83-85]** Lawful Evil, **[86-88]** Lawful Good, **[89-91]** Lawful Neutral, **[92-94]** Neutral Evil, **[95-97]** Neutral Good, **[98-00]** True Neutral.

Simple and effective! (You can change the 76% paradigm if you need to, or if you want a more cosmopolitan city; but keep in mind that if the city has too even of an alignment mix while embracing all of the alignments, it creates a situation that is likely to invite civil war.)

Also, you should keep in mind that if you agree to include all of the alignments within the city, there will then be **nine Temple Wards** where each alignment's gods are worshipped by the populace. How big would each ward be? You can figure

that out now, too, using these percentages.

Continuing the Chaotic Good city example, the majority "ward" would be the Chaotic Good temple region, with 76% (76,000 souls out of 100,000) of the population. This is basically equal to the entire city's majority populace, and the other wards would be special protected walled districts within the good-and-chaotic mass. Each of the other eight alignments would thus have a small walled enclave of about 3,000 people (3%) who worship at the different alignment's temple(s).

This setup will of course create divine, infernal, and religious tension. This in turn gives you a lot of future fuel for adventure, intrigue, and conflict ideas. You want those conflicts in your game to keep things interesting, and to make urban adventures viable in the future.

In a disparate city state, petty alignment-driven conflicts between individuals and even entire enclaves will occur all of the time. Violence does occur in the streets, especially between the races that hate one another and when law enforcement is scant. But death will be a surprisingly rare occurrence (due to overall authority, Inquisitors, magic, and the fear of an Overlord-backed reprisal), and murder sprees rarely occur. The Night Watch and the Vigiles will maintain a significant presence that keeps the majority of populace in line. In the evil Temple Wards particularly, murderers (relatively common) will be brought before the appropriate local Hierarch and threatened with death by torture if their crimes against rival citizens and alignments are particularly severe.

Remember: The city state thrives not *in spite* of its alignment disparity, but *because* of its all-inclusiveness. Other kingdoms do not allow this curious state of affairs to exist within their borders. The concept of the nine Temple Wards turns the city state into a unique place in the world, where all faiths are tolerated … provided the adherents of those faiths accept the rule and command of the imperious Overlord.

Fear keeps the worst elements of the city in check, and when mass murderers and other violent do criminals arise (it always happens), the murderers tend to "disappear" before they can do much damage … and very quickly, too.

# IV-7-5

# Nine Very Different City States

As you can see, the impactful choice of a predominant alignment creates, drives, and influences the entire societal landscape of the city. There are many other repercussions to the predominant alignment design decision, especially when we consider how that alignment differs from the Overlord's own professed veneration of Lawful Neutrality.

So which predominant alignment have you chosen? The choice affects your entire design. Here are some of the foremost issues you might want to consider when you develop the city's unique predominant alignment:

### Chaotic Evil Anarchy

A **Chaotic Evil** city state will actually have stern laws and harsh punishments for disobedience … during the daylight hours. In such a city state, the unpopular (lawful) Overlord will be politically weaker than in any other type. There will be strict laws that prevent citizens from traveling

between the Temple Wards, and only commercial contact (trade, markets, slave exchanges, etc.) will take place. The Colosseum will be hugely popular and extraordinarily violent, serving as a "steam valve release" for the eight fearful alignments that are outnumbered by the Chaotic Evil majority.

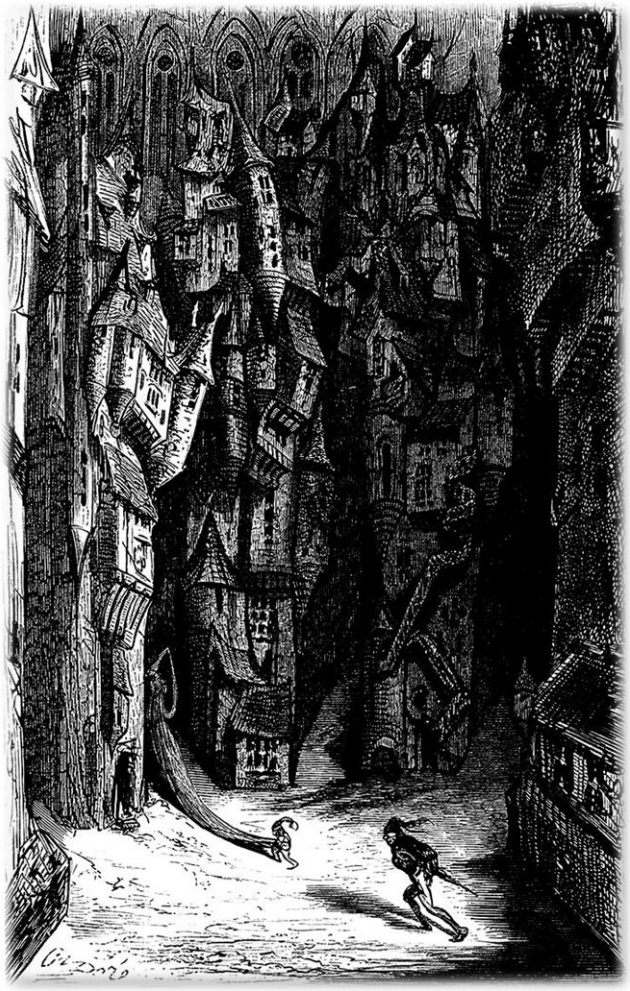
At night, the overworked Watch — and even the Inquisitors — will mostly stay away from the three deadly evil wards, thereby contributing to an outrageous murder and violent crime rate every night. (Think of the drug war in Mexico as a modern example.) And then each dawn, the Guard and the Vigiles will march out in determined force, and the diurnal cycle of authority and suppression begins anew.

This type of city state is very likely to collapse into violent rebellion within a decade.

**Chaotic Good Freedom**

A **Chaotic Good** city state will have a passionately dissenting populace, which works against the stern laws and decrees of the Overlord. (Think of 1960s America, before the rampant violence.) The citizenry will embrace freedom, civil disobedience, protests, and independence from the Overlordship's dole and even his protection. The three Lawful wards will wall themselves away from this gentle madness, and they will harbor the Overlord's loyalist minorities. There will be frequent demonstrations against unfair laws, slavery, deadly arena matches, and so forth.

Whenever rebellious violence threatens (from time to time, typically over accidental deaths), martial law will be declared for a month or more and the situation will calm itself down. Then, new citizens will age into adulthood, and a year or so later the cycle will begin again.



**Chaotic Neutral Disorder**

A **Chaotic Neutral** city state will be similar to a Chaotic Good one, but there will be more debauchery, decadence, minor lawlessness (petty crimes), and disrespect toward the authorities. Pickpockets, thieves, and cat burglars will be everywhere. Violent protests will occur, and then flame out without long-term organization, leaving dead bodies behind. The magistrates and the Overlord's unsteady minions — especially the Inquisitors — will act out violently against

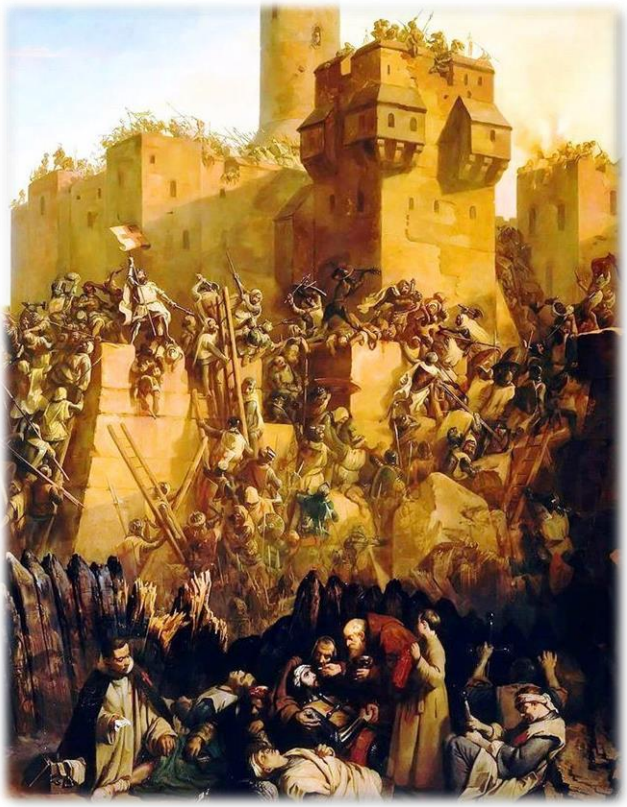
the most exasperating rebels and rioters on a nightly basis.

Punishments will tend to be light for first offenders (because everyone is breaking the law) and unfairly severe for repeat offenders (as the Overlord believes the iron boot must come down to avoid the risk of complete rebellion and anarchy). A pervading sense of unfairness and unpredictability will reign. Foreign caravans and delegations will be very well guarded.

**Lawful Evil Tyranny**

A **Lawful Evil** city state will be dystopian, even draconian. Laws will be endless, labyrinthine, and difficult to evade (especially by the many baffled foreigners). Wealth and exotic services will keep the citizenry here, and will also draw many unwise innocents in to seek their fortune. The majority evil population will view the Overlord as a tyrant with a soft streak in the misguided name of "justice." The six non-evil wards will be heavily walled, and Good people will be fearful to roam the streets. Although murders and violent crimes will be frequent, incidents will tend to be "small" and "narrow" due to the grave respect and fear that the majority holds for the ubiquity of law.

The death penalty will be strongly supported, although weak people (of other alignments) will be derided for coming to grisly ends "they had coming to them." This will be a darkly honorable "Godfather" environment, in which violence is specifically targeted against certain individuals and retribution is expected to be equally balanced against the severity of the original offense. Carefully balanced assassin wars will be the order of the day. Unfortunately, at some point a powerful madman will go on a killing spree against *all* rivals, killing hundreds of important people, and then all Hell is going to break loose.

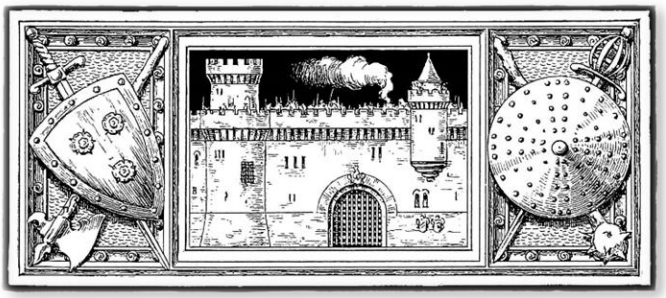


**Lawful Good Patriarchy**

A **Lawful Good** city state will be a shining example of justice, order, fair distribution of wealth, and spiritual purity. This is what foreigners will see and experience during their first glorious day within the city. However, that idealistic sheen soon rubs off to reveal the rusty gauntlet underneath. The other eight alignments will feel stifled, judged, and quarantined in this environment, fearful of leaving their Temple Wards to face the withering glares and accusations of the righteous. (I will narrowly avoid modern religious commentary here.)

The Overlord will be seen as too lawful by the other eight alignments, and too forgiving by the Lawful Good majority. The

majority populace will deeply resent the evil Hierarchs, the diversity of "ghetto" alignments, and the outright tolerance for the non-violent expression of Evil in the wards. Any good person who attends the Colosseum, or who purchases slaves, or indulges in debauchery will be socially shamed into utter ruin. This will be a divided city with tense sub-cities within its walls: these being the saner Temple Wards, where the eight other alignments' citizens bemoan the intolerance of their "perfect" oppressors.



**Lawful Neutral Autocracy**

A **Lawful Neutral** city state will be the most loyal of all to the cause of the Overlord, due to the shared alignment. Unfortunately, this will also create an intolerance of other alignments, universally held by the majority. The idea of embracing all alignments — the will of the gods be damned — will be extremely unpopular outside of the Overlord's inner circle. In such a city state, the Temple Wards (particularly the Chaotic Evil, Chaotic Good, and Chaotic Neutral ones) will be protected ancestral bastions with high and secure walls, with citizens who rarely dare to venture outside of their own ward's protection.

The Overlord will command the Guard, the Watch, and even the Vigiles to protect these "heretical" wards from outside intervention by the Lawful Neutral majority that abhors them. When the Overlord is angered, however — for example, after an assassination attempt — he will turn a blind eye toward the occasional riot against the ward of the guilty parties. The Lawful Neutral populace will be allowed to kill "a few" of the offending ward's population before order is once again restored.

**Neutral Evil Pandaemonium**

A **Neutral Evil** city state will be similar to a Chaotic Evil one, but it will be less violent, and more religious. How? Let me explain: [1] The fierce dichotomy between a lawful Overlord and a chaotic majority populace will be minimized. Therefore, the populace will be less violent, and the nights will not be quite so murderous. [2] Lawful Evil and Chaotic Evil will find common ground via the Neutral Evil majority, and so there will be open worship of evil gods, with processions, rituals, festivals, and unholy days. (As an example, if you walk down the street you won't be sacrificed, but you might well *witness* a blood sacrifice of criminals or disobedient slaves. Heaven help you if you intervene.)

The three very tense and nervous good Temple Wards, allied with the three neutral ones, will do their best to form a united front against the full institutionalization of evil; and this will have a softening effect, because they will be vetted and approved of by the Overlord … most of the time. But their political influence (via the Hierarches) will only reign throughout the bright hours of the day. The nights, once again, will the Devil's party time.

This city state is probably going to have a fascinating history. It almost certainly hasn't been Neutral Evil for very long. Was

there a civil war? A curse? A plague of madness? You must decide this.

Also, consider that an assassination attempt against the Overlord (which might succeed, regardless of the power of the retributive curse) will be very likely to occur in the near future. If it succeeds, it will change the entire campaign.

**Neutral Good Republica**

A **Neutral Good** city state will be the gentlest of all. (This option is recommended if your players are nervous about the whole violent urban adventure thing, or about the politically incorrect nature which defines the truly old school FRPG city settings.)

The Lawful and Chaotic Good factions will be tempered by the Neutral Good majority, and even the three neutral wards will be in agreement that "good" means "good for business." Violence will be discouraged, and strongly punished. The three evil wards will be walled enclosures where evil gods are honored by small groups of devout citizens. The standing rumor will be that if the worship of evil gods ever ended, the unworshipped avatars would run rampant in the streets. These feared evil citizens will be barely tolerated by the majority and protected by the Overlord, but even he will warn the evil Hierarchs that evil acts willfully committed outside of the evil wards would lead to a disaster.

In such a city state, most of the "peaceful" activities will be throughout the city and its streets, while most of the adventures and heists will involve sneaking into (or below) the evil wards to conduct various missions.

Evil will have limited power here. Perhaps there will be a secret undercity, where evil reigns and waits for its time to overthrow and triumph …

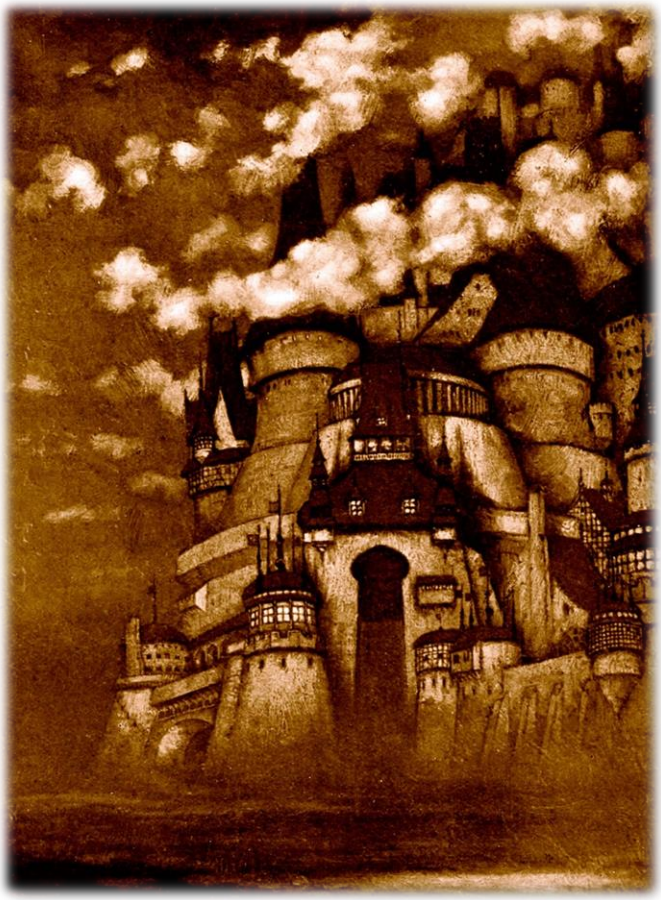
**True Neutral Centrism**

A **True Neutral** city state will be the most tolerant of all toward disparate alignments. Conversely, however, the Overlord (and many of the Hierarchs) will grow alarmed, and intervene, if any one of the four cosmic powers (good, evil, law, or chaos) begins to become *too* powerful. Such an imbalance would certainly threaten his earthly authority with radicalized ideas.

The Overlord will of course view *law* the most tolerantly, and may even be temporarily swayed if a significant number of Hierarchs and Exarchs request more ordinances, more taxes, stricter laws, more curfews, or more responsibilities from the citizenry. And how would a majority populace ever vote itself into such a situation? Well, one valid example of such an occurrence could be when the next major war occurs, as many of the citizens would respond with fear and would thus demand security over liberty … for a time.

You should now be able to convey this type of information to the players in a 10-minute introduction leading into the next play session. ("Now that you've secured your tower in the city, you're learning some interesting things from observing the general populace …")

Give some examples of citizen behaviors they have witnessed in the area. Be sure to answer the players' follow-up questions about law, order, and behavioral expectations within the city clearly and fairly. The urban environment is very different from the dungeon and you don't want your players later accusing you that you didn't warn them about what was legal and what was not!



# IV-8

# Setting the Urban Scene

We've already made the significant statistical decisions on alignment and population. Now, we get to do the fun bit of communal fantasy design: Let's give the place some atmosphere and culture. Every city is different. Every fantasy city state is amazing, and yours will be no exception. So how do we make yours truly unique? How do the people in your city live? What do they believe? What kind of homes do they live in, what is their country like, and whom do they worship? What kind of language do they speak? What are their fears, hopes, and superstitions? Are they similar to any of the fascinating peoples we can learn about in Earth's ancient, classical, or medieval histories?

You can spend a lifetime of design answering these questions. Some designers love to come up with unique details that make their creations unlike any other. (Frank Herbert's *Dune*, as well as M. A. R. Barker's Tékumel and *Empire of the Petal Throne*, come instantly to mind.) But I am more interested in giving you short cuts, efficient tools, and clever workarounds to develop impactful results *now*, with intricate design potential and depth remaining for *later*, so that you can keep playing while you create. You might even get to sleep, eat, and have a life on the side.

## IV-8-1

## A Method to the Madness

The best and most efficient way to create a city's detailed culture (in my battered veteran-GM opinion) is to take on the following eight design decisions, in order:

**[1]** Calculate the **population**. (We've done that.)

**[2]** Determine the predominant **alignment**. (We've done that, too.)

**[3]** Consider **what the population and alignment mean** for your city's authority, laws, denizen races, expected behavior, to-be-situated PCs, and random NPCs. (We just completed that process.)

**[4]** Select one local **terrain type** to situate the city state in.

**[5]** Determine the existing categorical **climate band** to help us determine the area's weather, seasons, and atmosphere.

**[6]** Using these terrain and climate considerations, select a highly atmospheric **Earth culture** to riff off of in our design work (ancient Egypt, Aztecs, the Celts, medieval Germany, Vikings, etc.). Rome is used for my Grimrook design, but you can reject that decision and choose whatever you like for your own design. Choose something you're intrigued by, because you're going to be spending months or years reading about it to enhance your game.

**[7]** Use this Earth culture's **folklore and mythology** as the basis for our future design research.

**[8]** Using the Internet, libraries, travel experiences, and your own imagination, go as far down the rabbit hole as you want. **Research your subject** and become a master of its curiosities. Keep grabbing folkloric details that are interesting, and then customize them and make them different so that your city resonates with the Earth culture while presenting something completely new.

As you might have guessed, steps 1-7 are covered in this book, and step 8 is completely up to you. I can't detail the entire world's history as it applies to gaming, after all. But I can give you lots of tools to get your research started!

## IV-8-2

## The Terrain Surrounding the City State

You now need to consider the type of terrain surrounding your city state. Keep in mind that earlier in this guide, I explained why a city should control a major water source, so that you have a semi-realistic place with a maximum number of adventure options for your game's PCs.

Also, remember that my recommended city state template — regardless of variation — is both a freshwater (river) and a saltwater (sea and bay) port of considerable importance in the world. The ideal setup involves an inland sea, an outer sea, and a river connecting the two.

These design parameters in and of themselves will give the city considerable detail. This means that you will have a full array of atmospheric elements such as tall ships, canals, fog, docks, bridges, mariners, pirates, incoming caravans and treasure, and perhaps even a great arsenal which builds ships and siege weapons. There may be magi-technical wonders, too. If there are war golems in your world, for example, the city state is certain to possess them.

Outside of these considerations of regional *water* and its implications, you will need to consider the region's *land features* as well. For simplicity, I recommend that your city state should have *one* predominant type of terrain with other terrain types along the borderlands. You can have as many different terrain details in the region as you like, but one type of terrain should be the most common. As we already discussed during the game world generation process, the main types of FRPG terrain are: **[1] Forest, [2] Hills, [3] Mountains, [4] Plains, [5] Swamp,** and **[6] Wasteland**.

The terrain type that is appropriate to your city state is dependent on where you placed the city on your regional detail map. If you placed it adjacent to two or more terrain types (for example, between mountains and plains), you might want to give your city a dual nature as you consider the notes below.

The broad influences of terrain type upon the city state region will be as follows:

**Forest Dominions**

City states in **Forested terrain** will be dependent on lumber, rare woods, fur trapping, shipbuilding, carpentry, and perhaps also the spice trade. Rangers and druids will be highly influential. The city might feature gardens, sacred groves, nesting grounds, migratory sanctuaries for flying creatures, and/or even ancient sleeping tree giants who do not realize a city has been built around their home. The city is probably influenced by nearby non-human cultures, perhaps including elves, brownies, goblins, centaurs, etc.

**Hill Mining Cities**

City states in **Hilly terrain** will probably be empowered by the presence of caves and mines. There could be mines for precious metals (gold, silver, platinum), war metals (iron, tin, copper), and/or gemstones. More gently rolling terrain will be used for farming and irrigation. Dwarf and gnome clans are almost certainly present and very influential.

**Mountain Strongholds**

City states in **Mountainous terrain** will be very easy to defend, but very difficult to traverse. There will be dramatic and deadly cliff faces which lead down to the shore, and the city might be built in "stacks" of physically distinct districts. This city state will be thriving because it has a unique solution for this terrain that other places do not. Examples include: tamed flying monsters (such as griffons); magical transportation (spider climbing over cliffs, teleportation, whatever); alliance with winged humanoids (such as the hawkmen of Kra'rocra); or access through the netherworld to unexpected exits and locations. This type of city is also likely to be empowered by mines as well (as above).

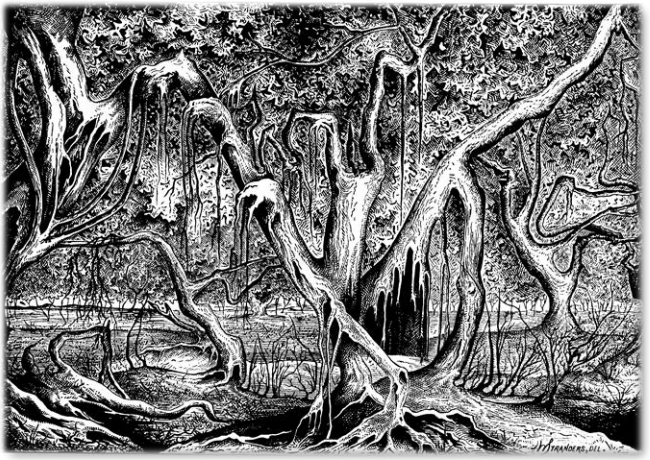
**Market Cities of the Plains**

City states in **Plains regions** will be prosperous, but difficult to defend. The city will therefore have vast walls and be guarded by mobile armies and many patrols. Farming will be a major industry, as will the keeping of livestock. Mounts may be bred here. Caravans and merchant trains will be able to reach the city with ease, but they will be heavily monitored. Plains cities always have diverse "crossroads economies," built upon the ease of import and export with foreign lands. The population here will probably be very mixed and the term "native" will be a matter of degrees. If you want your demi-humans to have lots of sub-races and factions, this is a good choice for that.

**Swampy Canal Cities**

City states in **Swampy terrain** will be built upon marvelous (period) magi-technology. There will be countless bridges, canals, hanging gardens, orchards, and elevated thoroughfares. Aqueducts (bringing fresh water from guarded mountains?) might be needed to bring in sufficient drinking water, despite the presence of the river (which is probably swampy and filled with shallows). Diseases, vermin, insects, and parasites will be common, but so will spices, flowers, resins, incense, and

perfume oils. There may be a significant tribal influence on the urban culture.



**Wasteland Citadels**

City states in **Wasteland terrain** are oases of exceptional power. The surrounding desert may be truly inhospitable, filled with poisons, deadly monsters, sandpits, sandstorms, undead, giant burrowing worms, or worse. The city may be sitting atop either a holy site (such as Jerusalem), perfect defensive terrain (such as Petra), a unique fantasy resource (perhaps petrified resin and "gemstones"), a crucial conduit into the netherworld, or a great reservoir of freshwater (such as Iram / Irem of the Pillars). There needs to be a reason like this for this major city's existence, or it would never have been built in such deadly terrain. For whatever reason, the city state is relatively verdant and exquisitely watered, and the city itself is in a perfect location that no other place in the region can compare to. This city might even be the only defensible / inhabitable site along the entire river, and caravan tracks might extend for hundreds of miles across the wastes.

Choose your city state's prevailing terrain type(s) and resultant considerations now. Whatever you decide, your city state will be dramatically influenced by this surrounding terrain. As you weigh the advantages and disadvantages of each option, you should next prepare to consider the region's climate. As just one example, remember once again that not all wastelands are deserts! Snowfields and geyser flats can be considered wastelands too.

## IV-8-3

## The Climate of the City State

Virtually all major fantasy cities, for whatever reason, exist in a **Temperate** climate. But depending on the game world that you've created so far, your city state might be situated in a **Cold** (Arctic, Antarctic, or magical) climate, or in a **Tropical** climate instead.

Once again, the climate band your city state is in is dependent upon where you have placed your city within the game world.

If your city state's climate is Temperate, you have the advantage of having two very different future travel options open to your adventurers: the north leads to the cold lands, and the south leads to the warm lands, or vice versa. If your city is Tropical, then north / south leads to even hotter wilderness, and the other direction leads to the fabled "cool realms." And if your city is Cold, then north / south leads to the utter ice of your world, and the other direction leads to the fondly-regarded "warming lands."

You can be sneaky about this choice if you like; for example, if you want to maximize

player choice you can choose Temperate; but if you want to funnel your PCs in a single future direction that has a special appeal, you can choose Cold or Tropical appropriately.

**Frigid Cities**

City states in **Cold climates** will have strong walls, stout doors, sturdy houses, and lots of magical fires (controlled and carefully monitored, of course). Luxuries will consist of furs, hides, firewood, and those precious spices and incenses that are meant to be burned. Fire will be seen as sacred, and the temples and the towers of the wealthy will glow at night. The poorer areas will be filled with fog, gusts of pleasant steam, icy drifts, and swirling snows. The river will be frozen in many places and considerable resources will be spent to thaw important areas and to keep jagged ice away from ships.

**Seasonal Cities**

City states in **Temperate climates** will be the most affected by the passing of the seasons. The shops and houses will open in the spring, and locks will be less secure. Summer will bring oppressive heat, and a focus on water, wind, and the night. (For example, river festivals, dockside harbor faires, and night revelries will become more common.) Autumn will bring the harvest time and bustling merchants, and winter will be dominated by snows, locked doors, well-bundled guards, and empty streets at night. Your players may well become obsessed with time tracking, seasons, festivals and holy days, as well as the weather … particularly after the first time you slam them with movement penalties when they try to trudge around to a dungeon or sewer entrance in the snow.

**Sweltering Cities**

City states in **Tropical climates** will have thin walls and many openings; even tents, tapestries, bamboo enclosures, and pavilions will be common. Luxuries will consist of magically-preserved ice, air elementals, exotic flowers, perfumes, and rare beautiful animals. Ice will be revered and perhaps even worshipped, and the temples and towers will be unlocked and open almost all of the time. Therefore, there will be other means of protection for sensitive areas (such as walls of force, invisible monster sentries, increased patrols, mechanical traps, and so forth). Ships and boats may be cunningly

equipped to deal with rains, flooding, and unpredictable heat (for example, a "barge" might be an enormous raft with huts built atop it surrounding a cargo enclosure). Dry and wet season planning will be extremely important. And the poor quarters in the city will be positively stifling, with most people staying out of the buildings to revel, live, and perhaps even sleep in the streets.

(Sub-Arctic cities by the way will blend the themes of Cold and Temperate climates; and Sub-Tropical Cities will blend the themes of Temperate and Tropical climates.)

Note your city's regional climate now. And if your world is undeveloped enough that you can locate your city anywhere, you should also decide now on if it's either (a) in the northern hemisphere of your world (colder lands are north), (b) in the southern hemisphere (colder lands are south), or (c) in an equatorial location.

This variables will ensure that your own city will have a unique and special flavor, making it quite different from any city that another GM might create while using the same guidelines.

# IV-9

# Gods and Devils of the City State

To really shine as a place filled with unique opportunities for adventure, every fantasy city needs shrines and temples devoted to both good and evil. When you consider the writings of H. P. Lovecraft, Robert E. Howard, Fritz Leiber and others, you will note that each of them wrote tales in which sinister urban shrines are discovered and dealt with … see for example *The Doom That Came to Sarnath*, *The God in the Bowl*, and *Claws from the Night* respectively, in addition to many other such tales. Featuring a deadly temple in eerie, atmospheric urban surroundings is just about as old school as you can get.

And on the other side of the scale, PCs will frequently need services such as healing, cured diseases, removed curses, reversed petrification, and resurrection. These divine life-saving services are offered to beneficent worshippers in the city, for a price.

Good temples are there to be utilized, while evil temples are there to be infiltrated. Neutral temples might serve as either type of setting, depending upon the circumstance.

Without temples, your city of adventure is really just a civilized dungeon filled with people. The divine influence, the infernal, the demonic, the supernatural, and the monstrous all find justification and existence as a result of the temples and rituals therein, where mysterious priests do the temporal bidding of distant gods and goddesses.

The worship of the various deities and demigods (and demon lords and arch-devils!) within your city state will depend on the city's predominant alignment. If for example your city's majority populace is Lawful Good, that would mean that the Lawful Good deities of the mythos are worshipped openly in various parts of the city, with their temples being situated wherever you'd like. Meanwhile, the other eight minority alignments (CE, CG, CN, LE, LN, NE, NG, TN) would have their shrines and temples hidden away in walled Temple Wards, distant from one another. In this example of a Lawful Good city, the other tolerated alignments (CG, LN, NE, NG) would have walled Temple

Wards that are somewhat open and visited by differing segments of the populace, while the disliked alignments (CE, CN, LE, NE) which are only tolerated due to either the will of the Overlord, or threats of ancestral curses, would possess wards that are smaller, more sequestered, and perhaps even literally underground (in the Undercity). The situation in a city where the majority population is Chaotic Evil however would be exactly the opposite, with evil celebrated and good temples protected or in hiding.

In any case, the populace will probably worship deities of the same mythos. For example in a Nordic-themed city the light-priests and "good" people would be worshipping Odin and Thor and the other Asgardians, while the shadow-priests and "bad" people would worship Loki, Surtr, and so forth.

Keep in mind as well that not all worshippers of evil are necessarily evil themselves. Not everyone worships good deities for favor and solace; some decent people feel the need to worship evil deities as a matter of placation and appeasement! History is filled with gods of death, plague, terror and destruction which people feared … but nevertheless, statues, idols, and temples to those deities were constructed and utilized.

Although my example mythos for the Free City of Grimrook is Roman, you don't need to use Roman mythology if you think something else would be more interesting. You can include your own mythos, or a different real-world mythos of your liking. You can even include two mythoi if you like, with one alignment or culture worshipping A, and a sizeable minority of a different ethos worshipping B. That will require more work but it is certainly an option.

If you're interested in using a non-Roman mythos you will need to do some research. But I will offer you tools to get you well along the way. Here are a few quick summaries of Temple Ward setups for various types of city states to get you started.

**Temple Wards of the Babylonian Mythos**

For Babylonian Temple Ward names I recommend the use of "Dimatum," which is a word in the Akkadian language for "district." Feel free to change this if you prefer.

- **Chaotic Evil:** The Dimatum of Dahak, the Dragon Spirit
- **Chaotic Good:** The Dimatum of the Girtablilu (Holy Scorpion Men)
- **Chaotic Neutral:** The Dimatum of Kululu of the Deeps
- **Lawful Evil:** The Dimatum of Druaga of the Devil World
- **Lawful Good:** The Dimatum of Girru, God of Fire
- **Lawful Neutral:** The Dimatum of Anu and Marduk
- **Neutral Evil:** The Dimatum of Nergal and Anshar
- **Neutral Good:** The Dimatum of Gilgamesh, the Sacred King
- **True Neutral:** The Dimatum of Ishtar and Ramman

**Temple Wards of the Celtic Mythos**

For Celtic Temple Ward names I use "Dosbarth," which is a Welsh word for gathering, class / order, or district. Change as you like (for there are many Celtic cultures with different languages). Many of the Celtic gods regardless of origin are in the same alignment circles, so some of the wards will focus on ancestral monster / spirit summoning and worship rather than the veneration of gods.

- **Chaotic Evil:** The Dosbarth of the Bean Sidhe (Banshees)
- **Chaotic Good:** The Dosbarth of Cu Chulainn
- **Chaotic Neutral:** The Dosbarth of Manannan Mac Lir
- **Lawful Evil:** The Dosbarth of Arawn, the Dark One
- **Lawful Good:** The Dosbarth of Diancecht, Healer of the Gods
- **Lawful Neutral:** The Dosbarth of the Iannic-Ann-Od (Lost and Drowned Souls)
- **Neutral Evil:** The Dosbarth of the Fomorians (Fomorian Giants)
- **Neutral Good:** The Dosbarth of the Daoine Maithe (Good Folk, Fairies)
- **True Neutral:** The Dosbarth of Brigit and Goibhnie (and others)

**Temple Wards of the Central American Mythos**

For Central American Temple Ward names I use "Teocalli," which is a Nahuatl (Aztec) word for "church" or "temple." Change as you prefer to reflect another Central American culture.

- **Chaotic Evil:** The Teocalli of Camazotz and Huhueteotl (and others)
- **Chaotic Good:** The Teocalli of Chalchiuhtlicue, Goddess of Running Waters
- **Chaotic Neutral:** The Teocalli of Xelhua (primordial titan)
- **Lawful Evil:** The Teocalli of Mictlantecuhtli and Tlaloc
- **Lawful Good:** The Teocalli of Hunapu and Xbalanque, the Twin Heroes
- **Lawful Neutral:** The Teocalli of Quetzalcoatl, the Law Giver
- **Neutral Evil:** The Teocalli of the Ahuizotl (aquatic demons)
- **Neutral Good:** The Teocalli of Itzamna, God of Healing
- **True Neutral:** The Teocalli of Huitzilopochtli and Camaxtli (and others)

**Temple Wards of the Chinese Mythos**

For Chinese Temple Ward names I use "Simiao," a Mandarin word for "temple." Feel free to change this to reflect a different Chinese dialect or tradition.

- **Chaotic Evil:** The Simiao of Lu Yueh and Ma Yuan (and others)
- **Chaotic Good:** The Simiao of Huan-Ti, God of War
- **Chaotic Neutral:** The Simiao of the Wen Chung and the Wind Spirits
- **Lawful Evil:** The Simiao of Chih-Chiang Fyu-Ya and Lei Kung
- **Lawful Good:** The Simiao of Chung Kuel and Kuan Yin
- **Lawful Neutral:** The Simiao of Shang-Ti and Shan Hai Ching

- **Neutral Evil:** The Simiao of No Cha, Demigod of Thieves
- **Neutral Good:** The Simiao of Fei Lien and Feng Po, Counts of the Wind
- **True Neutral:** The Simiao of Chih Sung-Tzu and Yen-Wang-Yeh

**Temple Wards of the Egyptian Mythos**

For Egyptian Temple Ward names I use "Hwt," the rough Egyptian hieroglyphic translation for the word "temple" or "god house." Feel free to change this as you prefer … because we don't know much about the historical use of Egyptian vowel sounds, so you might want to change this to "Hawat," "Hiwot," "Huut," or something similar that sounds more pleasing.

- **Chaotic Evil:** The Hwt of Apep, King of Serpents
- **Chaotic Good:** The Hwt of Bast and Anhur (and others)
- **Chaotic Neutral:** The Hwt of the Serpopards (Leopard Serpents)
- **Lawful Evil:** The Hwt of Set, God of the Night
- **Lawful Good:** The Hwt of Osiris and Anubis (and others)
- **Lawful Neutral:** The Hwt of Horus and Ptah
- **Neutral Evil:** The Hwt of the Restless Dead (Undead Creatures and Death Priests)
- **Neutral Good:** The Hwt of Ra and Isis (and others)
- **True Neutral:** The Hwt of Geb and Apshai (and others)

**Temple Wards of the Finnish Mythos**

For Finnish Temple Ward names I use the word "Piiri," which means "district." Alternately, you could use "Temppeli" (temple), "Osasto" (ward) or "Ympyrä" (circle) or something similar.

- **Chaotic Evil:** The Piiri of Hiisi and Kiputytto (and others)
- **Chaotic Good:** The Piiri of the Haltija (protective elf spirits)
- **Chaotic Neutral:** The Piiri of Tuoni and Kullervo
- **Lawful Evil:** The Piiri of Louhi and Loviatar
- **Lawful Good:** The Piiri of Ukko and Ilmatar (and others)
- **Lawful Neutral:** The Piiri of the Etiäinen (doppelgangers of fate)
- **Neutral Evil:** The Piiri of Surma, Demigod of Death
- **Neutral Good:** The Piiri of Ahto and Lemminkainen (and others)
- **True Neutral:** The Piiri of Untamo, God of Sleep and Dreams

**Temple Wards of the Greek Mythos**

For Greek Temple Ward names I use "Naos," meaning "temple." You might prefer "Periochi" (district) or "Pteryga" (ward / wing) instead. Note that titans, powerful giants, and deadly monsters (such as the elder Medusa) are likely to be worshipped as well.

- **Chaotic Evil:** The Naos of Ares and Circe (and others)
- **Chaotic Good:** The Naos of Zeus and Apollo (and others)
- **Chaotic Neutral:** The Naos of Dionysus and Poseidon (and others)

- **Lawful Evil:** The Naos of Hecate, Goddess of Magic
- **Lawful Good:** The Naos of Athena and Bellerophon
- **Lawful Neutral:** The Naos of Nike, Goddess of Victory
- **Neutral Evil:** The Naos of Hades and Cerberus
- **Neutral Good:** The Naos of Demeter and Prometheus (and others)
- **True Neutral:** The Naos of Hera and Hephaestus (and others)

**Temple Wards of the Indian Mythos**

For the Indian Temple Wards I have chosen the Hindi word "Mandir," although there are many other languages and terms which can be used. Keep in mind that this mythos is currently worshipped by a significant percentage of the modern world's population, so you may need to change terms (or even deity names) to avoid giving offense … depending on who you play with. (Similarly, an Asian FRPG with Yahweh, Jesus, Satan and Mary flying around, with competing priests fighting one another, would probably not be deemed amusing by every player at the typical US gaming table.)

- **Chaotic Evil:** The Mandir of Kali, the Black Earth Mother
- **Chaotic Good:** The Mandir of Karttikeya and Lakshmi
- **Chaotic Neutral:** The Mandir of Indra and Agni
- **Lawful Evil:** The Mandir of the Rakshasas (shapeshifter spirits)
- **Lawful Good:** The Mandir of Vishnu and Surya (and others)
- **Lawful Neutral:** The Mandir of Rudra and Varuna (and others)
- **Neutral Evil:** The Mandir of Ratri, Goddess of the Night
- **Neutral Good:** The Mandir of Ushas, Goddess of the Dawn
- **True Neutral:** The Mandir of Tvashtri and the Maruts (wind spirits)

**Temple Wards of the Japanese Mythos**

There are many Japanese words that can be used for "temple," including Bonsatsu, Garan, Tera, Jiin, Shinden, and so forth. I have chosen Garan (simply because I like the sound of it, however accurate it might be); but you can mix and match more appropriately according to deity as you prefer.

- **Chaotic Evil:** The Garan of the Oni (ogre magi)
- **Chaotic Good:** The Garan of Hachiman and Oh-Kuni-Nushi
- **Chaotic Neutral:** The Garan of Susanowo, the Storm God
- **Lawful Evil:** The Garan of Yomi-no-Kuni (the realm of the dead)
- **Lawful Good:** The Garan of Amaterasu and Daikoku (and others)
- **Lawful Neutral:** The Garan of the Kami (nature spirits)
- **Neutral Evil:** The Garan of the Onibaba (night hags)
- **Neutral Good:** The Garan of Tsukiyomi and Raiko (and others)
- **True Neutral:** The Garan of Raiden and Ama-Tsu-Mara

**Temple Wards of the Native American Mythos**

For Native American Temple Ward names I use the term "Gasoqualv," which is the rough phonetic transliteration of the Cherokee word for "Circle." You can use whatever you powerful term like in place of this. Please note that the FRPG Native American Mythos is comprised of many different nations and peoples and beliefs, so true technical accuracy will of course be impossible to accomplish. Just use something respectful and eminent that sounds evocative and you'll be good.

- **Chaotic Evil:** The Gasoqualv of Shakak, the Winter Spirit
- **Chaotic Good:** The Gasoqualv of the Raven Spirit
- **Chaotic Neutral:** The Gasoqualv of the Coyote Spirit
- **Lawful Evil:** The Gasoqualv of Hastsezini, the Black Lord
- **Lawful Good:** The Gasoqualv of Heng, the Thunder Spirit
- **Lawful Neutral:** The Gasoqualv of the Eternal Sun (and day spirits)
- **Neutral Evil:** The Gasoqualv of Tobadzistsini, the War God
- **Neutral Good:** The Gasoqualv of the Wandering Moon (and night spirits)
- **True Neutral:** The Gasoqualv of Hastseltsi, the Red Lord

**Temple Wards of the Norse Mythos**

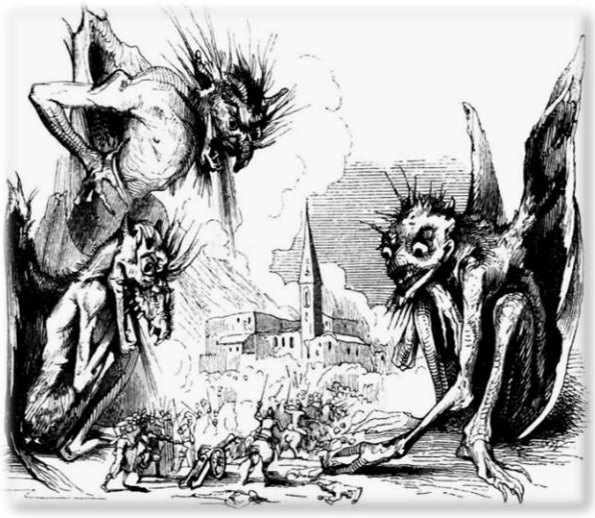
For the Norse Temple Wards I use the word "Godahus," a near-enough word for "temple" that should serve you well.

- **Chaotic Evil:** The Godahus of Loki and Jormungandr (and others)
- **Chaotic Good:** The Godahus of Thor and Magni (and others)
- **Chaotic Neutral:** The Godahus of Aegir and Uller
- **Lawful Evil:** The Godahus of Surtr and Garm
- **Lawful Good:** The Godahus of Heimdall and Tyr (and others)
- **Lawful Neutral:** The Godahus of Frigga, Goddess of the Sky
- **Neutral Evil:** The Godahus of Hel, Goddess of Death
- **Neutral Good:** The Godahus of Odin and Freya (and others)
- **True Neutral:** The Godahus of the Norns and Fjalar

**Temple Wards of the Sumerian Mythos**

The Sumerian for temple is merely "E" (typically plus a specific suffix), which is far from clear and less than exciting from an English-speaking perspective. Rather, I recommend the related word "Egal," which means "palace."

- **Chaotic Evil:** The Egal of the Abzu (the Abyss and its demons)
- **Chaotic Good:** The Egal of Utu and Nanna-Sin
- **Chaotic Neutral:** The Egal of Huwawa (forest spirit-demons)
- **Lawful Evil:** The Egal of Inanna, Goddess of Love and War
- **Lawful Good:** The Egal of Majesty (worship of the ancestral Sumerian kings)
- **Lawful Neutral:** The Egal of Enki, God of the Rivers and Oceans
- **Neutral Evil:** The Egal of the Utukku (undead and Evil spirits)
- **Neutral Good:** The Egal of Enlil and Gilgamesh
- **True Neutral:** The Egal of Ki and Nin-Hursag



**Special Note on Demi-Human Temples**

I would love to provide you with details on the suggested deities for dwarves, elves, and so forth, but alas the nasty immortal anti-deity known as COPYRIGHT prevents me from sharing as much as I'd like.

You can research various old school Deific hardcovers and Draconian magazines for many suggested details in this regard.

As a current public domain workaround, I can recommend the following:

- **Dwarves** might worship Norse deities.
- **Elves** might worship Celtic or Norse deities.
- **Gnomes** might worship Celtic or Norse deities. (To differentiate their worship from that of dwarves, you could argue for something in France or the Netherlands as well, if you care to research sources that will help you to determine an appropriate mythos of gods and goddesses. Or perhaps Finnish would work?)
- **Half-Elves** might worship as elves, or as humans.
- **Half-Ogres** might worship demon lords, since ogres are Chaotic Evil.
- **Half-Orcs** might worship arch-devils, since orcs are Lawful Evil.
- **Halflings** might worship Celtic deities. Or, you could even use an African mythos if you wish to pay tribute to the pygmy myths that are tangential to Greek mythology.

# IV-10

# Quarters, Wards, and Districts

Having now considered the "big dream" ideas of city-wide population, placement, denizen races, behavioral trends, power, mythic culture, and factionalized religious concerns, you may well find that the early hazy clouds surrounding the vast idea of your nebulous city state have almost totally disappeared. Things are finally coming into focus. But as you zoom in closer, how can you move in closer from idea generation toward conceiving a future city map? Where do you begin to paint in the finer details to make that difficult step?

By now you have probably started to think more about things like the city's factions, markets, the clusters of related buildings, along with NPC strongholds, walled precincts, the location of and flow direction of the city river, and various other locations. A good 95-99% of these places are probably still vague ideas flowing beneath the primary structure in your mind.

Sure, you probably know about the Citadel of the Overlord (because an

Overlord needs a fortress at the center of the city), perhaps various sets of outer gates, and the alignment-themed Temple Wards. You may have even placed some of these landmarks on a draft of your tentative city map if you're working with a sheet of notebook paper. But these major locales don't constitute all of the important pieces which comprise the entire city state, do they?

No, far from it. But you can't go down to the micro-detail level yet and just start placing buildings everywhere … unless you want to get overworked and overwhelmed. To fill out the rest of your city in an orderly way so that it is not just a sprawling mass of unassociated alleys and houses, you first need to develop the concept of city **quarters, wards, and districts**.

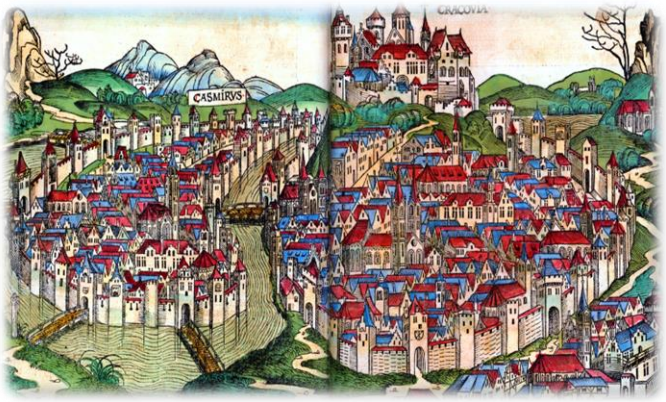
**The Meaning of Urban Quarters**

The word "quarter" here does not merely mean "a fourth." It means a large urban area within the growing city, which — at some point in the past — became distinct enough from the other parts that it required a different name. "Wards" in turn are the Temple Wards, or other areas where an ethos (alignment) is protected from the surrounding denizens' culture. And "districts" are administrative areas where different laws, ordinances, or rulings are enforced in accordance with differing needs; e.g., a warehouse district and a foreigners' district which are directly adjacent would require different rules.

Collectively, we can call these differing slices of the city pie "quarters" and thereby be close enough to the truth for working purposes. You can differentiate them further in the future, to be sure. But it's easier to talk about them all when they share a single name.

You will probably need between twenty and fifty such "quarters" to truly make your city come to life. Each quarter will embrace its own traditions, history, denizens, atmosphere, and most importantly a theme. The quarters, as a collective whole, are like pieces in a jigsaw puzzle. They should completely fill the city's map space between the Overlord's Citadel and the Temple Wards. You can draw some irregular lines on a prototypical map if you like, slicing the city map's "wall pie" into slices until it looks right. You can even give each quarter a random concept, and come up with the deeper details later. Personally, however, I recommend thinking about each quarter's population and theme before deciding where it should go.

Whatever you do, you should think about the people in your city, and start asking yourself: who is in power, who is allied to the powerful, who is rich, who is poor, and who is in the minority? Is the city mostly good? Then the evil people probably live in the poorer parts, or in protected, ancestral, and ritualistic precincts (like "islands" in a sea of good, basically). Is the city neutral? Then there might be 4 alignment-themed districts of roughly equal size (alignments CE, CG, LE, LG), along with five larger areas surrounding them where neutrality reigns (CN, LN, NE, NG, TN). Are there strange border areas, for example between the wards of Chaotic Evil and Lawful Good? The Overlord won't tolerate a civil war, so those areas are probably traditional transaction grounds of some kind (markets where each side needs something the other side has, dueling arenas, guild hall districts, diplomatic quarters, etc.). Tense quarter border areas will be well-patrolled by the Guard, the Watch, and the Inquisitors as well.




# IV-10-1

# Planning Out the City and Its Quarters

To create the city's quarters, you will want to use a set of nine different worksheets. These sheets can serve as both note sheets and as rudimentary maps, with words written into approximate positions where you want quarters and specific city locations to be clarified in the future.

Drawing the first rough city map using these worksheets should be fun. Some Game Masters find it inspiring and cathartic, while others get paralyzed by indecision. If you work best with a map, you can draw a rough oval "city" across a 3x3 grid of worksheets whenever you like. But instead, if you need a more methodical approach to avoid mistakes and misassumptions later on, you will want to read the rest of this section before continuing on to the worksheet mapping stage.

Quarters can be named however you like. You can name them all deliberately, or you can roll them all randomly, or you can take a middle aground approach with a little bit of both.

If you need help coming up with initial quarter names or concepts, you can roll 1D100 twice and refer to the tables below. My system is simple with very little "Artificial Intelligence," and you may need to roll a few times to get usable results. But if you keep at it, you will certainly be given some great random ideas that you would not have come up with on your own.

The random quarter system I recommend works like this:

You can roll twice on the tables hereafter, first to determine a Descriptor and then second to determine a Type. A "Descriptor" is a quarter's adjective (such as "Banner"), and a "Type" is a quarter's noun (such as "Parish"). I have no idea what a randomly-rolled "Banner Parish" might entail, but you can get some good work templates if you try to work with the Descriptor-Type generation concept, clean up the name, and make it fit. In this example, how about considering a "Parish of the Barrow Banners," which might be a halfling neighborhood where ancestral grave mounds are venerated? The mounds rise as eerie shadows on the city's heights, and no one has the foolish courage to plow them down.

That was just a random idea I wrote out at random. Here's a related, but more methodical example of random quarter name justification as a further demonstration:

"Banner Parish." Hmm. "Banners" are like flags, but they typically exemplify victories, chivalric orders, or historically grand societies. And a "Parish" is frequently a rural and pastoral region centered upon a village, where a church official presides. But why would there be a parish in the middle of a bustling city? Well, maybe it's the original ancient village that the city was built around.

Maybe the village is built upon holy ground, and the goddess worshipped there has decreed that the buildings there shall

never be touched or leveled, regardless of how decrepit they become. Then, the banners could be the familial / traditional insignias of the clans and bloodlines that grew up in that village centuries ago. You might have a red hammer banner for the forge-masters, a blue circle banner for the well-drawers, a white horse banner for the horse breeders, and so forth.

Each clan might participate in ritualistic sword duels on an annual basis, or have some other strange practice which the rest of the city honors out of a general sense of respect.

All of a sudden, you have an interesting and unique part of the city that has an entirely separate flavor. And I just made that second concept up from rolling the dice twice and coming up with an unpromising combination of words. It just takes a little imagination, coupled with your preconceptions and a willingness to go beyond them. You can create an entire city by using guesswork, and then justifying the randomness that results. Pretty cool, right?

You can easily follow either example I've provided, the quick intuitive leap of the halfling place or the researched decision of the ritual clan quarter. You can roll, read, look up historical definitions, think intuitviely, and above all use your creativity.

So how many quarters should you devise while you're rolling on the tables? Quite a few. Each quarter you create can easily represent at least a night's worth of play, adventure hooks, new NPCs, and opportunities for PC exploration. I recommend that you roll up a district / neighborhood name for every 1,000-4,000 citizens or so, as I will detail a bit later on. So if you have a city of 70,000 people, you could roll up between 18 and 70 quarter names and slot them into a future map.

With some patience, this design-and-randomize approach will tell you where every major thing is in the entire city. You can typically complete the conception of city's quarters in about 30 to 60 minutes.

**Quarter Descriptors (Orthodox)**

**[01]** Aristocrats', **[02]** Armory, **[03]** Arsenal, **[04]** Artisan, **[05]** Artisans', **[06]** Bailey, **[07]** Banner, **[08]** Baronial, **[09]** Bazaar, **[10]** Beggars'

**[11]** Belfry, **[12]** Bone, **[13]** Brewers', **[14]** Canal, **[15]** Catacomb, **[16]** Cavaliers', **[17]** Clan, **[18]** Clerks', **[19]** Commoners', **[20]** Companions'

**[21]** Count's, **[22]** Craftsmen's, **[23]** Dawn, **[24]** Dragon Watch, **[25]** Duke's, **[26]** Dwarven, **[27]** Earl's, **[28]** Ebony, **[29]** Elven, **[30]** Exarch's

**[31]** Exiles', **[32]** Fair, **[33]** Fane, **[34]** Far, **[35]** Floodwater, **[36]** Fog Bottom, **[37]**

Forbidden, **[38]** Foreign, **[39]** Forge, **[40]** Garden

**[41]** Gentry, **[42]** Gladiators', **[43]** Gnomish, **[44]** Gold, **[45]** Grey, **[46]** Guild, **[47]** Halfling, **[48]** Harbor, **[49]** Hierarch's, **[50]** High

**[51]** Highborn, **[52]** Hilltop, **[53]** Iron, **[54]** Ivory, **[55]** Jetty, **[56]** Journeymen's, **[57]** Knights', **[58]** Laborers', **[59]** Ladies', **[60]** Lords'

**[61]** Low, **[62]** Lowborn, **[63]** Mages', **[64]** Magisters', **[65]** Maidens', **[66]** Marchioness's, **[67]** Mausoleum, **[68]** Night, **[69]** Noble, **[70]** Northward

**[71]** Obelisk, **[72]** Old, **[73]** Plaza, **[74]** Priests', **[75]** Prison, **[76]** Raven, **[77]** River, **[78]** Sacred, **[79]** Scarlet, **[80]** Seneschal's

**[81]** Shallows, **[82]** Shamble, **[83]** Silk, **[84]** Silver, **[85]** Slavers', **[86]** Slum, **[87]** Smugglers', **[88]** Southward, **[89]** Steward's, **[90]** Sunset

**[91]** Sword, **[92]** Templar, **[93]** Temple, **[94]** Thieves', **[95]** Trade, **[96]** University, **[97]** Villa, **[98]** Viscount's, **[99]** Warriors', **[00]** Ziggurat

**Quarter Types**

**[01]** Aqueducts, **[02]** Bastille, **[03]** Baths, **[04]** Benefice, **[05]** Borough, **[06]** Bridges, **[07]** Brotherhood, **[08]** Bulwarks, **[09]** Cabal, **[10]** Canton

**[11]** Caravansaries, **[12]** Channel, **[13]** Commons, **[14]** Communes, **[15]** Constabulatory, **[16]** Courts, **[17]** Crossroads, **[18]** Crucible, **[19]** Dam, **[20]** Demesne

**[21]** -den / -sden, **[22]** Diocese, **[23]** District, **[24]** Docks, **[25]** Domain, **[26]** Dominion, **[27]** Emporiums, **[28]** Enclosure, **[29]** Estates, **[30]** Forum

**[31]** Fountains, **[32]** Freehold, **[33]** Gates, **[34]** Gauntlet, **[35]** Guardhalls, **[36]** Halls, **[37]** -ham / -sham, **[38]** Harrows, **[39]** Haunts, **[40]** Haven

**[41]** Hold, **[42]** Holdfast, **[43]** Inns, **[44]** Island, **[45]** Isle, **[46]** Judgeship, **[47]** Keep, **[48]** Labyrinth, **[49]** Lake, **[50]** League

**[51]** Lee, **[52]** Levees, **[53]** Locks, **[54]** Magisterium, **[55]** Manors, **[56]** Manses, **[57]** Manufactories, **[58]** Matriarchy, **[59]** Maze, **[60]** Ministry

**[61]** -minster / -holm, **[62]** Moats, **[63]** -mond / -smond, **[64]** Order, **[65]** Pantheon, **[66]** Parish, **[67]** Patriarchy, **[68]** Piazza, **[69]** Port, **[70]** Precinct

**[71]** Quarter, **[72]** Reach, **[73]** Redoubts, **[74]** Reservoir, **[75]** Sanctuaries / Sanctums, **[76]** Sect, **[77]** Sedes, **[78]** Seneschalty, **[79]** Shipyard, **[80]** Shrines

**[81]** Sisterhood, **[82]** Span, **[83]** Spires, **[84]** Square, **[85]** Strand, **[86]** Taverns, **[87]** -ton / -ston, **[88]** Towers, **[89]** Township, **[90]** Tract

**[91]** Triangle, **[92]** Tributary, **[93]** Vaults, **[94]** Vicinage, **[95]** Vigil, **[96]** Ward, **[97]** Warehouses, **[98]** -wark / -swark, **[99]** Watch, **[00]** -wich / -swich

If the common Quarter Descriptors given above are too boring or tame for the effect you're after, you can use the much longer Chaotic Descriptor (D1000) table instead. Those results will be much more random and strange, and may require more rerolls, but the potential creative payoff will be greater as well. And be sure to spice up any boring or blasé names that are provided; a random result of "Lazar's Canton" can be punched up to become a "Canton of the Seven Hundred Lazars" if you take a moment to give it an extra creative edge.

