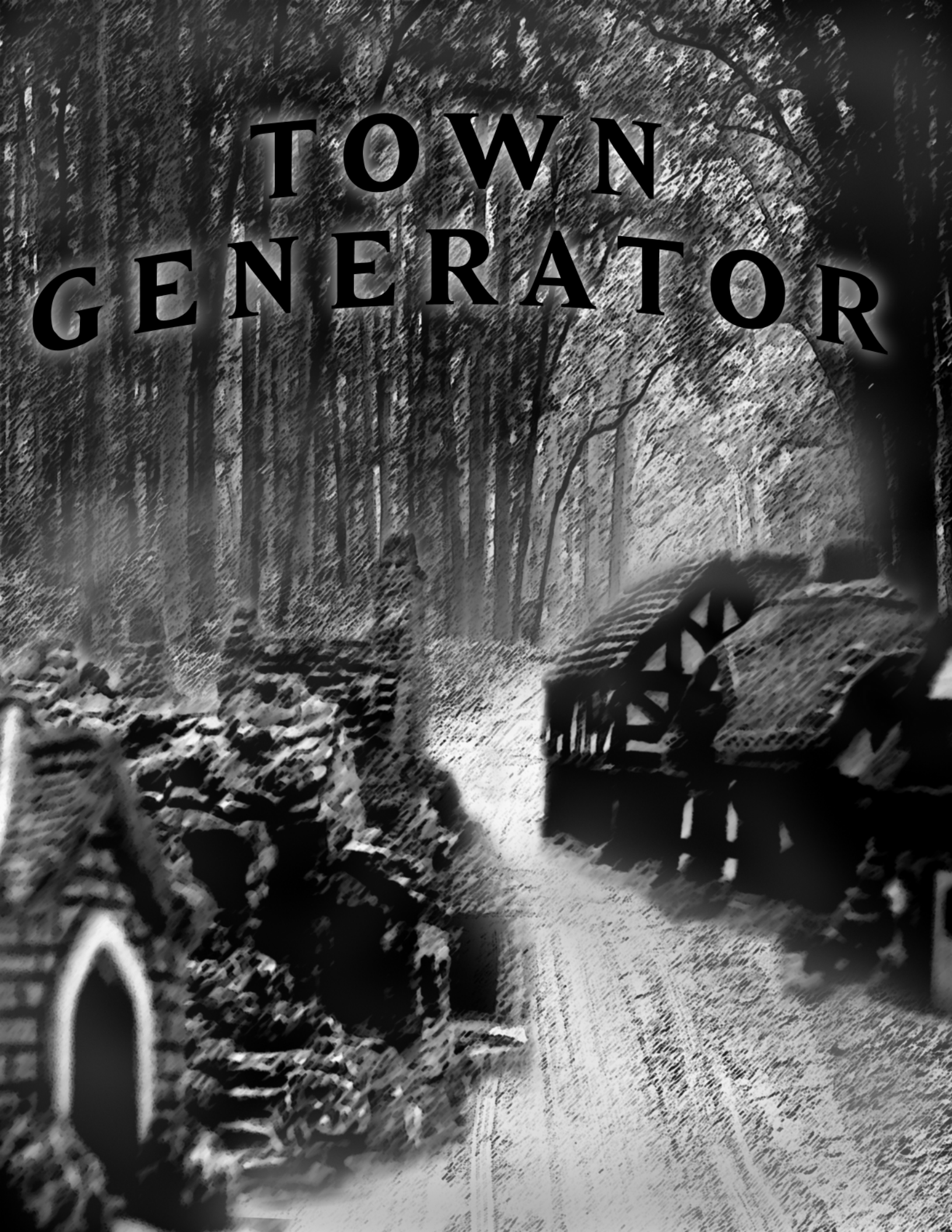


TOWN GENERATOR

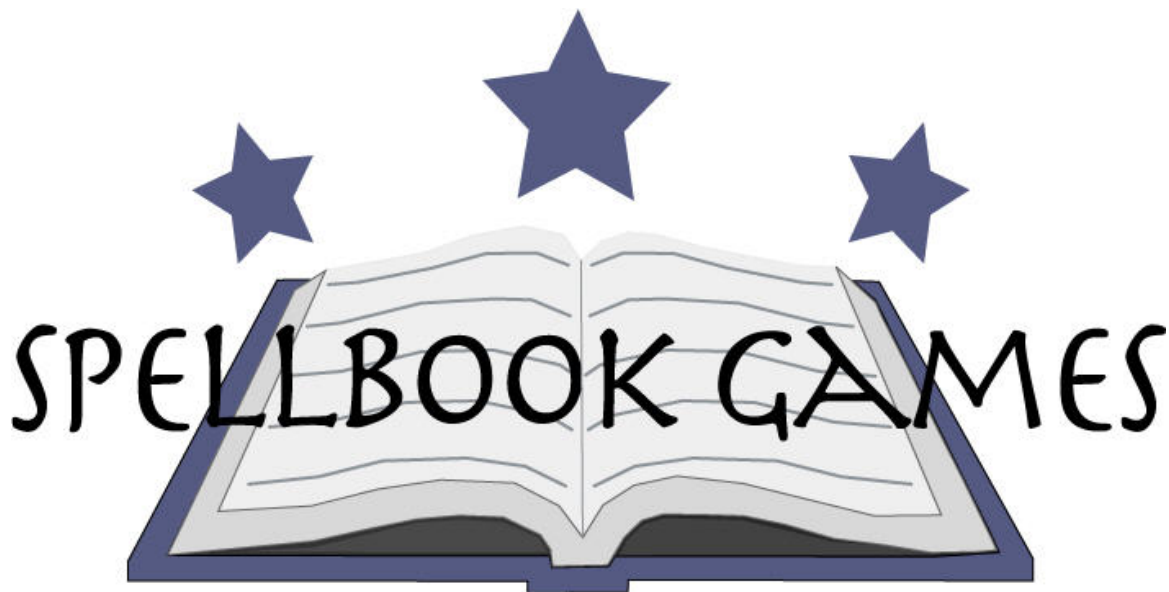


Town Generator

A compendium of useful Tables for randomly determining the services available in campaign locales and important features of those locales

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Common Abbreviations

GTET - Greater than or Equal to

Introduction

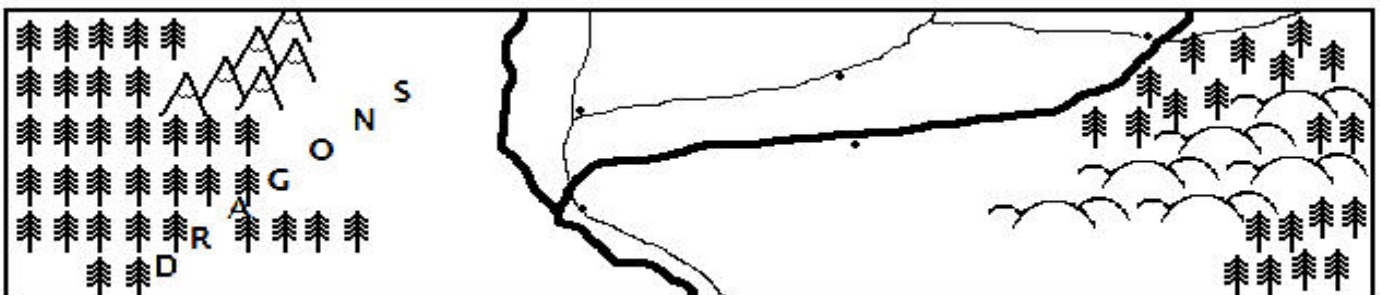
Games Masters may not have fully fleshed out the descriptions of all the hamlets, towns, and cities in their campaign, or they may be working from a published product that doesn't fully describe everything an opportunistic Adventurer might want to know about a locale. The first section of this product addresses services and persons of interest to Adventurers, and the second section provides tables to generate descriptive information about a locale that may aid the Game Master. The first part provides tables to determine the availability of Inns and Taverns, Banks and money-related services, Mounts and services for mounts, Magic Shops and services related to Mages, Priests and Temples, and the availability of services typically provided by clergy, non-magic healing resources, classed individuals (number, class, level), local shops, appraising services, local recreational opportunities, trainers in a variety of subjects, and other services that Adventurers occasionally need. The second part provides tables to determine the local means of governance, the locale's loyalty to higher authority, the products and specialty items produced in the locale, and items of local color or interest.

Determining Town Sizes

When the Games Master has not predetermined a town's size, the table below can be used to randomly determine its size. A village has up to than 125 individual persons or families, a town has between 125 and 100 individual workers or families, small cities have between 1000 and 3500 individual workers or families, and large cities have more than 3500 individual workers or families. Smaller villages and towns are more likely to occur in regions of less population, and larger towns and cities are more likely in areas with more population.

A region is an area that a man can walk across in about 10 days, 200 to 250 miles along it's longest dimension). This is about 25,000 square miles or 15.5 million acres. An "unsettled" region is one containing less than or equal to 0.05 families per square mile, for a maximum of 1200 families or 3000 persons. A "sparsely populated" region has 0.06 to 0.25 families per square mile for a maximum of 6050 families or 16,600 persons, a "moderately populated" region has 0.26 and 2.5 families per square mile for a maximum of 65,000 families or 180,000 persons), a "heavily populated" region has between 2.6 and 25 families per square mile for a maximum of 650,000 working units or 1.8 million persons, and a "densely populated" region has more than 25.1 families per square mile, more than 2 million.

Regional Population	Village	Town	Small City	Large City
Unsettled	01 - 85	86 - 95	96 - 99	100
Sparsely Populated	01 - 75	76 - 85	86 - 97	98 - 100
Moderately Populated	01 - 55	56 - 72	73 - 90	91 - 100
Heavily Populated	01 - 40	41 - 58	59 - 85	86 - 100
Densely Populated	01 - 25	26 - 48	49 - 79	80 - 100



The Services Available to Adventurers

Inns and Taverns

Determine the number and quality of inns and taverns from the tables below, applying 1d100 rolls to the column that best represents the town's size; roll separately for drinking establishments and lodgings.

Number	Village	Town	Small City	Large City
None	01 - 20	01 - 08	N/A	N/A
One	21 - 60	09 - 25	01	
Two	61 - 89	26 - 40	02	
Three	90 - 99	41 - 60	03 - 06	01
1d3+1	100	61 - 80	07 - 13	02
1d8+1	N/A	81 - 98	14 - 38	03 - 10
1d12+1		99 - 100	39 - 50	11 - 35
1d20+1		N/A	51 - 79	36 - 50
2d20+3			80 - 100	51 - 100

Quality	Village	Town	Small City	Large City
Exceptional	01 - 12	01 - 08	01 - 06	01 - 04
Good	13 - 40	09 - 38	07 - 34	05 - 29
Mediocre	41 - 46	39 - 58	35 - 60	30 - 62
Poor	47 - 58	59 - 76	61 - 80	63 - 83
Decrepit	59 - 100	77 - 100	81 - 100	84 - 100

The bedding at an exceptional quality inn carries insects and diseases on 1d100 rolls greater than or equal to (GTET) 97, an inn of good quality on rolls GTET 90, an inn of mediocre quality on rolls GTET 78, an inn of poor quality on rolls GTET 35, and an inn of decrepit quality on rolls GTET 10. An Adventurer contracts a disease from bed insects on 1d20 rolls GTET (5+Stamina-consecutive number days using the bedding), checked daily. Freshly-cleaned bedding is insect free for 1d6 days.

Character's room(s) at an inn of exceptional quality are broken into and stolen from on 1d100 rolls GTET (98 – number of consecutive nights/3), checked daily. At inns of good quality their rooms are broken into on 1d100 rolls GTET (92 – number of consecutive nights/2), at inns of mediocre quality on rolls GTET (86 – number of consecutive nights), at inns of poor quality on rolls GTET (71 – number of consecutive nights), and at inns of decrepit quality on rolls GTET (40 – number of consecutive nights); all checked daily. Apply a -10 roll modifier when the inn pays protection money, a -20 modifier when the inn has active safeguards [barred windows, sturdy room locks, heavy chests with locks, etc.], a +15 modifier when the inn has an arrangement with the Thieves Guild. When a room is broken into, the thief can be determined using 1d20 according to: (01 - 03) inn staff [maid, stable hand, clerk, etc.], (04) another guest, (05 - 06) common room patron - theft of opportunity, (07 - 13) freelance burglar, (14 - 19) organized Thieves Guild, (20) other person.

The 'going rate' for a decrepit inn is 2 CP/night, for an inn of poor quality 4 CP/night, for a inn of mediocre quality is 1 SP/night for an inn of good quality 1.5 SP/night, and an inn of exceptional quality charges 2.5 SP/night. When Adventurers commit to staying 6 or more nights and pay in advance, most inns give six nights lodging for five night's fee. Decrepit and poor quality inns

do not provide stabling services,, mediocre inns charge 2 CP/night per animal, good and exceptional inns include one mount per lodger as part of their fee.

Banking Services

Determine the number of available banks from the table below, using 1d100; banking services are available as determined from 1d100 rolls – banking services can be available in a locale even when no organized bank is present.

Number	Village	Town	Small City	Large City
None	01 - 97	01 - 75	01 - 35	01 - 10
One	98 - 100	76 - 86	36 - 49	11 - 18
Two	N/A	87 - 94	50 - 63	19 - 30
Three		95 - 99	64 - 85	31 - 50
Four		100	86 - 99	51 - 78
Five		N/A	100	79 - 100

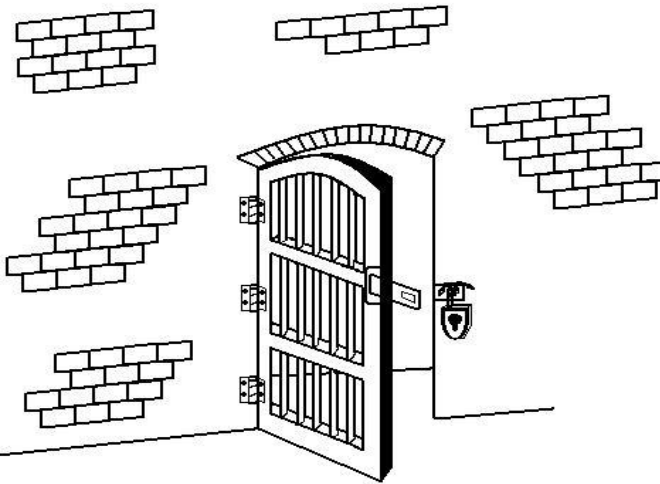
Bank Size	Village	Town	Small City	Large City
Tiny	01 - 70	01 - 35	01 - 07	01 - 03
Small	71 - 92	36 - 55	08 - 24	04 - 20
Medium	93 - 99	56 - 82	25 - 55	21 - 50
Large	100	83 - 97	56 - 90	51 - 84
Very Large	N/A	98 - 100	91 - 100	85 - 100

Service Type	Village	Town	Small City	Large City
Change Currency	36 - 100	21 - 100	06 - 100	03 - 100
Keep Deposits	51 - 100	32 - 100	11 - 100	03 - 100
Make Loans	92 - 100	76 - 100	31 - 100	18 - 100
Storage Vaults	26 - 100	13 - 100	06 - 100	03 - 100
Detect Counterfeits	20 - 100	13 - 100	05 - 100	05 - 100
Perform Appraisals	40 - 100	30 - 100	20 - 100	10 - 100

The security of a bank is determined using 1d100 from: (01 – 15) Exceptionally Secure, (16 – 34) Very Secure, (35 – 55) Mostly Secure, (56 – 80) Somewhat Secure, (81 – 98) Less Secure, (99 – 100) Lacking Security. Money deposited in an exceptionally secure bank is stolen (looted or embezzled) on 1d100 rolls GTET (110 – consecutive number of days on deposit/10), in a very secure bank on rolls GTET (104 – consecutive number of days on deposit/8), in a mostly secure bank on rolls GTET (100 – consecutive number of days on deposit/7), in a somewhat secure bank on rolls GTET (98 – consecutive number of days on deposit/6), in a less secure bank on rolls GTET (94 – consecutive number of days on deposit/5), and in a bank lacking security on rolls GTET (89 – consecutive number of days on deposit/3). Apply a +10 roll modifier if the bank has an arrangement with a Thieves Guild.

