



TRADING POSTS

After many long, hard days of travel through harsh wilderness, the only sensation remaining to a traveler is exhaustion. Feet ache, muscles are sore, eyes are tired and the mind is weary. Trail rations have never been known for their taste and sleeping with a rock as a pillow is often only minimally restorative. When this hardship is a nightly reality, one begins to dream of home.

Then, just as the evening gloom descends on the countryside, a faint glow can be seen in the distance. As the traveler continues down the road, the light seems to sharpen. Campfires, sprinkled around and set back from the path, come into view and, a short way down the road, a handful of humble buildings appear from the gloom.

Walking past the pots bubbling on makeshift stoves, other travelers can be seen lying on bedrolls or sitting on a stump or stone. Food is passed around, drinks shared, stories told. The firelight illuminates canvas-covered wagons and horses grazing on nearby grass.

Approaching the buildings, a sign swings over a propped-open door bearing promises of rest and refreshment. Inside, a long bar can be seen with a kindly innkeep pouring drinks and chatting away to patrons, while they gossip and exchange coin. Several individuals walk out of a back room every so often carrying food to one table or another. The traveler approaches the group and the innkeep pauses

the conversation, happy to accept a few coppers for a hot bath and a room upstairs.

The following morning, a rooster crows loudly. Looking out the window, the traveler sees carts lining up alongside the road, canvas being pulled back to reveal all manner of things. Colorful stands and signs are set up and merchandise placed on display. Folk start coming out, perusing what's available, talking and buying. And thus begins another day in a trading post; refuge for the wanderers.

Trading posts are perhaps the most prevalent of all the settlement types, having been established all over the world, in all kinds of places. They're often created by chance, sometimes popping up along well-used routes at regular intervals, usually at intersections of busy roads or even rivers. These are the places where weary travelers, intrepid adventurers and other individuals of all stripes could chance to meet one another and when that happens, who knows what will follow?

Below, you will find the builder for trading posts. Starting with **Step 1: Basics**, proceed through the tables, rolling on them as you go.

Step 1: Basic Information

Below, you will find a variety of attributes such as **age**, **condition**, **size**, etc. Using these attributes and their tables, you will be able to build out the basic information for your trading post. Some attributes might have an effect on others via modifiers which are written into the tables. For example, the **condition** of the trading post modifies the trading post's **wealth**.

Keep in mind that any modifiers are completely optional and are not required if you have an existing vision for your trading post. When rolling for outcomes with modifiers, results of 0 or a negative number should be considered an outcome of 1. Equally so, outcomes over the highest number on a given table should be considered equal to the highest possible number (i.e. on a d20 table, a 24 would be a 20).

IMPORTANT: STEP 3 RELATED MODIFIERS

In the following sections, you will see that some table results do either or both of these things:

- Modify a place's quality
- Provide a 'free' location

In step 3, **services** (such as a doctor or an inn) can be different *qualities* (Poor, Good, or Fine). These qualities hint at what the place is like and what actual services it might offer. A table for these qualities is at the end of step 3.

When a table entry provides a location for 'free', this means it is in addition to any locations you roll in step 3. If the entry says to roll for a location's specialization or type, do so when you reach the appropriate specialization and/or type tables in step 3. A provided free location will look like this:

(Free location: [Non-Commercial/Shop/Service] - [Location Name] - [additional instructions if necessary])

Also referenced in the tables may be your 'default general store' or 'default inn.' All trading posts include one of each of these locations. They do not occupy any of the shop or service locations you will roll in step 3. If table results refer to your **default inn** or **default general store**, these are the locations being referred to.

ORIGIN

How did this trading post come to be? Some trading posts can start as a collection of wagons parked at a crossroads, while others may have been a farm house where weary travelers could take refuge from the weather and purchase a few much-needed provisions.

d8	Origin
1	Accidental. The trading post came about due to an accident, such as a caravan breaking down or mistaken directions. What was set up to deal with the accident eventually became the trading post.
2	Business Venture. The trading post was established by a wealthy entrepreneur specifically to be a trading post from the start.
3	Crossroads. The trading post is at the intersection of more than one major trade route.
4	Military Outpost. The trading post was built on the remnants of an old fortress or watchtower, the structures of which have long since fallen down or been repurposed by the locals.
5	No Man's Land. The trading post was established as a neutral place where opposing forces could purchase wares without encroaching on enemy territory.
6	Native. The trading post was started by someone native to the area who saw potential in trade with passersby.
7	Overnight Stop. The trading post was originally a single large house for overnight stays for weary travelers, which soon grew along with the demand for accommodations.
8	Wilderness Expert. The trading post was started when a trapper, hunter or guide set up a camp in order to aid those passing through the area.

SPECIALTY

The trading post's specialty is the main thing that it is known for. Trading posts tend to favor things relating to the flow of goods and information. There may be a particular crop available or the craft of a certain item. They may also be known for a kind of service they specialize in.

Roll on the following table, and note the trading post's **specialty**.

d6 Specialty

- | | |
|---|---|
| 1 | Atypical Shipping Methods. This trading post is known for having unique and effective ways to move goods. |
| 2 | Food & Drink. This trading post is known for:
Roll 1d6 for specialization:
1–3: Excellent and unique food.
4–6: Plentiful and varied high-quality beverages
(Your default inn is of at least Good quality) |
| 3 | Hospitality. An inn here is particularly good, offering excellent service, comfortable rooms, and good food.
(Your default inn is of at least Good quality) |
| 4 | Information. This trading post is known as a source for reliable information. They may not know everything, but your chance of finding solid gossip, lore, news or an intriguing tidbit here is good. |
| 5 | Purchasing Connections. This trading post is known for having folks who can find things. If they don't have (or know about) what you're looking for, they can direct you to someone who does. |
| 6 | Unscrupulous Contractors. This trading post is known for having people who can get just about anything done, if the coin is right.
(Free Location: Service - Hired Help [roll for type]) |

AGE

Trading posts can vary greatly in **age**, depending on where in the world they're located and how good business is. After all, the main purpose of a trading post is to provide a place to facilitate trade. Some may be brand new, or so old their founding date has been long-forgotten. Over time, a trading post could have grown and expanded. It could also have dwindled away, depending on circumstances surrounding the location.

d6 Age

- | | |
|---|--|
| 1 | Recent. The trading post was established within the past year. |
| 2 | Established. The trading post has been around for at least a couple of years. |
| 3 | Mature. The trading post was originally built decades ago. |
| 4 | Old. The trading post was built around a hundred of years ago. |
| 5 | Ancient. The trading post was built hundreds of years ago. |
| 6 | Unknown. No one really knows when the trading post was established. |

CONDITION

The **condition** of a trading post sends a message to travelers; one of welcome, or one of warning. The trading post may be beautiful with fresh paint and clean walkways, or dirty and falling apart. The table below refers to the state of the buildings, roads and other elements of the trading post.

The table below modifies the **population wealth** roll found within the **Step 2: Community** section.

d20 Condition

- | | |
|-------|--|
| 1–2 | Ramshackle. A few of the buildings look to be falling down. No formal roads, only trodden paths.
(–3 to population wealth roll) |
| 3–6 | Poor. The buildings and surroundings are rough and dirty. Roads are uneven dirt and dust.
(–3 to population wealth roll) |
| 7–14 | Fair. The buildings are clean and sparsely decorated. Roads are flattened earth, possibly with gravel.
(+0 to population wealth roll) |
| 15–18 | Good. Most of the structures are exceptionally well kept and moderately decorated. Roads are cobblestone or perhaps cheap brick.
(+3 to population wealth roll) |
| 19–20 | Immaculate. The shops and houses are spotless and well adorned with fancy decorations. Roads are made of fine, smooth, well-placed flagstones.
(+6 to population wealth roll) |

SIZE

A trading post's **size** is largely dependent on the amount of traffic it has received. Rare is the trading post that is remote but also great in size. As you roll on this table and find the size of your trading post, think about what that says about how well it is doing, and why it might be the size it is.

The table below modifies the number of **shops** and **service locations** found within the **Step 3: Points of Interest** section.

d20	Size
1–2	Very Small. Only a handful of permanent structures. (+1 shop locations) (+0 service locations)
3–6	Small. Fewer than a dozen permanent structures. (+3 shop locations) (+1 service locations)
7–14	Medium. Around two dozen permanent structures. (+5 shop locations) (+3 service locations)
15–18	Large. Close to fifty permanent structures. (+7 shop locations) (+5 service locations)
19–20	Very Large. Nearly a hundred permanent structures. (+9 shop locations) (+7 service locations)

SHOP AND SERVICE LOCATIONS

How physically large a trading post is determines how much room there is for business establishments. In **Step 3: Points of Interest**, you will find out what **shops** and **services** your trading post has. Your settlement's **size** will augment that number.

ENVIRONMENT

Trading posts can be found in all manner of **environments**. From a warm, coastal paradise to a cold, harsh mountain passage, trading posts are scattered all over the world.

The charts and options available in this book are designed to allow settlements to be placed anywhere, regardless of environment. If you have an environment in mind for your settlement already, feel free to skip this table.

d10	Environment
1	Coastal. The trading post is near a large body of water such as a lake or ocean.
2	Forest. The trading post is nestled among the trees.
3	Mountains. The trading post is found on stony passes or soaring peaks.
4	Plains. The trading post is in the wide, open fields.
5	River. The trading post is near a steadily flowing stream or other watercourse.
6	Swamp. The trading post is in or near a vast area of stagnant water.
7	Underground. The trading post is within a large network of caves.
8	Valley. The trading post is found either within, or on the edge of, an area of recessed elevation in relation to the landscape around it.
9	Tundra. The trading post is in a very cold environment.
10	Desert. The trading post is in a dry and arid environment, likely covered with vast sand dunes.

Step 2: Community

A trading post is nothing without its people. The **population** is made up of both how many people live there and how many visit. Places with lots of traffic tend to have something to offer, or be placed at very key locations. You can use your trading post's population as a guide or indicator of where it might be, and what it means to the surrounding area.

RESIDENT POPULATION

How large is the **population** that lives there? This usually has a relationship with the **size** of the trading post, but in some cases they may be disproportionate. Perhaps the trading post was once thriving but, after some time (or for some reason), its population started leaving. Perhaps there are few permanent structures but many people are trying to stay, perhaps making camp outside the settlement. Why might this be? Seasonal traffic? A large refugee population? Aspects that initially appear to be at odds can lead to interesting opportunities for storytelling.