**Chaotic Descriptor Table [001-100]**

**[001]** Aberrant or Aberration's, **[002]** Abhorrent or Abhorrent One's, **[003]** Abjuration or Abjurer's, **[004]** Abominable or Abomination's, **[005]** Abyss or Abyssal, **[006]** Accursed or Cursed, **[007]** Acephalus (Headless Monster), **[008]** Acid or Acidic, **[009]** Acolytes', **[010]** Adamantine or Adamantite

**[011]** Adept's, **[012]** Airless, **[013]** Alabaster, **[014]** Alarum, **[015]** Alchemical or Alchemist's, **[016]** Alcoved, **[017]** Alien or Alien's, **[018]** Altar, **[019]** Amber or Amber Behemoth, **[020]** Amethyst

**[021]** Amphisbaena, **[022]** Ancestors' or Ancestral, **[023]** Ancient or Antediluvian, **[024]** Androsphinx, **[025]** Angel's or Angelic, **[026]** Animated or Animating, **[027]** Arachnid or Arachnidian, **[028]** Arcane or Arcanist's, **[029]** Archival or Archivist's, **[030]** Archmage's

**[031]** Archon's or Archonate, **[032]** Argent or Agent One's, **[033]** Armorer's or Armorial, **[034]** Armsmen's, **[035]** Ash or Ashen, **[036]** Assassin's, **[037]** Astral or Astral Voyager's, **[038]** Augur's or Augury, **[039]** Avenger's, **[040]** Azure

**[041]** Baffling, **[042]** Baleful or Baleful One's, **[043]** Barbarian's, **[044]** Bard's or Bardic, **[045]** Baron's or Baronial, **[046]** Barrier, **[047]** Basalt, **[048]** Basilisk, **[049]** Beast or Beast Master's, **[050]** Beastmen's or Bestial

**[051]** Beetle, **[052]** Beguiler's or Beguiling, **[053]** Behemoth, **[054]** Beholder's, **[055]** Beithir, **[056]** Benighted or Benighted One's, **[057]** Berserkers', **[058]** Besieged or Besiegers', **[059]** Betrayer's, **[060]** Bewildering

**[061]** Bewitched Ones' or Bewitching, **[062]** Bizarre, **[063]** Black or Blackened, **[064]** Blackguard's, **[065]** Blade or Bladed, **[066]** Blasphemers' or Blasphemous, **[067]** Blessed or Blessed One's, **[068]** Bleeding or Bloodletter's, **[069]** Blighted or Blighted One's, **[070]** Blinding or Blindman's

**[071]** Blocked, **[072]** Boar, **[073]** Bodyguard's, **[074]** Boiling, **[075]** Bone or Bone Golem, **[076]** Boreal, **[077]** Bottomless, **[078]** Boulder, **[079]** Brass or Brazen, **[080]** Breached

**[081]** Bridged, **[082]** Brimstone or Sulfur, **[083]** Bronze or Bronze Golem, **[084]** Bugbear, **[085]** Burial or Buried, **[086]** Burning or Burning One's, **[087]** Butcher's, **[088]** Cabal's or Cabalistic, **[089]** Cage or Caged Ones', **[090]** Cairn

**[091]** Cambion's, **[092]** Cannibals', **[093]** Captain's, **[094]** Carrion or Carrion Eaters', **[095]** Carved or Carvers', **[096]** Cascade or Cascading, **[097]** Cavalier's, **[098]** Celestial or Celestial One's, **[099]** Centaur, **[100]** Centipede

**Chaotic Descriptor Table [101-200]**

**[101]** Centurion's, **[102]** Ceremonial, **[103]** Champion's, **[104]** Chaos or Chaotic, **[105]** Charlatan's, **[106]** Charnel or Charnel One's, **[107]** Chieftain's, **[108]** Chimaera or Chimeric, **[109]** Chiming, **[110]** Chronicler's

**[111]** Chthonic or Chthonic One's, **[112]** Cimmerian, **[113]** Cleric's or Clerical, **[114]** Clock, **[115]** Clockwork or Clockwork Automaton, **[116]** Cloud Giant's, **[117]** Clouded, **[118]** Cobalt, **[119]** Cobra, **[120]** Cockatrice

**[121]** Coffin or Coffin-Filled, **[122]** Collapsed, **[123]** Collapsing, **[124]** Colossal, **[125]** Colossus, **[126]** Commander's, **[127]** Concealed, **[128]** Conclave's, **[129]** Confining, **[130]** Confounding

**[131]** Conjurer's or Conjuring, **[132]** Constricted or Constricting, **[133]** Contemplation or Contemplator's, **[134]** Copper, **[135]** Coral, **[136]** Corpse or Corpse-Filled, **[137]** Corroded or Corrosive, **[138]** Corrupted, **[139]** Corrupting or Corruptor's, **[140]** Council

**[141]** Count's or Countess's, **[142]** Coven's, **[143]** Crimson or Crimson One's, **[144]** Criosphinx, **[145]** Croaking or Croaking One's, **[146]** Crocodile or Crocodilian, **[147]** Crone's, **[148]** Crooked or Crooked One's, **[149]** Crows', **[150]** Cruel

**[151]** Crumbled or Crumbling, **[152]** Crushers' or Crushing, **[153]** Crystal or Crystalline, **[154]** Cult or Cult Leader's, **[155]** Cultic or Cultists', **[156]** Cutthroats', **[157]** Cyclopean or Cyclopes', **[158]** Dagon's or Dagonian, **[159]** Dank, **[160]** Dark or Darkest

**[161]** Dark Elven, **[162]** Darkening or Darkling, **[163]** Daunting, **[164]** Dead or Dead Thing's, **[165]** Deadly or Death, **[166]** Deathless or Deathless One's, **[167]** Deathly or Deathtrap, **[168]** Decadent, **[169]** Decayed or Decaying, **[170]** Deceiving or Deceptive

**[171]** Decrepit, **[172]** Deep or Deep Dwellers', **[173]** Deep Ones', **[174]** Deeping, **[175]** Defended or Defenders', **[176]** Defiled or Defilers', **[177]** Delvers', **[178]** Demigod's or Demigoddess's, **[179]** Demolished or Demolishers', **[180]** Demon

**[181]** Demon Slayer's, **[182]** Demon Spawns', **[183]** Demoniac or Demonic, **[184]** Depthless, **[185]** Desert or Deserted, **[186]** Deserters', **[187]** Desolate or Desolator's, **[188]** Destined or Destiny, **[189]** Destroyed or Destroyer's, **[190]** Deva or Devic

**[191]** Devastated or Devastator's, **[192]** Devil or Diabolical, **[193]** Devil Slayer's, **[194]** Devil Spawns', **[195]** Diamond, **[196]** Dim or Dimming, **[197]** Dimensional or Dimensional Shambler's, **[198]** Dire or Dire Beasts', **[199]** Disciples', **[200]** Disenchanter's or Disenchanting

**Chaotic Descriptor Table [201-300]**

**[201]** Disintegrating or Disintegrator's, **[202]** Dismal, **[203]** Displacer or Distorted, **[204]** Divination or Diviner's, **[205]** Djinn or Djinnistan, **[206]** Dolmen, **[207]** Dolorous, **[208]** Domed, **[209]** Doom or Doom Bringer's, **[210]** Doomed One's

**[211]** Doppelganger, **[212]** Draconian or Dragon's, **[213]** Dragon Slayer's, **[214]** Dragon Spawns', **[215]** Drain or Draining, **[216]** Drawbridge, **[217]** Dread or Dread Bringer's, **[218]** Dream or Dreaming, **[219]** Dream Eater's, **[220]** Dreamland or Dreamlanders'

**[221]** Dripping, **[222]** Drowned Ones', **[223]** Drowning, **[224]** Druid's or Druidic, **[225]** Duelist's, **[226]** Duke's or Duchess's, **[227]** Dusk or Dusky, **[228]** Dust or Dust-Filled, **[229]** Dusty or Dust Elemental, **[230]** Dvergar

**[231]** Dwarf Lord's or Dwarf Lady's, **[232]** Dwarven, **[233]** Dweomer Crafter's or Dweomered, **[234]** Dwimmerlaik, **[235]** Dystopian, **[236]** Earth Elemental's or Earthen, **[237]** Ebon or Ebony, **[238]** Echo or Echoing, **[239]** Eerie, **[240]** Egg or Egg-Filled

**[241]** Eidolon, **[242]** Elaborate, **[243]** Eld or Elder's, **[244]** Elder Thing's, **[245]** Eldjotnar, **[246]** Eldritch or Eldritch One's, **[247]** Elemental or Elementalist's, **[248]** Elevated or Elevator, **[249]** Elf Lord's or Elf Lady's, **[250]** Elven

**[251]** Elysian or Elysium, **[252]** Emerald, **[253]** Emperor's or Empress's, **[254]** Empyrean, **[255]** Enchanted or Enchanting, **[256]** Enchanter's or Enchantress's, **[257]** Enclosed, **[258]** Encrusted, **[259]** Endless, **[260]** Enigmatic

**[261]** Enshrouded or Enshrouded One's, **[262]** Ensnaring or Ensnarers', **[263]** Enthrallers' or Enthralling, **[264]** Entropic or Entropy, **[265]** Erinyes, **[266]** Eternal or Eternity, **[267]** Ethereal, **[268]** Etin or Two-Headed Giant, **[269]** Evil or Evildoers', **[270]** Evocation or Evoker's

**[271]** Exaltation or Exalted, **[272]** Exarch's, **[273]** Excavated or Excavators', **[274]** Execution or Executioner's, **[275]** Exemplar's, **[276]** Exiles', **[277]** Exorcism or Exorcist's, **[278]** Extra-Dimensional, **[279]** Extra-Planar, **[280]** Eyebiter's

**[281]** Fabled or Fabler's, **[282]** Fading, **[283]** Faerie or Fairy, **[284]** Fanatics', **[285]** Fanged or Fanged Ones', **[286]** Fate or Fated, **[287]** Fathomless, **[288]** Fearful or Fearsome, **[289]** Feast or Feasting Ones', **[290]** Fell or Fell-Spawns'

**[291]** Festooned, **[292]** Fetid, **[293]** Fey or Fey-Wrought, **[294]** Fiend's or Fiendish, **[295]** Fiend-Wrought, **[296]** Fiery or Fire Elemental's, **[297]** Fighter's or Fighting Men's, **[298]** Filthy, **[299]** Fire or Fire Demon's, **[300]** Fire Giant's

**Chaotic Descriptor Table [301-400]**

**[301]** Flesh, **[302]** Flooded or Flooding, **[303]** Foetid, **[304]** Fog or Foggy, **[305]** Fool's, **[306]** Forbidden, **[307]** Forgotten or Forsaken, **[308]** Foul, **[309]** Fountain, **[310]** Freezing or Frigid

**[311]** Fresco or Fresco-Painted, **[312]** Frog or Frogmen's, **[313]** Frost Giant's, **[314]** Frozen, **[315]** Funerary or Funereal, **[316]** Fungal or Fungoid, **[317]** Fungus, **[318]** Fury's, **[319]** Gambler's or Gambling, **[320]** Game

**[321]** Gaol or Gaoler's, **[322]** Garbage or Garbage-Filled, **[323]** Garden, **[324]** Gargoyle, **[325]** Gas-Filled, **[326]** Gate or Gated, **[327]** Gem or Gemstone, **[328]** General's, **[329]** Geomancer's or Geomantic, **[330]** Geyser

**[331]** Ghast or Ghastly, **[332]** Ghost or Ghost-Haunted, **[333]** Ghostly, **[334]** Ghoul or Ghoulish, **[335]** Ghul or Ghul Lord's, **[336]** Giant Killer's, **[337]** Giant or Giant's, **[338]** Gibbering or Gibbering Ones', **[339]** Gilded or Gilt, **[340]** Glacial or Glacier

**[341]** Gladiatorial or Gladiators', **[342]** Glimmering or Glittering, **[343]** Gloam or Gloaming, **[344]** Gloom or Gloomy, **[345]** Glorious, **[346]** Glory or Glory Seekers', **[347]** Glowing, **[348]** Glyph or Glyphed, **[349]** Gnole, **[350]** Gnome Laird's or Gnome Matriarch's

**[351]** Gnome or Gnomish, **[352]** Goblin, **[353]** God or Goddess, **[354]** Godling's, **[355]** Gold or Golden, **[356]** Golem or Golem Maker's, **[357]** Gorgon or Gorgonian, **[358]** Gossamer or Gossamered, **[359]** Gothic, **[360]** Grail or Grail Seeker's

**[361]** Grand or Grandiose, **[362]** Grand Master's, **[363]** Granite, **[364]** Grated, **[365]** Grave or Graveyard, **[366]** Grave Robbers', **[367]** Graven, **[368]** Gray or Gray Wanderer's, **[369]** Great Old One's, **[370]** Great or Greater

**[371]** Green or Greenstone, **[372]** Grey or Greyacke, **[373]** Grievers' or Grieving, **[374]** Griffon or Griffon Rider's, **[375]** Grim, **[376]** Grimalkin, **[377]** Grimoire, **[378]** Grinder or Grinding, **[379]** Grisly, **[380]** Groaning

**[381]** Groaning Spirit's, **[382]** Grotesque, **[383]** Grue, **[384]** Gruesome, **[385]** Guarded or Guardian, **[386]** Guards' or Guardsmen's, **[387]** Guild or Guild Master's, **[388]** Gynosphinx, **[389]** Gypsum, **[390]** Hades'

**[391]** Hag's, **[392]** Hallowed or Hallowed One's, **[393]** Hallucinated or Hallucinatory, **[394]** Harbinger's, **[395]** Harlequin's, **[396]** Harpy, **[397]** Harrowing, **[398]** Harvest or Harvester's, **[399]** Hatchetman's or Hatchetwoman's, **[400]** Hatching

**Chaotic Descriptor Table [401-500]**

**[401]** Hated or Hated One's, **[402]** Hateful, **[403]** Haunted or Haunter's, **[404]** Hawk or Hawkmen's, **[405]** Headhunters' or Headsman's, **[406]** Healer's or Healing, **[407]** Heaven or Heavenly, **[408]** Hecatomb, **[409]** Heir's or Heiress's, **[410]** Hell Hound or Hell Spawns'

**[411]** Hell or Hellish, **[412]** Henchmen's or Henchwomen's, **[413]** Herald's or Heraldic, **[414]** Heresiarch's, **[415]** Heretical or Heretics', **[416]** Hermit's or Hermitage, **[417]** Hero's or Heroic, **[418]** Herzog's, **[419]** Hetman's, **[420]** Hewn or Stone-Hewn

**[421]** Hexagonal, **[422]** Hexed or Hexer's, **[423]** Hexing, **[424]** Hidden, **[425]** Hideous, **[426]** Hieracosphinx, **[427]** Hierarch's, **[428]** Hierophant's or Hierophantic, **[429]** Hill Giant's, **[430]** Hippogriff

**[431]** Hobgoblin, **[432]** Hollow, **[433]** Holy or Holy One's, **[434]** Homunculus, **[435]** Honor, **[436]** Hope's or Hopeless, **[437]** Horde Bringer's or Horde's, **[438]** Horned God's or Horned One's, **[439]** Horrible or Horrific, **[440]** Howling or Howling Ones'

**[441]** Hrimthursar, **[442]** Hungering or Hungering One's, **[443]** Hunter's or Huntsmen's, **[444]** Huntmaster's or Huntmistress's, **[445]** Husk-Filled, **[446]** Hydra, **[447]** Hyena, **[448]** Hyperborean, **[449]** Hyper-Geometrical, **[450]** Ice or Icy

**[451]** Ichor or Ichorous, **[452]** Icon or Idol, **[453]** Iconoclasts's, **[454]** Idolaters' or Idolatrous, **[455]** Idyllic, **[456]** Ifrit, **[457]** Ill-Fated or Ill-Omened, **[458]** Illusion's or Illusionary, **[459]** Illusionist's or Illusory, **[460]** Immaculate or Immaculate Master's

**[461]** Immemorial, **[462]** Immense, **[463]** Immolating or Immolator's, **[464]** Immortal or Immortal's, **[465]** Imp or Impious, **[466]** Impaler's or Impaling, **[467]** Impenetrable, **[468]** Imperial or Imperious, **[469]** Imprisoner's or Imprisoning, **[470]** Impure

**[471]** Incantation or Incantatrix's, **[472]** Incubus, **[473]** Indomitable, **[474]** Inescapable or Inexorable, **[475]** Infernal or Inferno, **[476]** Infestation or Infested or Infester's, **[477]** Infidels', **[478]** Infinite, **[479]** Iniquitous or Iniquitous One's, **[480]** Inquisition or Inquisitor's

**[481]** Insect or Insect Men's or Insectile, **[482]** Interrogation or Interrogator's, **[483]** Inundated or Inundating, **[484]** Invisible or Invisible Monster's, **[485]** Invocation or Invoker's, **[486]** Iridescent, **[487]** Iron or Iron Golem, **[488]** Ivory or Ivory-Hued, **[489]** Jabberwock's or Jabberwocky, **[490]** Jacinth

**[491]** Jackals' or Jackal Men's, **[492]** Jade or Jade Statue's, **[493]** Jarl's, **[494]** Jasper, **[495]** Jellies' or Jellyfish, **[496]** Jester's, **[497]** Jewel or Jeweled, **[498]** Jotunn, **[499]** Judgment or Justiciar's, **[500]** Juggernaut

**Chaotic Descriptor Table [501-600]**

**[501]** Keeper's or Keeping, **[502]** Killer's or Killing, **[503]** King's or Kingmaker's, **[504]** Kismet, **[505]** Knife or Knifing, **[506]** Knight's or Knightly, **[507]** Kobold, **[508]** Kraken, **[509]** Labyrinth or Labyrinthine, **[510]** Lady's or Noblewoman's

**[511]** Lamentation or Lamenters', **[512]** Lamia, **[513]** Lamprey, **[514]** Lancer's, **[515]** Lantern-Illuminated or Lanthorn, **[516]** Lapis, **[517]** Larva or Larval, **[518]** Lava, **[519]** Lazar's, **[520]** Lead or Leaden

**[521]** Leech or Leeching, **[522]** Legend Keeper's or Legendary, **[523]** Legion's, **[524]** Lemure or Lemurian, **[525]** Leper's or Leprous, **[526]** Lesser, **[527]** Lethean, **[528]** Leviathan's, **[529]** Libram, **[530]** Lich's

**[531]** Lichen-Covered or Lichened, **[532]** Lifeless, **[533]** Light or Lighted, **[534]** Lightless, **[535]** Lightning, **[536]** Lignite, **[537]** Limestone, **[538]** Lion or Werelions', **[539]** Living, **[540]** Lizard Men's or Lizardfolk's

**[541]** Lizard or Lizard King's, **[542]** Loathed or Loathed One's, **[543]** Loathsome, **[544]** Locked or Locking, **[545]** Lock Breaker's or Locksmith's, **[546]** Locust, **[547]** Lofty, **[548]** Lone, **[549]** Looming, **[550]** Lord's or Nobleman's

**[551]** Lost or Lost Ones', **[552]** Lotus or Lotus Eaters', **[553]** Louring, **[554]** Luck or Lucky, **[555]** Luckless, **[556]** Luminescent or Illumined, **[557]** Lunar or Lunatic's, **[558]** Lurkers' or Lurking Ones', **[559]** Lycanthropes' or Lycanthropic, **[560]** Machine

**[561]** Mechanical, **[561]** Macabre, **[562]** Mad One's or Maddening or Madman's, **[563]** Maelstrom, **[564]** Mage Slayer's, **[565]** Mage's or Magic-User's, **[566]** Maggot or Maggot-Infested, **[567]** Magical or Magician's, **[568]** Magister's or Magisterial, **[569]** Magma, **[570]** Majestic

**[571]** Malachite, **[572]** Malevolent or Malign or Malignant, **[573]** Malleus, **[574]** Manes Demon or Di Manes, **[575]** Manticore, **[576]** Map or Mapmaker's, **[577]** Marauders', **[578]** Marble or Marmoreal, **[579]** Marquis's or Marchioness's, **[580]** Marshal's

**[581]** Maskers', **[582]** Masonic or Masons', **[583]** Master's, **[584]** Mastiffs' or Hound Master's, **[585]** Matriarch's or Matriarchal, **[586]** Maulers' or Mauling, **[587]** Mausolean or Mausoleum, **[588]** Mauve, **[589]** Medusa or Medusan, **[590]** Melancholic

**[591]** Memorial or Memory, **[592]** Mephit or Mephitic, **[593]** Merciful or Mercy, **[594]** Merciless, **[595]** Mercurial or Quicksilver,

**[596]** Merrow, **[597]** Mesmerist's or Mesmerizing, **[598]** Miasma or Miasmal, **[599]** Midnight, **[600]** Mildew or Mildewed

**Chaotic Descriptor Table [601-700]**

**[601]** Mimic or Mimic's, **[602]** Minotaur's, **[603]** Mirage or Mirage-Filled or Mirror or Mirrored, **[604]** Mist or Mist Weaver's or Mist-Filled or Misty, **[605]** Mithral, **[606]** Moaning, **[607]** Moebius or Spiral, **[608]** Mold or Moldering or Moldy, **[609]** Monastic or Monk's, **[610]** Monolith or Monolithic

**[611]** Monster or Monstrous, **[612]** Moon or Moonbeast or Moonstone, **[613]** Moss-Filled or Mossy, **[614]** Mountebank's, **[615]** Mourners' or Mourning, **[616]** Muck or Muck-Filled, **[617]** Mud or Muddy or Mudstone, **[618]** Mummification or Mummy's or Mummy Lord's, **[619]** Murder or Murderer's or Murderous, **[620]** Murk-Filled or Murky

**[621]** Murmuring, **[622]** Mushroom or Mushroom-Filled, **[623]** Musty, **[624]** Mutants' or Mutating or Mutation, **[625]** Myrmidon's, **[626]** Mysterious or Mystery, **[627]** Mystic's or Mystical, **[628]** Mythic or Mythical, **[629]** Naga, **[630]** Nameless or Nameless One's

**[631]** Narrow, **[632]** Nauseating, **[633]** Nebulous, **[634]** Necromancer's or Necromantic, **[635]** Nefarious, **[636]** Nemesis, **[637]** Nepenthe, **[638]** Nephilim, **[639]** Nether or Netherworld, **[640]** Never or Never-When

**[641]** Night or Nighted, **[642]** Nightgaunt or Nightmare or Nightmarish, **[643]** Noble's, **[644]** Nonesuch, **[645]** Non-Euclidean, **[646]** Noxious, **[647]** Oath Breaker's, **[648]** Oath or Oath Keeper's, **[649]** Obelisk, **[650]** Obliterated or Obliterating or Oblivion

**[651]** Observation or Observed, **[652]** Obsidian, **[653]** Ochre or Ochre Slime, **[654]** Octopus, **[655]** Odious, **[656]** Offering, **[657]** Ogre or Ogre Mage or Oni, **[658]** Oil, **[659]** Olympian, **[660]** Omen or Ominous

**[661]** Onyx, **[662]** Oolite, **[663]** Ooze or Oozing, **[664]** Opal or Opalescent, **[665]** Opulent, **[666]** Oracle's or Oracular, **[667]** Orc or Orcish, **[668]** Ore or Ore-Filled, **[669]** Orichalcum, **[670]** Ornate

**[671]** Overking's or Overqueen's, **[672]** Overlord's or Dame Overlord's, **[673]** Paladin's or Palatine, **[674]** Pale or Pallid, **[675]** Panther, **[676]** Paradisaic or Paradise, **[677]** Parasite or Parasite-

Infested, **[678]** Patriarch's or Patriarchal, **[679]** Pearl or Pearlescent, **[680]** Pegasus

**[681]** Perfidious or Perilous, **[682]** Perpetual, **[683]** Peryton, **[684]** Pestilence-Ridden or Pestilent, **[685]** Phantasm's or Phantasmal, **[686]** Phantasmagoric or Phantom's, **[687]** Pharaoh's or Pharaonic, **[688]** Phasing or Displacing, **[689]** Phoenix, **[690]** Phosphorescent

**[691]** Piled, **[692]** Pillaged or Pillagers' or Pirate, **[693]** Pit, **[694]** Pixie or Atomy, **[695]** Plague or Plague-Ridden, **[696]** Planar, **[697]** Platinum, **[698]** Plundered or Plunderers', **[699]** Prisoners' or Imprisoning, **[700]** Procrustean

**Chaotic Descriptor Table [701-800]**

**[701]** Profane, **[702]** Prophesied, **[703]** Prophet's or Prophetic, **[704]** Protected or Protector's, **[705]** Puffball, **[706]** Puppet or Puppet Master's, **[707]** Pure or Purified, **[708]** Purple, **[709]** Putrefacting, **[710]** Quintessence or Quintessential

**[711]** Radiant, **[712]** Raided or Raiders', **[713]** Rainbow or Rainbowed, **[714]** Rakehells' or Rakes', **[715]** Rakshasa, **[716]** Ranger's or Rangeress's, **[717]** Ransacked or Ransackers', **[718]** Rat or Rat-Things', **[719]** Reanimating or Reanimator's, **[720]** Revelation or Revelatory

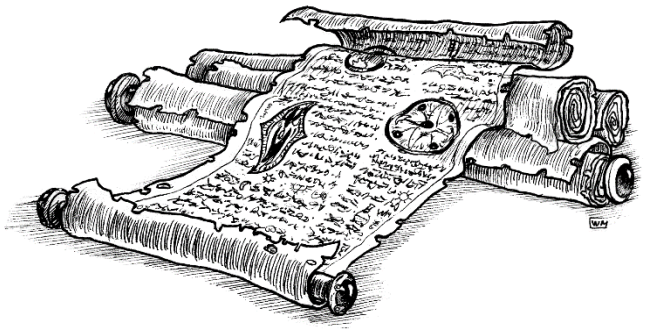
**[721]** Revenant, **[722]** Revered, **[723]** Revolving or Ever-Shifting, **[724]** Riddle or Riddling, **[725]** Rising or Arisen, **[726]** Ritual or Ritualistic, **[727]** Rogue's, **[728]** Rotting or Rotting One's, **[729]** Royal, **[730]** Rubble or Rubble-Filled

**[731]** Ruby, **[732]** Ruined or Ruinous, **[733]** Rune or Runic, **[734]** Rusting or Rusting Beast, **[735]** Sacred or Sacrosanct, **[736]** Sacrificial, **[737]** Sage's, **[738]** Salamandra, **[739]** Salt or Salt-Encrusted, **[740]** Sand or Sand-Filled or Sandstone

**[741]** Sapphire, **[742]** Sarcophagal or Sarcophagus, **[743]** Satyr, **[744]** Savages', **[745]** Savant's, **[746]** Scapegrace's, **[747]** Scarab, **[748]** Scarecrow, **[749]** Scarlet, **[750]** Scavengers'

**[751]** Scintillating, **[752]** Scion's, **[753]** Scorched or Scorching, **[754]** Scorpion, **[755]** Scourge or Scourging, **[756]** Screaming, **[757]** Scythe or Scything, **[758]** Sealed or Secret, **[759]** Sect's or Sect Leader's, **[760]** Seekers'

**[761]** Seer's, **[762]** Seething, **[763]** Seneschal's, **[764]** Sepulcher or Sepulchral, **[765]** Serene, **[766]** Serpent Folk's, **[767]** Serpent or Serpentine, **[768]** Servitors', **[769]** Shadow or Shadow Lord's or Shadowed, **[770]** Shaking



**[771]** Shallow, **[772]** Shaman's or Shamanic, **[773]** Shambler or Shambling, **[774]** Shark or Shark-Infested, **[775]** Sharper's, **[776]** Shattered or Shattering, **[777]** Shedu, **[778]** Shield Bearers' or Shielded, **[779]** Shifting, **[780]** Shimmering

**[781]** Shoggoth, **[782]** Shrieker or Shrieking, **[783]** Shrine or Shrine Keeper's, **[784]** Shriveling, **[785]** Shroud or Shrouded, **[786]** Shunned, **[787]** Sibyl's or Sibylline, **[788]** Sicarii's, **[789]** Siege or Siege Master's, **[790]** Silent or Silent One's

**[791]** Silt or Silted or Siltstone, **[792]** Silver, **[793]** Simulacrum's, **[794]** Sinister, **[795]** Sinking, **[796]** Skeletal or Skeleton or Skeleton Lord's, **[797]** Skull or Skull-

Filled, **[798]** Slaughter or Slaughterers', **[799]** Slave Lord's or Slavers', **[800]** Slave or Slaves'

**Chaotic Descriptor Table [801-900]**

**[801]** Slayer's or Slaying, **[802]** Sleeper's or Sleeping, **[803]** Slime or Slime Mold or Slime-Filled or Slimy, **[804]** Slithering or Slithering One's, **[805]** Sludge or Sludge-Filled, **[806]** Slug, **[807]** Smoke or Smoke-Filled or Smoky, **[808]** Snake, **[809]** Snare, **[810]** Solar or Celestial Angel's

**[811]** Sonorous, **[812]** Soot-Encrusted, **[813]** Soothsayer's, **[814]** Sorcerer's or Sorcerous, **[815]** Soul or Soul Eater's or Soulless, **[816]** Soundless, **[817]** Spawn or Spawning, **[818]** Spectral or Spectre, **[819]** Sphinx, **[820]** Spice or Spice Harvesters'

**[821]** Spider, **[822]** Spirit's, **[823]** Spore-Infested, **[824]** Spriggan, **[825]** Sprite or Changeling's, **[826]** Spy's, **[827]** Stalactite or Stalagmite, **[828]** Stalker's, **[829]** Starless or Starry, **[830]** Statue or Statue-Filled

**[831]** Steam or Steam-Filled, **[832]** Steel, **[833]** Stench-Ridden, **[834]** Stinking, **[835]** Stone or Stonecutters' or Stony, **[836]** Storm Giant's, **[837]** Storm or Storm Bringer's, **[838]** Strange, **[839]** Strangler's, **[840]** Strega's or Stryx

**[841]** Stygian, **[842]** Submerged or Subterranean, **[843]** Succubus, **[844]** Suffocating, **[845]** Summoner's or Summoning, **[846]** Sundered or Sunderer's or Sundering, **[847]** Sunken, **[848]** Sunless, **[849]** Swarm or Swarm-Infested, **[850]** Sword or Sword Master's or Swordsmen's

**[851]** Taboo, **[852]** Talisman Keeper's or Talismanic, **[853]** Tar Pit, **[854]** Tarasque, **[855]** Teleporter or Teleporting, **[856]** Templars', **[857]** Tempter's or Temptress's, **[858]** Tenebrous, **[859]** Tentacled, **[860]** Terrifying

**[861]** Thalassic, **[862]** Thane's, **[863]** Thaumaturge's or Theurgist's, **[864]** Thieves', **[865]** Thralls', **[866]** Throne, **[867]** Thuggee or Thugs', **[868]** Thunder or Thundering, **[869]** Tick or Giant Tick, **[870]** Tiger

**[871]** Time-Altering, **[872]** Timeless, **[873]** Timeworn, **[874]** Titan's or Titaness's, **[875]** Toad or Giant Toad, **[876]** Topaz, **[877]** Tormenting or Tormentor's or Torture or Torturer's, **[878]** Traitor's, **[879]** Tranquil, **[880]** Trap or Trapped

**[881]** Treacherous, **[882]** Treasure Hunters', **[883]** Treasure or Treasure-Filled, **[884]** Trembling, **[885]** Tribal or Tribesmen's, **[886]** Trick or Trickster's, **[887]** Triumphator's, **[888]** Troglodyte, **[889]** Trolghul or Troll or Troll Crusher's, **[890]** Trophy or Trophy Taker's

**[891]** Tumultuous, **[892]** Twilight or Twilit, **[893]** Twisted or Twisted Ones', **[894]** Tyrant's, **[895]** Umber, **[896]** Umbral, **[897]** Unbeheld or Undiscovered or Unearthed, **[898]** Unbelievers', **[899]** Unborn One's, **[900]** Uncanny

**Chaotic Descriptor Table [901-000]**

**[901]** Unconquerable, **[902]** Undead, **[903]** Undefended, **[904]** Undefiled, **[905]** Underground or Underwater, **[906]** Undying, **[907]** Unearthly, **[908]** Unexcavated or Unexplored, **[909]** Unfathomable, **[910]** Unguarded

**[911]** Unhallowed or Unholy, **[912]** Unicorn, **[913]** Unknowable or Unknown, **[914]** Unlit, **[915]** Unnamable or Unspeakable or Unthinkable, **[916]** Unreachable, **[917]** Unreflecting, **[918]** Unstable, **[919]** Untouchable or Untouchable One's, **[920]** Usurper's

**[921]** Utopia or Utopian, **[922]** Vampire Hunter's or Vampire Huntress's, **[923]** Vampire King's or Vampire Spawns', **[924]** Vampire or Vampiric, **[925]** Vanguards',

**[926]** Vanished or Vanishing, **[927]** Vanquisher's or Vanquishing, **[928]** Vapor or Vaporous, **[929]** Vast, **[930]** Vaulted or Chambered

**[931]** Veiled or Veiled One's, **[932]** Vengeful, **[933]** Venom or Venomous, **[934]** Verdigris-Encrusted, **[935]** Vermin or Vermin-Infested, **[936]** Vertiginous or Vertigo-Inducing, **[937]** Vestals', **[938]** Vexing, **[939]** Victor's, **[940]** Violet

**[941]** Viper or Viperous, **[942]** Viridian, **[943]** Virtuous, **[944]** Viscount's or Viscountess's, **[945]** Void, **[946]** Volcanic or Volcano, **[947]** Vorpal, **[948]** Vulture, **[949]** Wailing, **[950]** Walled-Up

**[951]** Wand Maker's, **[952]** Wanderers', **[953]** War or Warmongers' or Warriors', **[954]** Warded or Warden's or Warders', **[955]** Warlock's or Witch's, **[956]** Warlord's, **[957]** Warped or Warping, **[958]** Wasp, **[959]** Waste or Waste-Filled, **[960]** Watchers'

**[961]** Water or Watery or Waterfall, **[962]** Webbed or Web-Covered, **[963]** Weeping, **[964]** Weird or Weirding, **[965]** Wendigo, **[966]** Werebear or Wereboar, **[967]** Wererat or Weretiger or Werewolf, **[968]** Whirling or Whirlpool, **[969]** Whispering, **[970]** Whited

**[971]** Wicker Man, **[972]** Widow's or Widow Maker's or Widower's, **[973]** Wight, **[974]** Wild Hunt's, **[975]** Will-o'-Wisp, **[976]** Wind or Windy, **[977]** Wind Treader's, **[978]** Winding, **[979]** Winter or Winter Wolf, **[980]** Witch Doctor's

**[981]** Witch Hunter's, **[982]** Withered Ones' or Withering, **[983]** Wizard's or Wizardly, **[984]** Woeful, **[985]** Wolf or Wulfen, **[986]** Wolverine, **[987]** Wonder or Wondrous, **[988]** Worm or Worm-Infested, **[989]** Wraith, **[990]** Wretched or Wretched Ones'

**[991]** Writhing or Writhing Ones', **[992]** Wyrm, **[993]** Wyvern, **[994]** Yellow or Yellow King's, **[995]** Yeti, **[996]** Yith or Yithian or Yuggoth or Yuggothian, **[997]** Zealots', **[998]** Zombie, **[999]** Zombie Master's, **[000]** Zombification

After you roll and modify your first district's name, you will want to record it in your notes. You will also want to count up the number of city denizens who live in no district (the homeless), and then determine the number of people who live in your first invented district. Read the next three following sections and you'll begin to see why. We're slowly building a population "map" of the city's subcultures, and constructing the framework for a future city map, one quarter and consideration at a time.

## IV-10-2

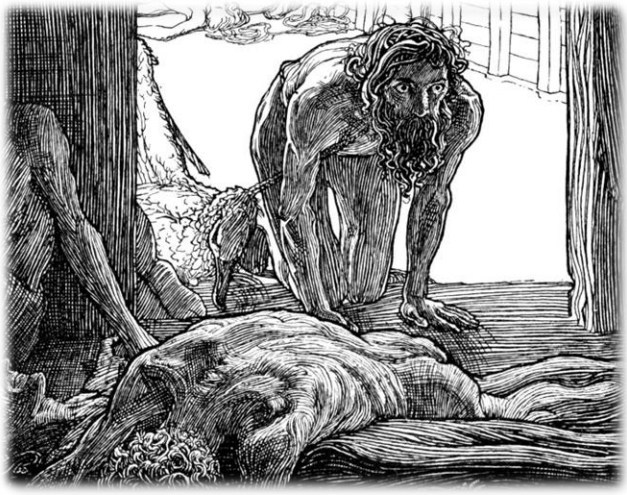
## Working Within the Quarter Table's Limitations

When working with the random tables for the quarter naming process, you will quickly learn the system's power, its quirks, and its limitations. The tables include many detail-enhancing "suffix" entries, which add more complexity to the potential names. But some of the hyphenated suffixes do not make sense when they are made to stand alone ("-den," "-ham," and so forth). To make these edge cases work in an improved fashion, you just need to roll 1D100 again for a new secondary Descriptor, and use that new word as the prefix to the hyphenated suffix. This can create some cool and unexpected quarter names such as "Ravensden Cabal" or "Goldham Canton."

Frequently, you'll come up with an amusing or silly result, such as "Fog Bottom-minster Island." You can reject these and reroll, or you can get whimsical and try to work it. How can you turn a crap name cool? Well, maybe "Fog Bottom-minster" is a direct transliteration from the dwarvish, and the place is usually known to stupid humans as "Fog o' Tom Minster" or "Fogo'tom" for short. Speaking the historical name properly in Auld Dwarvish rather than Common might lead to a measure of respect, if you drop the name in elder dwarven company. Or, it could just mark you as rude, crass, and racist if your accent sounds like you're mocking the name and trying to pick a fight.

Hmm, I sense an improvised tavern brawl scenario a-brewing …

Either option sounds fun to me. Make the weird name special, or explain it. The overriding trick is to take the random material and make it shine through the direct application of human intelligence. Have fun.



## IV-10-3

## The Quarterless and the Homeless

Now that you have your first quarter name conceived, you're almost ready to assign some denizens to it. But first, you need to determine the homeless population of your city. These are the people who call no quarter home, who live at the mercy of the Guard and the Watch. They are frequently kicked from place to place, or forced into overflowing shelters, or even exiled from the city … only to crawl back in desperation in months to come.

The amount of homeless people depends on the predominant alignment of your city.

An evil city will have 3% of its population as homeless. This means that in a city of 50,000 denizens, 1,500 of them will be

homeless and the other 48,500 will be established throughout the quarters. The homeless will be very poorly treated by the majority, and will seek out the good-aligned Temple Wards for mercy and sanctuary … but the wards will be too overstressed to care for them all, all of the time.

A neutral city will have 2% of its population as homeless. The homeless will be treated here with disrespect, neglect, or general frustration. The will wander from place to place seeking alms, but the Overlord's forces will keep them out of the noble districts … but force, if necessary. Repeated trespass offenders will be either exiled, or perhaps even forced into the arena if they are criminals.

A good city will have 1% of its population as homeless. They will be relatively well-treated, but the problem will never fully go away. There might be stern laws which prohibit ill-treatment of these persons, but not everyone will abide by them. The resentment against the homeless may actually be higher because potential violence toward them is suppressed.

Write down the city's total population (A), the number of homeless occupying your city (B), and the number of citizens who live in dwellings throughout the districts (A minus B) in your notes.

And now that I've completely depressed you, we can consider the potential existence of a Beggars' Guild.

A Beggars' Guild is a singular entity within the city state, which both cares for the homeless and takes advantage of them. The Beggars' Guild takes almost all of the money that affiliated beggars get, but in turn offers the beggars guaranteed meager food and housing within the (very unimpressive and ramshackle) guild hall. Abuse and threats are common in that environment, where the Beggar Masters hold sway; but it's better than nothing, particularly in the winter where not having access to an enclosed hearth can mean death, depending on the climate.

The beggars throughout the city are also a valuable set of ignored eyes and ears, and their intelligence, rumors, and suspicions are valued by the Thieves' Guild, the Assassin's Guild, the Undercity, and the Overlord himself. The Beggar Masters trade information for favors, and sometimes for gold and jewels as well. Beggars who perform consistently well as rumormongers receive finer beds, clothing, and perks within the oh-so-happy halls of the guild.

The odds of a city having a Beggars' Guild are 5% for an evil city, 20% for a neutral city, and 60% for a good city.

If the guild exists, most beggars will affiliate with it, but some will refuse to do so. In an evil city most beggars will deem the Beggars' Guild to be better than a nightly whipping, while in a good city more wanderers will take their chances out on the relatively-accommodating streets.

In an evil city, 80+1D20% of the beggars will affiliate with the guild.

In a neutral city, 60+1D20% of the beggars will affiliate with the guild.

In a good city, 40+1D20% of the beggars will affiliate with the guild.

And now you know how many of your city's homeless live there, if the guild exists.

Moving on …

# IV-10-4

# Counting a Quarter's Inhabitants

Once you know the number of city denizens who live in the quarters and are not homeless, you can start randomly tabulating the population size of each quarters.

To measure each quarter's population and the number of households / dwellings there, you can roll 1D100 for each, as follows (1D20):

**[1]** Population 1,000, 200 Dwellings

**[2]** Population 1,250, 250 Dwellings

**[3]** Population 1,500, 300 Dwellings

**[4-5]** Population 1,750, 350 Dwellings

**[6-7]** Population 2,000, 400 Dwellings

**[8-9]** Population 2,250, 450 Dwellings

**[10-11]** Population 2,500, 500 Dwellings

**[12-13]** Population 2,750, 550 Dwellings

**[14-15]** Population 3,000, 600 Dwellings

**[16-17]** Population 3,250, 650 Dwellings

**[18]** Population 3,500, 700 Dwellings

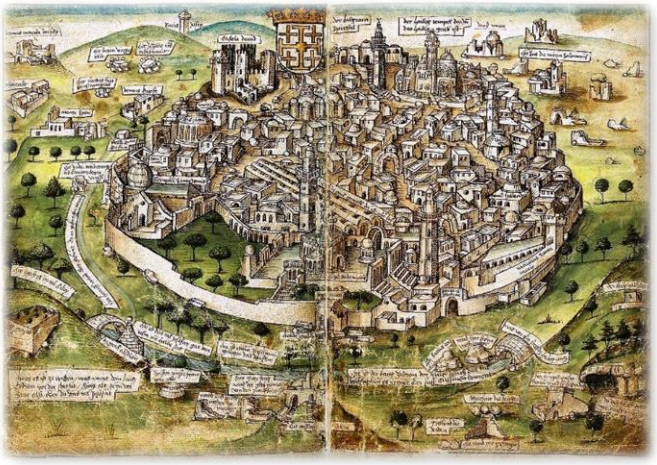
**[19]** Population 3,750, 750 Dwellings

**[20]** Population 4,000, 800 Dwellings

Population of a quarter is not necessarily indicative of a quarter's size. A quarter can be both large and sparsely populated; these are typically noble quarters. Conversely, a quarter can be both small and densely populated; these are typically slums and shantytowns.

As you create each new quarter and write it down, subtract the accounted-for population from the city total. Keep creating new quarters until you "run out of people." This process is a bit difficult to explain to a first-time user of the system, so I will provide a detailed example at this time.

Let us say that you have a city of 68,000 people. The predominant alignment is Neutral Good. I will use the orthodox quarter descriptor table 50% of the time for names (odd entries), and the Chaotic Descriptor Table 50% of the time (even entries). This will give us a good workable mix of potential quarter names.



Because my city is good, only 1% of the population is homeless. This means that there are 680 homeless people, and 67,320 housed citizens. There is a 60% chance of a Beggars' Guild being present. I roll 1D100, and a result of 37 indicates that there is indeed a Beggars' Guild. I roll 40+1D20, and a result of 13 tells me that 53% of the city's homeless belong to the guild, and 47% do not. This means there are 360 homeless in the guild, leaving 320 wandering the streets.

I roll the (orthodox) Descriptor and Type for my first quarter using 1D100 twice. My rolls result in "Hierarch's Gates," which I improve a bit to "Gate-Halls of the

Hierarch." This is the name of my first quarter.

On a note sheet, I write:

**City of Example**

- **Neutral Good** predominates
- **Total Population:** 68,000
- **Homeless Population:** 680 (total), 360 (Beggar's Guild), 320 (wandering)
- **Housed Population:** 67,320
- **Quarter 1:** Gate-Halls of the Hierarch (Population X, Dwellings Y)

Now, I want to know what numbers X and Y are. I roll 1D20, and learn that the Gate-Halls of the Hierarch quarter has a population of (roll of 5) 1,750 people, living in 350 dwellings. I record that information under Quarter 1 on my worksheet.

I keep a tally of the people in my City that I have not yet designed home quarters for. Subtracting 1,750 from 67,320 leaves me with 65,570 more people to roll for.

I create the second quarter, using the Chaotic Descriptor Table. My new quarter is "Gynosphinx District," which I change to "Holm of the Sacred Gynosphinx (aka the Sphinx District)." I roll population, and find that this place has 4,000 people and 800 dwellings. Subtracting 4,000 from 65,570, I have 61,570 more citizens to account for.

My third quarter will be rolled on the normal descriptor table. I end up with "Sunset –den," and roll another adjective which ends up being "Priests'"; I change this to "Sunsden, Ward of the Solar Priests." Rolling population, I learn that 2,000 people live here. 59,570 more to go.

My fourth quarter is "Hell Hound Towers," which I change to "Tower Ward of the Hell Hound (Houndsward)." Population is 1,500, leaving me with 58,070 to go.

My fifth quarter is "Mages' Pantheon," which I change to "The Mages' Quarter (Grimpantheon)." Population 2,250, 55,820 more to go.

My sixth quarter is "Homunculus Emporiums," which is too interesting to alter. Population 2,750, 53,070 to go.

My seventh quarter is "Earl's Island," which I improve to "Earlsgrave Isle." Population 1,750, 51,320 to go.

And so on. It ends up taking me about 30 generated quarters to account for the entire city's population, but each of these unique places will become a setting for potential urban adventures, campaign development, and exploration later on.

My final list, after many rerolls, reconsiderations, and creative embellishments, looks like this:

**Quarter 1:** Gate-Halls of the Hierarch

**Quarter 2:** Holm of the Sacred Gynosphinx (aka the Sphinx District)

**Quarter 3:** Sunsden, Ward of the Solar Priests

**Quarter 4:** Tower Ward of the Hell Hound (Houndsward)

**Quarter 5:** The Mages' Quarter (Grimpantheon)

**Quarter 6:** Homunculus Emporiums

**Quarter 7:** Earlsgrave Isle

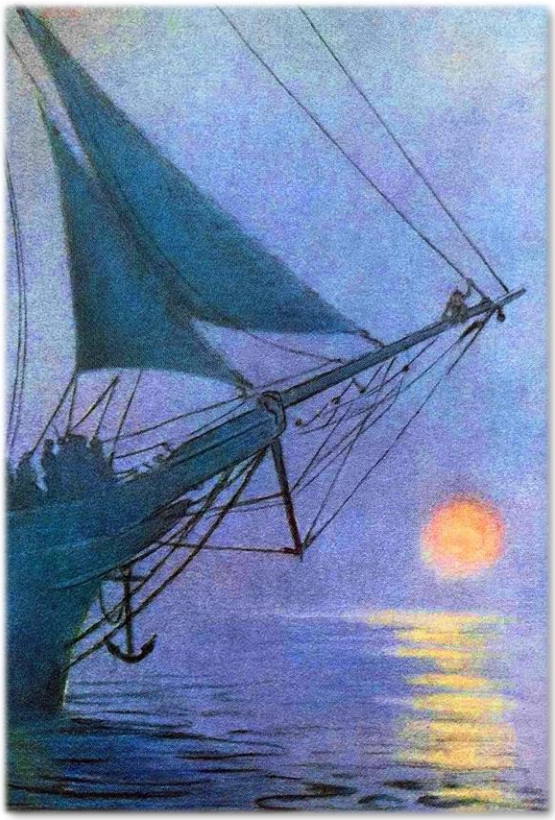
**Quarter 8:** The Canton of Unreflections

**Quarter 9:** Magisterium of the Knightly Orders

**Quarter 10:** The Merrow Matriarchy (aka Ogress Halls)

**Quarter 11:** Judgeship of the Ivory Shallows

**Quarter 12:** Freehold of the Crimson Talisman (aka Bloodhold)



**Quarter 13:** Noble Shipyard District (aka Highsail)

**Quarter 14:** Crossroads of the Juggernaut (aka Jagannath District)

**Quarter 15:** Sisterhood of the Tides

**Quarter 16:** The Murmuring Haunts (aka Hauntsward)

**Quarter 17:** Gray Dwarven Gauntlet

**Quarter 18:** Haven of the Windwalkers (aka Windhaven)

**Quarter 19:** Maze of the Exiles (aka the Foreigners' Quarter)

**Quarter 20:** The Tenebrous Vicinage (aka Shadowloch)

**Quarter 21:** The Dusklit Dominion (Gentry Quarter)

**Quarter 22:** Wicker Man's Domain (aka the Hierophant District)

**Quarter 23:** Sanctums of the Venerated Maiden (aka Maidensward)

**Quarter 24:** Toadslum Reach

**Quarter 25:** The Mausoleum Strand

**Quarter 26:** Holm of the Trophy Takers (aka Headsholm)

**Quarter 27:** Northward Squares (The Dragon Watch)

**Quarter 28:** The Onyx Towers (aka Whitespire Ward)

**Quarter 29:** Lake of the Crumbled Obelisk (aka Lochward)

**Quarter 30:** Fountains of the Revenant (aka Ghostwater Quarter)

**Quarter 31:** Fair-River Quarter (aka the Bargemoors)

**Quarter 32:** Verdigris Manors (aka Greenmanse District)

**Quarter 33:** Laborers' Harrows (aka Hammerward)

An hour later, I have a fantastical city framework that I'm actually quite proud of. I'm already placing quarters in various sections of the urban landscape of my imagination.

This process is creatively taxing and time-consuming, but you are building a fantasy city that will serve as the center of your campaign for years to come. The creative investment is worth it.

A bit further on in this supplement, I will show you how to situate these generated quarters throughout the city's alignment-based Temple Wards and regional divisions. Hold onto your notes, as well as your set of 9 city worksheets, for now.

# IV-11

# The City State Economy

You knew it was coming at some point: drudge work. The boring crap. But believe it or not, I am absolutely going to make this dreary topic interesting!

If you're like me, you don't really care too much about the city state economy. You don't want to come up with realistic trade laws, gnomish embargo sanctions, copper ore refinement rates, or any such other statistical tripe that will never really affect the heroic action of your game. You just want an evocative, detailed, and deeply fascinating city to serve as an adventurer base and as a backdrop to urban adventures.

If you disagree with me there, that's fine … have fun with that and go run some figures on cold-clime mead production or whatever for your next campaign. You might well find that the more boring economic detail you add, the less interesting your city becomes. But for the rest of you, here is a *very* fast system that you can apply that will create some excellent random results. I promise you that this system takes under 15 minutes to run, and gives wildly varied and workable results.

# IV-11-1

# The Golden Economic Principles of the City State

The city state economy is similar in essence to the resource considerations for world realms, but there is a bit more detail for the city and a differing focus too. This is because on the realm-to-realm scale, nations are interested in raw materials, riches, and supply and demand. In the city state, these factors are still considered but there is as much demand for *services* as there is for *goods*. Further, there is more of an interest in specialized luxuries at the city level. Therefore there are quite a few more areas with economic potential than we were previously concerned about at the realm level of design.

To rough out a city's economy, you will need to consider what I call the "golden fifteen." These are the major goods and service industries that make any medieval fantasy city thrive. Specifically, and with a few examples of sub-types, these are:

**[1] Animal Products:** Furs, hides, trophies, blubber, ambergris, etc.; also monster eggs and young.

**[2] Artisanship and Crafts:** Silversmiths, armorers, shipbuilders, jewelers, etc.

**[3] Finished Goods:** Clothing, candles, tools, books, armor, weapons, etc.

**[4] Foodstuffs:** Vegetables, grains, fish, milk, animal-derived meats and products, etc.

**[5] Gems and Stone:** Raw stone, ore, uncut stones, jewels, marble, quarries, etc.

**[6] Magic and Spells:** Alchemists' potions, spell scrolls, magic item auctions, estate sales, etc.

**[7] Mercenary Troops:** Men-at-arms, gladiators, henchmen, archers, guards, captains for hire, etc.

**[8] Pleasure and Luxuries:** Brothels, inns, brotherhoods, sisterhoods, silks, ice (in a hot climate), masks, etc.

**[9] Precious Metals and Coinage:** Silver, gold, copper, platinum, electrum, mithral, admantite, orichalcum, etc.

**[10] Professional Services:** Training from high-level NPCs, thieves and assassins to go on missions, spying, sages, etc.

**[11] Slaves, Favors, and Servants:** Including many medieval equivalents of services; chimney sweeps, gardeners, dancers, porters, etc.

**[12] Spices and Exotics:** Rare materials, ivory, perfumes, reagents, unguents, etc.

**[13] Timber and Rare Woods:** For architectural needs, sculpting, shipbuilding, rare and perfumed woods, etc.

**[14] War Metals:** Iron, lead, nickel, bronze (copper and tin), steel, etc.

**[15] Wine and Spirits:** Including ale, brandy, mead, possibly medicinal elixirs. etc.

You can add more detail to the "golden fifteen" by following the example of the game world's ultra-detailed resource tables if you like.

We will be ranking these 15 categories to determine the city's export and import rations, which in turn affect the character and culture of the city's denizens.

## IV-11-2

## Ranking the City's Economic Forces

Your job now is simply to rank those 15 economic categories, so that you have a rough understanding of the city state's imports, exports, dominance, tastes, needs, and overall economic weaknesses.

There are a few ways to decide on these rankings. If you already have a city type that you want to fulfill your campaign and gaming tastes with (e.g., let's say you want to downplay in-game slavery and make a magical tropical city where spices rule the markets), just rank the preferred economic factors according to your level of personal interest.

You can also consider the resources that you've already designated for your starting realm where the city resides. If (for example) your starting realm has gems, gold, and spices determined as resources, you will then want to include "golden fifteen" categories [5] Gems and Stone, [9] Precious Metals and Coinage, and [12] Spices and Exotics within the top five economic items that are traded in your city state which dominates the starting realm.

Alternately, to rank any or all of these 15 markets randomly (and to create an exciting environment that will surprise you with its unpredictable consequences), you can roll 1D100 for each economic category and then rank the scores from highest to lowest. Ties should be broken if they occur; if timber and war metals are

both rated at 73, just choose the one you like more and give it a +1 nudge up to 74.

However you arrive at these 1-100 ratings, you will end up with a list of these 15 market categories ranked from "1st" (highest D100 score) to "15th" (lowest score). Record these rankings on your city state worksheet.

Here is what those rankings actually mean for your city state in the game:

**The #1 item** is the city's **dominant trade**. The city state is the unrivaled provider of these services / goods, and the surrounding kingdoms cannot compete. The entire region is dependent upon this lode of the Overlord's riches, and this is why the city originally became so powerful and wealthy.

**The #2 item** is the city's **prevailing trade**. This is a very strong market for the city state, but it is 100% rivaled by the largest adjacent kingdom. The rivalry is fierce, with competing caravans, factions, clan allegiances, supply embargos, price wars, and so forth. This trade (and its interruption) is a frequent source of political conflict.

**Items #3 through #7** are **exports**. These products / services are not as in demand as #1 or #2, because the surrounding kingdoms can all compete with supply and demand to some degree. There are regional fluctuations in the commodity sub-type, quality, and consumer preference. (As a random example, think of variations of candy brands across the USA and compare that to Europe.) Items #3 and #4 are **major exports**, and items #5, #6, and #7 are **minor exports**.

**Items #8 through #13** are **imports**. The city produces limited supplies / services for the locals, but the locals prefer outside qualities / types / prices when they can get them. These products / services might be seasonal, or racially controlled (dwarven metals, elven woods, halfling spices, etc.) or in limited supply. Items #8 through #11 are **minor imports** (specialized markets want them), and #12 and #13 are **major imports** (everyone wants these things some of the time, and the Overlord is eternally concerned over the lack of quality local supply).

**Items #14 and #15** are **critical imports**. These are the Achilles's heels of the city state. There are local supplies, but they are severely limited, and they almost always are reserved for the rich and powerful. Everyone else gets poorer quality and/or higher prices, which makes purchasing these things painful. Naturally, the city state's political rivals are only too happy to bring these things in for sale. The Overlord does not care for this situation, but he wisely understands that the existence of critical imports is ironically a recipe for peace: critical imports create critical trade, and a reasonable way for rival kingdoms to sample the wealth of the city state without declaring war.

If any of the random results do not make sense based on the city state's climate, terrain, history or intended theme, re-rank one or more of the economic categories accordingly. These corrections can typically be simple swaps; if your city has precious metals at #13 and animal products at #1, but you know there are extensive gold mines underneath the city, you can simply reverse those so that precious metals are #1 and animal products are #13.

# IV-11-3

# Implications of a Wealthy City State

As you can see, these fundamental economic decisions can render extremely different city state environments. It all depends on how you prioritize these crucial mixes of goods, raw materials, fantasy power structures, and services.

While you are considering economic factors, keep in mind that the primary reason the Free City of Grimrook (for example) is so inordinately powerful is that it dominates one of the few navigable river mouths in the region, leading out into the Tyrrhenian Sea. The area's trade, caravan routes, fleet movements, and even the migration patterns of animals and monsters are 100% influenced by these waterways and their control by a decisively solitary union — meaning the Overlord and his populace — along the shoreline. You can probably come up with a similar reasoning as you look at your own city state's positioning in regards to the starting realm, the waterways, and any nearby regional borders with other kingdoms.

Here a few more details from Grimrook which you might want to emulate:

The city state is a hive of spies and secret agents. The Byzantine politics of the region will demand an atmosphere of intrigue, not war. If any one rival kingdom were to have a tyrannical fool for an heir who suddenly attempted to invade and overthrow the city state, the effort would quickly become a disastrous failure. Within a matter of days all of the other adjacent nations (with their requisite fleets and standing armies) would come to the city state's aid. And why? Because every wiser ruler would know that the balance of power depends upon the Overlord standing defiant and unswayed, between the larger kingdoms.

Any belligerent kingdom which would dare to conquer the city state would quickly become a hegemony after the conquest. The surge in power would upset the balance. This in turn would result in a kingdoms-wide war for control of the city state, as every other power would intervene. Such a catastrophe would lead to massive regional destabilization, horrific casualties, and certain invasion by the humanoids and giants of the borderlands who are just waiting for the kingdoms of man to weaken and turn upon one another. In a very real way, the kingdoms are united by their opposition to the city state; and any move to overthrow it would be seen as the ultimate provocation by every other power. The city state is the strong finger in the leak of dam, as it were, and no one wants to see the dam crumble … because the overpowering flood of chaos would sweep away everything.

This tense situation is, in a way, a fantasy-era case of peace through mutual assured destruction. This cold war détente will remain in force for at least another 30 years (depending on the power and stability of the Overlord's eventual heir).

# IV-12

# Of Urban Personages:

# Dominions of the Four Archetypes

Now that we've gone through the extensive considerations involving trade and city quarters, there is one more area I want to touch upon in the category of significant institutions: that would be the *Archetypal Dominions*.

These dominions are the major powers that represent and embody the power of the four major archetypes of fantasy characters. For those who are not familiar with archetypes, the concept involves digging into the roots of primary classes and sub-classes. The original game (1974) had only three character classes: the Fighting Man, Magic-User, and Cleric. The Thief was added a bit later on. Through a process of gradual development and separate characterization, these four classes came to exemplify the main stylistic modes of play, with additional character concepts being tagged as either sub-classes (assassin, illusionist, and so forth) or special cases (bards, monks, and unofficial NPC-specific classes) secondary to these "big four."

The four archetypes are therefore associated directly with character classes, as follows:

**Warriors:** These are represented primarily by Barbarians, Cavaliers, Fighters, Hunters, Paladins, and Rangers.

**Mages:** These are mostly Illusionists, Magic-Users, Savants, Witches, and specialists.

**Rogues:** These are mostly Acrobats, Assassins, Bards, Jesters, Mountebanks, and Thieves.

**Priests:** These are mostly Clerics, Druids, Hierophants, and Mystics.

The archetypal dominions in your city might be NPC-exclusive organizations, or they might include interested PCs too. The GM can use these dominions for plot hooks, city-wide power struggles, NPC bases of power, and potential adventure and heist settings. The PCs will frequently use these same dominions as benefactors, quest givers, and for occasional services (healing, magic item identification, gladiatorial / arena access, missions of subterfuge, and so forth).

These four dominions are actually stronger than the city's guilds, but they are not at odds with them. For example, the warrior dominion would have very strong ties to the Barbarian, Fighter, Monk, Paladin, and Ranger guilds, and members of the dominion would almost always be members of one of those guilds as well. But where the guilds might be at odds with one another, they can all reach consensus and mutual activity through the warrior dominion.

In the early game, these powers do not need much detail (unlike guilds, which might be very PC-driven in the game if that's where you want the campaign to go). But you should establish and consider the dominions early on in your city design, so that the players understand that these significant powers make the city state what it is.

The four dominions I recommend are: [1] the collective temples and priesthoods (for the priests), [2] the arcane towers (for the mages), [3] the Colosseum or similar arena setting (for the warriors), and [4] the criminal underground and perhaps the literal Undercity (for the rogues). I will go over each of these briefly so that you can gain an understanding of their facilities,

power, and potential use in your campaign.

# IV-12-1

# The Divine Dominion:

# The Temples of the Priests

The temples in your city should be considered from three viewpoints. Firstly, you have the Temple Wards, one for each minority alignment. These are the walled community centers within the city that serve as the cultural epicenters for each alignment's citizens, worship, and subculture.

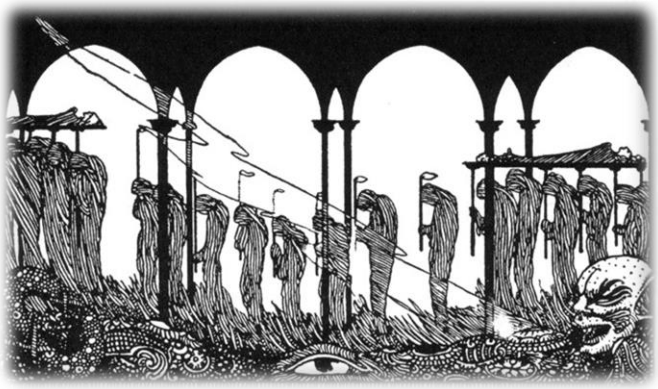
Secondly, each god will have its own separate temple. You will note that in the list of Norse-themed Temple Ward names, for example, I recommended that the Neutral Good Temple Ward could be considered "The Godahus of Odin and Freya (and others)." This would mean that there is probably a major temple to Odin, a second and separate major temple to Freya, and then additional separate minor temples (fanes) devoted to the other Neutral Good gods, goddesses, and demigods of the Norse mythos. Each deity has a separate temple or other place of worship, each with its own separate presence, ideology, set of worshippers, and clergy.

Thirdly, you will want to think of the temples as a collective dominion within the city. The powers of the priests and druids are of *divine or infernal origin*. This means that they act upon the will of the gods, the gods are very real (yet distant), and therefore the priests command respect both within and beyond the mortal realm. The Overlord does not avow and venerate every religion, but he does respect all of them. He "knows things" about the aversion of a future cataclysm, and the longevity of the city depends upon the worship — or at least appeasement — of all of the deities, arch-devils, demon lords, and elemental princes within the city's mythos.

The city state is also unique because — due to the conspiracies of Fate, and due to the inclusion of all alignments to the exclusion of none — the gods themselves regard this city state as a special center of confluence and worship. Gods, goddesses, demigods, and even the arch-devils and demon lords manifest their avatars here on various holy / unholy days. These fearsome avatars don't go rampaging through the streets, but they do appear in semi-corporeal form within the sanctum sanctorum of their temple, granting powers and visions to the high priests who hold ceremonies therein.

Even distant gods of good send planetary and solar archangels on their personal behalf to bless these gatherings of avatar incarnation. This means that if it is the unholy day of the Ulthrogorgon for example, the worshippers in his temple are able to see and interact with his manifestation in the temple's secret sanctum. Some worshippers will even offer themselves as a blood sacrifice to the

avatar, thereby ensuring that the demon lord's incarnation will return even stronger for the next unholy ceremony.



This eerie and unique state of affairs has many implications for your game. For one, it means that the temples within the city are deadly serious business. If you create an adventure hook where the players are sent to raid a dungeon temple of the Ulthrogorgon off in the wilderness, you will probably generate some interest and unease at your play table. The players / PCs will expect to face demons and evil clerics, and to get some good treasure. But if you create a hook involving a heist in the catacombs beneath the city state's temple of the Ulthrogorgon, and you make it clear that if they are caught they may well be sacrificed to the avatar of that demon lord in the flesh, the stakes and drama spike considerably higher. You can vary the difficulty level of these temple-focused missions as you see fit.

Also, this unique situation means that the city state is a major pilgrimage and peregrine center in your fantasy world. People travel for thousands of miles to worship here, and only here, during special ceremonies and festivals in the Temple Wards. These worshippers will include the believers, the fearful, the needy (cursed, impoverished, terminally ill, those judged and begging for mercy, etc.) and the greedy as well. If your city has 50 temples devoted to different deities, then that means your campaign's calendar will have at least 50 different (un)holy days that are observed in very different places, being tolerated even by each deity's opposing enemies. Important gods and gods with multiple spheres of influence (life and death, for example, or storms and wind) may well have two different days celebrating the different themes.

This vast idea creates a huge potential for you to create missions, intrigue, dungeon leads, themed NPCs, faction conflicts, and more. If you don't know what kind of adventure to offer your players next, just whip up a calendar of festival days randomly and see which god's date is coming up next. There, you now have a theme for your next session! Let us say the Deep One goddess Mother Hydra has an unholy day next week, and strange things are crawling out of the water and sneaking into the city. And the guards are helping them enter, so they long as they don't devour the citizens! But then the abductions begin, Deep Ones are killed by terrified foreigners in the streets, and the priests of Mother Hydra demand fair retribution. Both sides entreat the PCs to serve as bodyguards during the ceremonies. One side promises the appeal of serving the ethos of good, while the other offers treasure and secret information. Which do your game's PCs side with in the tense unholy festival day to come?

This is just one example. Each new festival you create can feature unique attributes and conflicts, depending on the deity's meaning and any proximate dates for holy days of other alignments.

If you need help adding details to these festival days — practices, idols, garments, holy objects, procession ideas, and so forth — I recommend that you research the fascinating reality of holy days in the

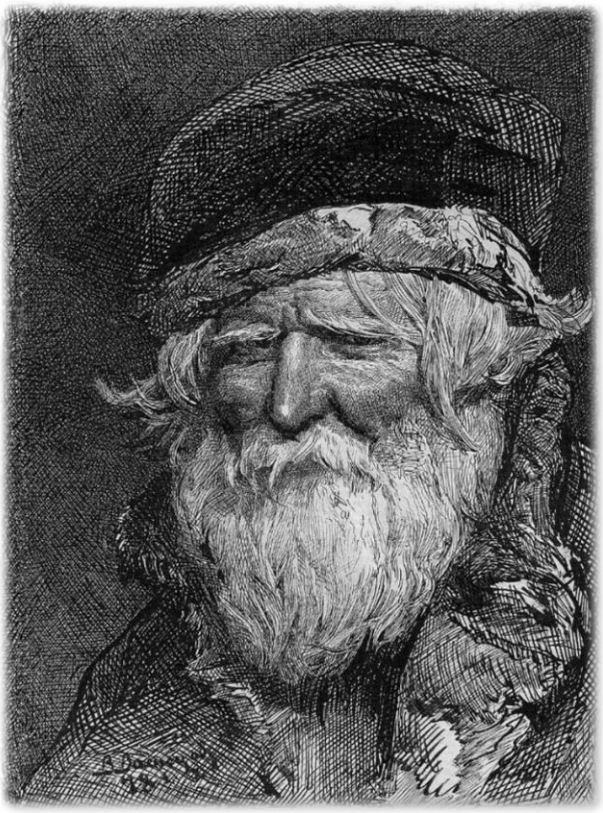
Roman Republic and Empire. The Wikipedia page "Roman festivals" for example has an excellent calendar showing every major festival from January to December, leading to many sub-links with further detail. I especially recommend reading about the Lupercalia (festival of wolves), Saturnalia (similar to the Feast of Fools), and Robigalia (a bizarre occult fest involving grain blight, beast sacrifice, and evil spirits).

Separately, I believe the most evocative rituals in the past (in my opinion) involve Samhain, the Gaelic festival which inspired Halloween. The celbrations for equinoxes and solstices are filled with fascinating practices as well. But there are many other rituals — some amusing, some amazing, and many downright creepy — that you can mine for details to deepen the culture and atmosphere of your city state.

Have fun looking into the details, and happy research! If you take just a few hours to develop your city's calendar, I promise you that the entire setting will come bursting to life.

# IV-12-2
# The Arcane Dominion:
# The Towers of the Magi

Unlike the communal priests (who derive power from a collectively-embraced higher source), the mages in your world will tend to gain their power and wealth through isolation and individual empowerment. Each mage will have his own followers, treasures, spells, magic items, secret information, alignment, and personal preferences. Further, arcane research requires seclusion. A high-level NPC mage will typically have apprentices, allies, bodyguards, and perhaps even summoned or conjured monsters imprisoned on various tower levels to guard his bounty of secrets. All of this leads to a common fact in FRPG life: high-level mages and wizards live in protectected towers filled with magic, and those towers are watched nightly by enterprising thieves.



You will want to encourage this trope in your own city state, for three reasons: [1] Your players will want to know where to send their PCs for magic item identification, selling, and spell trading, [2] Your spell caster players will have something to aspire to, and most importantly [3] Mage towers in cities make perfect "dungeon in the city" locales for various adventure hooks. For anyone who doubts point [3], I ask you to please take an hour out of your day to read at least two classic stories: *The Tower of the Elephant*, by Robert E. Howard; and *At*

*Moonset Blackcat Comes*, by E. Gary Gygax.

Mage towers are sometimes targeted by daring master thieves despite the danger, because these places are guaranteed to hide powerful magic items. Getting out both alive and rich, however, is the eternal problem.

The easy way to put mage towers into your city as a collective archetypal dominion is to have a Mage's Quarter (Arcane Quarter, Sorcery Quarter, whatever) where the majority of high-level mage NPCs have their walled tower grounds situated next to one another. This allows them to be "together yet separate" in a corner of the world where blanket spells such as dispel magic, magic mouth, wizard lock, guards and wards, and so on can be found in abject profusion.

The street level of such a quarter would certainly include shops for material spell components, potions, scrolls, sages, alchemists, and perhaps even charmed monsters. There would also be archives, libraries, alchemical forges, and markets for imprisoned beasts and even (in an evil city) charmed slaves. Most games do not go "Full Harry Potter," but if you want a Diagon Alley and spells and entertaining cantrips going off everywhere, this would be the place. There may not be a full wizarding school in the city, but an apprentice college of some kind is very likely.

Introducing a Mage Quarter into play can be a bit tricky, because once the players see that there is indeed a place within the city where magic is fully allowed, things tend to become a bit "open season" from time to time. I recommend stifling any player's lurid dream of hurling fireballs in the streets very quickly: have the PCs witness a mid-level sorcerer or wizard in tattered robes, chained in a magical pillory while apprentices use cantrips to conjure and hurl rotten fruit at him and the smiling guards stand vigilantly by. A crier will be shouting out how the mage in question initiated a duel with a rival in the city proper, the rival was forced to defend herself, and stray spell-fire burned a prosperous tavern down. The mage will be publicly disowned by his master that evening and literally drummed out of town by a troop of dour Vigiles. (He can try to come back in a year and a day's time, if he can bear the humiliation of being forever remembered as the "Merry Mead Blaster" who made everyone's favorite local Cheers burn down to the ground.)

After that entertaining first warning, you can lead the PCs into Mage Quarter exploration at an incremental rate. You can start with an enchanted faire, where carefully arranged acts feature conjured menageries, illusionary scares (your gold back if you successfully disbelieve!), expensive jaunts (levitation, flight, diminution, etc.), creepy magical puppet shows, strange visitors negotiating on

tense neutral ground, and so forth. This hubbub will get the players interested in the area and in checking out the shops.

Be sure to pay careful attention to the magic shops, too. The level of magic shop quality you allow in your city is of course up to you; I prefer a Gygaxian mode, where only consumables (potions, scrolls, ammunition) are readily available for purchase, but anything magical can be sold and some things can be traded. The purpose of this limitation is not to be logical, but rather to ascertain that permanent magic items enter the game solely through adventures, treasure discoveries, high-level research, and the occasional quest reward. Only you can decide if you want to encourage the player notion that powerful magic items can be bought for gold, which can unfortunately turn the Game Master's guide hardcover into a shopping list for overpowered PCs.

Once the players are somewhat familiar with the Mage Quarter and its services, the PCs will find themselves becoming frequent customers and tourists of the place. The typical adage is that priest wards are for healing, while magic-user wards are for treasure and spells, so you can encourage such dealings in these places — for a lot of gold and favors — as you see fit. PCs doing fair business (and unloading powerful surplus magic items onto grateful NPCs) will create a natural web of mage friendships, rumors, expectations, rivalries, and risky heist propositions. You can then decide if you want to host a high-level mage tower romp adventure at a later date. Just remember that if the PCs are caught in such a misadventure and identified, such acts can have severe and long-lasting consequences!

## IV-12-3

## The Martial Dominion: The Colosseum of the Warriors

Warriors are not left out of all these fascinating goings-on. Despite not having access to significant divine or arcane magic, the warriors control the most definitive and unique dominion of power in the city state: *The Colosseum*.