‘Script’ is a check issued between banks allowing the bearer to withdraw money without having to carry it (heavy in large amounts). Script can only be issued and redeemed at a medium-sized or larger bank. Script is issued in denominations of 100 GP (the face value of the script must be deposited at the issuing bank) and costs one-half GP per 100 GP value.

Currency exchanges are private businesses or individuals who are not banks, and primarily collect fees for changing coins of one denomination for those of another (e.g. Gold pieces to Copper pieces), taking a small fee for the service. An Adventurer can exchange [convert to coins of lesser or greater value of the same value less any transaction fee] an amount of coin equal in value to $1d100 \times 1d100 / 10$ GP (village), $1d100 \times 1d100 / 2$ GP (small town), $1d100 \times 1d100 \times 1d3$ (large town), $1d100 \times 1d100 \times 1d10$ (city), or $1d100 \times 1d100 \times 1d20$ (large city); this value represents the total available amount of currency for exchange, now / 1500 GP (large town) / 3000 GP (city) / 5000 GP (large city) then no further exchanges are possible in the same locale for the next $1d12 + 8$ days. Currency exchanges also exchange local currency for (nearby) foreign currency on $1d100$ rolls GTET 90 (villages), 70 (towns), 40 (small cities), or 25 (large cities).



Loans made to Adventurers (not local citizens) in villages are limited to 100 GP, those in small towns to 500 GP, in large towns to 1000 GP, in cities to 5000 GP, and in large cities to 10,000 GP. Loans terms are typically limited to one year (30 to 100 days for non-residents); when loans are available a character succeeds in securing a loan on $1d100$ rolls GTET (34-Beauty); (simple) interest rates are $1 + 1d20 / 5$ %; interest rates may be adjusted [increased] by up to 2% each due to differences in social class, race, alignment, and religious sect.

Vaults and deposits not secured in a bank that are kept in a village are broken into (stolen from) on $1d100$ rolls GTET (99 – consecutive number of days of deposit/8), those located in a small town on rolls GTET (96 – consecutive number of days of deposit/7), those located in a large town on rolls GTET (93 – consecutive number of days of deposit/7), those located in a city on rolls GTET (90 – consecutive number of days of deposit/6), and those located in a large city on rolls GTET (86 – consecutive number of days of deposit/5). Holding a deposit of coins or gems costs $(\text{Total Value} \times 1d12 / 1000)$ per month. Renting a vault costs $(\text{square FT} \times 1 \text{ CP})$ per month. An Adventurer can buy an insurance policy against theft of deposits or from vaults on $1d100$ rolls GTET 92 (apply -08 for towns of any size and -20 for cities of any size); the policy costs $(\text{Total Value} \times 1d20 / 1000)$ for up to six months.

Determine an Appraiser’s skill at detecting counterfeit coins, script, bank notes, or gems using $1d100$ according to: (01-08) 0, (09-50) 1, (51-70) 2, (71-84) 3, (85-93) 4, (94-98) 5, (99-100) 6. An appraiser correctly identifies counterfeit material on $1d100$ rolls GTET $[100 - (\text{Skill} \times 12)]$; an appraiser correctly identifies legitimate material on $1d100$ rolls GTET $[100 - (\text{Skill} \times 15)]$. Regardless of whether the material is identified as legitimate or counterfeit, an appraiser charges an up-front fee of $(\text{Face Value} \times 1d12 \times 1d6 / 1000)$.

Services for Mounts

Determine the number of stables in a locale from the following table, using $1d100$:

Number	Village	Town	Small City	Large City
None	01 - 25	N/A	N/A	N/A
One	26 - 85	01 - 12		
Two	86 - 100	13 - 40		
Three	N/A	41 - 55	01 - 10	01 - 10
$1d3 + 3$		56 - 80	11 - 60	
$1d6 + 6$		81 - 100	61 - 100	
$1d12 + 6$		N/A	N/A	

Services are available for mounts on 1d100 rolls on the following table; services can only be performed at a stable.

Service Type	Village	Town	Small City	Large City
Board with Feed	28 - 100	20 - 100	12 - 100	07 - 100
Buy Your Mount	85 - 100	67 - 100	50 - 100	40 - 100
Feed Your Mount	12 - 100	10 - 100	04 - 100	02 - 100
Grooming	15 - 100	10 - 100	04 - 100	02 - 100
Sell Mount's Armor	94 - 100	91 - 100	88 - 100	86 - 100
Heal Your Mount	70 - 100	55 - 100	40 - 100	30 - 100
Mount Rentals	40 - 100	33 - 100	25 - 100	20 - 100
Mount Training	72 - 100	63 - 100	54 - 100	48 - 100
Sell Mounts	50 - 100	38 - 100	26 - 100	18 - 100
Sell Pack Beast	65 - 100	58 - 100	60 - 100	65 - 100
Sell Mount Feed	22 - 100	18 - 100	12 - 100	08 - 100
Shoeing Services	30 - 100	24 - 100	18 - 100	14 - 100
Spells for Mounts	98 - 100	95 - 100	88 - 100	84 - 100
Tack Repair	44 - 100	32 - 100	20 - 100	12 - 100

When mounts are available for sale, the stable has 1d10; determine the available mounts using 1d100: (01 - 16) quarter horse, (17 - 23) stallion or cavalry horse, (24 - 29) war horse, (30 - 33) great horse, (34) Arion Horse [8 legged], (35 - 39) pony, (40 - 50) donkey or mule or ass or burro, (51 - 53) ox, (54 - 56) trained bull, (57 - 58) bison or buffalo, (59) water buffalo, (60 - 61) trained caribou or reindeer, (62 - 66) African camel, (67 - 71) Asian camel, (72) trained bear, (73 - 77) trained elk or moose, (78 - 80) trained elephant, (81 - 84) trained feline, (85 - 90) trained wolf, (91) trained unicorn, (92) Pegasus, (93 - 96) trained giant bird, (97 - 99) hippocampus or sea horse, (100) trained dolphin.

Magic Services

Certain magical services are available in a locale on 1d100 rolls of:

Service Type	Village	Town	Small City	Large City
Items Charged	99 - 100	95 - 100	61 - 100	21 - 100
Curve Removed	100	97 - 100	85 - 100	65 - 100
Magic Dispelled	95 - 100	74 - 100	51 - 100	26 - 100
Object Enchanted	100	95 - 100	87 - 100	66 - 100
Object Identified	91 - 100	76 - 100	51 - 100	36 - 100
Specific Spell Cast	96 - 100	91 - 100	81 - 100	66 - 100
Spell Components	30 - 100	18 - 100	10 - 100	05 - 100
Spell Researched	100	97 - 100	91 - 100	81 - 100

Spell components of normal or uncommon rarity are available on successful rolls on the table; apply a -20 die roll modifier for rare components, a -35 modifier for very rare components, and a -50 modifier for unique components.

When a Wizard or Shaman is looking to learn a specific spell, someone in the locale knows the spell on 1d100 rolls GTET the number shown on the following table.

Spell Type	Village	Town	Small City	Large City
Basic Magic	65	45	25	08
Lesser Magic	80	60	40	25
Greater Magic	95	75	55	40

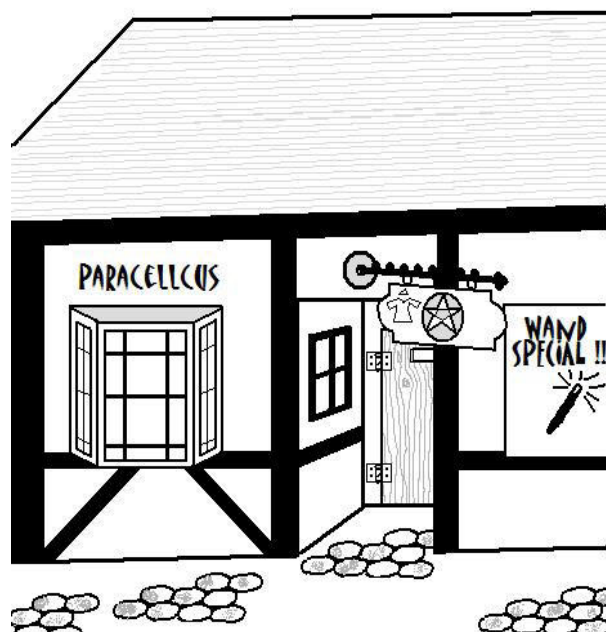
The person knowing the desired spell is willing to teach it on 1d100 rolls GTET 45; apply a -15 roll modifier for each condition that exists: racial hatred, religious hatred, two-step difference in social class, hatred for national origin, or personal dislike. When the spell is taught the person doing the teaching charges according to a 1d20 rolls: (01-02) free, (03-04) future favor, (05-06) 1d12 GP, (07-10) 2d12 GP, (11-17) 3d12 GP, (18-19) 4d20 GP, (20) 5d20 GP. Learning a Basic spell takes one day, a Lesser Magic Spell three days, and a Greater Magic Spell takes five days.

A magic shop is operated by a Guild of Mages on 1d100 rolls GTET than 96 (village), 95 (small town), 91 (large town), 82 (city), 76 (large city), or 65 (capital city). When a magic shop is independent of a Guild of Mages the proprietor has no adventurer class (e.g. is an ordinary tradesman) on a 1d100 roll GTET 55, otherwise is a retired adventurer of experience level 1d10+3. Determine the proprietor's background from 1d100 according to: (01-03) Barbarian, (04-15) Bard/Minstrel/Scoundrel, (16-22) Druid, (23-40) Fighter/Warrior, (41-45) Monk, (46-55) Crusader/Paladin, (56-65) Ranger/Woodsman, (66-73) Thief/Rogue/Assassin, (74-84) Sorcerer/Warlock, or (85-100) Wizard/Necromancer/Witch/Charlatan/Illusionist. Clerics and Evil Priests sell enchanted goods exclusively from their Church, Temple, Shrine, or Monastery.

A magic shop is small on 1d100 rolls LTET 55, medium-sized on rolls 56-92, and large on rolls GTET 93. A small shop has 3d12+10 items for sale, a medium-sized shop has 5d12+30 items for sale, and a large shop has 3d100+30 items for sale. A small shop has a particular (requested) enchanted item in stock on 1d100 rolls GTET 97, a medium-sized shop on rolls GTET 92, and a large-sized shop on rolls GTET 85. A small magic shop is able to obtain a particular (requested) enchanted item on 1d100 rolls GTET 92 with the item received in 1d100 days, a medium-sized shop obtains a requested item on rolls GTET 85 with the item received in 6d12 days, and a large shop obtains an item on rolls GTET 70 with the item received in 3d10 days. A 1d100 GP fee is charged to find or order an out-of-stock item.

A magic shop is specialized on 1d100 rolls GTET 47, otherwise it carries a variety of enchanted goods. Determine the shop's specialty from 1d100 according to: (01 – 14) Alchemical Goods, (15 – 35) Armor, (36 – 42) Clothing and Cloth Goods, (43 – 49) Jewelry, (50 – 60) Miscellaneous Goods, (61 – 64) Musical Instruments, (65 – 68) Stones and Carved Objects, (69 – 72) Tools and Transport, (73 – 78) Wands and Staves, (65 – 79) Weapons, (80 – 87) Other Weapon Smith Goods, or (88 – 100) Written Materials.

The general availability of a service does not ensure the service is available to any specific individual adventurer due to cost, time, alignment issues, religious issues, racial issues, etc. If there is only one source for a service, that individual is unavailable (out of town etc.) for 1d6 days on 1d10 rolls of 9, for 2d12 days on rolls of 10.



Priest's Services

The number of temples (churches, shrines, cathedrals, chapels, sacred grove, etc.) in a locale is determined by a 1d100 roll:

Number Temples	Village	Town	Small City	Large City
None	01 - 30	01 - 08	N/A	N/A
One	31 - 74	09 - 30	01	
Two	75 - 90	31 - 50	02 - 08	01
Three	91 - 99	51 - 64	09 - 14	02 - 07
Four	100	65 - 74	15 - 27	08 - 15
1d4+4	N/A	75 - 86	28 - 50	16 - 38
1d6+4		87 - 93	51 - 70	39 - 60
1d10+6		94 - 98	71 - 82	61 - 77
1d20+1d6		99 - 100	83 - 100	78 - 100

In a monotheistic religious setting, the Temple is associated with the Inramine Sect on 1d100 rolls 01-35, with the Rommany Sect on rolls 36-48, and the Aereassam Sect on rolls 49-97, and a minor Sect on rolls 98-100. A Temple is shared by two Sects on 1d20 rolls of 20. An Inramine Temple is associated with a monastic Order and Chapter House on 1d100 rolls GTET 60, a Rommany Temple on rolls GTET 80, and an Aereassam Temple on rolls GTET 40. The Order associated an Inramine Temple is determined from 1d10, (01-04) Aorethan, (05-10) Wyvec; the Order associated with an Aereassam Temple is determined from 1d20, (01-06) Bredon, (07-15) Gardaeus, (16-18) Olphaline, (19-20) Tideon; a Rommany Temple is only associated with the Kessellon Order.

In a polytheistic setting the Deity to whom the Temple is dedicated is given by 1d100 rolls on the following table (the Table gives the Deity's name, Gender [F/M], and area of control or interest):

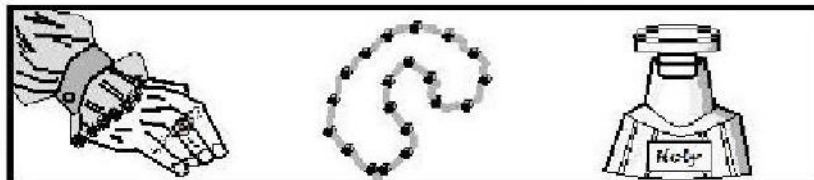
Die Roll	Deity	Die Roll	Deity
01 - 03	Two Deities Share Temple	53 - 54	Lucifer, M, Evil
04 - 05	Three Deities Share Temple	55 - 58	Lupanno, M, Crafts, Making
06 - 09	Anjea, F, Agriculture, Fertility	59 - 63	Narada, F, Travelers, Hospitality
10 - 13	Ardra, F, Fortune, Fate, Luck	64 - 65	Nariglo, M, Death, Revenge
14 - 17	Balaramo, F, Knowledge, Magic	66 - 70	Praylo, M, Rivers, Sea, Waters
18 - 21	Dergavi, M, Dwarves	71 - 72	Ravanna, F, Anarchy and Evil
22 - 25	Dharo, M, Earh, Stone	73 - 74	Shesho, F, Order and Evil
26 - 29	Haoma, F, Forests, Plants	75 - 80	Shodassa, F, Justice, Oaths
30 - 33	Juallana, F, Love, Emotions	81 - 84	Suryo, M, Sky, Moon, Sun
34 - 37	Kheallo, M, Time, Weather	85 - 89	Tara, F, Life, Medicine
38 - 41	Khurmo, M, Animals, Herders	90 - 93	Vaettiri, F, Elves
42 - 45	Kubero, M, War, Metals	94 - 98	Varatha, F, Music, Merriment
46 - 49	Lokaski, M, Humans	99	RARE DEITY Table
50 - 52	Molarri, M, Gnomes	100	RARE DEITY Table

Rare Deity Table (Non-Human Racial Diets)

1d8 Roll	Deity	1d8 Roll	Deity
1	Astarri, Minotaurs	5	Kurklosi, Cyclops
2	Chluri, Leprechauns	6	Phindari, Centaurs
3	Ergi, Ogres	7	Silleni, Satyrs
4	Gobni, Goblins	8	Vargi, Lycanthropes

For each Temple, determine the services it offers from the following table, the service being available on 1d100 rolls within the given range. If no Temple is present there may still be a local Priest (deacon, chaplain, etc.), Hermit, or itinerant Holy Man capable of offering the service(s) – apply a -15 roll modifier to the table below only when no Temple is present. When a service is currently unavailable, another check cannot be made for 1d6+4 days.

