

CASTLE BOOK II

Judges Guild



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Campaign Aid For

FANTASY ROLE PLAYING GAMES



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Credits

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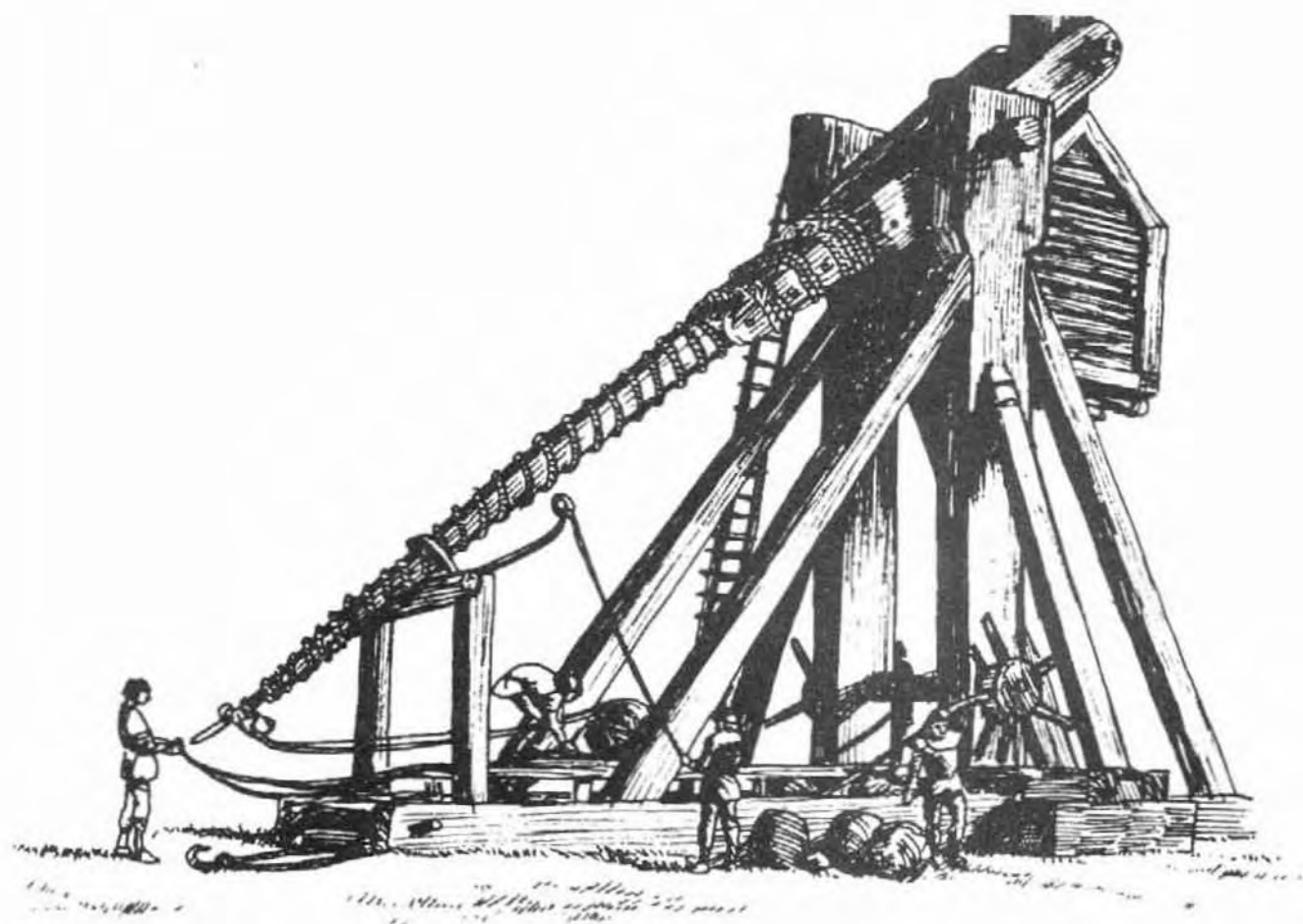


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This booklet is intended to fill the need of any active campaign Judge to populate a large area for his fantasy role players. The details are left purposely sparse so the Judge can adjust the material to his campaign and thereby personalize it. Colored pencils or pens can be used to great advantage to code the buildings and other terrain features. The maps are printed in grey to facilitate the dropping out of different features. The various charts are guidelines only and require a flexible approach as some anomalies will develop if they are used without adjustment to reflect type and alignment.

Page	Hex No.	Name	Pop.	Type	Civ.	Align	Ruler, Level, Align, Class, Type	Resources
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Terms & Terminology of Castles

Arrow Slit	Crenel	Hoarding	Rampart
Ashlar	Curtain Wall	Keep	Ringwork
Bailey	Dead Ground	Lists	Schildmauer
Barbican	Ditch	Machicolation	Spur
Bastion	Donjon	Merlon	Talus
Bergfried	Drawbridge	Moat	Tourelle
Bracket	Enceinte	Motte	Towerhouse
Chemise	Flanking	Murder hole	Transitional Keep
Concentric castle	Ganerbenburg	Oubliette	Turret
Console	Gatehouse	Portcullis	Ward

Occupants

Tables

Under Construction

Castle Condition			Construction Workers 1D6 x 100
1 Under Construction	1 Construction Workers	1 Human	
2 Brand New	2 Construction Workers	2 Human	
3 Slightly Aged	3 Construction Workers	3 Dwarven	
4 Worn	4 Construction Workers	4 Dwarven	
5 Aged	5 Construction Workers & Garrison	5 Elves	
6 Ancient	6 Construction Workers & Garrison	6 Gnolls	
7 Crumbling	7 Construction Workers & Garrison	7 Orcs	
8 Tumble Down	8 Garrison	8 Hobgoblins	
9 Ruins	9 Garrison	9 Goblins	
0 Foundations Only	0 Abandoned	0 Giants	

Brand New	Invaders	Special	Extraordinary
1 Garrison*	1 Humans	1 Ogres	1 Rakshassa
2 Garrison*	2 Dwarves	2 Trolls	2 Golem
3 Garrison*	3 Elves	3 Bugbears	3 Demon
4 Garrison*	4 Gnolls	4 Apes	4 Titan
5 Garrison*	5 Giant Frogs	5 Ghosts	5 Vampire
6 Garrison*	6 Ghouls	6 Trolls	6 Dragon
7 Garrison	7 Giant Rats	7 Centaurs	7 Wizard
8 Invaders	8 Gnomes	8 Giant Badger	8 Lich
9 Invaders	9 Kobolds	9 Minotaur	9 Medusa
0 Abandoned	10 Skeletons	10 Mummies	10 Dinosaur
	11 Zombies	11 Hellhounds	11 Efreit
	12 Lizard Men	12 Wererats	12 Will O' Wisp
	13 Goblins	13 Satyrs	13 Elemental
	14 Halfling	14 Giant Snakes	14 Basilisk
	15 Giant Crocodiles	15 Manticore	15 Leprechaun
	16 Troglydtes	16 Werewolves	16 Evil High Priest
	17 Orcs	17 Wyvern	17 Ki-Rin
	18 Giant Ants	18 Gorgon	18 Chimera
	19 Hobgoblins	19 Baboons	19 Djinn
	20 Special	20 Extraordinary	20 God

Slightly Aged	Worn	Aged	Ancient
1 Garrison	1 Garrison	1 Garrison	1 Garrison
2 Garrison	2 Garrison	2 Garrison	2 Garrison
3 Garrison	3 Garrison	3 Garrison	3 Garrison
4 Garrison	4 Garrison	4 Garrison	4 Invaders
5 Garrison	5 Garrison	5 Invaders	5 Invaders
6 Garrison	6 Invaders	6 Invaders	6 Invaders
7 Invaders	7 Invaders	7 Invaders	7 Invaders
8 Invaders	8 Abandoned	8 Abandoned	8 Abandoned
9 Abandoned	9 Abandoned	9 Abandoned	9 Abandoned
0 Abandoned	0 Abandoned	0 Abandoned	0 Abandoned

* See Castle Book I for Garrison Tables

Tables

Crumbling	Tumbledown	Ruins	Foundations
1 Garrison	1 Garrison	1 Invaders	1 Invaders
2 Garrison	2 Invaders	2 Invaders	2 Invaders
3 Invaders	3 Invaders	3 Invaders	3 Abandoned
4 Invaders	4 Invaders	4 Invaders	4 Abandoned
5 Invaders	5 Invaders	5 Abandoned	5 Abandoned
6 Invaders	6 Invaders	6 Abandoned	6 Abandoned
7 Invaders	7 Abandoned	7 Abandoned	7 Abandoned
8 Abandoned	8 Abandoned	8 Abandoned	8 Abandoned
9 Abandoned	9 Abandoned	9 Abandoned	9 Abandoned
0 Abandoned	0 Abandoned	0 Abandoned	0 Abandoned

Abandoned Castles have a 40% chance of temporarily housing someone!

Inhabitants	Special	Extraordinary
1 Human Mercenaries	1 Ogres	1 Illusionist
2 Dwarf Fighters	2 Lost Princess	2 Assassin
3 Orc War Band	3 Owlbears	3 Medusa
4 Kobold Tribe	4 Traveling Merchant	4 Dying High Priest
5 Gnome War Band	5 Satyrs	5 Mad Wizard
6 Human Caravan	6 Traveling Prince	6 Vacationing God
7 Hobgoblin War Band	7 Bugbears	7 Injured Magic User
8 Pilgrims	8 Fleeing Criminal	8 Paladin
9 Goblins	9 Trolls	9 Polymorphed Ranger Lord
0 Special	0 Extraordinary	0 Traveling King

Make one check for each wall section, building, and tower. If collapsed, +2 on the die. Weak sections have a 40% chance.

Crumbling	Tumble Down	Ruins
1 OK	1 OK	1 OK
2 OK	2 OK	2 OK
3 OK	3 OK	3 Weak
4 OK	4 OK	4 Weak
5 OK	5 Weak	5 Weak
6 OK	6 Weak	6 Collapsed
7 Weak	7 Weak	7 Collapsed
8 Weak	8 Collapsed	8 Collapsed
9 Collapsed	9 Collapsed	9 Collapsed
0 Collapsed	0 Collapsed	0 Collapsed

Encounters Within Castle

- 1 Armour
- 2 Stablemaster
- 3 Surly Cook
- 4 Spy
- 5 1D4 Drunk Garrison Members
- 6 Garrison Members Mistress
- 7 Unemployed Mercenary
- 8 Grain Merchant
- 9 Garrison Patrol
- 10 Officers Mistress
- 11 Castle Masters Wife
- 12 Castle Masters Mistress
- 13 1D4 Off Duty Garrison Members
- 14 Off Duty Garrison Member
- 15 Drunk Officer
- 16 Castle Masters Servant
- 17 Bard
- 18 Drunk Garrison Member
- 19 Magic User
- 20 Master of the Castle

Drunks Reaction

- 1 Demands Room to Walk
- 2 Pushes Player out of Way
- 3 Shouts Insults
- 4 Draws Weapon (bottle if unarmed)
- 5 Demands Money
- 6 Asks for a Drink
- 7 Asks Directions
- 8 Demands a Drink
- 9 Demands a Kiss
- 0 Falls on Face



Garrison Members

- 1 Heavy Infantry Man
- 2 Armored Footman
- 3 Archer
- 4 Artillerest
- 5 Light Infantry Man
- 6 Light Cavalry
- 7 Medium Cavalry
- 8 Heavy Cavalry
- 9 Unarmored on Foot
- 0 Unarmored on Horse

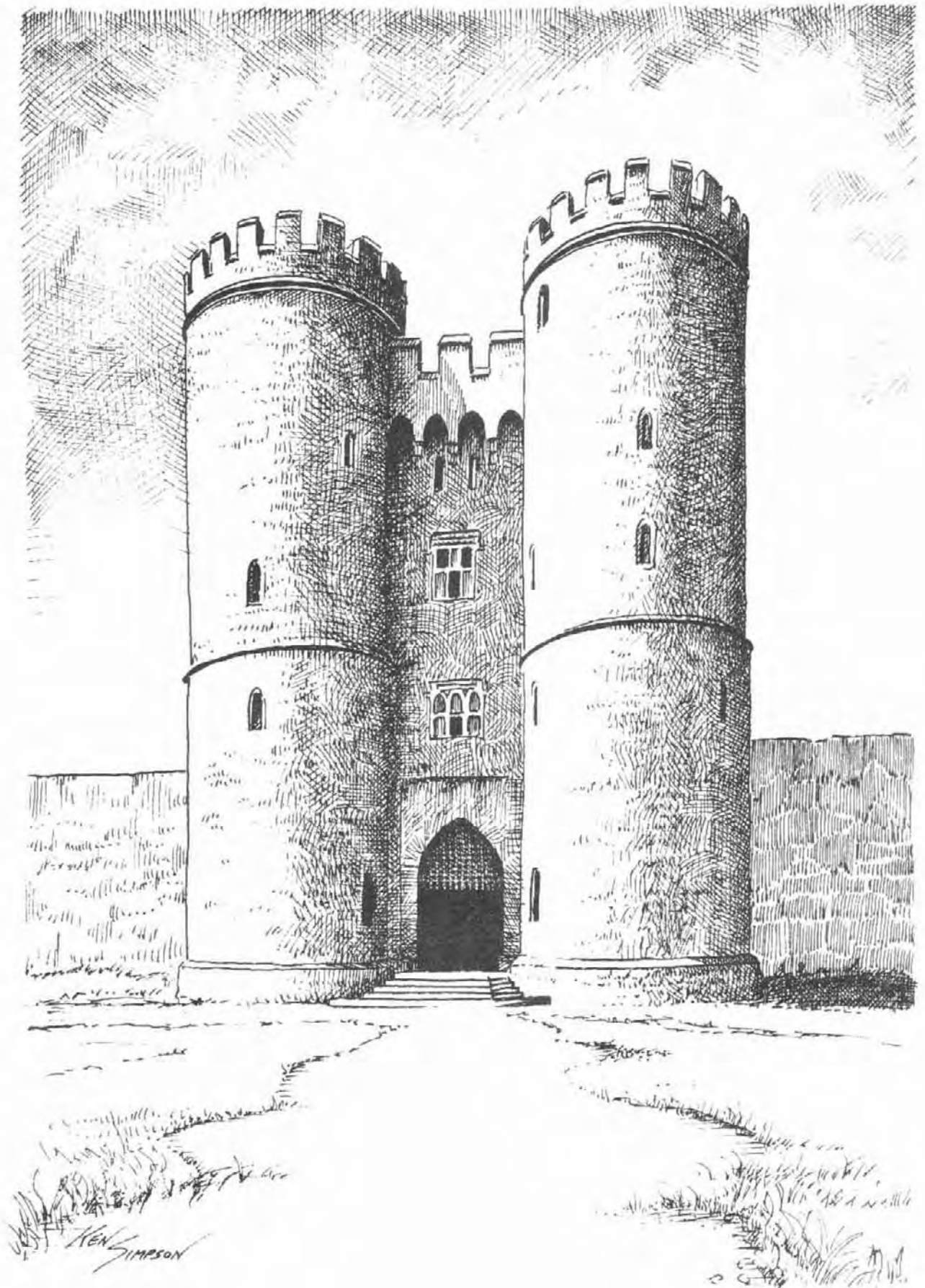
If rolled type not in Garrison composition, reroll until appropriate result is obtained.

Mistress/Wife Reaction

- 1 Keeps on Walking
- 2 Pulls Dagger
- 3 Exposes Leg*
- 4 Screams for Help
- 5 Propositions*
- 6 Propositions
- 7 Faints
- 8 Insults
- 9 Spits On
- 0 Keeps on Walking*

* Roll again after player reaction.





Mysterious Finds Outside Walls

- 1 Gauntlet*
- 2 Broken Lance
- 3 Torn Banner
- 4 Hidden Trail
- 5 Necklace
- 6 Leather Tunic
- 7 Clay Pot
- 8 Broken Statue
- 9 Stone Fench
- 10 Rusted Dagger
- 11 Dented Goblet
- 12 Smoldering Campfire
- 13 Length of Rope*
- 14 Earring*
- 15 Split Helm
- 16 Sword Hilt
- 17 Lit Lantern*
- 18 Fragmented Staff
- 19 Partially Dug Grave
- 20 Rusty Coin

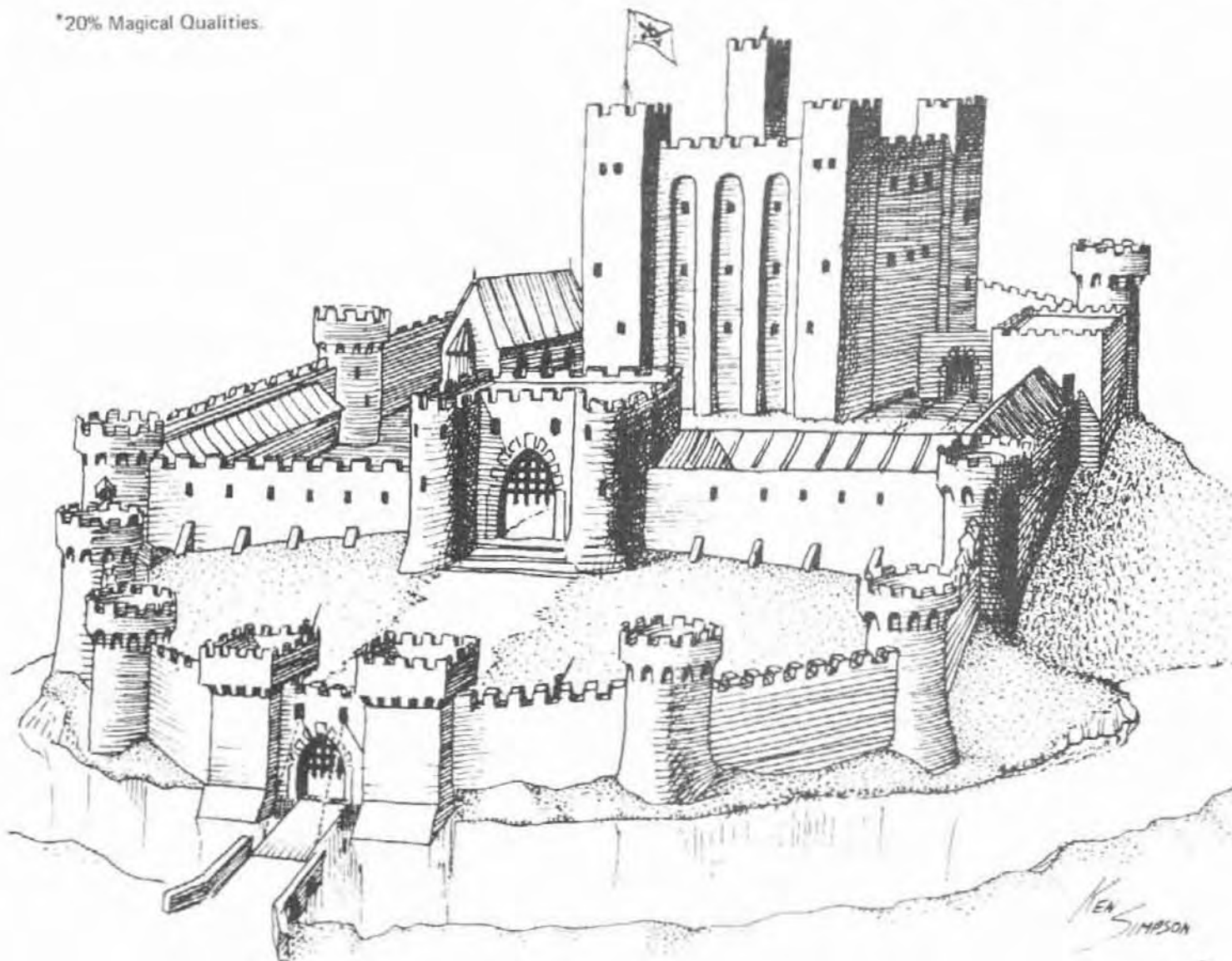
Passing Encounters

- 1 Ale Maker
- 2 Farmers
- 3 Bricklayer
- 4 Armorer
- 5 Beggar
- 6 Gem Cutter
- 7 Aged Fighter
- 8 Fortune Teller
- 9 Peddler
- 10 Caravan
- 11 Spear Maker
- 12 Stone Cutter
- 13 Bronze Caster
- 14 Animal Trainer
- 15 Tanner
- 16 Lute Maker
- 17 Ox Keeper
- 18 Fur Trader
- 19 Black Smith
- 20 Messenger

Wall Defenses

- 1 Aerial Creature
- 2 Volcano
- 3 Arrow Traps
- 4 Magically Protected
- 5 Hallucinary Terrain
- 6 Catapult
- 7 Greek Fire
- 8 Nets
- 9 Cactus
- 10 Pits
- 11 Cauldrons
- 12 Quick Sand
- 13 Mirrors
- 14 Orange
- 15 Dart Thrower
- 16 Trebuchet
- 17 Open Fissures
- 18 Spear Traps
- 19 Tar Pits
- 20 Thorn Bushes

*20% Magical Qualities.



CASTLE NAMES

Die Roll

Table No.

01 - 04	1
05 - 08	2
09 - 12	3
13 - 16	4
17 - 20	5
21 - 24	6
25 - 28	7
29 - 32	8
33 - 36	9
37 - 40	10
41 - 44	11
45 - 48	12
49 - 52	13
53 - 56	14
57 - 60	15
61 - 64	16
65 - 68	17
69 - 72	18
73 - 76	19
77 - 80	20
81 - 84	21
85 - 88	22
89 - 92	23
93 - 00	24

Table 1

1	Abinger
2	Acton
3	Akashi
4	Ako
5	Albini
6	Allington
7	Allure
8	Alnwick
9	Ardres
10	Arundel
11	Azuchi
12	Bailey

Table 2

1	Bamburgh
2	Bamekin
3	Bayeaux
4	Bedford
5	Belsay
6	Berkeley
7	Berkhamsted
8	Bitchu-Matsuyama
9	Bodiam
10	Bramber
11	Brinklow
12	Burnell

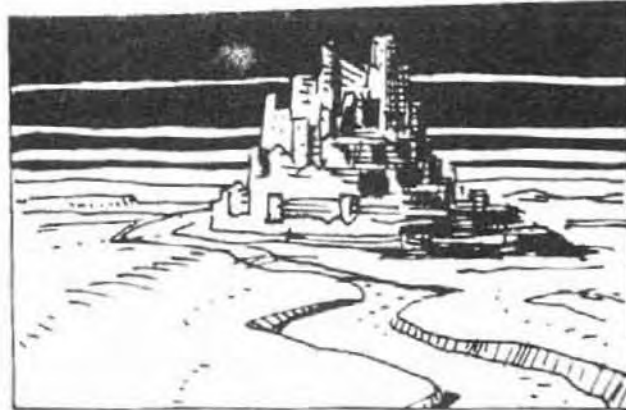


Table 3

1	Bywell
1	Bywell
2	Beaufort
3	Bellver
4	Beziars
5	Burghauser
6	Byzantium
7	Borthwick
8	Caister
9	Caldicott
10	Camber
11	Cambridge
12	Cardiff

Table 4

1	Carlisle
2	Chamboy
3	Chaworth
4	Chepstow
5	Chipchase
6	Clinton
7	Clun
8	Conway
9	Corfe
10	Calais
11	Chinon
12	Churburg

Table 5

1	Coca
2	Coucy
3	Combours
4	Deal
5	Dinan
6	Domfort
7	Dover
8	Dunetar
9	Durham
10	Danevirke
11	Doornenburg
12	Eclo

Table 6

1	Ely
2	Etal
3	Exeter
4	Eye
5	Edinburgh
6	Eger
7	Eltz
8	Farnham
9	Fastolf
10	Flint
11	Framlington
12	Fukuchiyama

Table 7

1	Fukue
2	Fukui
3	Fukuoka
4	Funai
5	Fushimi
6	Falaise
7	Filarete
8	Garter
9	Glanville
10	Glass
11	Gifu
12	Goodrich

Table 8

1	Goryo
2	Guildford
3	Gujo
4	Haddon
5	Hamamatsu
6	Hagi
7	Harlech
8	Hayes
9	Helmtingham
10	Herbert
11	Hereford
12	Herland

Table 9

1	Hertford
2	Hikone
3	Himeji
4	Hirosaki
5	Hiroshima
6	Hopton
7	Horne
8	Huntingdon
9	Hurley
10	Iga-Ueno
11	Interdon
12	Inuyama

Table 10

1	Jasper
2	Kagoshima
3	Kakegawa
4	Kameoka
5	Kameyama
6	Kashima
7	Kawagoe
8	Kenilworth
9	Kidwelly
10	Kirby
11	Kishiwada
12	Knaresborough

Table 11

1	Kochi
2	Kokura
3	Komoro
4	Kubota
5	Kamamota
6	Lacy
7	Lancaster
8	Launceston
9	Le Puiset
10	Lewes
11	Liberate
12	Lincoln

Table 12

1	Lists
2	Llanstephen
3	Llantilo
4	Longford
5	Ludershall
6	Ludlow
7	Lumley
8	Maebashi
9	Maiden
10	Mangonel
11	Manners
12	Manorbier

Table 13

1	Marshall
2	Marugame
3	Maruoka
4	Mason
5	Matsue
6	Matsumine
7	Matsumoto
8	Matsuyama
9	Maystroke
10	Markenfield
11	Merchan
12	Middleham