The table below modifies the **crime** roll found later within this section.

d20	Resident Population
1-2	Nearly Deserted. There are many empty houses and businesses. (+2 to crime roll)
3-6	Sparse. There are some empty houses and businesses. (+1 to crime roll)
7-14	Appropriate. Homes and businesses are comfortably populated. (+0 to crime roll)
15-18	Congested. Movement is difficult. Homes and common buildings are often at capacity. (-1 to crime roll)
19-20	Overwhelmed. The trading post cannot support this many people. Movement is extremely difficult. Tent and shanty towns crop up along the outskirts of the settlement. (-2 to crime roll)

VISITOR TRAFFIC

Visitor traffic encompasses the typical amount of non-residents seen in the trading post. How many folk are passing through? How crowded are the streets?

The table below modifies the **crime** roll found later within this section, and the **shop type distribution** roll found in **Step 3: Points of Interest**.

Modified by: Age

d20	Visitor Traffic
1-2	Vacant. No one seems to be visiting this place. (+2 to crime roll) (-14 to shop type distribution roll)
3-6	Groups. Visitors are a rarity, though a few might be around. (+1 to crime roll) (-10 to shop type distribution roll)
7-14	Crowds. It is typical to see some new visitors most days. (+0 to crime roll) (+0 to shop type distribution roll)
15-18	Droves. There are lots of new faces on a regular basis. (-1 to crime roll) (+6 to shop type distribution roll)
19-20	Masses. New people are everywhere, coming and going at all times. (-2 to crime roll) (+14 to shop type distribution roll)

AGE AND VISITOR TRAFFIC

Trading posts thrive off of reputation, which is something that grows over time. These are places that are often remote and two trading posts are not terribly likely to be near one another. This means that the longer it's around, the more word will spread, and the more it will be used by people in that region who need rest, supplies.

DEMOGRAPHICS

Who lives in the trading post? Depending on where it is, the residents may be a single race, such as a mountain trading post populated only by dwarves, or many, such as in a bustling port. These distributions are meant to be adapted to wherever you decide the settlement will be. Base what races you choose to use on the surrounding **environment** and/or **politics**.

d20 Demographics

- 1-5 Only one.** 100% primary race.
- 6-10 Only two.** 60% primary race, 40% secondary race.
- 10-14 Normal distribution.** 50% primary race, 25% secondary race, 15% tertiary race, 10% other.
- 15-17 Wide distribution.** 20% primary race. All others reasonably well represented.
- 18-19 High and low.** 80% primary race. 20% secondary race.
- 20 Ever-changing.** No discernible distribution. Racial representation lacks any sense of numerical dominance.

DISPOSITION

The residents of a trading post will typically have an overall attitude when it comes to visitors. The chart below will suggest an overall attitude that visitors might experience when arriving. This does not mean all residents hold this perspective, but it will simply be the most common.

Trading posts live and die based on visitor traffic, so you may feel a particular **disposition** does not make sense. A trading post hostile toward visitors should have a very good reason, as their prosperity requires the business of visitors.

d20 Disposition

- 1-2 Hostile.** Locals seem very unfriendly toward visitors. A visitor would strongly sense that they are unwelcome. This could manifest as coldness, passive-aggressiveness or even violence.
- 3-6 Unfriendly.** Locals don't care much for visitors, looking upon them with contempt, fear or suspicion.
- 7-14 Neutral.** Locals are standoffish or perhaps hard on the outside, but can be friendly if you get to know them.
- 15-18 Friendly.** Locals are generally friendly, welcoming and slow to take offense.
- 19-20 Open.** The locals actively enjoy visitors and their culture incorporates this. Just about anyone is welcome.

LAW ENFORCEMENT

Does the trading post have a **law** presence? Who enforces it? Is it enough to affect the chances of being assaulted on the streets, in a tavern, or in a back alley? How close should a traveler hold onto their coin purse? How might this affect the behavior of party members who are prone to pick a pocket from time to time?

The table below modifies the **crime** roll found later within this section.

d6 Law Enforcement

- 1-2 None.** This could be good or bad depending on one's point of view. Good if the folk here are just that. Bad when mob justice is carried out on a petty thief.
(-8 to **crime** roll)
- 3-6 Sheriff.** A single sheriff and a deputy keep things civil.
(-4 to **crime** roll)
- 7-14 Small local watch.** A sheriff, a deputy and a handful of volunteer residents make up a token watch presence.
(+0 to **crime** roll)
- 15-18 Well-equipped.** Law enforcement is very common.
(+4 to **crime** roll)
- 19-20 Overwhelming presence.** Law enforcement is always around in public, no matter what.
(+8 to **crime** roll)

LEADERSHIP

Separate from law enforcement, who guides the trading post? Sometimes this could be one person, or a group. Most successful settlements will naturally require a hand of **leadership** to make important decisions relating to the overall direction it will take.

d8 Age

- 1 **No Leader.** The trading post operates with no leadership, which could lead to unresolved disputes.
- 2 **Hereditary.** A non-elected leader is in power by virtue of their bloodline.
- 3 **Merchant Monarch.** The wealthiest shop owner in the trading post leads by default.
- 4 **Underworld or Criminal Enterprise.** A criminal or group of criminals either publicly or privately controls the trading post.
- 5 **Oligarchy.** A few individuals hold sway, collectively, over the trading post.
Roll 1d4:
1: merchants (plutocracy)
2: mages (magocracy)
3: priests (theocracy)
4: other small group
- 6 **Local Council.** Prominent members of the community were chosen to lead the trading post collectively.
- 7 **Single, elected leader.** The locals democratically voted for their current leader.
- 8 **Anarcho Syndicalist Commune.** The members of the trading post take turns as a sort of executive officer for the week.

POPULATION WEALTH

How wealthy is the **population** in general? How does this affect the happiness of the general population and the prices for goods and services?

The **wealth** of the population could have an effect on crime. The motivations for **crime** have a lot to do with two ends of a spectrum: desperation and greed. Imagine a trading post which is destitute. The people there likely aren't stealing out of greed, but rather out of desperation. On the other hand, in an affluent trading post, criminals are more likely to be stealing out of greed.

A trading post that is destitute or impoverished could mean that the majority of crimes are perpetrated by residents, trying to survive. One that is wealthy or affluent could mean that the majority of crimes are carried out by visitors, drawn in by talk of the riches of residents.

The table below modifies the **crime** roll found later within this section, and the **service quality distribution** roll found in **Step 3: Points of Interest**.

Modified by: condition

d20 Population Wealth

- 1–2 **Destitute.** Most of the population consistently lacks the barest essentials of what they need to survive.
(–4 to **crime** roll)
(–5 to **service quality distribution** roll)
- 3–6 **Impoverished.** Around half of the population struggles to carve out even a meagre existence.
(–2 to **crime** roll)
(–3 to **service quality distribution** roll)
- 7–14 **Average.** Most of the population have enough to live a modest life.
(+0 to **crime** roll)
(+0 to **service quality distribution** roll)
- 15–17 **Prosperous.** Most of the population has enough to live a good life and, of them, a fair amount can even live comfortably.
(–1 to **crime** roll)
(+0 to **service quality distribution** roll)
- 18–19 **Wealthy.** Nearly everyone has what they need to live comfortably, many are able to live well and some are very prosperous.
(–2 to **crime** roll)
(+2 to **service quality distribution** roll)
- 20 **Affluent.** Nearly everyone is able to live comfortably with a significant portion living in luxury.
(–4 to **crime** roll)
(+4 to **service quality distribution** roll)

ALL MINUSES?

The minuses to crime on this table represent reasons why there might be more crime based on population wealth. If wealth is low, crime is likely due to desperation. If wealth is high, it's likely due to greed.

CRIME

Crime encompasses activities such as robbery, confidence games and muggings, sometimes even murder. How likely are these kinds of things to happen in the trading post? Do coin purses and trinkets go missing often? Are there grifters running cons on the street? How frequently are people being assaulted while walking home at night?

Modified by: resident population, visitor population, law enforcement, population wealth

d20 Crime

- 1–2 Regular.** The streets are crawling with criminals and a purse unstowed is almost sure to be snatched.
(+4 to **urban encounter** rolls)
- 3–6 Common.** Most are used to hearing about trouble every day or two. Everyone knows someone who's been a victim of crime.
(+3 to **urban encounter** rolls)
- 7–14 Average.** Theft or mild violence can happen from time to time. Best to keep an eye out.
(+2 to **urban encounter** rolls)
- 15–18 Uncommon.** Some in the trading post have run into a pickpocket or heard about a robbery but, when they do, it's a noteworthy occurrence.
(+1 to **urban encounter** rolls)
- 19–20 Rare.** Most in the trading post have had no personal experience of crime and know few people that have.
(+0 to **urban encounter** rolls)

URBAN ENCOUNTERS

Urban encounters are intended to happen in-game and as such are not intended to be a part of preparation. The table for these can be found in **Appendix B: Encounters** (p. ###).

Step 3: Points of Interest

Points of interest are places of significance in a settlement. These fall into three categories, each with a certain priority:

- **Shop.** Prioritizes selling items before offering a service. (eg. Smithy)
- **Service.** Prioritizes offering a service before selling items. (eg. Stables)
- **Non-Commercial.** Places that are certainly points of interest but do not focus on business. (eg. Church).

There is a distinction made between **shops** and **services** based on their primary function. A smithy may be able to repair something, but primarily they sell tools and equipment. A stable may sell horses, but primarily provides the service of boarding mounts owned by someone else. A church may offer healing, but serves primarily as a place of worship.

Working your way through this section will flesh out which of these points of interest your settlement has.

Shops

Trading posts are all about business. Here you'll determine how many **shops** there are, and what they're selling.

NUMBER OF SHOPS

Not all buildings in a trading post are shops. Some may be homes, or old shops that are no longer occupied. Roll on the table below to determine the available 'spaces' your trading post has for shops.

Modified by: size

(All trading posts automatically include a general store. This does not occupy any of the 'shop locations' you will roll on the following table.)

d6	Number of Shops
1	1d4
2	1d4 + 1
3	1d6
4	1d6 + 1
5	1d8
6	1d8 + 1

Example: John rolls a 2 on the **number of shop locations** table. His d4 rolls a 2. This gives him a total of 3 shops (2 + 1) as well as any from the trading post's **size**.

SHOP TYPES

What sort of shops are in the trading post? Below are the categories the shops can fall into:

- **Basic (B):** Simple shops which serve the basic functions needed in a settlement.
- **Specialty (S):** Shops that deal in a particular category of item(s).
- **Exotic (E):** Shops that deal in rare, or exceedingly special item(s).

Roll on the table below to see how to distribute your trading post's shops. Apply the distribution to the amount of shop locations you have as closely as possible.