Service	Village	Town	Small City	Large City
Atonement Made	65 - 100	48 - 100	27 - 100	12 - 100
Charm, Religious	70 - 100	44 - 100	23 - 100	10 - 100
Confession Heard	40 - 100	28 - 100	14 - 100	07 - 100
Cure Blindness	95 - 100	90 - 100	80 - 100	65 - 100
Cure Deafness	88 - 100	72 - 100	58 - 100	45 - 100
Cure Disease	70 - 100	60 - 100	45 - 100	30 - 100
Cure Poisoning	91 - 100	79 - 100	60 - 100	50 - 100
Exorcism Perform	99 - 100	96 - 100	90 - 100	75 - 100
Holy Symbol, Sell	75 - 100	50 - 100	20 - 100	10 - 100
Limb Regeneration	97 - 100	93 - 100	89 - 100	85 - 100
Icon, Religious, Sell	60 - 100	45 - 100	30 - 100	20 - 100
Object Blessed	70 - 100	46 - 100	25 - 100	10 - 100
Object Identified	80 - 100	55 - 100	35 - 100	20 - 100
Prayer to Deity	60 - 100	45 - 100	30 - 100	20 - 100
Raise the Dead	100	92 - 100	85 - 100	70 - 100
Reincarnation	97 - 100	88 - 100	75 - 100	60 - 100
Religious Amulet	68 - 100	48 - 100	28 - 100	08 - 100
Remove Curse	90 - 100	78 - 100	66 - 100	50 - 100
Reverse Stoning	93 - 100	80 - 100	67 - 100	53 - 100
Specific Prayer	78 - 100	56 - 100	40 - 100	27 - 100
Specific Ritual	82 - 100	70 - 100	58 - 100	45 - 100



When a Crusader or Priest is looking to learn a specific Prayer, a person in locale knows the Prayer on 1d100 rolls GTET the number shown on the following table:

Prayer Type	Village	Town	Small City	Large City
Devotion	75	60	40	17
Mystery	88	75	60	40
Majesty	98	85	70	50

The person knowing the desired Prayer is willing to teach it on 1d100 rolls GTET 45; apply a -15 roll modifier for each condition that exists: racial hatred, religious hatred, two-step difference in social class, hatred for national origin, or personal dislike. When the Prayer is taught the person doing the teaching charges according to a 1d20 rolls: (01-02) free, (03-04) future favor, (05-06) 1d12 GP, (07-10) 2d12 GP, (11-17) 3d12 GP, (18-19) 4d20 GP, (20) 5d20 GP. Learning a Devotion Prayer takes one day, a Mystery three days, and a Majesty takes five days. A Priest can learn a Prayer from any other Priest, regardless of Deity.

The general availability of a service does not ensure the service is available to any specific individual Adventurer due to cost, time, alignment issues, religious issues, racial issues, national origin, etc. If there is only one source for a service, that individual is unavailable (out of town etc.) for 1d6 days on 1d10 rolls of 9, for 2d12 days on rolls of 10.

Local Healing Services (Non-Magical)

Service	Village	Town	Small City	Large City
Balms and Salves	87 - 100	75 - 100	61 - 100	45 - 100
Bandages	40 - 100	27 - 100	16 - 100	05 - 100
Crutches	55 - 100	40 - 100	25 - 100	15 - 100
Medicines	70 - 100	60 - 100	40 - 100	25 - 100
Poultices	60 - 100	45 - 100	30 - 100	20 - 100
Slings and Sprint	40 - 100	25 - 100	10 - 100	03 - 100
Surgery, Major	75 - 100	60 - 100	45 - 100	35 - 100
Surgery, Minor	62 - 100	47 - 100	32 - 100	20 - 100
Surgery, Stitches	50 - 100	35 - 100	20 - 100	10 - 100

Stitches cost 1d6 CP, minor surgery costs 1d20+4 CP, major surgery costs 2d20+50 SP.

Appraisal Services

Determine whether appraisal services for specific items are available in the locale using the table on the following page, and 1d100.

An appraiser correctly identifies an object's value on 1d20 rolls GTET [42-Intelligence-Level-{Years Experience}]. When an appraiser incorrectly identifies an object's value it is valued higher on 1d10 rolls GTET 5 otherwise is valued lower than its actual value. When the estimated value is higher than the actual value determine the estimate multiplier (e.g. multiple of actual) from 1d10: (1) 1.1, (2) 1.25, (3) 1.4, (4) 1.5, (5) 1.75, (6) 1.9, (7) 2.0, (8) 2.25, (9) 2.5., (10) 3.0; when lower determine the estimate multiplier from 1d10: (1) 0.9, (2) 0.8, (3) 0.7, (4) 0.5, (5) 0.4, (6) 0.3, (7) 0.25, (8) 0.2, (9) 0.175, (10) 0.125

An appraiser correctly identifies the enchanted or divine properties of an object, or correctly identifies that no special properties exist, on 1d20 rolls GTET [50-Intelligence-Level-{Years Experience}]. When an appraiser incorrectly identifies the enchanted properties of an object the type of mistake is determined using 1d12: (1-3) 1d3 wrong properties, (4-6) 1d3 additional properties not actually possessed, (7-11) 1d3 less properties than actually possessed, (12) identified as having no properties when it does have properties.

Appraisal Type	Village	Town	Small City	Large City
Alchemical Items	99 - 100	96 - 100	90 - 100	85 - 100
Animal Parts	50 - 100	55 - 100	60 - 100	65 - 100
Armor	91 - 100	85 - 100	74 - 100	53 - 100
Art	99 - 100	95 - 100	86 - 100	77 - 100
Books	100	98 - 100	95 - 100	92 - 100
Cloth Items	96 - 100	92 - 100	86 - 100	81 - 100
Gems and Jewelry	70 - 100	55 - 100	40 - 100	30 - 100
Gold Objects	80 - 100	68 - 100	56 - 100	45 - 100
Mechanical Goods	100	95 - 100	80 - 100	60 - 100
Silver Objects	75 - 100	67 - 100	50 - 100	43 - 100
Pewter Objects	70 - 100	58 - 100	45 - 100	37 - 100
Porcelain Objects	88 - 100	82 - 100	76 - 100	70 - 100
Tapestries	99 - 100	93 - 100	88 - 100	80 - 100
Weapons	75 - 100	60 - 100	45 - 100	30 - 100

Local Shops

A shop carries only commonly-available goods (Univeral or Common rarity on the Master Table by Spellbook Games) on 1d100 rolls GTET (20+F), where F is 0 for a village, 20 for a town, 30 for a small city, and 40 for a large city. When a shop carries goods less common goods, determine its most rare goods from a 1d100 roll of: (01-45) uncommon, (46-80) rare, (81-96) very rare, (97-100) unique. A shop that carries rare, very rare, or unique items may also have minor enchanted items for sale (see below). A shop carries only goods of common quality on 1d100 rolls GTET (10+F), where F is 0 for a village, 15 for a town, 25 for a small city, and 40 for a large city. When a shop carries goods of a quality different than common, determine the quality of its goods from 1d100 rolls of: (01-11) shoddy, (12-25) poor or imperfect, (26-85) superior, (86-100) exceptional.

A minor enchanted item is one whose value is LTET 1000 GP, an enchanted item is of low value when it costs between 1001 and 10,000 GP. Ordinary tradesmen are incapable of creating enchanted or blessed objects but may occasionally have in stock minor enchanted items or enchanted items of low value related to their trade specialty (e.g a Clothier has an enchanted cloak, an Armorer has an enchanted helm, a Toolwright has an enchanted tool). Enchanted or blessed objects always have a rarity of at least rare. An ordinary shop will never possess an artifact or special enchanted item., or items that are beyond unique. A tradesman has 1d6 minor enchanted items available for sale on 1d100 rolls rolls GTET the values in the following table. If the trademan has any enchanted items they also have 1d3 enchanted items of low value on an additional 1d20 roll GTET 17. An ordinary tradesman is generally unable to locate and acquire specific enchanted items for interested customers.

Goods Carried	Village	Town	Small City	Large City
Rare	85	75	65	50
Very Rare	70	60	50	35
Unique	55	45	35	20

A village has 1d10 shops, a town 3d10 shops, a small city 1d20+50 shops, and a large city 2d20+100 shops. No village has more than 3 of the same type of shop, no town more than 5 of the same shop, and no city more than 10 of the same shop. A locale has each kind of shop listed below on 1d100 rolls GTET the critical values for each size habitation.

Shop Type	Village	Town	Small City	Large City
Apothecary	96	80	50	25
Artisan	80	55	18	03
Artificer	97	72	40	15
Baker	40	08	03	02
Basket Maker	50	30	12	05
Bowyer, Fletcher	65	40	25	07
Brewer, Vintner	30	18	08	03
Butcher	20	12	06	03
Carpenter	50	25	15	06
Cart Wright	80	60	40	20
Carver (Wood)	77	60	53	35
Chandler	35	28	20	12
Cobbler	45	34	23	12
Cooper	55	35	15	05
Dyer	70	60	40	20
Fabricker	82	70	58	40
Furniture Wright	82	65	48	25
General Merchant	45	20	10	04
General Tradesman	40	17	06	02
Glass Wright	88	78	68	50
Haberdasher	90	80	65	50
Jeweler	92	80	47	20
Leather Worker	42	30	18	04
Miller	33	20	07	03
Oiler	84	74	60	45
Parcher	92	80	68	52
Potter	66	56	40	20
Roper	52	42	22	10
Saddler	70	58	56	44
Ship Wright	88	78	58	48
Tailor	74	64	44	25
Tanner	75	65	50	35
Tinker	80	60	40	20
Tool Wright	83	70	55	38

Table continued on following page...

Table continued from previous page...

Shop Type	Village	Town	Small City	Large City
Sail Wright	92	87	74	60
Smith (Armor)	95	86	68	40
Smith (Metal)	52	40	22	07
Smith (Weapon)	88	77	60	25
Weaver	83	72	50	17

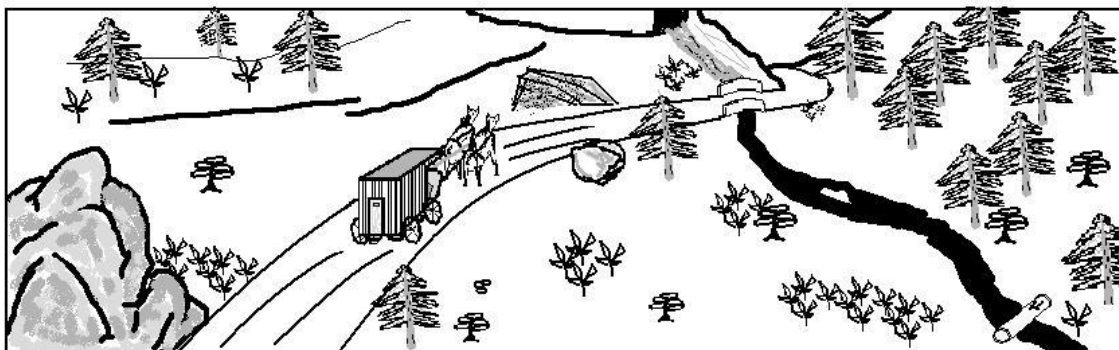
Not all merchants are found in permanent shops, some are itinerant and are found in taverns and inns, or at their encampment(s) along the road. An Inn has merchants staying in it on 1d100 rolls GTET the values given on the following table. When an Inn has any merchants in residence, 1d4 are present. When Adventures are away from habitation, an itinerant merchant is met on 1d100 rolls of 99-100 checked when an encounter check indicates an encounter.

Habitation	Flop House	Small Inn	Medium-Sized Inn	Large Inn
Village	98	95	90	85
Town	90	85	80	75
Small City	77	75	69	63
Large City	57	65	54	46

Determine a tradesman's specialty from the table below, using two 1d10 rolls:

1d10 Roll (Down)	1d10 = 1-3	1d10 = 4-6	1d10 = 7-9	1d10 = 10
1	Artisan	Dyer	Instrument Maker	Alchemist
2	Blacksmith	Fabricer	Leather Worker	Armor Smith
3	Book Binder	Furniture Wright	Mining Supplier	Armor Smith
4	Brewer	Furrier	Oiler	Artist
5	Carver	General Merchant	Painter	Food Vendor
6	Cobbler	Gen. Tradesman	Parcher	Goldsmith
7	Copper	Glass Wright	Potter	Jeweler
8	Dairyman	Haberdasher	Roper	Tinker
9	Tinker	Herbalist	Soaper	Tool wright
10	Weaver	Hunger	Tailer	Weapon Smith

A traveling merchant remains in the same location as determined by a 1d100 roll: (01-50) Overnight only, (51-70) One Additional Night, (71-84) 1d3 Additional Nights, (85-96) 1d4+2 Additional Nights, (97-99) 1d8+3 Additional Nights, or (100) 1d12+5 Additional Nights.



Selling the Loot

A Village is able to purchase 500 GP of loot in any ten-day period, a town 2500 GP, a small city 13,000 GP, and a large city 75,000 GP (this is a non-specific value not requiring negotiation or identifying a specific buyer).

Special individuals are present capable of purchasing additional loot are found on 1d100 rolls GTET the values shown on the following table. Special individuals could be itinerant merchants, other Adventurers, local Gentry, a Sage, the Abbott of a nearby Monastery, or other persons of high social status or personal wealth. Once a sale of goods is made to a Special individual, another such sale cannot be made in the same place (or within a ten-mile radius) for at least 30 days.

Purchase Value	Village	Town	Small City	Large City
250 - 1000 GP	30	20	10	05
1001 - 5000 GP	50	30	20	10
5001 - 10,000 GP	70	50	30	20
10,001 - 20,000 GP	90	70	50	30
20,001 - 50,000 GP	100	90	70	50
50,001 - 100,000 GP	Not Applicable	100	90	70

ALTERNATIVE METHOD:

Regardless of price, a buyer can be found to purchase an Adventurer's loot of the following types on 1d100 rolls GTET the values shown on the following table; a buyer is willing to purchase 1d4 items from a category. The sales price is 1d10+74% of its true value (assume the Buyer always knows the 'true' or Table Value). Apply a -15 roll modifier for enchanted items. Once a purchase is made in a category, another purchase will not be made in the same category for 1d6+10 days.

Purchase Type	Village	Town	Small City	Large City
Adventuring Gear	35	25	15	5
Alchemical Goods	60	45	30	15
Armor	50	35	20	5
Art	80	70	50	35
Books	85	75	60	45
Carvings	90	80	70	55
Clothing	55	40	25	10
Crystal	75	60	40	15
Exotic Foods	45	35	25	10
Gold Objects	65	50	35	15
Jewelry	70	55	40	20
Leather Products	40	20	10	05
Linens and Lace	50	40	20	10
Liquor	30	20	10	5
Mechanicals	85	80	70	55

Continued on the following page...