Table 14

1	Mihara
2	Mito
3	Montfort
4	Morioka
5	Motte
6	Mural
7	Nagoya
8	Nakamura
9	Naworth
10	Neville
11	Newark
12	Newcastle

Table 15

1	Nihonmatsu
2	Nijo
3	Ninayama
4	Norham
5	Norwich
6	Nunney
7	Oakham
8	Odiham
9	Old Sarum
10	Orford
11	Oxburgh
12	Oxford

Table 16

1	Odawara
2	Ogaki
3	Oka
4	Okayama
5	Okazaki
6	Osaka
7	Osu
8	Parks
9	Paston
10	Peckforton
11	Pele
12	Pembroke

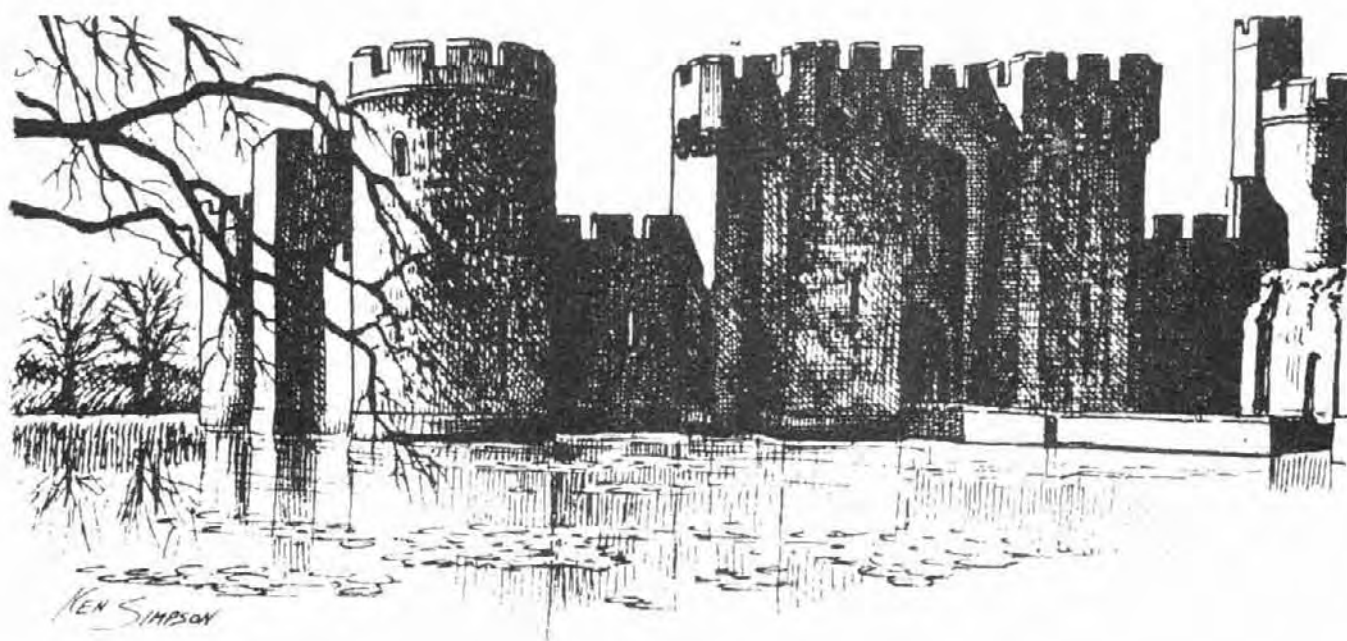


Table 17

1	Pendennis
2	Percy
3	Perrot
4	Pevensey
5	Playford
6	Pleshy
7	Plinth
8	Pontefract
9	Posterns
10	Prudhoe
11	Queenborough
12	Raby

Table 18

1	Raglan
2	Rennes
3	Restormal
4	Rhuddlan
5	Richmond
6	Rochester
7	Rockingham
8	Seeki
9	St. Briavels
10	Saga
11	Sakura
12	Salisbury

Table 19

1	Saltwood
2	Scarborough
3	Scrope
4	Seals
5	Sendai
6	Shibata
7	Shimabara
8	Shinoyama
9	Shirburn
10	Skenfrith
11	Sonobe
12	Southampton

Table 20

1	Sponle
2	Springal
3	Stafford
4	Stokesay
5	Stuteville
6	Sumpa
7	Takada
8	Takamatsu
9	Takasaki
10	Tamworth
11	Tanabe
12	Tatebayashi

Table 21

1	Tattershall
2	Thornbury
3	Tickhill
4	Tokushima
5	Topcliffe
6	Tottori
7	Toyama
8	Toyohashi
9	Trebuchet
10	Trematon
11	Tsu
12	Tsuchiura

Table 22

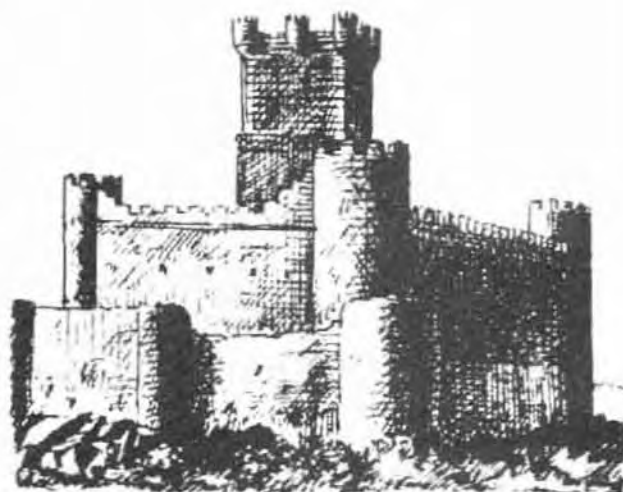
1	Tsuyama
2	Tutbury
3	Ueda
4	Umfraville
5	Usuki
6	Uwajima
7	Valturian
8	Vaux
9	Vere
10	Vesci
11	Wakamatsu
12	Wakayama

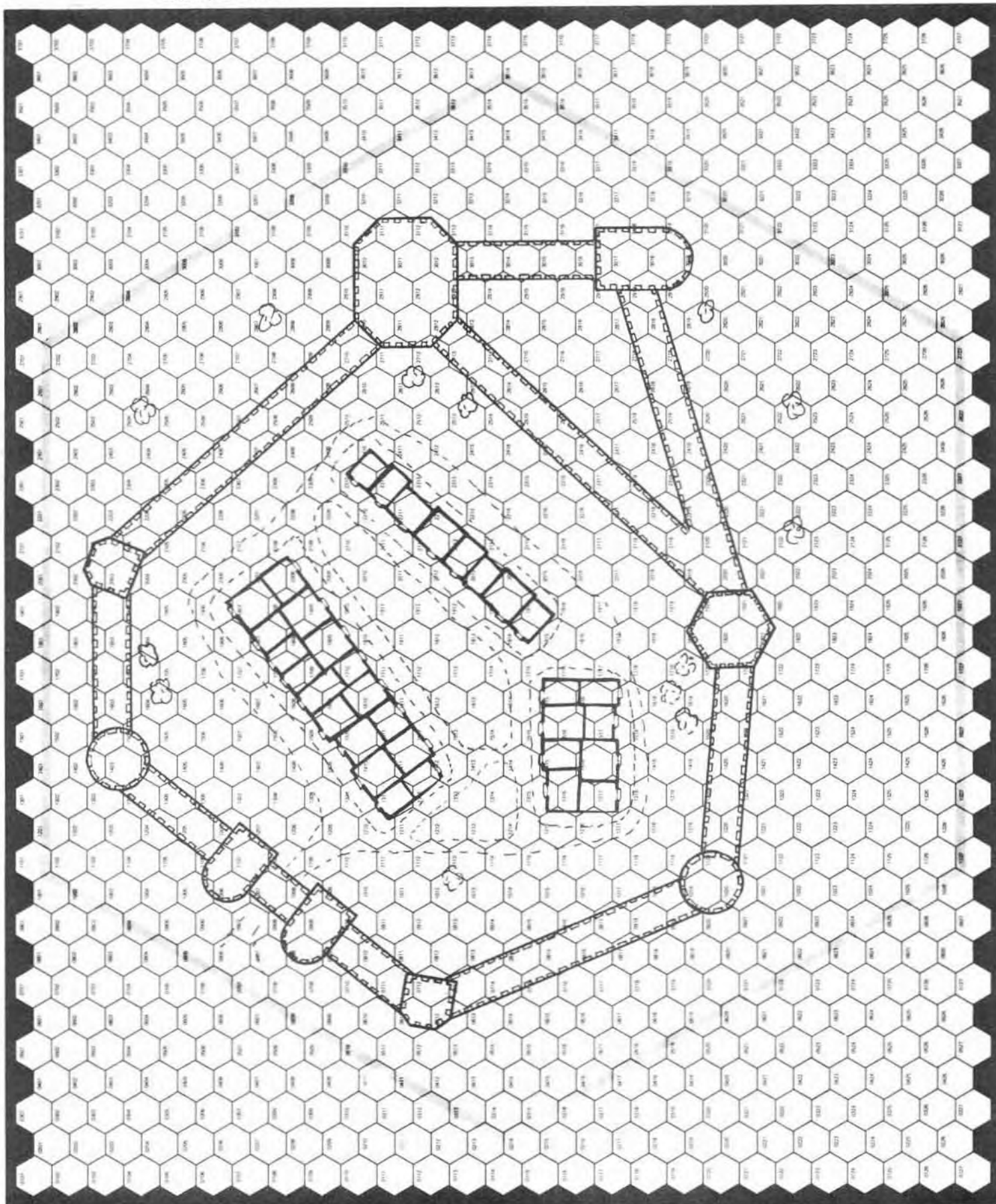
Table 23

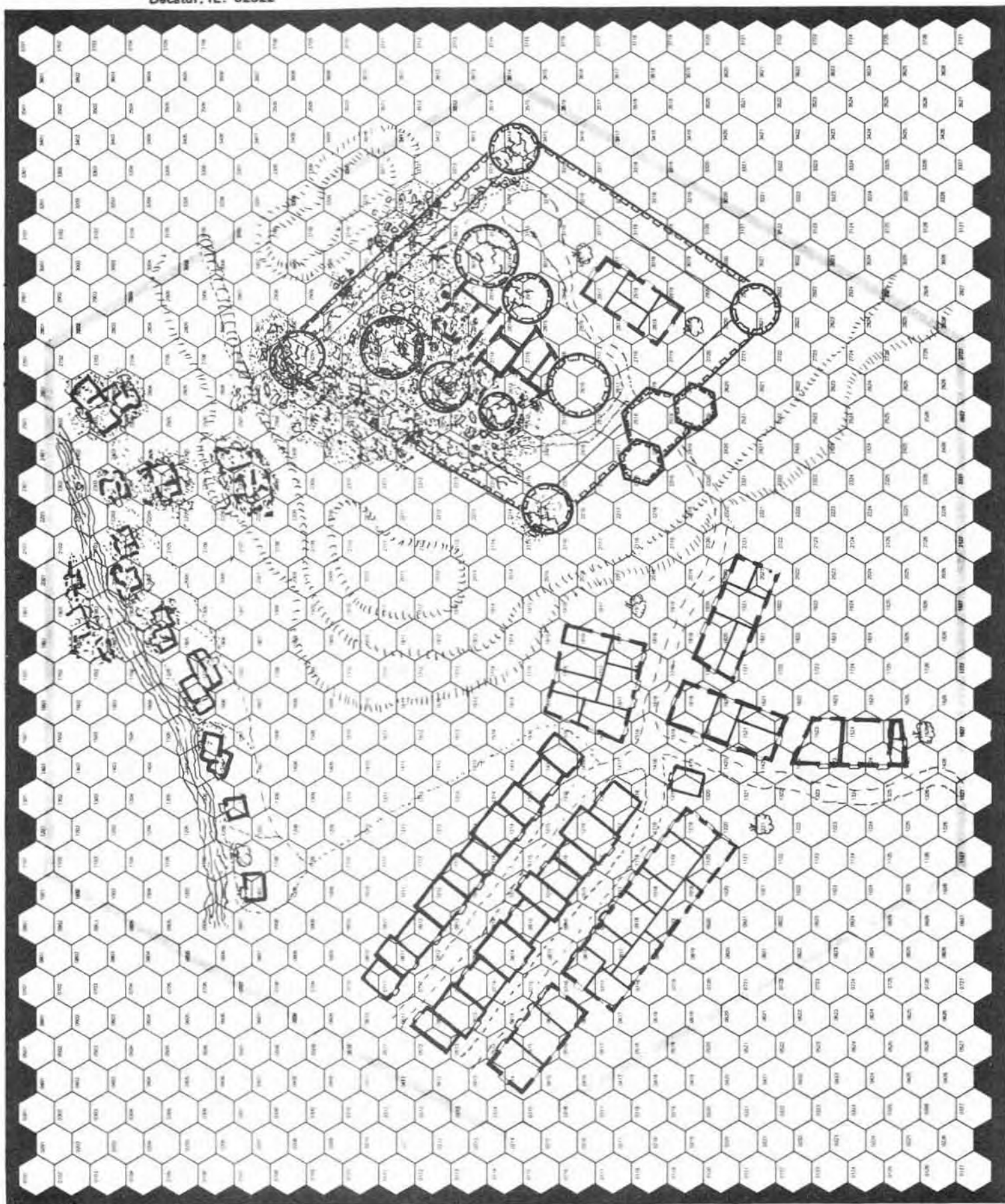
1	Wallingford
2	Wallmer
3	Walton
4	Warrenne
5	Wark
6	Warkworth
7	Warwick
8	Wells
9	White
10	Whickham
11	Winchester
12	Windsor