Modified by: Visitor Traffic

d20	Shop Type Distribution
1–2	A few specialty shops.
3–6	A few specialty shops, one exotic.
7–14	Some specialty shops, a few exotic.
15–18	Lots of specialty shops, some exotic.
19–20	Lots of specialty shops, lots of exotic.

Example: John has 3 **shop locations** to work with. He rolls a 17 on the **shop type distribution** table. This tells him a few (around 20%) of his shops are basic, some (around 30%) are exotic and the rest are specialty. John only has 3 spaces, so he uses the table as a rough guide. He decides, since he automatically has a **default general store**, he won't add another basic shop, instead choosing to add 1 exotic and 2 specialty.

Location Glossary: For clarification about the meanings and functions of different locations, please refer to **Appendix A: Location Information** (p. ###).

SHOP TABLES

For each type of **shop**, roll on the tables below or choose what you feel would be appropriate for your trading post.

d12 Basic Shops

- 1 **Baker.** Vendor who bakes fresh bread and possibly pastries.
- 2 **Butcher.** Processor and seller of meat.
- 3 **Cooper.** Craftsperson who creates wooden vessels held together with metal hoops, including barrels, buckets, etc.
- 4 **Carpenter.** Craftsperson who builds with or carves wood, as well as carrying out repairs.
- 5 **General Store.** Seller of basic supplies, groceries, and various odds and ends.
- 6 **Herbalist.** Seller of common herbs and natural, non-magical remedies.
- 7 **Smithy.** Seller and crafter of metal tools and equipment, including very basic weapons and armor.
- 8 **Tailor.** Maker and seller of clothing, including hats and cloaks. Also sells general items made from cloth such as blankets and carries out repairs and alterations of cloth goods.
- 9 **Tanner or Taxidermist.** Processor of animal hides for practical or ornamental purposes.
- 10 **Thatcher.** Builder of roofs using layers of dried straw, reeds, rushes, etc.
- 11 **Wainwright.** Builder of carts and wagons.
- 12 **Weaver.** A craftsperson who weaves raw fabric and baskets.

d6 Specialty Shops

- 1 **Apothecary.** Merchant selling potions, mundane herbs, and alchemical ingredients.
- 2 **Armorsmith.** Smith specializing in the crafting of protective equipment.
- 3 **Bank & Exchange.** Encompasses auctions, banking, and the specific selling of gems or exchange of currency.
- 4 **Bowyer.** Craftsman specializing in the crafting of bows (could also be considered a fletcher or craftsman of other ranged weapons if necessary).
- 5 **Shipwright.** A craftsman who specializes in making boats, ships and maintaining water faring vessels (reroll if not near water).
- 6 **Weaponsmith.** Smith specializing in the crafting of offensive equipment.

d6 Exotic Shops

- 1–2 **Rare Botanicals.** Cultivates and sells herbs rare to the region.
- 3–5 **Luxury Furnishings.** Vendor of all things for fine living, including furniture, art, and other goods to make the home a palace.
- 5–6 **Rare Libations and Fare.** Sells drinks and/or food of surpassing quality or rarity to the region.
- 7–8 **Rare Trade Goods.** Merchants who have procured items and materials such as textiles that are rare to the region.
- 9–10 **Magic Shop.*** (roll on magic shop specialization table for type)

***Magic Shop.** All magic shops offer basic magical items such as basic potions and masterwork items but otherwise, all magic shops specialize. To find exceptionally rare or unique magical items, one would need to seek out one specialized in that category.

d6 Magic Shop Specialization

- 1 Armor
- 2 Books
- 3 Clothing
- 4 Jewelry
- 5 Weapons
- 6 Miscellaneous & Curiosities

Example: John is going to roll to get his **shops**. He has 3 available (2 to be specialty, 1 to be exotic). For his **specialty shops**, he rolls 2 and 3, which get him an Armory and a Bank & Exchange. For his **exotic**, he changes his mind and doesn't roll. He chooses a magic shop, but does roll to see what type and gets a 6! So his trading post has a magic shop specializing in miscellaneous magic things and curiosities. What kind of things are tucked away in that shop? That's up to John!

Services

Services are establishments where something can be done for you, for a price.

NUMBER OF SERVICE LOCATIONS

Roll on the table below to determine allotment for services in the trading post.

Modified by: specialty (food & drink/unscrupulous contractors), size

(All settlements automatically include an inn. This does not occupy any of the ‘service locations’ you will roll on the following table. If you have the Food & Drink or Unscrupulous Contractors **specialty**, also add the respective location below.

Food & Drink: Tavern

Unscrupulous Contractors: Hired Help*

*Following the **Services** table is a **Hired Help** table (p. ###). You may roll on this table to find out what any Hired Help specifically does.

d6	Number of Service Locations
1	1d2
2	1d2+1
3	1d4
4	1d4+1
5	1d6
6	1d6+1

Example: Jane rolls a 5 on the **number of service locations** table. Her d4 roll comes up as a 4! This gives her a total of 5 services (4 + 1) as well as any from the trading post’s **size**.

SERVICE QUALITY DISTRIBUTION

Services come in three levels of quality, which can suggest to you (the GM) what’s on offer as well as the cleanliness or refinement that could be expected:

- **Poor Quality (P):** Establishment is the lowest version of itself that could be found in a trading post.
- **Good Quality (G):** Establishment is the average version of itself that could be found in a trading post.
- **Fine Quality (F):** Establishment is the highest version of itself that could be found in a trading post.

Roll on the table below to get the suggested distribution of quality for your available services.

Modified by: population wealth

d20	Service Quality Distribution
1–2	Most or all are poor quality.
3–6	Some are poor, some are good.
7–14	Few poor, lots good, few fine.
15–17	Lots good, some fine.
18–19	Few good, lots fine.
20	Most or all are fine quality

Example: Jane has 5 **services** to work with. She rolls a 3 on the **Service Quality Distribution** table. This tells her a few (around 20%) of her services are low quality, and the remaining are good quality. Jane follows the table so she decides to make 1 of her services low and 4 of them good.

Depending on your quality distribution, choose the good, poor or fine version of the services you have rolled. You will find the different service names below.

d10	Service	Poor Quality	Good Quality	Fine Quality
1	Barber. Providers of grooming services, such as a haircut or shave.	Dirt-Knife	Barber	Coiffeur
2	Bathhouse. Providers of spaces for bathing.	Tubs	Bathhouse	Private Baths
3	Doctor. Providers medical care.	Sawbones	Doctor	Physician
4	House of Leisure. Providers of entertainment and/or relaxation.	Den of Leisure	House of Leisure	Hall of Leisure
5	Inn. Providers of places one could get a night's sleep.	Tents or Hostel	Inn	Lodge
6	Performance Entertainment. Providers of entertainment via comedic, dramatic or musical performance.	Stage	Club	Theater
7	Soothsayer. Providers of magical prediction.	Fortune Teller	Soothsayer	Diviner
8	Stable. Providers of boarding accommodations for mounts, as well as sellers of mounts, tack and carts.	Stalls	Stable	Livery
9	Tavern. Providers of food and drink.	Pub	Tavern	Taphouse
10	Hired Help. Skilled individuals who can be hired.	Hired Help - Individual	Hired Help - Team	Hired Help - Guild (Automatic Guild Member: Yes)

HIRED HELP QUALITY

Hired Help quality actually determines how many are available for hire. Poor is a single person, good is a team, fine is a formalized guild. To determine the kind of work the hired help does, roll on the **hired help** table below.

d10 Hired Help

1	Brutes and brawlers (martial melee)
2	Cloak and dagger (stealth and subterfuge)
3	Bows and slings (martial ranged)
4	Scribes and clerks (mundane educators)
5	Guides and trackers (urban and wilderness experts)
6	Caravan and mount (transportation and locomotion)
7	Arcane academics (magical education or counsel)
8	Magic mercenaries (martial arcane)
9	Priestly guidance (divine education or counsel)
10	Hands of the gods (martial divine)

Example: Jane is ready to find out what services her trading post will offer. With 5 locations available, she wants to roll on the **Services** table 5 times. She decides that the first one she rolls will be her poor quality one (from the previous example). She rolls a 8, 2, 7, 8 and 9. This gets her: stalls (poor quality stables), bathhouse, soothsayer, stable and a tavern.

This also gives Jane an interesting point to think creatively about. She has a poor quality stable as well as a good quality one. How can she explain this? She decides the owners were friends who loved horses and initially started a business together. There was a falling out and one of them started a competing service that's outperformed their original one. Just like that, there's an interesting story and role-playing opportunity!

Non-Commercial Locations

Trading posts, as predominantly mercantile settlements, don't typically have many non-commercial locations apart from some form of place of worship. Roll below to see if your trading post has a center for religious activities.

d6	Place of Worship
1-3	No (proceed to extra intrigue section)
4-6	Yes (continue on to the places of worship tables)

PLACES OF WORSHIP

If you rolled 'Yes' on the table above, your trading post has a place of worship. The following tables will help you establish what kind it is.

Roll on the table below to determine the place of worship size.

d20	Place of Worship Size
1	Secret. The place of worship's size is unclear, as the location is not publicly known.
2-8	Shrine. A small altar or perhaps a tiny shack, usually evincing some various items or images relating to that which the shrine venerates.
9-14	Church. A modest building with seating for attendees, appointed with various items or images relating to that which the church venerates.
15-17	Sanctuary. A large, well-appointed structure, able to comfortably accommodate up to a few hundred people.
18-19	Temple. A grand building, replete with elements like high ceilings, plush furnishings and other impressive ornamental and/or architectural features. It can contain nearly a thousand attendees.
20	Great Temple. An awe-inspiring structure devoted to that which it venerates. No expense was spared in its construction. This might display such elements as stunning frescos, elaborate stained-glass scenes and towering, gilded statues. Walking into a great temple is a rare and striking experience for those who do not live near one.

Roll on the following table to determine the degree of veneration that is visible to any outsider visiting the trading post.

d20	Fervance of Local Following
1-3	Unseen. To those outside the following, it is not clear that the group exists.
4-7	Quiet. Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing or phrases).
8-12	Subtle. Followers of the faith may be identifiable, but remain very reserved.
13-16	Moderate. The pious are confident and unafraid to display their faith openly, but do not encroach upon the wider populace uncalled for.
17-19	Fervent. Followers are outspoken with little or no fear of reproach. They may sing or speak to the masses.
20	Zealous. Adherents are utterly and unthinkingly devout, forcing their doctrine upon their surroundings and peers or taking actions that further their cause regardless of personal cost. Though typically seen as negative, this could also be a positive, such as a church of light rising up in an evil kingdom, helping those in need even if it puts themselves in peril.