Sales of Loot by Type, 1d100 GTET Value, Continued from Previous Page

Purchase Type	Village	Town	Small City	Large City
Musical Instruments	88	75	62	50
Pewter Objects	42	30	18	06
Raw Gems	60	48	36	23
Religious Object	35	25	15	05
Silver Objects	40	30	20	10
Tapestries	30	20	10	05
Tools	50	37	24	10
Weapons	25	18	11	06

Recruiting Men at Arms

‘Men at Arms’ refers to any person recruited to go into the dungeon, wilderness, or other wild place with Adventurers. These persons could be armsmen, guards, teamsters, servants, cooks, animal handlers, lock smiths, or other kinds of field support staff. An ‘armsman’ is a Warrior L0 or L1 (recruiting any spell or prayer-using person or any Adventurer-Class person L2 or above is covered in the section on Adventurers); all other persons fight as ordinary people. At least one man-at-arms of the given type is available on 1d100 rolls GTET the values shown on the following Table:

Man-at-Arms	Village	Town	Small City	Large City
Armsman L0	52	40	28	12
Armsman L1	67	52	40	20
Animal Handler	30	40	55	70
Cook (Field)	25	35	50	65
Doctor	80	70	55	40
Groom	15	20	30	45
Guard	48	35	20	07
Guide	40	52	70	83
Servant	50	40	28	09
Teamster	30	35	42	50
Tracker	70	78	86	95
Watchman	35	30	22	15

1d6 Armsmen can be recruited from Villages and Towns when they are available, 1d3 Grooms, 1d8 Guards, 1d4 Servants, and 1d3 pair of Teamsters (always working in pairs, comes with a horse team and half-ton wagon); only one person is available of any other type. For recruiting in Cities multiply the available numbers by 1d4. Once a particular type of man-at-arms is searched for, whether the search is successful or not, the same kind of specialty cannot be searched for again in a Village for 15 days, in a Town for 10 days, in a Small City for 5 days, and in a Large City for 2 days. The pay rate for an Armsman L0 is 0.5 /day, for Armsmen L1 0.75 GP/day, Animal Handlers 0.3 GP/day, for Doctors 0.6 GP/day, Field Cooks 0.25 GP/day, animal Grooms 0.15 GP/day, camp Guards 0.35 GP/day, wilderness Guides 0.65 GP/day, general Servants 0.125 GP/day, Teamsters 1.2 GP/day, wilderness Trackers 0.825 GP/day, and Watchmen 0.325 GP/day.

Local Adventurers

Determine the number of local Adventurer-trained individuals from the following Table, using 1d100 rolls in the given ranges.

Number	Village	Town	Small City	Large City
None	01-60	01-15	N/A	N/A
One	61-85	16-30		
Two	86-97	31-40	01-10	
Three	98-100	41-60	11-20	01-03
1d3+3	N/A	61-77	21-30	04-09
1d6+6		78-95	31-60	10-25
1d12+12		96-100	61-90	26-76
1d20+12		N/A	91-100	77-100

The type of Adventurer is given by 1d100 rolls on the following table (roll individually for each Adventurer):

Adventurer Class	Village	Town	Small City	Large City
Crusader	01-03	01-05	01-07	01-06
Priest	04-15	05-19	08-25	07-23
Rascal	16-36	20-48	26-50	24-44
Shaman	37-40	49-52	51-55	45-53
Warlock	41-46	53-57	56-62	54-60
Warrior	47- 95	58-94	63-91	61-89
Wizard	96-100	95-100	92-100	90-100

An Adventurer's Level is given by 1d100 rolls on the following table (roll individually for each Adventurer):

Level	Village	Town	Small City	Large City
One	01-15	01-10	01-07	01-05
Two	16-38	11-29	08-23	06-19
Three	39-62	30-48	24-39	20-34
Four	63-86	49-67	40-55	35-48
Five	87-98	68-86	56-70	49-62
Six	99	87-94	71-85	63-77
Seven	100	95-98	86-93	78-90
Eight	N/A	99	94-98	91-93
Nine		100	99	94-98
Ten		N/A	100	98-100

An Adventurer's status (availability) can be determined from the following Table using a 1d100 roll

Die Roll	Status / Availability
01 - 45	Healthy and Available
46 - 57	Recuperating and Available (1d12 days to restore to health)
58 - 70	Healthy but Committed (cannot leave area)
71 - 80	Recuperating and Committed (1d20 dy to health, cannot leave)
81 - 86	Healthy and Retired
87 - 94	Crippled and Retired
95 - 100	Just Passing Through (committed to mission/quest)

Obtaining Information

An Adventurer may go into a unfamiliar locale looking for information as well as for supplies and support. The willingness of local citizens to provide information often depends on the topic asked about, as well on the relative social classes of those involved, and the amount of money spent by the person asking. An Adventurer succeeds in obtaining information about the categories below on 1d100 rolls in the given Table ranges (after applying all modifiers; modifiers are cumulative). If no category fits the Adventurer's interests, they succeed on 1d100 rolls between 60 and 100.

Information Requested	Die Roll	Information Requested	Die Roll
Adventuring Jobs Needing Done	65 - 100	Local Legends	55 - 100
Dark Rumors	92 - 100	Local Personalities	28 - 100
Evil Signs and Portents	95 - 100	Local Threats	83 - 100
Goods and Services	25 - 100	Recent Events	62 - 100
Gossip	15 - 100	Strange Happenings	86 - 100
Local Authorities and the Law	35 - 100	Strangers Passing Through	91 - 100
Local Geography	20 - 100	Unsavorly Persons	80 - 100
Local History	42 - 100	Visions and Dreams	93 - 100

Apply a -15 roll modifier to the Information table when seeking information in a Village, -5 modifier in a Town, +5 modifier in a Small City, and a +10 modifier in a Large City. Apply a roll modifier based on the Social Classes of seeker and local citizen according to the following table:

Citizen's Social Class	Adventurer's Social Class			
	Peasant	Craftsman	Professional	Gentry or Nobility
Peasant	+10	+4	-5	-25
Craftsman	-2	+10	+4	-15
Professional	-15	-4	+10	+15
Gentry or Nobility	-30	-20	-5	+10

If the Adventurer is of a race different from the citizen, apply a -15 modifier. If the Adventurer does not speak the local language (or speaks it badly) apply a -8 modifier. If the Adventurer is obviously not a member of the dominant local religion apply a -8 modifier. If the Adventurer is obviously a foreigner apply a -5 modifier. For every day the Adventurer spends in the area apply a +2/day modifier. For every 1 SP tip that is given apply a +5 modifier.

The information obtained in a Village is truthful (to the limit of the speaker's knowledge) on 1d100 rolls GTET 20, truthful in a Town on rolls GTET 30, truthful in a Small City on rolls GTET 35, and truthful in a Large City on rolls GTET 45. Apply a +20 roll modifier if the speaker is aligned with good, a +5 modifier if aligned with Neutrality.

Trainers

Determine whether the locale has a trainer in each of the subject area on 1d100 rolls GTET the value(s) on the following Table, rolling independently for each skill-type:

Trainer	Village	Town	Small City	Large City
Aerial Mounts	100	99 - 100	96 - 100	92 - 100
Aerial Sailing	100	100	99 - 100	97 - 100
Alchemy	99 - 100	94 - 100	88 - 100	82 - 100
Animal Calls	92 - 100	82 - 100	72 - 100	63 - 100
Animal Training	86 - 100	74 - 100	80 - 100	84 - 100
Appraising	97 - 100	88 - 100	80 - 100	75 - 100
Archery	84 - 100	75 - 100	80 - 100	83 - 100
Armed Combat	98 - 100	88 - 100	77 - 100	65 - 100
Boxing	99 - 100	93 - 100	75 - 100	40 - 100
Chariot Driving	100	98 - 100	93 - 100	90 - 100
Dancing	92 - 100	77 - 100	50 - 100	30 - 100
Healing, Surgery	93 - 100	85 - 100	70 - 100	50 - 100
Horsemanship	92 - 100	75 - 100	75 - 100	80 - 100
Jousting	100	95 - 100	87 - 100	83 - 100
Martial Arts	95 - 100	86 - 100	70 - 100	55 - 100
Mounted Combat	99 - 100	90 - 100	92 - 100	94 - 100
Languages	93 - 100	76 - 100	56 - 100	40 - 100
Lock Picking	97 - 100	89 - 100	82 - 100	75 - 100
Physical Fitness	87 - 100	80 - 100	60 - 100	30 - 100
Public Speaking	99 - 100	86 - 100	60 - 100	30 - 100
Sailing	92 - 100	83 - 100	75 - 100	70 - 100
Shield Tactics	96 - 100	85 - 100	65 - 100	42 - 100
Small Boats	86 - 100	67 - 100	50 - 100	35 - 100
Smithy Work	77 - 100	59 - 100	30 - 100	25 - 100
Stealthy Movement	90 - 100	75 - 100	60 - 100	45 - 100
Surveying	92 - 100	83 - 100	67 - 100	56 - 100
Swimming, Diving	87 - 100	71 - 100	55 - 100	42 - 100
Unarmed Combat	92 - 100	74 - 100	57 - 100	42 - 100
Wilderness Survival	70 - 100	77 - 100	85 - 100	90 - 100
Wrestling	85 - 100	77 - 100	70 - 100	60 - 100
Tracking	84 - 100	77 - 100	90 - 100	93 - 100

A Trainer can handle no more than three simultaneous trainees. Training in any skill costs 1d20 GP/week, paid in advance. An Adventurer must spend at least three-quarters of their time in training; they succeed in learning a skill on 1d20 rolls GTET [38-Intelligence-Level], checked once/week; if an Adventurer hasn't learned a skill after three weeks they have to wait at least 30 days before trying again.

Other Services

Other services may be available in a locale; each specialist is found on 1d100 rolls in the range(s) given on the following table, checked once per week. A Village has only one of each type and another cannot be recruited for at least 60 days, a Town has 1d3 of each type and another cannot be recruited for at least 40 days, a Small City has 1d6 of each with no additional recruitment for 20 days, and a Large City has 1d8 with no recruitment for 10 days. The cost of employing each type of specialist can be found on the Rental and Services Tables by Spellbook Games. (Table continues on following page)

Specialist	Village	Town	Small City	Large City
Alchemist	98 - 100	90 - 100	70 - 100	55 - 100
Archivist	99 - 100	91 - 100	83 - 100	70 - 100
Artilleryman	100	99 - 100	96 - 100	92 - 100
Artist	85 - 100	75 - 100	60 - 100	45 - 100
Assayer	90 - 100	73 - 100	54 - 100	40 - 100
Astrologer	100	99 - 100	97 - 100	80 - 100
Barrister	99 - 100	90 - 100	60 - 100	30 - 100
Bee Keeper	93 - 100	80 - 100	75 - 100	70 - 100
Bookie	100	93 - 100	63 - 100	35 - 100
Cartographer	100	90 - 100	73 - 100	53 - 100
Charioteer	100	99 - 100	95 - 100	90 - 100
Carpenter	60 - 100	70 - 100	82 - 100	94 - 100
Clerk	88 - 100	54 - 100	20 - 100	05 - 100
Courier	90 - 100	70 - 100	51 - 100	20 - 100
Dream Interpreter	100	99 - 100	98 - 100	96 - 100
Forger	100	97 - 100	90 - 100	85 - 100
Fortune Teller	97 - 100	90 - 100	75 - 100	55 - 100
Guide	88 - 100	60 - 100	30 - 100	12 - 100
Laborer, Common	70 - 100	47 - 100	30 - 100	15 - 100
Librarian	100	95 - 100	88 - 100	80 - 100
Lock Smith	93 - 100	80 - 100	65 - 100	50 - 100
Miner	82 - 100	88 - 100	93 - 100	97 - 100
Navigator	93 - 100	85 - 100	50 - 100	20 - 100
Pilot, Harbor/River	94 - 100	70 - 100	40 - 100	20 - 100
Poisoner	100	99 - 100	95 - 100	91 - 100
Researcher	100	92 - 100	73 - 100	57 - 100
Sage	100	94 - 100	85 - 100	73 - 100
Scribe	83 - 100	57 - 100	37 - 100	18 - 100

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Specialist	Village	Town	Small City	Large City
Sculptor	100	94 - 100	80 - 100	65 - 100
Stevedore	82 - 100	76 - 100	46 - 100	22 - 100
Story Teller	82 - 100	52 - 100	20 - 100	05 - 100
Surgeon	96 - 100	86 - 100	70 - 100	50 - 100
Surveyor	93 - 100	77 - 100	30 - 100	10 - 100
Tattoo Artist	88 - 100	70 - 100	52 - 100	40 - 100
Taxidermist	85 - 100	71 - 100	53 - 100	47 - 100
Translator	93 - 100	77 - 100	55 - 100	37 - 100
Trapper	65 - 100	73 - 100	90 - 100	96 - 100
Weather Predictor	90 - 100	75 - 100	60 - 100	35 - 100

Other Town Features

The locale has the other features described on the following Table, as determined by 1d100 rolls; for Walls, Earthworks, and Moats the column us read down from 01 to 100; for all other features the feature exists if the 1d100 roll is within the given range.

Feature		Village	Town	Small City	Large City
Walls	None	01 - 60	01 - 40	01 - 25	01 - 15
	Wood Palisade	61 - 85	41 - 58	26 - 40	16 - 29
	Partial Stone	86 - 95	59 - 89	41 - 83	30 - 68
	Full Stone	96 - 100	90 - 100	84 - 100	69 - 100
Earthworks	None	01 - 33	01 - 20	01 - 15	01 - 10
	Partial	34 - 80	21 - 70	16 - 55	11 - 47
	Fully Circled	81 - 100	71 - 100	56 - 100	48 - 100
Moat Defenses	None	01 - 55	01 - 40	01 - 30	01 - 20
	Partial	56 - 90	41 - 80	31 - 69	21 - 59
	Fully Circled	91 - 100	81 - 100	70 - 100	60 - 100
Gate Tower		70 - 100	60 - 100	45 - 100	20 - 100
Catapult or Ballista Defenses		60 - 100	50 - 100	35 - 100	15 - 100
Interior Keep		92 - 100	86 - 100	72 - 100	40 - 100
Interior Wall		95 - 100	90 - 100	80 - 100	60 - 100
Palace		100	92 - 100	75 - 100	50 - 100
Arena		97 - 100	90 - 100	75 - 100	40 - 100
Town Commons or Green		20 - 100	40 - 100	55 - 100	70 - 100

Recreations

The following recreations may be available in and around a locale. Each recreation is available on 1d100 rolls in the indicated range.