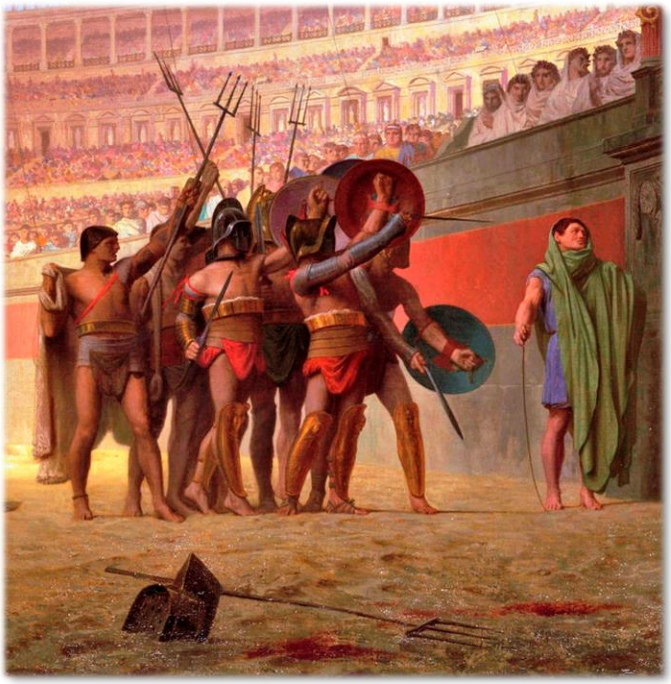
The Colosseum is the great arena of the city state. Considering that good-aligned kingdoms tend to forbid gladiatorial matches altogether and evil cities have so

many combat pits that no one venue really stands out, the Colosseum is something unique that only this major city can bring to your game. You will want to keep this mode of play in the city state only, so that the more bloodthirsty players at your table fall in love with your city too. Remember: All of things we are doing here are carefully designed to ensure that this one city state is the center of your campaign. This feature will become a player favorite if you do it right and find a way to limit PC deaths along the way. So be sure to make this one special!

The purpose of the Colosseum is to give your players a place to fight NPCs and monsters whenever they grow weary of legally-bound urban adventures, where bloodshed might be held to a minimum. In the Colosseum, deaths are rare (especially in a good-aligned city) and many matches are only fought to first blood … but angers run high, beasts don't always back down even when threatened with death, and a natural roll of 20 tends to hit the gaming table at the strangest of times. In short, in the Colosseum anything can happen … and unusually does.

Yes, the whole point here is to create a hack-and-slash adventure right in the city, without serious consequences, with the possibility of death still keeping things interesting. Player Characters who are aggressive can find the arena, pay their dues, and dive right in. There is a hefty and non-refundable entry fee to any character who wishes to fight, a fee which includes magical healing after the event. Many NPCs are willing to serve as sponsors for charismatic new fighters, paying some or even of all of the required entry fees. There are tiers of challenge which are roughly equivalent to junior / amateur / college / professional sports, and you can easily name and differentiate these tiers to fit your campaign.

I for example like to use a mix of precious metals, ranks, and monsters when naming my leagues: Bronze Prentice (for entrants of experience level 1 or 2), Silver Challenger (levels 3-4), Electrum Badgerbear (levels 5-7), Golden Griffon (levels 8-10), Platinum Manticore (levels 11-13), Orichalcum Sphinx (levels 14-16), Mithral Champion (levels 17-19), and Adamantine Dragon (levels 20+).



You will need to design an arena combat scenario, but basically a season begins with 64 colorful participants (PCs and NPCs) per league and then the duels run through six bout weeks, with the number of participants in one-on-one combat being 64 (week 1), 32 (week 2), 16 (week 3), 8 (week 4), 4 (week 5), 2 (week 6) and then the champion being crowned in a grand ceremony. Participants who wash out in week 1 lose their money, those in week 2 might break even (in a good-aligned city without corruption), and beginning in week 3 the real prizes gradually come into play. Amounts of awarded treasure and the associated

social status and prestige gains are dependent upon the needs of your campaign. Or, you can use your game's treasure trove tables for some ideas as well (so that your players have a rough idea of what's at stake).

Players who are too squeamish to handle the risk of fighting in the arena can bet on the matches rather than participating with their PC, and then the GM can have a fun game night: the GM plays the "villain" NPC in each match, and the players get to play their "favorite" NPCs and do battle against the GM.

Challengers come from far and wide throughout the world to try their luck, so if any of your players ever wanted to try out a bizarre character in another class this is the perfect time to do it. By letting the players temporarily play the role of a combatant NPC you can feature personages as Liudmila Thornholt, level 4 half-ogre dual-wielding axe-hurling barbarian, who hates dwarves and gets drunk before every match … or whatever else comes to mind. Make the contestants larger than life and try to make your players laugh!

If you really want the players to get into it, you can let them design their own NPCs of a designated experience level — no magic items, nothing the GM says is forbidden — and then play that dream character in battle. And challengers do not all have to be human! There are never exactly 64 participants in a league. If there are too few, monsters are added to the mix; if there are too many, there are multiple equal brackets and added weeks with monster participants in the empty slots in every bracket.

Matches can be fought and won against beasts, monsters, demons, or whatever. Sometimes the participants know what is going to happen, and sometimes they do not. If a creature or monster in the game world can be captured, or hired, or compelled, or honored, and also partially controlled, it has fought in the arena at some point in the city's history. (Flying creatures typically fight in a vast underground arena beneath the Colosseum, where spectating — despite magical wards and barriers — can be *extremely* dangerous.)

Even when the players are not personally involved in these arena events, the city will always be buzzing with imminent and current activity. PCs will *always* know when a major set of arena matches is about to go down. The Colosseum is where combatants of all types fight against captured criminals (to the death), legal rivals (to 50% hit points / submission), monsters (to the death or for a predetermined number of survival rounds), beasts (to the death or to unconsciousness), and even demi-godly avatars from time to time!

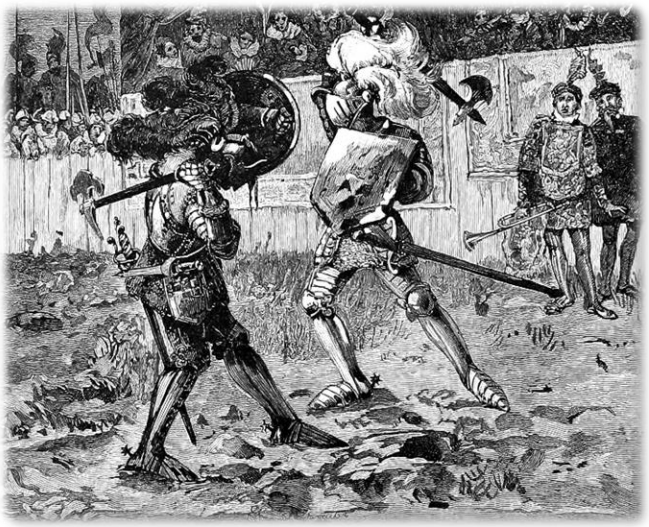
Controlled insanity reigns as a result. Blood and boasts are everywhere, and everyone between the ages of 5 and 105 is obsessed with the latest standings. Heroes are made overnight, favorites are slain (and resurrected to vow revenge), nemeses rise, ludicrous fortunes are won, bets are rigged, debtors are assassinated, and noble or foreign bet-makers and fixers — sometimes of extremely high rank and standing — are utterly ruined by surprising twists of fate. At least once a decade, an entire petty outland kingdom almost falls when some princeling bets too much money that he never really had. And as if all of that were not exciting enough, every year during the week leading up to Saturnalia the Overlord himself fairly competes in the Adamantine Dragon event, accepting all worthy challengers!

The city goes absolutely berserk during Adamantine Dragon season … the Superbowl has nothing on magical super-heroic blood matches against demons,

devils, evil arch-mages and fallen angels. Plan and play accordingly.

If you enjoy this idea and want to add even more detail, I recommend that you research the types of historical Roman gladiators … and then add some myth, monsters, and magic to the mix.

*Ave, Imperator, morituri te salutant!*



## IV-12-4

## The Criminal Dominion:

## The Underworld of the Rogues

Compared to the other three dominions of power (priest temples, mage towers, and the warrior arena), the criminal underworld of the rogues is quite easy to design. As these thieves, cat burglars, and villainous assassins literally work in the shadows, you can always make it clear to the players that the PCs sense they are being watched, measured, and cased when they walk the streets. People will be watching them — many friendly, many not — from rooftops, gutters, alleyways, and even scrying upon them from afar. The PCs may not find anyone to chase or question, but the feeling of being hounded will always be there. (Is it paranoia? Perhaps. But very likely not.)

There are two major aspects to the underworld of the city state. The first is the *conceptual* underworld, which is the quasi-legal and criminal element of the city that thrives at night, in the alleys, and in the slums. The second is the *actual* underworld, the subterranean Undercity where there are monsters, humanoid spies, secret societies, lost ancient treasures, and tombs filled with imprisoned undead and accursed riches. The conceptual underworld is typically ruled by the master thieves, and the actual Undercity is partially (but never fully) controlled by the assassins … with actual monsters ruling the deepest and darkest reaches.

You will want to rough out a thieves' guild and an assassin's guild for your city during the first year of play, at the very least. Inspirations can be found everywhere … particularly in pulp novels and movies. For a thieves' guild, you may want to read *Ill Met in Lankhmar*, a Fafhrd and Gray Mouser tale by Fritz Leiber. That was the original chief inspiration for Gary Gygax's development of the thieves' guild concept in the original game. You may be further interested in the *Thieves' World* shared fiction setting, and the RPG that world entails.

For an assassins' guild, you may want a copy / PDF of a Draconian magazine published in August of 1982. It also helps to be familiar with the concept of Kanly in Frank Herbert's *Dune* universe. Basically, this involves the realization that humans will kill each other even when the veneer of civilization is all that stands between humanity and anarchic annihilation. Recognizing that killing will never go away, a controlled and balanced vendetta system

arises in which one "house" (faction) is allowed to kill a member of certain standing in a rival house.

For example, if you were a noble and you had your assassins kill a level 5 rival in your enemy's house, all of your level 5 and lower retainers and followers should be looking over their shoulders for a few months. If the rival assassination attempt on your house fails, the debt is still considered equal. The enemy house would then make a reprisal, and you would be able to reciprocate in kind.

Eventually (over generations?) one house will offer riches and make peace, enter exile, or be destroyed. This grim concept of controlled murder as being the lesser of two evils (the greater evil being city-wide rebellion or outright civil war) is fully embraced by the Overlord. As a result, innocent people hear whispers about assassination attempts and doings on a near-daily basis. Even good cities are likely to have a secret assassin's guild in this unique environment.

If you want to get more complex, you can have your game's PCs be targeted by NPC thieves (guild-affiliated or otherwise) and hired assassins. You can also have your PC rogues join the guilds, or oppose them, or go on missions on their behalf. The advantage to the latter is that these guilds have very deep pockets, and even if the PCs fail in a sponsored mission the right guards can typically be bribed or coerced to allow the guild's agents and mercenaries an "accidental" escape.

And although the city state's underworld dominion is designed and made to celebrate rogues, you can come up with other kinds of criminals too. Don't forget the Beggars' Guild for example. And in a magical world you can have all kinds of criminals to color your urban adventures with: pirates, spice or magic smugglers, illegal subdued monster smugglers, arcane kidnappers, shapeshifter infiltrators, and so forth. Just do what I do: page through the monster books, and for each intelligent monster, ask yourself: "If this monster was a criminal or lived in the Undercity, what kind of criminal or urban dweller would it be?" Check out its powers, senses, motives, and give an exiled individual a Chaotic Neutral alignment, and off you go.

I hope these four major Archetypal Dominion idea areas have provided you with enough inspiration to run your urban campaign for a couple of years. There are many more books that I could write pertaining to these modes of play. As examples, there could be a gladiator and arena book; a book for wizarding schools and mage towers; a book for temples and gods and priests (with ideas for sponsored "dungeon pilgrimages" where the priests hire the PCs to go get precious relics worthy of their deity); and a book for criminals and rogues (all with a city-specific focus). I certainly don't have time right now to write all of these potential volumes, but in the future I may if there is sufficient interest!

Keep the archetypal dominions in the forefront of your game, in positions of power where the players can see and interact with them. And always be sure to have fun with the ever-shifting power structures and ascendant PCs in your campaign. What will your PCs choose to do as they attain epic levels of power within the city in years to come? Even the mightiest dominion can always be overthrown …

# IV-13

# Urban Factions and Secret Societies

I'm not going to go into all of the labyrinthine and Machiavellian aspects of secret societies just yet; you're going to need to go into the Appendices (Appendix C, to be precise) and your own research for all of that. But I will give you a quick idea of the *number* of splinter factions that will likely be situated in your city.

The number is based on the total population of the city proper, not including the surrounding state.

**Suggested Number of Resident Factions in an Incomparable City**

- **City Population 10,000 to 14,999:** 50% chance of no factions, 50% chance of 1.
- **City Population 15,000 to 19,999:** 25% chance of no factions, 75% chance of 1.
- **City Population 20,000 to 24,999:** 10% chance of no factions, 90% chance of 1.
- **City Population 25,000 to 29,999:** 90% chance of 1 faction, 10% chance of 2.
- **City Population 30,000 to 34,999:** 75% chance of 1 faction, 25% chance of 2.
- **City Population 35,000 to 39,999:** 60% chance of 1 faction, 40% chance of 2.
- **City Population 40,000 to 44,999:** 1D2 factions (1 or 2).
- **City Population 45,000 to 49,999:** 1D2+1 factions (2 or 3).
- **City Population 50,000 to 54,999:** 1D3+1 factions (2 to 4).
- **City Population 55,000 to 59,999:** 1D4+1 factions (2 to 5).
- **City Population 60,000 to 69,999:** 1D4+2 factions (3 to 6).
- **City Population 70,000 or Higher:** 1D4+3 factions (3 to 7).

You will probably want to write down the number of factions at this time, so that you can generate their specifics later.

# IV-14

# Consideration of the Trade Guilds

The organizational makeup of the city is now beginning to take shape. Let's get back to the city's economy a bit, and think about how those abstract factors can present a physical facing that the PCs can interact with. How, precisely, are these economic factors represented in the campaign? Mostly, the economy manifests itself in the form of guildsman NPCs, guild-provided quests and missions, and intrigues involving competitive guild halls.

Economic power throughout the city will therefore be dominated, controlled, and regulated by grimly efficient **trade guilds**. (These are differentiated in the FRPG from the more PC-focused **professional guilds**, a deep topic which we will get into a bit later.)

The trade guilds are where the (NPC) artisans, merchants, craftsmen, and magistrates convene to vote on political measures, to control prices and demand, to share industry news and rumors, to meet with law-enforcing officials of the Overlord, and to purchase and learn advanced secret techniques (in dyeing, fur curing, goldsmithing, transmogrification, quasi-legal market fixing, negotiations with other cities, or whatever).

These trade guilds are not quite so dynamic in comparison to the adventurer-favored professional guilds. From the perspective of the typical Game Master, the trade guilds are frequently more in the vein of "background locales" and adventure scene locations. But it helps to know that they exist, why they exist, and where they probably are.

The trade guilds of the city state will rarely have Player Characters as members, but nevertheless these organizations stand at the city's forefront as powerful and influential entities. It is therefore good for you (as the GM) to know which of these guilds exist in your city and which do not, because their halls and holdings can be the source of those many adventure hooks, missions, dangerous accusations, assassination plots, treasure heists, etc. whenever you're at a loss for further adventure and event developments.

Each of the 15 trade areas mentioned prior will have a corresponding trade guild presence in the city, at least tangentially. (Import guilds will be obsessed with supply and refinement, while export guilds will be obsessed with demand.) Sometimes, trade guilds with a presence in the Undercity will even serve as a legal front for a more secret hidden trade, such as gambling, spice drugs, or prostitution.

Some of the trade guild types will make themselves obvious to you based on your previously-created information. To give an example of economy-based trade guild type selection: If your city's gems are specifically pearls, there will inevitably be a Pearl Divers' Guild. There may even be two (one for freshwater and the river, and a second for the saltwater sea). If the pleasure industry sub-type you decide upon is brothels, there will be a Bawds' Guild as well. Whether or not the ladies of the evening have a Sisterhood's Guild (!), teaching defense, spying, diplomacy, and intrigue, is up to you. (Now there's an interesting détente and intrigue rivalry waiting to happen!)

You can probably come up with 20 to 25 interesting trade guilds just by deciding on the sub-markets that logically exist in each of the city's 15 trade commodities.

Generally, I recommend that you should place at least 30 trade guilds in the city state. (For a rule of thumb, you can say 1 trade guild per 1,500 denizens.) Determine the first dozen or so by picking and choosing from your city's 15 economic factors and extrapolating them into creative ideas as I have demonstrated above.

The rest of the guilds can be archetypal and completely random (I provide a table system hereafter), or they can be carefully chosen according to your own interests, or a mixture of both. And assuredly there is nothing stopping you from having many, many more trade guilds if you enjoy the urban atmosphere they offer. You can even design dozen-member "micro guilds" if you like for later adventure hooks or NPC backgrounds. Some of these might not *just* be trade guilds, but *also* secret societies (and therefore micro-factions).

These many additional trade guilds can be contrived according to the table below. If you roll the same number twice, simply add +1 to the current result to select the next trade listed. Enjoy the results!

**[01]** Alchemists' (guild of potion makers)

**[02]** Apothecaries' (guild of medieval pharmacists)

**[03]** Architects' (guild of building and works designers)

**[04]** Arkwrights' (guild of chest and trunk crafters)

**[05]** Armorers' (guild of armor crafters and repairers)

**[06]** Artisans' (guild of master craftsmen)

**[07]** Artists' (guild of decorative goods crafters)

**[08]** Astrologers' (guild of astral fortune tellers)

**[09]** Authors' (guild of story writers)

**[10]** Bakers' (guild of bread makers)

**[11]** Barbers' (guild of hair cutters, cosmetologists, minor surgeons)

**[12]** Barristers' (guild of lawyers and law scholars)

**[13]** Basket Makers' (guild of container crafters)

**[14]** Beekeepers' (guild of honey makers)

**[15]** Beggars' (guild of professional money takers)

**[16]** Bellfounders' (guild of bell makers)

**[17]** Blacksmiths' (guild of iron workers)

**[18]** Botanists' (guild of gardeners and plant lore masters)

**[19]** Bounty Hunters' (guild of fugitive catchers)

**[20]** Brasiers' / Braziers' (guild of brass workers)

**[21]** Brewers' (guild of bow makers)

**[22]** Broderers' (guild of embroiderers)

**[23]** Butchers' (guild of meat cutters)

**[24]** Captains' (guild of mercenary company commanders; compare Ship Captain)

**[25]** Caravan Masters' (guild of merchant train leaders)

**[26]** Carpenters' (guild of building and furniture makers)

**[27]** Cartographers' (guild of map makers)

**[28]** Chandlers' (guild of candle makers)

**[29]** Chimney Sweeps' (guild of chimney cleaners and wall climbers)

**[30]** Chirurgeons' (guild of medieval surgeons and non-magical healers)

**[31]** Cobblers' (guild of shoe makers)

**[32]** Coopers' (guild of barrel makers)

**[33]** Cordwainers' (guild of leather shoe and boot makers)

**[34]** Costermongers' (guild of street food sellers)

**[35]** Couriers' (guild of message runners)

**[36]** Courtesans' (guild of personal entertainers)

**[37]** Criers' (guild of announcement shouters)

**[38]** Curriers' (guild of leather dressers)

**[39]** Cutlers' (guild of knife makers)

**[40]** Dyers' (guild of cloth colorists)

**[41]** Engineers' (guild of machine makers)

**[42]** Farriers' (guild of horse hoof tenders)

**[43]** Fishmongers' (guild of fish sellers)

**[44]** Fletchers' (guild of arrow makers)

**[45]** Freighters' (guild of ship cargo tenders)

**[46]** Fur Trappers' (guild of furred animal catchers)

**[47]** Gemcutters' (guild of gemstone enhancers)

**[48]** Girdlers' (guild of belt makers)

**[49]** Gladiators' (guild of professional fighters)

**[50]** Glaziers' (guild of glassware and bottle makers)

**[51]** Goldsmiths' (guild of gold workers)

**[52]** Hatters' (guild of hat makers)

**[53]** Healers' (guild of magical healing providers)

**[54]** Herbalists' (guild of medicinal herb sellers)

**[55]** Horse Breeders' (guild of mount sellers)

**[56]** Ink Makers' (guild of ink crafters and sellers)

**[57]** Innkeepers' (guild of inn hosts)

**[58]** Interpreters' (guild of translation specialists)

**[59]** Ironmongers' (guild of industrial iron workers)

**[60]** Jewelers' (guild of jewelry makers)

**[61]** Jugglers' (guild of street entertainers and non-magical magicians)

**[62]** Lamplighters' (guild of street illuminators)

**[63]** Lampwrights' (guild of lamp and lantern makers)

**[64]** Locksmiths' (guild of lock makers and openers)

**[65]** Mariners' (guild of sailors and ship workers)

**[66]** Mask Makers' (guild of mask crafters and masquerade crafts)

**[67]** Masons' (guild of stone workers)

**[68]** Mercenaries' (guild of hired soldiers)

**[69]** Mercers' (guild of silk and fine textile sellers)

**[70]** Merchants' (guild of general goods sellers and shopkeepers)

**[71]** Miners' (guild of ore gatherers and refiners)

**[72]** Moneychangers' (guild of coinage traders)

**[73]** Moneylenders' (guild of borrowing agents)

**[74]** Navigators' (guild of ship guides)

**[75]** Painters' (guild of painting and painted goods makers)

**[76]** Philosophers' (guild of advisors and problem solvers)

**[77]** Playwrights' (guild of play and speech writers)

**[78]** Plumbers' (guild of lead workers)

**[79]** Potters' (guild of clay crafters)

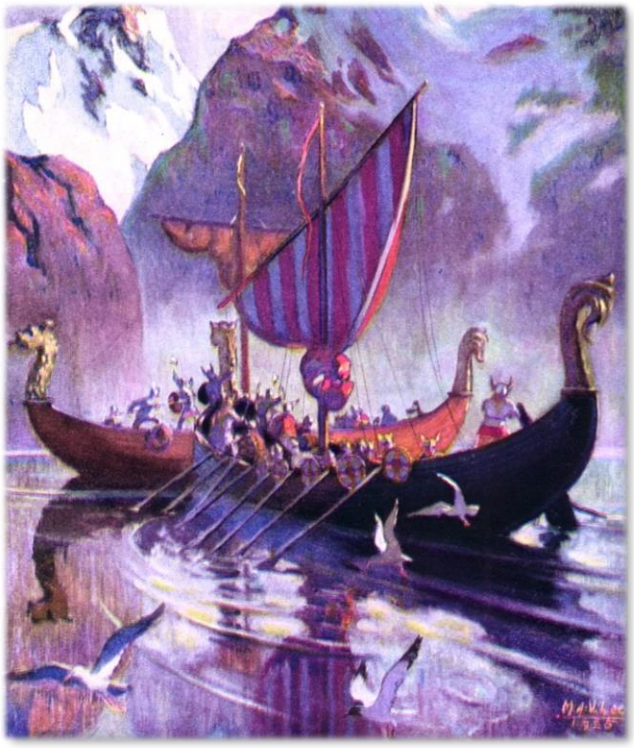
**[80]** Rope Makers' (guild of rope and cord sellers)

**[81]** Sages' (guild of lore masters and researchers)

**[82]** Salters' (guild of salt sellers and food preservers)

**[83]** Scribes' (guild of book and scroll copyists)

**[84]** Scriveners' (guild of readers and writers for the illiterate)



**[85]** Ship Captains' (guild of ship masters, controllers of a sailing vessel)

**[86]** Shipwrights' (guild of ship makers)

**[87]** Silversmiths' (guild of silver workers)

**[88]** Slavers' (guild of slave takers and sellers)

**[89]** Smelters' (guild of ore melters and metal extractors)

**[90]** Spice Merchants' (guild of spice and exotic substance sellers)

**[91]** Storytellers' (guild of bardic entertainers)

**[92]** Tailors' (guild of textile cutters, clothing makers)

**[93]** Tanners' (guild of leather treaters; see also Currier)

**[94]** Vintners' (guild of wine makers and sellers)

**[95]** Weapon Masters' (guild of combat trainers and duelists)

**[96]** Weaponsmiths' (guild of weapon makers)

**[97]** Weavers' (guild of textile lacers, clothing makers)

**[98]** Whalers' (guild of whale hunters and oil sellers)

**[99]** Woodsmen's (guild of lumbermen, explorers, and forest guides)

**[00]** Woolmen's (guild of wool workers and traders)

These are the 100 trades that are most likely to have guilds in most general city states. You should probably check now to see if any of the city's major industries are *not* represented by a trade guild due to your random determinations and decisions. Large-scale trades (from the 15 economic sectors we described earlier) that are without a present guild in the city likely indicate that the Overlord has

disbanded a disruptive (or blackmailing) guild within the last decade or so. If that is the case, then the Grand Council is discussing either the potential to restore the guild under certain restrictions, or recent laws have been imposed to prevent reformation of the guild until certain negotiations and contracts (read: bribes) are carried out.

For most campaigns, that should be enough economic consideration to drive the city's detail and any future PC business endeavors. But if for some reason you want to add much more detail to your trade guild system in the future, you can see the list of shop and merchant types later on in this section. However, some of the listed trades therein are simply too esoteric in my opinion … they can be difficult to justify and use in the game. I recommend sticking to the 15 economic principles, supplemented by the D100 table listed above, in most circumstances.

# IV-15

# Consideration of the Professional Guilds

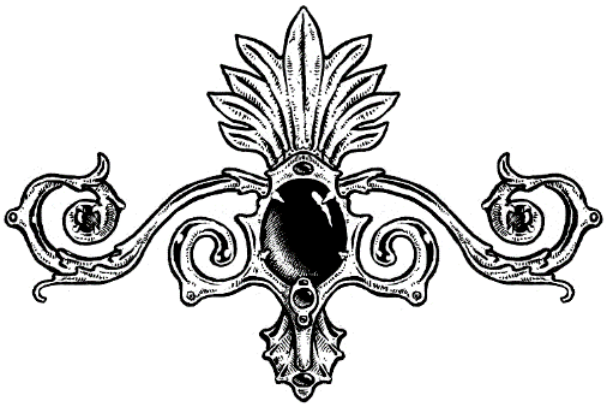
And now, finally, we can consider the most important campaign-dominating organizations in this book: those crucial, highly influential subculture centers which we can term **professional guilds**. This formal appellation differentiates them from the **trade guilds**. And that is good, because they are different beasts entirely.

So what's the crucial difference? Your PCs will almost never be too worried about trade guilds, unless they are receiving missions; but they will soon be concerned about one or more of the professional guilds very frequently, whether they're adventuring in the city or beyond it. The professional guilds become campaign centers and the PCs will make significant choices based on whether they want to involve, ally, or resist guild influence on their various adventures and intrigues.

A professional guild is a protected urban complex which is comprised of several buildings (and their underworks), where exceptional characters, with experience levels and classes, meet to further refine the craft of their shared profession. A Thieves' Guild, for example, is where rogues gather to teach one another the obscure and secret arts of pickpocketing, stealth, lock picking, backstabbing, and so forth.

Are the guilds of paramount importance in your campaign? Probably. But in the end, that really depends on your players' play styles and their future decisions.

Player Characters may choose to join a professional guild that is relevant to their character class; or, they may deliberately refuse to do so. That is the choice of the player, and there is never a penalty for refusing to join a guild. However, as Game Masters we want to make professional guilds very useful and appealing to Player Characters. Why? Because by doing so, we [1] create an ideal place to introduce adventure hooks, [2] we can introduce potential followers and hirelings (NPCs who can increase a party's overall power, allowing us to create deadlier adventures), and [3] they make the players more invested in the city state where the professional guilds are situated. Shamelessly, if we can, we want to lure the players into having their PCs join multiple guilds (one per character!) because that, in turn, will create the web of influences that will make the city state the irrevocable center of the campaign.



Professional guilds — and player investment — make the city come to life. You *really* want your players to love their guild(s) if your urbanized campaign is going to work.

To do this, we need to first understand what a professional guild entails, and the relationship that a professional guild has with the related Non-Player Characters in the city.

First, you should assume that the majority of high-level NPCs in the city state belong to a professional guild. Even those who belong to a trade guild probably belong to a professional guild as well.

If you need a way to determine this randomly (rather than just deciding on a case-by-case basis), you can assume a cumulative 5% chance per level that an NPC belongs to a guild, maxing out at 90%. Therefore, a level 1 NPC fighter would have a 5% chance of belonging to the city's Fighters' Guild; a level 3 fighter would have a 15% chance; a level 8 fighter would have a 40% chance; and so forth. NPC alignment is immaterial, because the guilds comprise a communal neutral ground, and guildsmen are tolerated throughout the city so long as they follow the laws of the Overlord.

An intelligent and charismatic NPC of experience level between 13 and 18, especially, is likely to be the guild master. Later in the campaign, PCs (or especially retired PCs) might become guild masters as well.

# IV-15-1

# Understanding the Professional Guilds

So what do all of those NPCs actually *do* once they're involved with the professional guild? It's actually rather interesting. Factors such as [1] the sanctity of the guild's overall guiding mission, [2] the authoritative neutrality imposed by the Overlord, and [3] the valuable sharing within a mutual profession will all combine to create a peaceful neutral ground, where all NPCs can meet and gather without significant fear of violence or reprisal. In other words, guilds are where the real interaction occurs between NPCs of the same class and of different alignments. And it is a world that the PCs can enter on an individual basis, if each player so prefers.

There will be — from an outsider's perspective — an odd professional détente within a guild, where a tense peace pact exists between members of differing alignments. Therefore, (for example) in the Barbarians' "Guild," which is most likely a tribal-commune Clan Hall, many barbarians of good, evil, and neutral alignments literally rub shoulders with one another and engage in discussions, tribal pacts, champion challenges, personal duels, and tribe-to-tribe mentorships which prove to be mutually beneficial beyond the city. Blood enemies there will likely spar, negotiate, come to terms, or even plan one another's demise under relatively civil circumstances.

This odd state of affairs is strictly enforced by the guild master and his or her

deputies, who prevent deadly combat between members whenever they can. (Occasional resurrections do nevertheless occur, and the Overlord has been known to personally banish slayers who violate the sanctity of the guild neutrality pact.)

Honor duels and duels to first blood held within guild precincts are actually encouraged as a training and diplomatic outlet, but such combats must be *non-lethal* in nature and *mutually agreed upon* between the combatants. Some curious forms of respect, and even friendship, arise between hateful rivals and combatants as a result of these exciting and violent scuffles beneath the guild halls.

The agents of the Overlord — as well as *all* NPCs with high Intelligence and Wisdom scores — tend to find the professional guilds extremely valuable, because this arrangement means that they offer a trusted meeting place where even the worst blood enemies can sit down under guard and discuss their differences. The professional guild is a place where Lawful Good and Chaotic Evil sorcerers, for example, can sit at a table and communicate through powerful intermediaries so that they can trade information, spells, potion ingredient lists, secrets, or even unique treasures and magic items. After a while, good and evil NPCs grow "comfortable" with one another (to an extent) and even chat face to face. And this is why the Overlord heartily encourages the intermixing of alignments in professional guilds: they provide an outlet for ethical tensions that might otherwise erupt into urban revolt, and they make the city state culture work.

The guild neutrality pact is a perfect arrangement, however. There are death threats and shocking incidents from time to time. It is also not uncommon for rivals to "take it outside," where they conduct business in the guild and then literally try to kill each other that same night out in the streets. (The guild itself takes no responsibility for such rogue actions.) And again, that is where some bizarre friendships and displays of shared admiration tend to occur.

For Player Characters, this arrangement offers a unique chance for PCs to sit down and talk with their dungeon-encountered enemies, or — and this is sometimes even more valuable — to talk with an enemy's followers and disciples. ("Would you please pass on to the great Lord Xaerien that we are indeed willing to cease and desist our current investigations beneath the temple, provided he in turn agrees to …")

This bizarre and dramatic state of affairs will be likely to appeal to some of your more venturesome players. And for the power gamers, you can pass on this little tidbit as well: behaving well in a guild, where these tense interactions are carefully observed, can directly result in the improvement of a PC's social standing. Word gets out when powerful up-and-coming heroes act wisely in difficult political circumstances. And for those nervous players who hate to see their PCs

die? You can tell them that if they ever earn a villain's personal respect, it's very possible that said individual might end up sparing PC lives in a future combat encounter. Professional guilds may never feel 100% safe as place to "live," but they are fascinating … and they are never boring.

As you can imagine, these interesting interplays between PCs and NPCs can create huge campaign potential for adventure ideas, information sharing, rumors, challenges, duel "requests," and potential faction disputes and resolutions for the players to wrangle with. A lot of the best role-playing in the game can stem from the professional guilds, and the challenging interactions.

If one of your more venturesome players quickly decides to have his PC join a professional guild, and the other players witness the exchange that takes place with you (as the GM), it's very likely that other players who are on the fence will reconsider their decision to not have their PCs join the guilds too. The witnessed experience is quite addictive! Just let the situation play out as it will over time — on a player-by-player basis — and the professional guilds will gradually become one of the most important considerations in your campaign.

# IV-15-2

# The Power of the Professional Guilds

So what are the details you can expect to implement when you add guilds to the campaign? And what else goes on in a professional guild that makes them so powerful and influential in your game?

For one thing, you will want to consider the power and ramifications of PC and NPC **mentorships**. This occurs when a high-level character agrees to train a lower-level character for a limited time. Payments for such service are generally forbidden in the city state, but there is a vast and secretive culture built up around the idea of favors.

("My dear Mistress Corlynne, I do understand you wish to learn my secrets of the art of assassination. Of course my superiors would forbid training one such as yourself, but should you ever bring me a potion of healing or a fine poison or something of similar quality? Why, in that case a diplomatic man might be tempted to reconsider …")

In game terms, you can assume that an initiatory mentorship between a lower-level PC and a higher-level NPC will last for 1 game month. During that time, the PC will need to visit the guild at least twice a week for training. (There can still be time for adventures, quick dungeon crawls, travel, investigation, rest, healing, whatever.) If 7 days should pass between visits without communication between mentor and student, the game benefit of mentorship is effectively ended.

And what is the benefit I recommend? Specifically:

While the mentorship is in play, the trainee PC will enjoy a +10% gain to *all* experience points earned, regardless of the source. This bonus applies to all activities in any location. The PC is applying insights, approaches, lessons learned, and "best practices" which have been learned from careful personal interaction and the tutelage of the mentor. The net result of this is accelerated learning.

There is no limit to in-game mentorships, other than [1] no character can engage in more than one mentorship at a time; [2] two PCs cannot engage in a shared

mentorship (that is, PCs cannot train one another in this way); [3] the GM will need to approve of any *reverse* mentorships (PC member, NPC student) on a per case basis; and, [4] a mentorship cannot exceed 1 month's game time (as masters are very busy and we are not interested in either coddling the players or turning PCs into teachers).

You, as GM, can control the general availability of mentorships through role-playing, NPC availability, and the pressing need to go on long-term adventures. I recommend that PCs only be allowed to take up to 3 separate mentorships in a game year; beyond that, the experience gain effect will be lost. In a long-term campaign, this means that a PC will have a +10% XP gain for a maximum of 3 months out of 12, which totals out to a +2.5% XP gain overall. It's actually a minor bonus, but in the short term — which is what most players tend to focus on, really — it is quite considerable.

And concerning point [3] above: Please note that, yes, PCs can serve as mentors themselves, if you want to introduce a willing low-level NPC and the player is interested. The NPC gets the XP bonus, while the PC gets a minor magic item or worthwhile favor (such as a stolen key to a treasure house being "found" one day under a pillow). Or, the NPC might agree to serve as a henchman for a limited time, and for a smaller share of treasure.

Mentorships in both directions can be very helpful to your game. They are an incentive that becomes a future plot hook. These actions will tie your players more strongly to the city and its culture, and can also serve as a source for adventuring party retainers, followers, and hirelings.

# IV-15-3

# Preparing for a City-Centered Campaign:

# Considering the Complexity Inherent in Guild Campaigns

Professional guilds are fun to play with, but you should move slowly with their implementation as you're planning your city state and the larger campaign. These entities will certainly add a layer of bookkeeping and complexity that you may not be yet prepared for.

And when you have multiple players with PCs in multiple guilds, you may eventually find that there are several guildsmen NPCs serving in the party as adventurers or henchmen. A barbarian PC for example might have a low-level NPC barbarian follower, an illusionist might have a low-level illusionist or magic-user, and so forth.

This is a perfectly fine state of affairs, because the more NPCs you have as regular members in the party, the more you can run deadly combats which are less likely to result in PC fatalities. This makes the campaign much more interesting as the PCs bond with their followers, and put them in harm's way, and feel regret for their wounds, and possibly even work to get them resurrected. You just need to be ready for extra record keeping which results from his type of play style. The player can assist you in this endeavor if you consider them trustworthy (flat out, I mean that they are mature and won't cheat on the NPC's stats, equipment lists, hit points, and so forth).

Mentorships with PC mentors and NPC followers can become common in the game if that is what you and the players wish. The city state's guild masters and elders understand that such arrangements are purely "at will," and when a guildsman or guildswoman is slain, no one will place the blame squarely on the PC's shoulders. Mentored NPCs are aware of the risks involved in adventuring and accelerated learning.

This game mechanic — when used wisely and well — will give the party (and you) a ready supply of low-level followers for future games. It will also make your players reliant on the city state as a means for party power, death risk mitigation, and character progression.

When you become comfortable with the complexity of mentorships, you can add a few new wrinkles too. For example, you can let your players know that guild membership will potentially entail duel challenges received from NPCs (which can be accepted or declined), and perhaps even invitations to trade spells or magic items with NPCs of various alignments. The players will need to make careful decisions about their PCs' responses to these emerging situations. Should a PC empower an evil rival with a magic sword, and gain a treasure for herself; or, is it less risky to sell the sword to someone else, but also to slight the diplomatic NPC? Let the players decide the solutions to such conundrums.

Not every offer in the guild will be so tricky, however. Some offers will simply be good for the player and good for the party too. NPCs may offer healing for information, or magic item identification for a favor, or even divination and sage research. Some individuals may even offer to buy or sell magic items, subdued monsters, or monster eggs on a reliable basis. The benefits from such arrangements can be considerable.

Don't let the players strong-arm you on this, however. *You* alone decide what levels of interaction will be introduced, and when, and in what manner. Your goal in introducing these types of ties will be to get the players more accustomed to treating their guild halls as places where PCs can gain influence, items, and power … outside of the dungeons deep.

## IV-15-4

## Further Powers and Benefits Provided by the Guilds

Such favors and mentorships are nice, but they may not be enough to entice a reluctant player to try for membership in a professional guild. But if you want to create a long-standing city-based campaign, there's more to consider here! Guilds are extremely useful, and the players will be missing out if they don't at least dabble in the experience.

So what else can you offer to your players and their PCs? Additional benefits to guild membership can (always at the GM's sole discretion) potentially include:

**Access to Personal Treasure Vaults:** High-level PCs who are loyal to the guild may be provided with their own 20'x20' underground treasure vaults. These vaults are extremely well protected by locks, guards, passwords, spells, and summoned monsters.

**Adventurer and Treasure Hunter Services:** Guild members can, after their first dues payment, expect to have drastically lowered costs for magic item appraisal, gem and jewelry appraisal, and equipment repair.

**An Aura of Safety:** The city's thieves and assassins are *very* in the know when it comes to knowing who is a guild member and who is not. (The guild masters "accidentally" offer these "secrets" and inside knowledge to the professional rogues, as a matter of course. No player needs to know that this arrangement exists; it is part of the sordid charm of the city state.)

So when given a choice of targets and with all things being equal, if two random fighters were going to be targeted by pickpockets and one of them was a guild member … would you care to guess which one would get nailed, and which one would never know how close he came to disaster while being none the wiser?

**An Increase in Social Standing:** Junior members who join a guild enjoy an immediate +2 gain to personal social standing. (Refer to the end of this city state system for my suggested social standing system.) After the first game month spent in good standing, there is an additional +2 standing increase. At the 6-game month point, there is another +2 increase, and after a full game year, there is a final +3 increase. This means that a PC can gain +9 standing in one game year, simply by joining a guild and behaving properly. These status increases are entirely separate from outside social gains and losses (disfavor, failed or successful missions, etc.), and are reliant upon guild dues being paid in full.

**Badges of Station:** This benefit entails the ability to wear a guild badge, brooch, tabard, and / or cloak. This will affect a few reaction rolls in a *negative* fashion, and many more reaction rolls in a *positive* fashion. Representing the guild in this way can result in shop discounts, special friendships, special rivalries, and the interest and respect of low-level NPCs. (Note that for Thieves' Guilds and Assassins' Guilds, the "badge" is probably a secret hand sign or password and not a physical object. Some guilds do not want membership made clear to everyone!)

**Buyers for Odd Treasures:** If a PC brings in newly-gained magic items that cannot be used, there is a good chance that an NPC will offer to buy the item at a fair price.

**Cheaper Goods and Services:** Very generally, most of the city state's shops, inns, and taverns have a standing 5% discount to all guildsmen, regardless of the specific guild. This applies to armor, weapon and equipment purchases; food and drink; inn and lodging prices; retainer services for sages and alchemists; and so forth. The city's establishment owners have learned that it is *very* good business to remain on the professional guilds' good side.

**Common Respect:** This involves an immediate change in how the denizens of the city state view a guild PC. All of the PC's role-playing exchanges will be altered, with most people showing respect and a few interesting souls showing a foul temper or outright disapproval.

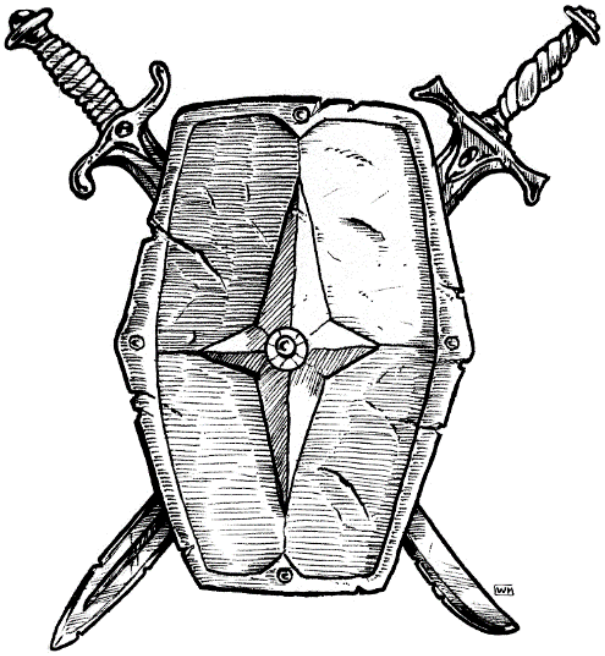
**Professional Sanctuary:** Only an extremely foolish and powerful villain would ever attack a professional guild hall. Conversely, guild halls make excellent places to take shelter in, although an entire adventuring party could not stay and lodge in this way (meaning, if you have a Fighters' Guild, only the fighter PCs could seek sanctuary there for more than a single night).

**The Respect and Eyes of the Guild Master:** Having a high-level NPC who respects you, and who knows you by name and reputation, can prove to be *very* helpful at random times, and in random places. ("Guildmaster Grax, thank the gods! You've saved us! How in the Hell did you find us here?")

**The Right of Reprisal:** If a PC is publicly wronged in the city while wearing guild regalia, there is a good chance that the guild will look into the matter on the PC's behalf. Considering politics, however, such an "investigation" might result in either a favor / aid, or merely a private apology and nothing more.

There are some other far more subtle perks to membership in a professional guild. Low-level members will always be given the option of staying overnight in the guild upon request, which can be useful (especially if one is hiding from enemies or in need of rest and meditation). Mid-level members will be allowed to stay in the guild hall for days or even weeks at a time, which allows for healing and even for legal sanctuary … although agents of the Overlord, specifically, are allowed in *all* of the guilds and can make arrests. And high-level members may even be provided with a permanent suite of modest rooms, where valuables can be stored under lock and key and guild protection. Long-term PCs will find that the guild literally becomes a home away from home, the center of the urban campaign.

Guild member PCs will also discover that they will hear a lot about city state politics, secret locations, high-level NPC dirty laundry, who-owns-which-treasure, and the activities of other guilds and factions. The guild will thus become the perfect place to hear about new adventures, clues, and leads for the foreseeable future. And if each player has a different PC in a different professional guild, this knowledge-gathering effect will be multiplied.



## IV-15-5

## Professional Guild Obligations and Disadvantages

So as the game proceeds and the PCs begin to associate the city and guilds with rest and healing, the guilds will slowly but surely move into the center of play stage.

And what are the downsides to all of this tremendous advantage the professional guilds provide? There are a few restrictions and grave considerations, as there must be to balance things. Nothing this advantageous can be free.

For one, a guild demands **tithes and dues**. That means that there is a monthly membership fee. I cannot offer you strong advice on this matter, because Game Masters have wildly different ideas about treasure, wealth, treasure distribution, and the importance (or non-importance) of money in the game. But I *can* say that in my campaign, the cost of belonging to a guild is 50 gold pieces per month, multiplied by the experience level of the PC. So a level 6 rogue would need to spend 300 gold per month for membership. If this seems low or high to you, adjust appropriately. If players are reluctant to abide, you can add or take away guild perks to make the mutual fairness of the situation clear.

Professional guilds will allow owed arrears for members, to the tune of 1 month of non-payment per 3 months of membership. So if a PC has been a member of a guild for 18 months, and cannot pay the dues on time, the guild will forgive and ignore this matter for 6 months (keeping a running tab on the dues owed, of course). When this grace period expires, all of the dues in arrears are owed at once, and the PC will find himself in a legal case before the Overlord's magistrates if the money owed is ignored. During these times of non-payment, the PC would still have full access to the guild and all of its services. The matter of delayed payment would be considered private, and no reputation changes would result.

As for more situational matters, a guild will always expect (and demand) that members should never act in a way that endangers, defames, or undermines the guild or its authority. This may seem simple in theory, but in practice it is not. Examples of big stupid no-nos include: undertaking a mission against the guild; declaring public hatred of a guild member of high standing (regardless of alignment); reporting illegal or secret activity within the guild to the Overlord; or attempting to break into the guild treasure vaults.

These limitations will be strictly adhered to. PCs who flagrantly disregard any of this will probably find themselves losing social standing, not to mention the respect of many important NPCs. The worst offenders (those who cause deaths and significant loss of guild wealth) will eventually find themselves the beneficiaries of permanent "accidents," which usually begin by the waterfront and end up in the sewers.

## IV-15-6

## Guildsman Honor and Guild Secrecy

Players should also be made aware that all guilds are *political*, *powerful*, and *never pure*. It is the way of the world, and the way of human nature.

As secretive societies, professional guilds have a silent but strong expectation of the golden maxim: "What happens in the guild, stays in the guild." In other words, if a PC were to learn a deadly secret from someone in the guild, the PC would be 100% expected to not reveal the source of that information to anyone outside the guild. Similarly, it would be extremely gauche to talk about the details of failed negotiations with an enemy in a drunken tavern rant, when those negotiations took place in a guild hall between tense and trusting rivals.

Ignoring these expectations can result in hard feelings, lifelong foes, disbarment, or even assassination attempts. You can expect things to get awkward (and interesting!) at the game table, when you have six players with PCs belonging to six different guilds, sharing crucial information but not wanting to reveal sources or too much detail. Who is more important, the guild or the PC's friends and allies? That matter is for each player to decide. And your role as GM, of course, is to play up these conflicts for entertainment purposes, and to create interesting situations that arise from uncomfortable compromises and secret sharing.

When considering all of this, try to keep in mind that you do not want to penalize players for *not* getting involved with the guilds. Rather, you want to make the guilds so interesting and so valuable that the PCs who *do* join them gain a significant resource, which the other players can witness. Anyone who feels the situation is unfair can either have their own PC join a guild, or be content with the fact that some of the guildsman's benefits benefit the larger PC party as well.

Allow this process to take its natural course, and you are very likely to find in a real year's time that your players will embrace the guild idea in the end. Even those players who refuse to have anything to do with the guilds will probably find their parties (and themselves) as "random" beneficiaries to guild favors, politics, and urgent information!

*"I will spare you," the Evil warlock murmured with a sardonic smile. "This* one *time." He feigned a yawn, cupping it into his trembling and poisonous hand.*

*"Murder in the city state is* such *a legal bother. One must make allowances and yet be wise. Oh, and by the by you might want to consider joining our guild, where your true potential could be realized. You fought well. Consider this an invitation. I would honestly find it very interesting to speak with you there, friend, and even to share some few of my masters' secrets, on neutral and common ground …"*

# IV-16

# Other Edifices and Establishments in the City

Once you have considered the major political power structures, trade guilds, and professional guilds for your city, you can start thinking about the other establishments if you like. I personally don't like to make a major city state map, because I find it too limiting to my style of play. If I need the PCs to encounter a weapon shop, a warren of alleys, an inn or an abandoned building, I just improvise one, an NPC gives directions, and a few streets later on the PCs are standing in front of the desired location.

Most GMs, however, seem to like to know how many inns, shops, etc. are located in the city. I find this information to be "death by detail" but so many people are of a contrary opinion that I feel it necessary to provide some guidelines for the other building types.

In deciding upon the number of establishments, you need to know the relative rarity of the establishment type, and the total population number of your city. If for example your city has a population of 73,000 and an establishment type has a rarity rating of 3,000, that means that your city will have (73,000 divided by 3,000 and rounded down equals) 24 of that establishment

type situated throughout your city's 30-odd quarters, wards, Temple Wards, and districts.

Here are the rarity ratings that I recommend for various establishment types. Please note that "shop" is a very generic type of building, which we can add detail to a bit further on. Taverns and inns are differentiated here; a tavern serves drink and sometimes food, but does not have lodging available, while an inn has all of those services and perhaps a little more to offer as well.

**Abandoned Building:** Rarity Rating 300

**Admiralty (Soldiery):** Rarity Rating 41,000

**Alchemist:** Rarity Rating 15,000

**Amphitheater:** Rarity Rating 22,000

**Arsenal (Guard / Soldiery):** Rarity Rating 7,300

**Asylum / Madhouse:** Rarity Rating 20,000

**Beggars' Guild:** (Special, see Beggars' Guild rules)

**Bizarre Bazaar / Dimensional Gateway:** Rarity Rating 29,000

**Blacksmith / Forge:** Rarity Rating 1,000

**Burned / Damaged District:** Rarity Rating 14,500 (which ones to be determined by GM)

**Cemetery / Mausoleum:** Rarity Rating 2,400

**Ceremonial / Garden Labyrinth:** Rarity Rating 37,000

**Circus Maximus:** Rarity Rating 70,000

**Colosseum:** 1 only

**Colossus:** Rarity Rating 59,000

**Court of Law:** Rarity Rating 5,600

**Dock / Jetty:** Rarity Rating 450

**Dream Merchant:** Rating 24,500

**Dreamlands Portal:** Rarity Rating 57,000

**Dwarven Enclave:** Rarity Rating 32,000 (subject to determination of city's population mix)

**Dwarven / Gnomish Armorer:** Rarity Rating 14,000

**Elven Enclave:** Rarity Rating 36,000 (subject to determination of city's population mix)

**Exotic Stables (Griffon, Hippogriff, etc.):** Rarity Rating 33,000

**Faction / Secret Society:** (Special, see faction rules)

**Falconer / Gyrfalconer:** Rarity Rating 9,200

**Forbidden / Abandoned District:** Rarity Rating 56,000 (which one to be determined by GM)

**Forum / Communal Square:** Rarity Rating 2,500

**Gallows Hill:** Rarity Rating 18,000 (in evil- and neutral-aligned cities only)

**Gambling / Gaming Hall:** Rarity Rating 2,700

**Gaol / Jail:** Rarity Rating 3,000

**Gemcutter:** Rarity Rating 4,000

**Gnomish Enclave:** Rarity Rating 45,000 (subject to determination of city's population mix)

**Golem Sentinel:** Rarity Rating 9,200 (types and patrol areas to be determined by GM)

**Guard / Soldier Garrison:** Rarity Rating 5,000

**Halfling Enclave:** Rarity Rating 18,000 (subject to determination of city's population mix)

**Haunted Building:** Rarity Rating 1,900

**Haunted / Forbidden Manor:** Rarity Rating 63,000

**House of Healing / Hospice:** Rarity Rating 12,000

**Inn:** Rarity Rating 1,200

**Juggernaut / Cultic Slaughter Machine:** Rarity Rating 71,000 (in evil-aligned cities only)

**Jeweler:** Rarity Rating 6,000

**Knightly Order:** Rarity Rating 16,000

**Leprosarium / Lazar House:** Rarity Rating 7,500

**Library / Archive:** Rarity Rating 4,500

**Lighthouse:** Rarity Rating 47,000

**Magic Emporium (Minor Items):** Rarity Rating 37,000

**Magic Shop (Scrolls / Potions):** Rarity Rating 15,000

**Manor House / Noble Residence:** Rarity Rating 2,000

**Manufactory / Industrial Edifice:** Rarity Rating 12,500

**Marketplace:** Rarity Rating 2,500

**Master of Hounds:** Rarity Rating 2,800

**Menagerie / Zoo:** Rarity Rating 23,000

**Mercenaries' Guild / Men-at-Arms Society:** Rarity Rating 11,000

**Monument / Statue:** Rarity Rating 600

**Museum:** Rarity Rating 18,000

**Orphanage:** Rarity Rating 6,500

**Overlord's Citadel:** 1 only

**Pleasure Hall / Brothel:** Rarity Rating 2,300

**Professional Guild:** (Special, see professional guild rules)

**Public Arbor / Garden / Park:** Rarity Rating 17,000

**Reagent Seller / Material Spell Components:** Rarity Rating 5,500

**Restricted / Locked District:** Rarity Rating 9,500 (which ones to be determined by GM)

**Ruined Building:** Rarity Rating 800

**Sage:** Rarity Rating 20,000

**Shipyard / Shipbuilding Area:** Rarity Rating 44,000

**Shop (Goods or Services):** Rarity Rating 150 (see shop system for more details)

**Sinkhole / Netherworld Entrance:** Rarity Rating 53,000

**Slave Market:** Rarity Rating 3,800 (in evil-aligned cities only)

**Stables:** Rarity Rating 900

**Subdued Monster Master:** Rarity Rating 42,000

**Tavern:** Rarity Rating 400

**Temple:** (Special, see Temple Ward rules)

**Tower (Guard / Soldiery):** Rarity Rating 1,600

**Tower (Private / Noble):** Rarity Rating 3,200

**Trade Guild:** (Special, see trade guild rules)

**Treasure House / Warehouse:** Rarity Rating 3,500

**Undercity Entrance:** Rarity Rating 1,100

**Urban Dragon's Grotto:** Rarity Rating 49,000 (in good-aligned cities only)

**Wizarding School / Scholomance:** Rarity Rating 60,000

Additional non-shop edifices, ministries, etc. can be added as needed at the GM's discretion.

# IV-17

# Specific Locales of Interest

From time to time, you will need to determine a random locale within on short notice; or, you will want to add features during the creation process that are not covered in this volume. I cannot provide you with an exhaustive set of rules for this issue, but I can give a sampling for your consideration. You do not need to use this table during the design phase unless you feel the need to cite unique development features at this time; but you might want to refer to this table glancingly and then in

depth in the future as the PCs begin to explore the city and to look for unusual features.

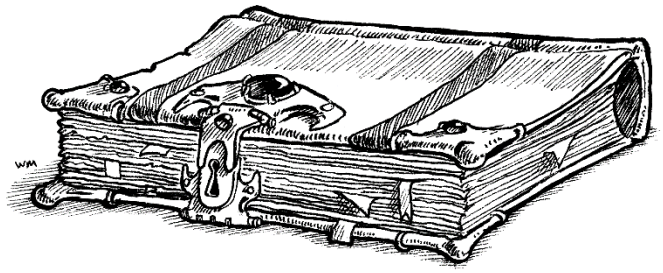
This table includes hundreds of unusual places where urban encounters can take place. As the adventurers will usually be walking out in the streets, these locales may indicate that the encounter takes place in an exterior location near a building, or in the immediate vicinity of a feature described below.

To determine the unusual locale, roll 1D1000 and consult the following table. Reroll those topic which do not seem to fit the circumstances. And for much more information on such topics, please refer to supplement CSE1, City State Encounters.

**[001-003]** Abandoned Building
**[004-006]** Abattoir
**[007-010]** Abbey
**[011-013]** Academy
**[014-016]** Admiralty
**[017-020]** Agency
**[021-023]** Alehouse
**[024-026]** Almshouse
**[027-030]** Altar
**[031-033]** Amphitheater
**[034-036]** Apartment Building
**[037-040]** Aqueduct
**[041-043]** Arbor
**[044-046]** Arboretum
**[047-050]** Archery Range
**[051-053]** Archive
**[054-056]** Arena / Naumachia (Naval Arena)
**[057-060]** Armory
**[061-063]** Arsenal
**[064-066]** Art Gallery
**[067-070]** Asylum
**[071-073]** Athletic Hall
**[074-076]** Aviary
**[077-080]** Back Door / Doorway
**[081-083]** Baiting Pit
**[084-085]** Bank
**[086-087]** Bardic College
**[088-090]** Basilica
**[091-093]** Bank
**[094-096]** Banquet Hall
**[097-100]** Barracks
**[101-103]** Bastion
**[104-106]** Bath / Bathhouse
**[107-110]** Bazaar
**[111-113]** Bell Tower
**[114-116]** Belvedere
**[117-120]** Blighted Ground
**[121-123]** Blockhouse
**[124-126]** Boarding House
**[127-130]** Boathouse
**[131-133]** Brewery
**[134-136]** Brickhouse
**[137-140]** Bridge
**[141-143]** Brothel
**[144-146]** Canal
**[147-150]** Caravansary
**[151-153]** Carriage House
**[154-156]** Castle
**[157-160]** Cathedral
**[161-163]** Cellar
**[164-166]** Cemetery
**[167-170]** Cesspit
**[171-173]** Cesspool
**[174-176]** Channel

**[177-180]** Chapterhouse
**[181-183]** Charnel House
**[184-186]** Chateau
**[187-190]** Church
**[191-193]** Circus (Race Track)
**[194-196]** Circus Maximus
**[197-200]** Cistern
**[201-203]** Citadel
**[204-206]** City Hall
**[207-210]** Clock Tower
**[211-213]** Club
**[214-216]** Coach House
**[217-220]** Coal Heap
**[221-223]** College
**[224-226]** Colosseum
**[227-230]** Colossus
**[231-233]** Column
**[234-236]** Common
**[237-240]** Common Hall
**[241-243]** Comptoir
**[244-246]** Condemned Building
**[247-250]** Conservatory
**[251-253]** Consulate
**[254-256]** Convent
**[257-260]** Counting House
**[261-263]** Court
**[264-266]** Courtyard
**[267-270]** Crematory
**[271-273]** Curiosity Shop
**[274-276]** Dam
**[277-280]** Delve
**[281-283]** Demi-Human Enclave
**[284-286]** Depot
**[287-290]** Distillery
**[291-293]** District Hall / Quarter Hall
**[294-296]** District / Quarter Perimeter
**[297-300]** Ditch
**[301-303]** Dock
**[304-306]** Dome
**[307-310]** Drill Field
**[311-313]** Dump
**[314-316]** Earthwork
**[317-320]** Embassy
**[321-323]** Emporium
**[324-326]** Estate
**[327-330]** Excavation
**[331-333]** Fane
**[334-336]** Feast Hall
**[337-340]** Ferry
**[341-343]** Firehouse
**[344-346]** Fissure
**[347-350]** Flophouse
**[351-353]** Forge
**[354-356]** Forum
**[357-360]** Foundry
**[361-363]** Fountain
**[364-366]** Friary
**[367-370]** Gallows
**[371-373]** Gambling Den
**[374-376]** Gaming Hall
**[377-380]** Gaol
**[381-383]** Garden
**[384-386]** Gate
**[387-390]** Gatehouse
**[391-393]** Geyser
**[394-396]** Granary
**[397-400]** Graveyard
**[401-403]** Great Hall of a Knightly Order

**[404-406]** Grotto
**[407-410]** Grove
**[411-413]** Guard House
**[414-416]** Guard Post
**[417-420]** Guild Hall
**[421-423]** Gymnasium
**[424-426]** Gypsy Camp
**[427-430]** Hall of Justice
**[431-433]** Hall / Tower of a Knightly Order
**[434-436]** Hall / Tower of an Occult Brotherhood / Sisterhood
**[437-440]** Haunted House
**[441-443]** Hedge Maze
**[444-446]** Heights
**[447-450]** Hermitage
**[451-453]** Hideout
**[454-456]** Hill
**[457-460]** Hole in the Ground
**[461-463]** Hospice
**[464-466]** Hospital
**[467-470]** Hot Spring
**[471-473]** Hothouse
**[474-476]** House / Residence (Exotic)
**[477-478]** House of Healing
**[479-480]** House of Ill Repute
**[481-483]** Hovel / Hut
**[484-486]** Icehouse
**[487-490]** Illusory Building
**[491-493]** Inn / Tavern (Exotic)
**[494-496]** Invisible Staircase
**[497-500]** Jail
**[501-503]** Joss House
**[504-506]** Kennel
**[507-510]** Kiln
**[511-512]** Lake
**[513-514]** Leprosarium
**[515-516]** Library

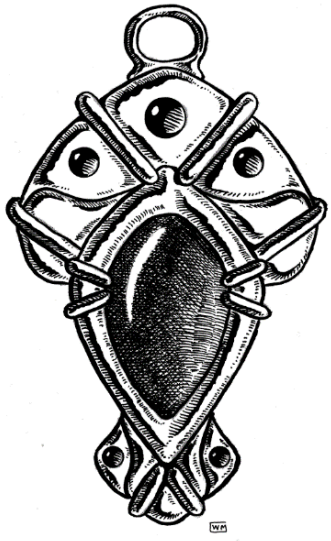


**[517-520]** Lighthouse
**[521-523]** Livery
**[524-526]** Livestock Yard
**[527-530]** Lock (Canal)
**[531-533]** Lodge
**[534-536]** Lyceum
**[537-540]** Madhouse
**[541-543]** Mage's Tower
**[544-546]** Manhole
**[547-550]** Manor House
**[551-553]** Manse
**[554-556]** Mansion
**[557-560]** Manufactory
**[561-563]** Market / Marketplace
**[564-566]** Mausoleum
**[567-570]** Mead Hall
**[571-573]** Memorial
**[574-576]** Menagerie
**[577-580]** Mill
**[581-583]** Mine Entrance
**[584-586]** Ministry
**[587-590]** Mint
**[591-593]** Moat
**[594-596]** Monastery

**[597-600]** Moneychanger's Shop / Stall
**[601-603]** Monument
**[604-606]** Mortuary
**[607-610]** Museum
**[611-613]** Mysterious Dwelling
**[614-616]** Nunnery
**[617-620]** Observatory
**[621-623]** Open Basement
**[624-626]** Open Shaft
**[627-630]** Opera House
**[631-633]** Orphanage
**[634-636]** Overlook
**[637-640]** Pagoda
**[641-643]** Palace
**[644-646]** Parade Ground
**[647-650]** Park
**[651-653]** Partially Burned Building
**[654-656]** Partially Constructed Building
**[657-660]** Pavilion
**[661-663]** Piazza
**[664-666]** Pit
**[667-670]** Pit Fighting Den
**[671-673]** Playhouse
**[674-676]** Pleasure House
**[677-680]** Pool
**[681-683]** Priory
**[684-686]** Prison
**[687-690]** Pyramid
**[691-693]** Quarry
**[694-696]** Ramp
**[697-700]** Rat-Killing Arena
**[701-703]** Rectory
**[704-706]** Redoubt
**[707-710]** Refuge
**[711-713]** Rental Villa
**[714-716]** Reservoir
**[717-720]** Rooming House
**[721-723]** Rotunda
**[724-726]** Row Building
**[727-730]** Royal Labyrinth
**[731-733]** Ruined House
**[734-736]** Ruined Temple
**[737-740]** Ruined Tower
**[741-743]** Sacred Ground
**[744-746]** Sacred Tree
**[747-750]** Safehold
**[751-753]** Safehouse
**[754-756]** Salon
**[757-760]** Sanatorium
**[761-763]** Sanctuary
**[764-766]** Scaffolding
**[767-770]** Scenic Overlook
**[771-773]** School
**[774-776]** Scriptorium
**[777-780]** Sculpture Garden
**[781-783]** Secret Building Entrance
**[784-786]** Secret Dungeon Entrance
**[787-790]** Sewer Entrance
**[791-793]** Shack
**[794-796]** Shanty
**[797-800]** Shelter
**[801-803]** Shipyard
**[804-806]** Shop / Store (Exotic)
**[807-810]** Shrine
**[811-813]** Slag Heap
**[814-816]** Slaughterhouse
**[817-820]** Slave Market
**[821-823]** Sludge Pit

**[824-826]** Slum
**[827-830]** Smithy
**[831-833]** Smokehouse
**[834-836]** Society Hall / House
**[837-840]** Spring
**[841-843]** Square
**[844-846]** Stables
**[847-850]** Stall
**[851-853]** Stockpile
**[854-856]** Storehouse
**[857-860]** Stronghold
**[861-863]** Sty
**[864-866]** Tattoo Parlor
**[867-870]** Teahouse
**[871-873]** Temple
**[874-875]** Tenement
**[876]** Tent
**[877-880]** Terrace
**[881-883]** Theater
**[884-886]** Toll Gate
**[887-890]** Tomb
**[891-893]** Tower
**[894-896]** Trading Post
**[897-900]** Trash Heap
**[901-903]** Treasure House
**[904-906]** Treasury
**[907-910]** Triumphal Arch
**[911-913]** Tunnel
**[914-916]** Underground Passageway
**[917-920]** Unholy Ground
**[921-923]** University
**[924-926]** Untouchable Edifice
**[927-930]** Villa
**[931-933]** Vinery
**[934-936]** Wall
**[937-940]** Warehouse
**[941-943]** Watch Barracks
**[944-946]** Watchtower
**[947-950]** Waterway
**[951-953]** Waterwheel
**[954-956]** Well / Well House
**[957-960]** Wharf
**[961-963]** Whorehouse
**[964-966]** Windmill
**[967-970]** Winery
**[971-973]** Wizarding School
**[974-976]** Workhouse
**[977-978]** Ziggurat
**[979-980]** Zoo
**[981-000]** Unique Hybrid Construct (Roll Twice)

That should keep your players busy for a while. And don't forget to use the Chaotic Descriptor Table if you need an instantaneous adventure site or mysterious aberration within the city!



# IV-18

# Shops, Merchants, and Service Providers

The medieval and Renaissance eras featured a baffling array of shops, goods, and services; many of these specializations are highly odd, charming, and/or nearly forgotten. There are so many in fact that carefully delineating them would require an entirely separate supplement of several hundred pages. However, I have chosen 500+ of the more interesting ones and used them to populate the D1000 table below.

Some of the more obscure entries below may require a few seconds of research on your part, but that's all part of the fun (and, to be frank, is educational).

Very broadly, shops, stalls, boats, or yards that sell "goods" are ones which offer physical objects (food, drink, tools, even animals), and those that sell "services" offer conceptual conveniences (healing, horseshoeing, sage advice, rest, and so forth). You can be more methodical about these shops if you like, placing (for example) all of the blacksmiths on one street, the armorers on an adjacent street, and the spice sellers on another. However, I find this creates a boring and predictable mall-like atmosphere which kills the players' sense of discovery. I think you're much better off if you consider each district as a rival neighborhood (think Brooklyn – Queens), each with their own inns, taverns and shops, and a populace that strongly prefers the local stomping grounds to the stinky and inferior establishments those other dumb guys use across the road.