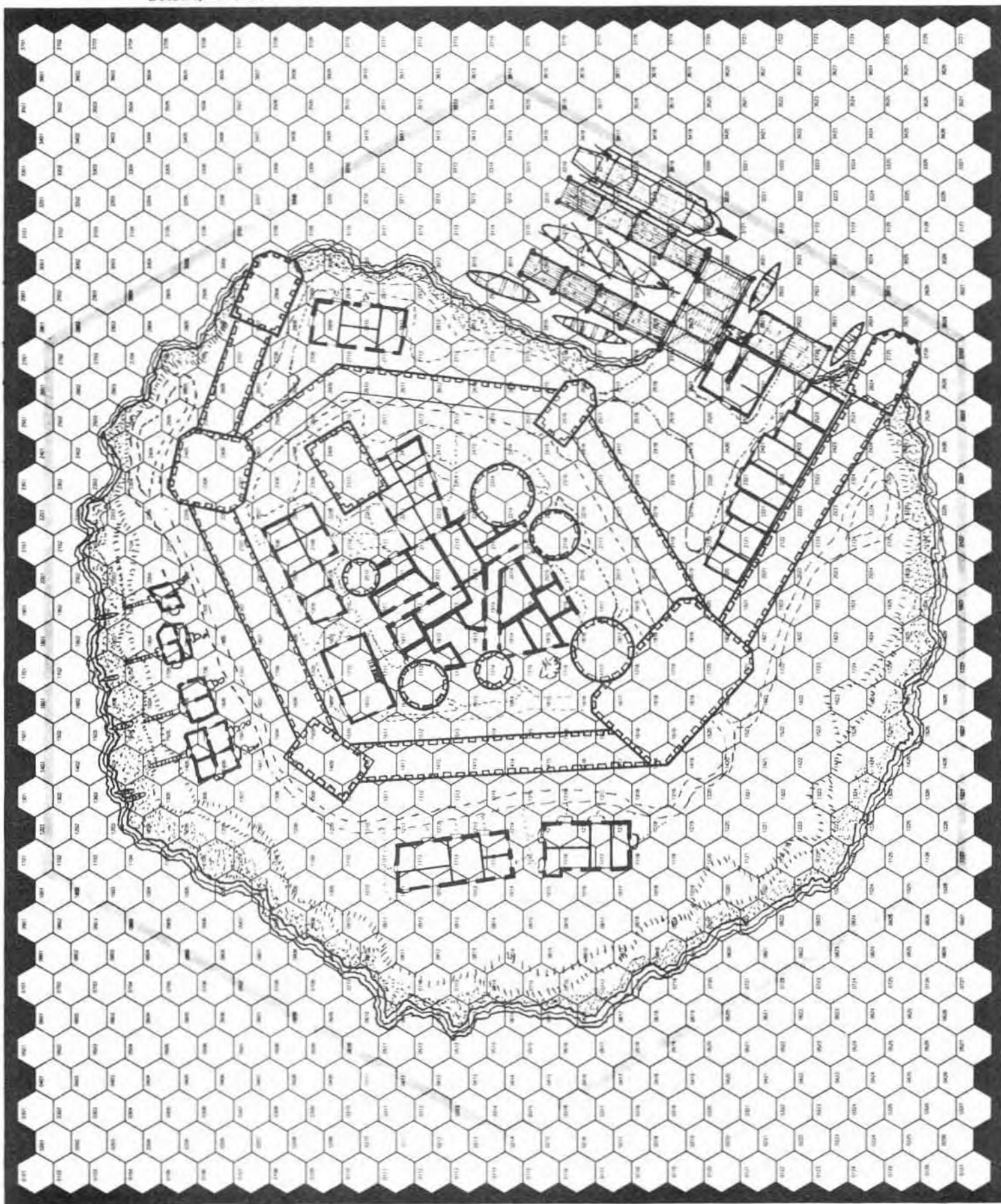
Table 24

1	Winford
2	Winfield
3	Wingfield
4	Wintingham
5	Worcester
6	Xentath
7	Yevele
8	Yonago
9	Yonezawa
10	York

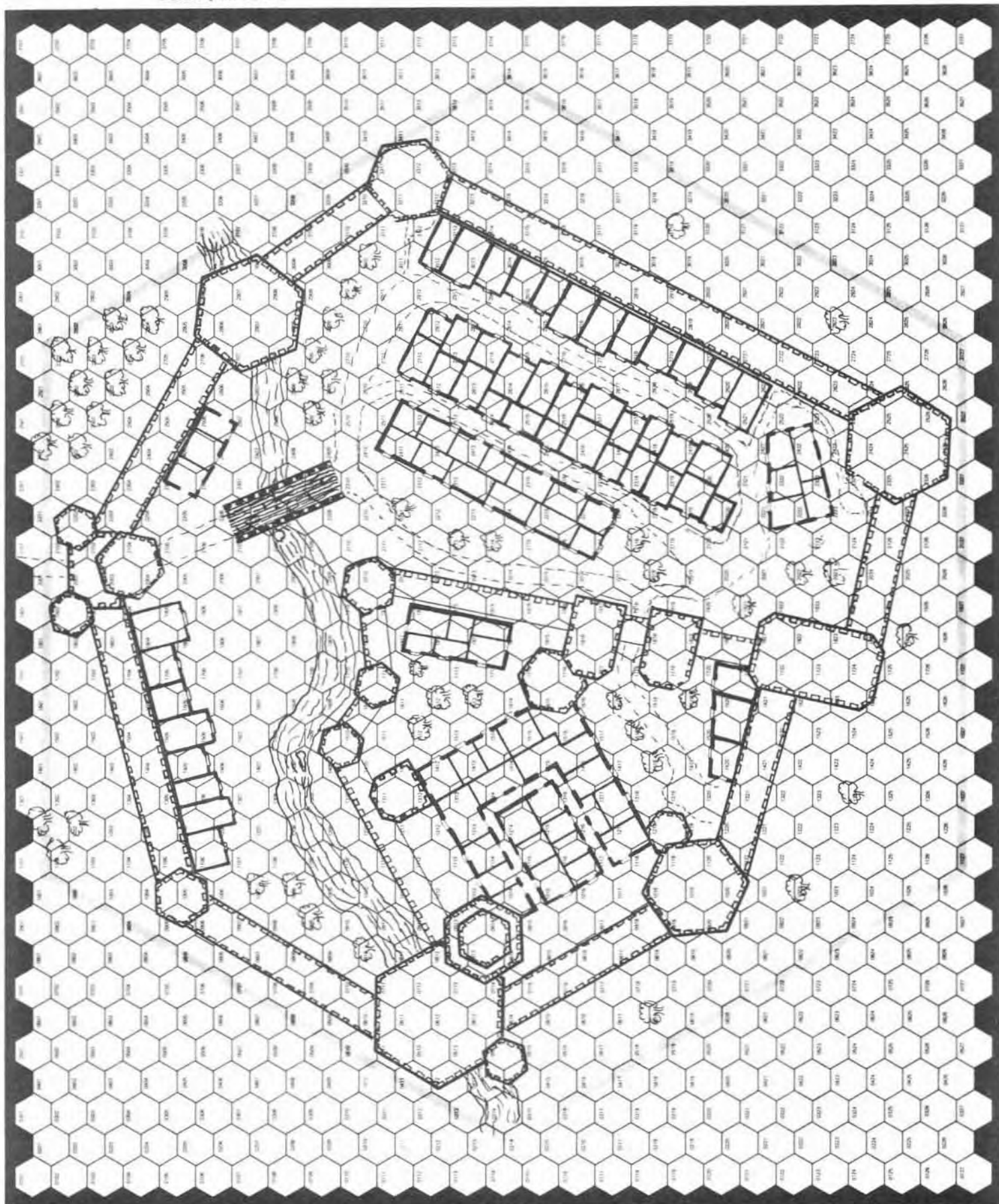


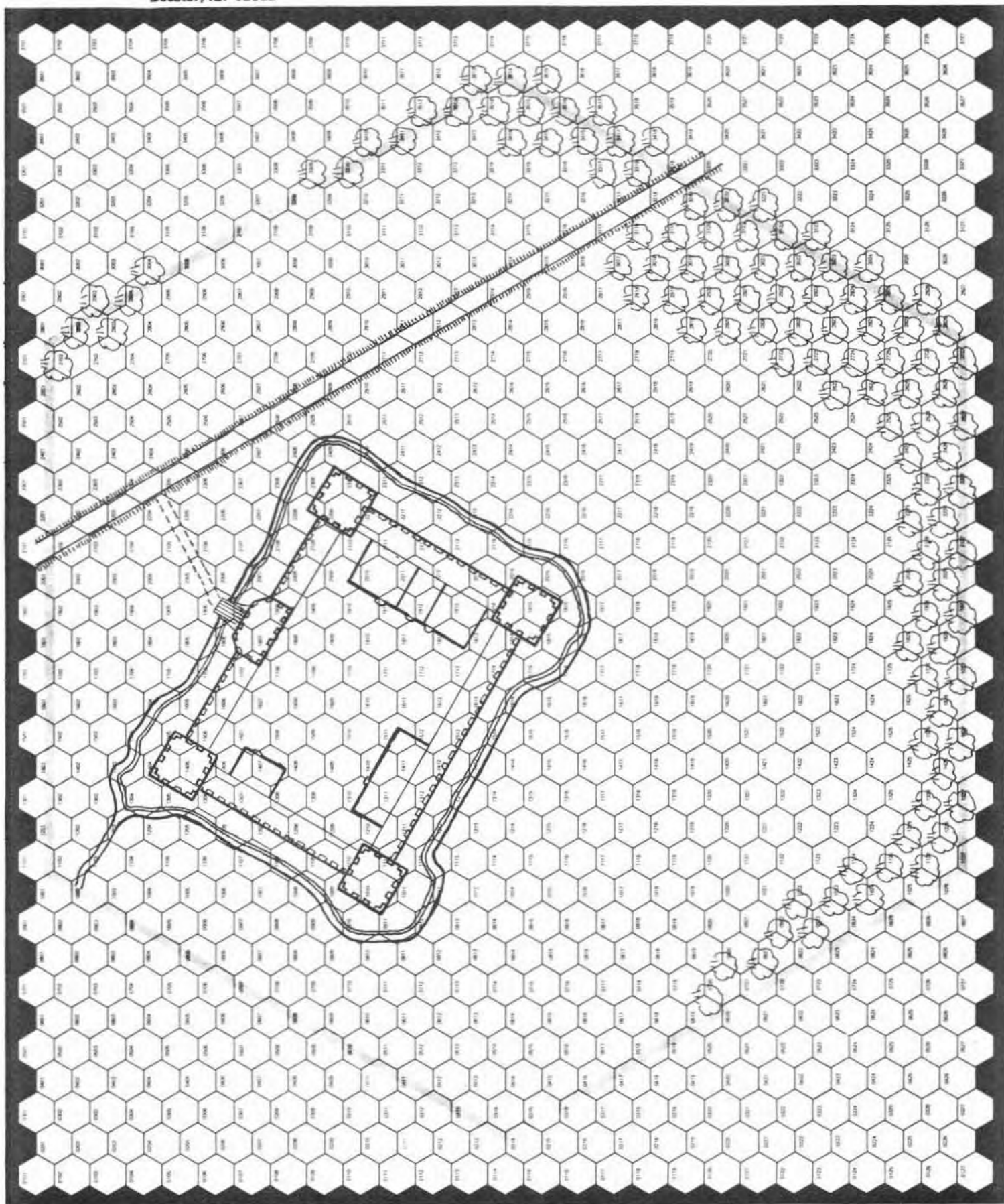


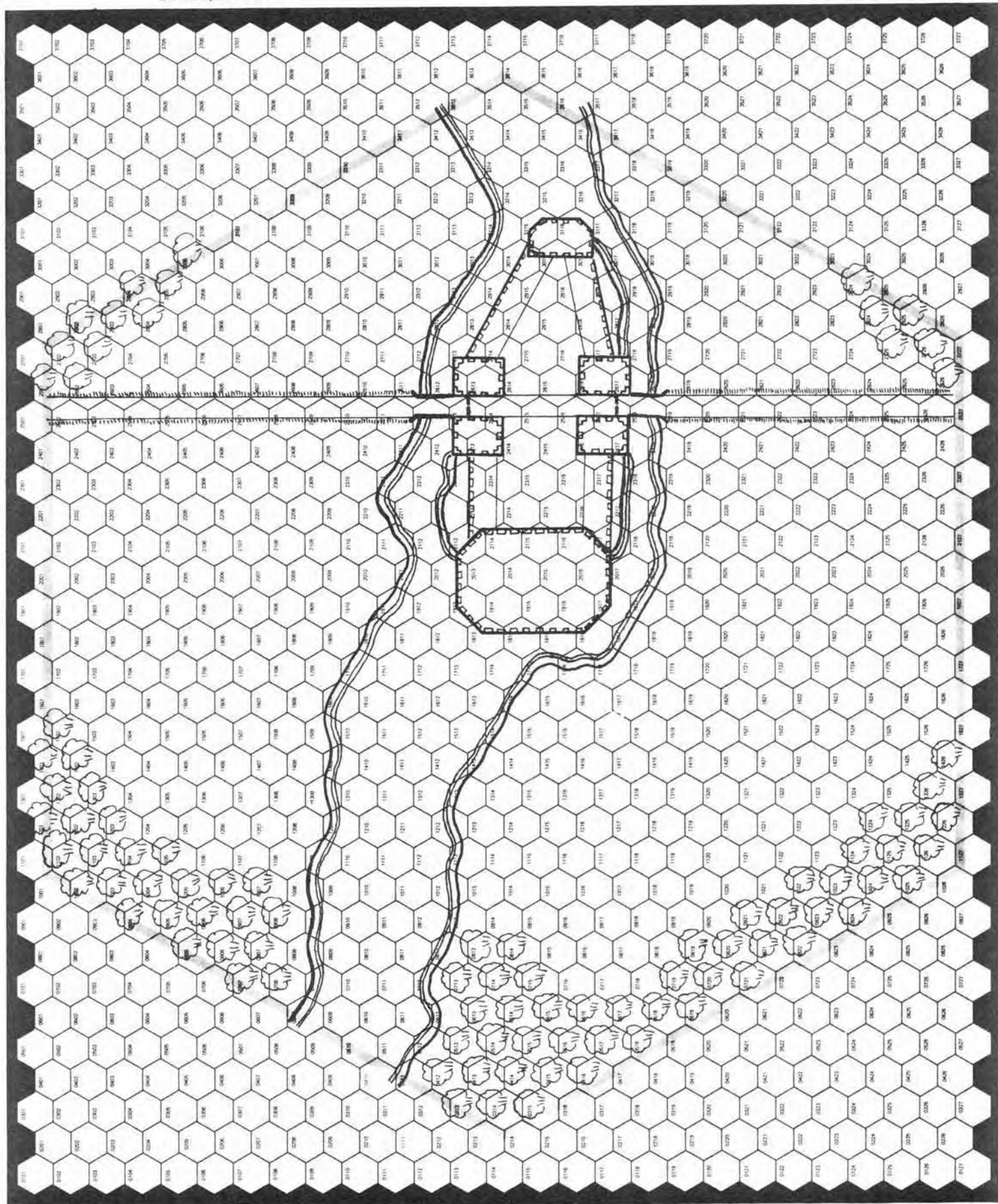




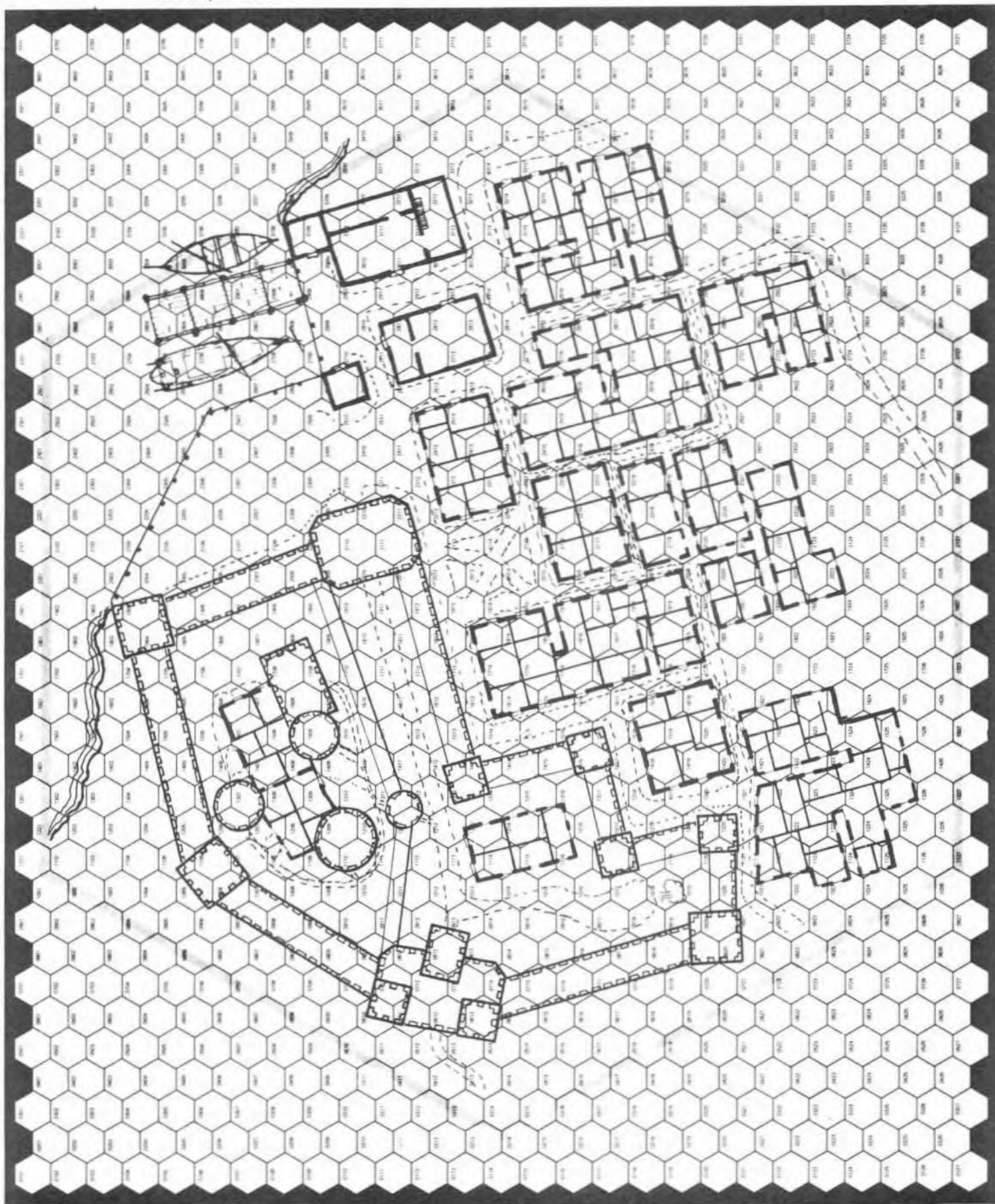


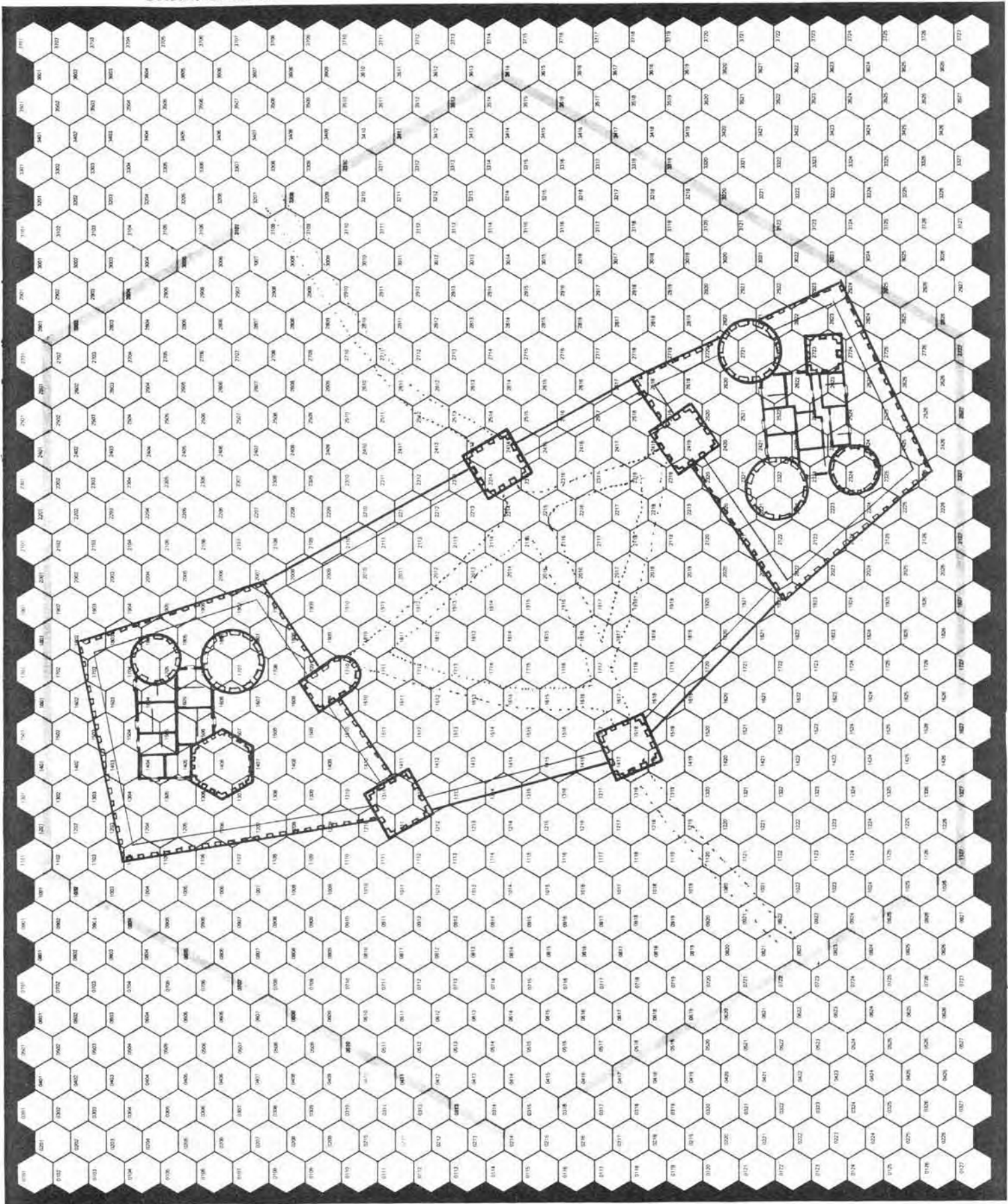