Recreation	Village	Town	Small City	Large City
Amphitheater	86 - 100	75 - 100	55 - 100	30 - 100
Art Gallery, Exhibits	97 - 100	90 - 100	80 - 100	50 - 100
Beach	95 - 100	90 - 100	85 - 100	70 - 100
Brothels	70 - 100	40 - 100	10 - 100	03 - 100
Card Room Gaming	86 - 100	56 - 100	26 - 100	06 - 100
Casino Gaming	100	95 - 100	80 - 100	60 - 100
Chariot Track	98 - 100	90 - 100	75 - 100	55 - 100
Concert Hall	100	92 - 100	80 - 100	58 - 100
Dog Track	100	97 - 100	94 - 100	86 - 100
Drugs, Chemicals	82 - 100	70 - 100	55 - 100	35 - 100
Fishing Spot	68 - 100	75 - 100	88 - 100	93 - 100
Gladiator Games	100	95 - 100	88 - 100	80 - 100
Gymnasium	99 - 100	80 - 100	55 - 100	35 - 100
Hashish Den	100	86 - 100	68 - 100	38 - 100
Ice Rink	100	99 - 100	95 - 100	88 - 100
Local Festival	72 - 100	48 - 100	22 - 100	05 - 100
Massage Parlor	99 - 100	85 - 100	60 - 100	30 - 100
Minstrel Show	100	88 - 100	66 - 100	44 - 100
Museum	100	90 - 100	75 - 100	50 - 100
Music Venue	92 - 100	72 - 100	42 - 100	12 - 100
Parade	96 - 100	90 - 100	80 - 100	70 - 100
Peep Show	99 - 100	93 - 100	85 - 100	70 - 100
Public Baths	80 - 100	60 - 100	30 - 100	10 - 100
Puppet Shows	97 - 100	90 - 100	82 - 100	72 - 100
Racetrack Gaming	100	93 - 100	81 - 100	68 - 100
Rodeo Rink	100	97 - 100	95 - 100	92 - 100
Sports Stadium	100	98 - 100	95 - 100	92 - 100
Swimming Pool	100	96 - 100	91 - 100	82 - 100
Tattoo Parlor	92 - 100	80 - 100	62 - 100	40 - 100
Theater	100	94 - 100	85 - 100	75 - 100

Locale Governance

The type of local governance is given by 1d100 rolls on the following table:

Governance	Village	Town	Small City	Large City
Elected	01 - 60	01 - 45	01 - 30	01 - 20
Appointed	61 - 89	46 - 82	31 - 75	21 - 70
Hereditary	90 - 100	83 - 100	76 - 100	71 - 100

Table for Elected-Type Government:

Goverance	Village	Town	Small City	Large City
Hetman or Chief	01 - 75	01 - 67	01 - 55	01 - 45
Council	76 - 100	68 - 100	56 - 100	46 - 100

Council Type	Village	Town	Small City	Large City
Academics	01 - 03	01 - 02	01	01
Artists	04 - 06	03 - 04	02	02
Citizens	07 - 50	05 - 39	03 - 30	03 - 26
Criminals	51 - 54	40 - 42	31 - 33	27 - 28
Family / Clan	55 - 58	43 - 44	34 - 35	29 - 30
Guilds	59 - 70	45 - 65	36 - 52	31 - 57
Mages	71 - 72	66 - 67	53 - 54	58 - 61
Military	73 - 76	68 - 72	55 - 65	62 - 74
Oligarchs	77 - 85	73 - 84	66 - 88	75 - 92
Other	86 - 87	85 - 86	89	93
Professions	88 - 90	87 - 91	90 - 92	94
Religious	91 - 95	92 - 96	93 - 97	95 - 98
Trades	96 - 100	97 - 100	98 - 100	99 - 100

The next election occurs in 2d12 months. The type of voters are determined by 1d100 rolls: (01-06) active and retired military personnel, (07-15) all citizens, (16-40) all land owners, (41-46) all religious believers, (47-65) business owners, (66-71) Guild Journeymen and Masters, (72-74) members of [designated] clan or family, (75-76) members of [designated] organization, (77-78) members of [designated] race, (79-82) members of [designated] religious group, (83-94) oligarchs, (95-99) spell-users, (100) other.

Appointed Government

Governance	Village	Town	Small City	Large City
Administrator	01 - 18	01 - 14	01 - 10	01 - 06
Chamberlain	19 - 23	15 - 18	11 - 12	07 - 08
City Manager	24 - 42	19 - 35	13 - 38	09 - 44
Commander	43 - 46	36 - 40	39 - 41	45 - 48
Consul	47 - 55	41 - 43	42 - 44	49 - 53
Governor	56 - 70	44 - 62	45 - 63	54 - 70
Marshall	71 - 80	63 - 66	64 - 70	71 - 74
Overseer	81 - 88	67 - 69	71 - 73	75 - 78
Provost	89 - 90	70 - 73	74 - 78	79 - 83
Reeve	91 - 93	74 - 82	79 - 85	84 - 88
Seneschal	94 - 97	83 - 92	86 - 92	89 - 95
Steward	98 - 100	93 - 100	93 - 100	96 - 100

When government is appointed, the current incumbent's term expires in 3d12 months.

Hereditary Government

A Hereditary Government is any form where power is associated with the current holder of a position or Title, and is permanent as long as they are incumbent in the position.

Government	Village	Town	Small City	Large City
Abbott	01 - 08	01 - 05	01 - 03	01
Baron	09 - 13	06 - 09	04 - 10	02 - 06
Bishop	14 - 16	10 - 15	11 - 16	07 - 10
Clan Leader	17 - 18	16 - 17	17 - 18	11 - 12
Criminal Leader	19 - 20	18 - 19	19	13
Dean or Provost	21 - 30	20 - 28	20 - 26	14 - 17
Duke	31 - 33	29 - 35	27 - 34	18 - 25
Earl	34 - 39	36 - 42	35 - 41	26 - 33
Family Member	40 - 55	42 - 50	42 - 48	34 - 38
Guild Master	56 - 63	51 - 57	49 - 55	39 - 44
Knight	64 - 76	58 - 70	56 - 68	45 - 57
Military Commander	77 - 80	71 - 73	69 - 70	58 - 60
Monster Group	81 - 82	74 - 77	71 - 74	61 - 64
Organization	83 - 89	78 - 85	75 - 82	65 - 73
Other Leader Type	90 - 91	86 - 88	83 - 85	74 - 76
Prince	92 - 94	89 - 95	86 - 93	77 - 87
Rector	95 - 99	96 - 99	94 - 98	88 - 96
Undead	100	100	99 - 100	97 - 100

Abbott – also Flaminess, Augurs, Prior, Rector, Vicar, Sexton, Deacon, Curate, Chaplain, or Mullah; **Baron** – also Freiherr, Greve, Baronet, Nan, or Dean; **Bishop** – also Archdeacon, Pontifex (Pontiff), Archbishop, Apostle, or Ula-ma; **Duke** – also Herzog, Prinz, Marquis, Pfalzgraf, Principe, Markgraf, Landgraf (Landgrave), Emir, Sultan, Kung, Peh, Shogun, or Ikkshid; **Earl** – also Count, Graf, Comte, Viscount, Pasha, Bey, Nawab, Tsze, or Daimyo; **Knight** – also Sheikh, Nizam, Samurai, or Bannerette; **Other Leader** – also Sheriff, Prefect, Jarl, Warden, or Bailiff; **Prince** – also Atheling, Caliph, Archduke, Rajah, Prophet, Cardinal, and members of the Royal Family. A hereditary-category ruler becomes incapacitated, abdicates, or dies after 1d100*1d6 months.

Regional Loyalty

The locale's loyalty to the greater regional Ruler or Nation is determined from the following, using 1d100 and the ranges on the Table below (the Table may also be used to determine the local population's allegiance to the local ruler with a +8 roll modifier):

Loyalty	Village	Town	Small City	Large City
Very Loyal	01 - 15	01 - 22	01 - 30	01 - 35
Mostly Loyal	16 - 30	23 - 40	31 - 52	36 - 62
Generally Loyal	31 - 40	41 - 55	53 - 70	63 - 80
Some Loyalty	41 - 70	56 - 77	71 - 85	81 - 92
Little Loyalty	71 - 84	78 - 88	86 - 93	93 - 99
Openly Rebellious	85 - 100	89 - 100	94 - 100	100

A locale with some loyalty goes into active rebellion on 1d100 rolls GTET 94, checked monthly; a locale with little loyalty goes into open rebellion on rolls GTET 75, checked monthly; a locale that is openly rebellious goes into active rebellion on rolls GTET 40, checked monthly. Apply a -25 roll modifier in winter, apply a -25 roll modifier if the locale is heavily fortified and garrisoned. The area around a village succeeds in its rebellion on 1d100 rolls GTET 92, a town on rolls GTET 86, a small city on rolls GTET 80, and a large city on rolls GTET 73. If a capitol city succeeds in rebellion then the national level government is wiped out and a new one created (new royal dynasty, etc.). After a successful rebellion an area has at least some loyalty to the resulting government for the subsequent 5d12 months.

Local Products and Specialties

Each locale has products or services that dominate the local economy, for which they are known locally or regionally. A locale's primary specialization category is related to its physical environment as determined from the Table(s) on the following page. A village has one specialization (category) on 1d100 rolls 01-70, two on rolls 71-97, and three on rolls 98-100. A town has one specialization on 1d100 rolls 01-27, two on rolls 28-70, three on rolls 71-97, four on rolls 98-99, and five on a roll of 100. A small city has one specialization on a roll of 01, two on rolls 02-45, three on rolls 46-80, four on rolls 81-93, five on rolls 94-98, and six on rolls of 99-100. A large city has two specializations on rolls 01-03, three on rolls 04-65, four on rolls 66-75, five on rolls 76-98, and six on rolls 99-100. An area can have multiple specializations within the same specialty category (e.g. both Grains and Orchards in Crops, or Clothing, Dyes, and Glass Blowing in Manufacturing). The Tables assist in selecting specific crops or products or services within each specialty category.

A pilgrimage site or town primarily oriented towards tourism is considered as having a Trade specialty. If a village is primarily agricultural (e.g. specialized in Crops, Fishing, Forestry, or Livestock) farmers, fishermen, foresters, herds-men, and breeders make up 40+2d20% of the working population, direct agricultural workers together make up 2d12% of all workers in all towns having other specialties.

Specialty Categories (1d100):

Specialty Category	Locale Environment				
	Desert	Forest	Hills	Jungle	Mountains
Crops	01 - 03	01 - 19	01 - 12	01 - 25	01 - 09
Fishing	04	20 - 25	13 - 19	26 - 35	10 - 12
Forestry	05	26 - 65	20 - 50	36 - 51	13 - 42
Governance	06 - 12	66 - 68	51 - 54	52 - 55	43 - 47
Livestock	13 - 42	69 - 75	55 - 60	56 - 59	48 - 55
Manufacturing	43 - 48	76 - 80	61 - 69	60 - 65	56 - 64
Military	49 - 56	81 - 82	70 - 72	66 - 69	65 - 73
Mining	57 - 72	83 - 88	73 - 86	70 - 74	74 - 89
Religious	73 - 82	89 - 91	87 - 91	75 - 78	90 - 94
Schools	83 - 84	92 - 93	92 - 94	79 - 80	95 - 96
Trade	85 - 95	94 - 96	95 - 96	81 - 93	97 - 99
Transport	96 - 100	97 - 100	97 - 100	94 - 100	100

Specialty Category	Locale Environment				
	Plains	Swamp / Fen	Sea Coast	Arctic / Tundra	Underground
Crops	01 - 45	01 - 30	01 - 15	01 - 08	01 - 06
Fishing	46 - 47	31 - 55	16 - 45	09 - 10	07
Forestry	48 - 53	56 - 58	46 - 55	11	08
Governance	54 - 57	59 - 60	56 - 58	12 - 20	09 - 18
Livestock	58 - 69	61 - 70	59 - 63	21 - 60	19 - 26
Manufacturing	70 - 75	71 - 77	64 - 68	61 - 78	27 - 45
Military	76 - 82	78	69 - 76	79 - 81	46 - 48
Mining	83 - 85	79	77 - 78	82 - 85	49 - 80
Religious	86 - 90	80 - 84	79 - 81	86	81
Schools	91	85 - 86	82 - 84	87 - 88	82 - 90
Trade	92 - 94	87 - 95	85 - 95	89 - 92	91 - 98
Transport	95 - 100	96 - 100	96 - 100	93 - 100	99 - 100

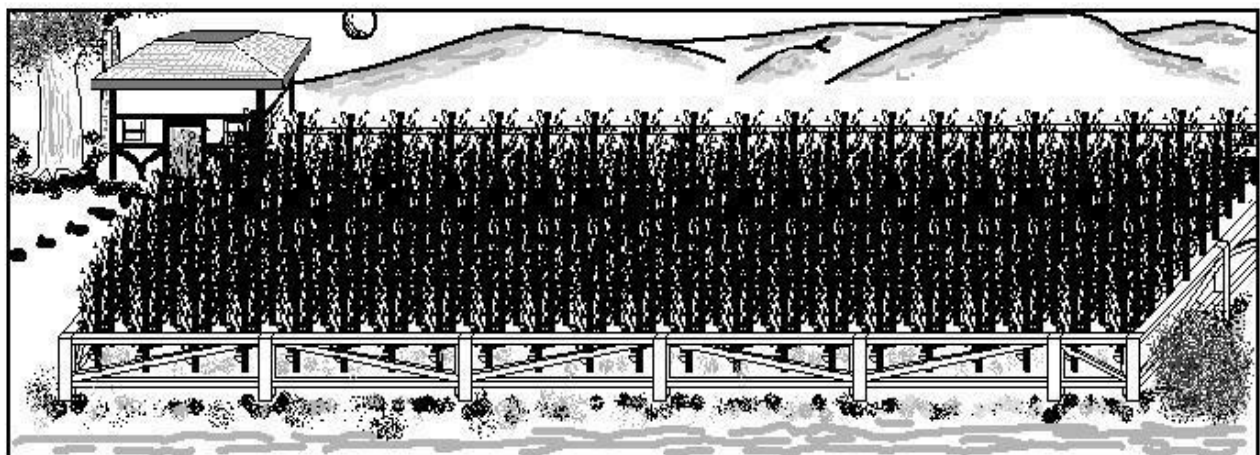
Specialties within general categories are determined from 1d100 rolls on the following tables (Games Masters may have to provide suitable explanations depending on the selected environment):

Crops	Die Roll	Fishing	Die Roll	Forestry	Die Roll
Animal Feeds	01 - 15	Clams	01 - 09	Charcoal	01 - 15
Berries	16 - 17	Crayfish	10 - 14	Furs	16 - 28
Edible Fungi	18	Dried Fish	15- 29	Herbs	29 - 30
Flowers	19 - 22	Fresh Fish	30 - 45	Hunting (Meat)	31 - 40
Gourds	23 - 26	Lobster	46 - 52	Leather	41 - 47
Grains	27 - 58	Mussels	53 - 58	Medicines	48 - 50
Grapes	59 - 61	Octopus	59	Mushrooms	51 - 53
Herbs	62 - 63	Oysters	60 - 68	Spices	54 - 55
Melons	64 - 65	Pearls	69	Tourism	56 - 58
Nursery	66	Shrimp	70 - 77	Wood (Cut)	59 - 77
Nuts	67 - 68	Squid	78 - 79	Dyes	78 - 81
Orchards	69 - 79	Water Plants	80 - 85	Berries	82 - 89
Seeds	80 - 81	Fish Oils	86 - 92	Roots / Tubers	90 - 95
Spices	82 - 83	Blubber	93 - 98	Ropes	96 - 97
Tubers	84 - 92	Fish Fins	99	Mosses	98 - 99
Vegetables	93 - 100	Fish Eyes	100	Petrified Wood	100

Governance	Die Roll	Livestock	Die Roll	Military	Die Roll
Courts	01 - 08	Bees	01 - 07	Adventurers	01 - 02
Customs	09 -11	Birds	08 - 09	Air Cavalry	03
Deeds & Titles	12 - 35	Breeders	10 - 12	Archers	04 - 12
Fire Crews	36 - 43	Beasts o'Burden	13 - 22	Cavalry	13 - 29
Governor	44 - 48	Cats, Dogs	23 - 26	Engineers	30 - 32
Nobleman	49 - 50	Dairy	27 - 55	Infantry	33 - 70
Ombudsman	51 - 52	Fowls	56 - 69	Knights	71
Pauper's House	53 - 60	Hunting	70 - 72	Logistics	72 - 74
Prison	61 - 66	Meat Stock	73 - 85	Mercenaries	75 - 77
Registrar	67 - 72	Riding Stock	86 - 89	Naval Stores	78 - 85
Road Crews	73 - 74	Beast Trainers	90 - 93	Piracy	86 - 87
Royal Agents	75 - 80	Wool Stock	94 - 100	Siege Units	88
Sheriff	81 - 84			Signals Units	89 - 93
Surveyors	85			Spying	94 - 95
Tax Office	86 - 100			Supply Units	96 - 100

Specialties within general categories are determined from 1d100 rolls on the following tables (Games Masters may have to provide suitable explanations depending on the selected environment):