I doubt that you'll ever reach the point where you want to detail every single shop and merchant in the city, but here's a resource you can use to roll randomly as many times as you like.

Have fun using Ctrl-F if you need to find something extremely specific! Or, just use "(blank) seller" or "(blank) provider" and call it good.

For random determination of a shop or merchant type, roll 1D1000 and consult the following:

**[001-003]** Acater / Purser (ship provisions)

**[004-005]** Accipitary (bird of prey training, training in matters of falconry; see also Falconer)

**[006-008]** Accomptant / Accountant (accounting)

**[009-011]** Accoutre / Accoutrement Maker (military and men-at-arms' accessories)

**[012]** Acrobat (dexterous entertainer)

**[013]** Actor (in-character performances; perhaps willing to serve as an impersonator)

**[014-015]** Actuary (financial bookkeeping)

**[016-018]** Administrator (noble's affairs)

**[019-021]** Advocate (public defender / prosecutor)

**[022-023]** Agister (pony seller / stabler)

**[024]** Alabasterer (alabaster sculptures and ornamentation)

**[025-026]** Alchemist / Potion Master (potions and elixirs)

**[027-029]** Alderman / Expert Advisor (senior counselor, advisor)

**[030]** Ale Conner / Taster (ale quality / cheats)

**[031-035]** Ale Draper (ale)

**[036-038]** All Spice (groceries and spices)

**[039]** Almanac Man (prediction of floods and tides)

**[040]** Alnager (wool quality)

**[041]** Amanuensis / Secretary (clerk assistant, various paperwork)

**[042-043]** Ambassador (diplomatic relations)

**[044]** Amber Cutter (amber and jewelry)

**[045-046]** Ambler (horse breaker / tamer)

**[047-048]** Anchor Smith (anchors)

**[049]** Animal Catcher (stray animals)

**[050-052]** Animal Trainer (training of mounts and guardian beasts)

**[053]** Anvil Smith (anvils)

**[054-055]** Apiarian / Beekeeper (honey)

**[056-060]** Apothecary (medicine and herbal remedies)

**[061-063]** Apparitor (coin metals)

**[064-068]** Appraiser (estimates values of non-magical items)

**[069-070]** Aquarius / Water Seller (relatively pure drinking water)

**[071-072]** Aquavita Seller (alcohol, including non-drinkable solutions)

**[073]** Arcane Armorer (magical armor and shields)

**[074]** Arcane Swordsmith (magical swords)

**[075]** Arcane Weaponsmith (miscellaneous magical weapons)

**[076-077]** Archiator (healing and medicine)

**[078]** Archil Maker (violet dye)

**[079-081]** Architect / Master Builder (building designer)

**[082-084]** Arkwright (chests and coffers)

**[085-089]** Armorer (metal armor and shields)

**[090-091]** Artificer (miscellaneous magic items)

**[092-095]** Artisan / Faber (skilled craftsman of objects; roll again for type)

**[096-100]** Artist (skilled creator of art, drawings, paintings, statues, etc.)

**[101-103]** Ashman / Dustman (garbage collector, junk removal)

**[104]** Assassin (hired killer, certainly under Overlord laws of balance and reprisal)

**[105-106]** Assayer (ore quality tester)

**[107-108]** Assessor (fines and fees, assistance with debt collection)

**[109-111]** Astrologer (celestial predictions)

**[112]** Astronomer (study of celestial bodies)

**[113-114]** Atilliator (crossbows)

**[114-118]** Auctioneer / Canting Caller / Out Crier (sells items to the highest bidder)

**[119]** Augur Maker (wood-boring tools)

**[120-122]** Aurifaber / Goldbeater / Goldsmith (items of gold)

**[123-124]** Avenator / Haymonger (hay merchant)

**[125]** Axeman / Feller / Woodcutter (chops down trees)

**[126]** Axle Maker (axles for carts and wagons)

**[127]** Back Maker (tubs and vats)

**[128-130]** Bagman (sale of general goods)

**[131-133]** Bagniokeeper (bathhouse or brothel keeper)

**[134-136]** Baker / Baxter / Furner / Pistor (bread)

**[137-138]** Balance Maker (balances and weights)

**[139-141]** Ballard Heaver / Master (ship loader)

**[142-144]** Banker / Cambist (money keeping and investments)

**[145-147]** Barber / Tonsor (hair cutting and minor surgery)

**[148-150]** Bargeman / Keeler / Keelman (barge operator)

**[151]** Barker (entertainment announcer; perhaps willing to cause distractions)

**[152-153]** Barrel Maker / Bushel Maker / Cooper (barrels)

**[154-156]** Barrister (solicitor or lawyer)

**[157-158]** Basil Worker (sheepskin and goatskin)

**[159-160]** Basket Maker / Basket Weaver / Basketman (baskets)

**[161]** Bather (bathhouse owner)

**[162-163]** Bawd / Brothel Keeper (pimp)

**[164]** Bead Piercer / Beader (beads and beading)

**[165]** Bear Trainer (ursine guardian beasts; 10% chance of raising badgerbears from cubs to adulthood)

**[166]** Bear Ward (performing bear owner)

**[167-169]** Beer Seller / Beerman (beer)

**[170]** Bell Hanger (places bells in buildings)

**[171-172]** Bellfounder / Campaner (large bells)

**[173]** Bellmaker (small bells, sleigh bells)

**[174-176]** Bellman (letter and message collector)

**[177]** Bellows Maker (bellows)

**[178-179]** Besom Maker / Broom Squire / Broomdasher (brooms)

**[180-182]** Bever (drinks)

**[183-185]** Bill Poster (puts up notices to attract henchmen, mercenaries, buyers, etc.)

**[186-187]** Billier (axe maker)

**[188-189]** Binder / Bookbinder (books and scroll codices)

**[190]** Bird Catcher / Fowler / Vogeler (birds)

**[191-195]** Blacksmith / Forgeman / Hammerman (iron tools)

**[196-198]** Bladesmith (swords and knives)

**[199-200]** Blemmere / Plumber / Plumbum Worker (plumbing and repairs)

**[201]** Blentonist (water divinations)

**[202-203]** Bloodletter / Bloodman / Leechman (healing with leeches or bloodletting)

**[204-205]** Blower / Glassblower (glass vessels)

**[206]** Boarding Officer (ship inspector, shipment legality; may be willing to accept bribes)

**[207-208]** Boardwright (chairs and tables)

**[209-210]** Boatmaker / Boatwright (boats, as opposed to ships)

**[211-213]** Boatman (boat travel)

**[214-215]** Bodger (cudgels and chair legs, including clubs etc.)

**[216-218]** Bodyguard (urban protection services)

**[219-220]** Bone Picker / Bunter / Caffler / Ragman (rags and cheap clothing)

**[221-222]** Bonecarver (ornamental bone items and buttons)

**[223]** Bonesetter (broken bones, healer)

**[224-225]** Bookbinder (books and scroll codices)

**[226-228]** Bookkeeper (accounting and reminder matters)

**[229-231]** Bookseller (books)

**[232]** Boonmaster (road surveyor)

**[233-235]** Boot Maker (boots)

**[236-237]** Boothman (corn and grain)

**[238-239]** Borler (cheap cloth and clothing)

**[240-241]** Bottelier / Bottler (leather bottles and wineskins)

**[242-244]** Bounty Hunter (criminal catcher, under the Overlord's laws)

**[245-246]** Bowler / Bowlman (bowls and dishes)

**[247-249]** Bowyer (bows)

**[250]** Braider (cords and threads)

**[251]** Brailler (girdles)

**[252-253]** Brasiler (dyed cloth and clothing)

**[254-256]** Brass Smith / Brownsmith / Lattener (brass tools and ornaments)

**[257-261]** Braumeister / Brewer (brewed drinks)

**[262-264]** Brazier (brass tools and ornamentation)

**[265-267]** Brick Maker / Bricker (bricks)

**[268-269]** Bricklayer (walls made with bricks)

**[270-271]** Brightsmith (general metal worker)

**[272-273]** Broderer / Brotherer / Embroiderer (embroidery)

**[274-276]** Bronzefounder / Bronzesmith (items of bronze)

**[277-278]** Buck Washer / Launderer / Laundress / Lavender (clothing cleaning)

**[279]** Buckle Maker / Buckler / Bucklesmith (buckles)

**[280-281]** Buckram Maker (stiffened cloth and belts)

**[282]** Buffoon / Jester (comical entertainment)

**[283-285]** Bumboat Man (merchant in a boat at the docks)

**[286]** Bureler (coarse wool cloth)

**[287]** Burler (clothing quality inspector)

**[288-289]** Burye Man / Buryman / Gravedigger (digs graves)

**[290-291]** Busker / Friseur / Hair Dresser (hairstyles)

**[292-296]** Butcher / Carnifex / Fleshewer (meats)

**[297]** Butner / Button Maker (buttons)

**[298]** Button Burnisher (button polisher)

**[299-300]** Cabinet Maker (cabinets)

**[301-304]** Caddie / Errand Runner / Foot Man / Nuncio (messenger)

**[305-308]** Cafender / Carpentarius / Carpenter / Joiner (various woodwork)

**[309]** Cainer (walking sticks and canes)

**[310-312]** Caird / Clouter / Tinker (miscellaneous mending and repairs)

**[313]** Calciner / Kilner (powdered lime)

**[314-315]** Calligrapher (artistic script)

**[316]** Cambric Maker (fine linen and fabric)

**[317-319]** Camlet Merchant (woven fabrics and cloaks)

**[320-322]** Canaller / Legger (canal boat travel)

**[323-325]** Candle Maker / Chandler (candles)

**[326]** Candy Maker / Confectioner / Flauner (candy)

**[327-329]** Canvaser (canvas and canvas sacks)

**[330]** Cap Maker / Caper (caps)

**[331-332]** Caretaker (grounds or property watchman)

**[333]** Carriage Maker (carriages)

**[334-335]** Carter / Drayman (cart transportation)

**[336-338]** Cartographer / Mapmaker (maps)

**[339-340]** Cartomancer (tarot deck fortune teller)

**[341-343]** Cartwright (carts and small wagons)

**[344]** Caster / Castora (pepper shakers and spice boxes)

**[345-347]** Catchpole (debtor chaser)

**[348-350]** Caulker / Hull Minder (ship and boat hull maintenance)

**[351]** Ceiler (ceiling maker and repairer)

**[352]** Chain Maker / Chainer (chains)

**[353-354]** Chair Bodger / Chair Maker (chairs)

**[355-356]** Chapeler / Hatter (hats)

**[357-359]** Chapman / Copeman (handmade goods from the outlying villages)

**[360-363]** Charcoal Burner / Collier / Fueler (charcoal)

**[364-366]** Charman / Charwoman (cleaning)

**[367-368]** Chaunter / Singer (singing entertainer)

**[369-371]** Cheese Maker / Cheese Monger (cheese)

**[372]** Chiffonier / Nob Thatcher / Peruker / Wig Maker (wigs)

**[373]** Child Catcher (heh heh!)

**[374-375]** Chimney Sweep / Kneller (chimney cleaning)

**[376-377]** Chinglor / Shingler (roofs of wooden shingles)

**[378-379]** Chirurgeon (apothecary and surgeon)

**[380-381]** Chowder / Fisherman / Fishmonger (fish)

**[382-383]** Chronologist / Historian (historical research)

**[384-386]** Claker (cantrips and entertaining magic)

**[387-389]** Clapman / Cirer (announcements and henchman hires)

**[390-391]** Clayman / Pugger (potter's clay)

**[392]** Clockmaker (clocks and clockwork)

**[393]** Clogger (wooden shoes)

**[394-398]** Clothier / Clothman (general clothing)

**[399-400]** Coach Driver / Coachman (coach or carriage transport)

**[401-402]** Coalman / Coalmeter (coal)

**[403-407]** Cobbler / Laster / Schumacker / Shoemaker (shoes)

**[408-412]** Collector (purveyor of some kind of fine /rare objects)

**[413-415]** Color Man / Coloratora / Dexter / Dyer / Lister / Tinctor (clothing coloration)

**[416-418]** Colporteur (temple-associated books)

**[419-423]** Cook / too many specialized titles to mention (cooked foods)

**[424-426]** Copperbeater / Coppersmith / Redsmith (items of copper)

**[427-431]** Courier (carries messages and small items)

**[432]** Coracle Maker (small round fishing boats)

**[433-435]** Cordwainer (fine leather and boots)

**[436-437]** Coster Wife / Costermonger (fruit)

**[438]** Cratch Maker (hay mangers)

**[439-440]** Crocker / Dish Thrower / Potter (baked clay goods, plates etc.)

**[441-442]** Crystal Gazer (divination)

**[443-444]** Curator (museum collections, large collections)

**[445-447]** Curer / Pipeweed Seller (pipeweed)

**[448-452]** Curiosity Seller (random exotic things)

**[453-455]** Currier / Tanner (treated hides and skins)

**[456-457]** Cutler / Matchet Forger (knives and shears)

**[458-460]** Dairymaid / Dairyman / Dey Wife (milk and cream)

**[461-462]** Dancer (musical entertainment)

**[463-465]** Dateler / Dayman (miscellaneous light labor)

**[466-468]** Delver / Digger / Ditch Digger / Ditcher (digging)

**[469-470]** Dentist (tooth cleaner)

**[471-472]** Depater (precious metal refinement)

**[473-474]** Diplomat / Negotiator (parley arrangements)

**[475-476]** Dipper / Glazer (pottery glazing)

**[477-478]** Dish Turner (wooden dishes)

**[479-481]** Distiller / Rectifier (distilled liquids and alcoholic beverages)

**[482-484]** Diver / Dredgerman (diving and bay salvage)

**[485-487]** Docker (dock transport and moving goods)

**[488-490]** Doctor (general physician)

**[491]** Dog Leech (dog veterinarian)

**[492]** Dowser (water finder)

**[493-494]** Draftsman (drawings, plans)

**[495-497]** Dragoman / Interpreter (language specialist)

**[498-499]** Draper (cloth, cloaks, mantles, and general clothing)

**[500-501]** Dream Merchant (Dreamlands dreams and materials)

**[502-503]** Dressmaker / Mantuamaker (dresses)

**[504-505]** Drift Maker / Net Maker / Netter (nets)

**[506-508]** Drover (sheep and cattle)

**[509-512]** Dry Goodsman (textiles and sundries)

**[513-515]** Dry Salter (salted foods, iron rations)

**[516-517]** Duelist (honor duel proxy)

**[518-522]** Duffer / Peddler (miscellaneous cheap goods)

**[523-524]** Dung Carter / Gong Farmer (dung fuel and removal)

**[525-529]** Dungeoneer's Outfitter / Explorer's Outfitter (adventuring gear)

**[530-532]** Dye Maker / Dye Merchant (dyes and paints)

**[533]** Earth Stopper (seals burrows and holes; 10% chance to know of an entrance to the netherworld)

**[534]** Eggler (eggs, possibly including monster eggs)

**[535-536]** Ellerman / Oil Maker / Oil Merchant / Oilman / Oynter (oil flasks and flaming oil)

**[537]** Embalmer (zombies and corpse preservation)

**[538-539]** Embosser (molded or carved ornament designs)

**[540-542]** Engineer / Ginour (physical machinery)

**[543-545]** Entertainer (general entertainment)

**[546-547]** Estafette (mounted courier)

**[548-550]** Exporter (trade arrangements)

**[551-552]** Exterminator (vermin removal)

**[553-554]** Faire Performer (carnival entertainment)

**[555-556]** Falconer / Fawkner / Hawker (trained falcons and hawks)

**[557-558]** Farrier / Ferrier / Shoesmith (horseshoes)

**[559-560]** Featherman / Featherwife / Plumassier / Plumer (feathers and plumes)

**[561-562]** Felt Maker / Felter (felt)

**[563-567]** Fence (sale of questionable goods)

**[568-572]** Feroner / Iron Founder / Iron Master / Iron Monger (iron works)

**[573-574]** Ferryman (water crossings or trade)

**[575-576]** Fewterer / Master of Hounds (hunting and guard dogs)

**[577]** File Cutter (files and thieves' tools)

**[578-579]** Flatman / Floatman (small barge transport)

**[580-581]** Fletcher (arrows)

**[582]** Food Taster (assassin protection)

**[583-584]** Fortune Teller (divination, magical or non-magical)

**[585]** Fossil Collector (fossils)

**[586-587]** Fower / Street Sweeper (street / alley / exterior cleaning)

**[588]** Freser (frieze artist)

**[589-590]** Fripperer / Upholder (second-hand clothes)

**[591-592]** Frobisher / Furber (metal polisher and metal armor cleaner)

**[593-594]** Fruiterer (fresh and candied fruit)

**[595-598]** Fulker / Pawnbroker (used goods)

**[599]** Fuller (cloth thickness changes, cleaning, and modifications)

**[600]** Funambulist / Second Story Man (tightrope-walking entertainer)

**[601-602]** Furrier (furs)

**[603]** Galvanizer (metal coatings)

**[604-606]** Gardener (gardens and garden plants)

**[607]** Garlicmonger / Maderer (garlic, and perhaps vampire hunting equipment)

**[608-609]** Gatward (goats)

**[610-611]** Gaunter (gauntlets and armored gloves)

**[612-614]** Gemcutter / Gemner / Lapidary (gems)

**[615]** Ghost Hunter (spirit chaser)

**[616]** Gilder (gold leaf and ornamentation)

**[617]** Girdler (girdles and belts)

**[618-619]** Glass Blower (fragile glass creations)

**[620-622]** Glass Seller / Glazier / Verrier (glass works)

**[623-624]** Glasswright (glass repairs)

**[625-627]** Glovemaker / Glover (gloves)

**[628-629]** Graffer / Scribe / Scrivener (document or book copies)

**[630-632]** Greengrocer (fruit and vegetables)

**[633-637]** Grocer (fresh foods)

**[638-640]** Groom / Holster (horse grooming)

**[641-643]** Guide (city ways and paths)

**[644-645]** Haberdasher (sewing items and primarily men's clothing)

**[646-647]** Hacker (hoes and farming tools)

**[648-649]** Halberdier (halberds and pole arms)

**[650-654]** Hansard / Weapon Smith (miscellaneous weaponry)

**[655-657]** Harness Maker / Knacker / Lorimer (tack and harness)

**[658]** Harper (harp music)

**[659]** Hayward / Hedger (hedging and fencing)

**[660-661]** Healer (magical healing)

**[662-663]** Herald / Pursuivant (heraldry and formal proclamations)

**[664-665]** Herbalist (medicinal herbs, herb identification)

**[666-667]** Hobbler (canal / river boat or barge tower)

**[668-669]** Hoggard (pigs)

**[670]** Horner (objects made out of antler or horn)

**[671]** Horse Leech (horse veterinarian)

**[672-674]** Horse Trader (horses)

**[675]** Hosier (stockings, nightcaps, gloves)

**[676-677]** Housewright (house architect / builder)

**[678-679]** Hoyman (coastal voyages)

**[680-681]** Hurdleman / Hurdler (wooden fencing and property borders)

**[682-683]** Iceman (ice)

**[684-685]** Illuminator (painted books)

**[686-688]** Importer (foreign goods and trade)

**[689-690]** Ink Maker (inks, possibly including spell scroll inks)

**[691-695]** Innkeeper (inn services)

**[696-697]** Instrument Maker (musical instruments)

**[698-699]** Intelligencer (polite name for spying that does not involve illegal activity, infiltration, etc.)

**[700]** Ivorist / Ivory Worker (ivory carvings)

**[701-703]** Jeweler (jewelry)

**[704-706]** Junkman (cheap or damaged goods)

**[707-708]** Kennel Master (dog keeping and dog training)

**[709]** Kiddier (goatskin hides and leather)

**[710]** Knapper (flint tools and weapons)

**[711-715]** Laborer (general physical work)

**[716-717]** Lacemaker / Lace Master / Lace Mistress / Laceman (lace)

**[718-719]** Lamplighter (keeps lamps or lanterns lit)

**[720-722]** Lampwright (lamps and lanterns)

**[723]** Lancier (lances)

**[724-726]** Lawyer (law representation)

**[727-731]** Leather Boiler / Leather Worker (leather items and armor)

**[732-734]** Legerdemainist (paid magic for hire)

**[735]** Lensgrinder (lenses and magnifying crystals)

**[736-737]** Lighterman (ferries from ship to boat)

**[738-739]** Limner (painted signs and surfaces)

**[740-741]** Linen Armorer (padded armor)

**[742-745]** Linen Draper / Linener / Linenspinner (linen specialist)

**[746-747]** Linkboy / Linkerboy / Linkman / Lynk (guide carrying a torch, perhaps even into dungeons)

**[748-749]** Litter Bearer (carries people on a litter)

**[750-754]** Livestock Seller (livestock animals)

**[755-756]** Locksmith (locks and lock opening)

**[757]** Lutemaker / Luthier (lutes and similar musical instruments)

**[758]** Mailer (enamel ornamentation)

**[759-760]** Malemaker (leather trunks and bags, and likely backpacks)

**[761-765]** Man-at-Arms (mercenary soldier)

**[766-767]** Marler (fertilizer soil)

**[768]** Mask Maker (masks)

**[769-773]** Mason / Stonecutter (stone and brick works)

**[774]** Masquer (masked entertainer)

**[775]** Master of the Revels (large parties and celebrations)

**[776-778]** Master Mariner / Sea Captain / Ship's Captain (naval journeys)

**[779-780]** Mealman (flour and meal)

**[781]** Menagerie Keeper / Zookeeper (menagerie of beasts, perhaps even of monsters)

**[782-784]** Mercer (linen and silk)

**[785-786]** Meterer / Poet (poetry or assistance with eloquent language)

**[787-791]** Miller / Mileress / Molitor (corn and grain, flour)

**[792-793]** Milliner (fine hats, typically for women)

**[794]** Millpeck (millstones)

**[795]** Millwright (building mills)

**[796]** Miniaturist (small paintings, perhaps dioramas)

**[797]** Mirror Maker / Mirrorer (mirrors)

**[798-800]** Moneychanger (change for coin denominations, e.g. copper to gold)

**[801-805]** Moneylender (loans at interest)

**[806-808]** Mudlark / Tosher (river, canal, and sewer scavenger; perhaps Undercity guide as well)

**[809]** Muffin Maker / Muffin Man (muffins!)

**[810-811]** Mugseller (mugs and cups)

**[812-813]** Muleteer (mules and mule driving)

**[814-815]** Musician / Musicker (entertainment with musical instruments)

**[816]** Mustarder / Mustardman (mustard and likely other spices)

**[817-819]** Navigator (seafaring)

**[820]** Nedeller (needles, and possibly lockpicks)

**[821-822]** Night Soilman / Nigthman (empties cesspits; 10% chance to know the location of an underground tentacle beast lair)

**[823-825]** Nightwalker / Wakewalker (security guard for property / area)

**[826-827]** Notary (legal and public documents, witnessing signings)

**[828-829]** Occultist (superstitious research)

**[830-831]** Orator (public speaking and announcements)

**[832-836]** Pack Handler (manages packs and beasts of burden)

**[837-839]** Painter (paintings or painted surfaces)

**[840]** Paling Man (eels)

**[841-842]** Papermaker (paper or papyrus)

**[843-844]** Parchmenter / Perchemear (parchment)

**[845-846]** Parfumier / Perfumer (perfumes)

**[847]** Pasteler / Pastry Maker (pastries)

**[848]** Paver (paving stones)

**[849-850]** Pewter Smith / Peweterer (pewter ornaments)

**[851]** Pie Seller (pies)

**[852]** Pinder (dog catcher)

**[853-854]** Playwright (plays and written speeches)

**[855-857]** Poleturner (pole arms)

**[858-859]** Polentier / Poulterer (chickens and other birds)

**[860-864]** Porter (carrier of burdens, perhaps even in wilderness expeditions)

**[865-869]** Provisioner / Sutler / Victualer (food and rations, particularly for large expeditions)

**[870]** Puppeteer (entertainment with puppets)

**[871-872]** Purse Maker / Purser (purses and belt pouches)

**[873-874]** Rat Catcher / Rat Killer / Ratoner (exterminator)

**[875-876]** Redar (dream interpreter, perhaps with Dreamlands knowledge)

**[877-878]** Reedmaker (flutes and similar instruments)

**[879-880]** Rope Maker (ropes)

**[881-882]** Roper (ropes and nets)

**[883-884]** Rug Maker / Rug Weaver / Rugman (rugs and carpets)

**[885-886]** Saddle Maker / Saddler (saddles for mounts)

**[887-888]** Salt Boiler / Salter (salt)

**[889-890]** Sarcinet Weaver / Silk Mercer / Silk Twister / Silkmaid (silk)

**[891-892]** Sawyer (timber cutting)

**[893]** Scabbard Maker / Sheath Maker (scabbards)

**[894-896]** Scrimer / Weapons Master (weapons proficiency)

**[897-898]** Sculptor (statues)

**[899]** Scythesmith (scythes and sickles)

**[900-904]** Seamstress / many specialized terms (sewn clothing and repairs)

**[905]** Seedsman (seeds and seed planting)

**[906]** Sheargrinder (shears)

**[907-908]** Shield Maker / Shieldwright (shields)

**[909-910]** Ship Builder / Shipwright (ships, as opposed to boats)

**[911-912]** Shipchandler (grocer for ship crews)

**[913]** Shrager (tree trimmer, topiary)

**[914-916]** Silversmith (items of silver)

**[917]** Slater (stone shingles)

**[918-919]** Slave Lord / Slave Merchant / Slaver (slaves)

**[920-922]** Smelter (ore refinement)

**[923-924]** Soap Boiler / Soper (soap)

**[925-929]** Spice Master / Spice Merchant / Spice Seller (spices)

**[930]** Stenographer (transcriber of speeches)

**[931-935]** Stevedore (loads and unloads ships)

**[936-938]** Surgeon (medical procedures)

**[939-940]** Sword Cutler / Sword Maker / Swordsmith (swords)

**[941-945]** Tailor (clothing and padded armor)

**[946]** Tallow Chandler (tallow candles)

**[947-948]** Tapestry Weaver / Tapicer / Tapiter (tapestries)

**[949-953]** Tavern Keeper (tavern services)

**[954-956]** Teacher / Tutor (education)

**[957-961]** Textor / Weaver (clothing and padded armor)

**[962-964]** Thacker / Thatcher (straw roofs)

**[965]** Tile Burner / Tile Maker / Tiler (tiles and tile ornamentation)

**[966-967]** Tin Smith / Tinman / Tinner / Whitesmith (tin tools and ornamentation)

**[968-969]** Torch Maker (torches)

**[970-971]** Torchlighter (keeps torches lit)

**[972]** Toymaker (Toys)

**[973-977]** Trader (miscellaneous bartered goods, bartering agreements)

**[978]** Unguentary (unguents)

**[979-981]** Vintager / Vintner / Wine Merchant (wines)

**[982-984]** Wagoner (wagon transport)

**[985-986]** Wainwright (wagons)

**[987]** Wand Maker / Wand Merchant (magical rods, staves, and wands; also recharging)

**[988]** Waxchandler (beeswax candles)

**[989]** Wheelwright (wheels)

**[990]** Whitster (cloth bleacher)

**[991]** Wire Drawer (wires and lockpicks)

**[992-996]** Wood Worker / Woodcarver (wooden items and shields)

**[997-999]** Woodmonger (firewood)

**[000]** Capable Eccentric (roll twice)

This system will never be complete, but it's quite comprehensive as is. Entries are consolidated to avoid significant repetition in random results. Before deciding that something is not included here, be sure to check the alphabetical entries; for example "Peddler" is found under "Duffer / Peddler" because the two terms are similar.

# IV-19

# Streets and Alleys

Do you need a quick name for a street, or assistance with coming up with good street names for your city districts?

Roll 1D100 twice, once for a descriptor and once for street type, on the table below. You can use the name either as descriptor-type (e.g., "Amber Crossroads") or with a preposition (e.g., "The Crossroads of Amber"). If that's not enough detail, roll another descriptor (e.g., "Crossroads of the Amber Dagger") or come up with an additional name or evocative word on your own. And if you want something esoteric, you can rely on the Chaotic Descriptor Table, as featured previously in Section IV-10-1.

**Street Descriptor**

**[01]** Amber, **[02]** Amethyst, **[03]** Apprentice, **[04]** Assassin, **[05]** Azure, **[06]** Baker, **[07]** Bard, **[08]** Batwing, **[09]** Black, **[10]** Cairn

**[11]** Candlewick, **[12]** Caravan, **[13]** Castle, **[14]** Chime, **[15]** Citadel, **[16]** Cleaver, **[17]** Cobble, **[18]** College, **[19]** Copper, **[20]** Craftsman

**[21]** Crimson, **[22]** Cross, **[23]** Crucible, **[24]** Crypt, **[25]** Cudgel, **[26]** Cutpurse, **[27]** Cutthroat, **[28]** Dagger, **[29]** Deadman, **[30]** Deepwater

**[31]** Diamond, **[32]** Dim, **[33]** Emerald, **[34]** Fountain, **[35]** Garden, **[36]** Garrote, **[37]** Gold, **[38]** Gray, **[39]** Grimalkin, **[40]** Grimoire

**[41]** Harper, **[42]** Haven, **[43]** High, **[44]** Highwall, **[45]** Hilltop, **[46]** Horseshoe, **[47]** Inkwell, **[48]** Ivory, **[49]** Journey, **[50]** Lance

**[51]** Liberty, **[52]** Lost, **[53]** Marsh, **[54]** Merchant, **[55]** Mill, **[56]** Mire, **[57]** Moon, **[58]** Muddle, **[59]** Never, **[60]** Ochre

**[61]** Odd, **[62]** Palatine, **[63]** Pale, **[64]** Phantom, **[65]** Potter, **[66]** Rag, **[67]** Rat, **[68]** Raven, **[69]** Regal, **[70]** Rivergate

**[71]** Ruby, **[72]** Sacred, **[73]** Sage, **[74]** Sapphire, **[75]** Scholar, **[76]** Scrivener, **[77]** Serpent, **[78]** Shadow(s), **[79]** Silk, **[80]** Silver

**[81]** Smith, **[82]** Songstress, **[83]** Soothsayer, **[84]** Stallion, **[85]** Stiletto, **[86]** Summoner, **[87]** Sun, **[88]** Tailor, **[89]** Temple, **[90]** Thief

**[91]** Tosspot, **[92]** Tower, **[93]** Troll, **[94]** Umber, **[95]** University, **[96]** Vermilion,

**[97]** Viridian, **[98]** Wharf, **[99]** Widow, **[00]** Windward

**Street Type**

**[01]** Aisle, **[02]** Alley or Alleyway, **[03]** Arc, **[04]** Ascension or Ascent, **[05]** Avenue, **[06]** Back Alley or Backways, **[07]** Bend, **[08]** Boulevard, **[09]** Brae, **[10]** Branch or Bridgeway

**[11]** Bypass, **[12]** Byway, **[13]** Canter or Causeway, **[14]** Cavalcade, **[15]** Chase or Chaser, **[16]** Circle or Circlet, **[17]** Circuit, **[18]** Close or Closeway, **[19]** Cobble, **[20]** Coil

**[21]** Concourse, **[22]** Course or Courseway, **[23]** Court or Courtway, **[24]** Cove, **[25]** Cranny, **[26]** Crawl, **[27]** Crescent, **[28]** Crook or Crookway, **[29]** Cross or Crossway, **[30]** Crossing

**[31]** Crossroads, **[32]** Damway or Dead End, **[33]** Defile, **[34]** Descension or Descent, **[35]** Detour, **[36]** Drag, **[37]** Drive, **[38]** Drung or End, **[39]** Fork or Forkpaths, **[40]** Gallop

**[41]** Gauntlet or Gauntway, **[42]** Haunt or Haunts, **[43]** Heights, **[44]** Highway, **[45]** Hunt or Hunt-Run, **[46]** Intersection, **[47]** Lane, **[48]** Laneway, **[49]** Loop or Loopway, **[50]** Mews

**[51]** Narrow or Narrows, **[52]** Overpass or Overpath, **[53]** Pass or Passway, **[54]** Passage, **[55]** Path, **[56]** Pavement or Paverlane, **[57]** Pike, **[58]** Pillared Way, **[59]** Place, **[60]** Plunge

**[61]** Procession, **[62]** Processional, **[63]** Promenade, **[64]** Quay, **[65]** Ride or Ridefar, **[66]** Rise, **[67]** Road, **[68]** Roadway, **[69]** Roundabout, **[70]** Row or Row-Run

**[71]** Run, **[72]** Shamble or Shambleway, **[73]** Side Street, **[74]** Slumway or Slumways, **[75]** Spiral, **[76]** Sprint, **[77]** Spur, **[78]** Street, **[79]** Strip, **[80]** Stroll

**[81]** Swoop, **[82]** Terminus, **[83]** Terrace, **[84]** Thoroughfare, **[85]** Throughway, **[86]** Tier, **[87]** Trace, **[88]** Track, **[89]** Tradeway, **[90]** Trail

**[91]** Turn, **[92]** Turnpike, **[93]** Underpass or Underpath, **[94]** Via, **[95]** Viaduct, **[96]** Wake or Wakeway, **[97]** Walk or Walkway, **[98]** Way, **[99]** Winding or Windings, **[00]** Wynd or Wyndai

Example output from this simple street generation system includes Byway of the Chimes, Cutthroat's Run, the Candlewick Backways, the Sapphire Defile, Tradeway of the Songstress, and so forth.

# IV-20

# Mastering the Puzzle Pieces

*(Caution — complexity ahead! This is where we dig in and get our hands dirty.)*

Hopefully by now, you're drowning in detail … manageable detail! My primary goal for this City State Design Guide is to give you a detailed framework that you can use to build any urban maps, adventures, or supplementary materials that you'd care to generate for your city-based campaign over time. To do that, I need to give you a workable guide on which "drawers" to toss all of these design elements into.

First, let's begin with a review summary of what major moving pieces we've created (or thought about creating!) so far:

- **[1] An overarching city concept** with an economy, a surrounding terrain, a climate, and a starting

region which blends the city state into the larger world
- **[2] An idea of the city's population,** the surrounding state's population, the racial makeup of the population, and a predominant alignment which governs the culture and ethics of the city
- **[3] The concept of a ruling Overlord,** situated in a Citadel within the city
- **[4] A Grand Council,** likely housed in Citadel and/or surrounding manors to serve the Overlord
- **[5] The idea of 8 minority Temple Wards,** protected precincts dedicated to the deities and worshippers of the eight minority alignments
- **[6] The idea of 8 Hierarchs,** each ruling the individual Temple Wards at the sufferance of the Overlord
- **[7] The Overlord's Inquisitors,** likely enfranchised and situated within the Citadel
- **[8] The Overlord's Soldiery,** housed in and around the Citadel
- **[9] The Overlord's Guard and Night Watch,** housed in various Garrisons throughout the city
- **[10] The Overlord's Vigiles,** housed in and around the Citadel
- **[11] Several dozen named Quarters, Wards, and Districts,** which comprise the regions of the city
- **[12] The concept of a Beggars' Guild** or lack thereof
- **[13] The towers of the Magi,** the city's established magic-users
- **[14] A Colosseum of the warriors,** the city's established fighters (and others)
- **[15] The concept of a literal Undercity** lying beneath the city streets
- **[16] A Thieves' Guild,** associated with the Undercity
- **[17] An Assassin's Guild,** associated with the Undercity
- **[18] A number of Factions and Secret Societies,** with their own alignments and agendas (see this book's Appendices for more)
- **[19] Several dozen Trade Guilds,** representing the city's thriving economy
- **[20] A number of Professional Guilds,** representing the character classes and archetypes of the powerful NPCs within the city
- **[21] A list of noteworthy other Edifices and Establishments,** from Abandoned Building to Wizarding School
- **[22] Ideas for hundreds of potential Shops and Merchant Establishments** for goods and services
- **[23] Separate random generation systems** for designating and improvising individual adventure locales and city streets (a bit beyond the "drawer guide" I'm providing here)

All in all, there are *hundreds* of potential places in the city. I'm going to give you some recommendations on how to tentatively place those things so that you'll be able to map out your city on either 1 or 9 sheets of paper in the future.

To create that representational framework, I borrow one of the most important time-saving concepts from my dungeon design methodology. This is the **nine sector system**. It this idea-sorting process, I envision the city as belonging to a 3x3 grid of sectors which are situated on nine individual worksheets as follows:

*Each square here represents a worksheet, with one worksheet per sector.*

As we move from the conceptual design and toward the concrete design, we need to make some reasonable assumptions before we can proceed.

First, the city should be situated on a saltwater shoreline in your game world, unless you dictate otherwise. As the Incomparable City of your world, this city will have reached its supremacy through serving as a hegemonic center for land and sea trade. For that to happen, the city needs to be situated on a sea coast, an island, or in a sea-adjacent locale, where a controlled port town siphons trade access from the sea into the city proper (which lies slightly inland a few miles from the port).

If your city is not on a saltwater shoreline, you might want to move its location at this time. If the location is firmly set and you don't want to move it, you can design a major canal system (a simple blue line, for now, on your starting region map) connecting your city to the nearest sea.

Or, you can design a major freshwater shore, such as a great lake, reservoir, and/or broad river, and possibly connect the city to the sea in that way. If you like you can even have the city be reachable only through freshwater, but then you will need to do some extra design work to explain (a) how this city became a huge trade center over the other regional cities, and (b) how other cities on saltwater shores cannot compete with your city's economy.

As one example, perhaps an inland Incomparable City would be a nexus for spice trade routes from many corners of the world, and the spice trade then moves from this controlling city to ports farther on (perhaps as an economic connector between an ocean and a separate inland sea).

If your city has neither major saltwater nor major freshwater sources, you've got big design problems that you will want to solve with either magic (the city receives magical water from the sky, perhaps as waterfalls?) or the netherworld (the city sits atop a subterranean sea, and perhaps even trades with the dwellers below).

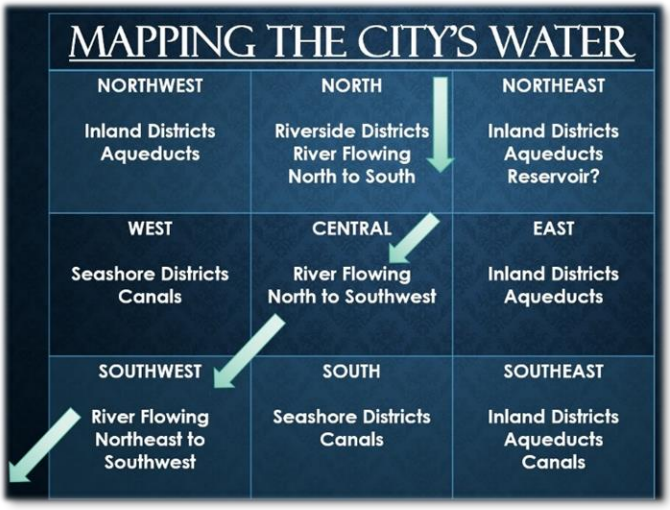
Our next, and related, assumption is that a major river flows through the city. The reasons for this are similar to the above; the city state could not become a crucial yet independent regional power between larger kingdoms, unless it controls a critical trade conduit in this manner. At the very least, if you don't have a river on your map here, you should assume that an underground river surfaces at the edge of the city, and flows out of the city toward the sea. You might need to make some map changes to accommodate this state of affairs now.

Our third assumption is that the city is old, and that it grew significantly over time as its power increased. This means that the center sector (the middle square in your 3x3 grid) is the Old City from an historical campaign perspective, and the other eight sectors comprise the New City.

Knowing this, we can be certain that a river flows through the city from an inland

(or underground) source, through the center sector, and then toward the sea.

With these assumptions taken care of, we can now plot the major bodies of water that will define the city's quarters and the location of various structures. Below is an example sector graph, where I have a city that has a river flowing into the city from the north, through the central Old City, and then out to the southwest. The western, southwestern, and southern sectors in this example are the seashore areas.




*The arrows show the primary flow of river water out to the sea, a course which defines the entire city's geography.*

All of the sectors of the city will feature either aqueducts (like Rome), to provide more freshwater to support the population; or canals (like Venice), to ease transportation between areas and the transfer of trade between land and sea. If you like, your city can have both.

Here is a summary of one of the nine sector maps (enlarged) showing the text I've written in so far while considering water placement, sector connections, and the city's outer walls.

Keep in mind that this is not a map! It's a grid we're throwing ideas into to keep ourselves organized during the planning stages.

*This is one of your nine sector worksheets.*

(Please note that I am simulating an entire worksheet page with the graphic above; we will be adding sample text to each of the nine sectors' individual pages, but I can't always show all of the text from previous steps in these graphics. You'll just have to remember that this is an iterative process, and each graphic shows *new* information that I am *adding* to the existing notations.)

You can work with nine sheets of paper, or nine brief electronic file entries, and create lists of what you want to put into each sector.

The city is not going to be a perfect square in shape; again, the design graph is strictly representational, not a map. The city can be given a realistic irregular wall shape, winding streets, and so forth once you're ready to move on from the sector grid to the drawing of your own custom map.

At this time, you will want to write brief notes for all nine sectors concerning water

and walls. Next, we'll be adding major organizations and structures to the grid.

## IV-20-1

## Placing the Major Centers of Power

The first few pieces are easy to place, because we know they are founding pieces which the city grew around (decades or centuries ago).

The Overlord's Citadel goes in the Old City, meaning the central sector. We'll also notate some Garrison Forts in the Old City, where much of the Soldiery resides. Any manors for the Grand Council members will be here as well.

Therefore, our basic abstract of the central sector — including connection and water reminders too — now looks something like this:

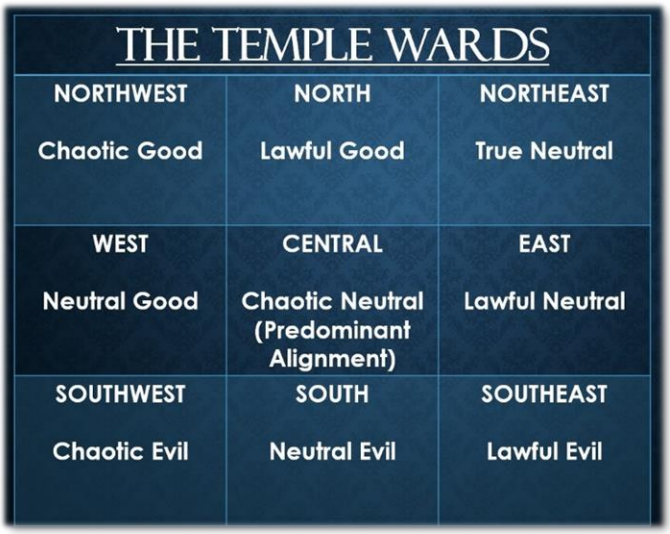
*Another of the nine sector worksheets, showing connections to adjoining sheets.*

The next step is to place the eight Temple Wards, where worshippers of the eight minority alignments reside in protected precincts.

(The majority of the population worship at major temples in the Old City, and other temples situated throughout the city's outer sectors.)

As a reminder, each Temple Ward should be situated away from the others. And when we consider that the Old City is where the Overlord and the dominant temples are, it becomes a relatively easy manner to place the eight Temple Wards in the eight remaining sectors of the New City.

As an example I will assume a city with a predominant alignment of Chaotic Neutral (CN). This means that the minority alignments are CE, CG, LE, LG, LN, NE, NG, and TN. I recommend not placing good and evil alignments in sectors that are directly adjacent to one another. Here is a sample layout to consider:




*More notes to add to your nine sector worksheets.*

Remember that the Overlord tolerates the existence of evil because of a powerful curse, which means that a future calamity can only be averted if all of a mythos's

gods, goddesses, demon lords, etc. are ceremonially appeased. This does not mean (in this example) that the southern sectors are filled to the brim with evil people! Citizens of the majority Chaotic Neutral alignment live everywhere throughout the city, and most especially in the Old City.

The other sectors have a very sizeable population that lives outside of the Temple Wards, and then smaller ritually-minded subcultures behind the walls of the protected precincts. This situation gives us the maximum amount of potential future adventure hooks, while honoring the pulp tales of fantastical and dangerous cities written in the 20th century.

You can sort the Temple Wards however you like; this is just an example placement.

In this example — let's say I am using the Babylonian Mythos for this city — I now know where all of the major temples are. The temples of the greater Chaotic Neutral deities are in the Old City. The temples of the lesser Chaotic Neutral deities can be in any sector I like, but outside of the walled Temple Wards. The temples of the other alignments are in their appropriate sectors, within the walls of their Temple Wards. The Chaotic Evil temples are in the southwest sector, the Lawful Good temples are in the north sector, etc. The manors of the ruling Hierarchs are within the appropriate Temple Wards too.

Here is a quick summary of where the temples are in this example city, using the Babylonian Mythos information I provided earlier in this supplement.

- **The Northwest Sector:** The Chaotic Good Temple Ward is here. The major temple here is devoted to the Girtablilu, the sacred scorpion men.
- **The North Sector:** The Lawful Good Temple Ward is here. Here is the temple of Girru, the God of Fire.
- **The Northeast Sector:** The True Neutral Temple Ward is here. The two separate major temples are sworn to Ishtar, and the other to Ramman.
- **The West Sector:** The Neutral Good Temple Ward is here. The primary temple here is devoted to Gilgamesh, the Sacred King.
- **The Central Sector (Old City):** The majority Chaotic Neutral alignment holds sway here. The primary deity worshipped by the majority, and the largest temple in the city, is sworn to Kulullu of the Deeps.
- **The East Sector:** The Lawful Neutral Temple Ward is here. There are at least two major temples here, one of Anu, and another of Marduk.
- **The Southwest Sector:** The Chaotic Evil Temple Ward is here. The major temple here is devoted to Dahak, the Dragon Spirit.
- **The South Sector:** The Neutral Evil Temple Ward is here. There are at least two major temples here, one of Nergal, and one of Anshar.
- **The Southeast Sector:** The Lawful Evil Temple Ward is here. The major temple is sworn to Druaga, Lord of the Devil World.

| BABYLONIAN TEMPLES | | |
|---|---|---|
| The Girtablilu (Chaotic Good) | Girru (Lawful Good) | Ishtar Ramman (True Neutral) |
| Gilgamesh (Neutral Good) | Kululu (Chaotic Neutral) | Anu Marduk (Lawful Neutral) |
| Dahak (Chaotic Evil) | Nergal Anshar (Neutral Evil) | Druaga (Lawful Evil) |

*Determining which Temple Wards go where, based on war alignment.*

These are the general sources of divine and unholy power within the temporal domain of the city. I can later research many more Babylonian deities beyond these main powers if I want to, adding small fanes and shrines to the various Temple Wards at leisure as my city campaign expands.

The power of the Overlord reigns over the city's eight New City sectors, despite the Temple Wards, in the form of the Soldiery, the Guard, and the Watch. These men-at-arms are based in separate Garrison Forts (urban fortresses), one per sector. If you don't want to come up with fancy names you can just think of them as the Northwest Garrison, the Northern Garrison, and so forth. In addition to these emplaced forces, the Overlord's Inquisitors and Vigiles also roam throughout the city from their bases in the Old City (central sector).

The Temple Wards and Garrison Forts ensure that each sector of the city will have a very different flavor, subculture, political tension (between the resident Hierarch and the majority populace especially), and atmosphere. Using the nine sector system, we now have nine different thematic "boxes" to lead the way in further city framework development.

# IV-20-2

# Placing the Quarters into the City's Sectors

The next step is tricky, a bit lengthy, and actually quite fun. When the city is in play, the nine sectors will not be mentioned at all. At most, players might be told of the Southwestern Reach of the city, the Eastern Reach, the Old City, etc. But at a more detailed level, the PCs and NPCs in the city will be talking constantly not of sectors, but rather the quarters, wards, and districts that we designed earlier.

As a reminder and example placement process, I will bring in the 33 quarters that I randomly generated early on. Here is that list of unusual places once again:

- **Quarter 1:** Gate-Halls of the Hierarch
- **Quarter 2:** Holm of the Sacred Gynosphinx (aka the Sphinx District)
- **Quarter 3:** Sunsden, Ward of the Solar Priests
- **Quarter 4:** Tower Ward of the Hell Hound (Houndsward)
- **Quarter 5:** The Mages' Quarter (Grimpantheon)
- **Quarter 6:** Homunculus Emporiums
- **Quarter 7:** Earlsgrave Isle
- **Quarter 8:** The Canton of Unreflections
- **Quarter 9:** Magisterium of the Knightly Orders
- **Quarter 10:** The Merrow Matriarchy (aka Ogress Halls)

- **Quarter 11:** Judgeship of the Ivory Shallows
- **Quarter 12:** Freehold of the Crimson Talisman (aka Bloodhold)
- **Quarter 13:** Noble Shipyard District (aka Highsail)
- **Quarter 14:** Crossroads of the Juggernaut (aka Jagannath District)
- **Quarter 15:** Sisterhood of the Tides
- **Quarter 16:** The Murmuring Haunts (aka Hauntsward)
- **Quarter 17:** Gray Dwarven Gauntlet
- **Quarter 18:** Haven of the Windwalkers (aka Windhaven)
- **Quarter 19:** Maze of the Exiles (aka the Foreigners' Quarter)
- **Quarter 20:** The Tenebrous Vicinage (aka Shadowloch)
- **Quarter 21:** The Dusklit Dominion (Gentry Quarter)
- **Quarter 22:** Wicker Man's Domain (aka the Hierophant District)
- **Quarter 23:** Sanctums of the Venerated Maiden (aka Maidensward)
- **Quarter 24:** Toadslum Reach
- **Quarter 25:** The Mausoleum Strand
- **Quarter 26:** Holm of the Trophy Takers (aka Headsholm)
- **Quarter 27:** Northward Squares (The Dragon Watch)
- **Quarter 28:** The Onyx Towers (aka Whitespire Ward)
- **Quarter 29:** Lake of the Crumbled Obelisk (aka Lochward)
- **Quarter 30:** Fountains of the Revenant (aka Ghostwater Quarter)
- **Quarter 31:** Fair-River Quarter (aka the Bargemoors)
- **Quarter 32:** Verdigris Manors (aka Greenmanse District)
- **Quarter 33:** Laborers' Harrows (aka Hammerward)

Here, my challenge will be to distribute these 33 quarters throughout the nine sectors in a coherent and balanced fashion.

You might have more than 33 quarters designed, or you might have less. Whatever the number, I recommend having a roughly equal number of quarters in each sector, including the central sector, which now has an additional (34th) quarter, which is always called the Overlord's Demesne.

When I divide 33 by 9, I find that each sector will have either 3 or 4 quarters within it in addition to the Tempe Wards. Let's go through my list of 33 quarters, and I'll show you the thought process that takes place as I slot these ideas into place within the conceptual sector framework.

First, I look for low-hanging fruit. I roughly categorize my quarters as "evil sounding," "good sounding," or "neutral sounding / undecided."

Here is how I decide to categorize the quarters with a first pass. Your own decisions during this creative process might well be different.

**Evil Quarters**

- Earlsgrave Isle
- Fountains of the Revenant
- Freehold of the Crimson Talisman
- Holm of the Trophy Takers
- The Mausoleum Strand
- The Merrow Matriarchy (due to the alignment of merrow)
- The Murmuring Haunts
- The Tenebrous Vicinage
- Toadslum Reach
- Tower Ward of the Hell Hound

**Good Quarters**

- Fair-River Quarter
- Gray Dwarven Gauntlet
- Judgeship of the Ivory Shallows
- Magisterium of the Knightly Orders
- Noble Shipyard District
- Sanctums of the Venerated Maiden
- Sunsden, Ward of the Solar Priests

- Verdigris Manors

**Neutral / Undecided Quarters**

- Crossroads of the Juggernaut
- Gate-Halls of the Hierarch
- Haven of the Windwalkers
- Holm of the Sacred Gynosphinx (due to the neutral alignment of the sphinx)
- Homunculus Emporiums
- Laborers' Harrows
- Lake of the Crumbled Obelisk
- Maze of the Exiles
- Northward Squares
- Sisterhood of the Tides
- The Canton of Unreflections
- The Dusklit Dominion
- The Mages' Quarter
- The Onyx Towers
- Wicker Man's Domain

I have a few too many in the neutral / undecided category, so I make another pass to even them out, pulling ambiguous neutral names into the good and evil sections. My second pass looks like this:

**Evil Quarters**

- Earlsgrave Isle
- Fountains of the Revenant
- Freehold of the Crimson Talisman
- Holm of the Trophy Takers
- Homunculus Emporiums
- The Mausoleum Strand
- The Merrow Matriarchy (due to the alignment of merrow)
- The Murmuring Haunts
- The Tenebrous Vicinage
- Toadslum Reach
- Tower Ward of the Hell Hound

**Good Quarters**

- Fair-River Quarter
- Gray Dwarven Gauntlet
- Judgeship of the Ivory Shallows
- Laborers' Harrows
- Magisterium of the Knightly Orders
- Noble Shipyard District
- Northward Squares
- Sanctums of the Venerated Maiden
- Sisterhood of the Tides
- Sunsden, Ward of the Solar Priests
- Verdigris Manors

**Neutral / Undecided Quarters**

- Crossroads of the Juggernaut
- Gate-Halls of the Hierarch
- Haven of the Windwalkers
- Holm of the Sacred Gynosphinx (due to the neutral alignment of the sphinx)
- Lake of the Crumbled Obelisk
- Maze of the Exiles
- The Canton of Unreflections
- The Dusklit Dominion
- The Mages' Quarter
- The Onyx Towers
- Wicker Man's Domain

Now, I need to sort these quarters into the nine sectors. Here's how I do it:

First, I need to divide the evil quarters into three sectors — the one with the Chaotic Evil Temple Ward (Southwest Sector), the one with the Lawful Evil Temple Ward (Southeast Sector), and the one with the Neutral Evil Temple Ward (South Sector).

I note that the Babylonian death cults are in the Neutral Evil sector, so I put Earlsgrave Isle there.

I note that Druaga (hell and devils) is in the Lawful Evil sector, and hell hounds are well-named for that theme, so I put the Tower Ward of the Hell Hound there.

Homunculi tend to be used by many different alignments, and Neutral Evil is the least extreme of my three options, so I put the Homunculus Emporiums there.

Merrow are Chaotic Evil, so I put the Merrow Matriarchy in that sector.

The main water / river sector of these three is the southwest one (Chaotic Evil), so I put the somewhat aquatic Fountains of the Revenant and Toadslum Reach there.

I associate red (crimson) with blood and hell, so I put the Freehold of the Crimson Talisman in the Lawful Evil sector.

A strand is a beach, so I put the Mausoleum Strand in the watery Chaotic Evil sector.

I don't know how to place the last three options, but I note that I have 4 Chaotic Evil quarters, 2 Lawful Evil quarters, and 2 Neutral Evil quarters, so I place them in the LE and NE sectors. The NE sector has two major temples but the LE sector has only one, so I give more detail (quarter-wise) to the LE sector.

Here's what my decisions look like at this time:

**Chaotic Evil Sector (Southwest):** The Merrow Matriarchy, Fountains of the Revenant, Toadslum Reach, The Mausoleum Strand

**Lawful Evil Sector (Southeast):** Tower Ward of the Hell Hound, Freehold of the Crimson Talisman, Holm of the Trophy Takers, The Tenebrous Vicinage

**Neutral Evil Sector (South):** Earlsgrave Isle, Homunculus Emporiums, The Murmuring Haunts

Next I consider the three neutral sectors. This city is Chaotic Neutral, meaning the Old City of the central sector is Chaotic Neutral, and there will already be a lot of establishments there (such as the Overlord's Citadel). Therefore, I feel that the Lawful Neutral and True Neutral sectors will need the most quarters. Of the 11 neutral quarters, I decide to put 4 in the LN sector, 4 in the TN sector, and 3 in the CN sector.

Using intuitive decision-making processes like the ones explained above for the evil quarters and sectors, I come up with this arrangement:

**Chaotic Neutral Sector (Central):** Crossroads of the Juggernaut, Lake of the Crumbled Obelisk, The Onyx Towers

**Lawful Neutral Sector (East):** Gate-Halls of the Hierarch, The Canton of Unreflectons, The Dusklit Dominion, The Mages' Quarter

**True Neutral Sector (Northeast):** Haven of the Windwalkers, Holm of the Sacred Gynosphinx, Maze of the Exiles, Wicker Man's Domain

Lastly, I have 11 quarters to assign to the three good-aligned sectors. I decide that Lawful Good would have a fairly small presence in a Chaotic Neutral city, so my quarter split will be 4 CG, 3 LG, and 4 NG. After I make my decisions, the mix looks like this:

**Chaotic Good Sector (Northwest):** Fair-River Quarter, Laborers' Harrows, Sanctums of the Venerated Maiden, Sunsden, Ward of the Solar Priests

**Lawful Good Sector (North):** Gray Dwarven Gauntlet, Judgeship of the Ivory Shallows, Northward Squares

**Neutral Good Sector (West):** Magisterium of the Knightly Orders, Noble Shipyard District, Sisterhood of the Tides, Verdigris Manors

At this time, you will probably want to decide which quarter name will be the

name of the Temple Ward in that sector. Here are the choices that I make:

**Chaotic Evil Sector (Southwest):** The Merrow Matriarchy

**Chaotic Good Sector (Northwest):** Sunsden, Ward of the Solar Priests

**Chaotic Neutral Sector (Central):** (This sector does not have a Temple Ward, because Chaotic Neutral is the predominant alignment of the city.)

**Lawful Evil Sector (Southeast):** Tower Ward of the Hell Hound

**Lawful Good Sector (North):** Judgeship of the Ivory Shallows

**Lawful Neutral Sector (East):** Gate-Halls of the Hierarch

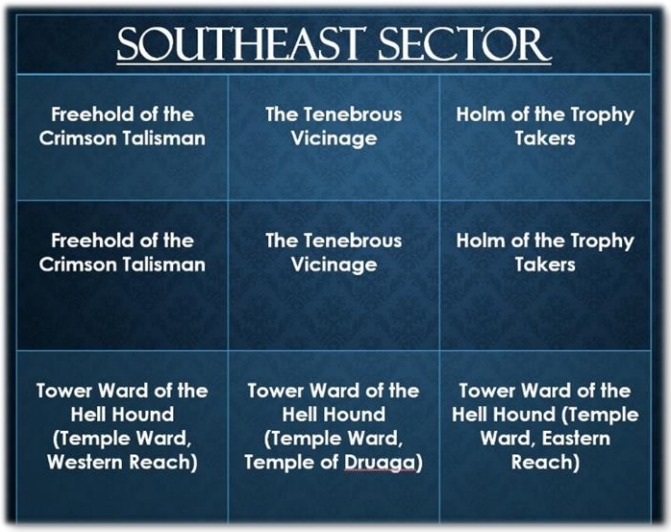
**Neutral Evil Sector (South):** Earlsgrave Isle

**Neutral Good Sector (West):** Sisterhood of the Tides

**True Neutral Sector (Northeast):** Haven of the Windwalkers

The quarters can now be added to your framework notes. All of these evocative notations can now be added to the text for each sector's worksheet. Here is a sample of the relevant notes for the southeast (LE) sector:

You can see that in this example I am roughing out approximate sizes and locations for each of the quarters within the sector, by putting quarters names more than once into my worksheet areas. The Freehold of the Crimson Talisman appears along the left side, the Tenebrous Vicinage is in the middle, the Holm of the Trophy Takers is on the right side, and the Tower Ward of the Hell Hound is all along the bottom as far away from the Old City center as possible.




*An example of splitting a sector worksheet into another 3x3 grid, while deciding what features should go where.*

We now know a fair amount about each sector, and some hints about each quarter as well. We can even start to figure out some population clusters for the various reaches of the city now, if we like. You might recall that we already decided on the populations of each of the quarters, and the number of dwellings, earlier in the city state design process.

Later, you will need to come to terms with the differing populations of the alignments, vs. the populations of the quarters and sectors, and figure out how many people in each sector belong to each alignment.

For example, in the southeast LE sector, a fair number of people will be Lawful Evil, but there will be other alignments in there too, particularly Chaotic Neutral (the majority of the city), and particularly outside of the Temple Ward. But that level of detail is left as a future exercise to the Game Master, because it can be a bit mind-numbing and you really don't need to go there yet.

As you can see, placing the quarters is one of the trickiest tasks of city framework

design, but the rewards are considerable: This process gives you an understanding of the denizens, atmosphere, and culture hiding away in every corner of the city. This is a creative road map to your future urban campaign development.

# IV-20-3

# Placing the Established Guilds and Faction Orders

Now that the quarters have been roughly placed, we can get back to the work of assigning locations to the other organizations throughout the city.

Next comes the Beggars' Guild. If your city doesn't have one, you can skip this step. If it does, I recommend placing this guild in the True Neutral or Chaotic Neutral sector of your city, whichever makes more sense. In our ongoing example of a CN city, I don't think the Overlord would want the Beggars' Guild close to the Citadel and the Soldiery, so I put it in the True Neutral sector (northeast in this example).

Then come the mage towers, or the mage's quarter (where most of the high-level NPC magic-users live). Decide which of your quarters has the most arcane-sounding name, and put the mage towers there. In my example, I randomly generated a quarter name "The Mages' Quarter (Grimpantheon)," so obviously that's where the towers are, in the Lawful Neutral sector (east). But if I hadn't rolled up that name, I would probably select the Homunculus Emporiums, or perhaps the Onyx Towers (aka Whitespire Ward). If none of your quarters have an arcane-sounding name, choose the sector that you currently have the fewest notes for.

Then we place the Colosseum, with the knowledge that many of the city's high-level NPC warriors live in proximity to it. I recommend placing it in the Old City (central sector), because it's an old institution associated with the Overlord; but you can overrule that if another sector seems more logical.

Now we place the Thieves' Guild. This might be situated in the subterranean Undercity, but even then it will have a majority of surface entrances in one area. I recommend placing the Thieves' Guild in either the True Neutral or the Chaotic Neutral sector. Again, since our example city is CN, I choose the True Neutral sector (northeast).

Next comes the Assassins' Guild. Similar to the Thieves' Guild, this might be in the Undercity, but with clustered entrances. You should place this guild in any of the evil sectors. In my example city, I don't think I want them close to the major sea port area, and I don't want them in the Druaga district where the "Hell and devil worship" theme is already pretty strong. So I put this in the Neutral Evil (south sector).

Each sector probably has numerous entrances into the Undercity. You can make some notes for other sectors at this time if you like, detailing the types of entrances; I recommend the following considerations and ideas:

- **Chaotic Evil Sector:** Probably has entrances through and around demon temples.
- **Chaotic Good Sector:** Unexpected entrances through sewer grates or cellars beneath buildings.
- **Chaotic Neutral Sector:** Random entrances hidden away in old buildings.
- **Lawful Evil Sector:** Entrances through and around devil temples.

- **Lawful Good Sector:** Few entrances; those that exist are probably behind secret doors in subterranean catacombs for the venerated dead.
- **Lawful Neutral Sector:** Hidden entrances below official magistracies and buildings.
- **Neutral Evil Sector:** Entrances through and around daemon temples.
- **Neutral Good Sector:** Perhaps hidden away in a sacred cemetery or old pagan shrine.
- **True Neutral Sector:** Hidden away in dead end alleys off the "main drags" and thoroughfares.

The number of entrances per sector into the Undercity really depends on how big you want the Undercity to be, how many people live down there, and how many monsters there are living near the surface. A Lawful Good sector might only have 1D8 entrances in the entire sector, but the Chaotic Evil sector might have 10D10! (And no, you don't need to design all of these entrances now! You're just noting ideas for future dungeon and Undercity development as your campaign grows and the players become interested in the "city beneath the city.")

After these considerations, we think about the city's Factions and Secret Societies. You may have already written down a few notes for each of these, and perhaps named them; or you might have nothing. Check out Appendix C for help in randomly generating these splinter groups. Right now, you're only interested in the number of factions (which we decided in Section IV-13 of this guide), the faction's type, and the faction's alignment. You can name each faction now if you like.

Placing the factions is very simple. They might be in plain sight, but they're probably fairly secretive and well hidden. Each one goes in the appropriate sector. A Chaotic Neutral faction goes in the CN sector, a Lawful Good faction goes in the LG sector, and so forth.

Next, we place the trade guilds. We came up with a sizable list of these in Section IV-14. I recommend that there be few trade guilds in the Old City central sector; the Overlord has pushed out the old guilds and forced them into the New City sectors, making room for his troops and allies and councilors. The seashore sectors should have more trade guilds, and the "landbound" sectors should have fewer. Evil sectors should have the fewest guilds, neutral guilds should have the most (political détente), and the good guilds should be in the middle of the range. So if you have 35 trade guilds rolled up, you might want to put 15 of them in neutral sectors, 12 in good sectors, and 8 in evil sectors, with more in the seaside sectors and fewer elsewhere.

You can sprinkle these guilds fairly randomly throughout the sectors once you've taken these guidelines into consideration. Some quarter names or already-placed locations might infer the presence of relevant guilds (e.g., a Scribes' Guild might well be very close to the Mages' Quarter), but you can really justify the location of a trade guild just about anywhere. Just keep in mind that trade guilds are capitalist organizations, and not religious ones. They are probably all located in quarters that are *not* Temple Wards.

# IV-20-4

# A Comprehensive Plan for Professional Guilds

Professional Guilds are next up for our consideration. We've already placed two of the big ones, the Thieves' Guild and the Assassins' Guild. Here's a summary of the other types of professional guilds I recommend, and where you might want to place them. The goal here is to honor the alignment ranges of each FRPG character class, while also aiming to give each of the eight New City sectors at least one professional guild. And unlike the trade guilds, the Overlord will probably tolerate the existence of one or more professional guilds within the Old City … provided they do not overtly intrude upon his affairs!

Here are the professional guild placements that I recommend for your consideration:

**Professional Guilds in the Central Sector**

- **The Cavaliers' Guild:** This would not be a guild; it would be a knightly order. If it exists, it is in the Old City (central sector) so that the Overlord can keep an eye on the martial doings of organized bands of knights dwelling within the city. If you really enjoy the concept of knightly orders, there might actually be more than one. Each order would have its own alignment, code of honor, history, and likely a rivalry with the other resident knightly orders.
- **The Fighters' Guild:** A huge and diverse guild. This would be a truce-ruled martial stronghold where weapons masters train the various warrior orders, and where freeborn gladiators prepare for the Colosseum. It is likely that the Overlord would feel indirectly threatened if this guild was located anywhere but the Old City of the central sector, where the Overlord's loyal Soldiery is near at hand.

**Professional Guilds in the Chaotic Evil Sector**

- **The Assassins' Guild:** As noted previously, I recommend that you place the Assassins' Guild in one of the evil sectors (CE, LE, NE) of your city. If you can't decide, under the Overlord's laws of balanced reprisal, the Assassins' Guild actually falls closer to the law spectrum than to chaos.