VISIBILITY

What is shown above represents what can be seen by an outsider visiting the trading post. Each and every person who holds a faith will express it in their own way, but what is represented here is generally how bold that show of faith is. The overall degree of veneration may be quiet, but there may be a few adherents that, while very passionate, may keep it quiet when in public. Why would they do this? That's part of your trading post's story.

Roll on the table below to find out the alignment of the faith.

d10	Alignment of the Faith
1	Evil
2-5	Neutral
6-10	Good

Extra Intrigue

RECENT HISTORY

What events have happened in the trading post within recent memory? These events may have an impact on the here and now. For example, if the trading post was once under the control of a tyrannical mayor who was ousted by the residents and exiled from the region, there may be long-lasting effects which could help with storytelling and roleplaying the NPCs.

d6	History
1	Benevolence of yesteryear. The trading post was run by a benevolent leader or council, but a corrupt individual or group has taken over.
2	Construction. Certain parts of the trading post have been (or currently are) under construction. Tools, scaffolding and other such elements can still be seen, as well as individuals working throughout the day.
3	Crime central. Some of the older population remember when the trading post was run by a criminal organization, but they were ousted some time ago.
4	Neutrality. The trading post has always professed neutrality, setting itself apart as a safe haven, even if pressured by nearby settlements.
5	Popular producer. The trading post was known for the production of a unique and/or popular item or profession which is now unavailable or no longer in demand.
6	Wartorn. The trading post was occupied by military forces and suffered damages during wartime in the recent past (1-5 years).

POLITICS

What is the current political climate or politically motivated environment around the trading post? How does this affect what is going on within the trading post itself?

d6	Politics
1	On the brink of war. Tension is in the air and rumors of impending war can be heard in hushed tones within the trading post.
2	Lawless. With the trading post outside the regularly frequented borders of any established kingdom, the generally accepted standards of justice don't seem to apply here.
3	Embattled. Opposing enemy forces surround the trading post on all sides, and it finds itself located in the midst of (though not necessarily participating in) an ongoing conflict.
4	Revolution. A nearby kingdom is in the throws of an uprising. Members of either side may be present in the trading post.
5	Peace. All is quiet, almost suspiciously so...
6	New governance. A new and unknown power has moved in to control the surrounding area. Locals may be in favor of, against, or neutral about it. Depending on the kind of governance, speaking out against the leadership may not be permitted.

EVENTS

Trading posts always seem to have something going on, no matter the time. What is currently happening at this very moment? Roll on the table below for a few suggestions!

d6	Events
1	High-Class Visitor. A wealthy aristocrat is passing through and throwing their money around. It seems like anything can be bought, and no price is too high.
2	Troublemakers. A pack of ruffians is making themselves a nuisance to the locals. Hostile encounters are escalating and might become violent.
3	Fool's Festival. It's the day of the fool. Many folk are dressed as jesters and tumblers. The drink is flowing and the mood is merry.
4	Caught Red-Handed. A shop owner has caught a thief and is threatening them with a weapon in the street as they beg for mercy.
5	Strangers. A large trade caravan just arrived, full of people locals have never seen and some don't know what to make of them.
6	Public Emergency. There is an emergency situation in town, such as a fire. There is lots of commotion as people rush to help or get a look at what's going on.

OPPORTUNITIES

Trading posts are known to have capable adventurers passing through every so often. When an issue needs handling word gets around quickly. Below is a table of a few different categories of situation that could crop up in a trading post.

d6 Opportunities

- 1 **Political Intrigue.** A locally-known noble has gone missing recently. Perhaps they were traveling through and never made it to their destination? Perhaps no one even saw them leave at all...
- 2 **Missing Person.** A local has gone missing, possibly a child, and rumors abound. Children may talk about monsters but are quickly dismissed as fairy tales. Other adults may have theories but none have yielded fruit.
- 3 **Monster.** A monster has been causing trouble for the locals. Someone in the trading post is asking for help to deal with it.
- 4 **Guard Duty.** The local constabulary are in need of more hands for an upcoming event and capable adventurers are prime candidates.
- 5 **Transportation.** A visitor feels they've overstayed their welcome or urgently needs to leave for some reason. They need help leaving and getting to their destination.
- 6 **Acquisition.** Rumors abound that an item of value is hidden nearby, perhaps one tied to the trading post's history. Several locals are interested in acquiring it, but not all for the same reason.

WEATHER

How is the weather when the players arrive? It might be wonderful, or it could be a nightmare. Depending on the setting and the environment, consider what the options below might mean for you. Roll on the table below to see what the weather is like when the adventurers arrive at the trading post.

Note: If you want the weather to change, simply roll on this table again whenever necessary.

d20 Weather

- 1-2 **Good.** Unseasonably excellent. A warm day in winter, a cool day in summer, etc.
- 3-6 **Mild.** The best kind of day that could be expected for the season. Rain or snow is light, if at all. Winds are soft.
- 7-14 **Fair.** A normal day for the season. Rain, snow or wind are average and manageable.
- 15-18 **Harsh.** A rough day for the season. Rain, snow and wind are strong and can make things difficult.
- 19-20 **Bad.** Most folk are staying indoors. Travel is dangerous in these conditions. Rain is torrential, snow is blinding. Winds potentially reach hurricane force.

DANGER LEVEL

The places trading posts exist in are typically uncivilized or wild. Is the surrounding area dangerous? Understand that this is a relative term and the possibilities presented in the table below will need to be adapted to your campaign and/or current adventure path based on character level. Danger could refer to crime, environmental hazards or other things present that could make life difficult.

d6 Danger Level

- 1-2 **Ever-present.** The trading post is constantly in peril. Encountering some form of hardship or adversity when in the area is almost guaranteed. It is never safe to go anywhere alone. Preparation and caution (even in and around the trading post) is critical.
- 3-6 **Frequent.** Traveling near the trading post and not encountering danger or hazards is a rarity. Preparation and caution are strongly advised.
- 7-14 **Common.** Danger or hazards are commonplace. Preparation and caution are advised.
- 15-18 **Uncommon.** Danger or hazards are not encountered often, though preparation is encouraged.
- 19-20 **Rare.** This trading post is built in a place known to be extremely safe with danger or hazards being a rarity.

DANGER TYPE

When danger does occur here, what does it tend to be? Below are possible occurrences that could threaten adventurers in the area.

d6 Danger Type

- 1 **Suspicious Locals.** Outsiders are often considered untrustworthy and may be prime suspects in the event of crime.
- 2 **Raids.** The trading post is often raided by nearby groups of bandits, or packs of marauding creatures.
- 3 **Monster.** The trading post is terrorized by a monster that roams the local area.
- 4 **Environmental.** The environment in which the trading post exists is hazardous. It could be subject to frequent earthquakes, volcanoes, floods, mudslides, avalanches, frequent storms, or the like.
- 5 **Disrepair.** The structures are in such bad shape that they present a hazard.
- 6 **Cult.** There is a cult within the trading post. The cult may be known, and present a direct form of threat, or they may be unknown and the dangers they present may seem to stem from another source or be unrelated.

THE GREAT RUMOR TABLE

On page ### you will find **Appendix C: Rumors**, which contains a 50-item table of rumors that may be floating around your settlement. This table is made up of the political rumors from the Villages chapter, as well as the rumors from both Cities and Capitals. Most of these rumors, when found in the Appendix, have been altered (if need be) so that they will fit any settlement, with the exception of a small few. Try it out and see what kind of flavor you discover!



VILLAGES

The door of a tiny cottage opens onto a misty morning. A woman goes to draw water to start the day. Two chickens rush past her feet in a flurry of feathers and cackling as she shakes her head.

As she arrives back at the cottage to find her husband outside, starting a cookfire. She pours her water into a pot and hangs it over the crackling wood.

All around her, other families can be seen doing similar things. A few young children scamper off to play as their older siblings set to their chores, and the adults begin their day's work.

A traveler wanders into the village as the sun begins dissolving the mists and he's hailed by the woman, who waves him over, asking about his travels. They share some simple fare and talk of life past and present.

The traveler has seen some difficulty in the past few days and is looking for lodging. Given that they don't get many visitors, there is nothing like an inn here, but the traveler is kindly invited to stay in the little cottage in exchange for a bit of help with some heavier work.

Over the next few days, the traveller gets a taste of rural life, meeting the members of the community, hearing stories and enjoying the simplicity that such a life can provide. He learns that they have experienced their own hardships, and that none are spared life's adversities. He's told that just last year they endured a raging storm that lasted four days without ceasing. The floods

destroyed crops, drowned some animals and even a few of the other villagers. Recovery has been difficult but their determination and resourcefulness has always seen them through.

When the traveler finally departs, he does so with some sorrow, his new friends feeling like family to him. He vows a timely return and leaves with a happy tear in his eye.

Found in the backcountry, scattered hither and yon within the realms, villages are the kind of settlements most adventurers will come across frequently during their travels. They can exist almost anywhere, so long as there are basic resources available to sustain them. Villagers often live an arduous life and experience hardships many other settlers are spared from. Their life is a simple one and, while it demands immense effort, the satisfaction and fulfillment enjoyed by them is that of providing for themselves at the most basic level.

Villages are communities vital to the lifeblood of a kingdom. The dominant feature of a village is what it produces, which defines its value to those outside of it. These are communities that are small and not heavily developed. A village is not where one goes to get resupplied or to take up a great quest, rather it is a place that may be in great need of able bodies, whether it be to fulfill a task that no one else is qualified for, such as driving away a local monster, or something more mundane like some extra hands to help to fetch in the harvest. Some may even end up there by accident. A village's

people might show their gratitude with lodging in their homes or providing a home-cooked meal.

Certain members of the village will make regular trips to market to sell their goods to those who will refine it. They will then take their earnings and buy what the village needs and bring it back home. These earnings may also be used to hire help in the form of farmhands or even guards for the return journey, depending on how dangerous it is.

The information you'll find in this chapter is meant to give you a structure for your villages. It is filled with tables to be rolled on in order to randomly generate a village (or, if you wished, you could choose options you like, but we think using the tables is just more fun).

It is up to you to imagine the situations that conspired to form the village you're thinking about. Why has the village experienced so much hardship, yet their population remained relatively high? Perhaps the village is in ruins but their primary export is quarried stone. Why haven't they rebuilt? Perhaps the mason has gone missing, or all their resources have been spoken for by a noble who is building a new keep and cares little for those who quarry the stone he needs? Things like this ignite the spark of creativity that will make your village a place uniquely yours, where your own special adventures can come to life.