Manufacturing	Die Roll	Mining	Die Roll	Religious	Die Roll
Armor	01 - 07	Adamant	01	Charity	01 - 05
Boats	08 - 09	Arsenic	02 - 04	Hospital	06 - 11
Book Products	10 - 12	Coal	05 - 18	Hostel	12 - 17
Brewing	13 - 17	Copper	19 - 25	Knights	18 - 19
Brick and Mortar	18 - 19	Electrum	26	Monastery	20 - 26
Cloth, Raw	20 - 25	Gems	27 - 28	Pilgrim's Site	27
Clothing	26 - 28	Gold	29 - 30	Preacher	28 - 29
Dyes	29	Gypsum	31	School	30 - 32
Foodstuffs	30 - 40	Iron	32 - 41	Seer	33
Furniture	41 - 50	Lead	42 - 46	Seminary	34 - 35
Glass Blowing	51 - 53	Mercury	47	Shrine	36 - 43
Glues	54	Mithril	48	Temple(s)	44 - 100
Leather Goods	55 - 60	Peat	49 - 50		
Medicine	61	Petroleum	51 - 54		
Metal Works	62 - 73	Pigments	55 - 58		
Perfume	74	Quarrying	59 - 72		
Pewter	75 - 76	Salt	73 - 76		
Porcelain	77 - 78	Sand and Gravel	77 - 85		
Rope	79 - 81	Silver	86 - 89		
Saddle and Tack	82 - 84	Sulphur	90		
Sawmills	85 - 88	Tar	91 - 92		
Tapestries	89	Tin	93 - 99		
Wagons	90 - 92	Zinc	100		
Weapons	93 - 100				



Specialties within general categories are determined from 1d100 rolls on the following tables (Games Masters may have to provide suitable explanations depending on the selected environment):

Schools	Die Roll	Transport	Die Roll	Trade	Die Roll
Academy	01 - 35	Bridge	01 - 12	Auctions	01 - 07
Alchemy	36 - 39	Ferry Boat	13 - 16	Buyers	08 - 15
Engineering	40 - 47	Ocean Vessels	17 - 25	Caravans	16 - 23
Healing	48 - 61	Porters	26 - 35	Merchants	24 - 50
Magic	62 - 63	River Boats	36 - 43	Piracy	51 - 54
Mercenary	64 - 68	River Ford	44 - 52	Security	55 - 65
Officer	69 - 71	Stables	53 - 60	Shippers	66 - 72
Music	72 - 84	Stage Coaches	61 - 68	Slaves	73 - 78
Visual Arts	85 - 100	Teamsters	69 - 75	Smuggling	79 - 83
		Travel Guides	76 - 79	Stolen Goods	84 - 88
		Wagon Trains	80 - 100	Warehouses	89 - 100

Additional details about the products a locale is know for can be generated by 1d8, 1d12, and 1d20 rolls:

1d8 Roll	Berries	Gourds	Grains	Melons	Orchards
1	Strawberries	Pumpkins	Barley	Cantaloupes	Apples
2	Blackberries	Squashes	Corn	Casaba	Pears
3	Boysenberries	Calabash	Oats	Honeydew	Peaches
4	Blueberries	Wild Cukes	Ryes	Watermelons	Persimmons
5	Raspberries	Acorn Squash	Sorghum	Muskmelons	Cherries
6	Currants	Landrace	Wheat	Pepinno	Plums
7	Elderberries	Buttercups	Millet	Winters	Nectarines
8	Junipers	Fig Leafs	Bulgur	Crenshaw	Grapes

1d12 Roll	Meats	Wools	Tubers
1	Bison	Alpaca	Carrots
2	Cattle	Angora	Potatoes
3	Deer	Bird Down	Yams
4	Goats	Bison	Truffles
5	Lamb	Camel	Artichokes
6	Llama	Cashmere	Cassava
7	Parts	Goats	Occa
8	Rabbit	Llama	Mahua
9	Reindeer	Rabbit	
10	Sausage	Sheep	
11	Swine	Vicuna	
12	Yak	Yak	

Specialties within general categories are determined from 1d100 rolls on the following tables (Games Masters may have to provide suitable explanations depending on the selected environment):

1d20 Roll	Herbs	Spices	Vegetables	Wild Game	Furs / Hides
1	Alfalfa	Basil	Celery	Bear	Bear
2	Anise	Cardamom	Radish	Beaver	Beaver
3	Belladonna	Chives	Rhubarb	Bison	Bison
4	Bergamot	Cinnamon	Rue	Boar	Ermine
5	Chamomile	Cloves	Peas	Cougar	Fox
6	Chicory	Coriander	Lentil	Deer	Lynx
7	Daminana	Dill	Cabbage	Duck	Mink
8	Euphrasia	Fennel	Lettuce	Fox	Rabbit, Hare
9	Ginseng	Garlic	Soy Beans	Lynx	Raccoon
10	Hawthorne	Ginger	Peanuts	Manticore	Sable
11	Hyssop	Marjoram	Black Beans	Musk Deer	Wolf
12	Jasmine	Mustard	Green Beans	Oxen	Wolverine
13	John's Wort	Parsley	Corn	Pheasant	Boar
14	Laurel	Pepper	Cucumber	Quail	Otter
15	Myrtle	Rosemary	Spinach	Warthog	Giant Snake
16	Peonia	Sage	Tomatoes	Weasel	Giant Rat
17	Peppermint	Sesame	Broccoli	Wild Goat	Deer
18	Thistle	Tarragon	Asparagus	Wolves	Warthog
19	Verbena	Thyme	Cauliflower	Wolverines	Weasel
20	Yarrow	Turmeric	Onion	Bobcats	Goat

1d12 Roll	Meats	Wools
1	Bison	Alpaca
2	Cattle	Angora
3	Deer	Bird Down
4	Goats	Bison
5	Lamb	Camel
6	Llama	Cashmere
7	Parts	Goats
8	Rabbit	Llama
9	Reindeer	Rabbit
10	Sausage	Sheep
11	Swine	Vicuna
12	Yak	Yak

Specialties within general categories are determined from 1d100 rolls on the following tables (Games Masters may have to provide suitable explanations depending on the selected environment):

1d20 Roll	Vehicles	Boats Ships	Breeders	Other	Beast Burden
1	Balloons	Canal Barges	Alpaca	Almonds	Horses
2	Carriages	Barques	Bison	Apricots	Oxen
3	Carts	Biremes	Camel	Cashews	Llama
4	Chariots	Canoes	Carp	Chestnuts	Camels
5	Chariots, War	Canoes, War	Cats	Crabapples	Donkeys
6	Coaches	Carracks	Cattle	Figs	Moose
7	Cycles	Flat Cog	Chickens	Grapefruits	Bison
8	Dog Carts	Coracles	Dogs	Lemons	Mules
9	Gigs	Dhows	Donkeys	Macadamia	Reindeer
10	Hand Carts	Djongs	Ducks	Mulberries	Water Buffalo
11	Skates	Dories	Falcons	Olives	
12	Skis	Fishing Boats	Geese	Oranges	
13	Sleds	Lateen Galley	Honey Bees	Pecans	
14	Sleighs	Merchanter	Horses	Pine Nuts	
15	Stage Coaches	Galley, War	Llamas	Pomegranates	
16	Sulkies	Long Ships	Pheasant	Quinces	
17	Trucks	Punts	Pigeons	Sassafras	
18	Conestogas	Trimeres	Reindeer	Turnips	
19	Open Wagons	Yawls	Sheep	Vanilla	
20	Wains	Kayaks	Swine	Walnuts	

1d12 Rolls	Fowls	Riding Beasts	Beast Trainers
1	Chicken	Stags	Bear
2	Ducks	Camels	Felines
3	Eggs	Donkeys	Canines
4	Geese	Elephants	Elephants
5	Ostriches	Horses	Falcons
6	Pea Hens	Burros	Hawks
7	Peacocks	Llamas	Lions
8	Pheasants	Moose	Mules
9	Swans	Mules	Pigeons
10	Turkeys	Ponies	Race Horses
11	Guinea Fowl	Giant Lizards	Sled Dogs
12	Pigeons	Giant Birds	War Horses

A locale is known for other things as determined by 1d100 rolls of: (01-35) no additional special features, (36-70) one additional feature, (71-88) two additional features, (89-97) three additional features, (98-99) four additional features, (100) five additional features. Determine the type of additional feature from the Table(s) below using 4d10.

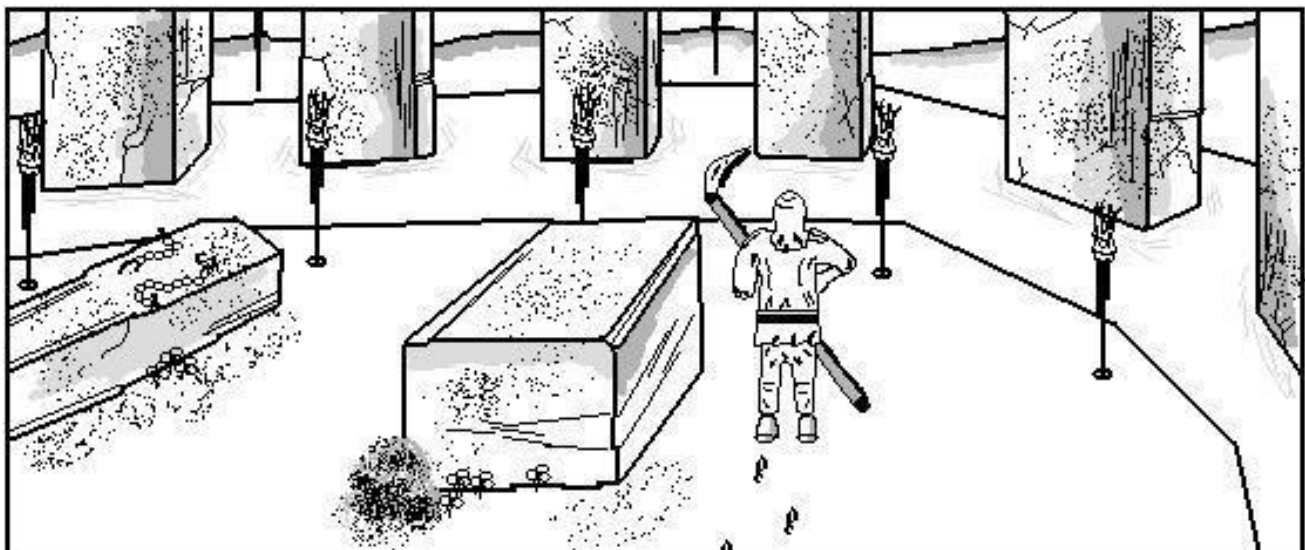
Die Roll	Feature	Die Roll	Feature	Die Roll	Feature
4	Famous School	17	Famous Church	30	Famous Person
5	Religious Site	18	Major Noble's Estate	31	Tomb or Crypt
6	Infamous Cemetery	19	Market Place	32	Distinctive Castle
7	Famous Monument	20	Lake or River Port	33	Annual Contest
8	Infamous Dungeon	21	Prominent Well	34	Prominent Nobleman
9	Famous Museum	22	Natural Feature	35	Famous Art Piece
10	Ancient Statue	23	Important Road	36	Infamous Prison
11	Annual Fair	24	Regional Jail	37	Famous Fortress
12	Important Canal	25	Well-Known Ruins	38	Palace
13	Artisan Guild	26	Well-Known Shrine	39	Famous Relic or Artifact
14	Guild Headquarters	27	Red Light District	40	Historical Event
15	Local Celebration	28	Pilgrimage Site		
16	Monster's Lair	29	Famous Building		

Determine the specifics of a special feature from a 1d20 roll using the Tables below and on the following page.

1d20 Roll	Natural Features	Contest Type	School Type	Monster Lair	Person
1	Animal Herds	Animal or Stock	Acting	Giant	Alchemist
2	Cave System	Archery	Alchemy	Dragon	Artisan
3	Cliffs or Bluffs	Artisans	Architecture	Ogre	Assassin
4	Geysers	Athletic Meet	Cartography	Troll	Athlete
5	Hot Springs	Chariot Race	Cooking	Hydra	Bard
6	Ice Springs	Cooking	Engineering	Basilisk	Dwarf
7	Pools	Crops (Size)	Diplomacy	Gorgon	Engineer
8	Rapids	Dwarfs	Heraldry	Medusae	Philosopher
9	Waterfalls	Elves	Languages	Sphinx	Physician
10	Lake	Horse Race	Mathematics	Centaur	Poet
11	Marsh or Bog	Tall Tales Humor	Medicine	Manticore	Sage
12	Redwood Trees	Magic	Music	Cockatrice	Scientist
13	Stoned Figures	Military Games	Research	Titan	Thief
14	Stonehenge	Music	Singing	Wyrm	Writer
15	Natural Arch	Poetry	Teaching	Mummy	Composer
16	Whirlpools	Sailing	Theater	Vampire	Seer
17	Pinnacle or Spires	Singing	Animal Arts	Lich	Barrister
18	Sink Holes	Theater	Astrology	Evil Priest	Judge
19	Black Sands	Weaving	Astronomy	Evil Mage	Craftsman
20	Crystal Formations	Oratory	Brewing	Lesser Demon	Mystic

Details about special features can be determined using 1d20 from the Table(s) below.

1d20 Roll	Religious Site	Monument	Museum	Fair	Celebration
1	Holy Symbol	Battle	Weaving	County Fair	New Year
2	Statue	King	Armor	Livestock	New Moon
3	Temple	Queen	Toys	Match Making	Mid-Winter
4	Shrine	Local Hero	Weapons	Wood Crafting	Spring
5	Church	Poet	Clothes	Metal Crafting	Planting
6	Hermit's Cell	Deity	Carvings	Gypsy	Harvest
7	Monastery	Founding	Art	Music	Mid-Summer
8	Convent	War Veterans	Sailing	Poetry	Harvest
9	Grotto	Treaty	Transport	Art	Autumn
10	Catacomb	Birth	Dwarven	Story Telling	Victory
11	Reliquary	Family	Elven	Singing	Religious Feast
12	Holy Pool	Discovery	Noble Family	Pie Making	Specific Crop
13	Hostel	Event	Religious	Humor	Event
14	Altar	Duel	Natural History	Quilting	Birth
15	Bell Tower	Wedding	Agricultural	Animal Handling	Celestial Event
16	Sacred Tree	Conquest	City History	Berries	Comet
17	Chapel	Contest	Porcelain	Flowers	Transfiguration
18	Vision Cave	Summoning	Books	Lumber Jacks	Marriage
19	Grave Yard	Military Unit	Mining	Dancing	Independence
20	Stone Circle	Disaster	Military Unit	Racing	Escape



Naming Locales

If a Games Master has not completely described a locale in their campaign, they may also not have named the locale. The structure of a locale's name can be determined from a 1d100 roll using: (01-10) one word [no prefix or suffix], (11-23) two words [no prefixes or suffixes], (24-30) a prefix and a suffix [no name], (31-55) a prefix and a name, (56-92) a name and a suffix, (93-100) a prefix, name, and a suffix. A short selection of common medieval male and female names is provided on page 36. A Table of random name fragments or elements is provided on pages 37 through 40, fragment selection requires a random number 1-150 for the row, 1d10 for the column; the elements selected for this table were drawn mainly from historical English, Irish, Keltic, Norse, Germanic, and Roman names. The assumption is that locale or personal names generated using the random fragments Table represent names in the dominant human language of the area (local 'Common'), rather than elvish, dwarfish, gnomish, goblin, orc, etc. The number of fragments or elements in a name can be determined from a 1d100 roll using: (01-08) one element, (09-40) two elements, (41-75) three elements (76-96) four elements, (97-100) four+1d4 elements. Once random name fragments are selected, they can be connected in any order, not necessarily the order in which they were selected. Connecting vowels (a, ae, ao, ay, e, ea, eo, i, ia, io, u, ue, y) or consonants (d, dd, f, g, l, m, n, r, s, t, w) may sometimes be needed to make the randomly-generated name 'work.'

Prefixes are selected from the following Table using a 1d8 and 1d20.