**Professional Guilds in the Chaotic Good Sector**

- **The Barbarians' Guild:** This rough and tumble organization is typically called the Tribemoot. You might want to place the Barbarians' Guild in either the CG or CN sector of your city. This "guild," by the way, frequently seems like nothing more than a place of wild revelry … but chieftain, territorial, nomadic, and tribal matters which require outside diplomacy frequently end up in this guild hall, under the guise of revelry. The guild would also feature a mead hall, feasting hall, arena pits, monster cages, strength- and agility-conditioning gauntlets of obstacles and traps, gambling halls, and so forth.
- **The Mages' Guild:** This guild can go in any non-evil sector, particularly if there is a mages' quarter within the city. If you can't decide, the neutral sectors are typically preferred more frequently than the good-aligned ones are. The evil-aligned sectors

are typically out of the questions unless the Overlord, too, is evil. This highly diverse guild would harbor an extensive archive, laboratories, summoning chambers, and a conclave hall for wizards of all alignments. Illusionists, savants, and members of other rare magic-user sub-classes may also become members, pending a majority member vote of approval (more common than it sounds) and guild master acceptance.

- **The Rangers' Guild:** This organization tends to be informal. For example, there might be a patch of surviving elder forest in the city replete with cabins, a hunting lodge, hanging dwellings, perhaps a tower, and an "equal ground" meeting clearing, a beast taming / containment area, and so forth. Rangers adventure far and wide, and their guild would focus on providing services during limited stays. This guild can go in the CG, LG, or NG sector of your city.

**Professional Guilds in the Chaotic Neutral Sector**

- **The Barbarians' Guild:** If you decided to not place this guild in the CG sector, it can be featured here.
- **The Mages' Guild:** The mages' guild can go in this sector if appropriate.
- **The Mountebanks' Guild:** This cannot exist! Being something that you're not, while not advertising that you're an outright charlatan, is part and parcel in the risky mountebank profession. As such, they have no formal guild … but there are quite a few such individuals within the Thieves' Guild.
- **The Thieves' Guild:** As noted previously, I recommend that you place the Thieves' Guild in either the Chaotic Neutral or the True Neutral sector of your city.

**Professional Guilds in the Lawful Evil Sector**

- **The Assassins' Guild:** Can be located in this sector. See the notes under the Chaotic Evil sector, above.
- **The Monks' Guild:** This guild (monastery) can go in the LE, LG, or LN sector. A Monks' Guild is typically a divided and tripartite monastery where sects of evil, good, and neutrality convene to issue challenges, meditate, train, spar, honor ancestral rituals, observe celestial sacred days, and to debate the future direction and destiny of the collective monastic orders.

**Professional Guilds in the Lawful Good Sector**

- **The Monks' Guild:** Can be located in this sector. See the notes under the Lawful Evil sector, above.
- **The Paladins' Guild:** This organization does not really exist; it would be a small yet esteemed knightly order with its own respected order hall, situated in the LG sector of your city.
- **The Rangers' Guild:** Can be located in this sector. See the notes under the Chaotic Good sector, above.

**Professional Guilds in the Lawful Neutral Sector**

- **The Clerics' Guild:** This is a strange beast in a city where there are eight different Temple Wards and gods of every alignment being worshipped. Generally, this would be a neutral sanctum and truce-

mandating building, where clerics of all alignments can convene to discuss matters pertaining to cult politics, priesthood relations and divine intervention, as well as temple protection, construction, organization, expansion, etc. Worship, ritual, and even the use of magic might well be forbidden here. This guild can be in the LN sector (most likely) or the TN sector. It would include mystics and other rare clerical sub-classes as well, but not druids. Druids are willfully outside of the politico-religious (dis)order which is manifest in the city state's clerical guild and the various temple wards.

- **The Mages' Guild:** The mages' guild can go in this sector if appropriate.
- **The Monks' Guild:** Can be located in this sector. See the notes under the Lawful Evil sector, above.

**Professional Guilds in the Neutral Evil Sector**

- **The Assassins' Guild:** Can be located in this sector. See the notes under the Chaotic Evil sector, above.

**Professional Guilds in the Neutral Good Sector**

- **The Bardic Guild:** This type of guild would likely feature a lore master's archive, ceremonial halls, a theater, lyceum, heraldic halls where historical chronicles are told in murals and tapestries, and so forth. There may be an exclusive tavern as well!
- **The Rangers' Guild:** Can be located in this sector. See the notes under the Chaotic Good sector, above.

**Professional Guilds in the True Neutral Sector**

- **The Clerics' Guild:** The clerics' guild can go in this sector if appropriate.
- **The Druids' Guild:** This organization is typically called the Oakmoot. The druids feel compelled to have a presence in the Overlord's city due to the place's power and influence and impact on the wilds

afar, but they don't have to like it. This solemn locale might not be a guild "hall," but rather an arbor, elder tree, sacred hedge maze, great circle of standing stones, oracular caverns, or something similar. This would be a meeting place where druids would share magic, information, healing, and so forth.

- **The Mages' Guild:** The mages' guild can go in this sector if appropriate.
- **The Thieves' Guild:** As noted previously, I recommend that you place the Thieves' Guild in either the Chaotic Neutral or the True Neutral sector of your city.

Please note that anti-paladins, hunters, jesters, and other rare sub-classes tend not to have guilds. Anti-paladins would have a Chaotic Evil knightly order, but an Overlord would only tolerate their presence if both he and the majority populace of the city state were also Chaotic Evil. Hunters tend to congregate in the Rangers' Guild. Jesters find the idea of guildship rather preposterous, but not quite amusing enough to actually make a formal joke of it. And the other classes are simply too rare to matter at this organizational level; such persons would probably gather in the guild of the major archetypal class (cleric, fighter, magic-user, thief) that is most representative of their own beliefs.

Whether the guilds should be situated in the Temple Wards, or in adjacent quarters and districts within the same sector as the appropriate Temple Ward of the same alignment, is up to GM discretion. The professional guilds are not synonymous with the temples, but the temples are certainly influential upon their agendas from time to time, and are located nearby. Having a guild hall within a Temple Ward does not imply a direct association between the guild and the temple, although the Temple Ward's governing Hierarch will regard both entities as considerable players within his or her subculture and community.

**One More Professional Guild to Consider**

- **The Adventurers' Guild:** You can also feel free and welcome to create a general Adventurers' Guild, if you want to introduce your players to the guild concept as a group. I used to do this in my campaign, and it does work fairly well when you're trying to get your players interested in the guild experience. I stopped using this idea in a later campaign, however, when I realized that getting players vested and involved with guilds on a daily basis was frequently more dependent upon *personal* investment rather than *group* investment. I have found that when you split players' PC benefits by class, you create several tiers of interest where reluctant players feel that they can jump in a later date. This is turn makes all of the players interested in guilds, rather than just an enthusiastic one or two and a bunch of tagalongs. If you create an Adventurers' Guild, I recommend placing it in one of the neutral (NE, NG, TN) sectors of the city. This would be a locale where characters of all classes gather to seek allies, sage advice, decryption of treasure maps, men-at-arms, special supplies, and so forth. Whether such a generic guild would provide mentorships, XP bonuses, and other perks is entirely up to you.

# IV-20-5

# Placement of Other Establishments

In Section IV-16, I provided a system by which you can estimate the number of alchemists, blacksmiths, gaols, etc. throughout the city by using Rarity Ratings and comparing them to the city's total population. Your natural inclination is probably to want to place all those hundreds of little places now.

I actually recommend against that, because this City State Design Guide is already bringing us perilously close to violating my original "Don't get bogged down in the details" maxim of game world design. You should really wait to place all of those minor edifices until later, after the city state campaign is well under way.

But I don't want to leave you wondering or hanging, so here I provide some quick notes on where you might want to situate those places as you develop detailed maps of your city as a result of long-term play.

Here we go … but don't get stuck on this step! This is just for your information. Most of the actual placement and mapping can really wait 'til later.

**Abandoned Building:** These would be most common in chaotic and/or evil sectors.

**Admiralty (Soldiery):** This organization should go along the seashore, in the primary sector dominating the river mouth at the sea.

**Alchemist:** Most of these establishments will be situated in the same sector as the mages' quarter, and/or the mages' guild.

**Amphitheater:** These can go anywhere, including in the Old City; but they are most likely to be found in good-aligned sectors.

**Arsenal (Guard / Soldiery):** The largest arsenal would be in the Old City. Smaller ones beyond the first should be placed in the New City sectors, adjacent to Garrison Forts that are used by the Guard and the Watch. Due to the need for law enforcement, the arsenals outside of the Old City would most commonly be found in the evil sectors of the city.

**Asylum / Madhouse:** Caring for the mentally ill is an inherently good act, but is frequently better in idealistic intent than in practice. If you envision the asylum(s) curing the sick, they would most likely be in good-aligned sectors; if you envision them as places where madmen are imprisoned and Lovecraftian nightmares might surface in the night, these would perhaps be in a Chaotic Neutral sector.

**Beggars' Guild:** (Already discussed; this goes in the CN or TN sector.)

**Bizarre Bazaar / Dimensional Gateway:** Visitors from another dimension might arise anywhere, but if they are established

and secretly tolerated, this is most likely to occur in a neutral sector.

**Blacksmith / Forge:** A needed service, found in all sectors.

**Burned / Damaged District:** If the district has been recently damaged (in your estimation), it could be anywhere. If the situation is allowed to linger, it is probably in a barely tolerated section of the city; for example, if the Overlord is Neutral Good, this is probably in a Chaotic Evil or Lawful Evil sector.

**Cemetery / Mausoleum:** These can be found anywhere.

**Ceremonial / Garden Labyrinth:** Most likely to exist in the Old City (central sector) or the druidic (True Neutral) sector.

**Circus Maximus:** This might be found in the Old City, or in a chaotic sector.

**Colosseum:** (Found in the Old City, as discussed.)

**Colossus:** This display of raw wealth and power would probably be found at the harbor entrance; so it would be in the most seaward sector.

**Court of Law:** Certainly found in lawful sectors, and in a large city (one with 9 or more courts of law) there would be a jurisdiction and court in every sector.

**Dock / Jetty:** Certainly found in the seaward districts, but also in the districts that have riverfront, lakefront, or canalfront areas as well.

**Dream Merchant:** This unusual trade can arise anywhere.

**Dreamlands Portal:** Can exist anywhere.

**Dwarven Enclave:** This is probably found in the Lawful Good or Neutral Good sector.

**Dwarven / Gnomish Armorer:** Likely found within the Dwarven Enclave, or the Old City.

**Elven Enclave:** It depends on the elven subrace(s), but this is probably found in the Chaotic Good sector.

**Exotic Stables (Griffon, Hippogriff, etc.):** This rare service can be found in any sector, but not in lower-class districts.

**Faction / Secret Society:** (As already discussed; these go in the sector of their leader's alignment.)

**Falconer / Gyrfalconer:** Most commonly found near the Rangers' Guild in one of the good-aligned sectors, but can be found anywhere.

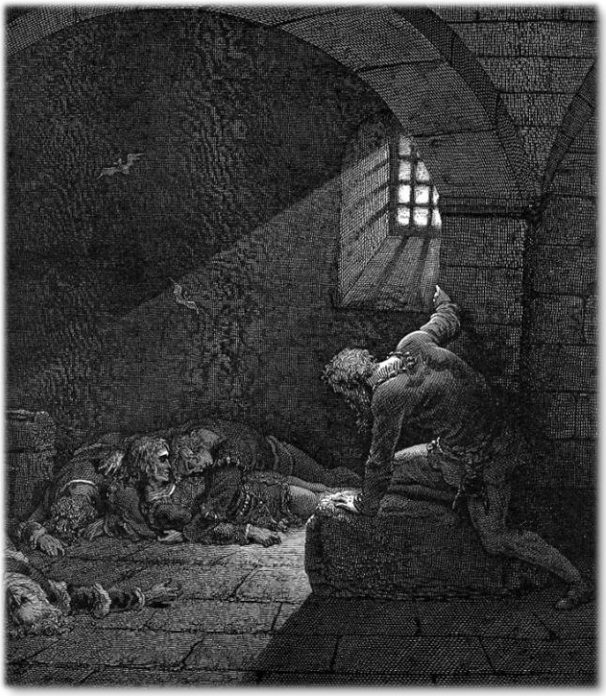
**Forbidden / Abandoned District:** For these places, I offer the same advice that I have given for Burned / Damaged Districts (above).

**Forum / Communal Square:** Found in every sector, but less likely to exist in evil sectors.

**Gallows Hill:** This would fit perfectly in the Lawful Evil sector.

**Gambling / Gaming Hall:** A classic feature for any chaotic sector.

**Gaol / Jail:** These would follow the guidelines for Courts of Law (above), and might well be found adjacent to one another, so as to minimize prisoner transport issues.



**Gemcutter:** Found anywhere, but in lower-class quarters.

**Gnomish Enclave:** Can be found in LG, LN, NG, or TN sectors.

**Golem Sentinel:** Most likely found in the mages' sector, or the Old City.

**Guard / Soldier Garrison:** Found in every sector, as discussed. See the Arsenal entry as well; Garrison Forts and Arsenals will typically be adjacent.

**Halfling Enclave:** Usually found in the Lawful Good or Neutral Good sector.

**Haunted Building:** Most common in evil sectors.

**Haunted / Forbidden Manor:** Found in any sector, but primarily in upper-class evil and neutral sectors.

**House of Healing / Hospice:** Found in good sectors, typically within the Temple Wards.

**Inn:** Found everywhere.

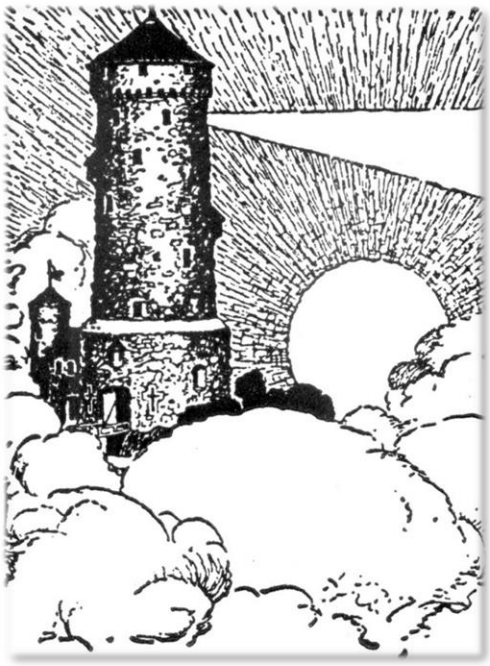
**Juggernaut / Cultic Slaughter Machine:** In evil sectors only, and only in Temple Wards. Most citizens will be terrified of this place.

**Jeweler:** Found in any sector, in upper-class quarters.

**Knightly Order:** (As discussed in the Cavaliers' Guild and Paladins' Guild entries, in Section IV-20-4.)

**Leprosarium / Lazar House:** Caring for the diseased is a good act, but sadly these incurables are typically housed away from good sectors, in neutral sectors, and perhaps within the Temple Wards.

**Library / Archive:** Can be found anywhere, but particularly in the Old City, mages' quarter, and the Temple Wards.



**Lighthouse:** Found only in a seaward district.

**Magic Emporium (Minor Items):** In the mages' quarter, or in the Old City.

**Magic Shop (Scrolls / Potions):** In the mages' quarter, the Old City, or a seaward sector.

**Manor House / Noble Residence:** Found anywhere, but only in upper-class districts.

**Manufactory / Industrial Edifice:** Can be found anywhere, but probably not adjacent to upper-class districts, and unlikely in the Old City.

**Marketplace:** A needed service, found in every sector.

**Master of Hounds:** Probably found near the Fighters' Guild, the Colosseum, the Rangers' Guild, or the Adventurers' Guild.

**Menagerie / Zoo:** Can be found anywhere.

**Mercenaries' Guild / Men-at-Arms Society:** Most likely found in a neutral sector; and also likely in an inland sector (as opposed to seaward).

**Monument / Statue:** Found anywhere, particularly in the Old City and the Temple Wards.

**Museum:** Usually found in lawful sectors, and not in lower-class quarters.

**Orphanage:** Caring for orphans is a lawful act, but not always a good one. See advice under Asylum / Madhouse, as it really depends on whether you view orphanages as idealized or dystopian (places for creepy adventure hooks).

**Overlord's Citadel:** (As discussed, this belongs in the Old City.)

**Pleasure Hall / Brothel:** These can be found in chaotic sectors.

**Professional Guild:** (Refer to Section IV-20-4 for full details.)

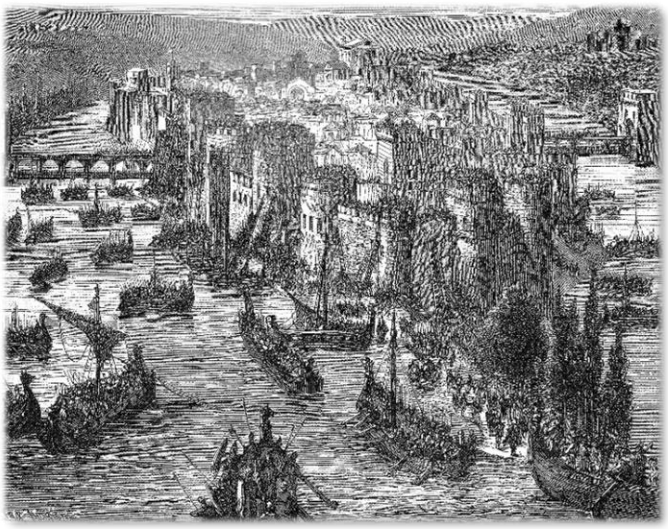
**Public Arbor / Garden / Park:** This will be found in good and neutral sectors.

**Reagent Seller / Material Spell Components:** Typically located near the mage's quarter, or in a seaward sector.

**Restricted / Locked District:** This will probably be a minority Temple Ward, whose citizens might be endangered by the majority populace. For example, in a Chaotic Evil city the Overlord might well have the good sectors restricted to outside traffic, save for pilgrims, peregrines, and carefully-vetted tourists.

**Ruined Building:** These will be found in lower-class quarters in any sector.

**Sage:** Probably found in the sector that corresponds with the sage's alignment, which can be chosen by the GM or rolled randomly.



**Shipyard / Shipbuilding Area:** Always in a seaward sector.

**Shop (Goods or Services):** Needed services, found in all sectors.

**Sinkhole / Netherworld Entrance:** Probably found in an evil sector. If the occurrence is unwanted and needs to be repaired, this will be in a lower class sector that is somewhat hostile to the

Overlord. If the occurrence is wanted, it will be in a Temple Ward devoted to a chthonic deity, arch-devil, or demon lord.

**Slave Market:** Only found in evil sectors.

**Stables:** Found in all sectors.

**Subdued Monster Master:** Most likely found in neutral sectors, in mercantile quarters.

**Tavern:** Found in all sectors, particularly the waterfront areas.

**Temple:** (Refer to the Temple Ward rules for full details.)

**Tower (Guard / Soldiery):** These will be found in all sectors, along wall-facing quarters and districts.

**Tower (Private / Noble):** Found in all sectors, in the quarters of the highest social class within the general area.

**Trade Guild:** (As discussed prior.)

**Treasure House / Warehouse:** These well-guarded places can be found in the seaward sectors, and in noble districts of high social class.

**Undercity Entrance:** Found in all sectors.

**Urban Dragon's Grotto:** If this exists, it will be in a good-aligned sector the corresponds with the dragon's alignment.

**Wizarding School / Scholomance:** Always either in the mages' quarter, or in the Old City (central sector).

# IV-21

# Moving Toward Mapping

We are nearing the end of the City State Design Guide section of this volume. Your framework should now be quite concrete, and you can begin placing individual shops and merchant locations at your leisure. As your city is taking on its coherent and playable form, you are probably thinking about elevating your framework and worksheets toward the development of a play map.

This is sadly well outside of my area of expertise. But never fear, I have some good advice to give you!

There are five main resources I can recommend to you if you are seeking assistance in turning your sector worksheets into a series of city maps:

**[1] Existing Outside Sources:** (This is typically a paid option.) Some of the best fantasy cities are already in existence, published by other companies. Quality city designs produced by others which I have no affiliation with, but which you might want to check out, include those created by Columbia Games, the Judges Guild, and a Lake Geneva company (especially in the 1980s and 90s).

**[2] Gifted Amateurs:** A large number of skilled and enthusiastic cartographers exist as well, particularly in the DeviantArt community. You can browse at leisure and emulate aspects of their designs in your own cartography work.

**[3] Online Resources:** With Google, you can get a great array of ideas and motifs just by conducting an image search for "Best Fantasy City Map," while adding the negative keyword "-Pinterest" if you don't like that site's approach. You can get even better results by clicking Tools, and changing the size selector to Large. You'll see a significant number of designs you can borrow ideas from.

**[4] Video Tutorials:** For beginners, I also like a Youtube tutorial from Questing Beast, entitled How to Draw Medieval Cities, which gives you a nice practical visual guide to creating the needed shapes.

And saving the best for last …

**[5] Watabou Medieval Fantasy City Generator:** This is an excellent free fan-designed site, which is my current favorite city-devoted resource (as of this writing, in June 2018). I have used this to begin a more professional revision of my personal Free City of Grimrook maps, which I might actually publish someday. This resource is definitely one you should search out and bookmark whenever you have chance. You can easily take a Watabou map, customize it, mutate it, export it, and slice it into nine roughly equal sectors — your sectors don't need to just be squares now, they can be any shape — and just go wild.

Here is an example of the quality of the output which you can get there:

As you can see, the map features a major river, an enclosed citadel, and basic quarters divided by major thoroughfares. Some work using photocopies and some marker, or a graphics program, will allow you to take these basics and to add some needed expansions (such as a sea, an outer wall, surrounding terrain, and further delineation of sectors and their respective quarters).

Using these five options, you can typically design a good workable basic city map in between 5 and 50 hours … depending on how intricate you want it to be. A single-sheet (or single-screen) design can work just fine for beginning play, but as the city state campaign develops further you will probably want to design a larger map using a 3x3 grid of sheets. Then you can map out the entire city in detail, beginning with the Old City, which will allow you to set the scene for detailed urban adventures.

# IV-22

# Notes on the Matter of Character Social Standing

Before we move on to non-city topics and back to the Game World Generator proper, I want to provide you with two sets of stepping stones which will lead you toward future urban adventure design. You can also check out my City State Encounters book, my Oldskull Adventure Generator, and quality unaffiliated offerings (such as Vornheim, or Dark Cities by True Mask Games) to give you more ideas beyond what I can offer you here.

One topic which does not involve city design, but which is crucial to a city state-based campaign, is that of social standing. Dungeon and wilderness adventures are actually rather simple, because the expectations from the players are

straightforward: there will be obstacles (monsters, traps, tricks) hindering PC acquisition of treasures, and scores (XP awards) involve knocking down the obstacles and gathering up the treasures.

In urban adventures, things are more complicated. Killing in a city is murder, and treasure gathering is stealing. These events can still take place, but the omnipresent authorities — as well as moral quandaries — turn the game's challenge-and-reward paradigm on its head. In urban adventures and city campaign play, gains and losses are measured by influence, reputation, politics, factionalization, and social climbing. All of these ambiguous factors are crystallized in a social standing rating that is applied to every PC and NPC.

Social Standing is a general indicator of a character's position in society, with a particular focus on the Incomparable City (the city state you're designing). This status rating is always of interest in regards to role-playing, and it becomes an especially crucial consideration during urban adventures and guild play.

As the Game Master, you will want your players' actions to change their personal PC's social standing all the time. And not always for the better! This, and the fact that each PC will have a different and unique social level, is going to make the players invested in the urban and city state aspects of your campaign. The differences will have the adventuring party rubbing shoulders with beggars, magistrates, nobles, and everyone in between.

Hereafter you will find the social standing system which I use; you can certainly develop your own if you disagree on any of the particulars. This system embraces all alignments, and races, and major character classes. Even criminals and murderers have "ranks" of relative disfavor in the eyes of the Overlord.

One's worth is measured by a complex admixture of bloodline, birthright, profession, rank, respect, authority, and personal ambition. Further, there is an old school concept that your players are going to figure out right off the bat as the city campaign begins: ***Social ranks are not fair.*** There's prejudice against some classes, and favoritism toward others. Players may howl that this is unjust. The GM's reply should be, "It certainly is, and that's precisely the point."

Social standings are entirely separate from character "builds" and the perceived power levels of various races and classes. After playing with social standing for a while, the players will likely realize that one of their more silent, less involved, or more eccentric buddies is actually "the leader" in regards to urban and social / noble-driven adventures, based on his or her PC's initial social standing. And that is good … you probably don't want a single player dominating all of the play sessions. Each PC, and player, should excel in different venues and at different things. If the party has a different dungeon leader, a different wilderness leader, and a different urban leader, that's probably an excellent thing for the continued health of your campaign.

These FRPG social levels originated with a 1985 Gygaxian paradigm. I have taken the system much farther than in his initial outline, and I have reduced the racial component; but the basics remain the same. Society frowns upon knaves, and celebrates the knights, because that's the way things work in the world swords and sorcery. Priests are respected, even if evil, because they are chosen and invested with power by the gods. Mages are respected too, even if they are empowered by dark forces, because they are personal manifestations of the will of the arcane. And in all circumstances, a level 1 paladin (being the current incarnation of a revered feudal bloodline) is going to find himself to

be considerably more respected than a level 1 barbarian from the outlands. But then again, the paladin probably has to worry about assassination attempts and rivalries between knightly orders, while the barbarian — as a relative unknown — can frequently come and go as he pleases. But the barbarian might not be welcome in some settings without the grace and accompaniment of the paladin!

If any players are still a bit uppity as a result of this unfair revelation, the GM should simply explain to them that some character classes are more highly regarded by the commoners than others are. ***The city is not the dungeon.*** One of the biggest monsters in the city is actually prejudice. The stereotypes people harbor in their minds are often reinforced by personal experience. Ask your players this: When you need to sit on the city bus for an hour and there's only two open seats left, would you rather sit by the polite and charming gentleman, or the stinky and aggressive homeless person? A significant majority of people are going to choose one over the other, to be sure.

The GM can further note and explain to the players that an individual's social standing will increase based on his personal (mis)deeds, generosity, intelligence, and the favors granted to him or her by the grateful powers who are aided (quest-giving Hierarchs, Exarchs, guild masters, knight captains, gladiatorial clan masters, and so forth). Some players may strive for PC fame, while others strive for infamy. Either extreme could yield some tremendous role-playing experiences for that person, and for the group. And the GM can quickly motivate power-seeking players to one-up one another in the influence game, too. This will lead to some surprising rivalries, make-up sessions, compromises, changes in lead, and so forth.

All of this is good. This is a crucial feature of the game that is rarely addressed in the modern edition. Further, this is a special and unusual form of progression that is unique to the city state, noble realms, and urban environments. The dungeon and the wilderness cannot provide this experience!

My own campaign has a lot more detail than what I am going to provide, but I did not want to overwhelm you. Basically, there are over 100 "ranks" of social standing, or peerage. Each character (PC or NPC) is "born" at a specific rank, as listed in the tables hereafter. Personal good deeds improve this rank, and personal bad deeds worsen it. Good or bad deeds performed by the party may provide all PCs with a blanket reward or punishment (+3, -2, or whatever). The magnitude of the deed affects the magnitude of the fall / climb, with minor matters being a +/- 1 and major matters (murder of an innocent, saving the life of someone important) being a +/- 5. And importantly, events which occur outside of the public eye — whether good or bad — do not affect social standing!

The rank "100th" is the worst acceptable rank, and the rank "1st" is the best. The ranks and recognition are exclusive to the city state, but nevertheless they are usually honored elsewhere. A noble is a noble, and a knave is a knave.

No PC can ever reach the "4th" social standing rank without becoming an Exarch of a city state, and no PC can ever exceed "2nd" without overthrowing and becoming the Overlord of the Incomparable City. Ranks above 1st (Overlord) are not dealt with here, because they strictly apply to the rules of kingdoms. If the players and the GM want to go there into the realm of kingmaking epic gaming, that's fine; but that is far beyond the intentions of an old school city state campaign.

# IV-22-1

# The Detailed Social Standing Ranks

The starting social standing ratings for PCs of level 1 —alignment and Charisma notwithstanding, until personal deeds are observed — are as follows:

**The Mage Archetype**

- **Human Illusionists:** 70th
- **Human Magic-Users:** 69th
- **Human Savants:** 71st

**The Priest Archetype**

- **Human Clerics:** 57th
- **Human Druids:** 77th
- **Human Monks:** 61st
- **Human Mystics:** 64th

**The Rogue Archetype**

- **Human Assassins:** 105th
- **Human Bards:** 89th (those who begin as bards at experience level 1)
- **Human Jesters:** 94th
- **Human Mountebanks:** 99th
- **Human Thieves:** 103rd

**The Warrior Archetype**

- **Human Anti-Paladins:** 105th
- **Human Barbarians:** 95th
- **Human Cavaliers, Horsemen (Cavaliers of low birth):** 78th if Bastard (10%), 69th if Fatherless (10%), 67th if Motherless (10%), 57th if Enfranchised with Mother and Father (70%)
- **Human Cavaliers (of Noble Birth):** 48th if born of the Low Gentry (60%), 41st if born of Landed Gentry (20%), 30th if born of Aristocracy (10%)
- **Human Fighters:** 80th
- **Human Hunters:** 83rd
- **Human Paladins, Lancers (Paladins of low birth):** 74th if Bastard (10%), 65th if Fatherless (10%), 63rd if Motherless (10%), 53rd if Enfranchised with Mother and Father (70%)
- **Human Paladins (of Noble Birth):** 48th if born of the Low Gentry (60%), 41st if born of Landed Gentry (20%), 30th if born of Aristocracy (10%)
- **Human Rangers:** 76th

**Multi-Classed Characters**

- **Bards of Renown:** Dependent upon prior deeds (those who begin as fighters or thieves and attain high experience levels before bardship); rank is retained
- **Human Dual-Classed Characters:** Dependent upon prior deeds; rank is retained
- **Multi-Classed Demi-Humans:** Adopt the best and most advantageous social standing between their 2 or 3 classes

**Racial Modifiers to Initial Social Standing**

By default, listed peerage ranks are for human characters, unless otherwise specified. Overall suggested racial modifiers for individuals are as follows:

**Dwarf**

- **Dvergar:** +6 (6 ranks lower)
- **Hill Dwarf:** -3 (3 ranks higher)
- **Mountain Dwarf:** -5 (5 ranks higher)

**Elf**

- **Dark Elf:** +10 (10 ranks lower)
- **Gray Elf:** -7 (7 ranks higher)
- **High Elf:** -3 (3 ranks higher)
- **Sylvan / Wood Elf:** +2 (2 ranks lower)

**Gnome**

- **Burrow Gnome:** No modifier
- **Forest Gnome:** +2 (2 ranks lower)
- **Nether Gnome:** +4 (4 ranks lower)

**Half-Elf**

- **Half-Elf of Dark Descent:** +6 (6 ranks lower)
- **Half-Elf of Gray Descent:** -3 (4 ranks higher)
- **Half-Elf of High Descent:** -2 (2 ranks higher)
- **Half-Elf of Sylvan Descent:** +1 (1 rank lower)

**Half-Ogre**

- **Half-Ogre of Evil Alignment:** +15 (15 ranks lower)
- **Half-Ogre of Good Alignment:** +7 (7 ranks lower)
- **Half-Ogre of Neutral Alignment:** +11 (11 ranks lower)

**Half-Orc**

- **Half-Orc of Evil Alignment:** +12 (12 ranks lower)
- **Half-Orc of Good Alignment:** +4 (4 ranks lower)
- **Half-Orc of Neutral Alignment:** +8 (8 ranks lower)

**Halfling**

- **Dwarf-Kith Halfling:** No modifier
- **Elf-Kith Halfling:** No modifier
- **Halfling of Mixed Blood:** +1 (1 rank lower)
- **Shire Halfling:** +2 (2 ranks lower)

**Human**

- (Humans are the baseline race, and have no social standing modifier.)

The social standing ranks and hierarchies in the Free City of Grimrook, under the Overlord, are as follows. You may want to tailor and customize this table if you develop a city with a very different ethos (e.g., Lawful Good, Chaotic Evil, etc.).

Here we go …

**Social Caste Zero**

**The 117th to 110th Peerage Ranks**

***(The Under-Caste; the exiled, criminal, and nefarious; the accursed and the hunted)***

**117th Peerage Rank**

- Unforgivable Blood Nemeses of the Overlord

**116th Peerage Rank**

- Arch-Enemies and of the Overlord

**115th Peerage Rank**

- Sworn Enemies of the World's Realms (vile assassins of rightful kings, tyrannical pretenders, etc.)

**114th Peerage Rank**

- Infamous Criminals
- Mass Murderers

**113th Peerage Rank**

- Notorious Criminals
- Murderers (professional assassin characters, however, have a different standing; this entry is for murderers acting against all of the Overlord's laws)

**112th Peerage Rank**

- Career Criminals
- Man Slaughterers
- Violent Criminals

**111th Peerage Rank**

- Habitual Criminals
- Rebellious Slaves

**110th Peerage Rank**

- Crippled Slaves
- Diseased Slaves
- Petty Criminals

**Social Caste I**

**The 109th to 97th Peerage Ranks**

***(The Lower Lower Class; slaves, peasantry, and untouchables)***

**109th Peerage Rank**

- Disgraced Slaves
- Weak Slaves

**108th Peerage Rank**

- Unproven Slaves

**107th Peerage Rank**

- Diseased Beggars
- Slaves (majority)

**106th Peerage Rank**

- Worthy Slaves (well-behaved, of long repute, etc.

**105th Peerage Rank**

- Average NPC Anti-Paladins of Experience Level 1 or 2
- Average NPC Assassins of Experience Level 1
- PC Human Anti-Paladins of Experience Level 1
- PC Human Assassins of Experience Level 1

**104th Peerage Rank**

- Esteemed Slaves (e.g., those with artistic talents)
- Honored Slaves (e.g., those who save a master's life)

**103rd Peerage Rank**

- Average NPC Anti-Paladins of Experience Level 3 or 4
- Average NPC Assassins of Experience Level 2
- Average NPC Thieves of Experience Level 1
- PC Human Thieves of Experience Level 1

**102nd Peerage Rank**

- Beggars (majority)

**101st Peerage Rank**

- Average NPC Assassins of Experience Level 3
- Average NPC Thieves of Experience Level 2
- Beggar Children

**100th Peerage Rank**

- Bordars / Cottars (serfs of lower than average status)
- Freed Slaves (those legally freed for service, honor, etc.; not escaped)
- Worthy Beggars (former soldiers, known agents of the Beggars' Guild, etc.)

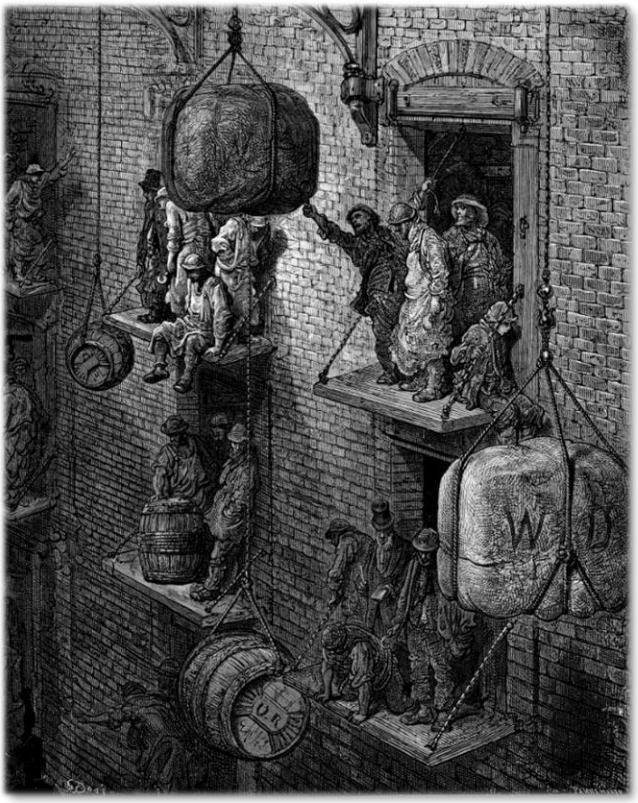
**99th Peerage Rank**

- Average NPC Anti-Paladins of Experience Level 5 or 6
- Average NPC Assassins of Experience Level 4
- Average NPC Mountebanks of Experience Level 1

- Average NPC Thieves of Experience Level 3
- PC Human Mountebanks of Experience Level 1
- Peons
- Serfs (majority)

**98th Peerage Rank**

- Peasant Farmers
- Peasant Laborers
- Villeins



**97th Peerage Rank**

- Average NPC Anti-Paladins of Experience Level 7 or 8
- Average NPC Assassins of Experience Level 5
- Average NPC Mountebanks of Experience Level 2
- Average NPC Thieves of Experience Level 4
- Drudges
- Tinkers (of poor skill / repute)

**Social Caste II**

**The 96th to 87th Peerage Ranks**

***(The Middle Lower Class; slaves, peasantry, and untouchables)***

**96th Peerage Rank**

- Tinkers (majority)

**95th Peerage Rank**

- Average NPC Anti-Paladins of Experience Level 9 or 10
- Average NPC Assassins of Experience Level 6
- Average NPC Barbarians of Experience Level 1
- Average NPC Mountebanks of Experience Level 3
- Average NPC Thieves of Experience Level 5
- PC Human Barbarians of Experience Level 1

**94th Peerage Rank**

- Average NPC Barbarians of Experience Level 2
- Average NPC Jesters of Experience Level 1
- Disreputable / Scandalous Actors
- PC Human Jesters of Experience Level 1
- Tinkers (of considerable skill / repute)

**93rd Peerage Rank**

- Average NPC Anti-Paladins of Experience Level 11 or 12
- Average NPC Assassins of Experience Level 7
- Average NPC Mountebanks of Experience Level 4
- Average NPC Thieves of Experience Level 6

**92nd Peerage Rank**

- Average NPC Barbarians of Experience Level 3

- Average NPC Jesters of Experience Level 2
- Laborers
- Unproven Mercenary Men-at-Arms (no expeditions conducted)

**91st Peerage Rank**

- Actors (majority)
- Average NPC Anti-Paladins of Experience Level 13 or 14
- Average NPC Assassins of Experience Level 8
- Average NPC Mountebanks of Experience Level 5
- Average NPC Thieves of Experience Level 7
- Herdsmen (unestablished, semi-nomadic, trade within the city state)

**90th Peerage Rank**

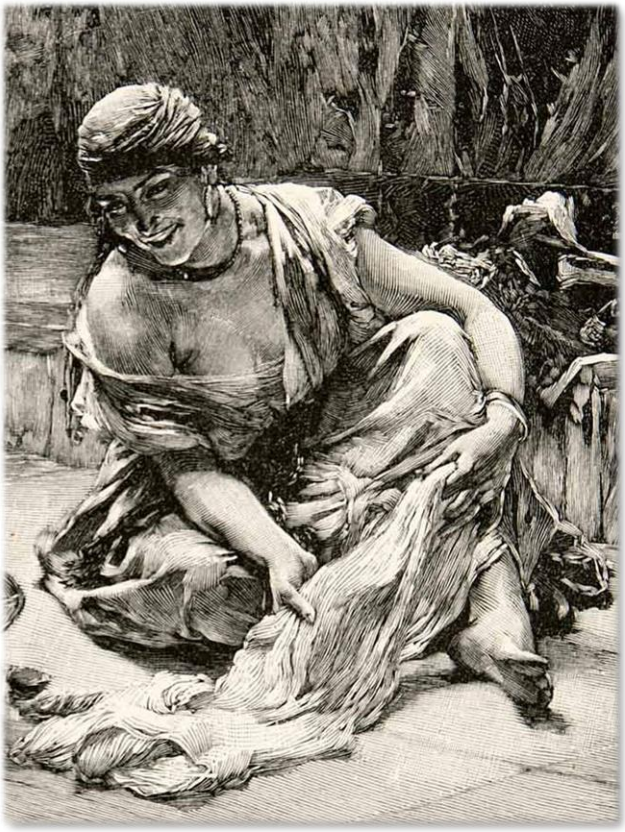
- Average NPC Barbarians of Experience Level 4
- Average NPC Jesters of Experience Level 3
- Blooded Mercenary Men-at-Arms (having conducted and survived one expedition)
- Herdsmen (established, majority)
- Jugglers (not jesters)

**89th Peerage Rank**

- Average NPC Anti-Paladins of Experience Level 15 or 16
- Average NPC Assassins of Experience Level 9
- Average NPC Bards of Experience Level 1
- Average NPC Mountebanks of Experience Level 6
- Average NPC Thieves of Experience Level 8
- PC Human Bards of Experience Level 1
- Herdsmen (of long standing / repute)
- Shifty / Disreputable Peddlers

**88th Peerage Rank**

- Average NPC Barbarians of Experience Level 5
- Average NPC Jesters of Experience Level 4
- Jugglers (charming / skilled)
- Known Actors (majority)
- Peddlers (majority)
- Shifty / Disreputable Fences



**87th Peerage Rank**

- Average NPC Anti-Paladins of Experience Level 17 or 18
- Average NPC Assassins of Experience Level 10
- Average NPC Mountebanks of Experience Level 7
- Average NPC Thieves of Experience Level 9
- Average NPC Bards of Experience Level 2

- Mercenary Men-at-Arms (majority; having conducted two to five expeditions)
- Respected / Well-Known Actors
- Trustworthy Peddlers

**Social Caste III**

**The 86th to 79th Peerage Ranks**

***(The Upper Lower Class; kith, kindred, and lesser citizenry)***

**86th Peerage Rank**

- Average NPC Barbarians of Experience Level 6
- Average NPC Jesters of Experience Level 5
- Fences (majority)
- Lesser Freemen (likely owning a small home only)

**85th Peerage Rank**

- Average NPC Anti-Paladins of Experience Level 19 or 20
- Average NPC Assassins of Experience Level 11
- Average NPC Bards of Experience Level 3
- Average NPC Mountebanks of Experience Level 8
- Average NPC Thieves of Experience Level 10
- Famous Actors

**84th Peerage Rank**

- Average NPC Assassins of Experience Level 12
- Average NPC Barbarians of Experience Level 7
- Average NPC Jesters of Experience Level 6
- Average NPC Bards of Experience Level 4
- Average NPC Mountebanks of Experience Level 9
- Average NPC Thieves of Experience Level 11
- Trustworthy Fences

**83rd Peerage Rank**

- Average NPC Barbarians of Experience Level 8
- Average NPC Jesters of Experience Level 7
- Average NPC Hunters of Experience Level 1
- Freemen (majority, likely owning a home of moderate size)
- PC Human Hunters of Experience Level 1
- Shifty / Disreputable Moneychangers
- Veteran Mercenary Men-at-Arms (having conducted six or more expeditions)

**82nd Peerage Rank**

- Average NPC Assassins of Experience Level 13
- Average NPC Barbarians of Experience Level 9
- Average NPC Hunters of Experience Level 2
- Average NPC Jesters of Experience Level 8
- Average NPC Bards of Experience Level 5
- Average NPC Mountebanks of Experience Level 10
- Average NPC Thieves of Experience Level 12
- Low-Skilled Tradesmen

**81st Peerage Rank**

- Average NPC Assassins of Experience Level 14
- Average NPC Bards of Experience Level 6
- Average NPC Mountebanks of Experience Level 11
- Average NPC Thieves of Experience Level 13
- Established Freemen (likely owning a fine home of moderate size)

- Worthy Citizens (in general; those which are difficult to classify elsewhere)

**80th Peerage Rank**

- Average NPC Barbarians of Experience Level 10
- Average NPC Fighters of Experience Level 1 (please note that this is for freelancers; officer-fighters in service of a city, stronghold or noble can rise considerably higher)
- Average NPC Hunters of Experience Level 3
- Average NPC Jesters of Experience Level 9
- Moneychangers (majority)
- PC Human Fighters of Experience Level 1

**79th Peerage Rank**

- Average NPC Assassins of Experience Level 15
- Average NPC Bards of Experience Level 7
- Average NPC Mountebanks of Experience Level 12
- Average NPC Thieves of Experience Level 14
- Petty Merchants
- Tradesmen (majority)

**Social Caste IV**

**The 78th to 68th Peerage Ranks**

***(The Lower Middle Class; greater citizenry, veterans, and yeomanry)***

**78th Peerage Rank**

- Average NPC Bards of Experience Level 8
- PC Human Horsemen (Cavaliers of Low Birth and Bastard Status, Experience Level 1)
- Trustworthy Moneychangers

**77th Peerage Rank**

- Average NPC Barbarians of Experience Level 11
- Average NPC Druids of Experience Level 1
- Average NPC Fighters of Experience Level 2
- Average NPC Hunters of Experience Level 4
- Average NPC Jesters of Experience Level 10
- PC Human Druids of Experience Level 1

**76th Peerage Rank**

- Average NPC Assassins of Experience Level 16 (if your game's assassins can exceed the 15th level)
- Average NPC Mountebanks of Experience Level 13
- Average NPC Rangers of Experience Level 1
- Average NPC Thieves of Experience Level 15
- Craftsmen (majority)
- PC Human Rangers of Experience Level 1

**75th Peerage Rank**

- Average NPC Barbarians of Experience Level 12
- Average NPC Hunters of Experience Level 5
- Average NPC Jesters of Experience Level 11
- Skilled Tradesmen
- Unprosperous Merchants

**74th Peerage Rank**

- Average NPC Assassins of Experience Level 17
- Average NPC Bards of Experience Level 9
- Average NPC Druids of Experience Level 2
- Average NPC Mountebanks of Experience Level 14

- Average NPC Thieves of Experience Level 16
- PC Human Lancers (Paladins of Low Birth and Bastard Status, Experience Level 1)
- Petty Sergeants (Level 1 NPC Fighters)

**73rd Peerage Rank**

- Average NPC Barbarians of Experience Level 13
- Average NPC Hunters of Experience Level 6
- Average NPC Jesters of Experience Level 12
- Average NPC Rangers of Experience Level 2
- Common-Origin Knights (Level 1 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- Enfranchised Citizens (in general; those with hereditary honors for voting or minor ancestral property rights)
- Lieutenants (Level 1 NPC Fighters)
- Merchants (majority)
- Skilled Craftsmen

**72nd Peerage Rank**

- Average NPC Assassins of Experience Level 18
- Average NPC Bards of Experience Level 10
- Average NPC Fighters of Experience Level 3
- Average NPC Mountebanks of Experience Level 15
- Average NPC Thieves of Experience Level 17

**71st Peerage Rank**

- Average NPC Barbarians of Experience Level 14
- Average NPC Druids of Experience Level 3
- Average NPC Hunters of Experience Level 7
- Average NPC Jesters of Experience Level 13
- Average NPC Savants of Experience Level 1
- Low-Skilled Artisans
- PC Human Savants of Experience Level 1
- Sergeants (Level 2 NPC Fighters)

**70th Peerage Rank**

- Average NPC Assassins of Experience Level 19
- Average NPC Bards of Experience Level 11
- Average NPC Illusionists of Experience Level 1
- Average NPC Mountebanks of Experience Level 16
- Average NPC Rangers of Experience Level 3
- Average NPC Thieves of Experience Level 18
- Common-Origin Knights (Level 2 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- PC Human Illusionists of Experience Level 1
- Senior Lieutenants (Level 3 NPC Fighters)

**69th Peerage Rank**

- Average NPC Barbarians of Experience Level 15
- Average NPC Fighters of Experience Level 4
- Average NPC Hunters of Experience Level 8
- Average NPC Jesters of Experience Level 14
- Average NPC Magic-Users of Experience Level 1
- PC Human Horsemen (Cavaliers of Low Birth and Fatherless Status, Experience Level 1)
- PC Human Magic-Users of Experience Level 1

**68th Peerage Rank**

- Artisans (majority)
- Average NPC Assassins of Experience Level 20

- Average NPC Bards of Experience Level 12
- Average NPC Druids of Experience Level 4
- Average NPC Mountebanks of Experience Level 17
- Average NPC Savants of Experience Level 2
- Average NPC Thieves of Experience Level 19
- Bankers' Apprentices
- Prosperous Merchants
- Senior Sergeants (Level 3 NPC Fighters)
- Worthy Citizens (typically Enfranchised Citizens of long standing and high report, elders etc.)

**Social Caste V**

**The 67th to 58th Peerage Ranks**

***(The Middle Middle Class; gentlefolk, gentry, and respected citizenry)***

**67th Peerage Rank**

- Average NPC Barbarians of Experience Level 16
- Average NPC Hunters of Experience Level 9
- Average NPC Illusionists of Experience Level 2
- Average NPC Jesters of Experience Level 15
- Average NPC Rangers of Experience Level 4
- Common-Origin Knights (Level 3 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- PC Human Horsemen (Cavaliers of Low Birth and Motherless Status, Experience Level 1)
- Shady / Disreputable Bankers

**66th Peerage Rank**

- Average NPC Bards of Experience Level 13
- Average NPC Fighters of Experience Level 5
- Average NPC Magic-Users of Experience Level 2
- Average NPC Mountebanks of Experience Level 18
- Average NPC Thieves of Experience Level 20

**65th Peerage Rank**

- Average NPC Barbarians of Experience Level 17
- Average NPC Druids of Experience Level 5
- Average NPC Hunters of Experience Level 10
- Average NPC Jesters of Experience Level 16
- Average NPC Savants of Experience Level 3
- PC Human Lancers (Paladins of Low Birth and Fatherless Status, Experience Level 1)
- Sergeants of Arms (Level 4 NPC Fighters)

- Skilled Artisans

**64th Peerage Rank**

- Average NPC Bards of Experience Level 14
- Average NPC Illusionists of Experience Level 3
- Average NPC Mountebanks of Experience Level 19
- Average NPC Mystics of Experience Level 1
- Average NPC Rangers of Experience Level 5
- Common-Origin Knights (Level 4 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- PC Human Mystics of Experience Level 1

**63rd Peerage Rank**

- Average NPC Barbarians of Experience Level 18
- Average NPC Fighters of Experience Level 6
- Average NPC Hunters of Experience Level 11
- Average NPC Jesters of Experience Level 17
- Average NPC Magic-Users of Experience Level 3
- Bankers (majority)
- PC Human Lancers (Paladins of Low Birth and Motherless Status, Experience Level 1)
- Wealthy Merchants

**62nd Peerage Rank**

- Average NPC Bards of Experience Level 15
- Average NPC Druids of Experience Level 6
- Average NPC Mountebanks of Experience Level 20
- Average NPC Savants of Experience Level 4

**61st Peerage Rank**

- Average NPC Barbarians of Experience Level 19
- Average NPC Hunters of Experience Level 12
- Average NPC Illusionists of Experience Level 4
- Average NPC Jesters of Experience Level 18
- Average NPC Monks of Experience Level 1
- Average NPC Mystics of Experience Level 2
- Average NPC Rangers of Experience Level 6
- Captains (Level 5 NPC Fighters)
- Common-Origin Knights (Level 5 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- Landed Gentry Folk
- PC Human Monks of Experience Level 1

**60th Peerage Rank**

- Average NPC Bards of Experience Level 16
- Average NPC Fighters of Experience Level 7
- Average NPC Magic-Users of Experience Level 4

**59th Peerage Rank**

- Apprentice Guild Masters
- Average NPC Barbarians of Experience Level 20
- Average NPC Hunters of Experience Level 13
- Average NPC Jesters of Experience Level 19
- Average NPC Druids of Experience Level 7
- Average NPC Savants of Experience Level 5

**58th Peerage Rank**

- Average NPC Bards of Experience Level 17
- Average NPC Illusionists of Experience Level 5
- Average NPC Monks of Experience Level 2

- Average NPC Mystics of Experience Level 3
- Average NPC Rangers of Experience Level 7
- Common-Origin Knights (Level 6 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- Great Merchants
- Landless and Exiled / Overthrown Baronets
- Prosperous Bankers
- Senior Captains (Level 6 NPC Fighters)

**Social Caste VI**

**The 57th to 49th Peerage Ranks**

***(The Upper Middle Class; honored citizenry, rising personages, and worthies)***

**57th Peerage Rank**

- Average NPC Fighters of Experience Level 8
- Average NPC Hunters of Experience Level 14
- Average NPC Jesters of Experience Level 20
- Average NPC Magic-Users of Experience Level 5
- PC Human Clerics of Experience Level 1 (typically independent of a temple, wanderers, prophet prentices, PC and NPC adventurers, etc.)
- PC Human Horsemen (Cavaliers of Low Birth and Normal Status, Experience Level 1)

**56th Peerage Rank**

- Average NPC Bards of Experience Level 18
- Average NPC Druids of Experience Level 8
- Average NPC Savants of Experience Level 6
- Minor Guild Masters (typically of minor trade guilds)

**55th Peerage Rank**

- Average NPC Hunters of Experience Level 15
- Average NPC Illusionists of Experience Level 6
- Average NPC Monks of Experience Level 3
- Average NPC Mystics of Experience Level 4
- Average NPC Rangers of Experience Level 8
- Captains of Arms (Level 7 NPC Fighters)
- Common-Origin Knights (Level 7 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)

**54th Peerage Rank**

- Average NPC Bards of Experience Level 19
- Average NPC Clerics of Experience Level 2
- Average NPC Fighters of Experience Level 9
- Average NPC Magic-Users of Experience Level 6
- Temple Priests (Level 1 NPC Clerics; established in a city state or kingdom, typically not adventurers or PCs)

**53rd Peerage Rank**

- Average NPC Druids of Experience Level 9
- Average NPC Hunters of Experience Level 16
- Average NPC Savants of Experience Level 7
- Deposed Baronets
- PC Human Lancers (Paladins of Low Birth and Normal Status, Experience Level 1)
- Wealthy Bankers

**52nd Peerage Rank**

- Average NPC Bards of Experience Level 20
- Average NPC Illusionists of Experience Level 7
- Average NPC Rangers of Experience Level 9
- Average NPC Monks of Experience Level 4
- Average NPC Mystics of Experience Level 5
- Common-Origin Knights (Level 8 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- Vaunted Captains (Level 8 NPC Fighters)

**51st Peerage Rank**

- Average NPC Clerics of Experience Level 3
- Average NPC Fighters of Experience Level 10
- Average NPC Hunters of Experience Level 17
- Average NPC Magic-Users of Experience Level 7
- Average NPC Savants of Experience Level 8
- Temple Priests (Level 2 NPC Clerics)

**50th Peerage Rank**

- Average NPC Druids of Experience Level 10
- Average NPC Illusionists of Experience Level 8
- Average NPC Monks of Experience Level 5
- Average NPC Mystics of Experience Level 6
- Average NPC Rangers of Experience Level 10
- Common-Origin Knights (Level 9 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)

**49th Peerage Rank**

- Average NPC Clerics of Experience Level 4
- Average NPC Fighters of Experience Level 11
- Average NPC Hunters of Experience Level 18
- Average NPC Magic-Users of Experience Level 8
- Great Bankers
- Landless and Exiled / Overthrown Barons
- Temple Priests (Level 3 NPC Clerics)

**Social Caste VII**

**The 48th to 42nd Peerage Ranks**

***(The Lower Upper Class; champions, exemplars, and scions)***

**48th Peerage Rank**

- Average NPC Druids of Experience Level 11
- Average NPC Savants of Experience Level 9

- Guild Masters (typically of fairly influential trade guilds, or professional guilds; but if the experience level indicates a higher social rank, use the higher rank instead)
- PC Human Cavaliers of Experience Level 1 (born of the Low Gentry)
- PC Human Paladins of Experience Level 1 (born of the Low Gentry)

**47th Peerage Rank**

- Aspirant Hierarchs of a City State (typically experience level 9)
- Average NPC Hunters of Experience Level 19
- Average NPC Illusionists of Experience Level 9
- Average NPC Monks of Experience Level 6
- Average NPC Mystics of Experience Level 7
- Average NPC Rangers of Experience Level 11
- Common-Origin Knights (Level 10 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)

**46th Peerage Rank**

- Average NPC Clerics of Experience Level 5
- Average NPC Fighters of Experience Level 12
- Average NPC Magic-Users of Experience Level 9
- Average NPC Savants of Experience Level 10
- Temple Priests (Level 4 NPC Clerics)

**45th Peerage Rank**

- Average NPC Druids of Experience Level 12
- Average NPC Hunters of Experience Level 20
- Average NPC Illusionists of Experience Level 10
- Average NPC Monks of Experience Level 7
- Average NPC Mystics of Experience Level 8
- Average NPC Rangers of Experience Level 12
- Common-Origin Knights (Level 11 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)

**44th Peerage Rank**

- Average NPC Clerics of Experience Level 6
- Average NPC Fighters of Experience Level 13
- Average NPC Magic-Users of Experience Level 10
- Average NPC Savants of Experience Level 11
- Greater Guild Masters (typically of highly influential trade guilds, or powerful professional guilds; but if the experience level indicates a higher social rank, use the higher rank instead)
- Temple Priests (Level 5 NPC Clerics)

**43rd Peerage Rank**

- Average NPC Druids of Experience Level 13
- Average NPC Illusionists of Experience Level 11
- Average NPC Monks of Experience Level 8
- Average NPC Mystics of Experience Level 9
- Average NPC Paladins of Experience Level 2
- Average NPC Rangers of Experience Level 13
- Common-Origin Knights (Level 12 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)

**42nd Peerage Rank**

- Average NPC Clerics of Experience Level 7
- Average NPC Druids of Experience Level 14
- Average NPC Fighters of Experience Level 14

- Average NPC Magic-Users of Experience Level 11
- Average NPC Savants of Experience Level 12
- Temple Priests (Level 6 NPC Clerics)

**Social Caste VIII**

**The 41st to 31st Peerage Ranks**

***(The Middle Upper Class; heroic champions, lesser nobility, and peerage)***

**41st Peerage Rank**

- Average NPC Illusionists of Experience Level 12
- Average NPC Monks of Experience Level 9
- Average NPC Mystics of Experience Level 10
- Average NPC Paladins of Experience Level 3
- Average NPC Rangers of Experience Level 14
- Common-Origin Knights (Level 13 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- Illustrious Guild Masters (typically of the most important trade guilds, e.g. the top five markets in the city state)
- PC Human Cavaliers of Experience Level 1 (born of the Landed Gentry)
- PC Human Paladins of Experience Level 1 (born of the Landed Gentry)

**40th Peerage Rank**

- Average NPC Clerics of Experience Level 8
- Average NPC Fighters of Experience Level 15
- Average NPC Magic-Users of Experience Level 12
- Average NPC Savants of Experience Level 13
- Deposed Barons
- Temple Priests (Level 7 NPC Clerics)

**39th Peerage Rank**

- Average NPC Druids of Experience Level 15
- Average NPC Illusionists of Experience Level 13
- Average NPC Monks of Experience Level 10
- Average NPC Mystics of Experience Level 11
- Average NPC Paladins of Experience Level 4
- Average NPC Rangers of Experience Level 15
- Common-Origin Knights (Level 14 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)

**38th Peerage Rank**

- Average NPC Clerics of Experience Level 9
- Average NPC Fighters of Experience Level 16
- Average NPC Magic-Users of Experience Level 13
- Deposed Viscounts
- Temple Priests (Level 8 NPC Clerics)

**37th Peerage Rank**

- Average NPC Druids of Experience Level 16
- Average NPC Savants of Experience Level 14
- Generals (Hierarchy III, Tertius; Level 13 NPC Fighters)

**36th Peerage Rank**

- Average NPC Illusionists of Experience Level 14
- Average NPC Monks of Experience Level 11
- Average NPC Mystics of Experience Level 12
- Average NPC Paladins of Experience Level 5
- Average NPC Rangers of Experience Level 16

- Common-Origin Knights (Level 15 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)

**35th Peerage Rank**

- Average NPC Clerics of Experience Level 10
- Average NPC Fighters of Experience Level 17
- Average NPC Magic-Users of Experience Level 14
- Average NPC Savants of Experience Level 15
- Deposed Counts
- Temple Priests (Level 9 NPC Clerics)

**34th Peerage Rank**

- Average NPC Druids of Experience Level 17
- Average NPC Illusionists of Experience Level 15
- Average NPC Monks of Experience Level 12
- Average NPC Mystics of Experience Level 13
- Average NPC Paladins of Experience Level 6
- Average NPC Rangers of Experience Level 17
- Common-Origin Knights (Level 16 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- Generals (Hierarchy II, Secundus; Level 14 NPC Fighters)
- Lesser Ruling Knight of an Honor Hold (perhaps a Level 5 NPC Cavalier or Paladin)

**33rd Peerage Rank**

- Average NPC Clerics of Experience Level 11
- Average NPC Fighters of Experience Level 18
- Average NPC Magic-Users of Experience Level 15
- Average NPC Paladins of Experience Level 7
- Average NPC Savants of Experience Level 16
- Deposed Marquises
- Temple Priests (Level 10 NPC Clerics)

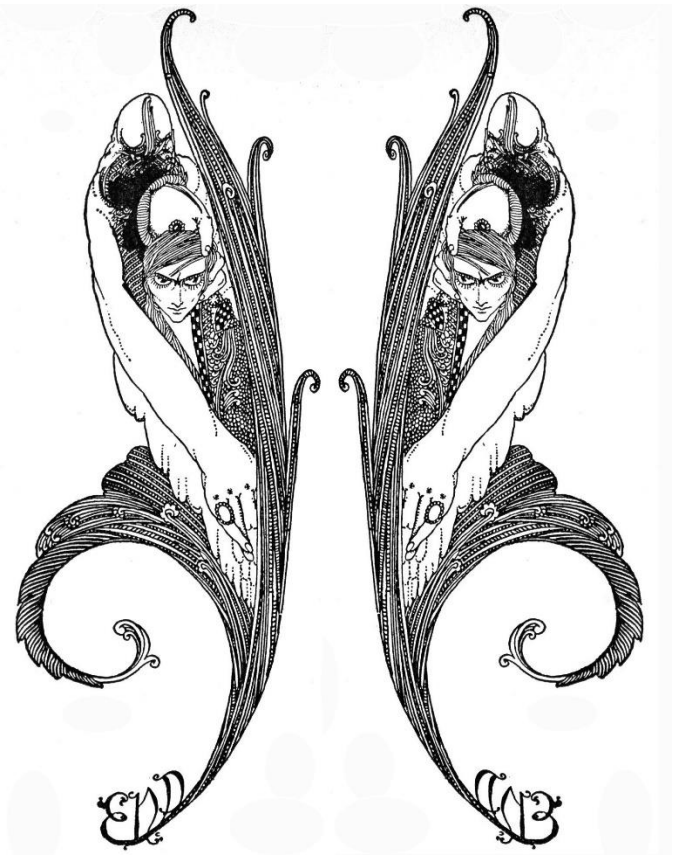
**32nd Peerage Rank**

- Average NPC Druids of Experience Level 18
- Average NPC Illusionists of Experience Level 16
- Average NPC Monks of Experience Level 13
- Average NPC Mystics of Experience Level 14
- Average NPC Paladins of Experience Level 8
- Average NPC Rangers of Experience Level 18
- Average NPC Savants of Experience Level 17
- Common-Origin Knights (Level 17 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- Generals (Hierarchy I, Primus; Level 15 NPC Fighters)
- Lesser Ruling Knight of an Honor Hold (perhaps a Level 6 NPC Cavalier or Paladin)

**31st Peerage Rank**

- Average NPC Clerics of Experience Level 12
- Average NPC Druids of Experience Level 19
- Average NPC Fighters of Experience Level 19
- Average NPC Illusionists of Experience Level 17
- Average NPC Magic-Users of Experience Level 16
- Average NPC Paladins of Experience Level 9
- Average NPC Savants of Experience Level 18
- Generals of the Archonate / Realm / Kingdom (typically Level 16 NPC Fighters)
- Lesser Ruling Knight Companion of a Freehold (perhaps a Level 6 NPC Cavalier or Paladin)

- Ruling Knight of an Honor Hold (perhaps a Level 7 NPC Cavalier or Paladin)
- Temple Priests (Level 11 NPC Clerics)



**Social Caste IX**

**The 30th to 20th Peerage Ranks**

***(The Upper Upper Class; aristocracy, chosen ones, and greater nobility)***

**30th Peerage Rank**

- Average NPC Clerics of Experience Level 13
- Average NPC Druids of Experience Level 20
- Average NPC Illusionists of Experience Level 18
- Average NPC Magic-Users of Experience Level 17
- Average NPC Monks of Experience Level 14
- Average NPC Mystics of Experience Level 15
- Average NPC Paladins of Experience Level 10
- Average NPC Rangers of Experience Level 19
- Average NPC Savants of Experience Level 19
- Common-Origin Knights (Level 18 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- Deposed Dukes
- Greater Ruling Knight of an Honor Hold (perhaps a Level 8 NPC Cavalier or Paladin)
- Lesser Ruling Knight Companion of a Freehold (perhaps a Level 7 NPC Cavalier or Paladin)
- PC Human Cavaliers of Experience Level 1 (born of the Aristocracy)
- PC Human Paladins of Experience Level 1 (born of the Aristocracy)
- Temple Priests (Level 12 NPC Clerics)

**29th Peerage Rank**

- Average NPC Clerics of Experience Level 14
- Average NPC Illusionists of Experience Level 19
- Average NPC Magic-Users of Experience Level 18
- Average NPC Monks of Experience Level 15
- Average NPC Mystics of Experience Level 16
- Average NPC Paladins of experience Level 11
- Average NPC Rangers of Experience Level 20
- Average NPC Savants of Experience Level 20
- Common-Origin Knights (Level 19 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)

- Greater Ruling Knight of an Honor Hold (perhaps a Level 9 NPC Cavalier or Paladin)
- Lesser Ruling Knight Banneret of a Knightmark (perhaps a level 7 NPC Cavalier or Paladin)
- Regents (temporary)
- Ruling Knight Companion of a Freehold (perhaps a Level 8 NPC Cavalier or Paladin)
- Temple Priests (Level 13 NPC Clerics)

**28th Peerage Rank**

- Average NPC Clerics of Experience Level 15
- Average NPC Illusionists of Experience Level 20
- Average NPC Magic-Users of Experience Level 19
- Average NPC Monks of Experience Level 16
- Average NPC Mystics of Experience Level 17
- Average NPC Paladins of Experience Level 12
- Common-Origin Knights (Level 20 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
- Deposed Grand Dukes
- Greater Ruling Knight Companion of a Freehold (perhaps a Level 9 NPC Cavalier or Paladin)
- Lesser Ruling Knight Banneret of a Knightmark (perhaps a level 8 NPC Cavalier or Paladin)
- Temple Priests (Level 14 NPC Clerics)

**27th Peerage Rank**

- Average NPC Clerics of Experience Level 16
- Average NPC Magic-Users of Experience Level 20
- Average NPC Monks of Experience Level 17
- Average NPC Mystics of Experience Level 18
- Average NPC Paladins of Experience Level 13
- Greater Ruling Knight Companion of a Freehold (perhaps a Level 10 NPC Cavalier or Paladin)
- Lesser Ruling Baronet of a Baronetcy (perhaps a level 8 NPC)
- Ruling Knight Banneret of a Knightmark (perhaps a level 9 NPC Cavalier or Paladin)
- Temple Priests (Level 15 NPC Clerics)
- Vice Marshals (Level 17 NPC Fighters)

**26th Peerage Rank**

- Average NPC Clerics of Experience Level 17
- Average NPC Monks of Experience Level 18 (assuming that monks in your game can exceed level 17)
- Average NPC Mystics of Experience Level 19
- Average NPC Paladins of Experience Level 14
- Greater Ruling Knight Banneret of a Knightmark (perhaps a level 10 NPC Cavalier or Paladin)
- Lesser Ruling Baronet of a Baronetcy (perhaps a level 9 NPC)
- Temple Priests (Level 16 NPC Clerics)

**25th Peerage Rank**

- Average NPC Clerics of Experience Level 18
- Average NPC Monks of Experience Level 19
- Average NPC Mystics of Experience Level 20
- Average NPC Paladins of Experience Level 15
- Greater Ruling Knight Banneret of a Knightmark (perhaps a level 11 NPC Cavalier or Paladin)
- Lesser Ruling Baron of a Barony (perhaps a level 9 NPC)
- Marshals (Level 18 NPC Fighters)
- Regents of Influence (temporary)

- Ruling Baronet of a Baronetcy (perhaps a level 10 NPC)
- Temple Priests (Level 17 NPC Clerics)

**24th Peerage Rank**

- Average NPC Clerics of Experience Level 19
- Average NPC Monks of Experience Level 20
- Average NPC Paladins of Experience Level 16
- Greater Ruling Baronet of a Baronetcy (perhaps a level 11 NPC)
- Lesser Ruling Baron of a Barony (perhaps a level 10 NPC)
- Temple Priests (Level 18 NPC Clerics)

**23rd Peerage Rank**

- Average NPC Clerics of Experience Level 20
- Average NPC Paladins of Experience Level 17
- Deposed Archdukes
- Greater Ruling Baronet of a Baronetcy (perhaps a level 12 NPC)
- Lesser Ruling Arch-Baron of an Arch-Barony (perhaps a level 10 NPC)
- Lord Marshals (Level 19 NPC Fighters)
- Ruling Baron of a Barony (perhaps a level 11 NPC)
- Temple Priests (Level 19 NPC Clerics)

**22nd Peerage Rank**

- Average NPC Paladins of Experience Level 18
- Greater Ruling Baron of a Barony (perhaps a level 12 NPC)
- Lesser Ruling Arch-Baron of an Arch-Barony (perhaps a level 11 NPC)
- Lesser Ruling Viscount of a Viscounty (perhaps a level 10 NPC)
- Temple Priests (Level 20 NPC Clerics)

**21st Peerage Rank**

- Archons and Grand Marshals (Level 20 NPC Fighters)
- Average NPC Paladins of Experience Level 19
- Greater Ruling Baron of a Barony (perhaps a level 13 NPC)
- Lesser Ruling Viscount of a Viscounty (perhaps a level 11 NPC)
- Ruling Arch-Baron of an Arch-Barony (perhaps a level 12 NPC)

**20th Peerage Rank**

- Average NPC Paladins of Experience Level 20
- Greater Ruling Arch-Baron of an Arch-Barony (perhaps a level 13 NPC)
- Lesser Ruling Count of a County (perhaps a level 11 NPC)

- Ruling Viscount of a Viscounty (perhaps a level 12 NPC)

**Social Caste X**

**The 19th to 1st Peerage Ranks**

***(The Ultimate Ruling Elite; rulers of the known world's great powers)***

**19th Peerage Rank**

- Greater Ruling Arch-Baron of an Arch-Barony (perhaps a level 14 NPC)
- Greater Ruling Viscount of a Viscounty (perhaps a level 13 NPC)
- Lesser Ruling Count of a County (perhaps a level 12 NPC)

**18th Peerage Rank**

- Greater Ruling Viscount of a Viscounty (perhaps a level 14 NPC)
- Lesser Ruling Marquis of a March or Marquisate (perhaps a level 12 NPC)
- Ruling Count of a County (perhaps a level 13 NPC)

**17th Peerage Rank**

- Greater Ruling Count of a County (perhaps a level 14 NPC)
- Lesser Ruling Marquis of a March or Marquisate (perhaps a level 13 NPC)

**16th Peerage Rank**

- Greater Ruling Count of a County (perhaps a level 15 NPC)
- Lesser Ruling Duke of a Duchy (perhaps a level 13 NPC)
- Ruling Marquis of a March or Marquisate (perhaps a level 14 NPC)

**15th Peerage Rank**

- Greater Ruling Marquis of a March or Marquisate (perhaps a level 15 NPC)
- Lesser Ruling Duke of a Duchy (perhaps a level 14 NPC)

**14th Peerage Rank**

- Greater Ruling Marquis of a March or Marquisate (perhaps a level 16 NPC)
- Lesser Ruling Archduke of an Archduchy (perhaps a level 14 NPC)
- Ruling Duke of a Duchy (perhaps a level 15 NPC)

**13th Peerage Rank**

- Greater Ruling Duke of a Duchy (perhaps a level 16 NPC)
- Lesser Ruling Archduke of an Archduchy (perhaps a level 15 NPC)
- Lesser Ruling Grand Duke of a Grand Duchy (perhaps a level 14 NPC)

**12th Peerage Rank**

- Greater Ruling Duke of a Duchy (perhaps a level 17 NPC)
- Lesser Ruling Grand Duke of a Grand Duchy (perhaps a level 15 NPC)
- Lesser Ruling Prince of a Principality (perhaps a level 14 NPC)
- Ruling Archduke of an Archduchy (perhaps a level 16 NPC)

**11th Peerage Rank**

- Greater Ruling Archduke of an Archduchy (perhaps a level 17 NPC)
- Lesser Ruling Prince of a Principality (perhaps a level 15 NPC)
- Ruling Grand Duke of a Grand Duchy (perhaps a level 16 NPC)

**10th Peerage Rank**

- Greater Ruling Archduke of an Archduchy (perhaps a level 18 NPC)
- Lesser Ruling King of a Kingdom (perhaps a level 15 NPC)
- Ruling Grand Duke of a Grand Duchy (perhaps a level 17 NPC)
- Ruling Prince of a Principality (perhaps a level 16 NPC)

**9th Peerage Rank**

- Greater Ruling Prince of a Principality (perhaps a level 17 NPC)
- Lesser Ruling King of a Kingdom (perhaps a level 16 NPC)
- Ruling Grand Duke of a Grand Duchy (perhaps a level 18 NPC)

**8th Peerage Rank**

- Greater Ruling Prince of a Principality (perhaps a level 18 NPC)
- Ruling High King of a Great Kingdom (perhaps a level 16 NPC)
- Ruling King of a Kingdom (perhaps a level 17 NPC)

**7th Peerage Rank**

- Greater Ruling King of a Kingdom (perhaps a level 18 NPC)
- Ruling High King of a Great Kingdom (perhaps a level 17 NPC)
- Ruling Overking of an Imperial Kingdom (perhaps a level 17 NPC)

**6th Peerage Rank**

- Greater Ruling King of a Kingdom (perhaps a level 19 NPC)
- Ruling High King of a Great Kingdom (perhaps a level 18 NPC)
- Ruling Overking of an Imperial Kingdom (perhaps a level 18 NPC)

**5th Peerage Rank**

- Greater Ruling High King of a Great Kingdom (perhaps a level 19 NPC)
- Ruling Emperor of an Empire (perhaps a level 18 NPC)
- Ruling Overking of an Imperial Kingdom (perhaps a level 19 NPC)

**4th Peerage Rank**

- Greater Ruling High King of a Great Kingdom (perhaps a level 20 NPC)
- Greater Ruling Overking of an Imperial Kingdom (perhaps a level 20 NPC)
- Ruling Emperor of an Empire (perhaps a level 19 NPC)

**3rd Peerage Rank**

- Greater Ruling Overking of an Imperial Kingdom (perhaps a level 21 NPC)
- Ruling Emperor of an Empire (perhaps a level 20 NPC)

**2nd Peerage Rank**

- Greater Ruling Emperor of an Empire (perhaps a level 21 NPC)

**1st Peerage Rank**

- Peerless Ruling Emperor of an Empire (perhaps a level 22 NPC, but may be higher depending on the GM's campaign)

# IV-22-2

# Assigning Social Standing Ratings to Quarters

In addition to the practice of assigning individual social standing ratings to significant campaign characters, the GM will probably also want to assign average (not absolute!) social standing ratings to quarters as well. This goes well beyond the concept of "nice neighborhoods"; in an urban medieval setting, characters of low standing in a noble quarter might be regarded as foolish servants, unworthy interlopers, spies, or worse. At the opposite end of the spectrum, nobles slumming in quarters of low standing might well be prime targets for charlatans and thieves.