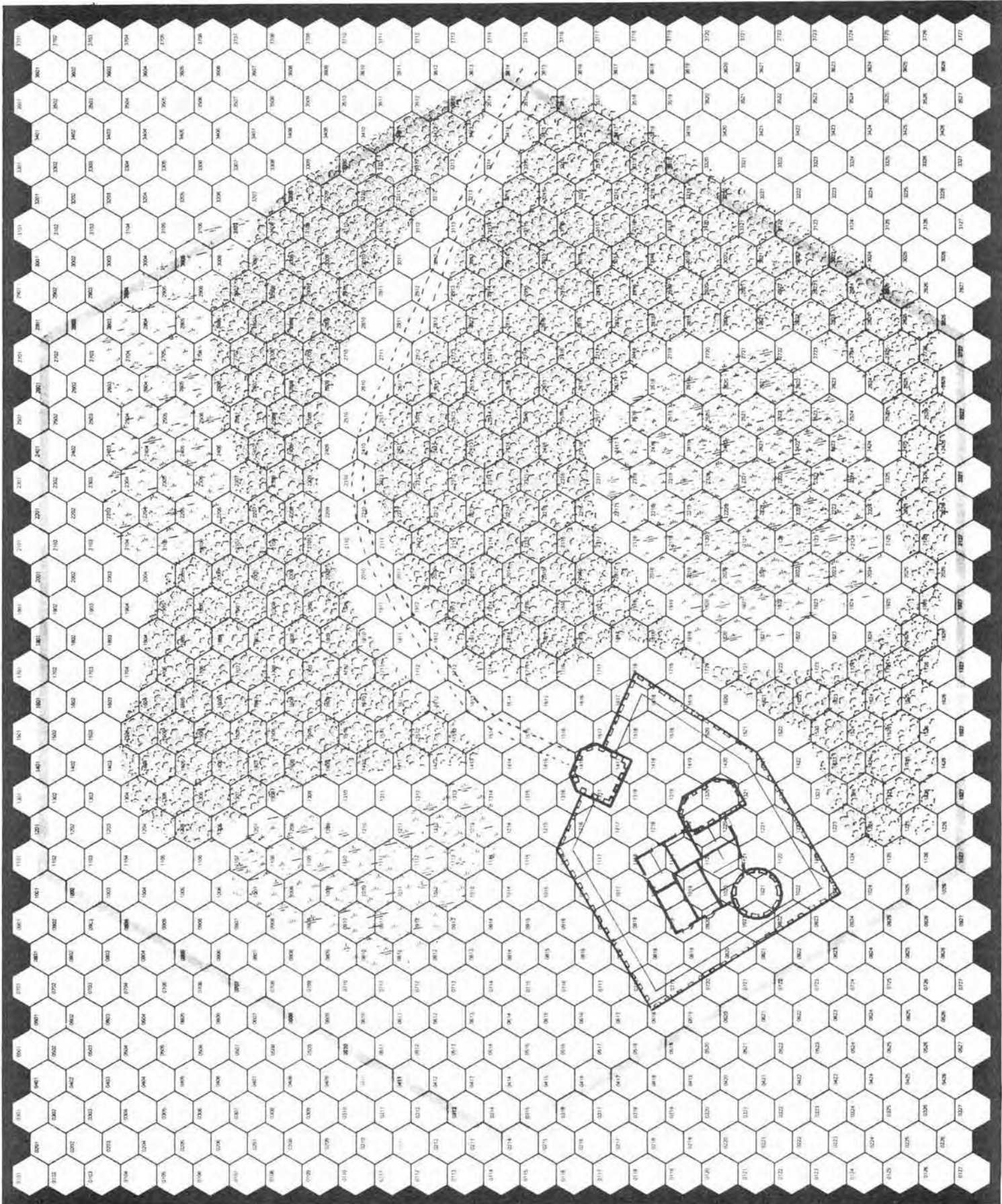


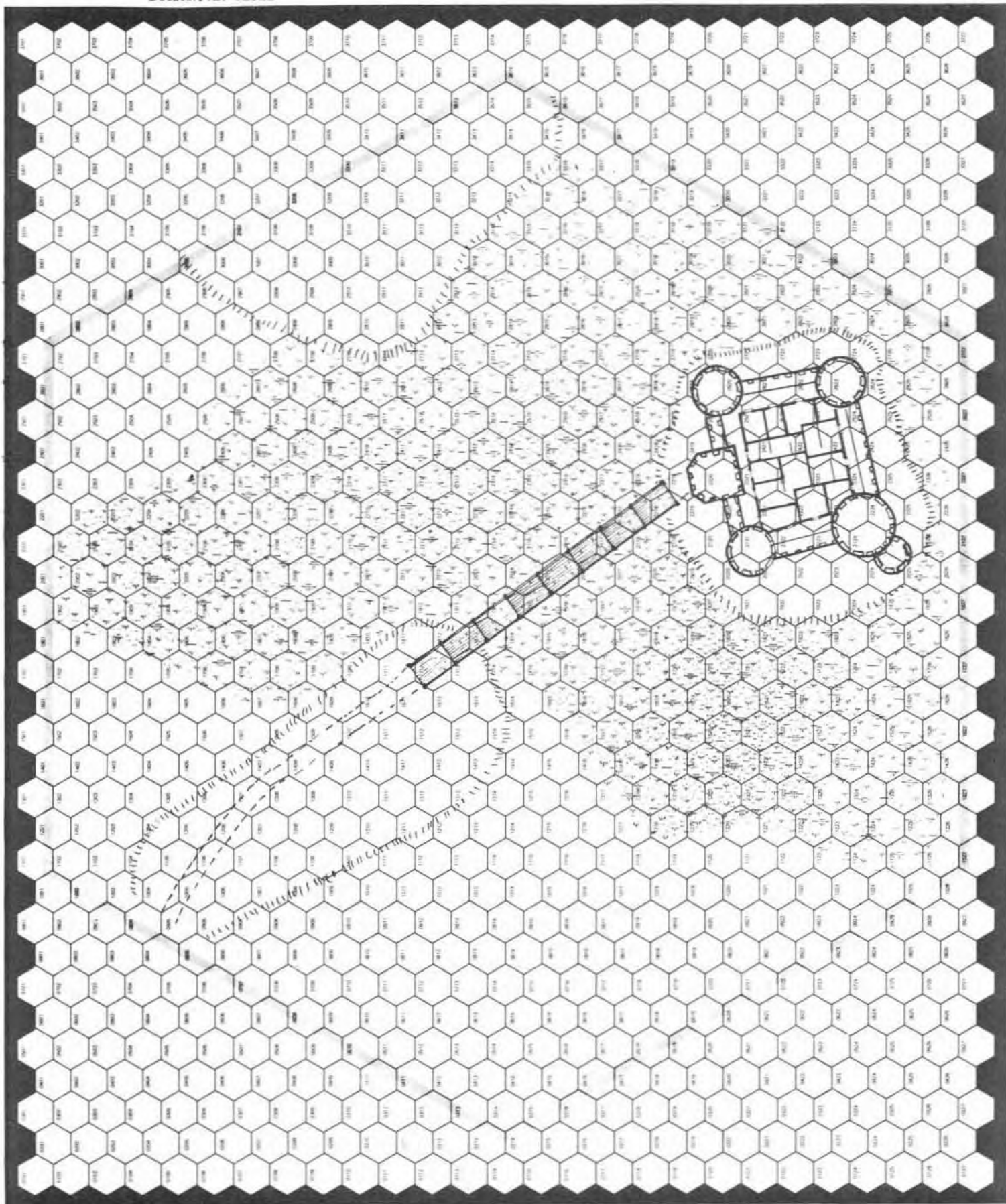


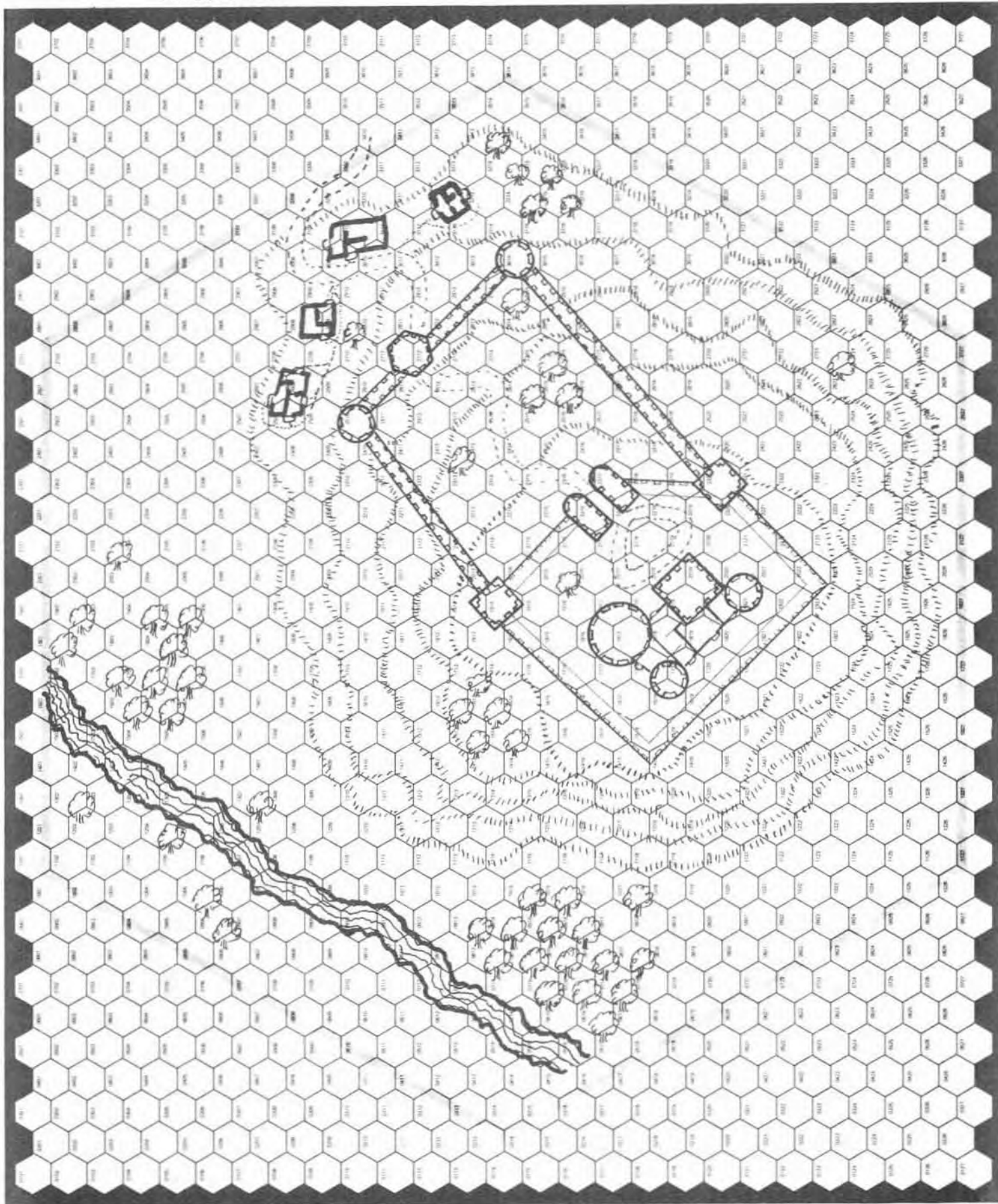


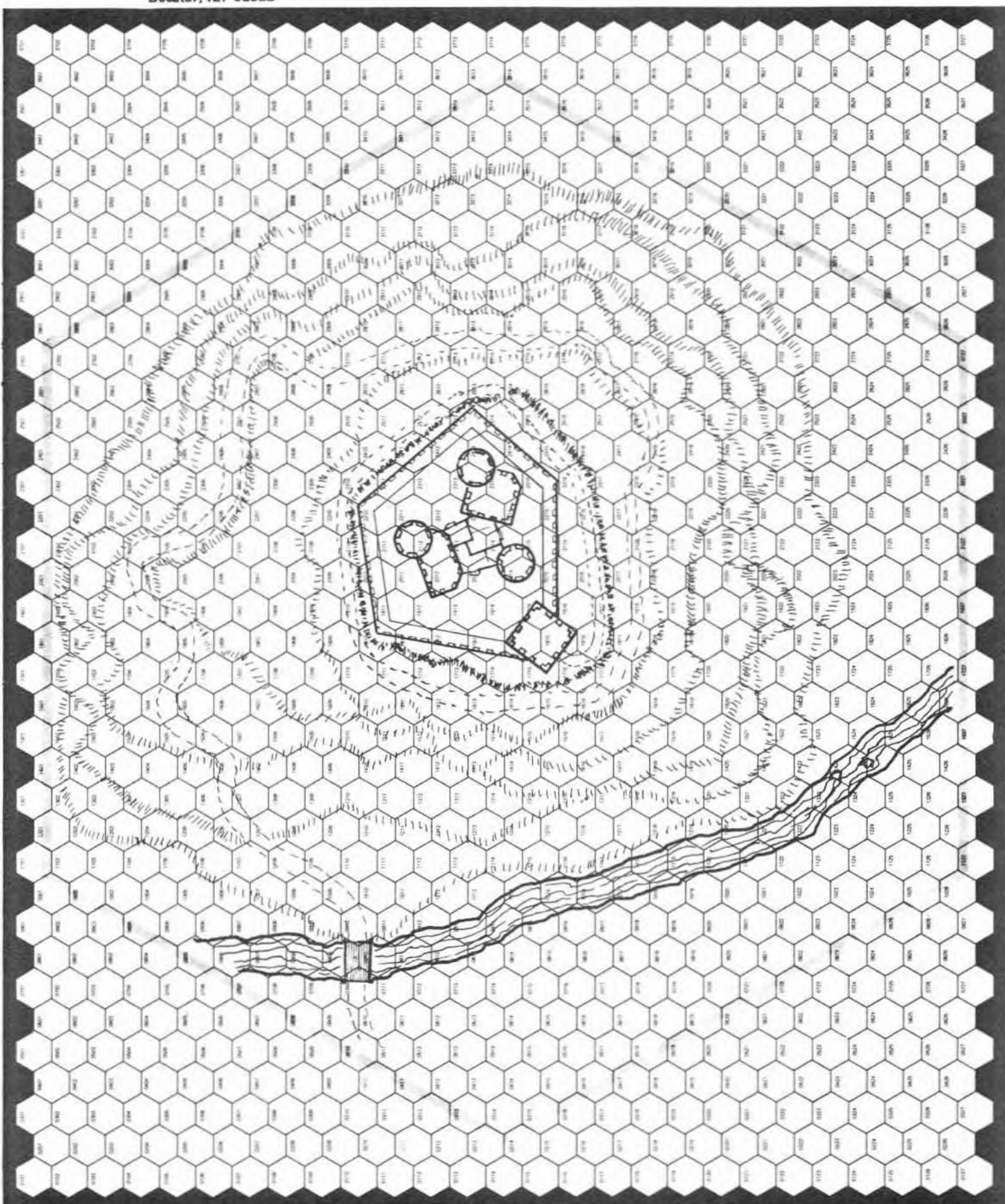




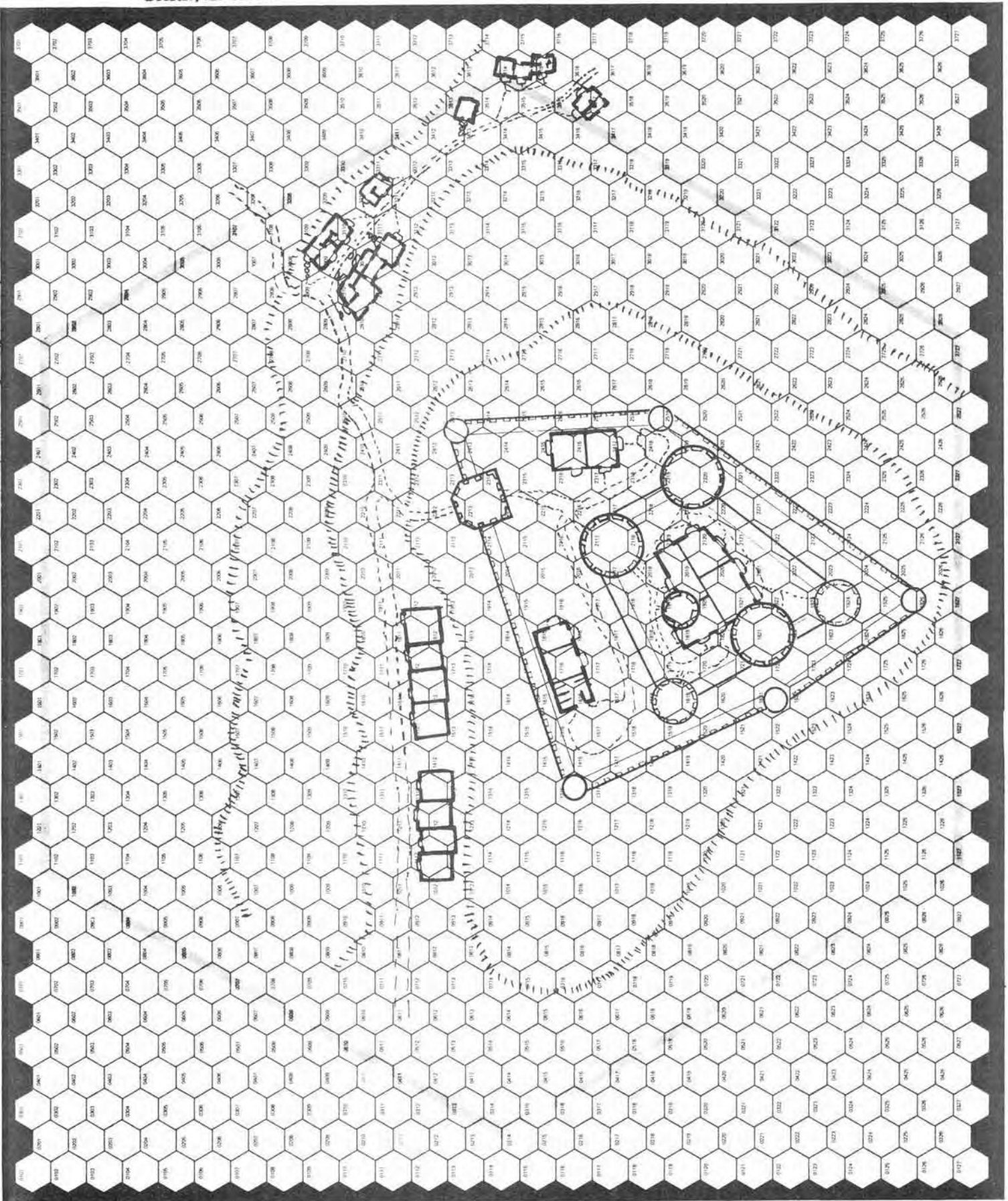


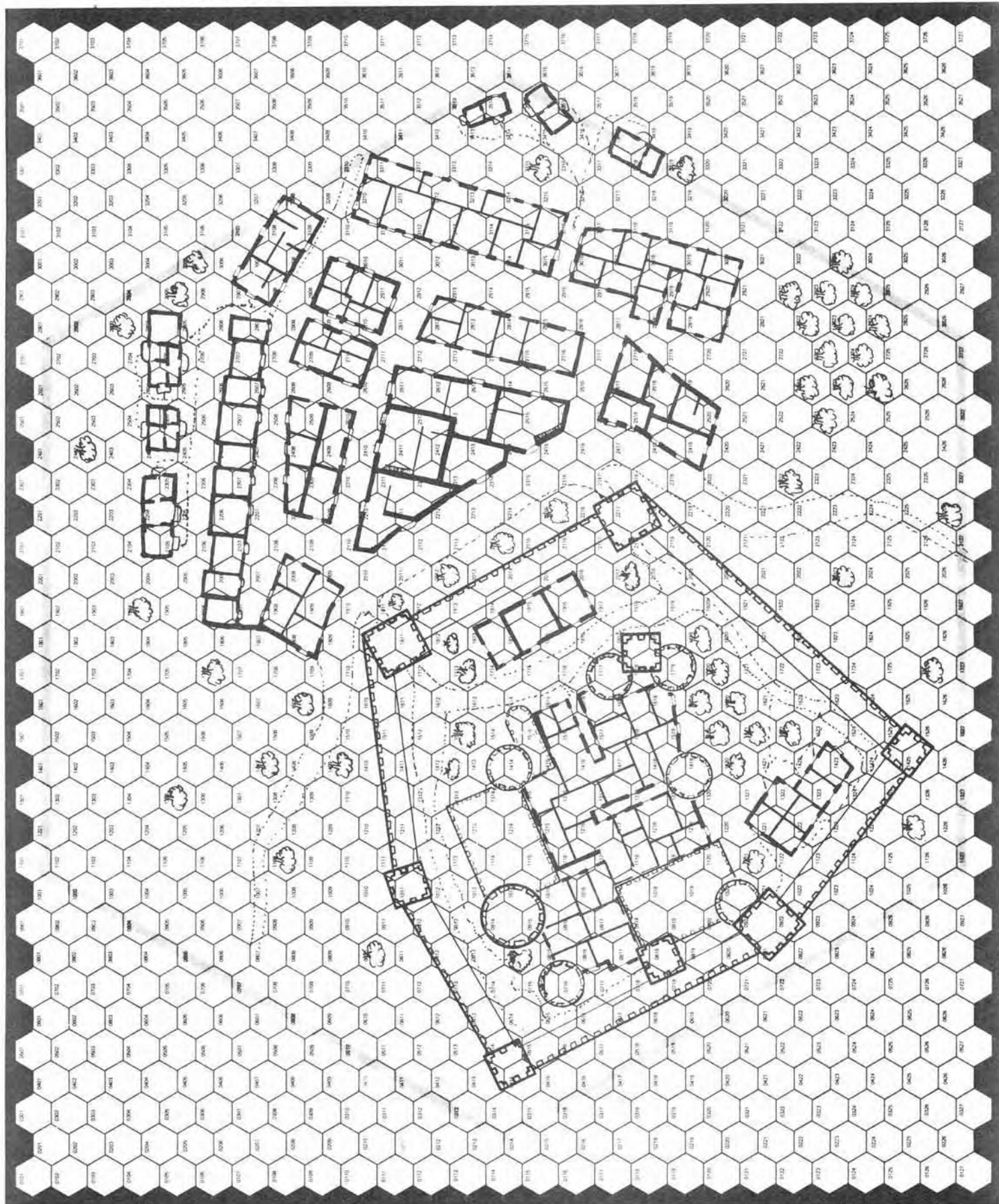


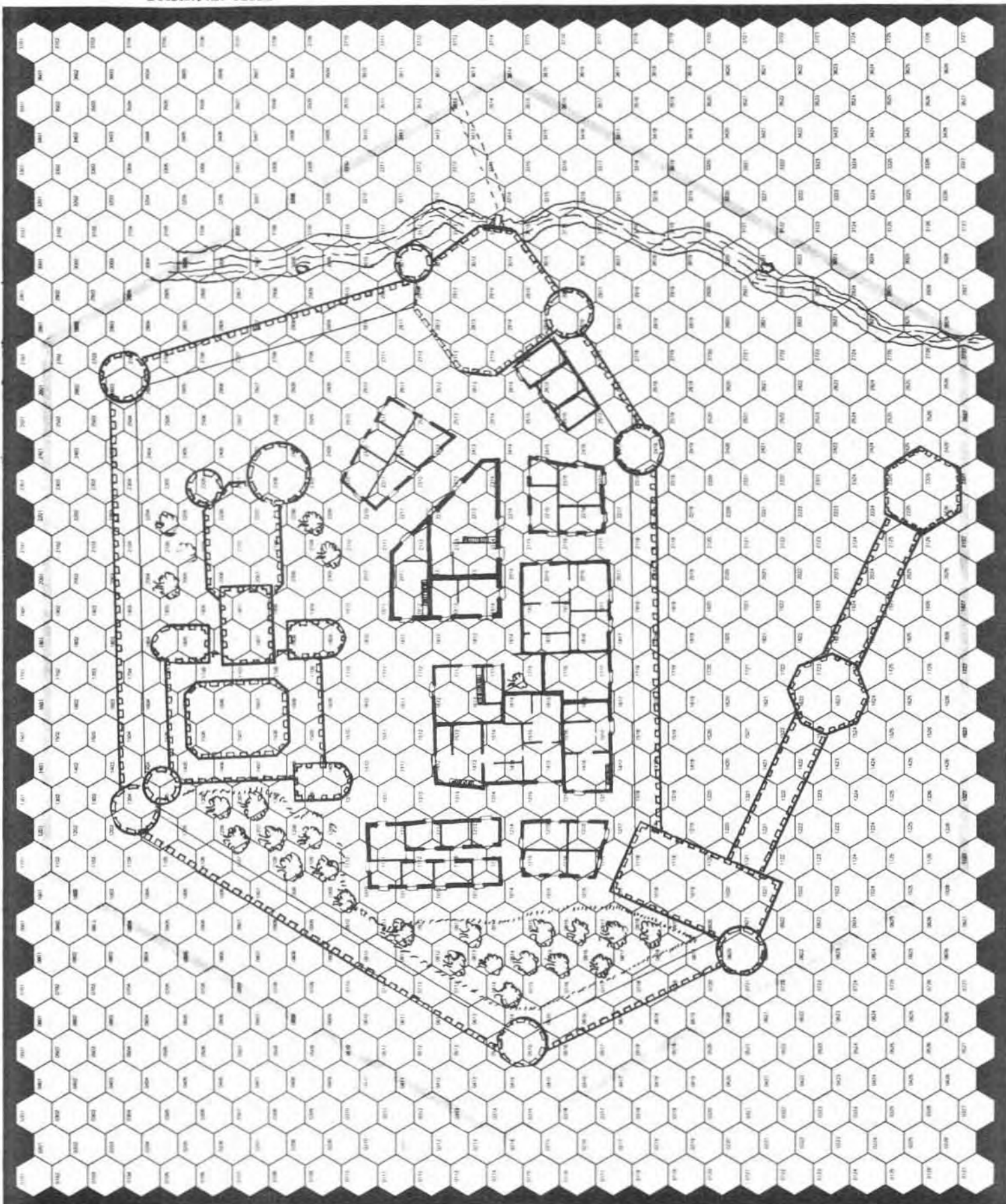


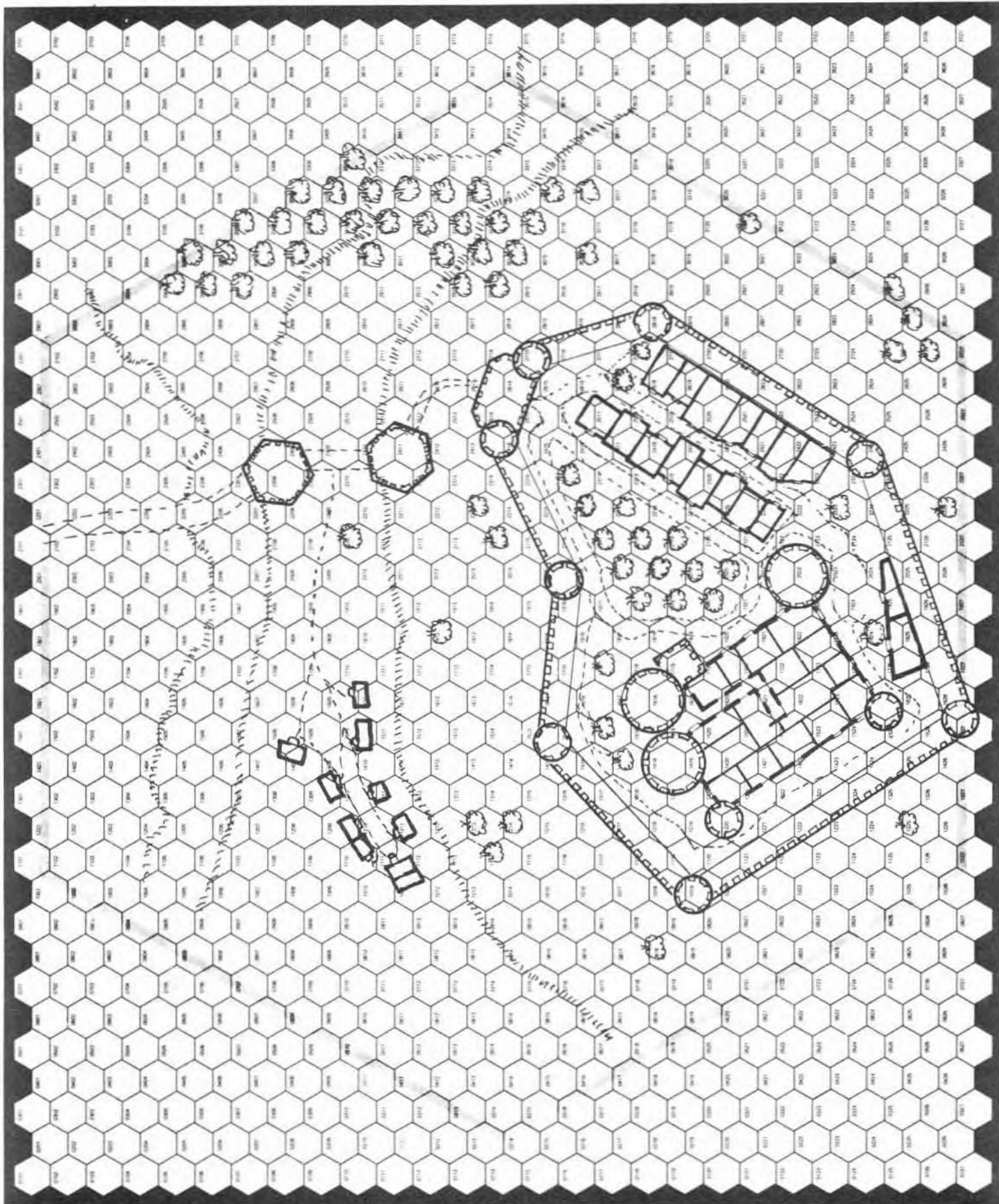