1d20 Roll Result	1d8 Roll Result							
	1	2	3	4	5	6	7	8
1	Arrow	Coal	Giant's	Laurel	Orc, Orc's	Rose	Sunny	Witch
2	Ash	Cold	Glen	Little	Outer	Royal	Sword	Wizard's
3	Bald	Copper	Gold	Loch	Over	Running	Tanner's	Wolf's
4	Bandit's	Cross	Good	Long	Park	Saint	Three	Woods
5	Bear	Deep	Grand	Lover's	Pine	Sandy	Troll	Woodsman
6	Big	Downing	Great	Lower	Pleasant	Shady	Turtle	Wool
7	Black	Dragon	Green	Maple	Plow	Shepherd's	Two	
8	Blue	Dry	Halfling's	Marble	Point	Short	Under	
9	Bracken	Duke	Halas	Middle	Port	Silvan	Upper	
10	Broad	Dwarf	Harbor	Mill	Post	Silver	Valley	
11	Brook	Eagle	Hawk's	Miller's	Prairie	Six	Walnut	
12	Bubbling	East	Hay	Miner's	Prince	Sleeping	Water	
13	Camp	Elf, Elven	Hazel	Monster	Queen's	Sleepy	West	
14	Canal	Elm	Hight	Mossy	Raven	Smith's	Wet	
15	Castle	Fair	Hunter's	Mount	Red	Soldier's	White	
16	Cattle	Farmer's	Ivy	Muddy	Ridge	South	Wild	
17	Cedar	Five	Jarl's	New	River	Spring	Willow	
18	Centaur	Fort	Keep	North	Robber's	Steward	Winding	
19	Cherry	Four	King's	Oak	Rock	Stone	Windy	
20	Clover	Fox	Lake	Old	Rocky	Summer	Winter	

Suffixes are selected from the Table below using one 1d10 roll and one 1d20 roll.

1d20 Roll	1d10 Roll Result (10 not Used)								
	1	2	3	4	5	6	7	8	9
1	Abbey	Caering	Dell	Fort	Home	Mill, Mills	Point	Springs	Water
2	Acres	Cairn	Delving	Fortress	Hostel	Mine	Pond	Stables	Way
3	Anchorage	Canal	Digging	Gap	-hulm	-mont	Pool	Station	Well
4	Banks	Castle	Dike	Gardens	Hyde	Moors	Port	Steading	-wic
5	Barn	Caves	Ditch	Gate	-ington	Mountain	Post	Stockade	-wich
6	Barrow	Center	Dock	Geyser	Inn	Nest	Priory	Stream	Woods
7	Basin	Chapel	Dragon	Glenn	Island	Oaks	Quarter	Summit	-worth
8	Bay	Church	Estate	Green	Junction	Oasis	Range	Tavern	Wyth
9	Beach	Clearing	Face	Grounds	Kirk	-opolis	Rapids	Temple	Shoals
10	Bend	Cleft	Falls	Grove	Knob	Orchard	Ridge	Tomb	Break
11	Bog	Cliff	Farms	Hall	Lair	Overlook	Riding	Tower	Breakers
12	-boro	Colony	-feld	-ham	Lake	Pass	River	Town	Shallows
13	Borough	Commons	Ferry	Harbor	-land	Peak	Rock	Trails	
14	Bottoms	Convent	Field	Haven	Landing	Pier	Run	Tunnel	
15	Branch	Corner	Flats	Hearth	Leap	Plke	-shire	Valley	
16	Bridge	Creek	Font	Heath	Levy	Pilgrimage	Shrine	-view	
17	Brook	Croft	Ford	Hedge	Manor	Place	Side	Village	
18	-burgh	Crossing	Forest	Heights	Market	Planting	Sluice	-ville	
19	Burrow	Dale	Forge	Hill, Hills	Marsh	Platt	Smithy	Vineyard	
20	-bury	Dam	Fork	Holding	Meadows	Plot	Spire	Wall	

The following Table is a very short list of male and female medieval names:

1d20 Roll	Common Names; Columns 1-5 Male Names , Columns 6-10 Female Names									
	1	2	3	4	5	6	7	8	9	10
1	Acellin	Donnet	Hagan	Mauris	Roel	Aiditha	Eddiva	Hanni	Mylla	Sabina
2	Alewyn	Dunchad	Halebran	Mervyn	Ronnan	Alcestis	Edelot	Iduna	Marija	Sancha
3	Athalos	Dylann	Hector	Mirchad	Sadon	Amelyn	Elena	Imyne	Marlo	Sedania
4	Anselm	Ector	Herolt	Niall	Savaric	Arabella	Emeline	Ingella	Melda	Selinah
5	Aonghus	Edulf	Imbard	Niel	Serrell	Aubreda	Estrid	Isolde	Odella	Signy
6	Asketel	Elmed	Ignace	Nygell	Sigurd	Ayleth	Fiacha	Jocelyn	Olga	Susanna
7	Balduin	Eustas	Jeph	Odocer	Syward	Berehta	Fridda	Joetta	Olivett	Syardis
8	Bedwyr	Faennor	Jaochim	Ogier	Tadacco	Betrice	Fronilde	Jolenta	Orella	Sybil
9	Berck	Federic	Joram	Oderic	Teobard	Branwyn	Gaynora	Joya	Ositha	Thea
10	Brendan	Fergus	Karles	Oswyn	Theonis	Brigid	Gerda	Katellin	Payeva	Theldred
11	Bruyn	Fjalar	Kerrick	Pavel	Thorald	Brunhild	Gillian	Kemma	Parise	Thieda
12	Cadmus	Floryn	Koertts	Pawkin	Tirell	Callisto	Gilsa	Kirsten	Penima	Thora
13	Clovis	Frethold	Kunseks	Peredar	Trywth	Cedany	Godelf	Langiva	Quenilla	Trudye
14	Congal	Galeran	Lanard	Pieter	Ulric	Clarice	Godiva	Lavina	Quelyda	Tycellin
15	Cormac	Gavin	Larkin	Priam	Urian	Cristen	Goldhen	Linnet	Ragenel	Urith
16	Corsten	Geffin	Leodard	Querin	Varrus	Daphne	Gunnora	Loretta	Regina	Vivian
17	Culwach	Geroff	Lorens	Randell	Volkert	Deirdre	Helena	Lyveva	Rhianon	Wilmot
18	Daffyd	Gerward	Lyolf	Rawlin	Vrednic	Dorcas	Hersent	Maysant	Richildis	Winifred
19	Dederic	Goewin	Maeldun	Reynard	Waleron	Dulcia	Hildith	Merhild	Roanna	Yda
20	Dolyn	Grimbol	Malcolm	Rioneth	Willem	Dunilda	Hylda	Mirelda	Roseia	Ysabel

Name elements Table is continued on the following three pages:

1-150 Value	Name Fragments or Elements (1d10 to select)									
	1	2	3	4	5	6	7	8	9	10
1	aav	aelot	alph	anchi	argyl	athot	bagh	bern	brid	catha
2	abbin	aels	alrada	and	aria	atris	bald	bert	bris	cayn
3	abell	ag	alsant	andi	arich	atry	balls	berth	broch	celina
4	abella	agaruss	alsent	andra	arinu	atur	balor	bertra	brocht	celinni
5	abila	agenel	alth	andri	arion	aus	balt	bertru	brock	celyn
6	abilia	agenol	alyan	andro	ark	ausa	batlel	bery	brod	cequan
7	acia	agiruss	alyia	andry	arl	ausi	bathal	bil	brom	cequin
8	acina	agoruss	alyo	andt	arlass	av	balthil	bild	bron	cerd
9	ack	akon	alyon	angar	arlett	ava	banas	bin	brose	cerid
10	activa	al	am	angi	arlot	ave	band	bock	brued	cesis
11	ad	alan	amab	angy	arrin	aver	bann	boen	bruga	cestas
12	ada	alatin	amar	ania	arrith	averi	banus	bold	brugga	cha
13	adabourg	alb	ambart	anna	arsan	averon	bar	bond	brust	chad
14	adacci	albin	ambarth	annic	arsel	averrin	barck	bor	bry	chaed
15	adacco	albu	ambri	anob	arsen	avery	barn	born	buld	charia
16	adal	alcior	amelin	ans	arsh	avor	barth	bory	bund	chaval
17	adol	aid	americ	ansken	arson	ax	bary	bost	bunn	chavol
18	add	aida	amew	anskin	arstan	axi	bash	both	burn	chem
19	addek	aldan	amlin	antan	artal	axy	bassel	bour	burth	chenda
20	adders	alder	amlon	anton	arth	axar	basth	bout	cabilia	cheval
21	addok	aldo	ammas	aol	arvass	axer	baud	bouth	cadmas	chi
22	addors	aldry	ammilth	aold	arvis	axor	baw	boyn	cadmus	chin
23	adel	aldus	ammos	ap	arz	axel	bay	bracht	caerd	cho
24	aderic	alfkan	ammoth	apf	as	axul	bayn	brad	caerth	chon
25	adol	alfken	amob	ar	asnath	ayck	baz	brand	calinni	chor
26	adon	alfkyn	amollin	arch	asnoth	aydan	bea	bras	calm	chu
27	adri	alg	amwe	archal	assa	az	beld	brase	calyn	chun
28	adro	alga	amye	archel	assal	azar	bells	bry	canth	cianna
29	adwyr	alibi	amyi	archol	ast	azir	belor	brecht	card	cianno
30	adyn	allana	amyn	ards	autin	azlin	ben	bren	carid	cilia
31	aeda	allis	an	ardt	at	azlon	bend	brend	carlai	clar
32	ael	alm	anard	argall	ath	azluen	benn	bres	casp	claran
33	aeld	alon	ancha	argil	athias	azor	berb	brest	cass	claren
34	aelf	alotan	anche	argis	atho	baen	berck	brey	cath	clath

1-150 Value	Name Fragments or Elements (select using 1d100)									
	1	2	3	4	5	6	7	8	9	10
37	clere	darb	dolf	eld	eor	eyck	gav	harb	ice	issil
38	clot	dassa	doll	elda	eord	eynor	gaw	harl	icia	isso
39	cly	dassi	doln	eldin	eorg	fadda	gelath	hayn	icina	iswid
40	codor	dassu	doma	eldine	oerk	fandh	geleth	haz	ick	itar
41	colm	dath	domi	eldry	eom	fann	gens	haze	ictiva	itha
42	con	dattta	doro	elena	erald	fari	gend	hazi	idon	ithy
43	conal	dattu	dotha	elline	erall	fedda	gert	helios	idonie	izia
44	cong	dau	dotta	ellyn	erda	felisa	gery	hell	ienna	jak
45	connil	dayn	doyn	elm	ergis	felisi	girol	helle	igion	jalya
46	cor	decht	drad	elona	ergus	felsy	glas	hem	ilda	jann
47	cord	dee	dranus	alrack	erild	fen	glis	hera	ill	jaria
48	corlai	delf	drath	alrick	erlass	fend	god	hefl	illa	jessar
49	corlyn	delana	dred	elys	erlass	findh	gorad	hess	illan	jessur
50	corn	delina	dreda	emar	erloss	finn	gorod	heyne	illas	jinn
51	corth	delona	drennus	emd	ern	flory	gordi	hika	illis	joest
52	cran	dell	dries	emel	errell	folla	gordu	hild	iman	joeth
53	cren	della	drig	emlan	errin	frad	goric	hilde	imbart	jonn
54	cretta	delli	droth	emmal	erris	fradr	gort	hold	imdac	joria
55	criss	dello	dussa	emmel	errith	fraoch	grae	holt	imdoc	jort
56	crist	delph	dylf	emmol	ersee	freck	gri	hor	imira	joya
57	cron	delpha	dyn	emmet	erstan	fred	groa	hoss	imma	junn
58	crott	delpho	eald	emmit	erlf	frey	grud	hoyn	imus	kaen
59	culm	demonia	eanor	emmith	essa	fri	guss	hrad	iobert	kai
60	curd	deph	eanorra	enchi	essal	frick	gywd	hrael	iodert	kalatin
61	curth	derb	eanorri	end	essi	fridd	gythe	hrod	iolath	kalaton
62	cuth	det	ector	enga	essie	frider	haar	huduh	iolith	kall
63	cynth	deth	edabour	engal	essil	frod	habilia	huelde	irgil	kalotan
64	cyr	detta	edders	engall	essy	fynn	had	hull	irric	kamma
65	dacht	deus	ederic	engell	eswid	gans	haeld	hyld	isbatt	kanns
66	dalf	deg	edmu	enger	etha	gar	haels	hysa	isbett	kanrad
67	dalinna	dilla	edwic	engi	ette	garda	haer	hyso	ish	karar
68	dall	dilli	edwyr	engill	ettia	gareth	hal	iach	isha	karl
69	dallas	dillis	egrd	engol	eun	garn	hald	iacha	iska	katar
70	dann	dinna	egianna	ennia	evadr	garrdi	halde	iacho	asky	kater
71	danna	dir	einna	enor	ever	gart	halle	iall	issa	katten
72	daph	diva	einni	enrild	ewelan	garth	han	iuanna	issi	kattin
73	dara	doe	elcior	eol	ewelin	gary	hans	ianni	issie	kell

1-150 Value	Name Fragments or Elements (select using 1d10)									
	1	2	3	4	5	6	7	8	9	10
74	kemma	las	lori	mass	morhelt	notta	ogirth	orenga	parn	raed
75	kend	lass	losh	mat	morholt	notti	olav	orengi	parth	raet
76	kenn	lath	losk	mati	moss	nottu	olga	oria	per	rah
77	kenrad	lau	loth	may	muen	ntgan	oliv	orick	perador	rak
78	kenrid	lavan	lova	mel	mun	ntgen	ollan	orinu	perch	rald
79	kert	lavin	lusk	meld	mund	ntgyn	ollen	orm	peredar	ralda
80	kettin	lavon	luth	meli	munt	oanna	ollon	orman	pern	raldo
81	kiah	laya	lyn	melia	murca	oanni	ollyn	ormon	peron	ralla
82	kinn	leand	lyon	melnoc	muss	oba	olph	ormni	pers	ram
83	kinns	ledi	lysk	mence	mynd	obad	olrado	orn	perth	rand
84	klar	legol	mac	menna	nach	obban	olsent	orold	pesh	rannon
85	klat	lemma	maccin	ment	nard	obbin	olsenth	orrin	pesk	rat
86	klav	leol	mach	menth	nathi	obo	oman	orris	pet	rath
87	klir	leth	madak	mer	natho	occo	ombri	ort	phan	ray
88	klor	leth	madok	merca	nech	octiva	ombro	osb	phania	rayn
89	klov	lette	mael	mich	negga	odd	oman	oskall	phar	rehta
90	koll	leva	mal	mick	negger	oderic	omin	oskill	phard	rella
91	kris	lida	malch	mid	nekke	odo	omun	oskyl	phen	rend
92	kurl	lidith	mald	mill	nell	odor	omyn	osnath	phennia	reth
93	kyll	lin	malli	milla	nella	odwic	onard	ossil	philam	rethta
94	kyn	linah	malmec	millis	nello	oedda	onche	ostin	philom	retta
95	lad	linn	malnoc	milo	nelli	oerf	ond	otha	phir	rhein
96	ladi	linna	man	millo	netta	oert	ondri	othi	phonia	rhian
97	ladith	liri	mand	mind	neva	oetta	ongar	otho	phor	rhion
98	lladoth	lish	manna	minna	nild	oetti	onnel	ovall	phrey	rhon
99	laef	liun	manni	mire	nilla	oetty	onnl	ovell	phroy	rich
100	laenna	liva	mant	mira	nima	ogard	onora	ovil	por	rick
101	laenni	lodi	manth	mish	noch	ogeran	onoro	ovul	porth	rilda
102	laff	loff	mar	moccin	nor	ogerenn	orlad	oydann	priam	rissa
103	lamb	lonah	marca	moli	nora	ogerin	oranna	oyden	prian	rock
104	lamma	lonath	marlo	mona	nord	ogga	ordan	oysath	puron	roek
105	lann	lonn	maro	mond	nori	oggi	orig	oyset	quer	roal
106	lara	lora	masina	month	norn	ogird	ordin	par	rack	roh