Quarter social standings give the GM a quick, convenient tool which provide role-playing hints as PCs move from place to place. PCs of slightly lower standing than a quarter average will be looked down on a bit, but those of slightly higher standing will frequently be well-received. The stranger and more unpredictable reactions occur when there is a significant disparity between the PC party standing, and the quarter standing.

I recommend a division between the seven middle social hierarchies (Middle Lower Class through Middle Upper Class), so that there is room for variation between establishments. You can assign the hierarchies at a relatively even ratio, favoring the Middle Class ranks. For example, if you have 35 quarters in your city, you can divide that by 7, which would give you the following even ratios:

- **Middle Lower Class:** 5 Quarters
- **Upper Lower Class:** 5 Quarters
- **Lower Middle Class:** 5 Quarters
- **Middle Middle Class:** 5 Quarters
- **Upper Middle Class:** 5 Quarters
- **Lower Upper Class:** 5 Quarters
- **Middle Upper Class:** 5 Quarters

However, with a bit of bell curve smoothing to favor the middle, I would instead alter this slightly to look something like this:

- **Middle Lower Class:** 3 Quarters
- **Upper Lower Class:** 4 Quarters
- **Lower Middle Class:** 7 Quarters
- **Middle Middle Class:** 7 Quarters
- **Upper Middle Class:** 7 Quarters
- **Lower Upper Class:** 4 Quarters
- **Middle Upper Class:** 3 Quarters

You can then assign the hierarchies to quarters using reasoning and personal preference. The quarter in the Old City which is dominated by the Overlord's Citadel is certainly Middle Upper Class on average. If you have any quarters that are (by name) slums, shantytowns or highly unfavored Temple Wards, those areas might be Upper Lower Class on average, or even Middle Lower Class. The dock and seafront and manufactory areas have many laborers, which would probably make many of those quarters Lower Middle Class with a sprinkling of higher ratings for visiting foreigners (inn districts and such).

Temple Wards that are allied to the predominant alignment (e.g., Lawful Neutral and Neutral Good sectors if a city is predominantly Lawful Good) will have fairly high social hierarchy averages, perhaps Upper Middle Class or Lower Upper Class. Similarly, quarters with fine names and establishments will have higher standing than quarters with seedy taverns and questionable ruins or many abandoned buildings. You can definitely place quarters of low standing directly

adjacent to those of high standing as well. But in that instance, the quarter of high standing almost certainly has walls and guarded gates … or is at least heavily patrolled against the presence of undesirables.

Assigning average standing in this manner is far more an art than it is a science. Hopefully, however, I have given you enough ideas and guidelines here so that you can turn your city into an interesting checkerboard of impressive and scary places for the PCs to explore.

# IV-23

# Brief Notes in Regards to Urban Adventuring

This is a massive topic that would require another book of its own to get you moving. Fortunately, my City State Encounters supplement has a massive D1000 table of adventure hooks, designed to give you a near-infinite array of ideas for strange and dangerous dealings in the city. You can find further information on mission types, villains, allies, benefactors and rewards in my Oldskull Adventure Generator as well. That book is mostly focused on wilderness and dungeon adventures, but you can certainly mine it for urban adventure ideas as well.

As I have mentioned before, urban adventures are difficult to design because the players need to refrain from much of the game's in-built processes which favor violent obstacle smashing and treasure grabbing. You will probably need to decide in advance if an urban adventure is going to be relatively peaceful, or relatively violent. Violent adventures can occur in the Undercity, catacombs, Colosseum, criminal underground, tavern brawls, and slums, but will probably feature less killing than usual. Non-violent adventures can literally occur anywhere else.

If you want to know where to start in urban adventure design, I would like to end this section with a brief master list of classic urban adventure archetypes for your consideration:

**The Basic Urban Adventure Templates**

- **[01-03]** A tarot session with the Oldskull Deck of Strangest Things
- **[04-06]** Abduction, or preventing an abduction
- **[07-09]** Bartering, negotiating, or selling on behalf of an NPC
- **[10-12]** Chasing an adversary, or being chased by adversaries
- **[13-15]** Citizen gone bad pursuits (a Dr. Jekyll, Invisible Man, or Phantom of the Opera scenario)
- **[16-18]** Duels, gang rivalries, faction rivalries, or street skirmishes
- **[19-22]** Dungeon-type adventures beneath graveyards, in haunted manors, or abandoned (?) buildings
- **[23-25]** Equipment crawls, where the GM makes the PCs go one place for magic item identification, another place for torches, another place for weapons, etc.; with random encounters along the way

- **[26-29]** Exploration of the Undercity, involving the criminal underworld and/or monster lairs
- **[30-32]** Following an urban treasure map to a grave, shipwreck, haunted house, etc.
- **[33-35]** Getting caught in the middle of a magical duel (or the path of a rampaging mage of chaos)
- **[36-38]** Guarding a treasure house from thieves, or "recovering" an artifact from within
- **[39-42]** Guarding or assisting a VIP NPC
- **[43-45]** Heists in treasure vaults, guild halls, mage towers, or noble manors
- **[46-48]** Hunting down a deadly urban predator, such as a gargoyle, vampire, werewolf, or madman
- **[49-51]** Infiltrating an evil temple
- **[52-54]** Intimidating a rival, or protecting an intimidated ally
- **[55-57]** Journeys to the Dreamlands, or an alternate dimension, through a magical gate
- **[58-60]** Murder mysteries (or other mystery solving)
- **[61-63]** Participation in a joust, melee, race, charioteering event, or arena event
- **[64-66]** Preparing to escort an endangered caravan, noble procession, or pilgrimage
- **[67-69]** Prison and gaol breaks
- **[70-72]** Revenge on a thief, assassin, rival, or villain, either inside or outside the bounds of the law
- **[73-75]** Role-playing set pieces, such as a faire, masquerade, auction, or coronation
- **[76-78]** Rumor crawls, where the PCs traverse between inns, taverns, and sage towers seeking adventure-seeding information
- **[79-81]** Scavenger hunts, gathering strange materials for a well-paying alchemist or mage
- **[82-84]** Securing the services of a ship's captain to prepare for a seafaring adventure
- **[85-87]** Simple street wandering, particularly at night, replete with random encounters
- **[88-90]** Spying, espionage, and infiltration
- **[91-93]** Sudden mass monster or vermin rampage (summoned, from underground, etc.)
- **[94-96]** Survival of a cataclysmic event, such as a fire, flood, or earthquake
- **[97-99]** Theft, or preventing a theft
- **[00]** Zombie apocalypse (careful, this will wreak permanent changes upon your hard-won city design!)

Those are the basics that should set your adventure idea gears into motion. Have fun!

# Part Five: Appendices

And now, back to the Game World Generator proper and our focus on the creation of the wider world!

By popular demand and strong friendly encouragement (cough), here are some more world design details that I have been asked to include in this guide by readers over the years.

We begin with the world again — following after the mind-boggling details of city state design — with an old school consideration of whether more detail overall is a good thing, or a bad thing …

## Lack of Detail as a Feature:

## Sandbox, Pre-Programmed, or In-Between Campaigns

And now, it is time for a helpful rant! We grognards are prone to them …

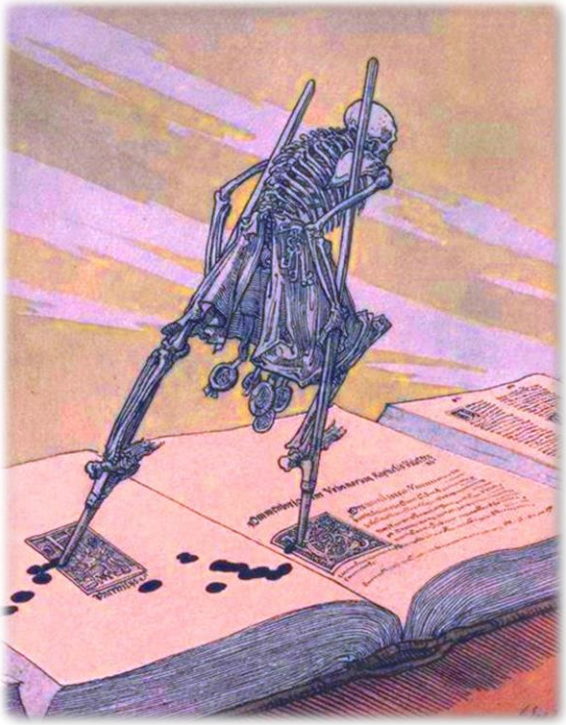
Using this book, if you have come this far you have now made a very large portion of a continent, and you have decided upon the major factors — size, terrain, political power, population, settlements, rulership, resources, denizens, and so forth — which make a "sandbox" world ready for your players' adventurers to explore.

For those who do not know, a "sandbox campaign" is an old school play style where the adventurers begin in a town or city, and simply decide to go wherever they want. They can descend into the dungeon, travel north through the city gates, hire a ship captain to take them to a foreign land, search for and explore the city's undercity, buy a tavern and run it as a business, or wait for a caravan to arrive, offer to serve as guards, and see where it takes them in the world. There is literally nothing they cannot do, provided (a) the Game Master is ready for this style of play, (b) the GM is ready to improvise and to use random results to flesh out the details wherever needed, and (c) the players are patient and — instead of poking holes in the fabric of the game — they help to fill the blank areas in the world by providing the GM with further ideas, questions, hopes, fears, and indications of preferred environments and play styles.

The Game Master of course always remains in control of such a game; the players' requests cannot become demands, which force the game in a specific direction that the GM is not willing for it to go. Any player who is a truly bad sport about it and who refuses to accept this state of affairs is more than welcome to become the Game Master themselves, either in the current campaign or a new one of their own; there they will find that being the GM is far less forgiving and more demanding than they might have otherwise imagined. To each their own. Everyone learns at a pace of their own personal preference.

If you are eager to have your players' adventurers explore the unknown, your generated game world is now complete. You know the cities, the realms, the terrain, the directions of possible travel, the distances between locales, the alignment(s) of the people who will be encountered, the potential demi-human allies, and some of the most widely-known monsters — the humanoids, common monsters, and the dragons — which will be found in every realm. (Other encounters can be randomly generated, using the details of climate, terrain, challenge level, and your chosen game's bestiary of available monsters.) You can buy dungeon modules, or premade cities,

or premade wildernesses of varying levels of completeness and plop them down just in case the adventurers find or seek out their locations.



And this is actually a sufficient level of detail for a sandbox campaign, where the lack of further detail is not a failure, it is a *feature*. The reason it is a feature is because the game is about exploring the unknown, and being surprised by what you find when you wander through the world. Further, a sandbox campaign allows the GM to be challenged and surprised as well, and to begin play without spending years developing a fully-detailed world which ends up holding very few surprises whatsoever. Sandbox play exemplifies the do-it-yourself, devil-may-care ideals of the classic game campaigns as they were first enjoyed by the designers and Game Masters we now celebrate as mentors (c. 1972-1979, in Wisconsin, Minnesota, Illinois and beyond).

This section of the Game World Generator will discuss campaign events beyond the players' control, cults, factions, various government classifications, history beyond the players' control, politics (likely beyond the players' initial interest), religion (I try to keep the topic interesting), terrain sub-types (to give you the beginnings of wilderness setting and encounter design), and notes on the repercussions of magic in a fantasy society. You can pick and choose from these topics whenever you need to, borrowing and discarding what you will.

This section will not, however, discuss the contents of cities and towns to any significant degree. If you want that information, you can check out my supplement CSE1 City State Encounters. These supplements deal with urban setting creation and city state campaigns. Similarly, if you are looking for advice on dungeon design, you won't find that here either; I recommend starting with CDDG1 The Classic Dungeon Design Guide, and then moving on to Raging Swan's GM's Miscellany: Dungeon Dressing, The Dungeon Alphabet, and similar sources. I do have over a thousand pages of advice in

those regards, but those settings are not the topic of this book. This book is solely about game world creation at a high-level perspective.

When adding detail to your game world, please consider:

My personal advice is to keep the world you create player-focused, and intended for future adventures. You may think it's grand to fill out 100 pages of a realm's history, to make it "real"; but to be honest, you might be the only one at the table who has an interest in that material. Why? Because all of that material is passive and inert.

Players of a game do not want a history lecture, and they don't really care what other imaginary people got to do that they cannot. The players want to know what they can do with their own characters, now and in the near future. Where can they go? What are their choices? How infinite can their choices be? Where are the dungeons, the monsters, the treasures, the undiscovered lands, the secrets and the unknown?

Try to make your setting not a filing cabinet for tales already told, but rather a world of imagination and opportunity, a setting for future stories which star the PCs and a few NPCs of especial significance. Your world should be only partially designed, **by design**, because you are not the agent of change which is going to turn the world into an unforgettable playground where the Player Characters' actions and their outcomes are never predetermined. That is the role of your players. Your role is to balance their characters' power, and to entertain them.

Create the playground, complete with blanks and mysteries. Don't tell your friends that the fun already happened; invite them in. Let them surprise you and have a voice in the unknown direction of your future adventure campaign.

# Appendix A:

# Forms of Government in the Realms

While I cannot with a still stomach go too far into the topic of government — the topic is basically the antithesis of heroic Swords and Sorcery — I can provide you with a quick way to determine a settlement's governmental basis for future development and broad understanding. Basically, you can roll 1d100 on the table below and pay attention to the alignments which, in my opinion, lead to these forms of government.

You might know the realm's alignment already, based on what you're envisioning, or you might have rolled one of the nine alignment-themed settlement traits on the

preceding table. If neither of these situations is the case, just roll on this table until you find a result you like, and then choose an alignment for the settlement based on the options provided.

You can also use this table to decide upon an entire realm's form of government, although the setting we are working with — a strongly implied medieval and feudal setting with fantasy elements — strongly suggests that "Feudalism" is the government of most of the realms in the game world. The *primary* purpose of the following table is to decide upon government types for settlements (villages, towns, cities) on an as-needed and individual basis.

**[01-02] Anarchy / Ochlocracy:** The settlement has no government. Human nature being what it is, the evil elements of the former society take advantage and begin preying on the weak. This is not a sustainable form of government, but it can make for an exciting "city dungeon" where the PCs must enter for some reason and fight their way to an objective.

**Recommended Settlement Alignment:** CE or CN

**[N/A] Aristocracy:** (Listed for completeness.) The settlement is ruled by a high-ranking noble. See the ruler chapter of this supplement; in FRPG terms, this typically means that the settlement is ruled by a Count, Marquis, or Duke who is sworn to a King, which means that this is a variant term for a Feudalist Society. The real world picture is more complex, but you can use Wikipedia if you really want to go there with a modern (or post-modern) Aristocracy in your pulp fantasy realm.

**Recommended Settlement Alignment:** Any

**[03-06] Autocracy:** The settlement is ruled by one person. For cities, you can refer to the chapter on rulers later in this volume. For a village, this might be a respected village elder; or, it could be a madman. Whoever the ruler is, he's almost certainly the highest-level NPC in the settlement.

**Recommended Settlement Alignment:** Any

**[07] Benevolent Dictatorship:** The settlement is ruled by one powerful person, but he does so for the good of the people, perhaps even against their will.

(I will provide the example of Frank Herbert's character Paul Atreides here, after the events of Dune, and during the events implied in Dune Messiah. Whether the God Emperor could also be regarded as a benevolent dictator I leave as an exercise to the reader.) Resistance is suppressed, but violence is only used as a last resort. Compare with Dictatorship.

**Recommended Settlement Alignment:** LN or TN

**[08] Bureaucracy:** (This option only works for towns and cities; reroll if the settlement is smaller than a mid-sized town.) The settlement is ruled by one, or several, administrative bodies. In medieval terms, these are usually the guildsmen and the guild masters. The existence of a bureaucracy implies the rule of law, but it doesn't necessarily imply good!

**Recommended Settlement Alignment:** LE, LG, or LN

**[09] Cryptarchy:** The settlement is ruled, but the vast majority of citizens do not know who the ruler is. This might be (for example) a city which has the long-

standing tradition of its rulers being masked, or it might be governed by a cabal or secret society. Although very strange to outsiders, this is a long-standing tradition in the settlement; if it were not, this odd state of affairs would never have persisted.

**Recommended Settlement Alignment:** Any Non-Lawful

**[10-11] Confederacy / Confederation:** In FRPG terms, this likely means a cluster of settlements — each controlling land a day's ride in every direction — which have a strong alliance with one another. It could also mean a strong alliance between two non-equal realms, for example a County and a March, both in defiance of a former (now tyrannical) King.

**Recommended Settlement Alignment:** Any Non-Evil

**[12-13] Democracy / Isocracy / Panocracy:** The settlement is ruled by a ruler (or ruling body), but the major decisions are decided by the vote of the people. The real question, of course, is what happens when the situation is dire and the ruler and the people disagree. In the Isocracy variant (rare), the ruler is widely respected, but holds no more real power than anyone else.

**Recommended Settlement Alignment:** Any Non-Evil

**[14-17] Despotism / Dictatorship / Tyranny:** The settlement is ruled by one powerful person, and any resistance or rebellion is violently suppressed. Compare with Benevolent Dictatorship.

**Recommended Settlement Alignment:** CE, LE, or NE

**[18] Dyarchy:** This is a sub-form of Oligarchy, where there are two rulers … no more, no less. In a fairytale-inspired context, this could mean (for example) two twins, one good and one evil, who are obligated to rule with one another by an ancestral curse or oath.

In more practical terms, the Roman Consulate or something similar could be researched to provide the groundwork to define this system. In simplest terms, this could mean that there are two equal-level NPCs who rule together but don't always see eye to eye.

**Recommended Settlement Alignment:** Any

**[19-20] Ethnocracy:** Technically, this means that the settlement is ruled by one culture or human ethnicity (white people, French-like people, people with black hair, etc.) over all others.

Less depressingly, for an FRPG recommend that this instead means that the settlement is ruled by a demi-human race (dwarves, elves, gnomes, etc.).

This ruling caste is not necessarily in the majority. In a good Ethnocracy, everyone is largely content with the situation; for example, in a mining town situated in goblin-infested mountains, having the dwarves rule makes perfect sense. In a neutral Ethnocracy, the situation is tense but maintained; and in an evil Ethnocracy, there is tyranny and injustice which greatly favors the ruling caste.

**Recommended Settlement Alignment:** Any, with the tenets given above.

**[21-26] Feudalism / Feudalist Society / Manorialism:** This is a complex system involving protection and military service, the holding of lands, and the exchange of labor and services in accordance to noble rank and hereditary duties. Basically, there are obligations to superiors that need to be fulfilled and in return the nobles live well in accordance with their station. In game terms, this means knights, barons, dukes, kings, and armies comprised of many different small units from different allied lands (Baronies, Counties, Duchies, etc.).

**Recommended Settlement Alignment:** Any

**[27-29] Gerontocracy:** The settlement is ruled by the old. This might mean that there is a wise elder who knows what is best, and that the people carry out his will. It could also mean a council of elders, a priesthood of ancients who speak directly to a god, or even a community of humans and half-elves ruled by the longest-lived elf lord in the region.

**Recommended Settlement Alignment:** Any

**[30-34] Hegemony:** (This option only works for cities; reroll if the settlement is smaller.) The settlement rules itself, and also rules a league of smaller surrounding towns or minor cities. The lesser members belong to the hegemony either through military threat, or (more likely) out of necessity. Perhaps the capital hegemonic settlement controls a crucial resource, or temple, or rules the army that protects the league.

**Recommended Settlement Alignment:** Any but LG

**[35-36] Heteronomy / Puppet Government:** The settlement is ruled by a foreign power, but the people likely believe something else. (They might suspect, but

they cannot yet prove.) The ruler might be (for example) a doppelganger or shape shifter, having replaced the legitimate ruler in the interests of the foreign power. A classic example is Rohan in LOTR.

**Recommended Settlement Alignment:** Any Non-Good

**[37-41] Hierarchy:** (This option only works for cities; reroll if the settlement is smaller.) The settlement is ruled by organizations which exist in a clear structure of tiered power. As an example, there might be the populace (Hierarchy I), the guilds they belong to or protect as men-at-arms (Hierarchy II), the temples they worship at and the priests who control them (Hierarchy III), a ruling council of nobles (Hierarchy IV) and an Overlord (Hierarchy V). You will have to get creative with the particulars, but people > commerce > religion > nobles is a fairly good structured guideline.

**Recommended Settlement Alignment:** Any Non-Chaotic

**[42-44] Kleptocracy:** The settlement is ruled by thieves. In a village, this might be a retired master thief who keeps his past and his skills "quiet" until they are needed in service to the people (up to and including "disappearing" troublesome foreigners). In a larger settlement, this is rulership by the Thieves' Guild.

Thieves are corrupt, and are interested in wealth over governance, but that does not mean they are incapable of governing when it's necessary.

**Recommended Settlement Alignment:** CE, CG (rare village only), CN, NE, TN

**[45-50] Magocracy:** The settlement is ruled by arcane spell casters. In a village, this might just be the benevolent hedge wizard up in his tower. In a town or larger, it probably means a council of magi (wizards, sorcerers, warlocks, illusionists) with the ranks sorted out by experience level.

Government might be by mage vote; for example, a wizard might get 11 votes while an archmage gets 18. In a non-evil magocracy, the magi consider the will of the people.

**Recommended Settlement Alignment:** Any

**[51-54] Matriarchy / Gynarchy:** The settlement is ruled by women, to the exclusion of men. This might mean a society similar to the Amazons of Greek myth, where the militant women warriors

rules and men are enslaved and perform labor; or, it might mean a benevolent structure where wise women rule (perhaps with hereditary or divine honor) while the men state their wishes and protect the land.

**Recommended Settlement Alignment:** Any

**[55-58] Meritocracy:** The worthiest persons rule. "Worthy" however is a loaded term, and could mean anything. This might mean that the various aspects of the settlement are ruled by the most appropriate person (the military is handled by the smartest and strongest warrior, the temple is controlled by the wisest priest, and so forth). Or, it might mean that rulership is dependent upon personal power and capability (meaning, the hierarchy is directly equivalent to the NPCs' experience levels). More ideally, it means that the most intelligent people rule. The way most FRPGs are set up, where intelligence is needed to cast arcane spells (making the most intelligent characters the magi), this means it is a Magocracy.

**Recommended Settlement Alignment:** Any Non-Evil

**[59-66] Militocracy:** The warriors' commanders rule. There may be other government organizations (a temple, a council of elders, advisors), but the highest level warrior rules the roost. In most cases, this means fighters, as they are the most common type of warrior. In borderland regions, it might mean barbarians or rangers, while in cities it typically means cavaliers and / or paladins.

**Recommended Settlement Alignment:** Any

**[67-73] Monarchy:** Similar to an Autocracy (above), with the added caveats that the ruler belongs to a hereditary bloodline, there is a ruling family, and there is a clear line of succession. In technical terms this means a ruling King or Queen, but at the settlement level, the ruler might be (for example) an elder, seneschal, or minor noble who is directly related to the realm's King or Queen.

**Recommended Settlement Alignment:** Any

**[74-77] Oligarchy:** This is similar to an Autocracy, but instead of a single ruler, there are a few rulers. This could mean anything from (in a village) a retired mage and lord who are companions, to (in a city) a council of five high-level nobles. The mode of rulership, outside of "the few," is usually autocratic but it really depends on the alignment(s) of the ruling NPCs.

**Recommended Settlement Alignment:** Any

**[78-82] Patriarchy:** Identical to a Matriarchy (above), with the roles reversed: men rule and the women are subjects. A variant is the Benevolent Patriarchy, where men rule and women hold traditional roles; women could rule, but doing so would be non-traditional and disruptive … at least at first.

**Recommended Settlement Alignment:** Any

**[83] Plutocracy:** The settlement is ruled by the wealthy. If the plutocracy is good (?), then it is benevolent and the money is shared with the populace for festivals, holy days, and infrastructure creation. Otherwise, this is basically a Kleptocracy with good intentions.

**Recommended Settlement Alignment:** Any Non-Evil. I'm not saying that Plutocracy is good; I'm saying that if it's also evil, then it's either a Kleptocracy or a Dictatorship.

**[84-88] Republic:** (This option only works for cities; reroll if the settlement is smaller.) This is similar to a Democracy, with the important distinction that elected officials vote on important matters, representing the will of the people. In a good Republic, they act in the people's interests. In a neutral Republic, they sometimes do. In an evil Republic (not sustainable), they may pretend to, but they really don't. If the Republic becomes evil enough that the will of the people is ignored forever, it's basically an evil Oligarchy.

**Recommended Settlement Alignment:** Any, with careful consideration of the caveats provided above.

**[N/A] Satrapy:** This government option is only included here for completeness. It does not refer to individual settlements, but rather to provinces (realms) within a larger empire. It is somewhat similar to Feudalism, although an Emperor is served rather than a King, and the reason that the Satraps exist is probably not because they are wanted, but because the empire is too large to function with a single capital that is likely very far away.

**Recommended Settlement Alignment:** N/A (Empires can be of any alignment, but this form of government does not exist at the individual settlement level)

**[89-91] Syndicracy:** The settlement is ruled by the guilds. This might be fairly organized; there might be a Warriors' Guild that serves as the military, a Woolmasters' Guild that controls the economy, and a Sages' Guild that governs. More likely, however, this is a highly factionalist settlement in which various guilds protect their own interests and squabble with one another for ultimate power. Each citizen would have a lifelong trade and the "protection" of a guild.

**Recommended Settlement Alignment:** CE, CN, NE, TN

**[92] Technocracy:** The settlement is ruled by the people (Oligarchs?) who have technology that no one else has. This might be a Steampunk city, founded by dimensional travelers from an Alternate Material Plane, who build mechs and airships. Or, it might be a "Gamma" society, ruled by people who (for example) discovered a crashed starship and use the laser weapons and computers to intimidate the populace. The direction you want to go with this is strongly dependent

upon the kind of non-fantasy elements you want in your FRPG.

**Recommended Settlement Alignment:** Any

**[93-96] Theocracy / Ecclesiarchy:** The settlement is ruled by priests, and (inferred) by the deities they worship. Usually, this means clerics. More interestingly perhaps, for a True Neutral theocracy it means a druidic council and a powerful worshipped entity (such as a great elemental lord).

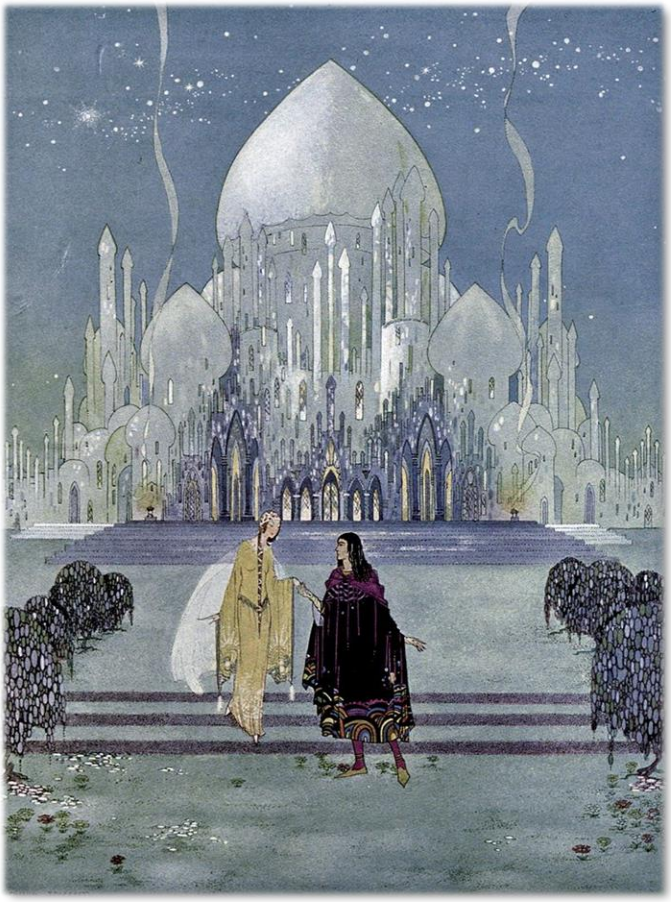
**Recommended Settlement Alignment:** Any; see above for TN variant.

**[97-98] Tribalism / Tribal Settlement:** The settlement is ruled by one or more tribes. Technically, a tribe is a relatively primitive society which is not governed by an outside power. In FRPG terms, this probably means that the settlement is highly factionalized, and shared by tribes which do not agree with one another very often. Relationships between tribes will depend upon alignment considerations. You could (for example) divide the settlement's population by 1,000 and round up to determine the number of tribes, and then choose the race (human, dwarf, half-orc, whatever). Each tribe would be of a different alignment, and each would have its own beliefs and territory. For example, a city of 20 tribes could have been conquered by barbarians a generation ago; the barbarians never left, but their unity fell apart when their high chieftain died. There is a tribe in the former merchants' district, another at the docks, and so forth.

**Recommended Settlement Alignment:** Any (with a different alignment for each tribe)

**[99] Triumvirate:** Similar to a Dyarchy, this is typically an Oligarchy variant. In this instance, there are three rulers (no more, no less).

**Recommended Settlement Alignment:** Any



**[00] Utopia:** This is a perfect society. Either the settlement is flawless, or everyone acts in the best wishes of the settlement and to the best of their ability (serving as soldiers, merchants, repairmen, etc. whenever needed). This society cannot exist in a world with flawed mortals, fantasy or no. But it might exist in some interesting way; for example, a city of illusions who do not know they are not real; or a city directly ruled by a Lawful Good deity who dwells there. Caution is needed if you place a Utopia in

your game … the PCs' disruption could well end the existence of the state.

**Recommended Settlement Alignment:** LG

**[N/A] Viceroyalty:** (Included for completeness) This is very similar to a Satrapy, and is not recommended for random selection. A Viceroyalty exists when a Kingdom rules a land from across the sea through a Viceroy. You can deliberately create this situation through careful development of your map and the realms within your world, but randomly selecting this option for a single settlement (or even a single realm, with no clear ruling state) would not make much sense.

**Recommended Settlement Alignment:** Any

# Appendix B:

# Priesthoods and Religion in the Realms

In my own games, I push organized religion into the background, because it tends to bring about many of the real-world religious woes which we tend to prefer to escape in the realm of fantasy: hate, intolerance, monotheism, religious wars, and genocide.

However, the game world can certainly benefit by having as wide (and pagan!) a range of world religions and deities as possible. It's cool when you can have the Norse deities worshipped in your realm's northlands, the Central American deities in a tropical realm, the Babylonian deities in an ancient desert realm, and so forth. I recommend using all of the deities that you can find any information on … every deity is worshipped *somewhere* in the world, and this incredibly diversity of thought and faith will give your realms vivid cultural details with a minimum of effort.

In this chapter, I will provide a summary of the major deities in many different mythoi, so that you can have a quick overview of your world's faiths at a glance for later development. And don't worry if a mythos doesn't fit a realm's predominant alignment! If (for example) your desert realm which worships the Egyptian mythos is Lawful Good, there will still be cults worshipping Chaotic Evil deities in the netherworld, True Neutral priesthoods in the borderlands, Chaotic Good temples with small urban priesthoods, and so forth. Use all of the deities that you can and just know that a realm's predominant alignment indicates which priesthoods are large and powerful, and which are small, distant, and secretive.

You will of course need to do some research on these deities and primal entities if you want to include them in any level of detail in your campaign. I cannot give you all of the details here, as that would add several hundred pages to this already lengthy volume. But I can certainly point you in the direction of Wikipedia, as well as the works of Messrs. Kuntz and Ward. ; )

**THE AFRICAN MYTHOS**

**Evil Deities and Worshipped Entities:** Brother Death, Gauna, Kibuka, The Leopard, Olokun, Shango, Sonponno

**Good Deities and Worshipped Entities:** Ala, Ananse, Brother Kaizuki, The Elephant, Khonvum, Leza, Mawu and Lisa, Mukasa, Nyame, Oduduwan, Oran Miyan, Orisha-Oka, Orunmilla, Osanyin, So, Tsui'Goab

**Neutral Deities and Worshipped Entities:** Bumba, Cagn, The Chameleon, Dongo, Eshu, The Hare, The Lake Gods, Mulungu, Musa, Ogun, Olu-Igbo, Olurun, The Rainbow, The River Gods, The Serpent of Eternity, Yemoja

**THE AUSTRALIAN MYTHOS**

**Evil Deities and Worshipped Entities:** Mamarangan

**Good Deities and Worshipped Entities:** Daramulun, The Mamandabari, Morkul-Kua-Luan, Yurlunggur

**Neutral Deities and Worshipped Entities:** Gidja, Kallin-Kallin, Ngunung-Ngunnut, The Numbakulla

**THE BABYLONIAN MYTHOS**

**Evil Deities and Worshipped Entities:** Anshar, Dahak, Druaga, Nergal

**Good Deities and Worshipped Entities:** Gilgamesh, Girru

**Neutral Deities and Worshipped Entities:** Anu, Ishtar, Marduk, Ramman

(See also the Sumerian Mythos)

**THE CELTIC MYTHOS**

**Evil Deities and Worshipped Entities:** Arawn

**Good Deities and Worshipped Entities:** Cairbre, Cian, Cu Chulainn, Danann, Diancecht

**Neutral Deities and Worshipped Entities:** Brigit, Cerunnos, Dagda, Dunatis, Goibhnie, Lugh, Manannan Mac Lir, The Master of the Wild Hunt, Math, Morrigan, Nuada, Oghma, Silvanus

**THE CENTRAL AMERICAN MYTHOS**

**Evil Deities and Worshipped Entities:** Camazotz, Huhueteotl, Mictlantecuhtli, Tezcatlipoca, Tlaloc, Tlazolteotl

**Good Deities and Worshipped Entities:** Chalchiuhtlicue, Hunapu and Xbalanque, Itzamna

**Neutral Deities and Worshipped Entities:** Camaxtli, Huitzilopochtli, Quetzalcoatl, Xochipilli

**THE CHINESE MYTHOS**

**Evil Deities and Worshipped Entities:** Chih-Chiang Fyu-Ya, Lei Kung, Lu Yueh, Ma Yuan, No Cha, Tou Mu

**Good Deities and Worshipped Entities:** Chao Kung Ming, Chung Kuel, Fei Lin and Feng Po, Huan-Ti, Kuan Yin

**Neutral Deities and Worshipped Entities:** Chih Sung-Tzu, Shan Hi Ching, Shang-Ti, Wen Chung, Yen-Wang-Yeh

**THE CTHULHU MYTHOS**

**Evil Deities and Worshipped Entities:** Cthugha, Cthulhu, Hastur, Ithaqua, Nyarlathotep, Shub-Niggurath, Tsathoggua, Yog-Sothoth

**Good Deities and Worshipped Entities:** (None; while Nodens and other dream gods can perform good acts, they are not "good" per se)

**Neutral Deities and Worshipped Entities:** Azathoth, Nodens, Bokrug

**THE EGYPTIAN MYTHOS**

**Evil Deities and Worshipped Entities:** Apep, Set

**Good Deities and Worshipped Entities:** Anhur, Anubis, Bast, Isis, Nephthys, Osiris, Ra, Seker, Shu, Tefnut

**Neutral Deities and Worshipped Entities:** Apshai, Bes, Geb, Horus, The Phoenix, Ptah, Thoth

**THE FINNISH MYTHOS**

**Evil Deities and Worshipped Entities:** Hiisi, Kiputytto, Kullervo, Louhi, Loviatar, Surma, Tuonetar, Tuoni

**Good Deities and Worshipped Entities:** Ahto, Ilmarinen, Ilmatar, Lemminkainen, Mielikki, Ukko, Vainamoinen

**Neutral Deities and Worshipped Entities:** Untamo

**THE GREEK MYTHOS**

**Evil Deities and Worshipped Entities:** Ares, Hades, Hecate

**Good Deities and Worshipped Entities:** Aphrodite, Apollo, Athena, Demeter, Zeus

**Neutral Deities and Worshipped Entities:** Artemis, Dionysus, Hephaestus, Hera, Hermes, Nike, Pan, Poseidon, Tyche

(There are many dozens more; these are the major deities. As a general rule, due to the divine taboo against hubris, heroes

such as Achilles, Heracles, Theseus, and so forth are not worshipped.)

**THE INDIAN MYTHOS**

**Evil Deities and Worshipped Entities:** Kali, Ratri

**Good Deities and Worshipped Entities:** Garuda, Karttikeya, Lakshmi, Surya, Ushas, Vishnu

**Neutral Deities and Worshipped Entities:** Agni, Indra, Rudra, Tvashtri, Varuna, Yama

**THE JAPANESE MYTHOS**

**Evil Deities and Worshipped Entities:** (Evil entities are rarely worshipped, but may be appeased when necessary)

**Good Deities and Worshipped Entities:** Aizen-Myoo, Amaterasu Omikami, Benten, Bishamon, Daikoku, Ebisu, Fudo-Myoo, Fukurokijo, Hachiman, Inari, Jurojin, Kishijoten, Oh-Kuni-Nushi, Raiko, Shoki, Suka-Na-Biko, Tenjin, Tsukiyomi, Uzume, Yamamoto Date, Yoshi-Iye

**Neutral Deities and Worshipped Entities:** Ama-Tsu-Mara, Fujin, Hotei, Izanagi and Izanami, Kosensei, Raiden, Ryujin, Susanowo, Uke-Mochi

**THE NATIVE AMERICAN MYTHOS**

**Evil Deities and Worshipped Entities:** Hastsezini, Shakak, Tobadzistsini

**Good Deities and Worshipped Entities:** Heng, Hiawatha, Hotoru, Qagwaaz, Raven, Snake Man, Stoneribs, The Thunderbird

**Neutral Deities and Worshipped Entities:** Coyote, Hastseltsi, Yanauluha

**THE NORSE MYTHOS**

**Evil Deities and Worshipped Entities:** Angur-Boda, Gullveig, Hel, Jormungandr, Loki, Nidhogg, Surtur, The Tempests, Thrym, Utgard-Loki, Vafthrudnir

**Good Deities and Worshipped Entities:** Balder, Bragi, Egder, Forseti, Frey, Freya, Gerda, Grid, Heimdall, Idun, Magni, Mimir, Modi, Njord, Odin, Sif, Skadi, Thor, Tyr, Vidar, Volundir

**Neutral Deities and Worshipped Entities:** Aegir, Fjalar, Frigga, Hermod, The Norns, Ran, Uller

**THE OCEANIA MYTHOS**

**Evil Deities and Worshipped Entities:** Nakaa

**Good Deities and Worshipped Entities:** Alulei, Bue, Motikitik

**Neutral Deities and Worshipped Entities:** The Nareaus, Olifat, Palulop, Solang

**THE PEGANA MYTHOS**

**Evil Deities and Worshipped Entities:** Mung

**Good Deities and Worshipped Entities:** Kib, Limpang-Tung, Skarl

**Neutral Deities and Worshipped Entities:** Dorozhand, Hoodrazai, Mana-Yood-Sushai, Roon, Sirami, Sish, Slid

(Refer to my supplement PM1, The Pegana Mythos, for full details on their deities and their worship.)

**THE PERSIAN MYTHOS**

**Evil Deities and Worshipped Entities:** Aeshma, Ahriman, Akah Manh, Az, Azhi Dahaka, In-Dra, Saura, Taromaiti

**Good Deities and Worshipped Entities:** Ahura Mazda, Ardvi Sura Anahita, Armaiti, Asha, Haoma, Haurvatat and Ameretat, Kshathra Vairya, Mithra, Rapithwin, Sraosha, Tishtrya, Vohu Manah

**Neutral Deities and Worshipped Entities:** Atar, Vayu, Verethragna

**THE POLYNESIAN MYTHOS**

**Evil Deities and Worshipped Entities:** Pele

**Good Deities and Worshipped Entities:** Atea, Haumea, Hi-Iaka, Makemake, Papa, Rongo, Tane, Tangoroa

**Neutral Deities and Worshipped Entities:** Haumia, Kampua'a, Miru, Tawhiri, Tinirau, Tu, Tumu-Ra'i-Feuna

**THE ROMAN MYTHOS**

**Evil Deities and Worshipped Entities:** Hecate, Pluto

**Good Deities and Worshipped Entities:** Apollo, Ceres, Cybele, Minerva, Mithras, Saturn, Serapis, Venus, Vesta

**Neutral Deities and Worshipped Entities:** Bacchus, Diana, Eris, Faunus, Fortuna, Janus, Juno, Jupiter, Mars, Mercury, Neptune, Silvanus, Victoria, Vulcan

**THE SUMERIAN MYTHOS**

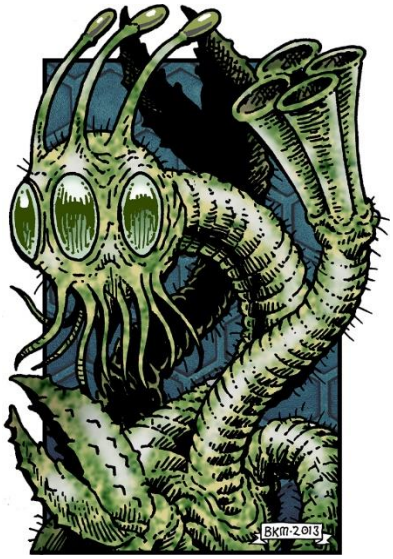
**Evil Deities and Worshipped Entities:** Inanna

**Good Deities and Worshipped Entities:** Enlil, Nanna-Sin, Utu

**Neutral Deities and Worshipped Entities:** Enki, Ki, Nin-Hursag

(See also the Babylonian Mythos)

You will note that I include many real world mythoi, along with the Peganan Mythos of Lord Dunsany, and the Cthulhu Mythos of H. P. Lovecraft.



You are more than welcome to draw pure fantasy mythoi out of the rules and sourcebooks for your preferred FRPG system, but unfortunately that intellectual property is not in the public domain, and so I really can't comment further on such things here. Just use your own game's sourcebooks for further information.

And while I have listed hundreds of names for your quick reference and perusal … you will soon find that if you dig into a real-world mythos with any degree of dedication, that this sampling of deity and worshipped hero names is very sparse indeed. You could easily (for example) add 100 to 200 further entities to the lists for the Greek or Roman Mythos alone. Please use this section as a starting point to guide your research, not as the "be all, end all" of deities in your campaign. This is not a book about the gods, it is a book about world building where I try to touch on every major topic without going too deep!

# Appendix B-1:

# A Glimpse of the Deities of Mythic Tyrrhenia

But due to popular request (demand?), I will here provide a very detailed example of a super-developed mythos … in this example, the Roman Mythos from my Mythic Tyrrhenia and Castle Oldskull campaign. This should serve as a deeply-researched example which you can emulate; or, you can just lift the Tyrrhenian and Roman deities wholesale for your own campaign. The culture in my campaign is Empyrean-influenced; there was a Roman-type culture named Empyrea which was wiped out by centuries of war and disaster. Over time, the Free City of Grimrook arose from the ashes of the old ways. Only centuries of prayer and the intervention of many gods and god-sworn heroes brought civilization back to Tyrrhenia after the Chaos Plague. The long-lived Overlord of Grimrook, therefore, demands that all of the old gods be worshipped … because he does not know which deity might save the city in its need, or which evil power might lay waste to the region if left unappeased. The evil religions are tolerated to a degree due to this culture of divine and infernal appeasement … so long as a brutal assassination war does not break out, and so long as the Overlord's word remains law within Grimrook and its surrounding lands.

(All of these deities are from real-world history, having been worshipped 1,500-3,000 years ago, thereby establishing them resolutely in the public domain.)

Here is what a fully fleshed-out and historically researched mythos looks like:

**Abundantia (Neutral Good):** The Empyrean Lesser Goddess of Abundance and Prosperity.

**Acca Larentia (Chaotic Neutral):** The Etruscan Demigoddess of Desire and Fertility.

**Aeneas Indiges (Lawful Good):** The Trojan Demigod Hero of Family and

Loyalty. Idealized progenitor of the Empyrean People.

**Aeon (True Neutral):** The Empyrean Greater God of Time. This belief was brought in from Greece, where Aeon was known similarly as Aion.

**Aerecura (True Neutral):** The Celtic, and Empyrean-worshipped, Lesser Goddess of Fungi and Fruit of the Netherworld.

**Aeternitas (True Neutral):** The Empyrean Lesser Goddess of Eternity and Stasis.

**Aius Locutius (Neutral Good):** The Empryean Lesser God of Warnings and Vigilance.

**Alernus (Chaotic Evil):** The Empyrean Lesser God of Netherworld Monsters.

**Amor (Chaotic Good):** The Lesser God of Love and Desire. This belief was brought in from Greece, where Amor was originally known as Eros.

**Angerona (Neutral Good):** The Empyrean Lesser Goddess of Nepenthe and the Ending of Sorrow.

**Angitia (Chaotic Neutral):** The Empryean Lesser Goddess of Snakes and Witchcraft.

**Anna Perenna (Lawful Neutral):** The Empyrean Lesser Goddess of Years and Timekeeping.

**Annona (True Neutral):** The Empyrean Lesser Goddess of Grain and Farming.

**Antevorta (True Neutral):** The Empyrean Lesser Goddess of the Future and Fortune Telling.

**Apollo Soranus (Chaotic Good):** The Greater God of Sun and Prophecy. Called Aplu by the Etruscans. This belief was brought in from Greece.

**Aquilo (True Neutral):** The Empyrean Elemental Lord of Cold and the North Wind. This belief was brought in from Greece, where Aquilo was originally known as Boreas.

**Arimanius (Neutral Evil):** The Empyrean Lesser God of Daemons and Destruction. This belief was brought in from Persia, where Arimanius was originally known as Ahriman.

**Asculapius (Neutral Good):** The Empyrean Lesser God of Medicine and Chirurgeons (Non-Magical Healing). This belief was brought in from Greece, where Asculapius was known similarly as Asclepius.

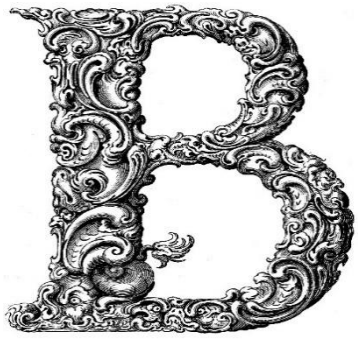
**Athrpa (Lawful Neutral):** The Etruscan Lesser Goddess of Fate and Inescapable Circumstance.

**Aura (True Neutral):** The Lesser Goddess of Breezes and Air Elementals. This belief was brought in from Greece.

**Aurora (True Neutral):** The Empyrean Lesser Goddess of the Dawn. This belief was brought in from Greece, where Aurora was originally known as Eos.

**Auster (True Neutral):** The Empyrean Elemental Lord of Destruction and the South Wind. This belief was brought in from Greece, where Auster was originally known as Notus.

**Averruncus (Chaotic Neutral):** The Empyrean Lesser God of Magical Disasters.



**Bacchus (Chaotic Neutral):** The Greater God of Revelry and Wine. Called Pacha by the Etruscans. This belief was brought in from Greece, where Bacchus was originally known as Dionysus.

**Bellona (Chaotic Neutral):** The Empyrean Lesser Goddess of War and Female Fighters. This belief was brought in from Greece, where Bellona was originally known as Eris. See also Discordia for an associated aspect.

**Belphegor (Chaotic Evil):** The Tyrrhenian-bound Demon Lord of Broken Oaths and Abandonment.

**Bona Dea (Neutral Good):** The Empyrean Lesser Goddess of Women and Healing.

**Bonus Eventus (Chaotic Good):** The Empyrean Lesser God of Good Luck and Seed Planting.

**Bubona (Neutral Good):** The Empyrean Lesser Goddess of Cattle and Herdsmen.

**Cacia (True Neutral):** The Empyrean Giantess Demigoddess of Fire and Giantesses.

**Cacus (Neutral Evil):** The Empyrean Giant Demigod of Fire, Giants, and Defiance.

**Caelus (True Neutral):** The Empyrean Titan of the Sky and the Heavens. This belief was brought in from Greece, where Caelus was originally known as Uranus.

**Calu (Chaotic Neutral):** The Etruscan Lesser God of Shape Shifters and Netherworld Wulfen.

**Cardea (Lawful Neutral):** The Empyrean Lesser Goddess of Gateways and Openings.

**Carmentis (Neutral Good):** The Empyrean Lesser Goddess of Childbirth and Prophetic Magic.

**Carna (Lawful Neutral):** The Empyrean Lesser Goddess of Health and Endurance.

**Catha (True Neutral):** The Etruscan Lesser Goddess of Guidance and Light in the Netherworld.

**Ceres, Dea Dia (Neutral Good):** The Empyrean Greater Goddess of Plants and Agriculture. This belief was brought in from Greece, where Ceres was originally known as Demeter.

**Charun (Neutral Evil):** The Etruscan Daemon Lord of Netherworld Rivers and the Passage of the Dead. This belief was brought in from Greece, where Charun was similarly known as Charon. Whether Charun was originally worshipped by the Greeks or the Etruscans is open to dispute. (In the Word of Oldskull the point is irrelevant, because he existed as a Daemon Lord prior to either form of worship.)

**Clementia (Lawful Good):** The Empyrean Lesser Goddess of Mercy and Repentance.

**Cloacina (True Neutral):** The Empyrean Lesser Goddess of Secret Ways and the Undercity.

**Concordia (Lawful Neutral):** The Empyrean Lesser Goddess of Treaties and Agreements.

**Consus (Neutral Good):** The Empyrean Lesser God of the Protection of Plants and the Sowing of Seeds.

**Cura (True Neutral):** The Empyrean Lesser Goddess of Creation and Golems.

**Cybele (Neutral Good):** The Phrygian, and Empyrean-worshipped, Greater Goddess of Matriarchy.

**Decima (Lawful Neutral):** The Empyrean Fate of Birth. This belief was brought in from Greece, where Decima was originally known as Clotho.

**Deverra (Neutral Good):** The Empyrean Lesser Goddess of Protection from Evil.

**Diana (True Neutral):** The Lesser Goddess of Beasts and the Forest. Called Aritimi by the Etruscans. This belief was brought in from Greece, where Diana was originally known as Artemis.

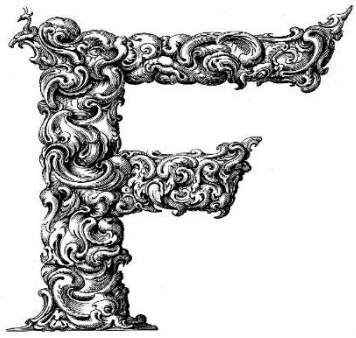
**Dis Pater (Lawful Evil):** The Greek Arch-Devil of Underworld Fiends and Treasure. This belief was brought in from Greece, where Dis Pater was originally known as either Hades or Horkos. In the World of Oldskull campaign, Dis Pater is differentiated as a separate diabolic entity.

**Disciplina (Lawful Neutral):** The Empyrean Lesser Goddess of Discipline and Control. Arguably, the deity of Tyrrhenian monks.

**Discordia (Chaotic Evil):** The Lesser Goddess of Strife and Conflict. This belief was brought in from Greece, where Discordia was originally known as Eris.

**Empanda, Dea Paganorum (Neutral Good):** The Empyrean Lesser Goddess of Doles and Sanctuaries.

**Epona (Neutral Good):** The Celtic, and Empyrean-worshipped, Lesser Goddess of Horses and Exotic Mounts.



**Fama (True Neutral):** The Empyrean Lesser Goddess of Fame and Renown.

**Faunus, Inuus (Chaotic Neutral):** The Empyrean Lesser God of Nature and Wild Passion. This belief was brought in from Greece, where Faunus was originally known as Pan.

**Faustitas (True Neutral):** The Empyrean Lesser Goddess of Herds and Female Livestock.

**Favonius (True Neutral):** The Empyrean Elemental Lord of Whispers and the West Wind. This belief was brought in from Greece, where Favonius was originally known as Zephyrus.

**Febris (Neutral Good):** The Empyrean Lesser Goddess of Protection from Sickness.

**Februus (Neutral Good):** The Etruscan, and Empyrean-worshipped, Lesser God of Purification and Underworld Explorers.

**Fecunditas (True Neutral):** The Empyrean Lesser Goddess of Fertility and Plenty.

**Felicitas (Chaotic Good):** The Empyrean Lesser Goddess of Luck and Accomplishments.

**Ferentina (Lawful Neutral):** The Empyrean Lesser Goddess of the Commonwealth and the Imperium.

**Feronia (Chaotic Good):** The Empyrean Lesser Goddess of Wilderness and Freedom from Oppression.

**Fides (Lawful Good):** The Empyrean Lesser Goddess of Loyalty and Trust.

**Flora (Neutral Good):** The Empyrean Lesser Goddess of Flowers and Springtime.

**Fontus (True Neutral):** The Empyrean Lesser God of Wells and Springs.

**Fornax (True Neutral):** The Empyrean Lesser Goddess of Baking and Feasting.

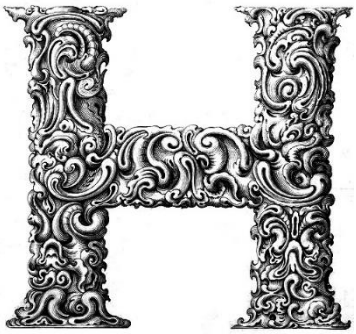
**Fortuna (Chaotic Neutral):** The Empyrean Lesser Goddess of Good Luck and Bad Luck. This belief was brought in from Greece, where Fortuna was originally known as Tyche.

**Fufluns (Chaotic Good):** The Etruscan Lesser God of Wine and Happiness.

**Fulgora (Chaotic Neutral):** The Empyrean Lesser Goddess of Lightning and Thunderbolts. This belief was brought in from Greece, where Fulgora was originally known as Astrape.

**Furrina (True Neutral):** The Empyrean Lesser Goddess of Water and Water Elementals.

**Geryone (Lawful Evil):** The Greek, and Empyrean-worshipped, Arch-Devil of Fraud and Hell-Beasts.



**Hercules (Chaotic Neutral):** The Empyrean Demigod of Strength and Conquest. This belief was brought in from Greece, where Hercules was similarly known as Heracles.

**Honos (Lawful Good):** The Empyrean Lesser God of Honor and Chivalry. Likely, the god of Tyrrhenian paladins.

**Intercidonia (Neutral Good):** The Empyrean Lesser Goddess of Infants, and the Protection of Infants.

**Invidia (Neutral Evil):** The Empryean Lesser Goddess of Envy and the Evil Eye. This belief was brought in from Greece, where Invidia was originally known as Nemesis.

**Janus (Lawful Neutral):** The Empyrean Greater God of Beginnings and Endings.

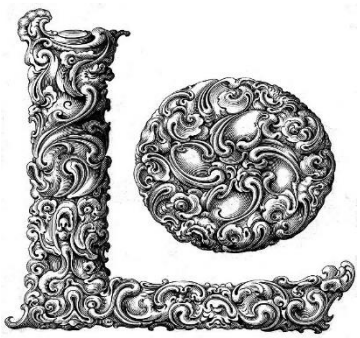
**Juno Lucina (Lawful Neutral):** The Empyrean Greater Goddess of Women and Marriage. Called Uni by the Etruscans. This belief was brought in from Greece, where Juno was originally known as Hera.

**Jupiter, Dius Fidius (Lawful Neutral):** The Empyrean Greater God of Oaths and Rulership. This belief was brought in from Greece, where Jupiter was originally known as Zeus.

**Justitia (Lawful Good):** The Empryean Lesser Goddess of Law and Justice. This belief was brought in from Greece, where Justitia was originally known as Themis.

**Juturna (True Neutral):** The Empyrean Lesser Goddess of Fountains and Sacred Waters.

**Juventas (Neutral Good):** The Empyrean Lesser Goddess of Youth and Energy.



**Laran (Chaotic Neutral):** The Etruscan Greater God of War and Fire.

**Larenta, Dea Tacita (Neutral Evil):** The Empyrean Lesser Goddess of Death and the Netherworld.

**Latona (True Neutral):** The Empyrean Lesser Goddess of Light and Sight.

**Laverna (Chaotic Neutral):** The Empyrean Lesser Goddess of Thieves and Charlatans.

**Leinth (Neutral Evil):** The Etruscan Lesser Goddess of Changelings and Doppelgangers.

**Levana (Lawful Neutral):** The Empyrean Lesser Goddess of Fatherhood and Legacies.

**Liber (Chaotic Good):** The Empyrean Lesser God of Male Fertility and the Freedom of Men.

**Libera (Chaotic Good):** The Empyrean Lesser Goddess of Female Fertility and the Freedom of Women.

**Liberalitas (Neutral Good):** The Empyrean Lesser God of Generosity and Sharing.

**Libertas (Chaotic Good):** The Empyrean Lesser Goddess and Liberty and Freedom from Kings.

**Libitina (Neutral Evil):** The Empyrean Lesser Goddess of Burial and the Corporeal Undead.

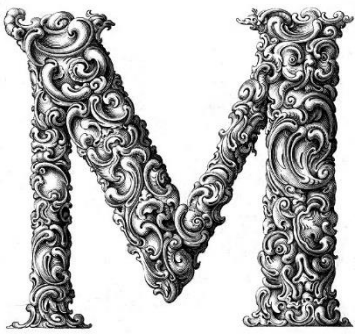
**Lua (True Neutral):** The Empyrean Lesser Goddess of Triumph and Conquest.

**Lucifer (Lawful Evil):** The primordial and Empyrean-worshipped Arch-Devil of Dark Destinies and the Morning Star.

**Luna (True Neutral):** The Empyrean Lesser Goddess of The Moon and Nocturnes. Called Tivr by the Etruscans. This belief was brought in from Greece, where Luna was originally known as Selene.

**Lupercus (True Neutral):** The Empyrean Lesser God of Shepherds and Wolves.

**Lympha (Neutral Good):** The Empyrean Lesser Goddess of Pure Water and Water Nymphs.



**Malacoda (Lawful Evil):** A Dantean Duke of Hell, Lord of the Malebranche Devils.

**Mania (Neutral Evil):** The Etruscan, and Empyrean-worshipped, Lesser Goddess of Madness and the Non-Corporeal Undead.

**Mantus (Neutral Evil):** The Etruscan Lesser God of the Underworld of the Dead.

**Maris (Chaotic Good):** The Etruscan Lesser God of Fields and Centaurs.

**Mars (Chaotic Neutral):** The Empyrean Greater God of War and Bloodshed. This belief was brought in from Greece, where Mars was originally known as Ares.

**Mater Matuta (True Neutral):** The Empyrean Lesser Goddess of Ports and Seafaring.

**Meditrina (Neutral Good):** The Empyrean Lesser Goddess of Healers and Healing.

**Mellona (True Neutral):** The Empyrean Lesser Goddess of Bees and Honey.

**Mephitis (Neutral Evil):** The Empyrean Lesser Goddess of Poisons and Vapors.

**Mercury (True Neutral):** The Empyrean Greater God of Journeys and Diplomacy. Called Turms by the Etruscans. This belief was brought in from Greece, where Mercury was originally known as Hermes.