Step 1: Basic Information

Below you will find a variety of attributes such as **age**, **condition**, **size**, etc. Using these attributes and their tables, you will be able to build out the basic information for your village. Some attributes might have an effect on others via modifiers which are written into the tables. For example, the **condition** of the village modifies the village's **wealth**.

Keep in mind that any modifiers are completely optional and are not required if you have an existing vision for your village. When rolling for outcomes with modifiers, results of 0 or a negative number should be considered an outcome of 1. Equally so, outcomes over the highest number on a given table should be considered equal to the highest possible number (i.e. on a d20 table, a 24 would be a 20).

AGE

How old is this village? Of all the settlement types, a village is possibly the most fragile. If a village is new, that will also often indicate a smaller population, intent on working the land they've settled. If it is old, the population may be larger due to growing families and increased generation of whatever they produce. It could, however, have dwindled.

As a village's age increases, so to does the likelihood that it has encountered hardships. The table below will modify the **hardship likelihood** table in Step 1.

The table below will modify the **population** table in Step 2.

d20	Age
1–5	Recent. The village was established within the past year. Those within the village are newly settled. (–5 to population density roll) (–4 to hardship likelihood roll)
6–10	Established. The village has been settled for a few years. They have been able to successfully sustain themselves and the families have started to grow. (–2 to population density roll) (–2 to hardship likelihood roll)
10–14	Mature. The village has been around close to a decade or so. Production has been honed and practices are optimized. Children born in the settlement may be old enough to start to lend a hand. (+0 to population density roll) (+0 to hardship likelihood roll)
15–18	Old. The village was founded decades ago. Production has reached peak performance with the elder members of the community being old hands at the work. There are many adults in the village who were born there. (+0 to population density roll) (+2 to hardship likelihood roll)
19–20	Elder. The village was established near to, or more than, a century ago. (+0 to population density roll) (+4 to hardship likelihood roll)

Hardships

Villages are one of the most vulnerable of all settlement types. Unfortified, largely unarmed (unless you count farming and/or mining implements) and lacking sophisticated medical aid, a village can be ripe for disaster. The longer a village has been around, the more likely it is that it has seen its share of hardships. One would hope that, if hardship had hit a significant enough time ago, the village may have recovered from it, or at least worked towards doing so. The modifiers provided here that impact later attributes reflect the current state of the village. If you decide that a hardship happened much further back in time, it is up to you to explain why the village may not have returned to the status quo. Hardships, depending on whether they happened weeks, months, years, or even decades ago, will leave a lasting impression on the villagers. This could help shape the backstories and dialogue options for your NPCs.

Idyllic Villages

If your intended goal is to have a village that is happy, serene or simply uncomplicated by difficulties, you may opt out of rolling for hardships. These are meant to add history and texture to the fabric of your village's story but, if you have other ideas, those are what's most important.

Below are three tables. Roll on these to see what's happened to the village up until the present.

Hardship Likelihood

How much hardship has the village seen? Has it been through a great deal of strife, or perhaps got lucky and had an easy time so far? Roll on the table below to find out. Your result will determine how many times you roll on the two following tables.

Modified by: age

d20	Hardship Likelihood
1-2	No hardship. The village has been lucky and nothing has troubled it so far.
3-6	One hardship. The village has experienced one notable time of difficulty.
7-14	Two hardships. The village has gone through a couple of hardships.
15-18	Three hardships. The village has experienced three difficult situations.
19-20	Four hardships. The village has been beset by four trying times.

Two tables follow: **hardship type** and **hardship outcome**. Roll once on each table for each hardship your village has experienced. The 'type' determines what the hardship was. The 'outcome' determines how harsh the losses were.

Important: Each entry in the **hardship type** table ends with one or more **attributes** that will be modified by **hardship outcome**. The following example will show how this works:

Example: A 17 is rolled on the **hardship likelihood** table, giving the village 3 hardships. This means we will roll on the **hardship type** and the **hardship outcome** tables 3 times. Here are our results:

- (3) Raid / (6) Catastrophic losses. -5 to: Settlement Size, Population Wealth and Population Density
- (4) Famine / (7) Moderate losses. -2 to: Population Density
- (6) Inter-community conflict/violence / (52) Heavy losses. -3 to Population Density and Disposition

The attributes affected are shown in each 'type' box. Identical modifiers are added together. For example, **population density** is affected by all, so the cumulative population density modifier will be -10 (-5 plus -2 plus -3).

When you roll your population density, note the roll prior to modification. Imagine that roll is the state of the village before the hardships happened, and then each hardship took it down to its current size.

Hardships are never easy and, for a village, it is nigh-impossible to emerge from one without some kind of loss. Even in the best circumstances, *something* will be lost. This is why even the most positive outcomes have some detriment. How you apply these losses tells a story.

HARDSHIP TYPE

If your village did endure any hardships, what were they? Roll on the table below once per hardship to find out.

d8 Hardship Type

- | | |
|---|---|
| 1 | Plague. The community fell victim to disease.
Modified attributes: population density |
| 2 | Bandits on the road. On the way to or from market, the village's caravan was set upon by bandits.
Modified attributes: population wealth |
| 3 | Raid. The village was raided by marauders.
Modified attributes: size, population wealth, population density |
| 4 | Famine / food shortage. If the village normally produces some kind of food, it did not produce. If they typically get their food from the market, they had difficulties doing so for a time.
Modified attributes: population density |
| 5 | Harsh weather. The region was beset by nature's wrath.
Modified attributes: condition, size |
| 6 | Inter-community conflict/violence. A conflict between members of the community broke out and split the village, with dire consequences.
Modified attributes: population density, disposition |
| 7 | Loss of community leader. A key member of the community died or went missing.
Modified attributes: disposition |
| 8 | Victim of war. The village was struck by the ravages of war (passing or foraging armies, collateral battle damage, disease from war-related issues such as camp hygiene or illness from dead bodies).
Modified attributes: condition, size, population density |

HARDSHIP OUTCOME

When hardship struck the village, how did it fair? Roll on the table below once per hardship to find out.

Reminder: The modifiers listed below apply to the attributes from hardship type.

d10 Hardship Outcome

- | | |
|------|---|
| 1-2 | Catastrophic losses. The village's losses were brutal and excruciatingly difficult or even impossible to recover from.
Modifier: -5 to roll(s) to hardship type 'Modified attributes.' |
| 3-4 | Terrible losses. The village's losses were crushing and incredibly difficult to recover from.
Modifier: -4 to roll(s) to hardship type 'Modified attributes.' |
| 5-6 | Heavy losses. The village's losses were awful and recovery would prove difficult.
Modifier: -3 to roll(s) to hardship type 'Modified attributes.' |
| 7-8 | Moderate losses. The village's losses were rough but recovery is possible, if potentially tough.
Modifier: -2 to roll(s) to hardship type 'Modified attributes.' |
| 9-10 | Minimal losses. The village's losses were as little as could have been hoped for, and recovery should be very possible or even inevitable.
Modifier: -1 to roll(s) to hardship type 'Modified attributes.' |

ATTRIBUTE SPECIFIC OUTCOMES

As written, a hardship outcome roll modifies all the attributes affected by one hardship type. If you'd like an additional layer of granularity, you could roll on the **hardship outcome** table for each individual attribute within a given hardship type. Why some attributes were affected more or less than others could provide interesting story opportunities.

SIZE

The size of a village is the number of currently standing structures. This means that you could have a village that was previously very large, but experienced an event that destroyed half of its buildings, reducing its current size to medium.

Think about your roll on this table as the village’s original or natural size. Once you apply any modifiers from previous tables to that roll, imagine the village changed from its original size to the one the modifier(s) bring you to. Wherever they came from is what caused the change.

Modified by: hardship type/outcome (if applicable)

d20	Size
1–2	Very Small. Up to a dozen standing structures.
3–6	Small. Up to 30 standing structures.
7–14	Medium. Up to 60 standing structures.
15–18	Large. Up to 90 standing structures.
19–20	Very Large. Up to 120 standing structures.

HAMLETS

Hamlets are similar to villages but on the smaller side. If your village is in this range, perhaps it’s a hamlet; just one or two families and little else other than dwellings?

CONDITION

The **condition** is perhaps the key feature that gives your village a real visual identity. This paints a picture of what one would immediately notice when they to walk into this place. Are things falling apart or are they well-maintained and built to last? Is the condition the normal state of the village or has something happened to alter it?

The table below modifies the **population wealth** roll found within **Step 2: Community**.

Modified by: hardship type/outcome (if applicable)

d20	Condition
1–2	Ruined. The village is little but rubble and debris, with perhaps a few exceptions. This could have been the result of a war, raid, earthquake, or storm. (–6 to population wealth roll)
3–6	Dilapidated. The village is in a state of disrepair. Some buildings may be coming down or may have been built in a shoddy fashion. Cleanliness is not a priority. (–3 to population wealth roll)
7–14	Simple. Most buildings are organized and seem sturdy enough; though there is nothing remarkable. The streets are clear enough to move through, though possibly uneven and rutted. (+0 to population wealth roll)
15–18	Hearty. Everything here appears to be well-built and robust. The village seems mindful of cleanliness and the settlement’s upkeep. Roads and paths are well-groomed and flattened. (+3 to population wealth roll)
19–20	Immaculate. The village is very well organized and there is clearly a concerted effort to keep the village in the best shape possible. Cleanliness is a priority, as is maintenance. Roads and paths are plainly surfaced and clean. (+6 to population wealth roll)

ENVIRONMENT

Villages tend to be rural by their very nature. As established settlements attract more and more traffic, they grow and become towns and cities, so it would make sense that small villages would be in places without that traffic. When placing a village in its environment, start thinking about how that village would survive or even thrive there. This can help to color what your village will ultimately be.

The charts and options available in this book are designed to allow settlements to be placed anywhere, regardless of environment. If you have an environment in mind for your settlement already, feel free to skip this table.

SUGGESTED RESOURCES

Later in this step you will determine **resources** for your village. While you are not restricted in any way, keep in mind that certain environments may lend themselves to certain resources. For example, coastal environments are more likely to have fishing as a resource, while underground environments are more suited to mining.

d10 Environment

1	Coastal. The village is near a large body of water such as a lake or ocean.
2	Forest. The village is nestled among the trees.
3	Mountains. The village is found on stony passes or soaring peaks.
4	Plains. The village is in the wide open fields.
5	River. The village is near a steadily flowing stream or other watercourse.
6	Swamp. The village is in or near a vast area of stagnant water.
7	Underground. The village is within a large network of caves.
8	Valley. The village is found either within, or on the edge of, an area of recessed elevation in relation to the landscape around it.
9	Tundra. The village is in a very cold environment.
10	Desert. The village is in a dry and arid environment, likely covered with vast sand dunes.