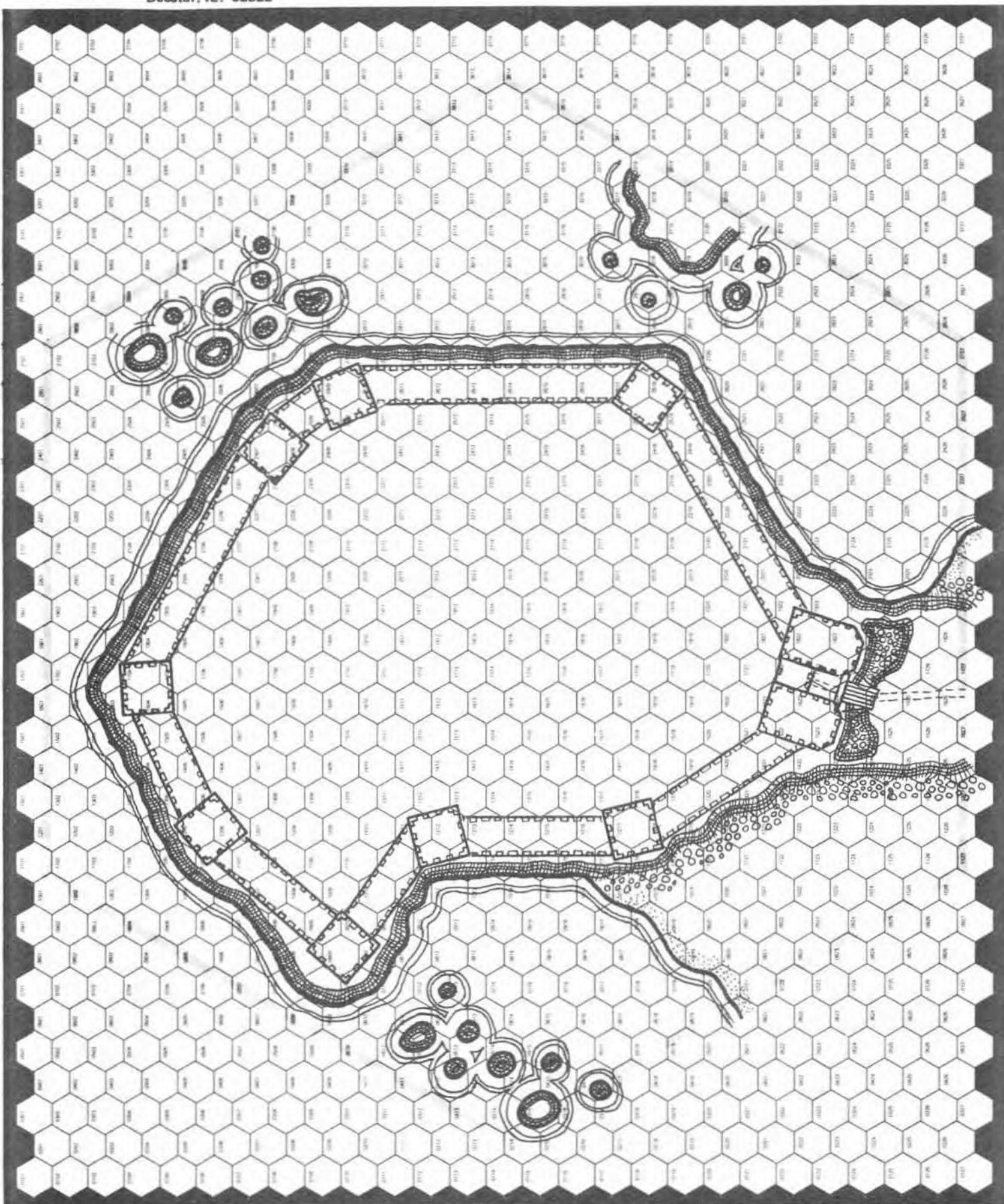


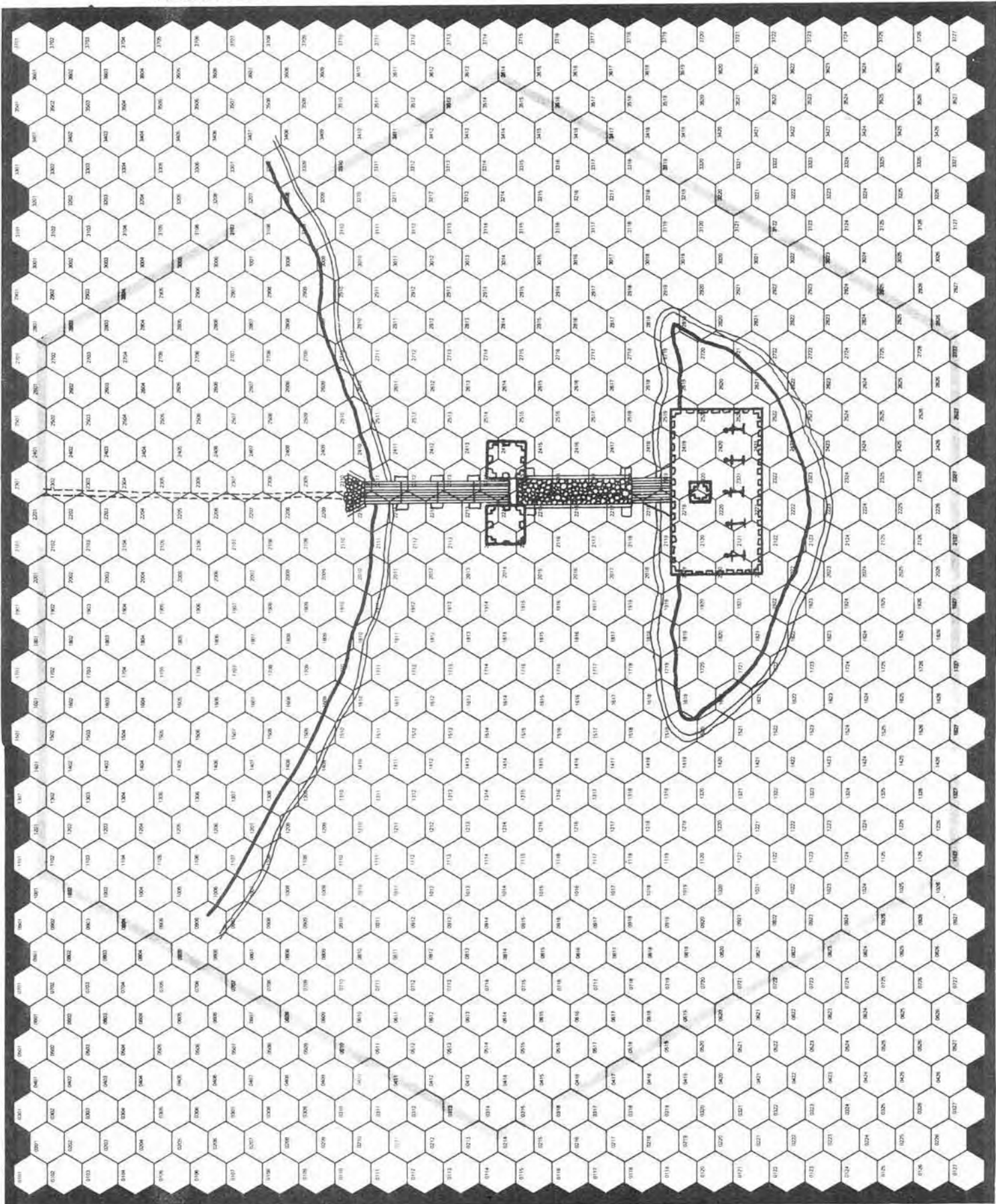


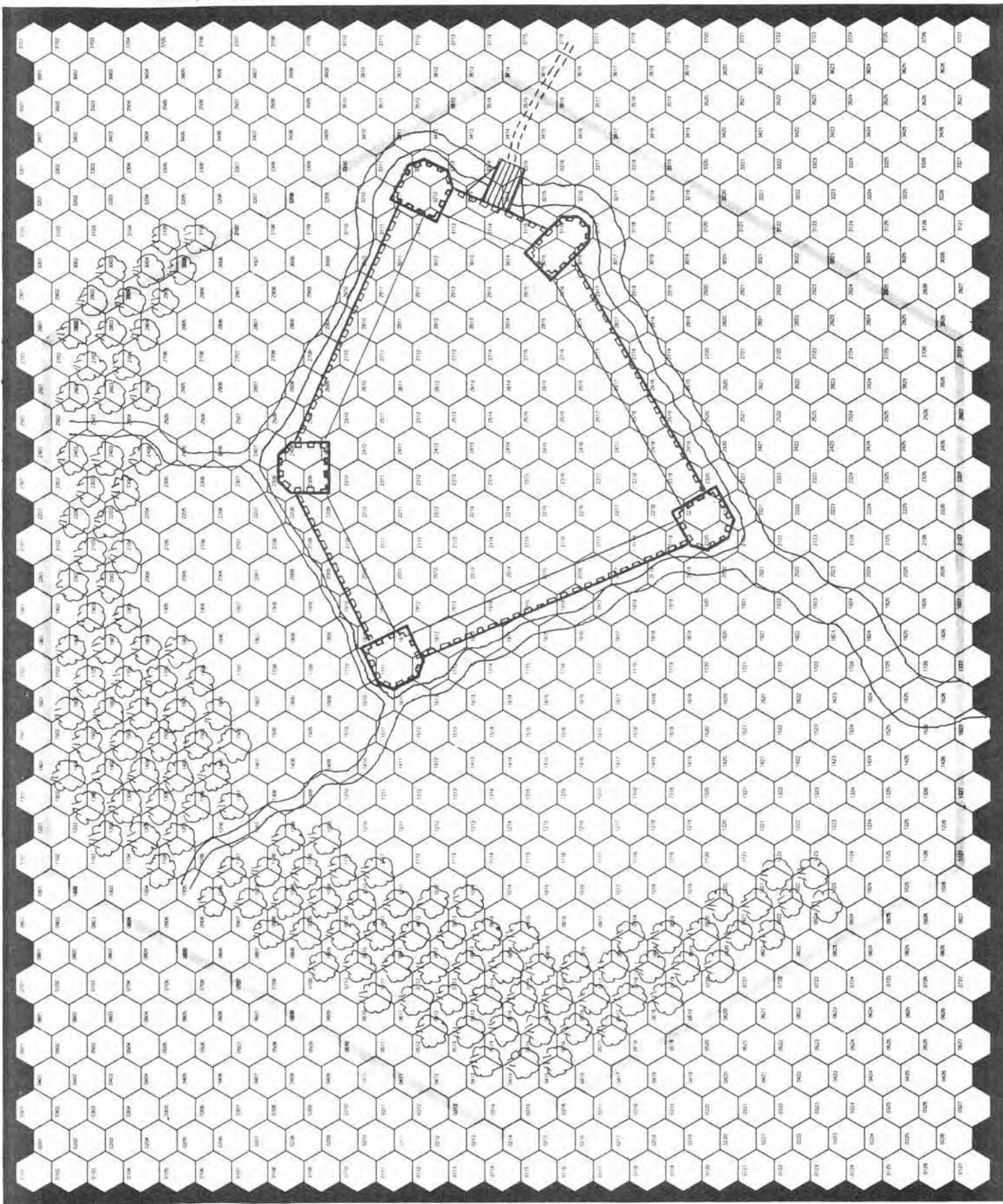


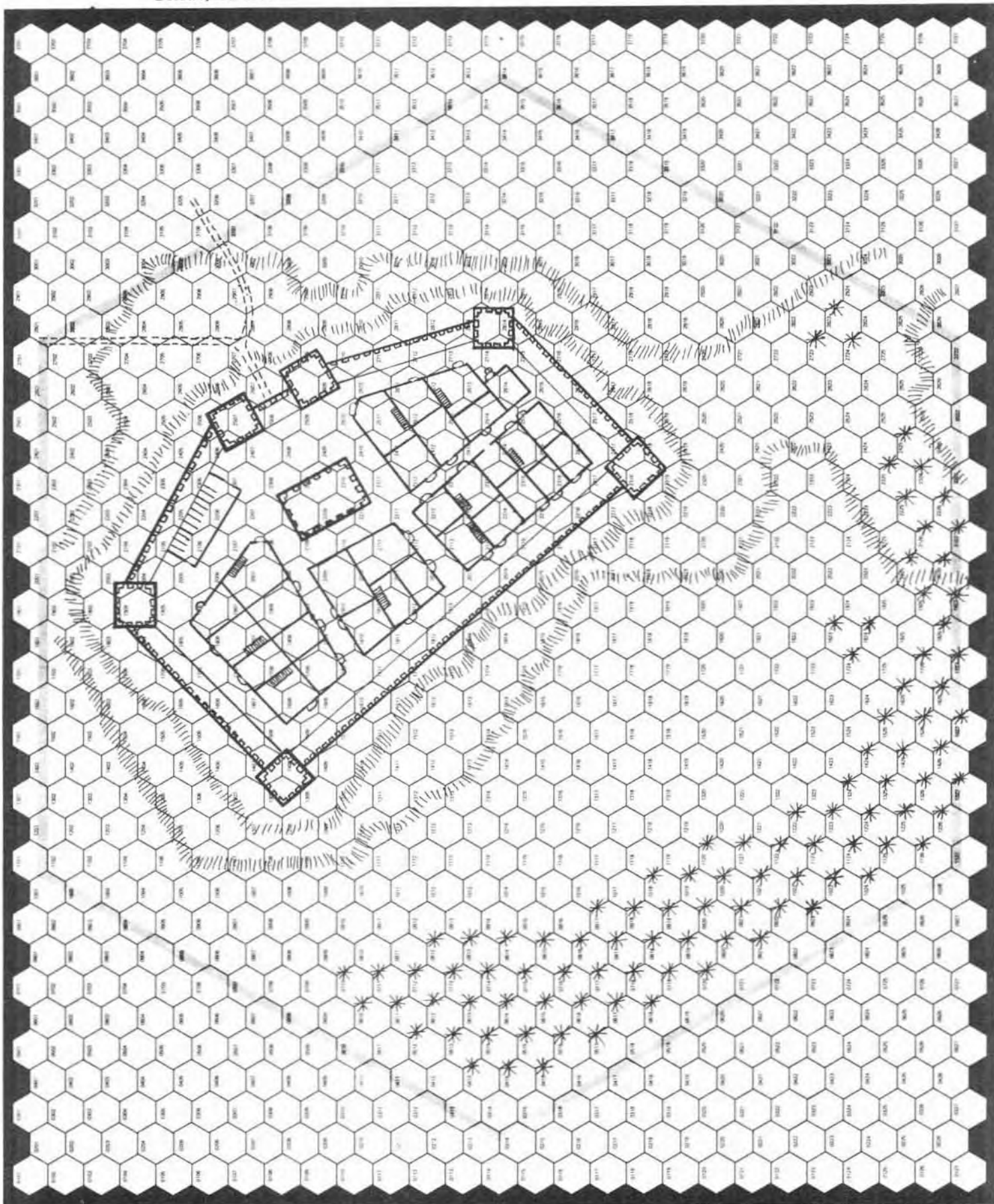


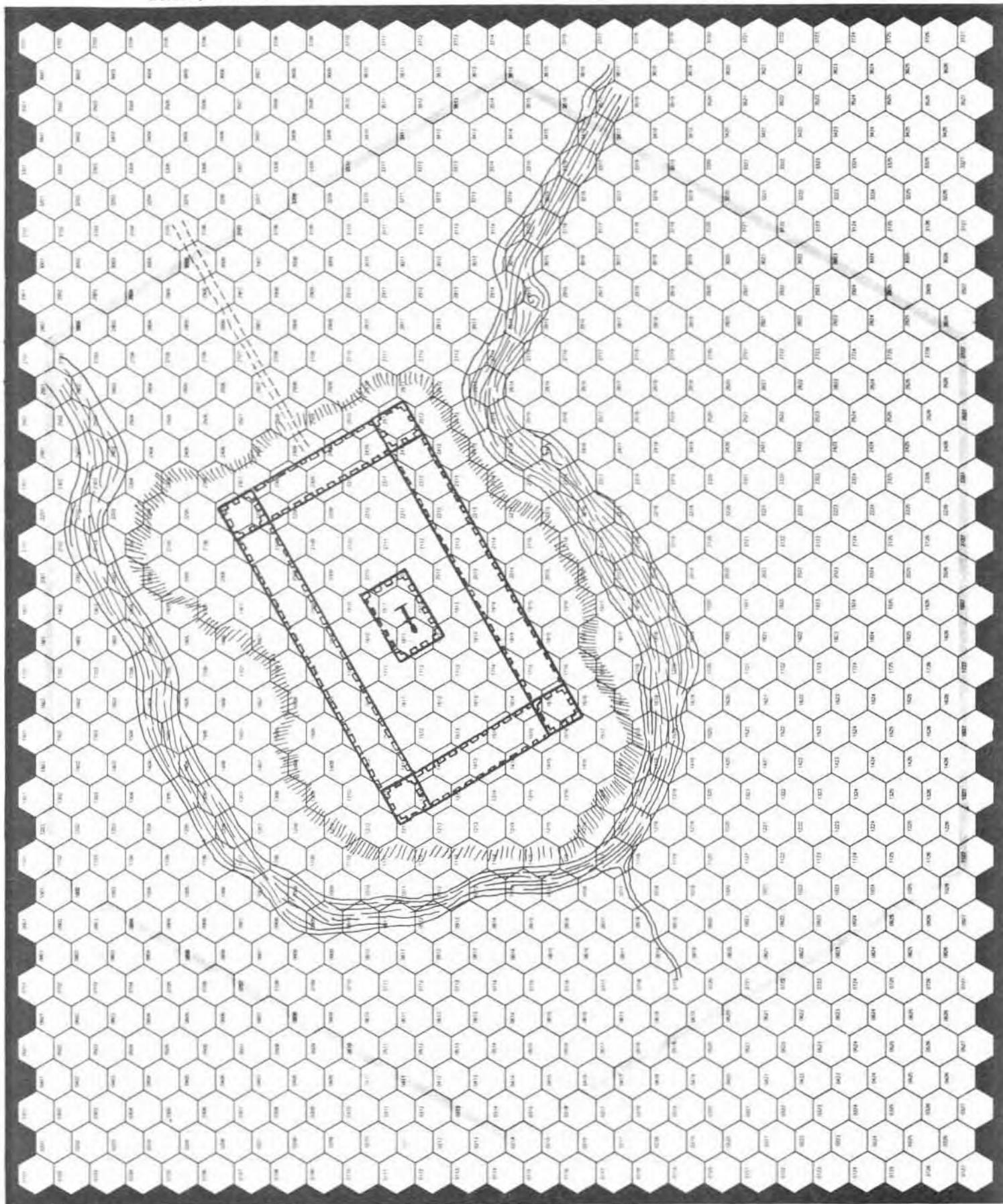


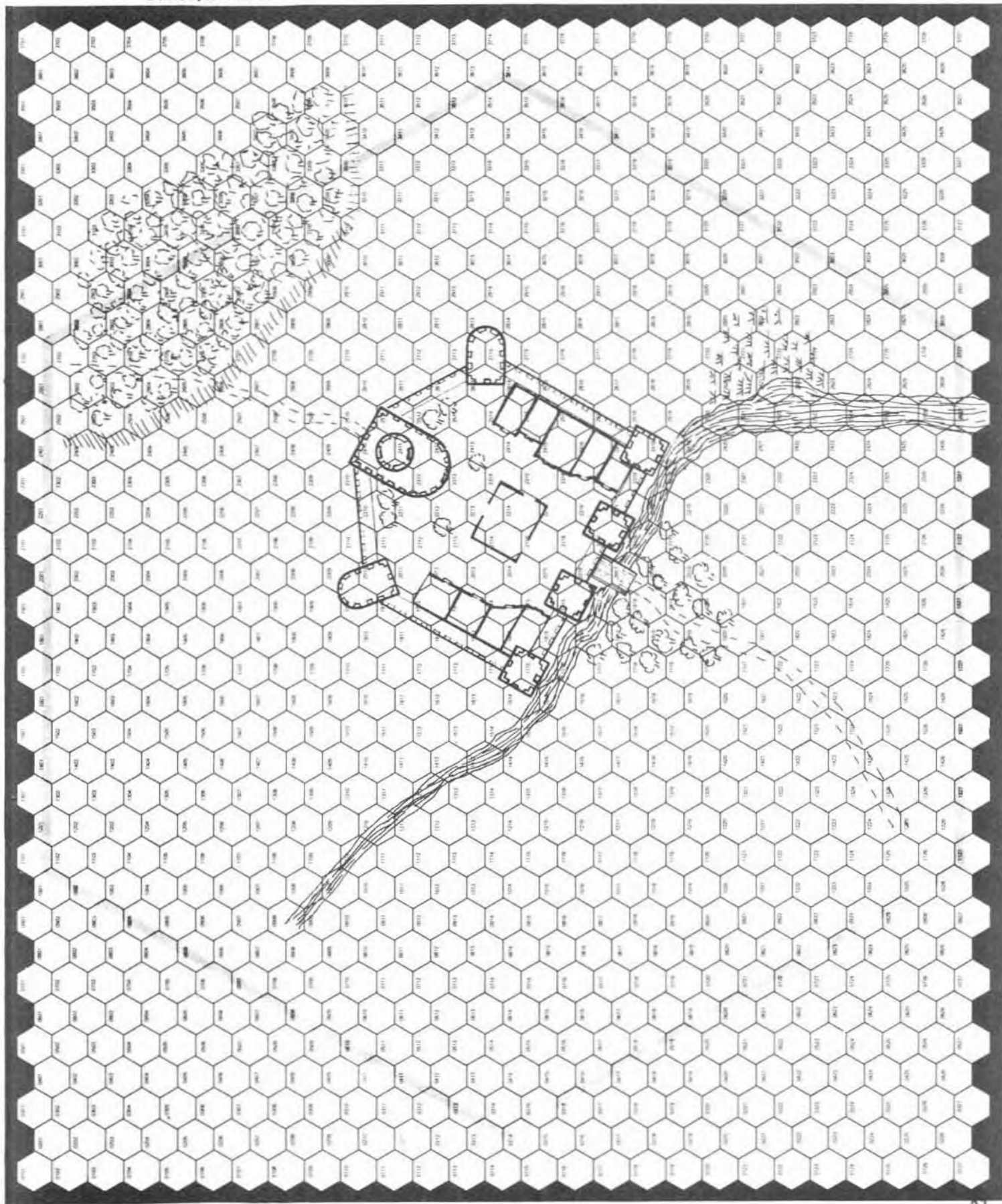


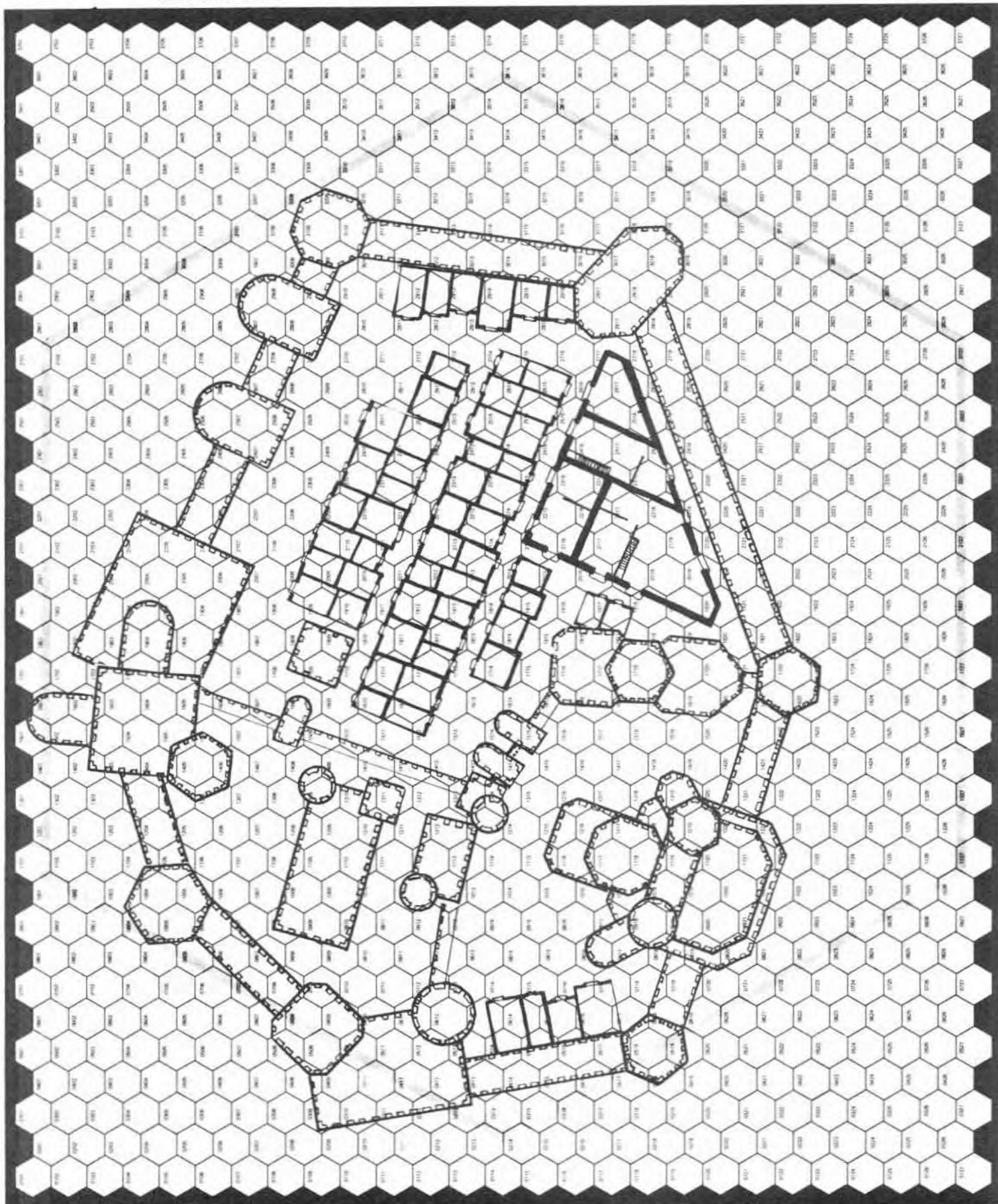


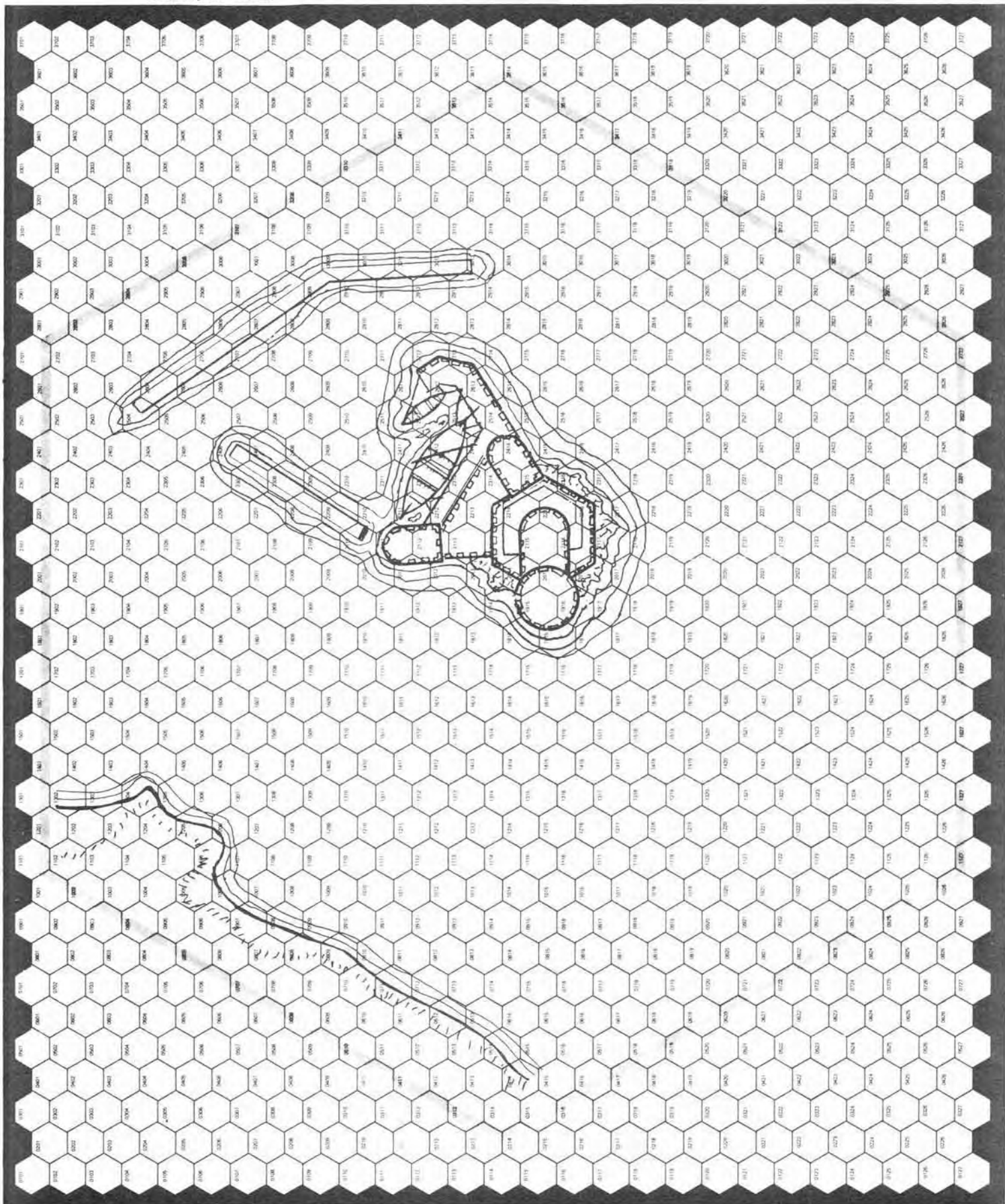