1-150 Value	Name Fragment or Element (select using 1d10)									
	1	2	3	4	5	6	7	8	9	10
107	rok	sinno	talon	titha	twag	ulg	vard	wellin	yrall	zola
108	rold	sith	tan	tithu	twagh	ulm	varda	wenna	yralli	zolu
109	rolda	sitha	tanna	tinna	twal	ulph	vardad	wenni	yrallo	zoth
110	rolla	sithu	tar	tinno	twar	ulls	vardan	wenno	yrel	zath
111	ron	sketal	tarm	tinnu	twaer	ullt	vardi	whann	yrella	zalla
112	ronnan	sketill	tarn	tir	twed	ullu	vardik	whad	yrello	zella
113	roth	slav	taur	tirp	tweg	uleia	vardil	whadyc	ysol	zortha
114	royn	slev	telda	toam	twell	ulon	vardin	whadyn	ysolla	zertha
115	run	sol	telin	tod	twer	uloenna	vardo	whec	yta	zeddi
116	ruyn	sold	tephan	tom	twill	unric	vardoc	wheg	ytys	zaer
117	ryall	solde	ter	ton	twir	urda	vardog	whell	zab	zull
118	ryell	solt	thaen	train	twoc	urdi	vardu	whenna	zabba	zullon
119	ryoll	solte	thai	tram	twol	urdo	vardun	whoc	zabbu	zurric
120	sabr	sord	thain	trax	twop	urgus	vel	whon	zaffa	zuri
121	sad	staen	thal	trem	twor	urhor	vell	win	zagga	zuro
122	saed	stan	than	trey	uba	uri	vella	winus	zak	zuddal
123	safall	stans	thane	tris	ubad	ursel	velli	wird	zal	zuddul
124	safill	start	thanna	trist	ubac	ursella	velt	wirt	zalina	zusa
125	sal	sten	thar	trix	ubal	ursello	ven	wocyn	zalona	zassa
126	salm	ster	thark	trom	uban	urstan	venna	wold	zaen	zassu
127	saln	stin	theda	troi	ubat	urstun	venni	wort	zane	zurt
128	salim	ston	thedal	troy	ubek	urth	vennu	wrec	zaphor	zrel
129	salt	stons	thedel	trud	uben	urtha	verd	wulf	zaphyr	zsol
130	sam	strael	theld	trude	ubew	urthi	vert	wurd	zaqua	zoanna
131	sanka	stral	thellis	trun	udal	urtis	verth	wurf	zaquu	zobba
132	sanna	strald	thenna	truy	udale	usa	vey	wurm	zara	zodor
133	sant	stril	theon	tu	uddock	ussa	vilc	wurt	zaro	zodori
134	sard	strild	theva	tun	udel	uth	vilca	wyn	zaru	zannel
135	sarat	strold	thil	tuna	udella	uthan	voll	wyne	zir	zoria
136	sed	stru	thira	tuni	udill	uthin	vort	wym	zira	zaria
137	sefall	strull	thirk	tuno	uena	uthus	wacyn	ya	zere	zothi
138	sellus	styn	thodda	tuny	uenna	uthust	waeld	yae	zerd	zothu
139	selm	swaf	thoen	tya	uenno	vacc	waen	yda	zere	zoya
140	sent	swan	thol	tyae	uenor	vad	wald	ydi	zerh	zoyda
141	seph	swif	thor	tyath	uenora	vadi	walda	ydiff	zerl	zoydan
142	seth	swith	thora	tyaeth	ueron	vado	waldo	ydon	zerlan	zophar
144	siggr	syad	thori	tybis	ul	vadello	walinn	ydys	zerlim	ziphar
145	siggor	syard	thoru	tycall	ula	vadillo	wanna	ylla	zern	zack
146	sil	syd	thory	tycell	uli	vagga	ward	ylli	zod	zald
147	sillia	symann	thun	twa	ulu	vaggi	wart	yola	zoddu	zelda
148	silt	symon	tian	twac	uleia	valc	warth	yolf	zoe	zand
149	sinna	tain	tilda	twaec	ulli	valla	welin	yoli	zoh	zath
150	sinni	talin	tildu	twad	ullu	vallo	wellan	yrall	zohi	zoth

Names for City Streets

The need may occasionally arise for the Games Master to have to provide directions through an urban locale in their campaign, or give Adventurers an address or location to go to. If the particular town or city hasn't been completely detailed and mapped, the following Tables may prove useful. Determine the structure of a city street using 1d100: [01-22] (Name) (Appellation), [23-30] Avenue (Name), [31-45] (Appellation) of (Occupation), [46-65] (Appellation) of (Description), [66-85] (Description) (Appellation), [86-95] (Personal Name)'s (Appellation), [96-100] (Title) (Personal Name)'s (Appellation). When (Description) is part of the name perform two rolls from the Description Table on 1d20 rolls GTET 14. Each element of a Street name is discussed in further detail below.

Names

Use the name generating method described on page 32 along with the Name Fragment Table found on pages 34-37 to generate a (Name), or pick from the table of Common Personal Names found on page 33.

Appellations

For large, prominent, or busy streets select an (Appellation) using 1d10: (1) avenue, (2) boulevard, (3) carriageway, (4) circle, (5) highway, (6) pike, (7) road, (8) street, (9) thoroughfare, (10) turnpike. Non-English cognates include bothar, calle, camino, carretera, rue, straat, strada, and strasse. For smaller, less-prominent, deserted, or seedy streets select an (Appellation) from the Table below using 3d10:

Die Roll	Appellation	Die Roll	Appellation	Die Roll	Appellation
3	Carriageway	14	Avenue	25	Place
4	Course	15	Road	26	Plaza
5	Branch	16	Street	27	Byway
6	Parkway	17	Boulevard	28	Course
7	Path	18	Trail	29	Mall
8	Walkway	19	Walk	30	Promenade
9	Alley	20	Pike		
10	Thoroughfare	21	Row		
11	Turnpike	22	Trace		
12	Highway	23	Way		
13	Lane	24	Track		

Occupations

Select an occupation using 1d10 and 1d12

1d10	1d12 = 1	1d12 = 2	1d12 = 3	1d12 = 4	1d12 = 5	1d12 = 6
1	Actors	Assessors	Bookmen	Cadgers	Coppersmiths	Drapers
2	Alchemists	Astrologers	Blacksmiths	Carders	Coopers	Drovers
3	Alewives	Auctioneers	Bloodletters	Carpenters	Cordwainers	Dyers
4	Apothecaries	Bakers	Boatmen	Carters	Coupers	Elymakers
5	Arkwrights	Balisters	Bowyers	Cartwrights	Coxswains	Engravers
6	Armorers	Barbers	Brenners	Chandlers	Crockers	Factors
7	Artificers	Barristers	Brewers	Chapelers	Deckers	Fagettters
8	Artisans	Beekeepers	Brokers	Clerks	Delvers	Farriers
9	Artists	Besswardens	Bullwackers	Clothiers	Depaters	Fisceres
10	Assayers	Bookbinders	Butchers	Constables	Dragoons	Fishermen

1d12	1d12 = 7	1d12 = 8	1d12 = 9	1d12 = 10	1d12 = 11	1d12 = 12
1	Fletchers	Greengrocers	Linmen	Pastelers	Saddlers	Swillers
2	Founders	Grinders	Luthiers	Peddlers	Sailors	Tailors
3	Fowlers	Heralds	Machinists	Pelters	Scribes	Tanners
4	Fulkers	Harlots	Masons	Pewterers	Scriveners	Teamsters
5	Fullers	Hlgglers	Mechanics	Porters	Seamstresses	Tinkers
6	Furriers	Hucksters	Mercers	Potters	Seers	Vintners
7	Gamblers	Kempsters	Minstrels	Poynters	Shipwrights	Washers
8	Gannekers	Jesters	Midwives	Priests	Singers	Watermen
9	Ginours	Jewelers	Moneylenders	Proctors	Silversmiths	Weavers
10	Glaziers	Judges	Mongers	Pykemongers	Smugglers	Wrights
11	Goldsmiths	Lancers	Muleskinners	Ratters	Spinsters	
12	Gravediggers	Leeches	Musicians	Ropers	Sweeps	

Descriptions

Select Descriptions using 1d8 and 3d12; Table continues on following pages

1d8	3d12 = 3	3d12 = 4	3d12 = 5	3d12 = 6	3d12 = 7	3d12 = 8
1	Summer	Fish	Pickpocket	Hero	Catacomb	Court
2	Warrior	Amber	Pool	Sea Serpent	Casino	(Type) Giant
3	Toll Bridge	Dragon	Diamond	Seminary	Broad	Narwhale
4	Witch	Convent	Ballroom	Footpad	Bright	Prophet
5	Wolf	Street Walker	Midwife	Evergreen	Copper	School
6	Galleon	Stony	Pigeons	Fairy	Hot Springs	Falls
7	Maze	Archer's List	Salty	Signal Tower	Shade	Seaman
8	Peg Leg	Assassin	Runaway	Procession	Serpent	Boar

Descriptions, continued from previous page,

1d8	3d12 = 9	3d12 = 10	3d12 = 11	3d12 = 12	3d12 = 13	3d12 = 14
1	Fey	Theater	Prison	Arena	Wailing	Grey
2	Forum	Throne	Red Light	Gladiator	Quiet	Gold
3	Monastery	Henge	Crimson	Coliseum	Tavern	Silver
4	Sea Wall	Delving	Guardsmen	Magic	Inn	Rose
5	University	Burning	Pilgrims	Spell	Jetty	Ruby
6	Crypt	Barrow	Rogue	Small	Tower	Park
7	Circus	Draw Bridge	Rough	Palace	Shipyard	Island
8	Mansion	Festival	Shrine	Stadium	Carriage	Scarlet

1d8	3d12 = 15	3d12 = 16	3d12 = 17	3d12 = 18	3d12 = 19	3d12 = 20
1	Academy	White	Elf	Fort	Church	Upper
2	Stocks	Black	Dwarf	Fortress	Gardens	Lower
3	Main	Low	Regal	New	Chariot	Noble
4	Caravan	Middle	Royal	Old	Chapel	Long
5	Canal	Great	River	Fountain	Harbor	Gate
6	Bridge	Castle	High	Port	Market	Ferry
7	Hills	Keep	Grand	Temple	City Hall	Ford
8	Ditch	Square	Guild	Plaza	Spring	Central

1d8	3d12 = 21	3d12 = 22	3d12 = 23	3d12 = 24	3d12 = 25	3d12 = 27
1	Lake	Well	Library	Cavalry	Herald	Gaffer
2	Landing	Oaks	Wizard	Moat	Cemetery	Marsh
3	Pond	Mercenary	Priest	Mongers	Fair Ground	Pearl
4	Sea	Rocky	Druid	Barracks	Pinnacle	Baths
5	Stable	Ridge	Woodsman	Beacon	Sheriff	Overlook
6	Warehouse	Wagon	Ranger	Bazaar	Vermillion	Saw Mill
7	Wharf	Brook	Archer	Bend	Basilisk	Wain
8	Pier	Mill	Bell Tower	Quarry	Mile Stone	Beach

1d8	3d12 = 28	3d12 = 29	3d12 = 30	3d12 = 31	3d12 = 32	3d12 = 33
1	Brickyard	Brothel	Peasant	Hermit	Barrel	Crystal
2	Mine	Crier	Conquerors	Stock Yard	Bear	Dairy
3	Battle	Manticore	Fire House	Bluff	Cattle	Debtor House
4	Emerald	Restaurant	Pegasus	Pauper	Dam	Goats
5	Monument	Statue	Stars	Unicorn	Duel Circle	Gull
6	Mound	Hostel	Thief	Leafy	Fir	Marching
7	Penitents	Cattle	Coach	Estate	Galleon	Mint
8	Tunnel	Military	Mummer	Muddy	Iron	Orator

Descriptions, continued from previous page,

1d8	3d12 = 34	3d12 = 35	3d12 = 36
1	Arch	Short	Tomb
2	Bailiff	Little	Traitor
3	Dungeon	Thistle	Surgeon
4	Gaol	Ale	Spire
5	Hospital	Azure	Wall
6	Iron	Burial	Wild
7	Museum	Dairy	Woody
8	Ruin	Drunkards	Crystal

Titles

Select a Title from the Table below using 1d20 and 1d6 (ignoring rolls of 6):

1d20	1d6 = 1	1d6 = 2	1d6 = 3	1d6 = 4	1d6 = 5
1	Abbess	Chieftain	Graf	Marshal	Reverend
2	Abbot	Colonel	Guildsmaster	Master	Rex
3	Adjutant	Commander	Herald	Mate	Senator
4	Admiral	Commodore	Herzog	Mayor	Seneschal
5	Aethling	Constable	Jarl	Minister	Sergeant
6	Ambassador	Councilor	Judge	Mistress	Sheikh
7	Apostle	Count	Juror	Officer	Sheriff
8	Archbishop	Dame	Justice	Pastor	Steward
9	Banneret	Deacon	King	Patrician	Sultan
10	Baron	Dean	Knight	Pontifex	Treasurer
11	Beadle	Deputy	Lady	Prefect	Venerable
12	Bishop	Duke	Laird	Prelate	Veteran
13	Burgess	Earl	Landgrave	President	Viscount
14	Burghermeister	Elder	Legate	Prince	War Leader
15	Caliph	Elector	Liege	Proctor	Warden
16	Captain	Emperor	Lord	Prophet	Wizard
17	Castellan	Envoy	Mage	Queen	Yeoman
18	Chamberlain	Friar	Major	Rector	
19	Chancellor	General	Majordomo	Reeve	
20	Chaplain	Grace	Marquis	Regent	



Spellbook Games

Catalog of Products

Dungeon Shorts

Our Dungeon Shorts line primarily consists of single small-area iconic locations of the sort typically found in large dungeon complexes or very short single locations suitable for dropping into any Judge's campaign. They are typically available for free on the Spellbook Games website (www.spellbookgames.com). These same products are also available on DriveThruRPG.com at a small cost. Many of the Dungeon Shorts can also be found in the gaming magazine, Fight On!

The Arcane Library
Wizard's Room

Orc Fortification
Underground River (DriveThruRPG only)

Troll Bridge

Inferno Line

Our Inferno line of products describes Gehenna, the Plane of Hell, home of Devils, and particularly the 350 mile-wide, mile-deep, area of Malebolge, also called 'Inferno.' Inferno is based on the medieval Italian poem, 'The Divine Comedy,' by Dante Alighieri, and especially the first part, 'Inferno,' describing a journey through Hell. It provides a high-risk, high-challenge setting suitable for higher-level Adventurers.

Codicil of Maladies (descriptions of the diseases, illnesses and conditions found in Hell, with cures)

Inferno 1980 (the original version of Hell, initially published in 1980 by Judges Guild for AD&D, revised 2010)

Inferno Bestiary (the Monster Manual of Hell, detailing 85 Devils and 150 other beasts)

Other Titles

Seer Delight (a brief guide to fortune-telling and the craft of the mystic)

Services and Rentals Table (lists of specialist fees and property/equipment rental costs, free)

The Master Items List (a one-hundred page listing of Adventurer-related goods, costs, weights, and rarity)

The Monster Body Parts List (free; provides values for scavenged monster parts)

Upcoming Titles

Encounter with Jalrath
Inferno: Journey through Malebolge
Twelve Free-Standing Tombs
Portals to Adventure (a simplified RPG Rule Set)

Inferno Treasury
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Dungeon Graveyard
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