SPECIALTY

A village's **specialty** is likely the reason it exists in the first place and is the main thing, if any, that the village is known for, such as a particular crop or the craft of a certain item. It may even simply be an aspect of the place itself, such as being a place where one can do or see something.

Roll on the following table, and note the specialty. Once you add **points of interest** to the village, make sure to have an appropriate place for your facet (i.e. if you're known for good drinks, you need a place to get a decent pint).

d6 Specialty

1	None. This village is unremarkable, or not widely known for any particular thing.
2	Food or Drink. Someone in this village makes a particular food or drink (such as bread, stew, produce, ale, wine, etc) that has gained some notoriety. They may own an establishment, but could easily just sell it out of their home.
3	Location Proximity. The village itself may not be very special but it is near somewhere that is, such as near a stunning vista or a site of historical significance.
4	Livestock. This village is known for breeding strong and healthy (perhaps even pedigree) animals such as horses, cattle, sheep, etc.
5	Crop. This village is known for a particularly notable crop. This could mean rare, high-quality, plentiful, or a mix of the three.
6	Crafted Goods. This village is known for the craft of a certain item or type of goods that are well-liked and highly valued, such as hand-crafted furniture, a category of clothing item, etc.

RESOURCES

How do the villagers get by from day to day? What do they spend their time doing? How do they put food on the table and keep a roof over their heads? This can be related to the village's specialty, but does not have to be.

A hallmark of a village is that they are often self-sufficient for the most part, but resources can also be considered what the village exports. These are typically sent in bulk to a recipient (such as a liege lord, or as part of a trade agreement with another village) or taken to market at the nearest town or city.

PROVIDING FOR THE VILLAGE

Villages have resources they revolve around. Often whole portions of the community may be involved in some or all aspects of processing that resource. As a result, it can be expected that goods-producing villages will have a place where one might acquire some of those particular items. This differs from a trading post, where a variety of shops are likely to be found regardless of where the trading post is, or who lives there.

Below, if you roll a **resource**, you'll also find locations directly related to that resource. Your village may have one or more of the locations noted, depending on the resource. These can take whatever form you wish (shop, storage, etc) or simply just flavor for your village.

BARTER

Some villages may be so remote that gold and silver is of little value to them. It may be that in order to 'purchase' something from a villager, an exchange of goods would be required, rather than money. This could pose a challenge to wealthy adventurers who have plentiful coinage on hand, but not much in the way of disposable resources.

d10 Resource

- 1 Crops.** The village is surrounded by fields or orchards that produce wheat, barley, grapes, vegetables, fruit, etc. These are harvested in their raw forms and excess is sold or traded.

Location(s): farm(s), mill(s) and/or storage locations (silos or barns).

- 2 Dairy.** Pastures contain cows, goats, or sheep for milk or chickens (or similar) for eggs. Additional animals may also be bred for sale. Due to milk's tendency to spoil quickly, it might only be sold at nearby towns or markets. If the produce needs to travel longer distances, perhaps the village makes butter, cream or cheese instead.

Location(s): cellar, creamery, field/barn/coop

d10 Resource

- 3 Herbs.** Herbs grown in the village are used for alchemy, medicine, or even cooking, and are typically tended by an individual due to their more specialized, and potentially dangerous, nature. This knowledge could grant the individual some degree of medical or arcane training.

Note: Unless the village is extremely small, it is unlikely that herbs are a village's sole focus.

Location: herbalist's hut and gardens

- 4 Fishing.** The villagers utilize the bounty of the nearest stream, river, lake, or ocean. The village's proximity to neighboring settlements dictates how the fish can be sold. If remote, the fish might be dried and salted; if nearby, they could be sold fresh.

Location(s): fisherman's stand, wharf/pier

- 5 Livestock (labor).** Animals are bred here to perform a particular job. These include plough and war horses, donkeys, cattle and oxen. The breeding and raising of these animals can be a long process, so trade is likely seasonal and the animals expensive.

Location(s): stable or barn.

- 6 Livestock (meat and hides).** Animals are raised to be slaughtered for meat including cattle, pigs and sheep. Some may be kept to feed the village, but excess animals (live or butchered) would be sold or traded.

Location(s): barn or pens, small butcher shop.

- 7 Livestock (shearing).** Llamas, sheep, goats and/or yaks are shorn in the village, the wool bundled and taken to market. The village may also produce its own woolen goods for sale.

Location(s): shearing shed, storage, fields/barn, small stall/shop.

- 8 Logging and lumber.** Trees are planted and harvested sustainably. Harvested trees are hand trimmed of branches, and logs are used, traded and sold. Villagers may also process wood to craft wooden goods.

Location(s): logging camp, carpenters workshop

- 9 Mining.** Raw metal ores are excavated from the ground, cleaned and sorted and then used, traded or sold. It is possible the mine is owned by a noble or kingdom who sends transport to pick up excavated materials. Ores may be processed in the village and turned into metal goods.

Location(s): foreman's station, mine, smithy

- 10 Quarrying and masonry.** Stone is removed from the landscape in either raw, unrefined pieces, or cut into blocks for various purposes. It is possible the quarry is owned by a noble or kingdom who sends transport to pick up excavated materials. A local mason may build using the excavated stone.

Location(s): mason or foreman's station.

OPTIONAL RESOURCE

(You may choose this if it appeals to you and/or makes sense for your village).

Ice. Keeping certain items cold is a necessity, and a village with access to ice would be in a great position to store meat, fish and dairy products. If your village is located in a very cold region, it may be even able to collect and sell this valuable resource to those in warmer climes.

Ice would likely be cut in huge blocks in the mountains or frozen lakes. It would be transported insulated in a material such as straw or sawdust (or kept cool by the regular addition of fresh snow). At the destination, it would be placed in an insulated ice house dug into the earth, and kept raised off the ground. From here, ice could be sold or used.

Location: ice house

RECENT HISTORY

Village gossip is a major aspect of day-to-day life. What do the villagers talk about? What topics are discussed by the village elders or folks gathering around the local well? These are events that may have occurred within the past few weeks or months, up to a year at most.

d12 Recent History

- 1 **Animal issues.** Livestock or pets may have been ravaged by local wildlife or monsters, or animals have been struck by sickness or pestilence.
- 2 **Attacks.** Members of the community have been attacked, either by brigands or, perhaps, monsters.
- 3 **Bumper production.** A staple resource of the village has yielded very well recently.
- 4 **Out of favor.** The village has been subject to the ire of a nearby ruler or entity.
- 5 **Entertainment.** A certain form of entertainment is proving popular, whether a game or pastime, the arrival of a storyteller or musician or something else.
- 6 **Fear.** Something unnerving or frightening has happened recently.

d12 Recent History

- 7 **Good fortune.** The village has received favorable notice from a nearby ruler or entity of note.
- 8 **Infestation.** Some form of vermin or pest has recently beset the village and has become an ongoing issue.
- 9 **Poor production.** A staple resource of the village has yielded poorly of late.
- 10 **Power vacuum.** The death or absence of a local leadership figure or figures has lead to internal strife within the community.
- 11 **Safe haven.** The village has become a sanctuary for refugees or those in need.
- 12 **Wartorn.** The village was occupied by military forces and suffered damages during wartime in the recent past.

Step 2: Community

A village, more than any other kind of settlement, is closest to a family. It is typically small enough where most folks know everyone else, or near enough. The bonds between most who live in the village are very tight and often many residents are related either through blood or marriage. These tight-knit bonds create a dependence within the community upon each and every person and it can be difficult to find individuals who don't contribute in some way.

This also means that when something happens to a small portion of the community, it easily affects the whole.

POPULATION DENSITY

Village populations are among the smallest of all settlement types. They can be as small as just a few families up to, in rare cases, around a thousand people. The amount of people in a village is tied closely with its age and opportunities for work, as villages are founded by individuals intent on utilising the local resources, later populating the area with family and friends.

External forces and **hardship types** such as war or disease may impact a village's population.

Populations range from a couple of dozen, to up to a thousand.

The table below modifies the **crime** roll found later within this section.

Modified by: hardship type/outcome (if applicable)

d20	Population Density
1-2	Nearly deserted. There are many empty structures. (-2 to crime roll)
3-6	Sparse. There are a some empty structures. (-1 to crime roll)
7-14	Appropriate. Structures are comfortably populated. (+0 to crime roll)
15-18	Congested. Movement is difficult. Structures are often at capacity. (+1 to crime roll)
19-20	Overwhelmed. The village cannot support this many people. Movement is extremely difficult. Camps crop up along the outskirts of the village. (+2 to crime roll)

DEMOGRAPHICS

Depending on where the village is, and its proximity to other destinations, one might find different peoples within the village.

The table below presents different distributions of fantasy races residing in your village. These races can be whatever you like, however we suggest using the locations and regions near the village as a reference for what the race or races might be.

d20	Demographics
1-8	Only one. 100% primary race.
9-12	Only two. 60% primary race, 40% secondary race.
13-15	Normal distribution. 50% primary race, 25% secondary race, 15% tertiary race, 10% other.
16-17	Wide distribution. 20% primary race. All others reasonably well represented.
18-19	High and low. 80% primary race in high social standing, 20% secondary race, in lower social standing.
20	In flux. No discernible distribution. Racial diversity seems random with no sense of organization or numerical dominance.

DISPOSITION

Villages, being relatively small groups of people, tend to have very unified overall dispositions. Their attitudes can be the result of recent events, past history, regional issues or tensions common in that area.

Modified by: hardship type/outcome (if applicable)

d20	Disposition
1-2	Hostile. Locals seem very unfriendly toward visitors. A visitor would strongly sense that they are unwelcome. This could manifest as coldness, passive-aggressiveness or even violence.
3-6	Unfriendly. Locals don't care much for visitors, looking upon them with contempt, fear or suspicion.
7-14	Neutral. Locals are standoffish or perhaps hard on the outside, but can be friendly if you get to know them.
15-18	Friendly. Locals are generally friendly, welcoming and slow to take offense.
19-20	Open. The locals actively enjoy visitors and their culture incorporates this. Just about anyone is welcome.