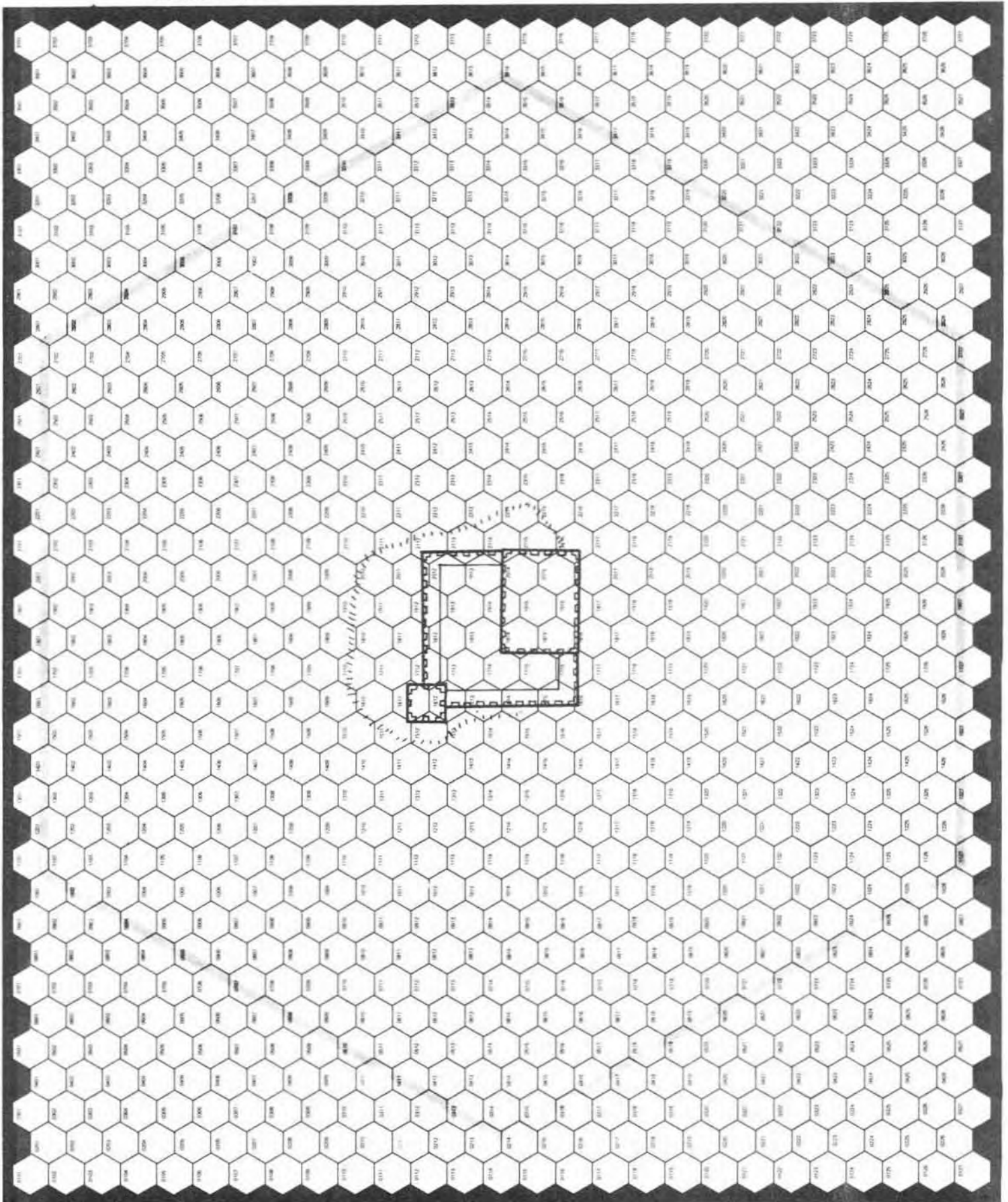


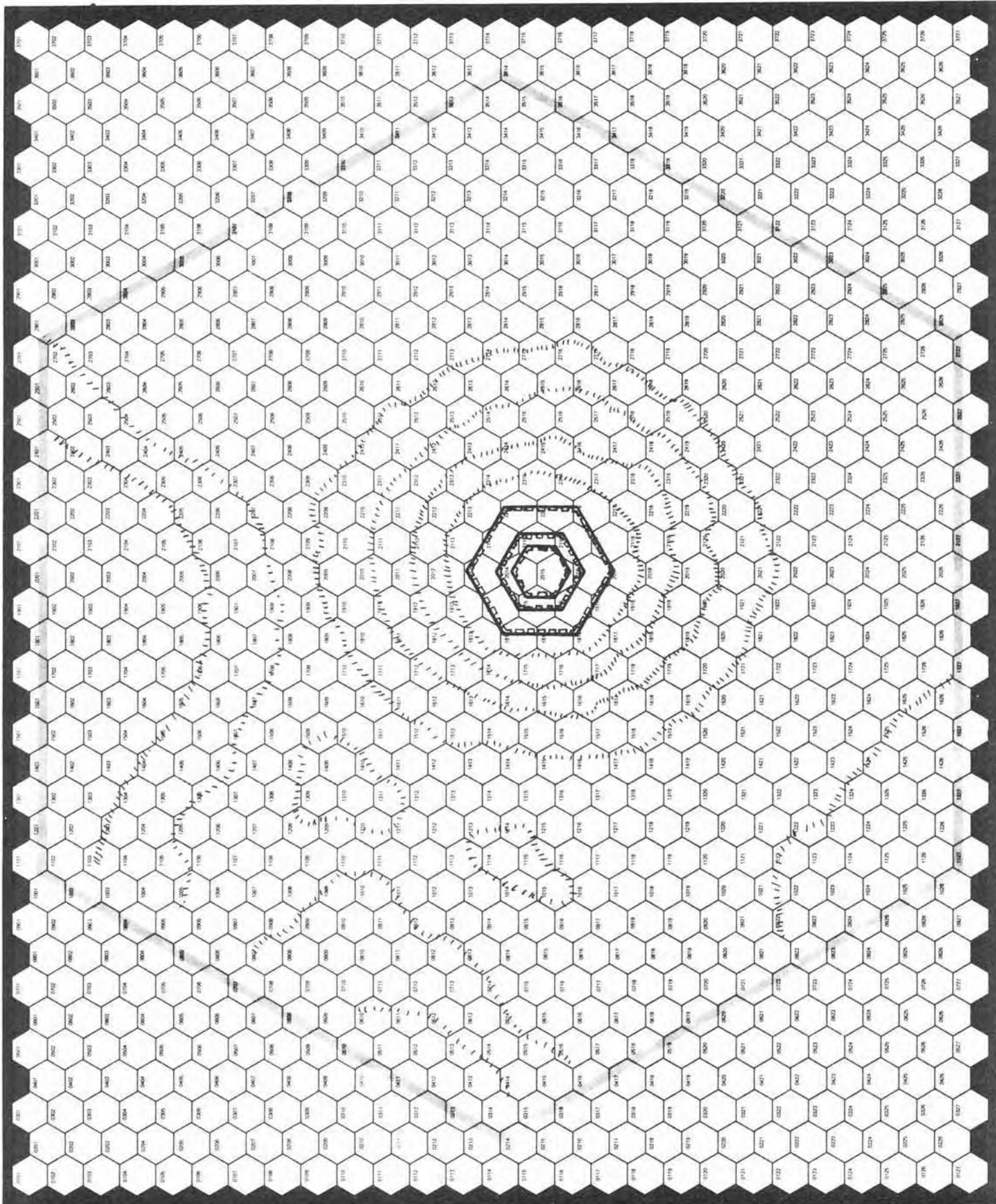


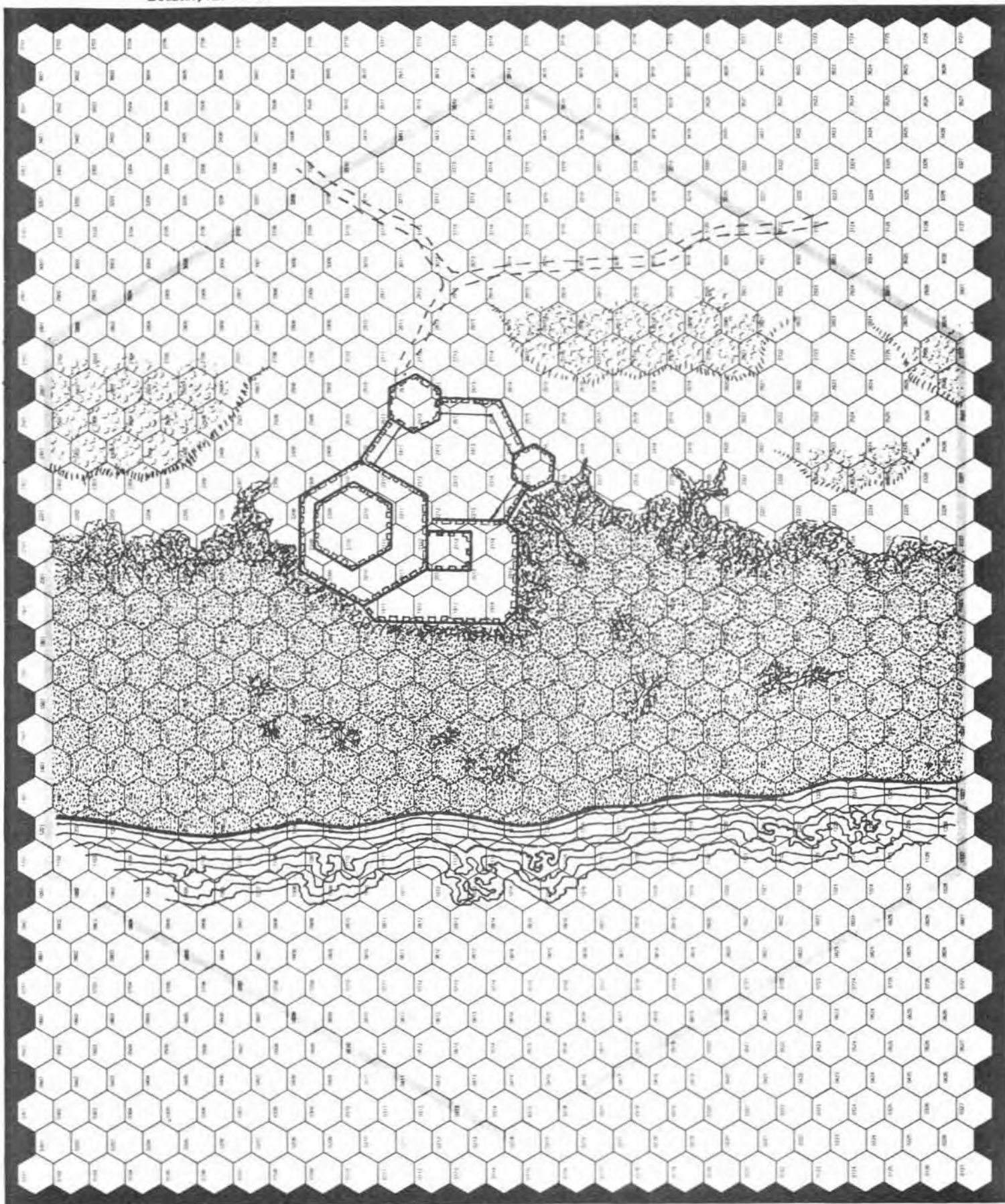


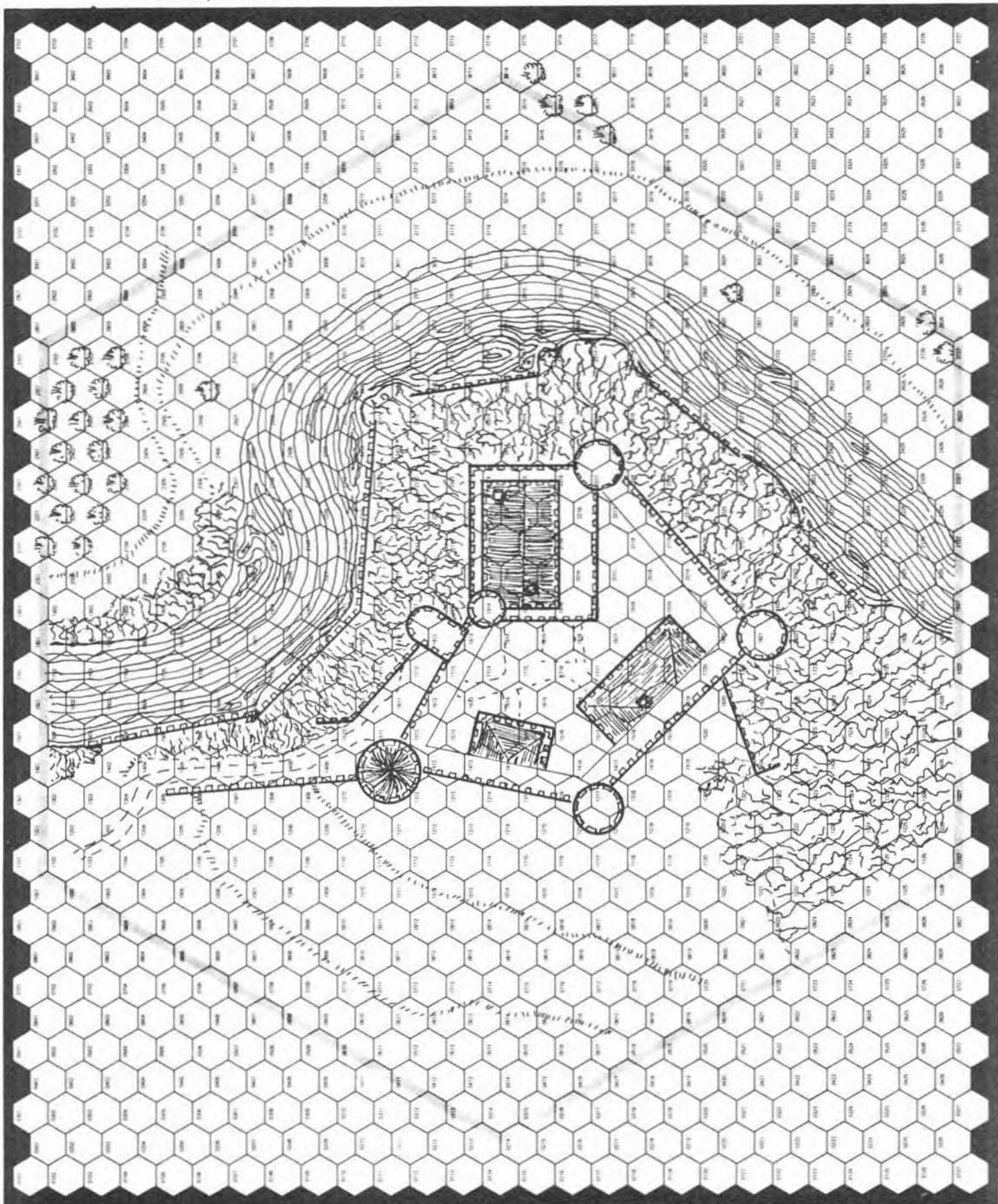


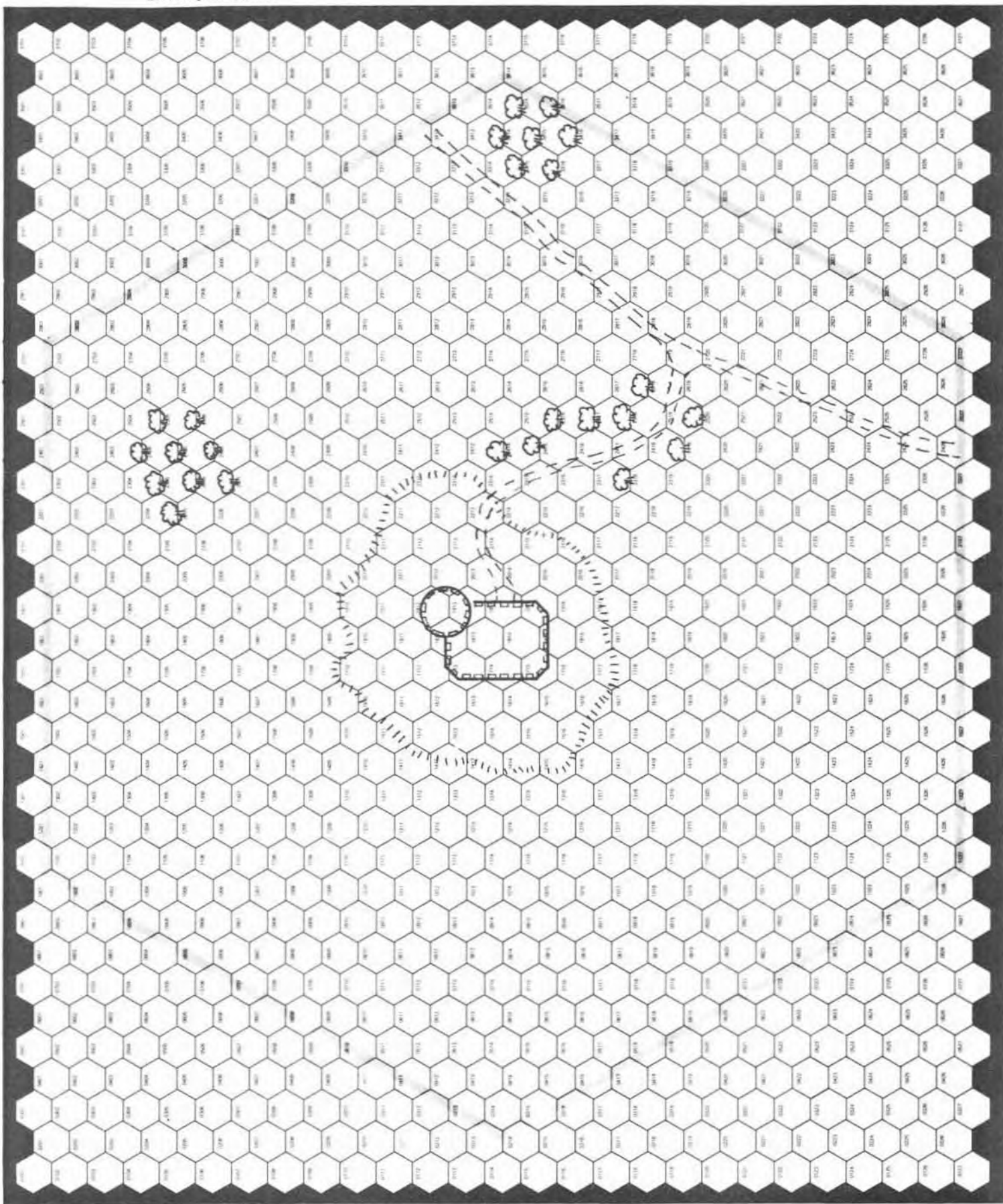


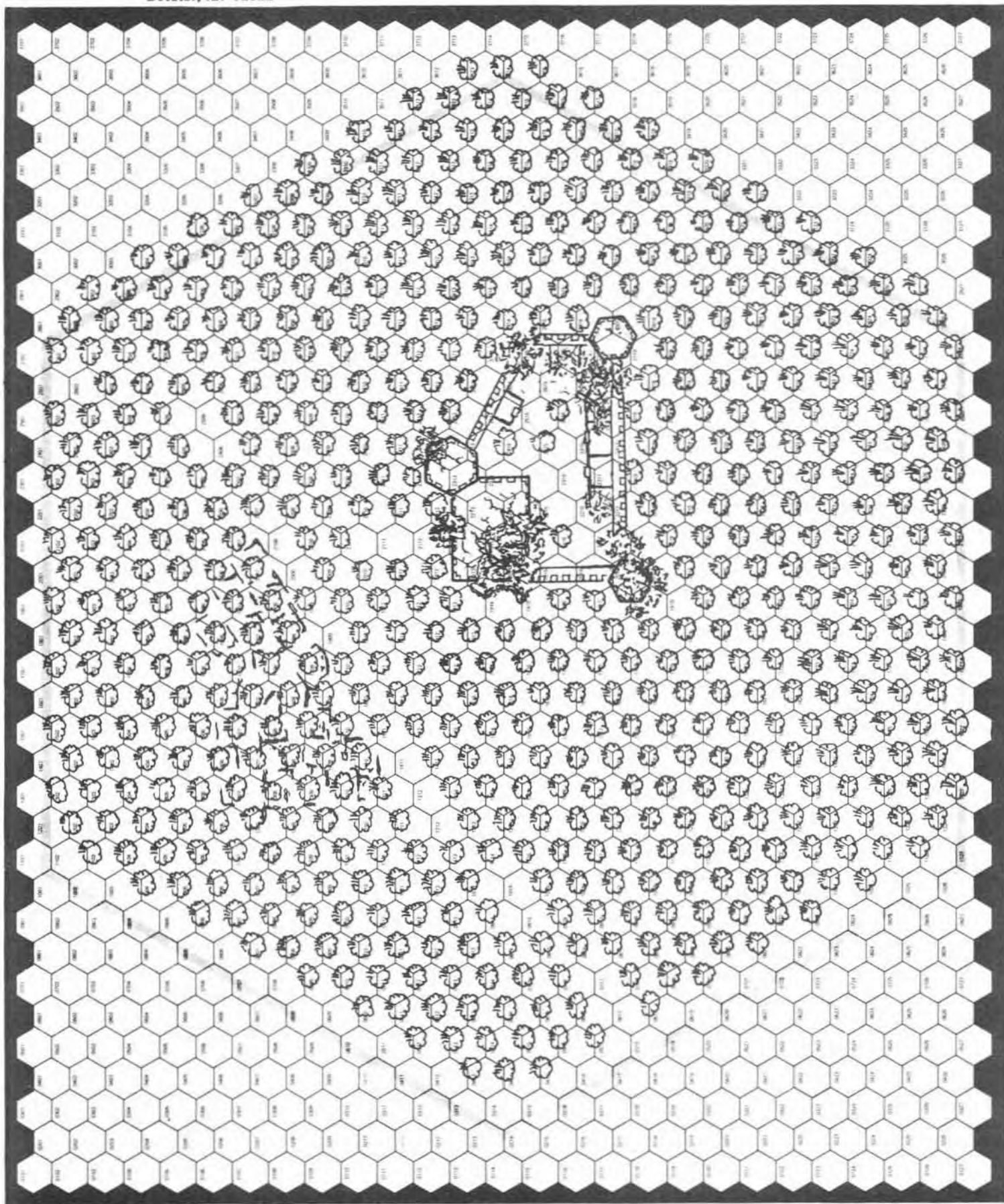


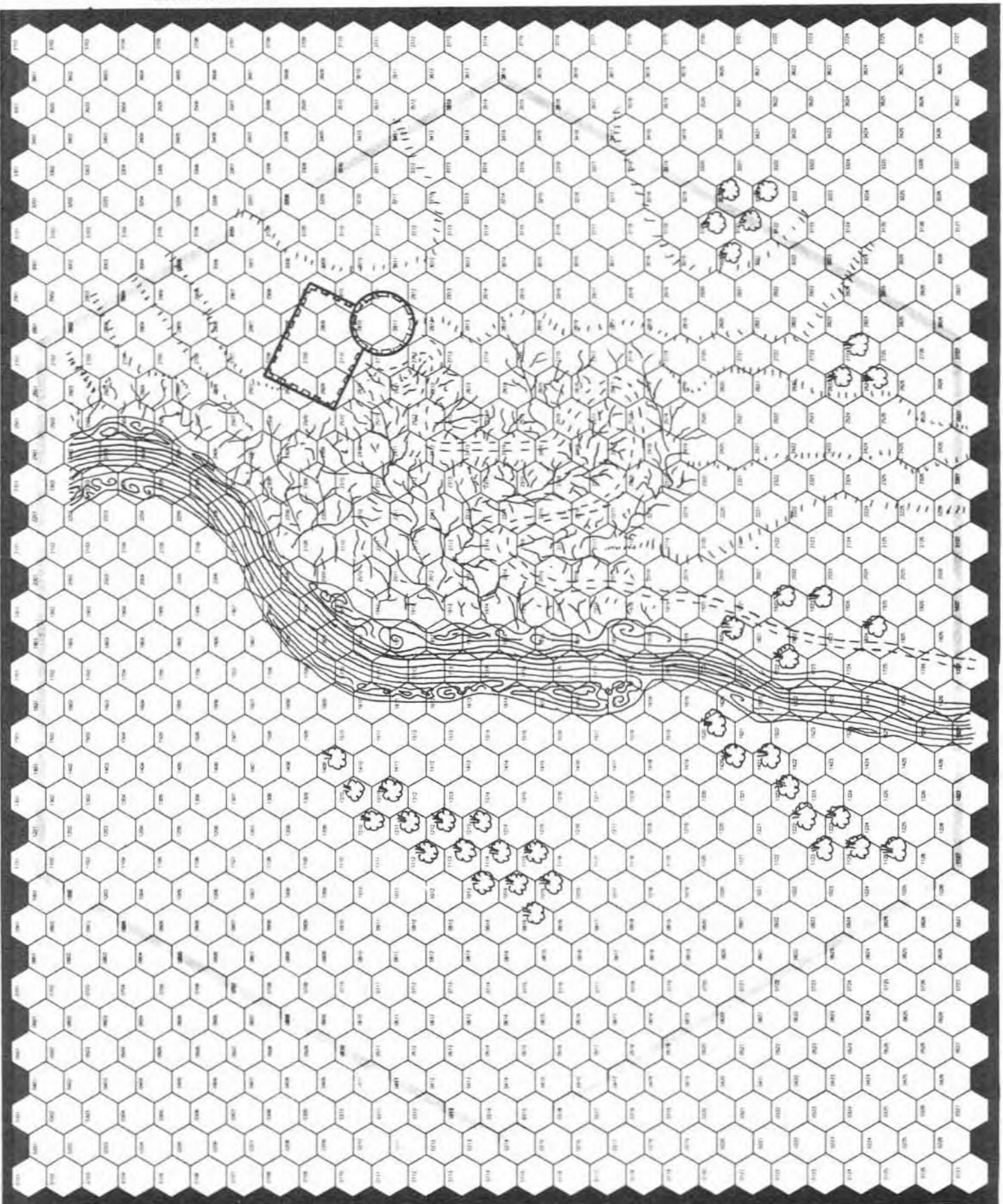


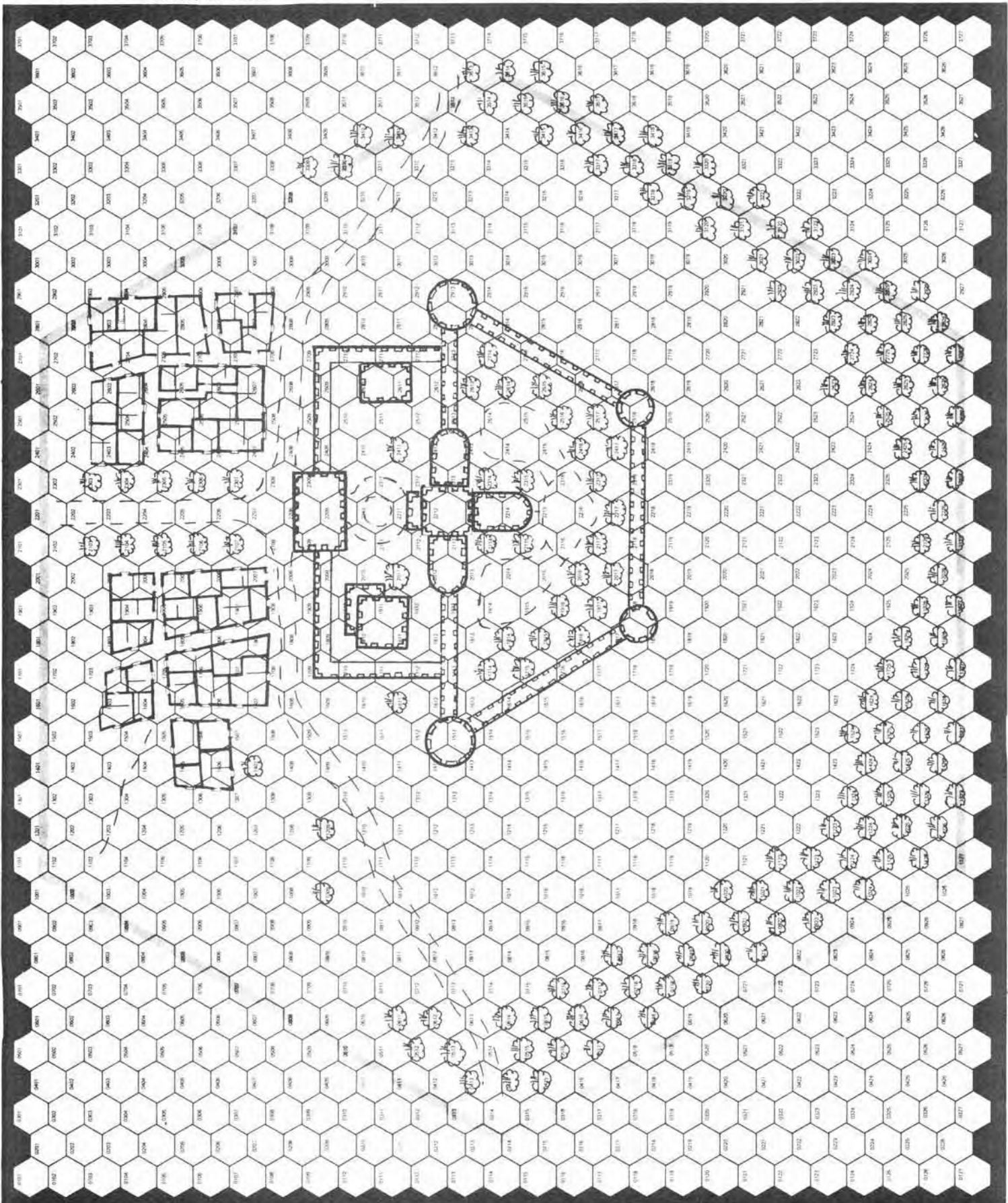