**Minerva (Lawful Good):** The Empyrean Greater Goddess of Wisdom and Defense.

Called Menrva by the Etruscans. This belief was brought in from Greece, where Minerva was originally known as Athena.

**Minos (Lawful Evil):** A Greek and Dantean Duke of Hell, Lord of the Minotaurs and Judge of the Dead.

**Mithras (Lawful Good):** The Persian, and Empyrean-worshipped, Greater God of Brotherhood and the Sun.

**Mors, Letum (Neutral Evil):** The Empyrean Greater God of Death and Dying. This belief was brought in from Greece, where Mors was originally known as Thanatos.

**Murcia (True Neutral):** The Empyrean Lesser Goddess of Druids and Myrtle.

**Naenia (True Neutral):** The Empyrean Lesser Goddess of Grief and Lamentation.

**Necessitas (Lawful Neutral):** The Empyrean Lesser Goddess of Compulsion and Necessity. This belief was brought in from Greece, where Necessitas was originally known as Ananke.

**Nemesis (Chaotic Neutral):** The Greek, and Empyrean-worshipped, Lesser Goddess of Revenge and Pursuit. See Invidia for an associated aspect.

**Neptune (Greater God):** The Empyrean Greater God of Sea Steeds and the Seas. This belief was brought in from Greece, where Neptune was originally known as Poseidon.

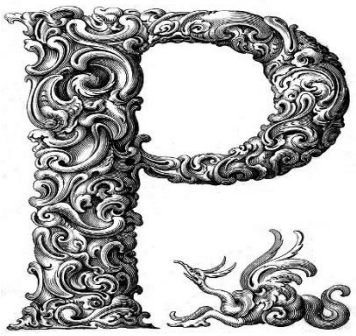
**Nerio (Lawful Neutral):** The Empyrean Lesser Goddess of Valor and Bravery.

**Nortia (Lawful Neutral):** The Etruscan Lesser Goddess of Fate and Time.

**Nox (True Neutral):** The Empyrean Lesser Goddess of Night and Darkness. This belief was brought in from Greece, where Nox was similarly worshipped as Nyx.

**Ops (Neutral Good):** The Sabine Lesser Goddess of Feasts and Plenty.

**Orcus (Chaotic Evil):** The Empyrean-bound Demon Prince of Broken Oaths and Undeath. This belief was brought in from Greece, where Orcus was originally known as Horkos.



**Palatua (Lawful Neutral):** The Empyrean Lesser Goddess presiding over the protection of the Overlord and the Free City of Grimrook.

**Pales (True Neutral):** The Empyrean Lesser God of Herdsmen and Male Livestock.

**Pax (Neutral Good):** The Empyrean Lesser Goddess of Peace and Truces. This belief was brought in from Greece, where Pax was originally known as Eirene.

**Picus (Lawful Neutral):** The Empyrean Demigod of Kingship and Divination.

**Pietas (Lawful Neutral):** The Empyrean Lesser God of Piety and Duty.

**Pluto (Neutral Evil):** The Empyrean Greater God of the Underworld Kingdom, and the Imprisoned Dead. Called Aita by the Etruscans. This belief was brought in from Greece, where Pluto was originally known as Hades. See also Dis Pater.

**Poena (True Neutral):** The Empyrean Lesser Goddess of Punishment and Reprimand.

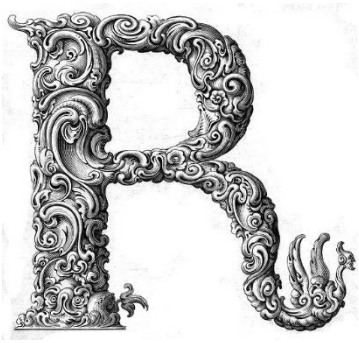
**Pomona (True Neutral):** The Empyrean Lesser Goddess of Fruit and Orchards.

**Portunus (True Neutral):** The Empyrean Lesser God of Keys and Magical Gateways.

**Proserpina (Neutral Good):** The Empyrean Lesser Goddess of Netherworld Life and the Seasons. This belief was brought in from Greece, where Proserpina was similarly worshipped as Persephone.

**Providentia (Lawful Neutral):** The Empyrean Lesser Goddess of Planning and Forethought.

**Pudicitia (True Neutral):** The Empyrean Lesser Goddess of Chastity and Modesty.



**Robigus (Chaotic Neutral):** The Empyrean Lesser God of Planted Fields and Harvest Sacrifices.

**Roma (Lawful Neutral):** The Empyrean Lesser Goddess of the Fallen City of Roma (which later arose in the medieval age as the Free City of Grimrook).

**Romulus, Quirinus (True Neutral):** The Empyrean Demigod of Fighters and Combat.

**Salacia (True Neutral):** The Empyrean Lesser Goddess of Oceanids and the Ocean Depths. This belief was brought in from Greece, where Salacia was originally known as Amphitrite.

**Salus (Neutral Good):** The Empyrean Lesser Goddess of Safety and Welfare.

**Sancus (Lawful Neutral):** The Empyrean Lesser God of Oaths and Honesty.

**Saturnus (True Neutral):** The Greek, and Empyrean-worshipped, Titan of Generation and Time.

**Securitas (Lawful Neutral):** The Empyrean Lesser Goddess of Security and Stability.

**Silvanus (True Neutral):** The Celtic, and Empyrean-worshipped, Greater God of Forests and Faerie Creatures. Called Selvans by the Etruscans.

**Sol Invictus (Lawful Neutral):** The Empyrean Greater God of Invulnerability and the Sun.

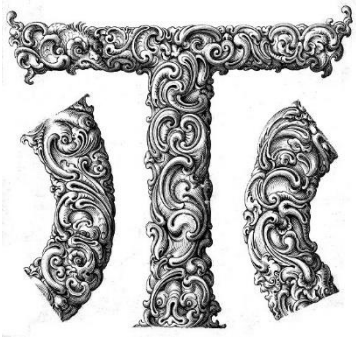
**Somnus (True Neutral):** The Empyrean Lesser God of Sleep and Hibernation. This belief was brought in from Greece, where Somnus was originally known as Hypnos.

**Sors (Chaotic Neutral):** The Empyrean Lesser God of Death, Defiance, and Randomness.

**Spes (Neutral Good):** The Empyrean Lesser Goddess of Hope and Optimism. This belief was brought in from Greece, where Spes was originally known as Elpis.

**Suadelia (Chaotic Neutral):** The Empyrean Lesser Goddess of Persuasion and Seduction. This belief was brought in from Greece, where Suadelia was originally known as Peitho.

**Summanus (True Neutral):** The Empyrean Lesser God of Echoes and Night Thunder.



**Tellumo (True Neutral):** The Empyrean Lesser God of Earth and Earth Elementals.

**Tempestas (Chaotic Neutral):** The Empyrean Lesser Goddess of Storms and Changing Weather.

**Terminus (True Neutral):** The Empyrean Lesser God of Boundaries and Borderlands.

**Terra (True Neutral):** The Empyrean Titaness of Earth and Earth Monsters. Called Cel by the Etruscans. This belief was brought in from Greece, where Terra was originally known as Gaia.

**Thalna (Neutral Good):** The Etruscan Lesser Goddess of Childbirth and Youth.

**Tiberinus (True Neutral):** The Empyrean River Godling of the River Tiber.

**Tibertus (True Neutral):** The Empyrean River Godling of the River Anio.

**Tranquilitas (True Neutral):** The Empyrean Lesser Goddess of Calm and Tranquility.

**Trivia (Chaotic Neutral):** The Empyrean Lesser Goddess of Sorcery and Witchcraft.

**Tuchulcha (Neutral Evil):** The Etruscan Daemon Queen of Chasms, and the Divisions of the Netherworld.

**Vediovis (Chaotic Neutral):** The Empyrean Lesser God of Castle Oldskull and the Secrets of the Netherworld.

**Venus (Chaotic Good):** The Empyrean Greater Goddess of Love and Beauty. Called Turan by the Etruscans. This belief was brought in from Greece, where Venus was originally known as Aphrodite.

**Veritas (Lawful Neutral):** The Empryean Lesser Goddess of Truth and Lie Detection.

**Vertumnus (True Neutral):** The Empyrean Lesser God of Gardens and the Seasons.

**Vesta (Lawful Good):** The Empyrean Lesser Goddess of Hearths and the Sacred Fire. This belief was brought in from Greece, where Vesta was originally known as Hestia.

**Vica Pota (True Neutral):** The Empyrean Lesser Goddess of Competition and Duels.

**Victoria (Neutral Good):** The Empyrean Lesser Goddess of Victory and Commemoration. This belief was brought in from Greece, where Victoria was originally known as Nike.

**Viduus (Neutral Evil):** The Empyrean Lesser God of Souls and Necromancy.

**Virbius (True Neutral):** The Empyrean Lesser God of Sacred Forest Circles and the Golden Bough. This belief was brought in from Greece, where Virbius was originally known as Hippolytus.

**Virtus (Lawful Neutral):** The Empyrean Lesser God of Men-at-Arms, Soldiers, and Tactics. This belief was brought in from Greece, where Virtus was originally known as Arete.

**Volturnus (Chaotic Neutral):** The Etruscan Lesser God of Waters between the Surface and the Netherworld.

**Volupta (Chaotic Neutral):** The Empyrean Lesser Goddess of Pleasure and Sensuality.

**Vulcan (True Neutral):** The Empyrean Lesser God of Artificing and Forge Fires. This belief was brought in from Greece, where Vulcan was originally known as Hephaestus.

**Vulturnus (True Neutral):** The Empyrean Elemntal Lord of Change and the East Wind. This belief was brought in from Greece, where Vulturnus was originally known as Eurus.

# Appendix C:
# Factions in the Realms

When you are developing your realm for adventure ideas, you will probably want to introduce some factions into play. As a broad definition, a faction is a realm-based organization which has a separate agenda outside of the realm's general interest. Some factions are good (such as a knightly order that goes on quests to slay monsters and gather relics), others are neutral (such as a monastery of battle monks who wander through the realms seeking youths to train), and others are evil (such as a secret society of assassins bent on overthrowing the realm's rightful government).

You can create as many factions as you want. They make good enemies, "quest givers," or background characters to a larger story. But because the Player Characters are supposed to be the stars of the game, you should be careful not to have the factions overwhelm the game. If you find yourself using the same faction over and over again in the game, and the PCs don't belong to it, you're probably overdoing it and should pull the starring NPCs out of the game for a little while … or perhaps even permanently.

You can usually roll up a quick faction by determining their type, alignment, overall organization type, and their (secret?) goal. Here are some options which you can consider:

**Types of Factions**

Choose, according to intended location (city, isolated settlement, wilderness location, etc.) or roll 1D100.

**[01-04] Alliance:** A faction comprised of several very different groups (for example, dwarves, assassins and botanists), banded together either for mutual survival (in a war-torn realm) or some esoteric mission of mutual interest.

**Common Alignments:** Any, but Chaotic alliances tend to fall apart rather quickly

**Common Character Classes:** Any

**[05-08] Cabal:** A faction which is plotting something nefarious and not widely known.

**Common Alignments:** CE, CN, LE, NE

**Common Character Classes:** Anti-Paladin, Assassin

**[09-12] Camarilla:** A faction which serves the ruler, but in a very secret or unofficial capacity which will never be openly

recognized; for example, a group of assassins in a Lawful Good realm.

**Common Alignments:** CE, CG, CN, NE, NG, TN

Common Character Classes: Assassin, Illusionist, Thief

**[13-16] Circle:** A group of NPCs who are evenly matched in power, or at least in voting power and influence.

**Common Alignments:** Any

**Common Character Classes:** Any

**[17-20] Consortium:** A faction which has a very strong interest in wealth acquisition. (In the Goal / Mission table below, this faction will automatically have Wealth as its primary goal and a randomly-rolled goal as its secondary motivation.)

**Common Alignments:** Any

**Common Character Classes:** Any

**[21-24] Coven:** A faction comprised solely of arcane spell casters (mages, illusionists, sorcerers, witches, etc.).

**Common Alignments:** Any

**Common Character Classes:** Alchemist, Illusionist, Magic-User, Savant, Specialist Spell Caster Sub-Classes

**[25-28] Cryptic Alliance:** A faction with a very ancient purpose, which has existed for thousands of years. Will have access to a knowledge source (lost city, archive, subterranean temple, etc.) which provides the underlying basis for the belief.

**Common Alignments:** Any

**Common Character Classes:** Any

**[29-36] Cult:** In the FRPG, a cult is a religious sect — chiefly containing clerics and their servitors — which serves a deity or entity that is not widely recognized and/or endorsed in the "civilized" realm(s). May be apocalyptic. Examples include the Cult of Cthulhu, the Brotherhood of the King in Yellow, the Sisters of Shub-Niggurath, and so forth.

**Common Alignments:** CE, CN, LE, LN, NE, TN

**Common Character Classes:** Anti-Paladin, Cleric, Fighter (servitors), Monk, Mystic

**[37-40] Fellowship:** A group of widely different friends, who have long-standing personal relationships with one another. Only friends of friends will be admitted to this faction.

**Common Alignments:** Any (and may be highly varied between individuals)

**Common Character Classes:** Any

**[41-44] Fraternity / Brotherhood:** A faction with exclusively male members.

**Common Alignments:** LE, LG, LN, NE, NG, TN

**Common Character Classes:** Any

**[45-48] Gang:** A faction that is mostly young, and mostly urban-based. Organization level may be unexpectedly high if there is a mastermind of some kind leading the group from a secret hideout.

**Common Alignments:** CE, CN, NE, NG, TN

**Common Character Classes:** Assassin, Fighter, Mountebank (hustlers), Thief

**[49-52] Gathering:** A temporary faction, which may soon fall apart, accept new members, change its Goal / Mission, or turn into something much more.

**Common Alignments:** CE, CG, CN, NE, NG, TN

**Common Character Classes:** Any

**[53-56] Guild:** A highly organized urban faction, which already enjoys considerable power and influence. The faction is non-violent within urban locales whenever possible.

**Common Alignments:** Any (but tending toward neutrality, despite the disparate alignments of individual members)

**Common Character Classes:** Any

**[57-60] Independent Enclave:** A demi-human community (dwarves, elves, gnomes, halflings, etc., or a pairing of two races) which serves a Goal / Mission more than they serve the interests of their outside racial brethren.

**Common Alignments:** Dependent upon the demi-human race(s) in question

**Common Character Classes:** Barbarian (if available to demi-humans as a class), Cavalier, Druid, Fighter, Hunter, Ranger

**[61-64] Isolated Settlement:** A thorp or village in the middle of nowhere, completely dedicated to the faction and its ends. Wanderers may set out from the hideout on missions, or to influence powers in urban areas.

**Common Alignments:** Any

**Common Character Classes:** Barbarian, Druid, Fighter, Hunter, Ranger

**[65-68] Knightly Order:** An organized group of cavaliers, and possibly with either paladins (if good) or anti-paladins (if evil) as well. Normal fighters will likely serve as companion armsmen.

**Common Alignments:** Any (but rarely Chaotic)

**Common Character Classes:** Anti-Paladin, Cavalier, Fighter, Paladin

**[69-72] League:** A large faction with numerous bases / edifices in far-flung settlements throughout the realm.

**Common Alignments:** LE, LG, LN, NE, NG, TN

**Common Character Classes:** Any

**[73-76] Mercenary Company:** A wandering group of adventurous NPCs, taking on (usually violent) missions for wealth and glory.

**Common Alignments:** CE, CG, CN, NE, NG, TN

**Common Character Classes:** Any (and heavy on the warrior types)

**[77-80] Monastery / Nunnery:** A faction which features a majority of priests and monks, working for either a religious or philosophical end.

**Common Alignments:** LE, LG, LN

**Common Character Classes:** Cleric, Monk, Mystic

**[81-84] Secret Society:** A very secret faction, with limited membership, a hideout, passwords, members in disguise, reconnaissance, and so forth.

**Common Alignments:** Any

**Common Character Classes:** Assassin, Illusionist, Jester (spies), Magic-User, Savant, Thief

**[85-88] Sect:** Generally, a priesthood splinter group which is either greatly disliked, or deemed heretical, by the main group of priests. The deity has different plans however, and the clerical members of the sect will be able to pray for and receive spells as normal.

**Common Alignments:** Any (but True Neutral is rare)

**Common Character Classes:** Cleric, Druid, Monk, Mystic

**[89-92] Society:** An urban faction which is highly social, and although its goal is important, it is chiefly obsessed with fashion, relationships, appearances, and a very comfortable base of operations.

**Common Alignments:** CG, CN, LG, LN, NG, TN

**Common Character Classes:** Bard, Cavalier, Illusionist, Jester, Magic-User, Mountebank

**[93-96] Sorority / Sisterhood:** A faction with exclusively female members.

**Common Alignments:** LE, LG, LN, NE, NG, TN

**Common Character Classes:** Any

**[97-00] Splinter Group:** A faction which has separated itself from a larger faction, due to a fundamental disagreement. A Sect (above) is a priest-oriented Splinter Group, so the game definition of a Splinter Group is a non-priest faction with goals and / or alignment very different from the parent faction.

**Common Alignments:** Any (but rarely Lawful)

**Common Character Classes:** Any (besides Cleric or Mystic)

**Predominant Faction Alignment**

When options are listed above (CE, CG, etc.), you should choose an appropriate faction alignment from the ones provided. But if the entry is "Any," you can either choose what you prefer, or roll as follows: [01-10] Chaotic Evil, [11-20] Chaotic Good, [21-30] Chaotic Neutral, [31-40] Lawful Evil, [41-50] Lawful Neutral, [51-60] Lawful Good, [61-70] Neutral Evil, [71-80] Neutral Good, [81-00] True Neutral.

**Goal / Mission**

You can choose from this list based on what you believe the faction should believe in; or, you can roll completely at random for some interesting and amusing results. If you want a peculiar and unique faction, you can roll two or even three times. However, you may need to do a little creative thinking to justify potentially conflicting results. Or, there might be a

splinter group within the splinter group …

**[01-04] Apocalypse,** preparing for (or hastening) the end of the world, with no hope of further earthly power. (Similar to Ascension, below, but probably not as rosy.)

**[05-08] Archaeology,** finding lost cities and relics.

**[09-12] Ascension,** gathering believes to attain a certain amount of powerful people (spell casters?) who are seeking to open a magical gate, or to "ascend" to a higher realm of existence.

**[13-16] Beastmastery,** hunting and trapping beasts for taming (as mounts, guardian beasts, beasts of burden, menagerie subjects, etc.).

**[17-20] Cultural Solidarity,** gaining membership and strengthening a subculture (such as all dwarves, all people of a certain lineage, all people who speak a certain language, etc.).

**[21-24] Divine Guidance,** following the will of a deity who is not usually worshipped (for quests, missions, invasions, searches, or whatever).

**[25-28] Espionage,** gathering information either for or against the realm's government; possibly for purposes of future revolt, subversion, or military action.

**[29-32] Experimentation,** likely with either technology, alchemy, arcane magic, or magical creature manipulation.

**[33-36] Exploration,** usually of a specific type (finding islands, exploring the netherworld, magical flight, and so forth).

**[37-40] Gathering,** collecting a non-living resource of interest (art collections, herbalism, mining, etc.).

**[41-44] Illegal Trade,** usually involving contraband, smuggling, unlawful manufacture, bribery, etc.

**[45-48] Influence,** increasing the faction's social standing and power within the realm.

**[49-52] Killing,** typically a type of creature (such as humanoids, or dragons, or Eldritch Horrors).

**[53-56] Knowledge,** uncovering scrolls, archives and libraries.

**[57-60] Mercenary Employment,** performing various tasks for realms or factions, as long as there is a tidy profit involved.

**[61-64] Outcasts,** the group is unpopular and has little power, and is simply trying to band together before moving forward with a larger goal (such as establishing a settlement). Example groups might be diseased, frightening looking, shamed, socially undesirable, etc.

**[65-68] Power,** growing the size of the faction and establishing a more permanent stronghold.

**[69-72] Protection,** guarding the realm from secret threats (such as closing planar gates to prevent invasion).

**[73-76] Psychic Gathering,** identifying and training psychics and psionicists to act together for some unknown greater goal.

**[77-80] Regression,** living a simpler and isolated life without the influence of something that is deemed corrupt (arcane magic, divine magic, technology, wealth, etc.).

**[81-84] Rivalry,** overthrowing or subverting another (specific) faction.

**[85-88] Subjugation,** controlling the populace through enslavement, intimidation, mind control, etc.

**[89-92] Survivalism,** developing skills and enlarging a stronghold — free of the realm's governmental influence — in preparation of some future calamity.

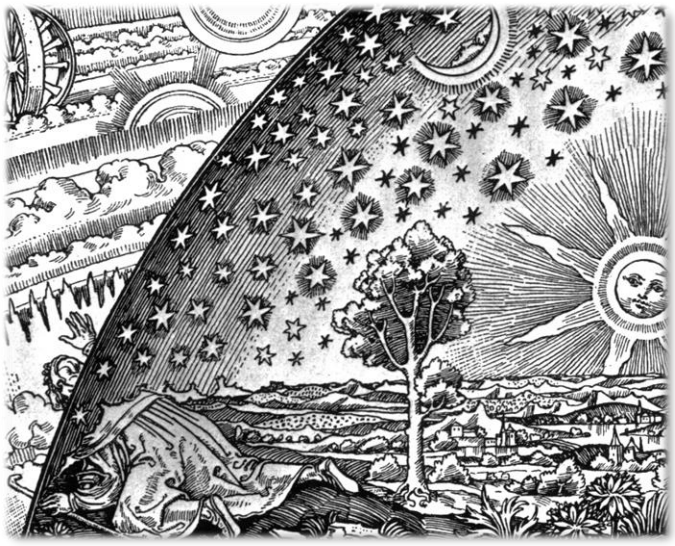
**[93-96] Treasure,** amassing wealth.

**[97-99] Wandering,** moving between the realms and not staying too long in one place, simply for the sake of wanderlust. There may be a deeper motive (roll again).

**[00] Xenophobia,** the faction exists because everyone in it is terrified of everyone who is not part of the faction.

# Appendix D:

# Magic in the Campaign World



When magic is usually used in the game, it is an immediate effect with repercussions … perhaps the summoning of monsters, detection of a trap, or the detonation of a fireball. At the campaign level, however, the Game Master may want to consider the implications of magical use in the wider world and its effects on society, culture, and the environment.

To begin such a discussion, it helps to define what magic really is: it is the ability for specific mortal beings — or their created objects — to selectively manipulate the laws of physics in order to create a desired local effect. The World of Oldskull — or, your newly-created campaign world — is a magical one. This means that the laws of physics are more pliant here, and can be more easily manipulated by individuals. This results in the existence of magical spells, locales, monsters, and treasures. However, it also results in instability throughout the time-space continuum where your world

resides. This, in turn, results in temporary dimensional gates, portals between realms, planar rifts, and even planar invasions from time to time.

The differences in physical laws between the fantasy world and Earth also provide the GM with a useful tool to explain away rules which exist in the name of thematic control and game balance. For example, we can say that although magic is widespread, the existence of gunpowder and explosive effects is highly disrupted. A dimensional traveler could (for example) bring the recipe for gunpowder into the magical world, but the combination of ingredients would simply not have the same chemical effect. The recipe might create fireworks, or colorful puffs of smoke, or even a thunderclap, but nothing more.

Similarly, we can say that breathable air is different in the magical world. This allows many breathing creatures to coexist in cramped subterranean spaces without ill effect, and also allows for the burning of smoky torches in 10'x10' rooms where a realistic result would be the asphyxiation of everyone in the immediate area.

One last physical effect involves the use of flaming oil. This might be a type of kerosene, or Greek Fire, or even alcohol. But whatever the substance is that allows for the hurling of Molotov cocktail grenades and immediate combustion, the effect is far more pronounced (and easily manufactured) in the game world than it is in the real one.

You can use a similar approach to hand wave other physical effects which either do or do not easily exist in our world, which must exist in the world of adventure … in the name of fun in a game, if nothing else.

All right. Away from physical laws for now, and back to the discussion of magic in particular:

Certain spells which have a minor effect on an adventure tend to have a profound effect on societies. When we consider the existence of temples, with their magic-using priesthoods, and the existence of mage guilds and cabals the world becomes a very busy magical place indeed. The most disruptive types of effects on a world involve magical healing, food creation, wealth creation, monster summoning, and wishes. We will discuss all of these in brief in case something happens in your world where the wild and wide-reaching effects cause a major disruption.

**Magical Healing:** In a world where any wound can be easily healed, people are not as afraid of death. Also, in the magical world, all mortal creatures have anecdotal (if not direct!) proof that godly powers exist and influence the world. This means that regeneration, reincarnation, and even resurrection are not entirely unexpected. The question therefore becomes, how common is magical healing, and what effect does it have?

It should first be noted that adventurers are highly unusual and exceptional. Most people do not wander throughout the world, seeking death every day in the name of treasure collection. Most people also do not have a trove of healing potions, or a fanatical cleric following them around to heal wounds at every turn. The majority of NPCs live in a city, or rural community,

and worship at a local temple where the priests are using their magic to heal the diseased, save the lives of rulers, or healing adventurers (or the wealthy) in return for temple donations in gold.

This means that magical healing is very rare for the lower classes, uncommon for the middle class, and common for the upper class. The majority of people in the world will never have a wound magically healed, and their families will never be able to pay the massive amount of gold needed to have a (very rare) high-level spell caster resurrect a loved one. Further, most people believe in the natural order of things. A soul which does not want to be resurrected cannot always be forced back into the body! The GM can assume that most peasants who are killed will remain dead; but high-level NPCs, both villains and heroes, are very likely to return in some form after being slain.

**Magical Food:** Similar to magical healing, this is a valued effect which is not actually super-common in the NPC world. Magical food is suspect, and not everyone is willing to eat it. Tantalus-like myths teach children that magical food is a very dangerous temptation as well. Wealthy people love to eat magical foods, and armies on the march tend to have chaplains who feed and care for them so that they can accelerate their pace. But outside of feeding the beggars and the sick, and the habit of adventurers feasting on magical food when they don't feel like eating iron rations, the widespread creation and consumption of magical food and drink is actually quite rare.

**Magical Wealth:** Every clever wizard — and every wizard is clever, just not as clever as he thinks he is — flirts with the idea of creating excessive magical wealth. This is just a human instinct, because civilizations control the over-distribution of goods with coinage and the lack thereof. Even the alchemists of our real world were obsessed with turning base metals into gold. However, there is a problem with attaching profound value to an inert physical substance such as gold: the metal is not inherently valuable. Sentient beings assign a perceived value to the substance, and that value is based on scarcity. If everything in the world was made out of gold, the metal would be valueless!

With that being the case, the GM should decide why rare metals and gemstones are not mass-replicated by spell casters. The argument I provided above is intelligent, but humans overall tend to be greedy and stupid. At some point in time, an archmage would try to create an infinite amount of gold simply because he wants to temporarily enjoy an advantage before the metal's value crumbles to zero. What prevents the over-creation of wealth?

I recommend the "Star Trek Latinum" solution: the reason that gold, silver, platinum, and gems retain value is because they cannot be replicated. These are the substances which, by default, represent the foundation of wealth in the game world *specifically because* they are scarce.

This may seem like a cop out, but if you don't like this solution, you will need to come up with another one on your own.

**Magical Summoning:** Summoning, conjuration, and also polymorphing magic creates a massive problem in the game world when these efforts become too widespread. Basically, summoning involves the infinite generation of new lifeforms. And considering the fascination with power (much like human greed, as noted above), what king would not want 1,000 gold dragons at his command? What evil wizard would not want to be served by 100,000 fanatical orcs who will obey his every command?

These are not easy questions to answer. In my game, I have several solutions:

[1] Summoning is differentiated from conjuring. Summoning involves drawing already-existing creatures to the spell caster from another location, and simultaneously controlling their minds so that they serve the caster. In other words, when a wizard summons a wyvern, the spell grabs the nearest wyvern in the world and controls it and brings it to the wizard's location. This means that the population of the world never really increases; the creatures just magically move around.

[2] Following from the above, conjuration involves the creation of subservient magical beings out of nothing. I recommend that conjured monsters should be rare (as opposed to summoned ones), and that they should be illusory in nature. You cannot dispel an enemy's conjured monsters simply by disbelieving them, but they aren't really "there." Conjured monsters do not need food or drink, although they think they do.

[3] Polymorphing is a dangerous magic. These spells are temporary in nature. If a wizard were to sit for a year and change 365 gnats into red dragons, he would not have 365 dragons serving him. Instead, he would find that the dragons wander off and die in a matter of days, becoming gnats once more when the magical essence drains out of the putrefying body.

Using these general explanations, the GM will find that while magical summoning is a potentially huge problem, it doesn't have to be. Just don't overthink it and use the guidelines above.

**Wishes:** This is the most destructive magic in the world. You as an individual might think it's great that you can wish for superhuman strength, or a million pieces of gold, or a thousand beautiful maidens, but what happens when there are thousands of wish-speaking NPCs throughout the world using this magic to benefit themselves as many times as possible?

My personal recommendation is that weak wishes take full effect without repercussion. If a wisher wishes for 100 gold pieces, then 100 gold pieces pop out of thin air and suddenly exist. But if a wisher wishes for a million gold pieces, then those gold pieces came from somewhere else. This is the "water flowing downhill" effect of reasonable magic: when there are many ways that a spell can work, it works in the least disruptive way possible.

So where do those million gold pieces come from? They come from the nearest treasure trove, straight to the wisher's location. That source locale is probably a king's treasure vault, a dragon's lair, or an archmage's tower. And you can be absolutely certain that the king, dragon, or archmage will be highly displeased with the wisher and using divination magics to locate the wish-thief at first opportunity!

When you enact this decision, you will probably want to warn your players: "Okay

Joe, you've wished for a million gold pieces. Here's the deal. If you wish for 1,000 or even 10,000, they appear out of nowhere. But if you wish for a million, they're going to come to you from the arch-lich's treasure house and he's not going to be happy about it. Would you like to rephrase your wish before I rule that you speak it out loud?"

Whatever happens, this is typically a self-correcting problem from a game balance perspective.

**Varieties of Magic**

With all of the above restrictions in mind, you might be wondering about the kinds of magic that are widespread throughout the realms. Very generally, I rule that the use of magic in a realm is based primarily on the realm alignment. Why? Because in my world, mages tend to keep to themselves (outside of the rare cabal or coven), and priesthoods represent the largest conglomerations of spell casters in the world. This means that the realm's clerics are casting most of the magic, and their magic is coming from a worshipped deity, and therefore the alignment of the deity becomes a consideration in regards to what types of magic are forbidden or encouraged.

I recommend the following schools of magic be the most prevalent in a realm, based on the realm's predominant alignment among the citizenry. You will find very detailed listings of these spell types and schools in my supplement DDE1, Dungeon Delver Enhancer; but if don't have that supplement handy, you should be able to figure out what specific spells I'm talking about through insinuation.

**Common Magic in Chaotic Evil Realms**

Beasts & Monsters, Charming & Enthralling, Conjuration & Spirit Summoning, Curses & Afflictions, Darkness & Earth, Deception & Sorcery, Divination, Evocation & Creation, Fire & Heat, Necromancy & Corruption, Water & Cold (in arid and / or warm realms)

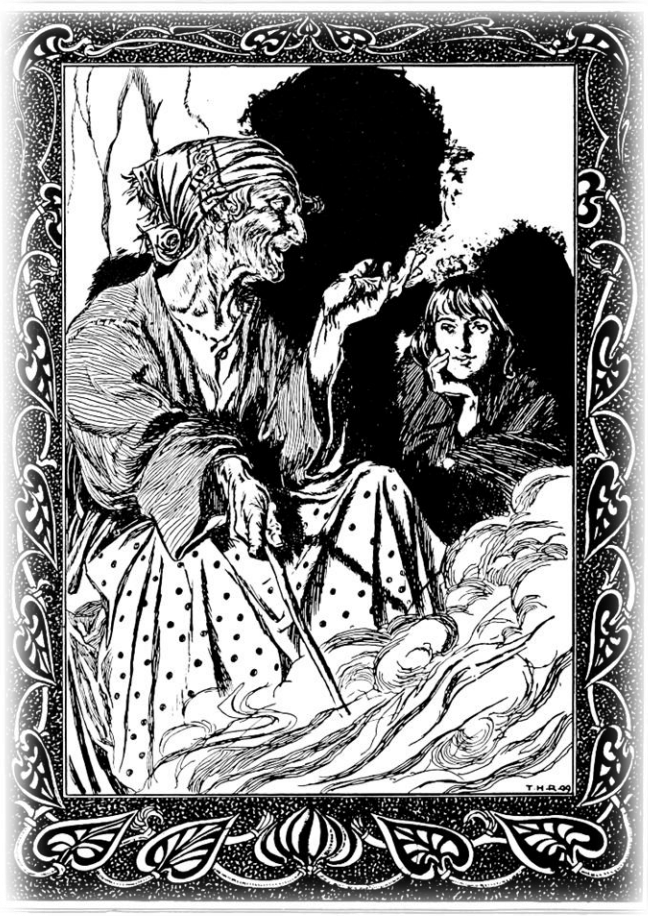
**Common Magic in Chaotic Good Realms**

Abjuration & Protection, Charming & Enthralling, Conjuration & Spirit Summoning, Divination, Evocation & Creation, Fire & Heat (in cold realms), Healing & Purification, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)

**Common Magic in Chaotic Neutral Realms**

Beasts & Monsters, Charming & Enthralling, Conjuration & Spirit Summoning, Darkness & Earth, Deception

& Sorcery, Divination, Evocation & Creation, Fire & Heat, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)

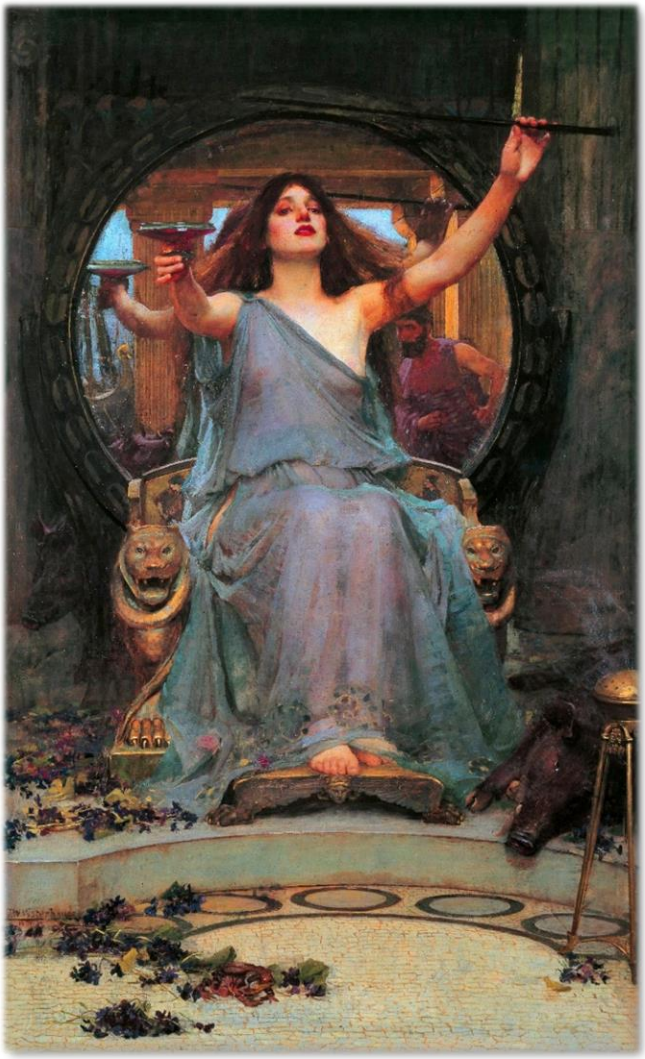


**Common Magic in Lawful Evil Realms**

Beasts & Monsters, Charming & Enthralling, Conjuration & Spirit Summoning, Curses & Afflictions, Darkness & Earth, Deception & Sorcery, Divination, Evocation & Creation, Fire & Heat, Necromancy & Corruption, Water & Cold (in arid and / or warm realms)

**Common Magic in Lawful Good Realms**

Abjuration & Protection, Divination, Evocation & Creation, Fire & Heat (in cold realms), Healing & Purification, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)



**Common Magic in Lawful Neutral Realms**

Abjuration & Protection, Conjuration & Spirit Summoning, Darkness & Earth, Divination, Evocation & Creation, Fire & Heat (in cold realms), Healing & Purification, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)

**Common Magic in Neutral Evil Realms**

Beasts & Monsters, Charming & Enthralling, Conjuration & Spirit

Summoning, Curses & Afflictions, Darkness & Earth, Deception & Sorcery, Divination, Evocation & Creation, Fire & Heat, Necromancy & Corruption, Water & Cold (in arid and / or warm realms)

**Common Magic in Neutral Good Realms**

Abjuration & Protection, Divination, Evocation & Creation, Fire & Heat (in cold realms), Healing & Purification, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)

**Common Magic in True Neutral Realms**

Abjuration & Protection, Charming & Enthralling, Conjuration & Spirit Summoning, Darkness & Earth, Divination, Evocation & Creation, Fire & Heat (in cold realms), Healing & Purification, Light & Air, Plants & Nature, Water & Cold (in arid and / or warm realms)

Consider also that druids will be relatively widespread in a True Neutral realm, so all of their schools of magic will be fairly common as well.

# Appendix E: Terrain Subtypes

Sometimes, you want a lot more detail than what is provided by a realm's (or region's) basic terrain type — this refers to forest, hills, mountains, plains, sea, and so forth. Or, you may want to design a settlement around an unusual terrain feature; or you may want a bit of inspiration when designing a dungeon locale in the wilderness, a monster lair, a famous natural feature, or the basis for an encounter you have in mind.

You can also use this system as a differentiator, in the following way: roll once for each realm, and declare the selected terrain sub-type as the predominant feature in the realm. In this way, although you might have 5 saltwater-shore realms which have almost no differences between them, you can quickly say that the 1st (northernmost) one has coves (perhaps meaning pirates), the 2nd has jetties (implying a current robust shipping trade), the 3rd has islets (along the shore, perhaps monster-infested), the 4th has estuaries (meaning freshwater rivers flow into the salty sea and make unique ecosystems for animals and plants), and the 5th has headlands (making the coast more difficult to navigate, and journeys take longer there).

To inspire you in such situations, I have designed a very extensive system of terrain sub-types. This system is complex, but hey, this is the super-detail part of the book. You as customers asked for it, you got it!

To use this system, simply identify the locale in question that you want to flesh out. That locale should have a designated climate band (from arctic to tropical), and a designated basic terrain type (hills, plains, swamp, and so forth). Roll 1D100

on the appropriate following table, and select the terrain sub-type. For Arctic realms, roll on the Cold tables. For Sub-Arctic realms, roll on the Cold tables 50% of the time and the Temperate tables 50% of the time. For Temperate realms, roll on the Temperate tables. For Sub-Tropical realms, roll on the Temperate tables 50% of the time and the Tropical tables 50% of the time. And for Tropical realms, roll on the Tropical tables. If you don't like the result, choose what you like or reroll.

If you're not a geologist or professional cartographer, you will probably come across some unfamiliar terms. I know I did when I first developed this system for my campaign some years ago. I honestly recommend Wikipedia and Google image search as your two main resources to identify what a karst, montane forest, graben, lavaka or meander is. Have fun with the variety and your research! I believe this is the most detailed and comprehensive terrain system for a game world that is currently in existence.

**The Basic Types of Terrain**

**Depression:** Any area of steep decline in elevation, where the predominant terrain is transformed and dominated by the remarkable change in earthforms.

**Forest:** Relatively flat land that is covered with trees and other thick vegetation. Forested hills are considered as forest if the elevation changes are minor (rolling), and as hills if the elevation changes are significant.

**Freshwater:** Major water sources of low salinity (rivers, lakes, inland seas, and so forth). For the sake of dungeon design, water regions are assumed to have nearby landforms, such as shores and islands.

**Hills:** Terrain that features many periodic increases in elevation, slowing travel and creating many areas of potential shelter (caves, ruins, towns, etc.). A raised area is not necessarily "hilly" if it has minimal elevation changes; for example, a very large flat plateau would probably be considered a ring of mountains (cliffs) with high-elevation plains in the middle rather than hills.

**Mountains:** Terrain that features many dramatic and dangerous increases in elevation. Such areas will frequently have severe weather, perilous cliffs, and very little civilization.

**Plains:** Flat lands with minor watercourses, and also minor vegetation (grasses, shrubs, creepers, and so forth) which does not intrinsically limit line of sight.

**Saltwater:** Major water sources of high salinity (particularly oceans, seas, and salt lakes).

**Swamp:** Muddy lands with a significant amount of shallow freshwater sources. These areas team with life but are difficult to traverse.

**Wasteland:** To most minds, "wasteland" immediately means "sandy desert." But

wastelands can also include any inhospitable area where limited access to easily drinkable water and precipitation are both limited. For example, frozen sheets of ice, inhospitable coastlines in rain shadows, and dead salted earth are all considered wastelands.

**Terrain Subtypes I:**

**Cold Depressions**

**[01-10] Cirque:** A round, often deep valley which was created by glacial erosion.

**[11-12] Corrie:** A Cirque which is home (or was once home) to a Scottish / Gaelic-influenced culture.

**[13-16] Crevasse:** A Chasm in the ice (compare with Crevice).

**[17-18] Crystal Gorge:** A Gorge with walls of solid ice.

**[19-20] Cwm:** A Cirque which is home (or was once home) to a Welsh / Celtic-influenced culture.

**[21-30] Frozen Dales:** Open Vales which are covered in ice and snow.

**[31-36] Glacial Rift:** A deep Chasm in the ice, frequently with many tiers and hollows.

**[37-41] Glacier Caves:** Ice Caves which are situated beneath a Glacier.

**[42-48] Ice Caves:** Caves with walls of ice.

**[49-53] Ice Crater:** An impact (or magical) Crater filled with ice.

**[54-59] Ice Rift:** A Rift which is created when an Ice Sheet pulls apart.

**[60-65] Moulin:** A vertical shaft in the ice through which water plummets into the underworld.

**[66-71] Tunnel Valley:** A glacial U-shaped Valley.

**[72-75] Uvala:** A Karst depression or icy Sinkhole.

**[76-00] Archetypal Depression:** Roll on Temperate Depression Table, hereafter. Cold conditions will still predominate.

**Terrain Subtypes II:**

**Cold Forests**

**[01-05] Alpine Montane Forest:** A cold mountainous forest.

**[06-15] Boreal Forest:** An area of dense Taiga.

**[16-25] Boreal Wilderlands:** An area of dense Taiga which is heavily populated with monsters and beasts.

**[26-40] Cold Coniferous Forest:** A snowy pine forest.

**[41-42] Corrupted Taiga:** An area where the Taiga has been corrupted by disease, slimes, or fungi.

**[43-48] Evergreen Forest:** A pine forest with minimal surface snow, due to the sheltering boughs above.

**[49-60] Taiga:** A forest where pines and spruce predominate.

**[61-68] Tamarack:** A forest where larch trees predominate.

**[69-70] Twisted Taiga:** An area where the Taiga has been corrupted by magic or the undead.

**[71-00] Archetypal Forest:** Roll on the Temperate Forest Table, below. Cold conditions will still predominate.

**Terrain Subtypes III:**

**Cold Freshwater and Shorelines**

**[01-09] Fjords:** A series of long, deep inlets lined with cliffs formed by glacial erosion.

**[10-14] Frozen Lake:** A lake which has an icy surface and liquid water (and perhaps unusual monsters) beneath the surface.

**[15-19] Frozen River:** A river which has an icy surface and liquid water flowing beneath.

**[20-22] Icy Canals:** Artificial waterways (for example, connecting ruined cities from an earlier culture) which are filled with ice.

**[23-30] Kettles:** A series of small lakes, created by glacial retreat.

**[31-35] Proglacial Lake:** A Lake which forms behind a Glacier.

**[36-00] Archetypal Freshwater:** Roll on the Temperate Freshwater Table, below. Cold conditions will still predominate.

**Terrain Subtypes IV:**

**Cold Hills**

**[01-02] Dirt Cones:** Low hills made of glaciated sediment and gravel.

**[03-05] Drumlins:** Mound-like hills which are built up from the sediment caused by glacial movement. The drumlins will be narrow and aligned with the glacier / cold water source. (For example, if the glacier is to the north, the drumlins will be long on the north-south axis and narrow on the east-west axis.)

**[06-08] Eskers:** A series of long ridges made of glaciated sand and gravel.

**[09-14] Frigid Highlands:** A frozen elevated plateau; an area of plains in a mountainous or very hilly region.

**[15-19] Frozen Foothills:** Icy hills which border a range of mountains.

**[20-23] Ice Cap:** A huge mass of ice (covering many hexes of a game world map) which never fully thaws.

**[24-28] Icy Crags:** Frozen hills which have many cliff-like slopes and surfaces. Crags differ from cliffs in that they are easier to climb.

**[29-31] Icy Hills:** Hills that are covered in ice and snow.

**[32-34] Moraine:** Difficult land (either hilly, or flat but very difficult to cross) which is covered by glacier-borne debris.

**[35-37] Nunatak Hills:** A series of "islands," composed of sheer rocky cliffs, which rise from the snowfields / ice sheet.

**[38-41] Pingos:** Odd small hills which have cores of ice, covered by gravel sediment.

**[42-44] Serpent Kame:** A series of Eskers which follows a winding, sinuous course.

**[45-50] Vast Snowdrifts:** Huge drifts of moving snow which temporarily freeze and then move on due as driven by the wind; i.e., "dunes" made of ice and snow.

**[51-00] Archetypal Hills:** Roll on the Temperate Hills Table, below. Cold conditions will still predominate.

**Terrain Subtypes V:**

**Cold Mountains**

**[01-02] Arete:** A high, thin Ridge caused by glacial erosion.

**[03-07] Avalanche Peaks:** Steep windy mountains which are prone to deadly avalanches.

**[08-11] Dwarven Greatholds:** Mountains which have been hollowed over centuries to house the great netherworld strongholds of the dwarves.

**[12-14] Glacial Horn:** A steep, deadly, icy mountain peak. The Matterhorn is the classic example.

**[15-18] Glacial Peaks:** Peaks which harbor glaciers in high valleys.

**[19-22] High Glaciers:** A large glacial flat surrounded by mountain peaks.

**[23-25] Ice Cave Summits:** Mountains sheeted with transparent and translucent ice, which has been formed into ice caves. Deadly monsters almost certainly reside here.

**[26-27] Ice Volcano:** A volcano in frigid climes which erupts water and ammonia instead of magma. Ice Volcanoes have only been observed (in reality) on other planets, but could exist due to powerful frost magic.

**[28-32] Icy Peaks:** High mountains sheathed in ice.

**[33-36] Icy Spires:** High, narrow, cliff-faced mountains sheathed in ice.

**[37-41] Impassable Peaks:** Mountains which are so hostile, cold, and steep that they cannot be crossed by mortals (except with powerful magic).

**[42-43] Mountains of Madness:** Lovecraftian mountains which hide the vast netherworld ruins of the Old Ones.

**[44-45] Nunatak:** A series of "islands," composed of sheer rocky cliffs of very high elevation, which rise from the snowfields / ice sheet.

**[46-47] Pinnacle Gates of Elemental Air:** Windy mountains which harbor magical gates to the Elemental Plane of Air.

**[48-50] Tuya:** A large, flat-topped volcano which is surrounded by glacial ice sheets.

**[51-00] Archetypal Mountains:** Roll on the Temperate Hills Table, below. Cold conditions will still predominate.

**Terrain Subtypes VI:**

**Cold Plains**

**[01-09] Alpine Tundra:** High-altitude grasslands devoid of trees.

**[10-14] Antarctic / Arctic Tundra:** Tundra which occurs at the game world's North Pole or South Pole; or, more

broadly, tundra where extremely low temperatures are the norm.

**[15-19] Drift Lands:** Plains which are perpetually covered in snowdrifts.

**[20-21] Enchanted Ice:** Magical, deeply transparent ice which reveals foreboding things beneath its surface (frozen cities, unreachable caverns, flowing conduits of arcane power, etc.).

**[22-24] Frostlands / Frozen Lands:** Windless lands with isolated trees and/or stony spires, where bizarre web-like formations of snow and frost form.

**[25-29] Frozen Fields:** Petrified grasslands which have been frozen and killed by a sudden blast of ice.

**[30-34] Glacial Flats:** The flat ice sheet of a slow-moving glacier.

**[35-40] Glacier:** A huge regional block of ice which slowly grinds down into the lower elevations.

**[41-44] Glacier Foreland:** The land between a Glacier and its Moraines.

**[45-50] Ice Flats / Ice Sheet:** Plains which are covered by several feet of eerily transparent ice.

**[51-60] Snowfields:** Plains where flurries perpetually fall.

**[61-00] Archetypal Plains:** Roll on the Temperate Plains Table, below. Cold conditions will still predominate.

**Terrain Subtypes VII:**

**Cold Saltwater and Shores**

**[01-05] Frozen Isles:** Islands covered with ice.

**[06-10] Ice Floes:** Waters covered with patches of drift ice.

**[11-15] Iceberg:** A huge mass of freshwater ice, floating in a sea or ocean.

**[16-20] Northern / Southern Passage:** A narrow, icy strait of open water which offers a rare path through the frozen seas. Random encounters with intelligent races and monsters will be more common here.

**[21-25] Polar Ice:** A great mass of regional ice at the game world's North Pole or South Pole. More broadly, a very cold region of ice which never melts.

**[26-00] Archetypal Saltwater:** Roll on the Temperate Saltwater Table, below. Cold conditions will still predominate.

**Terrain Subtypes VIII:**

**Cold Swamps**

**[01-02] Cranberry Fen:** A Fen where cranberry shrubs grow in abundance.

**[03-10] Frigid Swamp:** A frozen wetland.

**[11-16] Icy Floodland:** An icy Floodplain which is currently underwater and under ice, due to flooding.

**[17-23] Muskeg Land:** A cold peat and moss marsh.

**[24-30] Peat Bog / Peatland:** An alkaline marsh filled with peat moss.

**[31-40] Permafrost Bog:** A cold swamp filled with thin plates of ice.

**[41-00] Archetypal Swamp:** Roll on the Temperate Swamp Table, below. Cold conditions will still predominate.

**Terrain Subtypes IX:**

**Cold Wastelands**

**[01-14] Arctic / Antarctic Waste:** An icy region at the game world's North Pole or South Pole, where vegetation cannot grow. Alternately, a very cold region elsewhere where the same conditions predominate.

**[15-18] Ebony Ice:** A magical, ancient area where very deep black ice mysteriously covers the earth.

**[19-22] Enchanted Ice of Many Hues:** A magical area where crystalline, strangely-colored and highly transparent ice covers the earth.

**[23-30] Frozen Desert:** A frigid stretch of stone and soil, largely devoid of ice and snow (perhaps due to wind).

**[31-42] Frozen Wasteland:** A sandy Frozen Desert.

**[43-45] Geyser Snowfields:** A snowy geothermal region.

**[46-57] Icy Barrens:** A dry, frigid region of icy acidic soils.

**[58-62] Outwash Fan:** A fan-shaped area of gravel and sediment, caused by the flow of streams or rivers from a glacier.

**[63-67] Polar Desert:** A Frozen Desert at the game world's North or South Pole. Alternately, a very cold region elsewhere where the same conditions predominate.

**[68-75] Sandur / Outwash Plain:** A huge area of gravel and sediment, caused by the flow of streams or rivers from a glacier.

**[76-00] Archetypal Wasteland:** Roll on the Temperate Wasteland Table, below. Cold conditions will still predominate.

**Terrain Subtypes X:**

**Temperate Depressions**

**[01-02] Arroyo:** A seasonal stream bed, which is likely to be dry and situated in arid terrain. Flash floods are a danger here.

**[03-04] Basin:** A Valley dominated by a river / stream and its tributaries, which together define the uniform direction of descent and flow. (Downhill direction can be randomly determined with 1D8, 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest).

**[05] Blowout (Dune Region):** A hard, flat patch of low desert, temporarily exposed when a sandstorm blows all of the moveable sand grains out of the region.

**[06-07] Bottoms:** Narrow depressions to either side of a river or other watercourse.

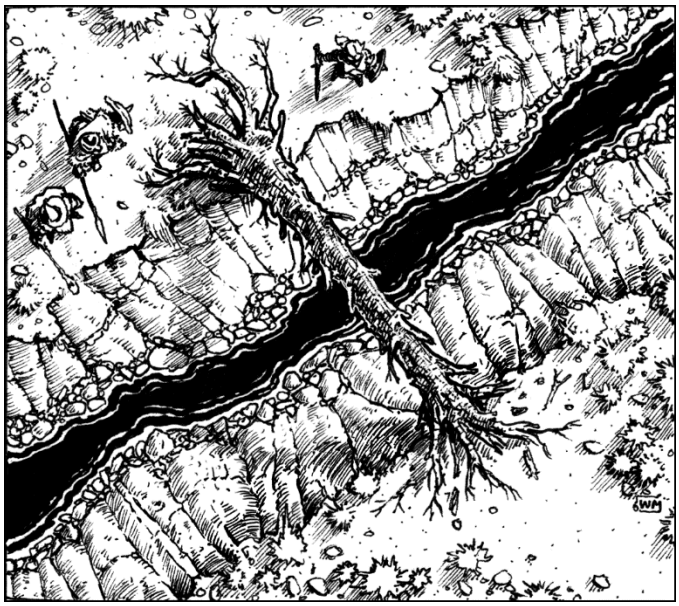
**[08] Box Canyon:** A steep "trap" Canyon with a single opening in one direction. (Opening direction can be randomly determined with 1D8, 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest).

**[09-10] Caldera:** A volcanic crater. In the game, calderas typically represent the craters of dormant or extinct (non-active) volcanoes, which can be explored in relative safety.

**[11-12] Canyon:** Generally, a Ravine with cliffs on two sides (such as a river course).

**[13-14] Cavelands:** An area of terrain which is riddled with caves.

**[15-16] Chasm:** A deep Ravine with very steep sides.



**[17-18] Cove Valley:** A Valley with two or three sides being surrounded by Ridges, and one or two sides relatively open.

**[19] Crater:** A depression caused by the impact of a meteorite.

**[20-21] Crevice:** A small, deep Ravine. Compare with Crevasse (a Crevice occurs in stone, while a Crevasse occurs in ice).

**[22] Cut:** An abrupt, perhaps unnatural (or seismic) gash in the earth.

**[23-24] Dales:** A series of gentle, open valleys.

**[25-26] Defile:** A narrow Pass or Gorge, through an area of Mountains or Hills.

**[27-28] Dells:** A series of small, forested valleys.

**[29-30] Delves:** An area of deep artificial excavations (for example, dwarven mine lands).

**[31-32] Doline:** A Sinkhole located in a Karst (limestone cave) region.

**[33-34] Dry Turlough:** The locale of a seasonal lake in a Karst (limestone cave) region. A Dry Turlough is the waterless depression left behind when the water drains back into the underworld.

**[35-36] Excavations:** An area filled with artificial excavations (for example, mines or treasure hunter pits).

**[37-38] Fault:** A Ravine formed by seismic activity.

**[39-40] Fissure:** A narrow Ravine, typically formed by collapse or seismic activity.

**[41-42] Foiba:** A deep, dangerous Sinkhole which leads down into an underworld cave.

**[43] Geyser Hollows:** Depressions and caves filled with geothermal water.

**[44] Gap:** A windy low point (not a sheltered Valley) between two Mountain peaks or Hill summits.

**[45-46] Glen:** A long, narrow Valley, typically with steep sides.

**[47] Gorge:** A deep Canyon.

**[48] Graben:** A trench-like depression between two raised fault plates.

**[49-50] Gulch:** A steep eroded Valley, typically with creek(s) or stream(s).

**[51-52] Gullies:** A series of natural ditches / trenches caused by erosion.

**[53-54] Hanging Valley:** A small mountain Valley that is higher than another larger Valley.

**[55] Hollows:** An area with many collapsed caverns open to the sky.

**[56-57] Karst Land:** An area filled with limestone caves.

**[58-59] Lava Tubes:** Tunnels leading underground, formed by the flow of lava.

**[60] Lavaka:** A hole in a partially-collapsed hillside.

**[61] Lost Valley:** In game terms, a Valley which contains a forgotten temple or city.

**[62-63] Maar:** A large, shallow Caldera.

**[64-65] Mine Lands:** An area filled with many in-use artificial excavations (goblin mines, kobold mines, human-run mines, etc.).

**[66-67] Pit Crater:** A lava crater which was formed by collapse, rather than by volcanic eruption.

**[68-69] Pits:** An area filled with many pits (due to hunters, headhunters, trap-setting humanoids, treasure or artifact hunters, etc.).

**[70] Polje:** A large, shallow valley in a Karst (limestone cave) region.

**[71] Quarry:** An artificial depression caused by valuable stone (marble, basalt, etc.) being dug out of the ground.

**[72-73] Ravine:** A narrow, cliff-sided depression formed by erosion. There will typically be a river at the Ravine's bottom.

**[74-75] River Valley:** A Valley which is dominated by a large river.

**[76-77] Rift:** A natural trench, running for hundreds of miles.

**[78] Rift Valley:** A very long natural trench, running for hundreds or thousands of miles.

**[79] Scowles:** A forested area filled with natural pits (on Earth, this terrain is perhaps unique to the Puzzlewood region).

**[80] Seasonal Lake:** A natural depression which is filled with water, but the water will drain away in months to come.

**[81] Seasonal Lake, Dry:** A natural depression which is sometimes filled with water, but not when first discovered.

**[82] Seasonal Pools:** A region filled with many small pools that form for a few months at a time (typically due to heavy rainfall).

**[83] Seasonal River:** A long, serpentine depression caused by a river which will drain away in months to come.

**[84] Seasonal River, Dry:** A long, serpentine depression caused by a river, but the riverbed is dry when first discovered.

**[85] Sink:** A large Seasonal Lake.

**[86-87] Sinkhole:** A depression caused by cave collapse, which leads into the underworld.

**[88] Strath:** A broad and shallow river Valley.

**[89] Strip Mine:** An open-air mine, where a huge pit has been dug to excavate valuable metals. Compare Quarry (in which valuable stone is excavated rather than metal).

**[90] Trenches:** A series of many artificial ditches, likely a remainder of ancient warfare.

**[91-92] Tributary Valley:** A side River Valley, where a small river runs down to a main river.

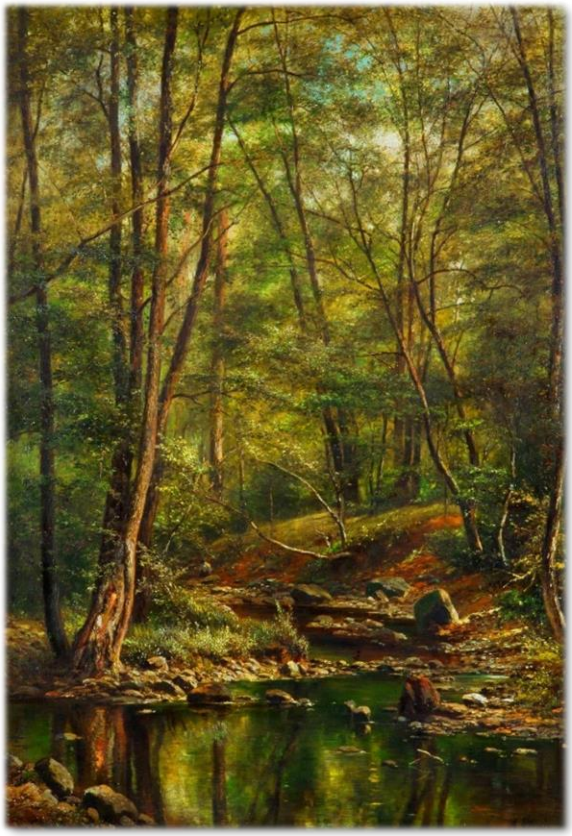
**[93-94] Vale:** A small Valley.

**[95-97] Valley:** A sheltering valley with gentle slopes.

**[98] Volcanic Vent:** A dangerous shaft which leads down into a subterranean magma region.

**[99] Volcanic Vent, Dormant:** A shaft which leads down into caverns which were formed by magma (which is no longer present).

**[00] Wadi:** A desert Valley, typically the locale of a Seasonal River.



**Terrain Subtypes XI:**

**Temperate Forests**

**[01-02] Arbor Land:** An area of artificial forest, where trees have been heavily replanted and protected (typically to heal burned, ravaged, or corrupted land). Such areas are typically created and guarded by elves or gnomes.

**[03-04] Backwoods:** Deep forest located near to a region of villages or towns. Such regions are frequently raided by humanoids and protected by rangers.

**[05-07] Brackens:** An area with few trees, but which is covered by ferns and shrubs.

**[08-09] Brushwood Falls:** A forest area where many trees are down and unharvested (for example, a region ravaged by wind storms, dragon territorial ground, etc.).

**[10-12] Bushland:** Land which has been damaged by past wars / cutting / civilizations, but which has partially healed. Differentiated from Brushland.

**[13-14] Clutches:** A forest filled with old trees that have tangling roots and low-hanging branches.

**[15-17] Coniferous Forest:** A forest filled with coniferous trees (pines, hemlocks, junipers, spruces, etc.).

**[18-20] Coppices:** Managed forest land where trees are being cut down and replaced. Such land is typically controlled by woodsmen.

**[21-23] Copses:** A plain / grassland filled with many thick, separate stands of trees with open ground between them.

**[24-25] Corrupted Forest:** An area where the forest has been corrupted by diseases, slimes, or fungi.

**[26-28] Deciduous Forest:** A forest filled with deciduous trees (oak, maple, beech, hornbeam, etc.).

**[29-31] Dells:** A series of small, forested valleys.

**[32-34] Evergreen Forest:** A coniferous forest with many shadowed areas, due to the sheltering boughs above.

**[35-37] Faerie Glades:** An idyllic forest where faerie kith reside (centaurs, dryads, pixies, sprites, etc.).

**[38-40] Forest:** A “general” woodland of mixed coniferous and deciduous trees.

**[41-43] Forested Hills:** A forest region with many changes in elevation.

**[44-46] Glade Wood:** A forest with many small clearings.

**[47-48] Groves:** An area where many trees grow close together, unhindered by bushes or undergrowth.

**[49-50] Haunted Forest:** A forest where many illusions, phantoms, and/or spirits can be found.

**[51-52] Montane Forest:** A temperate mountain forest.

**[53-54] Old-Growth Forest:** A forest filled with very large, old, uncut trees.

**[55-56] Orchards:** Cultivated land where fruit and/or nut trees are grown by humans or demi-humans.

**[57] Petrified Forest:** An ancient (natural, fossilized) forest which has turned to stone; or, a forest filled with the statue-remains of petrifying monsters (basilisks, cockatrices, gorgonian bulls, medusae, etc.).

**[58-59] Pine Barrens:** A dry, acidic-soil coniferous forest, where large trees are scarce.

**[60-62] Pine Forest:** A temperate coniferous forest where pine trees predominate.

**[63-64] Plantations:** Cultivated land where trees and plants are grown by humans or demi-humans.

**[65-66] Redwood Forest:** A forest of giant sequoia trees.

**[67-69] Scrubland:** Land filled with shrubs and bushes.

**[70] Shelterwood Farmland:** A region of cultivated farmland with many thick, separate stands of trees with the open ground between them.

**[71-72] Stands:** Small clusters of forest or arbor, surrounded by plains.

**[73-75] Tangles:** A region of dense, thorny Clutches.

**[76-81] Temperate Broadleaf / Mixed Forest:** A tiered forest of small, medium, and large shadowy deciduous trees, including beeches, birches, maples, and oaks of various ages.

**[82-84] Temperate Needleleaf Forest:** A tiered forest of small, medium, and large shadowy coniferous trees, including firs, larches, pines and spruce.

**[85-86] Temperate Rainforest:** A very wet and humid deciduous forest. Mosses, ferns, and streams will be common here.

**[87-89] Thicket:** A very dense forest, where one species of trees dominates the region. Thorns and briars will be common.

**[90-92] Timberland / Lumberwoods:** A forest that is heavily cultivated by woodsmen along its border, but still wild (and likely monster-infested) at its core.

**[93-94] Twisted Forest:** A forest which has been corrupted by magic or the undead.

**[95-97] Wilderland:** A forest where many beasts and monsters dwell.

**[98-00] Woodland / Woods:** A sunny forest of grasses, flowers, and widely-spaced trees.

**Terrain Subtypes XII:**

**Temperate Freshwater and Shores**

**[01] Aits / Eyots:** A group of small forested islands found in the middle of a river.

**[02] Aquifer:** A subterranean region of rock, permeated by water. In the game,

these regions will be filled with various caves (submerged, partially flooded, and dry).

**[03] Braided River:** A River which splits into three or more separate channels, which re-unify further downstream.

**[04-05] Brooks:** An area of small streams, which likely all feed into the same River or Tributary.

**[06] Canals:** An area of artificial waterways (for example, connecting cities or temples). The canals may be currently in use, or abandoned (leading only to monster-filled ruins).

**[07-08] Cataracts:** An area of major rapids, boulders, and rocky islets in the middle of a river, blocking further water travel. Travel will be impossible or at least very dangerous. The area is likely to have portage paths where boats are moved around the blocking cataract.

**[09-10] Confluence:** The point at which two rivers merge.

**[11] Crater Lake:** A lake in the crater of an extinct volcano.

**[12-13] Creeks:** An area of small streams, which likely all feed into the same River or Tributary. The creeks are probably not navigable by any watercraft due to shallowness.

**[14] Dam:** An artificial structure which blocks a river to create a pool.

**[15] Eyot:** A single Ait; that is, a small forested island found in the middle of a river.

**[16-17] Floodbank:** The ridge along and above a river, which limits the extent of possible flooding.

**[18-19] Floodlands:** A Floodplain which is currently underwater due to flooding.

**[20-21] Floodplain:** The plains beside a river, where floods most frequently occur.

**[22] Geysers:** Hot geothermal springs.

**[23] Great Lake:** A huge, deep freshwater lake.

**[24] Holms:** Small, round Islets (typically found in a river).

**[25-26] Karst Fenster / Karstland:** A place in a Karst (limestone cavern) region where a spring emerges on the surface, and then quickly plunges down into a sinkhole after a short distance.

**[27-28] Lake:** A sizeable body of freshwater. Likely fed by one or more Rivers.

**[29-30] Lake Coast:** The shores of a large and/or deep Lake.

**[31-32] Lake Foreland:** A long, narrow finger of sandy terrain which pushes into a lake.

**[33-34] Lake Headland:** A large region of land which pushes into a lake. Headlands

are defined by rising elevation and by cliff drops overlooking the water.

**[35] Lake Tombolo:** A roughly circular region of land inside a lake, which is connected to the mainland by a narrow piece of land.