LAW ENFORCEMENT

Since villages are rural communities, formally established officers or organizations are rare. You are most likely to see a group of the locals who take it upon themselves to enact order, but likely have little or no official sanction.

d20 Law Enforcement

- 1–3 None.** This could be good or bad depending on one's point of view. Good if the folk are honest enough that policing is unnecessary, but bad when you need to call for help.
(+2 to **crime** roll)
- 4–10 Disorganized Rabble.** The quintessential village mob with little to no organization. This is usually formed on the spur of the moment to address a particular issue.
(+1 to **crime** roll)
- 11–14 Organized Rabble.** Perhaps better than the alternative, this group has guidance and leadership in the form of an individual or small group. They may or may not be competent.
(+0 to **crime** roll)
- 15–18 Sheriff.** A single officially sanctioned sheriff looks to maintaining order within the village. If they require additional help, they request it from the villagers, who may assist in a temporary capacity.
(–1 to **crime** roll)
- 19–20 Sheriff and Deputies.** A sheriff and a handful of deputies who are officially sanctioned authorities maintain a firm hold on the village. They maintain civility in an official capacity.
(–2 to **crime** roll)

LEADERSHIP

Village leadership can sometimes be formal, but other times can be organic or unorganized.

d6 Leadership

- 1 No Leader.** The village operates with no leadership which could lead to unresolved disputes.
- 2 Natural Village Elder.** The village recognizes a wise individual and informally acknowledges them as an authority figure.
- 3 External Ruler.** The village owes fealty to a ruler who is located outside the village itself.
- 4 Local Council.** Prominent members of the community were chosen to lead the village collectively.
- 5 Single, elected leader.** The locals democratically voted for their current leader.
- 6 Anarcho Syndicalist Commune.** The members of the settlement take turns as a sort of executive officer for the week.

POPULATION WEALTH

The wealth of a village may present differently to that of other settlements. Being typically rural communities, obtaining large quantities of expensive and ornamental possessions may be more difficult simply due to lack of availability, and may not be a priority, whether or not one has the coin. In well-trafficked areas, a wealthy villager or village leader could potentially have a collection of things purchased from or traded with traveling merchants. In more remote villages, a wealthy individual might own more land, or have more animals. A village where business is booming might also attract traffic to the region from traveling merchants or adventurers looking to make good coin for their wares.

Consider how the **resource** from Step 1 may affect the **population wealth**. For example, if the resource is mining and the population wealth is prosperous, then perhaps the mine produces precious metals instead of just iron ore. Another example is if the resource is livestock and the population wealth is impoverished, the livestock may have contracted an illness, or may have been stolen and the community has yet to recover.

Modified by: hardship type/outcome (if applicable)

d20 Population Wealth

- 1–2 Destitute.** Most of the population consistently lacks the barest essentials of what they need to survive.
(+4 to **crime** roll)
- 3–6 Impoverished.** Around half of the population struggles to carve out even a meagre existence.
(+2 to **crime** roll)
- 7–14 Average.** Most of the population have enough to live a modest life.
(+0 to **crime** roll)
- 15–17 Prosperous.** Most of the population has enough to live a good life and, of them, a fair amount can even live comfortably.
(+1 to **crime** roll)
- 18–19 Wealthy.** The villagers are well off, perhaps even able to indulge once in a while.
(+2 to **crime** roll)
- 20 Affluent.** The villagers have plenty of disposable income and want for absolutely nothing.
(+4 to **crime** roll)

CRIME

Villages have the benefit of being relatively unattractive to criminals (at least for the typical reasons). A thief is rarely going to waste their time stealing sacks of grain in a backwater village when towns and cities are nearby, ripe for the picking. Also, as previously mentioned, villagers likely all know each other, and one is less likely to steal from or cheat a friend or family member without adequate cause. Crime is likely to be rare and, if and when it does occur, swiftly dealt with.

Depending on a community’s size and the frequency of criminal activity, a certain group or groups may be linked to the crimes, such as a local trouble-making family or gang. The community may well be familiar with them, which could mean that while crimes take place, they are also resolved quickly.

The table below modifies the **Urban Encounters** table roll found in **Appendix B: Encounters**.

Modified by: population density, law enforcement, population wealth

d20	Crime
1–10	Little-to-None. Most in the village don’t believe the village is totally safe and certainly haven’t experienced any crime personally. (+0 to urban encounter roll)
11–15	Rare. Months typically pass between incidents, if not longer. (+1 to urban encounter roll)
16–18	Occasional. Crime isn’t unheard of but, if one keeps their eyes open and locks their door at night, they’ll be fine. (+2 to urban encounter roll)
19–20	Common. Criminal activity tends to be a weekly or even daily occurrence. Best to keep an eye on your valuables and your surroundings. (+3 to urban encounter roll)

URBAN ENCOUNTERS
Urban encounters are intended to happen in-game and as such are not intended to be a part of preparation. The table for these can be found in **Appendix B: Encounters** (p. ###).

Step 3: Points of Interest

Points of interest in a village will be very different to what one would expect in a trading post or even a small town. The folk that live in a village live simple, self-sufficient lives, generally keeping to themselves. Because of this, there are often few points of interest, save for those to facilitate this sustainability.

Village Staple Buildings

Residents of a village do more than just work and sleep; other places are important and in regular use. There are two in particular: places of worship, and places of gathering. You may simply elect to have one or both of these within your village, as they both usually make sense. When selecting these, think about their importance in the community and where they might be located. Traditionally, many villages are built around a central point, which one of these could certainly be. Below, you will find tables for how many of each might be found in villages of various sizes.

Places of Worship

The gods must have their due and in communities like this, it is almost a sure thing that they do. One or more gods may be revered in these communities, with at least a shrine devoted to the deity, if not a chapel or even full temple.

Determined by: size

Village Size	Places of Worship
Very Small	1
Small / Medium	1d2
Large / Very Large	1d2+1

PLACE OF WORSHIP SIZE

You may roll on the table below to determine the size of the place of worship.

d10	Place of Worship Size
1	Secret. The place of worship's size is unclear, as the location is not publicly known.
2-7	Shrine. A small altar or perhaps a tiny shack, usually evincing some various items or images relating to that which the shrine venerates.
8-14	Church. A modest building with seating for attendees, appointed with various items or images relating to that which the church venerates.
15-17	Sanctuary. A large, well-appointed structure, able to comfortably accommodate up to a few hundred people.
18-19	Temple. A grand building, replete with elements like high ceilings, plush furnishings and other impressive ornamental and/or architectural features. It can contain nearly a thousand attendees.

d10 Place of Worship Size

- 20 Great Temple.** An awe-inspiring structure devoted to that which it venerates. No expense was spared in its construction. This might display such elements as stunning frescoes, elaborate stained-glass scenes and towering, gilded statues. Walking into a great temple is a rare and striking experience for those who do not live near one.

FERVENCE OF LOCAL FOLLOWING

For each place of worship, roll on the following tables to determine the degree of veneration that is visible to any visiting outsider and its alignment.

d20 Fervence of Local Following

- 1-3 Unseen.** To those outside the following, it is not clear that the group exists.
- 4-7 Quiet.** Adherents to the faith are inconspicuous, unless one knows what to look for (perhaps particular gestures, items of clothing or phrases).
- 8-12 Subtle.** Followers of the faith may be identifiable, but remain very reserved.
- 13-16 Moderate.** The pious are confident and unafraid to display their faith openly, but do not encroach upon the wider populus uncalled for.
- 17-19 Fervent.** Followers are outspoken with little or no fear of reproach. They may sing or speak to the masses.
- 20 Zealous.** Adherents are utterly and unthinkingly devout, forcing their doctrine upon their surroundings and peers or taking actions that further their cause regardless of personal cost. Though typically seen as negative, this could also be a positive, such as a church of light rising up in an evil kingdom, helping those in need even if it puts themselves in peril.

VISIBILITY

What is shown above represents what can be seen by an outsider visiting the village. Each and every person who holds a faith will express it in their own way, but what is represented here is generally how bold that show of faith is. The overall degree of veneration may be quiet, but there may be a few adherents that, while very passionate, may keep it quiet when in public. Why would they do this? That's part of your village's story.

ALIGNMENT OF THE FAITH

Roll on the table below to find out the alignment of the faith.

d10 Alignment of the Faith

- 1** Evil
- 2-5** Neutral
- 6-10** Good

Gathering Places

Social interaction is mightily important in a close-knit community and it doesn't take long to realize that having gatherings in individual homes can make things difficult. That is where gathering places such as long halls and other communal buildings come in. These might be used for all manner of activity, from sharing meals together to playing games, singing, teaching, celebrating or, sometimes most importantly, discussing serious matters regarding the village. These are places where a forum can be held or news can be disseminated more easily. A gathering place usually amounts to a large building capable of containing the village's residents with some room to move about. They might contain fire pits or fireplaces, tables, benches, and chairs.

Size	Gathering Places
Very Small	1d2-1
Small	1
Medium	1d2
Large	1d2
Very Large	1d2+1

Shops/Vendors

Unlike trading posts, whose existence revolves around trade and commerce, a village does not. Villages exist to produce and manage a small number of resources and those who live there hope to live as comfortably and trouble-free as their circumstances will allow.

As a result, the likelihood of finding formal shops or services in a village is slim. What you might find are people willing to barter goods or do you a favor in return for something you could offer.

Below are two tables to determine what extra places or interesting people might be in your village.

NUMBER OF EXTRA PLACES/PEOPLE

Roll on the table below to determine how many rolls to make on the Extra Places table.

Note: For Very Small it is possible to have zero.

Size	Number of Extra Places/People
Very Small	1d2-1
Small	1d2
Medium	1d2+1
Large	2d2
Very Large	2d2+1

EXTRA PLACES/PEOPLE

Roll on the table below once for each **number of extra places/people** rolled.

d20	Extra Place/Person
1	Burned down shop
2	Smith
3	Archaeologist
4	Map Maker
5	Scribe
6	Charlatan
7	Tavern
8	Armorer
9	Tutor
10	Banker
11	General Store
12	Carpenter
13	Weaponsmith
14	Inventor
15	Furniture Maker
16	Artist
17	Singer / Bard
18	Clothier or Weaver
19	Bathhouse
20	Traveling Magic Item Merchant

Step 4: Local Color

The following are three elements that can add additional layers to your village: events, political rumors and superstitions. Events are parties, fairs or celebrations that have just passed, are currently in progress, or are coming up soon. Political rumors surround large scale current events involving rulers, conflicts between regions, etc. Superstitions are odd, strange, or simply unique beliefs that are commonly held within the community. Feel free to roll for, or choose, as many of these as you would like, and have fun!

VILLAGE EVENTS

In a village, time is marked by celebrating rites of passage. The lives of those who live there are closely woven with those of their neighbors. It follows, then, that these would be gatherings where most, if not all, would participate in almost all aspects. Depending on the season, or the other particular happenings, there could be any sort of event going on. Are visitors welcomed warmly or crashing the party?