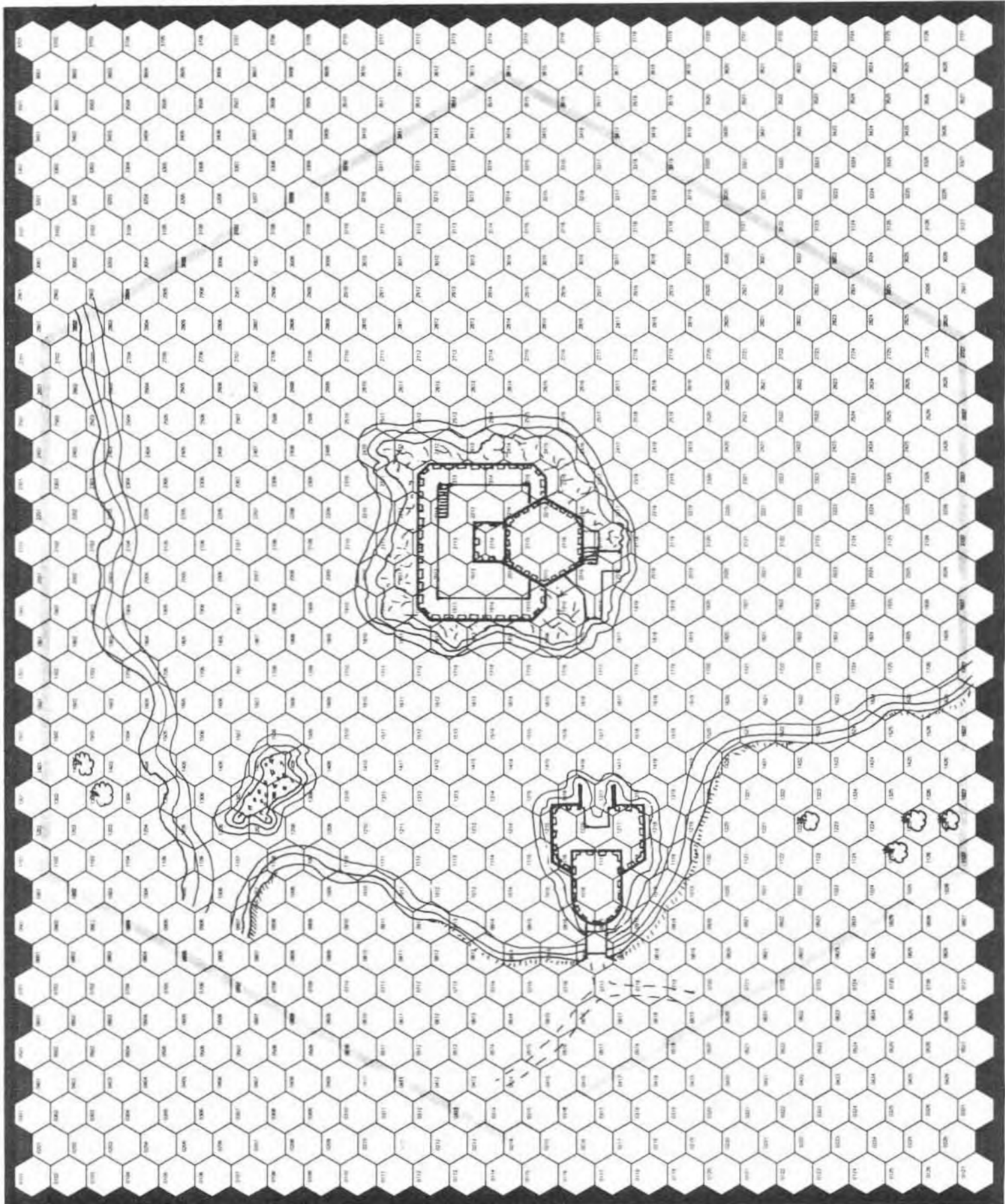


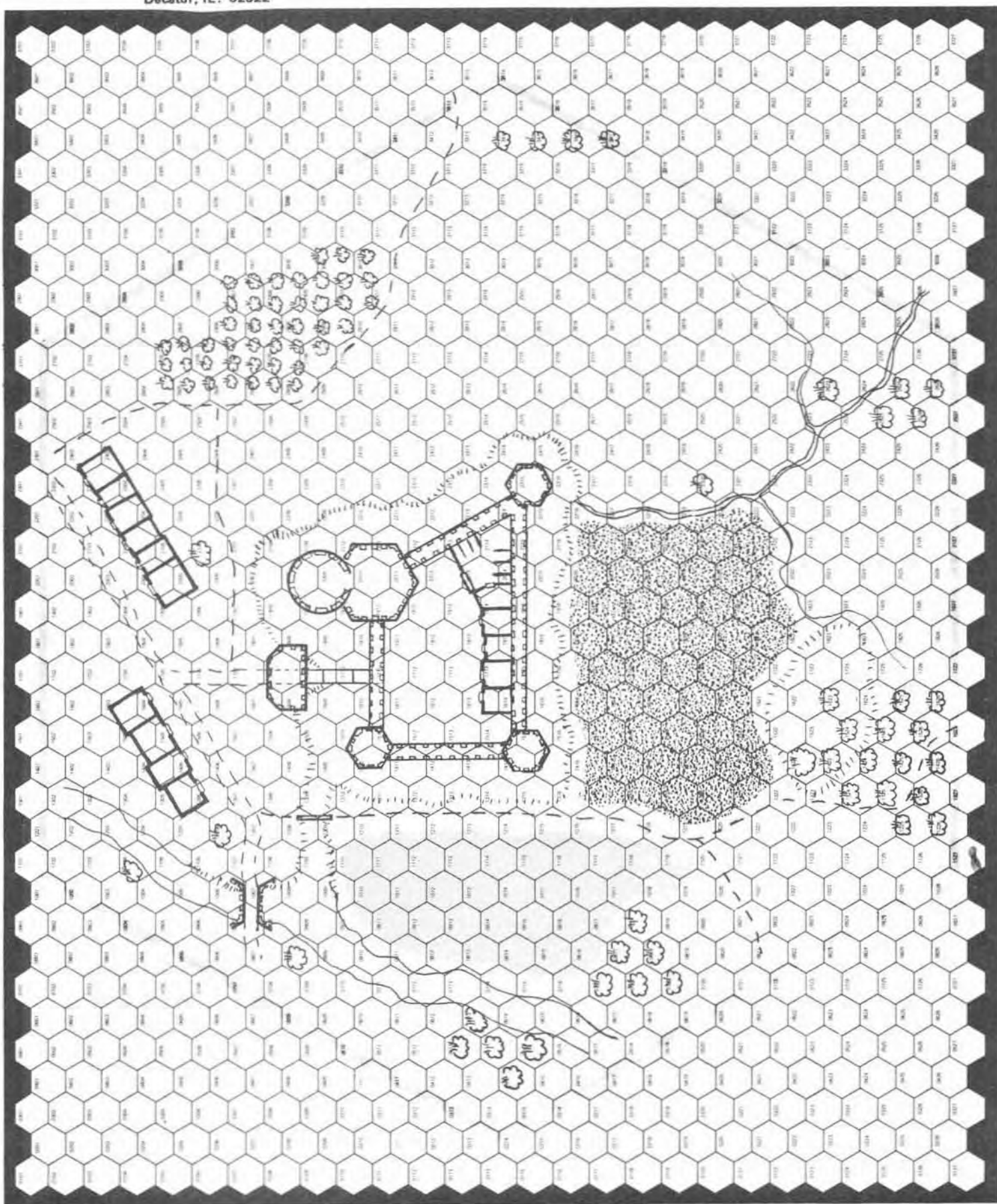


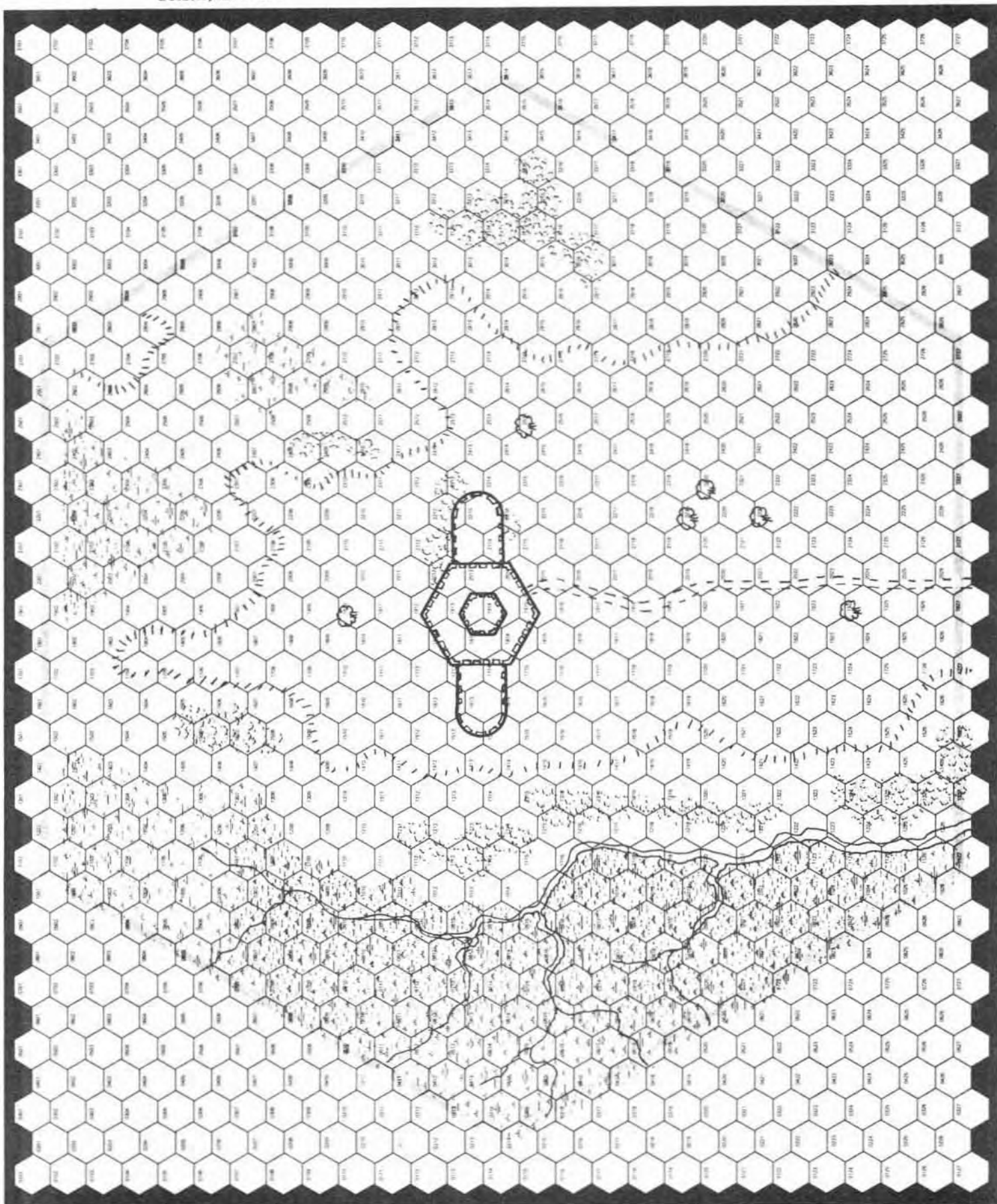


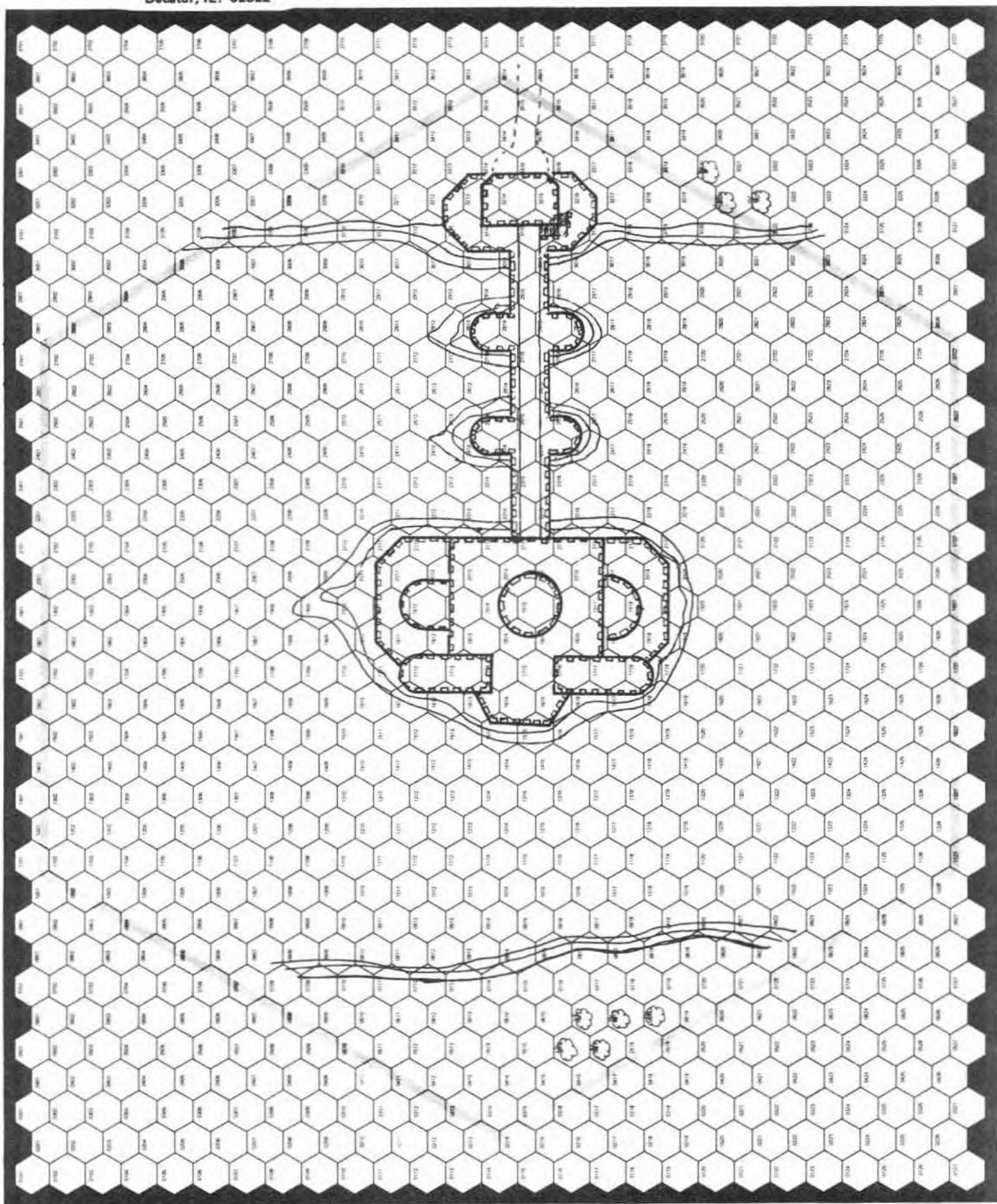


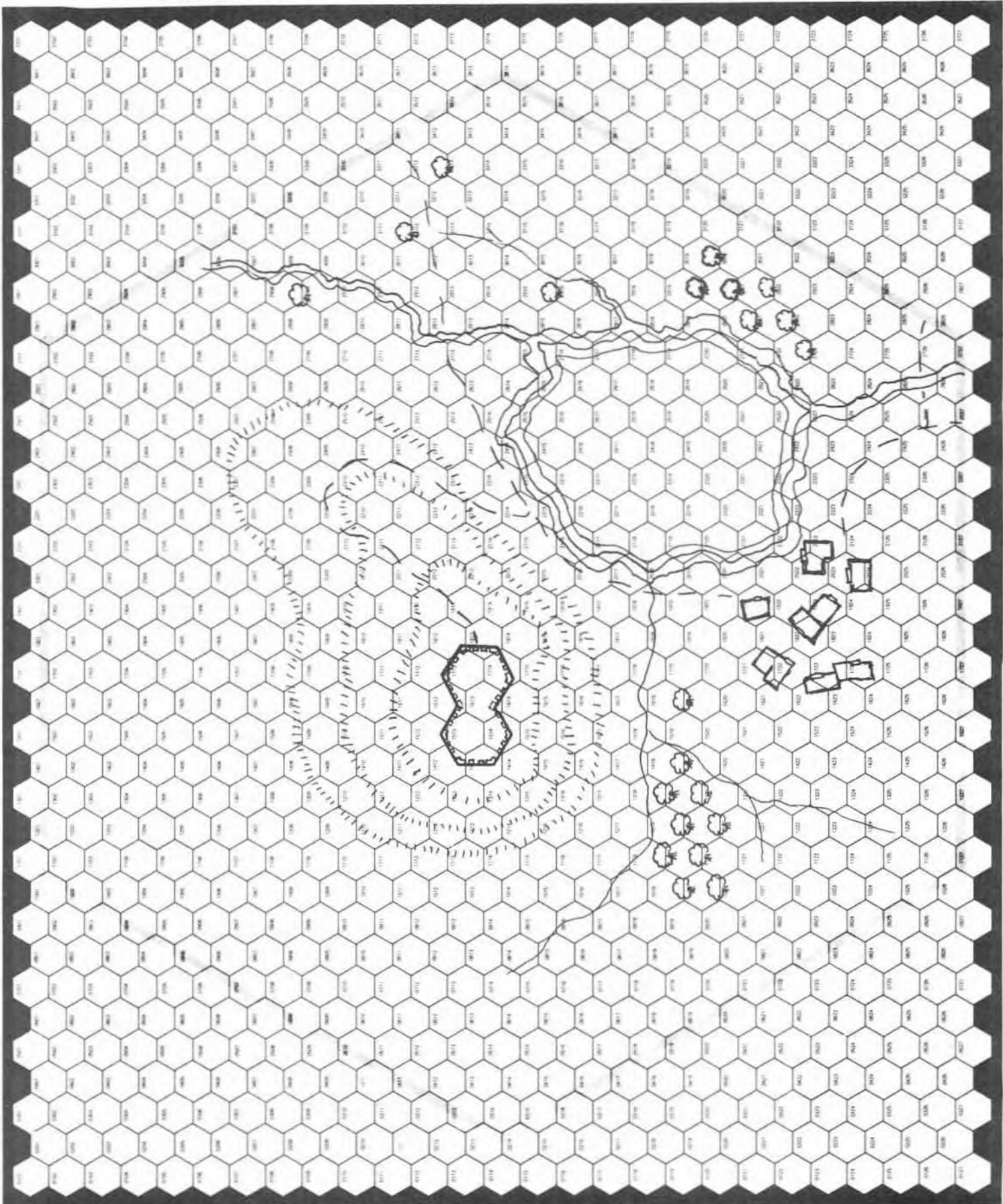


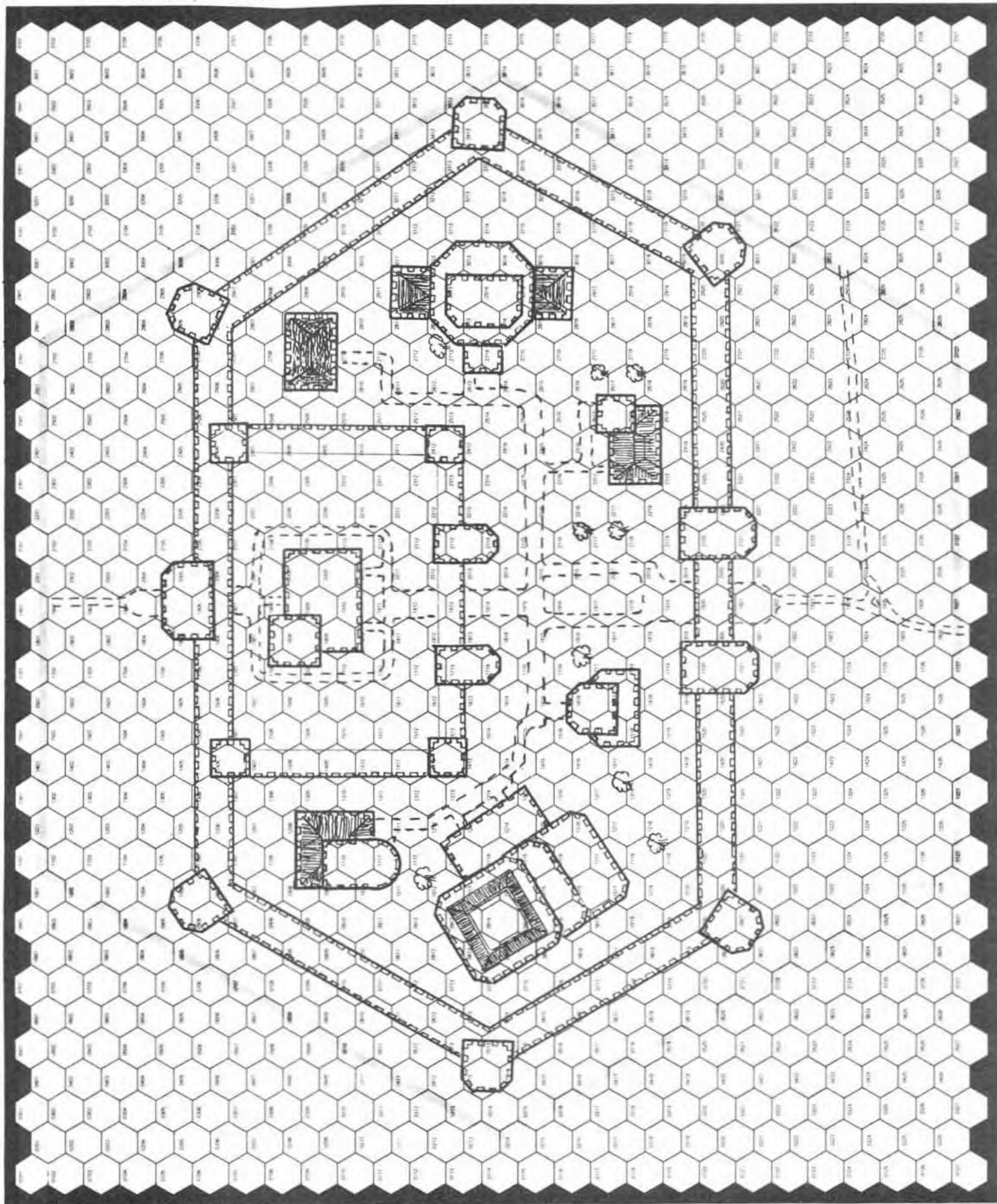


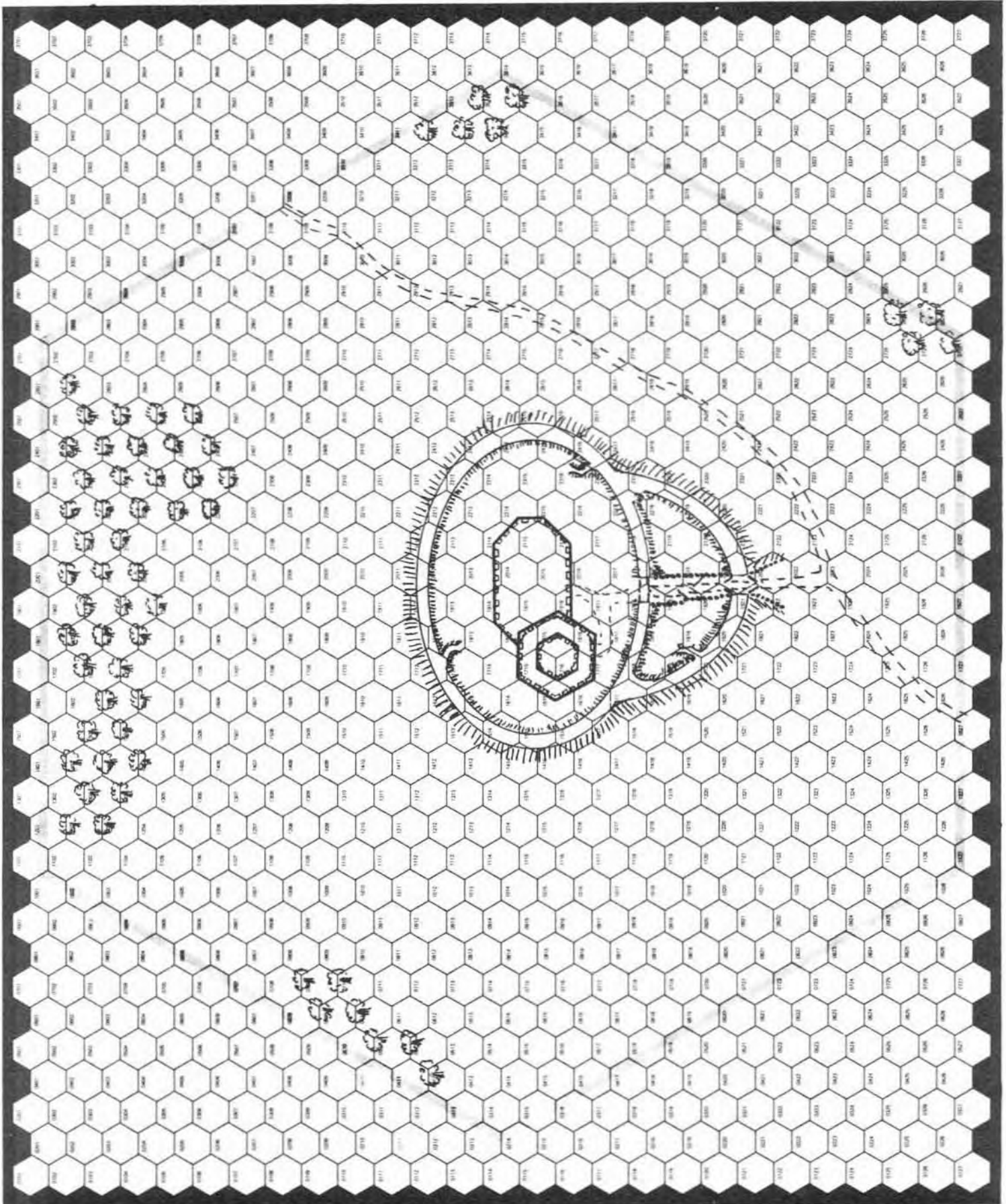


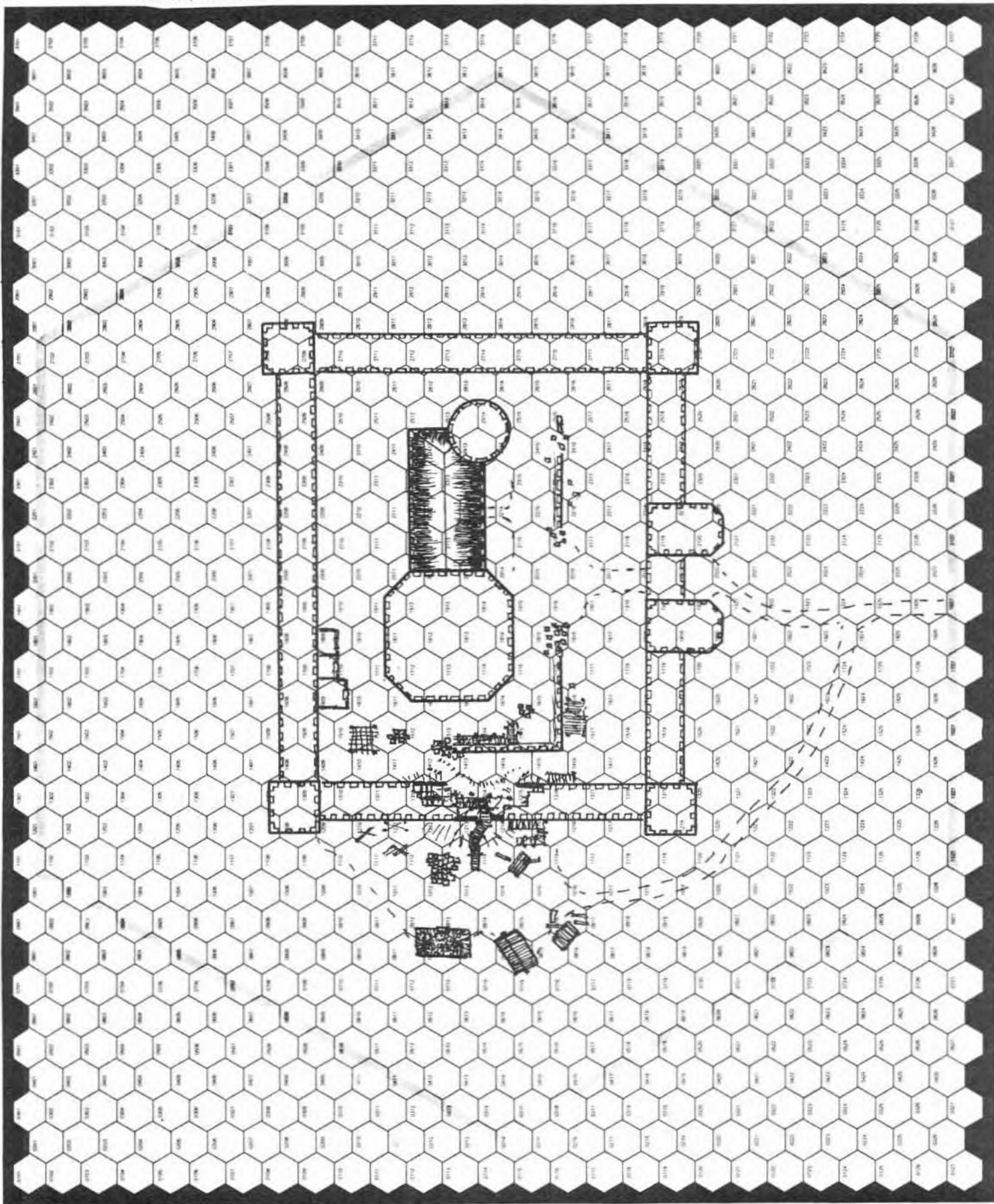