**[36-37] Lakeshore:** The shores of a small and/or shallow Lake.

**[38-39] Levee:** An artificial Floodbank, designed to limit the flooding of a river.

**[40-41] Loch / Lough:** A deep, cold lake.

**[42] Meander:** A river with many bends and curves, which rarely stays on the same course over a long period of time.

**[43] Mere:** A wide, shallow lake.

**[44-45] Mudflats:** The muddy areas along a river which are not quite flooded, but always covered with puddles and rushes.

**[46-47] Oasis:** A rare body of water in the desert (or more broadly, surrounded by an area of wasteland). Encounters with men, beasts, or monsters are a virtual certainty here.

**[48] Oxbow Lake:** A U-shaped lake which is formed when a stretch of a Meander is cut off from the main river.

**[49] Plash:** A temporary lake caused by heavy rainfall.

**[50] Plunge Pool:** The deep, turbulent pool at the bottom of a Waterfall.

**[51-52] Ponds:** A series of small lakes.

**[53-54] Pools:** A series of small, shallow lakes; or, small bodies of water fed by underground springs.

**[55-56] Rapids:** A dangerous area of whitewater. Similar to a Cataract region, but there will probably not be islets here.

**[57] Reservoir:** A large artificial body of freshwater (created by a human or demi-human culture, which may or may not be extinct).

**[58] Rills:** An area covered with tiny, shallow streams, which make the terrain muddy and difficult.

**[59-62] River:** A relatively narrow watercourse, which flows from a high elevation and down toward a lake, ocean or sea.

**[63] River Archipelago:** A series of small islands within a river, of various terrain.

**[64-65] River Delta:** The place where a river deposits large amounts of mud and sand. Deltas occur where a river connects to a lake, ocean or sea.

**[66-67] River Island:** A single island within a river, of random terrain type.

**[68-69] River Mouth:** The part of the river that connects to a lake, ocean or sea. Compare with River Delta; the River Mouth is the water, and the River Delta is the sandy/muddy region adjacent to the mouth.

**[70] River Source:** The place where a River begins.

**[71-72] River Tidal Flat:** An area of Mudflats that sees periodically rising and falling water levels. (Generally, this action is slow and predictable enough to denizens that it is not considered "flooding.")

**[73] Rush:** A river which follows an extremely fast course; for example, an area of steep decline (not quite Rapids or a Waterfall) or the place where a river is forced into a stony canyon.

**[74-75] Spring:** The place where an Aquifer brings freshwater to the surface. Depending on size and flow, this may be a pool, the beginning of a river, etc.

**[76] Stopbanks:** An area of small Levees.

**[77-78] Stream Pool:** The area in a river or stream where the flow slows down and the water deepens before continuing on.

**[79-81] Streams:** An area of small rivers / rivulets which probably all flow into the same larger River.

**[82-83] Tarn:** A mountain lake.

**[84] Torrent:** A long, dangerous Rush.

**[85-86] Tributary:** A river which flows into a larger river.

**[87-88] Turlach / Turlough:** A lake in Karst (limestone cavern) terrain, where the water tends to drain away into the underworld and then later return.

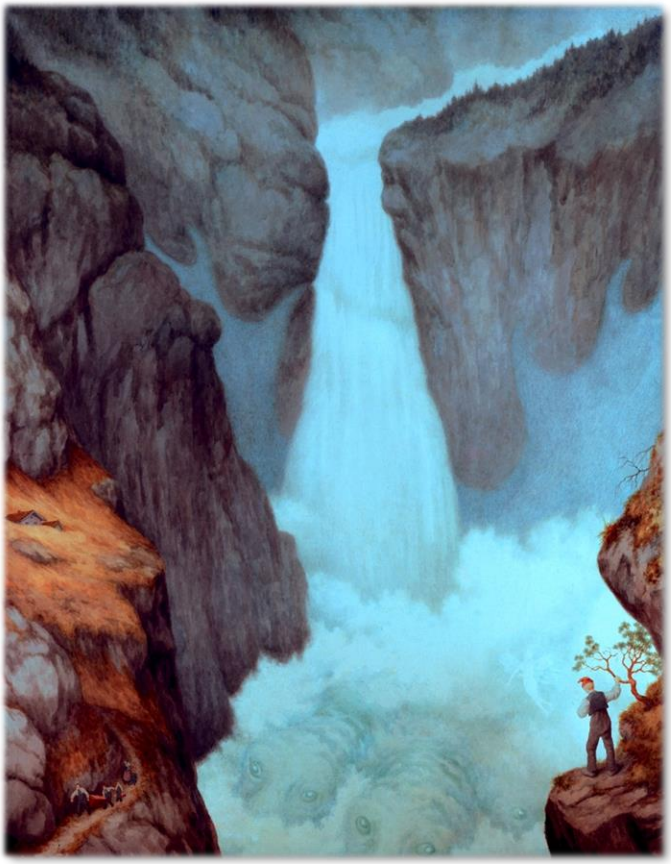
**[89-91] Underwater Caves:** Caves which are submerged, or partially submerged, by freshwater.

**[92-94] Waterfall Lake:** A large lake at the bottom of a Waterfall; the continuation of a Plunge Pool.

**[95-96] Waterfall Pools:** A series of pools at the bottom of a Waterfall.

**[97-99] Waterfalls:** A vertical cascade of river water over a cliff.

**[00] Roll Twice**



**Terrain Subtypes XIII:**

**Temperate Hills**

**[01-04] Badlands:** Dry hills, typically made of eroded clays and sandstone.

**[05-06] Barrow Mounds:** Artificial hills which hide barrows / tumuli / tombs beneath the surface.

**[07] Barrowlands:** A region where many isolate Barrow Mounds stand, with plains / wasteland between them.

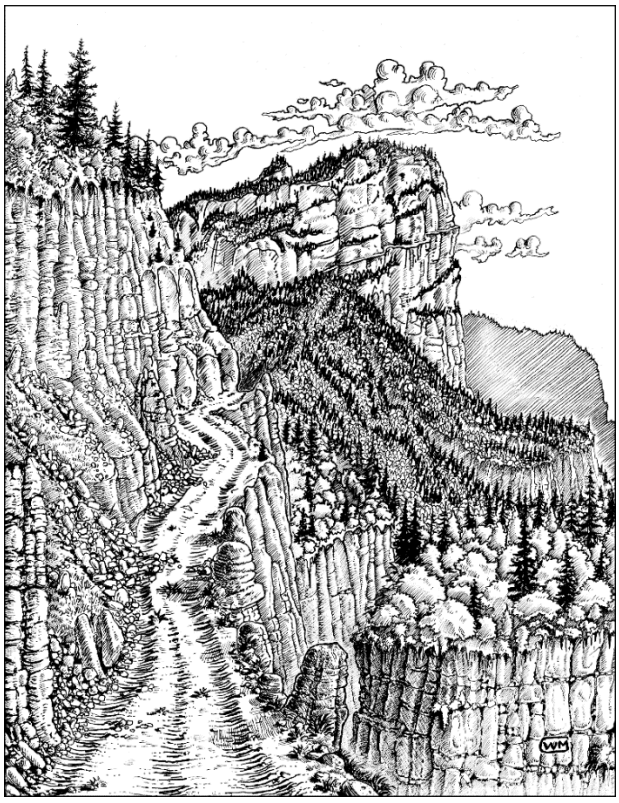
**[08-09] Bluffs:** Steep hills and cliffs which overlook a body of water (such as a lake).

**[10] Bornhardts:** Large, dome-shaped, stony hills.

**[11-13] Buttes:** Barren and isolated stony hills with cliff-faced sides. The classic example is Monument Valley, Arizona.

**[14-15] Cairn Highlands:** An elevated plateau; an area of plains in a mountainous or very hilly region. The plains feature cairns, which are stacks of ritual stones left by an earlier culture.

**[16-17] Cliffs:** Sheer vertical faces of stone.



**[18-19] Crags:** Hills which have many cliff-like slopes and surfaces. Crags differ from cliffs in that they are easier to climb.

**[20-21] Crests:** A series of high-elevation Ridges.

**[22] Cuestas:** A series of hills which have gentle slopes in one direction, and cliff-like stony slopes in the opposite direction.

**[23-25] Domes:** Hills which have oval or round bases (at the lowest points of elevation).

**[26-27] Downlands / Downs:** Ridges made of chalky soil.

**[28-29] Dunes:** Wind-driven hills made of sand.

**[30-31] Escarpments:** Steep Cliffs which were formed by seismic activity.

**[32-33] Flatirons:** Large foothills or low peaks composed of eroded sandstone.

**[34-35] Foothills:** Hills which border a mountain range.

**[36-37] Forested Hills:** Hills covered in forest.

**[38] Geyser Highlands:** Hills which feature many hollows and geothermal pools.

**[39-40] Headlands:** Hilly Cliffs which descend into a major body of water, such as a lake, sea or ocean.

**[41-42] Highlands:** An elevated plateau; an area of plains in a mountainous or very hilly region.

**[43-45] Hills:** Rolling terrain of ascending elevation. In differentiated game terms, the general definition “Hills” most frequently applies when the elevated areas are different from one another, and/or not uniform in type. (Reroll on this table if you would prefer to classify the area as a single type of landform.)

**[46-47] Hillocks:** Small Hills.

**[48] Hogbacks:** A low “mountain” range of eroded rock.

**[49-50] Hollow Hills:** Hills which feature many caverns, tombs, and/or dungeons.

**[51-52] Karst Landscape:** Difficult terrain which is filled with limestone caverns.

**[53] Knobs:** Low hills with difficult stony surfaces.

**[54-55] Knolls:** Verdant Hillocks.

**[56] Lava Dome:** A large volcanic protrusion. A new Lava Dome is a sign of an imminent eruption, but older Lava Domes also exist.

**[57] Lava Spine:** Similar to a Lava Dome, but much more dramatic and elevated with cliff-like sides.

**[58-59] Mesas / Tableland:** Flat-topped hills with difficult slopes.

**[60-61] Mogotes:** Steep, isolated (and often forested) hills surrounded by plains.

**[62-63] Mounds:** Small artificial hills. Mounds may be caused by ruins below the surface, or also tombs (see Barrow Mounds).

**[64] Mud Volcanoes:** Dangerous small volcanoes which erupt with hot mud instead of magma.

**[65] Outcropping:** A singular rock formation which is surrounded by another type of terrain (such as plains).

**[66-68] Plateaus:** An area of several plains situated in a mountainous or very hilly region.

**[69] Potrero:** A long, sloped mesa. A Potrero is not flat, but rather slanted.

**[70-71] Precipices:** Cliffs with more-than-vertical, overhanging faces.

**[72-73] Ridges:** High hills, or low mountains, which have a long narrow shared summit which covers a considerable distance.

**[74-75] Rises:** Slopes which rise in elevation at a uniform gradient.

**[76-77] River Cliffs:** Simply, Cliffs overlooking a river.

**[78-79] Rolling Hills / Rolling Land:** Hills with gentle, rounded slopes.

**[80-81] Sandhills:** Dunes which rarely move, or which support significant arid vegetation.

**[82-84] Scarps:** Escarpments which were formed by erosion.

**[85] Slag Heaps:** Artificial hills which are caused (particularly in dwarven lands) by deposits of smelted ore.

**[86] Slag Hills:** Huge Slag Heaps.

**[87-89] Slopes:** Rises which have a gradual rise in elevation.

**[90-91] Spurs:** Ridges which join with a higher range of mountains.

**[92] Stone Arches:** Natural stone bridges with hollow cores.

**[93] Terraced Hills:** Artificial hills made in "ziggurat" fashion to support farming. Terraced hills will be tended by, or left behind by, human or demi-human cultures.

**[94-95] Tors:** Slopes which are crowned by steep, stony cliff-sided spires.

**[96-97] Tumuli:** Small Barrow Mounds.

**[98-00] Uplands:** Rolling Hills which border a region of plains.

**Terrain Subtypes XIV:**

**Temperate Mountains**

**[01-03] Alps:** High snowy mountains with relatively flat summits.

**[04-07] Barren Mountains:** Windy and/or dry mountains which are nearly devoid of vegetation.

**[08-11] Cave-Filled Mountains:** Mountains which are riddled with caves that lead down into the underworld.

**[12-14] Col / Gap:** The lowest point, with steep declines on either side, between two higher peaks.

**[15-17] Dormant Volcano:** A volcano which is currently inactive, but not extinct.

**[18-20] Dragon Reach Spires:** Mountains which are filled with numerous dragon lairs.

**[21-24] Dwarven Freeholds:** Mountains which feature several minor dwarven clan strongholds. Compare with Dwarven Greatholds.

**[25-27] Extinct Volcano:** A volcano which no longer erupts.

**[28-30] Flatiron Mountains:** Peaks composed of eroded sandstone.

**[31-34] Forested Mountains:** Mountains which are covered with significant forest (up to treeline).

**[35-38] Hogback Mountains:** A high, stony mountain range of eroded rock.

**[39-42] Inselberg:** A small, solitary mountain which rises from surrounding forest and/or plains. Compare Monadnock.

**[43-45] Misty Mountains:** High, foggy mountains where giants, goblins, and other humanoids dwell.

**[46-49] Monadnock:** A small, solitary mountain which rises from surrounding plains and/or wasteland. Compare Inselberg.

**[50-53] Mounts:** Mountains which feature dramatic peaks, which are individually named for a unique feature or history. In the game, each mount is likely to have a separate theme for the denizens (a goblin mount, a dwarven mount, a dragon mount, etc.).

**[54-61] Mountains:** General terrain with very high elevations, and dramatic changes in elevation.

**[62-68] Pass:** A safe passage between mountain peaks. Passes are the mountain

regions which will have the most frequent random encounters.

**[69-71] Peaks / Summits:** Mountains with pointed tops.

**[72-73] Pinnacle Gates of Elemental Earth:** Seismic mountains which harbor magical gates to the Elemental Plane of Earth.

**[74-77] Pinnacles:** Peaks of very high elevation.

**[78-81] Razors:** Mountains with extremely sharp and narrow Ridges.

**[82-84] Rocky Summits:** Mountains with bare, blocky summits.

**[85-91] Spires:** Mountains with narrow, flat-topped summits.

**[94-96] Stormy Mountains:** Mountains which are legendary for their winds and storms.

**[97-98] Table-Top Mountains:** Mountains with broad, flat surfaces (mesas) at the highest elevation.

**[99-00] Volcano:** A mountain which is known to erupt with magma from time to time. Volcanos will erupt (seemingly at random) every 2D20 years.

**Terrain Subtypes XV:**

**Temperate Plains**

**[01] Alluvian Fan:** A reach of sediment and gravel, caused by the passage of a former river. Vegetation will grow abundantly here nevertheless and so the area is technically not a Wasteland.

**[02] Bottomland:** Plains interspersed with low-lying patches of wetland.

**[03-05] Brushland:** Plains interspersed with stands of bushes and shrubs. Differentiated from Bushland.

**[06-08] Bushland:** Land which has been damaged by past wars / cutting / civilizations, but which has partially healed. Differentiated from Brushland.

**[09-11] Chaparral:** Arid Shrubland.

**[12-16] Countryside:** Semi-cultivated rural lands, located adjacent to villages or towns.

**[17-24] Farmland / Cropland:** Cultivated land, near to villages or towns.

**[25-28] Fields:** Farmland where grains are grown and harvested.

**[29-31] Flatland / Flats:** Plains with almost no variation in elevation.

**[32-37] Forested Plains:** Plains interspersed with forest.

**[38-39] Geyser Flats:** Plains where geothermal pools can be found.

**[40-45] Grasslands:** Plains that are covered with grasses. Typically, these areas are windy and the grasses can be very high (from knee- to neck-level height).

**[46-48] Heath / Heathland:** Shrubland with acidic soil and woody plants.

**[49-51] Hinterlands:** The plains which are near to a lake, ocean, sea, or major river.

**[52-54] Lava Plain:** Dangerous plains with nearly-flat lava flows.

**[55-57] Logged Land:** Stump-covered plains which were once heavily forested.

**[58-60] Lowlands:** Technically speaking, plains which lie below sea level.

**[61-63] Machair:** Grassy plains along a coastline.

**[64-68] Meadows:** Plains filled with flowering plants.

**[69-71] Moor / Moorland:** Windy upland plains with low-lying vegetation.

**[72-74] Paddock Land / Rangeland:** Cultivated plains with livestock, fences, and corrals.

**[75-76] Pampas:** Fertile plains which mix wilderness and farmland.

**[77-78] Pastures:** Cultivated grasslands which are used for grazing by livestock.

**[79-85] Plain / Plains:** An extensive region of flat terrain.

**[86-90] Prairie:** Relatively arid Grasslands.

**[91-96] Shrubland:** Plains covered with low-lying shrubs.

**[97-00] Steppes:** Grasslands which feature trees, but only bordering lakes and rivers.

**Terrain Subtypes XVI:**

**Temperate Saltwater and Shores**

**[01] Anchorage:** A safe place where ships can lower anchors.

**[02-03] Archipelago:** A group of islands.

**[04-05] Ayre / Storm Beach:** A steep-sloped cobble beach.

**[06-07] Barrier Bar:** A sandbar which protects a bay from the outer sea.

**[08-09] Barrier Island:** An island which protects a bay or lagoon from the outer sea.

**[10-11] Bay:** A shore indentation which protects ships from the larger waves of the sea.

**[12] Baymouth Bar:** A large Barrier Bar.

**[13-14] Beach:** A relatively safe sandy Shore.

**[15] Bight:** A large Bay.

**[16] Brackish Swamp:** A saltwater/freshwater swamp.

**[17] Brine Lake:** A saltwater lake.

**[18] Calanque:** A narrow inlet surrounded by steep cliff walls.

**[19-20] Cape:** A large Headland.

**[21-22] Channel:** A relatively shallow reach of water between two landforms.

**[23-24] Coast / Shore:** The fringe of an ocean or sea.

**[25] Cobblestone Beach:** A beach covered in fairly large stones.

**[26-27] Cove:** A small Bay.

**[28] Cuspate Foreland:** A triangular Foreland.

**[29] Dead Sea:** A shallow, inland saltwater sea.

**[30-31] Estuary:** A mixed freshwater and saltwater region, where one or more rivers meet the sea.

**[32] Firth:** The place where a large river meets the sea.

**[33] Fjard:** A short, shallow Fjord.

**[34] Fjord:** A long, deep inlet lined with cliffs formed by glacial erosion.

**[35] Flow:** A shore area where the currents are altered by a river meeting the sea.

**[36-37] Foreland:** A long, narrow finger of sandy terrain which pushes into an ocean or sea.

**[38] Gravel Beach:** A beach covered in very small stones.

**[39] Gravelbars:** Sandbars covered in gravel.

**[40-41] Gulf:** A very large Bay.

**[42-43] Harbor / Haven:** A Bay which is frequently used by ships.

**[44-45] Headland:** A large region of land which pushes into an ocean or sea. Headlands are defined by rising elevation and by cliff drops overlooking the water.

**[46] Inland Sea:** A sea which is completely surrounded by land.

**[47-48] Inlet:** A long, narrow Bay.

**[49-51] Island:** A fairly large piece of land completely surrounded by an ocean or sea.

**[52] Island Chain:** A line of islands.

**[53] Island Group:** A circle or cluster of islands.

**[54-55] Islands:** Several fairly large pieces of land, completely surrounded by an ocean or sea.

**[56] Islet:** A small Island.

**[57] Isthmus:** A narrow piece of land, bordered by two seas, which connects two larger landforms.

**[58] Jetty:** An artificial branch of land and/or stones, creating a barrier / anchorage within a Bay.

**[59] Landing:** A place where ships anchor and drop off cargo.

**[60] Maelstrom:** A huge, dangerous Whirlpool.

**[61] Mudflat:** The muddy area along an ocean or sea which is not quite flooded, but always covered with puddles and rushes.

**[62] Narrow(s):** A narrow Strait, or series of parallel minor Straits.

**[63-65] Ocean:** A huge body of saltwater.

**[66-67] Pebble Beach:** A beach covered in pebbles.

**[68] Peninsula:** A large region of land which is surrounded by water on three sides. The classic example is the Arabian Peninsula.

**[69] Point:** A tapering Headland.

**[70] Raised Beach:** An elevated beach which is separated from the lower shore by a small cliff.

**[71] Reach:** A very large region of a sea; perhaps differentiated from other Reaches by its depth, or its uniform currents or winds. Each Reach will be different from the others.

**[72] Ria:** An inlet which was created by glaciation.

**[73] Rocky Beach:** A beach covered in large rocks and/or boulders.

**[74] Salt Lake:** A large saltwater Lake.

**[75] Salt Marsh / Salt Swamp:** A saltwater swamp.

**[76] Sandbars:** A series of sandy barriers which protect a Bay from the outer sea.

**[77] Sandspit:** The coastal region of a Headland or Peninsula which is covered in sand.

**[78-79] Sandy Beach:** A beach covered in sand.

**[80-82] Sea:** A very large body of saltwater, which is smaller and shallower than an Ocean.

**[83] Sea Caves:** Caves which are flooded, or partially flooded, by saltwater.

**[84] Seastacks:** Vertical columns of rock in a shallow sea.

**[85] Shallows:** The low-depth region of a sea.

**[86] Shingle Beach:** A beach covered in pebbles and cobbles.

**[87-88] Shoals:** Shallows formed by sandy ridges beneath the surface.

**[89-90] Sound:** A large Inlet.

**[91] Strait:** A reach of water between two landforms. Compare with Channel; a Channel is relatively shallow.

**[92] Strand / Strandflat:** A flat beach.

**[93] Surge Channel:** A narrow Inlet with a strong, forceful current.

**[94-95] Tidal Flat:** The muddy area along an ocean or sea which is frequently covered in very shallow water.

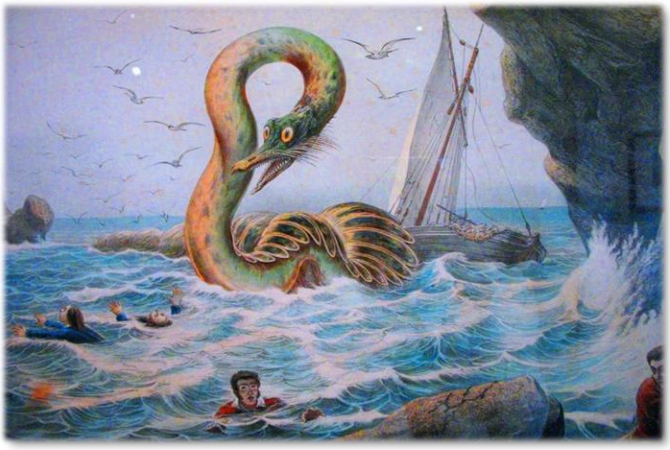
**[96] Tidal Marsh:** A swampy Tidal Flat.

**[97] Tide Pools:** A Tidal Flat which is dotted with many life-filled pools.

**[98] Tombolo:** A roughly circular region of land on the shore of an ocean or sea, which is connected to the mainland by a narrow piece of land.

**[99] Whirlpool:** A dangerous, swirling region of downward-pulled water.

**[00] Roll Twice**



**Terrain Subtypes XVII:**

**Temperate Swamps**

**[01-02] Backswamp:** The area of a Floodplain where silts and clays settle (and may form quicksand).

**[03-05] Bayous:** Shallow forested wetlands, which are actually a broad and slow-flowing river.

**[06-08] Bog:** A Peat Bog interspersed with open pools.

**[09-11] Bogland:** A large Bog region.

**[12-14] Brackish Swamp:** A saltwater/freshwater swamp.

**[15-16] Cranberry Fen:** A Fen where cranberry shrubs grow in abundance.

**[17-19] Cypress Swamp:** A forested and mossy swamp.

**[20-22] Everglades:** Shallow-water wetlands filled with tall grasses and many reptiles.

**[23-25] Fens:** Grassy swamps of shallow mineral water.

**[26-28] Flood Mire:** A swamp which is prone to flooding due to a nearby river.

**[29-31] Forested Wetland:** A forested swamp.

**[32-34] Fungal Swamp:** A swamp filled with mushrooms, puffballs, and dangerous fungi.

**[35-36] Geyser Wetlands:** A geothermal swamp.

**[37-39] Haunted Swamp:** A swamp where non-corporeal undead lair.

**[40-45] Marsh:** A swamp where herbs are the predominant plant life.

**[46-50] Marshland:** A large Marsh.

**[51-53] Mire:** A dangerous Bog or Fen.

**[54-55] Morass:** A swamp with many mud and quicksand regions.

**[56-57] Moss:** A swamp filled with clubmoss.

**[58-60] Murk:** A misty, muddy swamp.

**[61-62] Mushroom Swamp:** A swamp filled with mushrooms. When compared to a Fungal Swamp, a Mushroom Swamp has mostly edible mushrooms and very few deadly / poisonous / monstrous forms of fungi.

**[63-67] Peat Bog / Peatland:** An alkaline marsh filled with peat moss.

**[68-70] Poisonous Swamp:** A swamp where dangerous fogs and vapors are created due to rotting vegetation.

**[71-73] Quagmire:** A deadly Mire, with mud and quicksand regions.

**[74-78] Salt Marsh / Salt Swamp:** A saltwater swamp.

**[79-82] Shrub Swamp:** A swamp where shrubs are the dominant form of plant life.

**[83-84] Slough:** A shallow swamp with low muddy hills.

**[85] Sump:** A dangerous swampy lowland where dangerous liquids collect (alchemical waste, magical waters, poisonous waters, slime-generating waters, etc.).

**[86-87] Swale:** A relatively dry swamp, filled with rotting vegetation.

**[88-94] Swamp:** A forested Wetland.

**[95-96] Tidal Marsh:** A swampy Tidal Flat.

**[97-00] Wetlands:** A region covered with shallow water and vegetation.

**Temperate Subtypes XVIII:**

**Temperate Wastelands**

**[01-02] Alkali Flat:** A dry, salty lake bed.

**[03-04] Alkali Sink:** A dry, deep, salty lake bed.

**[05-06] Banelands:** Lands which have been corrupted and destroyed by chaotic evil magic. Monsters here may be possessed and/or driven mad.

**[07-08] Barchan Dunes:** An area of low crescent-shaped dunes.

**[09-11] Barrens:** A dry region of acidic soils.

**[12-13] Battlefield:** A region where vegetation can no longer grow, due to an ancient battle which resulted in a curse, undead plague, and/or release of evil magic.

**[14] Battlegrounds:** A region of many Battlefields.

**[15-16] Blight Lands:** A land where the low surviving vegetation is corrupted, dying, and/or diseased.

**[17] Bone Fields:** A Battlefield covered in bones and skulls.

**[18-19] Burned Forest Wastes:** An ashy Wasteland caused by the recent destruction of a forest by fire.

**[20-21] Canyon Lands:** An area with many shallow Canyons.

**[22] Chaos Wastes:** Lands which have been corrupted and destroyed by chaotic or magic. Monsters here may be mutated and/or devolved.

**[23] Dead Lands:** A large region of Emptiness.

**[24-27] Desert:** A "general" dry, hostile region with very little rainfall.

**[28-29] Desolation:** A gloomy, misty, and/or dying Desert.

**[30-31] Dried Mud Flats:** A large region of Alkali Flats.

**[32-33] Dry Lake:** A future Alkali Flat, where the lake has just recently evaporated.

**[34-35] Dune Lands:** A Wasteland with many hilly Dune-covered regions.

**[36-37] Dune Sea:** A very large region of Dune Lands.

**[38-39] Emptiness:** A Desert completely devoid of vegetation.

**[40-41] Erg:** A windy, dangerous Dune Sea.

**[42-43] Geyser Wastes:** A Wasteland where occasional geothermal pools can be found.

**[44-45] Gibber:** A Desert paved with gravel and pebbles, as opposed to sand.

**[46-47] Harrow:** A Desert which has formed where arid Farmland has dried out.

**[48-49] Hoodoo Wasteland / Ventifact Wasteland:** A Wasteland filled with eerie, strangely-shaped rock pillars (caused by wind).

**[50] Irradiated Wasteland:** An ancient Wasteland created by a nuclear war which occurred thousands of years ago.

**[51-52] Loess Desert:** A desert filled with silty outcroppings.

**[53] Malpais:** An ancient, but largely un-eroded, volcanic Wasteland.

**[54-55] Mirage Wastes:** A salty, reflective Desert which creates mirages.

**[56-57] Monsoon Desert:** A Desert which occasionally sees torrential rainfalls.

**[58-59] Playa:** A large Alkali Flat.

**[60-61] Poisonous Desert:** A Desert where the remaining withered plants are poisonous, and perhaps even monstrous.

**[62] Reg:** A large, stony Gibber.

**[63-64] Rock Desert / Stony Desert:** A Gibber which is covered with large rocks, as opposed to gravel and pebbles.

**[65] Sabkha:** A large region of Salt Flats.

**[66-68] Salt Flats:** A white, radiant reach of salt Desert.

**[69-70] Salted Earth:** A Wasteland caused by ancient warfare, where the victors salted and magically contaminated the conquered people's soils to make certain that nothing could grow there.

**[71-72] Salt Pan:** A small region of Salt Flats.

**[73-74] Sand Sea / Sand Sheet:** A Dune Sea where the Dunes are low-lying.

**[75-79] Sandy Desert:** A Desert with very few rocky formations.

**[80-81] Scarred Lands:** Violently magical Wastelands, where an ancient cataclysm has left fractures in reality.

**[82-84] Scree Land:** A Desert of low cliffs and rocky slopes.

**[85-88] Tradewind Desert:** A Desert which is frequently crossed by caravans.

**[89-92] Waste:** A small Wasteland.

**[93-98] Wasteland:** A bleak desert where lifeforms (and therefore random encounters) are infrequent.

**[99-00] Yardang Desert:** A windy desert filled with tiered rock formations.

**Temperate Subtypes XIX:**

**Tropical Depressions**

**[01] Elephant Graveyard:** A valley filled with bones, where pachyderms come to die. The graveyard will of course be filled with elephant, mammoth, and mastodon ivory.

**[02-06] Lost World Valley:** In game terms, a Valley which contains dinosaurs or primeval beasts.

**[07-15] Mudslide Hollows:** A dangerous area of collapsed ground regions, where mudslides have opened holes into the underworld.

**[16-00] Archetypal Depression:** Roll on Temperate Depression Table, above. Tropical conditions will still predominate.

**Temperate Subtypes XX:**

**Tropical Forests**

**[01-10] Cloud Forest:** A forest of heavy mists and fogs.

**[11-12] Corrupted Jungle:** An area where the jungle has been corrupted by diseases, slimes, or fungi.

**[13-16] Hilly Jungle:** A jungle region with many changes in elevation.

**[17-25] Jungle:** A very dense tropical forest, teeming with wildlife.

**[26-30] Lost World Forest:** A forest which is populated by dinosaurs and/or primeval beasts.

**[31-32] Plantations:** Cultivated land where trees and plants are grown by humans or demi-humans.

**[33-34] Quicksand Forest:** A forest filled with sediment falls, mudslide ledges and quicksand pools.

**[35-37] Thorn Forest:** A thorny Jungle.

**[38-41] Tropical Coniferous Forest:** A rare forest type typically found on islands, where tropical pines and firs predominate.

**[42-45] Tropical Dry Forest:** A vine-filled, patchwork forest which sees only seasonal rains.

**[46-51] Tropical Forest:** Similar to a Jungle, but less dense (and perhaps less dangerous).

**[52-57] Tropical Rainforest:** A Jungle which never has a dry season.

**[58-62] Scrubland:** Tropical land filled with shrubs and bushes.

**[63-65] Swampy Forest:** A forest / wetland area filled with pools, bogs, streams and quicksand pools.

**[66-69] Tropical Montane Forest:** A mountainous tropical forest.

**[70] Twisted Jungle:** A Jungle which has been corrupted by magic or the undead.

**[71-75] Untamed Jungle:** A Jungle which is virtually unexplored by humans and demi-humans.

**[76-00] Archetypal Forest:** Roll on the Temperate Forest Table, above. Tropical conditions will still predominate.

**Terrain Subtypes XXI:**

**Tropical Freshwater and Shores**

**[01-05] Cenote:** A water-filled sinkhole in a limestone cavern region.

**[06-10] Lost World River:** A river that is inhabited by dinosaurs and/or aquatic primeval beasts.

**[11-15] Tropical Lake:** A sizeable body of freshwater. Likely fed by one or more Tropical Rivers.

**[16-30] Tropical River:** A relatively narrow tropical watercourse, which flows from a high elevation and down toward a lake, ocean or sea. Tropical rivers tend to be filled with beasts.

**[31-00] Archetypal Freshwater:** Roll on the Temperate Freshwater Table, above. Tropical conditions will still predominate.

**Terrain Subtypes XXII:**

**Tropical Hills**

**[01-18] Hilly Jungle:** Hills covered in Jungle.

**[19-23] Lost World Plateau:** An isolated Plateau where dinosaurs and/or primeval beasts dwell.

**[24-30] Mudslide Slopes:** Hills which receive heavy rainfall and which are prone to dangerous mudslides.

**[31-35] Tepui:** A huge isolated tabletop mesa, which almost is almost a "Lost World" inhabited by dinosaurs and/or primeval beasts.

**[36-00] Archetypal Hills:** Roll on the Temperate Hills Table, above. Tropical conditions will still predominate.

**Terrain Subtypes XXIII:**

**Tropical Mountains**

**[01-05] Jungle Volcano:** A volcano with Jungle growing over its slopes.

**[06-09] Lost World Spires:** Mountains where dinosaurs and/or primeval beasts dwell.

**[10-14] Mountains of the Moon:** Mountains which feature various plants (ferns, ginkgoes, creepers, etc.) which grow to tremendous size.

**[15-23] Mudslide Mountains:** Mountains which receive heavy rainfall and which are prone to dangerous mudslides.

**[24-27] Pinnacle Gates of Elemental Fire:** Multiple volcanoes, which harbor magical gates to the Elemental Plane of Fire.

**[28-33] Tepui Mountain:** A huge isolated tabletop mesa, of significant elevation, which almost is almost a "Lost World" inhabited by dinosaurs and/or primeval beasts.

**[34-50] Tropical Peaks / Summits:** Jungle-sloped mountains with pointed tops.

**[51-00] Archetypal Mountains:** Roll on the Temperate Hills Table, above. Tropical conditions will still predominate.

**Terrain Subtypes XXIV:**

**Tropical Plains**

**[01-05] Lost World Lowlands:** Plains where dinosaurs and/or primeval beasts dwell.

**[06-19] Savanna:** Grasslands covered with widely-spaced trees.

**[20-24] Tropical Farmland:** Cultivated tropical land, near to villages or towns.

**[25-34] Tropical Grasslands:** Tropical plains that are covered with grasses. Typically, these areas are windy and the grasses can be very high (from knee- to neck-level height).

**[35-45] Veldt:** Land covered with low thorny grasses.

**[46-50] Volcanic Plains:** Plains where volcanic activity is occurring near to (or sporadically on) the surface.

**[51-00] Archetypal Plains:** Roll on the Temperate Plains Table, above. Tropical conditions will still predominate.

**Terrain Subtypes XXV:**

**Tropical Saltwater and Shores**

**[01-03] Atoll:** A ring-shaped Coral Reef which encircles a lagoon.

**[04-06] Barrier Reef:** A large, wide Coral Reef.

**[07-08] Blue Hole:** A very deep underwater sinkhole.

**[09-11] Cay / Key:** A low sandy island on top of a Coral Reef.

**[12-13] Coastal Desert:** An arid region bordering a sea or ocean, which sees very little rainfall due to unusual wind patterns.

**[14-18] Coral Island:** A large Cay / Key.

**[19-22] Coral Reef:** A long, narrow underwater structure formed by corals.

**[23-26] Lagoon:** A shallow region of saltwater, separated from the sea by a Barrier Island, Barrier Reef or Coral Reef.

**[27-30] Reef:** As differentiated from a Coral Reef, a long, narrow underwater structure formed of rock.

**[31-33] Spice Islands:** Islands which harbor rare, valued types of herbs and spices.

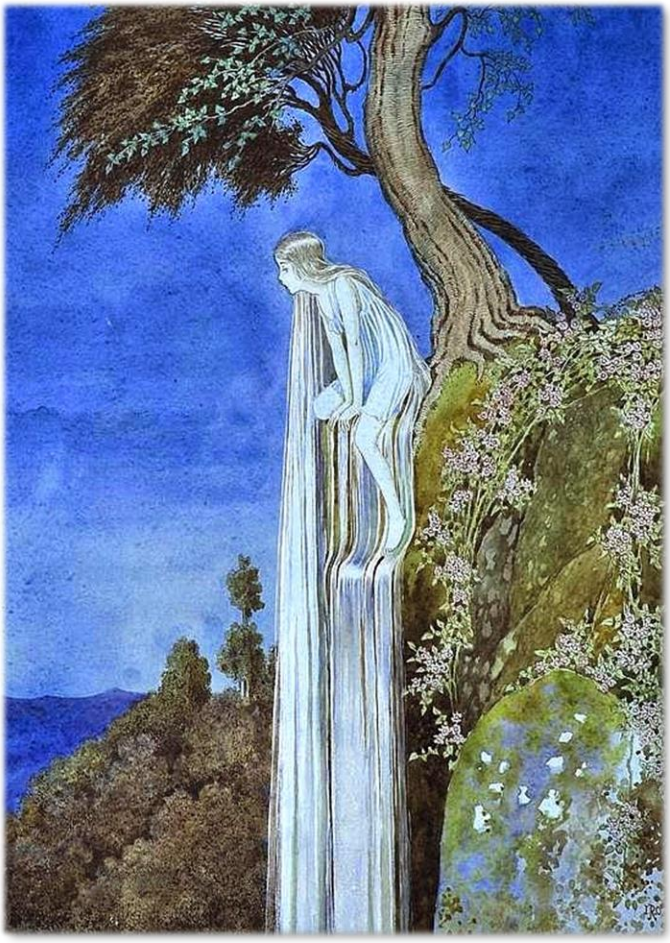
**[34-40] Tropical Island:** An island covered with palm trees and/or Jungle.

**[41-00] Archetypal Saltwater:** Roll on the Temperate Saltwater Table, above. Tropical conditions will still predominate.

**Terrain Subtypes XXVI:**

**Tropical Swamps**

**[01-02] Deeping Gates of Elemental Water:** A pure-water swamp of magical springs, where gates to the Elemental Plane of Water can be found.



**[03-07] Lost World Swamp:** A swamp where dinosaurs and/or primeval beasts dwell.

**[08-10] Mangrove Swamp:** A tropical saltwater swamp with large bushes and shrubs.

**[11-14] Quicksand Flats:** A swampy region filled with many deep pools of quicksand.

**[15-18] Quicksand Forest:** A forested swamp filled with many deep pools of quicksand.

**[19-26] Savanna Marshland:** A hybrid Savanna and Marsh region.

**[27-30] Sweltering Quagmire:** A hot, foggy Quagmire region.

**[31-40] Tropical Peat Swamp:** A hot, misty Peat Bog.

**[41-00] Archetypal Swamp:** Roll on the Temperate Swamp Table, above. Tropical conditions will still predominate.

**Terrain Subtypes XXVII:**

**Tropical Wastelands**

**[01-06] Ashen Sea:** An apocalyptic Dune Sea, made of ash instead of sand. Deadly storms and drowning pits will be common here.

**[07-10] Burned Jungle Wastes:** An ashy Wasteland caused by the recent destruction of a Jungle by fire.

**[11-15] Lost World Wasteland:** A Wasteland where dinosaurs and/or primeval beasts dwell.

**[16-20] Obsidian Flats:** An ancient volcanic reach of sharp rocks and black glass.

**[21-25] Rain Shadow Desert:** A nearly waterless Desert adjacent to a windy sea.

**[26-00] Archetypal Wasteland:** Roll on the Temperate Wasteland Table, above. Tropical conditions will still predominate.

# Appendix F:

# Random Wilderness Hazards

This book is not really about wilderness exploration per se, but so as to not leave you hanging as you develop encounter ideas …

Here is a small sampling of terrain-specific environmental hazards which you can expand upon as you develop your campaign's wilderness adventures.

**Cold Terrain (in General):** Animal Attack, Avalanche, Blizzard, Dehydration / Thirst, Disease / Illness, Drifting Snow, Dying Beast of Burden (or NPC Hireling), Earthquake, Exhaustion, Frostbite, Frostburn, Getting Lost, Ice Storm, Lost Item, Hypothermia, Random Encounter, Shifting Ice, Snowblindness, Starvation, Windstorm

**Temperate Terrain (in General):** Animal Attack, Contaminated Food, Contaminated Water, Dangerous Fungi / Molds, Disease / Illness, Dying Beast of Burden (or NPC Hireling), Earthquake, Exhaustion, Getting Lost, Hail Storm, Insect Bites / Parasites, Insect / Vermin Swarms, Lost Item, Random Encounter, Starvation, Thunderstorm, Windstorm

**Tropical Terrain (in General):** Animal Attack, Contaminated Food, Contaminated Water, Dangerous Fungi / Molds, Dangerous Plants, Dehydration / Thirst, Disease / Illness, Dying Beast of Burden (or NPC Hireling), Earthquake, Exhaustion, Getting Lost, Heatstroke, Insect Bites / Parasites, Insect / Vermin Swarms, Lost Item, Random Encounter, Starvation, Sunburn, Thunderstorm, Windstorm

**Forest:** Forest Fire, Forest-Dwelling Humanoids, Forest Monster Lair, Treefall

**Freshwater:** Becalmed (if Sailing), Capsized (if Sailing), Flooding, Freshwater Monster Lair, Heavy Fog / Mist, Leak (if Sailing), Portage / Rapids / Barrier, Shipwreck (if Sailing), Sudden Fall into Water (if Walking), Whirlpool

**Hills:** Chasm, Cliff, Mudslide / Rockslide, Hill-Dwelling Humanoids, Hill Monster Lair, Lightning Strike, Sinkhole, Washed-Out Trail

**Mountains:** Chasm, Cliff, Climbing / Scaling Surface, Collapsed Trail, Dead End, Lightning Strike, Mountain-Dwelling Humanoids, Mountain Monster Lair, Mudslide / Rockslide, Sinkhole, Washed-Out Trail

**Plains:** Dust Storm, Exposure, Grass Fire / Wildfire, Plains-Dwelling Humanoids, Plains Monster Lair

**Saltwater:** Becalmed (if Sailing), Capsized (if Sailing), Fata Morgana, Heavy Fog / Mist, Leak (if Sailing), Mutiny (if Sailing), Quicksand, Ration Spoilage / Scurvy, Reef, Riptide, Saltwater Monster Lair, Sandbar, Seaweed Ensnarement (Sargasso), Shipwreck (if Sailing), Sudden Storm, Tidal Wave, Waterspout, Whirlpool

**Swamp:** Drowning, Poisonous Gases, Quicksand, Sudden Fall into Water, Swamp-Dwelling Humanoids, Swamp Monster Lair, Tar Pit

**Wasteland:** Cloudburst / Unexpected Rainfall, Dust Devils, Dust Storm / Sandstorm, Mirage, Poisoned Oasis, Wasteland-Dwelling Humanoids, Wasteland Monster Lair, Water Loss, Water Shortage

For much more information in this regard concerning adventure tropes and situations, please refer to supplement GWG2, Oldskull Adventure Generator.

# Appendix G:

# Random Major Campaign Events

To make your world seem truly alive, you may also want to surprise your players (and yourself!) with campaign events. These are major triumphs and calamities which occur in the game world, beyond the players' divination, input, or control. I actually discourage an over-reliance on such things, simply because while the GM is having fun disrupting the world, the players are trying to have their adventurers impact the world through player skill, interaction, planning and creativity. If major random events take too much of the center stage, players can feel "small" or believe that their PCs' actions don't amount to anything truly significant. Worse, if the GM is constantly rolling up "earthquake," "forest fire" and "invasion," the players might be dissuaded from having their heroes ever set foot in the wider world again. Back to the dungeon they go, and there goes a lot of your interactive game world.

However, despite these warnings it can be useful to have some random guidance on how to set your world into motion. I recommend rolling on the following campaign events table once a month, in advance (you need preparation time!), and then rolling 1D30 to determine the day of incident. This guideline is subject to your game world's calendar, of course. But as a crude example, if it is currently Februarius 13 in your world and you roll up a natural disaster for next month with a D30 roll of 22, that means the event will hit on Marius 22.

As a rule of thumb, I suggest that you have the first events in your game occur "one realm over" from the PCs' current location. Then, you can gauge the players' interest in the event, their caution, their willingness to change course and to investigate (or flee), and the overall impression the event leaves on them. If your players are like mine, they will instantly decide that (a) the random event is a major plot hook, and they need to drop everything (including a prepared six-level dungeon) to go to the event location so they can all look for some new thing I haven't created yet, or (b) it's time to play a board game instead, because I'm out to kill them all.

If your players are interested in the random major events and the implied wider world of unpredictable activity, then you can roll up more events and decide if they will occur one realm over, or in the PCs' current location. Do be careful, however, because the players are very likely to derail your adventure plans if

they believe you are given them a strong indication that they should be elsewhere!

**[001-009]** Alien / Dimensional Visitation

**[010-018]** Angel Omen / Visitation

**[019-027]** Arch-Devil Wrath / Destruction

**[028-036]** Army Revolt / Dissent

**[037-045]** Artifact or Magical Realm Masterwork Destroyed

**[046-054]** Artifact or Magical Realm Masterwork Found

**[055-063]** Artifact or Magical Realm Masterwork Lost

**[064-072]** Artifact or Magical Realm Masterwork Stolen

**[073-081]** Assassination / Abduction Attempt on Ruler Fails

**[082-090]** Battle, Crushing Defeat

**[091-099]** Battle, Defeat

**[100-108]** Battle, Imminent / Avoided

**[109-117]** Battle, Overwhelming Victory

**[118-126]** Battle, Pyrrhic Victory

**[127-135]** Battle, Victory

**[136-144]** City / Town Besieged

**[145-153]** City / Town Plundered

**[154-162]** Crusade / Holy War Proclamation

**[163-171]** Death of a Major Personage, Natural

**[172-180]** Death of a Major Personage, Unnatural / Violent

**[181-189]** Declaration of Allegiance / Peace

**[190-198]** Declaration of War

**[199-207]** Deities / Demigods in Conflict

**[208-216]** Deity Omen / Visitation

**[217-225]** Deity Wrath / Destruction

**[226-234]** Demon Lord Wrath / Destruction

**[235-243]** Discovery of a New Land, Cloudland / Island / Shadowland

**[244-252]** Discovery of a New Land, Dimensional Gate

**[253-261]** Discovery of a New Land, Lost City / Lost World

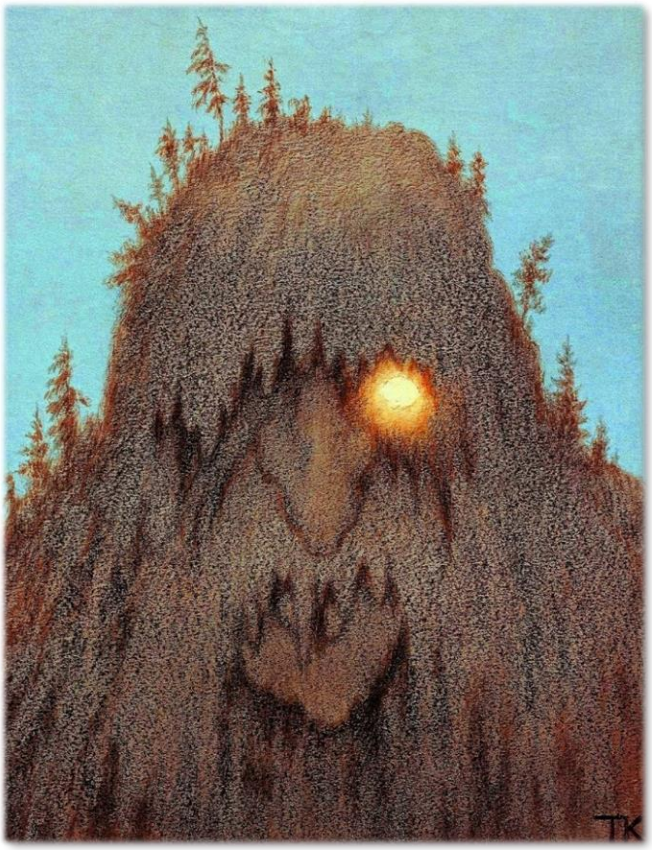
**[262-270]** Discovery of a New Land, Netherworld

**[271-279]** Discovery of a New Land, Planar Gate

**[280-288]** Discovery of New Monster Species, Friendly

**[289-297]** Discovery of New Monster Species, Hostile

**[298-306]** Discovery of New Monster Species, Ominous / Unknown



**[307-315]** Dragon (or Titan) Allegiance

**[316-324]** Dragon (or Titan) Attack / Destroyed Settlement

**[325-333]** Dragon (or Titan) Slain / Treasure Rush

**[334-342]** Eclipse of Good / Evil Omen

**[343-351]** Fall of a Major Organization / Secret Order

**[352-360]** Fall of an Adjacent or Current Realm's Ruler, Abdication / Dethronement

**[361-369]** Fall of an Adjacent or Current Realm's Ruler, Abduction / Kidnapping

**[370-378]** Fall of an Adjacent or Current Realm Ruler, Mysterious Disappearance

**[379-387]** Fall of an Adjacent or Current Realm Ruler, Natural Death

**[388-396]** Fall of an Adjacent or Current Realm Ruler, Unnatural / Violent Death

**[397-405]** Fallen Angel Wrath / Destruction

**[406-414]** Famous Artist or Personage Dies

**[415-423]** Famous Artist or Personage Emerges

**[424-432]** Financial Disruption / Mass Devaluation

**[433-441]** Great Enemy / Nemesis Rises

**[442-450]** Great Enemy / Nemesis Vanquished

**[451-455]** Humanoid / Monster Invasion

**[456-457]** Important Personage Visits, Champion

**[458-459]** Important Personage Visits, Emissary

**[460-461]** Important Personage Visits, High Priest

**[462-463]** Important Personage Visits, King

**[464-465]** Important Personage Visits, Noble

**[466-468]** Insect Plague / Locust Swarms / Spider Swarms

**[469-477]** Magical Visitation, Omen of Evil

**[478-486]** Magical Visitation, Omen of Good

**[487-495]** Magical Visitation, Omen of Uncertain Meaning

**[496-504]** Major Animal Extinction / Migration

**[505-513]** Major Demi-Human Conflict, One Race (Dwarf Clans at War etc.)

**[514-522]** Major Demi-Human Conflict, Two Races (Elves vs. Gnomes etc.)

**[523-531]** Major New Institution (Arenas, Jousts and Melees, Traveling Menageries, etc.)

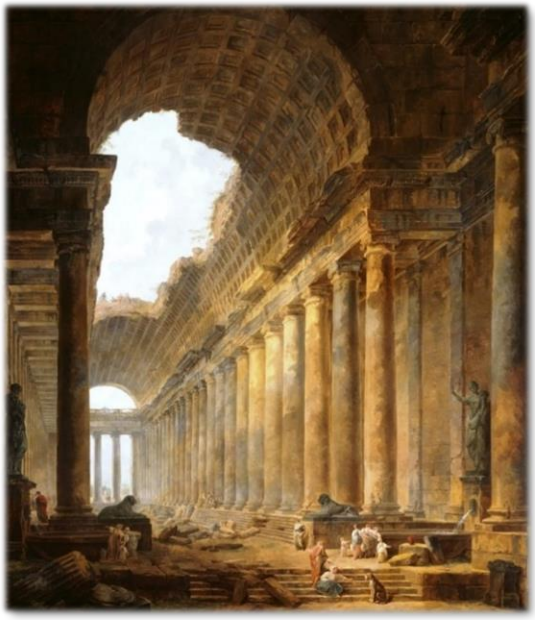
**[532-540]** Major Trade Glut (prices for trade good crash)

**[541-549]** Major Trade Shortage (prices for trade good soar)

**[550-558]** Mass Hysteria / Madness / Dancing Plague / Witch Hunts

**[559-567]** Mega-Dungeon Discovery / Activity, Cloud Castle / Dolorous Garde

**[568-576]** Mega-Dungeon Discovery / Activity, Lost Temple Ruin



**[577-585]** Mega-Dungeon Discovery / Activity, Massive Cave System

**[586-594]** Mega-Dungeon Discovery / Activity, Materializing Haunted Manor House

**[595-603]** Mega-Dungeon Discovery / Activity, Unique (GM's Choice; see also supplement CDDG1, The Classic Dungeon Design Guide)

**[604-612]** Migration of New Subculture / People

**[631-621]** Monster Invasion / Migration

**[622-630]** Monstrous Plague Outbreak (Lycanthropy, Vampirism, etc.)

**[631-639]** Monument / Palace / Temple Completed

**[640-648]** Monument / Palace / Temple Destroyed

**[649-657]** Natural Disaster, Avalanches / Mudslides / Rockslides / Sinkholes

**[658-666]** Natural Disaster, Earthquake

**[667-675]** Natural Disaster, Falling Star / Rain of Fire

**[676-684]** Natural Disaster, Flooding / Tsunami

**[685-693]** Natural Disaster, Forest / Plains Fire

**[694-702]** Natural Disaster, Storm (Blizzard, Deadly Thunderstorm, Hurricane, Sandstorm, etc.)

**[703-710]** Natural Disaster, Tornado / Waterspout(s) / Whirlwind(s)

**[711-719]** Natural Disaster, Volcanic Eruption

**[720-726]** Nature Disaster, Drought / Famine / Heat Wave

**[727]** New Expert Specialist, Alchemist

**[728]** New Expert Specialist, Arcane Artificer

**[729]** New Expert Specialist, Mysterious / Eccentric

**[730-731]** New Expert Specialist, Sage

**[732]** New Expert Specialist, Ship Captain / Treasure Hunter

**[733]** New Expert Specialist, Skilled / Artisan

**[734-737]** Philosophy / Cultural Belief Abandoned

**[738-746]** Philosophy / Cultural Belief Adopted

**[747-755]** Plague Outbreak

**[756-764]** Rebellion / Riots / Unrest

**[765-773]** Refugee Crisis / Mass Human Migration

**[774-782]** Resource Depletion (Existing Trade Good)

**[783-791]** Resource Discovery / Enhancement (Existing Trade Good)

**[792-800]** Resource Discovery (Potential New Trade Good)

**[801-809]** Rise of a Major Organization / Secret Order

**[810-818]** Rise of a Realm Ruler, Challenger or Rebel Leader

**[819-827]** Rise of a Realm Ruler, Impostor or Pretender

**[828-836]** Rise of a Realm Ruler, Rightful Partner or Reagent

**[837-845]** Rise of the Dead / Zombie Apocalypse

**[846-854]** Siege of a City

**[855-863]** Siege of a Stronghold

**[864-872]** Sign of the Apocalypse

**[873-881]** Significant Border Expansion

**[882-890]** Significant Border Loss

**[891-899]** Terrain Feature Changed / Created / Unveiled

**[900-908]** Terrain Feature Vanishes / Destroyed

**[909-917]** Time Anomaly, Falling Back to the Past / Time Slowed

**[918-926]** Time Anomaly, Leap to the Future / Time Accelerated

**[927-935]** Time Anomaly, Time is Halted / Stasis

**[936-944]** Unnatural Disaster, City Destroyed / Fleet Sinking

**[945-953]** Unnatural Disaster, Collapse / Industrial Accident

**[954-962]** Unnatural Disaster, Magical Phenomenon

**[963-971]** Unnatural Disaster, Planar Aberration

**[972-990]** Roll Once on the Realm History Event Table Instead

**[991-995]** Roll Twice on This Table (Cause / Phase 1 and Effect / Phase 2)

**[996-000]** Roll Twice on This Table (Random and Separate Simultaneous Events)

# Appendix H:

# Developing a Realm History

I know that you might love to have a complete realm history system which covers every single possible type of event, with lots of lead-ins into various sub-tables for personage names, actions, downfalls, and so forth; but such a system would be impossible to create with any level of detail. Rather, I here provide you with an abstract and basic system which you can use to develop a chronological sequence of very general ideas which you can elaborate upon to develop your realm. Remember, this is a Role-Playing Game. It is not a storytelling session in which the Game Master regales the players with long tales about things which have already happened, which do not involve their adventuring PCs in the slightest!

If you want to develop an ultra-detailed history for one or more of your campaign realms, my sincere advice is to play the game, and record the PCs' actions out in the world. After the adventure is complete, write a story about it. If the story about the PCs' heroics and tragedies is compelling enough, and on a large enough scale, then voila! There is your realm's living history. But if the PCs are not yet powerful enough to greatly influence the course of your world, then why do you need to worry about the realms' histories yet? The players have no reason to be interested in such things when there's a world of unpredictable adventure out there waiting for them, with their Player Characters as the stars of the show.

That being said, here are a few hundred ideas for realm history. Simply roll 1D100, record the general idea, and then elaborate upon it.

Keep rolling until you have however many events you want (10, 20, 100, whatever), and then create a chronicle which ties the events together in the sequence you rolled them in. Remember, however, that cause and effect between disparate events is frequently an illusion created by historians. You don't need to have one event logically follow as a direct result of an earlier action, unless you want to. If you would rather have your realm's history be a seemingly random hodgepodge of sequential events, that is actually more realistic than writing a narrative framing every event as an interlocked series of episodes.

**[01]** Age of a False Prophet / Sage-Seer

**[02]** Age of an Enlightened Prophet / Sage-Seer

**[03]** Artistic / Treasure Crafting Movement Flourishes

**[04]** Artistic / Treasure Crafting Movement Lost / Dies Out

**[05]** Bloodline Alliance (Co-Rulership / Marriage etc.)

**[06]** Change / Founding of Capital City

**[07]** City Destroyed

**[08]** City Founded

**[09]** Curse / Powerful Magic Arises

**[10]** Curse / Powerful Magic Eradicated

**[11]** Death of an Old Religion / Priesthood

**[12]** Disastrous Loss of Silver Train / Merchant Caravan

**[13]** Disastrous Loss of Treasure Fleet

**[14]** Distant Empire Falls, Calamitous Effects on Realm

**[15]** Distant Empire Rises, Mixed / Positive Effects on Realm

**[16]** Epic Archmage Battle, Evil Triumphs

**[17]** Epic Archmage Battle, Good Triumphs

**[18]** Era of Despair / Hopelessness

**[19]** Era of Flourishing Culture

**[20]** Era of Madness / Chaos

**[21]** Establishment / Extinction of Mythos Worship

**[22]** Extinction of Ruling Bloodline

**[23]** Formative Alliance, Absorbed by Neighboring Realm

**[24]** Formative Alliance, Territorial Expansion

**[25]** Formative Contact with the Netherworld, Mixed Results

**[26]** Formative Contact with the Netherworld, Negative Effects

**[27]** Formative Contact with the Netherworld, Positive Effects

**[28]** Gate Contact with Another World, Alternate Material Plane

**[29]** Gate Contact with Another World, Future / Past

**[30]** Gate Contact with Another World, Planar

**[31]** Great Cultural Change, Alignment / Ethos

**[32]** Great Cultural Change, Population Disparities (Flux in Human Ethnicities)

**[33]** Great Cultural Change, Population Disparities (More or Fewer Demi-Humans)

**[34]** Great Cultural Change, Wealth / Economy

**[35]** Great Old One / Lovecraftian Entity Banished

**[36]** Great Old One / Lovecraftian Entity Rampage

**[37]** Great Old One / Lovecraftian Entity Sighting / Summoning

**[38]** Legendary Battles with Dragons / Titans

**[39]** Legendary Battles with Humanoids

**[40]** Legendary Battles with Monsters

**[41]** Little Ice Age / Mysterious Climate Change

**[42]** Long-Standing Treaty Broken, Age of Conflict

**[43]** Long-Standing Treaty Established, Age of Prosperity

**[44]** Magical Invention / Discovery, Mixed Results

**[45]** Magical Invention / Discovery, Negative Effects

**[46]** Magical Invention / Discovery, Positive Effects

**[47]** Major Dynasty / Bloodline Conflict or Rivalry

**[48]** Major Dynasty / Bloodline Dies Out

**[49]** Major Dynasty / Bloodline Rises

**[50]** Mass Migration, Demi-Humans, Population Decrease

**[51]** Mass Migration, Demi-Humans, Population Increase

**[52]** Mass Migration, Humans, Population Decrease

**[53]** Mass Migration, Humans, Population Increase

**[54]** Mega-Dungeon Discovery / Finding / Exploration

**[55]** Murrain of Beasts / Unexplained Plague Afflicting Monsters

**[56]** New Ruling Bloodline

**[57]** Powerful Ruler / Personage Abdicates / Vanishes

**[58]** Powerful Ruler / Personage Dies

**[59]** Powerful Ruler / Personage Rises

**[60]** Rise of a New Religion / Priesthood

**[61]** Rise / Fall of Legendary Hero

**[62]** Rise / Fall of Legendary Nemesis

**[63]** Significant Invention, Magical

**[64]** Significant Invention, Technological

**[65]** Technological / Ancient Development, Mixed Results

**[66]** Technological / Ancient Development, Negative Effects

**[67]** Technological / Ancient Development, Positive Effects

**[68]** Trade Resource Depleted

**[69]** Trade Resource Discovered / Developed

**[70]** Trade Resource Enhanced / Abundant

**[71]** War, Ending in Defeat / Territory Loss

**[72]** War, Ending in Peace (no appreciable territory gain)

**[73]** War, Ending in Victory / Expansion

**[74]** Wilderness Discovery / Finding / Exploration

**[75]** Wizarding School / Lyceum Destroyed

**[76]** Wizarding School / Lyceum Established

**[77-85]** Roll Once on Random Major Campaign Events Table Instead

**[86-95]** Roll Twice on This Table (Cause / Phase 1 and Effect / Phase 2)

**[96-00]** Roll Twice on This Table (Random and Separate Simultaneous Events)

*The adventure continues with the Oldskull Adventure Generator (supplement GWG2) … I hope to see you there.*

# About the Author

Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute … a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and

Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

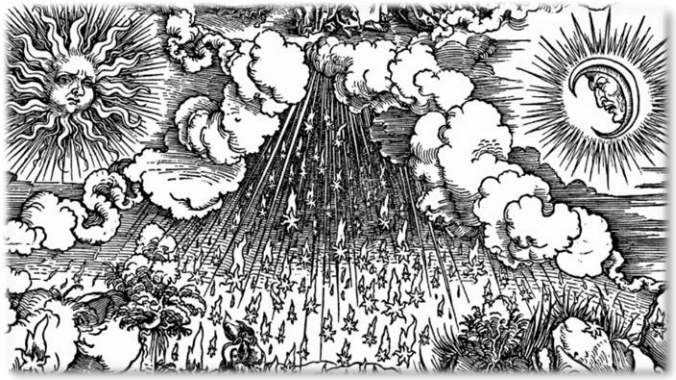
Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays … some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grognardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.



# Legal

### Open Game Content

Open Game Content may only be Used under and in terms of the Open Game License (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of the trademarks "Castle Oldskull," "Oldskull Sword & Sorcery," "Wonderland Imprints," "Only the Finest Works of Fantasy," and with the exception of all artwork. These trademarks, artwork, and the Trade Dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

### Open Game License

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright

2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a)”Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b)”Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)”Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the

COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

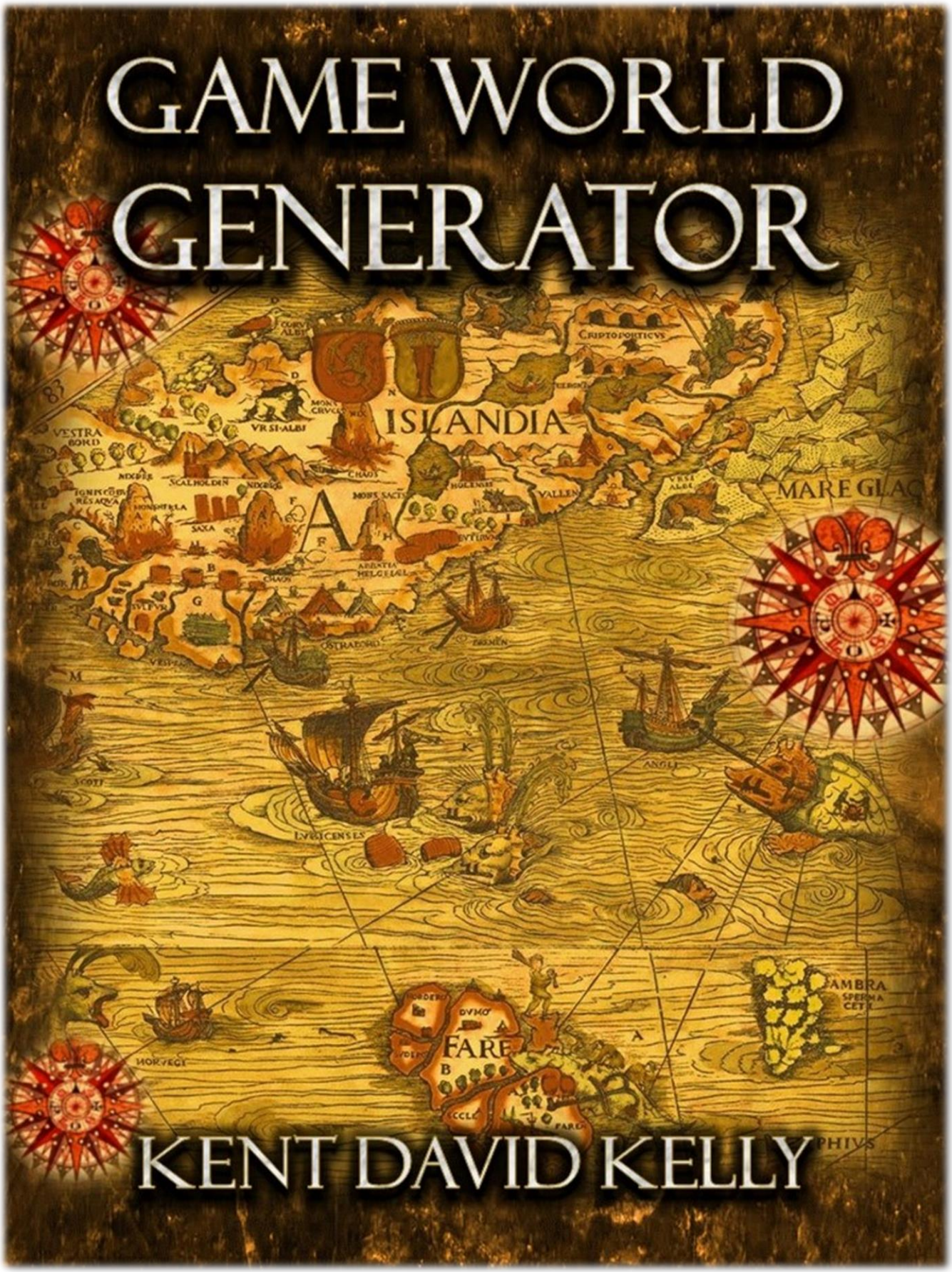
15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Game World Generator Deluxe Edition, Copyright 2013-2018, Kent David Kelly.

END OF LICENCE


GAME WORLD
GENERATOR
ISLANDIA
MARE GLAC
FARE
KENT DAVID KELLY