Roll on the table below to see what events are currently taking place, imminent, or coming to a close.

d10	Event
1	Birth or birthday. Blessings are sought for individuals on the day of their birth.
2	Fun. These are parties that bring the community together for fellowship and camaraderie and could be happening for a number of reasons.
3	Funeral. Gathering to remember those from the community who passed away, either mourning them or celebrating their life with a party reflecting the things that meant most to the deceased.
4	Harvest and productivity. Villagers seek blessings for upcoming work such as a harvest, or thanks are given for bountiful yields.
5	Love. Festivities to encourage pairing, celebrating couples and family.
6	Political. Celebrating or honoring events of national significance such as remembering a great victory or gaining independence.
7	Religious. Honoring important events relating to a venerated deity.
8	Wedding. Celebrating the formal joining of two families.
9	Local. Celebration revolving around a major local event or the deeds of a local hero.
10	Travel & welcome. A celebration to welcome someone new to the community or to wish someone well on a journey.

POLITICAL RUMORS

Depending on where a village is located, its involvement in (or even general awareness of) political happenings can vary greatly. When one hears political events being discussed in a village (such as those listed below), it may be a good idea to take the discussion with a grain of salt. The more remote the village, the larger the grain of salt, as news may get skewed as it travels.

d6	Political Rumor
1	Mighty misfortune. Misfortune has fallen upon a nearby prominent figure residing outside the bounds of the village (stripped of title, robbed, murdered, lost at cards, etc).
2	Fealty. A new power may be claiming rights of fealty over the village after the end of a long conflict.
3	Drums of war. Neighboring cities are preparing to go to war with one another.
4	Noble wedding. A local noble has just married the son or daughter of a well-loved (or greatly-loathed) noble family.
5	More taxes. An increase in taxes is coming. What for?
6	Missing taxman. Taxes have not been collected in quite some time. Rumors abound as to why.

SUPERSTITIONS

Villagers believe a lot of things, some of which can get rather... odd. What folks believe and why is almost anyone's guess, but in a village those superstitions tend to come in forms that relate to health, productivity, luck and romance.

Roll on the table below to see if there are any superstitions held by the locals. Also, remember to consider the question: is the superstition true?

d20	Superstition
1	Burying a dead cat under the doorstep is essential for a building's prosperity.
2	Half a chicken will cure any number of ailments (from plague to pimples) when tied to the afflicted area.
3	Placing mirrors or large reflective objects opposite one another in a room can open an invisible doorway for devils.
4	Mistletoe above the lintel is a sacred oath that the host will harm none who enter.
5	Never stick a knife point-down into wood or a cutting block, as it invites acts of violence among those nearby.
6	Evil spirits can lurk within the leaves of cabbages and sprouts; you must carve a holy sign into the bottom before cooking them.
7	After visiting a grave or cemetery, one must take a winding path home, making stops along the way, in order to lose any tag-along spirits.
8	Giving a knife as a gift will sever a friendship, so they must always be symbolically paid for.
9	Never use dull scissors, as if you do, you risk accidentally cutting the thread tethering your soul to your body.
10	Knowing your full name allows those who wish you ill to put a curse on you, so keep your middle names secret.

d20	Superstition
11	A carrion bird landing in front of you means you, or someone close to you, will die soon.
12	A single magpie is bad luck, but saluting the lone magpie ('Good morning Mr. Magpie, how's your wife?') will turn the bad luck into good.
13	In games involving dice, you never simply grab them. The owner of the dice must give them to the first person who must roll. That person then gives the dice to the next person and so on. Doing otherwise will curse the dice for a fortnight.
14	A pregnant woman must not go out in the evenings, lest the overwhelming darkness taint the child. If she must go out, she must carry a second lamp directly in front of her stomach to protect the baby.
15	When making a wish at a well, the value of significance the item you throw in should be commensurate with that of your wish.
16	When speaking with adult men or women, it is bad luck to not address them as "sir" or "madam" at least once within the conversation.
17	When mining or cutting stone, the chips from the first strike of the day must be pocketed by the one who struck, lest earth spirits feel taken for granted.
18	Proclaiming new love at dawn or dusk is bad luck.
19	Kissing the door frame of your house upon entry or exit asks the gods' protection upon it.
20	Never leave an empty spirits glass or cup right-side-up, lest an actual spirit attempt to fill the void, inhabiting the body of the next drinker.

Extra Intrigue

A little extra intrigue never hurts. It can help turn a good village into a great one.

GOINGS ON

What are some interesting occurrences that are happening at the moment, or may have just happened?

d6 Goings On

- 1 **Worker comp.** A worker has been injured on the job and folks are rushing to help them.
- 2 **Road merchant.** A traveling merchant just arrived in town, and has all kinds of unique things to show and sell.
- 3 **Children missing.** Some of the younger villagers have gone missing. How long have they been gone? What were they last seen doing?
- 4 **Fallen rider.** A severely injured man in armor rides into the village late at night and falls unconscious from his horse. He is wearing a tabard displaying an unfamiliar coat of arms.
- 5 **He's mine.** Two villagers are competing for the hand of a local heartthrob.
- 6 **Echoes in the deep.** A villager swears he can hear sounds like voices coming from underground.

OPPORTUNITIES

What are the potential problems going on that the village may need help with?

d6 Opportunity

- 1 **Thief.** Someone has been absconding with large amounts of the town's major crop or resource.
- 2 **Wildlife.** Local wildlife has been harassing the villagers or animals.
- 3 **Monster(s).** Something worse than simple wildlife is terrorizing the village.
- 4 **Haunting.** A spirit haunts some place within the village. Something was done to this person while they were alive that has tied the spirit to this place.
- 5 **Party time.** A festival is coming up soon, and a shipment carrying something important for the event has not arrived.
- 6 **Shady doings.** Strange symbols are discovered written on the walls of certain homes or other buildings. Bits of bones or piles of stones placed just-so have been found. Something or someone is trying to send a message or accomplish a less-than-savory task. What is it and why is it happening?

HARSH WEATHER

Where weather in towns or cities can potentially be negligible (and avoidable), weather in a village is almost always of major importance. Weather can affect every aspect of life in a village from its ability to harvest its crops to threatening the stability of the very buildings themselves.

The table below presents weather based scenarios.

d10 Harsh Weather

- 1 **Ideal.** Recent conditions have been as good possible. Work has been able to progress better than usual, and any grown resource may be having a richer yield than normal.
- 2 **Heavy precipitation.** Rain or snow have been significantly heavier than usual. There has either been flooding or snows have been so deep they may be causing damages, or even trapping folk inside their homes unless they tunnel out.
- 3 **Drought.** It has been warm, maybe even pleasantly so, but it also has not rained in some time. Things are getting dry and brittle. Unless water storage solutions are in place and water distribution (such as irrigation) is available, this doesn't bode well.
- 4 **Thunderstorms or blizzards (non-arid region).** The precipitation hasn't been the problem as much as the severity of the storms. It is impossible to work or travel in these conditions, so village residents are holed up inside, waiting out the storms which have been occurring much more frequently.
- 5 **Wildfires.** There have been fires, either nearby or some ways off. Either way, they're too close for comfort. Ash can be seen on the ground, smoke can be smelled in the air, and forests nearby are in danger, if not ablaze already.
- 6 **Hail.** Storms dropping chunks of ice at great speeds have been devastating the village, possibly damaging crops, structures, or even people and animals caught outdoors.
- 7 **Dust storms (arid region).** Dust storms have been passing through in a choking haze, making it difficult to travel or do extended work outside. Air quality is awful and some folk are getting sick.
- 8 **Hurricane (coastal region).** A hurricane is approaching or has arrived. Forceful wind, pounding rain, flooding and hail have all been seen. Some folks may be fleeing.
- 9 **Tornado.** A whirling cyclone is approaching or has careened through or near the village, uprooting crops, destroying buildings, or worse.
- 10 **Earthquake.** Shifting earth beneath the village is causing, or has caused, structural collapse and possibly even sinkholes and cave-ins.

IN THIS ENVIRONMENT?

In the event that you roll on the harsh weather table above and get a result that you feel conflicts too much with your village's environment (such as hail in the desert), simply re-roll.

DANGER LEVEL

What makes this place dangerous? Understand that this is a relative term and the possibilities presented in the table below will need to be adapted to your campaign and/or current adventure path based on character level. Danger could refer to crime, environmental hazards or other things present that could make life difficult.

d20 Danger Level

- | | |
|-------|--|
| 1–2 | No danger or hazards. This village is a perfectly safe place to be. |
| 3–6 | Low. Danger or hazards are a rarity. |
| 7–14 | Medium. Danger or hazards are not unheard of, but not everyone would have experienced them. |
| 15–18 | High. Danger or hazards are common. |
| 19–20 | Extreme. Danger or hazards abound. It is never safe to go anywhere alone. |

DANGER TYPE

What are some of the situations that could happen here? Below are possible dangerous occurrences that adventurers could run into.

d6 Danger Type

- | | |
|---|---|
| 1 | Wildlife attack. Wildlife lives in close proximity to the village, which may be open or have little in the way of defenses. Wildlife may be free to roam the village, especially in low-traffic hours. |
| 2 | Misunderstanding. For new arrivals in the village, especially those not from the region, communication can be hard. Miscommunication can lead to dangerous situations. |
| 3 | Workplace accidents. Depending on the kind of work being done, there may be some omnipresent danger, from mishaps with animals to issues with equipment, especially if it is in poor condition. |
| 4 | Disease. Villages can lack rigorous standards of cleanliness or, due to their rural placement, can sometimes be prone to issues with disease-carrying vermin. |

d6 Danger Type

- | | |
|---|---|
| 5 | Unwanted attention. Being a tight-knit community has the benefit of everyone being very familiar with everyone else. This makes visitors stick out like a sore thumb. This could draw attention from the villagers or those who might be watching the village. |
| 6 | Monster prey. Large monsters who might view a town or city as too threatening a target may view a village as a much easier source of food. |

INTERESTING NPCs

Is there anyone who might be particularly interesting in the village at the moment? Perhaps they residing there or are just passing through?

d12 Interesting NPC

- | | |
|----|-----------------------------|
| 1 | Performance troupe |
| 2 | Hunter/tracker |
| 3 | Other adventurer(s) |
| 4 | Wandering scribe |
| 5 | Disguised extraplanar being |
| 6 | Escaped captive |
| 7 | Military company |
| 8 | Elder from other village |
| 9 | Merchant caravan |
| 10 | Tutor |
| 11 | Noble or royalty |
| 12 | Priest |