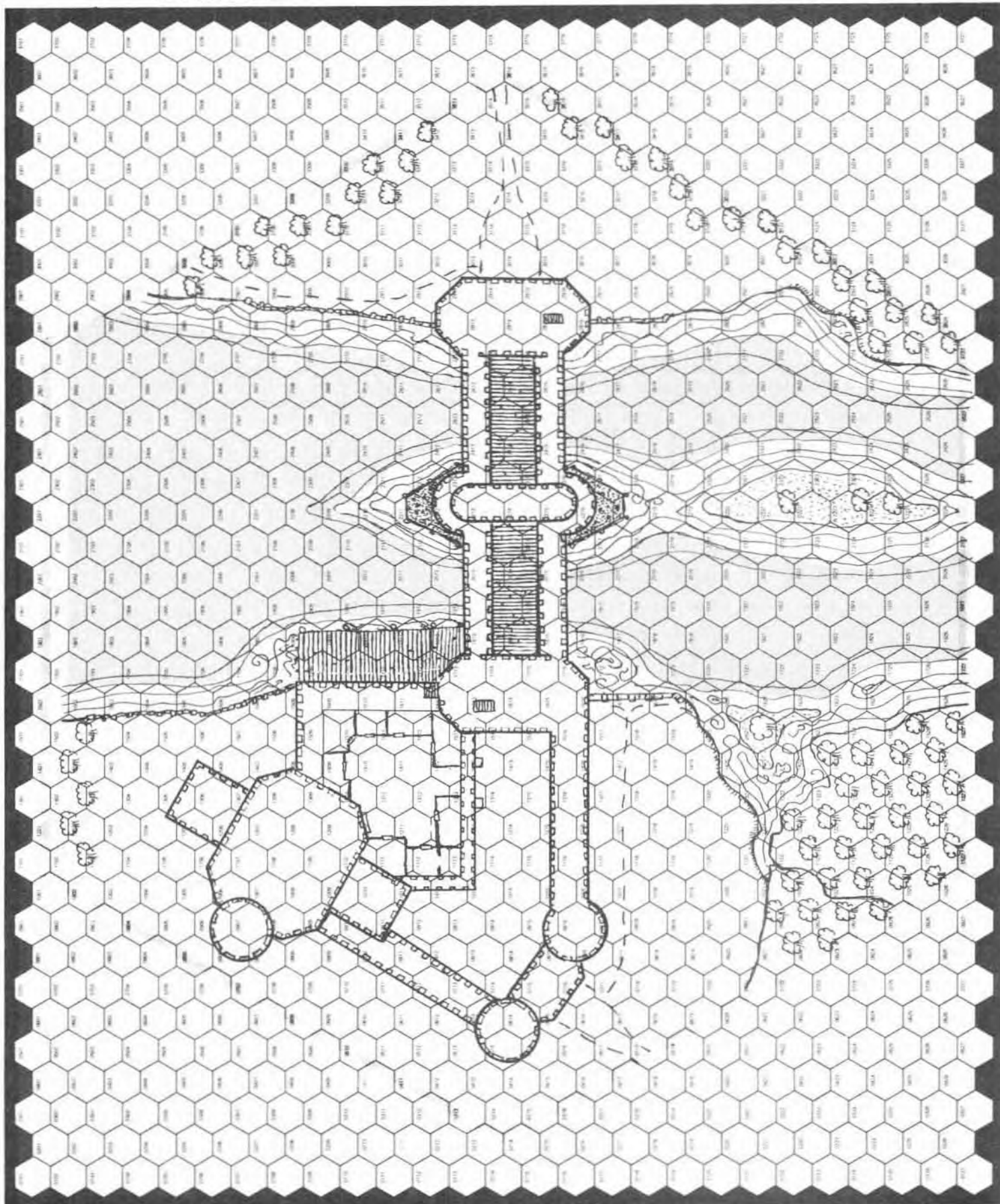


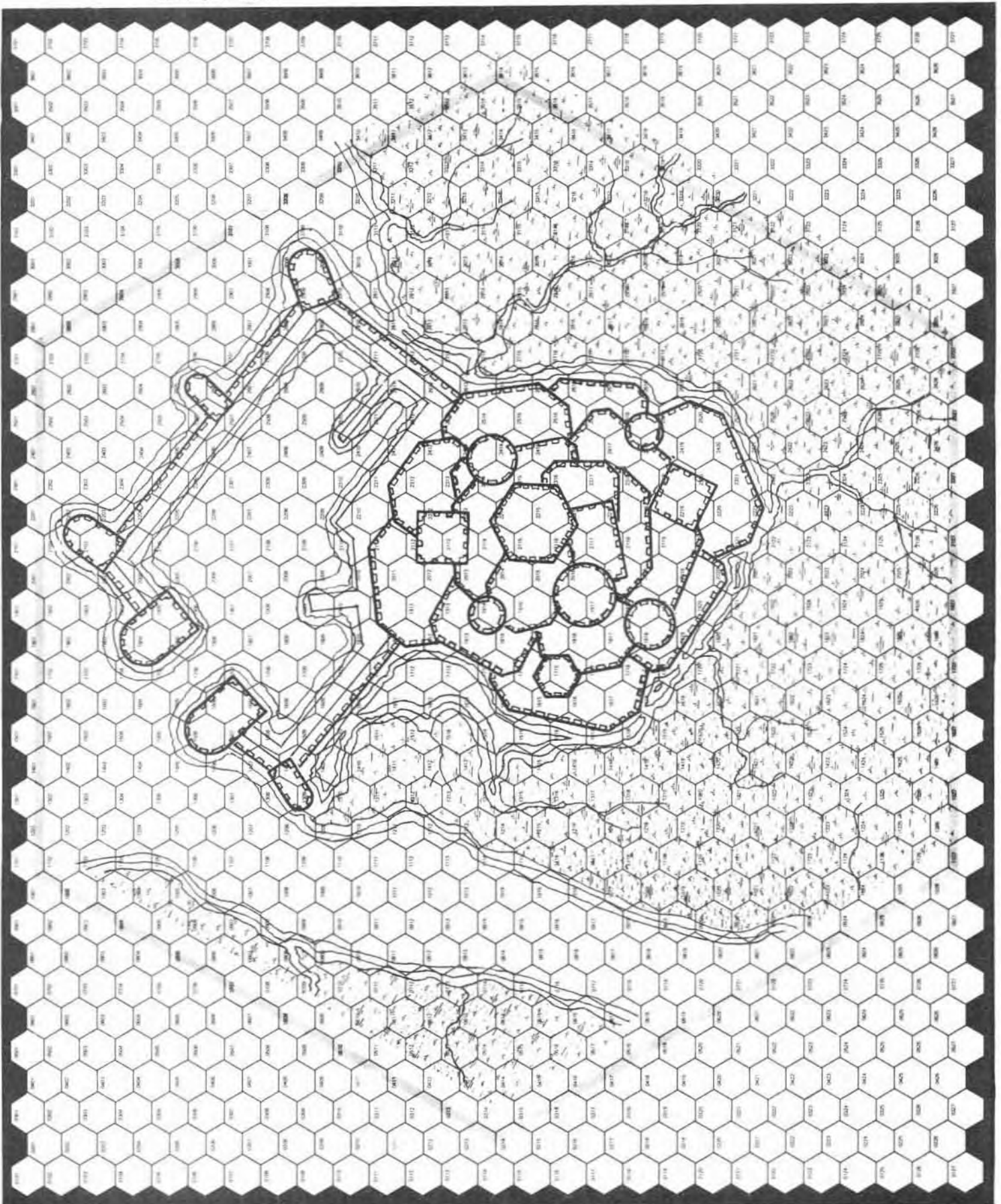


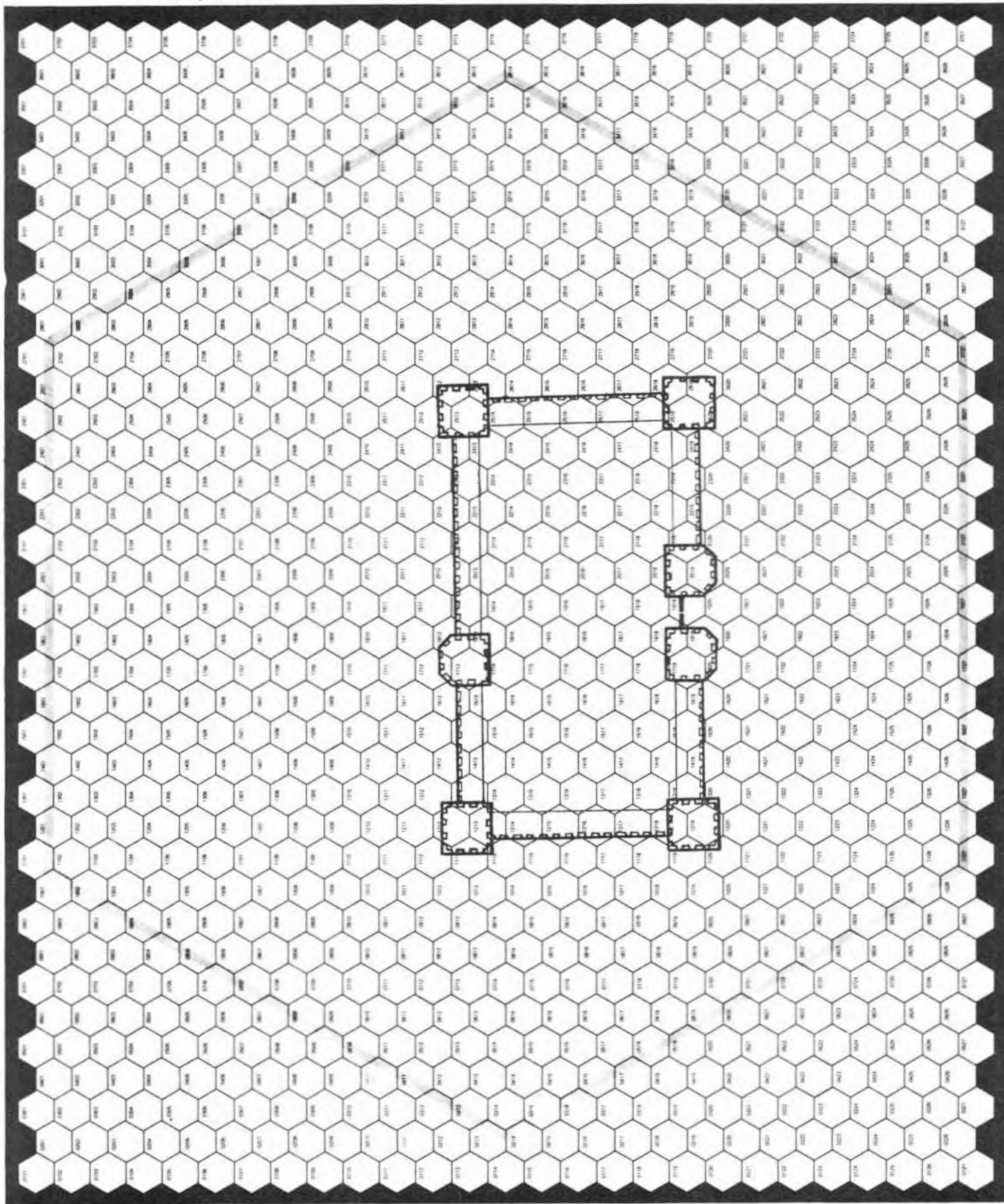


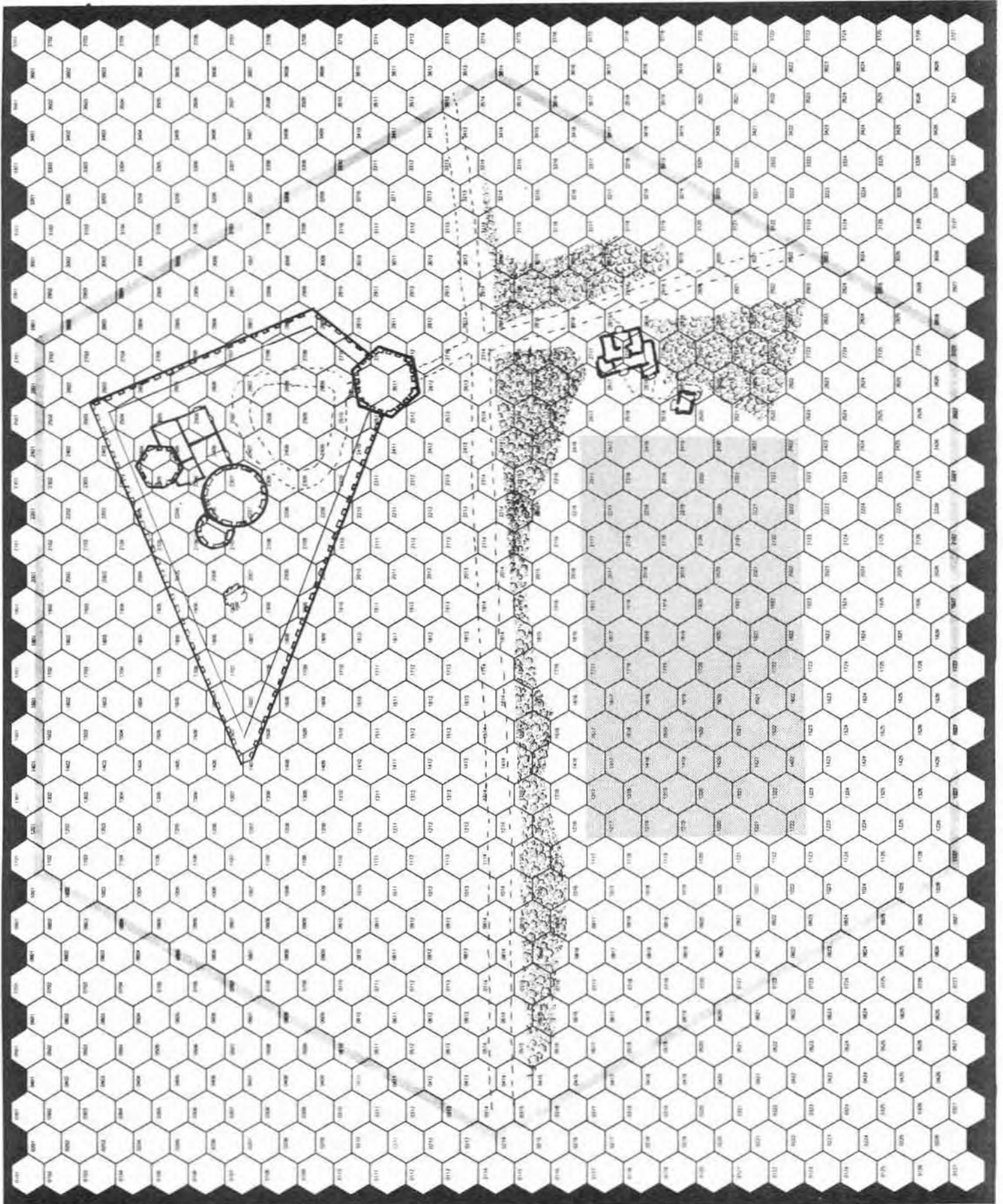


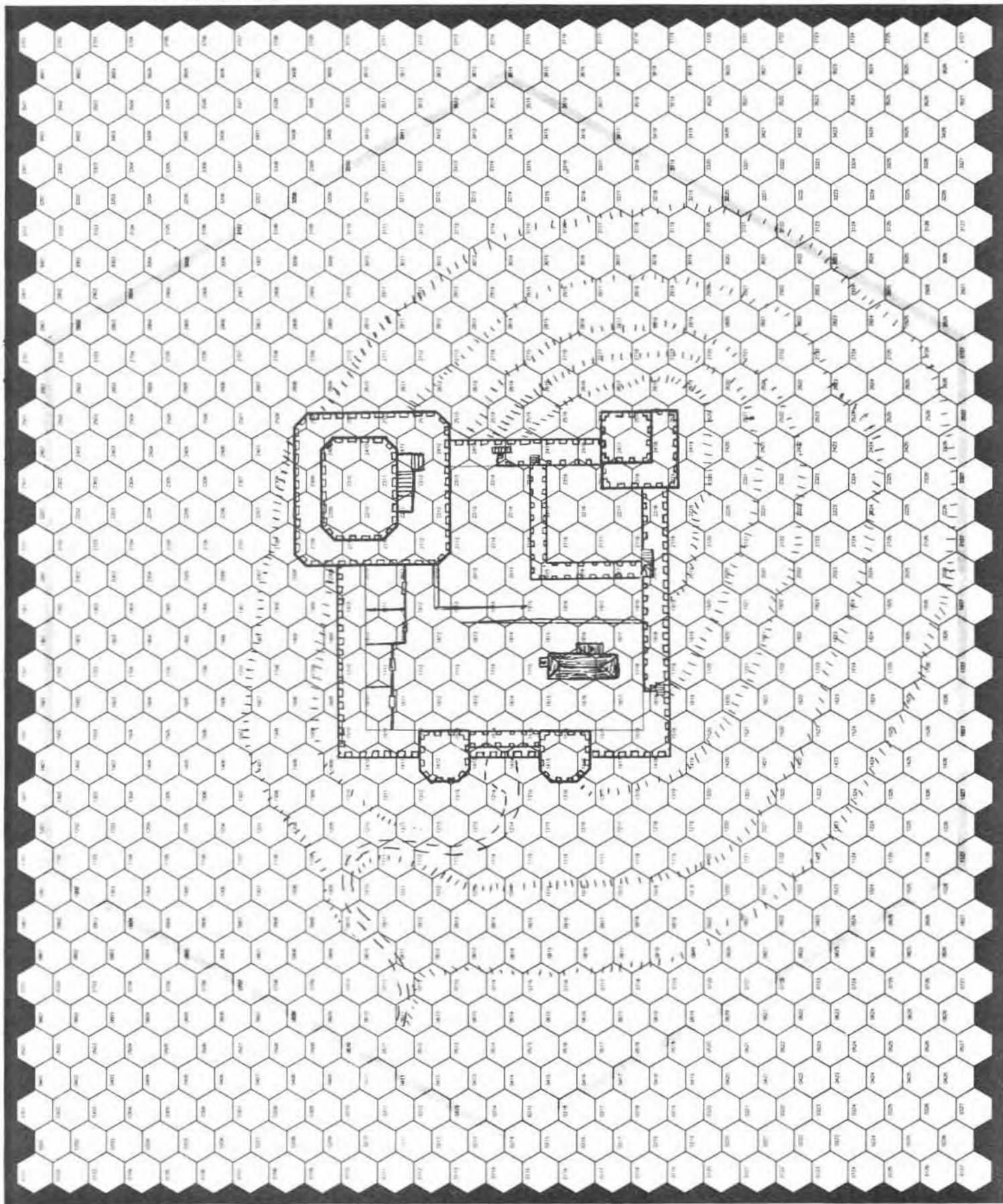


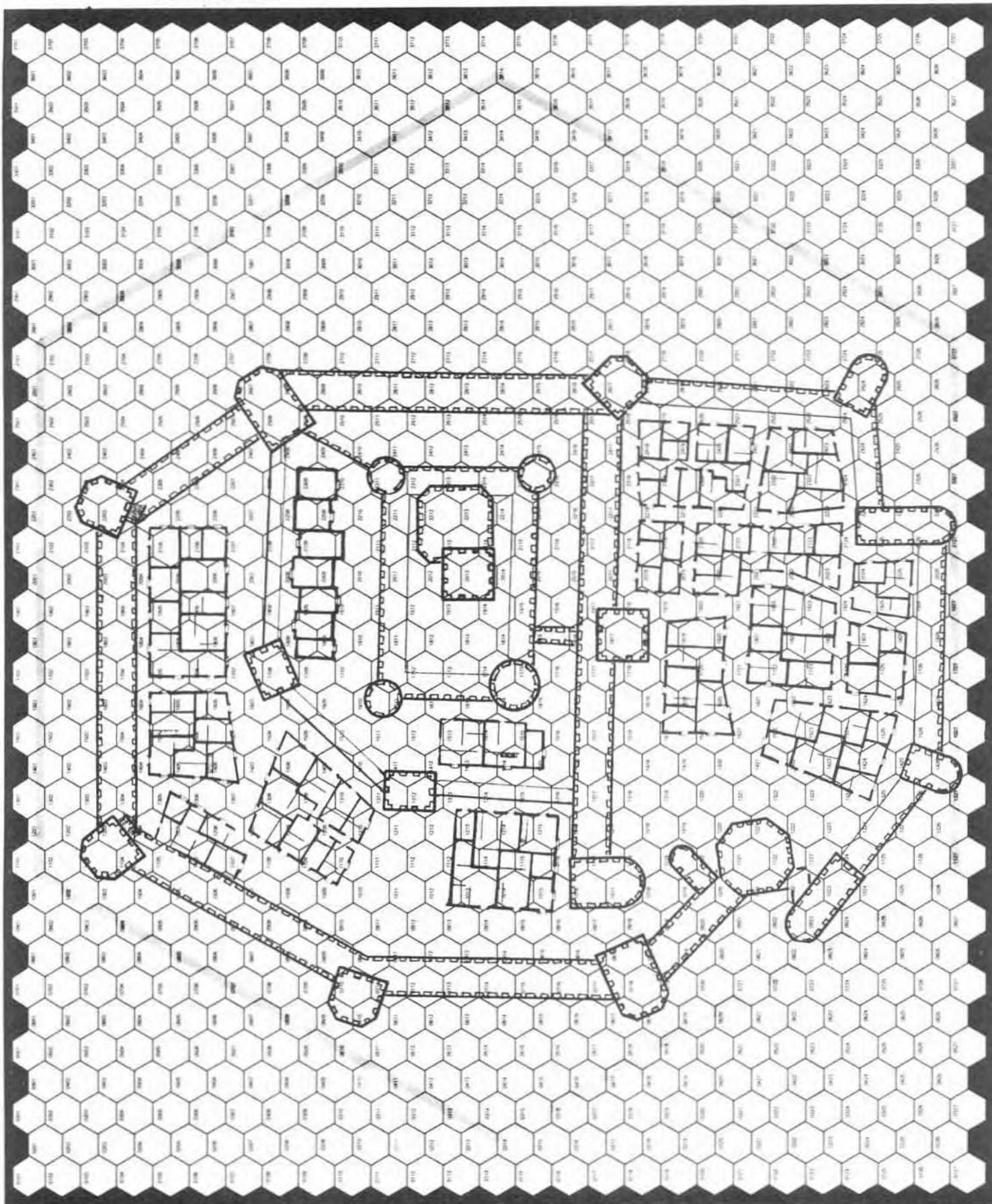


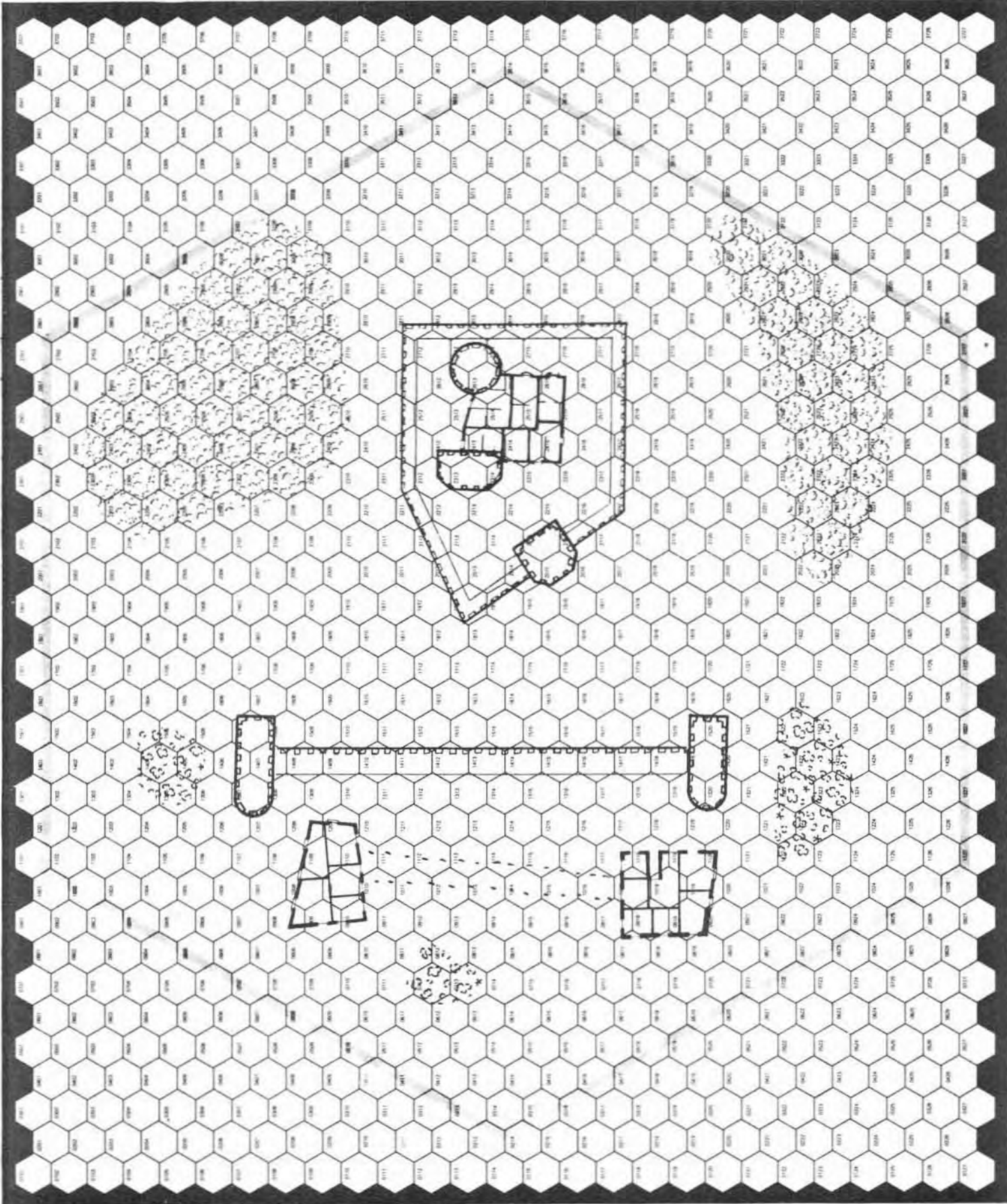












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